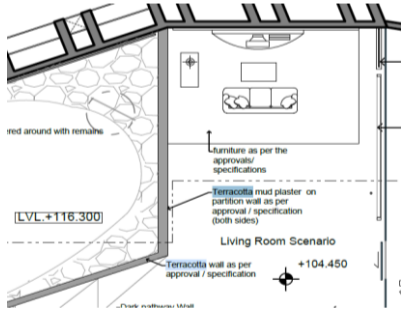
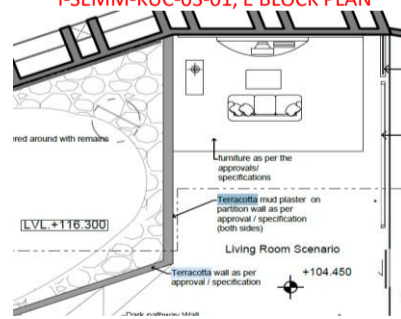
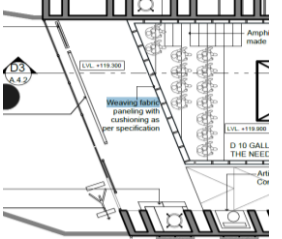
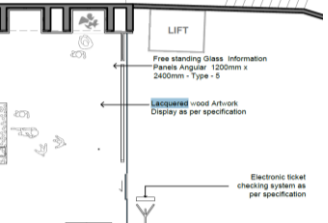
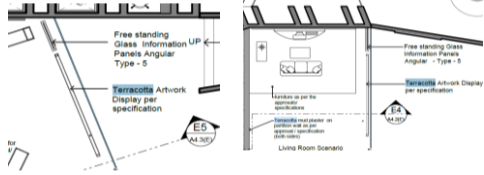


SMRITIVAN MEMORIAL MUSEUM INTERIOR EXECUTION BILL OF QUANTITY - PART 1

BILL OF QUANTITY_ SEGMENT A

S. No.	Item	Unit	Quantity		COMMENTS
A1 MUSEUM INTERIORS FINISHES					
A	PARTITIONS, FINISHES & PANELLING			Remarks	
1.0	Wooden Partition - 75mm (GI Framing with ply on both Sides)	Sqm	189.73	Section Drawing is Required Reference Drawing no. is not given Unable to find in the layouts	Refer Drawing, I-SEMM-KUC-TD-04
2.0	Wooden Partition - 150mm (GI Framing with ply on both Sides)	Sqm	186.31	Section Drawing is Required Reference Drawing no. is not given Shown in this layout @ one location -SEMM-KUC-01-01 C BLOCK PLAN	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference
3.0	Wooden Partition - 300mm (GI Framing with ply on both Sides)	Sqm	159.73	Section Drawing is Required Reference Drawing no. is not given Unable to find in the layouts	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference
4.0	Curved Wooden Partition - 150mm (GI Framing with ply on both Sides)	Sqm	150.00	Section Drawing is Required Reference Drawing no. is not given Shown in this drawing at one location- I-SEMM-KUC-03-01, E BLOCK PLAN	Refer Drawing, I-SEMM-KUC-TD-04
5.0	Wooden Panelling (Wooden Framing with ply on Single Side)	Sqm	551.41	Section Drawing is Required Reference Drawing no. is not given	Refer Drawing, I-SEMM-KUC-TD-04
6.0	Wooden Partition with Acoustical Insulation - 75mm	Sqm	82.88	Section Drawing is Required Reference Drawing no. is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
7.0	Wooden Partition with Acoustical Insulation - 150mm	Sqm	137.02	Section Drawing is Required Reference Drawing no. is not given	Refer Drawing, I-SEMM-KUC-TD-04
8.0	Wooden Partition with Acoustical Insulation - 300mm	Sqm	98.35	Section Drawing is Required Reference Drawing no. is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
9.0	Curved Wooden Partition - 150mm with Acoustical Insulation	Sqm	198.00	Section Drawing is Required Reference Drawing no. is not given Is this for this area ?	Refer Drawing, I-SEMM-KUC-TD-04
10.0	Aluminium Skirting	Rm	397.00	75 mm, Colour - as per desired colour ?	To be decided later as per the gallery design scheme.
12.0	Cement Board Partitions (With MS Frame)	Sqm	51.00	Section Drawing is Required Reference Drawing no. is not given Make is not given of cement board	Refer Drawing, I-SEMM-KUC-TD-04
13.0	Terracotta wall partition (GI frame with Terracotta Finish Mud Plaster)	Sqm	96.14	Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ One location- I-SEMM-KUC-03-01, E BLOCK PLAN 	Refer Drawing, I-SEMM-KUC-TD-04
14.0	Terracotta wall panelling (GI frame with Terracotta Finish Mud Plaster)	Sqm	44.20	Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ One location- I-SEMM-KUC-03-01, E BLOCK PLAN 	Refer Drawing, I-SEMM-KUC-TD-04
15.0	SS Railing	rm	320.45	Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various locations- I-SEMM-KUC-02-01, D BLOCK PLAN I-SEMM-KUC-03-01, E BLOCK PLAN I-SEMM-KUC-06-01, H-BLOCK PLANS	Refer I-SEMM-KUC-ID-C07,GALLERY C7 EARLY CIVILIZATION for clarity. The shape drawing to be submitted by the vendor
17.0	Corten Steel wall panelling	Sqm	RO	Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various I-SEMM-KUC-02-01, D BLOCK PLAN I-SEMM-KUC-03-01, E BLOCK PLAN	Refer Drawing, I-SEMM-KUC-TD-05

