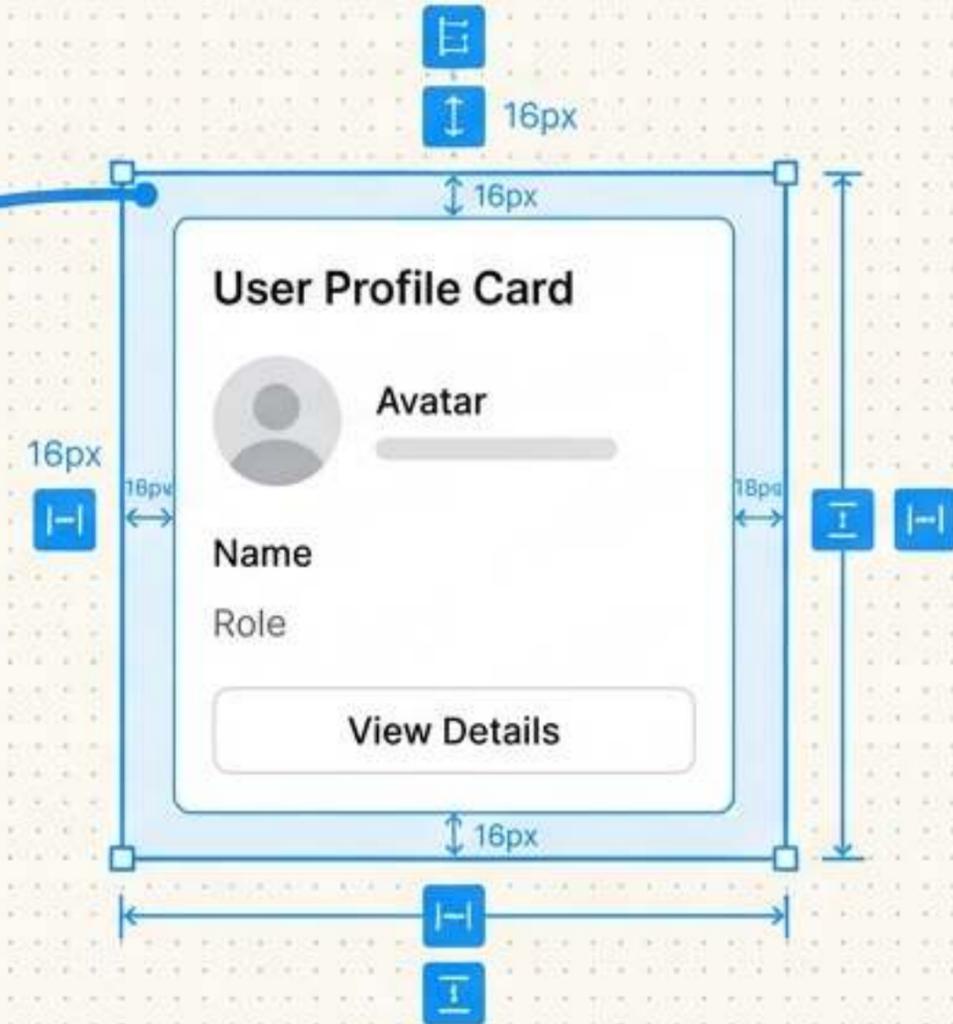


# Agents, Meet the Figma Canvas

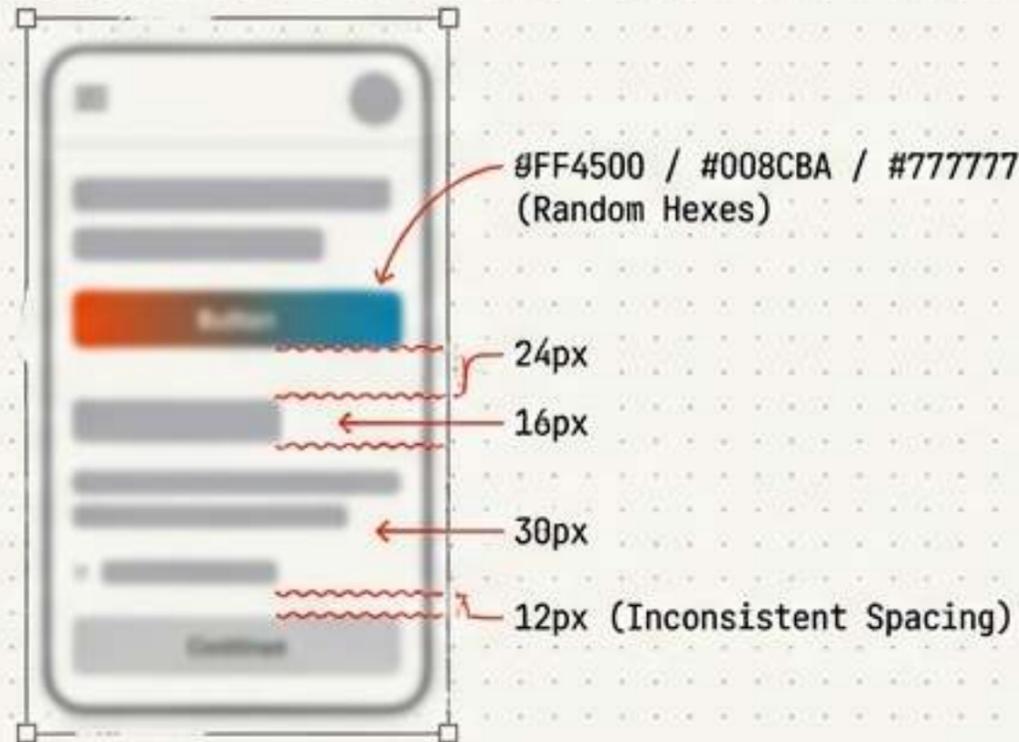
Guiding AI with context, decisions, and intent via the Figma MCP Server.

```
async function guideAgent(context: FigmaContext,  
intent: string) {  
  const response = await figma.mcp.run({  
    command: 'design_component',  
    parameters: { context, intent }  
  });  
  return response;  
} // Waiting for input...
```



