



NIMHANS/2019-20/IND407

09/09/2019

TENDER NOTIFICATION
(Through e-procurement portal only)

The Director, NIMHANS invites tender from eligible tenderers through the Karnataka Government E-Procurement portal for supply of following equipment.

SI No	Item	Qty	EMD in Rs
1	Virtual Reality Equipment	1	Rs 85,000/-

Tender Schedule

Downloading of Tender documents from website - https://eproc.karnataka.gov.in/eportal/index.seam	From 09.09.2019 Onwards
Last date for tender enquiry	30.09.2019 upto 11:00 AM
Tender submission last date and time	09.10.2019 upto 11:00 AM
Technical bid will be opened online by the authorized officer on	10.10.2019 at 11:00 AM

Terms and conditions

1. The bid documents for the above items should be **addressed to “The Director, National Institute of Mental Health & Neuro Sciences, Post Box No. 2900, Hosur Road, Bengaluru – 560 029, Karnataka, India”** and should be uploaded in E Procurement portal only on or before the **due date (HARD COPY OF THE DOCUMENTS WILL NOT BE ACCEPTED)**.
2. The tender bid should be valid for **four months** from the due date. **NIMHANS, Bengaluru will not take any responsibility for any technical issues.**
3. **Earnest Money Deposit (EMD):**
 - 3.1. The (EMD) shall be denominated in Indian Rupees and shall be paid in the e-procurement portal using the following payment modes:
 - a. Credit Card.
 - b. Direct Debit.
 - c. Net Banking
 - d. National Electronic Funds Transfer (NEFT)
 - 3.2. The EMD shall not bear any interest and will be refunded to
 - a. Successful tenderer on receipt of Agreement and Bank Guarantee.
 - b. Unsuccessful tenderer upon finalization of tender bid and award of tender to successful bidder.
 - c. All the tenderers if the tendered item is cancelled or retendered.
 - d. EMD amount is exempted, if there enclose valid NSIC/MSME Certificate.
4. The tender documents and all correspondence's relating to the bid should be in **English language only.**



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5. Technical bid should comprise of (uploaded copy of documents should be self attested and stamped) -

- 5.1 Brochure/Catalogue and Data sheet of the equipment.
- 5.2 Proprietary certificate from the manufacturer mentioning the unique technology or feature/s mentioned apart from the brand name (If applicable).
- 5.3 Pre requirements required at the installation site (Before submitting the bid, the tenderer should make pre-visit to the installation site and indicate the requirement along with the price bid wherever necessary)
- 5.4 Delivery Period of the item to be supplied and Time required for installation from the date of purchase order has to be indicated.
- 5.5 List of Institutes where the equipment has been supplied.
- 5.6 Copy of GST, PAN, TIN document
- 5.7 Whether tenderer is manufacturer / accredited agent / sole representative, indicate details of principal's name & address. The offers of tenderer who are not manufacturer or direct authorized agent will be summarily rejected. Sub- distributors will not be accepted.
- 5.8 Non – blacklisting certification that the firm has not been blacklisted in the past by any government/Private institution and certification for No Vigilance/CBI case pending against the firm/supplier by making an affidavit on non – judicial stamp paper of Rs 100/-.
- 5.9 Declaration towards acceptance of all terms and conditions should also be provided.

6. Financial Bid should comprise of:

- 6.1. **Quotation should be only for Ex-NIMHANS i.e. NIMHANS Door Delivery Price** and should have detailed information as per tendered specifications (such as main equipment cost, each article wise/spares rates, taxes, other Government levies, Customs duty, any local agency commission, transportation, delivery of the equipment to the Institute premises, installation and commissioning etc. Separately along with total cost) with manufacturers name, License number and name of the brand/make. Tender bids without price bid/quotation will be rejected.

Detailed breakup of the cost should be provided under icon “Action column” by clicking the % symbol which will be mentioned as Added statutory components .

- 6.2. **The cost of the Virtual Reality Equipment will be freezed for 1 Year from the date of purchase order; however the discretion towards purchase of the equipment will be at the discretion of the institute.**

- 6.3. The tenderer should also submit separate quotation towards regular servicing/maintenance duly mentioning the number of visits per annum for the AMC/CMC period after the guarantee/warranty period is over. AMC/CMC should be quoted in INR only.

