

# Claude Design. Anthropic's **Figma-shaped** agent.

A conversation on the left. A design canvas on the right. This deck is the technical workshop — every button, every command, every handoff — from turning it on to shipping to Claude Code.

# Claude Design shipped **April 17, 2026.**

## Your Pro / Max / Team / Enterprise plan already **includes it.**

A dedicated web app at **claude.ai/design**. Chat on the left. Canvas on the right. That's the product.

01 · CLAUDE DESIGN

## Persistent design workspace.

Full URL: **claude.ai/design**. Projects live in a canvas. Design system built once, used forever. Multiple editing surfaces (chat, inline comments, direct canvas). Handoff bundles to Claude Code.

Powered by **Claude Opus 4.7** — Anthropic's most capable vision model.

02 · CLAUDE ARTIFACTS

## One-shot output in chat.

Lives inside a regular chat at **claude.ai**. Auto-triggers when Claude produces >15 lines of self-contained content. No design system. No canvas UI. No handoff bundle.

Use when: quick React component, HTML snippet, one-off document — inside a normal conversation.

03 · CLAUDE CODE

## Terminal agent for code.

CLI ( **claude** ) + IDE extensions. No visual canvas. File editing, shell commands, sandboxing.

Claude Design's *partner*: **/design-sync** pulls your design system in; handoff bundles push work back out. Same account, same usage pool.

Still a **research preview**. Anthropic ships updates weekly. Expect the surface to move.

| WHEN                                                          | MILESTONE                                        | WHAT UNLOCKED                                                                                                                                                       |
|---------------------------------------------------------------|--------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Apr 17, 2026</div> <div>launch day · with Opus 4.7</div> | Claude Design launches as Anthropic Labs product | Chat + canvas UI · 6 output types · Pro/Max/Team/Enterprise · Web capture · Handoff to Claude Code · Export PPTX/PDF/HTML. Research preview, rolling out gradually. |
| <div>Launch week</div> <div>week of Apr 17</div>              | Connector ecosystem live                         | Launch partners: Adobe · Base44 · Canva · Gamma · Lovable · Miro · Replit · Vercel · Wix. Also: Figma via MCP. Handoff destinations rolling out incrementally.      |
| <div>Post-launch</div> <div>weeks after launch</div>          | /design-sync goes bidirectional                  | Pull design system into Claude Design AND push work back to the repo — from a single Claude Code command. Closes the loop between agent and canvas.                 |
| <div>Recent update</div> <div>Enterprise · custom role</div>  | Claude Design Admin role                         | Custom role gating publish/set-default/delete on design systems. Enterprise gets one source of truth. Permission changes take up to 15 min to apply.                |
| <div>Q2 2026 · now</div> <div>usage merged</div>              | Shared usage pool with chat / Code / Cowork      | Claude Design previously had its own weekly allowance. Now: one shared pool. Complex canvases with large codebases consume more.                                    |

Sources: anthropic.com/news/claude-design-anthropic-labs · support.claude.com/en/articles/12138966 (release notes) · en.wikipedia.org/wiki/Claude\_(AI) · adweek.com Apr 17 2026 · x.com/ClaudeDevs bidirectional /design-sync announcement.

## Pro/Max: instant. Team/Enterprise: admin flips it on first.

### PATH A · PRO / MAX SUBSCRIBER

#### Zero admin steps. Just open the URL.

**Step 1.** Sign in at [claude.ai](#) (same account as your regular Claude).

**Step 2.** Navigate to [claude.ai/design](#) — direct URL.

**Step 3.** That's it. You're in. Chat pane on the left, canvas on the right.

**Usage:** counts against your plan's shared pool (chat + Claude Code + Cowork).

**Prerequisite:** Pro (\$20/mo) or higher. Free tier does not have Claude Design access.

**Note:** if the URL redirects or shows a waitlist, rollout is gradual — check back in a day.

### PATH B · TEAM / ENTERPRISE ADMIN

#### Off by default. Owner or admin toggles it.

**Step 1.** Sign in as **Owner** at [claude.ai](#).

**Step 2.** **Settings** → **Organization settings**. Find the Claude Design toggle.

**Step 3.** Enable it. Optional: restrict to specific groups via custom roles (RBAC).

**Step 4.** (Enterprise only) Assign the **Claude Design Admin** custom role to whoever owns brand — gates publish/set-default/delete on design systems.

