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Appendix	The main calculations in one useful worksheet, referenced from other tabs in this spreadsheet.

BUDGET

The full detailed project budget breakdown. See "*Partners & Collaborators*" for the full detailed list of partners, their rates and how they were fairly set, their roles and responsiblities. See "*Appendix*" for main calculations.

INCOME: CASH

Income category	Description	Amount in £ GBP	Expected or confirmed	Expected or confirmed date
Other public funding	Artizen crowdfunder Season 5: Actively crowdfunding for Locus in Season 5 of the Artizen platform. Season 5 will complete in Autumn 2025, expected to raise over $8,092 USD for the Locus project. Expected on 31 October 2025 total $8,092 = £5,988	£5,988	Expected	2025.10.31
Other public funding	Artizen crowdfunder Seasons 3 & 4: Successfully crowdfunded for Locus in Seasons 3 & 4 of the Artizen platform. Season 3 completed 30 January 2024, raised Ξ1.7010 (ETH cryptocurrency) for the Locus project. Season 4 completed 5 February 2025, raised Ξ0.7524 (ETH cryptocurrency) for the Locus project. Confirmed on 5 February 2025 total Ξ2.4534 = £7,120	£7,120	Confirmed	2025.02.05
	TOTAL	**£13,108**		

SUPPORT-IN-KIND: VALUE AS BOTH INCOME AND EXPENDITURE

Support-in-kind category	Description	Amount in £ GBP	Expected or confirmed	Expected or confirmed date
Access & inclusion	Dr Nora O'Keeffe: Locus roles: –Research how meditation supports those in mental health recovery –Adaptions to cater for participants' psychological wellbeing & safety –Accessibility for neurodivergence & mental health recovery –Consultation & networks Support-in-kind of 4.0 days valued @ €960 per day = £3,341 Confirmed on 23 July 2025 Active on task categories: –Survey	£3,341	Confirmed	2025.07.23

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Marketing & audience development	Amplify Agency, Ed Hallam: Locus roles: —Project creative and production consultation —Design and creative —References —Event and exhibitions networking and contacts —Individually & via Amplify Support-in-kind of 8.0 days valued @ £1,600 per day = £12,800 Confirmed on 25 September 2023 Active on task categories: —Production —3D-Model —Promote	**£12,800**	Confirmed	2023.09.25	
Training fees	Raymond Yun Fei PhD: Locus roles: —Expert research advice, consultation & guidance; as support-in-kind. —A leading researcher on MPM, he'll advise on approaches to redevelop MPM in Locus, offer technical insights, & validate feasibility - for the development phase, following such consultations in the earlier research phase. —MPM & ASFLIP are key to Locus, researched by Eoghan & advised by Raymond, to adapt MPM for real-time interactive web technologies, in Locus & as Free & Open-Source Software (FOSS). —Raymond's expert insights are key to assuring success & managing risks of these technical challenges. Support-in-kind of consultation valued @ £900 Confirmed on 7 June 2023 Active on task categories: —MPM	**£900**	Confirmed	2023.06.07	
Venue hire	Peckham Digital Festival, Matt McDonnell: Locus roles: —Exhibition —Outreach support for the duration of the festival to ensure community engagement with locals This has been factored in as a consulting fee of 4 days @ £150 per day. Support-in-kind: consultation valued @ £600 Expected on 1 May 2026 Active on task categories: —Installation	**£600**	Expected	2026.05.01	

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	Description	Amount	Status	Date
Training fees	Immersive Arts & Crossover Labs: Locus roles: –Training and support as part of the funding award –3 x meetings with an Immersive Arts Producer –Facilitated peer-to-peer network –Nation-specific events and opportunities –Development Labs (Experiment only) Support-in-kind: offered as part of the award. Expected on 31 January 2026 Active on task categories: –Training-Support	£0	Expected	2026.01.31
	TOTAL	**£17,641**		

EXPENDITURE: CASH

Expenditure category	Description	Amount in £ GBP
Project development	epok.tech, Eoghan O'Keeffe: Locus roles: –Lead artist –Lead developer 68.5 days @ £300 per day = £20,550 This fund's share covers 60.41% = £12,414 Active on task categories: –Training-Support –MPM –SDF –Audio –Optical-Flow –AI-Face –3D-Model –Graphics –Survey –Installation	**£20,550**
Project development	Superposition, Omid Zarei: Locus roles: –Creative-direction and development –Gaussian-splatting expertise –3D processing expertise –Production –Curation and presentation in Danish and Nordic venues 4.0 days @ DKK 5,000 kr. per day = £2,400 This fund's share covers 60.41% = £1,450 Active on task categories: –AI-Face	*£2,400*

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Project development	Superposition, Anne Jeppesen: Locus roles: —Creative-direction and development —Spatial sound design —Immersive-audio storytelling —Curation and presentation in Danish and Nordic venues 2.0 days @ DKK 5,000 kr. per day = £1,200 This fund's share covers 60.41% = £725 Active on task categories: —Audio	*£1,200*	
Professional fees	Wanrong Zhu (production): Locus roles: —Production support and team coordination 1.0 days @ £200 per day = £200 This fund's share covers 60.41% = £121 Active on task categories: —Production	*£200*	
Project development	Wanrong Zhu (creative): Locus roles: —3D and spatial design and modelling —Photography and visual documentation —Exhibition design and creative direction —Visual strategy for PR and communication 2.0 days @ £400 per day = £800 This fund's share covers 60.41% = £483 Active on task categories: —3D-Model	*£800*	
Project development	Morgan Carparelli: Locus roles: —Sound design —Music production —Generative audio algorithm design —Coding collaboration developer 12.0 days @ €350 per day = £3,654 This fund's share covers 60.41% = £2,207 Active on task categories: —Audio	*£3,654*	

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The full detailed project budget breakdown. See "*Partners & Collaborators*" for the full detailed list of partners, their rates and how they were fairly set, their roles and responsiblities. See "*Appendix*" for main calculations.

Project development	Sam Michnik (music): Locus roles: –Sound design –Music production –Networking in music 2.0 days @ £544 per day = £1,088 This fund's share covers 60.41% = £657 Active on task categories: –Audio		**£1,088**
Professional fees	Sam Michnik (build): Locus roles: –Set design, setup, build 2.0 days @ £345 per day = £690 This fund's share covers 60.41% = £417 Active on task categories: –Installation		**£690**
Marketing & audience development	Karolina Wielocha: Locus roles: –Photography –Filmography –PR & promotion –Production –Event production & management –Venue coordination –Team direction 1.0 days @ £500 per day = £500 This fund's share covers 60.41% = £302 Active on task categories: –Installation		**£500**
Travel, accommodation & subsistence	Travel and accommodation: Estimated travel and accommodation costs for in-person collaboration: –£25 per night of accommodation per 1 day on-site, plus 1 night before. –£60 per 1 day of travel return within UK per trip. Development Labs residential week with Immersive Arts & Crossover Labs: 1 person x (5 days on-site + 1 trip) = £210 This fund's share covers 60.41% = £127		**£210**
Other costs	Contingency: For any unexpected delays, travel, training, overruns, etc. 0.09% of £18,184 subtotal funding ask = £16 This fund's share covers 60.41% = £10		*£16*

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		Sasolo, Saskia Coburn: Locus roles: –Photography –Filmography –PR & promotion –Production –Event production & management –Venue coordination –Team direction 8.25% commission of £18,184 subtotal funding ask, plus VAT = £1,800 This fund's share covers 60.41% = £1,087 Active on task categories: –Production –Training-Support	
Training fees	–Survey	£1,800
	TOTAL	**£33,108**

EXPENDITURE: PERSONAL ACCESS COSTS		
Expenditure category	**Description**	**Amount in £ GBP**
		£0
	TOTAL	**£0**

