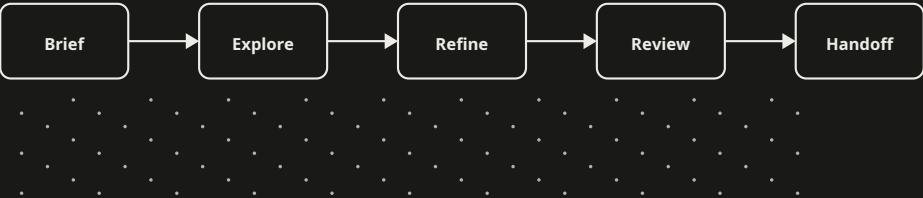

CLAUDE DESIGN / FIELD PRACTICE

Claude Design Field Guide

Explore, refine, and hand off an interactive product design



Michael Long

October 6, 2026 | Version 2.0.0

Orientation

Use Claude Design to explore a product change, compare directions, refine a connected experience, and prepare the selected design for its next owner. Begin with the design foundations and screens your team uses in Figma, or with the components and product behavior already implemented in code.

The recurring exercise is **Velori**, a personal-robot configurator. A shopper chooses a finish, face, expression color, and accessory. Your task is to explore how the shopper should review those choices before confirming the configuration. Keep Velori's identity and product imagery while making the review easier to understand and edit.

Finish the main exercise with a reviewed interactive prototype, a decision record, and a usable handoff. Continue to Claude Code when the next job is implementation. Continue in Figma when the next job requires editable design work there. Each destination has its own completion check.

Choose your starting route

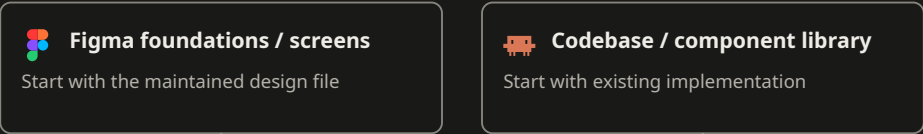
Starting material	Preparation	What Design receives
Figma foundations and screens	Select the relevant pages, components, fonts and assets	A visual system and a starting screen
Existing codebase and component library	Select the frontend library, tokens, assets and baseline behavior	Implementation context for the same design task

You need access to Claude Design in your intended account and organization. For a Figma route, use a Figma account and a copy you can inspect. For a Code route, use Claude Code and a local project you can run. Download the [Velori exercise materials](#); no author-private organization or Figma file is required. Import the supplied native file into your own Drafts when you need to work in Figma.

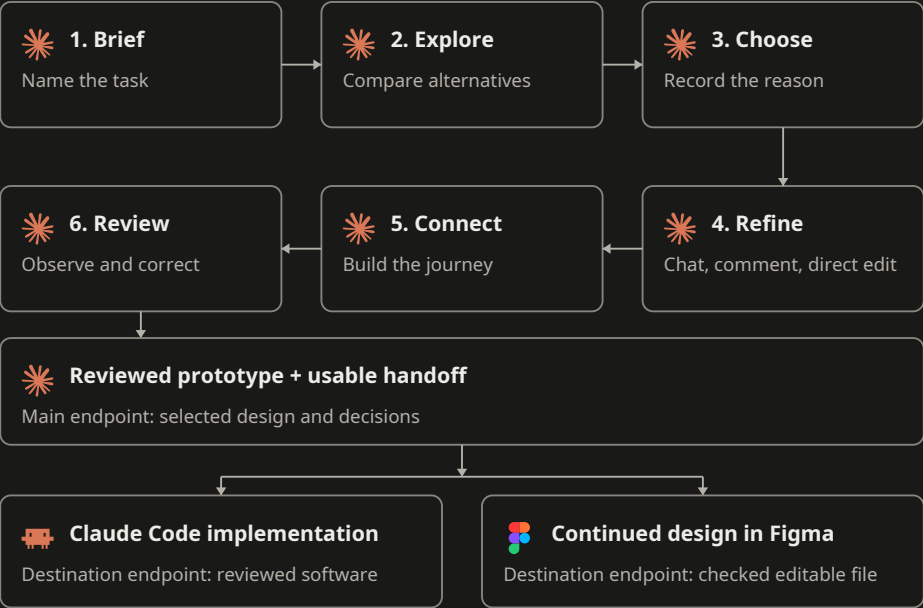
The walkthrough targets the standalone Design beta at `claude.ai/design/`. Claude also documents Design in conversations, Artifacts and Claude Code. Controls and system migration differ between those experiences. Follow one surface throughout a run, and record which surface you used. See the [current Design guide](#).

The workflow

START · choose the source your team maintains



CLAUDE DESIGN · explore and review



Review and destination findings return to Refine. Choose a destination only when the recipient needs it.

Figma foundations/screens or an existing codebase/component library feed the same Claude Design loop: brief, explore, choose, refine, connect, and review. The main endpoint is a reviewed prototype ready for handoff. A selected destination can lead to an implementation in Claude Code or continued design in Figma. Review findings return to the Design loop.

Point	Working tool	Observable result
Start	Figma or existing codebase	Named source material and a bounded user problem
Design loop	Claude Design	Compared alternatives and a coherent interactive journey
Main endpoint	Claude Design and people reviewing the design	A reviewed prototype and recorded decisions
Engineering destination	Claude Code and the recipient's project	An implementation reviewed against the selected design
Design destination	Figma	Editable work with required library relationships inspected

The chapter sequence is the author's synthesis of official capabilities and reported practice. The exercise asks you to demonstrate your own result. A screenshot, a successful import, or a generated explanation cannot establish that an interaction works.

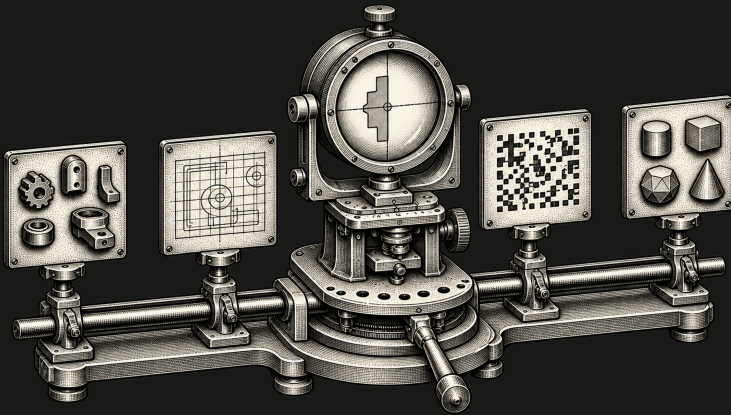
Contents

Begin with your source material, explore and review in Claude Design, then choose the handoff your recipient needs.

Orientation	ii	7. Hand off to Claude Code	33
1. Choose the task and starting material	1	8. Continue in Figma when needed	37
2. Bring your system into Claude Design	4	9. Run the guided exercise	41
3. Explore design directions	10	Appendix A: Brief and decision record	45
4. Refine the design	15	Appendix B: Supporting engineering checks	45
5. Build the connected experience	21	Further reading	46
6. Review with people	28	Changelog	47

Choose the task and starting material

Start with a user problem and the source your team actually maintains.



Define a small change that a person can review. "Improve the product" leaves the screen, user task and desired behavior unspecified. "Help a shopper review a configuration and return to edit without losing choices" gives the design a clear job.