**Step 5.** Wait up to 15 min for permissions to propagate. Members may need a browser refresh.

**Recommended:** don't enable broad access before the design system is set up — output will be functional but generic.

Skip this step, and Claude Design produces **functional but generic** output. Do it once, every project inherits.

STEP 1

Create / switch org.

claude.ai/design → org picker

Solo Pro users: your personal workspace *is* the org.

Team/Enterprise: switch to the org where you want the design system to live. All members of that org inherit it.

**Gotcha:** orgs can have multiple design systems (different brands / sub-teams). Only one is set as default.

STEP 2

Upload assets.

codebase · files · slides · brand PDF

Onboarding wizard asks for source material. *One source is enough*; more sources = better extraction.

Ranked by signal quality:

1. Live codebase (GitHub repo)
2. Design files (Figma exports, Sketch)
3. Existing slide decks (PPTX)
4. Brand PDF / style guide
5. Screenshots of your live product

Claude reads them and extracts a reusable UI kit.

STEP 3

Review the UI kit.

colors · type · components

Claude generates a "design system page" — a live preview of what it extracted.

Typically includes:

- Color palette (primary, secondary, semantic)
- Typography scale (headings, body, mono)
- Component library (buttons, cards, inputs, nav)
- Spacing / border-radius tokens

Validate with test prompts — see slide 08.

STEP 4

Flip "Published" ON.

org settings → toggle switch

Until you toggle **Published**, projects use the default generic system.

Once ON: every new project created from the Claude Design homepage automatically applies your system.

**Update it later:** Organization settings → click *Open* next to the system → hit *Remix*. Chat interface opens on the left, iterate with Claude.

**Enterprise:** only *Claude Design Admin* role can flip publish.

# Not all sources are equal. **Live code beats screenshots.** Everything beats prompts.

| RANK | SOURCE TYPE                                                     | WHY IT WORKS (OR DOESN'T)                                                                                                                       | SIGNAL                            |
|------|-----------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------|
| 1    | <b>Live codebase (GitHub)</b><br>or local repo via /design-sync | Real components, real tokens, real spacing. Claude reads your Tailwind config, CSS vars, MUI theme. This is the truth of your product.          | <b>Highest. Use if available.</b> |
| 2    | <b>Design files</b><br>Figma exports · Sketch · exports         | Vector data + explicit design tokens. Claude reads component names and structure. Weaker than code because interactions/states aren't captured. | <b>High. Combine with code.</b>   |
| 3    | <b>Slide decks · PPTX</b><br>also DOCX, XLSX for context        | Marketing / sales decks show applied brand: colors in context, real typography choices. Great for founders / marketers without product code.    | <b>Good for brand voice.</b>      |
| 4    | <b>Brand PDF / style guide</b><br>the "brand book" doc          | Named colors, logo variants, do/don't rules. Vision model can read hex codes and typography specs from PDF pages.                               | <b>Good for tokens + rules.</b>   |
| 5    | <b>Product screenshots</b><br>or web capture via extension      | Vision model extracts visual patterns but no semantic component names. Better than nothing when you have neither code nor design files.         | <b>OK last resort.</b>            |
| X    | <b>Only a text prompt</b><br>"make it look modern and clean"    | Skipping upload gets you the default generic Claude Design system. Every project looks like every other Claude Design project. Don't.           | <b>Anti-pattern. Do step 6.</b>   |

Rule of thumb: one source is enough to start · combining sources = better extraction. Sources: [support.claude.com/en/articles/14604397](https://support.claude.com/en/articles/14604397) · [anthropic.com/news/claude-design-anthropic-labs](https://anthropic.com/news/claude-design-anthropic-labs) "your brand, built in".

Run these three **before flipping Published ON**. If any fails, remix the system.

TEST 1 · ATOM

Component fidelity.

Prompt: "Show me a primary button, a secondary button, and a text input – laid out on one page."

**Pass:** Colors match brand, corner radius matches, primary vs secondary distinction is clear, font matches, focus states visible.

