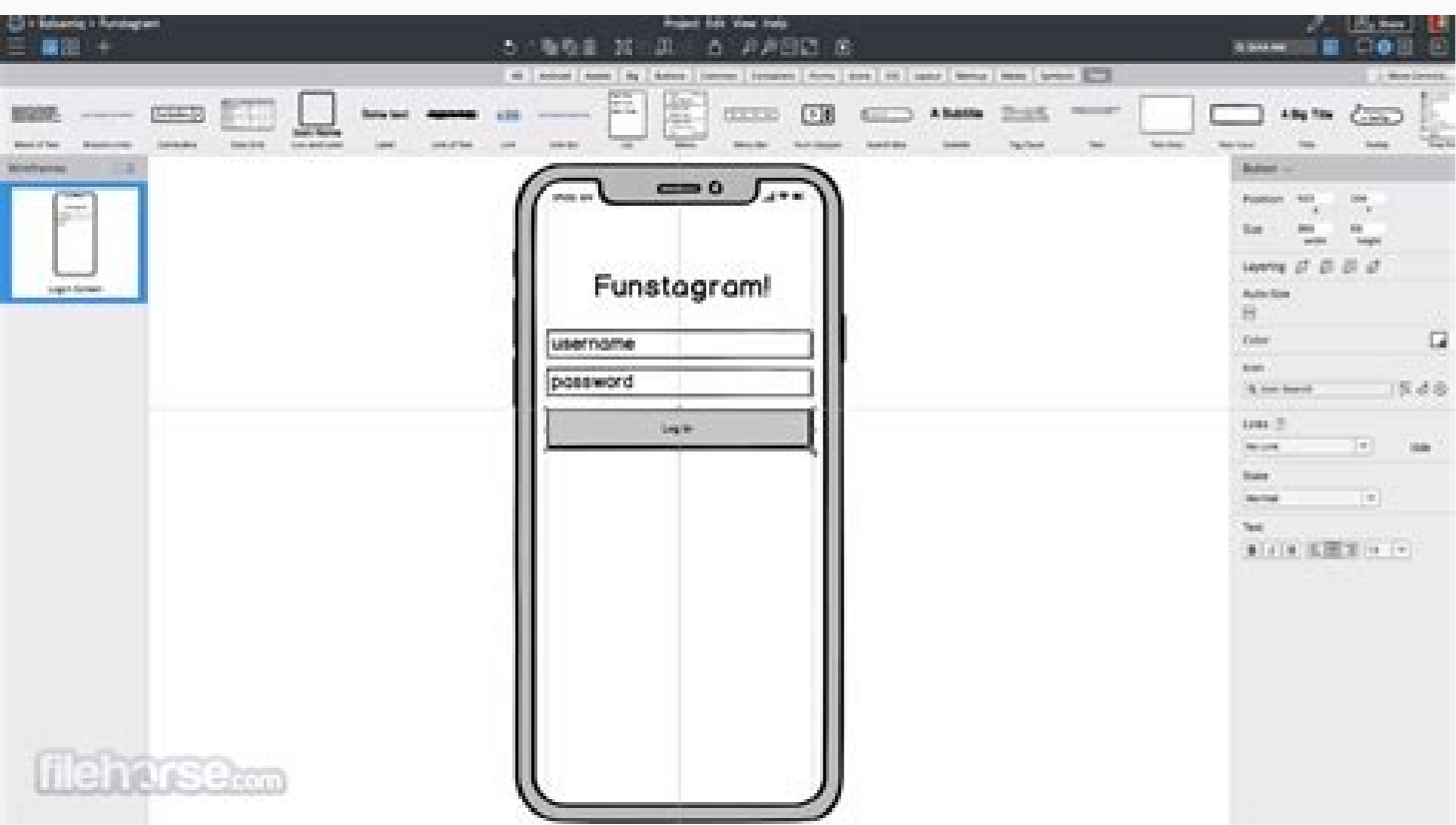
