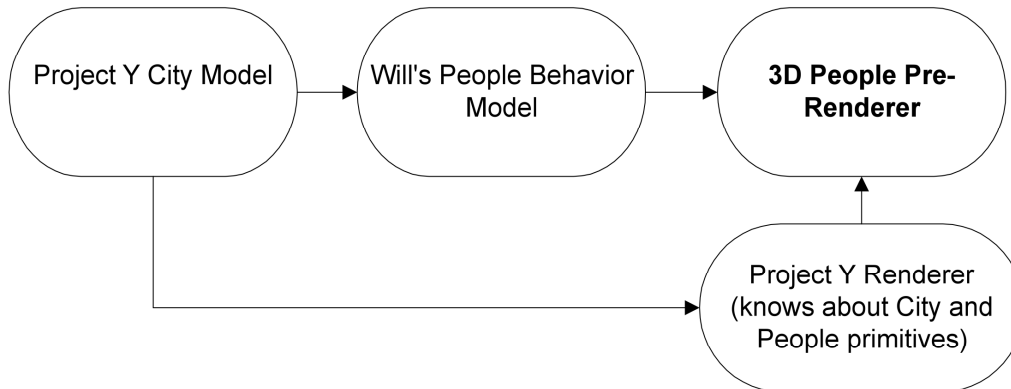


3D People Questions

- Is this just going to be a rendering solution?
- *Can this be built in C++?, as a COM object?*
- When is the project schedule (final, intermediate)?
- What is the path for integration?
- What are the rendering requirements (pixel height)?
- How is a test loop to be built for this project?
- How much room is there for using more CPU cycles (i.e. processor budget)?
- What is wrong with the current renderer?
- What is the closest example of what this renderer should be?
- *What is the interface to the vertices, or the rendering description?*
- What outside products should I look at?
- Has the current renderer been profiled?
- *What compiler are you using?*
- *What primitives does the renderer know about (i.e. if we were to add ellipsoids)?*
- *What language is the current person renderer written in?*
- *Do you have any hard data, or documentation on the current renderer?*
- What approach looks most promising to you?
- What ideas do you have for upgrading the renderer?
- *Has this module been profiled against the whole project?*
- What sort of horsepower is needed for rendering?
- Who is the interface for the architectural issues?
- Any ideas on how this project should be built?
- Who is the interface for the code interface?
- *Sketch the rendering flow (do new primitives need to be supported in the prj Y asm code renderer)?*

Is this kind of the idea?



Potential types of rendering: line drawing, ellipsoid, polygon, sprite, sphere, sprite primitives
Approach: code drop, compile/run, test loop, profile, pick the most likely approach, build, deliver