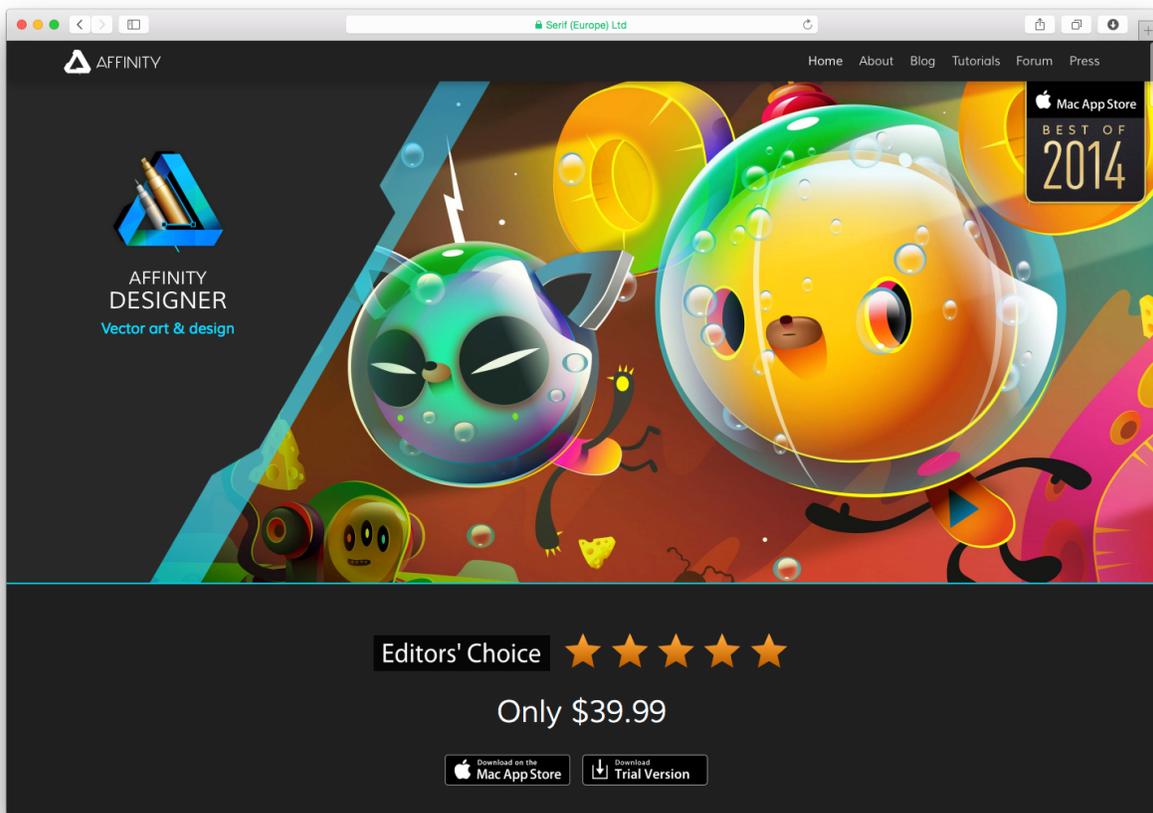


Creating User Interface Mockups with Affinity Designer by Greg Pugh - www.GPAnimations.com

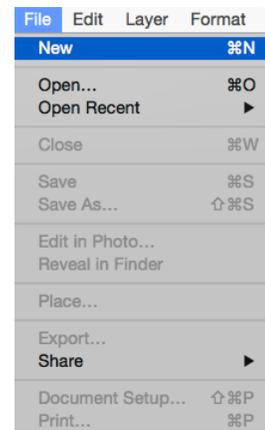


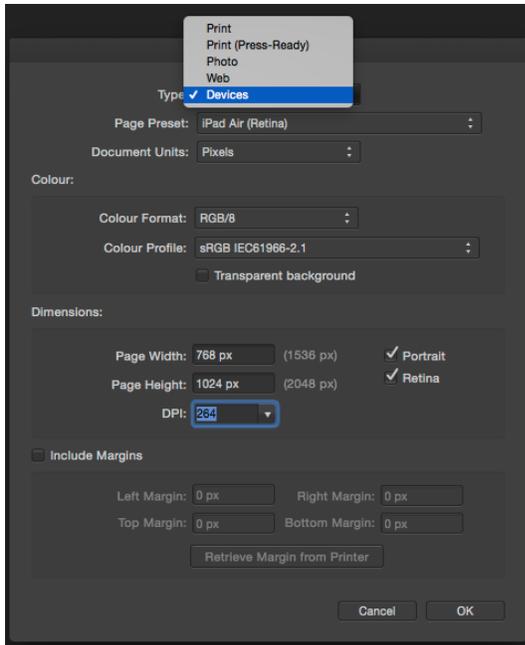
You've got an idea for your next big mobile app and now it's time to design the user interface. However, creating a UI mockup can be time-consuming. If you don't want to draw it by hand, it can also mean purchasing expensive software licenses. Fortunately, there's Affinity Designer, which has all of the powerful tools of Adobe Photoshop and Illustrator, but at a fraction of the price.

First, go to Affinity Designer's website and download your copy. You can use the free trial, but it's definitely worth making the small, one-time investment of purchasing the license.



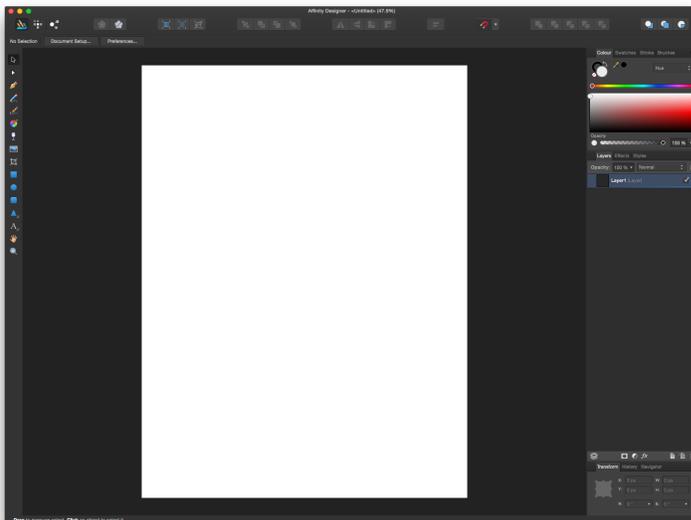
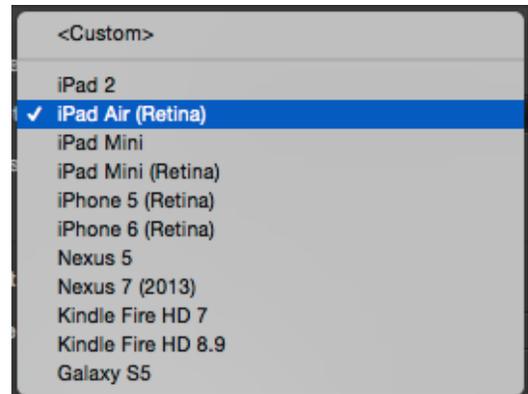
Once you've installed Affinity Designer, open it and go to **File > New** (*Cmd+N*) to start a new document.



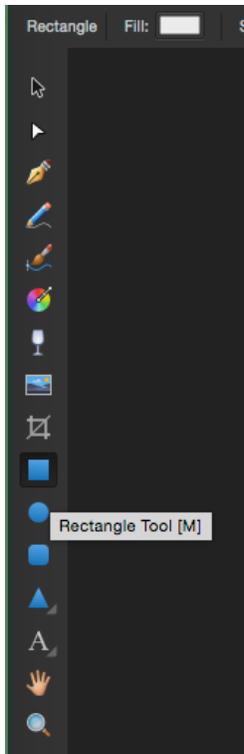


You'll be presented with the new document properties window. Choose **Devices** in the dropdown menu next to **Type**.

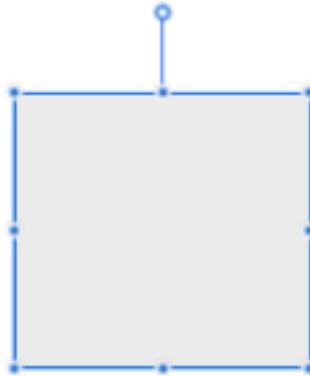
For **Page Preset**, choose **iPad Air (Retina)**. This will fill in the corresponding dimensions of 768x1024, portrait, 264 DPI and retina for you.



