**Pros and Cons of the Various Rendering Formats**

|  |  |  |
| --- | --- | --- |
|  | Pro | Con |
| Hand Drafts | * Inexpensive and easy to create * does not require prior knowledge * Easy to edit * More control over the design * Starting point * Does not require many resources | * Not as durable * Can look unprofessional   after many edits |
| Digital Renderings | * Look clean when they are finished because   they are printed   * Can be replicated very easily * More easily edited | * Can be time consuming to   learn the software   * Software can be   expensive   * Makes you dependant   on a computer to draft,  or to open a draft |
| 3D Models | * They allow an understanding of the object   in space   * Three dimensional | * They are difficult to   transport   * Can be difficult to learn   how to build   * Materials can be   expensive   * More time consuming |