**Fail:** Generic Material blue, wrong font, buttons all look the same. → Remix the design system, add more source material (codebase / Figma).

TEST 2 · SCREEN

Composition + hierarchy.

Prompt: "Build a landing page hero for our product. Include headline, sub, primary CTA, and one supporting image slot."

**Pass:** Type scale is *your* scale (H1 size, weight, tracking match your homepage). Spacing rhythm looks familiar. CTA is your primary button style.

**Fail:** H1 is 72px Inter (Claude default) instead of your brand serif. Layout feels like a Tailwind template. → Add your live homepage screenshot as a source.

TEST 3 · VOICE

Copy tone + illustration.

Prompt: "Write an empty state for our dashboard when the user has no data yet – one headline, one paragraph, one CTA."

**Pass:** Copy tone matches your brand — playful vs formal, first-person vs corporate, marketing voice vs product voice.

**Fail:** Generic SaaS copy ("Get started in seconds!"). Illustration style is stock. → Upload marketing decks / your product's empty states as additional sources.

# A good prompt has **four slots**. Fill them, and Claude asks fewer clarifying questions.

✗ THE VAGUE PROMPT

Claude will ask 3-4 questions before drafting.

"Make me a landing page for my SaaS."

What's missing:

· What does the product do? (Goal)

· What sections? Hero-only? Hero + features + pricing? (Layout)

· What copy — product name, value prop, CTA? (Content)

· Who's the visitor — developer? marketer? enterprise buyer? (Audience)

Result:

Claude drafts something generic, or interrogates you before starting. Either way, you lose 2-5 min.

✓ THE 4-SLOT PROMPT

Claude drafts on the first turn.

GOAL: Landing page hero for Trello, an inbox triage tool for engineering managers.

LAYOUT: Full-width hero, 1200px content, headline over 2 lines, sub 1 line, primary CTA + secondary "watch demo", right-side product screenshot slot.

CONTENT: Headline "Your inbox, triaged before standup." Sub emphasises AI + 15 min saved daily. CTA "Try free for 14 days."

AUDIENCE: Eng managers at 50-500-person startups. Skeptical of AI hype.

Why this works:

· Goal = one sentence with product name + who it's for

· Layout = named sections + widths + slot count

· Content = the real strings (or "draft in Claude's voice, matching X tone")

· Audience = a real person, plus their skepticism

Claude drafts a full hero in one turn. You iterate from there.

Source: [support.claude.com/en/articles/14604416](https://support.claude.com/en/articles/14604416) → "Write effective prompts" (Anthropic's official 4-slot framework: Goal / Layout / Content / Audience).

Wrong surface = 3× the tokens for the same change. Match the tool to the intent.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>01 · CHAT (LEFT PANE)</div> <div>Structural changes.</div> <div>"add a testimonials section"</div> <div>Use for:<ul style="list-style-type: none"><li>· New sections or major layout changes</li><li>· Requests that need explanation ("why did you use X pattern?")</li><li>· Reviewing the design ("audit this for accessibility")</li><li>· Applying a change across the whole design</li></ul></div> <div>Good prompts:<br/>"Add a 3-tier pricing section between features and FAQ."<br/><br/>"Convert this to dark mode across everything."<br/><br/>"Save what we have and try a completely different approach."</div> <div>Cost: highest per-turn — Claude re-reads and re-thinks. Reserve for real structural shifts.</div> | <div>02 · INLINE COMMENTS</div> <div>Component-level fixes.</div> <div>click element → comment → send</div> <div>Use for:<ul style="list-style-type: none"><li>· Fixing one specific element</li><li>· Targeted spacing / color adjustments</li><li>· "This button, not any button" — precise scope</li></ul></div> <div>Good comments:<br/>"Make this button primary style."<br/><br/>"Reduce this card's padding by 8px."<br/><br/>"This icon should be from Lucide, not Material."</div> <div>Why it beats chat: no need to describe location ("the third button in the pricing section, on the middle card") — you clicked it, Claude knows.</div> <div>Cost: lowest — scope is narrow, Claude only touches what you pointed at.</div> | <div>03 · DIRECT CANVAS</div> <div>Visual / aesthetic tweaks.</div> <div>drag · resize · align · edit text</div> <div>Use for:<ul style="list-style-type: none"><li>· Typo fix in existing copy</li><li>· Nudging spacing</li><li>· Aligning two elements</li><li>· Using the adjustment knobs Claude creates (spacing, color)</li></ul></div> <div>How:<ul style="list-style-type: none"><li>· Click element → drag to move</li><li>· Grab handle → resize</li><li>· Double-click text → edit inline</li><li>· Right-click → open adjustment sliders</li></ul></div> <div>Cost: free (no LLM turn for pure canvas edits). Use freely.</div> <div>Trap: don't hand-drag 40 elements — that's a chat request.</div> |
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# There's no "Save As". Instead: **tell Claude what you want to preserve.**

