# Blueprint Wireframing for iOS with Photoshop

Introduction

In this tutorial we will learn how to construct a very high-level view of an iOS mobile application. To follow along with this tutorial, you will need Photoshop CS6, basic knowledge of Photoshop, a WinZip Client, and a pre-made wireframing kit found here: http://adamwhitcroft.com/wirekit/. The goal of this tutorial is not to create a detailed wireframe of your mobile application, but rather a "blueprint" or sketch.

What Comes with the Wirekit?

When you first open up the wirekit PSD it will look very zoomed out and unclear. Clicking "Actual Pixels" will reveal to you the various buttons, screens, and pages that the wirekit has provided you with. If you would like to view them without the lock preset lock guides, go to View -> Clear Guides:
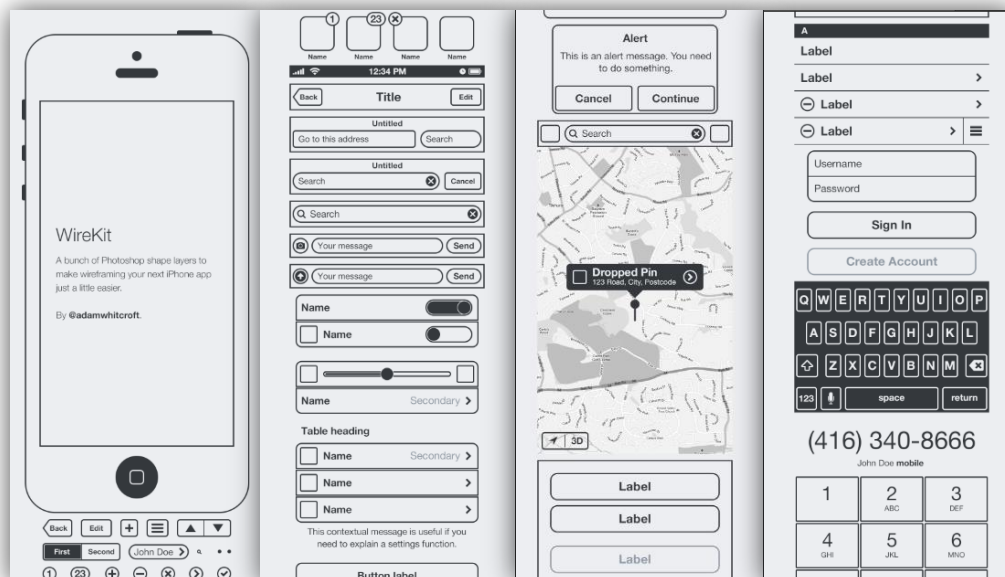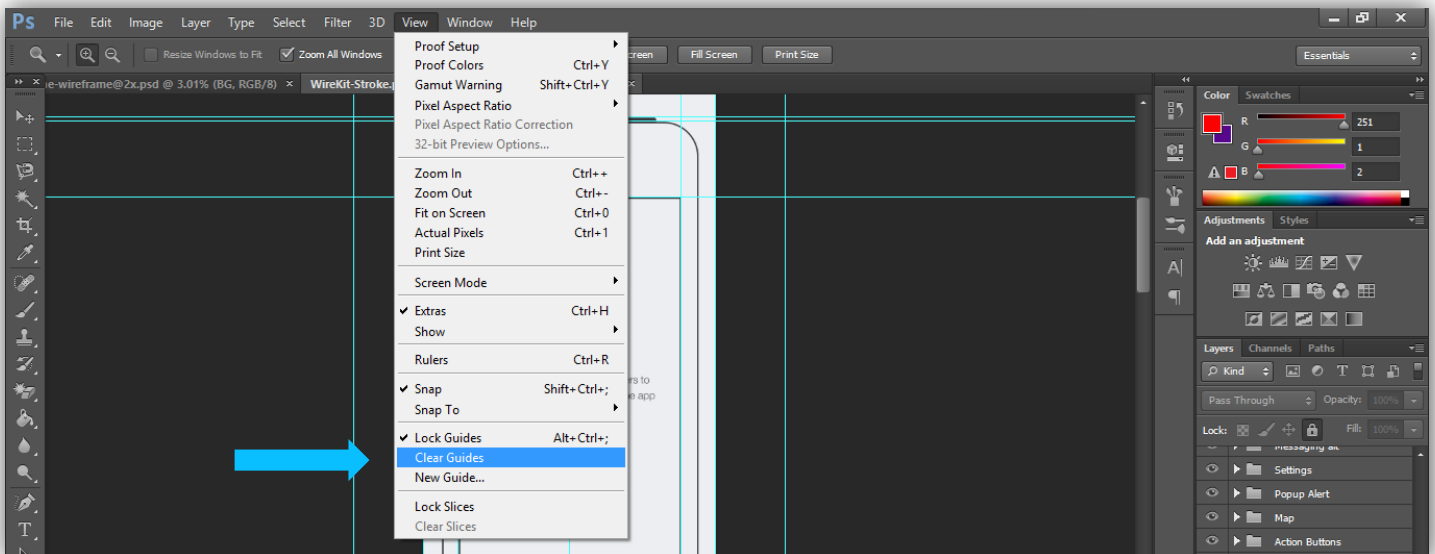
Getting Started

