

■ CONFIG 2026 ● INVESTOR AND ANALYST SESSION

■ SAFE HARBOR STATEMENT AND DISCLAIMER

This presentation and accompanying oral commentary contains "forward-looking statements" within the meaning of applicable securities laws. All statements other than statements of historical fact could be deemed to be forward-looking, including, but not limited to, statements regarding expected development of features and functionality that are currently in development or otherwise under consideration, AI trends, our future financial performance, investments, market demand, growth prospects, and business strategies and plans, as well as any assumptions relating to the foregoing. The words "believe," "may," "will," "potentially," "estimate," "continue," "anticipate," "intend," "could," "would," "project," "target," "plan," "expect," and similar expressions are intended to identify forward-looking statements, although not all forward-looking statements contain these identifying words. These forward-looking statements are made as of the date they were first issued and are based on information available to us together with our expectations, estimates, forecasts, projections, beliefs, and assumptions as of such date. Forward-looking statements are subject to a number of risks and uncertainties, many of which involve factors or circumstances that are beyond our control. Our actual results could differ materially from those stated or implied in forward-looking statements due to a number of factors. Further information on potential risks that could affect actual results is included in our most recent filings with the Securities and Exchange Commission (the "SEC"), including in our Quarterly Report on Form 10-Q filed with the SEC for the quarter ended March 31, 2026, copies of which may be obtained by visiting our Investor Relations website at <https://investor.figma.com> or the SEC's website at www.sec.gov. Past performance is not necessarily indicative of future results. We undertake no intention or obligation to update or revise any forward-looking statements, whether as a result of new information, future events, or otherwise, except as required by law. Forward-looking statements should not be relied upon except as required by law. Forward-looking statements should not be relied upon as representing our views as of any date subsequent to the date of this presentation.

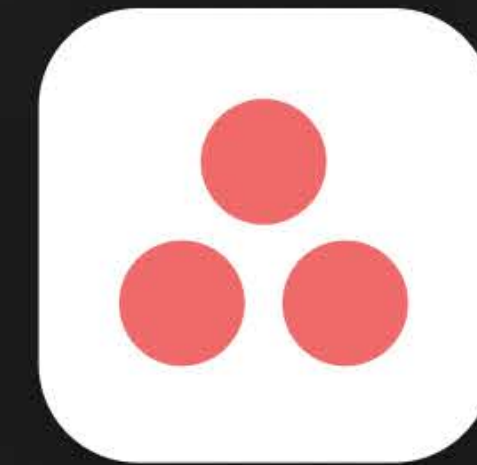
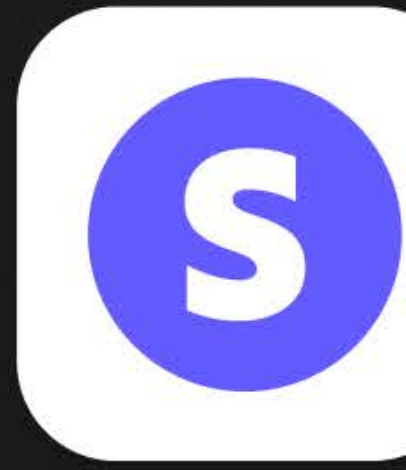
Launch dates and designs are estimates and subject to change. Features and functionality presented are not considered binding commitments and are subject to change at the discretion of Figma at any time for any reason without notice. This presentation is provided to allow individuals the opportunity to understand Figma's vision, but should not be relied upon in making purchasing decisions.



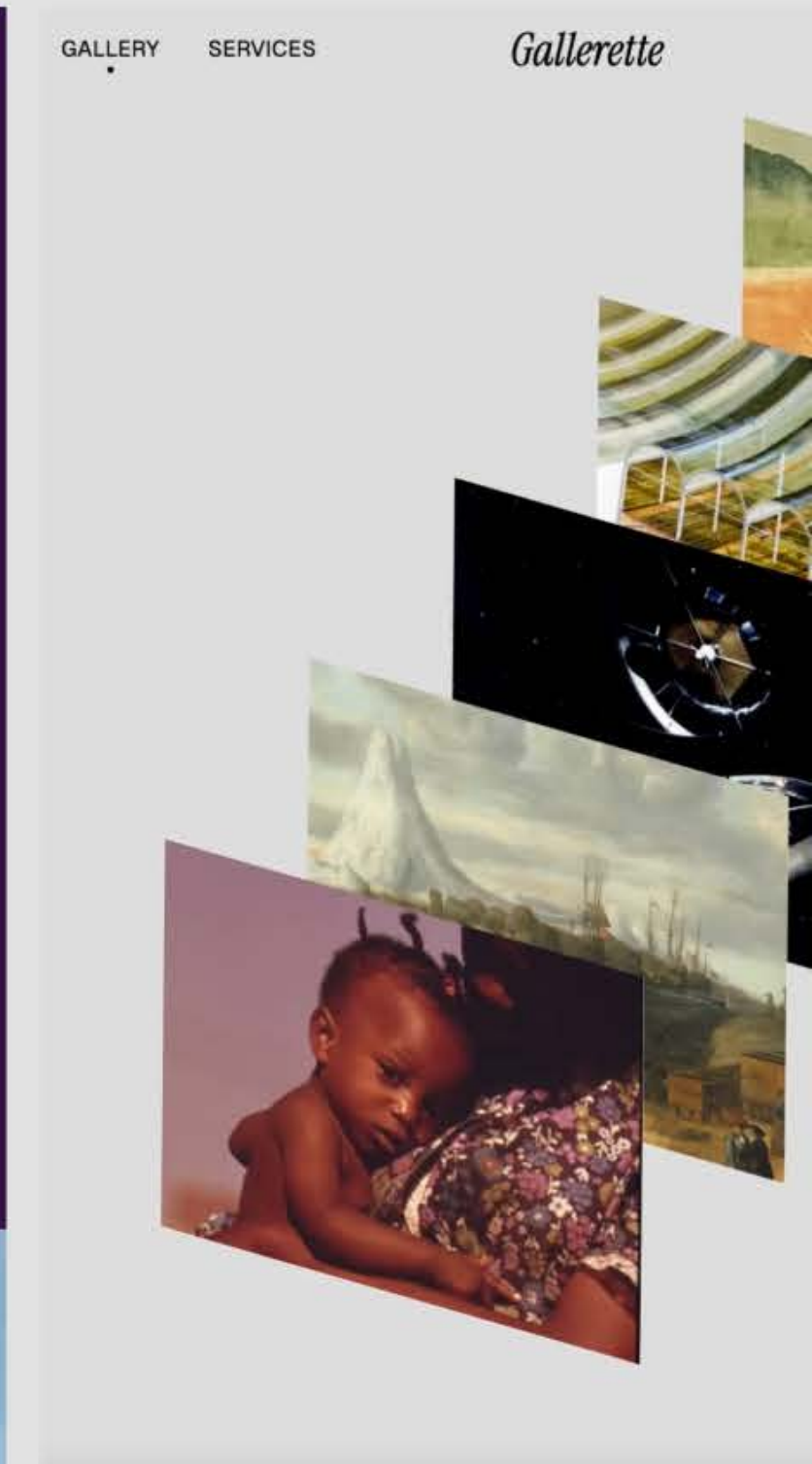
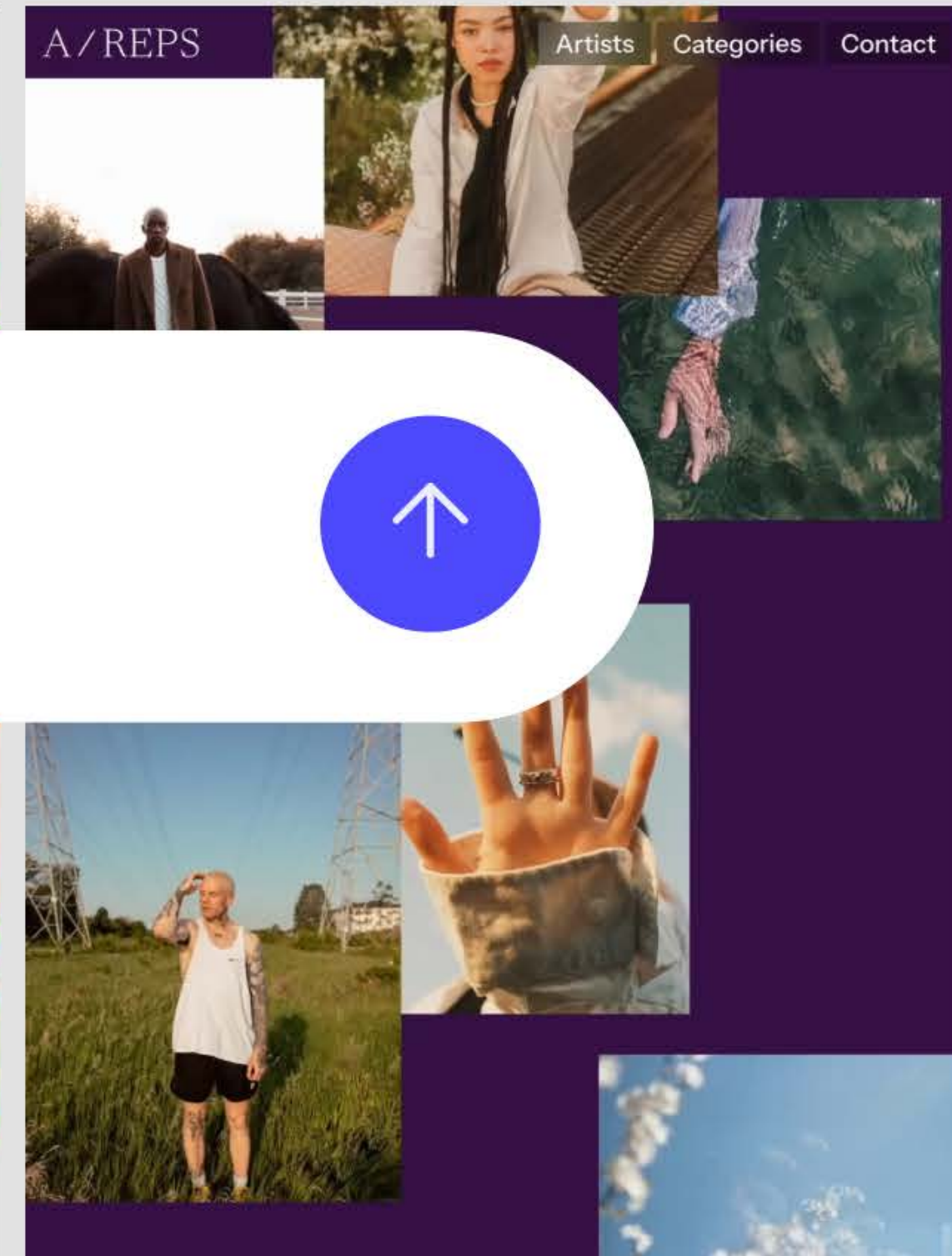
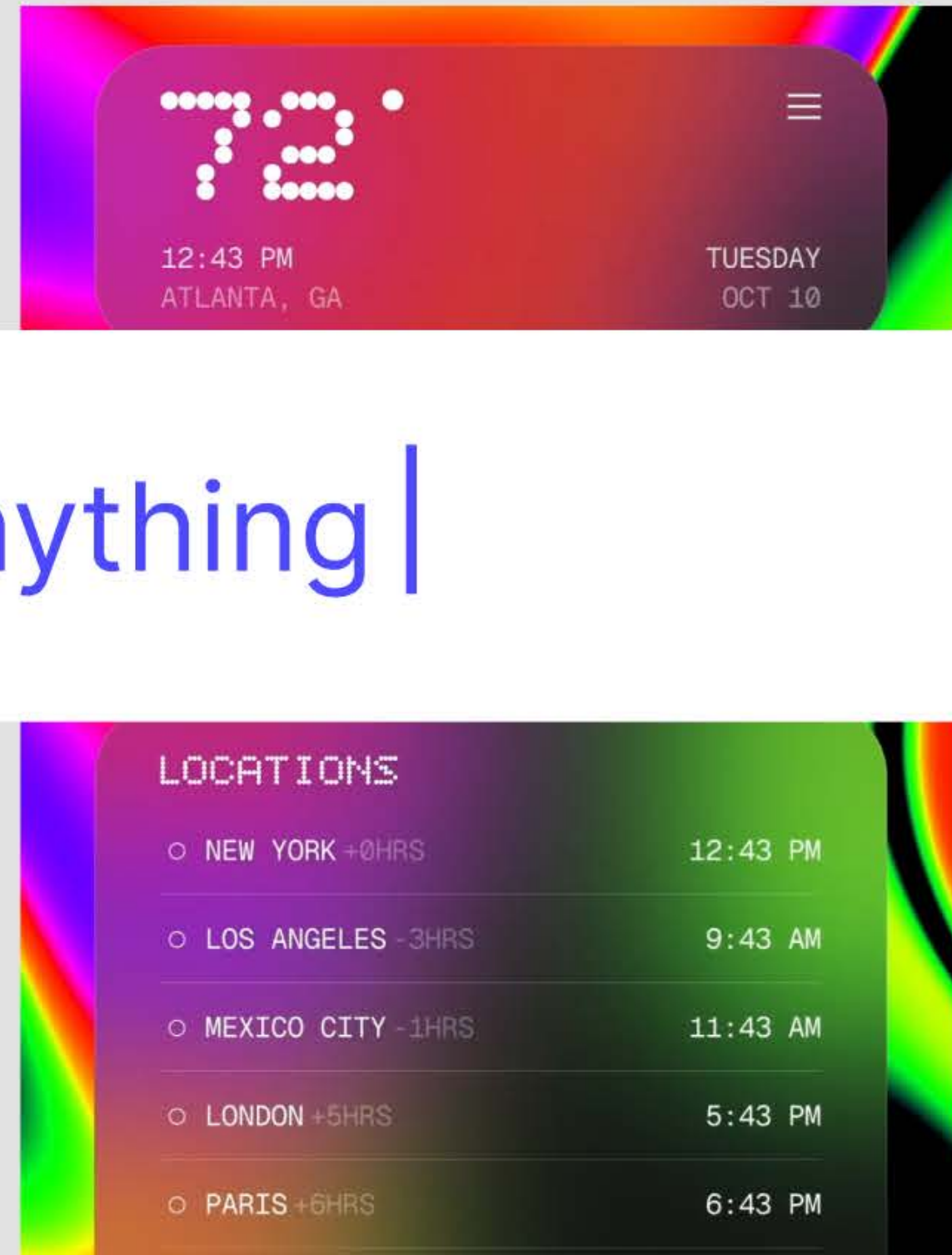
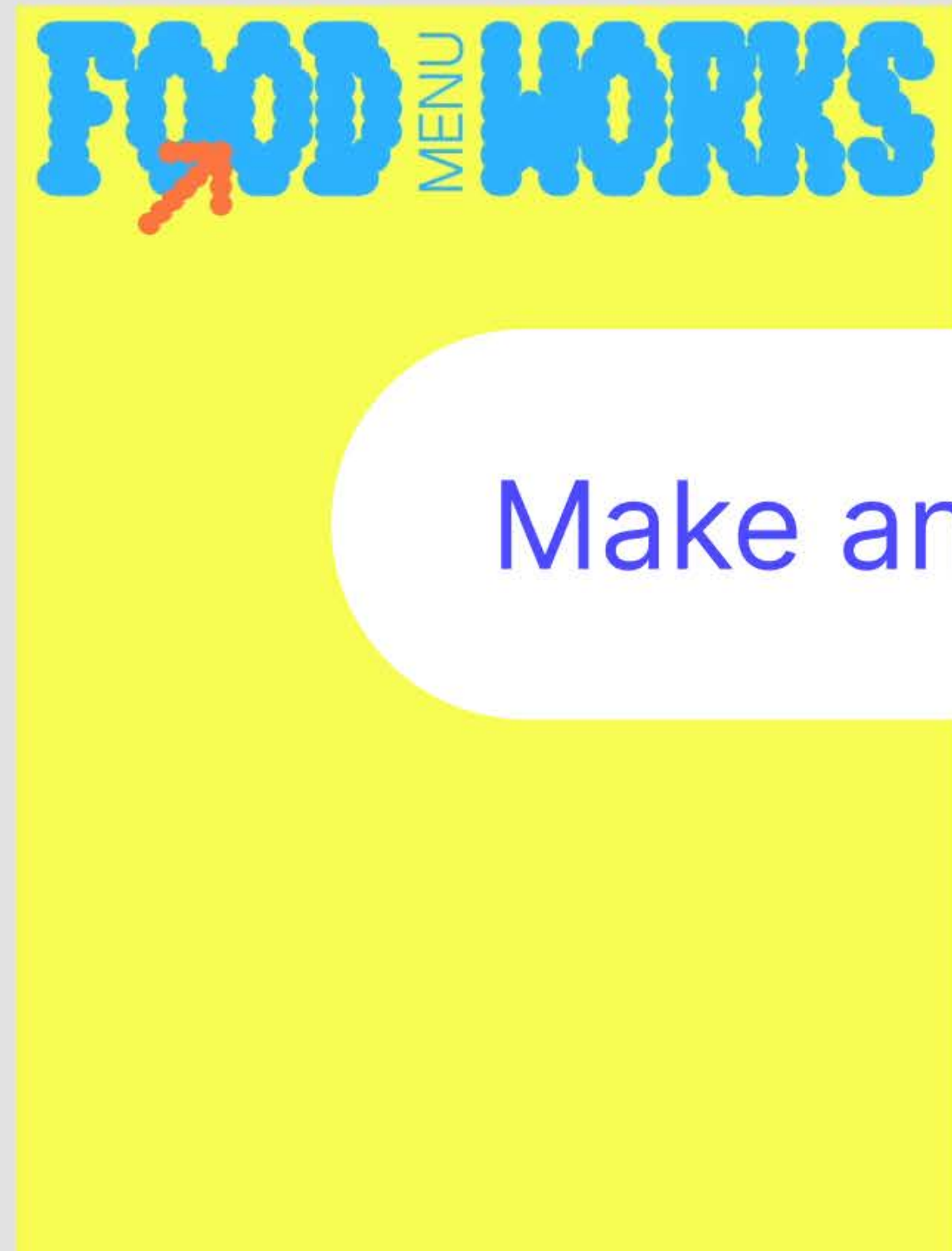
Yuhki Yamashita

