

- -> everyone having different ideas of the same website
- -> mockups -> for collaborating / anticipating developer needs
- -> **this is the stages of creating mockups**
 - **drawing wireframes on paper**
 - **building wireframes in Figma**
 - **creating mockups**

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Part #1 - Draw a Wireframe on Paper

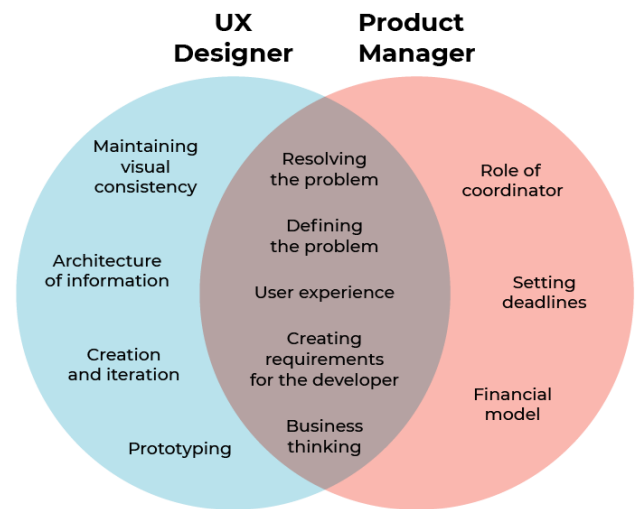
1. Get the Most out of This Course

- -> creating mockups in Figma
- -> communicating different ideas / solving new problems
- -> the course is split into chapters, and there is a quiz at the end of each chapter
- -> **figma is for creating mockups of webpages -> to be converted into HTML and CSS**
- -> **these are first drawn on paper 'wireframes' -> then mockups in figma -> then HTML and CSS**
- -> text under the videos is for practice
- -> **the most important thing is that you actually know how to do it**
- -> the course is ran off of an example for a noodle website

- ## 2. Discover the Importance of Prototyping in Web Development

- -> Introduction
 - **-> a mockup is a visual plan of what you are creating -> you plan the website before you start coding it -> it's how you know what you want**
 - -> for workload division
 - -> it's for planning the website
- -> Discover Prototyping

- prototyping
- mockup -> a model of the website (a simulation of what we want)
- **wireframe (by hand) > mock-up (higher fidelity, with actual pictures) > prototype (this is like a hackathon solution)**
 - **mockups are static and show the different screens**
- -> Understand How Prototyping Helps Solve Problems
 - -> prototypes -> for teamwork so everyone knows what you want
 - -> anyone can use the process (wireframe > mockup > prototype)
 - -> good for estimating time / resources needed for the website
 - -> time save
- -> Identify the Role of Each Profession in Prototyping
 - **who does what**
 - **product managers (PM, not project manager) <- figures out the client needs**
 - **UX designers <- creates wireframes with the client needs, then creates mockups**
 - **developers <- convert the images / mockups from the UX designers into code**
 - -> some of these can be outsourced to freelancers



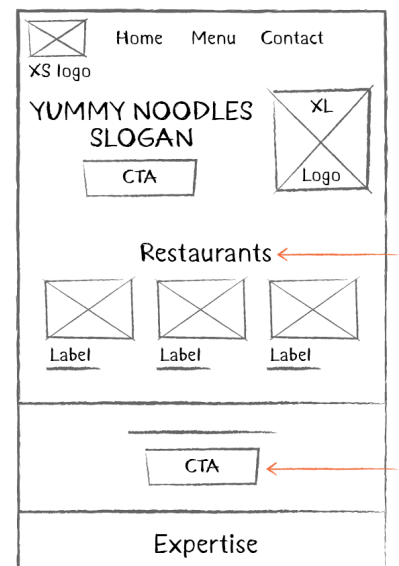
- -> Discover How Developers Work Together With the Product Team
 - startups / the role of creativity in tech
 - -> mock-up process
 - -> communication process
 - -> multiple different screen sizes
 - -> they are designing the actual websites
 - -> how the feature behaves when a user interacts with it
 - -> users during the development process
 - -> getting feedback from users
 - -> enpiranearial
 - -> the flow of the user interacting with the website
 - -> interacting with the users and asking them about the website mockups
 - -> you don't just create a website, it has to be researched from customers
 - -> software they use
 - -> Figma
 - -> the software they use constantly changes
 - -> **developers need to be able to use mockups to convert the image into code**
 - -> **e.g there are lots of different states of buttons (hover / etc)**
 - -> system
 - wireframes
 - then flows
 - picking the best option
 - -> then the developer builds it
 - -> problem solving to meet client needs
 - **the first problem is: what does the website that the client would need look like (PM, UX), and the second is - making that website from what they want into**