18.0	Applique Fabric Panelling with cushioning on one side	Sqm	RO	<p>Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various locations I-SEMM-KUC-01-01, C BLOCK PLAN</p>	Refer Drawing, I-SEMM-KUC-TD-04
19.0	Block Printing Fabric Panelling with cushioning on one side	Sqm	RO	<p>Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various loctions I-SEMM-KUC-02-01, D BLOCK PLAN</p>	Refer Drawing, I-SEMM-KUC-TD-04
20.0	Weaving Fabric Panelling with cushioning on one side	Sqm	RO	<p>Section Drawing is Required Reference Drawing no. is not given Shown in this drawing @ One loction I-SEMM-KUC-02-01, D BLOCK PLAN</p> 	Refer Drawing, I-SEMM-KUC-TD-04
21.0	Lacquered Wood Artwork	Sqm	RO	<p>Drawing is Required Reference Drawing no. is not given Shown in this drawing @ One loction I-SEMM-KUC-03-01, E BLOCK PLAN</p> 	Refer Drawing, I-SEMM-KUC-TD-04
22.0	Terracotta Artwork Panelling	Sqm	RO	<p>Drawing is Required Reference Drawing no. is not given Shown in this drawing @ two loctions I-SEMM-KUC-03-01, E BLOCK PLAN</p> 	Refer Drawing, I-SEMM-KUC-TD-05
23.0	Rogan Artwork Fabric Panelling with cushioning on one side	Sqm	RO	<p>Drawing is Required Reference Drawing no. is not given Shown in this drawing @ one loction I-SEMM-KUC-03-01, E BLOCK PLAN</p>	Refer Drawing, I-SEMM-KUC-TD-04

51.0	Printed Glass (for wall panelling)	Sqm	226.00	Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various loctions I-SEMM-KUC-02-01, D BLOCK PLAN	Refer Drawing, I-SEMM-KUC-TD-05
52.0	Lacquered Glass (for Wall panelling)	Sqm	196.00	Drawing is Required Reference Drawing no. is not given Shown in this drawing @ Various loctions I-SEMM-KUC-02-01, D BLOCK PLAN I-SEMM-KUC-03-01, E BLOCK PLAN	Refer Drawing, I-SEMM-KUC-TD-05
53.0	Etched Corian Panelling	Sqm	98.00	Section Drawing is Required Reference Drawing no. is not given Unable to find in layouts	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
54.0	Lacquered Etched Glass	Sqm	221.00	Section Drawing is Required Reference Drawing no. is not given Unable to find in layouts	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
66.0	Lockable Glass case- Type 1	no's	45.00	More details are required	Refer typical artefact display unit detail. To be further detailed out by the vendor and approved by design consultant
67.0	Lockable Glass case- Type 2	no's	RO	More details are required	Refer typical artefact display unit detail. To be further detailed out by the vendor and approved by design consultant
68.0	Reception table	no's	1.00	Dimensions/Drawings are required Is this the same table as shown in this layout ? I-SEMM-KUC-01-01,C BLOCK PLAN	Refer Drawing, I-SEMM-KUC-FD-05
69.0	Reception table - Lower Ground	no's	1.00	Dimensions/Drawings are required Is this the same table as shown in this layout ? I-SEMM-KUC-06-01, H-BLOCK PLANS	Refer Drawing, I-SEMM-KUC-FD-15
71.0	Lockers for cloak room	no's	125.00	make is not mentioned unable to find in the layouts	Refer Item Reference image- PDF document.
72.0	Bench - Type 1	no.s	45.00	section drawing is required	Refer Drawing, I-SEMM-KUC-FD-02
73.0	Bench - Type 2 (Angular)	no.s	22.00	section drawing is required	Refer Drawing, I-SEMM-KUC-FD-02
74.0	Bench - Type 3 (Angular)	no.s	5.00	drawing is required with section	Refer Drawing, I-SEMM-KUC-FD-02
75.0	Café Chairs	no.s	68.00	location is clear. I-SEMM-KUC-05-01, G BLOCK PLAN detail drawing is require.	Make: Ergoline/equivalent
76.0	Café Tables- Corian Top (Rectangular)	no.s	10.00	location is clear. I-SEMM-KUC-05-01, G BLOCK PLAN detail drawing is require.	Refer Drawing,I-SEMM-KUC-FD-08
77.0	Café Tables- Corian Top (Circular)	no.s	7.00	location is clear. I-SEMM-KUC-05-01, G BLOCK PLAN detail drawing is require.	Refer Drawing,I-SEMM-KUC-FD-09
78.0	Librarian's counter	no.s	2.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing, I-SEMM-KUC-FD-05
80.0	Reading table	no.s	3.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Slide 277 for reference image. Recommended make: Featherlite /wipro /godrej /durian /equivalent
81.0	Board room Table	no.s	1.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing, I-SEMM-KUC-FD-03
83.0	Reading table - Side Units	no.s	3.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing, I-SEMM-KUC-FD-11
84.0	Custom Made Book Shelf - For Library	no.s	3.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer C block section drawing
85.0	Storage Pedestals	no.s	12.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Recommended make: Featherlite /wipro /godrej /durian /equivalent
86.0	Storage Cabinets	Sqm	48.50	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing,I-SEMM-KUC-FD-12
87.0	Storage Cabinets - Board Room	Sqm	18.30	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing, I-SEMM-KUC-FD-13
89.0	L-shaped Workstations	no.s	12.00	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Recommended make: Featherlite /wipro /godrej /durian /equivalent
90.0	Simulator Reception Table	no.s	1.00	detail drawings are required Shown in this drawing I-SEMM-KUC-06-01, H-BLOCK PLANS	Refer Drawing, I-SEMM-KUC-FD-06
93.0	Housing for Self Ticketing Kiosk	no.s	1	location is clear. I-SEMM-KUC-01-01,C BLOCK PLAN detail drawing is require.	Refer Drawing, I-SEMM-KUC-FD-14
95.0	Outdoor Light Panel	no.s	33	drawing reference number is not given. Location is not clear detail drawing is required	Refer Drawing, I-SEMM-KUC-FD-10
96.0	Blackout Light Curtains	no.s	3	drawing reference number is not given. Location is not clear detail drawing is required	Refer Drawing, I-SEMM-KUC-03-01, E BLOCK PLAN, E5 Gallery