7. Successful tenderer decision will be made on the basis of base price, However the institute reserves the right to freeze the quoted AMC/CMC price for post warranty period with the successful tenderer.

8. The tender bids (technical and price bid) should be typewritten; every correction in the tender should be initialed along with seal by the tenderer, failing which the tender will be rejected.



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All pages of the bid submitted must be signed along with seal and sequentially numbered by the tenderer.

9. Evaluation of Bids:-

The technical bid of the tenderer will be evaluated to determine whether

- a. They are complete with respect to specifications.
- b. They are free from computational errors.
- c. The requisite documents have been submitted and properly signed.

10. Tender Opening:

- a. The Technical bids will be unlocked through E procurement portal in the Committee Room, Adjacent to Registrar Chamber, NIMHANS, Bengaluru on the date specified in presence of tenderers or their representatives who choose to attend. The Tenderers' or representatives who are present shall submit authorization letter along with copy of Photo id proof and shall sign a register evidencing their attendance.
- b. The Financial bid of the technically qualified tenderer/s only will be opened on a notified date.

11. Equipment and its accessories should be covered with **minimum warranty period of 5 years** for normal or regular wear & tear from the date of complete installation (Ready to use in all respects). In case of software's, the validity of the license key should be clearly mentioned and should have user define provision with option to switch over from one system to other system of the same kind within the validity period.

12. Software Updates:

The selected firm for the supply of tendered item should provide free updates of software up to 5 years from the date of complete installation.

13. Supply of spares should be guaranteed for a minimum period of 10 years from the date of supply or from the date of cessation of production of the model for 10 years, whichever is later, at the rates prevailing against payment.

14. Any modification or revision of bids after submission will not be entertained under any circumstances. Conditions such as "subject to the availability of stocks", supplies will be made as and when supplies received from the principles etc., will not be considered under any circumstances.

15. A tenderer having once given a tender bid shall not withdraw it after its acceptance/opening and if does, the EMD paid by the tenderer will be forfeited and the tenderer is liable to make good the loss sustained.

16. If required, the tenderer should demonstrate the quoted model of the equipment at the institute during the technical evaluation, failing which their bid/offer shall be rejected. The tenderer will be intimated that they should get ready for demonstration. No request for extending time for demonstration will be entertained. Failure to demonstrate, their offer will be rejected.



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17. The tenderer should supply the circuit diagram and instruction manual of the tendered equipment/s at the time of supply of the equipment.
18. Necessary training / instructions on operation of the system should be given by the qualified engineers of the tenderer firm to NIMHANS technical staff/s at free of cost after completion of the installation.
19. The successful tenderer should immediately submit an acceptance letter duly signed and sealed for the rate/s and offers agreed by both the parties to the Head of the Institution within reasonable time on receipt of the Purchase Order (Agreement Specimen will be enclosed with Purchase order & Stamp duty to be paid by the tenderer). The successful tenderer should also furnish a Bank guarantee only from a Nationalized bank to the extent of 10% of the total purchase order value, valid for 60 days beyond the completion of the warranty period of the equipment, no split period bank guarantee will be entertained. In the event of the successful tenderer failed to supply the item/execute the agreement/submit the Bank Guarantee the EMD deposited by them shall stands forfeited.
- 20. Payment terms:**

Payment will be made only after good working condition of the equipment certified by the end user. NO ADVANCE PAYMENT WILL BE ENTERTAINED.
- 21. Uptime Guarantee:**

