* Priority List:
* WIP:
  + Main Process (Clavan)
  + Virtual Slider (Conley)
  + Face System (Vega)
    - Mouth
* Entire List:
  + Main Process
    - Calls everything.
    - Eventually done through the interface.
      * Starter interface ready.
  + Virtual Slider (Conley)
    - 2D and 1D
    - Min and Max
    - Changing starting point
      * Justified
        + Nine points
  + Face System (Will work ether virtual slider or channel.)
    - Mouth System (Vega)
      * LT and Right
        + ooo
        + Smile
        + Frown
        + Wide
    - Eye System
      * Blink
        + Up and down
      * Extra
        + Fleshy eye
    - Brow System
      * Up and Down
        + Left
        + Mid
        + Right
      * Center
  + Position Virtual Sliders (Conley)
    - Prefab starter
      * All face controls
      * Eliminate unnecessary controls.
    - Camera
    - Interface
    - OOP
      * Track all created camera’s and groups.
  + Animation
    - Import
    - Record
  + Interface (Conley)
  + Config (Clavan)
  + Delivery installer (Clavan)
* Interface
  + Test Interface done.
    - Ready to connect blend shapes to pass to David.
  + installer
    - Started
    - Created the environment file.