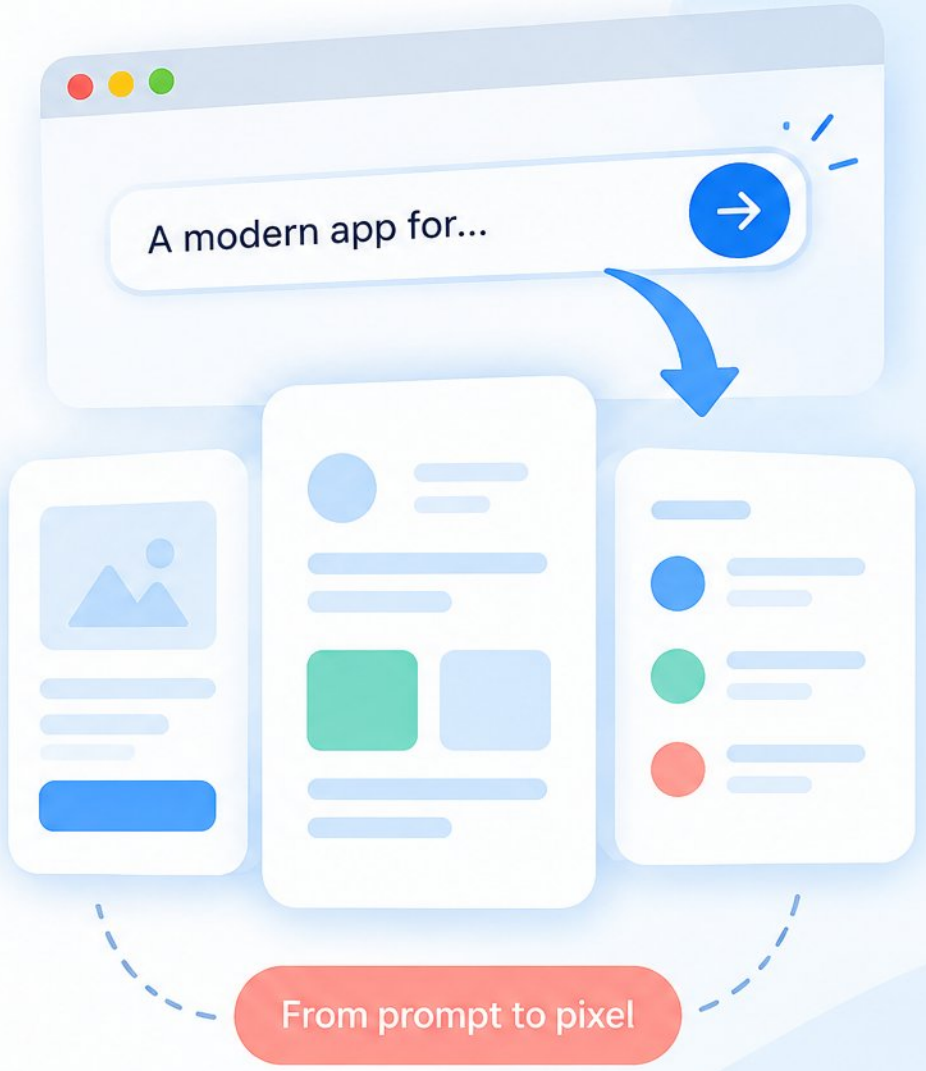
Introduction to the Uizard AI UI Design Tool

- AI-powered, browser-based tool: turns text, screenshots, and sketches into editable multi-screen designs
- Removes design bottlenecks for non-designers, PMs, founders, and instructors
- 2026 capabilities: text-to-UI, screenshot-to-design, wireframe scanning, theme generation, heatmap prediction
- Session promise: generate, edit, link, and share a clickable prototype
- Built for UI beginners, product managers, startup teams, and prototyping instructors



Why AI-Assisted UI Design Matters in 2026

- Traditional handoffs stall ideas in queues while designer bandwidth runs dry
- 91% of designers now use AI weekly — up from 54% in 2025
- Prototyping and wireframing with AI jumped from ~20% to 57.3%
- Single-player workflows are becoming multiplayer on the canvas
- AI drafts, humans refine — unreliable output is the top barrier