Write the brief

Name the person, the action, the problem, and the decisions you want to explore. Identify the behavior and visual identity that must remain stable. Keep payment, inventory, accounts, shipping, and order submission outside the Velori exercise.

A Velori shopper has configured a robot and wants to check the choices before confirming. Explore alternatives for reviewing that configuration and returning to edit. Preserve the product identity, real imagery, finish, face, expression color and one-accessory rule. Compare hierarchy and editing approaches. Do not add checkout or imply that an order has been placed.

Use a non-default fixture throughout review: Graphite finish, Simple face, Amber expression, and Carry bag. The fixture makes stale imagery or a reset to defaults easier to notice. The chosen design must also work when no accessory is selected.

Name what each source owns

Decision	Source to inspect
Brand, type, component anatomy and layout patterns	Maintained Figma foundations or design-system guidance
Existing runtime behavior and component API	Running application and implementation library
New review hierarchy, content and navigation	The brief and the selected Design direction
Required handoff format	The recipient's next task and working tool

Resolve disagreements before generation when they affect the task. If the Figma button and the running app use different radii, record which version the prototype should follow and why. A model should not settle an ownership decision by silently blending the sources.

Keep the answer out of the prompt

Use foundations, components, the configurator and source assets as starting context. Keep completed review layouts, solution prompts and implementation answers beside the exercise for later comparison. An answer key supplied at the start prevents you from seeing which review hierarchy Claude would propose from the starting screen.

The starter retains its original source pages. Work in a duplicate or separate project. Record the input filenames and the destination so another reviewer can tell which result belongs to this run.

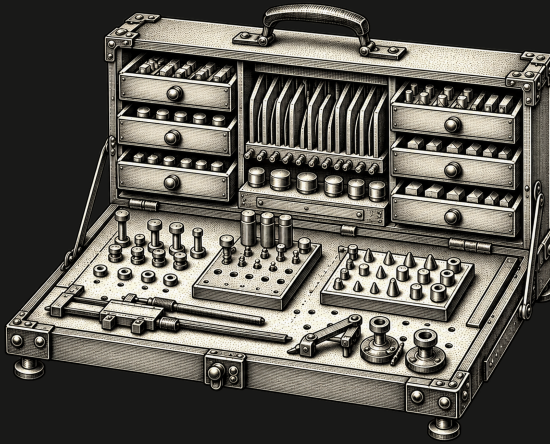
Chapter checkpoint

You have a brief, named starting material, a non-default fixture, and a recipient or review audience. The completed answer has not entered the initial context.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Bring your system into Claude Design

Inspect the imported result before asking it to carry a new design.



Choose the setup route that matches your source. [Anthropic's setup guide](#) describes Figma and asset input for visual foundations, and /design-sync for existing React systems. Inspect the extraction rather than assuming both routes produce equivalent components.

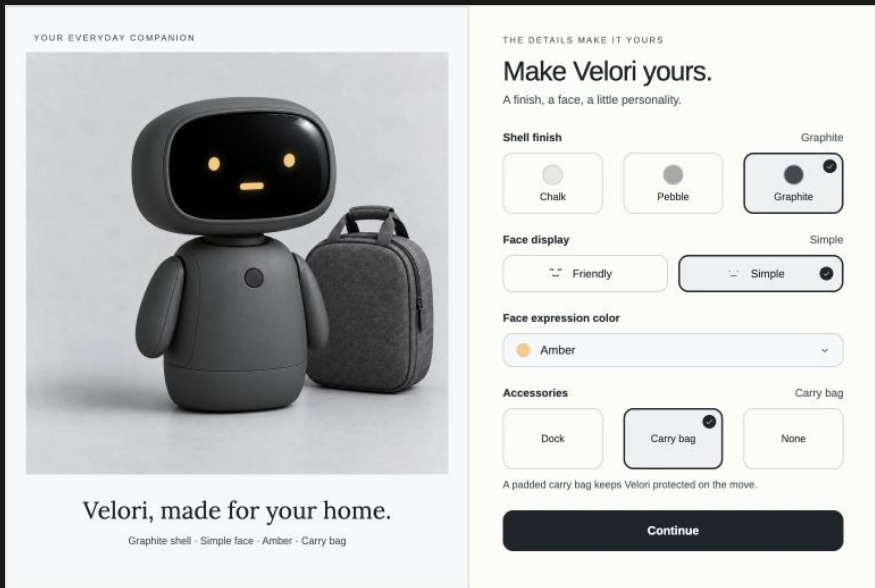
Bring in Figma foundations

In the standalone experience, open Design systems, choose Create design system, and select Create here. The setup form accepts a .fig file alongside fonts, logos and assets. Supply the company or system name and explain what the product does. Include the starting screen so Claude sees how the system is used.

The Velori trial attached four source pages and extracted 16 component families. The Figma source has 11 text styles, but Design reported none on import. It reconstructed the type scale from the Foundations notes and estimated the Product size. Compare the imported text against Figma before using it as a reference; the source Product style is 27px, while the import estimated 28px. Arimo and Lora load through Google Fonts; their binaries are not inside the native file.

The setup description mistakenly requested violet. The importer found no violet token and kept the Ink primary action specified by the Figma rules. Correct the brief when it conflicts with the named source. Do not add a new accent to make the two agree.

Figure 1
Starting screen overview



Imported Figma starting screen. Graphite, Simple, Amber and Carry bag agree in the photograph, caption and controls. Importing the visual system still lost its text-style metadata.

Use the exercise starter rather than the companion's completed Store page. Attach licensed fonts separately when the source only references a font family. Record any substitution. Keep the system private during the trial and confirm the selected system before starting a product project. This walkthrough explored files in a separate `trial/` directory inside its isolated system project. The UI offered team publication for new-project use; private selection from a separate product project was not tested. An organization default may belong to a different product.

Inspect the resulting system's colors, typography, control shapes, selection marks, product photographs, and one representative component. Compare a generated starting screen with the source at the

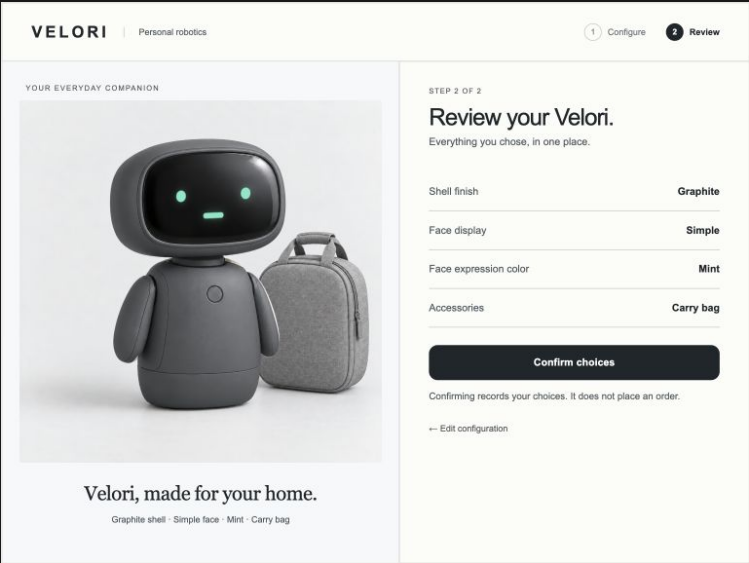
same viewport. An extraction can preserve colors while losing component anatomy or asset composition.

