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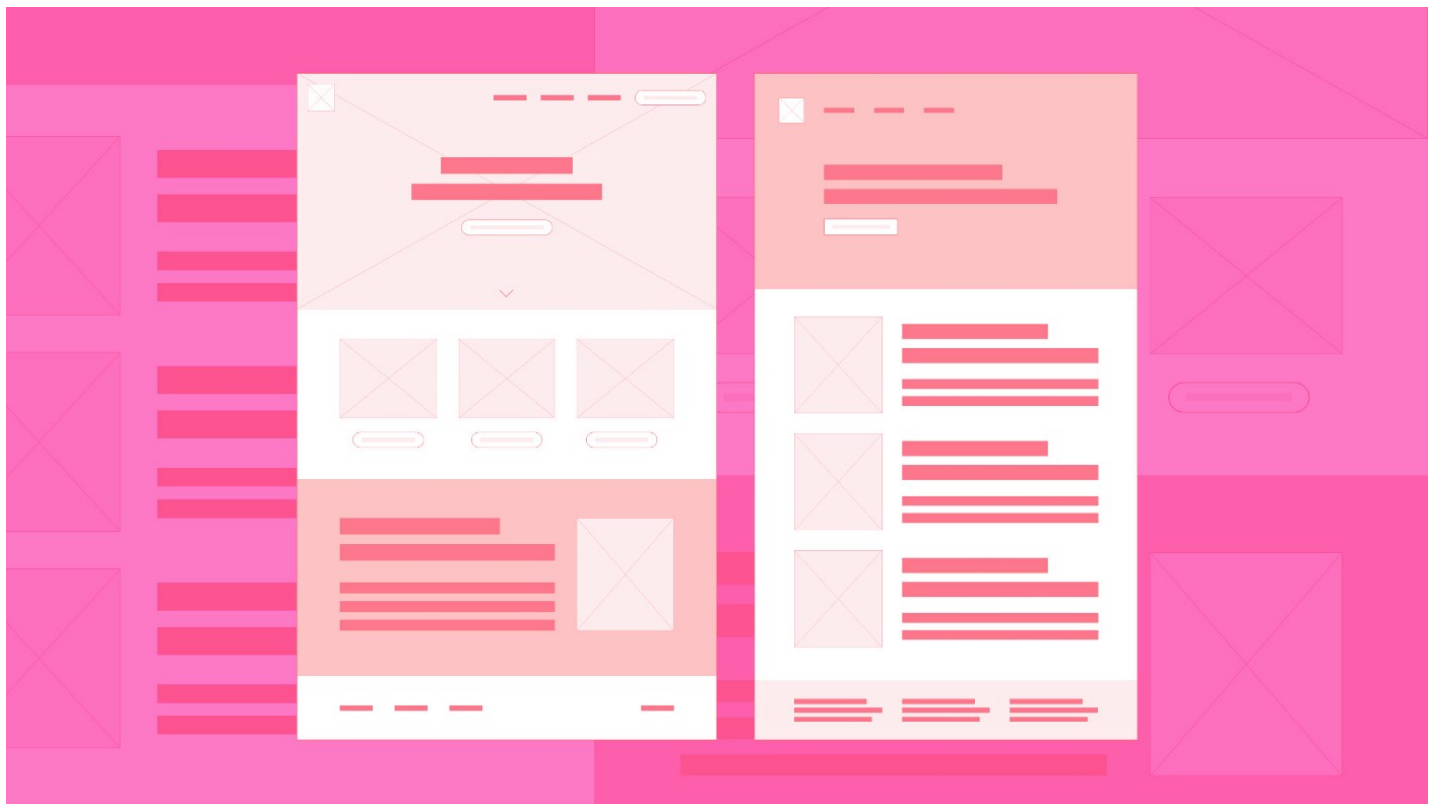
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Getting started with wireframing

20+ wireframe examples from sketch to high-fidelity



Designed by [Monica Galvan](#)

Wireframes are the skeleton of a website, they show the content structure and flow. There are different levels of wireframes, from quick sketches to low and high-fidelity. But they all share a common goal to align on content and structure before finalizing the design.

When you design your first website or even a single landing page, it's tempting to jump right into your design program and start designing. Why take the time to create a wireframe? You'll figure it out as you go. But this is actually a huge mistake.

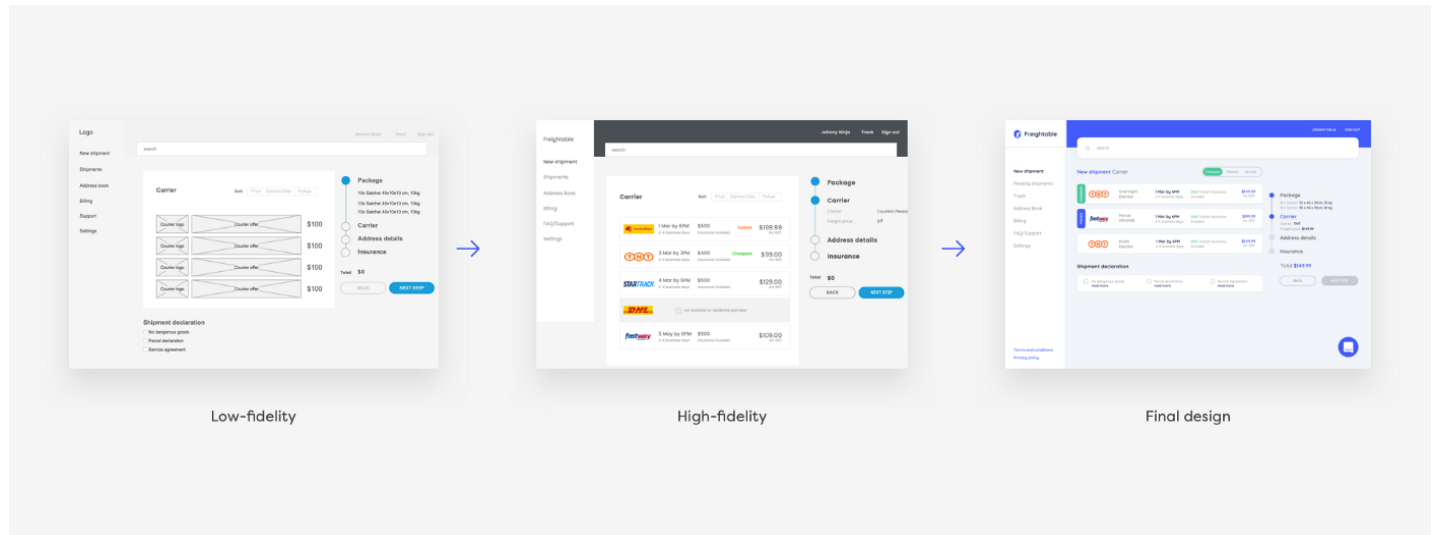
Taking the time to wireframe your website will save you so much time when it comes to mocking up the design and getting client approvals. Let's dive into what wireframing is, why it's important, and learn from other wireframes examples for web design, and how to create your own wireframes if this is your first time creating one.




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goal with the client, you transform this information into a wireframe. These wireframes become a map for how you communicate the design evolution with your client.

Take a look at this diagram to see how a website design evolves from a low-fidelity to high-fidelity wireframe to the final UI design mockup.



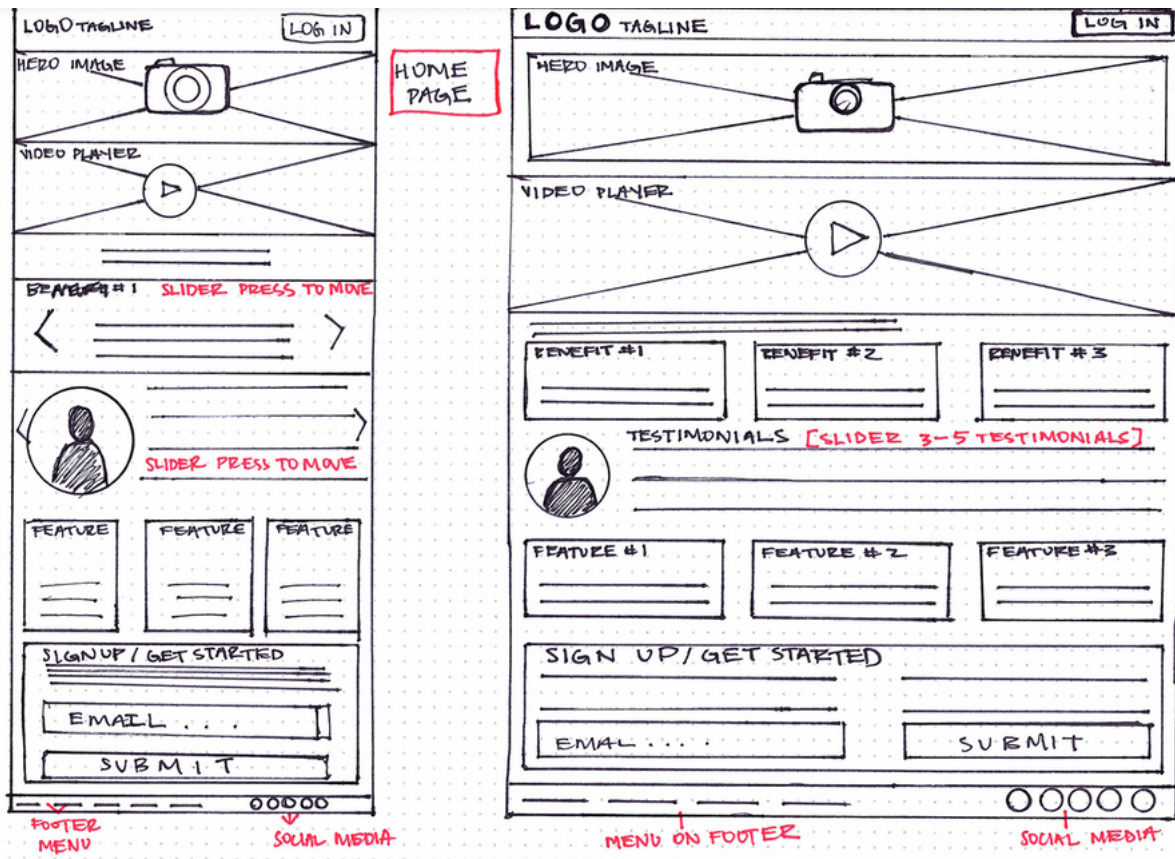
Web design progression from low-fidelity to high-fidelity wireframe and final design ([source](#))

