



Conversation Sheet

The following questions ask generally about the way people use their modeling tools, and in what capacity 3D modeling is part of their work / workflows.

- How does your work require you to use 3D modeling tools?
- What part of your specific 3D modeling program do you find the most useful? What features would be absolutely essential to your work?
- Which parts of your platform do you find yourself using the least? Which aspects are typically forgotten or unutilized?
- If you could change anything about your current platform, what might that be?
- Which problem or problems do you find yourself solving over and over again in your current platform, either in the same or different ways?
- What would you say the greatest source of error in your work is, currently? How does your program work to contribute to or alleviate these problems?

The next set of questions asks users to reason through a hypothetical problem in the language of their current modeling platform.

- Imagine for a moment that you're working on a project where it's important for two different geometries to maintain some size and shape relative to one another, irrespective of resizing or relocation. How would you go about expressing this in your model? Be as general or specific as you like.
- Now imagine that you've drawn a shape in your program, and you want to ensure that it tessellates. How would you go about checking this quality?
- Finally, let's say that you've just finished modeling a huge project with hundreds of thousands of points and polygons, when you realize that a large set of edges in the model, which are supposed to be coplanar, are not. What do you do next?
- Do you have any questions for me?