Bring in implementation context

When the source is a working React library, open its project in Claude Code and use the native `/design-sync` command. Supply the component library, styles, tokens, images and usage guidance needed for the configurator. Exclude the completed Review implementation from baseline context.

The bounded code-first comparison used an isolated copy of the earlier code-derived system. It reused eight exported Velori components and preserved the four choices when Amber changed to Mint. Its Arial/Georgia stacks differed from the Figma route's Arimo/Lora families. The comparison did not repeat the full connected journey. Its choices survived navigation, but they reset after a page reload.

Figure 2
Code-first Review



Bounded code-first comparison. Changing Amber to Mint retained Graphite, Simple and Carry bag. The source inspection identified reused Velori components; this view alone cannot prove component reuse.

Keep detailed file selection and runtime adaptations in the package's supporting material. The main reader should know what is being imported, why the selected source matters, and which gaps remain. Inspect the returned system and generated starting screen before exploring the new review.

Correct the smallest relevant gap

If a selected choice uses the wrong mark, identify the source component or reference and ask for that correction. If imagery is missing, repair the asset input before judging the layout. If the system is from the wrong organization, stop the generation and choose the intended destination.

Compare this starting screen with the supplied Velori configurator. Check the brand, heading, choice groups, expression menu, selected marks, button and configured product image. Name mismatches and missing source material. Correct the source rule for each mismatch before proposing the new review screen.

Keep a before-and-after image when the correction matters to later screens. Regenerate one adjacent surface to check whether the correction carries forward. Do not turn the exercise into an exhaustive audit of every component that the task does not use.

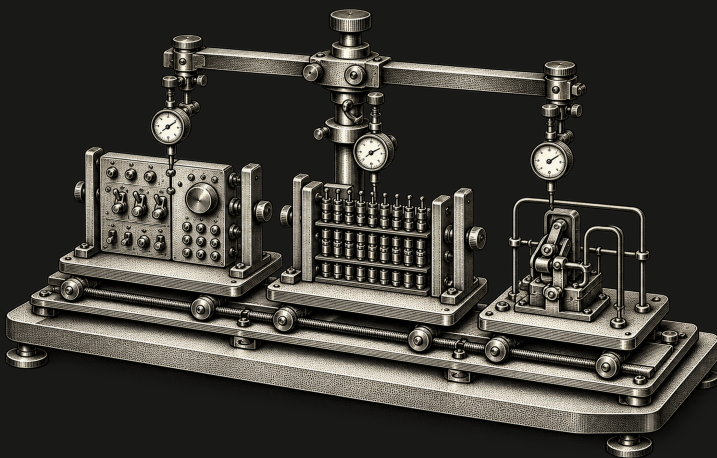
Chapter checkpoint

The starting screen uses the intended visual system. Required assets load, substitutions are visible, and unresolved import gaps have a named owner.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Explore design directions

Compare different ways to help the shopper review and edit.



Ask for alternatives that differ in how the person completes the task. Three copies with different colors do little to expose a useful decision. Compare information hierarchy, image prominence, editing behavior, and the relationship between review and confirmation.

Generate two or three alternatives

Ask Claude Design to keep the alternatives separately identifiable. Record which files or views were created. Export a copy of any direction you need to preserve before requesting a large change. Current [Design documentation](#) describes alternatives and warns that version history is not available.

Explore three directions for reviewing a configured Velori robot. A: a compact summary beside the product. B: a dedicated review screen with clear edit links. C: a guided review that groups the choices. Keep the same choices, product imagery and visual language. Make the differences about hierarchy and interaction. Label and retain each direction so we can compare them before refining one.

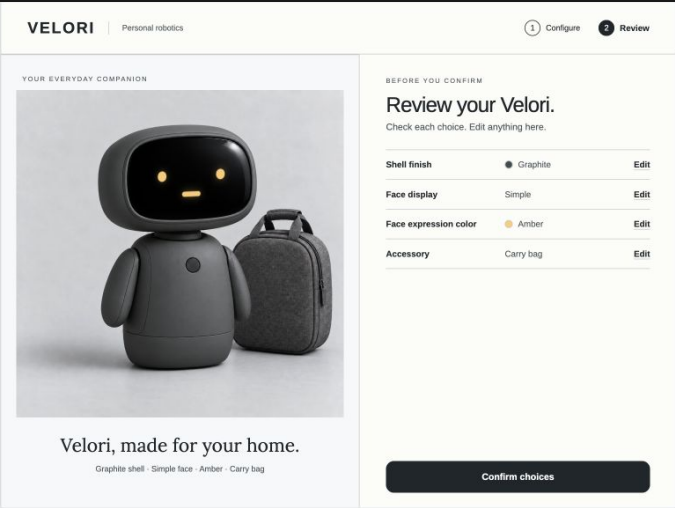
Compare the actual views

Question	Evidence to examine
Can the shopper identify the configured product?	Product image, caption and selected values agree
Can the shopper find an incorrect choice?	Labels and hierarchy make the four choices scannable
Can the shopper edit that choice?	The edit action has an understandable destination
Does the screen overstate completion?	Confirmation copy avoids an implied order or payment
Does the design fit a narrow viewport?	Essential choices and actions remain usable

Operate each alternative. A promising composition may hide a confusing Back action or erase choices when the shopper edits. Compare the same fixture so the layout difference is visible.

Figure 3

A · Compact summary



B · Dedicated review

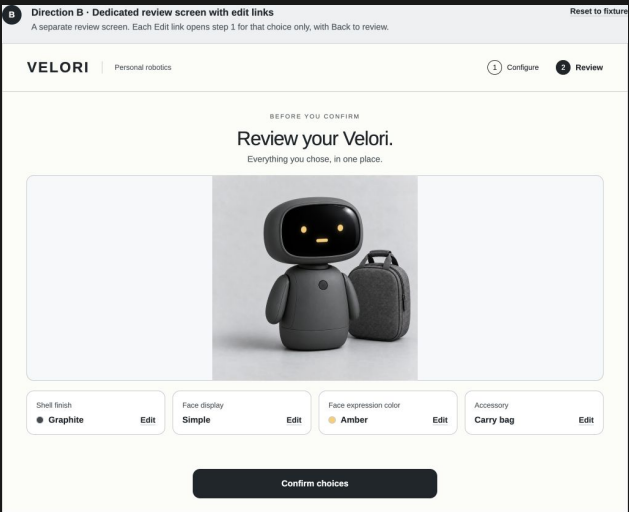
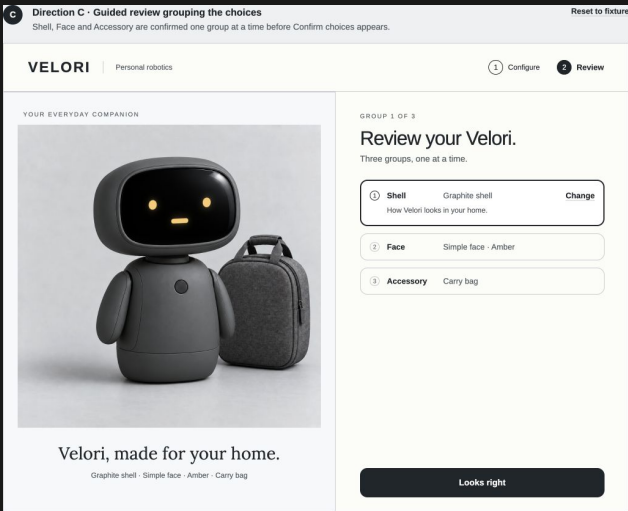


Figure 3 (continued)
C · Guided checks



Compare the editing approaches using the same fixture. A edits in place; B returns to configuration; C checks groups in sequence. B was selected for clear separation of review and editing.