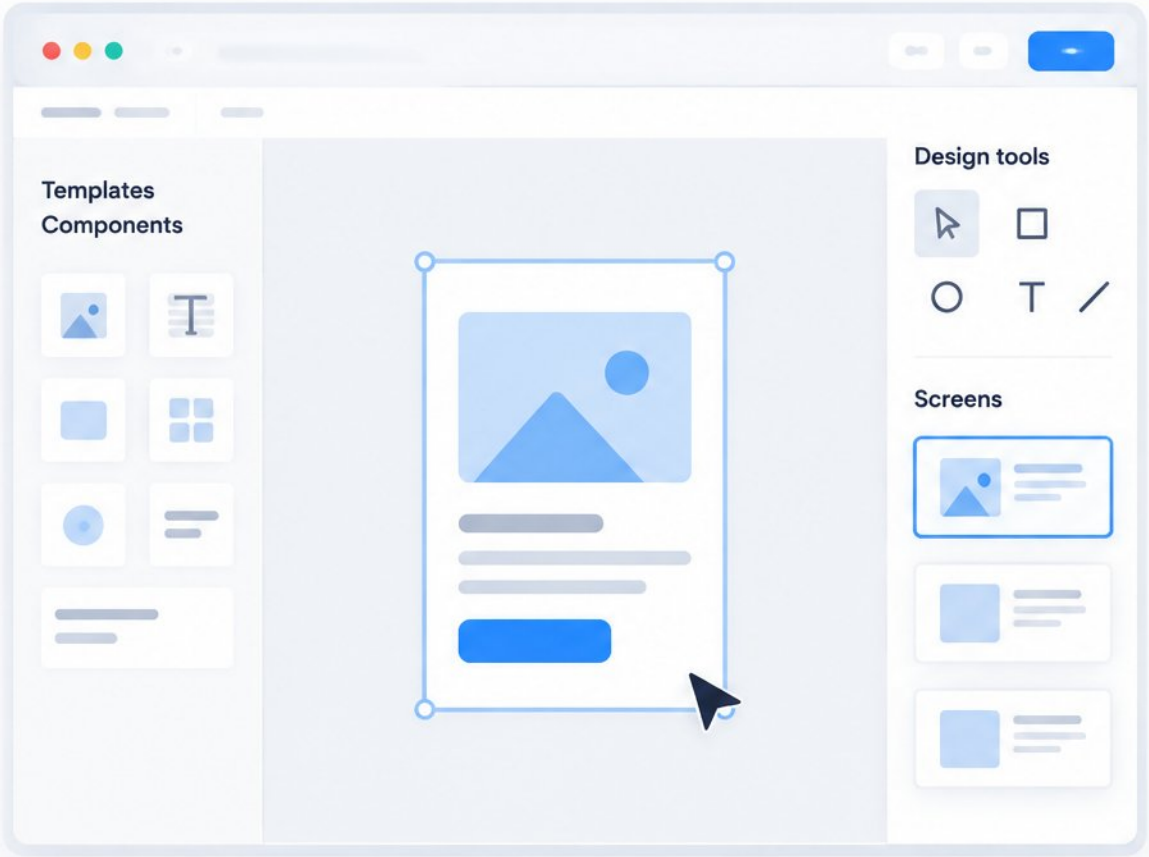
Core Concepts: How Uizard Generates UI

- **Text-to-UI:** Autodesigner 2.0 turns plain-language prompts into multi-screen, editable designs with mapped user flows
- **Screenshot Scanner:** converts an app or website image into editable components via object recognition
- **Wireframe Scanner:** digitizes hand-drawn sketches into editable mockups in seconds
- **Supporting generators:** Theme Generator, Image Generator, Text Assistant, Focus Predictor (attention heatmaps)
- **Key vocabulary:** wireframe, mockup, prototype, component, theme, fidelity — and what "editable" means in practice



