

# RFP-CMIP21201808

Amendment No. 4: To the Tender Documents

## Immersive Film Experience and Exhibit Redesign

Amendment Date: December 5, 2018

To all Proponents:

The Purpose of this Amendment is to address the following questions:

## **Immersive Film:**

1. Is there an existing film in another museum that has served as potential inspiration for what you would like for the general look-and-feel of the new film?

No.

2. Should political refugees and asylum seekers be a part of the content for this film?

Yes.

3. In the RFP, it is made clear that CMI will do all text translation – does this apply to on-screen caption text for the film, as well as for any text on exhibit panels?

Yes.

4. Section 2.2.5 says that we are to provide HDCAM video footage masters. Can we provide another format for these masters, as HDCAM is no longer regularly used?

Yes, CMI requires high quality footage masters.

#### **Design and Fabrication:**

5. Please confirm that the new design for the space should ensure that no electrical/data feeds should come up through the floor of the exhibit space and that instead all electrical/data feeds need to be from the ceiling space downward.

Confirmed – electrical/data feeds cannot come up through the floor of the exhibit space. All feeds must be fed from the ceiling downward.

### **Proposal Response:**

6. For our proposal response, will you accept a vision document for the film that is 2 pages in length instead of 1 page?

Yes.

7. For Section 6.5, can please confirm that our Understanding of Project has no specific page length and that it is only the vision document for the film that has the specific length of 1 page?

Correct, no limit.

8. Section 6.7 says that we are to provide 3 examples for Experience Design. Since this project also involves Exhibit Fabrication, should we also include 3 additional examples that show our fabrication experience? Thus, we would supply 3 examples of Experience Design and 3 examples of Exhibit Fabrication.

CMI requires 3 examples only. The examples should demonstrate examples of audio-video based installations, where together, audio-video and the physical environment in which it is displayed seamlessly work together to create an experience.

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