- code (developers) -> and everyone has specialisations
- > the system -> wireframes -> picking the best options
- > **it's not just a picture of a website for you to make -> it was researched and planned to meet the client needs in the best way possible (and is the result of a process)**
- > organising project files in different states
- > getting started
 - > **explore -> there is a learning process**
 - > **look at screens which already exist, and what the elements are trying to communicate**
 - > be realistic with what you ask developers to build (e.g if there is a more simple solution)
- > Use the Prototyping Process Before Starting Development
 - > you need to know what designers do / how they create mockups because if you need to make a change to the code
 - > **you can make personal projects -> in which case you need to know how to create wireframes**
 - figuring out what website you want to create and researching it according to the needs of the customer**
- > Over to You!
 - > **wireframes vs mockups**
 - the difference between them is fidelity**
 - > **a wireframe is a drawing and a mockup is it with more complicated pictures**
 - > **wireframes can also include dummy text with no content**
- > Let's Recap!
 - > a model of the interface (a mockup)
 - > the prototyping process -> **wireframe > mockup > prototype**
 - a mockup can't be interacted with by the user**
 - > **a wireframe is lower fidelity than a mockup**

3. Draw a Wireframe on Paper

- Introduction
 - creating drawings of screenshots which we want and would meet the customer needs**
 - > sketching out the ideas
- Identify the Client's Needs
 - > creating a mockup for Yummy Noodles
 - > there is a client brief
 - > we know
 - what the website already has on it
 - the icons / company logo
 - photos
 - the target audience
 - > ***we want ("brief" = client's needs) <- the problem we are trying to solve is how do we meet these client's needs -> to be of service -> the problem the UX designer is trying to solve, is what website would meet this client's needs -> and then making a picture (aka mockup) of it (but a lot more complicated than a picture)***
 - several webpages***
 - a contact page***
 - photos from the instagram account***
 - click and collect orders***

- **the trademark**
- **-> bridges (the different ways of getting there)**
 - **product specifications (the number of changes they can request)**
 - **tech used**
 - **maintenance**
 - **expectations**
 - **-> they don't always know what they want (according to their needs, they just know what they want a website)**
 - **-> these are created using the wireframe > mockup > prototype process**
- Identify What Makes an Effective Mock-Up
 - **-> wireframes are used to bridge out the different parts of the possible website**
 - **-> to find the best way of arranging the content on the page**
 - **-> we know what we want -> then we have to figure out all of the different ways it could be arranged (the bridges) and pick the best one**
 - **-> the aim is to take the client -> and produce a website design which they would want -> which would meet their needs in the best possible way**
 - **-> then the developers problem solve to get that design into an actual website (the problem they solve is, here is a website picture, put it into code and make it real)**
 - **-> you start off with wireframes -> figuring out how to arrange the content on the page once we know what we want (via different drawings and picking the best one)**
 - **-> you need paper and pencil -> or a tablet**
- Create Layouts
 - **-> the homepage**
 - figure out the content
 - **call to action / USP -> the aim is to get customers for the client**
 - copy and paste ones from other websites -> looking at the most common trends
 - **-> the navigation**
 - looking at what we know -> and what the best type of menu bar is
 - the user coming to the page -> to turn them into a client
 - **-> the footer**
 - links to the client's social media handles
 - **-> once we have the different parts of the wireframe, they are combined into one**
- Over to You!
 - **a CTA is a call to action -> to influence customers**
 - so it's
 - **the client wants this**
 - **we combine that information into a website by hand first**
 - **this is done by figuring out what goes on what section of the webpage**
 - **drafting the menu / home etc different parts of the website -> by hand**
 - **-> then putting them all together in a coherent narrative -> this is the wireframe**
- Let's Recap!
 - **-> this is a prototyping process**
 - **-> you can tell the workload as a developer from the detail of the mockup**
 - **-> understanding how UX designers work is important for developers for communication**
 - **-> wireframes don't always have to be done by hand -> they can look like tripe**



