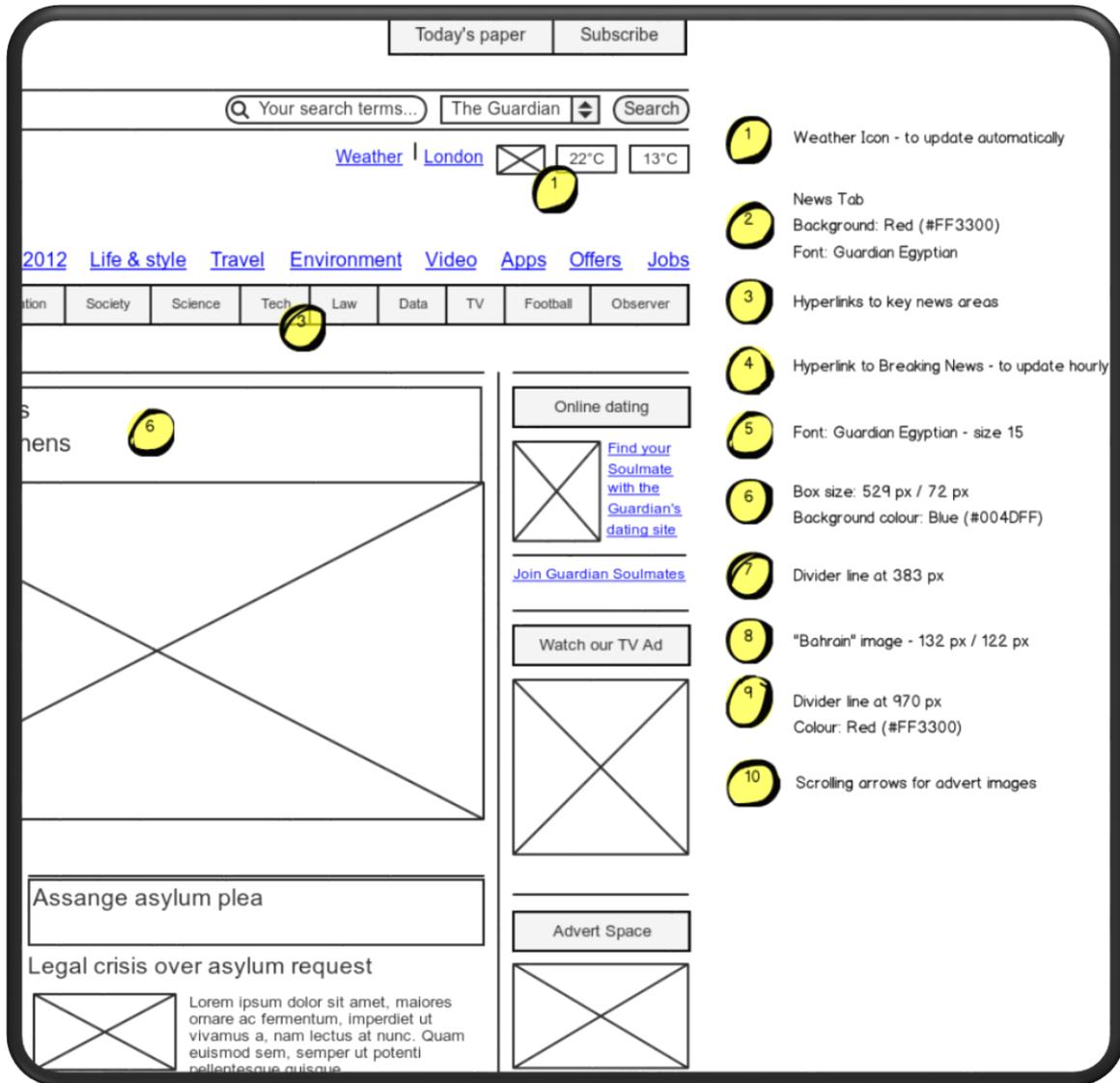


Annotating in Balsamiq

A guide to adding annotations to a wireframe



- 1 Weather Icon - to update automatically
- 2 News Tab
Background: Red (#FF3300)
Font: Guardian Egyptian
- 3 Hyperlinks to key news areas
- 4 Hyperlink to Breaking News - to update hourly
- 5 Font: Guardian Egyptian - size 15
- 6 Box size: 529 px / 72 px
Background colour: Blue (#004DFF)
- 7 Divider line at 383 px
- 8 "Bahrain" image - 132 px / 122 px
- 9 Divider line at 970 px
Colour: Red (#FF3300)
- 10 Scrolling arrows for advert images

