



Sketch To Storyboard

Sketch file Structure for Import into Storyboard

In Storyboard the appearance of the UI after using the Sketch Import feature will depend on properties and attributes that are set in Sketch. Primarily, the organization of layers in Sketch will determine the structure and organization of the content in the resulting Storyboard application.

Sketch Pages

In Sketch, Pages are an organizational tool to separate unrelated content. There is no direct analogue to the Sketch Page in Storyboard. Rather, Pages can be used to contain the outline for an individual Storyboard application. For example, if you have a main application and a mobile version, you would separate their designs into different Pages. When importing into Storyboard, you have the option to choose what Pages of content you want to include in the import.

File Structure

When importing a Sketch file into Storyboard, the Sketch content is interpreted according to Storyboard's application model hierarchy. Artboards in Sketch are converted into Storyboard Screens and should always use the same dimensions. Top level Sketch Layers are converted into Storyboard Layers. Sketch Layers within those Layers will be converted into Storyboard Groups. Sketch Layers within those Layers will be converted into Storyboard Controls.

The screenshot displays the Sketch application interface. On the left, the 'Infotainment-Control Phone' project is open, showing a hierarchical tree of layers and groups. The right sidebar shows the 'Application Model' and 'Project Explorer' panels. The 'Project Explorer' panel shows the hierarchy of the imported Sketch file, including 'Layer1' and 'ContactsTab'.

In the Sketch to Storyboard comparison above, "Layer" and "Layer1" have been generated automatically for content Sketch that was not part of a parent group folder.



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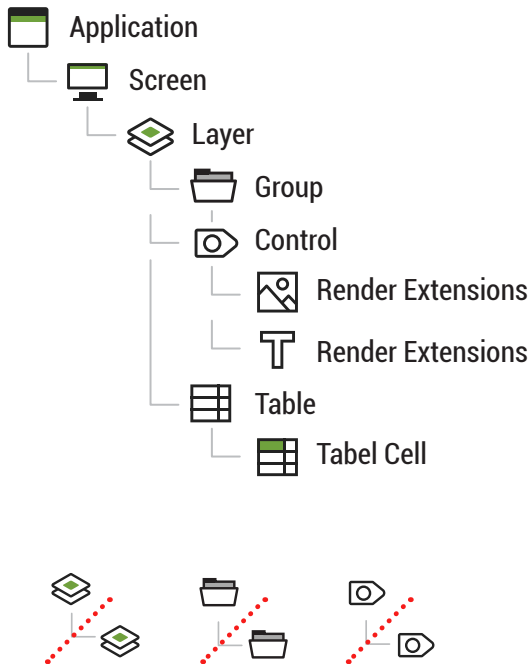
Common Sketch Elements

Content from Sketch like Symbols or other raw types like images, fills, paths and text will import into Storyboard as individual controls. Such content that exists on the top level of an Artboard with no Layer parent will have a separate Storyboard Layer created to contain it.

Sub Group Folders

Sketch Layers that are nested in such a way that they don't follow the Storyboard application model hierarchy will have their content flattened into the control they are a part of. In order to ensure that content is imported exactly as you expect, it is best to avoid nesting content beyond 2 sub levels of Sketch Layers so that it matches the Storyboard hierarchy (Layer » Group » Control).

Application Model



Transparency

Sketch Layers that use a percentage of opacity will import to Storyboard with the same opacity in the object's alpha attribute. Layers that have opacity 0 and are invisible will import into Storyboard as being hidden. However the content will be imported properly, for whenever the Storyboard object is made visible.

Naming Conventions

The name of the resulting Storyboard objects will correspond to the name of the Sketch Artboards and Layers that were imported. Sketch allows duplicate names of Layers within a parent where Storyboard does not. If a duplicate name will cause a conflict, they will be sanitized automatically on import by appending numbers to the end of the names, "Layer1" "Layer2" "Layer3" etc. It is always best however to be clear with naming and avoid this, to ensure content is imported as you expect. There are no naming conventions within Sketch that will influence how content will be imported into Storyboard.

Image Effects and Masks

The import process uses Sketch APIs to generate the image files representing the content. As such, most Sketch effects like tint and shadows will be properly represented in the imported result. Sketch Masks on Layers will not be imported as Mask Render Extensions in Storyboard. Instead any mask effects will be baked into the images themselves on import.

Sketch Artboard Backgrounds

Artboard properties in Sketch include a checkbox option to add a Background color. Importing a Sketch file when the option for a Background color is checked will result in an additional Storyboard layer that contains a solid fill render extension with the color that was selected in Sketch.