VR&R

1122 NW Davis St.

Portland, Oregon 97209

11 April 2017

Estimates & Project Specifications

This estimate is based on the following specifications provided by Westgate Resorts Department of Learning & Development:

**OVERVIEW**

**Visual Elements - 3D Elements:**

* Modeling: furniture, furnishings, appliances, structural models
* Lighting/Texturing:
* Animation and Camera:

**Visual Elements - 2D Elements:**

* Storyboarding: functionality, UI, environment, mockups
* UI/UX: visual cues, instructional/directional guides, statistics/displays

**Behaviors and Functionality:**

* UX: visual cues, instructional/directional guides, statistics/displays
* FX: visual cues (shaders, particle systems)
* Control Inputs: locomotion, hands, settings
* Development Tools: custom editor tools specific to this project

**Audio Engineering:**

* SFX: Audio cues

**Production and Management**

* Pre-Production Planning
* Delivery Accountability (Leadership Tasks)
* User Testing

**GENERAL**

Estimates are based on specifications and resources provided by Westgate Resorts’ Department of Learning & Development.

1. This estimate does not include source files.
2. Prior to final approval, four review sessions will be conducted. The first session will review the general concept, expectations, and possibilities. The second session will review the base mechanics of the deliverable, testing for functionality and execution of the rudimentary concept. The third session will review the entire deliverable to date, including a review of mechanics and a sampling of deliverable visual assets. The last session will review the project in its entirety for final changes and polishing.
   * 1. Each review cycle includes 2 rounds of feedback revisions and assumes that client feedback will be received within 48hrs of receipt of reviewable materials from the VR&R team.
        1. If feedback is received after 48hrs, the estimate and schedule are subject to revision.
     2. After each session's discussion point has been approved, it will be assumed that that element is finalized. Additional changes beyond the review session are subject to revised estimate and schedule.
3. Labor estimates will vary from week to week depending on students’ academic workloads.
4. The duration of the collaboration is intended to run from April 2018 to December 2018.
5. The schedule accompanying this estimate is based on the following milestone dates and assumes that all assets will be provided by the client by the agreed upon times. Should assets not be received the estimate and schedule are subject to revision.
   * 1. Reference image: April 2018
     2. Any schematics or CAD information: April 2018
     3. Feedback on review cycles:
        1. Cycle 1: June 1st
        2. Cycle 2: August 3rd
        3. Cycle 3: September 7th
        4. Final Cycle: December 1st
6. Upon final approval by client, an PC based .exe file for use.

**This estimate assumes a final delivery date of December 14th, 2018**

**Visual Elements**

|  | Deliverables | Labor | Development Duration |
| --- | --- | --- | --- |
| 1 | Furniture Models | 8 hours/week | April 2018-November 2018 |
| 2 | Furnishings & Appliances Models | 8 hours/week | April 2018- November 2018 |
| 3 | User Interface (UI) | 8 hours/week | April 2018-November 2018 |
| 4 | Room Layout | --- | August 2018-November 2018 |

**Behaviors and Functionality**

|  | Deliverables | Labor | Development Duration |
| --- | --- | --- | --- |
| 1 | Controls & Behaviors | 8 hours/week | May 2018-December 2018 |
| 2 | User Experience (UX) | 8 hours/week | May 2018-December 2018 |
| 3 | Development Tools | 3 hours/week | May 2018-December 2018 |
| 4 | Visual Effects (VFX) | 3 hours/week | September 2018-December 2018 |

**Audio Engineering**

|  | Deliverables | Labor | Development Duration |
| --- | --- | --- | --- |
| 1 | Sound Effects (SFX) | 3 months | September 2018-November 2018 |

**Production and Management**

|  | Deliverables | Labor | Development Duration |
| --- | --- | --- | --- |
| 1 | Pre-Production Planning | 3 months | April 2018-June 2018 |
| 2 | Delivery Accountability (Leadership Tasks) | 1 hours/week | May 2018-December 2018 |
| 3 | User Testing | 1 hour/week | September 2018-December 2018 |

Team

**Executive Producers:**

Nikki Dunsire

Anthony Pires

**Co-Producers:**

Thea Bates

Kailani Piñon

**Lead Visual Artist:**

Toby Wolfe

**Lead Programmer:**

Stephen Ouellette

**Lead Audio Engineer:**

Haneen Bakhashwain

**Visual Artists:**

Annie Johnson

Chris Snegireff

Dominique Fitowski

Jerryd Perry

Navarre Packham

Patron Clark

**Programmers:**

Aziz Alkhelaiwi

Damon Smith

Dasha Moyer

Richard Paskvan