

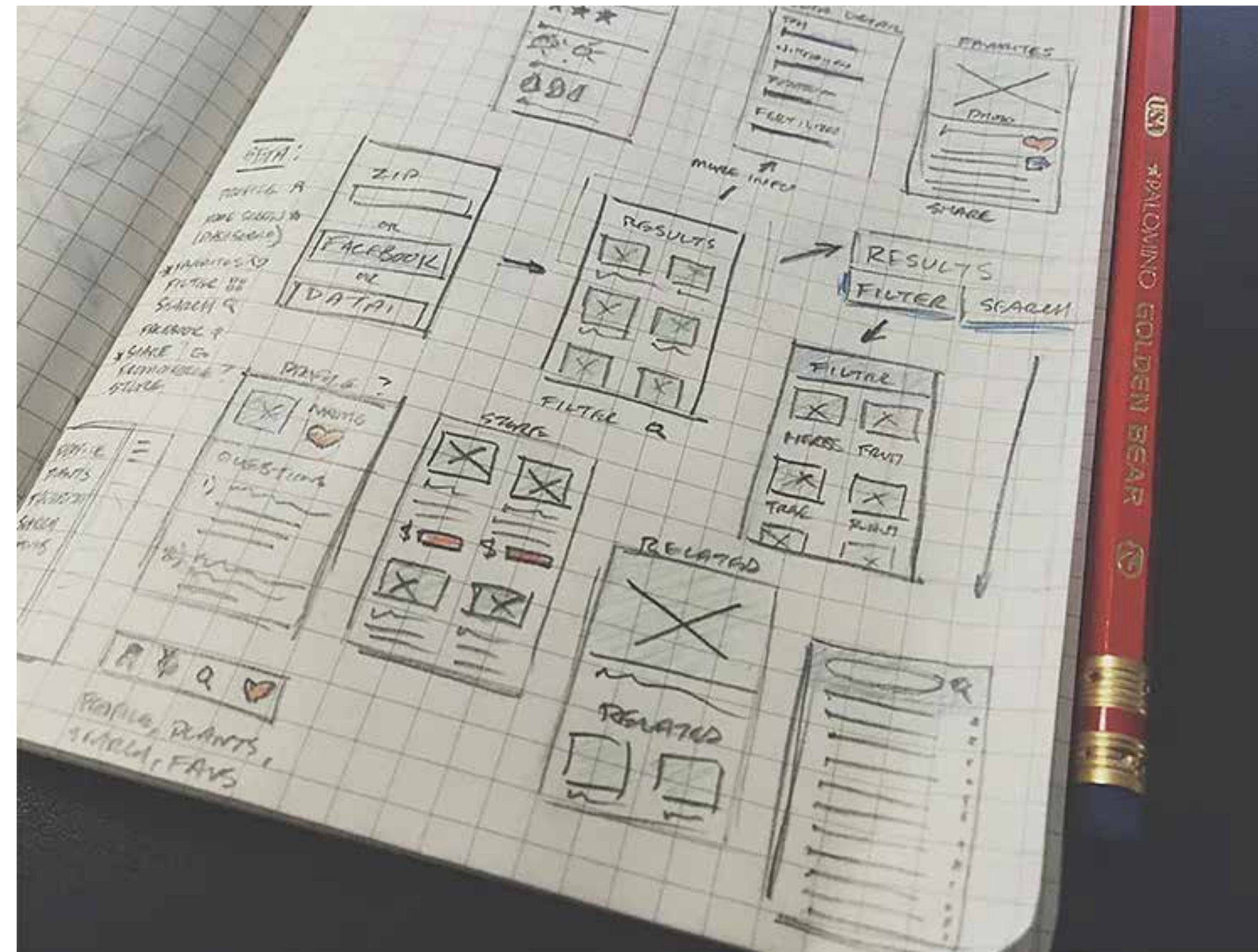
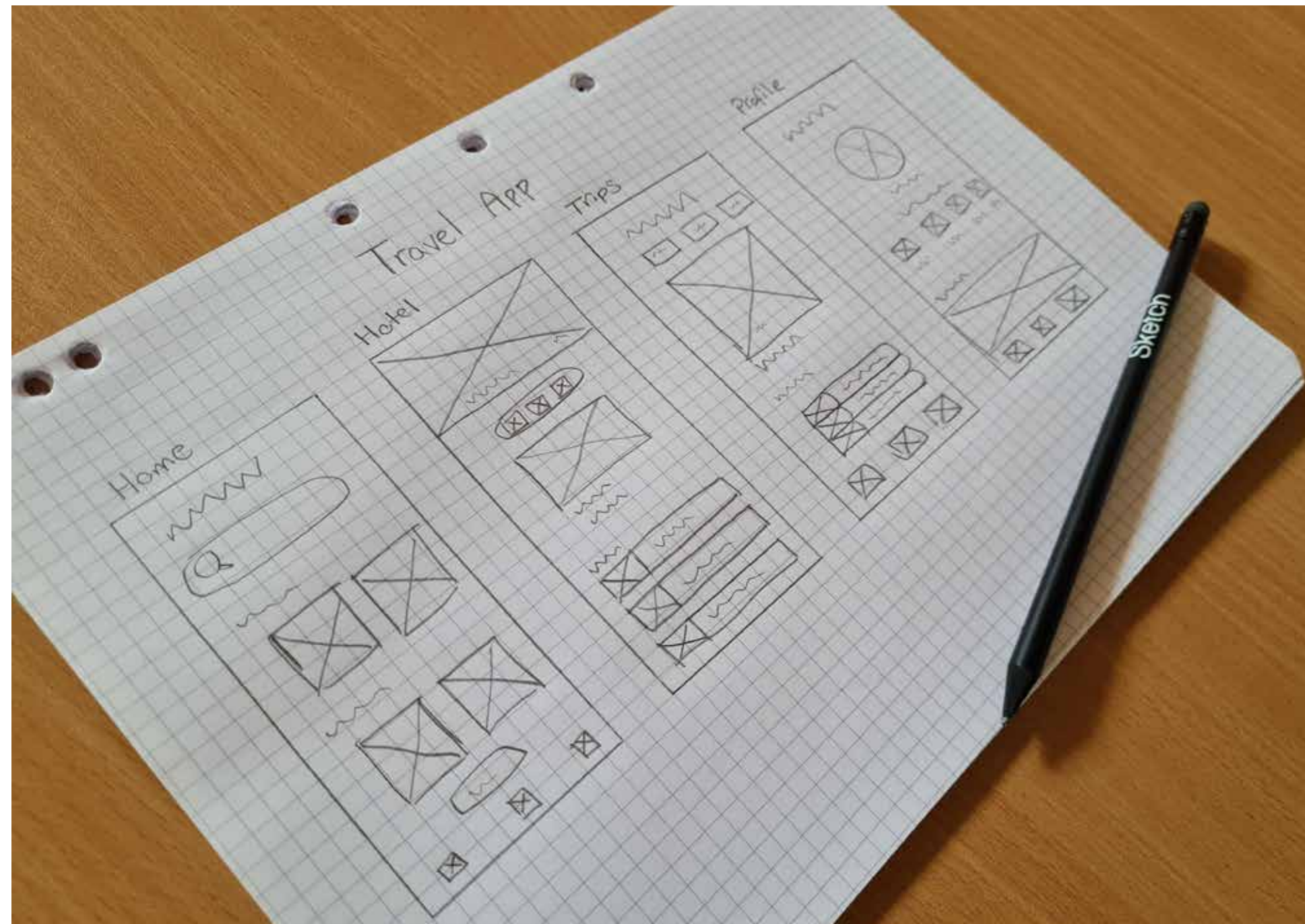
What is a Wireframe?

