ATACHMENT 1
STATEMENT OF WORK
Cyber Games
RFP# 602470
October 5, 2020

Overview

PNNL is currently supporting the development of cyber games to increase the education of and interest in cyber security, cyber security jobs, and similar STEM fields for a K-12 audience in classrooms across the country.

In support of this program, the Contractor will create a wide variety of art assets for six to ten games. For each game, the Contractor will create the majority of the artwork; the games will be targeting a wide age range so art styles will vary based on target audience, game design, and target platform, therefore, familiarity with multiple art styles is required. These games will also be produced and distributed on multiple platforms, between desktop/PC, mobile, web, and VR. Some games will target a single platform, and some will target multiple – this will be decided on a per-game basis. Each game will be authorized via the Task Order process as outlined in the contract which will have more detailed art needs for that game. Task Orders will contain a variety of 2D and 3D art tasks, however, some Task Orders could be primarily 2D-focused while others could be primarily 3D-focused.

Technical Requirements

1. Art Asset Creation

The Contractor will create a variety of art assets catered to a variety of art styles while meeting the technical requirements of multiple platforms. Art assets will be a mix of 2D – eg. concepts, illustrations, character designs – and 3D – eg. modeling, animation, texturing, effects. One major art task will involve creating a team of three to four highly diverse hero characters who will act as the face of the games. The characters will have to be aged progressed and regressed to fit the different age bands for each game. Below is a list of examples of general art tasks.

2D	3D
Character Design	Character modeling
Environment/Prop Design	Environment/prop modeling
Concepts	Texturing
Illustrations	Material creation (PBR & non-PBR)
Animated sprites/2D characters	Biped and/or non-humanoid rigging
UI/HUD elements	Biped and/or non-humanoid animation
2D effects (fire, explosions, etc.)	3D effects (fire, explosions, etc.)

2. Creation Process

The Contractor will share creation steps and processes during asset creation tasks, where appropriate, to help convey design and art direction during asset creation. For instance, when designing a character, sharing written ideas/backstory, silhouettes, mood boards, etc. would all be considered as creation steps.

3. Project Management

Games will have overlapping development schedules - the end of development on one game overlaps the beginning of another - therefore it is important that the Contractor needs robust systems and/or

organized workflows to handle internal asset management and external communications and task tracking with PNNL.

4. Platforms

The games developed under this SOW will vary in the platforms they are delivered on. The target platform for each game will not be decided until task order issuance begins for that game, but it should be expected that a game will target a single platform with a chance to target multiple. The Contractor shall be able to up-res or down-res assets to meet platform limitations.

Period of Performance

Contract - Award through May 31, 2022.
Individual Task Orders - Approximately 3 months.