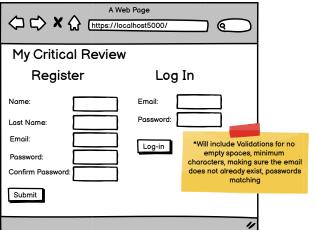
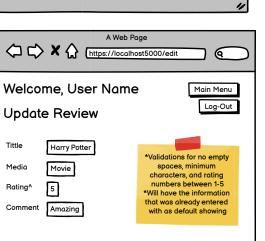
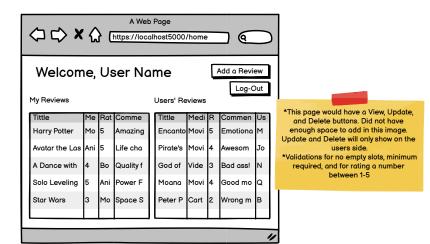
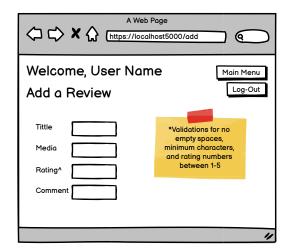
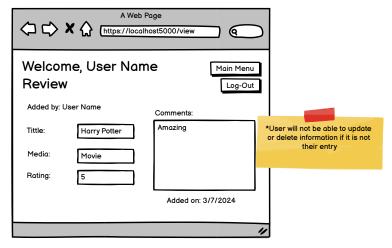
*I will start with the basics and when I see I have time I will challenge myself even more and add more functions, but want to make sure the MVP is done well, and the basics are done before adding more functionalities











What can you wireframe with Balsamiq?

Websites and Web Apps



(C) My Amazing Web App

The best way to xyz on abc with your friends!

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

See it in action











Effortless Abcdefg

Do the things you do, but better!

What can you wireframe with Balsamiq?

Mobile Apps



Desktop Apps



Getting around Balsamiq Project Menu Avatar Menu Smiley Menu Wireframe Menu Share your project ∴ Intro To Balsamiq Cloud ✓ Welcome! ✓ Edit ∨ Q Quick Add The UI Library Drag and drop UI controls from this list on to the canvas. Wireframes Control Type ∨ Position The Canvas Size 200 150 The large white area in the middle in called the canvas. This is where you lay out your width height wireframes by placing and arranging controls from the UI Library Layering Add a new wireframe Color **Zoom Controls** The Property Inspector Full Screen Here is where you can change various aspects of any control you have selected. **Presentation Mode**

Adding UI Controls

User Interface Controls are the building blocks for your wireframes.

Sometimes called *widgets*, *elements*, or *components*, these are Buttons, Checkboxes, Labels, etc. Balsamiq includes 75+ control types, for websites, as well as web, desktop, or mobile apps.

Let's try it!

1. Double-Click on a "Squiggly Block of Text" control in the UI Library (above)

Balsamiq will place it in the top-left of your wireframe. You can also drag+drop if you prefer.

2. Grab the new control and move it to this area

Just click anywhere in the middle of the control, and drag.

3. Drag the bottom-right control point to resize it.

Try to hit the target!

That's it!

You've just learned how to add, move, and resize UI controls!

This is most of what you will be doing to assemble wireframes in Balsamiq.

Customizing Controls

After adding a control, you can customize it via the Property Inspector (the panel on the right).

Let's try it!

1. Click on the Sign Up button to select it.



2. Look right to the Property Inspector, and use it to change the button color to blue.



That's it!

The button above should now look like this:



Try customizing the button some more with the inspector!

Editing Text in Controls

To edit a control's text, you can double-click on it, or use the ENTER key after selecting it.

Let's try it!

1. Double-click on this button control
You will see a text editing area pop up.



2. Enter a new label for your button

For instance, "Subscribe".

3. Hit the ENTER key to commit the new text Or click anywhere on the canvas.

That's it!

