

Sketching UI Cheat sheet

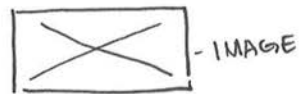


UI pattern conventions for drawing Low-Fidelity Wireframes (a starting point...)

CONTENT:



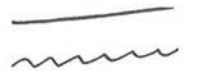
- ELEMENT



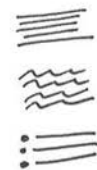
- IMAGE



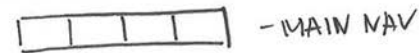
- VIDEO



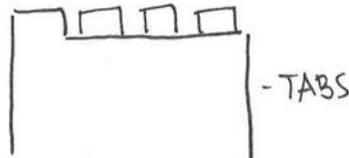
TEXT



NAVIGATION:



- MAIN NAV



- TABS

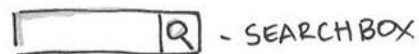


- BREADCRUMBS

FORMS:



- INPUT



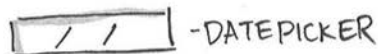
- SEARCHBOX



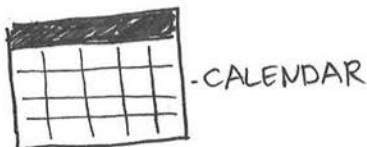
- RADIO



- CHECKBOX



- DATEPICKER



- CALENDAR



- BUTTON

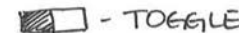
OTHER:



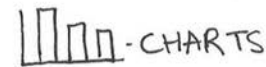
ACORDION



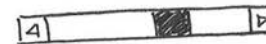
TOOLTIPS



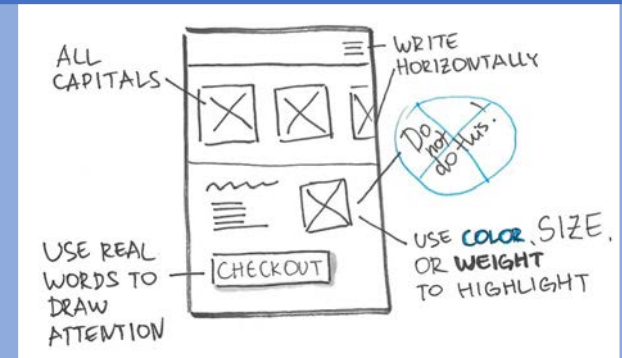
- TOGGLE



- CHARTS



SCROLLBAR



Wireframe Annotations:

Use all capital letters if your handwriting isn't the best.

Only write annotations horizontally

Increase weight or size to highlight text, or use colour if you have it.

Use the real text inside UI when you need to draw attention to it.

Use the language of the people you're going to be presenting your sketches to.

