January 23, 1984

PLAN FOR THE COMPLETION OF OMNI

The following steps seem to be appropriate for the completion of the
OMNI project:

1,  Generate a simulation using the Game Emulation System or an
    Iconas Frame Buffer with interface to existing color generator,

2,  Build a video test bed from the existing preliminary design by A.
    Tanaka and E. Breeze to test the feasibility of key design
    objectives,

3,  Design the Heather chip on Gene Cavanaugh's VTI system as a
    learning project,

4,  Run a VTI simulation of Heather,

5,  Design the Vivian chip on the VTI system,

6,  Run a VTI simulation of Vivian,

7,  Design the Penny chip on the VTI system,

8,  Run a VTI simulation of Penny,

9,  Run a VTI simulation of the completed system,

10, Fabricate the custom chips,

11, Design the system PCB,

12, Integrate all items into a product.


Many of the steps above can be executed in parallel.