One

The button should now look like this:

Subscribe

Text in Balsamiq is really powerful!

You can make it **bold**, *italic*, and even make it change the format of controls.

Double-click on each of the controls below to see some examples.



Two



A paragraph of text with an <u>unassigned link</u>.

A second <u>row</u> of text with a <u>web link</u>

An icon inline with text.



Three

Drawing Controls

There is another way to add UI controls to the canvas. It takes two hands!

Let's try it!

- 1. With your non-dominant index finger, hold down the R key

 The mouse pointer will change to look similar to this:
- 2. While holding the key, drag your mouse across the screen Try to hit the. target!
- 3. Let go of the mouse button to finish drawing the rectangle You might need to practice this a couple of times, but once you get it, you'll be so fast.



You can draw other controls quickly the same way.

Key	Draws a
R	Rectangle
T	Squiggly Block of Text
Y	Squiggly Line of Text
I	Image
A	Arrow

Try them out in this area!



Working with Images

To add images to your wireframes, you simply drag and drop them onto the canvas.

Let's try it!

- 1. Find an image file (PNG, JPG) on your computer, and drag it here.

 The image will be imported into this project.
- 2. Move and resize it as you please
 Hold down the SHIFT key to maintain its aspect ratio.

Fancy things you can do with images and screenshots!



Crop them!

To use only the parts that you want to see.



Split them!

To make room for new features in existing UIs.



Sketch them!

So that people don't get hung up on colors.



Extract text from them!

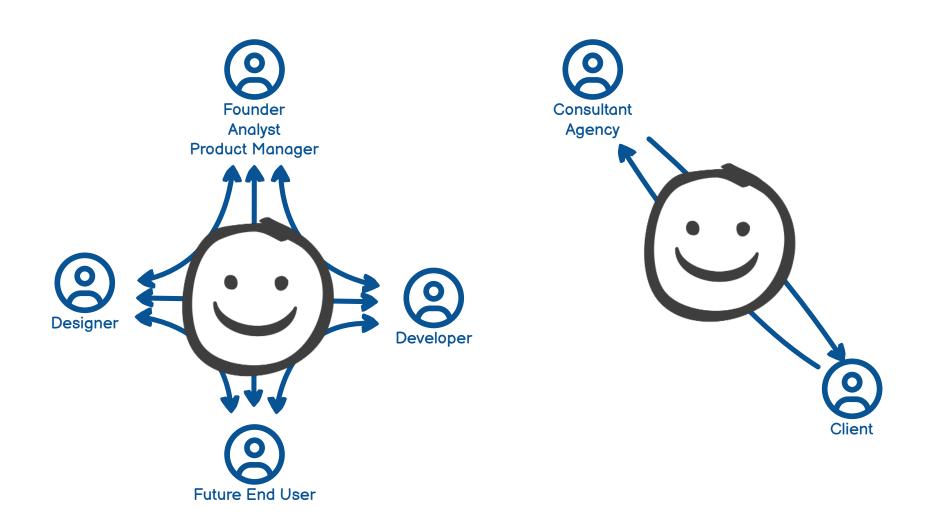
To magically split the text from the image, so you can edit it.

Sharing and Reviewing

Balsamiq Cloud makes it easy to collaborate on your projects with other people.

You can invite each stakeholder to join your projects and you can grant them permission to fully edit your wireframes, or just view and add comments.

Just click the 'Share Project' (1) icon in the top right corner.



Congrats!

You now know enough to start your own project!

You can add wireframes to this one, or create a new one from the Project Menu.

If you ever need this instructional project again, you can import the "Intro to Balsamiq Cloud" project from Wireframes To Go.

There's a lot more to discover!

Become a Balsamiq pro by exploring our extensive documentation and tutorials! We even have a giant **Wireframing Academy** to teach you how to wireframe effectively. You'll find it all in the Help menu!



If you ever need assistance, you can contact our friendly Support team from there, too! :)