The wirekit was made at a relatively large pixel resolution. Therefore, when going to create our first wireframe page, a good resolution to match it will be 1140 x 1736. You may name the new project whatever you like as well – but just as a tip, try to keep it specific to exactly that wireframe's purpose for your app.
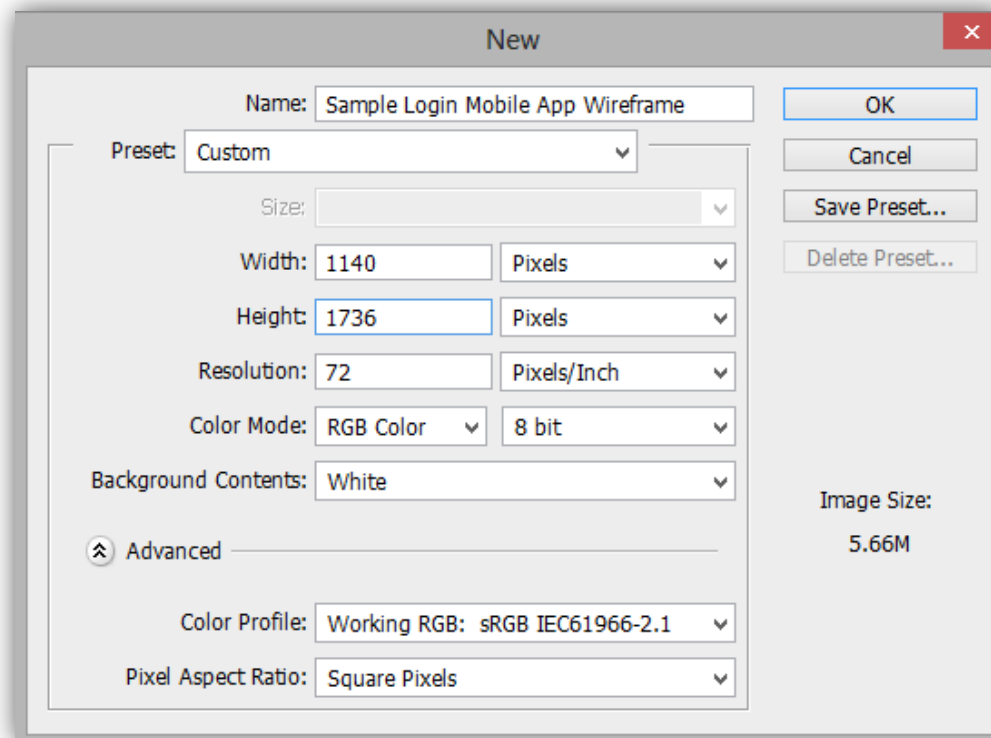

Now, let's begin with a basic login page wireframe for our sample mobile application. Go back to the downloaded wirekit and under the bottom right Layers panel, find the folder marked "Phone". It will be locked when you first try to access it, so simply unlock it by clicking the lock icon. Follow this same step for the "Screen size" layer as well.
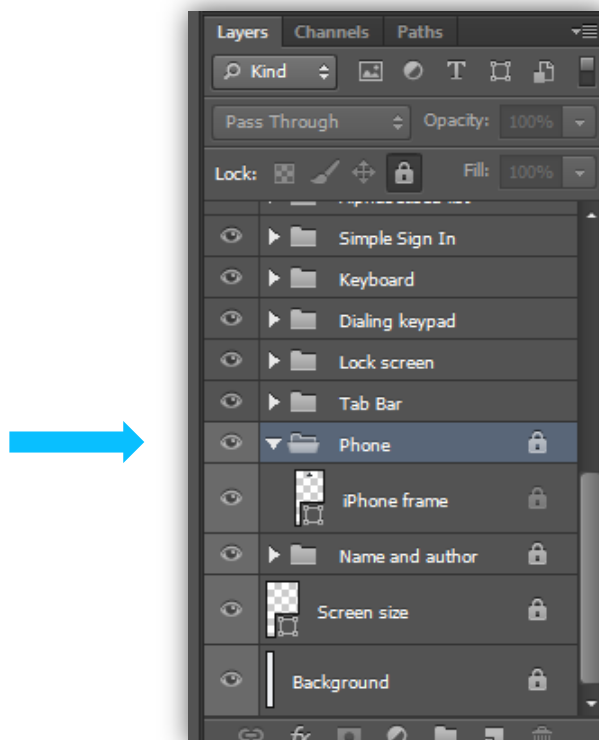
Once you have unlocked the proper layers, select both "iPhone frame" and "Screen size" by using the Ctrl+Click option.