The trial compared A, a compact summary with editing in place; B, a dedicated review with a return to configuration; and C, a guided check of three choice groups. Each approach was operated. B was selected because review and configuration have clear roles. The accepted tradeoff is an extra transition to edit a choice.

Select with reasons

Record one sentence for the selected direction, the tradeoff you accepted, and the refinement to make next. For example: "Choose the dedicated review screen because each choice is easy to scan and edit. Keep the image smaller on narrow screens so the summary and action appear sooner."

Preserve rejected directions as comparison evidence. Ask Claude to refine the chosen direction by name. A selection record prevents later feedback from accidentally combining all three approaches.

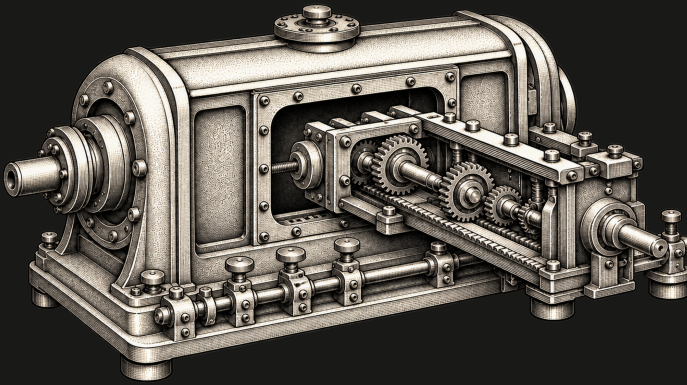
Chapter checkpoint

You have separately visible alternatives, a selected direction, a reason for the choice, and one concrete refinement priority.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Refine the design

Use conversation, targeted comments and direct editing for distinct changes.



A first generation establishes a direction. Refine the selected screen until its hierarchy, content and interaction make the task clear. Keep the fixture and selection rationale visible while changing the design.

Use chat for a structural change

Explain the behavior and the reason when a change affects the summary, image and actions together. Ask for the result, then inspect the screen and the journey that changed.

Refine direction B. Keep review separate from configuration. Put the four choices in a scannable summary and place an Edit configuration action beside them. On narrow screens, show the summary before secondary product details. Preserve selected values when returning to the configurator.

Avoid accepting "fixed" as the result. Follow the affected navigation and compare the selected values yourself. Keep structural changes small enough that you can understand their consequences.

Use a comment for a local correction

Select or comment on the exact target in the canvas, then name the change and its purpose. "Make this better" gives no deciding fact. "Keep the accessory label and selected value together so Carry bag is easy to confirm" gives the correction a job.

The trial comment targeted "Review your Velori." and requested "Check your configuration" at the same size. The saved file and reloaded view showed the new heading.

Figure 4**Targeted heading correction**

BEFORE YOU CONFIRM

Review your M velori.

Comment

The product and summary are balanced now. Make this heading specific to the review task: "Check your configuration". Keep its current size and retain all selected values and navigation.

Add comment Send to Claude

Edit configuration

Confirm choices

Confirming records these choices. It is not an order.

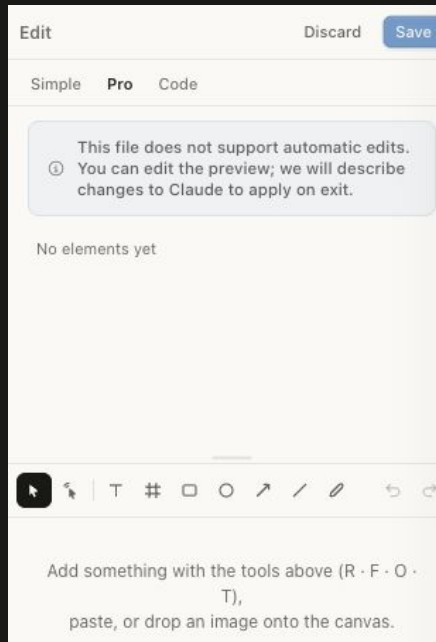
A targeted comment asks for the specific heading "Check your configuration". Reloading the saved design verified the correction.

Save the text of a consequential comment in the decision record. Anthropic documents intermittent comment persistence problems. If a comment disappears or is missed, send the same feedback through chat and verify the rendered result. A missing comment is a feedback-delivery failure, not proof that the design request was rejected.

Edit directly for a quick visual adjustment

Use the canvas's direct editing controls for a local alignment, size, spacing or copy adjustment that the selected surface supports. Observe which element is selected before changing a property. Check the full composition afterwards, including a narrow viewport.

The direct editor changed the paragraph in the preview, but Save reverted it. The surface warned that automatic edits were unsupported for that file. The same copy request succeeded through chat. Check the saved file or reload before counting a direct edit as complete; use a documented fallback when the native editor cannot save the change.

Figure 5**Unsupported direct editing**

The direct editor warns that this file does not support automatic edits. In the trial, Save reverted the preview copy change twice. Chat applied the correction, and reloading verified it.

Direct editing does not settle interaction behavior. An action moved within the layout still needs a useful label, working destination and visible focus. Record the before and after when an edit materially changes the screen.

Recheck the chosen direction

After a batch of changes, return to the selection rationale. Check whether review is still easy to scan and edit. Remove a refinement that improves one detail while obscuring the primary task. Keep a short decision record rather than a transcript of every prompt.

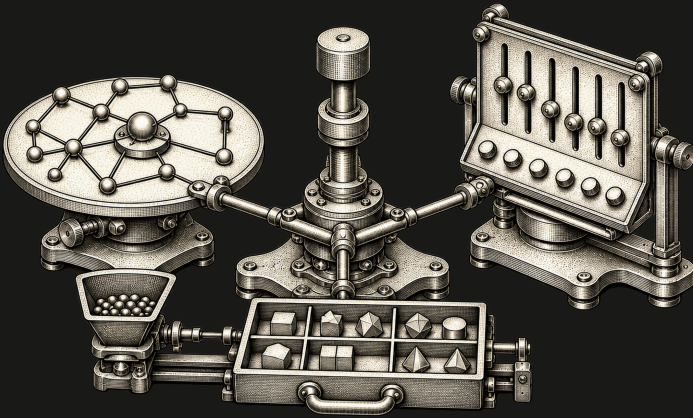
Chapter checkpoint

The selected design has a structural refinement, a verified local correction, and either a saved visual edit or a recorded editor limitation with a verified fallback. The original selection rationale still describes the result.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Build the connected experience

Make the adjacent screens behave as one shopper journey.



Develop the surfaces needed to experience the selected direction. For Veleri, the configurator, accessory details and review share the same four choices. Each surface should make its place in the journey clear.

Connect the screens

Connect the selected review direction to the supplied configurator and accessory details. Configure opens Review configuration. Edit returns to Configure with the choices retained. Browsing Charging dock details while Carry bag is selected must keep Carry bag selected until the shopper explicitly changes the choice. Keep the product image, caption and summary consistent across the journey.