100.0	Object Replicas - Gallery Wise	no.s	43	Reference images of replicas are required	Refer page 31 - 32 of the reference presentation for C3+C5 replicas (qty 6) Refer page 53-58 for C6+C7 replicas(qty 12) Refer page 155 for E3 (qty 12) Refer page 23 for C3 + C5 (Qty 5) Refer page 207-208 for theme. 3D Models to be made to showcase the schemes and programmes launched by the Government of Gujarat and GSDMA (Qty 8)
F INTERNAL SIGNAGES & INFORMATION PANELS					
102.0	Individual Rooms ID Signage	no.s	30.00	Drawing is required	Refer, Item Reference image- PDFdocument.
103.0	Way Finding - Wall Mounted Type - 1	no.s	30.00	Drawing is required Location is not clear	Refer Drawing, I-SEMM-KUC-TD-05
104.0	Glass printed Graphic panels, Type - 1 A	no.s	25.00	Drawing is required Location is not clear	Refer Drawing, I-SEMM-KUC-TD-05
105.0	Glass Print Graphic Panels , Type - 1 B (Backlit)	no.s	56.00	Drawing is required Location is not clear	Refer Drawing, I-SEMM-KUC-TD-05
106.0	Fabric /Canvas Print Graphic Panels Type - 2	no.s	RO	Drawing is required Refer drawing is not given	Refer Drawing, I-SEMM-KUC-TD-05
107.0	Corten Steel Information Panels , Type - 3	no.s	6.00	Drawing is required Refer drawing is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
110.0	Free standing Glass Information Panels Angular - Type - 5.1	no.s	RO	Drawing is required Refer drawing is not given	refer I-SEMM-KUC-TD-03, FREE STANDING GLASS INFORMATION PANELS - TYPE - 4
111.0	Freestanding Graphic panels - Type 6	no.s	RO	Drawing is required Refer drawing is not given	refer I-SEMM-KUC-TD-03, FREE STANDING GLASS INFORMATION PANELS - TYPE - 4
112.0	Corten Steel Information Signage Type - 7	no.s	2.00	Drawing is required Refer drawing is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
113.0	Corten Steel Information Signage Type - 8	no.s	6.00	Drawing is required Refer drawing is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
114.0	Free standing Glass Information Panels - Type - 9	no.s	RO	Drawing is required Refer drawing is not given	refer I-SEMM-KUC-TD-03, FREE STANDING GLASS INFORMATION PANELS - TYPE - 4
115.0	Free Standing Corten Steel Information Signage Type - 10 (With Stone Backing & MS Framework)	no.s	RO	Drawing is required Refer drawing is not given	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05

A2 INTERIOR INSTALLATIONS

C- BLOCK

141.0	Reception digital wall	Job	1.00	Location is clear. If specific drawing is provided it would be easier to quote.	Refer Presentation & Item Description
143.0	Library Wall Art Mural by Local Artist	no.s	1500.00	reference image is required	Refer Presentation & Item Description
147.0	360 degree Nature experience	Job	1.00	Plan, Sctions and elevation are required with dimensions	Refer Drawing, I-SEMM-KUC-ID-C01
148.0	Wind Sculpture	no.s	1.00	Drawings are required Sunny to look into this	It is not a readymade solution. The installation need to be custom developed for the museum in co-ordination with technology expert.
149.0	Temperature Installation	no.s	1.00	Drawings are required Sunny to look into this	The real time temperature needs to be displayed. It is not a readymade solution. The installation need to be custom developed for the museum in co-ordination with a science and technology expert. The installation is inspired by a traditional mercury thermometer. The back end information for the installation to be captured digitally and displayed to the visitors through an appropriate fluid/liquid to showcase the temperature.
152.0	Fossil Display Table	no.s	1.00	Section drawing is required	Refer Drawing, I-SEMM-KUC-ID-C03
153.0	Suspended Light over Fossil Display Table	no.s	1.00	Section drawing is required	Refer Drawing, I-SEMM-KUC-ID-C03
157.0	Fossil Excavation Courtyard - Replicas of fossil remains	no.s	1.00	Dimension drawing is required	Refer Drawing Section
158.0	Gujrat Region and Trade Map	no.s	1.00	Dimension drawing is required	Refer Drawing, I-SEMM-KUC-ID-C08
159.0	Evolution of Human Civilization Sensor wall	Job	1.00	Detail drawings are required	Refer Drawing, I-SEMM-KUC-ID-C08
160.0	Site models -Display: Dholavira, Lothal, Surkotoda, Gola Dhora	no.s	4.00	Detail drawings are required	Refer Drawing, I-SEMM-KUC-ID-C09
161.0	VR Experience- Base	no.s	3.00	Table detail drawing is required.	Refer Drawing, I-SEMM-KUC-ID-C09
163.0	Applique Fabric Panelling with cushioning on side	sqm	180.00	Section drawing is required	Refer Drawing, I-SEMM-KUC-TD-01

D- BLOCK					
164.0	Block Printing Cloth Hanging Artwork Panel Entry & Exit	no.s	2.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-TD-01
165.0	BLOCK PRINTING Artwork - panelling	Sqm	126.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
166.0	Kinetic Sculpture with wooden blocks , with Projection Top.	Job	1.00	Detail drawing is required Sunny to look into it	Refer Drawing, I-SEMM-KUC-ID-D07(a), I-SEMM-KUC-ID-D07(b), I-SEMM-KUC-ID-D07(c)
	Free Standing Triangular Unit - 1	no.s	1.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-ID-D07(a), I-SEMM-KUC-ID-D07(b), I-SEMM-KUC-ID-D07©
	Free Standing Triangular Unit - 2	no.s	1.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-ID-D07(a), I-SEMM-KUC-ID-D07(b), I-SEMM-KUC-ID-D07©
167.0	Corten Steel wall panel	no.s	2.00	detail drawing is required	This is a standard detail. Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
168.0	Working Models Natural Disasters	no.s	1.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D05(a),(b),(c), Models to be made on the basis of research guideline document that will be provided in coordination with specialized model maker.