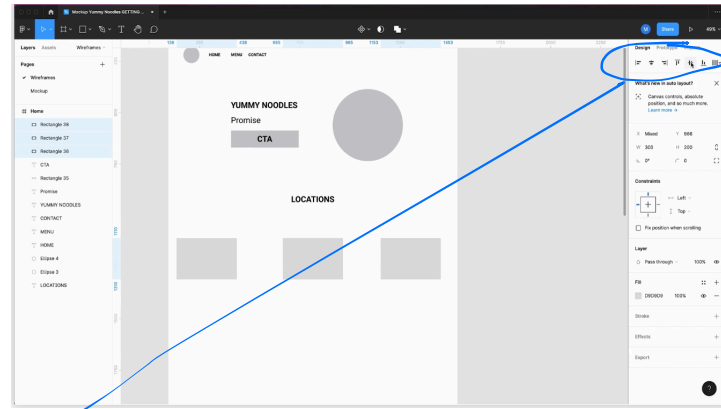
- › -> the entire idea of trying out different types of layout -> is to learn from the process of doing this, and to fail to see which ones don't work
- › -> figuring out the layout of the website is a problem solving process in and of itself

Part #2 - Build a Wireframe With Figma

1. Get to Grips With Figma

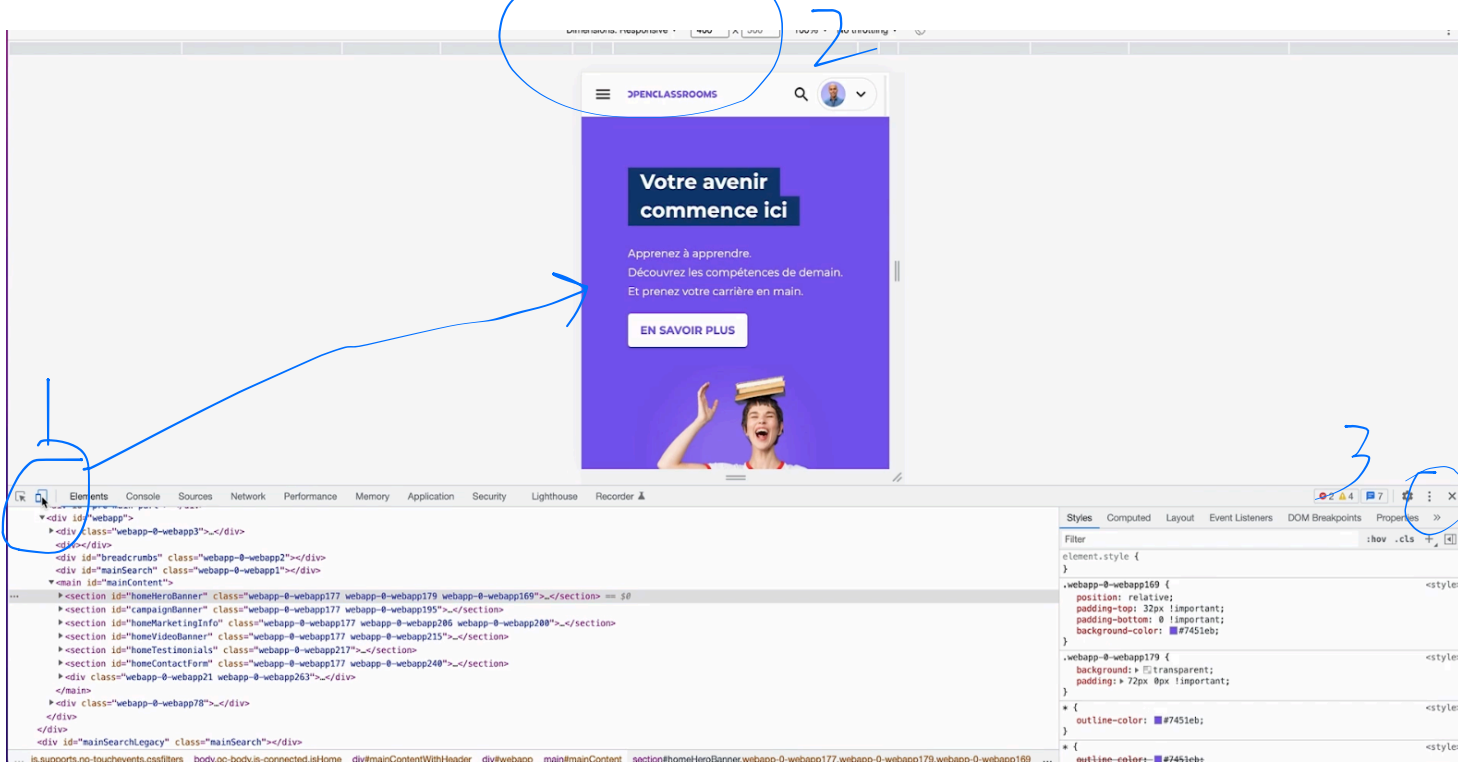
- before doing anything
-
- The screenshot shows the Axure RP interface. The top toolbar is highlighted with a blue circle and an arrow pointing to the 'Wireframes' icon. The left sidebar shows the 'Layers' panel with 'Wireframes' selected. The main canvas displays a wireframe for a 'Home' page with various elements like 'YUMMY NOODLES Promise' and 'LOCATIONS'.