Chief Product Officer

Where the world's best teams build the world's best software.



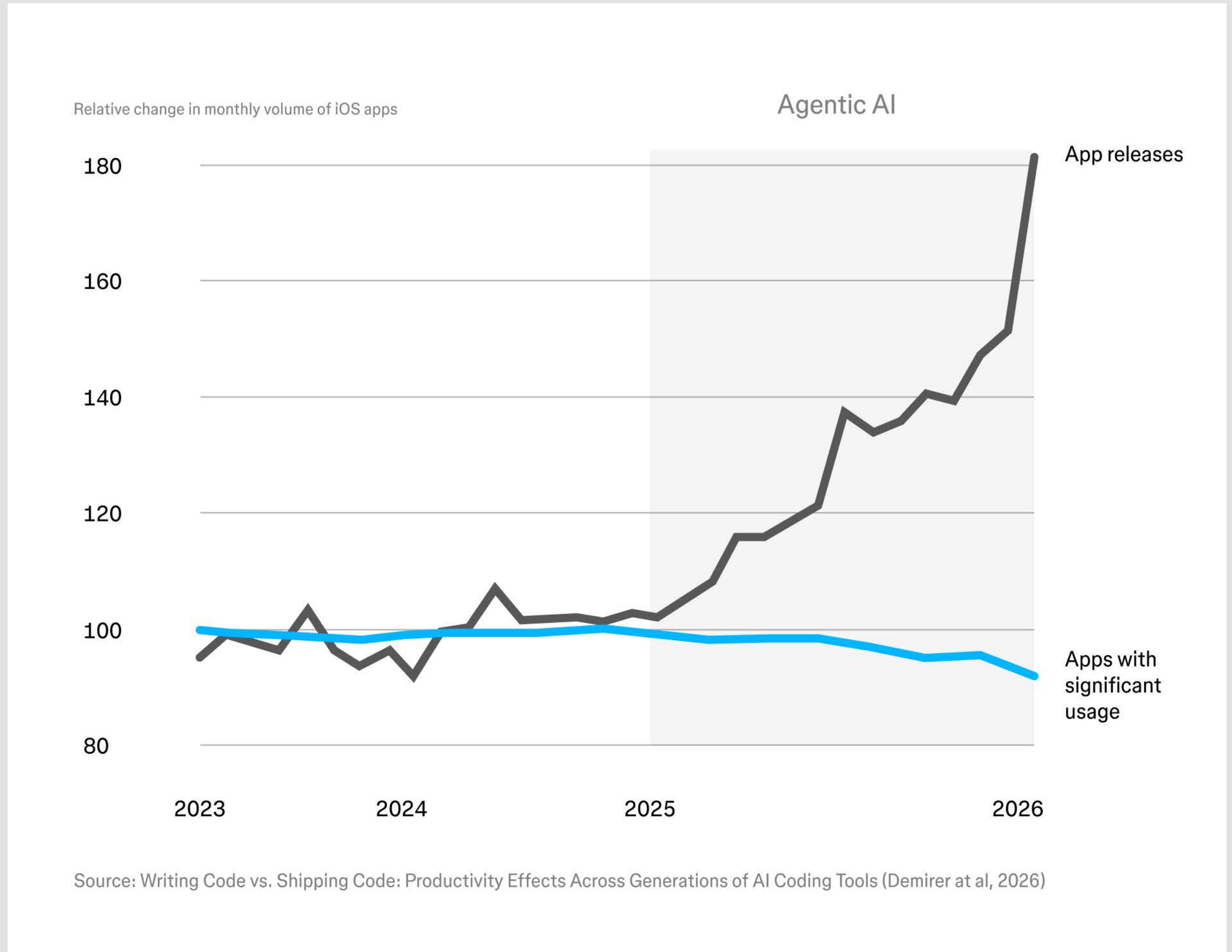
■ ANYONE CAN BUILD ANYTHING



Make anything | 

THE EFFECT

More output,
less differentiation



THE EFFECT

More capabilities,
less cohesion

The screenshot shows a Slack channel conversation. At the top, Peter (12:22 PM) posts a message: "Hi all, my agent created this prototype that is now published to the web. Check it out, and give me feedback in 🗨️!". Below this is a Loom video link titled "Staging Demo Walkthrough - Client Preview Build" by Tom Eriksson, which is 3 minutes long. The video thumbnail shows a laptop with a "STAGING DEMO" interface. To the right of the video link is a dark blue bubble containing "27 replies" and "Last reply 2 minutes ago". Below the video link, James (1:45 PM) replies: "Shoot, you gave me feedback, was it in the video? Or somewhere else?". Further down, Tara (11:12 AM) replies: "Imk if you got a chance to play with that prototype i put together". At the bottom right, Andy (12:21 PM) replies: "Oh umm where was that prototype again? And which version?".

■ THE POWER OF THE CANVAS

The infinite canvas is the natural home for this kind of work.

It keeps work, context, and collaborators in one place. It's a space to explore broadly, think deeply, and shape ideas into something distinctive.