## THE OFFICIAL "SAVE" PATTERN

"Save what we have and try a completely different approach."

**What happens next:** Claude saves the current project, confirms where it was saved, and starts a fresh direction on the canvas. Both are referenceable later.

**Variations that work:**

- "Save this as V1 and rebuild with a serif-first type system."
- "Keep this direction. Fork a new one with dark mode."
- "Snapshot current state. Try 3 alternate hero layouts."

**Why this matters:** Claude Design doesn't have a Figma-style version panel. Explicit save phrases replace it. If you don't say "save", the next major change overwrites your current design.

## WHEN TO SAY IT

**Before any big pivot.** "Change from B2B to consumer" — say "save" first.

**Before trying an aesthetic switch.** "Try Nordic minimalism instead" — save first.

**Before layout inversion.** "Convert to sidebar layout" — save first.

**Before applying a review's feedback.** Client asked for changes? Save the original so you can compare.

**NOT before small changes.** "Change primary color" or "reduce H1 to 48px" — those are cheap to undo via chat, no snapshot needed.

**Retrieve later:** ask Claude "show me the earlier version we saved" — the conversation carries the reference.

**Sharing versions:** use org-scoped share links (top-right Share button) to hand off a specific state.

Six named use cases. **Match your task** to the one Claude Design is optimised for.

01

Realistic prototypes

**For:** designers turning static mockups into *interactive* prototypes — clickable, animated, real state.

**Ship as:** shareable org-scoped URL. Test with real users without PRs or code review.

**Prompt pattern:** "Make this clickable — link the CTA to the pricing page and hover-animate the cards."

02

Wireframes & mockups

**For:** PMs sketching feature flows without designer bandwidth.

**Ship as:** handoff bundle to Claude Code (build now), or share link to a designer (refine).

**Prompt pattern:** "Wireframe a 3-screen flow for CSV upload → column mapping → import summary."

03

Design explorations

**For:** designers generating 6-12 directions in the time it used to take to draft 2.

**Ship as:** narrow down in your primary tool (Figma) after picking a direction.

**Prompt pattern:** "Show 6 different treatments of this pricing table — vary color emphasis, typography, and CTA weight."

04

Pitch decks & presentations

**For:** founders + AEs going from rough outline → on-brand deck in minutes.

**Ship as:** Export → PPTX, or send to Canva / Gamma via connector.

**Prompt pattern:** "Turn this 8-bullet outline into a 12-slide Series A deck. Match our brand."

05

Marketing collateral

**For:** marketers producing landing pages, social assets, campaign visuals.

**Ship as:** HTML bundle (deploy), or Canva / Adobe Express for polish.

**Prompt pattern:** "Build a launch landing page for our Q3 feature. Then generate 4 social variants — Twitter, LinkedIn, IG, IG Story."

06 · SEE SLIDE 17

Frontier design

**For:** anyone building code-powered prototypes with *voice, video, shaders, 3D, built-in AI*.

**Ship as:** shareable prototype URL — this is the "frontier" bucket, live code running.

**Prompt pattern:** "Prototype a landing hero with an animated shader background + voice-narrated walkthrough."

# One command. **Two directions.** The bridge between your repo and your canvas.

← PULL · REPO → CANVAS

## Teach Claude Design your components.

```
$ cd ~/projects/my-app
$ claude
> /design-sync
# Claude reads Button.tsx, tokens.css, ...
```

**What it does:** Claude Code walks your repo, extracts real components + design tokens (Tailwind config, CSS vars, theme.ts), and syncs them into Claude Design's active design system.