169.0	Free standing Corian Column - Floor Mounted	no.s	1.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D05(a),(b),(c),
	Corian Seating	no.s	5.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D05(a),(b),(c),
170.0	Immersive Interactive Experience-Tables	no.s	2.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D06(a),(b),(c),(d),(e), (f), (g), (h)

178.0	Need of an Hour- Meeting room Theatrical show	no.s	1.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D08(a),(b),(c),
179.0	Terrazo Seating	sqm	15.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D08(a),(b),(c),
181.0	Gesture based book Projection- Set Up	no.s	1.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D08(a),(b),(c),
183.0	Rebuilding and Rehabilitation of Gujarat	no.s	7.00	Detail drawing is required	Refer Drawing I-SEMM-KUC-ID-D09(a),(b),(c),(d),(e), (f)
188.0	Masonry Models and Display	no.s	1	Detail drawing is required	Models to be made on the basis of research guideline document that will be provided in coordination with specialized model maker.
189.0	Growing Together documentary: Weaved Theatre	no.s	1	Detail drawing is required	Refer Presentation & Item Description
196.0	Dark pathway Wall	job	1.00	Detail drawing is required	Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
197.0	Wall of Destruction	job	1.00	Detail drawing is required	Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
198.0	Seismograph wall	job	1.00	Detail drawing is required	Please quote as per the specifications mentioned in the item. Refer other partition details for reference i.e I-SEMM-KUC-TD-04 & I-SEMM-KUC-TD-05
202.0	Ceiling Terracotta Installation	no.s	1.00	Detail drawing is required	Refer Presentation & Item Description
203.0	Vibration Table with Projection	no.s	1.00	Detail drawing is required	Refer Presentation & Item Description
205.0	Control Room Installation	sqm	20.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-ID-E01
218.0	Personal Stories Objects and display Installation with Magnetic wall	no.s	200.00		Refer Presentation & Item Description
		no.s	1.00	Detail drawing is required	Refer Presentation & Item Description
219.0	Interactive LED Display table for Personal Stories	no.s	1.00	Detail drawing is required	Refer Presentation & Item Description
220.0	Personal Stories Digital Experience Table - E(b) Gallery	no.s	1.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-ID-E02 + Refer Presentation & Item Description
		no.s	1.00		
Total					
F- BLOCK					
221.0	Rogan Cloth Artwork Display	no.s	1.00	Detail drawing is required	Refer Drawing, I-SEMM-KUC-TD-01
222.0	Optical Fibre Light Installation	no.s	10000.00	Detail drawing is required	Refer Presentation & Item Description
H- BLOCK					
1.0	Simulator Experience	job	1.00	Autocad drawing is require for some dimensions which are not marked in the Layout and section	1. AutoCAD drawings cannot be shared at the tender stage 2. All the drawings are on scale which has been mentioned clearly on the drawing title. These drawing should be printed and measured for calculation purposes. Additionally blockwise plans and sections with dimensions are also being provided for ease of calculations.

SMRITIVAN MEMORIAL MUSEUM INTERIOR EXECUTION BILL OF QUANTITY - PART 1

BILL OF QUANTITY_ SEGMENT B

S No.	Item	Item Description	Unit	Quantity	Size	Rate	Amount	Notes / Remarks	comments
SOFT CONTENT									
1.0	Reception Digital Wall	The reception video wall will include 2 types of contents 1. Film of duration 3-5 minutes introducing the museum theme and galleries that provides an overview of the history, process of development and realisation of the narrative and the overall intent of the museum. The film will have mixed media content including information graphics, illustrations, 2D animation/Motion Graphics/3D animation and models with live action shoot wherever required as per the theme and storyline of the film. The content should be supported by sound design and voiceover in 3-4 languages. The rate for photoshoot and video shoot of all work under the museum interiors to be included. 2. The screen will also have specific segments which will be touch enabled that will help the visitor to get to know details about the SEMM, Bhuj, GSDMA and other visitor related information like opening timings , suggestive routes, things in and around Smritivan memorial etc to be integrated in the application. The application will have approximately 10 pages for which wireframing, user interface design , front end and back end coding of the user interface will need to be developed as per the approval of the design consultant. Programming using HTML/Unity/Java or any other interactive programming language to be considered. Related detail content identification to be done by the vendor	job	1				Bound script do we have to prepare ? Models and Shoot locations do we have to provide and suggest	Refer to Reception in C Block in the reference presentation for details. Further development to be done by the vendor with approval of the GSDMA/design consultant.
2.0	Elliptical 360 Projection	Development of mixed media content (using 2D animation/Motion Graphics/3D animation and models with Live action shoot where ever required as according to script and storyline) of duration 5-8 minutes to be played in a loop. The content should be supported by sound design and voice over. The theme of the film is to convey the resilience of the world around us. No matter what change strikes, nature is able to rebuild and restructure. The sound will be exclusively produced like a chant based track, echoing slow music that rises and falls cyclically according to the changing lifecycles using Gujarati folk musical instruments. The visual style will be large sweeping panoramas of the changing landscape in a time-lapse style showcasing destruction and resurrection of nature. For example: 1.vast green plains drying and back to green. Mountain scapes losing snow and then becoming white again. 2.volcanic eruption then green mountain sides. 3.forest fire and re growth. 4.flooded plains and dry land with greenery sprouting etc. The footage may be created or procured from existing channels with appropriate copyrights.	job	1					Refer to C1 gallery in the reference presentation for details
3.0	Seismograph	A Realtime visual graph using 2D/3D animation to be programmed using the data of live seismic reading from sensors placed in the outdoor space on the museum campus and displayed in real time on the digital screen. The user interface for the screen has to be designed including the front and the back end development as per the approval of the design consultant	job	1					Refer to C2 gallery in the reference presentation for details
4.0	Globe Projection	The aim of the film is to depict and showcase the formation of earth, from Pangea and Gondwana to present-day earth and present-day Gujarat. The a/v to include 2D/3D animated content/information graphics/images/videos with appropriate editing and sound design. The duration of the film will be 6-8 minutes. The visual style will be projection on globe, geographical animations based on the movement of the earth and land masses. It will showcase meteorological depictions of the entire world and the landform of Gujarat with topographical elevation. The film will have the voiceover with music in 3-4 languages explaining the movement of land.	job	1					Refer to C3+C5 gallery in the reference presentation for details
5.0	Evolution of Humans	The aim of this AV interactive installation is to showcase the advent of the human civilisation on a digital wall in an interactive format. This exhibit will showcase 2D animated silhouette based walk cycle of human evolution in 1:1 scale with appropriate VFX, editing, colour correction etc. Total content length is 90 Seconds and should be responsive to the movement of the viewer walking along the projected surface.	job	1					Refer to C6 gallery in the reference presentation for details
6.0	VR Early Civilization	3D reconstruction of 3 sites in game engines like Unity/Unreal. The VR interface should allow the user to choose the sites using gaze control. Each site will have minimum 10 interactive points with 60 seconds of walkthrough experience, that will reveal information in form of text/images/video about the importance of site. The content to take the users on a virtual tour of minimum 3 ancient sites like Dholavira, Lothal, Surkotada, Bagasra etc. The voice over/subtitles for the film will be done in 3-4 languages. The rate to include all site survey, 3D modelling, required photo/video shoots, rendering, vfx etc required for the complete experience of the virtual tours	job	1					Refer to C7 gallery in the reference presentation for details
7.0	Early Civilization Showcase	The projection in the background showcases large scale images of the excavated sites like Dholavira, Lothal etc. This will be mixed Media Content (Using 2D animation/Motion Graphics/3D animation and models with Live action shoot wherever required as according to script and storyline). The content should be supported by sound design and voice over of duration 3 - 4 Minutes. the budget to include cost of video shoot, photo shoot, site visit to respective chose site as per the approval of the Museum design consultant.	job	1					Refer to C7 gallery in the reference presentation for details