What should you include in a wireframe?

Whether you're starting with a sketch or working on a high-fidelity wireframe mockup will determine how detailed the elements you include are.

For example, on a sketch or a low-fidelity mockup, you'll use boxes to divide up the page and use lines to indicate where headlines and body copy are. You might shade in a box or connect the corners in an X to indicate an illustration or photo.



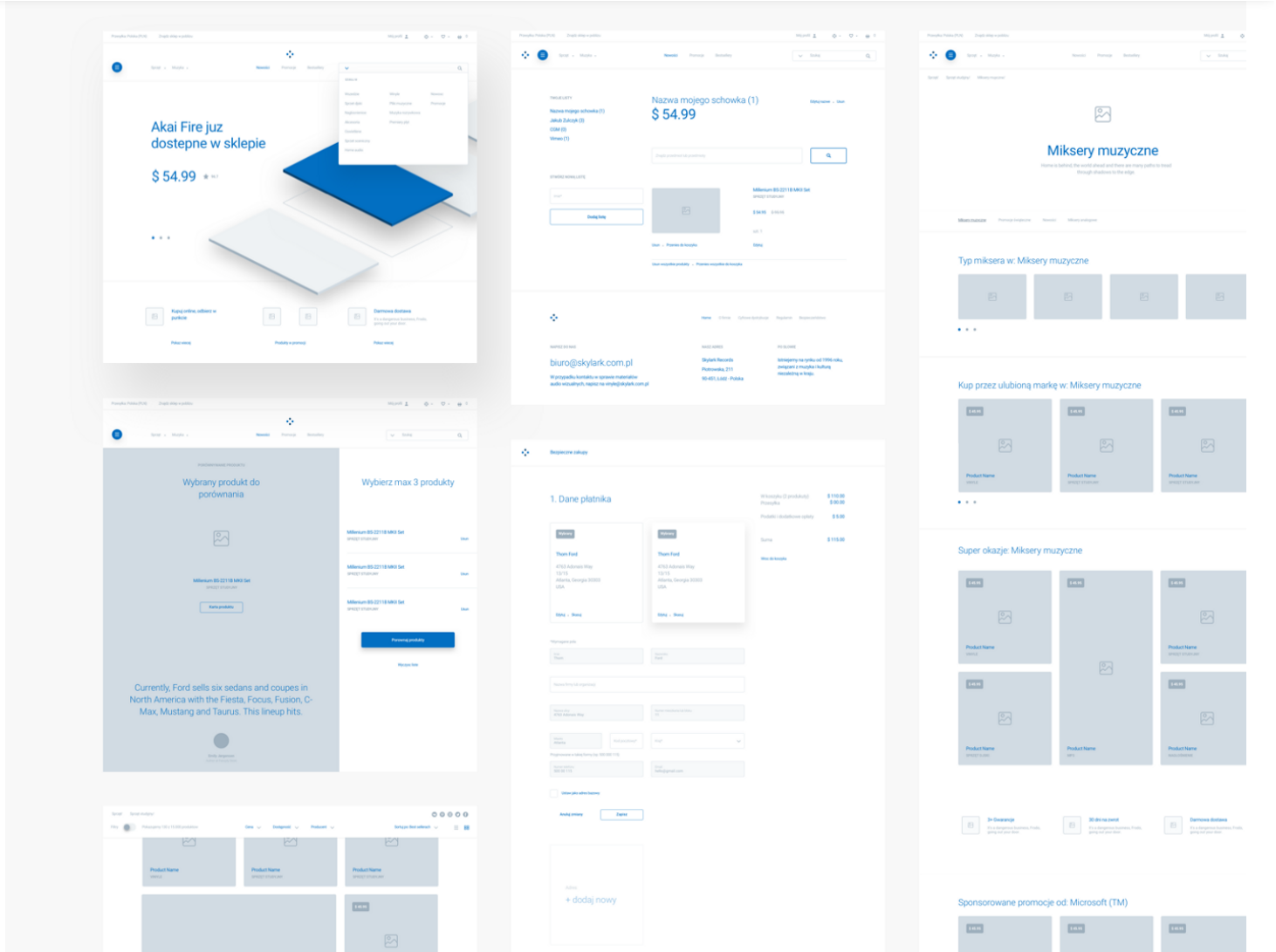


Example of a wireframe sketch for desktop and mobile (source)

On a high-fidelity mockup, you might start to include Lorem Ipsum text to really show the scale and placement of typography. You might use varying shades of gray to show different types of content, possibly add one color to help highlight certain elements, like in this wireframe example below.



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High-fidelity wireframe example with color (source)

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Why wireframing is important

Whether you're designing a few landing pages or redesigning an entire website, a wireframe will help you save time. Let's say a client wants to add a new section to their product shop pages. You can come up with various solutions to solve this one problem by iterating wireframes.

Change the layout, change the hierarchy, think about different ways to solve this one specific problem. Then you can present these to the client to get buy-in before you work on the final design. The most important thing with wireframes is to get client and stakeholder approval first, so you don't waste time designing the wrong solution.

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Create wireframes fast with this tip

If you're wireframing solutions to solve a specific problem, try Crazy Eights. To do this, fold a piece of paper in and in half again. When you open it, you have either rectangles. Spend one minute sketching out a quick wireframe in each section. When you're done, it might look something like the example shown below.





Example of wireframing with the Crazy Eights exercise ([source](#))

It's ok if your Crazy Eights are messy. All that matters is you came up with eight possible solutions. You can then expand upon your best ideas in a more detailed wireframe.

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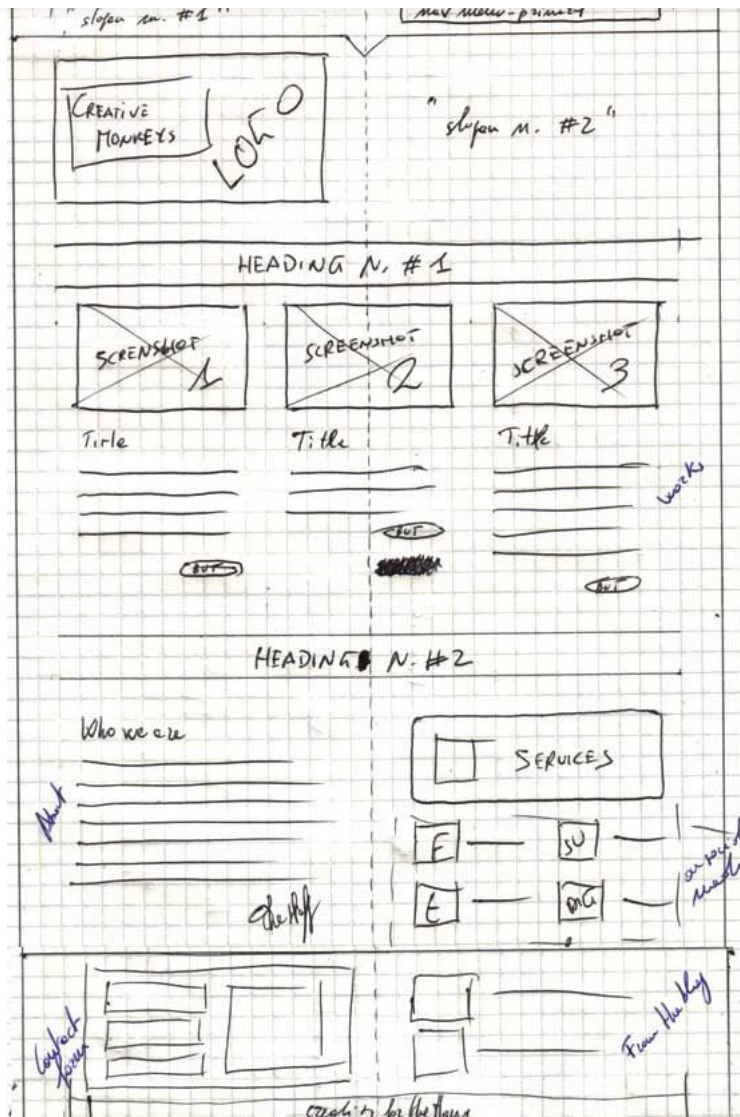
Examples of wireframes

Now you know what a wireframe is and why they are important, let's get into some visual examples. You may have noticed there are different types of wireframes. Is one better than another? Not necessarily, it all depends on the stage you are in for your design project. It's totally ok to start with sketches and progress from there.

