



## **Blender/BlenderGameEngine Developer Subcontractor/freelance, half-time, 12 months**

The LIMSI-CNRS is a French laboratory concentrating on virtual reality and multimodal research. Over the past year, we have led the development of blenderCAVE (<http://blendercave.limsi.fr>), a patch of the blender game engine for use in immersive virtual reality conditions (multiple screens, clusters, VRPN, tracked stereoscopy, etc.).

As part of this development, we are looking to outsource some key development issues in order to formalize the transition of blenderCAVE to a more generalized blenderVR for a variety of platforms and use conditions.

The tasks to accomplish include the following notions:

- Port blenderCAVE to be adopted by other VR labs, creating blenderVR aiming at a long term survival of the project by collaboration with other immersion labs/teams. This includes considering the needs of head-mounted displays (e.g., Oculus Rift), full domes, video walls, panoramic screens, planovision, etc. It doesn't mean to implement the needs for those projects, but at least to make sure they are possible within the core architecture of blenderVR (making it more modular).
- Establish and maintain a blenderVR public online repository. Assure cross-platform compatibility and an easy deployment system.
- Design, code, and implement a workflow for motion capture (considering different systems currently in use at the LIMSI), importing the data in blender, cleanup the data with the computer when possible, and manually - following laid down instructions, to have it ready for play-back in a real-time engine.
- Additional work could include blender game engine multimodal interaction development and scene development.

Due to the complex nature of the platforms (CAVE, video wall, HMD) it is expected that the developer will come to the LIMSI for at least 3 one-week working sessions during the course of the contract in order to work directly with the platforms and the LIMSI developers. Additional visits are possible, and a fixed working environment can also be provided if desired. Otherwise, work can be accomplished remotely with regular videoconferences and progress reports. French language competence is not required. Bi-monthly invoices should be provided to LIMSI with suitable Tax ID (French n°SIRET or equivalent).

Additional hours/contract extensions are possible.

Interested candidates should provide a letter of motivation, explaining their expertise with blender and blender game engine development, a CV, references to completed projects, and 2 references which can be contacted directly by the evaluation team. Candidates should finally provide a full total cost estimate, all expenses included. Candidature applications, and any questions, should be addressed to [brian.katz@limsi.fr](mailto:brian.katz@limsi.fr) before 30-August-2014 with an expected starting date between 15-Sept-2014 and 17-Oct-2014.

Listing web link : [http://blendercave.limsi.fr/lib/exe/fetch.php?media=developer\\_blender\\_bge.pdf](http://blendercave.limsi.fr/lib/exe/fetch.php?media=developer_blender_bge.pdf)