8.0	Audio Guides	VO with script in 3-4 languages primarily English, Hindi and Gujarati with post production and sound effects where ever necessary in synchronisation with the hardware of duration 90-120 minutes in each language. Voiceover by a celebrity artist in all languages with experience in films/ TV/ museum voiceovers, as approved by museum design consultant / GSDMA. This item includes studio cost and all the necessary coordination and shall include sound artist team having relevant experience. The VO to be exported in the format required for synchronisation in the audio guide anphone application owith respect to the museum narrative requirement	job	1		What is the bandwidth of the artist / celebrity we can use			The voiceover artist to be proposed should have past experience of working in TV/Film media in the respective language. The vendor will be expected to provide 2-3 options for VO in each of the 3 languages, the same will be approved by GSDMA/design consultant.
9.0	Gujarat And It's Topography	The AV focusses to explain the topographical landform of Gujarat with special focus on its vulnerabilities to environmental forces. Since the film is a mix media installation combining kinetic surfaces with projection the visuals will be graphical highlighting the various regions of Gujarat and the backdrop of the screen. The duration of the AV will be 6-8 minutes with VO in 3-4 languages. The film to include motion graphics, 2D/3D animation, information graphics, images, video content, illustrations, sketches that will be created or procured from archival content. The movement of the kinetic blocks also to be designed in synchronisation with the AV to create the design effect as per the approval of the Museum design consultant.	job	1		is this 3d mapping on kinetic surfaces			Refer to D1 gallery in the reference presentation for details. Yes the projection will be mapped on the kinetic surfaces.
10.0	Forces of nature time-lapse	Development of the GUI and AV content to be streamed on the interactive digital screens will include playing a time-lapse displaying the original form of the stone and the predicted form as per the analysis in the next 100 years when it is being constantly exposed to one of the 3 natural forces of vibration, water flow or wind using 3D /2D animation to achieve the look and feel of actual rocks. The time-lapse will be of minimum 60 seconds duration for 1 screen. The user should be able to interact with the exhibit through the digital screen where he will be able to go back and forth in time to see the condition of the rocks with respect to the year. It will include the back end programming and front end UI for the screen along with wireframing, screen development and required coding as per the approval of the Museum design consultant.	job	3					Refer to D2 gallery in the reference presentation for details
11.0	Science demonstration videos	The AV content will showcase the science behind the occurrence of volcano, droughts and famines of duration 2-3 minutes each through mix media content including 2D/3D animation, green screen shoot, motion graphics supported with voiceover In 3-4 languages and required sound design. The content should focus on the reasons for the occurrence of the respective phenomenon's supported with explanatory visualisations and audio.	job	1		Script will be required			Content summary and film intent will be provided. The script needs to be developed by the vendor with approval from GSDMA/design consultant.
12.0	Responses Of Changing Environments	The AV will include immersive experiences of White Rann and Banni focusing on , adaptation of wildlife, Flora & Fauna to changing natural landscape emphasising on their resilience , examples of Ghudkhar, chinkara, caracal etc. This highly interactive exhibit's content will provide the visitor with options to change/add/remove elements from the projected environment and the audio visual as per the trigger will automatically depict the effect of the changes made by the distorted projected content will be mixed media Content using 2D animation/Motion Graphics/3D animation, illustration, models with live action shoot wherever required as according to theme and storyline. The visual language has to be derived from one of the Gujarat based handicrafts such as block printing etc as approved by the design consultant. Ambient soundscape suitable with the visual content to be developed. There will be minimum of 30 interaction options for the visitor including input from the 4 x 9" tablets and 10 sliders. The visuals will need to be defined accordingly. The projection will include a minimum of 2 major landscape settings including Banni grasslands and the rann.	job	1		Script will be required content for the 10 sliders required			Refer to D4+D6 gallery in the reference presentation for details and reference video. The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
13.0	Allah Band	The AV will represent the creation of Allah Bund and emphasise the recurrence of immense tectonic activity in the area. Since the projection is on an inclined horizontal surface the AV so developed should make the most of the screen designed to create visual effects to enhance the viewer's experience. the AV will contain mixed media content including 2D animation/Motion Graphics/3D animation and models with Live action shoot wherever required as according to script and storyline. The content should be supported by sound design and Voiceover in 3-4 languages of duration 3-5 minutes.	job	1					Refer to D8 gallery in the reference presentation for details
14.0	Formation of GSDMA Show	The 6 - 8 minutes show sets the context that led to the formation of GSDMA, the very moment the GSDMA was formed and what were the first actions taken by them to asses and address the situation at hand. The entire show will be a combination of play by light, projection of visual content on the table along and few mechanical installations like a flipping calendar etc. The AV should be developed as per the setting of a conference table where suitable personnel, officers and bureaucrats are assumed seated around the table on the physically present chairs and having a conversation about the inception, formation and immediate actions to be taken by the GSDMA. The visuals will include motion graphics, videos/images from archives, illustrations,, 2D/3D animation etc in Full HD/appropriate resolution along with suitable sound design including dialogues and recordings from archives.	job	1		Script will be required			Refer to D10 gallery in the reference presentation for details. The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
15.0	Interactive Book	The interactive projection enables the visitors to go through the key highlights of the GSDMA act and policy by a flipping gesture on a Corian model of a book with the help of sensors and projector. the content for the projection will include motion graphics, illustrations and images along with text designed for a book spread in Full HD resolution. The content will focus on the aim, mission and objectives of the GSDMA act and GSDMA policy 2002 in an abstract and visually appealing manner as per the approval of the design consultant. The rate to include layout and design of the user interface along with wireframing, interface development and required coding.	job	1					Refer to D10 gallery in the reference presentation for details
16.0	Floor Map Projection	The AV of duration 3-4 minutes showcases the growth and development of the state of Gujarat played in a loop. The projection on the floor showcases the time-lapse of the satellite images of the Gujarat state since 2001 (before Earthquake happened) to current time. The content projected should be in synchronisation with the outline map printed on the custom made vinyl flooring. The data will be a recreation of satellite imagery of Gujarat over a period of time wit an expected resolution is full HD along with 2D/3D animation, motion graphics, illustrations as per the design consultant approval	job	1					Refer to D12+D14 gallery in the reference presentation for details

