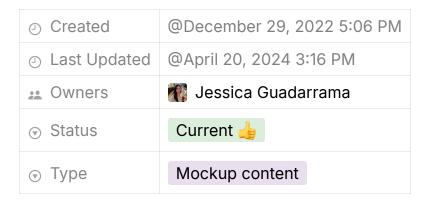


How to use this mockup data



Overview

This database is where Design team members can find more realistic and representative data ready for inserting into mockups.

Who is this guide for?

If you're a designer who's ever thought to themselves:

I wish there was an easier way to insert realistic-looking data into mockups

How to use this mockup data

This guide is for you.

What you'll need

- An activation code for the <u>data.to.design</u> (previously known as Kernel) plugin (reach out to <u>Jessica Guadarrama</u> for help)
- Run the data.to.design plugin in Figma
- Some upfront knowledge on how to use data.to.design

Get familiar with Kernel

- 1. Read Why we should use real data to design in Figma
- 2. Take time to review all of Getting started with Kernel
- 3. Create a copy of the Kernel Playground File to test your newfound knowledge

Ok so how do I apply our data?

Once you've done the above steps you can start playing around with our datasets by

- Going to our internal <u>Kernel Plugin Playground</u> (optional)
- Importing our datasets from this database to the Kernel plugin
- Either using the demo components already in that playground file or creating your own
- Applying the data into your mocks
- ▼ This internal playground file could use some structure...

Definitely! The initial goal was to get *something* out but the new goal is to create a more structured step-by-step walkthrough — kind of like Kernel's own playground file — to make it easier for designers to follow and learn. Can you lend a hand?

What if I don't see the data I need?

That's to be expected as we're a small team working on adding more data as we go. In any case, don't hesitate to reach out to Jess for help with adding more data.

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✓ Next up: ♠ Property data