

How we design together

Four steps, in this order. The order matters.

The Stratus design system is already set up for you.

1 Start from what you already have

Brainstorming in normal Claude is a great place to start. A written prompt works too. So does a Word doc, a slide deck, a spreadsheet, screenshots, or pointing Claude at our codebase.

2 Share at the level the work needs

Three states, all scoped to our organization. Edit access is the one that changes how you work: colleagues can modify the design and talk to Claude in the same conversation as you.



Private

Only you. Closed by default.



View-only link

Anyone in the org can look. No one can change it.



Edit access

Colleagues modify the design and chat with Claude in your conversation.

3 Give feedback where the problem is

Four ways in, and they combine.

Chat

Talk to Claude in the conversation.

Comment

Pin a note on the specific element that's wrong.

Edit text

Change the words in place yourself.

Knobs

Move spacing, color, and layout live.

Fix one instance, then ask Claude to apply the change across the whole design.

HOW TWEAKS WORK

Tweaks are labeled controls attached to the design itself: toggles, sliders, color sets, variant pickers. Change one and the design updates in front of you, with no chat round trip.

You get them by asking. Name the thing you expect to change often ("add a tweak to switch the header between navy and off-white") and Claude builds the control. If a knob you want isn't there, ask for it.

4 Send it somewhere real

Share an internal URL, save it as a folder, or export to PDF, PPTX, or standalone HTML. Push it to Canva for marketing to finish. If it's going to get built, Claude packages a handoff bundle engineering runs in Claude Code with one instruction.

What you can make

Slide decks

Exports to PPTX or PDF.

One-pagers

Sell sheets, print-ready.

Docs and reports

Paged, printable.

Prototypes

Clickable app flows.

Diagrams

Process, org, data views.

Fliers and posters

Trade show, shop floor.

Emails

Send-ready HTML.

Animated explainers

Short motion sequences.

Research preview. Ask in #revops before you build anything customer-facing.