TOTALS	**Amount in £ GBP**
INCOME	
TOTAL INCOME	**£13,108**
TOTAL INCOME + SUPPORT-IN-KIND	**£30,749**
EXPENDITURE	
TOTAL EXPENDITURE	**£33,108**
TOTAL EXPENDITURE + SUPPORT-IN-KIND	**£50,749**
TOTAL EXPENDITURE + PERSONAL ACCESS COSTS	**£33,108**
TOTAL EXPENDITURE + PERSONAL ACCESS COSTS + SUPPORT-IN-KIND	**£50,749**
ASK OF THIS FUND	
TOTAL ASK	**£20,000**
TOTAL ASK (WITH SUPPORT-IN-KIND)	**£20,000**
TOTAL ASK (WITH PERSONAL ACCESS COSTS)	**£20,000**
TOTAL ASK (WITH PERSONAL ACCESS COSTS + SUPPORT-IN-KIND)	**£20,000**

BREAKDOWN OF THIS FUND'S ASK % OF TOTALS	**Percentage**
Fund ask % of total expenditure	**60.41%**
Fund ask % of total expenditure + support-in-kind	**39.41%**

BUDGET

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	Amount in £ GBP	Percentage
Fund ask % of total expenditure + personal access costs	60.41%	
Fund ask % of total expenditure + personal access costs + support-in-kind	39.41%	
BREAKDOWN OF CATEGORIES	**Amount in £ GBP**	**Percentage**
Subtotal timed expenditure	£31,082	
Subtotal fixed expenditure	£0	
Subtotal overheads expenditure	£210	
Subtotal expenditure	£31,292	
Subtotal ask	£18,184	
Contingency	£16	0.09%
Subtotal commission	£1,800	9.90%
Income from other grants, funding	£13,108	
Income from other work, commissions	£0	
Fees to lead artist	£20,550	
Fees to partners and collaborators	£12,332	
Materials & equipment purchase	£0	
Materials & equipment rental	£0	
Overhead, admin, other expenses	£226	
Total expenditure	£33,108	
INCOME CATEGORIES		
Earned income	£0	
Local authority funding	£0	
Other public funding	£13,108	
Private income	£0	
SUPPORT-IN-KIND CATEGORIES		
Project development	£0	
Materials & equipment	£0	
Professional fees	£0	
Training fees	£900	
Travel, accommodation & subsistence	£0	
Marketing & audience development	£12,800	
Venue hire	£600	
Access & inclusion	£3,341	
Other costs	£0	

BUDGET

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EXPENDITURE CATEGORIES

Project development	£29,692
Materials & equipment	£0
Professional fees	£890
Training fees	£1,800
Travel, accommodation & subsistence	£210
Marketing & audience development	£500
Venue hire	£0
Access & inclusion	£0
Other costs	£16

BREAKDOWN OF THIS FUND'S SHARE PER CATEGORY	Amount in £ GBP	Percentage
Fund share of subtotal timed expenditure	£18,776	
Fund share of subtotal fixed expenditure	£0	
Fund share of subtotal overheads expenditure	£127	
Fund share of subtotal expenditure	£18,903	
Fund share of contingency	£10	0.05%
Fund share of subtotal commission	£1,087	5.98%
Fund share of fees to lead artist	£12,414	
Fund share of fees to partners and collaborators	£7,450	
Fund share of materials & equipment purchase	£0	
Fund share of materials & equipment rental	£0	
Fund share of overhead, admin, other expenses	£137	
Fund share of project development	£17,937	
Fund share of materials & equipment	£0	
Fund share of professional fees	£538	
Fund share of training fees	£1,087	
Fund share of travel, accommodation & subsistence	£127	
Fund share of marketing & audience development	£302	
Fund share of venue hire	£0	
Fund share of access & inclusion	£0	
Fund share of other costs	£10	

TIMELINE

The full detailed list of activities, and exact contiguous dates. See "*Key Activities*" for a summary. See "*Appendix*" for main calculations.
All the below dates account for public holidays, weekends, partners' existing commitments, with the exception of "*Installation*" events that run on those dates.
For experimental phases of the project, many of these tasks are indicative and open to change flexibly according to explorations.

