Web Design using Dreamweaver

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Fundamentals of Web and Dreamweaver

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Wireframing in Web Design

Wireframe is a simple, black-and-white sketch that outlines the placement of content, functionality, and navigation on each page.

It helps designers to create a blueprint of the website and identify issues with the site's structure before moving on to the design stage.

The goal of wireframe is to focus solely on the website's functionality and structure.
It helps the designers to plan the layout, user experience, and functionality before the design process begins

Wireframing in Web Design

Tools:

1) Sketch: design tool specifically for macOS

2) Adobe XD (Experience Design): powerful tool for wireframing, prototyping, and designing user experiences, has good integration with other Adobe products.

3) Figma: It has a user-friendly interface and a wide range of components and templates to speed up the wireframing process.

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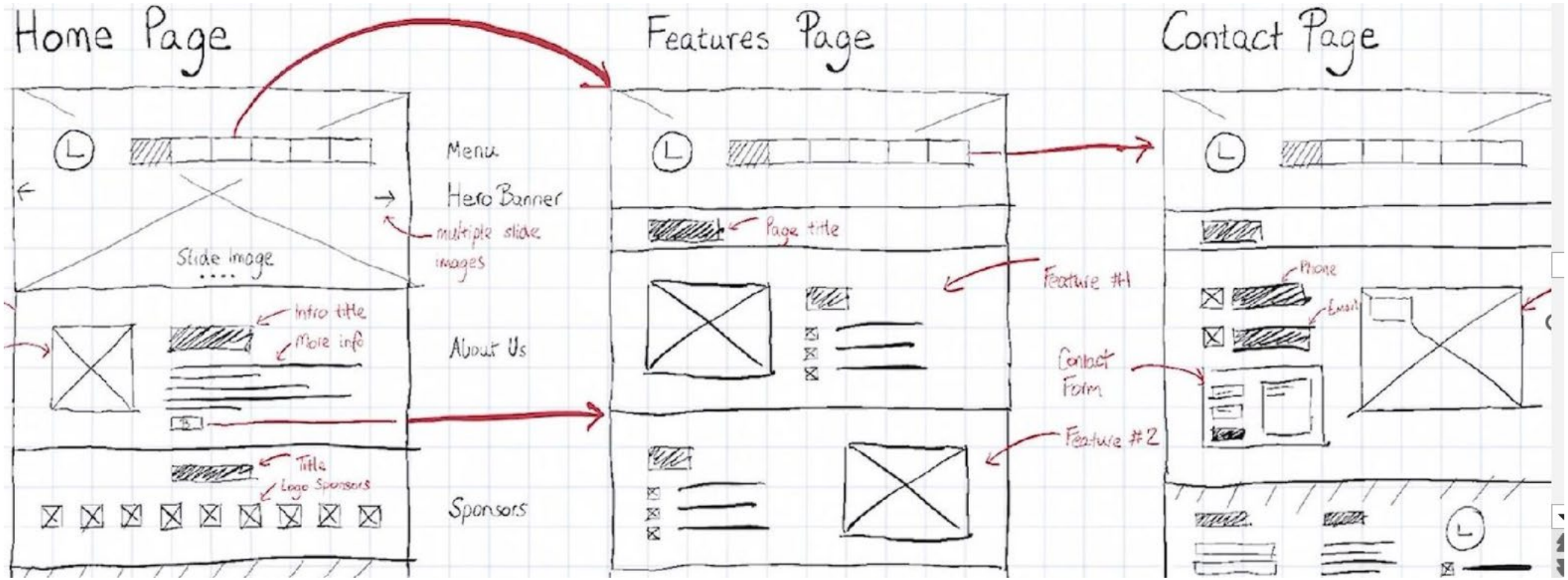