Product Tour:
The Uizard Workspace

From idea
to interface



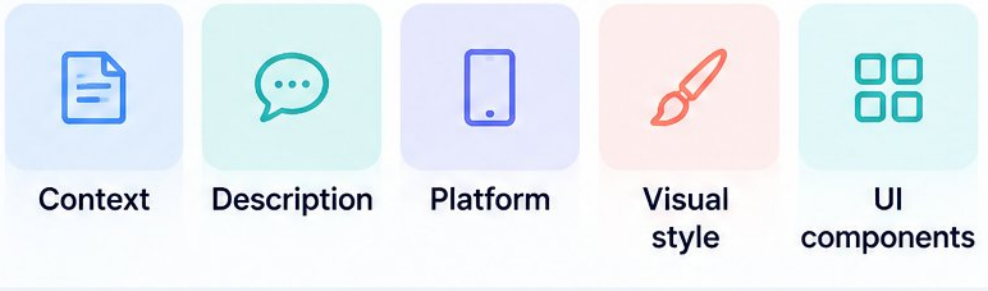
- **Dashboard entry points:** blank canvas, template, Autodesigner, screenshot, or sketch
- **Editor layout:** canvas center, template/component library left, design tools and screens right
- **Templates:** 100+ component templates plus web, mobile, tablet, and wireframe starter kits
- **Starter kits** ship with pre-mapped interactions and must-have screens
- **Preview and share:** clickable hotspots, comments, and review links
- **First-session friction:** canvas navigation, layer naming, and finding the Magic features

Design faster.
Bring ideas to life.

Prompt Craft for UI Generation

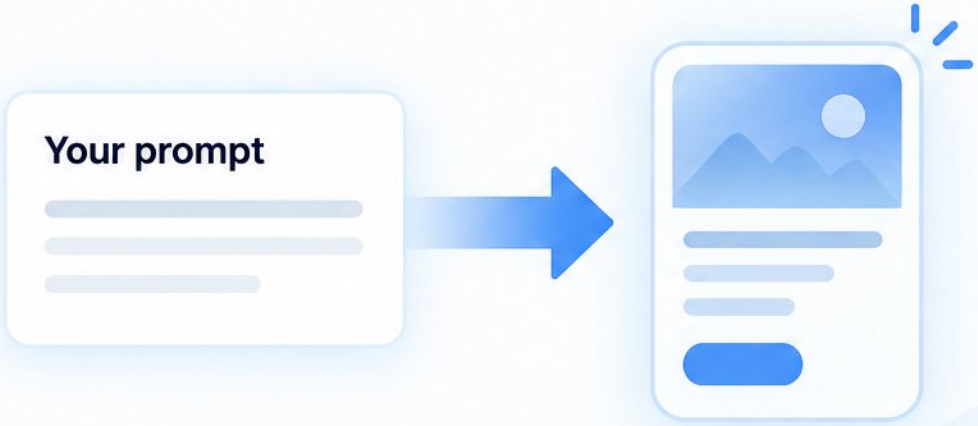
1. Five-part prompt: context, description, platform, visual style, UI components
2. Autodesigner takes two inputs: project description plus design style
3. Specific beats vague: “stocks app, cyberpunk dark theme” outperforms “a nice app”
4. One screen type per single-screen prompt; pick device via the dropdown
5. Avoid contradictory context — cat food in a stocks app creates strange mixes

Anatomy of a Strong UI Prompt



Vague
“a nice app”

Specific
“stocks app, cyberpunk dark theme”



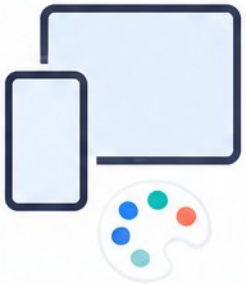
Hands-On Workflow: From Prompt to Prototype

1



Step 1: Define each screen's primary job in one sentence

2



Step 2: Generate — pick device, write the project description, choose a style

3



Step 3: Refine in the editor — align, resize, swap components, add real copy

4



Step 4: Link screens with the lightning-bolt interaction tool for a clickable flow

