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# NO BS AI

CLASS MATERIALS

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## Claude Design: Quick Start

*(From idea to prototype in one session)*

Pilot Class // April/May 2026

Instructor: RJ // Platform: Rippily

*The Goblin Mining Cave*

***"I made him a working prototype  
that he can click through in two hours."***

*-- RJ, Week 6*

DO NOT LICK THE TRANSCRIPTS

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DEEPER INTO THE MINE WE GO

*From idea to click-through prototype in one session.*

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## WHAT IS CLAUDE DESIGN?

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Claude Design is a prototyping tool built directly into Claude. You feed it your materials — meeting notes, rough wireframes, screenshots, descriptions — and it builds a **click-through visual prototype** you can hand to someone and say: try this.

### Where to find it:

- Only on the **web version**: [claude.ai](https://claude.ai)
  - Look for the small **palette icon** in the toolbar
  - It is NOT in the Claude desktop app (yet)
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## WHEN TO USE IT

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- You're building an app, tool, or web experience and need to show someone what you mean
  - You have a client who says "I'll know it when I see it"
  - You're proposing something and a picture is worth 1,000 words of explanation
  - You want to get feedback before you build the real thing
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## HOW TO START (5 STEPS)

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### Step 1: Gather your materials

Collect whatever you have. This could be:

- Meeting notes or transcripts from conversations about the project
- Rough sketches (photo them, upload the image)
- Wireframes from Canva or any other tool
- A written description of each screen
- A snippet of real data (names, exercises, products — not lorem ipsum)

**More real material = better prototype.** You don't need it to be polished.

## Step 2: Open Claude Design

Go to [claude.ai](https://claude.ai) → find the palette icon → start a new Design project.

## Step 3: Feed it everything

Upload or paste your materials. Then say something like:

***"I want to build a click-through prototype for [describe what it is].***

***Here are my meeting notes and wireframes.***

***Build me the main screens and make the navigation clickable."***

## Step 4: Review what comes back

Claude Design will give you:

- A set of screens with navigation
- Tags showing what's Ready vs. Work in Progress
- Visual theme options to choose from

Go through it screen by screen. Tell it what you love, what you hate, and what's missing.

## Step 5: Iterate

Just talk to it. "I need a notes field on every exercise." "The FB button reads as Facebook — change it." "Can I see a darker color scheme?"

Each time you give feedback, it updates the prototype. You don't have to start over.

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# THE RULE THAT MAKES IT WORK

**People can't say what they want. They CAN say what they don't want.**

A rough first draft puts something in their hands so they can react. Their reactions tell you what they actually need. That conversation — "I hate this, I love this, what if we had that" — is how you find the real design.

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## WHAT TO DO WITH THE RESULT

- Share the prototype link with whoever needs to see it
- Use it as the spec for your developer (or Claude Code)
- Export the HTML when you're ready to build the real version
- Use it in a meeting to get feedback while you're still cheap to change

## CLAUDE DESIGN QUICK REFERENCE

You want to...	Say...
Start a prototype	"Build me a click-through prototype for [thing]"
Add a screen	"Add a [screen name] screen that does [function]"
Change something	"The [element] should [do/look like] [thing] instead"
See new theme	"Show me a [darker/lighter/bolder/calmer] version"
Hand off to a developer	"Export this as HTML with annotations for the developer"
Get a second draft	"Here's my feedback: [list]. Revise the prototype."

***"I made him a working prototype that he can click through in two hours."***

**— RJ, Week 6**