17.0	Gujarat rehabilitation and reconstruction policy case study	The theme of the film is based on the study of the reconstruction and rehabilitation of large towns that were resurrected from the ground up, and also examine the present progress path. The AV will be a documentary based film of duration for 6-8 minutes in total including 4 specific locations of kutch with VO in 3-4 languages. The documentary's visuals will use before and after pictures of the areas mentioned, the construction required, the effort involved, the time taken and the stakeholders involved amongst other things. Apart from these 4 areas, 3-4 cities in Gujarat will also be covered showcasing their redevelopment and success stories. Archival material including video footage, documents and photos to be used along with fixed media content including 2D animation/Motion Graphics/3D animation and models with Live action shoot wherever required as according to script and storyline.	job	1					Refer to D15 gallery in the reference presentation for details
18.0	Interactive Door	These 20 short films will be made using Motion Graphics/Archival Footage/ image shoot/ video shoot with audio and sound design with voiceover in 3-4 languages of 1-2 minutes duration each to showcase the success stories of different organisations/individuals/associations since the earthquake with interviews and capturing their respective growth along all these years.	job	1					Refer to D16 gallery in the reference presentation for details
19.0	Living Room	Archival footage showcasing the parade at the Rajpath held on the republic day in 2001 on doordarshan or any national channel or local Gujarati channel of duration 3-4 minutes edited with 2D animation of 30-60 seconds at the beginning and end such that the video can be played in a loop on a television screen on loop	job	1					
20.0	Chaos Room Projection	Green screen shoot, editing and processing of 3 audio visual clips of total 3 - 5 minutes duration with 1 actor in local kutchi get up. The av will capture the emotions of distress, confusion, sorrow, trauma and pain that the people suffered within 24 hours of the earthquake. The footage needs to be treated as per the technical requirement for the holographic projection system for best effect	job	1					
21.0	Chaos room audio spots	Audio files and voiceover in the local language with required sound design converted to suit the directional speaker hardware of duration 6 - 8 minutes which will be played on loop. The content to be developed as per the mood of the E1 + E2 exhibit depicting the aftermath of the earthquake with the sound like debris falling, destruction happening to infrastructure, voices of people running creating a sense of chaos, fear and pain. The output to be planned as per 7 directional speakers planned in the entire gallery with a sense of continuity.	job	1					
21.0	Visual Content for Earthquake Destruction - 42" screen	Montage film of 2-3 minutes depicting the destruction caused after the 2001 earthquake with moving and still images. The video will be made using archival images, documents and footages showing the conditions immediately after the earthquake in Kutch, Gujarat and around the country. The rate to include required 2D animation, motion graphics, copy for subtitles, appropriate background music (if any).	job	8					
22.0	Chaos Room Seismic Table Projection	AV of duration 3-4 minutes using motion graphic, 2D/3D animation, imagery and video content supported with voiceover in 3-4 language and supported with appropriate sound design explaining the scientific understanding of the earthquake of 2001 explaining the fault lines that was activated, the epicentre of the earthquake and similar content with the context of Kutch and Gujarat specifically. The motion of the vibration table to be incorporated in to planning the soft content and make optimum use of the tactile experience that will be created by the motor	job	1					
23.0	Bus Projection	Development of mixed media content including 2D animation/Motion Graphics/3D animation and models with archival footages wherever required as according to script and storyline. The content should be supported by sound design and voiceover in 3-4 languages. The content to be of 3-4 minutes duration showcasing the immediate measure taken post the earthquake in context to Gujarat and Kutch specifically like the buses being converted into ambulance due to the destruction of most of the hospitals etc.	job	1					
24.0	Hanging Walkie Talkies	Audio show with voice recordings and appropriate sound design depicting the scene of a control room set up to monitor to reports and updates post the earthquake informing the visitors about the destruction caused and the measures being taken simultaneously to improvise and control the situation across the state of Gujarat. The show should be able to transcend the visitors into a scene of a control room and parallelly inform the visitors about the sense of panic, confusion that was present immediately after the earthquake. The content to be programmed as if different voices are emerging from suspended walkie talkies suspended in the installation as per the approval of the design consultant. The content to be supported with voiceover in 3-4 languages and appropriate sound design as per the theme and effect of the installation.	job	1		duration of the show			4-6 minutes
25.0	Hologram (Room Corner)	Holographic projection of duration 4-5 minutes showcasing the scene of rescue operations carried out at Kutch with mix media content including 2D animation/Motion Graphics/3D animation and models with archival footages wherever required as according to script and storyline. The content to include green screen shoot with minimum 2 actors to depict the rescue operation being carried out along with the struggles and challenges faced by the victims as well as the volunteers. The content to be supported with voiceover in 3-4 languages and appropriate sound design as per the theme and effect of the installation.	job	1		Script will be required			The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
26.0	Hymns/Bhajan Wall	Mixed media content of 4-5 minutes duration played in loop including 2D/3D animation/motion graphics/ studio sound recording and site shoot of the local songs and hymns with the folk singers of the songs that were sung while the people were living in the temporary shelters after the earthquake. The content should be supported with appropriate sound design and voiceover in 3-4 languages.	job	1					