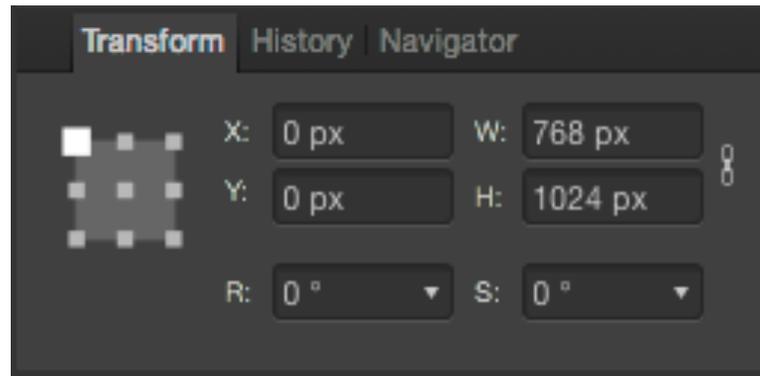
Now a blank canvas appears in Affinity Designer at the correct dimensions. You may be wondering why it's sized at 768x1024 instead of 1536x2048. This is so you can create the user interface to fit non-retina models, and then also export it **@2x** later.



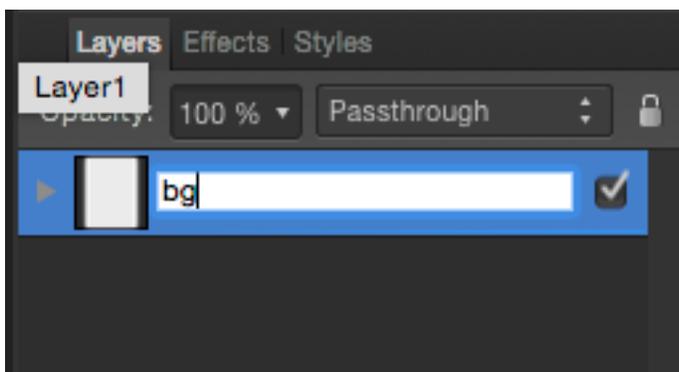
In the toolbar on the left, select the **Rectangle Tool**. Click and drag on the blank canvas and draw a square. Don't worry about the size, shape, color or position.



In the lower-right of Affinity Designer is the **Transform** window. With the square that you just drew still selected, enter the following into the **Transform** window: **X: 0 px ; Y: 0 px ; W: 768 px ; H: 1024 px**.

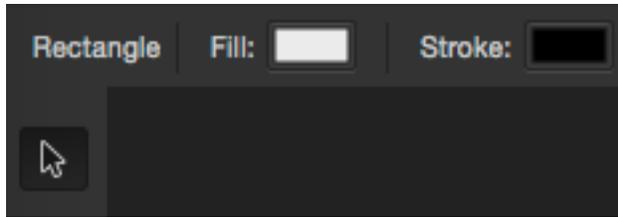


Now your square completely fills the screen since you just set the origin points at (0,0) and set the width and height to 768x1024.



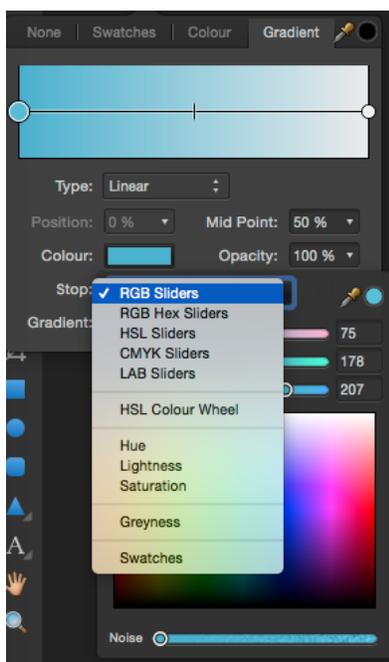
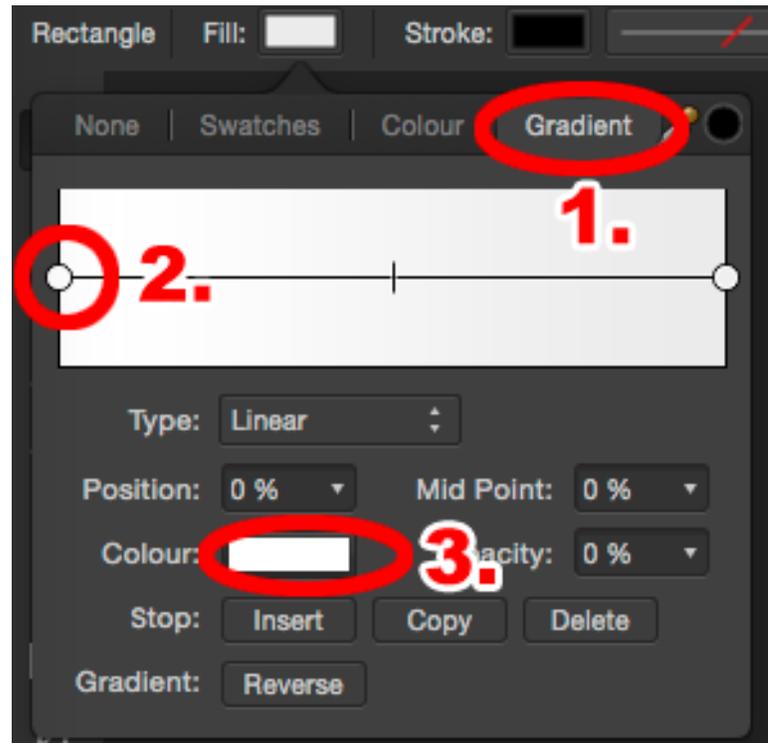
In the **Layers** panel on the right, double-click **Layer 1** and rename it **bg**.

Make sure your rectangle is still selected. If it's no longer selected, click on the **Move Tool** in the toolbar on the left.

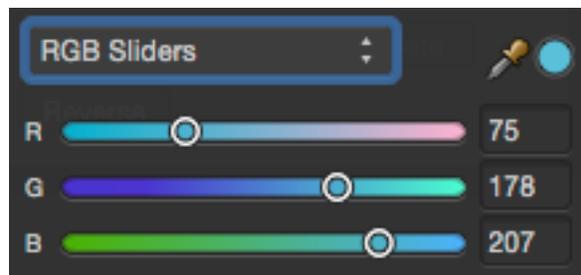


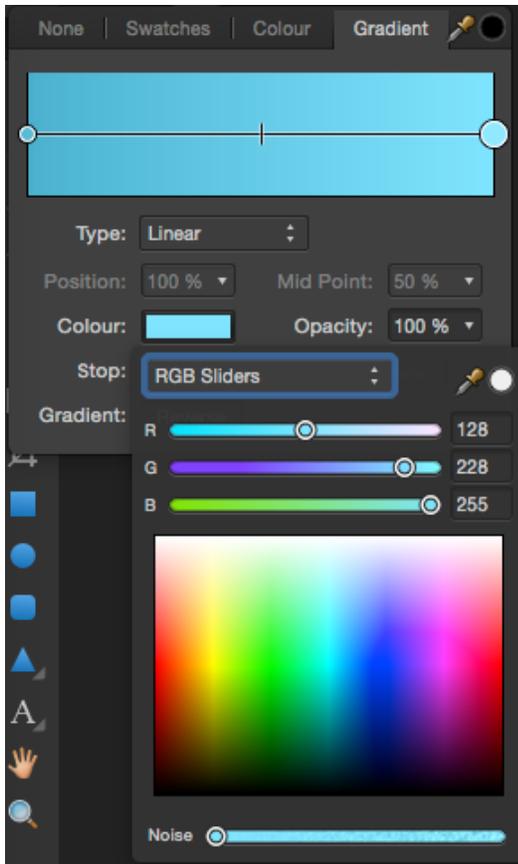
Click on **Fill** in the properties panel on the top of the screen.

Now click on the **Gradient** tab. Then click on the white circle in the **Gradient** window and then click the white **Colour** box.



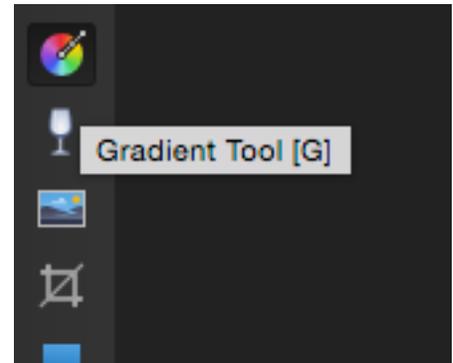
In the dropdown menu for colors, choose **RGB Sliders**. Then type the following numbers into the RGB value boxes: **R: 75** ; **G: 178** ; **B: 207**.