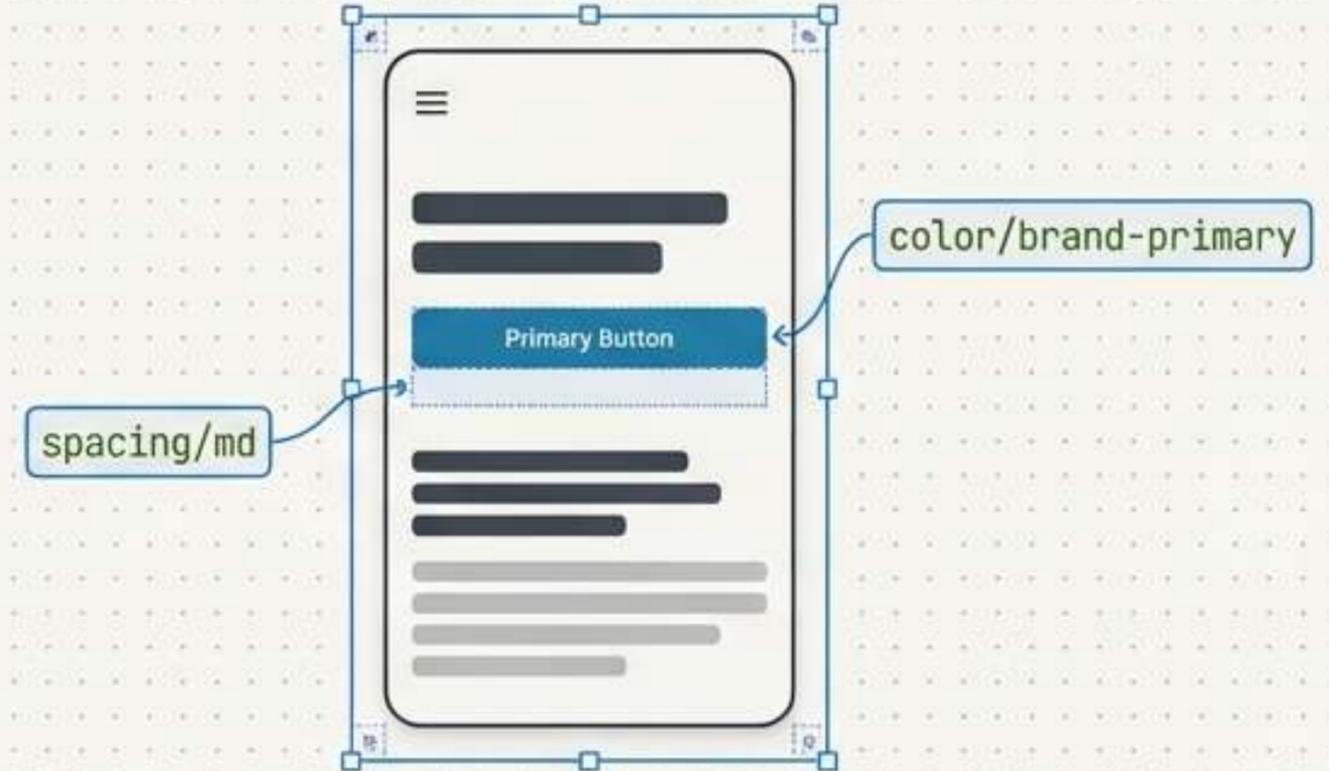
# The Context Gap in AI Generation

## Standard AI Output



- Non-deterministic
- Unpredictable
- Visually generic
- Prompt-dependent
- Lacks structural awareness

## Skill-Guided AI Generation



- 🔗 System-aware
- 🔗 Durable
- 🔗 Brand-aligned
- 🔗 Rule-based
- 🔗 Operates on established design decisions

Design decisions—from color palettes to button padding—make a product stand out. Historically, AI agents haven't had this context.