27.0	Personal Interviews	Interview recording, editing and post production of minimum 100 people from at least 20 different locations who experienced the 2001 earthquake. With the ratio of 60% interviews conducted in kutch, covering all the taluka's of kutch district and 30% to cover all other district of gujrat and remaining 10% other states that experienced 2001 earthquake. In Each interview to be minimum 2-3 minutes with voiceover in 3-4 languages and appropriate sound design. The people interviewed to be delicately balanced across age groups, experiences, gender, locations and experiences including government officials on official emergency duty during the earth quake as per the approval of GSDMA/ design consultant.	job	1					
28.0	Seismic Data of World	AV content showcasing the seismic activities that have been occurring across the globe since the past 100 years in time-lapse through mix media content including motion graphics, 2D/3D animation, illustrations supported with sound design and voice over In 3-4 languages of a total duration of 2-3 minutes. Appropriate rights to be taken if the data is being procured from a third party.	job	1					
29.0	Seismic Data of World Live	Creating GUI for streaming live content to showcase the ongoing seismic activities worldwide. The rate to include development of user interface, front end and back end coding, identifying the data source and obtaining related permissions with the support of GSDMA. Appropriate rights to be taken if the data is being procured from a third party.	job	1					
30.0	GSDMA Disaster Preparedness application - 1	GUI, coding and required programming for interactive content developed for 9" tablet screen on the basis of the workshops conducted by GSDMA for disaster risk management programme, school safety week, training and capacity building programmes including the screening of existing demo videos and jingles made by GSDMA. The application will have approximately 20 pages with multiple interaction points and solutions. The theme of the content to be focussed on educating the visitors about the activities and measure being undertaken by GSDMA for disaster preparedness. Provision of sending content / Jpeg to the visitors in real time to be considered as a part of the application.	job	1		content for 20 pages will be required			The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
31.0	GSDMA Disaster Preparedness application - 2	GUI, coding and required programming for interactive content developed for 44" interactive screens with content developed on the basis of the 3 key programmes of GSDMA for risk mitigation and preparedness amongst the local community, Long term disaster preparedness, Hazard mitigation, comprising both structural and non-structural measures, and risk transfer. Disaster management capacity building through education, information sharing, hazard related research and training. The application will have approximately 20 pages with multiple interaction points and solutions. Provision of sending content / Jpeg to the visitors in real time to be considered as a part of the application.	job	1		content for 20 pages will be required			The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
32.0	Social Wall application	UI design to host CMS updates with social media plugins like twitter/fb/Instagram to retrieve and upload the data to and from internet in real time. The application to include the feature of visitors being able to post an image of themselves and selected taglines from pre determined responses with the hashtag like 'today I learnt' on the museum's social media page. The rate to include the cost of all required hardware, integration, camera, programming, wireframing, front end and back end development etc for the smooth functioning of the application and achieving the desired experience as per the design. Appropriate permissions to be taken from the user for sharing content. Provision to click photograph and upload to be integreted	job	1					
33.0	Earthquake Simulator	Direction and creation of the show containing an AV Content of duration 8-10 minutes including 2D animation/Motion Graphics/3D animation/ live action shoot, green screen shoot wherever required as according to script and storyline. The content should be supported by appropriate sound design and voiceover in 3-4 languages. The content to be provided in format which is in synchronisation with the technical system being used for simulation and projection. The entire show to be able make the visitors relive the time when the earthquake took place in 2001 across the country with focus on Kutch and Gujarat. synchronised lighting, AV content and movement analysis and programming for the simulated surface to be developed required for the smooth functioning of the show with the desired effect as per the gallery design. The show to be curated such that the visitors are able to relieve the events of the earth quake, the show should make efficient use of all the equipement being considered for Block H simulator experience. The film should have drone shoots and animation of kutch and Gujarat to make the visitor feel as if he is flying/ riding to see the current parts of gujrat including the museum site / Statue of unity and other important development that have happened after the earthquake, emphasising the prosperity of the state.	job	1					
34.0	Tsunami simulator	Mixed media content of duration 3-4 minutes showcasing a tsunami and the related effects using 2D animation/Motion Graphics/3D animation and models with live action shoot wherever required as per the storyline. The content should be supported with sound design and voiceover. The content to be provided in format which is in synchronisation with the technical system being used for simulation and projection	job	1					
35.0	Cyclone simulator	Mixed media content of duration 3-4 minutes showcasing a cyclone and the related effects using 2D animation/Motion Graphics/3D animation and models with live action shoot wherever required as per the storyline. The content should be supported with sound design and voiceover. The content to be provided in format which is in synchronisation with the technical system being used for simulation and projection	job	1					
36.0	Simulator Reception Film	AV content of duration 3-4 minutes to be played in loop providing an introduction to the Simulator experience made with 2D/3D animation with suitable music.	job	1					