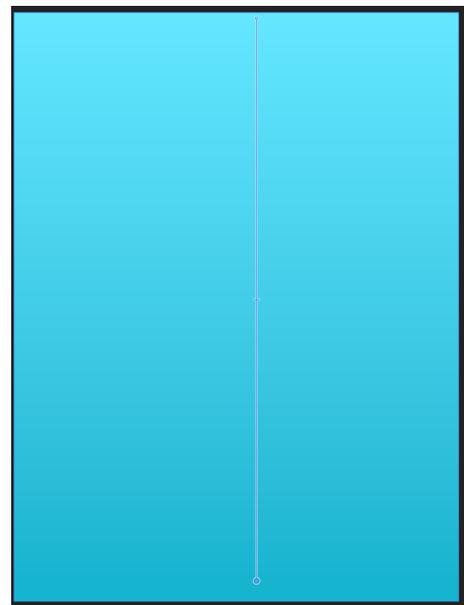
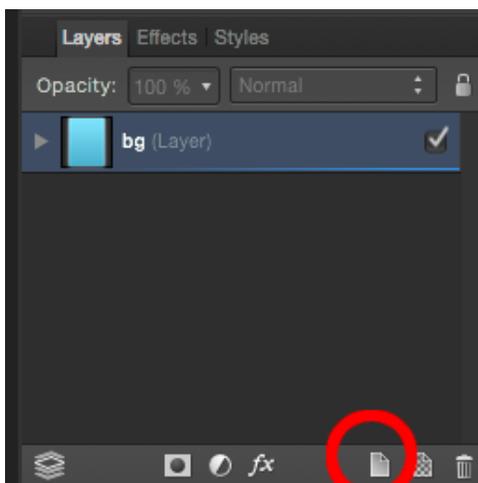
Now choose the circle on the right of the gradient line and change the RGB values to: **R: 128 ; G: 228 ; B: 255**.

Close the **Gradient** tab and choose the **Gradient Tool** from the toolbar on the left.

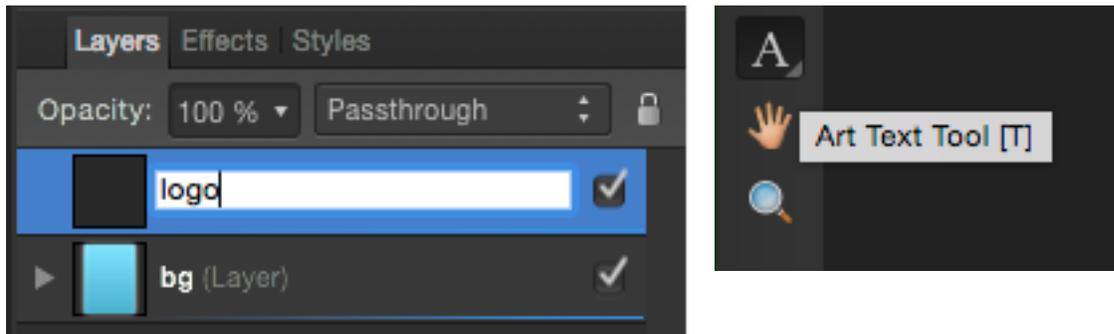


Now a horizontal line will appear over the rectangle. Click and drag the end circles to make the line vertical. This changes the gradient from landscape to portrait. Hold the **Shift** key on the keyboard to snap the line vertically.

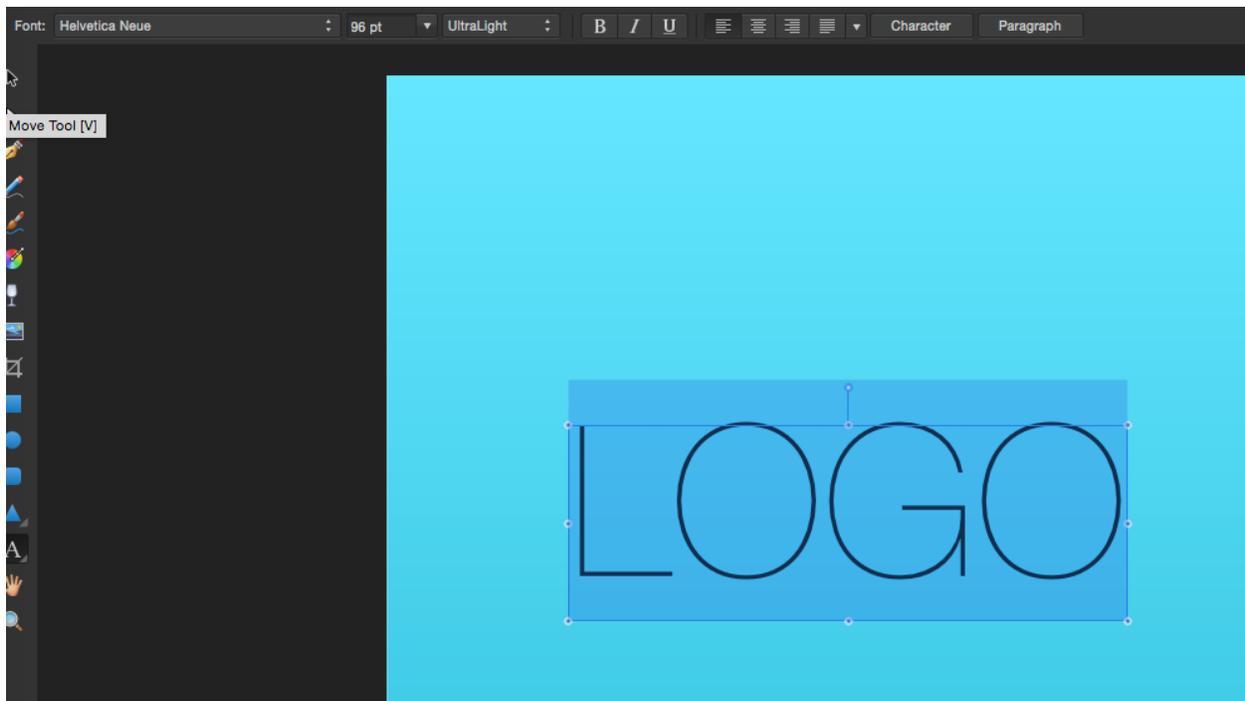
In the **Layers** panel, click the **New Layer** icon.



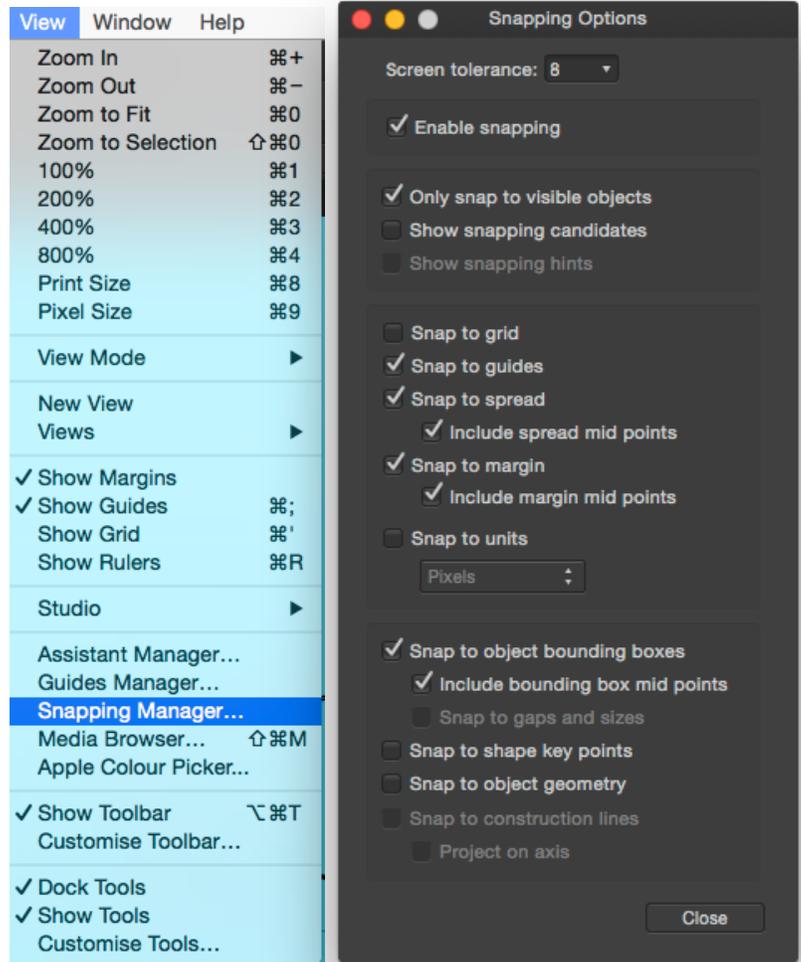
Name the new layer **Logo** and then select the **Art Text Tool** in the toolbar on the left.