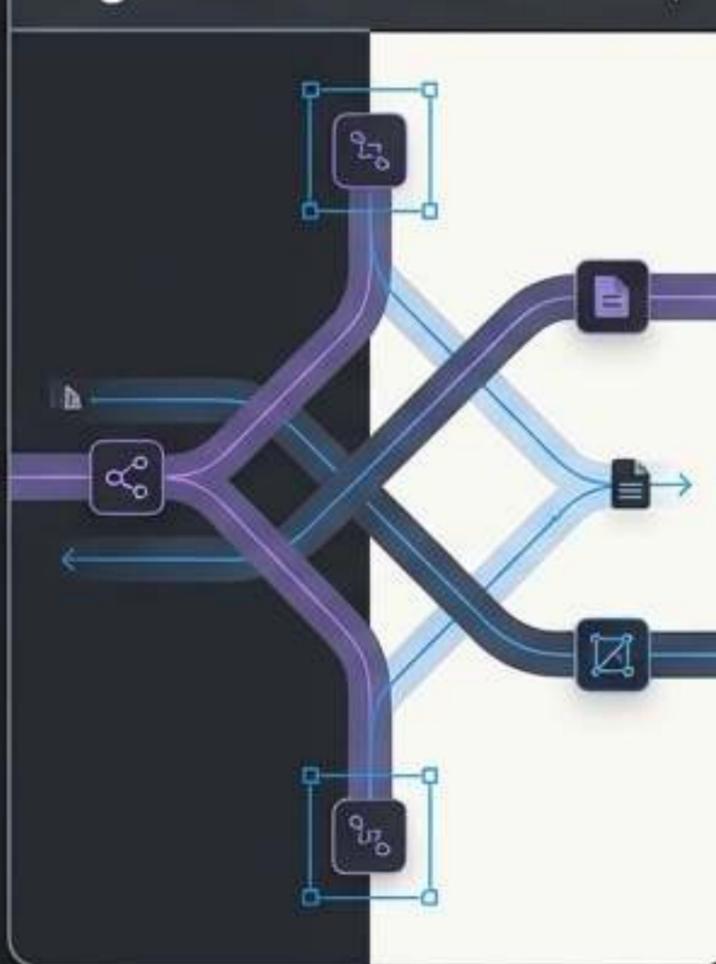
# The Code-to-Canvas Bridge

## Developer Workflows



Prompts & Logic

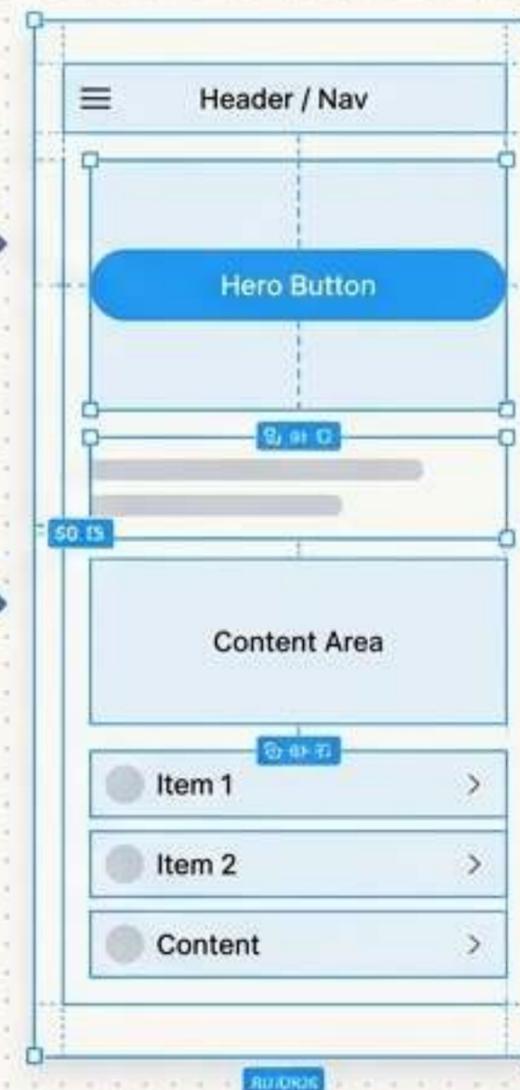
## Figma MCP Server (Beta)



Design-Informed  
Code Generation

Canvas  
Modifications

## The Figma Canvas



“

Now, Codex can find and use all the important design context in Figma to help us build higher quality products more efficiently.

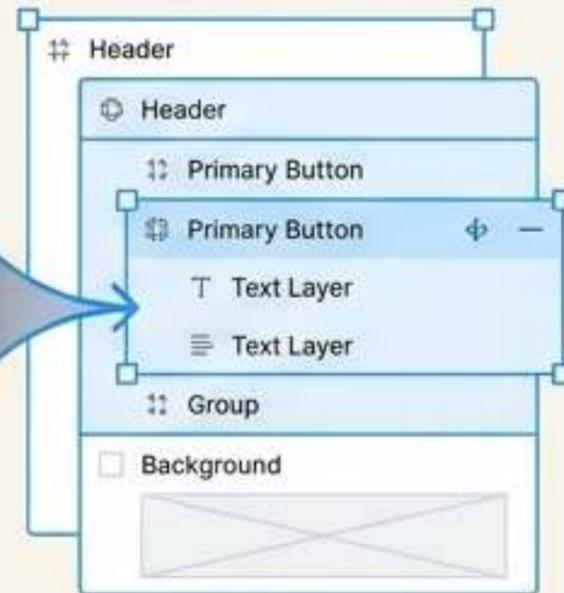
— Ed Bayes, Design Lead at Codex, OpenAI.