Then, select the Move Tool to drag and drop the two layers into the new file we created earlier. Your screen should now look something similar to the following screenshot. Once you have this complete, it may also be helpful to save this as a template for future wireframes so you don't have to repeat the process later on.
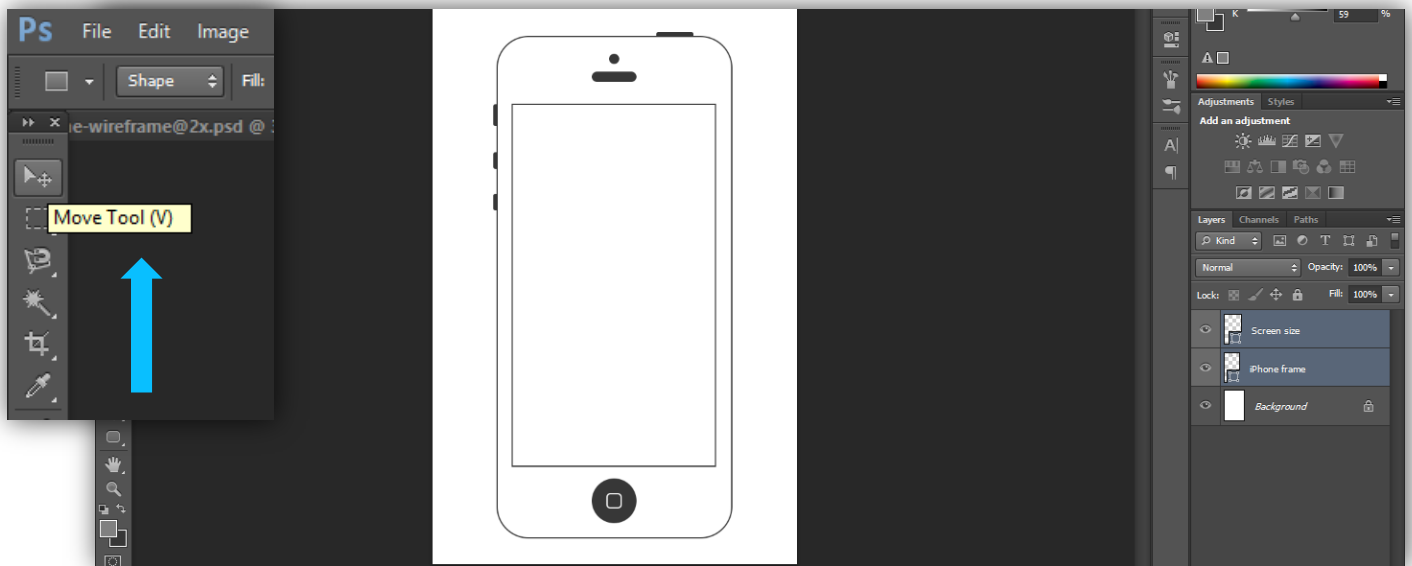

Filling in the Blueprint

You are now ready to begin filling the screen with a simple login page. Note that you are free to print blank templates if you would like to hand-sketch your blueprint. However, for this tutorial's purpose, we will continue utilizing the wirekit's graphics.

