VR&R Group – “Tidy Trainers” Application

1122 NW Davis St.

Portland, Oregon 97209

22 May 2018

Estimates & Project Specifications

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

**OVERVIEW**

**Visual Elements - 3D Assets:**

* Modeling:
  1. This estimate includes all environmental assets necessary to mimic a One Bedroom Studio Deluxe unit as specified by client.
  2. Assets included are listed on the asset list (see *TidyTrainers\_AssetList.xlsx*). This list was derived utilizing reference photos and schematics provided by client.
  3. All interactive models will be viewable in 360 degrees or modeled to the extent that a user would need to interact with the asset in meaningful and believable manner.
  4. All assets will be modeled to optimize standards for a VR environment, with frame rate and user experience in mind.
  5. This estimate does not include the following:
     1. Assets outside of the *TidyTrainers\_AssetList.xlsx*
     2. Virtual characters
     3. Environmental elements outside of the One Bedroom Studio Unit (i.e. parking lots, unit views, etc)
* Lighting/Texturing:
  1. All assets will be textured in accordance with the reference images provided by client.
  2. This estimate does not include design styles, room décor, and color palette changes beyond what is seen within the reference photos.
  3. All textures will be generated with VR optimization in mind and will take on a realistic look and feel, but may not mimic a hyper-real environment.
  4. All lighting will mimic what is seen within the reference photos and assumes an evenly lit environment similar to that seen on a sunny, mid-afternoon day. Light bulbs and items that illuminate will give the appearance of turning ‘off’ and ‘on’ when interaction requires it.
* Effects:
  1. This estimate assumes that any and all particle effects created are in accordance with common cleaning tasks. Such effects may include but aren’t limited to: dust, steam, grime, bubbles and liquid spray.
  2. All particle effects are subject to evaluation of use based on application optimization and user experience. Any particle effect shown to downgrade frame rates resulting in a poor user experience, are subject to removal and will be replaced with alternative techniques like animated textures.
  3. This estimate does not include particle effects generated with the intent to show uncommon or extraordinary circumstances such as room fires, overflowing bathtubs or sinks, etc.
* Animation and Camera:
  1. This estimate assumes that the viewing experience will be through the user’s perspective via the Oculus headset. As result, this estimate does not include alternative angles, points or view or general camera animation for the purposes of stand-alone movie files.
  2. Hand animated elements include items that require animating outside of the application engine in order to show a change of state or shape once interacted with. These items include but aren’t limited to:
     1. Towels
     2. Hand towels
     3. Tissue
     4. Toilet paper
     5. Linens and bedding
     6. Kitchen towels
  3. This estimate does not include animated items that aren’t first interacted with by the user.

**Visual Elements - 2D Assets:**

* This estimate includes the design and implementation of all UI elements, including but not limited to:
  1. Main menu screen
  2. In-application directions via mini tutorial (hand controller use and gestures).
  3. In-application visual aids, cues and instructional guides that give the user a sense of progression and direction within in the training environment.
  4. The display of scores, statistics and other informational items showing user outcome.

**Behaviors and Functionality:**

* This estimate includes the development and functional implementation of the following:
  1. UX: visual cues, instructional/directional guides, statistics/displays
  2. FX: visual cues (shaders, particle systems)
  3. Control Inputs: locomotion, hands, settings
  4. User interaction as described by the training documentation provided by client and as seen in reference videos.

**Audio Engineering:**

* This estimate includes:
  1. Sound fx generated as the user interacts with items within the scene.
  2. Audio aids that assist in letting the user know if their actions are appropriate or if they’ve made a mistake (i.e. audio cues toward overall progression within the training).
* This estimate does not include:
  1. A music track
  2. Voice over

**GENERAL**

1. This estimate does not include working source files.
2. This estimate assumes that all elements created by the production crew can be shown within individual portfolios and within Art Institute marketing.
3. Prior to final approval, four primary review sessions will be conducted. The first session will review the base mechanics of the deliverable, testing for functionality and execution of the rudimentary concept via a user tutorial. The second session will review the in-progress deliverable to date, including the framework of mechanics and a sampling of visual assets. The third session will review the project in a closer state of completion with additional mechanics and assets. The forth and final review cycle will consist an almost completed tutorial subject to final revisions and polishing in preparation for final deliverable.
   * 1. Each review cycle includes 2 rounds of feedback revisions and assumes that client feedback will be received within 72 business hours of receipt of reviewable materials from the VR&R team.
        1. If feedback is received after 72 business hours, the estimate and schedule are subject to revision.
     2. After each session's review points have been discussed and approved, it will be assumed that those items are finalized. Additional changes beyond the review sessions are subject to revised estimate and schedule.
4. Labor estimates will vary from week to week depending on students’ academic workloads.
5. The duration of the collaboration is intended to run from April 2018 to December 2018 (the duration of a single production team, three term cycle).
   1. Because this project is being conducted through a set three term student schedule, it assumes that there are no extensions beyond December 2018.
6. 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 (see point 5a).
   * 1. Reference image: April 2018
     2. Any schematics or CAD information: April 2018
     3. Feedback on review cycles (see calendar below):
        1. Cycle 1: June 1st – User Tutorial
           1. Client Feedback received by: Wednesday June 6th EOD 2pm EST, 5pm PST
        2. Cycle 2: August 3rd – Basic Mechanics & Assets
           1. Client Feedback received by: Wednesday August 8th EOD 2pm EST, 5pm PST
        3. Cycle 3: September 7th – Additional Mechanics & Assets
           1. Client Feedback received by: Wednesday September 12th EOD 2pm EST, 5pm PST
        4. Final Cycle: November 2nd – Close to completed
           1. Client Feedback received by: Wednesday November 7th EOD 2pm EST, 5pm PST
7. Upon final approval by client, a PC based .exe file for use with the Oculus Rift, will be delivered via a file sharing site or application (Dropbox, OneDrive, Basecamp, etc).
8. **This estimate assumes a final delivery date of EOD (2pm PST, 5pm EST) December 14th, 2018**

