



Often, the cost of creating a mock-up for design review is much more expensive than creating a computer model. When a project will go through many design iterations in either form or color, it is cheaper to build it electronically than to keep making changes to the actual model.

If the object is a product that requires molding or tooling, this also will raise the budget. Moving parts are animated very easily on computer, but cannot be physically modeled without hinges, pivots, and tubes. If you need to see how an object works on the inside, or if it is too large or small to view at normal scale, a computer model is much more practical than an actual model.

Replacing destructive testing with computer animation is another cost-saving technique when the object in questions is too expensive to destroy.

