Notes from Chris:

The ENVISTAS and VISTAS functionality are fairly similar:

1. methods to view the scene,
2. create a path for a fly-through and
3. animate the fly-through.

The only difference is that ENVISTAS has a method to load and save paths (which looks like it's set up, UI-wise, on the VISTAS side, just needs to be filled in). Apart from that, anything that ENVISTAS has (the post-run views) is unique to an Envision user's needs. If there's a need for stepping through different time steps for a data set (like what Nik's VELMA stuff does), that could be added as well, I'm just not sure if it's quite set up for that.

A few notes from what I gathered after Margaret's analysis of the ENVISION implementation of VISTAS (also Nik's critiques):

1. Terminology should be familiar to the user. Example is the "No Data" keyword (which is NOT?) Actually, “no data” is terminology familiar to GIS users.
2. Navigating a 3D scene needs to be smoother. Try game-like controls (the model stays still and the user is free to move around the scene). There are a few different ways to go about this. Construct a simple Xbox 360 controller , rather than a keyboard interface?
3. Color scheme, namely background color, of the visualization should be more or less on what the end user is used to.  To be consistent with envision, want a white background. What about a gradient – so it feels more like a horizon. Use a Linear fog feature (built in with shaders). Add option to change/manipulate the background color in VISTAS (camera class), will provide this in ENVISTAS.
4. Make sure our "Dominique" user can easily understand what action does what. Perhaps the 1-2-3 stepping she suggested? Margaret was describing a wizard-like feature….
5. Make sure "Dominique's" user (the stakeholder she could be presenting to) isn't distracted by any data/information that isn't needed for them to understand the data. A simple example is getting rid of any fly-through creation functionality while in "presentation" mode.  Patrick has begun to work on this.

So, to sum things up, we want keep things as natural for the user as possible so they can maneuver around the scene with ease. I'll be glad to follow up on anything that seems unclear or lacks explanation.

Nik’s take-away –

1. Start Screen – easy path into a 1-2-3, or allows loading prior project.
2. Change button – add data to project -> add data.