




How to use this mockup data

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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

This guide is for you.

What you'll need

- An activation code for the [data.to.design](#) (previously known as Kernel) plugin (reach out to [Jessica Guadarrama](#) 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 [Kernel Plugin Playground](#) (*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.

👉 **Next up:** 🏠 Property data