Use explicit names for navigation actions. Define whether Back returns to the previous surface or always to configuration. A review action should not silently confirm an order. Give Configure, Review, Edit, Back and Retry an observable result.

Figure 6

Browse Dock

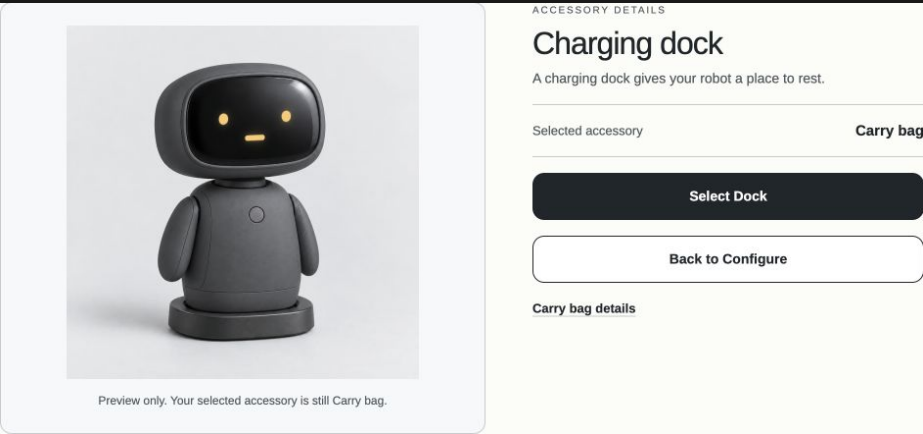


Figure 6 (continued)
Retained choice

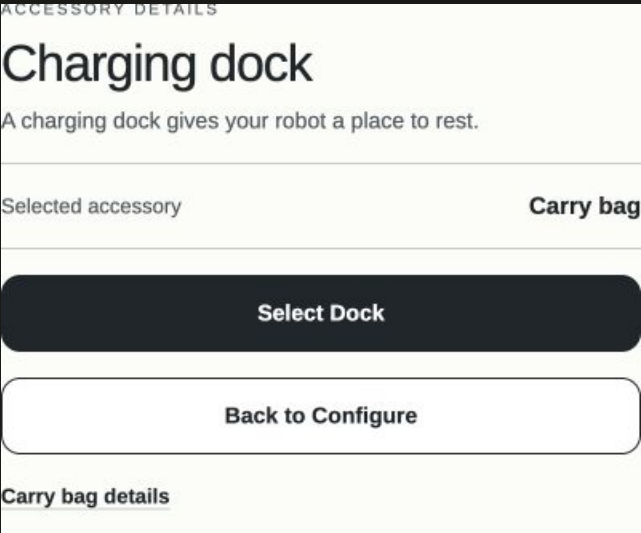
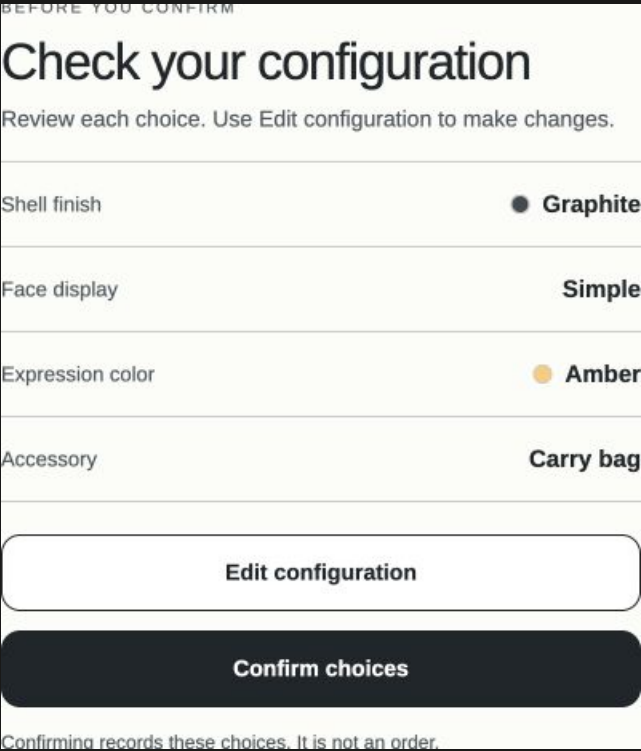


Figure 6 (continued)
Selected Review



Dock details shows Dock without changing the selected Carry bag. The selected Review retains Graphite, Simple, Amber and Carry bag and offers Edit configuration.

In the trial, Dock details previewed Dock while Carry bag remained selected. Returning to configuration and review retained the selected choices.

Add a recovery state

When an image is unavailable, keep the configuration summary visible. Explain what could not load and offer a useful recovery or editing action. Retry should attempt to load the asset rather than showing a success message unrelated to a request.

State or transition	Design requirement
Configure to review	The four choices are retained
Review to edit	Selected controls agree with the summary
Browse another accessory	Browsing does not select the accessory
No accessory	The summary states the choice clearly
Image unavailable	Choices and navigation remain usable
Narrow viewport	Summary, edit and continuation remain reachable

For a prototype, distinguish demonstrated behavior from simulated behavior. State when an unavailable state is deliberately staged. Test a real missing resource before claiming image-request recovery. Keep prototype-only shortcuts in the handoff record.

The staged unavailable fixture marked Carry bag unavailable and replaced confirmation with Choose Dock or Choose None. Choosing None retained Graphite, Simple and Amber. The image-error fixture deliberately skipped its first request; Retry then made a successful browser image request. This trial did not demonstrate recovery from a real missing resource.

Figure 7
Unavailable selection

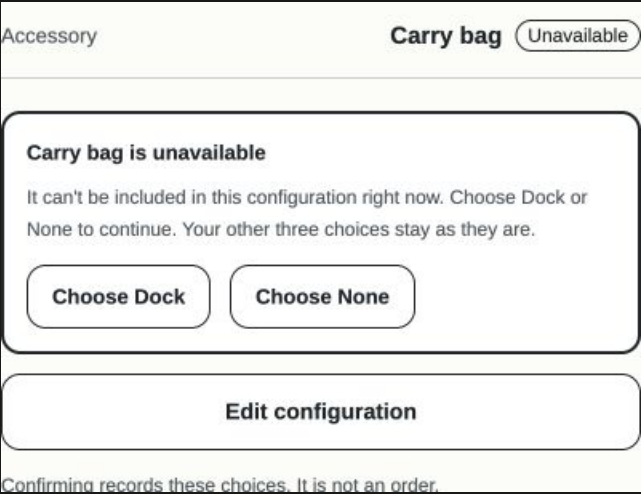
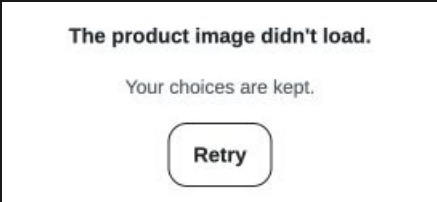


Image error fixture



Staged Carry bag unavailability offers Dock or None and retains the other choices. The separate image-error fixture simulates the first failure; Retry makes a real successful request. Real missing-resource recovery remains untested.

Protect consistency during generation

Ask Claude to reuse the chosen direction rather than redesigning every new screen. Review the next surface for typography, spacing, selected marks, content and action hierarchy. A screen can be attractive in isolation and still break the journey's vocabulary.

