

## Budget for 10.000 Buddhas

Submission to Epic MegaGrant Scheme

An overview of the budget is presented on the right. Please note the significant contributions to this project from our side.

### Personnel

The project duration is : 1 September 2022 - 31 August 2023. During these 12 months, a **Research Engineer (RE)** will do the majority of implementation work.

The costs are derived as follows:

- Standard rate per month: 3,662 EUR
- Full-time equivalent (FTE): 60%
- Total cost:  
 $12 \text{ months} * 0.6 * 3,662 \text{ EUR} = 26,366 \text{ EUR}$

The rationale for 60% FTE is that it enables us to hire highly talented master students. A higher FTE is not permitted by the university.

The RE is supported by several **Internship Students**, also on the master's level. We aim to teach master's level students about Unreal, especially with our EVE system. Internship students are paid 700 EUR/month. The requested amount represents 16 person-months of internship, which we will allocate dynamically, according to the needs of the project.

The PI (12% FTE) & Co-I (6% FTE) will contribute their time to this project, paid by CNRS and Université Paris-Saclay.

### Equipment

We would like to note that **most of the needed equipment is already present at the VENISE team**, making this proposal very cost effective. For example, the cost of the **current EVE system in total is 1.5 Million EUR**.

A **further 878,000 EUR will be spent before June 2023** in order to upgrade the EVE platform (780,000 EUR) and to purchase additional XR glasses (98,000 EUR). This funding is based on the CONTINUUM Equipex+ project. The VENISE team is a partner in this project, supported by French government funding managed by the National Research Agency under the Investments for the Future program (PIA) with the grant ANR-21-ESRE-0030.

### Travel

We will show the results at an impactful conference, We anticipate that we can show our results at the **Real-Time Live! Event at SIGGRAPH 2023**. We need to send 3 people to present: 2 helpers for the demonstration on stage and 1 speaker. We only ask for financing the costs of the RE, while we will cover the costs for the 2 helpers.

	Requested from EPIC (EUR)	Our contribution (EUR)
<b>Personnel Costs</b>		
Research Engineer	26,366	
Internships	11,200	
PI Christian Sandor		9,390
Co-I Patrick Bourdot		9,390
<i>Sum Personnel</i>	<i>37,566</i>	<i>18,780</i>
<b>Equipment</b>		
XR Glasses		98,000
Upgrade of EVE Platform		780,000
<i>Sum Equipment</i>	<i>-</i>	<i>878,000</i>
<b>Travel</b>		
Conference Travel	4,000	
<i>Sum Travel</i>	<i>4,000</i>	<i>8,000</i>
<b>Direct Costs</b>	<b>41,566</b>	<b>904,780</b>
18% University Overhead	7,482	
<b>Indirect Cost</b>	<b>7,482</b>	
<b>Grand Total</b>	<b>49,048</b>	<b>904,780</b>