- -> o <- this creates a circle e.g.
 - **you can change the object in the pane on the RHS of the screen which shows up when you add an object to it**
 - -> you can also change the colours here
 - -> you can also change the size of the text here
- -> call to actions
 - **you can make wireframes in Figma and these have e.g grey sections** (he colours them grey in this example)
- Change the Position of Your Elements
 - -> how to position the elements
 - -> **he uses a rectangle in a wireframe in Figma to represent an image**
 - **it's like a mechanics diagram when you can represent a truck as a point with mass M**
 - -> then he's working on the positioning of those images
 - -> on the RHS pane -> he selects all of the squares and clicks
 - -> **in a wireframe in Figma, you model images with boxes and align them using**
 - **when selecting all of those images**
 - aligning elements
 - -> he selects one element, holds down shift and selects another
 - -> **each box has a coordinate on the page, you can select the coordinates of a box (e.g the x coordinates) and x = ... +100, click enter and the box will move**
 - -> cmd and a letter gets the functions
- Over to You!
 - -> creating wireframes in Figma for the menu and contact page
 - -> **this is for the different pages of websites -> not just the individual webpages, it's for the entire website**
 - -> **you are planning the different pages of the site -> and then combining them all together**
 - -> he has an example wireframe in Figma -> with different sections
 - CTA is a call to action
 - -> **it looks like a trello board -> they're like postits next to each other and each of them is a wireframe for a webpage on the site**
 - -> **and making sure all of the boxes are aligned**
- Let's Recap!
 - -> Figma is for mockups
 - -> each posit note type object is a different webpage on the website
 - -> there is layering (some elements on the page are in front of others)

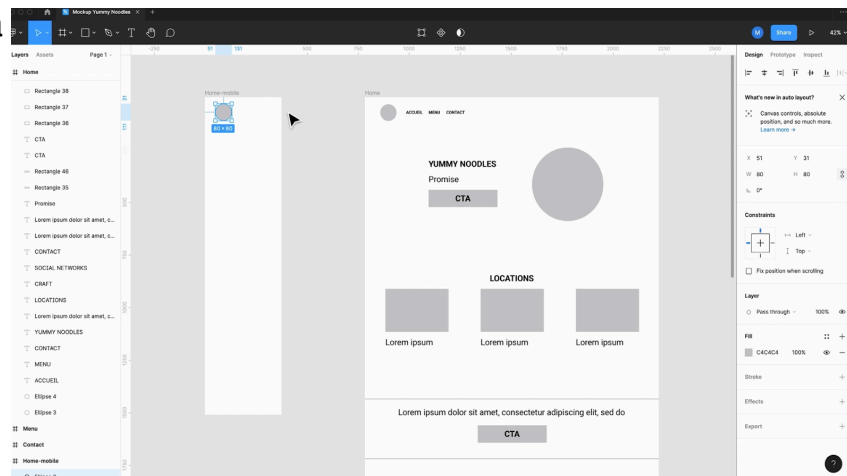


2. Adapt Your Wireframe to Different Formats

- Take Different Formats Into Account
 - introductory video
 - -> mobile traffic
 - -> **the website looks differently on mobiles and on computers**
 - -> **re-organise the layout of the wireframe for mobiles in Figma**
 - **the first example was for computers -> this section is how to convert it into**