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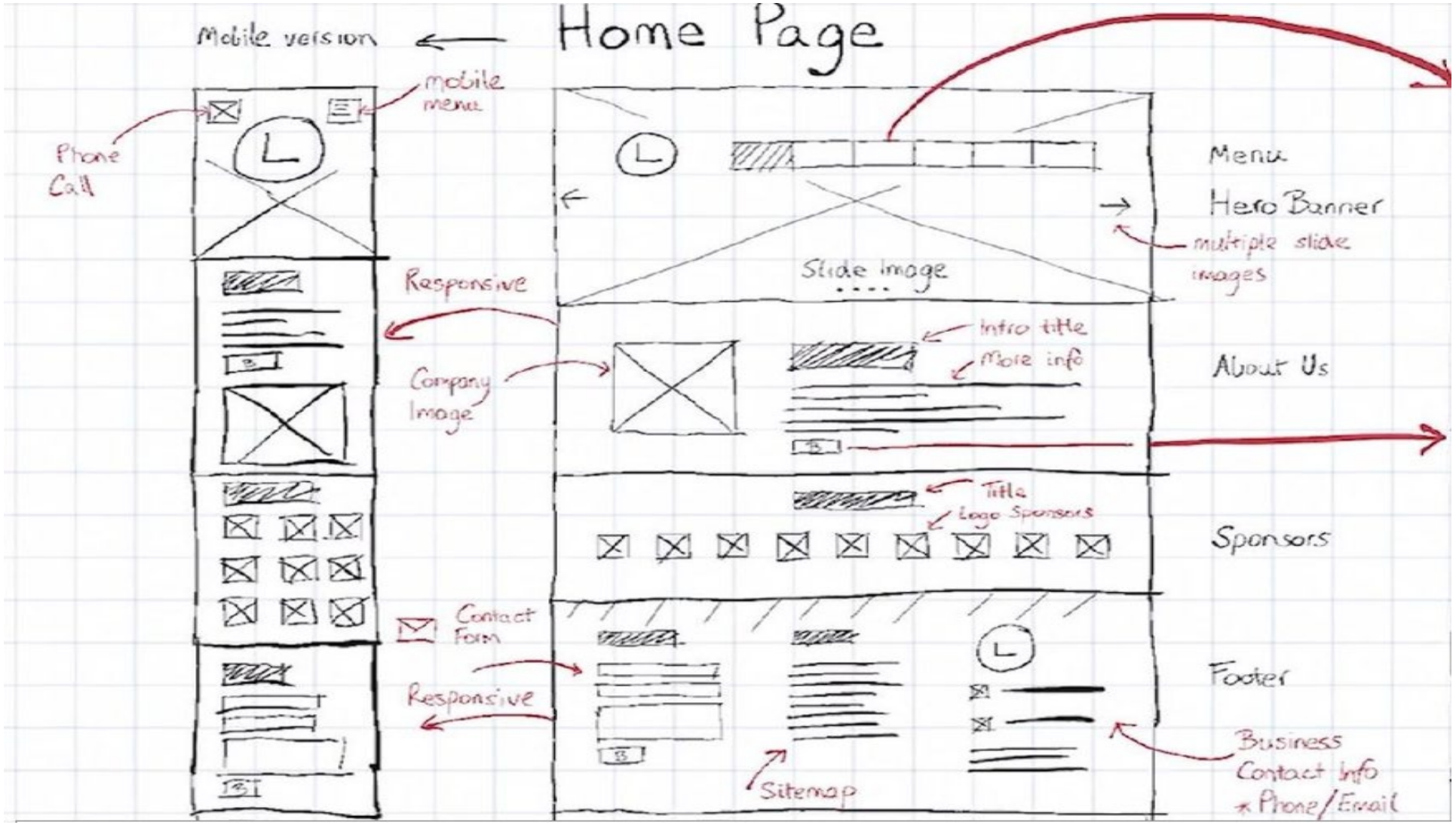
Web Designing



