1. 와이어 프레임 작업하는 방법 컴포넌트 등록하기

이미지박스

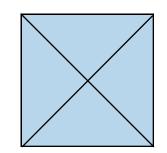
헤더, div영역 , 컨텐츠영역등 영역 박스

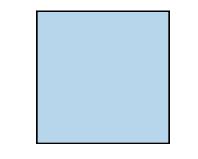
동영상

텍스트영역

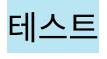
아바타이미지

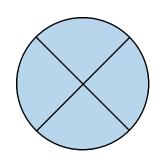
아이콘 24/24

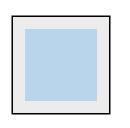






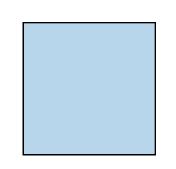


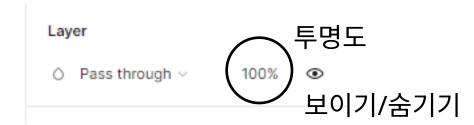




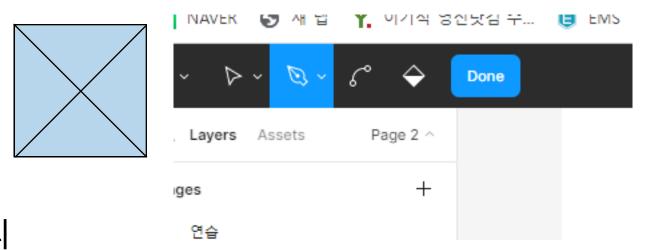
이미지박스

- 도형만들기 : R 40px/40px
- 색상 선택, 투명도 선택 50%, 테두리 두께0.5

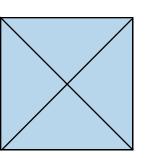




- 펜 X자 만들기
- done 누르기
- 선두께 0.5
- 선 투명도 50%처리

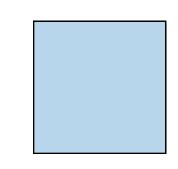


- 프레임 등록 (ctrl+alt+g) 오른쪽 속성 : clip content 체크 (overflow:hidden)
- 컴포넌트 등록
- 박스안에 X와 사각영역 선택
- 우측속성 constraints부분 scale변경



작업 영역 박스

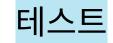
- 프레임 만들기 : R 40px/40px
- 색상 선택, 투명도 선택 50%, 테두리 두께0.5
- clip content 체크



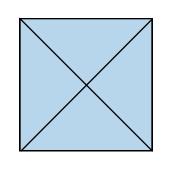
- 프레임 등록 오른쪽 속성 : clip content 체크 (overflow:hidden)
- 컴포넌트 등록

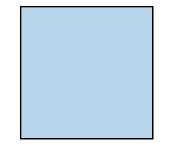
텍스트 박스

- 본문글자크기 기준 예)16px, 행간 1.6배 160%
- 프레임등록 ctrl +alt + g
- 프레임 선택 배경색 , 투명도 , constraints scale선택
- 컴포넌트 등록

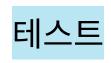


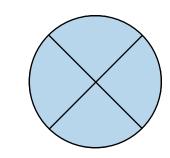
영역밖에 컴포넌트 정리

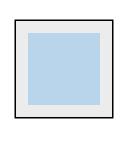


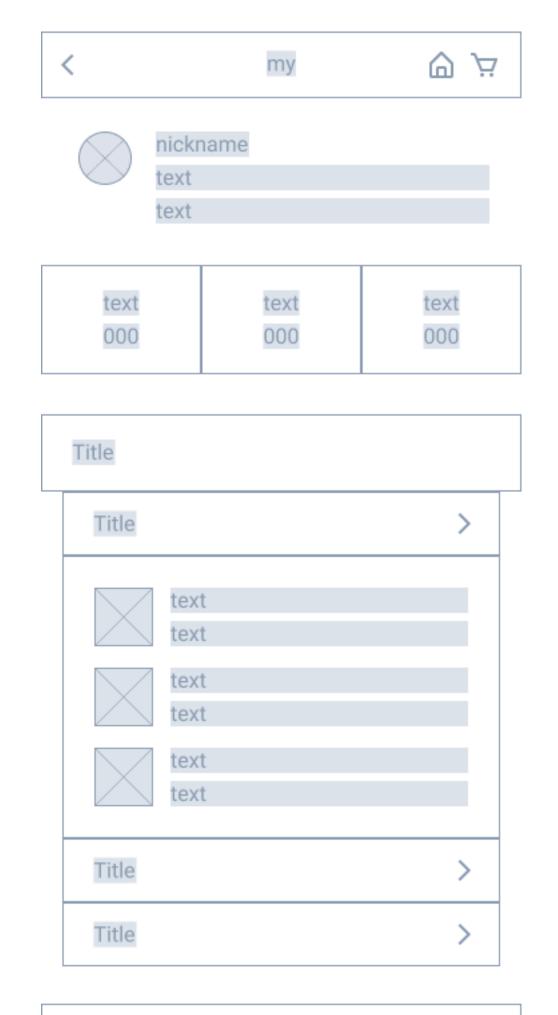


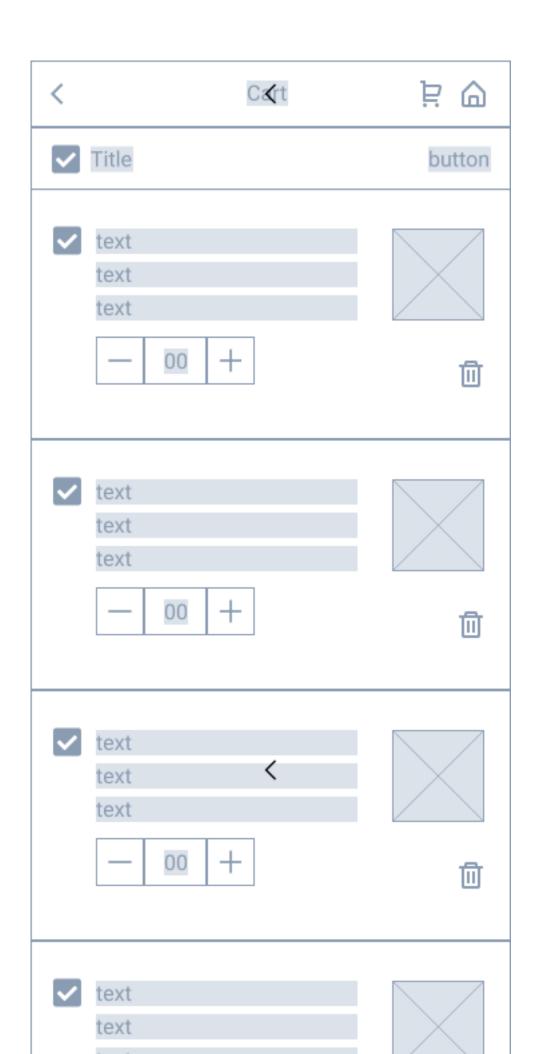














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