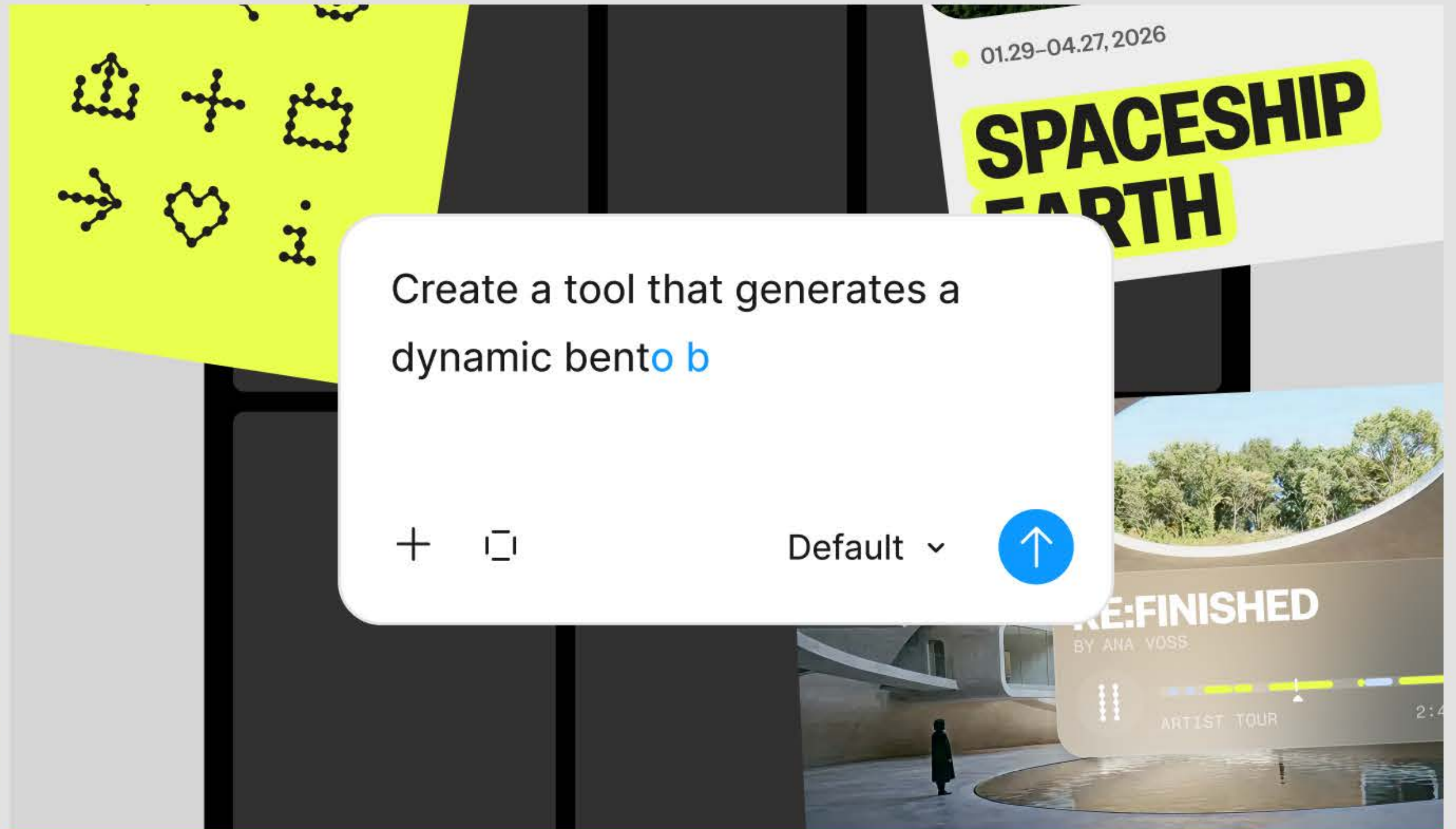
What does the canvas
need to be next?

An intelligent canvas for a new creative era

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3   "private": true,  
4   "type": "module",  
5   "scripts": {  
6     "dev": "vite",  
7     "build": "tsc -b && vite build",  
8     "preview": "vite preview"  
9   },  
10  "dependencies": {  
11    "react": "^18.3.0",  
12    "react-dom": "^18.3.0"  
13  },
```

New creative materials

CODE LAYERS MOTION 3D TRANSFORMS SHADERS WEAVE



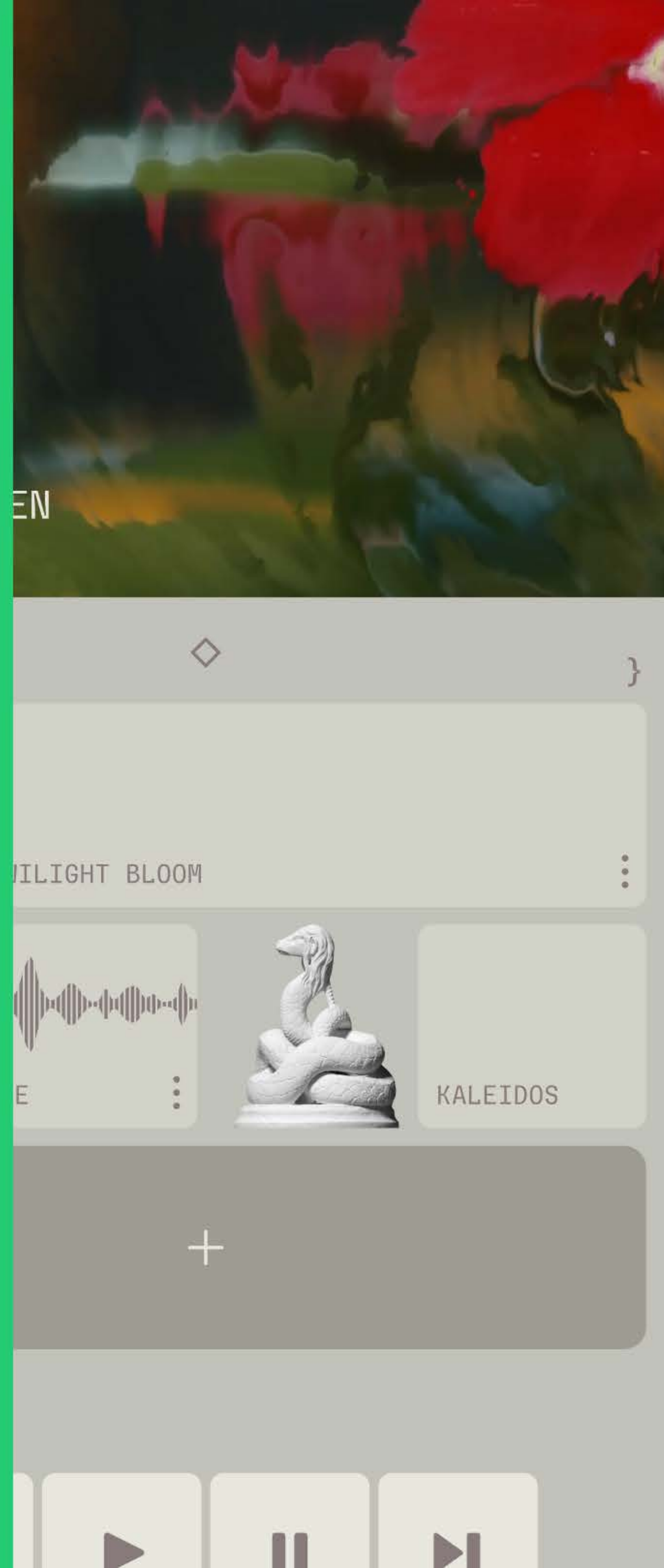
New intelligent tools

MULTIPLAYER AGENT CUSTOM SKILLS CONNECTORS GENERATIVE PLUGINS

New creative materials

Code

Code is increasingly becoming an implementation detail, but it's still an important medium. If you're building a digital product, code is the final material. It's dynamic, expressive, and high-fidelity.



App.tsx