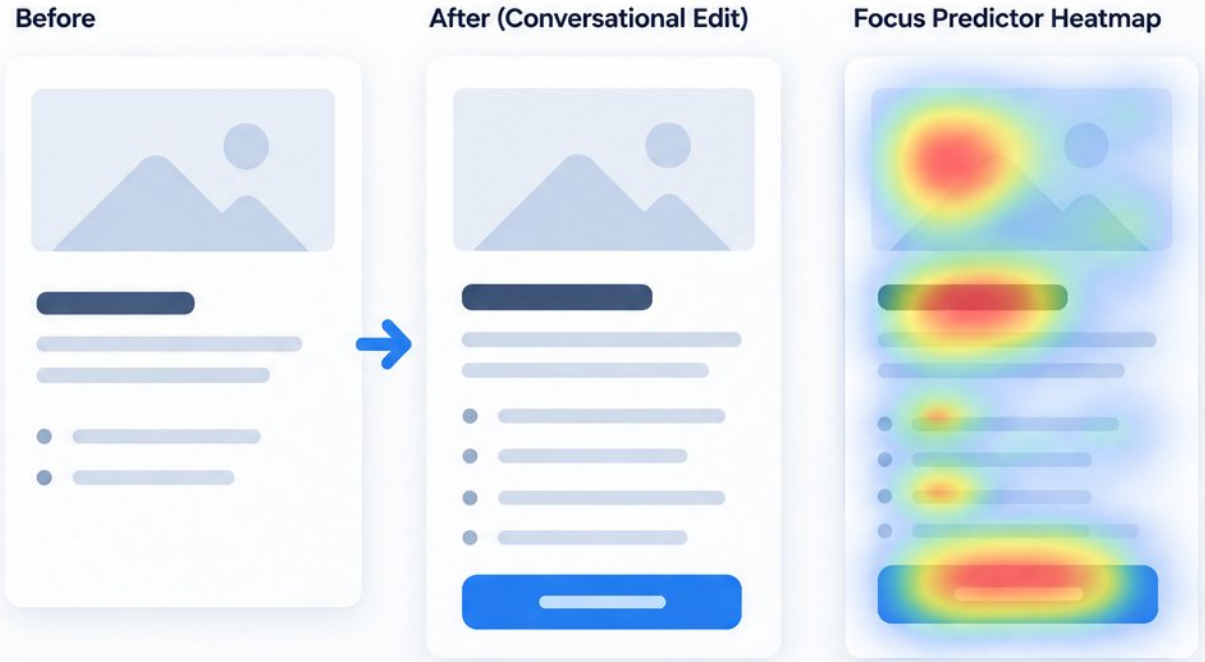
5



Step 5: Preview, publish, and share a review link to collect comments

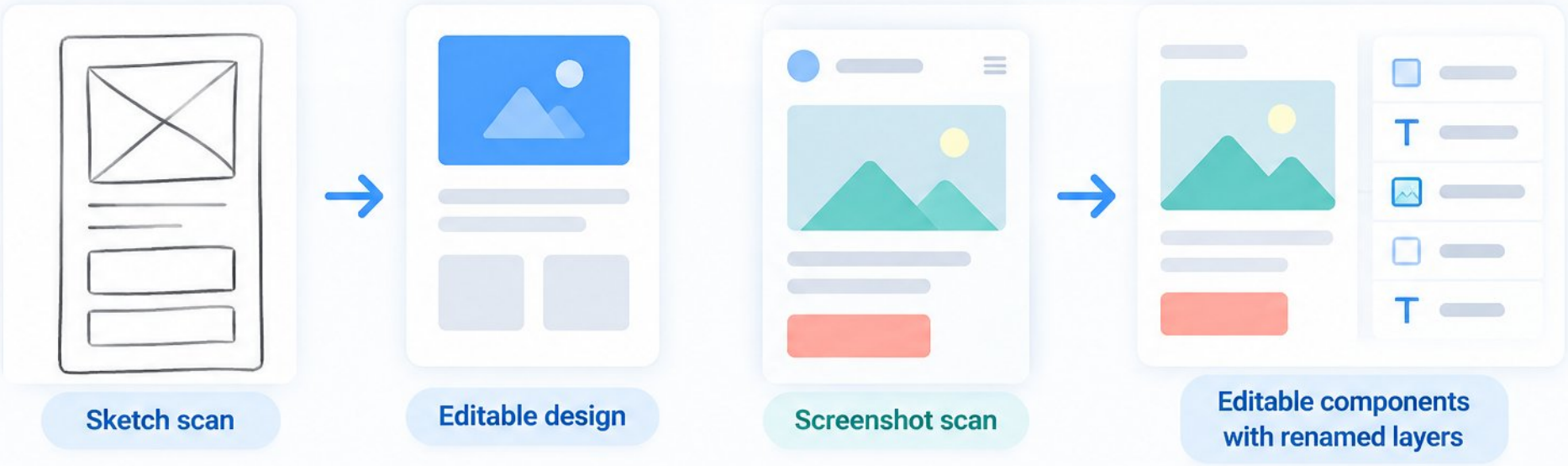
Iterating with AI: Conversational Edits and Design Review