# Dual Capabilities: Translating vs. Generating

`generate_figma_design`

(The Translator)

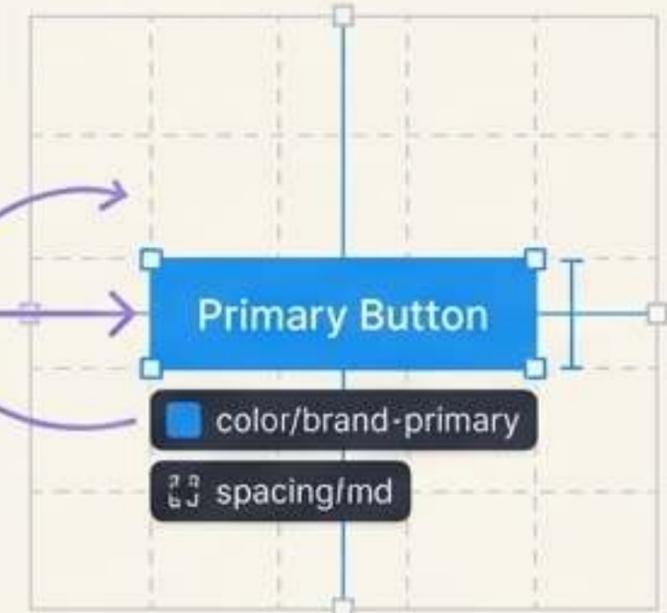
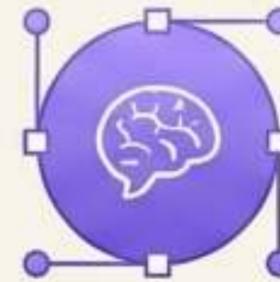
```
<div class="hheader">  
  <div class="head">  
    <button class="primary">  
      <span class="color iccrease">  
        <span>Primary Button</span>  
      </button>  
    </div>  
  <div  
    css-property: 150px;  
    weader-height: 20px;  
    property-color/brand+primary-1  
  </div>  
</div>
```