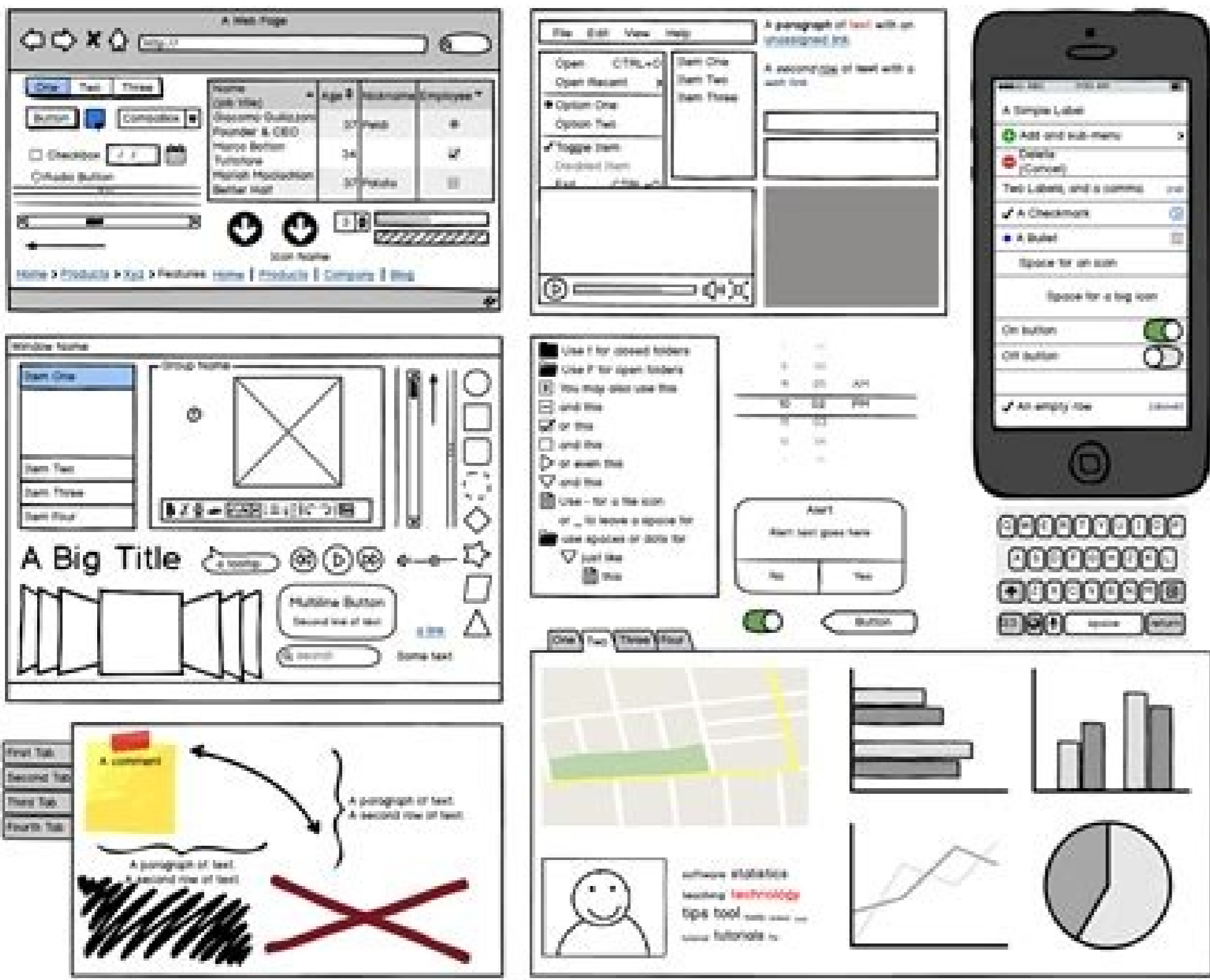


I'm not robot!



