

1.



Activity introduction

This activity will help you create mockups for your portfolio project website. You'll use the [digital wireframes you created in Adobe XD](#) to build your mockups.

A mockup is a static, high-fidelity design that is used as a representation of a final product. Mockups help UX designers refine layouts, colors, and user interfaces with more detail than wireframes, but they require less work than high-fidelity prototypes. In this activity, you'll create mockups for your portfolio project website, starting with your homepage. Once you've finished your homepage mockup, you'll repeat the same process for the remaining pages of your website.

If you don't have a low-fidelity digital prototype for your website, go back and complete the [previous activity](#) before submitting this one. You'll need to use it as a reference throughout this activity.

If you need more information, you can revisit the video on how to [start creating mockups for a website homepage in Adobe XD](#).

After completing this activity, you'll have the opportunity to compare your work to an exemplar of the Tee's Shirt's website to check your work. The exemplar will be provided in the following course activity.



Step-by-step instructions

To complete this activity for your portfolio project, follow the instructions below:

Step 1: Open Adobe XD

Open Adobe XD. If you need to download the program, do so now. Adobe XD is free and available on Mac and Windows. However, if you haven't made [wireframes](#) or a [low-fidelity prototype](#) for your website in the previous weeks of this course, you need to go back and complete them before beginning this activity.

If you are unable to access Adobe XD on your device, you can use Figma instead. Figma is free, and available through any browser without having to download it to your device.

Follow this link to learn more about [creating website mockups in Figma](#).

Step 2: Open the file containing your wireframes

Open the project file that contains your lo-fi prototype for your portfolio project. It's a good idea to have these wireframes available as you move from lo-fi design into high-fi designs.

Step 3: Create a new artboard

Select the Artboard tool in your toolbar, then create a new Web 1920 artboard using the Web/Desktop section that appears on the right side of your screen. Place the new artboard below your lo-fi homepage wireframe so you can use it as a reference.

Note that you may have to extend your artboards past the above the fold section of the page. Above the fold refers to all of the content that appears on screen when a user accesses a website, while below the fold refers to everything else that appears on the page when a user scrolls down. Start with the preset desktop screen size of Web 1920 which is 1920px by 1080px, then click and drag the bottom of the artboard downwards as needed to extend it.

For some designers, it helps to make a copy of their wireframe elements, then replace the low-fidelity elements with high-fidelity ones. This acts like a template, but you don't have to copy exactly what you did in your wireframes. In fact, it's very likely your design will change during this step, so be prepared for your mockups to appear different than your wireframes. Be open to trying new arrangements and placements as you begin these mockups.

Other designers like to translate some elements from their wireframes, and create others from scratch. It's up to you whether you'd like to use your wireframe artboard as a template, or start your mockup from a blank artboard. Regardless of what you choose,

your mockups will appear differently than your wireframes, so don't focus too closely on copying exactly what you've already made. Instead, be willing to try new arrangements and ideas based on the insights you've uncovered moving from lo-fi to hi-fi designs.

Step 4: Place design elements

Add the elements of your design to the new artboard. Some designers like to start from the top of the page and work down, while others like to start at the bottom and work up. It's up to you to decide which method works best for you.

At this point in the design process you may have new ideas as you begin to put your hi-fi designs together. That's okay! You don't have to copy, paste, and replace each element from your lo-fi designs without changing anything.

You may have ideas that differ from the lo-fi designs you created, so feel free to try new solutions, arrangements, and placements as you see fit. Things that weren't apparent in your low-fi iterations might become more noticeable as you move to hi-fi. This is your place to experiment with those arrangements and see what works best for your final designs.

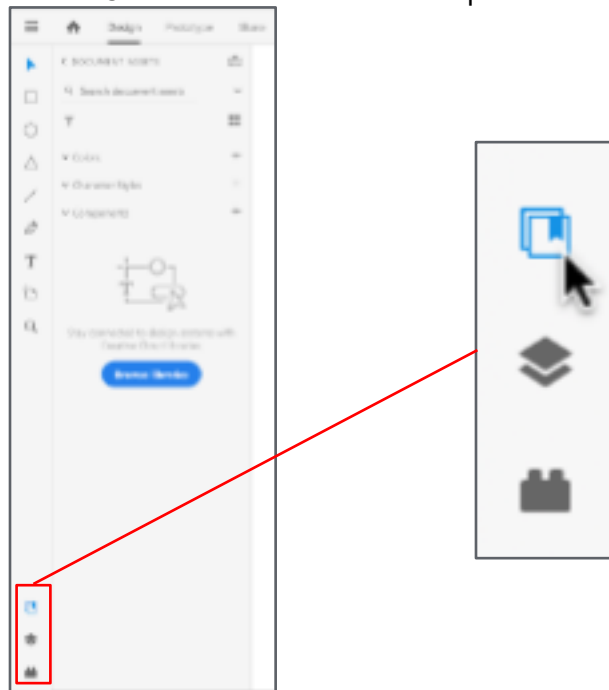
Follow the structure you created for your wireframe as a guide. Start by placing elements such as navigation bars, text frames, and buttons using the Shape tool in your toolbar.