In fact, the wirekit has made it easy to incorporate iOS standards and principles. If you navigate back to the wirekit PSD, you will find a folder under the Layers tab labeled "Simple Sign In".
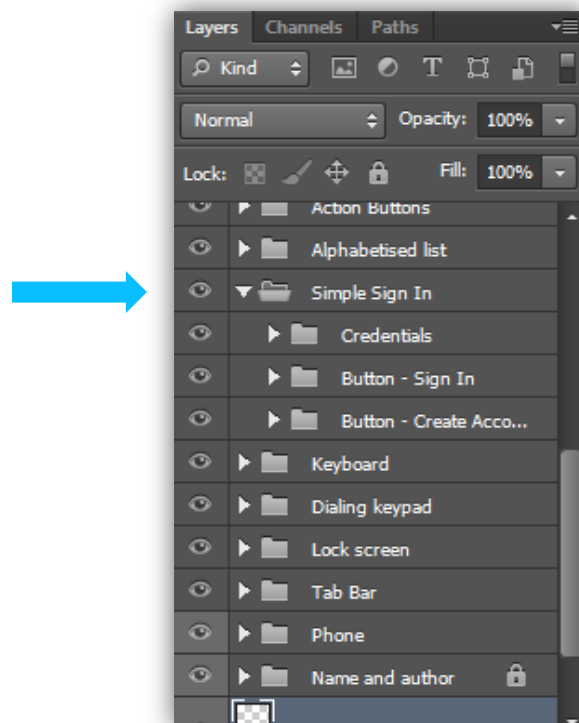
Complete the drag and drop process again for the layers under the "Simple Sign In" folder. Your login page wireframe should now look similar to this:
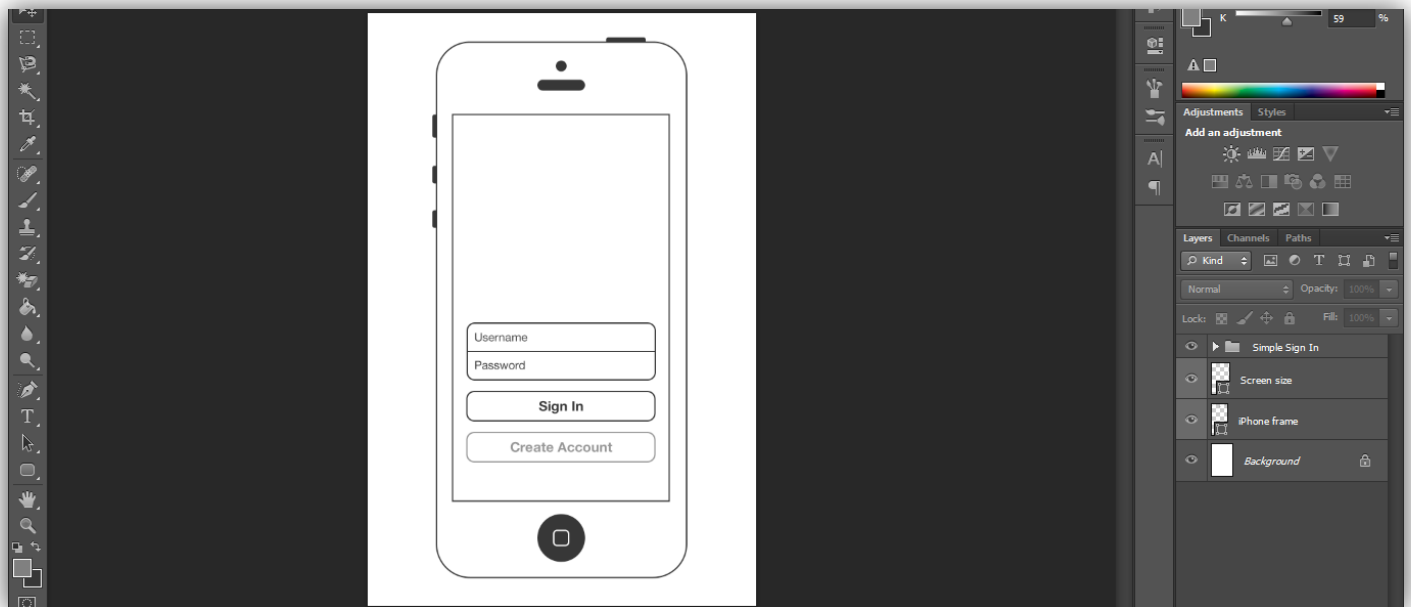