Click on the canvas and type **LOGO**. In the Font Properties panel on the top, change the font to **Helvetica Neue, 96 pt, and UltraLight**.

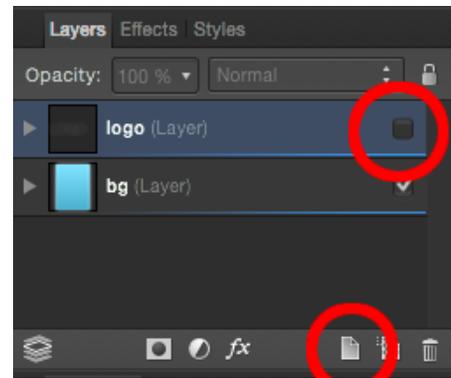


Select the **Move Tool** and then go to **View > Snapping Manager**. Make sure **Enable Snapping** is checked and then click **Close**.

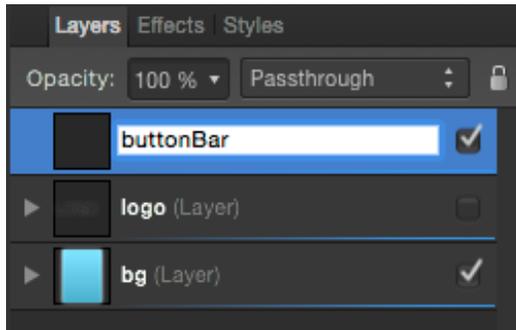


Click and drag the LOGO text to the center of the screen. As you drag, green and red snapping lines will appear to let you know you're in the center of the screen.

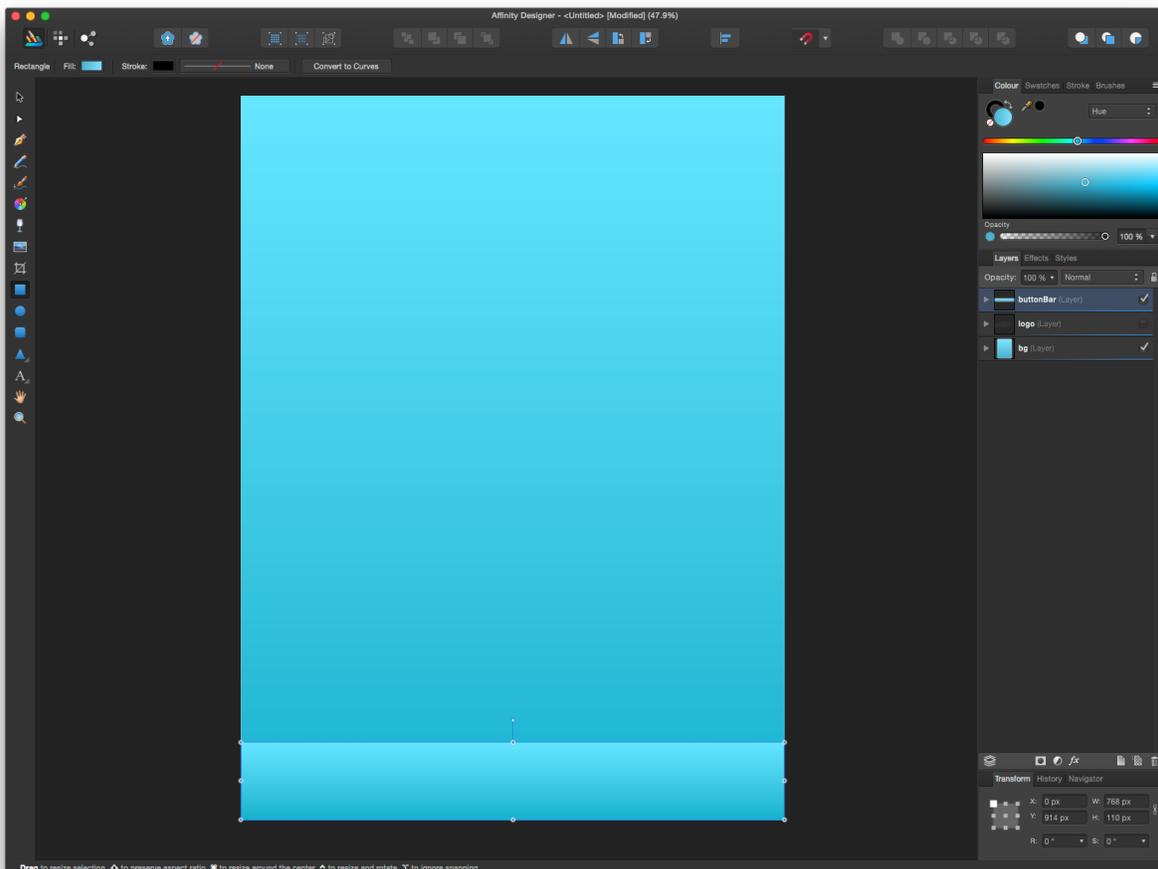
In the **Layers** panel, uncheck the checkbox next to **logo** to hide it and then click the **New Layer** icon.



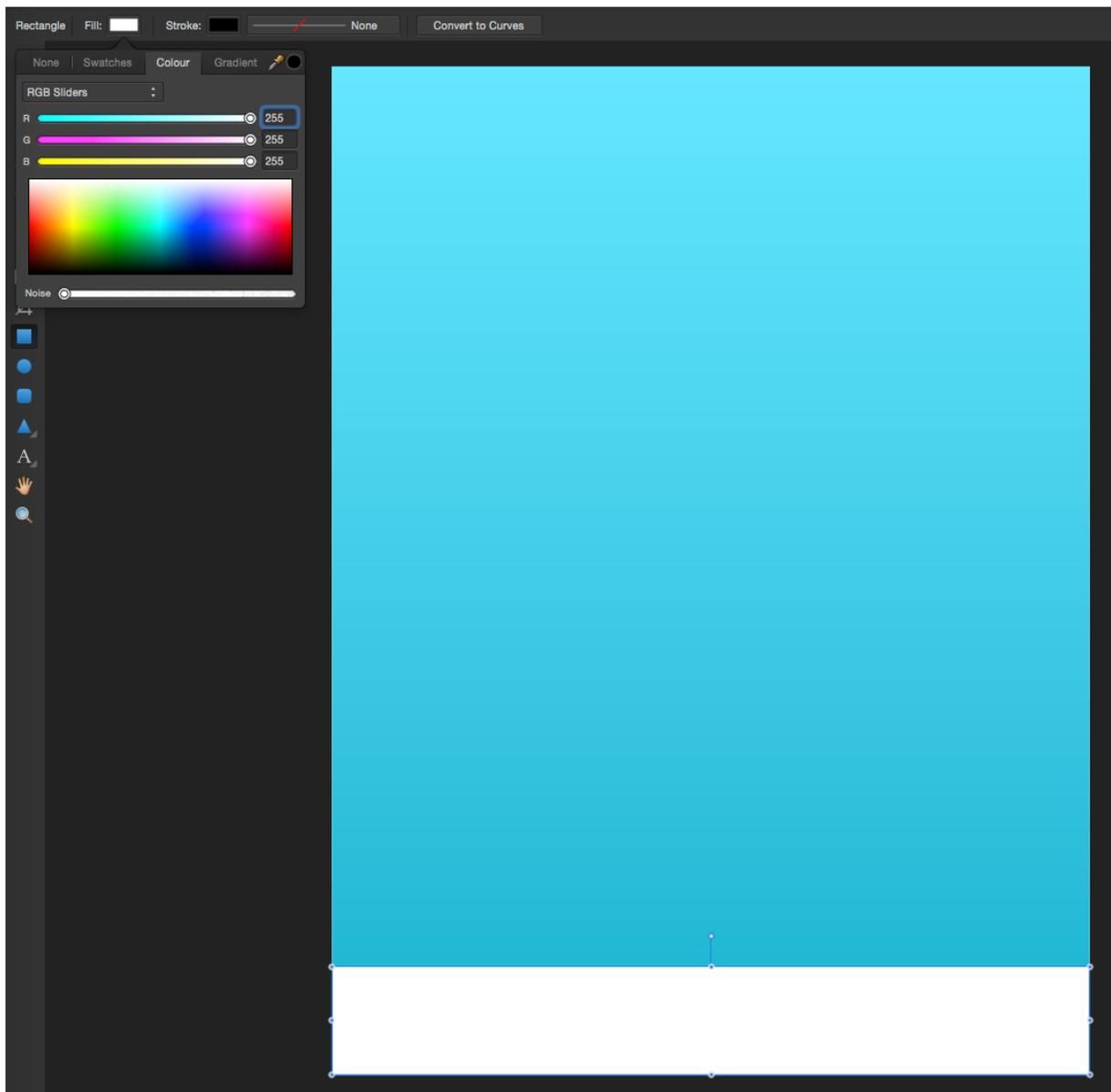
Name the new layer **buttonBar**.