Start date YMD	End date YMD	Task days	Activity or lead details	Task leads
2026.02.02	2026.02.02	1.0 day	*Production:* Initial review of project budget, gathering team members for final schedule plans; *1d*	Amplify Agency, Sasolo
2026.02.03	2026.02.03	0.5 day	*Training-Support:* Initial meeting with Immersive Arts Producer, as part of fund award; *0.5d*	Immersive Arts & Crossover Labs, Eoghan O'Keeffe, Sasolo
2026.02.09	2026.02.11	3.0 day	¬ *Survey:* Guide team & design; experts, audience-research; cohorts of EDI, mental-health, meditation	Dr Nora O'Keeffe, Sasolo
2026.02.09	2026.02.09	1.0 day	∟ *Survey:* Design key criteria & questions to inform the project; gather from team & research; *1d*	Dr Nora O'Keeffe, Sasolo
2026.02.10	2026.02.10	1.0 day	∟ *Survey:* Interview communities; workshop, Q&A, survey insights; in-person, online; *1d*	Dr Nora O'Keeffe, Sasolo
2026.02.11	2026.02.11	1.0 day	∟ *Survey:* Process survey insights & EDI needs; discuss, inform the team, guide the project; *1d*	Dr Nora O'Keeffe, Sasolo
2026.02.13	2026.02.13	1.0 day	*Production:* Set up key production tools to manage & share all team tasks, timings, pay, etc; *1d*	Wanrong Zhu (production), Amplify Agency, Sasolo
2026.02.18	2026.02.19	2.0 day	¬ *MPM:* Research Material Point Method (MPM) particle fluid physics, adapt to real-time web-tech	Eoghan O'Keeffe, Raymond Yun Fei PhD
2026.02.18	2026.02.18	1.0 day	∟ *MPM:* Finish research on MLS-MPM solver, ASFLIP integration, SPGrid store; adapt to WebGL, GPU; *1d*	Eoghan O'Keeffe
2026.02.19	2026.02.19	1.0 day	∟ *MPM:* Confer with R. Yun Fei PhD, MPM expert & ASFLIP author, to assess & guide approach; *1d*	Eoghan O'Keeffe, Raymond Yun Fei PhD
2026.02.23	2026.03.20	19.0 day	¬ *MPM:* Develop Material Point Method (MPM), in real-time WebGL; refine fluid aesthetic & motion	Eoghan O'Keeffe
2026.02.23	2026.02.27	5.0 day	∟ *MPM:* Develop 3D Sparse Paged Grid, SPGrid; GPU; spatial split, store, query; bit.ly/43K48tb; *5d*	Eoghan O'Keeffe
2026.03.02	2026.03.09	6.0 day	∟ *MPM:* Develop fast 3D Moving Least-Squares MPM solver, MLS-MPM; use SPGrid; bit.ly/3Nw4UEz; *6d*	Eoghan O'Keeffe
2026.03.10	2026.03.17	5.0 day	∟ *MPM:* Develop 3D Affine Separable FLIP integration, ASFLIP; use MLS-MPM, SPGrid; bit.ly/3OoPhh7; *5d*	Eoghan O'Keeffe
2026.03.18	2026.03.20	3.0 day	∟ *MPM:* Test, improve, for various particle flows and properties, to suit project's aesthetic; *3d*	Eoghan O'Keeffe
2026.03.23	2026.03.27	5.0 day	*Training-Support:* Development labs with Crossover Labs & expert mentors, part of fund award; *5d*	Immersive Arts & Crossover Labs, Eoghan O'Keeffe
2026.03.30	2026.04.10	8.0 day	¬ *SDF:* R&D Signed-Distance Field (SDF); forms 3D anatomy of bust layers, colors fluid particles	Eoghan O'Keeffe
2026.03.30	2026.03.30	1.0 day	∟ *SDF:* Finish researching Dual-Depth-Peeling method, adapt to create SDF; bit.ly/3NvrYDp; *1d*	Eoghan O'Keeffe
2026.03.31	2026.04.02	3.0 day	∟ *SDF:* Develop Dual-Depth-Peeling, to encode depth-map volumes for bust & forms, in WebGL on GPU; *3d*	Eoghan O'Keeffe
2026.04.07	2026.04.08	2.0 day	∟ *SDF:* Develop a good method to efficiently store the volume SDFs, maybe reuse SPGrid; *2d*	Eoghan O'Keeffe
2026.04.09	2026.04.10	2.0 day	∟ *SDF:* Test, improve; for high detail, fix any bugs, update geometry in real-time; see 3D-Model; *2d*	Eoghan O'Keeffe
2026.04.10	2026.05.01	16.0 day	¬ *Audio:* R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce	Morgan Carparelli, Eoghan O'Keeffe, Sam Michnik (music), Anne Jeppesen
2026.04.15	2026.04.17	3.0 day	∟ *Audio:* Research mapping millions of particle sound sources into fewer immersive-audio speakers; *3d*	Morgan Carparelli, Eoghan O'Keeffe
2026.04.10	2026.04.16	5.0 day	∟ *Audio:* Develop audio process, patches, synths; driven by particles data; in PureData, WebAudio; *5d*	Morgan Carparelli
2026.04.21	2026.04.24	4.0 day	∟ *Audio:* Develop generative sound of millions of particles; to drive audio; in WebGL, WebAudio; *4d*	Eoghan O'Keeffe
2026.04.28	2026.04.29	2.0 day	∟ *Audio:* Explore music for generative & collective immersive-audio, produce & record stems; *2d*	Morgan Carparelli, Sam Michnik (music), Anne Jeppesen
2026.04.30	2026.05.01	2.0 day	∟ *Audio:* Test, improve; for detail & immersion, fix bugs, balance audio mix; *2d*	Morgan Carparelli, Eoghan O'Keeffe
2026.05.06	2026.05.08	3.0 day	¬ *Optical-Flow:* R&D Optical-Flow natural-interaction; body-motion affects flows to turbulent/smooth	Eoghan O'Keeffe
2026.05.06	2026.05.07	2.0 day	∟ *Optical-Flow:* Integrate flow interactions into MPM, affect particle flows, using MPM & SPGrid; *2d*	Eoghan O'Keeffe
2026.05.08	2026.05.08	1.0 day	∟ *Optical-Flow:* Test, improve; EDI for any skin-tone, attire, body forms & abilities; lighting; *1d*	Eoghan O'Keeffe
2026.05.15	2026.05.27	7.0 day	¬ *AI-Face:* R&D AI Face-Tracker interaction, face moves 3D viewpoint; Gaussian-Splat recreates face	Eoghan O'Keeffe, Omid Zarei
2026.05.15	2026.05.15	1.0 day	∟ *AI-Face:* Finish developing AI face-tracker interaction, advance prototype; bit.ly/3NevUrY; *1d*	Eoghan O'Keeffe
2026.05.18	2026.05.21	4.0 day	∟ *AI-Face:* Explore Gaussian-Splat, recreate hyper-real audience face in artwork; bit.ly/3V7Ylek; *4d*	Eoghan O'Keeffe, Omid Zarei
2026.05.26	2026.05.27	2.0 day	∟ *AI-Face:* Test, improve; EDI for any skin-tone, attire, facial forms & abilities; lighting; *2d*	Eoghan O'Keeffe
2026.06.01	2026.06.03	3.0 day	¬ *3D-Model:* Model 3D forms, bust & inner anatomy; fit to AI-tracked, Gaussian-Splat recreated face	Amplify Agency, Wanrong Zhu (creative), Eoghan O'Keeffe
2026.06.01	2026.06.02	2.0 day	∟ *3D-Model:* Create 3D models of bust & anatomical forms within; use AI-Face & SDF; *2d*	Amplify Agency, Wanrong Zhu (creative)
2026.06.03	2026.06.03	1.0 day	∟ *3D-Model:* Adapt 3D model of the face to fit the AI-captured face; use AI-Face & SDF; *1d*	Eoghan O'Keeffe
2026.06.09	2026.06.25	10.0 day	¬ *Graphics:* R&D real-time graphics; SDF 3D forms to color particles; depth-of-field, light, shade	Eoghan O'Keeffe
2026.06.09	2026.06.12	4.0 day	∟ *Graphics:* Finish developing real-time particles, in WebGL on GPU; epok.tech/gl-gpgpu; *4d*	Eoghan O'Keeffe
2026.06.15	2026.06.16	2.0 day	∟ *Graphics:* Develop coloring particles by the form containing them; uses SDF & 3D-Model; *2d*	Eoghan O'Keeffe
2026.06.18	2026.06.19	2.0 day	∟ *Graphics:* Develop light-simulation effects; simple point-lights; explore how far it can extend; *2d*	Eoghan O'Keeffe

TIMELINE

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Start date YMD	End date YMD	Task days	Activity or lead details	Task leads
2026.06.24	2026.06.25	2.0 day	└ *Graphics:* Test, improve; to support many devices, platforms, features; see Procure-Display; **2d**	Eoghan O'Keeffe
2026.06.30	2026.07.02	3.0 day	┐ *Survey:* Workshop, test prototype with cohorts in EDI, mental-health, meditation; process & iterate	Dr Nora O'Keeffe, Sasolo, Eoghan O'Keeffe
2026.06.30	2026.06.30	1.0 day	└ *Survey:* Workshop, test pilot with EDI & meditation cohorts; process & report results; **1d**	Dr Nora O'Keeffe, Sasolo
2026.07.01	2026.07.02	2.0 day	└ *Survey:* Iterate prototype in response to survey insights; adapt into final version; **2d**	Eoghan O'Keeffe
2026.07.06	2026.07.06	0.5 day	*Training-Support:* Meeting with Immersive Arts Producer, as part of fund award; **0.5d**	Immersive Arts & Crossover Labs, Eoghan O'Keeffe
2026.07.07	2026.09.25	80.0 day	*Contingency-Buffer:* Free time buffer to address any delays or feedback before Installation	
2026.09.28	2026.10.01	4.0 day	*Promote:* Promote the project, exhibition/s, research findings, online, social media; **4d**	Amplify Agency
2026.10.15	2026.10.20	6.0 day	┐ *Installation:* Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall	Sam Michnik (build), Peckham Digital Festival, Eoghan O'Keeffe, Karolina Wielocha
2026.10.15	2026.10.15	1.0 day	└ *Installation:* Connect & test equipment; audio, video, interfaces, hardware; pre-exhibition; **1d**	Sam Michnik (build)
2026.10.16	2026.10.16	1.0 day	└ *Installation:* Peckham Digital festival; demo artwork, discuss; interview, feedback; footage; **1d**	Peckham Digital Festival, Eoghan O'Keeffe, Karolina Wielocha
2026.10.17	2026.10.19	3.0 day	└ *Installation:* Peckham Digital festival; invigilate, demo artwork; gather audience feedback; **3d**	Peckham Digital Festival
2026.10.20	2026.10.20	1.0 day	└ *Installation:* Uninstall post-exhibition; pack, transit, store; **1d**	Sam Michnik (build)
2026.10.21	2026.10.21	0.5 day	*Training-Support:* Final meeting with Immersive Arts Producer, as part of fund award; **0.5d**	Immersive Arts & Crossover Labs, Eoghan O'Keeffe, Sasolo
2026.10.22	2026.10.22	1.0 day	*Production:* Evaluate project launch & future work by fund criteria, share FOSS, test EDI metrics; **1d**	Sasolo

Total days	Partner
68.5 day	Eoghan O'Keeffe
4.0 day	Omid Zarei
2.0 day	Anne Jeppesen
1.0 day	Wanrong Zhu (production)
2.0 day	Wanrong Zhu (creative)
12.0 day	Morgan Carparelli
2.0 day	Sam Michnik (music)
2.0 day	Sam Michnik (build)
1.0 day	Karolina Wielocha
8.0 day	Sasolo
4.0 day	Dr Nora O'Keeffe
8.0 day	Amplify Agency
1.0 day	Raymond Yun Fei PhD
4.0 day	Peckham Digital Festival
6.5 day	Immersive Arts & Crossover Labs

WHERE

The full list of events and installations for the project, on-site and online. See "*Timeline*" for context before and after. See "*Appendix*" for main calculations.

