

## LIST OF QUESTIONS AND ANSWERS

**Publication reference: CB007.2.11.224 “Heterotopias”**

**Subject: ”Elaboration and design promotion materials and development of promotional tools for the needs National Museum od Leskovac”, Lot 2.**

Question	Answer
<p>- In the document "b8o3_contractnotice_simp_en - Service A2" there are listed eligibility conditions. Regarding eligibility, it is stated that our company must have has a certified programmer with a minimum "Xpert ECP" certification. We would be interested to obtain this kind of certification for our programmers, but we could not find an institution that issues these certificates in Serbia.</p> <p>1. Is it necessary to that a tenderer employs a "Xpert ECP" certified programmer before submitting the tender, or could the certification process be completed afterwards?</p> <p>2. Is it possible to substitute the "Xpert ECP" certification with a University degree in computer science issued in Serbia, or a relevant master's degree issued in European Union?</p> <p>3. If the "Xpert ECP" certification is mandatory, can you please provide us with a list of issuing authorities in Serbia that provide this certification process?</p> <p>In document: "b8f_annexiitorglobal_en - Services A2" it is stated than tenderers shall not provide any equipment as part of this service contract.</p> <p>4. Is it allowed to include costs of purchasing equipment for project development purposes in the tender budget?</p>	<p>1) The certificate must be submitted when submitting the tender documentation.</p> <p>2) In the document "b8o3_contractnotice_simp_en - Service A2" states that you can submit either the appropriate certificate.</p> <p>3) You can submit the “appropriate” certificate. All information on certification for adult computer training instructors can be found at <a href="http://ECDL.ORG">ECDL.ORG</a> and <a href="http://IIZ-DVV.DE">IIZ-DVV.DE</a></p> <p>4) The budget of this tender does not include the purchase of equipment.</p>

eligible applicant in the present proceedings?	
<b>Virtual dressing - Question</b>	<b>Answer</b>
5. In the "Virtual dressing" section, is it acceptable that a user controls a virtual 3D avatar via Kinect device, and has the ability to change clothes on this virtual avatar? Alternatively, automatically replacing user clothes with the virtual clothes would be possible, but with a much lower level of fitting accuracy. High accuracy software solution for clothes fitting is at this moment still a technology in development and cannot be purchased from any vendor. Please elaborate which of these two options are acceptable for you.	5) It is acceptable for the user to control the virtual 3D avatar via the Kinect device and there is a possibility to change the clothes on this virtual avatar, and also background.
6. Do we need to provide equipment for using this software, such as the computer, TV screen and a Kinect device, or do we just need to specify which equipment is needed?	6) Equipment to use this software, such as computers, TV screens, and Kinect devices, has been purchased.
7. As Microsoft Kinect device is not available on the market anymore, can we use an alternative device with similar capabilities?	7) Kinect device is provided.
8. Could you provide more data about the physical environment (room area and height) where the game interaction shall take place, or shall we provide specifications for the environment?	8) The space in which the equipment will be installed is part of the museum's permanent exhibition.
9. What is the number of 3D models of clothes that shall be produced? If not defined, can a tenderer suggest the upper limit for a number of 3d models to be produced, based on the project budget?	9) Minimum number of 3d models (a set of clothes) for women (5), men (5), children (5), and animated backgrounds (5).
10. Do you have specification for the level of detail of clothes 3d models, or shall a tenderer suggest the level of detail?	10) The level of detail will be determined by the project team members. The models will be clothes selected from the National Museum in Leskovac.
11. Shall the system be designed so that it can be used by one user at a time?	11) Yes.
<b>Android game for kids - Question</b>	<b>Answer</b>
12. Can a tenderer suggest an exact number of interactive sections and define the game mechanics for each of the sections, using provided gamification ideas in document "b8il_annexybudgetglobal_en -Service A2 - LOT 2" as a basis? Development of all game mechanic types listed in the documentation would not be possible with budget and timeframe provided.	12) The tenderer can suggest the exact number of interactive sections and define the game mechanics for each section, using the attached gamification ideas in the document "b8il_annexybudgetglobal_en - Service A2 - LOT 2" as a basis but with the provided budget and time frame.