**Result:** when you switch to [claude.ai/design](#), prompts like "make me a button" produce YOUR Button — actual props, actual variants — not a generic one.

**Prerequisite:** run `/design-login` once to authenticate this repo with your Claude account (see slide 14).

→ PUSH · CANVAS → REPO

## Ship the design back into your codebase.

```
> /design-sync
# pick "push from Claude Design"
# select project → target directory
# Claude writes files, opens PR
```

**What it does:** pull a finished design from [claude.ai/design](#) back into the repo. Claude Code produces real code — reusing existing components — not a fresh Tailwind soup.

**Why this beats "copy the HTML":** Claude Code refactors into *your* component structure. It won't inline styles that should be tokens. It won't create a new Button when yours exists.

**Result:** a review-ready PR — not a screenshot to hand off.

# Prefer the terminal? Wire up the Claude Design MCP server and **design without opening a browser.**

## TWO-STEP SETUP

### 1 · Add the MCP server.

```
$ claude mcp add claude-design
# installer walks you through URL + auth
```

### 2 · Sign in.

```
$ claude
> /design-login
# OAuth opens in browser once → returns to CLI
```

**You are now:** connected. Claude Design projects created via CLI show up in your [claude.ai/design](#) dashboard. Both surfaces edit the same file.

## WHAT YOU CAN DO FROM THE TERMINAL

### Import a design into your codebase.

"Import project 'landing-v3' from Claude Design into `src/pages/landing/`."

### Export code as a live prototype.

"Take my current `Dashboard.tsx` and turn it into a shareable Claude Design prototype so I can send it to a customer."

### Build end-to-end from a prompt.

"Create a new Claude Design project for a settings page with 4 tabs. When I'm happy, sync it back to this repo."

### List / open projects.

"Show my recent Claude Design projects. Open 'onboarding-v2' in a browser tab."

**The point:** the web canvas is the interface for iteration; the MCP is the interface for automation.

# Not a screenshot. Not a Figma link. A **structured package** Claude Code opens with one instruction.

## HOW TO TRIGGER IT · 3 STEPS

### Inside `claude.ai/design`:

1. Click **Share** in the upper right.
2. Select **Handoff to Claude Code**.
3. Click **Copy Command**. You now have a one-liner in your clipboard.

### In your terminal, in the target repo:

```
$ claude  
> [paste the command]
```

Claude Code opens the bundle, reads the design intent, and either:

- asks clarifying questions if the target directory is ambiguous, or
- starts implementing directly if you already have `/design-sync'd` the repo.

## WHAT'S INSIDE THE BUNDLE

**01 · Component structure spec.** A machine-readable tree of what's on the canvas — Hero > Container > Heading + CTA + Image. Not just HTML.

**02 · Design tokens actually used.** The subset of your system this design touches — specific colors, type sizes, spacing values. Not the entire token file.

**03 · Layout hierarchy.** Grid rules, alignment, responsive breakpoints Claude Design decided on.

**04 · Assets.** Images, icons, illustrations Claude added or that were captured from your codebase.

**05 · Design intent.** Prose explaining *why* — "primary CTA gets emphasis because empty-state conversions are the goal." This is the piece that survives translation to code better than pixels do.

**Why this matters:** Claude Code doesn't re-invent from a screenshot. It builds forward from a spec.

# Grab from anywhere on the web. Ship to nine places — plus PPTX / PDF / HTML.

INPUT · WEB CAPTURE

Grab real UI, not screenshots.

Two capture surfaces:

1 · Built-in capture (in-app)

Claude Design ships with a web capture tool. Point it at a URL, grab a section, drop it on the canvas as reference.

2 · WebGrabber extension (Chrome)

Chrome Web Store → search "WebGrabber for Claude Design". Hotkey **Alt+Shift+C** → hover any element → click. Sends HTML + CSS + screenshot into Claude Design.

Why capture beats screenshot:

Claude sees the actual DOM + styles. Prototypes match reality (spacing, hierarchy, real fonts) instead of the vision model's *guess* at what a screenshot means.