Wireframe sketches

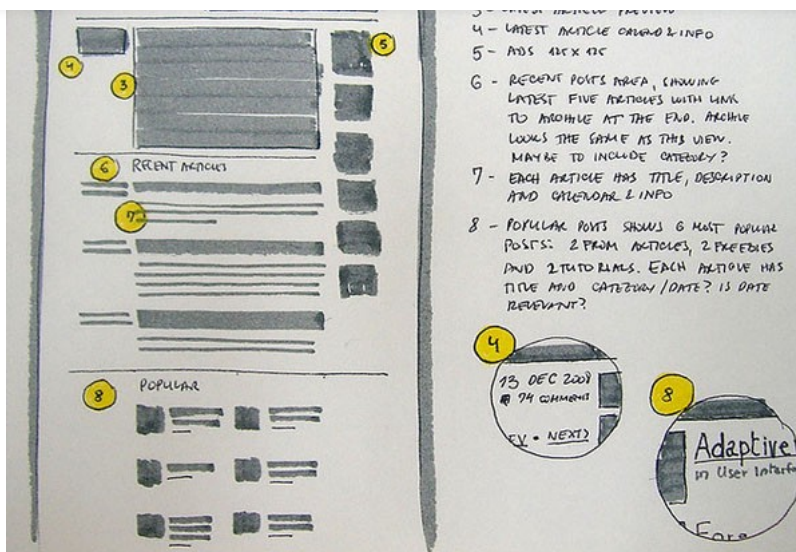
No matter how seasoned of a designer you are, sometimes it's just easier to get out an old-fashioned pen and paper to sketch and get those first ideas out fast. They can be as messy or as neat and detailed as you prefer, here are a range of examples.

This one is simple, there's not too much detail but we have a clear idea of structure and form which is the goal.



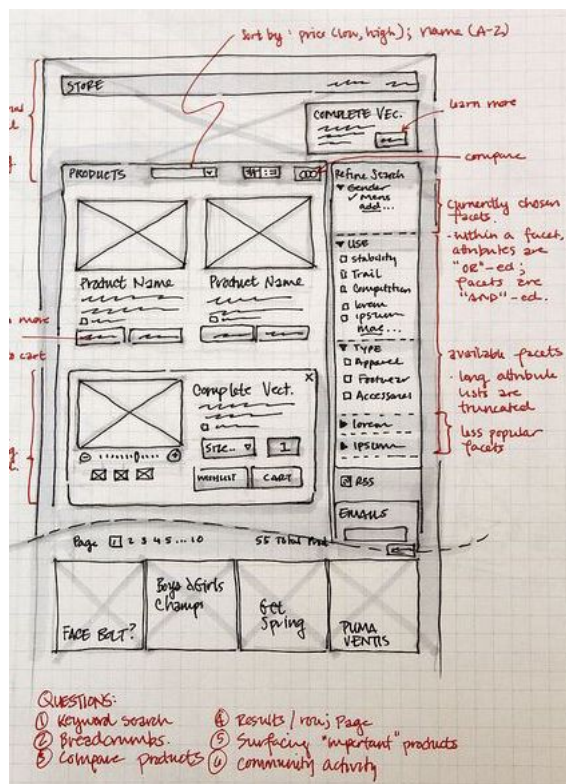
A simple wireframe sketch for a landing page (source)

This example is much more organized, the designer even took the time to create annotations, noted by a numbered circle highlighted in yellow. Little details like this will help you communicate better with a client or stakeholder.



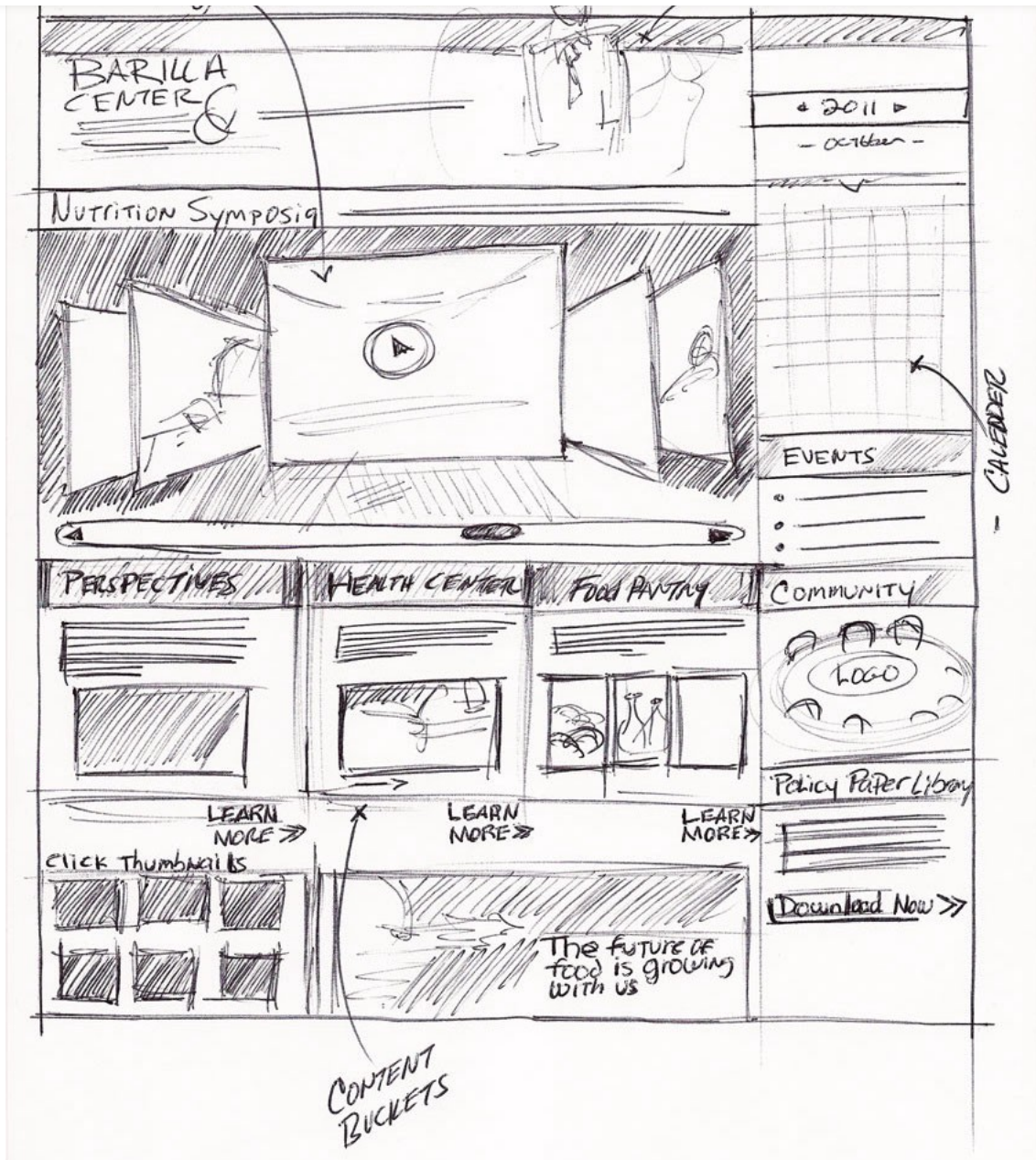
Example of a wireframe sketch with annotations (source)

Using graph paper can be a great resource in sketching wireframes, the squares will help you draw straight lines and do quick math when thinking about the grid and how to divide up the page. You can take it one step further by using a light gray marker to add shading and add contrast for a better presentation experience.



