

NO BS AI

CLASS MATERIALS

Claude Design: Quick Start

(From idea to prototype in one session)

Pilot Class // April/May 2026

Instructor: RJ // Platform: Rippily

The Goblin Mining Cave // Print Edition

From idea to click-through prototype in one session.

WHAT IS CLAUDE DESIGN?

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
 - 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

- 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)

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 → 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.

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.

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
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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