Vivid Editor IDEAS –

* Sections for the scene graph management, not just a raw view of the graph.
* A.I assisted move/rotate/scale;
* Transistion Editor/Animator, including Class To Class transfers.
* “Good Parameters” – team name idea.

-Visual Logger – Not only text, but images and other media.

-GeoBake – bake all/selected entities into a pre-transformed mesh.

-Speech ideas, input/output.

- 3D RTS – War game.

- 3D Adventure game – set camera positions to simulate the feel of classic 2d adventure games.

- Resonance based IDE – Bright almost neon color scheme