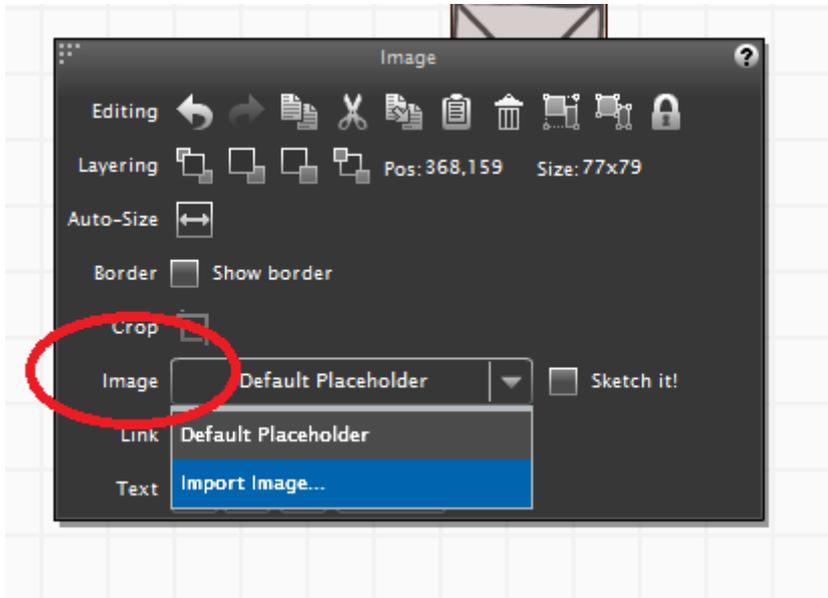
A quick note for non-users

To annotate your wireframe in Balsamiq, it would be helpful if your original design was created using the program, but it isn't essential. If you are unsure of how to use the program, go through the first few pages of the Wireframe Tutorial – Balsamiq document in the Resources section.

Brought to you by



When you are happy with the navigation, you can import your own wireframe design as an image. To do this, drag the **Image** component from the **Media** menu into the editor. Select the component, go to **Image** in the Image menu and click **Import Image**.



Click **Browse** to find your design and **Load** to import.

Getting started

If you have created your design in Balsamiq, bring it up in the editor. Assuming you won't be making any changes to your design, it is a good idea to lock it in place. This way, when you add annotation, you won't be dragging your design about. The same is the case if you are importing your design as an image.

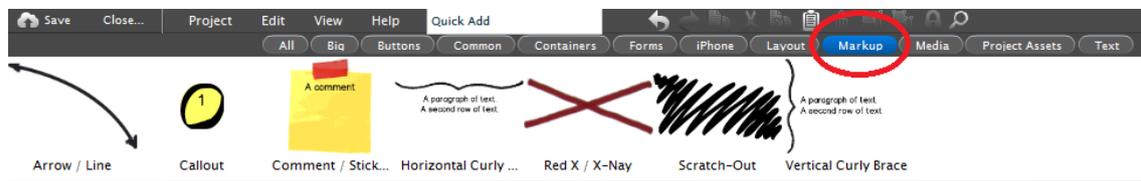
To lock your design in place, select all the items by pressing **ctrl** and **a**, and press the **Lock** sign in the object menu:



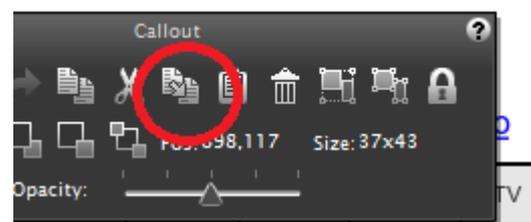


Annotating your Wireframe

To annotate your wireframe, you will need some text, and the *Callout* asset in the *Markup* menu.



1. On the annotated wireframe on the front page, I have highlighted 10 design ideas which I want to communicate with the developer.
2. There are no hard rules about how to annotate a wireframe, but it's a good idea to make it as clear as possible. To make my design clear, I have used simple numerical markers, and listed details in the right-hand column. This way, the comments do not interfere with the developer's view of the wireframe.
3. To create a numerical marker, simply drag a Callout asset onto the area you want to highlight and, when prompted, give it a number. I have ordered my notes from top to bottom – **1** at the top and **10** at the bottom. Again, this is to make my ideas as clear as possible for the designer.
4. In the Callout menu, you will see the default object options along with *Color* and *Opacity*, which are unique to the Callout asset.
5. Find a colour you are happy with and set an opacity level. I have left mine as default.
6. Next, you need to copy the Callout asset and paste the duplicate in your comments section. You can copy the asset either by highlighting and pressing **ctrl** and **c**, or using the *Copy* button in the Callout menu:



When you have copied your asset, paste it in the right-hand column.

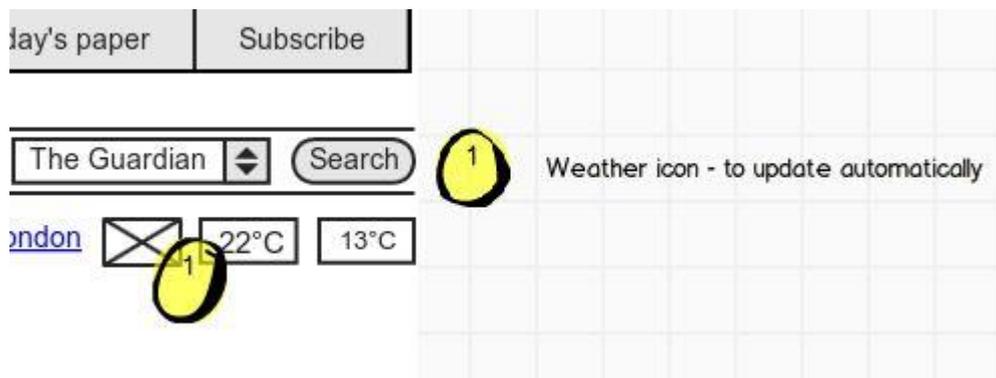
You may find that you don't have a lot of room on the right of your design. To make more room, you can remove the **Project Browser Window**. To do this, simply un-tick **Show Project Browser** in the **View** menu at the top of the editor.



7. To add text to your comment, use the *Label* asset in the *Text* menu:



8. Drag the Label asset next to your second Callout asset and enter your description:



And that's it!

To create more numerical markers, you can either copy the two you have created, or drag new ones from the Markup menu (Remember, though, that any changes to colour and opacity will need to be made for each new asset, which can get a bit boring).

When you have added all of your comments, export your design using the *Export* function in the Project menu.