Note – All hours are being logged throughout the project and will be provided to client in conjunction will the application on the delivery date.

**Visual Elements – 3D & 2D**

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|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All 3D and 2D assets | TBD | April 2018-November 2018 | $120.00 |

**Behaviors and Functionality**

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|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All programming and functionality | TBD | April 2018-November 2018 | $130.00 |

**Audio Engineering**

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|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | All audio assets | TBD | April 2018-November 2018 | $120.00 |

**Production and Management**

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|  | Deliverables | Total Hours | Development Duration | Hourly Rate |
| 1 | Production coordination | TBD | April 2018-November 2018 | $115.00 |

**TOTAL =**

Team

**Executive Producers:**

Nikki Dunsire

Anthony Pires

**Co-Producers:**

Thea Bates

Kailani Piñon

**Lead Visual Artist:**

Toby Wolfe]

**Lead Audio Engineer:**

Haneen Bakhashwain

**Visual Artists:**

Annie Johnson

Chris Snegireff

Dominique Fitowski

Jerryd Perry

Navarre Packham

Patron Clark

**Lead Programmer:**

Stephen Ouellette

**Programmers:**

Aziz Alkhelaiwi

Damon Smith

Dasha Moyer

Richard Paskvan

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| June 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  |  |  | Bi-Weekly Call: 12pm |  |  |  |  |  | 1  Deliverable #1: 5pm EST |  | 2 | |
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| 3 |  | 4 |  | 5 |  | 6  DUE: Client Feedback 2pm EST |  | 7 |  | 8 |  | 9 | |
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| 10 |  | 11 |  | 12  Bi-Weekly Call: 12pm |  | 13 |  | 14 |  | 15 |  | 16 | |
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| 24 |  | 25 |  | 26  No Call This week |  | 27 |  | 28 |  | 29 |  | 30 | |
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| July 2018 | | | | | | | | | | | | |
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| 8 |  | 9  Classes Start |  | 10 |  | 11 |  | 12 |  | 13 |  | 14 | |
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| 15 |  | 16 |  | 17  Bi-Weekly Call: 12pm |  | 18 |  | 19 |  | 20 |  | 21 | |
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| 29 |  | 30 |  | 31  Bi-Weekly Call: 12pm |  |  |  |  |  |  |  |  | |
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| August 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  |  |  |  |  | 1 |  | 2 |  | 3  Deliverable #2: 5pm EST |  | 4 | |
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| 5 |  | 6 |  | 7 |  | 8  DUE: Client Feedback 2pm EST |  | 9 |  | 10 |  | 11 | |
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| 12 |  | 13 |  | 14  Bi-Weekly Call: 12pm |  | 15 |  | 16 |  | 17 |  | 18 | |
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| 26 |  | 27 |  | 28  Bi-Weekly Call: 12pm |  | 29 |  | 30 |  | 31 |  |  | |
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| September 2018 | | | | | | | | | | | | |
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| 9 |  | 10 |  | 11 |  | 12  DUE: Client Feedback 2pm EST |  | 13 |  | 14 |  | 15 |
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| 16 |  | 17 |  | 18  Bi-Weekly Call: 12pm |  | 19 |  | 20 |  | 21 |  | 22 |
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| October 2018 | | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat | |
|  |  | 1  Classes Start |  | 2 |  | 3 |  | 4 |  | 5 |  | 6 | |
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| 7 |  | 8 |  | 9  Bi-Weekly Call: 12pm |  | 10 |  | 11 |  | 12 |  | 13 | |
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| 21 |  | 22 |  | 23  Bi-Weekly Call: 12pm |  | 24 |  | 25 |  | 26 |  | 27 | |
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| November 2018 | | | | | | | | | | | | |
| Sun |  | Mon |  | Tue |  | Wed |  | Thu |  | Fri |  | Sat |
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| 4 |  | 5 |  | 6  Bi-Weekly Call: 12pm |  | 7  DUE: Client Feedback 2pm EST |  | 8 |  | 9 |  | 10 |
| 11 |  | 12  Veterans’ Day |  | 13 |  | 14 |  | 15 |  | 16 |  | 17 |
| 18 |  | 19 |  | 20  Bi-Weekly Call: 12pm |  | 21 |  | 22 |  | 23 |  | 24 |
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| December 2018 | | | | | | | | | | | | |
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| 2 |  | 3 |  | 4  Bi-Weekly Call: 12pm |  | 5 |  | 6 |  | 7 |  | 8 |
| 9 |  | 10 |  | 11 |  | 12 |  | 13 |  | 14  Final Deliverable 5pm EST |  | 15 |
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