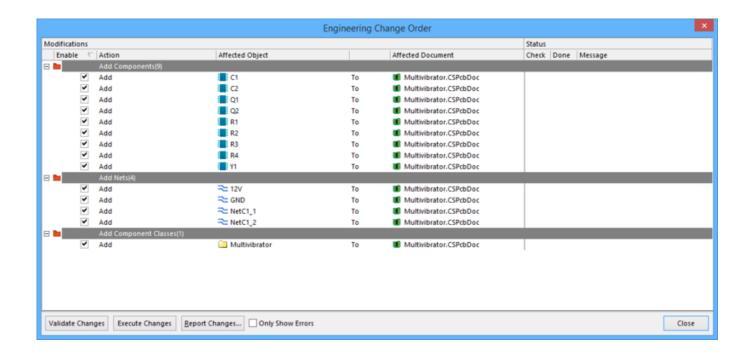# 3d Create Visual Components 77

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(see also [Figure 2](#fig2){ref-type="fig"}): {#fig2} The most important thing about the visual component creation process is the *rule of the thumb* that was created in order to facilitate the creation of the components, as follows: 1. *Put a visual component as the outcome of a task analysis, by composing the high-level design specifications and the details of the components*. 2. *Use only visual components to start the job*. 3. *It is not necessary to create all components at the same time*. 82157476af

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