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Engagement details	*INSTALLATION MAIN VENUE*		Engagement details	*INSTALLATION ALTERNATE VENUE*
		Information		
		peckhamdigital.org		
Type	Live Event(s) - multiple location/touring	**Audience numbers**	Type	Live Event(s) - multiple location/touring
Name of Activity	Peckham Digital festival	3000 combined total over the last 2 festivals. 1500 total over the 4 day festival. (Estimates from past averages.)	Name of Activity	Peckham Digital festival
Location details			**Location details**	
Venue name	Peckham Digital @ Eagle Wharf		Venue name	Peckham Digital @ Staffordshire St
Street	42 Bonar Road		Street	49 Staffordshire Street
Town/City	London		Town/City	London
Postcode	SE15 5FB		Postcode	SE15 5TF
Local Authority	London Borough of Southwark		Local Authority	London Borough of Southwark
Start date	2025.07.17		Start date	2025.07.17
End Date	2025.07.20		End Date	2025.07.20
Number of performances or number of exhibtion/event days:	4 event days		Number of performances or number of exhibtion/event days:	4 event days
Venue contact name	Matt McDonnell, Peckham Digital Co-Founder. Dan Voyce, Peckham Digital Event Organiser.		Venue contact name	Matt McDonnell, Peckham Digital Co-Founder. Dan Voyce, Peckham Digital Event Organiser.
Venue contact email address	peckhamdigital@gmail.com dan@voyced.com		Venue contact email address	peckhamdigital@gmail.com dan@voyced.com
Status of the booking	Expected		Status of the booking	Expected

PARTNERS & COLLABORATORS

The full detailed list of partners, their rates and how they were fairly set, their roles and responsiblities in the project. See "*Appendix*" for main calculations.

NAME	MAIN CONTACT (IF ORGANISATION)	EMAIL ADDRESS	BIOGRAPHY & ROLE IN PROJECT *(2,000 characters)*	CONFIRMED OR EXPECTED	COMPENSATION	COMPENSATION TYPE	COMPENSATION DETAILS
epok.tech	Eoghan O'Keeffe	epok.tech@gmail.com	Eoghan makes art & creative work through tech. He adapts & learns across disciplines, exploring creative applications of emerging tech. He is interested in creative, conceptual challenges, experimenting with tech, physics, maths, art; developing real-time graphics, web, apps, games, AI, XR; explore new spaces, create striking experiences & utility. Eoghan is a digital interactive artist of visual & combined works using technology & code: - Interactive tech to afford true dialogues of artwork & viewer; tech responding to viewers' motions & forms, thus viewer affects art & vice-versa, via AI & simulation - Evoking nature's emergent forms & dynamics & innate connection with us, via real-time graphics & simulation He collaborates with artists (AI artist Anna Ridler), musicians (Max Cooper, electronica; NYK, Korean traditional), cultural venues (Unit31, music, film, art), & charity (Campaign Against Living Miserably). He shows work at live events & exhibits, digital & online experiences, audio-visual installations: - Online/digital: Max Cooper music-video; featured on Google tech/art showcase Experiments - Live exhibits/events; Sydney: Vivid light festival Samsung pavilion; London: Unit31's Unfolded, Oslo House's White Walls; Dublin: Chocolate Factory; Seoul: NYK's Tradirapy In the creative-tech field, he: - Is a Freelance Coder (epok.tech), Tech-Director (B-Reel) - Develops real-time graphics & interaction, AI, VR, web, apps, games - Published with agency, startup, & Big Tech clients (Google, Meta, Amazon; Dolby, Gorillaz, Amplify, Economist) - Speaks and educates in industry (Amplify) and academia (University of Edinburgh, Royal College of Art) - BSc 1:1 Entertainment Systems: interactive and game software development focus … **Locus roles:** –Lead artist –Lead developer	Confirmed	£300	per day	£700 per day (maximum, for commercial freelance work). **£300 per day** (agreed). £300 per day (minimum).

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NAME	MAIN CONTACT (IF ORGANISATION)	EMAIL ADDRESS	BIOGRAPHY & ROLE IN PROJECT *(2,000 characters)*	CONFIRMED OR EXPECTED	COMPENSATION	COMPENSATION TYPE	COMPENSATION DETAILS
Superposition	Omid Zarei	omid@superposition.dk	Omid Zarei is an XR producer at Superposition XR Studio & a Senior VFX Artist at Sony. Omid is on the quest to explore alternative ways of immersive storytelling. With a background in film production, He has been active in the immersive medium since 2015, producing and leading projects that push the envelope — stories that step into the unknown aimed at an ever-evolving audience, all the while rooted in the familiar. Superposition's role in the project is to bring expertise in producing and refining cutting-edge visual and sonic content — including Gaussian-splatting, 3D processing, spatial sound design, and immersive-audio storytelling. Through their network, they also extend the collaboration to include curation and presentation at a venue in Denmark. Potential locations: —Rewild (Lille VEGA) —Simian —Kune Festival (Ungdomsøen) —The Gathering Collective (various pop-up locations) … **Locus roles:** —Creative-direction and development —Gaussian-splatting expertise —3D processing expertise —Production —Curation and presentation in Danish and Nordic venues	Confirmed	5,000 kr.	per day	**5,000.00 kr. DKK per day** (agreed; usual rate, fiction film technicians, FAF Denmark union rates). 4,100.00 kr. DKK per (minimum; fiction film technicians, FAF Denmark union rates).
Superposition	Anne Jeppesen	anne@superposition.dk	Anne Jeppesen is an XR director and immersive sound producer at Superposition XR Studio. With over 20 years of experience producing immersive experiences for radio, museums and XR media, she has been involved with spatial storytelling since 2019. Anne's main arena is working with the plasticity of the audio space, she's is always seeking out new ways of combining the cosmic vastness with micro details from our every day world. Superposition's role in the project is to bring expertise in producing and refining cutting-edge visual and sonic content — including Gaussian-splatting, 3D processing, spatial sound design, and immersive-audio storytelling. Through their network, they also extend the collaboration to include curation and presentation at a venue in Denmark. Potential locations: —Rewild (Lille VEGA) —Simian —Kune Festival (Ungdomsøen) —The Gathering Collective (various pop-up locations) … **Locus roles:** —Creative-direction and development —Spatial sound design —Immersive-audio storytelling —Curation and presentation in Danish and Nordic venues	Confirmed	5,000 kr.	per day	**5,000.00 kr. DKK per day** (agreed; usual rate, fiction film technicians, FAF Denmark union rates). 4,100.00 kr. DKK per (minimum; fiction film technicians, FAF Denmark union rates).

PARTNERS & COLLABORATORS

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Wanrong Zhu (production)		zhuwanrong0312@gmail	Wanrong Zhu is a London-based visual artist, photographer, and creative director whose work intersects photography, immersive storytelling, and emerging technologies such as AI, VR, and interactive media. With over eight years of experience across China and the UK, Wanrong has developed a distinctive practice that blends traditional visual disciplines with speculative digital futures. She has led creative and photographic campaigns for brands like Porsche, Tencent, Lenovo, and VOGUE, and her artistic works have been exhibited at institutions including the Fitzwilliam Museum, Goldsmiths, and the Royal College of Art. Her recent AI-based installations, such as Symphony of Shadow and Foul Chimera, explore collective memory, ritual, and posthuman narratives through dynamic media environments. In her independent and collaborative work, Wanrong is known for her poetic visual language, production leadership, and ability to craft immersive spatial narratives. She has served as a visiting lecturer in fashion photography at UCA and as an art director in award-winning commercial campaigns. Her visual strategies are informed by a broad understanding of exhibition making, media aesthetics, and identity politics. For the Locus project, Wanrong will contribute as a photographer and visual director, leading documentation of exhibitions, interviews, talks, and installations. In addition, she will provide creative input on PR content, spatial design, and communication strategies for the interactive experience. Her multifaceted practice and cross-cultural perspective will support the project's ambitions to be both critically engaging and visually resonant. … **Locus roles:** —Production support and team coordination	Confirmed	£200	per day	**£200 per day** (agreed; usual rate for production, management, organising).	
Wanrong Zhu (creative)		zhuwanrong0312@gmail	(See above) … **Locus roles:** —3D and spatial design and modelling —Photography and visual documentation —Exhibition design and creative direction —Visual strategy for PR and communication	Confirmed	£400	per day	**£400 per day** (agreed; usual rate for creative, photography, videography).	