Penalty Clause for non-functioning of equipment in term of hardship to the patients and financial loss to institute: 95% up time of 365 days (24 hours a day) that is from the day of successful handing over of the whole complex. The company takes the responsibility for the functioning of all the components and equipment, including the third party items supplied and included in the project. The total downtime annually for any reason/involvement of any of the components cannot exceed 5% (all inclusive). Subsequently if downtime exceeds 5% of 365 days, 1% of PO Value will be levied as penalty for every 24 hours of downtime until 7 days from the day of breakdown. If downtime exceeds 7 days the penalty will be 2% of PO Value from the date on which the equipment broke down beyond 5% permissible downtime. In addition to this, warranty period will be extended at double the rate of the downtime period.
22. If, at any time, during the said period, the supplier reduce the said prices of such Materials/Equipment or sales such Materials/Equipment to any other person/organization/ Institution at a price lower than the chargeable, the company shall forthwith notify such reduction or sale to the Director, NIMHANS and the price payable for the Materials supplied after the date of coming into force of such reduction or sale shall stand correspondingly reduced.
23. The losses to NIMHANS, Bengaluru, if any incurred on account of purchase made elsewhere by failure, neglect or refusal on the part of the tenderer to supply according to the terms of agreement will be recovered from them. If any article or things supplied by the tenderer have been partially or wholly used or consumed in the hospital and they are subsequently found to be in bad condition, unsound, inferior in quality or description, not in accordance with samples or otherwise faulty or unit for use, the wholesome of the contract price or price of such articles or things will be recovered from the tenderer. The tenderer will not be entitled for any



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payment whatsoever, for such articles for infringements of the stipulation of the conditions or for justifiable reasons the contract may be terminated by the Director and the tenderer shall be liable for losses sustained by the NIMHANS on the consequences of the termination which may be recovered from the EMD/Bank Guarantee or from their invoices due to them. In the event of such amount being insufficient, the balance will be recovered personally from the tenderer.

24. Any corrections/changes in the tender will be uploaded as corrigendum in the NIMHANS and E procurement websites only.
25. If the tender last/opening date falls on any general/government/institute holiday(s), then the successive dates will be postponed by equivalent days of holiday(s), however the time remains unchanged.
26. The Director reserves the right of ordering/not ordering/cancelling/increase or decrease the quantity and to reject any or all tender quotations without assigning any reason. The decision of the Director, NIMHANS, Bengaluru, shall be final in all the controversies that may arise in the matter. Any dispute arising out of this will be subject to the jurisdiction of the Court in Bengaluru.
27. Failure to adhere any of the above terms and conditions the bid(s) may be rejected and EMD may be forfeited.
28. None of the terms and conditions of the supplier shall be applicable to the purchase contemplated hereunder, irrespective of it being attached to any documents to be provided to NIMHANS. Such exercise shall have no meaning and binding effect unless the same is accepted by NIMHANS in writing.

NOTE: Please keep checking the NIMHANS and E-Procurement websites regularly for any further updates.

Sd/-
Director



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**DECLARATION
(TO BE GIVEN BY THE TENDERER)**

Name of the Item : **Virtual Reality Equipment**

Tender Reference No. : NIMHANS/2019-20/IND407 Dated 09.09.2019

Name of the company :

To

**The Director,
National Institute of Mental Health & Neurosciences
(Institute of National Importance)
Post Box No. 2900,
Hosur Road, Bengaluru – 560 029**

Dear Sir,

1. I/We hereby submit my/our tender for the
2. I/We have made requisite payment against EMD as per the tender document vide reference No. & date, else my tender bid may be rejected.
3. I/We have gone through all terms and conditions of the tender documents before submitting the same.
4. I/We hereby agree to all the terms and conditions, stipulated by the NIMHANS, in this connection including delivery, warranty, penalty etc. Quotations for each group are being submitted and shall be considered on their face value.
5. I/We undertake to sign the contract/agreement, if required, within reasonable time from the date of issue of the letter of acceptance, failing which our/my security money deposited may be forfeited and our/my name may be removed from the list of suppliers at the NIMHANS, Bengaluru.

NOTE: ALL TERMS & CONDITIONS SUCH AS TAXES/LEVIES ETC, HAS BEEN INDICATED IN THE QUOTATIONS FAILING WHICH IT WILL BE PRESUMED THAT THE RATES ARE INCLUSIVE OF ALL TAXES/LEVIES AND OTHER TERMS AND CONDITIONS ARE ALSO AS PER YOUR REQUIREMENTS.