To make this iPhone look even more realistic, we may add in the status bar that displays the signal, time, network connection, and battery life.

Similar to our previous processes, simply go back to the wirekit and find the folder labeled "Status Bar". Drag and drop the grouped layers under this folder into our project and align them accordingly. As you can see, our login page is already coming to life.

Your wireframe should now look similar to this:
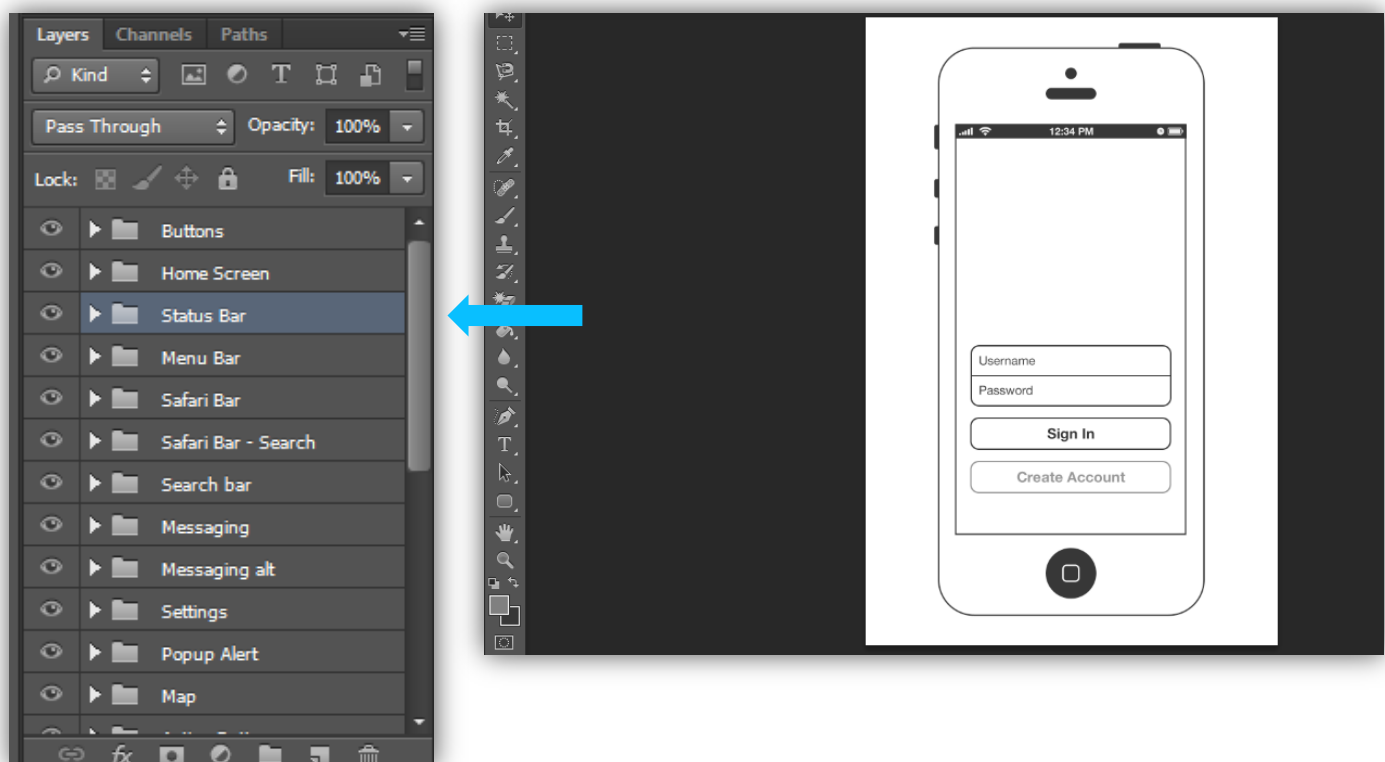
Logo Creation