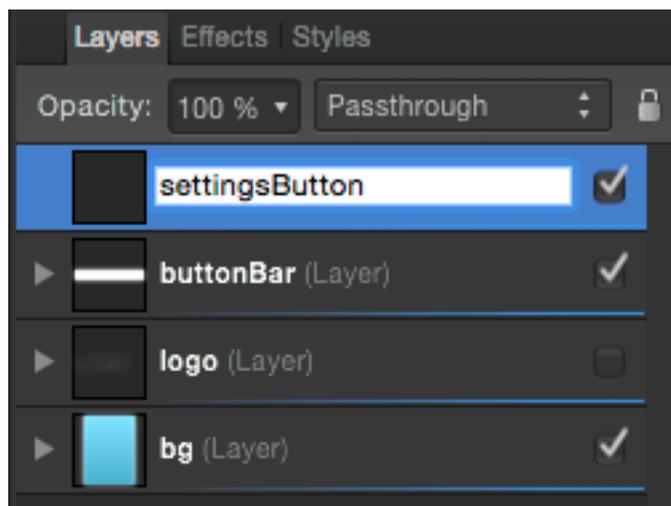
Select the **Rectangle Tool** and click and drag to create a new rectangle that fills the bottom of the screen.



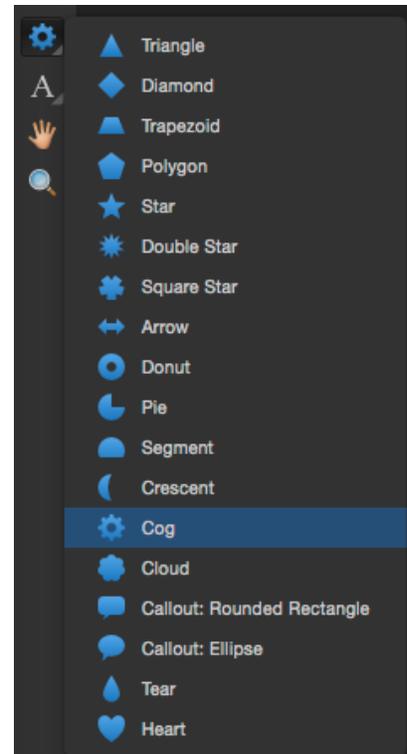
With the new rectangle still selected, change the fill to **white** (RGB: 255, 255, 255).



In the **Layers** panel, add a new layer and name it **settingsButton**.



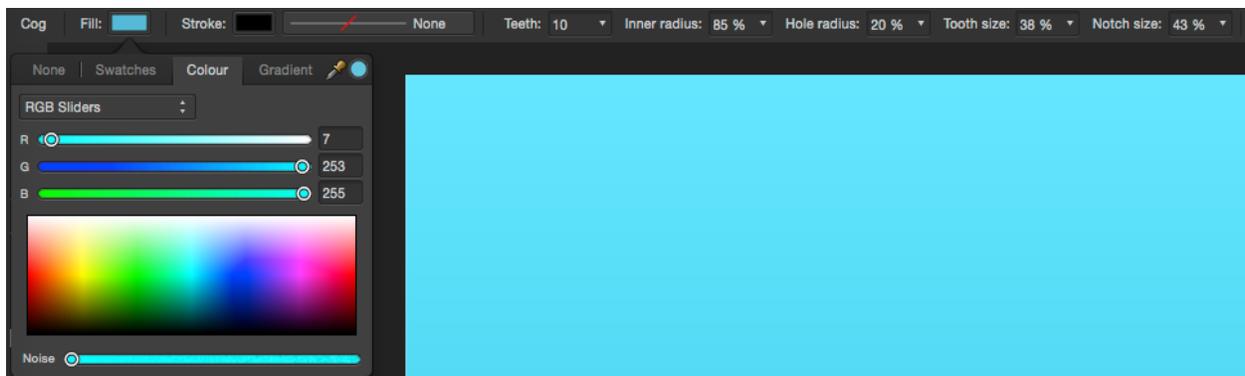
In the tools panel, choose the Triangle **Shape Tool**, but click on the gray arrow in the lower right of the icon to bring up a submenu. Choose **Cog** from the submenu.



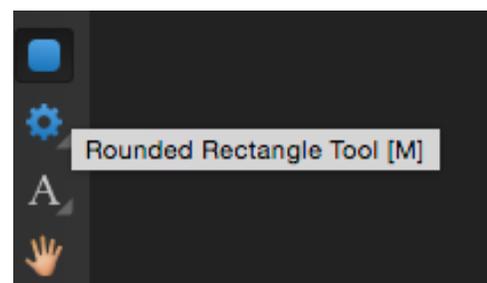
Hold down the **Shift** key on the keyboard and click and drag a Cog shape in the lower-right of the canvas on top of the white **buttonBar**.



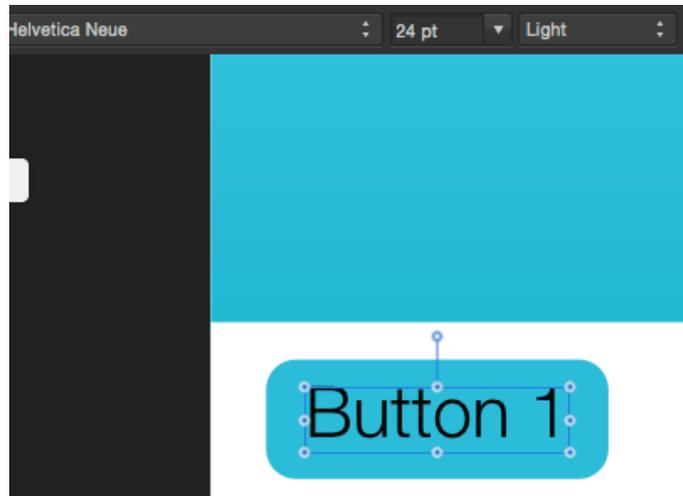
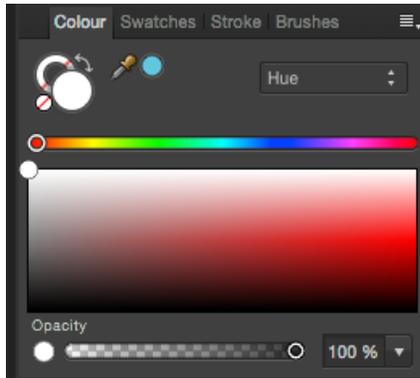
Change the **Fill** to **RGB: 7, 253, 255** and number of teeth to **10**.



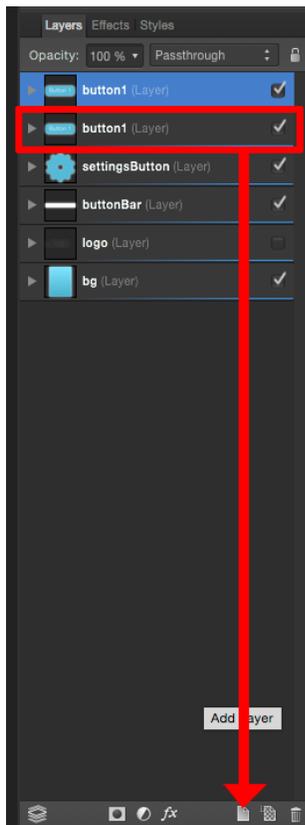
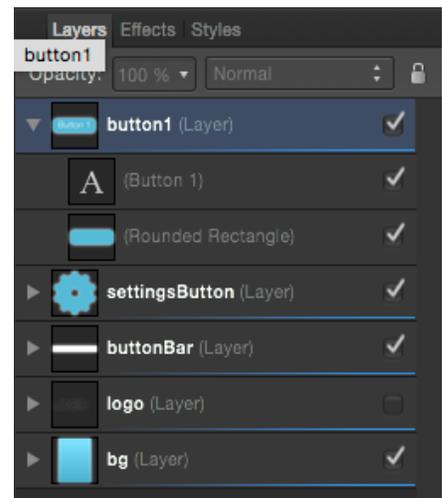
In the **Layers** panel, create a new layer and name it **button1**. Choose the **Rounded Rectangle Tool** in the tools panel and then draw a rectangle over the **buttonBar**.



