### **Wireframes**

#### **Building From a Picture**

- How to get that picture
- And what to do before building

#### Remember the start of course?

I said everyone had thoughts about UI/UX

- not always wrong!
- not always right!
- "you" are part of everyone

# Questions at the start of a project

- What is your role?
  - Design?
  - Presentation Front End?
  - Full Front End?
  - Full Stack?
- Is there a designer involved?
  - What is their experience/training?
- Is there some client/executive involved?
  - With existing ideas?

# **4 Common Approaches**

(names can vary)

- Wireframes
- Mockups
- Redlines
- Prototypes

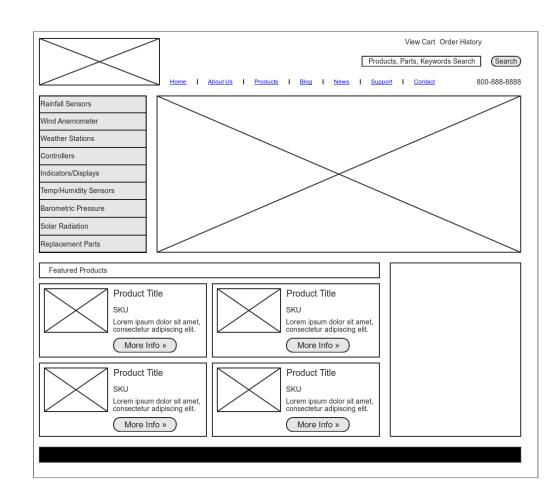
### **Boxes**

Remember all of this is about aligning boxes

- boxes inside boxes
- boxes next to boxes
- Elements are boxes
  - Box Model!

### Wireframes

- alignment focus
- not appearance



### **Wireframe Details**

- Most freedom for your layout
- Most common if no designer

# **Mockups**

- Just a picture
- May have multiple sizes

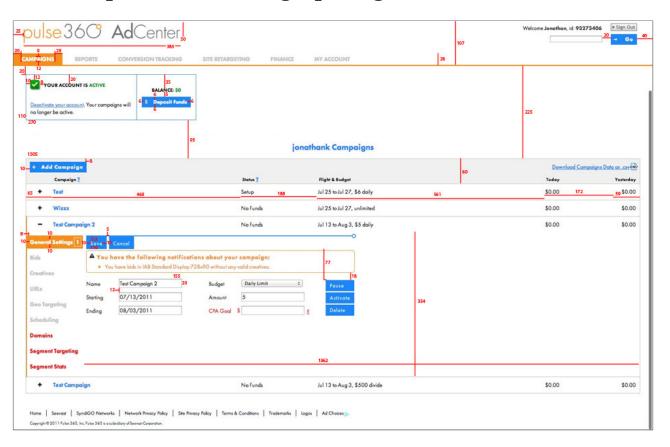


## **Mockup Details**

- More demands than wireframe
  - but limited info!
  - can generate conflicts as they become real
  - designers often have one-off exceptions
    - computers hate one-off exceptions
- Not in HTML/CSS
  - Some effects may be hard/impossible
- Lacks interaction information

### **Redlines**

#### A mockup with formatting, spacing, and font details



#### **Redlines details**

- Like Mockups, but a lot more detail
  - yet may be missing vital details
  - can generate conflicts as they become real
  - designers often have one-off exceptions
    - computers hate one-off exceptions
- Not in HTML/CSS
  - Some effects may be hard/impossible
- Lacks interaction information

### **Prototypes**

An model/shell that shows some interactions



## **Prototypes Details**

- Like Mockups, but with interaction
  - May not cover all interactions
  - Watch out for omissions
- Usually web-generated
  - Means you can get real CSS
  - Trash or Treasure, both happen

# When designs are offered to you

What are you being asked?

- You might be committing to implement precisely!
- identify all potential problems
  - and how to resolve if real problems

## **Common Design issues**

- Mobile?
  - Consider responsive/adaptive
- Multi-column grid?
- Watch for wrapping/overflow!
  - Mocks often have same sizes (bad)
- Validation/Error messages?
  - Where do they go?
- Non-standard fonts
  - can cause slowness/break
- Carousels (J°□°) J L