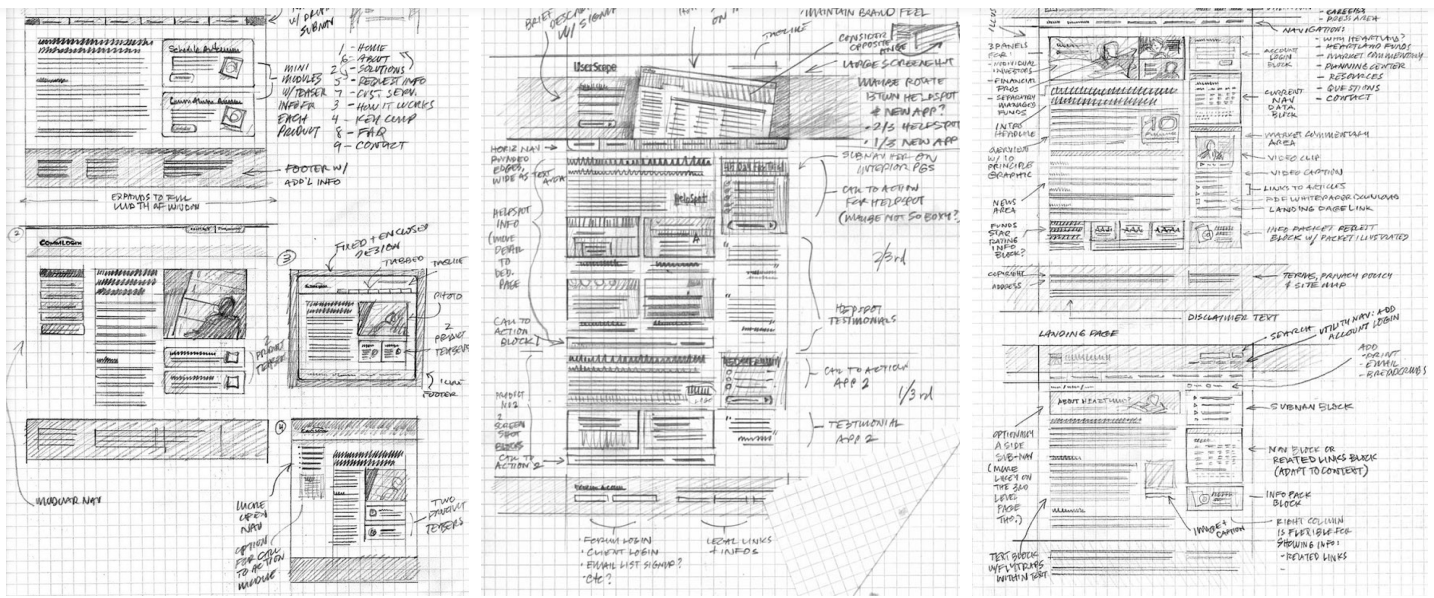
Example of a wireframe sketch using a shading (source)

This wireframe sketch is quite detailed. If you love to sketch or find it quick and easy, this might be how you want to create your wireframe sketches or you could wait to add more detail in the next phase, low-fidelity wireframes.



A detailed sketch of a wireframe for a landing page (source)

This is another example of a detailed wireframe sketch example but it begins to show a user flow by connecting one landing page to three more. This is the power of wireframing at work, it helps you see the bigger picture when designing an entirely end-to-end digital experience.



Detailed wireframe sketches across multiple landing pages (source)

Low-fidelity wireframe examples

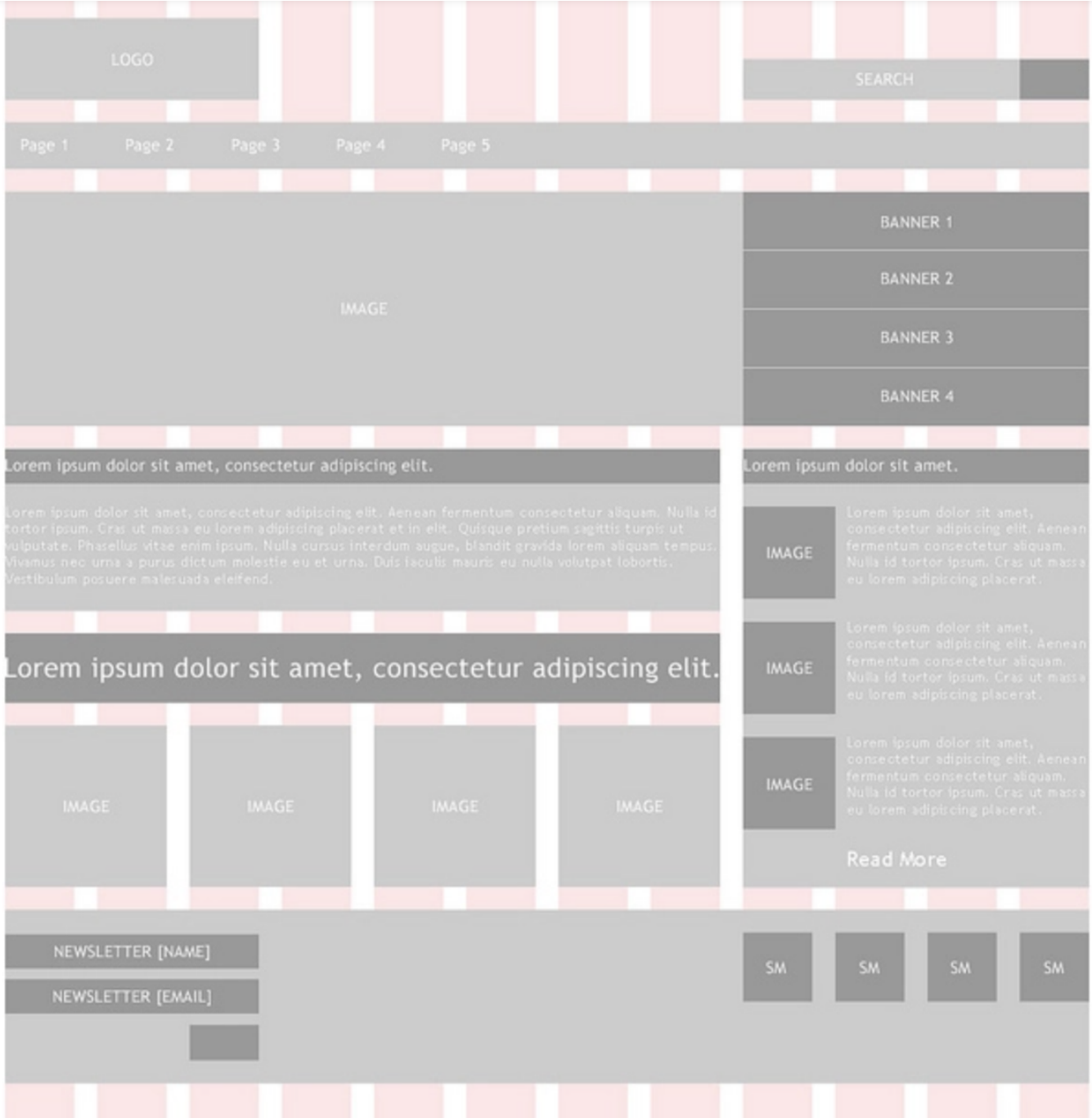
In this wireframe example, the designer created a grid and uses it to divide up information and design elements across the 12 columns. Nailing down the grid system before you head into the design phase will save you time later.

To learn more about grids, check out this article on [Getting started with grids in digital design](#).