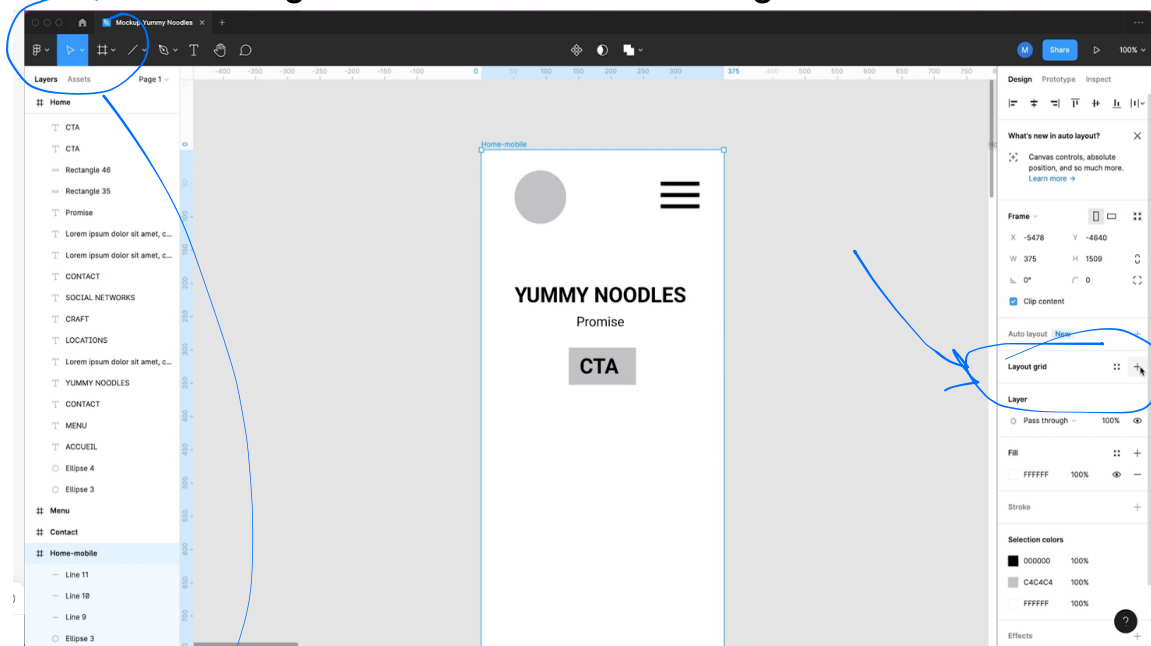


- -> mobile responsive design
- -> **when you make the window smaller, things start to change on the webpage -> how it reacts when you change the size of the webpage**
- -> go onto a website on a browser > inspect element > bring up the console
 - there is a section for HTML and a section for CSS
 - -> you can change the size of the screen
- -> **you can change the size of the screen to reflect different models of devices**
- -> ... dockside > you can change the side of the console -> so that the HTML / CSS panel moves e.g to the RHS of the screen, to have more space to look at the site resized
- -> adapting the site without the user having to zoom in or out
 - **adaptive layouts -> the content adapts to any screen size -> rather than certain ones for specific devices**
- Design Your Mock-Up for Mobile Devices and Tablets
 - -> **changing Figma wireframes so that the content fits on a portrait rectangle for a phone, rather than a landscape one for a desktop**
 - -> **he has the paper wireframe and is taking the desktop version and adapting it for the mobile**
 - -> **it's a process of -> we have this wireframe -> how would you fit the content onto a portrait rectangle rather than a landscape one?**
 - -> **and then doing that for each of the pages in the wireframe (aka the pages on the website)**
- Create Wireframes in Mobile Format in Figma
 - -> taking the desktop wireframe of the homepage in Figma and moving all of the elements over onto the mobile version
 - -> **RHS is the desktop version**
 - -> **he is literally pasting everything over onto the mobile version and resizing it**
 - -> then aligning them
 - -> so -> **we have two different**



versions of the same page, depending on what the size of the browser is

- -> again, CTA is a call to action -> to get the users to do something
- -> to get grid lines on the "art board" aka Figma page
- -> you can also use columns -> to align elements on the page



- technical terms
 - -> lorem ipsum is dummy text (meaning placeholder)
 - -> and CTA is call to action
- -> this is how you create a new wireframe -> and you can select the device which the screen size corresponds to
- -> when you resize the webpage -> it goes between two versions of the same page (one for desktops and one for mobile browsers)
 - each webpage (in this example) has two different versions / wireframes
- Over to You!
 - -> he then creates the mobile wireframes for each of the different webpages in the site
 - -> he's copying and pasting from the first mobile wireframe (but the desktop one was made first)
 - -> with dummy text
 - -> we have the paper wireframes and then the ones in Figma
 - parts of the page we are adapting -> header, footer, **call to action**, contact details
 - she gets rid of an entire section for the mobile version (a map)
 - it's not just resizing the desktop mockup for mobile -> it's getting rid of the parts of the page which are no longer serving it or just cluttering up the page
- Let's Recap!
 - -> creating a mobile version of the design as well as a desktop one
 - -> making the same website -> a wireframe for it in desktop and mobile version in Figma
 - -> next is creating mockups