Wireframes to Go is a free user-contributed collection of ready-to-use UI controls and design pattern libraries to extend the collection that comes with the built-in UI Library. The Wireframes are designed to work in your Wireframes project Symbols. How to Use Wireframes to Go? You can find the option to launch the Wireframes to Go browser window from either the Project > Import Controls from Wireframes to Go (or File > Import Controls from Wireframes to Go if you're using Wireframes for Desktop) menu item, or the More Controls button to the right of the UI Library's categories. Once you have launched the Wireframes to Go window, you can either browse for symbols to add to your project, or search for them. When you have found the symbols you want to add, simply click on them. This will open them up, allowing you to take a closer look. To add them to your project, click the Import into Project button. The Wireframes to Go Browser will close, and you will see a little toast message in the bottom right corner saying that the symbol has been imported. You can double check by going to the Symbols View, and looking for the symbols in the navigator. From there, you can view, edit, or delete them. We'd love to share your custom symbols with the world, so if you're willing, here is how to submit your project to Wireframes to Go! First, create an empty project, and make sure the skin is set to Sketch and the font is set to Balsamiq Sans 13pt Next, move your symbol into the blank project. In the Project Info Panel, add a short description of your symbol. This is what will show up in search engines, so try to keep it under 160 characters. Switch to the Symbol View and make sure your symbol is named what you would like it to be named. In the Symbol Notes, add your name and the date you created the Symbol for us. Save that project and email it to us. Of course, if you don't have time for all of that, don't hesitate to email us what you have, and we will make it work. We appreciate all submissions as it makes the community stronger! Title says it all. Where can I find Material design symbols/controls/icons? My team has to develop some Android UI mockups as part of a project here by my university (using our accounts provided by our university on mybalsamiq) and I would very much appreciate if anyone could point me towards the Material design library for myBalsamiq. Your current controls are kinda obsolete and do not reflect the design language used on mobile devices and are thus unsuitable for my needs. I've seen a few threads and this has been requested multiple times since 2015 but all I can find are few libraries for the desktop version of your application (Mockups 3) which has unfortunately not been licensed by my university. I've played around with the trial version but the current symbols library is crude and lacks most Material UI elements. I just don't get it, your competitors already have already stepped up their game and implemented the UI elements mandated by modern versions Android. Some of the web-based wireframing tools I've tried are vastly superior in terms of features and use modern web technologies. Why has myBalsamiq not been updated (why the heck does it even use Flash in the first place?) and when can we expect some Material design/Android symbols? I have a tight schedule and I would like to get started with my work here. 3 Likes Sorry about the wait on this, @Yowan. We are working hard on adding more Android/Material Design controls to Mockups. One thing you can do right now is import this Material Design Template into your myBalsamiq project by following these steps. Hopefully that will help you get started! We are very close to launching a closed beta of the next generation of myBalsamiq. It's completely rebuilt in Javascript, so it won't require any 3rd party plugins to run. We had hoped to have it ready sooner, but it's been a huge project for our small team, and we wanted to make sure it was done right. Sorry again about the Material Design controls, my friend. More are coming! 3 Likes Thanks for the response. Is there any ETA for the new version or possibly a beta version to try out? Hi @Yowan! No ETA yet (it will depend on the beta version too) but I'm happy to add you to the list for trying it out, we'll keep you in the loop. I'd love to get in on that beta too. We've gone exclusively to material design for our dev and having more resources for that in balsamiq would be so helpful. thanks. Added, my friend. We will be in touch if you would like to also be added to Beta, if it's still open - thanks! Absolutely @eazyuru. You're on the list now! Could I also get added to the beta? Sure thing, Jonathan. Shoot us an email. I just sent the email, thanks. 1 Like I'd like access to material design icons in Balsamiq too. How do I get this? Can I get on the beta list? Hey @Fenton, The Material Design controls we were discussing here are in the latest version of the app. If you're looking for more controls than that, you can check out what we have at our Wireframes to Go community site. Here is how to import them into your project. Let us know if you have any questions! Edit: Alasdair pointed out that you may be looking for the Material Design icons themselves. That is something we are looking at adding once the new desktop version of the app ships later this year! Hi Brendan, I couldn't find everything, including even just an android container. I had to go to wireframes to go community, and import the material design set from there, and import them into the project as symbols. That has seemed to work. It would be nicer if that worked 'out of the box' though. Is that what you mean is coming to the next version? Yes and no, @jFenton. After the dust settles and all our apps are on the same codebase, we are going to look into adding the Google Material Design icons to our app. This wouldn't be containers or windows, just the icons that Google uses across their Material Design apps. We will, however, be adding a more seamless way to get Wireframes to Go contents into your projects. Those Material Design controls that you downloaded wouldn't be included by default, but you would be able to search and add them all from within the app (it's a pain to add stuff from WTG right now, and I'm sorry about that). 