

1

Design a clean product landing page for "Pixie," a motion-design platform for creative teams. Cool white background (#FAFAFA), near-black ink (#15151A), muted grey secondary text (#6E6E78), one accent — vivid red-orange (#FF3B1F) — used sparingly for tags, links, and hover states. Two typefaces: Bricolage Grotesque for headlines, Inter for body.

Structure: nav with logo, Features/Pricing links, and a primary CTA button. Hero with a headline stating what Pixie does, one line of supporting copy, a CTA pair (primary + secondary), and a large visual placeholder for a product screenshot. A "trusted by" logo strip. A features section with 3 alternating image-left/image-right rows, each with a tag, headline, description, and a short bullet list. A 3-tier pricing section. Simple footer.

Style rules: no rounded shadow cards, no gradients, no ALL-CAPS labels, no arrow characters appended to button text. Thin hairline dividers between sections instead of background color blocks. One orchestrated fade/rise animation on hero load only; everything else static except hover states.

2

Replace the placeholder features with three real ones for Pixie:

Feature 1 — tag "Motion canvas." Headline about animating where you design instead of after. Body: drag a keyframe directly on the canvas and the timeline updates in real time — no separate motion tool, no round-trip to see how it actually moves. Bullets: live in-canvas preview, direct export to CSS/Lottie/React, draggable easing curves.

Feature 2 — tag "Version history." Headline about seeing what changed frame by frame. Body: history isn't a commit log, it's a visual diff — scrub between versions, restore instantly, comment pinned to a specific frame. Bullets: visual diffing instead of text logs, one-click restore, frame-pinned comments.

Feature 3 — tag "Developer handoff." Headline about handing off working code, not a spec sheet. Body: every animation exports as real, editable code matched to the actual

timing and easing built — not an engineer's best guess. Bullets: exports to CSS/Lottie/React, copy a single keyframe or the full sequence, code stays in sync as design changes.

For pricing, use three tiers: Individual (free, personal projects, CSS/Lottie export, 7-day history), Team (\$24/editor/month, React export, unlimited history, frame commenting), Enterprise (custom, SSO/audit logs, dedicated support).

3

Audit this page against WCAG 2.1 AA and fix what's failing: check every text/background color pair for 4.5:1 contrast (3:1 for large text and UI components), add visible focus states on all interactive elements, add a skip-to-main-content link, use semantic landmarks (main, nav, footer), add descriptive alt text or aria-labels on all images, make sure duplicate link text has distinguishing aria-labels, and respect prefers-reduced-motion for any animation.

4 — Manual code edit (not a Figma Make prompt)

```
/* Contrast */
```

```
--accent-text: #CC2E13; /* darker text-only variant, ~5:1 on white */
```

```
/* Focus states */
```

```
a:focus-visible, button:focus-visible {  
  outline: 2px solid var(--ink);  
  outline-offset: 3px;  
}
```

```
/* Reduced motion */
```

```
@media (prefers-reduced-motion: reduce) {  
  .hero h1, .hero p, .hero-cta {  
    animation: none !important;  
    opacity: 1 !important;  
    transform: none !important;  
  }  
}
```

5

Do a final pass: tighten the hero headline to one strong line if it's wrapping awkwardly, make sure heading hierarchy is h1 → h2 → h3 with nothing skipped, and check that every screenshot placeholder has unique, descriptive alt text describing what's actually shown.

6

Rebuild this into a much stronger, more premium version. Give the hero a rich near-black background instead of white, with an inverted (white/light) button style so it pops against the dark. Replace the gray placeholder boxes with a real illustrated mockup of the Pixie interface: a fake app window with traffic-light dots, a filename, a layers sidebar, a canvas showing a design mid-edit, and a timeline with keyframes along the bottom. Build three more mockup variants for the feature sections: one showing a zoomed-in timeline with a draggable easing curve, one showing two versions side by side with a visual diff and a pinned comment, and one showing a dark code editor panel with syntax-highlighted exported CSS.

Make the pricing section interactive with a working monthly/annual toggle that updates the displayed price. Add an accessible FAQ accordion below pricing. Close the page with a dark closing CTA section that bookends the dark hero, followed by a completely rebuilt footer: four columns (brand+social, product links, company links, legal links including an accessibility statement), proper generous spacing between columns, and a separate bottom bar for copyright — not a single cramped row like before.

Carry over all existing accessibility fixes (contrast, focus states, skip link, reduced motion, alt text) into the new design.

7

Increase the left and right page margins — the content feels too close to the edges of the browser. Increase horizontal padding on the nav and all main content sections, and adjust the mobile breakpoint padding proportionally so it doesn't feel cramped by comparison.

8 — Manual code edit (not a Figma Make prompt)

```
/* Bug: .hero's padding shorthand was cancelling .wrap's side padding */  
.hero { padding-top: 64px; } /* was: padding: 64px 0 0; */
```

```
/* Bug: negative margin was collapsing the dark background's own box */  
.hero-mockup-region { padding-bottom: 90px; }  
.hero-mockup-wrap { margin-bottom: 0; } /* was: margin-bottom: -140px; */
```