Quiz: Build a Wireframe in Figma

- -> the entire -> if we are comparing Figma to MS word -> **a frame is an art board -> it's like the peice of paper on ms word, but in Figma**
- -> Figma best practices are -> name the elements, group them and align them
- -> to see how a webpage responds to mobile screen sizes -> open the webpage in the console and inspect it, or reduce the window size, or test it on an actual mobile
- -> mockups are plans for webpages -> they are image like (not usually including animations)
- -> **Figma is a chrome application for creating webpage mockups**

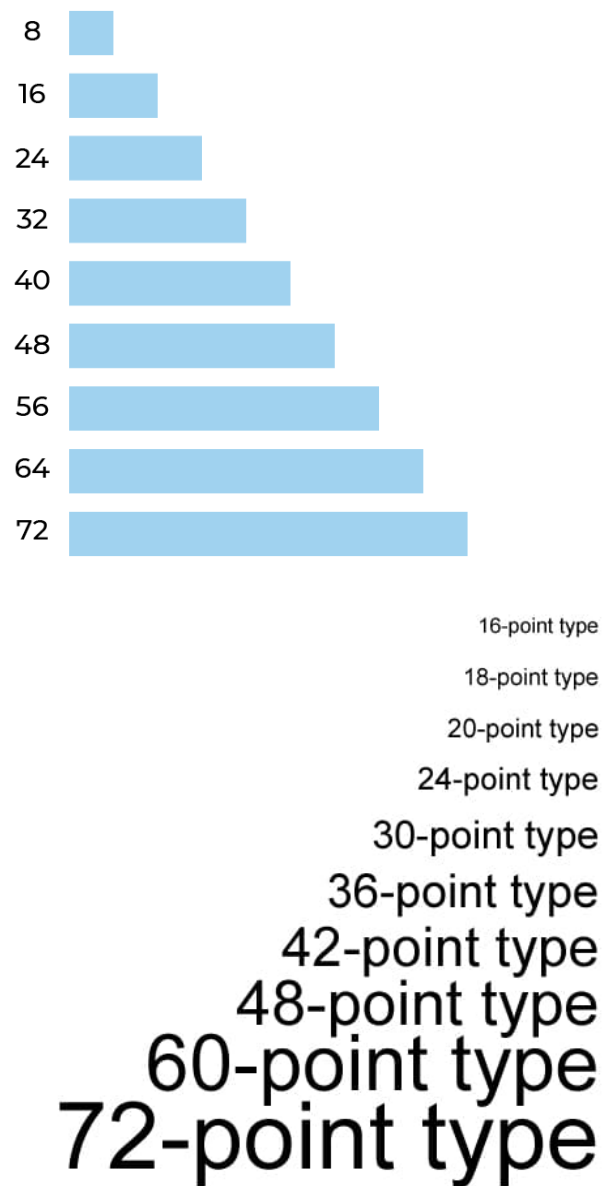
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1. Create a Visual Identity

- Introduction
 - -> changing wireframes in Figma into mockups (colours / fonts / sizing elements)
 - -> it's about fidelity -> going from wireframes to mockups (the difference between them is design)
 - -> design inspiration, colours, fonts, sizing elements
- Look for Inspiration
 - -> **Dribbble** <- you can create a collection / moodboard of other UX designer's work
 - -> the visual identity for the project
 - -> **the target audience (e.g the audience to the website is young Asian professionals - so the inspiration is kawaii food)**
 - -> **Behance, awwwards** <- prizes for the most aesthetic websites, which you can use for inspiration
- Choose a Color Scheme
 - you can find colours you like in the collection
 - -> **reusing colours from inspiration websites whose themes agree with your target audience -> the influence that colours have on conversion rates**
 - -> Colors / adobe color trend explorer
 - -> to do so in Figma
 - he creates an art board, with a circle
 - **to change the color of elements on the artboard-> the RHS pane (you can also enter hexadecimals)**
 - -> you can also save these colours at set styles in this pane
 - edit styles

- Standardize Spacing and Sizes
 - define sizes of elements
 - -> taking an initial scale
 - -> on multiples of 8
 - -> when you need to create a new element
 - keep spacing consistent
 - -> these focus the user's attention
 - -> establishing a hierarchy of information