```
1 import { BrowserRouter } from 'react-router-dom'
2 import { Github, Link } from 'react-router-dom'
3 import { Button } from 'react-router-dom'
4 import HomePage from 'react-router-dom'
5 import AboutPage from 'react-router-dom'
6 import ProjectsPage from 'react-router-dom'
7 function App() {
8   return (
9     <div>
10       <Header />
11       <Main />
12       <Footer />
13     </div>
14   )
15 }
16
17
18
19
20
21
```

We brought code to Figma last year

Last year, we brought code into Figma for the first time with Figma Make. We've kept pushing: improving quality, letting users plan and bring more context, and most recently the ability to build directly on top of your existing codebase and ship without ever leaving Figma.

I've added the new careers route to the main navigation. Test it out and tell me if you're interested in making further changes, or if you're ready to push these changes.

1 edited file

HorizontalBarCard.tsx +12 -1

I'll help you create a pull request for your recent changes. Let me review your commits and craft a pull request for you to review

Generating pull request...

8 changes +12 -1 Create PR

Ask for changes

+ </> Sonnet 4.5 🎤

/cheddar ↶ main

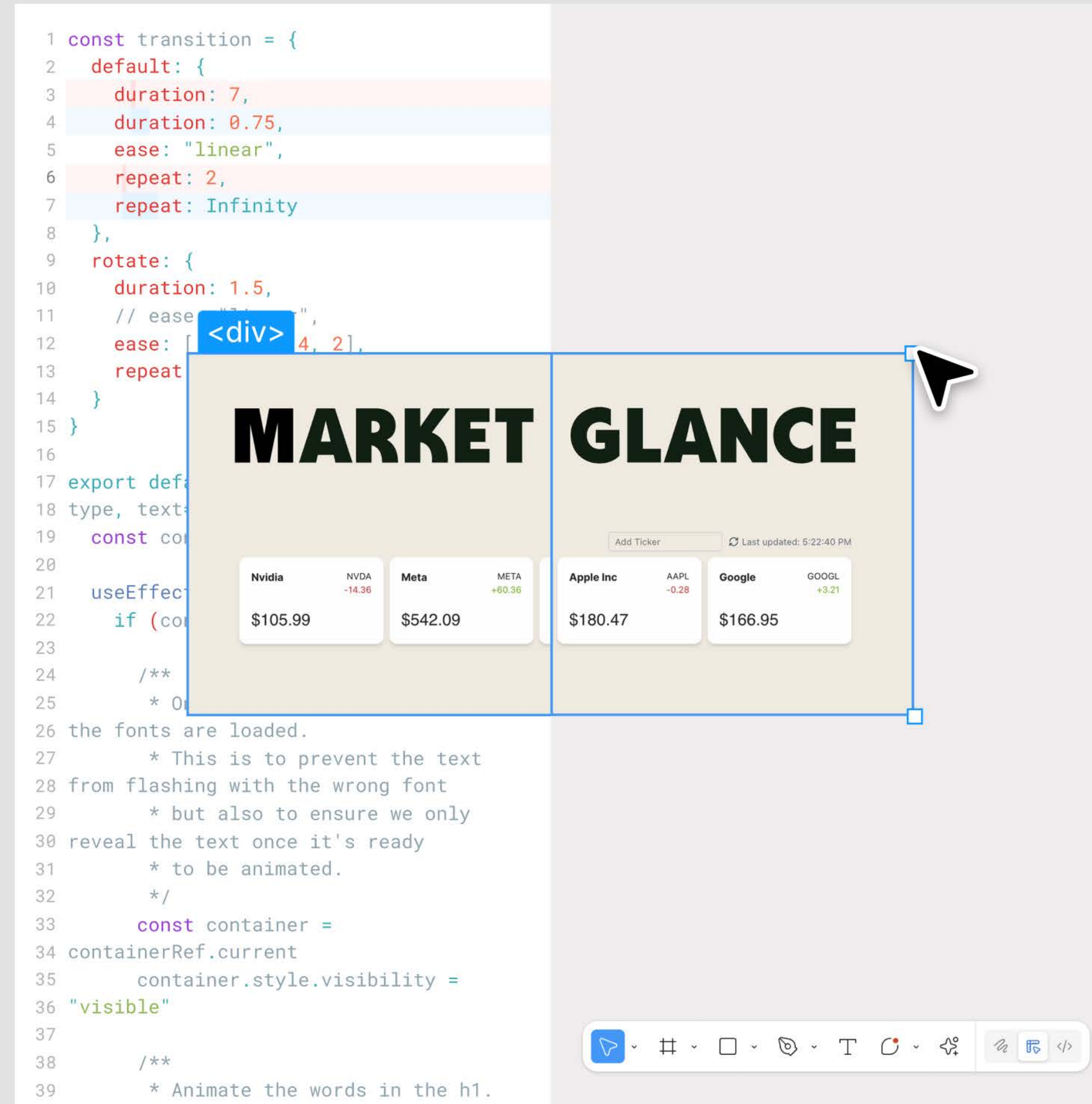
How it

Goal-based savings

Kids choose what they
From new headphones
every goal becomes a

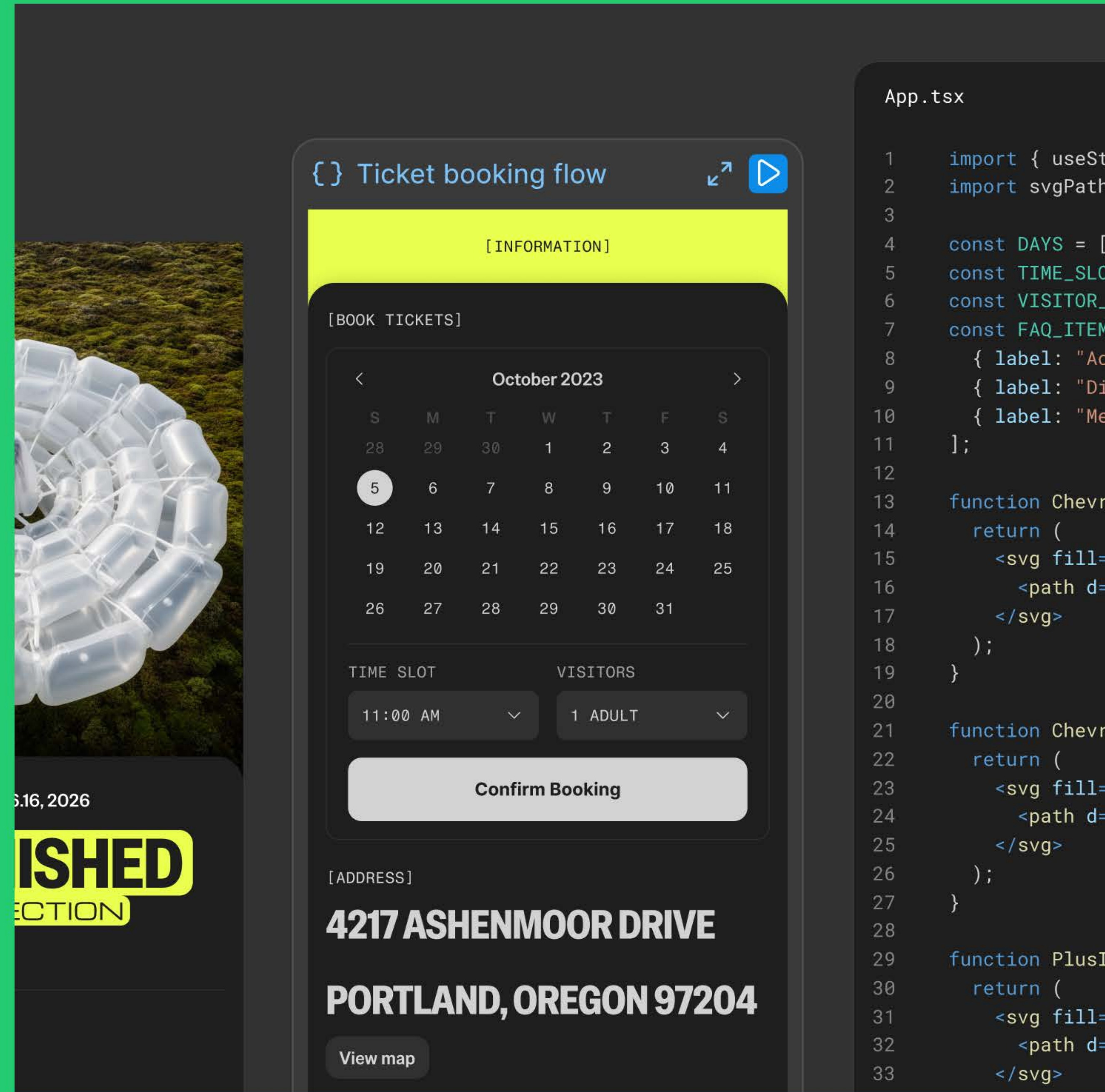
But up to now, "design or code" still felt like a choice