Select the **Text Tool** and type **Button 1** over the new button you just created. Change the font properties to **Helvetica Neue, 24 pt**, and **Light**. Then change the color of the text to **white**.

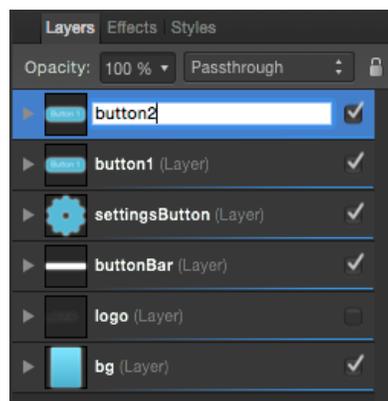


The **Button 1** text and rounded rectangle have now become a single layer. However, if you ever wish to edit either of them, click the drop down arrow to the left of **button1** in the **Layers** panel. Here you can select either the text or the rounded rectangle.

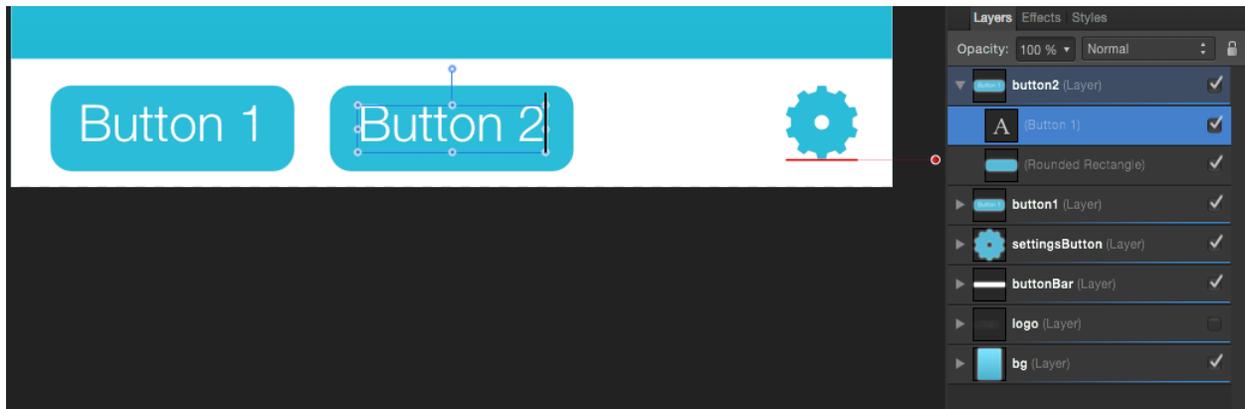


Select the **button1** layer and click and drag it down to the **New Layer** icon. This will create a copy of **button1** in the **Layers** panel.

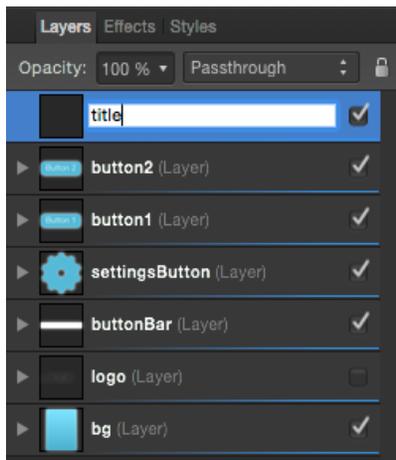
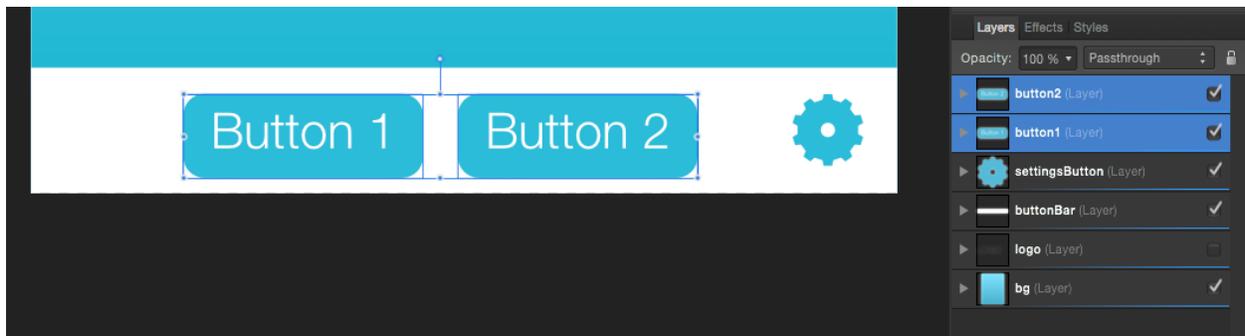
Rename the new layer **button2**.



With **button2** selected in the **Layers** panel, click on the **Move Tool** and move the new button to the right of **button1**. Click on the drop down arrow next to **button2** and select the (**Button 1**) text layer. Select the **Text Tool** and click on button 2's text to change it to read **Button 2**.



In the **Layers** panel, select **button1** and then while holding down the **Shift** key, click on **button2** to select both layers. Using the **Move Tool**, move both buttons toward the horizontal center of the canvas.

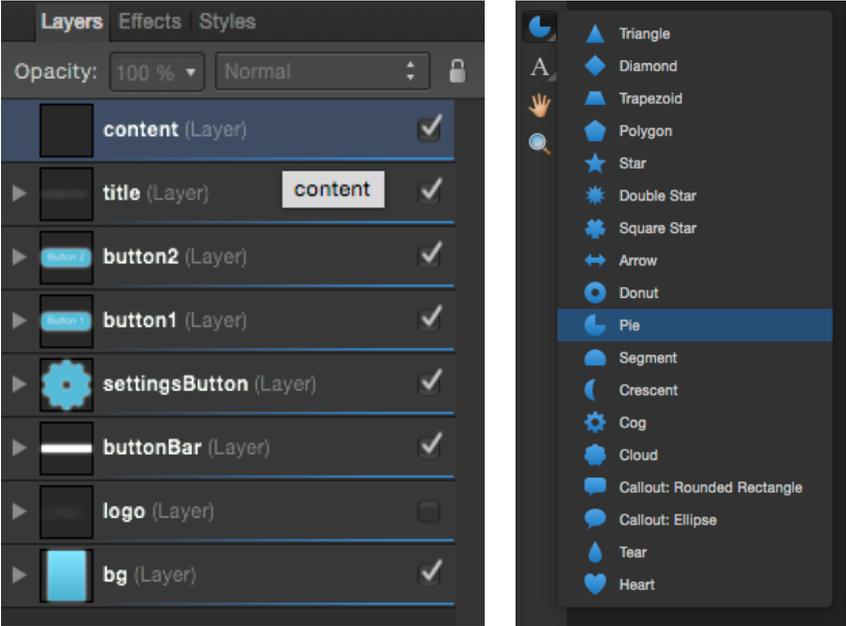


Insert a new layer called **title** and using the **Text Tool**, type **SCREEN TITLE** on the top of the canvas.