<p>13. Can you list the gamification types to be included in the Android game in order of importance from this section: "They can paint a prehistoric house, dressing up a Roman soldier, mosaic mosaics from the Caricin City, connect numbers to get the look of amphorae for wine, draw musical instruments, add items that are missing in a rural room, find out how people have been feeding for centuries the way to the subject through the maze and many more interesting topics. In addition, in this way one can learn more about the way in which the ancient Romans spent their free time, the sacrifice of the gods and religious rituals."?</p> <p>14. Shall the game be developed as a 2d or 3d game, or shall a tenderer define this in the tender proposal?</p> <p>15. Shall the game be created as a standard Android game, i.e. without Augmented Reality or Virtual Reality functionality, or shall the tenderer define this in the tender?</p>	<p>13. It is planned to develop 3 android games for children with themes, objects with motifs from the museum:</p> <ol style="list-style-type: none"> <li>1. Memory ,</li> <li>2. Puzzle,</li> <li>3. Dressing or Painting game.</li> </ol> <p>14) 2D game</p> <p>15) Standard Android Game without AR/VR</p>
<p><b>3D mapping - Question</b></p>	<p><b>Answer</b></p>
<p>16. Can you provide a photo of the building or a wall that will be used for 3d mapping and projection? Is it interior or exterior environment?</p> <p>17. Is there a main theme that 3d mapping production should follow?</p> <p>18. Given budget constraints, is it acceptable to creatively reuse elements from other three subtasks and present them in form of 3d mapping installation?</p> <p>19. Shall the tenderer include equipment rental for development and testing of the 3d mapping in the budget?</p> <p>20. Shall the tenderer include in the budget the costs for equipment rental for the actual 3d mapping event?</p> <p>21. Is the content length predefined, or shall a tenderer provide suggestions given budget constraints? What is the preferred content length range, if any?</p>	<p>16) It is exterior environment. You can see the photo at the following link:  <a href="https://www.muzejisrbije.rs/wp-content/uploads/2018/04/Narodni-muzej-Leskovac-710x474.jpg">https://www.muzejisrbije.rs/wp-content/uploads/2018/04/Narodni-muzej-Leskovac-710x474.jpg</a></p> <p>17) The complete script should be determined with tenderer/client via meeting. Some of the techniques will involve:</p> <ol style="list-style-type: none"> <li>1. 3D virtual surface manipulation</li> <li>2. Multiple animated parts at once</li> </ol> <p>18) Yes</p> <p>19) A 3D projector for this activity is provided.</p> <p>20) A 3D projector for this activity is provided.</p> <p>21) The content length range is from 10 to 20 minutes.</p>
<p><b>Virtual reality - Question</b></p>	<p><b>Answer</b></p>



22. Shall the cost of 3d scanner rental be included in the budget, or will it be provided by the contracting authority?	22) 3D scanner for this activity is provided.
23. How many objects shall be scanned with the 3d scanner and photographed, and then developed as 3d models for the VR application?	23) Textures should match the objects texture and thus number of scans and photographs may vary. Approximately 2000
24. Can a tenderer provide suggestion for the number of 3d models to be included, taking into account budget constraints?	24) Textures should match the objects texture and thus number of scans and photographs may vary. Approximately 2000
25. Can you provide photos of actual objects that you would like to have included in the Virtual Reality app in the order of importance?	25) The objects that will be included in the Virtual Reality application are museum objects from the permanent exhibition and they are all equally important. You can see some of the objects at the following link: <a href="https://muzejleskovac.rs/archeology/?lang=en">https://muzejleskovac.rs/archeology/?lang=en</a>
26. Shall a tenderer provide suggestions to animation types and interactions with 3d models to be included in the VR app?	26) Yes
27. Could you provide the reasoning of creating a Virtual Reality application with 3d models of objects already present in the museum, and setting it up to be used within the museum? Is it possible for a tenderer to suggest development of an Augmented Reality application which would augment physical objects with a virtual layer? This would entail changing the hardware platform from Oculus Rift glasses to mobile devices, i.e. a set of Google Android or Apple iOS devices.	27) Visitors as well as children can, in addition to the VR, manipulate the object and interact with them. Also, the equipment can be physically placed in other museum facilities that are far from the permanent exhibition. Also, reason is that people with disability can experience museum in 360 degrees, walking motions and visit the museum from any organization that we take equipment to.
28. Regarding the last sentence in this subtask referring to the set up of the app to be used within the museum, does it mean that the app shall be published via application store and installed on one specific device within the museum?	28) Not applicable

Leskovac,  
22.06.2020

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