The last step can be done in two ways depending upon your application's logo. If you have created a logo already, it is perfectly okay to drag and drop it into your existing project. Just be sure that the pixel resolution matches to get an optimal view!

If your logo has not yet been created, you can create a simple box that let's others know a picture or text item belongs in the white space. To do this, click on the Rectangle Tool. Your mouse cursor should turn into a cross.

Before you begin drawing a rectangle, however, use the Shift+Ctrl+N option to create a new layer and name it "Logo". So as to distinguish it from our existing layers, this will be the layer that our box will be on.
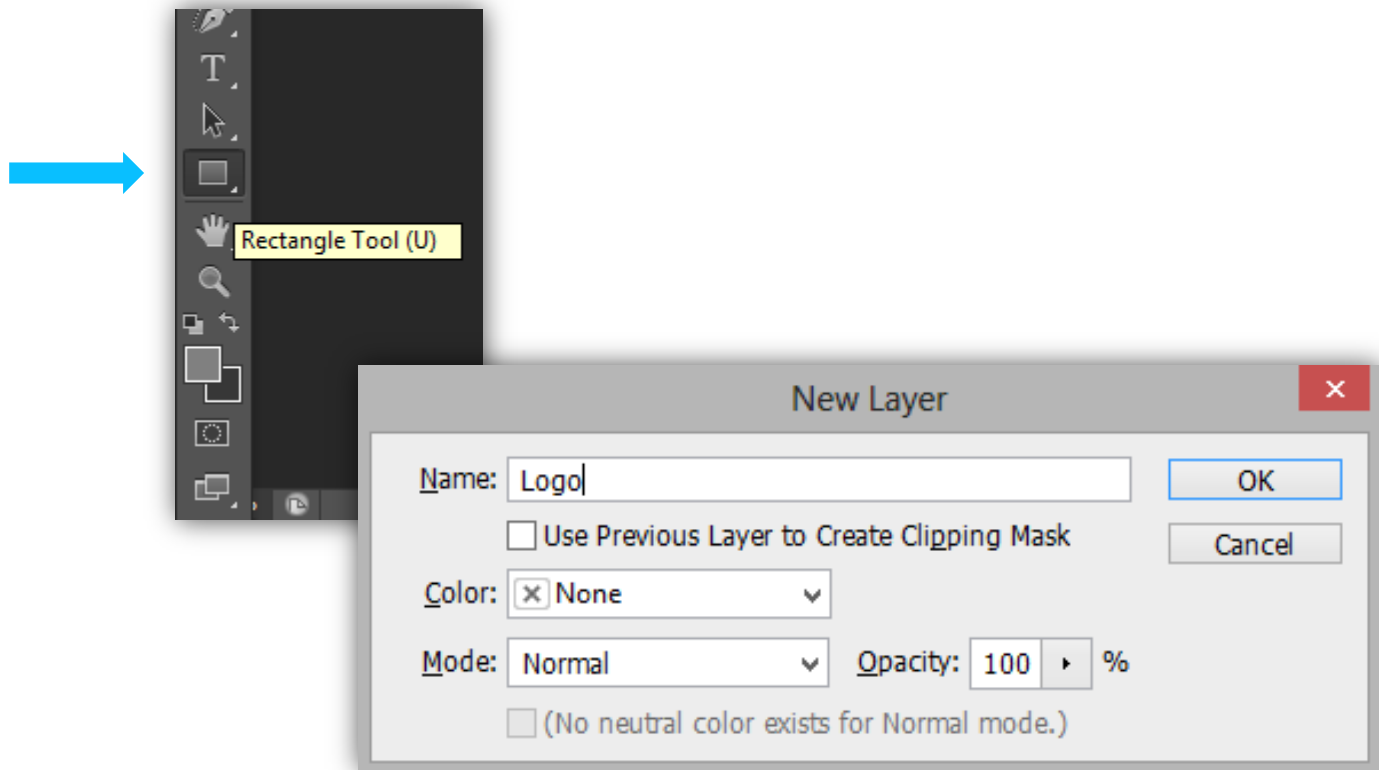
When you now go to create a box on the layer, hold the shift key to lock a 1:1 dimension or square shape. After letting go of the mouse, your square will fill in with the foreground color marked in the toolbar. For example, my square became grey:

Although it looks like we are finished, we actually want to achieve a blank square with an "X" in the middle.

To do so, we will first give the square an outline or what's known as a "stroke" in Photoshop. Double click the square layer in the "Layers" tab to find the following window appear and click on the "Stroke" submenu. Give the square an outline of 3px and color of #373737 to match the rest of the wireframe. Then, click OK.
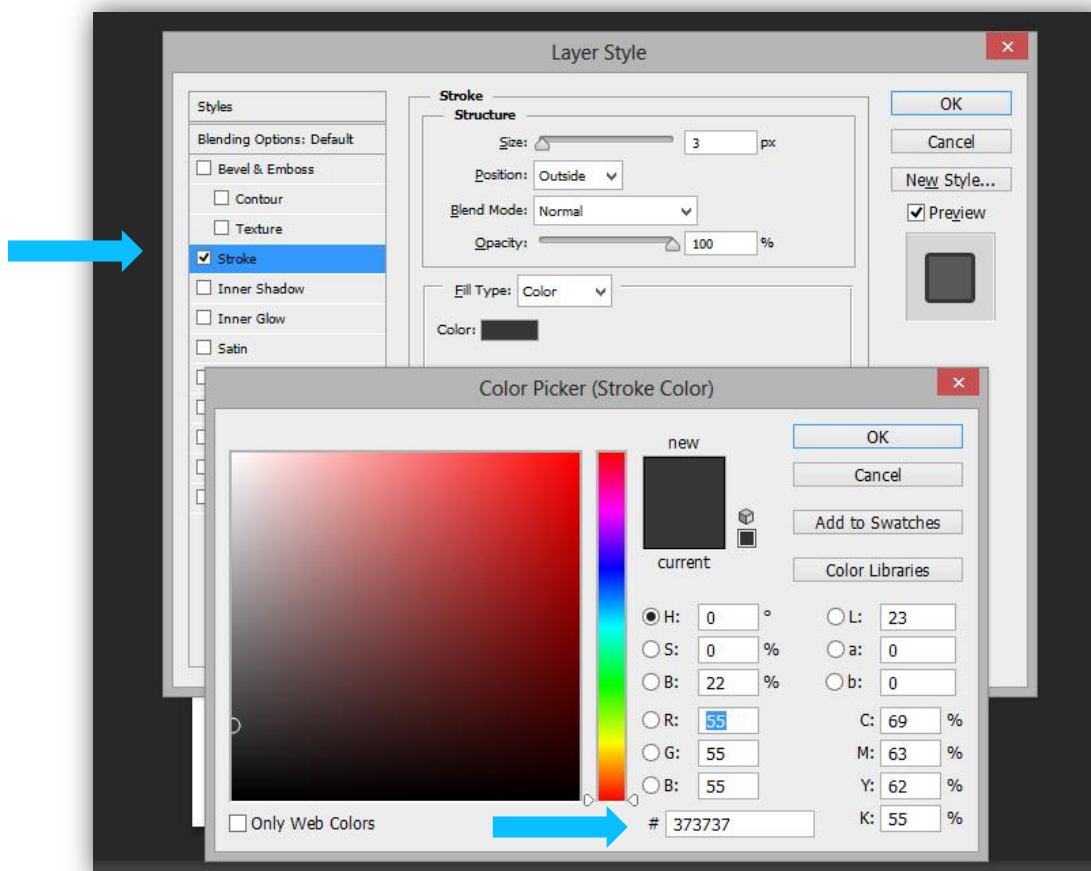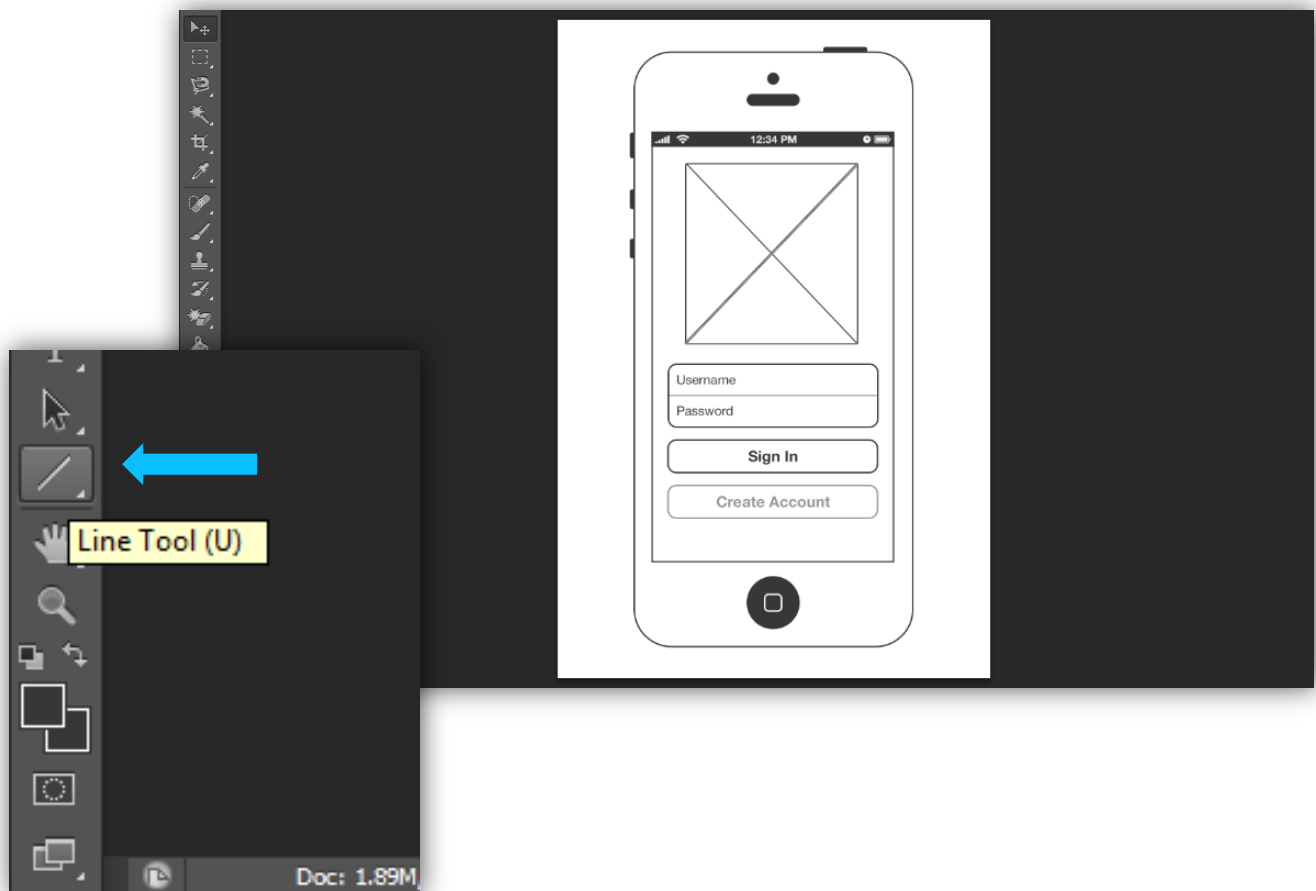