Solo-dev use:

"Grab this competitor's pricing page. Rebuild in our design system."

OUTPUT · CONNECTOR MATRIX

| CONNECTOR        | USE WHEN                                                                                                                                                                    |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Canva            | Marketing polish, presentations, drag-and-drop editing after Claude drafts.                                                                                                 |
| Adobe Express    | Social posts, flyers, presentations — deeper Adobe ecosystem workflow.                                                                                                      |
| Gamma            | AI-native deck editor. Refine slides, add transitions, present online.                                                                                                      |
| Vercel           | Ship HTML/React output straight to production deploy.                                                                                                                       |
| Wix              | Turn Claude Design output into a Wix Headless site with backend + CMS.                                                                                                      |
| Miro             | Drop concepts onto a shared canvas for team refinement.                                                                                                                     |
| Replit           | Turn a design into a production-ready app inside Replit's sandbox.                                                                                                          |
| Lovable · Base44 | No-code / low-code app builders — designs become working apps.                                                                                                              |
| File exports     | PPTX (PowerPoint) · PDF (documents) · HTML (standalone bundle, deploy anywhere) · ZIP (asset dump). All triggered from the <i>Export</i> button, upper-right of the canvas. |

# Because the canvas runs actual code, you can prototype what static tools can't touch.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
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| <p>VOICE</p> <h2>Narrated flows.</h2> <p><b>What Claude generates:</b> voice narration synced to a walkthrough. Real synthesis, not text-to-slides.</p> <p><b>Prompt example:</b><br/><i>"Build a landing hero. Add a 30-second voiceover explaining the product, timed to hero → features scroll."</i></p> <p><b>Ship as:</b> shareable prototype URL. Recipient hits play — no video file, no separate audio track.</p> <p><b>Use for:</b> founder demos, async product walkthroughs, accessibility prototypes.</p> | <p>VIDEO</p> <h2>Motion-first designs.</h2> <p><b>What Claude generates:</b> embedded video, scroll-timed animations, background loops. All rendered live in the canvas.</p> <p><b>Prompt example:</b><br/><i>"Design a product page. Hero has a looping 4-sec video of the product in use. Feature sections auto-play short clips on scroll into view."</i></p> <p><b>Ship as:</b> HTML bundle or prototype URL. Video assets bundled or referenced.</p> <p><b>Use for:</b> product tours, marketing pages, launch sites.</p> | <p>SHADERS &amp; 3D</p> <h2>GPU-rendered visuals.</h2> <p><b>What Claude generates:</b> WebGL / Three.js scenes, custom GLSL shaders, 3D product renders — running in the browser.</p> <p><b>Prompt example:</b><br/><i>"Landing page with an animated shader gradient background — deep purple to warm orange, slow noise displacement, mouse-reactive."</i></p> <p><b>Ship as:</b> HTML with GPU-accelerated JS. Deploys anywhere.</p> <p><b>Use for:</b> hero moments, product configurators, brand-defining moments. This is the "make the room say wow" tier.</p> | <p>BUILT-IN AI</p> <h2>Interactive AI in the design.</h2> <p><b>What Claude generates:</b> prototypes where the prototype ITSELF calls an LLM — a real chat widget, an AI-summarised feed, a live search that actually works.</p> <p><b>Prompt example:</b><br/><i>"Build a dashboard prototype where the 'Ask a question' box is a real Claude-powered chat about the dashboard's data."</i></p> <p><b>Ship as:</b> shareable prototype URL. Recipient interacts with real AI, not a scripted demo.</p> <p><b>Use for:</b> testing AI-feature UX before engineering builds anything. Kills the "does this actually feel good?" question early.</p> |
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If any of these looks like your first day — **fix it before day two.**

#01

Prompting before setting up the design system

**Symptom:** everything looks like a generic Claude Design demo. Same button style as every other Claude Design output on the internet.  
**Fix:** stop. Do slide 06-08 first. Upload codebase / design files / brand PDF, remix until it looks like your product, then publish.  
**Cost:** every hour spent prompting on a generic system is an hour of output you'll throw away.