Pick one, then switch. That friction has always imposed a cost — on exploration, on collaboration, on the quality of the final thing. We think it's a false choice. **Code isn't the opposite of design — it's a material for it.**



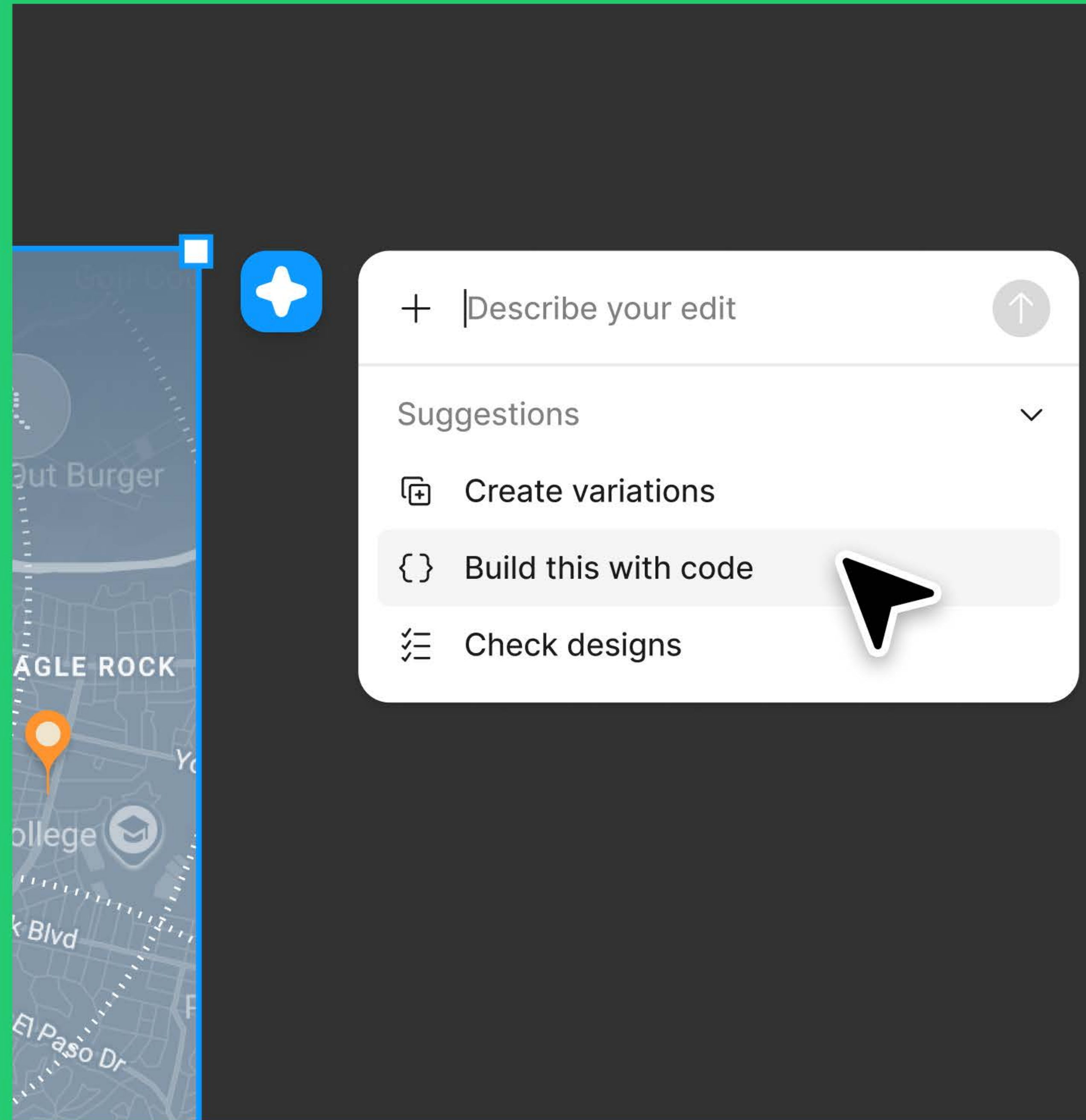
Introducing Code Layers, directly on the canvas

Working code now lives on the Figma canvas as a native layer, right alongside your designs. Not in a separate tool, not in a separate window. On the canvas, where your team already works.



The best of design and code, together

Code Layers aren't just about having both in one place. We've made it fluid to move between them — so you get the speed and intuition of visual manipulation when you want it, and the power and fidelity of code when you need it.

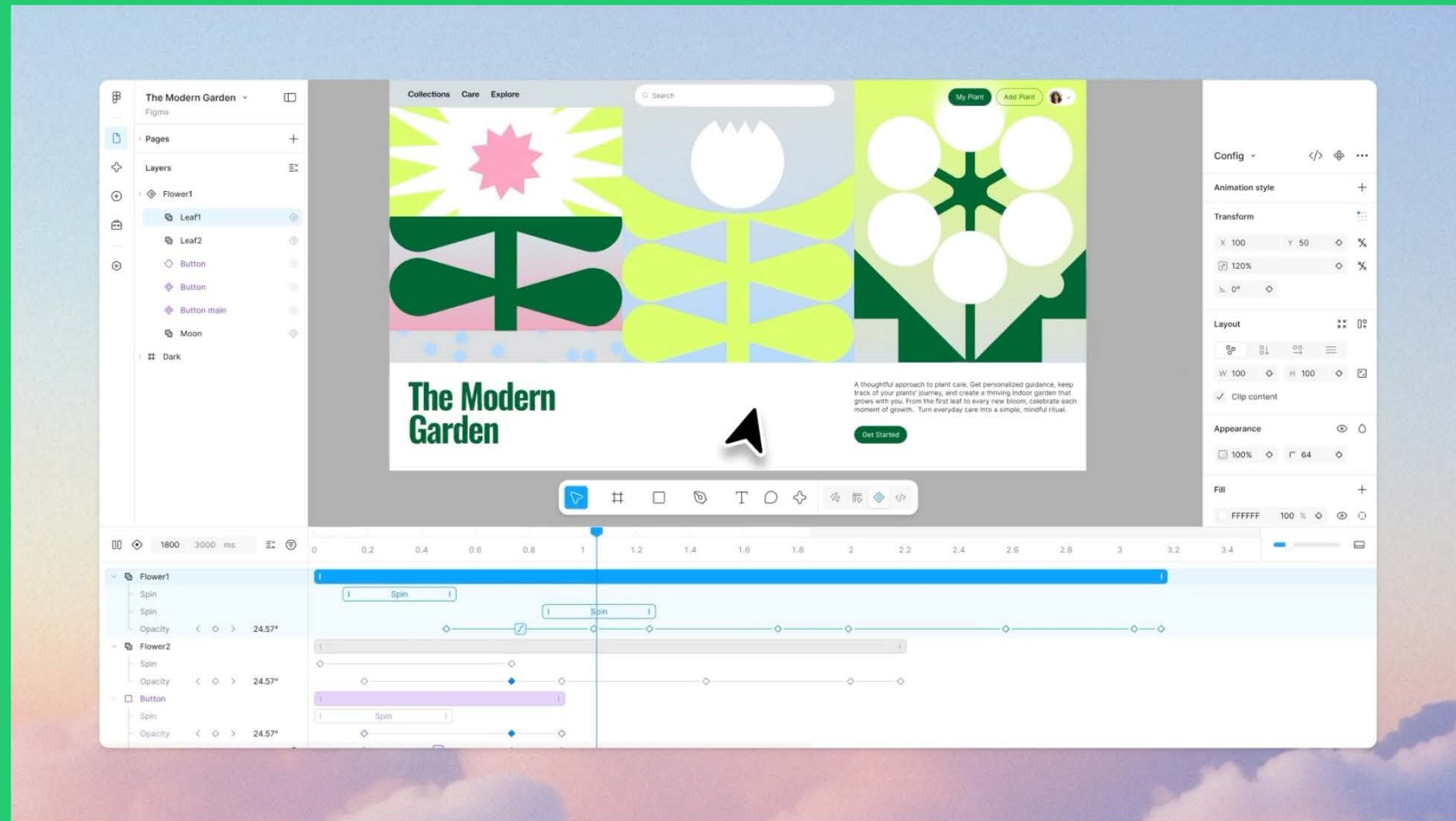


Materials for expression

Code is one material. But expression takes more.

An idea that doesn't land is a missed opportunity, no matter how well it works. The materials you have determine not just what you can build, but what you can make people feel. We're expanding the canvas with everything you need to express your vision fully — in texture, movement, depth, and feel.





Motion: design
how it feels, not
just how it looks

When we talk about expression in design, we go straight to the visual. But great design isn't just how something looks; it's how it feels. Motion is almost always the last thing considered, and the first thing cut. So we built a timeline directly into Figma. Multiplayer, on an infinite canvas.



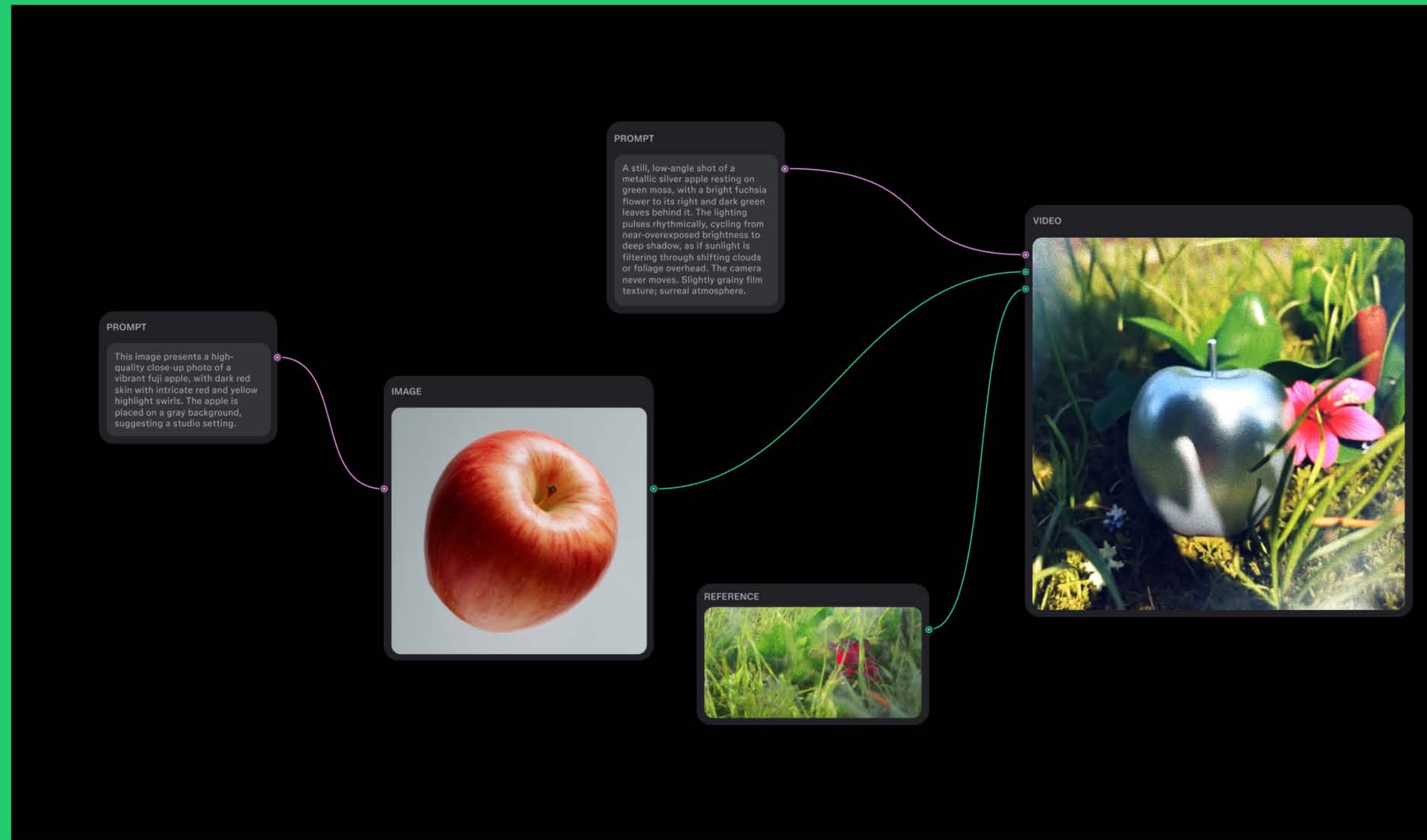
3D transforms: depth, natively

3D Transforms lets you express depth, tilt, and spatial behavior natively in Figma. With it, the canvas becomes one dimension richer.



Shaders: a new expressive medium

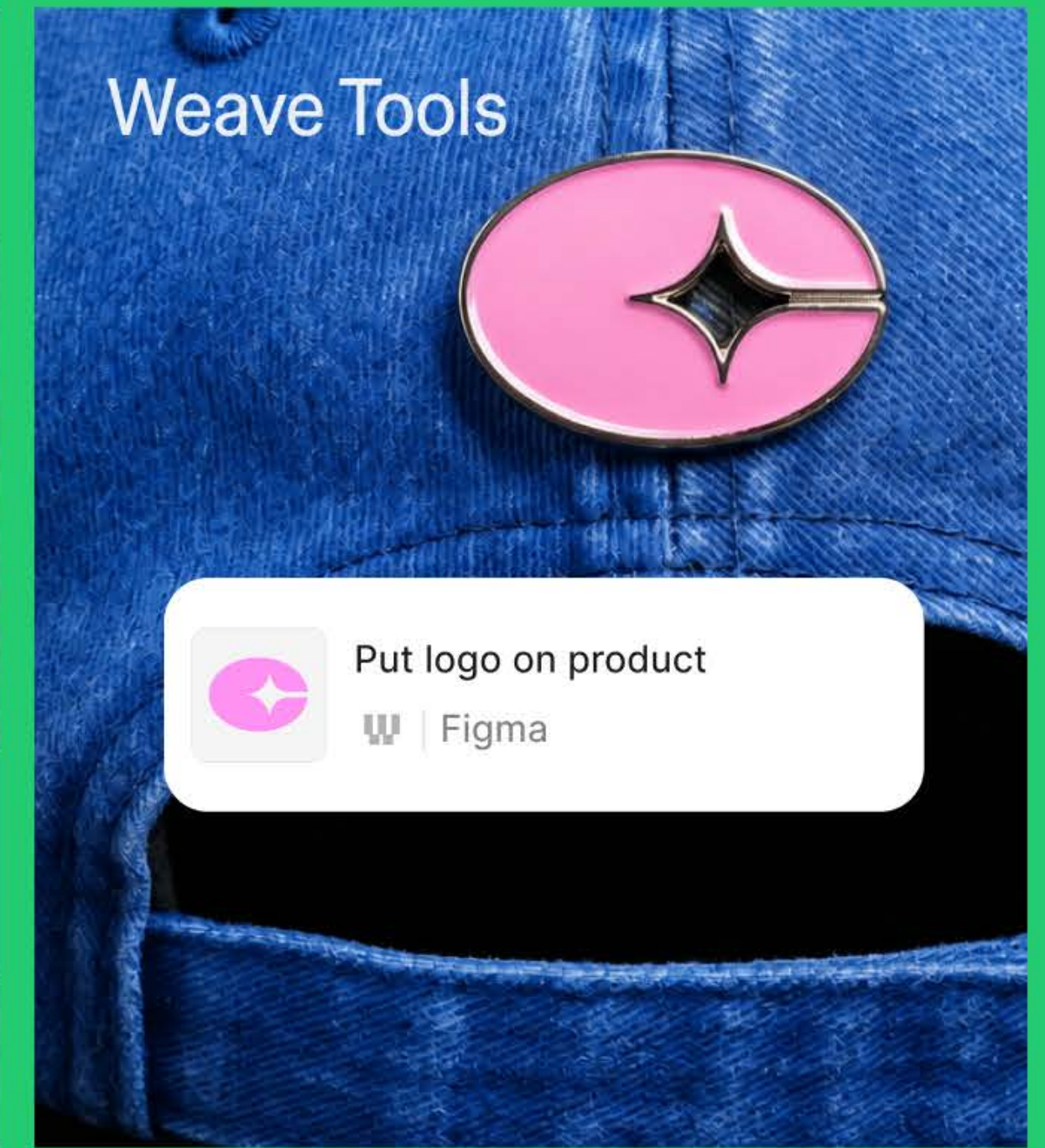
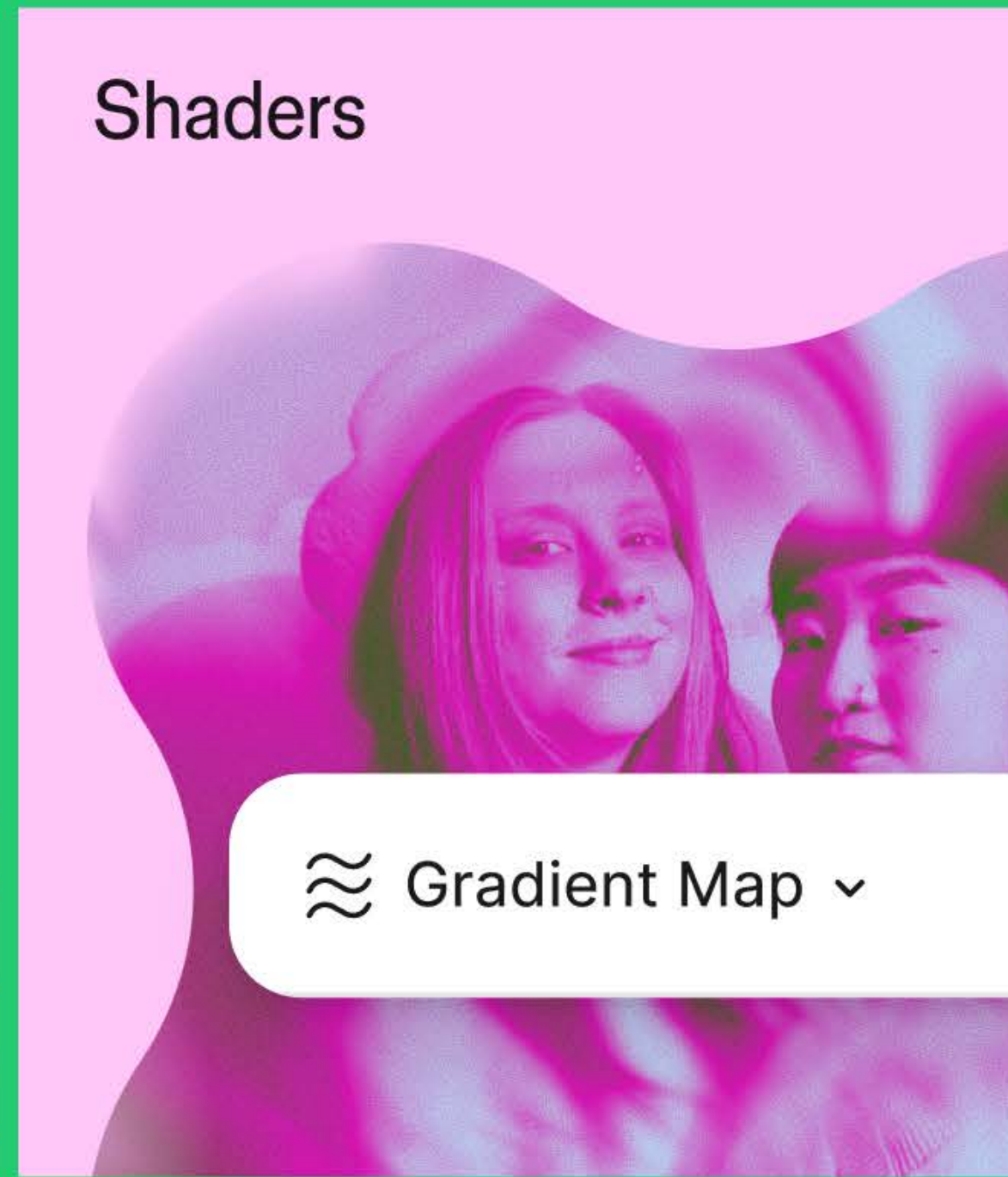
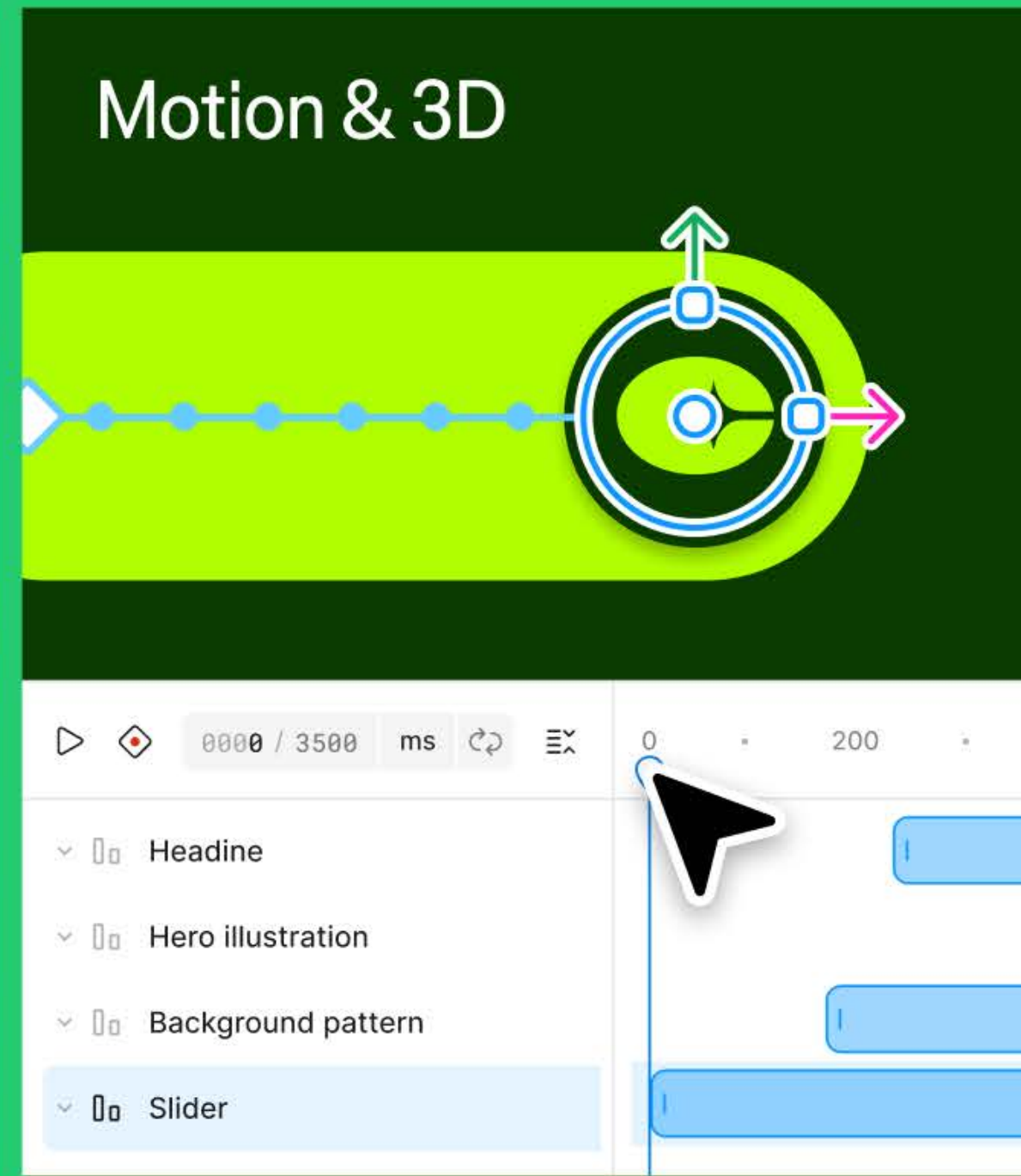
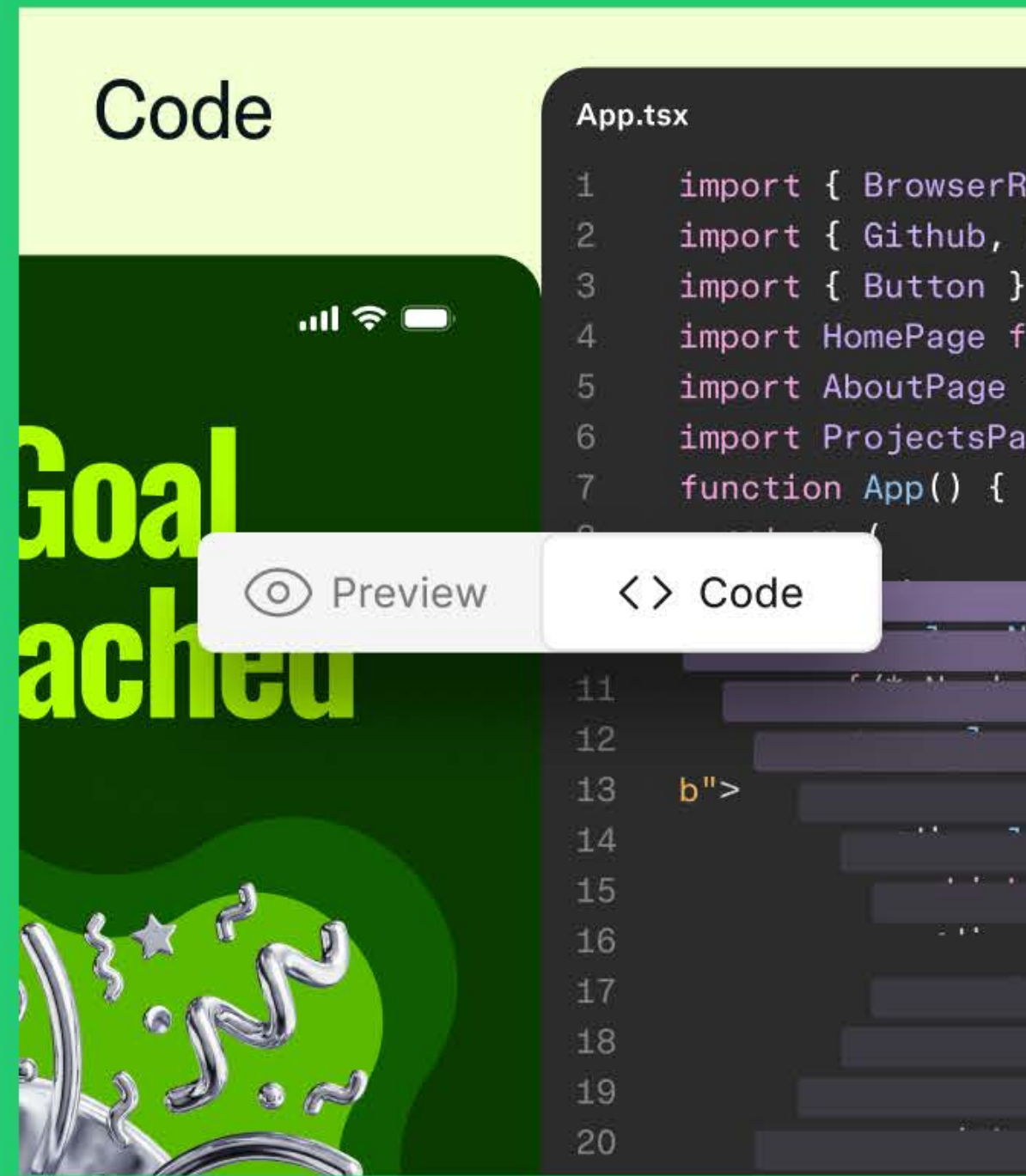
Shaders bring an entirely new dimension of visual expression to the canvas: mesh gradients, blurs, patterns, and effects that breathe life into every layer. Ask the agent to create one for you, and it even gives you custom controls to dial it in exactly.



Weave: orchestrate AI, your way

Weave brings node-based visual programming to the canvas — chain together the world's leading AI models, shape every step, and arrive somewhere a single prompt never could. The control is yours, not the model's. And now 20+ Weave tools are integrated directly into Figma Design.

NEW CREATIVE MATERIALS



Express your vision, exactly as you imagine it

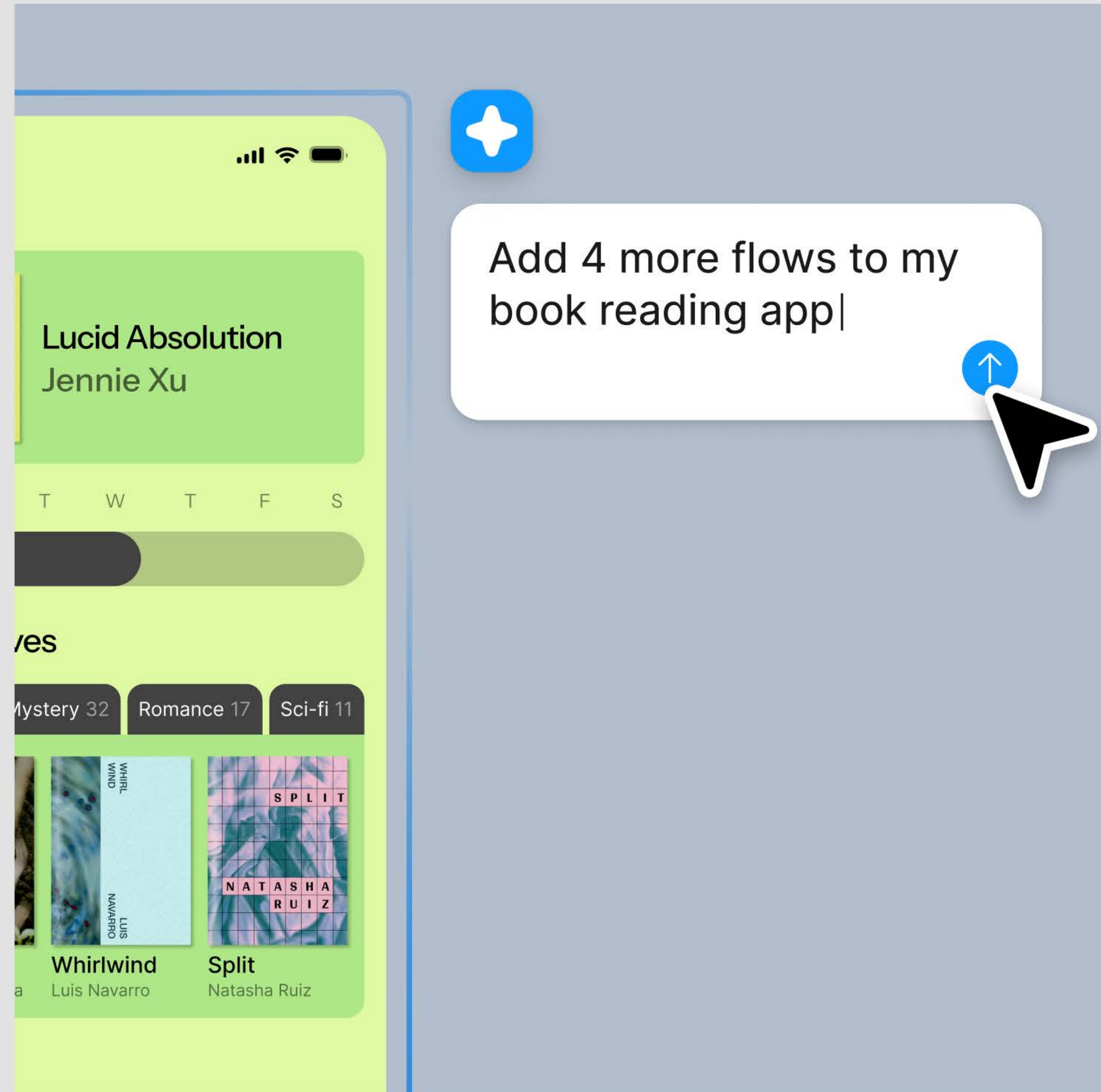
Create the final thing, not just the specification that's handed off. Every material for a digital experience — code, motion, shaders — is directly editable in the canvas. AI can generate the starting point, but you retain complete creative control, shaping every detail until it reflects your vision.

New intelligent tools



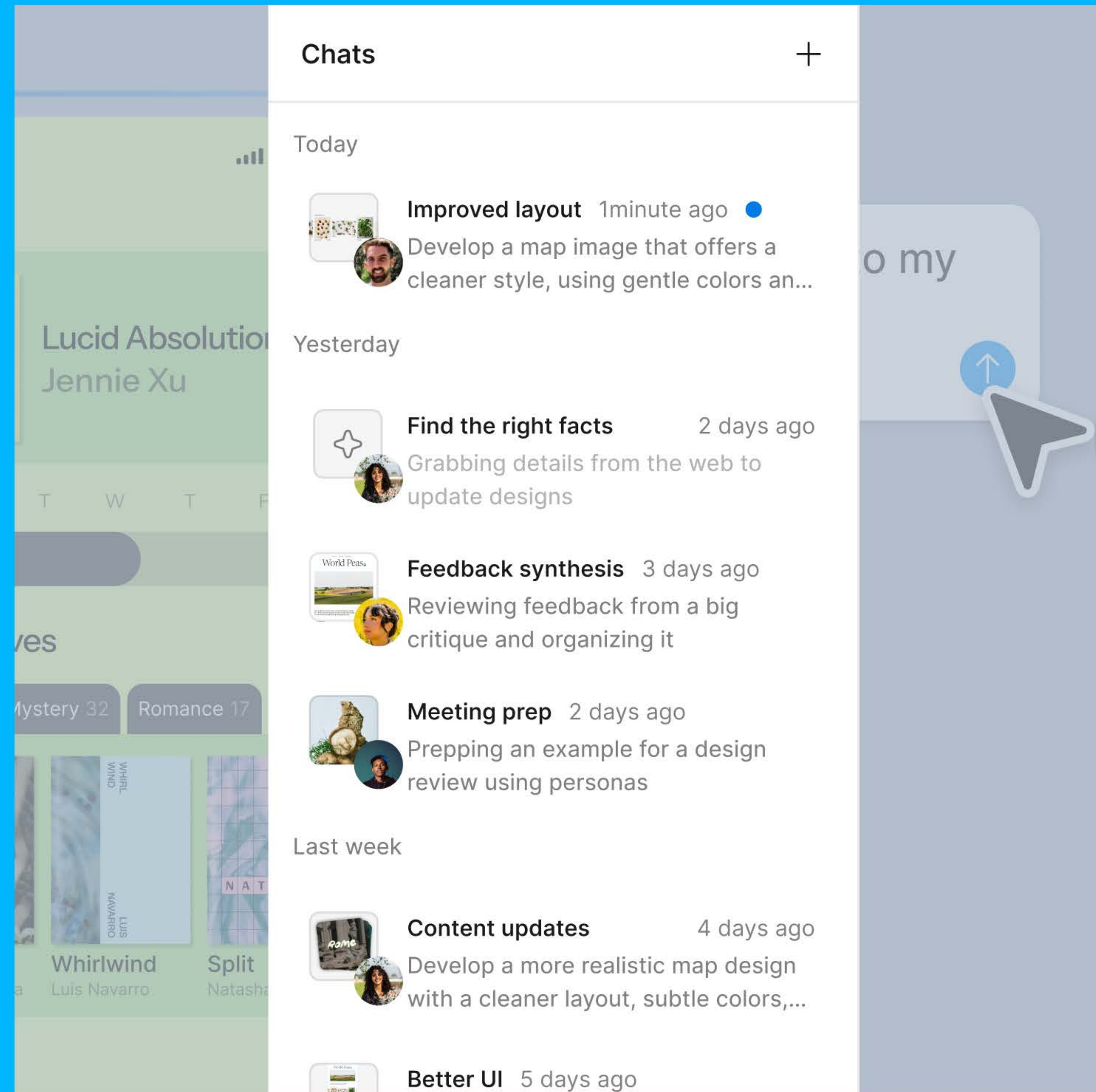
Agents in the canvas

Earlier this year, we brought agents directly into the canvas — so they feel less like a tool you invoke and more like a teammate working alongside you.



Build and learn from each other's work

With shared chats, just like with human collaborators, you can see each other's agents too. This allows you to discover new ways of prompting, and build on your teammates' work.



Give your agents new skills and more context

The best collaborators learn how you work. Now you can teach agents custom skills — specific to your team, your process, your standards — and share them across your org or with the wider Figma community. Bring in more context with third party connectors, web search, and file attachments.

/compliance-checker



[DATE]

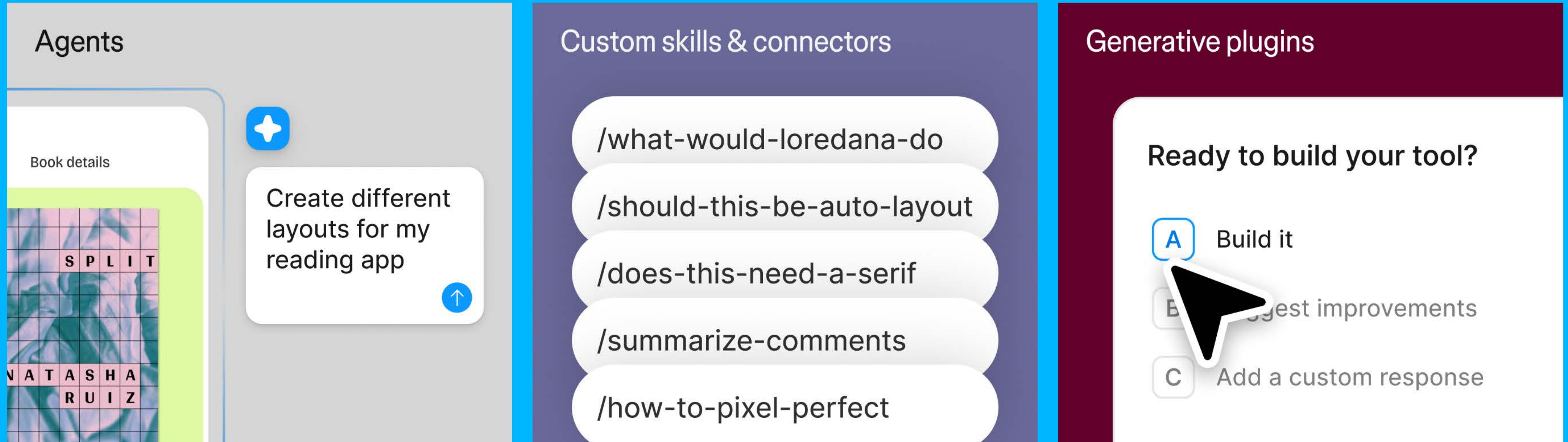
Thursday
May 09, 2026

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[TICKET INFO]

ickets are non-refundable ~~under all circumstances~~



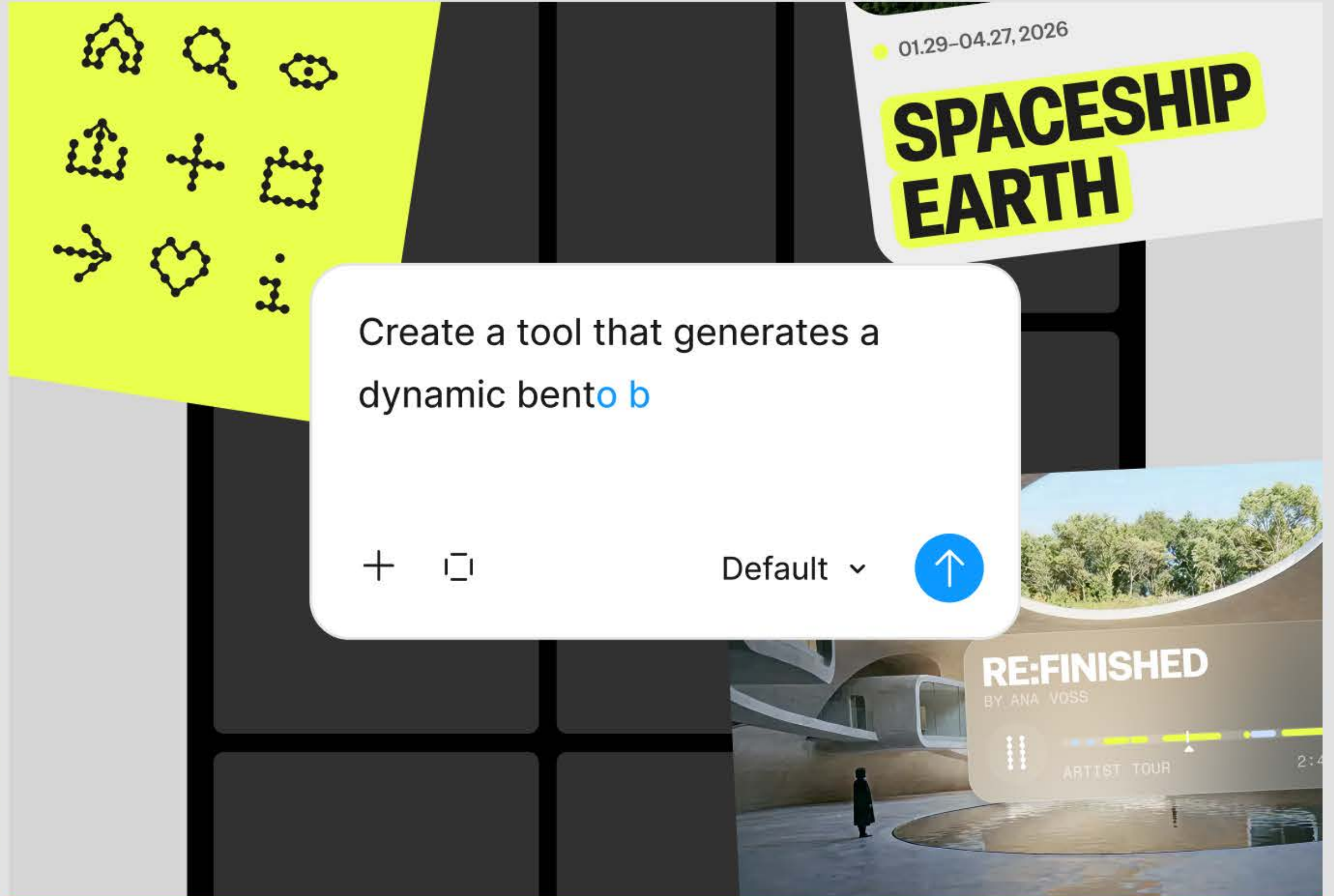
A canvas that knows your team

Taken together, this is a space that learns how your team works, adapts to your process, and gets more powerful the more you use it. Agents that know your context. Tools built for your needs. A canvas that's genuinely yours.