Now, all we need to do is fill the square in with a white (#ffffff) foreground color. You can do this by using the Paint Bucket tool:
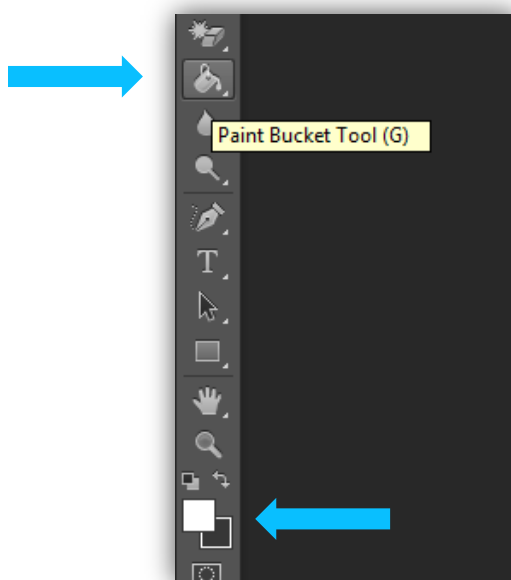
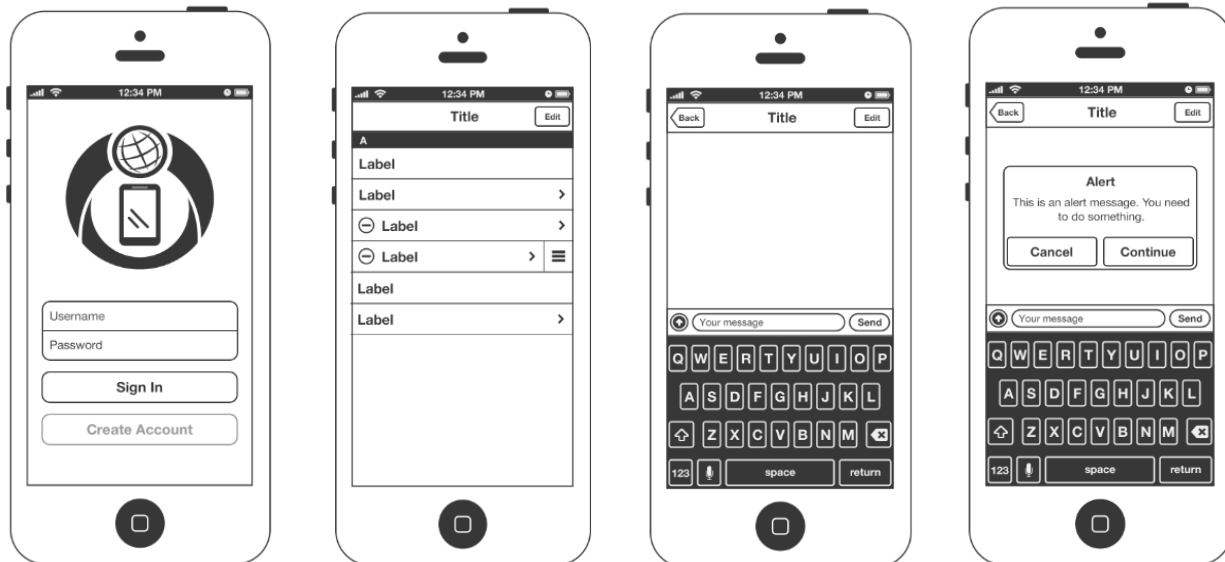After clicking in the square with the paint bucket tool, your wireframe should now look similar to this:
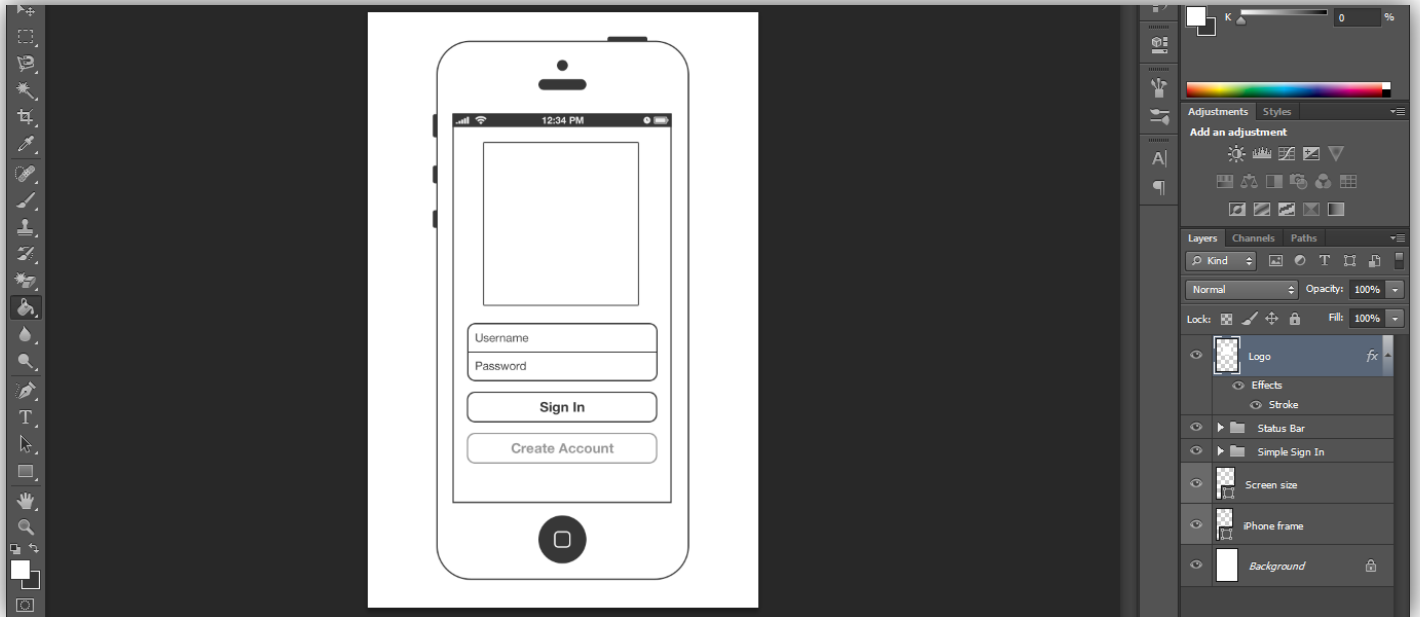
Now set the foreground color back to #373737 and use the line tool now to create an "X" from corner to corner in the square:

Conclusion

You are now done with your first blueprint wireframe! As you can see, it does not tell users too much about your app yet, but a wireframe like this will definitely come useful for your team. It provides an overview of page-to-page navigation and helps others begin envisioning what the application will look like.

Using the steps and tools above, you will be able to easily create more pages for your iOS app and eventually create a working storyboard: