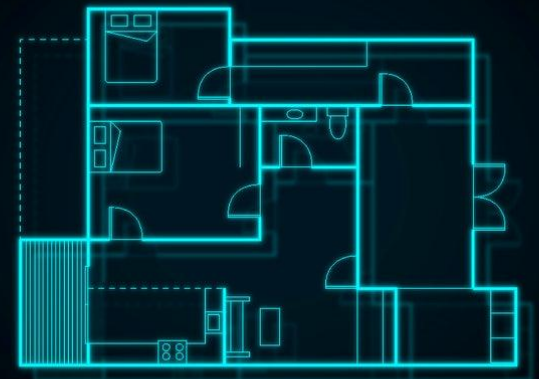
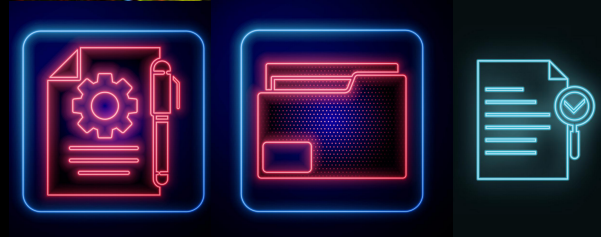
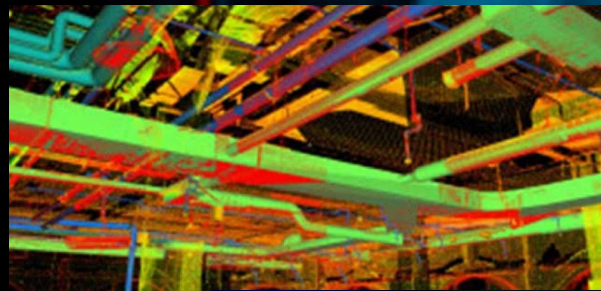


# BIM Arcade



## The Concept.

How many times we have been in a situation where the client, project manager, or general contractor is not working on the latest revision of a document, affecting productivity by making endless RFIs, meetings, or even ending on legal problems. The concept is to create a **service platform** with the easiness and in a way, fun to use like an **arcade environment** where all the stakeholders of a project, can get access to the whole information produced not only by us but also by the consultants and engineers.



## The Why.

Although our firm is well based on using **BIM** to produce most of our projects, the truth is that out there the industry is not completely ready to make out the most by using this **technology and processes**.

## The How.

So by creating this service, not only our clients can visualize the project before it gets done but also **improve the productivity and communication** between all the stakeholders of a project by making it pretty accessible.

## The Steps.

Using **Unreal engine** to visualize and store the project in the cloud, We can create an **ecosystem** of a certain project where all the information lives in real-time for everyone, everywhere.