#02

Chatting every change instead of using comments / direct edit

**Symptom:** "Change this button" in chat → Claude re-reads the whole design → your usage burns fast. Turns take 20+ seconds each.  
**Fix:** click the button → inline comment "make this primary". For pure movement/resize: use the canvas directly, no LLM turn at all.  
**Cost:** a session that could have been 20 min becomes 2 hours + you hit your daily limit.

#03

Big pivot without saying "save"

**Symptom:** "Redo this as dark mode" → the light-mode version is gone. No undo button matches it.  
**Fix:** use the exact phrase — "Save what we have and try a completely different approach." Learn it. Say it before every pivot.  
**Cost:** your best V1 disappears mid-session. Redo cost = another full session.

#04

Screenshot handoff instead of the bundle

**Symptom:** "Nice design, let me screenshot and describe it to Claude Code." Claude Code guesses spacing, invents components, misses design intent.  
**Fix:** Share → Handoff to Claude Code → Copy Command → paste in your terminal. That's it.  
**Cost:** hours of "close but wrong" implementation instead of a review-ready PR.

#05

Treating Claude Design as Figma replacement

**Symptom:** trying to pixel-push in Claude Design like you would in Figma. No layers panel. No auto-layout. No component variants view. Frustration.  
**Fix:** use Claude Design for *ideation* → *first draft* → *handoff*. Do detailed pixel work in Figma or in code. Different tools, different jobs.  
**Cost:** hours fighting the tool instead of shipping.

#06

Forgetting shared usage pool

**Symptom:** big Claude Design session in the morning → Claude Code hits its limit at 2pm. "But I barely used Claude Code today?"  
**Fix:** remember — one pool for chat + Code + Cowork + Design. Plan the day. Heavy design work early, code review late.  
**Cost:** blocked mid-task. If serious, enable extra usage / consider Max plan.

# Twelve items. Each is a **click, a file, or a phrase** — not a concept.

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| <div>SETUP · 4</div> <div><div><input type="checkbox"/> 01 · Open <code>claude.ai/design</code>. Sign in with Pro/Max/Team account.</div><div><input type="checkbox"/> 02 · <i>(Enterprise only)</i> Admin flipped Claude Design ON in Organization settings.</div><div><input type="checkbox"/> 03 · Design system uploaded — codebase / Figma / brand PDF / product screenshots. At least ONE source.</div><div><input type="checkbox"/> 04 · Design system published (toggle ON). Verified with 3 test prompts from slide 08.</div></div> | <div>FIRST PROJECT · 4</div> <div><div><input type="checkbox"/> 05 · First prompt uses all 4 slots — Goal / Layout / Content / Audience.</div><div><input type="checkbox"/> 06 · Iteration uses the right surface — chat for structural, comments for component, direct edit for pixels.</div><div><input type="checkbox"/> 07 · Before ANY major pivot: "Save what we have and try a completely different approach."</div><div><input type="checkbox"/> 08 · Exported at least once — PPTX / PDF / HTML / connector. Know the button.</div></div> | <div>HERO LOOP · 4</div> <div><div><input type="checkbox"/> 09 · Ran <code>claude mcp add claude-design</code> in your terminal.</div><div><input type="checkbox"/> 10 · Ran <code>/design-login</code> — OAuth flow completed.</div><div><input type="checkbox"/> 11 · Ran <code>/design-sync</code> in a real repo. Design system reflects YOUR components.</div><div><input type="checkbox"/> 12 · Shipped one design end-to-end: prompt → refine → handoff bundle → Claude Code → PR. That's hero.</div></div> |
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DO IT TONIGHT

# Open **claude.ai/design**. Upload one real project. Ship one handoff to Claude Code.

In 30 minutes you'll know whether it belongs in your stack.

IF THE HANDOFF SHIPS A PR

You've replaced 40% of the "translate mockup to code" tax. Add Claude Design to weekly workflow.

IF THE FIRST DRAFT IS 70% RIGHT

Your design system needs more sources. Re-upload — codebase, screenshots. Iterate the SYSTEM, not the prompt.

IF IT FEELS GENERIC

You skipped step 06-08. Nothing you prompt will feel like your brand until the design system is published.