1 Like Is this all worked out now? Will the Material Design keep the codes when I export the project. Hi @Strum Stanton! Thanks for the post! And welcome to the forums. For Material Design controls, the source for those is still e.g. Android Material Design Google Material Design Template Per Brendan's message from April 2018, getting Symbol Libraries into your project from within the new, native desktop apps is now seamless and straightforward - if you're interested in testing the beta of the new macOS and Windows apps, just DM me here or drop a line to support@balsamiq.com and we'll get you set up, ok? Finally, the idea of adding the Google Material Design icon set to our native apps is still just an idea and I don't see that happening in the short term. Finally, finally I'm not 100% sure I understand what you mean when you ask will the Material Design keep the codes when I export the project? If you could take a moment to expand on that, I'll be happy to help. For now, all the best, is this still the best away to handle material design wireframes? It looks like there are more Material UI elements available but not all. I would like to also be added to Beta, if it's still open. Hi there @mrusso and welcome to the forum. The beta we were discussing earlier in this thread was the beta for the native desktop apps which we were working on at the time. The updated app shipped in January 2020 and is now the current version of the desktop app: Balsamiq Wireframes for Desktop. The best place to grab Material Design Symbols is still Wireframes To Go. It's not quite as convenient as having those controls built in to the UI Library but we have made importing Symbols and templates into your projects more seamless in the current version of the desktop app. We cover the basics of mobile wireframing, design patterns that are unique to phones, common native mobile interactions, and tips for designing your app. The process of wireframing mobile applications is similar to that of wireframing websites, but there are some key differences to be aware of. There are different terms and design patterns, and new modes of interaction. If you are creating a native app from an existing web product, you will have to translate an experience where the user uses a mouse and clicks around to one where they can tap, swipe and pinch-to-zoom to navigate. Not to mention that you'll have less space to work with! Most users are already familiar with design patterns that are unique to phones. Swiping left or right to navigate through a photo gallery, for example. It's important to leverage this knowledge and use established patterns while designing your mobile app. In this article I'll outline some things I've learned in order to help you transition from web design to app design. Mobile UI concepts and terminology before diving in let's take a moment to learn a bit about what makes designing for mobile unique. Even though web design and app design are pretty similar, there are differences in how apps are developed, and that brings with it different names for some UI elements. It's helpful to understand these terms when starting to wireframe because it will allow you to better communicate with the development team. The first thing you need to remember is that when designing a mobile application you aren't designing pages, you are designing screens. Beyond that, here are some common mobile design elements you should become familiar with. Navigation Bar The navigation bar (or navbar) sits on top of the app screen and allows for navigation of screens within one tab. Tab Bar The tab bar sits at the bottom of the app screen and provides the ability to quickly switch between different sections of the app. Segmented Control A segmented control is a horizontal set of two or more buttons that allows the user to switch views within a screen. Similar to tabs on a webpage, they allow the user to view different sets of information without leaving the screen. Action Sheets An action sheet is similar to a pop-up alert. They rise from the bottom of the screen after the user taps a button. The action sheet then presents a series of options for the user to choose. Design patterns When I started my first native mobile app design project, I designed it too much like a website. While testing the first prototypes it just didn't feel right. It wasn't a smooth experience. I hadn't done much competitive analysis or research, but just dove in with my knowledge of using apps for years and designing countless websites. I then took a step back and luckily stumbled upon a few websites that focused solely on presenting native mobile application design patterns. Seeing how different apps used similar patterns opened my eyes to the issues I was experiencing with my app. Design patterns are common in every type of design. They are

similar to content blocks; they're reusable and you can mix-and-match them to build your app. Look for some links to my favorites at the end of this article.