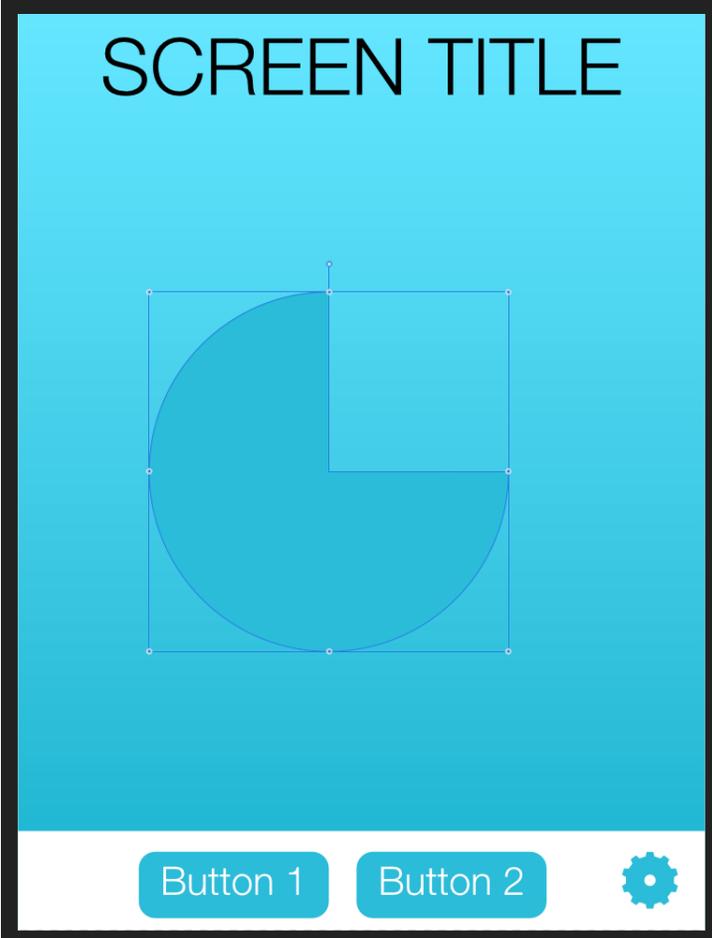
Change the font to **Helvetica Neue**, **48 pt**, and **Light**. Change the color to a dark blue of your choosing.

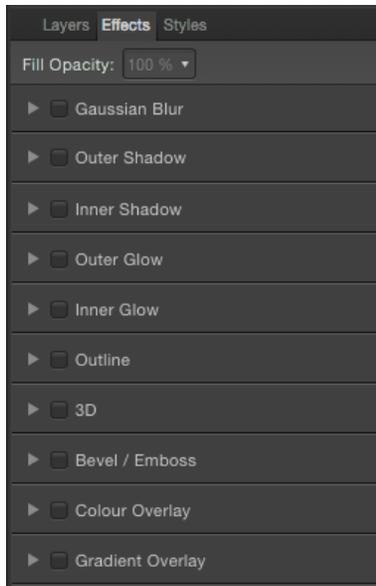


Insert a new layer and name it **content** and then choose **Pie** from the **Shapes Tool**.



Hold down the **Shift** key and click and drag a pie shape in the middle of the canvas. Use the **Move Tool** to center it.

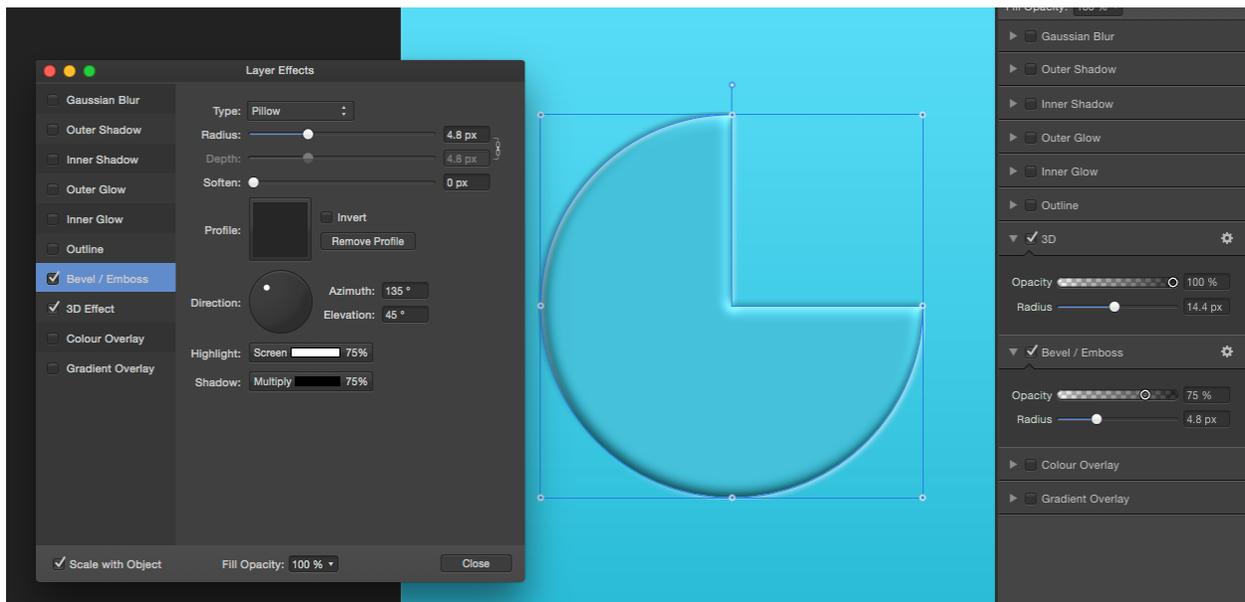




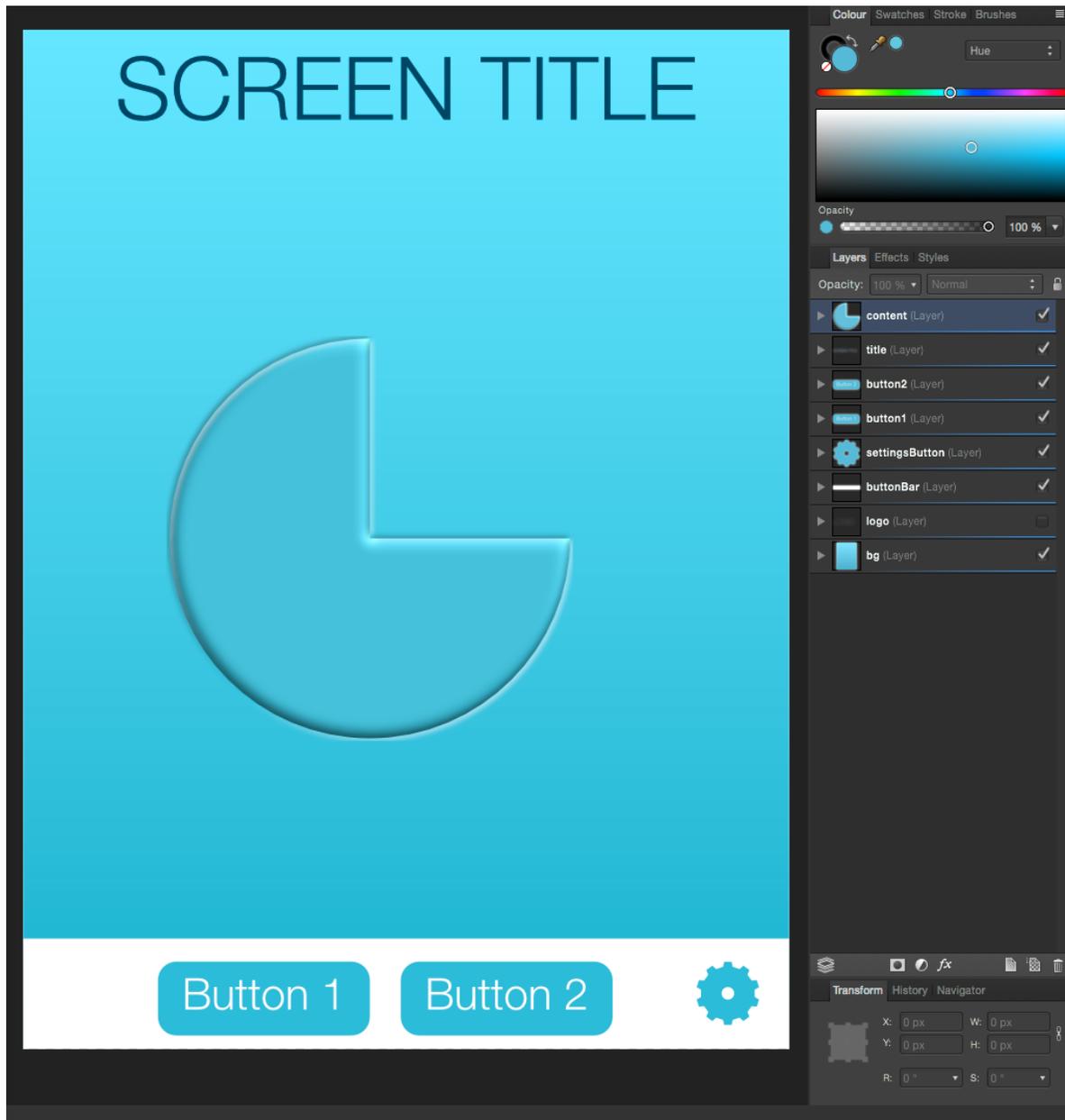
With the new pie shape still selected, click on the **Effects** tab, which is next to **Layers**. Here is a list of special effects you can add to your layers. Click on the checkbox next to **Bevel / Emboss**.