```
1 {  
2   "name": "code-texture-demo",  
3   "private": true,  
4   "type": "module",  
5   "scripts": {  
6     "dev": "vite",  
7     "build": "tsc -b && vite build",  
8     "preview": "vite preview"  
9   },  
10  "dependencies": {  
11    "react": "^18.3.0",  
12    "react-dom": "^18.3.0"  
13  },  
14  "devDependencies": {  
15    "@types/react": "^18.3.0",
```

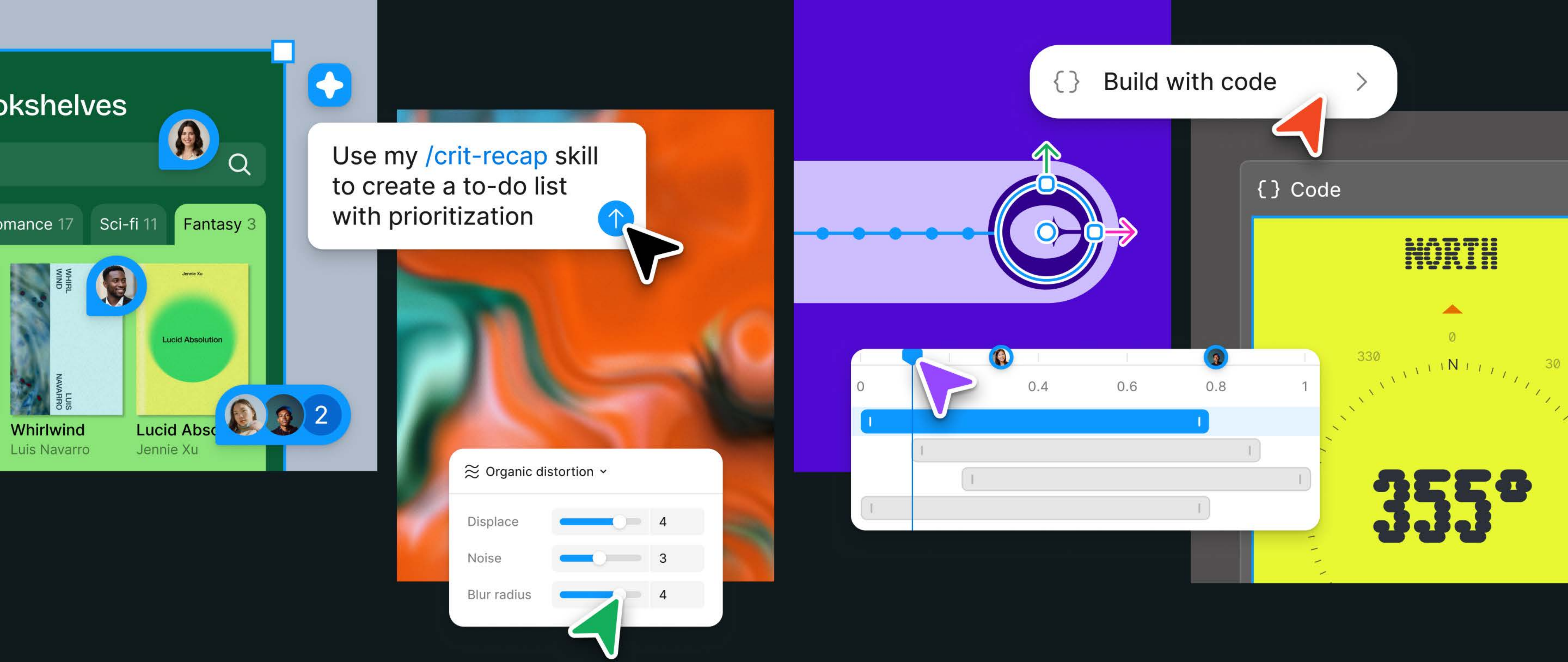
New creative materials

CODE LAYERS MOTION 3D TRANSFORMS SHADERS WEAVE



New intelligent tools

MULTIPLAYER AGENT CUSTOM SKILLS CONNECTORS GENERATIVE PLUGINS



An intelligent canvas for a new creative era

For teams to explore without limits and express their vision exactly as they imagine it.

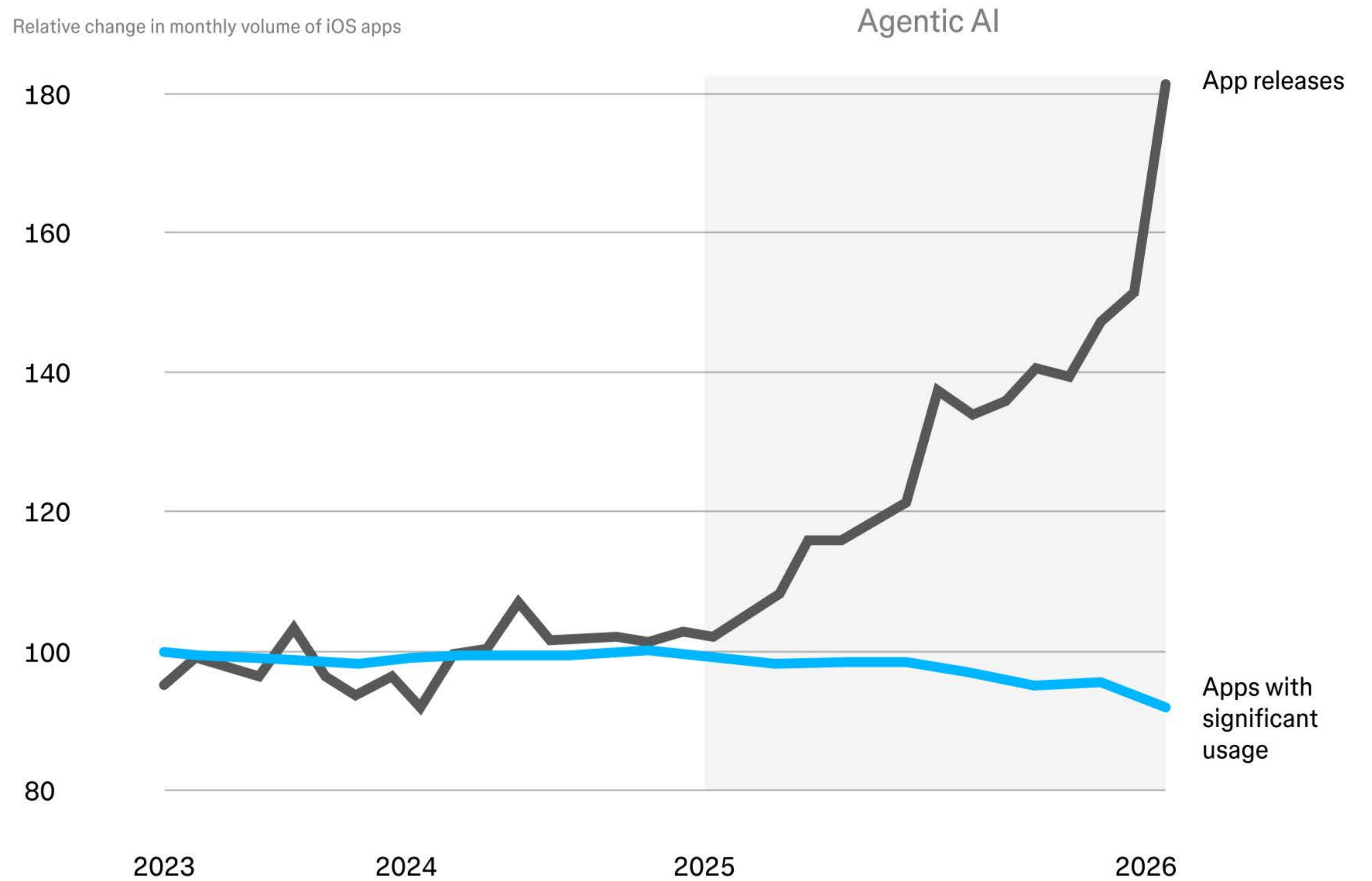


Praveer Melwani

CFO

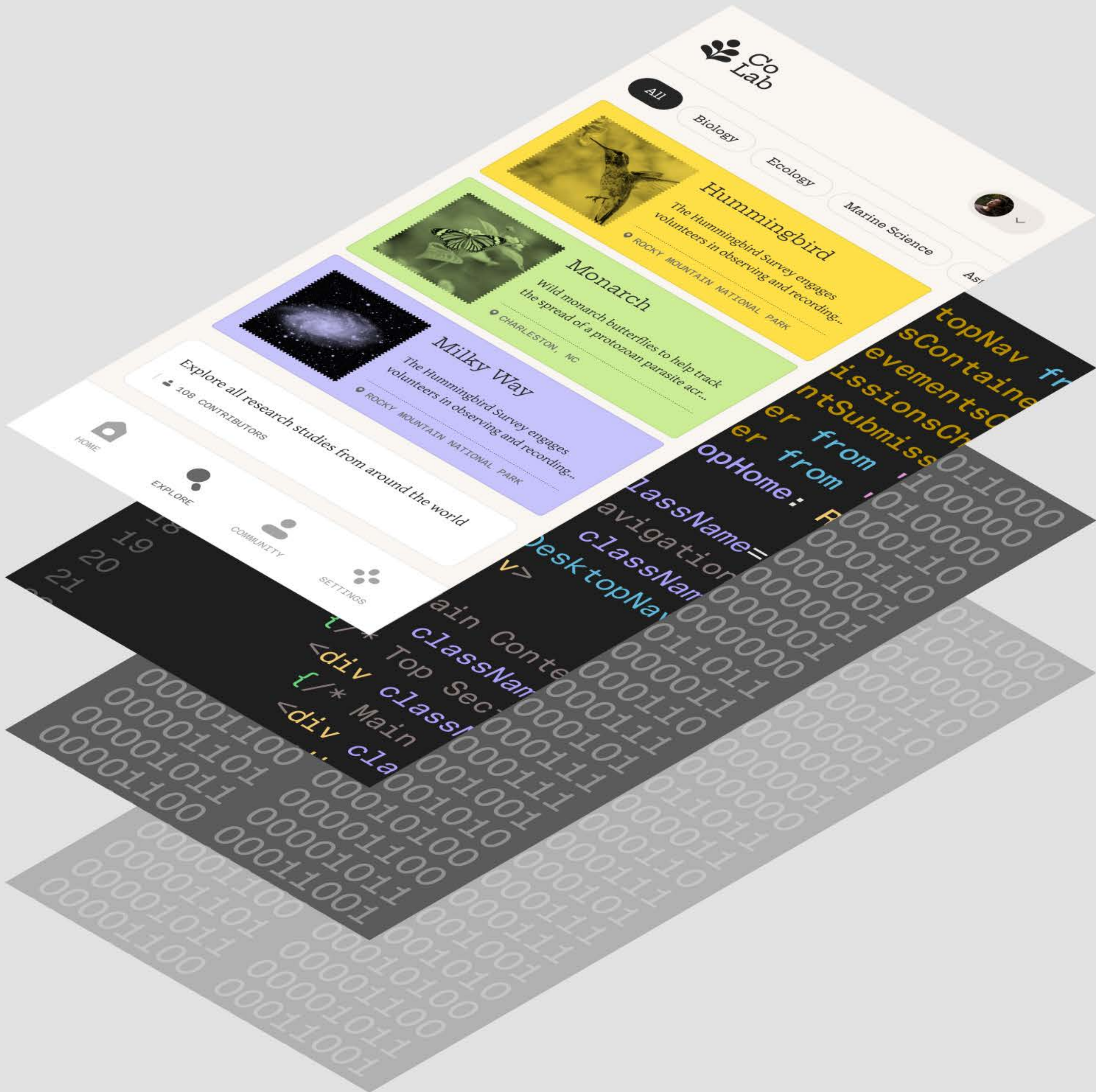
■ CONFIG 2026

More software,
less differentiation



Source: Writing Code vs. Shipping Code: Productivity Effects Across Generations of AI Coding Tools (Demirer et al, 2026)

Value is moving
up the stack to
design



More humans and agents are on the canvas than ever

139%

Net Dollar Retention Rate
(as of March 31)

60%

of Paid Customers with more than \$10,000 in ARR adding full seats

5x

Q/Q growth in MCP WAU on Figma Design

Refer to the appendix to this presentation for definitions of Net Dollar Retention Rate, Paid Customers with more than \$10,000 in ARR, and weekly active users ("WAU"). All metrics reflect the three months ended March 31, 2026 unless otherwise stated.

Translate to



Rewrite this...



Search with image

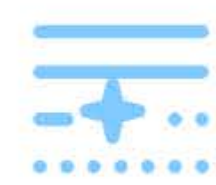
Layers



First draft



Remove background



Edit image

Expand image



Add AI credits

Replace content

Shorten



Layers



Search with image or selection



Replace



Add interactions



Edit image

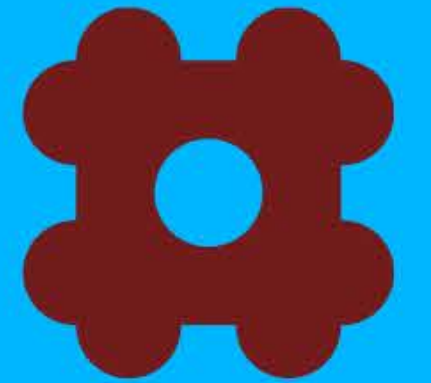


Remove background

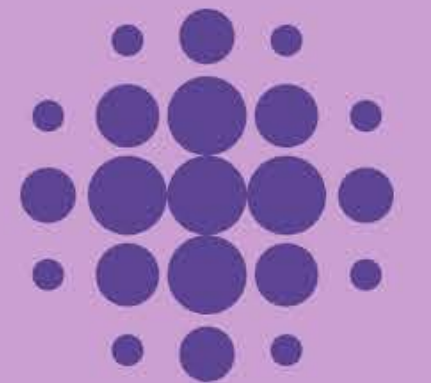
More users



More workflows



More context



More credits





Strategically investing in a growing market opportunity



Long-term focus on profitable and sustainable growth

Q&A



■ CONFIG 2026

■ APPENDIX: DEFINITIONS

Net Dollar Retention Rate ("NDR"): We calculate NDR as of the applicable period of measurement by starting with the ARR of Paid Customers with more than \$10,000 in ARR as of twelve months prior to such date of measurement ("Prior Period ARR"). We then calculate the ARR for those same customers as of the applicable period of measurement ("Current Period ARR"). We then divide Current Period ARR by Prior Period ARR to calculate our NDR for the applicable date of measurement. Our NDR reflects customer expansion, contraction, and customer churn. We calculate NDR using ARR from Paid Customers with more than \$10,000 in ARR because we believe that \$10,000 in ARR is an important threshold, as it is a strong indicator of significant paid usage of our products.

Annual Recurring Revenue ("ARR"): We calculate ARR as the annualized value of our active customer agreements as of the measurement date, assuming any agreement that expires during the next twelve months following the measurement date is renewed on existing terms. A customer agreement is considered active when seats are provisioned to the customer at the start of their subscription. In cases where contracts are signed but not provisioned prior to the measurement date, the customer agreement is counted as active if provisioning takes place no more than 15 days after the measurement date.

Paid Customer: We define a Paid Customer as a customer account that is billed separately for which we have an active paid subscription as of the last day of the applicable period of measurement. A single organization with multiple divisions, segments, subsidiaries, or subscribing teams that are each billed separately are counted as multiple Paid Customers. A customer account is considered active when seats are provisioned to the customer at the start of their subscription. In cases where contracts are signed but not provisioned as of the last date of the applicable period of measurement, the customer account is counted as active if provisioning takes place no more than 15 days after the last day of the applicable period of measurement.

Paid Customer with more than \$10,000 in ARR: A Paid Customer with a total of \$10,000 or more of ARR as of the last day of the applicable period of measurement.

Weekly active user ("WAU"): The number of unique users that access at least one of Figma's products during a given week. Figma calculates quarterly growth in weekly active users using the week from each quarter with the highest number of active users.