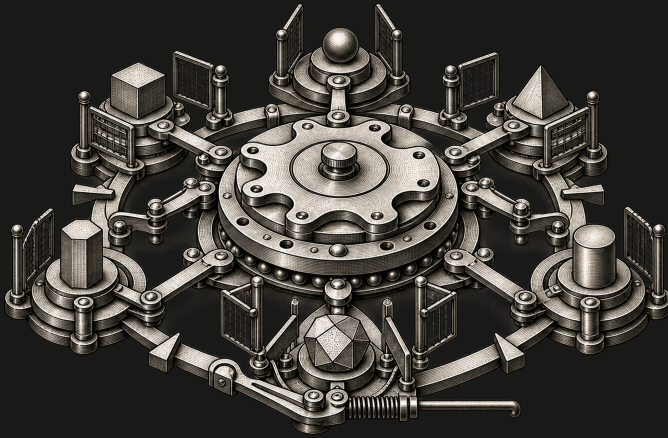
Chapter checkpoint

You can complete configure, details, review and edit. Selected values remain consistent. The unavailable state and narrow layout have been inspected in the interactive result.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Review with people

Observe the task, resolve confusion and preserve the selected decisions.



Review the prototype as a task. Ask someone to configure a robot, inspect the summary, change one choice, browse an accessory and return. Give the person the goal, then observe where the design explains itself and where you have to intervene.

Prepare a reviewable prototype

Open the presentation or preview mode and verify the starting point. Remove answer-key overlays and setup panels that the reviewer does not need. If using a share link, inspect its access settings and have the recipient open the actual link. Exported HTML or an archive can provide another route, but the files still need a recipient test.

The author's private system URL is context for the trial record. Readers do not need access to that private URL. A public exercise download should carry the necessary starting material and clear account requirements for each chosen route.

Check response and keyboard behavior

Use a wide and a narrow viewport. Check long labels, summary wrapping, product-image proportions, action placement and page overflow. On the narrow view, follow the task rather than only inspecting the first screen.

Use Tab and Shift-Tab through actions and choices. Open and close the expression menu with the keyboard. Confirm visible focus and an understandable return destination after details or editing. A keyboard failure affects the prototype review and becomes an explicit implementation requirement.

The connected trial was operated at 390 × 844 pixels. Review, editing and Dock details retained the choices without horizontal overflow. Keyboard activation worked for the navigation actions. A fresh recipient opening also verified radio-arrow selection and retained that change after reload.

These checks support a task review; they do not replace observing another person.

Figure 8
Narrow Review

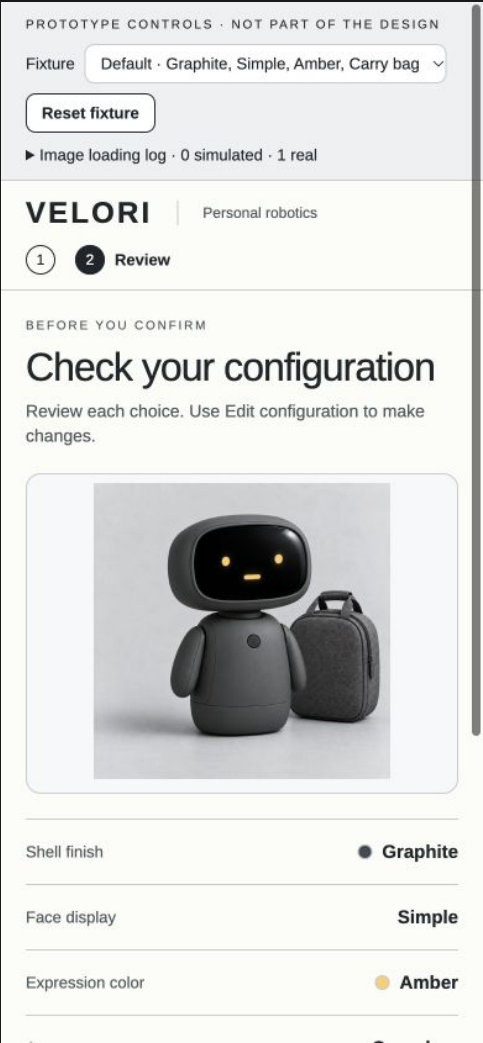
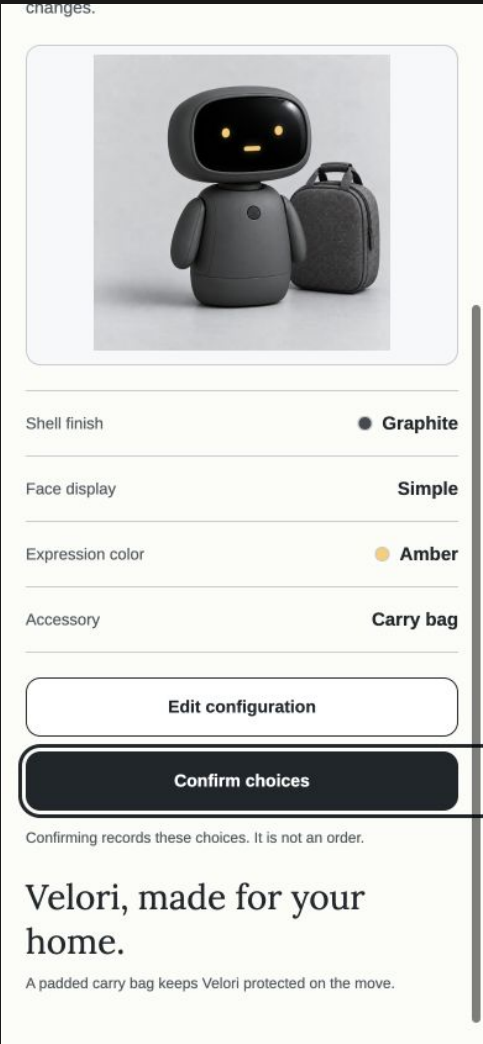


Figure 8 (continued)
Summary and actions



At 390 × 844 pixels the selected review keeps the summary and actions reachable. The lower view retains Graphite, Simple, Amber and Carry bag.

Record observations and decide

Observation	Decision record
Reviewer misses an edit action	Change its placement or wording, then retry the task
Reviewer mistakes review for an order	Clarify the heading and confirmation language
Summary disagrees with imagery	Repair the shared choice state or asset mapping
Narrow view hides the main action	Rework hierarchy and scrolling, then repeat the journey
Prototype limitation prevents a test	Name the limitation and assign the next test

Keep findings concrete. "The reviewer opened Dock details and assumed Dock was selected" supports a correction. "The experience needs polish" does not tell anyone what to change.

The main endpoint is a reviewed prototype with a decision record and known limitations. Record unresolved High, Medium and Low issues. Do not label the prototype ready for handoff when an unresolved issue prevents the core task.

