

design

process:

part two

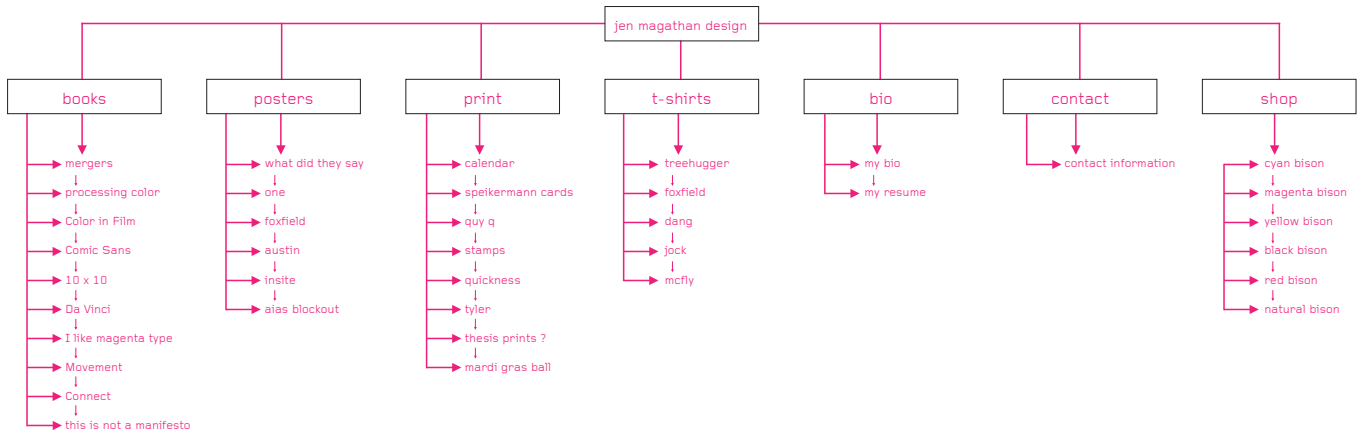
recap:

- ✓ goals and audience
- ✓ site map
- ✓ wireframes

wireframes:

begin to give us an idea of our div structure

Take cues from site map



wireframes

Subtle layout differences for different levels of hierarchy

Sites often broken down into:

Main

Sub

Detail pages

wireframes: main page

Entry point into content

Guide users down intended path

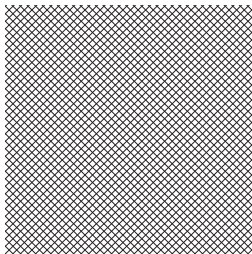
Opportunity to highlight something noteworthy

Newest project

Recent gallery show

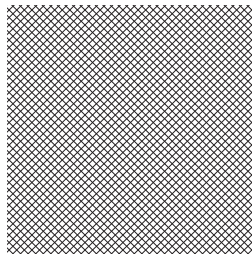
Newest blog entry

big
graphic



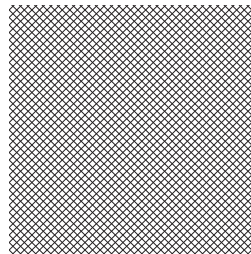
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callout links

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callout news

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wireframes: sub page

High level content

Links to detail pages

Opportunity to showcase a particular category or genre of work

wireframes: detail page

Specialized content

Avoid dead ends!

Opportunity to keep leading user

Next and Previous links

Related links



header
graphic

main menu

menu item
menu item
menu item

menu item
menu item
menu item

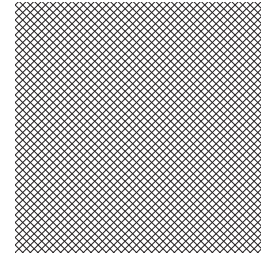
secondary menu

menu item
menu item
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menu item

article title

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picture caption

wireframes to sketches

Once the basic page layout is there..

Add in color, imagery, type, etc.

STARTING POINTS (DIGITAL):

Document size of 1024×768 px

Resolution of 72 ppi

STARTING POINTS (ON PAPER):

Keep 1024×768 proportion (4:3)

in class:

Yesterday you worked on creating a page that had the basic goals, audience, and scope of your web site. Add an image of your site map to this page (scanned is fine).

Today be thinking about what type of wireframes are most appropriate for your project. Using your goals and sitemap as a guide, start making wireframes for your site. Create a separate wireframe for a main page, a sub page, and a detail page.

Post them to your process pages.

for next wednesday:

Using the wireframes from this week as a pattern, start sketching what you want your site to look like! Bring in a printed copy of at least two different sketches of directions you want to go.