A wireframe is a visual guide that represents the informational structure of a digital interface. It focuses on user flow and functionality—not on aesthetics.

Wireframing bridges the gap between ideas and implementation.

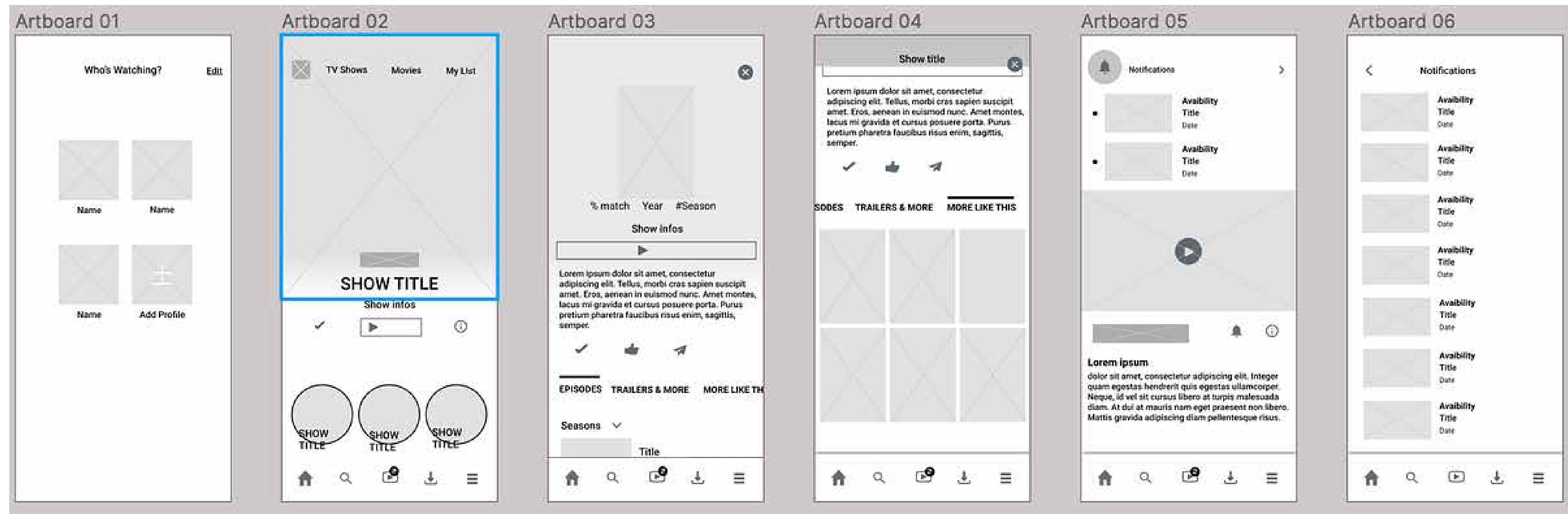
Drawn Wireframe

Your first wireframes should always be sketch. Sketch out lots of ideas.



Low-Fidelity Wireframe

Once you've worked out the flow, move to the computer and work out spacing, sizing, etc.



Rules for Wireframing

1. Don't hold back when sketching. **Sketch lots of ideas** instead of settling on your first idea.
2. NO COLOR! No aesthetic detail. You are blocking material and establishing hierarchy.
3. Focusing on placing:
 - Navigation (menus, tabs, breadcrumbs)
 - Content areas (text blocks, images, videos)
 - Buttons and CTAs (Calls to Action)
 - Input fields (forms, search bars)
 - Feedback indicators (alerts, modals, status messages)