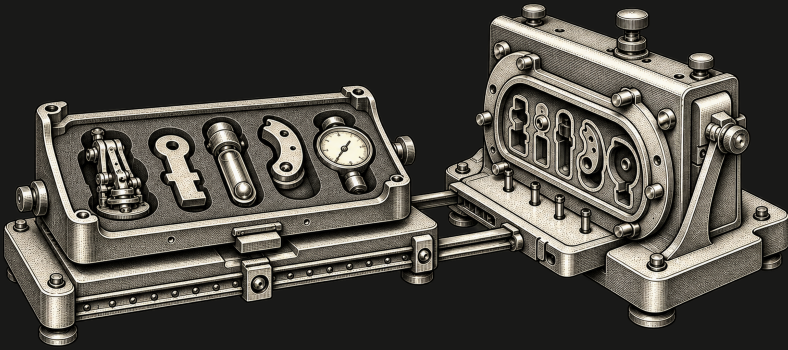
Chapter checkpoint

A reviewer has completed the task. Material confusion is resolved or assigned. The prototype, decisions and limitations are ready for the selected recipient.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Hand off to Claude Code

Give the implementation owner the selected design and its behavior.



Choose this route when the next job is software implementation. Deliver the selected direction, the working prototype, the maintained component source and the decisions that affect behavior. The recipient should understand what to preserve and what to build.

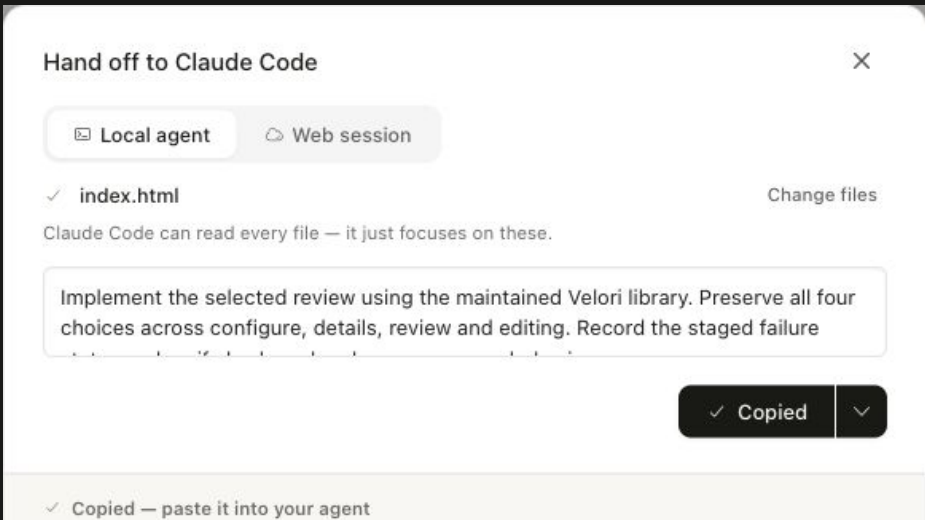
Capture the handoff

Use the handoff or export control available in the tested Design surface. Current documentation lists local coding-agent and Claude Code Web routes, plus HTML and ZIP exports. Record the selected method and the received files. Keep the generated source separate from adaptations needed to run it in the recipient's project.

Include the fixture, navigation destinations, image behavior, responsive priorities and unresolved prototype limitations. Give the recipient the actual selected design rather than all rejected alternatives as equal requirements.

Implement the selected Velori review direction in this product project. Inspect the existing components, tokens and state ownership before changing code. Preserve the configurator, product assets and four choices. Map the design to the maintained library. Keep configure, details, review and edit consistent. Explain necessary adaptations and test the interactive journey, keyboard behavior and narrow layout.

The tested Share menu offered a local-agent Claude Code prompt, a project ZIP and standalone HTML. The prompt copied successfully and named the selected entry and imported files. The ZIP preserves generated source; its React and Babel scripts require network access. The standalone export embeds the scripts and product assets. Its Retry reloads bundled data and therefore cannot demonstrate a failed network request.

Figure 9**Local-agent handoff**

The native local-agent handoff identifies the selected entry and imported files. The saved prompt copied successfully; separate recipient tests verified the exported prototype.

Verify recipient usability

Open the received packet from a fresh local folder. Follow its README. Confirm that required dependencies and assets are present and that the selected view opens. Record any network or account requirement. A handoff prompt copied successfully does not prove the prototype can run.

Review the implementation against the selected design at matching viewports. Inspect component use in source when library reuse matters. Visual similarity cannot identify a component or establish controlled state. Record intentional deviations and get a design decision on changes that affect the task.

Detailed package hashes, runtime adapters, full configuration combinations and storage tests belong in supporting engineering checks. Apply them when the recipient's implementation needs those

guarantees; they are not the entry requirement for exploring the review design.

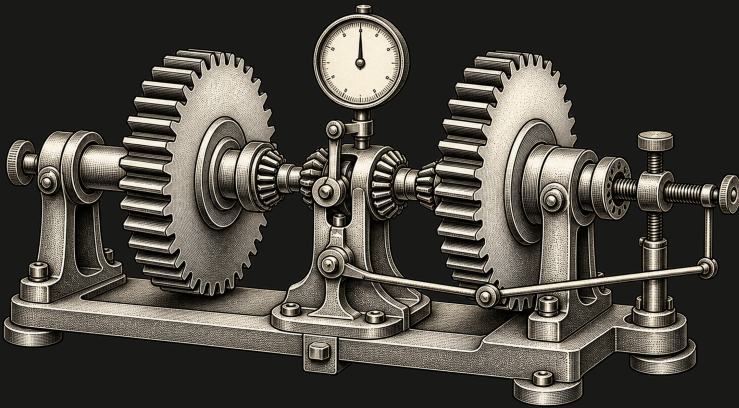
Chapter checkpoint

The recipient can open the handoff and understand the selected design. Implementation review records component mapping, tested behavior, deviations and remaining work.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Continue in Figma when needed

Inspect editable output and restore the design relationships the team needs.



Choose this route when the team needs editable Figma work for further design, library maintenance or review. Figma may also have supplied the starting foundations. Returning to Figma is a destination decision, not a compulsory final stage for every Claude Design prototype.

Choose a supported bridge

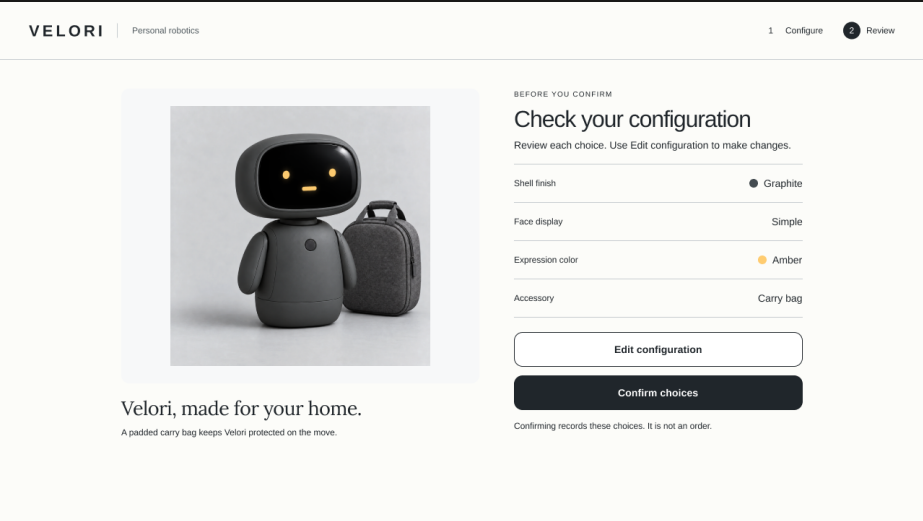
Inspect the export controls in the Design experience you used. Do not promise a native Figma export because another tool can capture a web page. Figma's [code-to-canvas workflow](#) describes capturing rendered UI into editable design layers through its MCP tooling. A capture or manual reconstruction is a separate bridge with its own output to inspect.