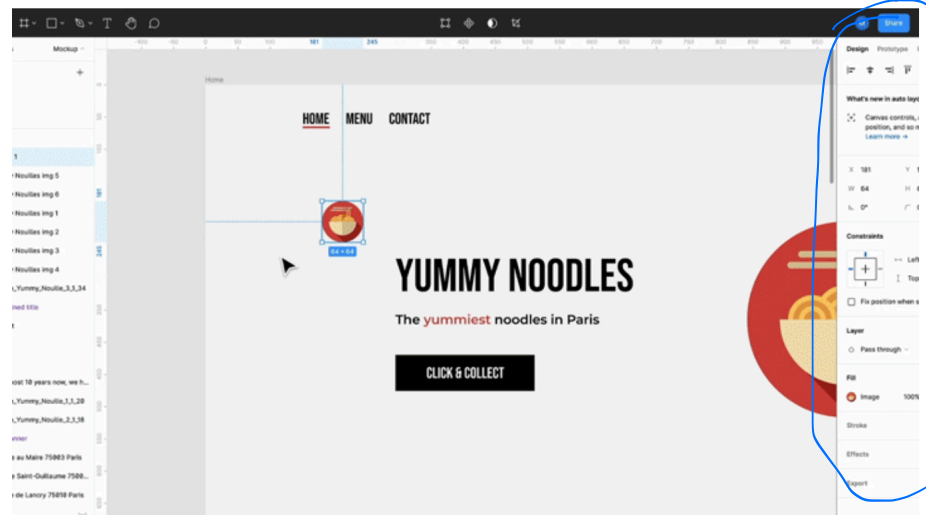
- choosing font sizes
 - -> you can also use bold
 - -> using several different font sizes
 - -> **for the web version and the mobile version -> all of the text sizes have been scaled down proportionally**
 - -> then there are layouts
- then align the elements in the mockup

- Over to You!
 - -> you can also click on text in text boxes and in the RHS pane see their different sizes
 - -> creating a new page in Figma, a list of different colours to be used, and a lists of font elements and sizes
- Let's Recap!
 - -> **searching for inspiration on Dribble and Behance**
 - -> e.g colour palettes and fonts
 - -> consistency and font sizes
 - -> producing a visual identity

2. Create a Mock-Up With Figma

- Introduction
 - -> creating higher fidelity mockups in Figma
 - -> **i.e turning wireframes into mockups in Figma**
 - -> using components to duplicate elements
 - -> **changes made to parent components (e.g buttons) are passed onto those which are based off of them**
 - -> Figma has an auto-layout feature
- Integrate the Structure Into Your Mock-up
 - -> the wireframes are definitely the ones we want

- -> change the background colour of the frame
- -> **there are comments on the wireframes in Figma (like in word)**
- -> they start by adding background colours and the title page
- -> **to see the pages which we are currently on -> e.g a link, it's just underlined text**
- -> you can adapt the width of the buttons
- -> creating components can help with integration -> **reusing code if the sections of the webpage are similar**
- -> to create a component
 - there is text and a shape
 - -> **the button is a rectangle behind a textbox**
 - -> when he has a lot of different elements on the page -> you can see all of them on the LHS pane like in photoshop
 - **GROUPING ELEMENTS TO FORMAT THEM IN FIGMA**
 - -> **grouping them -> then create component at the top of the page -> then on the LHS pane, this shows up (and they can be named as one element)**
 - -> then copying and pasting these -> and resizing or changing that element changes all of the ones which were copied and pasted from that element
 - -> i.e - you group two elements, name them as something separate, then copy and paste that if the element is repeated -> then formatting any one of the copy and pasted elements results in all of them being changed
 - -> auto layout for the buttons -> can be used to add in padding
- Optimize Your Image Management
 - -> iamges in Figma (e.g logo)
 - -> drag and drop it in, or top bar > insert image > select the file
 - -> **click and hold the shift button to resize it**
 - -> different file types
 - **use SVG files for icons and logos -> these are vector files (you can modify them without the quality being affected as much, these aren't based off of pixels)**
 - **PNG files are generally bigger than JPEG and JPG (transparent background option)**
 - -> **you can change the images themselves (like in photos on the MacBook -> there are different sliders e.g for exposure / saturation)**
- Save Time
 - -> we are creating the mockups based off of the wireframes
 - -> when you create links in mockups -> it's underlined text
 - -> alternatively -> the create a component technique
 - -> background colours to sections -> he's added an entire red rectangle to the page
 - -> other told which save time are UI kits
 - -> speeding up the workflow (**this is mainly about aligning things quickly**)
 - he's created a textbox with dummy text
 - -> then he's expanded the size of the textbox so one edge aligns with the images above
 - -> **autoheight -> on the panel in the RHS of the page (to get rid of the extra space in the textbox)**