- Select components, then prompt: add a CTA, extra list items, new font
- Make narrow edits, not full regenerations — preserve context and avoid drift
- Use AI design review and Focus Predictor heatmaps to find attention gaps
- Fix structure first — layout and flow — then invest in visual polish
- Keep the draft for tweaks; restart with a stronger prompt when it's off-target



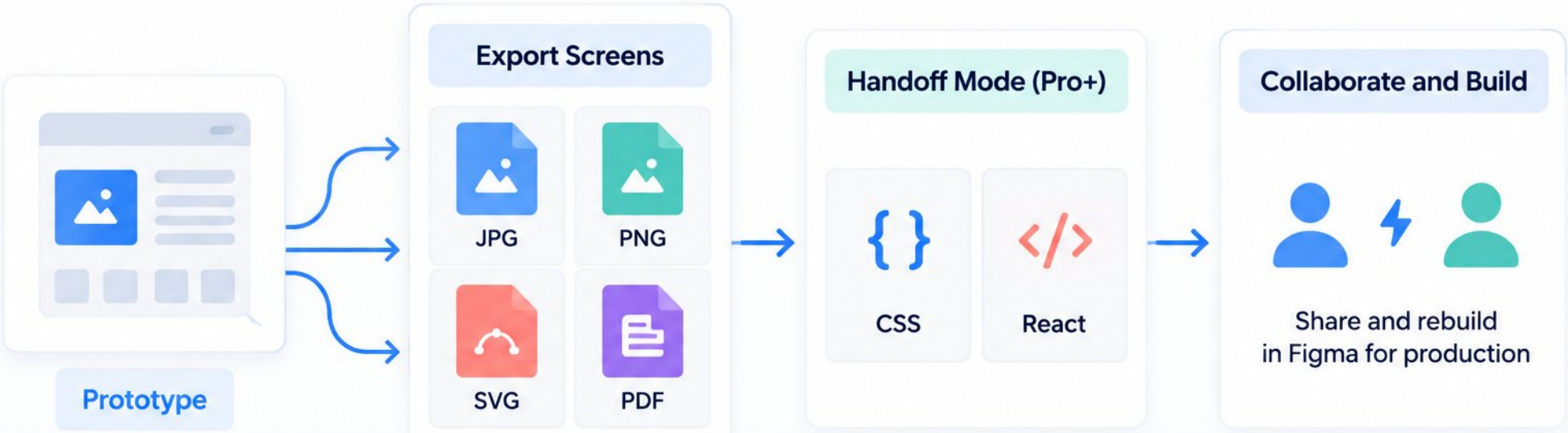


From Sketch and Screenshot to Editable Design



- Sketch scans for new layouts; screenshot scans for iterating existing UIs
- Prep inputs: high contrast, complete screens, one screen per image
- Supported formats: JPG, PNG, HEIC; screenshots scan one at a time
- Clean up results: rename layers, merge components, unify fonts and colors
- Handle third-party screenshots ethically; instructors can digitize whiteboard sketches