**Double Tap** - Pretty much the same as clicking with your mouse.
**Swipe** - A swipe is used for scrolling up or down long pages. Also for deleting content in a list.
**Flick** - A shorter swipe of your finger. Think of swiping through images on your phone's photo library.
**Press and Hold** - Press and hold interaction is most commonly used to rearrange apps on a phones home screen. Think of it as an interaction that allows for initiating other actions.
**Pinch to Zoom** - This was a very novel interaction when introduced by Apple. It allows users to zoom in and out of images by pinching two fingers together or away from each other. It has now become ubiquitous as a way to interact with images on touch screens.
**There is also 3D Touch**, where the device can detect the level of pressure your finger is pressing and activate different interactions based on that pressure, but it is not supported in all apps or on all devices.
**Tips for designing your mobile application**
**Screen trees and user flows**
**Before creating wireframes, it's good to start your project by creating a screen tree and/or user flows.** These will serve as a guide to help you figure out what wireframes you'll need to create and how they should be connected. A screen tree is the mobile equivalent of a site map. You can create one in Balsamiq using the site map feature, or simply use a pencil and paper and sketch them out. An example screen tree
**User flows** are a way to break down each task or goal you want your users to accomplish in your app, while highlighting the alternative paths they can take. They make it easy to validate if the path you've created allows the user to complete their task.
**User Flows** may not be linear—they typically contain decision nodes, paths, and loops that show all possible interactions with the product.
**User Flow for a Pet Adoption app**
**With a screen tree or user flow in hand, you'll have a list of the wireframes you'll need to create.** You can start by creating placeholders or very basic wireframes for each and then adding detail as you iterate and develop your content and templates. The navigation structure of your app is really important. This is where a lot of first-time app designers struggle. I know I did. Applications are not like websites. There isn't a top level navigation with easy access to pages. You have to design a clear and simple path of how to get around and get back to the beginning. You should spend a lot of time designing and testing the flow of your screens to make sure it's logical and easy-to-use. The best way to know if your navigation works well is to create clickable prototypes by creating wireframes for a user flow and linking them together. Linking together static pages is fine at this point. You are simply testing how it all flows together. You don't need to add the ability to swipe or long press yet. Test it. Does it feel right? Show it to other people and have them navigate your app. Does it make sense to them? This is easy to do and may have a big impact on the usability of your app. Working on the navigation early in the design process will save you headaches and complaints from users later. Designing for the right screen resolutions I found this great infographic at Geek Cosmos. As you can see in the diagram above, there are lots of different screen sizes just for iPhones. The same goes for Android, which has multiple device manufacturers, all with different size options. But don't worry too much, because both Apple and Android have created ways to help make applications work on multiple screen sizes automatically. It's similar to developing a responsive web page. It's not perfect, but it means that you won't have to create a design of every screen for every screen size. Just be sure to check your design on a few different screen sizes during development and make any necessary changes to the UI.
**Tips for designing for different phone screen sizes**
**Start with the middle screen size when designing.** This will help ensure that it will work for the larger and smaller sizes as well. You will still have to adjust the larger and smaller designs, but it will be easier than starting too small or too big. Here I started with the middle size and then created the large and small screen size wireframes. When I begin the design phase, I will have a much better idea how they will all look. Understand how the content will layout on each size. Smaller phones will not show as much, and larger phones will show much more! Make sure that you don't have important information cut off from the smaller size, or become less prominent with the larger format. Finally, try not to worry too much about making the design perfect for every device size. If you have access to analytics, find out which device sizes are most common and target the best experience for it. Be sure that it works for the rest, though.
