

Contract Details

1. **Contracting Body:** University of Glasgow
2. **Contract Name and ID:** Provision of 3D Environment for Museums in the Metaverse (PURCH2427)
3. **Services Required:**
 - **Design and Development:** Creation of a Realtime 3D venue for the University's Museums in the Metaverse platform. This includes:
 - 4-6 thematically-coherent spaces within the venue.
 - Highly optimized Realtime 3D models suitable for the platform.
 - A complete Unity project containing all necessary assets and scripts.
 - 3D scenes optimized for various levels of detail to accommodate different hardware capabilities: Mobile (integrated GPU), Desktop (dedicated low-end GPU), and PCVR (dedicated high-end GPU).
 - **Testing:** The vendor is required to test the venue with 10 optimized photogrammetry models provided by the University.
4. **Financial Constraints:** The budget is not specified. Bidders must provide a detailed budget breakdown for the proposed work.
5. **Vendor Qualifications:**
 - Demonstrated experience in 3D artwork and environment creation.
 - Previous experience with realtime projects.
 - Background in design, realtime production, or cultural heritage sectors.
 - ISO27001 or Cyber Essentials Plus certification is preferred.
6. **Other Relevant Information:**
 - **Delivery Timeline:** The project must be completed within an 8-week timeframe.
 - **Design Pitch:** Shortlisted bidders will be invited to present a design pitch to the University.
 - **Values:** The University places a strong emphasis on community benefits, fair work practices, sustainability, and environmental considerations. Vendors should demonstrate alignment with these values.

This contract seeks a vendor capable of delivering an innovative and technically optimized 3D virtual museum environment, with a strong emphasis on creative design, technical capability, and alignment with the University of Glasgow's values around sustainability and community impact.

Best matches

Based on the University of Glasgow's requirements for the Provision of 3D Environment for Museums in the Metaverse (PURCH2427), the following companies could potentially be a good match:

1. **Soluis**

- Location: Scotland
- Description: Soluis has a proven track record in creating immersive 3D environments and virtual reality experiences for cultural and heritage sites. Their projects, such as The Kelpies and The Macallan Distillery VR experiences, demonstrate their capability in designing and developing detailed and thematically-coherent spaces.
- Notable Projects: The Kelpies VR experience, The SSE Hydro 3D model, The Macallan Distillery VR experience.

2. **Augmade**

- Location: Glasgow, Scotland
- Description: Augmade specializes in augmented and virtual reality projects, including a virtual reality museum experience and an interactive VR training simulation. Their experience in creating engaging and interactive 3D environments aligns with the project's requirements.
- Notable Projects: Virtual Reality Museum Experience, AR Product Visualization for E-commerce, Interactive VR Training Simulation.

3. **deepvisionstudios**

- Location: Edinburgh, Scotland
- Description: deepvisionstudios focuses on virtual reality, augmented reality, and 3D technology, with projects in various sectors including training programs for the oil and gas industry and augmented reality apps for tourism. Their expertise in creating immersive 3D environments could be beneficial for the museum project.
- Notable Projects: Virtual Reality Training Program for Oil and Gas Industry, Augmented Reality App for Tourism.

4. **Vuabl**

- Location: Scotland
- Description: Vuabl specializes in creating immersive spaces and engaging 360IVR experiences. Their experience with virtual reality showrooms and 360IVR tours for real estate and tourism demonstrates their capability in 3D environment design and optimization.
- Notable Projects: Virtual Reality Showroom for a Furniture Company, 360IVR Tour for a Real Estate Agency.

5. **UniVirtua**

- Location: Prestwick, United Kingdom
- Description: UniVirtua offers virtual and augmented reality development services, with a portfolio that includes a virtual reality training program for retail and an augmented reality app for healthcare. Their experience in 3D artwork and environment creation aligns with the project's requirements.
- Notable Projects: Virtual Reality Training Program for a Retail Company, Augmented Reality App for a Healthcare Provider.

6. **Comharra Solutions**

- Location: Glasgow, Scotland
- Description: Specializes in media production and VR content, with experience in virtual reality surveys and training programs.
- Notable Projects: Virtual Reality Survey for Scottish Tourism Board, Virtual Reality Training for Healthcare Professionals.

7. **Captured Realities**

- Location: Scotland
- Description: Focuses on 3D scanning and virtual reality solutions, with projects in architecture, heritage preservation, and entertainment.
- Notable Projects: Virtual Reconstruction of St. Kilda Village, 3D Scanning of Historic Buildings in Edinburgh.

8. **Holoxica**

- Location: Scotland
- Description: Develops 3D holographic solutions, with applications in medical imaging, education, and cultural preservation.
- Notable Projects: HoloVizio Digital Signage Solution, HoloVizio Medical Imaging Solution.

9. **Digitalnauts**

- Location: Scotland
- Description: Creates virtual and augmented reality training programs and guides, with a focus on educational and immersive experiences.
- Notable Projects: Virtual Reality Training Program for Healthcare Professionals, Augmented Reality Museum Guide.

These companies have demonstrated experience in 3D artwork and environment creation, making them potential candidates for the University of Glasgow's project.