Clicking on the **Cog** icon next to **Bevel / Emboss** brings up an additional **Layers Effects** window which you can use to edit the special effects even further. Play with each setting until you're happy with the result.



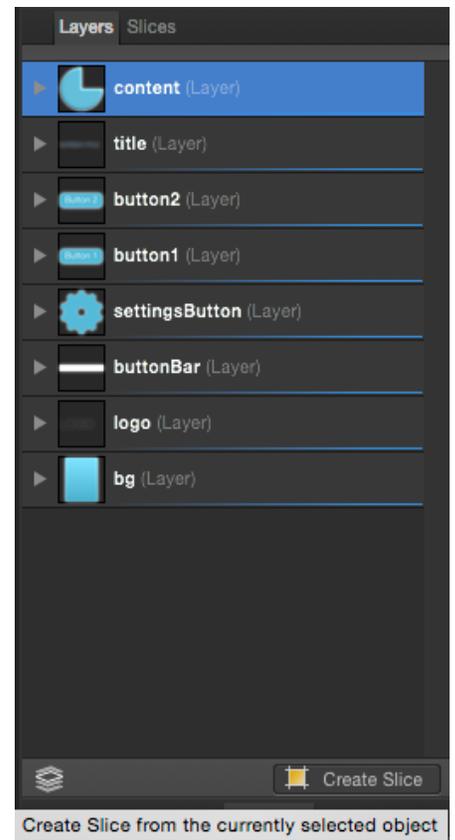
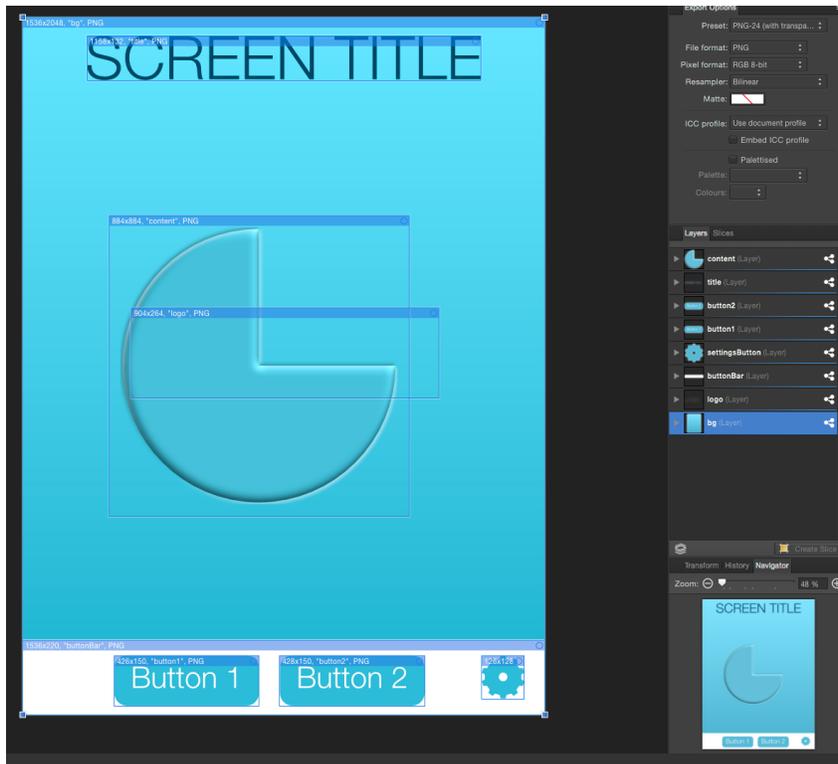
Here is the final result:



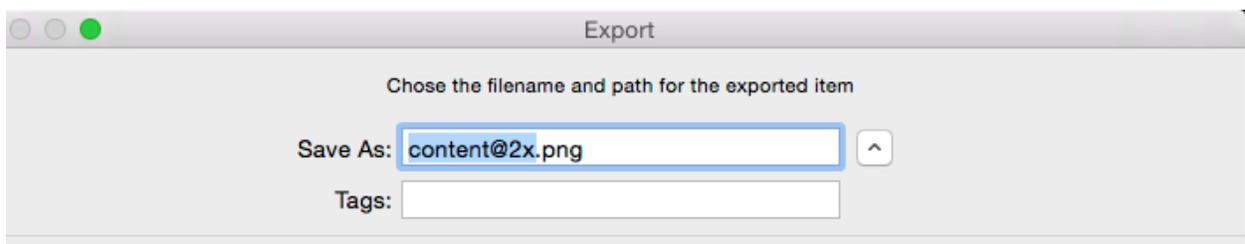
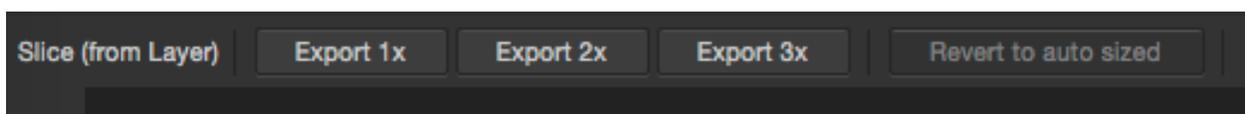
In the upper-left of Affinity Designer, you'll see that you're currently in **Pixel Persona**, which lets you create vector artwork. Click on the **Export Persona** icon, which lets you publish your artwork.



Select the **content** layer and then click **Create Slice**. Then select the **title** layer and click **Create Slice**. Do this for each layer of your project. This cuts your project into individual pieces of artwork that you can import into your app using your code and method of choice.

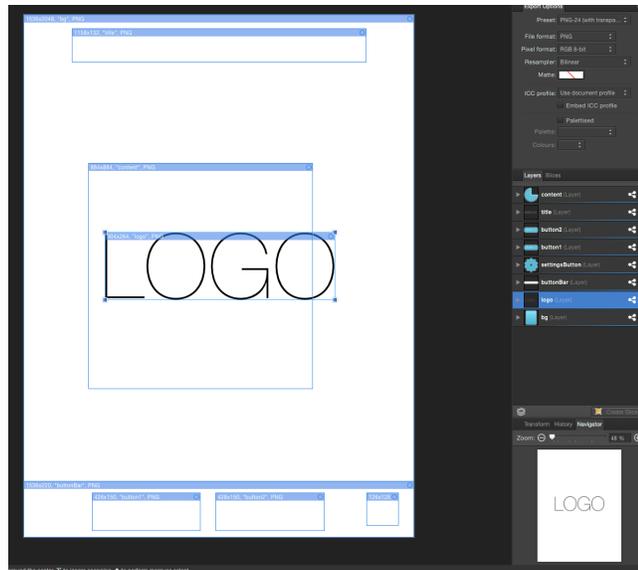


On the canvas, each layer is now surrounded by a blue box. Select the **content** layer box and then click **Export 2x**. This exports the **content** layer as a retina-sized graphic.

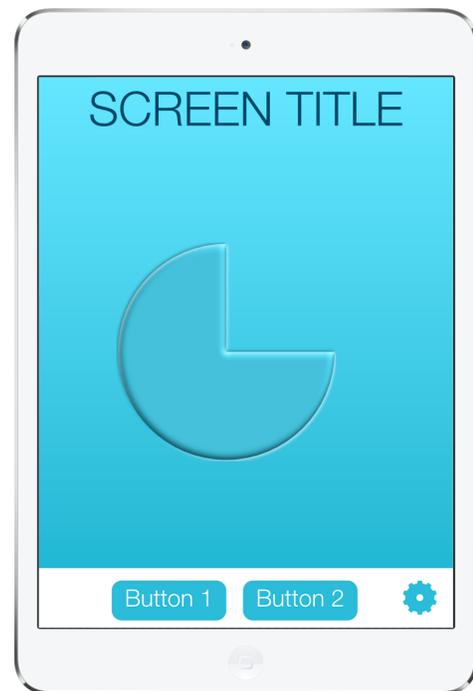


Do this for each layer. If you want to support non-retina devices as well, repeat the process, but select **Export 1x**.

To export the **logo** layer, go back to **Pixel Persona**, and hide all of the layers, but unhide the **logo** layer. Then go back to **Export Persona** and export **logo@2x.png** and **logo.png**.



Once you have your artwork published, you can use your favorite coding language and recreate your application.



Where to Go from Here

I hope you've enjoyed this brief overview of Affinity Designer. There are obviously a lot more features that you can explore to create more robust mockups. Trying creating each page of your wireframe in Affinity Designer and see how nicely it exports all of the artwork for you.