Sketch
- Non-Intuitive
- This is a general problem of sketch interfaces
- Vs. Teddy: Power vs. Intuition
- Inferring 3d
  -- Intuition of Shadows
  -- Orthogonal vs. Perspective Views
- Stylus and Modifier Keys
  -- Importance of camera control
  -- Eraser
  -- Multiple Modes
  -- "Right tool for the right job" - Bill Buxton
  -- Barrel Buttons and Multi-pens
  -- Gestures
    --- Gesture delay
- User studies and validation

Teddy
- "Sketch for Freeform Models"
- Is this assembly vs. C, or BASIC vs. C?
- Which is simpler?
- Intuitive extrusion
- Order of Operations
- Possibility of Joining Objects?
- Translations?

Fluid Inking
- Has a high learning curve
- Uses Mnemonics
- Has beneficial uses, especially in environments where there is already learning curve
  -- Maya
  -- Photoshop
- Scribble erase
  -- Easy to confuse with deliberate stroke
- Gestures vs. Keyboard shortcuts
  - Tablets have no keyboards
  - Relative speed

- InkSceine
- Adoption of Conventions
  - Example: Office 2007 resistance
- Possibility of Gradual adoption
- 3d interfaces
- VR
- Wii