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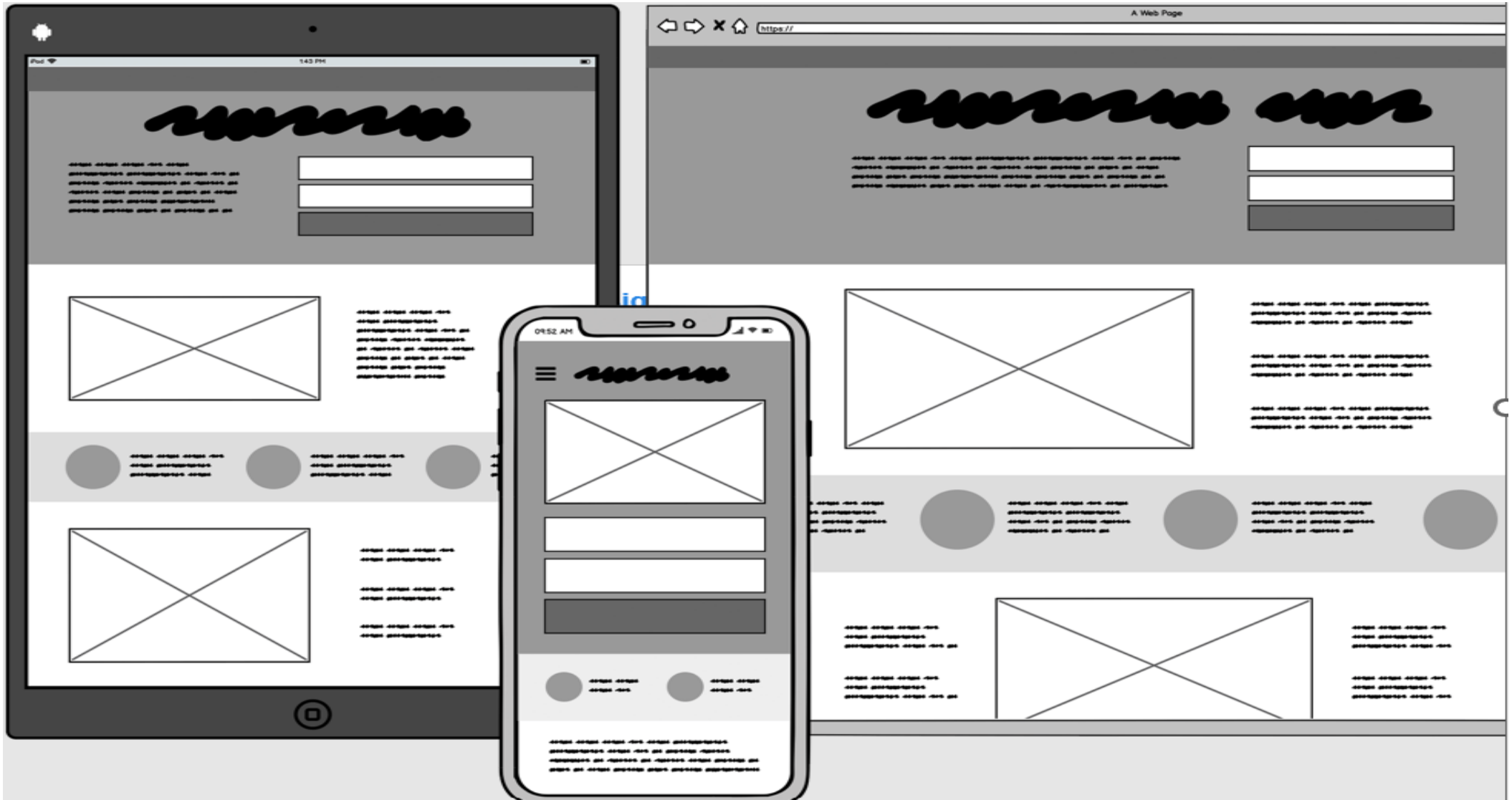
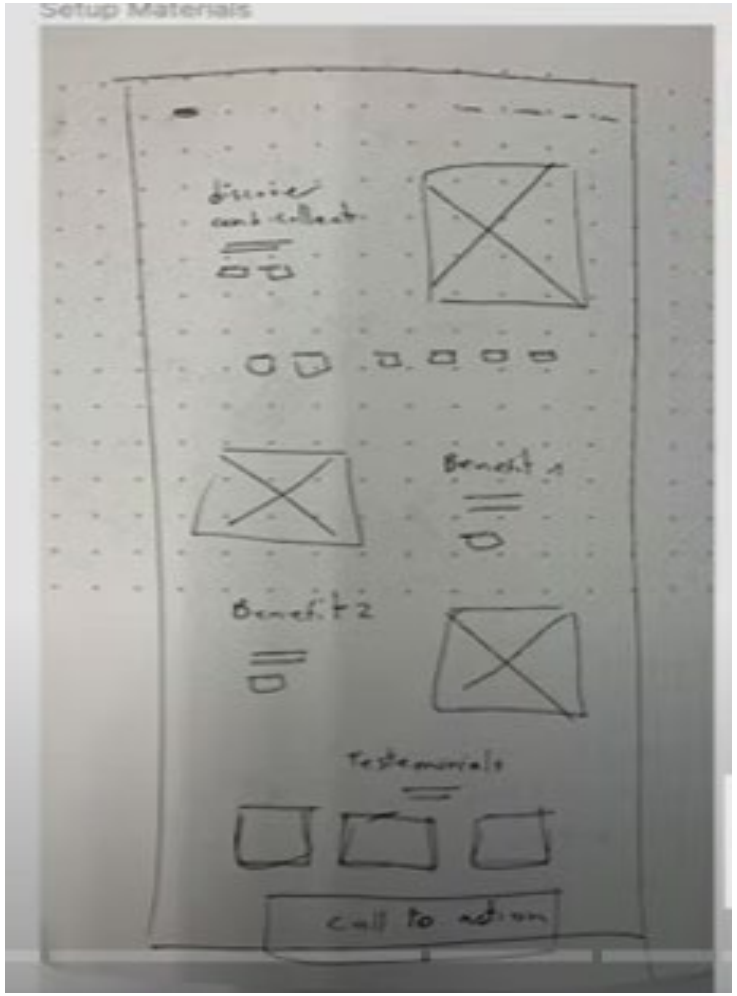