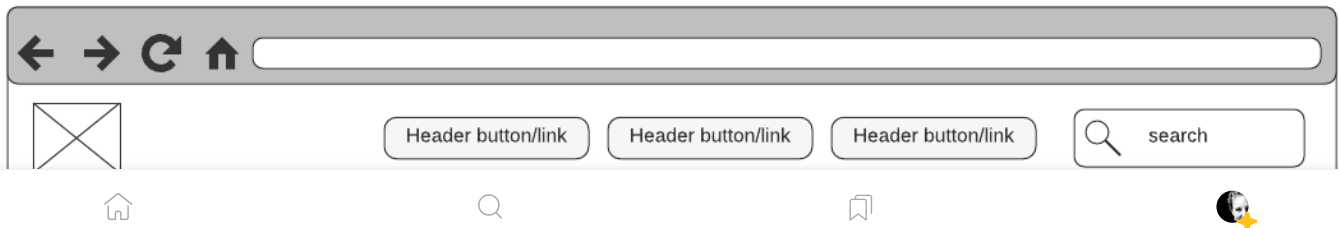


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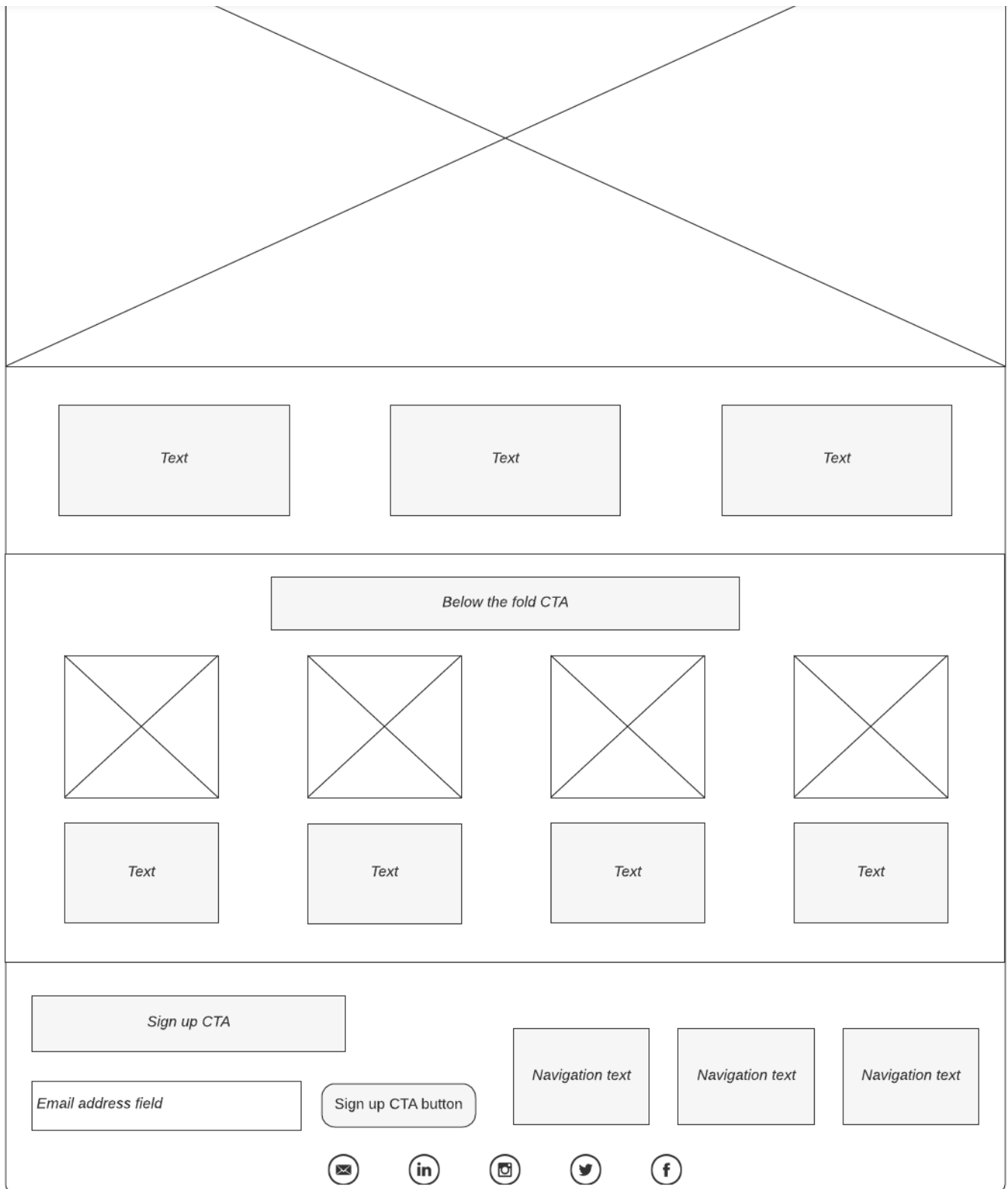
Low-fidelity wireframe example with a grid overlay ([source](#))

Here's a simple low-fidelity wireframe using mostly lines and outlined boxes to indicate where the logo, hero image, and supporting images are. Body text is shown in a box tinted in light gray.





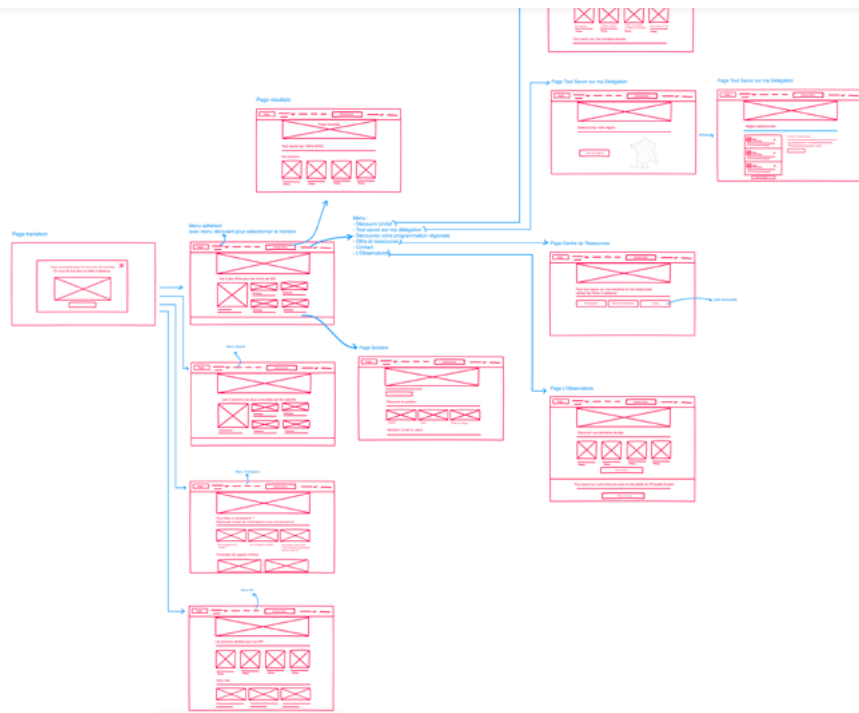
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Simple wireframe example ([source](#))

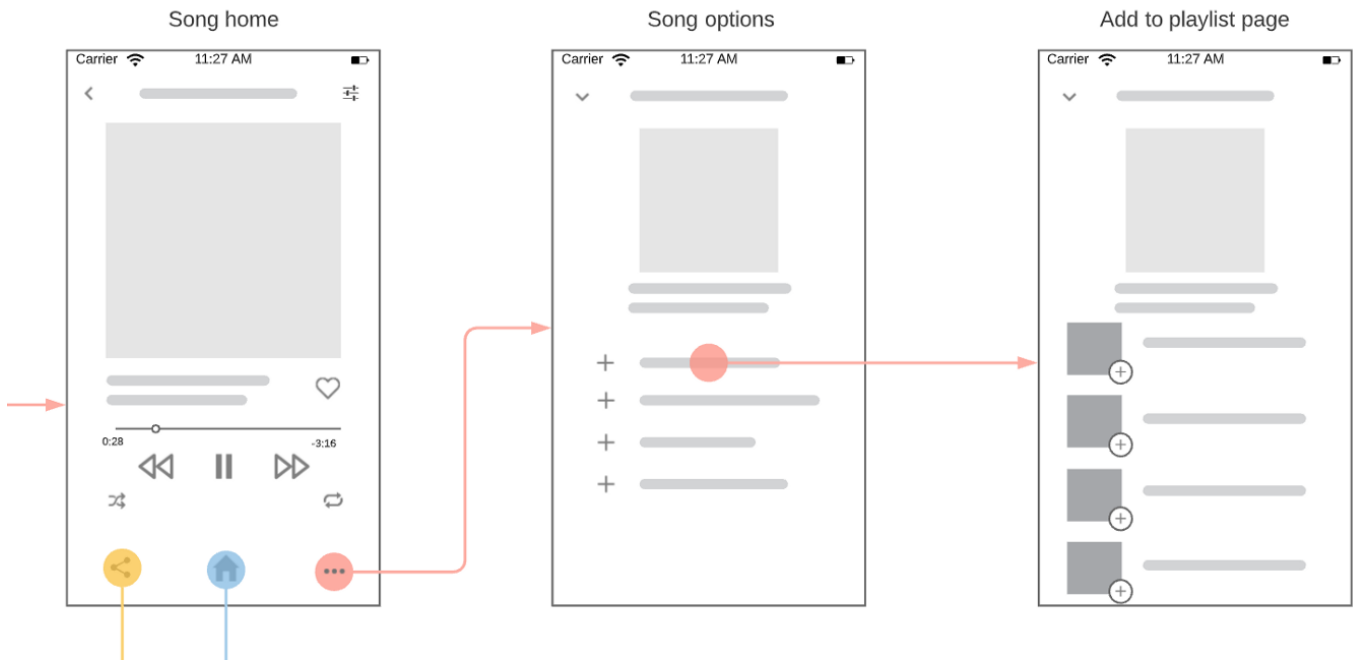
This is a great example of how to create a wireframe storyboard. Start with a simple wireframe for the landing page then map out other landing pages a user might encounter as they click through the website.





