BRAINSTORM PROBLEM LIST FOR ART TEAM
       **Bold** indicates offsite issue

I am an art lead:
       Define visual style of characters
            5 sample Archies
       Define visual style of objects
             3 sample TV's x 2 (cheap, expensive)
             3 sample chairs x 2 (cheap, expensive)
       Define visual style of architecture
       Define visual style of UI
       Create content creation and delivery pipeline
       Itemize content and schedule art creation tasks
       Track content creation progress/match against schedule
       Review content for quality
       Review and select artists for team
       Educate team as to protocols
       Ensure fidelity of production to design
       **Establish suitability of offsite per task**
       **Robustly integrate offsite resources**

I am an animator:
       Create and export anims
       Preview my anims easily, at all 3 magnifications
       Swap out textures easily for above preview
       Swap out skins easily for above preview
       Register anims easily with other characters/objects
       Easily take advantage of Vitaboy's blending technology
       Quickly, easily control lighting in scene
       Easily establish stub content, replace easily, transparent to programmers
       **Upload/Download content to site easily**
       **Broad bandwidth critique pipeline with site**

I am a 2D artist/3D modeler:
       Create models that will yield many easily done variations
       Create models that add fewest # of polys with best look
       Modify 3$^{rd}$ party models quickly, easily
       Quickly create/modify textures that are suitable for models
       Apply my textures to objects easily
       Derive 8bit palettes for all objects, iterate easily
       Quickly, easily control lighting in scene
       Turnkey/ queueing solution for creating sprites
       Quickly, easily iterate UI art
       Easily establish stub content, replace easily, transparent to programmers
       **Upload/Download content to site easily**
       **Broad bandwidth critique pipeline with site**