Brings live UI into Figma when designs fall out of sync with code.

`use_figma`

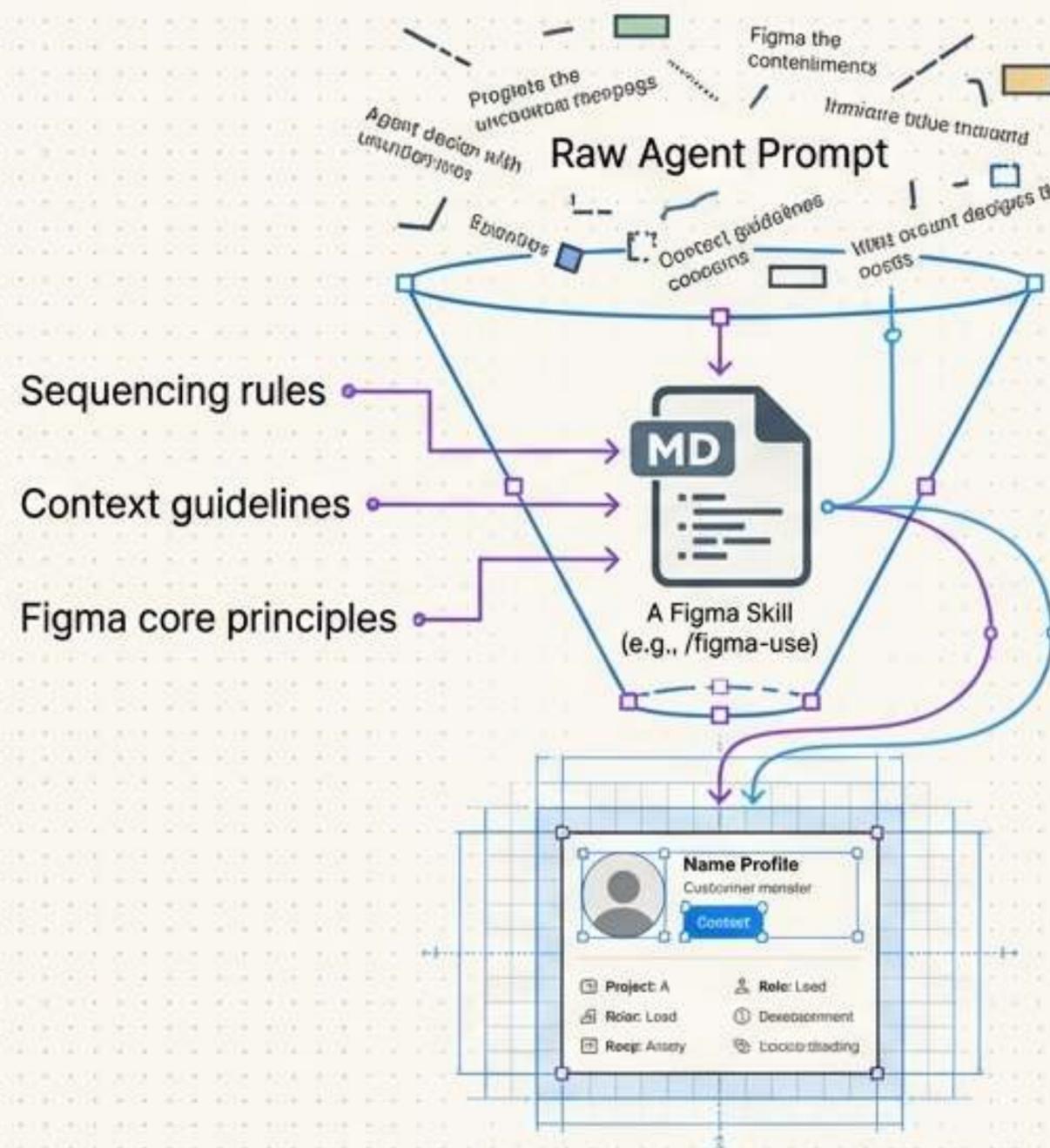
(The Generator)