- -> **he selects one element, then holds the option key and moves it to the next element -> the screen then says the distance between the elements**
 - -> **you can also select / highlight two elements and create x pixels worth of distance between them using the RHS pane**
- -> then he brings a pile of images onto the art board / frame
 - he's spreading them out by equal amounts using the align feature
 - -> **select multiple images and on the RHS of the page clicks align**
- -> then there's a contact us section
- -> **another one is copying and pasting elements of the webpage, rather than creating them again**
- -> then he creates the footer section (in the mockup not wireframe) -> which is a grey rectangle
 - **unlike webpages, in mockups you can move the parts of the webpage by dragging them around**
 - -> he controls the icons by spacing them out
- Over to You!
 - -> complete the menu and screens mockup
 - -> there are mockups for each of the different webpages
 - -> **including the mobile version**
 - -> components which were included
 - buttons (this is a component in this case, changing it in one place changes it everywhere - copies of it)
 - -> you can change the different components of the webpage
 - -> making changes throughout the website
 - -> on the mobile version
 - -> the photos are collapsing one under the other
 - -> **you need to make sure that when the website is converted into the mobile version the images are stacking on top of each other in the mockup**
 - -> if this wasn't the case and you tried to go on the desktop version from a phone - the images would stack in odd ways (rather than on top of each other)
- Let's Recap!
 - -> **components -> if you have e.g a button which is repeated and it's been made into a component, if you change it once then it will change everywhere in Figma**
 - -> to insert images (for mockups) you can drag them in, but for wireframes rectangles are commonly used
 - -> you can also edit the images in Figma (e.g to change their contrast)

3. Recap What You've Learned

- Introduction
 - -> transforming designs into live websites
- Discover Other Design Resources
 - -> the prototyping process -> to prevent future problems and save time
 - wireframes in Figma
 - converting wireframes into mockups with shapes / text boxes / a visual identity (colour scheme / fonts etc)
 - -> resources for mockups
 - visual resources (images / videos / illustrations)
 - unsplash <- images
 - pexels <- images, videos
 - flaticon <- svg icons
 - undraw <- illustrations
 - other tools from the course

- figma <- for mock-ups / wireframes
- dribbble <- design inspiration
- colors <- colour palettes
- typewolf <- fonts
- awwwards <- for design **inspiration** from the best websites
- -> there are constantly new tools -> look at social media for the most updated
- Next Steps
 - -> mockups
 - -> copying a website you like in Figma
 - -> creating small projects on one page (e.g CVs)
 - **-> integration (to code your website from a mockup)**
 - -> HTML -> content, CSS -> styling
 - interview with Karen, Frontend Developer at OpenClassrooms
 - did media studies at university and self-taught development
 - 8 years in
 - creating projects in new styles
 - creating mock-ups as a developer
 - -> when you're working on something in code
 - -> for personal projects
 - -> **don't code something and then decide if it's going to work -> plan it in a mockup first**
 - mock-ups
 - -> you have to understand the user experience
 - -> seeing what the user will experience will be
 - -> staying connected to users
 - -> working on technicalities
 - -> going back to the user
 - -> **for communicating with the designer -> then the developers create it**
 - after receiving a mockup
 - -> organising the work
 - -> this is what we want to code
 - -> seeing how much work it is going to cost us
 - -> **if there are reusable elements on the page -> e.g patterns throughout the website**
 - -> **buttons**
 - -> when there are little variations in the webpage
 - -> checking for accessibility (this depends on the values of the company which the website was made for / local laws)
 - -> these considerations start with the UX designers
 - -> **communicating with the designer**
 - sometimes one agency can make the design
 - **the developers (the people who code the mockups) communicate with the designers (the people who make them for the clients)**
 - -> **sometimes certain things can't be developed**
 - -> putting things on the page in a logical order for the user
 - -> **you can also add things which the UX designers haven't**
 - -> HTML (webpage structure), CSS (style)

Quiz: Create Your First Mock-up in Figma

- -> the concept of visual identity
- -> it's best to use the tools in Figma to align the elements on the page