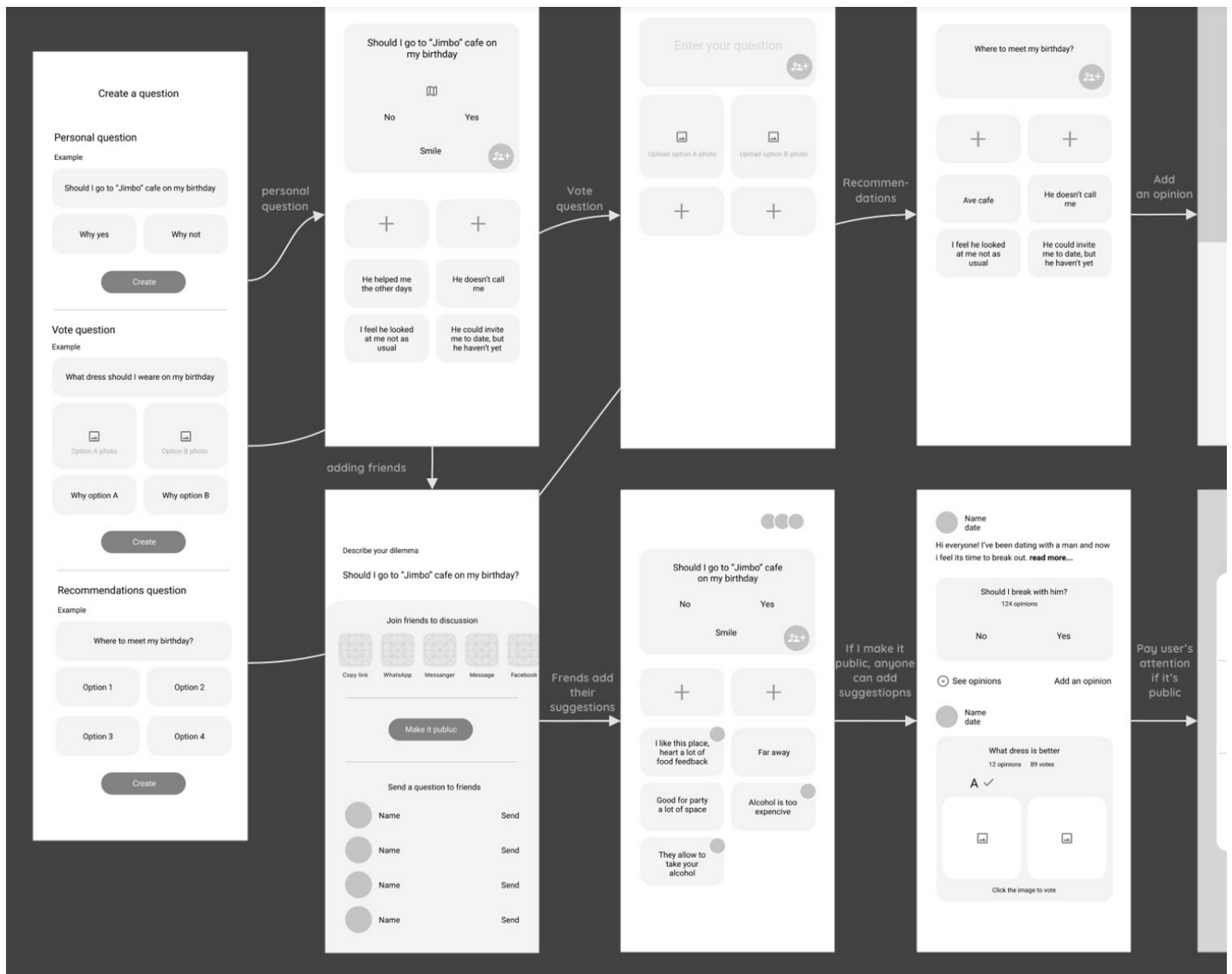
Wireframe storyboard (source)

This example shows a simple flow for a music app. It's minimal, there's not much detail yet, but we already understand how it works from these low-wireframe mockups.



Wireframes showing user flow for a music app (source)

This wireframe example helps to show how a user journey maps out across multiple screens. Consider how your individual wireframes interact with each other by connecting one to another in a flow like this.



Low-fidelity wireframe user flow (Havryk Ina)

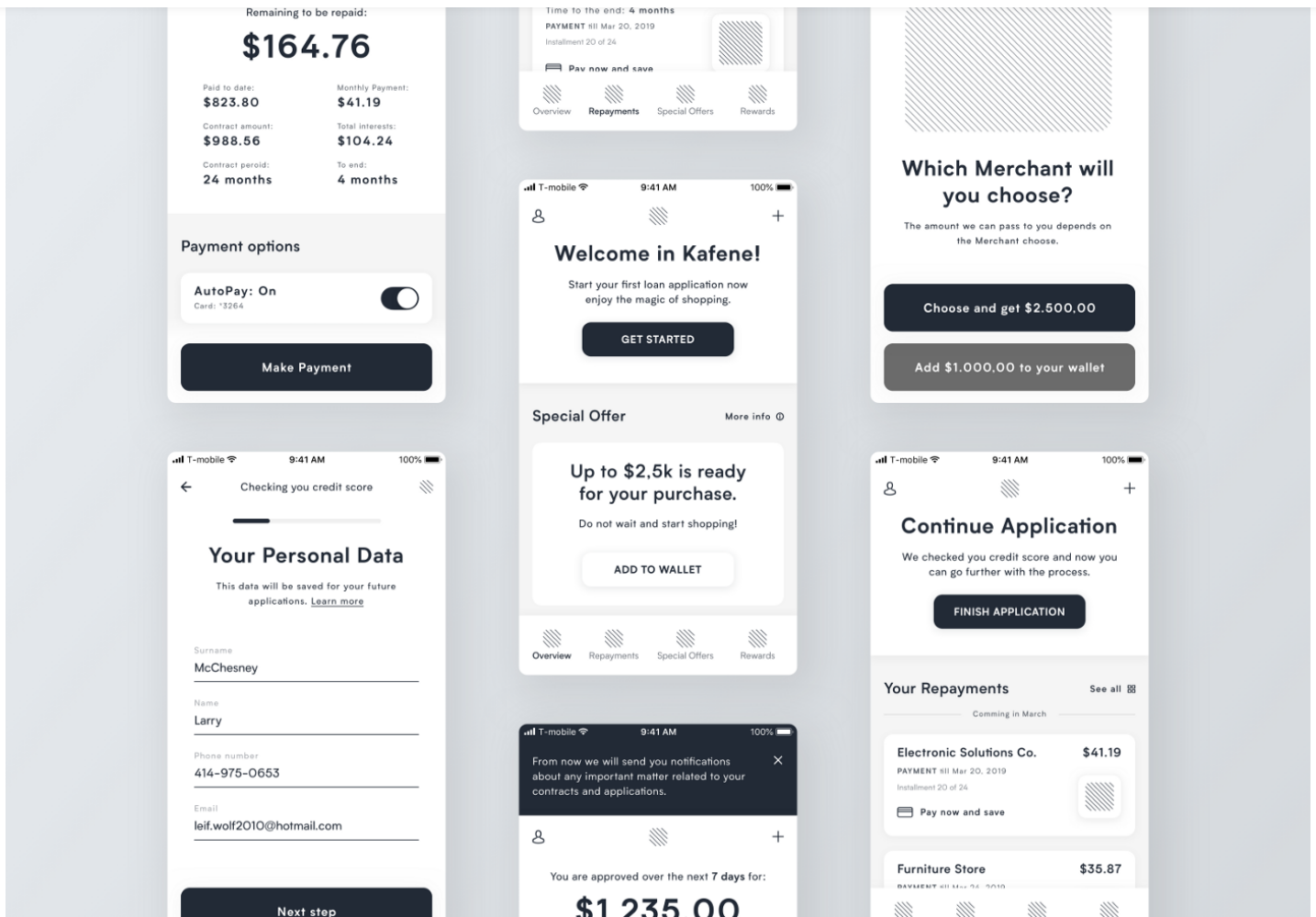
High-fidelity wireframe examples

High-fidelity mockups show a great range of detail as you get closer to mocking up the final design. At this stage, you might be using real copy in headers and sub-copy while body copy might still be a placeholder.

Check out the details in this high-fidelity wireframe mockup for a mobile user flow. The content and organization are nearly finalized which is a great place to be before design.

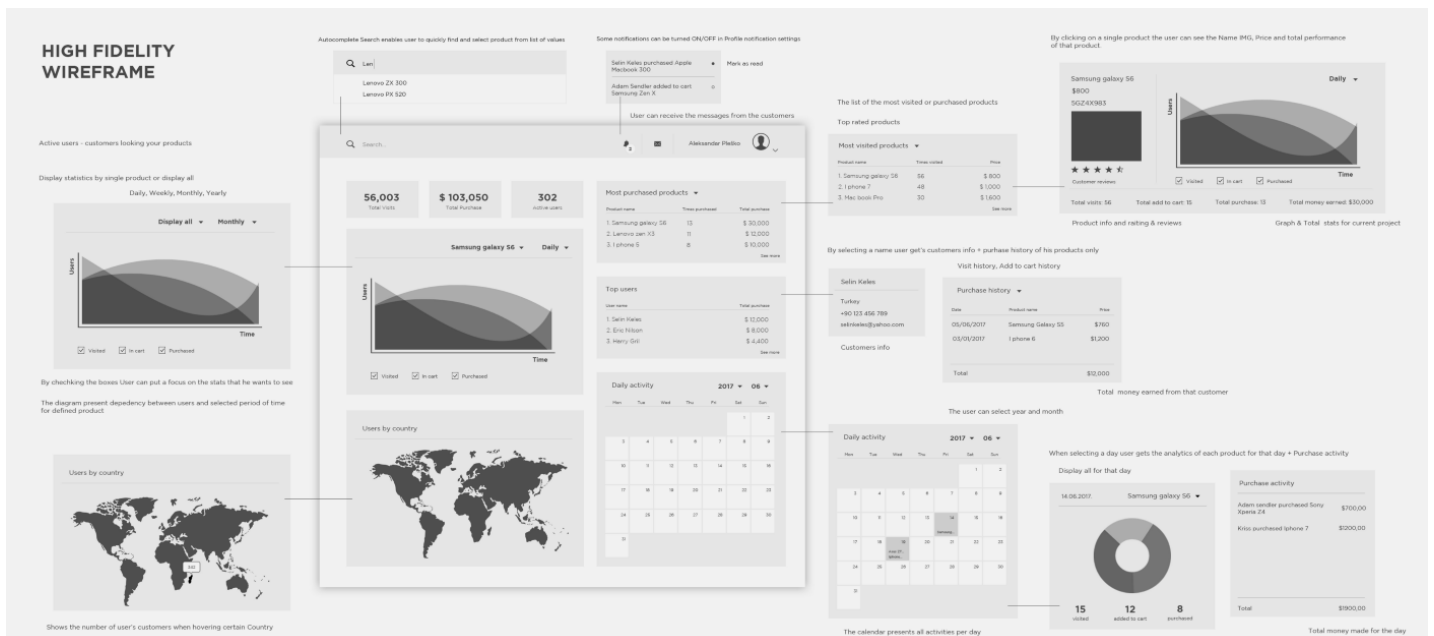


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High fidelity wireframes for a mobile app (source)