Empowers agents to edit designs or create new assets directly using existing design system components and variables.

1. Bring latest UI into Figma → 2. Iterate and create using system components →

# Bridging the Knowledge Gap with Skills



Anyone can author a skill without building a plugin. At the core is `/figma-use`, a foundational skill that gives agents a shared understanding of Figma's structure, which all other customized skills build upon.

# The Capabilities Grid: Community Skills in Action

## Generation

`/figma-generate-library`

Create components from codebase

`/figma-generate-design`

Create designs using existing variables

`/cc-figma-component`

Generate components from JSON (Nick Villapiano)

## Translation

`/create-voice`

Generate screen reader specs from UI (Ian Guisard)

## Synchronization

`/sync-figma-token`

Sync design tokens with drift detection (Firebender)

`/apply-design-system`

Connect existing designs to system (Chris Goebel)

## Orchestration

`/rad-spacing`

Apply hierarchical spacing (Nolan Perkins)

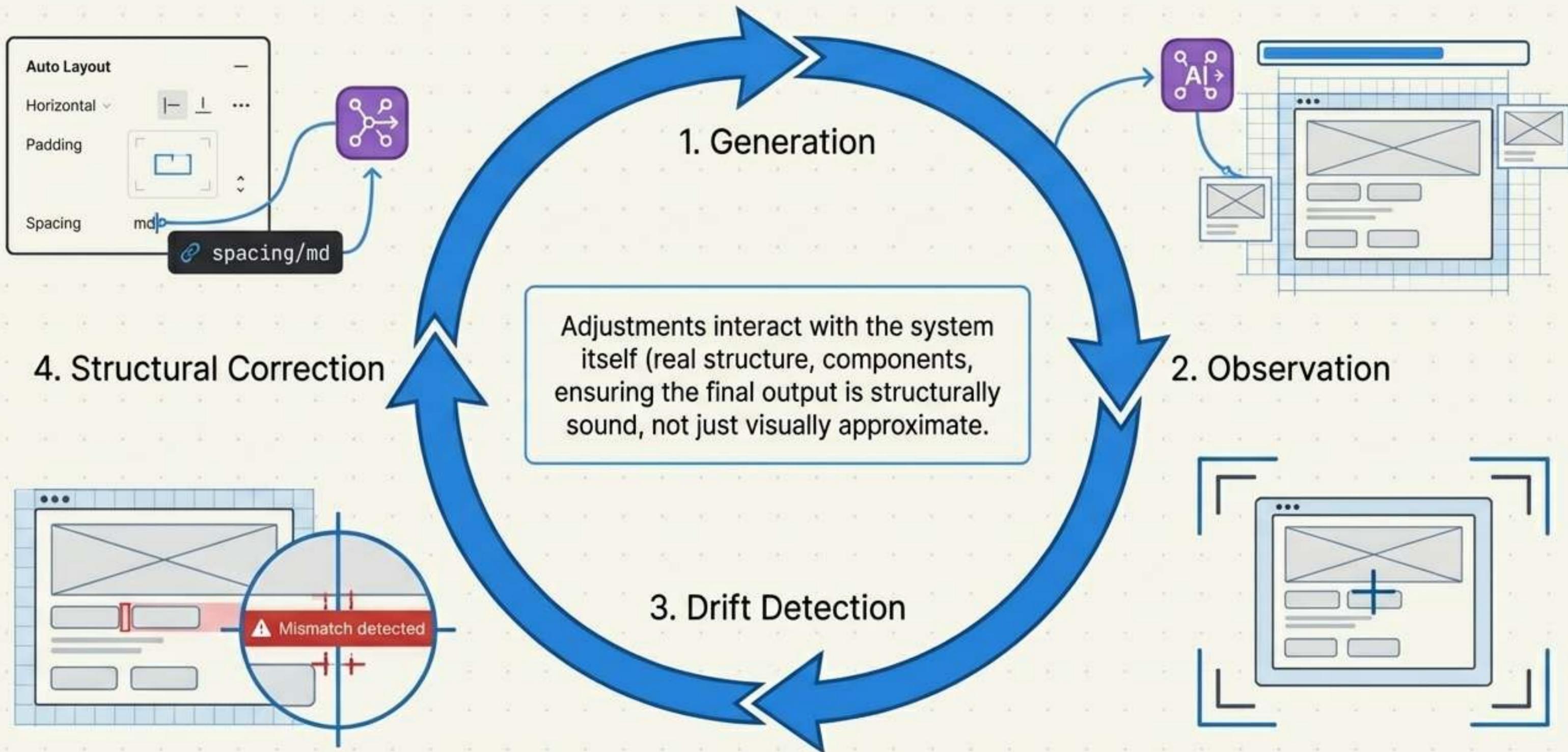
`/edit-figma-design`

Orchestrate workflows (Warp)

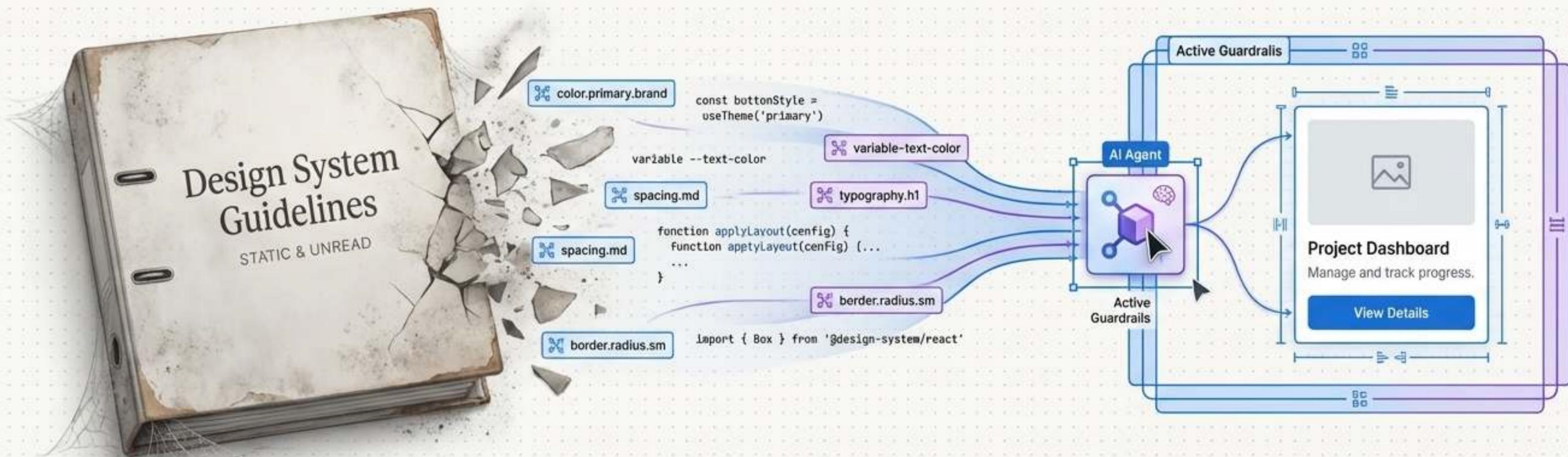
`/multi-agent`

Run parallel workflows (Augment Code)