Example:Figma



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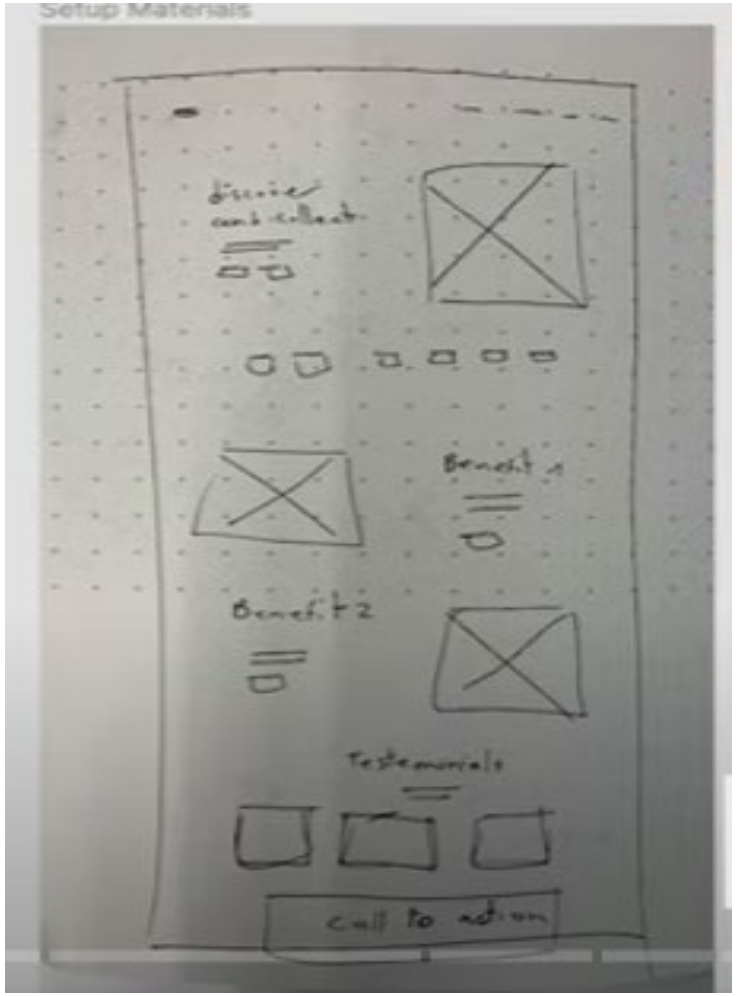

https://www.youtube.com/watch?v=pvD1l2BmfrE&list=PLjwm_8O3suyPkIphVrJaebR2qE8jylWBQ&index=2

Steps involved in creating a wireframe:

Step 1: Define the Site's Goals and Objectives
Step 2: Create a Site Map
Step 3: Plan the Page Layouts
Step 4: Add Detail and Refine the Design
Step 5: Get Feedback and Iterate

Step 1: Define the Site's Goals and Objectives

Clearly outline what the website aims to achieve and who the target audience is. This helps in creating a focused and user-centric design.

2) Plan the Page Layouts

Sketch out the basic layout of key pages, including the placement of elements like headers, footers, and main content areas. This provides a blueprint for the overall design.

Step 2: Create a Site Map

Develop a visual representation of the website's structure, showing how pages are organized and connected.
This ensures a logical and intuitive navigation flow.

4) Add Detail and Refine the Design

Enhance the wireframes by adding more specific details such as placeholder text, images, and interactive elements. Refine the layout to improve usability and aesthetics.

5) Get Feedback and Iterate

Share the wireframes with stakeholders and gather feedback.

Use this input to make necessary adjustments and improve the design before moving to the development stage.

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THANK YOU

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