37.0	Auditorium film	A/V of duration 12-15 minutes showcasing the SEMM concept and design through shoots, images, 2D/3D animation, illustrations etc with voiceover. The a/v cost to include the cost for drone shoot, video shoot and another types of shoot and respective equipment's necessary to capture the project along with the interview recording of all the stakeholders including the GSDMA director, memorial architect, museum design consultants etc. The film to be visualised and developed as per the technical requirement for 3D projection. The rate to include cost of special video shoot of the site as per requirement of 3D cinema / projection of the complete SEMM Project and Bhuj.	job	1		Script will be required			The content summary for the same will be provided, the interface to be developed further by the vendor with approval of GSDMA/Design consultant.
38.0	Development of 2D Graphics	Human resources required for development of worldclass 2D/3D graphics for printing on all surfaces including glass, fabric, vinyl, concrete, MDF or any other tactile surface being used in the museum including layout design, typography, test files, illustration development, visualisation, colour schemes and print ready files for execution of a printed surface of approximately 2500 square meters. This will include graphics for scenography, environmental graphics, information panels and all other purposes. Expert designers & visualizers to be considered for graphical visualization using contemporary design language in sync with the content theme of the museum. Rate inclusive of file sampling, editing and proof reading content in all 4 languages.	job	1					
39.0	Smritivan Website	<p>Concept design, detail design and execution of Smritivan museum and memorial website with wire framing, user interface design and development of a responsive website with an integrated e-commerce channel for souvenir shop and ticketing. The website to be designed and developed in synchronisation with the design language of the overall museum with minimum 20 pages. The website to be updated from time to time with daily updates.</p> <p>This web portal will also have an admin interface for back end monitoring and handling of the website. Website shall act as a single window for users to access all the information and services offered by Smritivan Earthquake Memorial & Musuem, Bhuj, Gujarat, India.</p> <p>General Requirements</p> <ol style="list-style-type: none"> The website should be scalable and should be developed with the facility of incorporating Ticket/Booking Management and resource planning. The website should be responsive, web optimized i.e. should have good Yslow or pagerank ratings. The website should shall adhere to "GoI – Framework & Guidelines for website design and use of Social media for Government organizations" issued from Department of Electronics & Information Technology, Ministry of Communications and Information Technology (MoCIT, GoI). The website should be easy to manage and add content by a non-technical person from the admin panel. Website should be SEO enabled and can be easily optimized Website should use an industry standard open source system to create a secure and robust platform with backend CMS. The frontend design of the website should be easy to navigate and should have international feel to its overall design. Trilingual (English, Hindi and Gujarati) <p>Front End:</p> <p>Suggestive list of content</p> <ol style="list-style-type: none"> Home Page <ol style="list-style-type: none"> Logo Secondary Menu – (Login / My Account / Sitemap/search / Language selection) Primary Menu – (About Us ...) Rotational Images (banners) - optional Welcome content Body Content News and Events Testimonial Briefs Footer menu Message from PM/CM/CEO Social Media Links History <ol style="list-style-type: none"> Smritivan Concept (content) Smritivan Society (content) Smritivan Governing Body (content) GSDMA (content) NDMA (content) Gallery <ol style="list-style-type: none"> Ongoing construction pictures Completed components Virtual Tour – 360 degree View Key Visits of Famous Personalities Visitor Testimonials and Pictures FAQ (content) Contact Details <ol style="list-style-type: none"> How to reach (Google Map) About Bhuj Contact us (form will be there and on successful submission, query will be received on concerned email ... 	job	1					

id)
Registered User Pages
A. My Account
B. Add Your Reviews with Pictures and Suggestion
C. Complaint Management
Admin Panel functions:
A. Menu Management (Primary , Secondary and footer)
a. User can add, update and delete website content or link for top menu
B. Footer Section Management
a. User can add, update and delete website content or link for footer
b. Admin should be able to create new sections in the footer to add content – Predefined templates to be provided to create such sections.
C. Slider Management – Admin should be able to add/remove new images with content to home page slider.
D. News / Article Management:
a. Client able to add/update/delete news with below fields
Title
Short description
Image
Long description
State
Date
E. Photo gallery Management:
a. With help of this module, client will be able to add/update/delete new album for photo gallery. Fields for the album are stated below:
Title
Cover Photo of album
Cover photo
short description
b. Client will be able to add/update/delete multiple photos in created album, Select album, Add Photo, Short description for photos
F. Video gallery management
a. With the help of this module, client will be able to add/update/delete embedded code for YouTube videos
b. Fields will be as stated below:
Title of the video
Embedded code of YouTube
Note: Video gallery will be created in YouTube and its embedded code will be added in the portal
G. Sections Management –
a. Admin should be able to add/remove new sections with Page titles and Page content.
b. Content Management System – Website Administrator should be able to create pages through a standard Content management system and can publish content through it. There should be specific layouts/templates for creating the pages.
H. User Management
a. Admin should be able to manage the registered users and activate / deactivate any user from the website.
b. Admin should be able to manage testimonials submitted by the user
I. Testimonial Management
a. Admin should be able to moderate the testimonials submitted by the users
b. Admin should be able to publish/unpublish the selected testimonials (with or without pictures.). Also admin should be able to select which picture to publish.
c. Admin should be able to set sequence of published testimonials
J. Events Management
a. Admin should be able to create new events and put details of event on the website.
b. Registered users can show interest to visit the event online.
c. Admin should be able to see the list of interested visitors.
d. Event brief should be displayed on the homepage with a link to event page.
K. Forms Management and short codes
a. Admin should be able to create custom forms and assign a short code to that form. Which can be added to any custom page.
b. Admin should be able to see the response of each form against the form shortcode and should be able to download the response in CSV format with custom form heads as columns and rows with data.
11. The branding and visual language of the application to be in synchronisation with the visual language of the museum interiors. Wireframes and sample

40.0	Smritivan Memorial and Museum phone application design both on iOS and android platform	<p>Concept design, detail design and execution of Smritivan Memorial and Museum phone application design both on iOS and android platform</p> <p>The aim of the application is to do the following :</p> <ol style="list-style-type: none"> 1. The application should serve as a mini guide to the over all museum. User should be able download it at the museum or remotely through the play store/App Store for free. The size of the application should be manageable for quick downloads. 2. It should serve as a platform where people can buy tickets for the permanent as well as the temporary exhibition galleries (current and upcoming). The user should be able to know the current and upcoming exhibitions 3. The user should also have an option to listen to all the 500 audio guide's audio points through this application In 3 to 4 languages. The application should be designed to have provisions for catering to upto 10 languages in the future. 4. The application must be designed in a way such that it helps thr user to navigate inside the museum. It should have options of multiple tours like - tours to kids, tour to important galleries / installations for a quick visit to the museum and full tour. The content to the tours will be altered as per the need to a kids tour/quick tour and full tour. The content will be mainly audio but should have appropriate and enough navigation graphics and photos of the current museum to make the user interface user friendly and aesthetically pleasing. 5. The content of the kids tour and quick tour to be specially created with appropriate copywriting and content creation and should be also transferable to the museum audio guide as well. 6. The application should also have an option of giving the building architectural and interior design tour on important subjects. Must have minimum 20 audio points each to explain both the architectural and interiors insights. It should explain the over all concept, material details, design details etc. The contractor is required to understand these with architect and interior exhibition designer before designing it. 7. The contractor is required to have all audio's text also to be written in the application of the user who don't wish to listed but read all the points. 8. The application should be well designed with interface and graphic design. Necessary approvals need to be taken from GSDMA at wireframe stage, for user interaction Interaction, look and feel of the overall application. 9. The account for iOS to be created in the name of GSDMA 10. The application to have an integrated admin interface for ease of handling and managing the visual and contents for the website. 11. The branding and visual language of the application to be in synchronisation with the visual language of the museum interiors. <i>Wireframes and sample</i> 	job	1					
						TOTAL			