PARTNERS & COLLABORATORS

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Morgan Carparelli		m.carparelli@gmail.com	Morgan Carparelli is a freelance sound designer from Waterford, Ireland. He was lucky enough to train as a foley artist in Ardmore Sound, being thrown into the deep end with the first series of Game of Thrones. Here his ears were sharpened and then further honed over many years as a go to sound specialist in the post production world. We're talking film, TV, animation, even audiobooks. From Octonauts to the The Siege of Jadotville and a multitude inbetween. He currently works as a game audio designer. His most recent credit of note is the AAA horror thriller The Quarry. He also has a programming degree and so is well situated to explore the intersection of art and technology. Morgan has long been enchanted by music and dance. While in college he created and won an award for a motion tracking musical interface called Kinigma. The goal of this project was to allow music to be created in response to a dancer's movements. … **Locus roles:** –Sound design –Music production –Generative audio algorithm design –Coding collaboration developer	Confirmed	€350	per day	**€350 per day** (agreed; usual rate for film sound-design work). €250 per day (minimum; usual rate for game sound-design work).
Sam Michnik (music)		samuelmichnik@gmail.com	After completing his degree in economics, Sam moved to London in 2014 to start his music career as a drummer. He moved into a warehouse space today known as Unit31. In 2015 he started a series of improvised live sessions heavily based around jazz/hiphop (which became our flagship event, Salt Peanuts) and the organic growth and enthusiasm motivated him to take to the next level. During the period of 5 years, Sam turned the rough warehouse space into a venue by doing some major building improvements and shaping its original vibe. Sam is also cofounder and part of the house band for Portrait Jazz. As a music director he has organised many of the events at Unit31 and started the collaboration with Touching Bass collective. Alongside his involvement with Unit31, Sam has had notable success a drummer, recently touring across Europe and Asia. He he's worked with Tom Mish, Alfa Mist, Ego Ella May, Amy True, Jay Phelps, Natalie Oliveri, Conor Ablert, Olivia Dean and many others. At the same time also utilized his craft skills, building a career as an art director and set builder working on projects for the BBC, Academy Film, Gramma Film and artists such as Slow Thai, Little Silmz, Dizzee Rascal and many more. … **Locus roles:** –Sound design –Music production –Networking in music	Confirmed	£544	per day	**£544 per day** (standard, music arrangement, £68.01 per hour x 8 hours = £544, MU union rate).
Sam Michnik (build)		samuelmichnik@gmail.com	(See above) … **Locus roles:** –Set design, setup, build	Confirmed	£345	per day	**£345 per day** (standard, carpentry, BECTU union rate). £296 per day (minimum, carpentry, BECTU union rate).

PARTNERS & COLLABORATORS

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Karolina Wielocha		karolina@unit31.com	Karolina has Masters Degree in Cultural Studies and has subsequently worked for a number of event agencies, working with brands such as H&M, Desperados, Heineken, Samsung, Google Campus and more. This has given her great experience in event management and organisation which she has been using to develop Unit 31's monthly program, and since joining in February 2018, she has helped organize and oversee more than 50 music events, exhibitions and screenings. She was spotted by Sony, and was supported by them for one year in Poland, before moving to London. Karolina was recognised by the prestigious Warszawska Akademia Fotografii as a promising photographer who offered her a scholarship to one of their courses. She didn't accept it however, and instead moved to London to develop her career as a music photographer which she has done over the last one and a half years. She has had the chance to work for labels like Universal Music, Sony Music, Ninja Tune or Blue Note. … **Locus roles:** –Photography –Filmography –PR & promotion –Production –Event production & management –Venue coordination –Team direction	Confirmed	£500	per day	£600 per day (standard, shooting footage). **£500 per day** (standard, simplified average rate for this project). £400 per day (standard, editing footage).
Sasolo	Saskia Coburn	saskiacoburn@gmail.com	SASOLO is a small but thriving collective of highly skilled and experienced arts strategists and consultants. SASOLO has supported grassroots venues and creatives who are directing and changing how we consume culture. They have advised digital artists; those pushing the boundaries, those working in intimate environments and those wishing to expand to international practice. They understand the nuances of every community, from those advocating for LGBTQ+ people in the arts, to BIPOC creatives and those needing representation due to social, economic or neurodiverse challenges. SASOLO will be a consultant on the project; providing evaluation feedback to review P1 of TMOHD. They will also support in the ACE evaluation for the project. … **Locus roles:** –Management support –Project planning support –Organisation –Writing –EDI & accessibility mentorship –Guidance on funding criteria & goals –End-to-end project lifecycle mentorship	Confirmed	9.90%	commission	**6% commission** (of subtotal ask)

PARTNERS & COLLABORATORS

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Dr Nora O'Keeffe		okeeffe.nora@gmail.com	Nora O'Keeffe, BA HDip DCounsPsyc, is a Counselling Psychologist with 10+ years of experience working with people with mental health difficulties & neurodevelopmental differences, as well as past experience in communications & events. After she got a BA in Communication Studies at Dublin City University, she managed festivals & community events throughout Ireland. Having volunteered with the ISPCC Childline Online service, she completed a Higher Diploma in Psychology at University of Dublin, Trinity College, then a Professional Doctorate in Counselling Psychology. She has worked in the non-profit & public sectors as a Counselling Psychologist in the areas of criminal justice, mental health & disability. She's now employed by the HSE as a Senior Counselling Psychologist in Primary Care Psychology Services in Dublin North West. During training she learned & engaged in various forms of meditation, yoga & mindfulness as part of both her personal & professional development. In her professional practice she has found mindfulness to be a core aspect of many of the therapeutic approaches applied in her work & having a significant part to play in mental health recovery for both herself & individuals with whom she has worked, though often requiring adaptation depending on the individual's life experiences, sensory profile & other individual differences. She has a wealth of experience in adapting meditation & mindfulness practices for those who may struggle with more traditional meditation or mindfulness practice. She consults on Locus to provide support in-kind consultation & networking, ensures accessibility for neurodivergence & mental health recovery, to support & promote mental health through a unique form of meditative experience. … **Locus roles:** —Research how meditation supports those in mental health recovery —Adaptions to cater for participants' psychological wellbeing & safety —Accessibility for neurodivergence & mental health recovery —Consultation & networks	Confirmed	€960	per day	**€960 per day** (support-in-kind; €120 per contact-hour, rate for psychology consultancy).	

