**Table 4. Results of the scenario conflict among assigned tasks**

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| **Motivator** | **Alternatives** | **Evaluation** | **Selection** |
| 1- Detailed and accurate models are required, so there is the need to establish the quantity of polygons for the PROPS | 2- If a big amount of polygons is used  4- Which is the most appropriate number of polygons without losing quality?  5- Our experience in the company indicates that the adequate number of polygons is 2478, | 3- We take the risk of reducing performance on image processing.  6- we can balance the loses, using shaders | 7- We are going to keep this amount and see how it works |
| 1- As a non-associated animator, my work is to model the PROPS by using polygons. | 2- From my experience, the adequate number of polygons is 32000  4- The company uses only 2478 polygon | 3- Because it gets closer to the clients and to a better experience due to the quality that is generated, the definition that is achieved and texturing quality.  5- Because it is a standard average to ensure performance on processing and an acceptable quality for clients. | 6- Although the suggestion was well received, the other animators used the standard (2478) and wanted the product to follow this scheme. |
| 1 – The client has demanded that the animation quality of the houses used in the video that have animated doors and windows, must be improved. | 2 – a bigger amount of polygons for rendering | 3-however, this would imply redesigning the PROPs related to the houses.  5- therefore, no change will be made, | 4- Given that the standard use of 2478 polygons is a company quality policy, even if the petition was accepted when the contract was signed, this rule should always be followed.  6- given that it is a preventive measure to take care of the company`s image. |