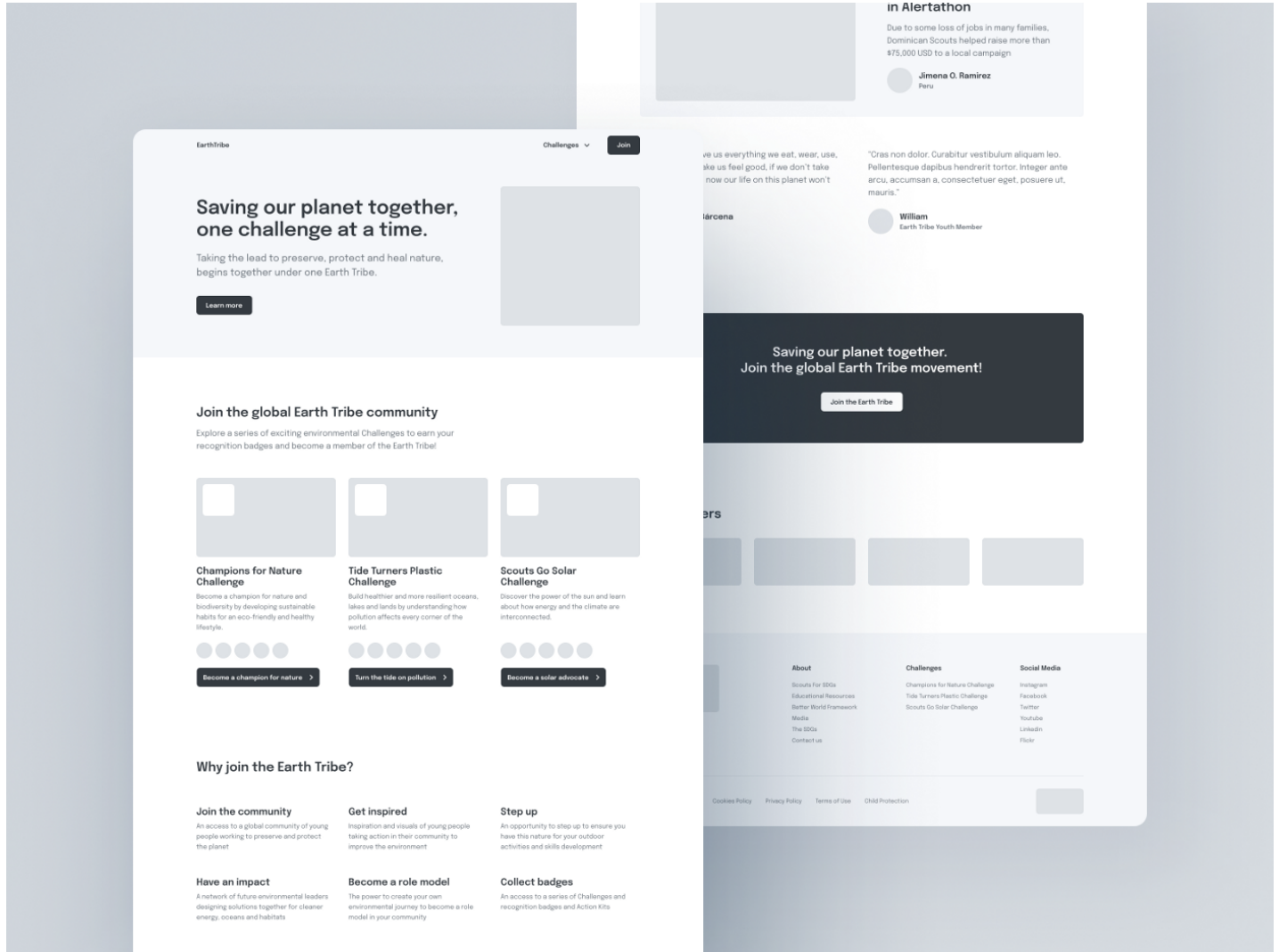
This high-fidelity wireframe example includes charts and maps to convey important time facts and statistics.



High fidelity wireframe with charts and graphs (source: Alexander)



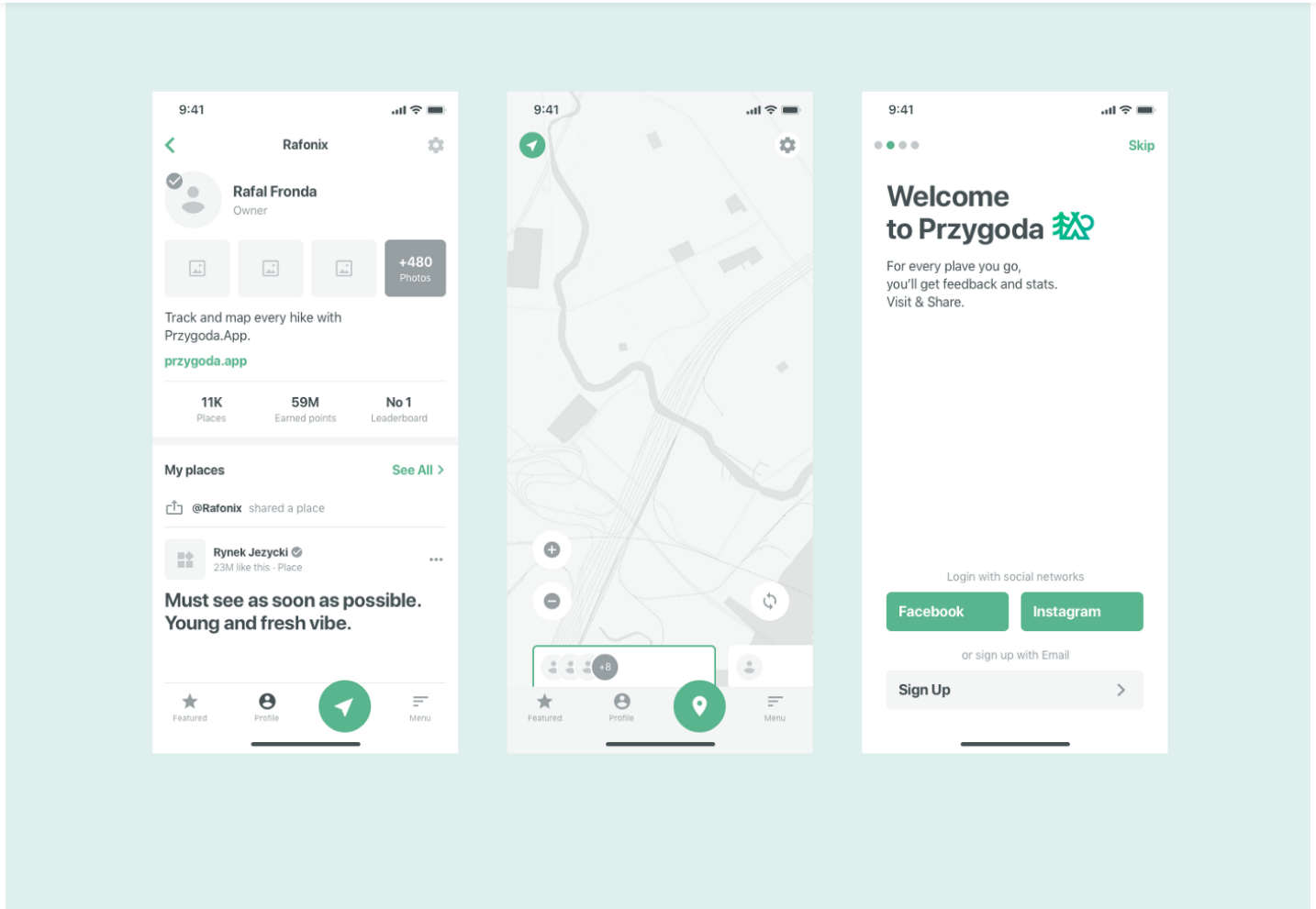
grid, evident in the following two sections. When you're creating your wireframes, think about the grid and use it to make the content more digestible.



High-fidelity wireframe example with real copy (Adam Kalin)

It can be helpful to add one color at this stage of wireframing. Notice the minimal yet strategic use of green in this mobile wireframe example.