Yours faithfully,

Signature of Tenderer & seal



CHECK LIST

(TO BE FILLED BY THE TENDERER)

1	Name & Address of the Tenderer		
2	Name & Address of the Manufacturer		
3	Name of the Equipment & Model Quoted		
4	Validity of the Quotation	Four months from the due date	
5	Delivery Period		
6	Warranty Period	5 years	
7	Installation Period		
8	Tender Bid details (Yes or No against each item)	Application Fee submitted	
		EMD submitted	
		Brochure/Catalogue uploaded	
		Manufacturer Proprietary certificate uploaded	
		Pre requirements details uploaded	
		List of users uploaded	
		Copy of GST/PAN/TIN & Bank details uploaded	
		Distributor authorization letter uploaded	
		Non-blacklisting certification uploaded	
		Declaration enclosed	
Ex-Nimhans equipment cost quoted			
AMC & CMC cost after 5 years warranty			
9	Training will be provided (Yes or No)		
10	Whether after sales, service is available in Bengaluru? If yes, quote		
11	What is the arrangement for post contract /warranty monitoring of the equipment?		
12	Details of the EMD Submitted (Reference no., date & bank details)		
13	Any Other Information (Enclose separately in letter head – Yes or No		



Department		Department of Clinical Psychology	Virtual Reality Equipment
End User Contact Details			
Name	Dr. Paulomi M Sudhir		
Designation	Professor of Clinical Psychology		
Mobile No.	9448083521		
Office No.	+91-80-26995180/5184		
Email	paulomi@nimhans.ac.in or paulomisudhir@yahoo.com		EMD Rs 85,000/-
Sl. No.	Name of the Item & Specification		Qty
1	<p>VR Development Platform Software VR Development Platform must include the following core features:</p> <ol style="list-style-type: none"> Create <ul style="list-style-type: none"> Build applications quickly with the Python scripting language. Create enterprise-level VR environments including support for co-presence and clustering. Import 3D models with industry standard formats & point cloud scans through a simple art workflow. Import multimedia (video, audio and images of various types). System must include a tool enabling users to visually preview, review and edit environments. Connect <ul style="list-style-type: none"> System must include a visual configurator that easily connects applications to third party VR hardware such as headsets, game controllers, haptic devices, motion capture suits, projection systems, and biofeedback devices. System should include a variety of VR specific libraries that save development time by easily extending on top of pre-built functionality. System should support .EXE publishing that allows for easy sharing and distribution of applications from any PC and on a broad range of supported devices. Visual Configurator should support: <ul style="list-style-type: none"> CAVE, Powerwall & 3D Projection systems VR Headsets (Head Mounted Displays), including Outside-In and Inside-Out HMDs, including WMR headsets. Haptics Full Body Motion Capture Eye Tracking (ex. Tobii) Data Acquisition Hand Controllers Manus Data Gloves and Cyberglove 		1 No.



- Clustering Capabilities (should support running simulations across up to 64 separate computers with no need to modify code)

4. Visual Editor and Review Tool should support:

- Move, rotate, and scale the model and its sub-parts.
- Add, delete, and move objects within the scene graph.
- Edit model properties (node names and colors).
- View polygon and texture information for the model and sub-parts and identify if the model is negatively affecting performance, which allows users to determine and mitigate the cause.
- Navigate around the model and copy the 3D position of points on the model and camera information.
- Identify sub-parts of models so that users can manipulate them in their scripts.

5. 3D Model and Workflow Support

Users should be able to convert existing 3D assets in industry standard formats into virtual reality environments, including:

- OSG (OpenSceneGraph)
- Collada (.dae), FBX (.fbx)
- Support for 3D model workflows from 3DS Max, Maya, Revit, Sketchfab, Substance Painter, via glTF, DAE, FBX and more.
- Sophisticated material shading techniques including render effects such as bump, specular, parallax, and detail map effects, and real-time ambient occlusion effects
- Lighting

VR Collaboration Software with integrated authoring capability for non-technical users.

System should also include an alternative VR development and run-time platform that enables non-technical users to easily create interactive VR content and then host real-time collaborative VR sessions in a virtual meeting space.