**Tips for improving your mobile application wireframes**
**I've found it useful to break up wireframes by either the user flow or by tabs in your app.** This will help you keep everything organized. However, you should still link your entire app together as a prototype, to make sure the user experience is consistent and flows together properly. Adding gesture images helps convey your intent for interactions with users and developers. I typically make my first version of wireframes with gesture images to show my intent, but after client approval I hide them. I use this version to create the clickable prototype. In Balsamiq you can do this by making your gesture images "markup" and toggling them on and off as needed. In this wireframe, I have broken out the interaction by the Score Tab, as well as added gesture images to convey my intended interactions by the user. If your app will be in both Android and iOS, create both versions at the same time, following their respective design guidelines. Doing this in the wireframe stages, again, will be much easier than doing it further down the road. Also, this will help ensure that your app will offer the same UX across platforms. That's it! I hope you feel more prepared for your next mobile app project. I have included some resources I found valuable through my journey of creating mobile applications. Best of luck and happy wireframing.
**Resources**

**收集整理Android开发所需的Android SDK、开发中用到的工具、Android开发教程、Android设计规范、免费的设计素材等。** · GitHub · inferjay/AndroidDevTools: 收集整理Android开发所需的Android SDK、开发中用到的工具、Android开发教程、Android设计规范、免费的设计素材等。
**Moqups** is a streamlined and intuitive web app that helps you create and collaborate on wireframes, mockups, diagrams and prototypes — for any type of project. 26/08/2018 · To help you make the most of mockups, we've handpicked 30 of the best free Android mockups. The list covers Android phone mockups, Android app mockups, Android device mockups, and more. Assets are provided in PSD, Sketch, XD, PND, and SVG formats, so you can easily find one that can be integrated into your projects. 23/11/2021 · The complexity of the Balsamiq Wireframe library can be a source of great inspiration for designers when producing desktop and mobile ... Android, Windows phones and ... mockups, wireframes, and more. Price breakdown: Free 2-week trial; \$6 per user, per month (paid monthly); or \$5 per user, per month (paid annually—2 months free ... 19/08/2021 · Balsamiq • Wireframing tool • Create mockups which focus on functionality and user flow: Starting plan of \$9/month: Browsers, Windows, macOS: Figma • Cloud-based design • Design and build prototypes • Create wireframes, mind maps, mood boards • Collaboration tools: Free for three projects, then starting plan \$12 per user/month ... 02/12/2021 · Softonic review. A free multimedia design tool. Figma is a free digital design and prototyping tool for both UI and UX design.Its primary use is for the creation of websites, apps, and small user interface components as they integrate with other projects.Similar to other multimedia apps such as Adobe XD and Sketch, Figma is a vector-based tool with cloud storage. tags: digital imagery, download manager-style, multimedia library, manager-style, downloader, multimedia. SMath Studio 1.0.8253 A mathematical program with paper-like interface and numerous computing features Freeware tags: mathematical operation, math calculator, ... Build prototypes that feel like the end product. Get creative with our design tool or start with hundreds of built-in UI elements. Integrate with Storybook,Git repo, or NPM package and use code components straight from your design system, app or website. Over 2000 elements, icons and UI widgets is what makes HotGloos element library one of the most comprehensive ones out there. So easy to get started you won't even realize you're new here With a very low learning curve in mind for a professional wireframe tool we provide every user interface element needed to design great interactive & responsive wireframes and prototypes. 27/05/2022 · An included UI kit or ability to upload one: In each of the following apps, you can either take advantage of a built-in UI component library or upload pre-designed kits from third parties. Various levels of mockup fidelity : Whether you prefer to stick with basic, low-fidelity wireframes or move toward more high-fidelity mockups, the apps on this list represent a full ...



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