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Amplify Agency	Ed Hallam	edh@weareamplify.com	Ed Hallam, Innovation Creative Director, Amplify: Ed's experience has seen him work with a variety of global brands, crafting work that sits at the intersection of storytelling and innovation, currently employed at Amplify creative agency. With a background in Art Direction, Tech Innovation and Product Strategy Ed has created strategies that future-proof brands - including names such as WarnerMedia, Nike and Spotify. Some of Ed's most exciting work included concepting CryptoKicks and the . Swoosh platform for Nike and leading the creative direction for The Gay Times and their new product strategy. Ed is leading Amplify's' culture of exploration through hackathons and technology adoption and experimentation. He is also co-founder of Digital Magazine, Decode which looks to break down the future of tech, brands & culture. Ed will be offering consultation and support to the Locus project. Focusing primarily on the creative concept and visual storytelling of the piece – Ed will also be using the network of production and event expertise from across the Amplify creative agency to help deliver a truly immersive and culturally significant piece of work. Ed and Amplify provide these services as support in-kind for this project, part of their ongoing support for the arts and ongoing professional relationship with Eoghan. … **Locus roles:** –Project creative and production consultation –Design and creative –References –Event and exhibitions networking and contacts –Individually & via Amplify	Confirmed	£1,600	per day	**£1600 per day** (support-in-kind, Amplify standard rate-card)	

PARTNERS & COLLABORATORS

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Raymond Yun Fei PhD		yf2320@columbia.edu	Computer Scientist, Tech Transfer Physics, Geometry & Deep Learning Adobe 3D & Immersive. Raymond Yun Fei is a renowned figure in the realm of computer graphics & deep learning. Currently affiliated with Adobe Substance 3D, Raymond specializes in research-tech transfers focusing on physics, geometry, rendering, & GPU computing. Raymond's academic journey led him to Columbia University, where he achieved his Ph.D. & contributed a broad spectrum of research works in computer graphics, garnering the attention of numerous prominent media outlets. He has served as a reviewer for top academic conferences such as SIGGRAPH North America & Asia, NeurIPS, & prestigious journals like ACM Transactions on Graphics & IEEE Transactions on Visualization & Computer Graphics. · Comprehensive understanding of C/C++ & modern graphics pipelines. · Experienced with GPU development & performance optimization with Direct3D/Vulkan/Metal/CUDA. · Academic research in computer graphics, especially physics-based animation. · Experienced with inter-team communications & priority management. Raymond is a leading academic researcher in the Material Point Method field of physics simulation, & author of the paper "Revisiting Integration in the Material Point Method: A Scheme for Easier Separation & Less Dissipation" (ACM Transactions on Graphics 2021), which introduces the ASFLIP integration method to MPM. ... **Locus roles:** —Expert research advice, consultation & guidance; as support-in-kind. —A leading researcher on MPM, he'll advise on approaches to redevelop MPM in Locus, offer technical insights, & validate feasibility - for the development phase, following such consultations in the earlier research phase. —MPM & ASFLIP are key to Locus, researched by Eoghan & advised by Raymond, to adapt MPM for real-time interactive web technologies, in Locus & as Free & Open-Source Software (FOSS). —Raymond's expert insights are key to assuring success & managing risks of these technical challenges.	Expected	£900	fixed amount	**£900 total** (support-in-kind; fixed consultation fee)

PARTNERS & COLLABORATORS

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Peckham Digital Festival	Matt McDonnell	peckhamdigital@gmail.com	Peckham Digital CIC is a registered not-for-profit Community Interest Company, limited by guarantee & supported using public funding by the National Lottery through Arts Council England and work in close partnership with the UAL Creative Computing Institute. In late 2020, after a London Creative Coding meetup, Matt and Bea joined forces to start making a new creative computing festival here in sunny south-east London. Peckham Digital introduces people to the wonderfully diverse new forms of creativity being produced using technology and to give a platform for emerging artists who push these boundaries whilst connecting with people in an engaging and accessible way. Following a "hands dirty" approach Peckham Digital aims to provide free workshops and talks. The workshops are accessible and beginner-friendly and revolve around physical computing, generative design, internet equality and ethics so the audience can pick up skills that they can then develop at home using open source tools. Peckham Digital know there is huge potential to expand access and awareness of these art forms by getting people creating art using open source platforms and getting involved with collaborative digital communities. Peckham Digital is a chance to experience some exciting and interactive artwork, create your own, learn from great artists, meet like-minded people, soak up some good vibes and make the world that little bit more creative. Peckham Digital will premier Locus and provide outreach support for the duration of the festival to ensure access to Peckham's local community. … **Locus roles:** —Exhibition —Outreach support for the duration of the festival to ensure community engagement with locals	Expected	£600	fixed amount	**£600 total** (support-in-kind; consulting fee of £150 x 4 days)	

PARTNERS & COLLABORATORS

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Immersive Arts & Crossover Labs		info@immersivearts.uk	The Immersive Arts UK fund offers bespoke training and support via their collaborators Crossover Labs and industry experts — their offering for the "Experiment" funding tier is: —3 x meetings with an Immersive Arts Producer —Facilitated peer-to-peer network —Nation-specific events and opportunities —Development Labs (Experiment only) Development Labs training provides focussed support for Experiment funded projects, led by Crossover Labs with a team of expert industry mentors. The labs will focus on developing project concepts, user experience, audience strategy and practical elements - such as finance plans, timelines and prototype planning. They will have two flexible options: —Residential (March 2026): One week (five days) —Relaxed online track (March-April 2026): Ten half days spread over a longer duration in response to the cohort. Designed for artists with access requirements and/ or caring roles for whom a residential model may not be a good fit. They are included here to show where theyt're fitted into the project plans. … **Locus roles:** —Training and support as part of the funding award —3 x meetings with an Immersive Arts Producer —Facilitated peer-to-peer network —Nation-specific events and opportunities —Development Labs (Experiment only)	Expected	€0	fixed amount	Support and training included as part of the fund award

KEY ACTIVITIES

A categorised summary of the key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

Start date YMD	End date YMD	Total days	Category	Category summary	Category activity or task details	All task leads
2026.02.02	2026.10.22	3.0 day	Production	**Production:** Production tasks, managing the running of the project and team.	—Initial review of project budget, gathering team members for final schedule plans; 1d —Set up key production tools to manage & share all team tasks, timings, pay, etc; 1d —Evaluate project launch & future work by fund criteria, share FOSS, test EDI metrics; 1d	Amplify Agency, Sasolo, Wanrong Zhu (production)
2026.02.03	2026.10.21	6.5 day	Training-Support	**Training-Support:** Training and developing the team, mentorship, learning and progressing methods, networking, workshops. Engaging with expert collaborators to help guide the project and empower the team creating it. Collaborating with new partners and networks to exchange skills and opportunities.	—Initial meeting with Immersive Arts Producer, as part of fund award; 0.5d —Development labs with Crossover Labs & expert mentors, part of fund award; 5d —Meeting with Immersive Arts Producer, as part of fund award; 0.5d —Final meeting with Immersive Arts Producer, as part of fund award; 0.5d	Immersive Arts & Crossover Labs, Eoghan O'Keeffe, Sasolo
2026.02.09	2026.07.01	6.0 day	Survey	**Survey:** Surveying audience cohorts and cultural and artistic context to guide the project design throughout, with a focus on Equality, Diversity, and Inclusion (EDI), mental-health and neurodiversity, and meditative practices.	—Guide team & design; experts, audience-research; cohorts of EDI, mental-health, meditation —Design key criteria & questions to inform the project; gather from team & research; 1d —Interview communities; workshop, Q&A, survey insights; in-person, online; 1d —Process survey insights & EDI needs; discuss, inform the team, guide the project; 1d —Workshop, test prototype with cohorts in EDI, mental-health, meditation; process & iterate —Workshop, test pilot with EDI & meditation cohorts; process & report results; 1d —Iterate prototype in response to survey insights; adapt into final version; 2d	Dr Nora O'Keeffe, Sasolo, Eoghan O'Keeffe
2026.02.18	2026.03.18	21.0 day	MPM	**MPM:** Research and development of the Material Point Method (MPM) advanced physics-simulation technique, adapting it to real-time web-platforms, from its current uses in research, films, games, and industry.	—Research Material Point Method (MPM) particle fluid physics, adapt to real-time web-tech —Finish research on MLS-MPM solver, ASFLIP integration, SPGrid store; adapt to WebGL, GPU; 1d —Confer with R. Yun Fei PhD, MPM expert & ASFLIP author, to assess & guide approach; 1d —Develop Material Point Method (MPM), in real-time WebGL; refine fluid aesthetic & motion —Develop 3D Sparse Paged Grid, SPGrid; GPU; spatial split, store, query; bit.ly/43K48tb; 5d —Develop fast 3D Moving Least-Squares MPM solver, MLS-MPM; use SPGrid; bit.ly/3Nw4UEz; 6d —Develop 3D Affine Separable FLIP integration, ASFLIP; use MLS-MPM, SPGrid; bit.ly/3OoPhh7; 5d —Test, improve, for various particle flows and properties, to suit project's aesthetic; 3d	Eoghan O'Keeffe, Raymond Yun Fei PhD
2026.03.30	2026.04.09	8.0 day	SDF	**SDF:** Research and development of Signed-Distance Field (SDF) methods of 3D volumetric forms and models, to depict detailed human anatomy layers, for real-time web-platforms. Refining the SDF process so that the volumes can efficiently affect the colour and material properties of the fluid particles flowing through them, such that the particles trace out hints of the volumetric forms in intricate layers, like an MRI in 3D or a laser in fog.	—R&D Signed-Distance Field (SDF); forms 3D anatomy of bust layers, colors fluid particles —Finish researching Dual-Depth-Peeling method, adapt to create SDF; bit.ly/3NvrYDp; 1d —Develop Dual-Depth-Peeling, to encode depth-map volumes for bust & forms, in WebGL on GPU; 3d —Develop a good method to efficiently store the volume SDFs, maybe reuse SPGrid; 2d —Test, improve; for high detail, fix any bugs, update geometry in real-time; see 3D-Model; 2d	Eoghan O'Keeffe
2026.04.10	2026.04.30	16.0 day	Audio	**Audio:** Research and development of a very experimental generative music for spatial-audio systems with composition driven and modulated by emergent physics processes, explored by collaboration across disciplines of sound-design, immersive spatial-audio composition, music performance and recording, and software-development.	—R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce —Research mapping millions of particle sound sources into fewer immersive-audio speakers; 3d —Develop audio process, patches, synths; driven by particles data; in PureData, WebAudio; 5d —Develop generative sound of millions of particles; to drive audio; in WebGL, WebAudio; 4d —Explore music for generative & collective immersive-audio, produce & record stems; 2d —Test, improve; for detail & immersion, fix bugs, balance audio mix; 2d	Morgan Carparelli, Eoghan O'Keeffe, Sam Michnik (music), Anne Jeppesen