From Prototype to Product: Handoff and Collaboration



Export screens as JPG, PNG, SVG, or PDF at 1x–4x scales

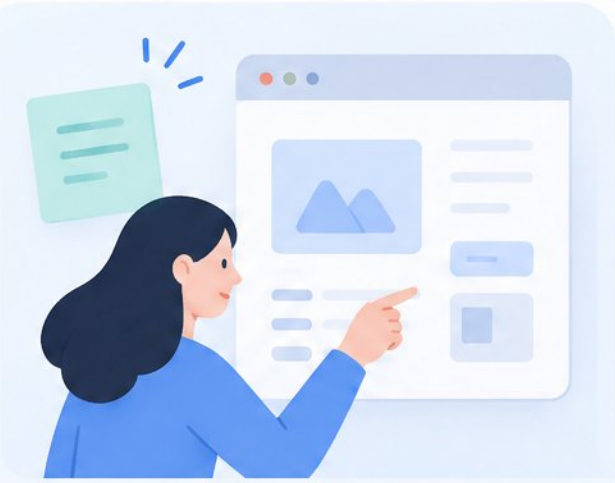
Handoff Mode (Pro+) copies CSS or React for one selected component

No full-project HTML/JS export and no native Figma export

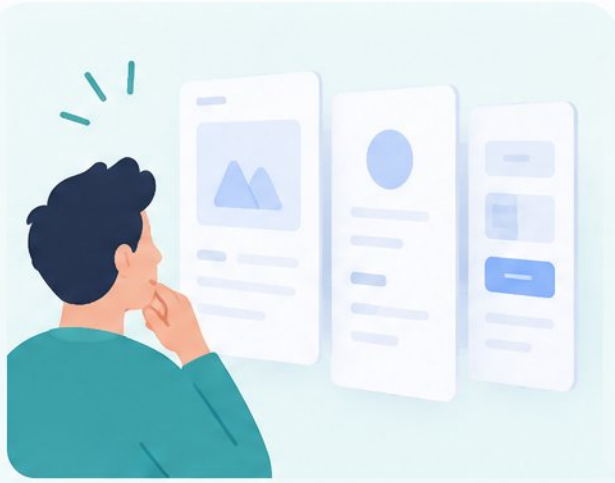
Figma plugin imports into Uizard; SVG export is the only path out

Share links with Creator or Viewer roles; rebuild in Figma for production

Use Cases for Product Managers and Startup Teams



Product managers:
validate concepts fast, iterate on existing features from screenshots



Startup teams:
MVP screens, pitch-deck-ready mockups, and user-testing artifacts

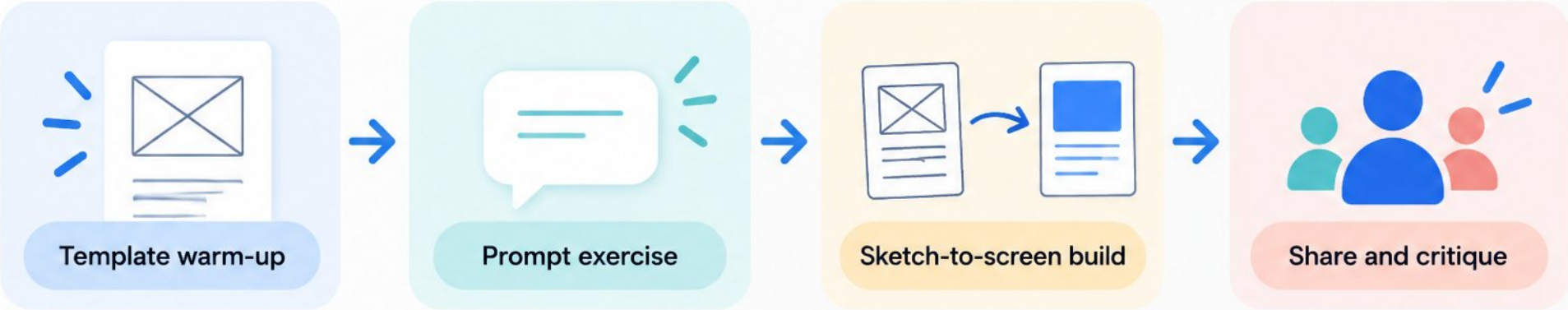


Founders:
proof of concept in two days; Demo Day mockups in 1.5 hours

Pick your entry point:
template for speed, prompt for new ideas, scan for existing screens

Realistic scope:
minimalistic, early-stage designs — not complex production systems

Uizard in the Classroom:
A Track for Prototyping Instructors



- Structure classes as: template warm-up → prompt exercise → sketch-to-screen build → share and critique
- Manage shared accounts, consistent project naming, and creator vs. viewer roles
- Build a reusable classroom component kit and prompt library
- Assess process and reasoning over pixel perfection
- Model iteration and QA habits — don't present one-shot AI output

