

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 14 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 have already been allocated** in order to upgrade the EVE platform (780,000 EUR) and to purchase additional XR glasses (98,000 EUR). We assume a **linear depreciation model** for this 5-year project, so **only 20% of this money will be used in the proposed project**. This funding is based on the CONTINUUM Equipex+ 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)
Personnel Costs		
Research Engineer	26,366	
Internships	9,800	
PI Christian Sandor		9,390
Co-I Patrick Bourdot		9,390
<i>Sum Personnel</i>	<i>36,166</i>	<i>18,780</i>
Equipment		
XR Glasses		98,000
Upgrade of EVE Platform		780,000
<i>Sum Equipment</i>	<i>-</i>	<i>878,000</i>
Travel		
Conference Travel	4,000	
		8,000
<i>Sum Travel</i>	<i>4,000</i>	<i>8,000</i>
Direct Costs	40,166	904,780
18% University Overhead	7,230	
Indirect Cost	7,230	
Grand Total	47,396	904,780