KEY ACTIVITIES

A categorised summary of the key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

Start date YMD	End date YMD	Total days	Category	Category summary	Category activity or task details	All task leads
2026.05.06	2026.05.08	3.0 day	Optical-Flow	Optical-Flow: Development to integrate the optical-flow process for the central intuitive embodied interaction, whereby the audience's movements affect the fluid physics motion. Testing this computer-vision technique with small audiences and volunteers for EDI considerations — any skin-tone, attire, body forms & abilities, lighting.	–R&D Optical-Flow natural-interaction; body-motion affects flows to turbulent/smooth –Integrate flow interactions into MPM, affect particle flows, using MPM & SPGrid; 2d –Test, improve; EDI for any skin-tone, attire, body forms & abilities; lighting; 1d	Eoghan O'Keeffe
2026.05.15	2026.05.26	7.0 day	AI-Face	AI-Face: Development to integrate the AI-face-tracking process for intuitive embodied interaction, whereby the audience's face orientation controls the 3D viewpoint of the human form displayed on the artwork visuals. Testing this computer-vision technique with small audiences and volunteers for EDI considerations — any skin-tone, attire, body forms & abilities, lighting.	–R&D AI Face-Tracker interaction, face moves 3D viewpoint; Gaussian-Splat recreates face –Finish developing AI face-tracker interaction, advance prototype; bit.ly/3NevUrY; 1d –Explore Gaussian-Splat, recreate hyper-real audience face in artwork; bit.ly/3V7Ylek; 4d –Test, improve; EDI for any skin-tone, attire, facial forms & abilities; lighting; 2d	Eoghan O'Keeffe, Omid Zarei
2026.06.01	2026.06.03	3.0 day	3D-Model	3D-Model: 3D modelling the full anatomy of all layers of the human bust form, to integrate as SDF volumes. Exploring and developing the Gaussian-Splatting hyper-realistic rendering method to capture and reconstruct the audience's face, and map it into place on the artwork's human bust form, as a deeply personal mirror of the audience.	–Model 3D forms, bust & inner anatomy; fit to AI-tracked, Gaussian-Splat recreated face –Create 3D models of bust & anatomical forms within; use AI-Face & SDF; 2d –Adapt 3D model of the face to fit the AI-captured face; use AI-Face & SDF; 1d	Amplify Agency, Wanrong Zhu (creative), Eoghan O'Keeffe
2026.06.09	2026.06.24	10.0 day	Graphics	Graphics: Developing real-time graphics and rendering effects to refine the visual aesthetic of the artwork, particularly focusing on particle-rendering effects, light, shading, etc.	–R&D real-time graphics; SDF 3D forms to color particles; depth-of-field, light, shade –Finish developing real-time particles, in WebGL on GPU; epok.tech/gl-gpgpu; 4d –Develop coloring particles by the form containing them; uses SDF & 3D-Model; 2d –Develop light-simulation effects; simple point-lights; explore how far it can extend; 2d –Test, improve; to support many devices, platforms, features; see Procure-Display; 2d	Eoghan O'Keeffe
2026.07.07	2026.07.07	80.0 day	Contingency-Buffer	Contingency-Buffer: Unassigned free time to address any delays or feedback between significant phases of the project.	–Free time buffer to address any delays or feedback before Installation	
2026.09.28	2026.09.28	4.0 day	Promote	Promote: Promoting the project, its developments, and upcoming exhibitions, to reach new audiences and networks, online, through social-media, within connected communities such as art audiences, technologists and the open-source community, meditative practitioners.	–Promote the project, exhibition/s, research findings, online, social media; 4d	Amplify Agency

KEY ACTIVITIES

A categorised summary of the key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

Start date YMD	End date YMD	Total days	Category	Category summary	Category activity or task details	All task leads
2026.10.15	2026.10.20	6.0 day	Installation	**Installation:** Installation exhibitions, initially with small audiences to test the artwork and its reception, progressing towards larger exhibitions of the more complete final refined artwork.	—Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall —Connect & test equipment; audio, video, interfaces, hardware; pre-exhibition; 1d —Peckham Digital festival; demo artwork, discuss; interview, feedback; footage; 1d —Peckham Digital festival; invigilate, demo artwork; gather audience feedback; 3d —Uninstall post-exhibition; pack, transit, store; 1d	Sam Michnik (build), Peckham Digital Festival, Eoghan O'Keeffe, Karolina Wielocha

KEY TASK LEADS

A summary of each task lead's key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

See all tabs in this document

Start date YMD	End date YMD			Total days	Task lead	Task lead roles summary	Task lead activity or task categories	Task lead activity or task details
2026.02.03	2026.10.21			68.5 day	Eoghan O'Keeffe	Locus roles: –Lead artist –Lead developer	–Training-Support –MPM –SDF –Audio –Optical-Flow –AI-Face –3D-Model –Graphics –Survey –Installation	–Training-Support: Initial meeting with Immersive Arts Producer, as part of fund award; 0.5d –MPM: Research Material Point Method (MPM) particle fluid physics, adapt to real-time web-tech –MPM: Develop Material Point Method (MPM), in real-time WebGL; refine fluid aesthetic & motion –Training-Support: Development labs with Crossover Labs & expert mentors, part of fund award; 5d –SDF: R&D Signed-Distance Field (SDF); forms 3D anatomy of bust layers, colors fluid particles –Audio: R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce –Optical-Flow: R&D Optical-Flow natural-interaction; body-motion affects flows to turbulent/smooth –AI-Face: R&D AI Face-Tracker interaction, face moves 3D viewpoint; Gaussian-Splat recreates face –3D-Model: Model 3D forms, bust & inner anatomy; fit to AI-tracked, Gaussian-Splat recreated face –Graphics: R&D real-time graphics; SDF 3D forms to color particles; depth-of-field, light, shade –Survey: Workshop, test prototype with cohorts in EDI, mental-health, meditation; process & iterate –Training-Support: Meeting with Immersive Arts Producer, as part of fund award; 0.5d –Installation: Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall –Training-Support: Final meeting with Immersive Arts Producer, as part of fund award; 0.5d
2026.05.18	2026.05.18			4.0 day	Omid Zarei	Locus roles: –Creative-direction and development –Gaussian-splatting expertise –3D processing expertise –Production –Curation and presentation in Danish and Nordic venues	–AI-Face	–AI-Face: R&D AI Face-Tracker interaction, face moves 3D viewpoint; Gaussian-Splat recreates face
2026.04.28	2026.04.28			2.0 day	Anne Jeppesen	Locus roles: –Creative-direction and development –Spatial sound design –Immersive-audio storytelling –Curation and presentation in Danish and Nordic venues	–Audio	–Audio: R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce
2026.02.13	2026.02.13			1.0 day	Wanrong Zhu (production)	Locus roles: –Production support and team coordination	–Production	–Production: Set up key production tools to manage & share all team tasks, timings, pay, etc; 1d
2026.06.01	2026.06.01			2.0 day	Wanrong Zhu (creative)	Locus roles: –3D and spatial design and modelling –Photography and visual documentation –Exhibition design and creative direction –Visual strategy for PR and communication	–3D-Model	–3D-Model: Model 3D forms, bust & inner anatomy; fit to AI-tracked, Gaussian-Splat recreated face
2026.04.10	2026.04.30			12.0 day	Morgan Carparelli	Locus roles: –Sound design –Music production –Generative audio algorithm design –Coding collaboration developer	–Audio	–Audio: R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce
2026.04.28	2026.04.28			2.0 day	Sam Michnik (music)	Locus roles: –Sound design –Music production –Networking in music	–Audio	–Audio: R&D immersive-audio, compose generatively by fluid-motion; explore music, record, produce
2026.10.15	2026.10.20			2.0 day	Sam Michnik (build)	Locus roles: –Set design, setup, build	–Installation	–Installation: Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall

KEY TASK LEADS

A summary of each task lead's key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

Start date YMD	End date YMD		Total days	Task lead	Task lead roles summary	Task lead activity or task categories	Task lead activity or task details
2026.10.16	2026.10.16		1.0 day	Karolina Wielocha	Locus roles: –Photography –Filmography –PR & promotion –Production –Event production & management –Venue coordination –Team direction	–Installation	–Installation: Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall
2026.02.02	2026.10.22		8.0 day	Sasolo	Locus roles: –Management support –Project planning support –Organisation –Writing –EDI & accessibility mentorship –Guidance on funding criteria & goals –End-to-end project lifecycle mentorship	–Production –Training-Support –Survey	–Production: Initial review of project budget, gathering team members for final schedule plans; 1d –Training-Support: Initial meeting with Immersive Arts Producer, as part of fund award; 0.5d –Survey: Guide team & design; experts, audience-research; cohorts of EDI, mental-health, meditation –Production: Set up key production tools to manage & share all team tasks, timings, pay, etc; 1d –Survey: Workshop, test prototype with cohorts in EDI, mental-health, meditation; process & iterate –Training-Support: Final meeting with Immersive Arts Producer, as part of fund award; 0.5d –Production: Evaluate project launch & future work by fund criteria, share FOSS, test EDI metrics; 1d
2026.02.09	2026.06.30		4.0 day	Dr Nora O'Keeffe	Locus roles: –Research how meditation supports those in mental health recovery –Adaptions to cater for participants' psychological wellbeing & safety –Accessibility for neurodivergence & mental health recovery –Consultation & networks	–Survey	–Survey: Guide team & design; experts, audience-research; cohorts of EDI, mental-health, meditation –Survey: Workshop, test prototype with cohorts in EDI, mental-health, meditation; process & iterate
2026.02.02	2026.09.28		8.0 day	Amplify Agency	Locus roles: –Project creative and production consultation –Design and creative –References –Event and exhibitions networking and contacts –Individually & via Amplify	–Production –3D-Model –Promote	–Production: Initial review of project budget, gathering team members for final schedule plans; 1d –Production: Set up key production tools to manage & share all team tasks, timings, pay, etc; 1d –3D-Model: Model 3D forms, bust & inner anatomy; fit to AI-tracked, Gaussian-Splat recreated face –Promote: Promote the project, exhibition/s, research findings, online, social media; 4d
2026.02.19	2026.02.19		1.0 day	Raymond Yun Fei PhD	Locus roles: –Expert research advice, consultation & guidance; as support-in-kind. –A leading researcher on MPM, he'll advise on approaches to redevelop MPM in Locus, offer technical insights, & validate feasibility - for the development phase, following such consultations in the earlier research phase. –MPM & ASFLIP are key to Locus, researched by Eoghan & advised by Raymond, to adapt MPM for real-time interactive web technologies, in Locus & as Free & Open-Source Software (FOSS). –Raymond's expert insights are key to assuring success & managing risks of these technical challenges.	–MPM	–MPM: Research Material Point Method (MPM) particle fluid physics, adapt to real-time web-tech

KEY TASK LEADS

A summary of each task lead's key milestones and activities in this project. See "*Timeline*" for the full detailed list of activities this summary is created from, and exact contiguous dates. See "*Appendix*" for main calculations.

Start date YMD	End date YMD		Total days	Task lead	Task lead roles summary	Task lead activity or task categories	Task lead activity or task details
2026.10.16	2026.10.17		4.0 day	Peckham Digital Festival	Locus roles: –Exhibition –Outreach support for the duration of the festival to ensure community engagement with locals	–Installation	–Installation: Peckham Digital festival; install, demo, audience-test, gather feedback, uninstall
2026.02.03	2026.10.21		6.5 day	Immersive Arts & Crossover Labs	Locus roles: –Training and support as part of the funding award –3 x meetings with an Immersive Arts Producer –Facilitated peer-to-peer network –Nation-specific events and opportunities –Development Labs (Experiment only)	–Training-Support	–Training-Support: Initial meeting with Immersive Arts Producer, as part of fund award; 0.5d –Training-Support: Development labs with Crossover Labs & expert mentors, part of fund award; 5d –Training-Support: Meeting with Immersive Arts Producer, as part of fund award; 0.5d –Training-Support: Final meeting with Immersive Arts Producer, as part of fund award; 0.5d

APPENDIX

The main calculations in one useful worksheet, referenced from other tabs in this spreadsheet.

See all tabs in this document

CONVERSION	to £ GBP
from £1 GBP	£1.00
from €1 EUR	£0.87
from $1 USD	£0.74
from 1 kr. DKK	£0.12
from Ξ1 ETH	£2,901.96
Conversion date	
2025.09.25	
Conversion live	
☐	

TIMELINE RATES AND TOTALS

Partner	Commission	Total days	Rate per day	Amount in £ GBP
Timed expenditure				
epok.tech, Eoghan O'Keeffe		68.5 day	£300	£20,550
Superposition, Omid Zarei		4.0 day	5,000 kr.	£2,400
Superposition, Anne Jeppesen		2.0 day	5,000 kr.	£1,200
Wanrong Zhu (production)		1.0 day	£200	£200
Wanrong Zhu (creative)		2.0 day	£400	£800
Morgan Carparelli		12.0 day	€350	£3,654
Sam Michnik (music)		2.0 day	£544	£1,088
Sam Michnik (build)		2.0 day	£345	£690
Karolina Wielocha		1.0 day	£500	£500
Totals: timed expenditure		**94.5 day**		**£31,082**
Fixed expenditure				
Sasolo, Saskia Coburn	9.90%	8.0 day		
Totals: fixed expenditure		**8.0 day**		**£0**
Totals: subtotal expenditure		**102.5 day**		**£31,082**
Timed support-in-kind				
Dr Nora O'Keeffe		4.0 day	€960	£3,341
Amplify Agency, Ed Hallam		8.0 day	£1,600	£12,800
Totals: timed support-in-kind		**12.0 day**		**£16,141**
Fixed support-in-kind				
Raymond Yun Fei PhD		1.0 day		£900
Peckham Digital Festival, Matt McDonnell		4.0 day		£600
Immersive Arts & Crossover Labs		6.5 day		£0
Totals: fixed support-in-kind		**11.5 day**		**£1,500**
Totals: subtotal support-in-kind		**23.5 day**		**£17,641**
Totals: subtotal project value		**126.0 day**		**£48,723**