Quality Checks Before You Share

- Fix common slips: uneven spacing, flat hierarchy, leftover placeholder text
- Contrast 4.5:1 for body text; tap targets at least 24×24 px
- Trace every back path, then stress-test layouts with real copy
- Wireless Mode flips low and high fidelity for the right audience
- Free trains AI on your designs; Business and Enterprise do not



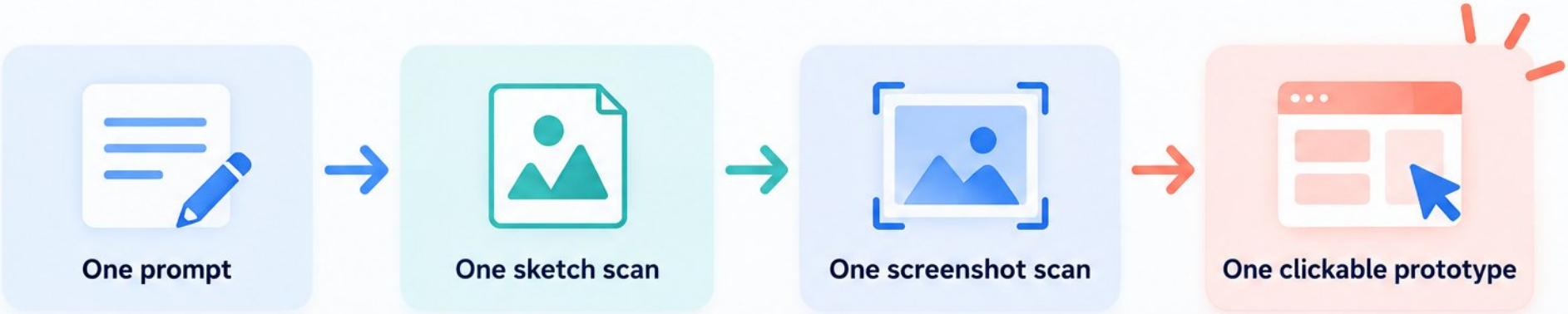
Responsible Use and Comparison with Alternatives



- Uizard wins on speed and accessibility; Figma wins on design-system depth
- Pick Uizard for ideation and early prototypes, not production polish
- Screenshot scanning raises ethics: reproducing competitor UI and licensing risks
- Record human judgment and design decisions behind every AI draft
- Move to a production tool once fidelity, systems, and handoff matter

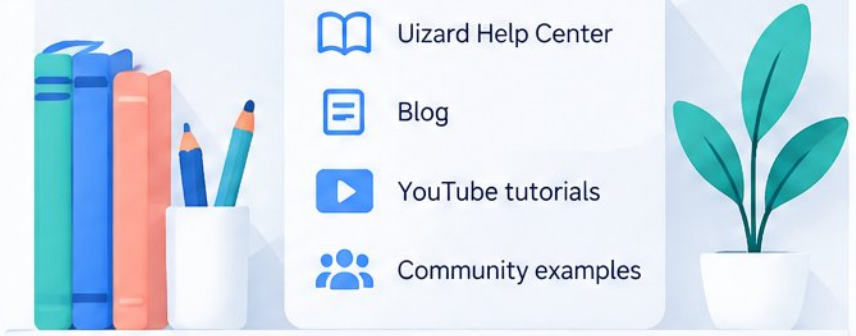
Practice Plan, Resources, and Next Steps

Turn ideas into a polished prototype through consistent practice and the right resources.



- **7-day plan:** one prompt, one sketch scan, one screenshot scan, one clickable prototype
- Save reusable prompt templates and build a personal component kit
- Use Uizard Help Center, blog, YouTube tutorials, and community examples
- Build next: layout fundamentals, accessibility basics, and design-system thinking
- Deliverable: a shareable, reviewed prototype — recap before you leave

Resources



Practice today.
Better designs tomorrow.

PersonWise.

PersonWise • AI digital-human course platform

Scan the code or click anywhere to watch this course live, with voice Q&A

personwise.ai/t/3cb2711c/public