VR Collaboration Software much include all the following :

1.0 CORE FEATURES

1.1 Cloud or Server based content creation platform

- Seamless integration across your organization of all 3D assets via a shared asset library



- All assets automatically shared across organization and can be searched for according to name and tag within a cloud asset library
- Completed scenes can be shared between users within an organization
- All changes to scenes saved automatically to the server
- Users can collaboratively edit the same scene simultaneously (either on desktop or in VR)
- Users can save snapshots of scenes to preserve environments exactly how they were experienced in specific instances and for specific events

1.2. Drag and drop interface

- Import a huge range of content simply by dragging files into your cloud asset library
- All content automatically uploaded to the cloud, encrypted and converted to VR asset
- Add assets to your virtual scene through a completely visual WYSIWIG world editor
- Snap-to tool allows you to attach an object to a ground plane easily
- Set scale, position and rotation with in-scene transform tools
- Can copy and paste assets within the scene
- Hot key buttons for placing objects on mouse position in scene
- Built in “Stability Gauge” gives you real time feedback for whether a scene will run smoothly in VR as you edit on your desktop
- Set your preferred Presenter and Attendee avatar from number a preset choices

1.3. Supported Content Includes:

- 3D Models (including scanned or point cloud data) .osgb, .fbx, .ive, .obj, .3ds, .wrl, dp, .ply
- Videos (2D and Spherical [monoscopic and stereoscopic]) .avi, .mpg, .mpeg, .mp4
- Images .bmp, .jpg, .jpeg, .png, .tiff, .tif, .gif
- PDFs (including multi page documents and PowerPoint presentations saved as PDFs) .pdf
- Audio (ambient and spatialized) .wav, .mp3

1.4. Wide range of preset interactivity and built in events

- Add interactivity to assets within your scene simply by right clicking and selecting the desired interactivity from a drop down menu
- Actions can be triggered by sensors set within the scene



- Specific tools and actions can be auto-assigned to users via virtual “stand-ins” to enable actions on cue such as “change viewpoint” or “laser pointer enabled”

1.5. Built in interactivity includes:

- Grabbable (pick up and inspect objects) ,
- Actions (all objects can be set-up to spin, scale, move, rotate and fade)
- Animations (set looping, set frame, set speed) ,Assign tool to attendee or presenter
- Reset users viewpoint (including rotation, height and position) ,Set objects as visible / hidden
- Change frame for pictures, videos and PDFs ,Set alpha ,Copy and paste actions from one item to another
- Toggle gravity ,Set scale rotation and position ,Advanced sensors to trigger events
- Teleport points for scripted navigation of large spaces
- All interactivity can be assigned to a user or triggered to play on cue (i.e. ‘play audio on slide change’)

1.6. Slide based narrative format

- Familiar PowerPoint style narrative foundation; scenes are composed of virtual “slides” which progress through a story or presentation Live presenter can navigate through presentation using immersive tools

1.7. Easy Meeting Scheduling

- Schedule your VR meeting directly from the Presentation Designer interface
- Generate specific sessions which only your target attendees can access
- Copy and send invitation text “GoToMeeting-style”
- Join Edit Sessions with your colleagues to edit a scene in VR

2.0 ADVANCED SCENE CREATION TOOLS

2.1 Sensors

- Sensors can be used to create advanced interactivity and complex scenes
- Different sensors (Proximity, Time, and Media) can trigger actions associated with objects or instances in a presentation
- Proximity sensors are triggered by a target object interacting with the sensor, with multiple options for interactivity. For example releasing a specific object within the sensor triggers a specific action such as an apple being placed in a proximity box “turns” it into an orange.



- Proximity sensors come in a variety of shapes and sizes with multiple options for targets and interactivity.
- Targets determine which object triggers a proximity sensor, (i.e. avatar hands can be set to trigger an objects movement once they enter a proximity sensor shaped like a button)
- Time sensors can trigger a wide range of actions based on a certain amount of elapsed time
- Media sensors triggers actions based on the conclusion of a piece of media (i.e. video)
- Importantly, all sensors can trigger a slide change (i.e. on video end, change to next slide). This allows the user to design complex, self-guided scenes, with the ability to create logical sequences of interactivity.

