

1.



Activity introduction

This activity will help you understand how to use low-fidelity wireframes to start building mockups. You will do this by translating your existing portfolio project wireframes into mockups in Figma.

After completing this activity, you'll have the opportunity to compare your work to a completed exemplar in the following course item.



Step-by-step instructions

If you've completed the previous courses in the program, you'll be using the low-fidelity wireframes you created in Figma for your portfolio project. These are the wireframes you used in your low-fidelity prototype for the Sharpen project.

In previous courses, you began by [creating low-fidelity wireframes](#)^[↗]. After that, you [turned the wireframes into a low-fidelity prototype](#)^[↗]. Next, you [conducted research and tested your designs](#)^[↗] to learn valuable insights about the user experience. Finally, you

[improved your wireframes and prototype based on the new insights](#)^[↗].

Now, you're going to use that work to start creating mockups in Figma. If you haven't created a low-fidelity prototype, conducted a usability study for the prototype, and updated the prototype based on your study findings yet, we suggest that you go back and complete Course 3 and Course 4 before beginning this activity.

If you're new to the program, you'll need to create a full set of wireframes in Figma that are based on the prompt you selected from the Sharpen generator before you begin this activity.

Step 1: Review instructional materials on Figma

In this course, you've been provided the reading [Creating a new canvas in Figma](#)^[↗].

Refer to this reading for details on the Figma functions needed for this activity.

Refer to [Figma materials](#)^[↗] directly for the most updated information on new features.

Step 2: Create a new page for mockups

Pages are a great way to organize files in Figma, because each Page has its own Canvas for design work. Different design assets or versions can have their own Page in a file, making it easier to focus on one part of the design at a time and find important items quickly.

In your portfolio project Figma file, create a second Page for mockups using the instructions below:

- . Click Page 1 in the left sidebar to activate the Pages dropdown menu.
- . Next, click the Plus icon to add a new Page to your File.
- . Name the new Page "Mockups."
- . Double-click Page 1 and rename it "Wireframes," if you haven't already. This will help you know what content is in each page.

Step 3: Create Frames in your file

To begin creating your mockups, you'll need to create Frames in the new mockups Page. Frames are containers for design elements and represent the screens of the app or website you're designing. You will need one Frame for each screen in your wireframes project. Create a new frame in Figma in just a few steps:

- . Use the keyboard shortcuts F or A, or select the Frame tool from the toolbar.
- . A number of options will appear in the sidebar on the right. Click Phone and select the type of phone your app will be designed for first.
- . Name the new Frame based on the screen it represents. For example, if you're creating the Frame for your Home screen, name it "Home." You can rename a Frame any time by double-clicking the title of the Frame.

Repeat the three steps above until the number of Frames matches the number of screens in your wireframes page. Check out this [tutorial](#)^[↗] from Figma to learn more about creating and using Frames if you have any issues.

Now that your Figma file is organized and contains your wireframes for easy reference, you're ready to start designing your mockups.