



Trezi
by SmartVizX

Over the next decade, the AEC industry will see a paradigm shift in its design practice. Fueled by technologies that are evolving rapidly, the demand for Building Information Modeling (BIM), cloud technology services & computing, 3D modeling, collaboration tools and immersive technologies such as virtual reality is set to rise. But the challenges of inefficient design collaboration, time and cost wastage due to lack of digitization, and the effort required to search, discover and select products and materials hinder the opportunity for

architects, designers and building product manufacturers to benefit from these technology shifts.

Trezi is a fully immersive virtual reality product that dramatically transforms design experience, communication and collaboration in the AEC industry by bringing together all stakeholders in the design process to collaborate at full scale in one unified experience, creating significant impact.

THE NEEDS OF THE DIGITAL AEC STAKEHOLDER



Better ways to communicate design intent



Better and faster decision making



Better collaboration



Easier search, discovery, and selection of building products



COLLABORATION

WHY TREZI?

- **TRUST** created by experienced workplace architects
- **FOCUS** centered on design needs of stakeholders
- **CLIENT CENTRICITY** empowers clients as partners in the design process
- **VR-FIRST** fully immersive product that provides a greater understanding of space and design intent
- **PRODUCT DISCOVERY AND SELECTION** of building products and materials made easier

PRODUCT FEATURES

- One-click VR walk-through of one or more 3D design models (Autodesk Revit®, Trimble SketchUp®, or FBX®)
- Review and edit design interactively
- Design presentation with a variety of rendering styles and output formats
- Browse and select from Trezi's libraries of materials and design elements
- Access product manufacturers' and suppliers' VR-ready catalogs to bring into project seamlessly



EXPERIENCE

TREZI'S VALUE PROPOSITIONS

All Stakeholders

- Reduces cost and wastage associated with physical models and mock-ups
- Improves collaboration, resulting in better decisions
- Boosts sales and marketing
- Improves overall customer satisfaction

Architects and Designers

- Improves design understanding and experience
- Reduces errors by identifying design issues early in the project lifecycle

Building Product Manufacturers & Suppliers

- Unified engagement with architect & client
- Decreases risks of delivering wrong product(s) to site

CLIENTS

- > Aeiforia
- > Agrawal & Agrawal
- > Alcove
- > CBRE
- > Cherry Hill
- > Design21
- > Designers Group
- > Gensler
- > GeoDesigns
- > Godrej
- > Hundredhands
- > Inside Planners
- > Paperspace
- > Plan A
- > Practice Design
- > Raheja Universal
- > Rockworth
- > Steelcase
- > Studio One
- > Venkataramanan Associates



IMPACT