2.2 Avatar Recording

- A user's avatar can be recorded interacting within their scene.
- Actions recorded include position, voice, tool interactivity and object interaction.
- Avatar recordings are automatically saved and converted to an asset which can be added to any scene
- An avatar recording can be used within a scene to give a virtual presentation or training seminar to a live attendee.

2.2 Parenting

- Objects can be associated and connected to each other within a scene through Parenting
- Parenting can be used to attach specific media to specific models (i.e a video serves as a laptop or smartphone screen)
- Parenting can also be used to simplify editing a complex scene by attaching objects to each other (i.e. a coffee mug is parented to a desk, so when you move the desk, the coffee mug stay on the same location on the desk)
- Some actions will be inherited from the parent object, such as visibility

2.3 Set animation properties

- Animations built into 3D models can be dynamically edited within Presentation Designer
- Options for animation edits include looping, animation speed and animation frame



3. MEETING FEATURES

3.1 Join VR sessions from HTC Vive, Oculus Touch, desktops, warehouse scale tracking systems and CAVEs

- Experience seamless VR collaboration from all major VR headset and enterprise-class systems
- Meet with colleagues regardless of VR set-up or on desktop
- All virtual assets are downloaded prior to the meeting and rendered locally
- VOIP and Positional Data transmitted in real time to enable unparalleled interpersonal interaction
- Accurately perceive attendees position and attention with face-to-face quality interactivity between all users
- Users have nametags that indicate whether or not they are talking, or if they are muted

3.2 Host VR meetings with external parties

- Invite VR users from outside your organization to experience your VR pitch or scene with the Attendee Client
- No sign-in required for Attendees - simply send a download link and valid session ID
- Download assets before your meeting for quick join-time
- Detailed instructions and built in tools for easy set-up

3.3 Standardized immersive controls in every meeting

- Intuitive two handed and one handed controls for all users
- Gestural and palette based tool selection
- All attendees and presenter have access to immersive controls from any device

3.4 Immersive Tool Set Includes:

- Presenter (change virtual slides) ,Grabber (pick up objects) ,Laser Pointer w/ measuring tool
- Pencil / Drawer (at distance and up close) ,TV remote (Play videos, flip through multi-page PDFs)
- Magic carpet (joystick navigation) ,Teleport (jump to points) ,Mute and volume controls

3.5 Support for Large VR Audiences

- Current robust support for 4 simultaneous VR users with larger audience size support coming soon.
- Scalable server architecture with planned support for Webinar sized VR audiences*



3.6 Collaborative Immersive Editing

- Join edit sessions to adjust and review your scene in VR
- Save out the position of virtually placed objects*
- Communicate with desktop based users over VOIP to coordinate world creation in real time, at scale in immersive VR

4.0 INTEGRATED RECORDING & DATA ANALYTICS*

- Each Session should have the built in ability to derive sophisticated data analytics about the impact of your VR experience on your audience and to gain meaningful, actionable feedback with implications for your wider business*
- Record Complete Sessions to be played back at a later date*
- Record user voice and position to capture a training session or VR meeting for future use or analysis*
- Gaze tracking enables measurement of user attention via tracking objects of interest within a user's field of view*
- Visualize data quantitatively or qualitatively*
- Overlay heat maps and positional data in VR to easily visualize users experience
- Export data as a CSV file*

Ruggedized, Portable VR System for Remote VR Collaboration

Fully integrated, portable VR system. Can be shipped or carried to off-site events and set-up quickly with minimal expertise.

System includes:

- VR ready laptop
- Oculus Rift HMD (Business Edition) and Touch controllers
- Hard-sided Pelican case with 3 levels of precision cut foam for safe storage during transport
- Intelligent integration of the pre-calibrated tracking system into the lid to minimize set-up time
- Includes full factory integration, staging and testing of system prior to shipment

Professional Services, Installation and Training

3-person day's on-site installation and training at location to be determined in India.



	<p>Optional</p> <ul style="list-style-type: none">• Quotation for comprehensive maintenance care after 5 years of warranty (Detailed list of spares with their price for each item which comes under CMC have to be enclosed in the price bid of the eportal, while bidding in eportal for CMC, total price of the items which comes under CMC have be consider).• Quotation for annual maintenance care after 5 years of warranty.	
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