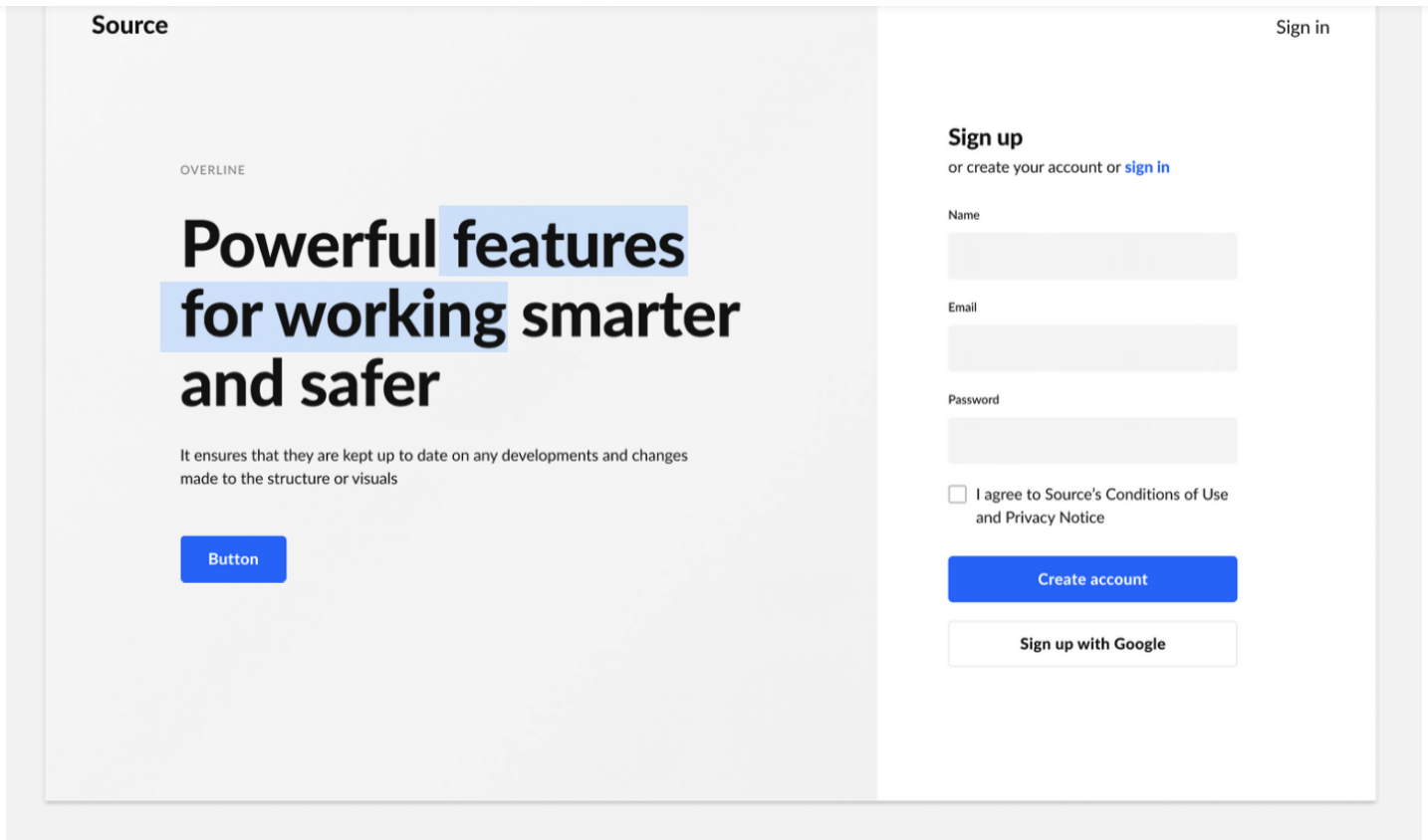
Example of a high-fidelity wireframe using one highlight color ([Piotr Kazmierczak](#))

This wireframe example uses blue as the main highlight color and real copy to show how a signup landing page will look.





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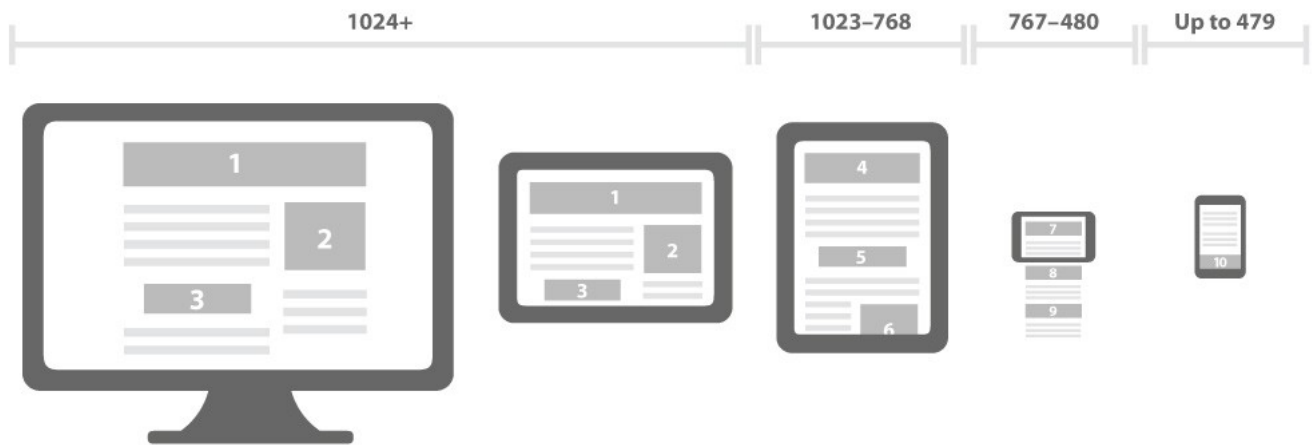


High-fidelity wireframe example with real copy and highlight color ([source](#))

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Wireframing for desktop vs mobile

Wireframing can also help you design responsively across desktop, tablet, and mobile devices. While most would suggest designing for mobile-first, think of it as a collapsing system. Notice how the multiple columns mocked up on the desktop version collapse to one column on the mobile version.

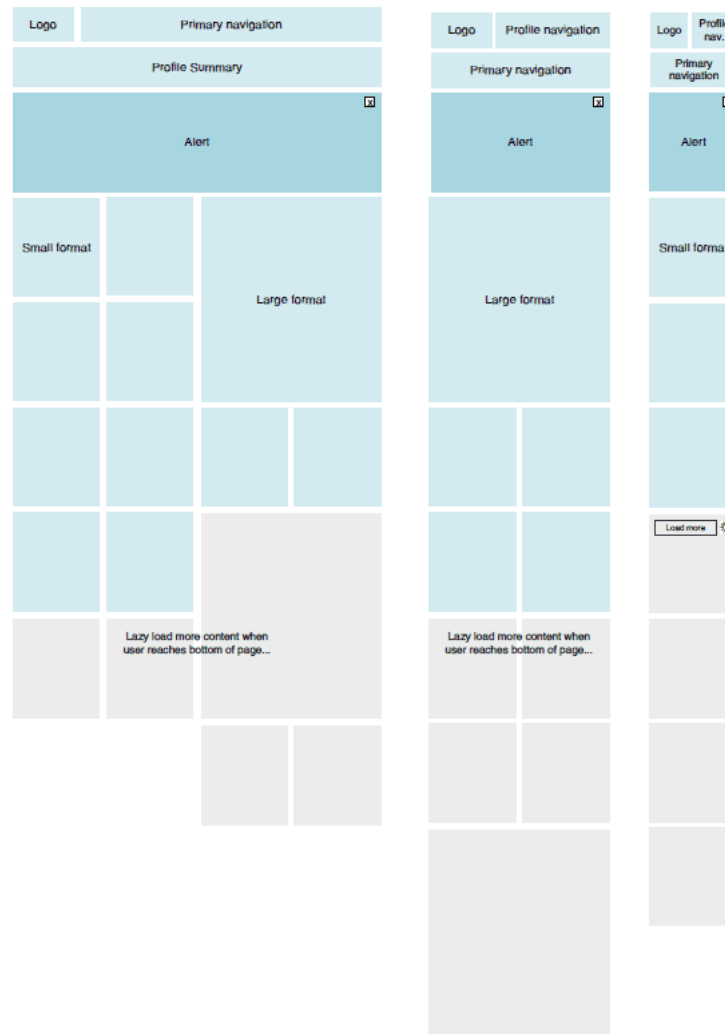


How web design adapts based on the device ([source](#))





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Wireframing for responsive design (source)

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Use a wireframe kit

Maybe you understand the need for creating wireframes but you want to skip the whole process of creating your own from scratch. Consider using a wireframe kit to help speed up the wireframing process.

I've created one with reusable drag-and-drop elements and premade desktop and mobile mockups. Check out [The Wireframe Kit for Adobe XD](#).

There's also plenty of other wireframe kits available out there to purchase. They can range anywhere from a few dollars to well over \$100, depending on how in-depth the kit is.

If you're interested in creating your own, check out this video where I walk you through how to make your own wireframe kit in Adobe XD.





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