# Self-Healing Workflows



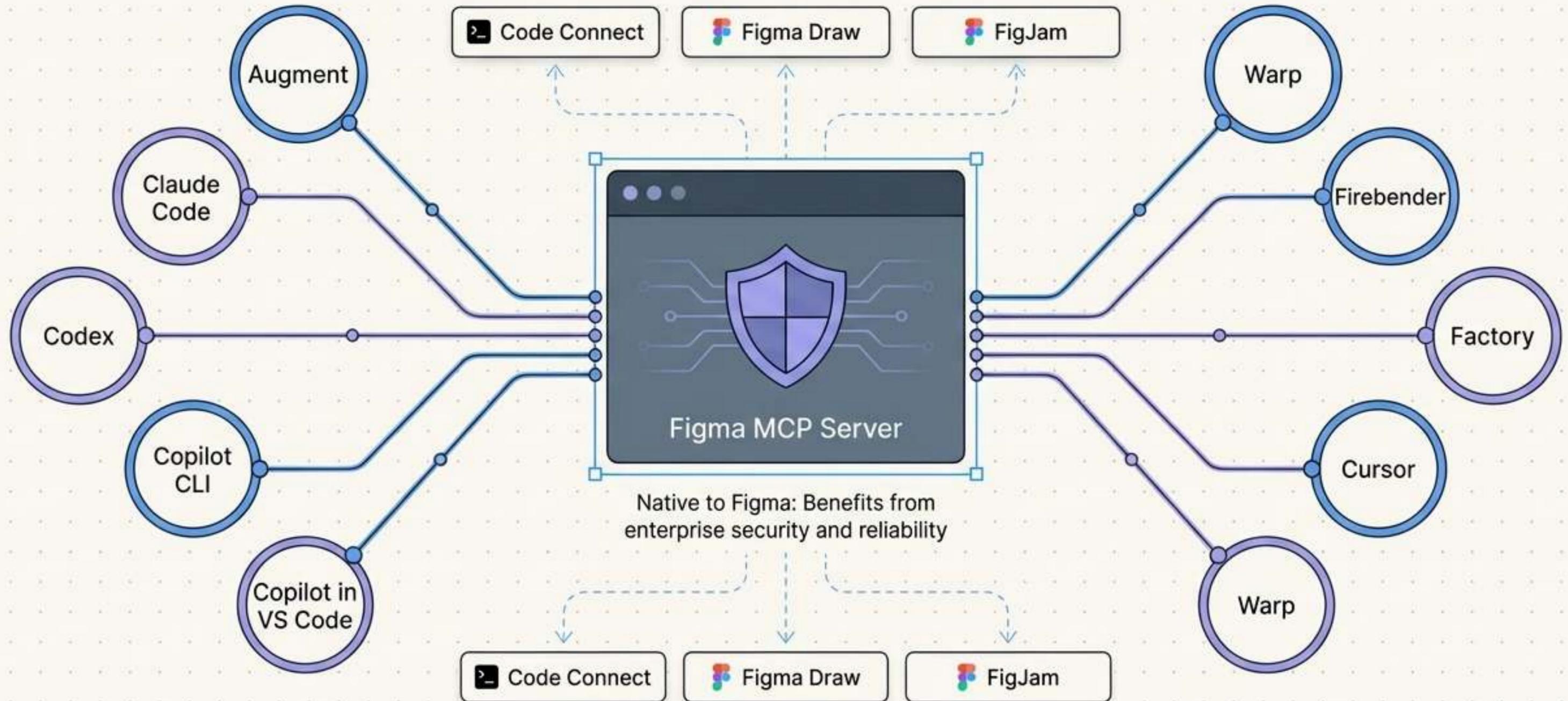
# Conventions Are No Longer Static Documentation



AI models are inherently non-deterministic. Skills make behavior predictable by encoding specific steps and guidelines. Your design system becomes active rules agents follow as they work.

"Skills teach Claude Code how to work directly in the design canvas, so you can build in a way that stays true to your team's intent and judgment."  
— Cat Wu, Head of Product for Claude Code, Anthropic.

# A Secure, Connected Ecosystem



# The Future of Design is Code and Canvas

Available Now

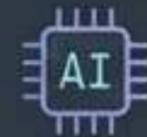
[ Beta Period ]

```
> $ npm install -g @figma/code-connect && figma-connect --beta
```

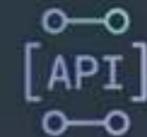
```
Success: Agentic behavior unlocked. Ready to explore. ✓
```

Currently available for free to explore agentic behavior via developer docs.

Looking Ahead >>>> ---[ 2024 ]---



Expanding native AI functionality on the canvas



Working toward full parity with the Plugin API



Next up: Image support and custom fonts

**There isn't just one way to build. For the best ideas to move forward, we need the power of code and the canvas.**