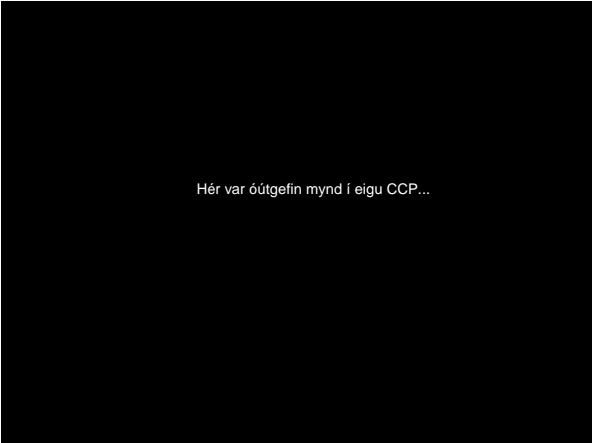


Actors



A layered approach

- **Intelligence** is spread across layers, with higher concentration at the top and lower concentration in the graphics hardware at the bottom.
- **Interfaces** between layers provide scripting opportunities, sharing of components, different control paths and levels of detail, as well as being the glue holding a character together.