Once elements are placed and sized, change the colors using hex values or by adjusting them in the color wheel.

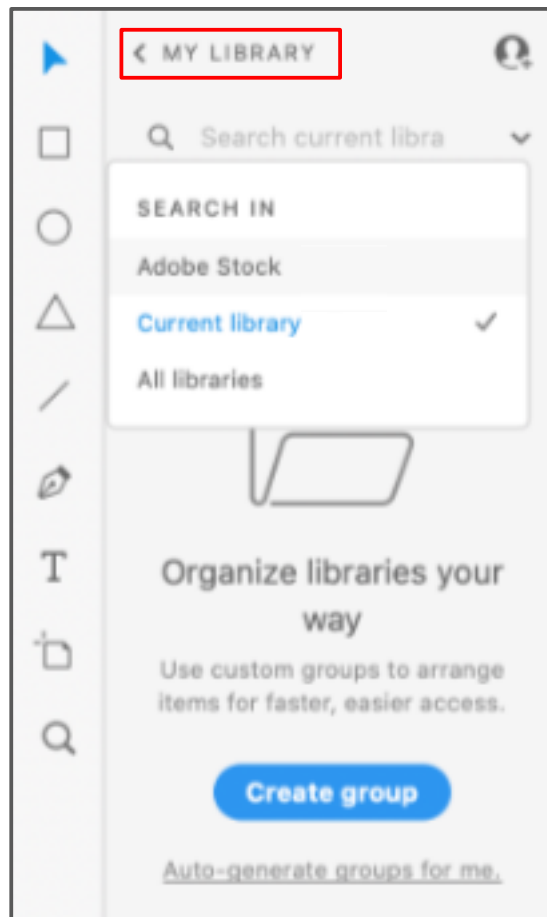
Step 5: Add images and logos

Now, include any images or logos that will appear above the fold on your website homepage. A hero image often appears at the top of website homepage pages. You can use open-source stock images, or images you have permissions to use.

Adobe XD users have access to Adobe Stock. Adobe Stock is a collection of free, open-source images that can be used in any design. To access Adobe Stock, navigate to the Libraries panel at the bottom left of your toolbar. You can also use the hotkey SHIFT + CMD + Y on a Mac, or SHIFT + CTRL + Y on a Windows computer.



Once in the Libraries panel, select the My Library tab, then select the dropdown icon on the right side of the search bar that appears. Adobe Stock will be the first option in the dropdown menu. Select it, then type the name or type of image you are looking for in the search field. You can use these images freely in your mockups.



Once you've chosen an image you want to place, use the Rectangle tool in your toolbar to place a rectangle on your artboard. Then, adjust the size to match the size you want your image to be. Next, navigate to the image you want to place onto the artboard on your device. Finally, drag the image into the rectangle. The image will automatically fill the rectangle. From here, the image can be moved and adjusted however you choose. Adjust the positioning and size of the image if necessary. Repeat this process for any other images that will appear above the fold on your homepage. For more information on how to add images and logos to a mockup, visit the reading on [how to add images and logos into your mockups in Adobe XD](#).

Step 6: Add text

Next, add text to your elements and content sections. Include a website title, button names, and content section headers. You can adjust aspects of your text in the panel on the right side of the screen. Consider things like font, size, color, and more as you place your text.

Because the content of a website is not usually written by a designer, you can use lorem ipsum as a placeholder for larger sections of text that don't affect navigation.

Step 7: Save colors, styles, and components as assets

Assets are a great way to save time and make your mockups easy for other designers to access.

To access your asset library, navigate to the Libraries panel near the bottom of your toolbar. This opens a menu called Document Assets. To add a color to your asset library, select the color you want to save and click the plus sign to the right of the word Colors in your Document Assets panel. To save text styles, repeat the same process while selecting the text you want to turn into an asset. The same thing can be done for grouped elements using the plus sign next to the section that says Components. When you do this, the group elements will become available as a single component in the Assets panel of your toolbar. This allows you to place and edit the component as many times as you want.

Save any colors, text styles, and components that will appear more than once in your website as assets.

Step 8: Create mockups for the remaining pages of your website

Now that you've finished the mockup of your website's homepage, it's time to repeat the mockup process for the remaining pages of your website. Start by creating a new artboard for each wireframe in your design.

Next, begin placing the rest of your elements. You should have an idea of where elements will be placed, so use the wireframes as a guide when creating mockups. However, you don't have to follow the wireframes exactly. Sometimes, when you get to hi-fi designs, you realize things work better a different way than in your wireframes. Consider your user flow and what will work best for your users based on what you know about them. Turn each artboard into a mockup that accounts for the things you've learned about your user over the duration of this project.

Use the assets you created in Step 7 as a sticker sheet for any elements that appear in multiple pages of your design. It's much easier to use the Assets panel to replicate an element than it is to create the same element from scratch or copy and paste it multiple times.

When you're finished, you should have a set of mockups that represents your entire website.