

# Sketch Wireframe Kit Instructions

This kit was created to provide an easy way to rapidly design low-fidelity wireframes, without having to recreate the same elements over and over. All elements were designed for use in screens at 2x scale (750x1334). If you design at 1x, you may need to scale elements down by 50 percent.

## How to Use the Kit

The kit is broken down into three pages:

- Page 1 (iOS - iPhone 6) contains blank iPhone 6 Artboards at 2x scale. Each artboard is numbered to help us stay organized throughout the entire design and development process. You can delete any artboards you don't use and adjust the titles as needed.
- Page 2 (iPhone 6 Wireframe Elements) contains all of the wireframe elements organized by category, so you can easily select and copy components as needed.
- Page 3 (Symbols) is the default Symbols page created in the latest version of Sketch. You don't need to touch the Symbols page unless you want to make edits to the master Symbols.

To get started, we recommend duplicating and renaming the file so that you can maintain a clean, unaltered version of the wireframe kit. To place wireframe components on your iPhone 6 Artboards, you can either copy and paste from the iPhone 6 Wireframe Elements page OR use Insert > Symbol and select the element you need.

This wireframe kit makes heavy use of Sketch's Symbols, so keep that in mind when editing components. We suggest using Sketch's new "Overrides" feature to edit the content so that the master Symbols are not affected.

## Requirements:

- Sketch 3.7 or above ([www.sketchapp.com](http://www.sketchapp.com))
- Apple's San Francisco Font ([developer.apple.com/fonts](http://developer.apple.com/fonts))

Have a suggestion? Let us know: [whitney.rhodes@savvyapps.com](mailto:whitney.rhodes@savvyapps.com)