

# THE WILD

## FOR IMMEDIATE RELEASE

### THE WILD RELEASES OCULUS QUEST SUPPORT, OPENING THE DOOR TO TEAM-WIDE VR COLLABORATION FOR ARCHITECTURE & DESIGN

Portland, OR – July 16, 2019 – Today, The Wild launched support for Oculus Quest, adding Facebook's newest standalone virtual reality headset to its growing list of supported devices.

The Wild is a VR/AR collaboration platform for architecture & design teams to experience their work together at human scale, in real time, from anywhere in the world. Oculus Quest is the first all-in-one VR headset to hit the enterprise market. With this latest offering from The Wild, immersive collaboration for teams working in architecture, engineering, and construction is easier and more accessible than ever.

The Wild's mission is to help teams do their best work. For spatial design teams, that means being able to inhabit your designs long before they're built—catching errors, gaining critical context, and making more informed decisions together.

#### A Headset at Every Desk

"The Wild for Oculus Quest dramatically reduces the complexity of collaborating in VR," according to The Wild's founder and CEO, Gabe Paez. "Our Oculus Quest app makes it fast and simple to immerse the whole design team inside of The Wild, as technical barriers melt away. This simplicity will shift VR from the conference room to the workstation. With a headset at every desk, immersive collaboration can be transformative in achieving excellence and alignment across the team."

Reviewing architectural and environmental design at human scale is vital for making decisions, catching errors, and providing valuable context for teams, clients, and stakeholders. The Wild makes it easy for every team member to view their work at scale, early and often, so that everyone stays engaged and aligned. Architects and design teams can meet in real time in The Wild with up to eight people, fully synchronized, from anywhere in the world. The Wild offers native sketching and annotation tools, is compatible with most 3D file types, and integrates with industry standard tools like Revit and SketchUp. The software is cross-platform as well—users can access The Wild from VR, iOS, or desktop (macOS and PC). The team's content lives securely in the cloud, so it's always accessible and up to date on any device.

The Oculus Quest is a standalone headset, offering an immersive VR experience without a PC, making it appealing for macOS users. It's wireless, portable, and affordable, starting at \$399 (USD). Ideal for travel, the Quest is well-suited for design reviews on the go, making it easier than ever to share work with clients and stakeholders in The Wild's immersive environment. Since it doesn't require an external computer to power it, the Quest also makes a great companion for teammates who don't have a full desktop VR setup.

The Wild for Oculus Quest is available now to qualified teams on a request-access basis. Learn more at [thewild.com/quest](http://thewild.com/quest).

## About The Wild

The Wild, an immersive collaboration platform, uses virtual and augmented reality to enable architecture teams to save time and make better decisions by experiencing their work together, immersed in a shared virtual space. With native support for SketchUp and Revit, The Wild aims to shape the future of collaboration by connecting people and their ideas across distance into a shared experience. For more information, visit [thewild.com](http://thewild.com).

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