

Blueprint wireframes are an effective way to show off what your final product will look like. Allowing for general visualization, it lays out, in detail, where everything will go, what is on which page, and where they go. It uses filler text, which is great for checking for any issues with text being outside of its assigned area, among other things. But at the same time, blueprint wireframes seem to be more stiff in terms of changeability, meaning that if you change one aspect, you might have to change a dozen other things, which could be a drawback if you only have a short amount of time to make the site.

Site mapping is a fast way to make a wireframe. It can be done with notecards, drawings on a paper, or digitally on a computer program. It is very easy to change, and can have changes made as fast as they're needed. However, it does not give anyone a direct feel for how the site will look, but rather, only how it will function. Making it a great tool for early development, but not as useful once you get into the later stages of development.

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