Keep the source file and existing libraries. Add selected views in a separate page or working copy. Record the captured URL, viewport and design revision so the recipient knows which prototype the frames represent.

The trial captured the selected Review into editable layers, then restored Velori Brand, Product Preview and Primary Button instances. It rebuilt the repeated summary row and outlined secondary action as local components and reapplied the source text styles. The resulting screen has 22 styled text nodes, 10 instances and 65 nodes with variable bindings. It uses Arimo and Lora, with the source Product style restored to 27px. The Figma screen has no prototype connections or choice-state wiring. Continue design there, or build and test those relationships before calling it an interactive Figma prototype.

Figure 10

Editable selected view



Editable Figma continuation after restoring source relationships. The screen uses Velori instances, text styles and variable bindings. It remains a static selected review with no prototype wiring.

Inspect separate kinds of fidelity

Check	Evidence
Visual match	The selected view agrees at the captured viewport
Editable content	Text, layout and image layers can be changed
Component relationships	Required instances point to intended main components
Token relationships	Required values use intended styles or variables
Interaction behavior	Prototype connections and state behavior are tested

Editable layers do not automatically preserve the source component library or prototype wiring. Reconnect the required relationships and document what was rebuilt. Code Connect can supply implementation

context when mappings are maintained; it is not a substitute for inspecting the received file.

Use Figma plan features only when the chosen deliverable requires them. A variable-driven native prototype may have additional plan requirements. A Design review prototype should not inherit those requirements merely because the team's foundations were created in Figma.

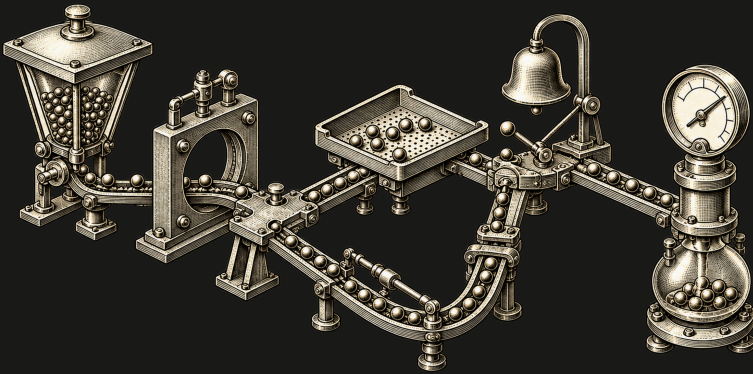
Chapter checkpoint

The Figma recipient can edit the selected design. Required instances, styles, variables and prototype behavior have separate results. Missing relationships are recorded as remaining work.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Run the guided exercise

Complete the design loop and the handoff your recipient needs.



Use the Velori starting materials to explore a review experience. Keep the completed Store example out of initial generation context. Compare the answer only after selecting and refining your own direction.

Follow the design loop

- 1 Choose the Figma-first or code-first route and record the input files.
- 2 Write the review brief and the Graphite, Simple, Amber, Carry bag fixture.
- 3 Create an isolated Design destination and inspect the imported starting screen.
- 4 Generate two or three distinct directions. Operate them and choose with reasons.
- 5 Refine the selected direction through chat, a targeted comment and a direct visual edit. Verify that each change saves; record unsupported editing and its fallback.
- 6 Connect configuration, details, review and edit. Add an unavailable state and inspect a narrow view.
- 7 Review the task with someone. Correct material confusion and record limitations.
- 8 Export the selected prototype and decisions. Verify that the recipient can open them.
- 9 Continue to Code implementation or editable Figma work when the recipient needs that destination. Complete its own checks.

Keep a useful record

Record the chosen route, source files, Design project, selected direction, decision rationale, corrections to hierarchy, content or interaction, tested journey and recipient result. Save images before and after changes to hierarchy, content or interaction. The supplied answer key includes the selected offline prototype and a static editable Figma continuation. The recorded author trial is prepared for human review; it does not claim that a separate reviewer has completed the task. A complete transcript is less useful than a short record that explains why the design was selected and what remains uncertain.

Completion item	Required result
Starting context	The maintained source and answer exclusions are clear
Exploration	Alternatives are visible and a direction is selected with reasons
Refinement	Saved changes are verified; unsupported editing and the fallback are recorded
Journey	Configure, details, review and edit agree
Review	Human feedback, narrow layout and keyboard results are recorded
Main handoff	The recipient can open the selected prototype and decision record
Chosen destination	Code or Figma checks match the recipient's requested deliverable

If a required native step is inaccessible, leave the inaccessible native action incomplete and name the practical action that can unblock the run. Do not substitute a local answer key for a fresh Design output or call a flattened screenshot an editable native result.

Chapter checkpoint

You have a reviewed interactive prototype and a recipient-usable handoff. Any chosen implementation or Figma continuation has a separate completion record.

Official Design documentation, reported practice and the Velori exercise. Sources are listed in Further reading.

Appendix A: Brief and decision record

- 1 User and task.
- 2 Starting route and source ownership.
- 3 Preserved visual and interaction rules.
- 4 Non-default fixture and excluded answer material.
- 5 Alternatives and selected direction.
- 6 Selection rationale and accepted tradeoff.
- 7 Corrections to hierarchy, content or interaction, and review observations.
- 8 Tested behavior and known prototype limitations.
- 9 Recipient, format and opening result.

Appendix B: Supporting engineering checks

Use the sample library inventory, system definition, source conflicts, runtime adapters and package fingerprints when preparing code input or validating an implementation. Apply the full configuration matrix, storage, reload and real image-failure checks to the implementation that claims those behaviors. Keep captured Design source immutable and adapt it in a separate folder.

Keep original and third-party notices with the supplied material. Velori's authored source and imagery use the declared MIT license; referenced

fonts and icons retain their own notices. Font family names in a Figma file are not bundled font software.

Further reading

- 1 [Anthropic: Get started with Claude Design.](#)
- 2 [Anthropic: Set up your design system.](#)
- 3 [Figma: Code to canvas.](#)
- 4 [Figma: Code Connect integration.](#)
- 5 [Božana Radenković Gerard: Portfolio built with AI.](#)
- 6 [Caviar: Setting up a design system with Figma, Claude Code and Claude Design.](#)
- 7 [MarsBased: A real client system import trial.](#)
- 8 [GoodCode: Design exploration and multi-screen implementation.](#)
- 9 [Iérôme Benoit Reveau: A prototype-to-implementation pilot.](#)

Changelog

This edition centers the guide on exploring, refining and reviewing product designs in Claude Design.

Correction or clarification. Begin with Figma foundations and screens or an existing implementation library. The two input routes have distinct ownership and preparation. [Design setup](#), [Caviar account](#).

Addition. Compare directions, refine with chat, comments and direct edits, then review a connected prototype. Design decisions and people reviewing the result form the main exercise. [Design guide](#), [Practitioner account](#).

Correction or clarification. Finish with a reviewed prototype and usable handoff; choose Code or Figma when the next owner needs it. Implementation and editable design have separate completion checks. [Design guide](#), [Code to canvas](#).

Deprecation or removal. Move package inventories and detailed engineering checks into supporting material. Readers encounter technical setup when their selected route requires it. [Design setup](#).