

Creating a Mobile Wireframe

In this video, we'll create a wireframe for a mobile screen size.

Rusiness

The Sure-Fire Way to Get Paid on Time Every Time

March 23, 2016

0 Comments

Business

The Ultimate Guide to Paying Taxes for Freelancers in the States

August 23, 2016

0 Comment

Creativity

Figuring Out Pricing for Your Services

February 23, 2016

0 Comments

Lifestyle

The Best Places to Find Inspiration

March 23, 2016

0 Comments

Podcast

FJ Ep204: How to Make Your Service Remarkable

March 23, 2016

0 Comments

Lifestyle

Working Outside of Your Home

April 4, 2016

0 Comments

Marketing

Getting Your First Three Clients

August 22, 2016

0 Comments

Lifestyle

All About Taxes

March 23, 2016

0 Comments

Load More

Optin Header Goes Here

Optin Subheader

Email

Submit

Home

Hosting

About

MailChimp

Archive

Write for Us

Podcast

Contac

© 2016 FreelanceJump Privacy Policy

We'll start by creating the header navigation area with a dropdown menu icon using our iconset. We'll then resize it to 24x16px size.

Next, we'll create the post content, then the sidebar content area, finally we'll wrap up with the footer content.

We'll be using shared text styles to create several text styles for headings other types of texts that we'll use in the wireframes.

Shared styles allow you to repeat a certain style (color, shadows, borders, etc.) and sync them across other objects that have the same style attached them them.

We'll also go over symbols, which are actual objects that you can insert throughout your design and they'll sync up to the "master" symbol in the symbols page. Whenever you change the master symbol, the changes will be reflected wherever else you have the symbol posted. An excellent example for symbols are headers and footers that you can use through different pages in your project.

It's important to note that we do not need to be precise with measurements of sizes or distances when wireframing. We're wireframing mainly so we have an idea of where everything goes, not what font color, or specific size something is going to be.