

THE WILD

FOR IMMEDIATE RELEASE

The Wild Acquires Prospect by IrisVR, Expanding Opportunities for Team Collaboration in VR/AR

Portland, OR & New York, NY– February 24, 2021 – Today, VR/AR collaboration platform [The Wild](#) announced its official acquisition of [IrisVR](#)'s flagship product, [Prospect](#).

IrisVR and The Wild have pioneered the use of virtual reality (VR) to communicate and collaborate for the architecture, engineering, and construction (AEC) industry.

IrisVR was the first VR software on the market for AEC professionals (2014). The Wild (2017) innovated upon this momentum by providing a robust suite of VR collaboration tools for teams, as well as expanding access to augmented reality (AR) devices.

IrisVR's powerful VR design review and coordination product, Prospect, aligns closely with The Wild's vision to shape the future of immersive collaboration for teams. The Wild now has the opportunity to build upon this strong foundation, bringing dynamic real-time interactivity, prototyping, and enhanced collaboration to the table—across multiple platforms. This acquisition allows both products to grow stronger together as they combine forces to best serve the AEC industry and beyond.

“VR is entering a new chapter with lighter, more accessible hardware and customers that are beginning to deploy enterprise VR at scale,” says Shane Scranton, CEO & Co-founder of IrisVR. “By joining forces with The Wild, our products will continue to help teams catch errors earlier and make decisions faster, while also building towards a future of deeper integrations and broader hardware support within The Wild's ecosystem.”

With this acquisition, The Wild will serve customers in architecture (Perkins + Will, KPF, Interior Architects, Leo A Daly), engineering (PAE Engineers, Thornton Tomasetti, Black & Veatch), construction (Mortenson, Gilbane), real estate, and enterprise (ZoomCare, Verizon).

“With remote work becoming common for AEC professionals, we have a unique opportunity to redefine and improve the workplace through immersive collaboration,” says Gabe Paez, Founder & CEO of The Wild. “We intend to dramatically expand what is possible in The Wild and joining forces with IrisVR is a huge leap forward to empower more teams to experience their work together in virtual reality.”

About IrisVR

IrisVR (founded in 2014) is an immersive design review and collaboration software. It is used by BIM and VDC teams, design firms, and engineers who coordinate 3D models and implement design and construction processes. Because IrisVR integrates with Revit, Rhino, Navisworks, SketchUp, and other 3D tools out of the box, you can instantly create an

immersive VR experience that allows you to present to clients and work more effectively with your team. The software is compatible with the HTC Vive, Oculus Rift, Oculus Quest, and Windows MR headsets.

About The Wild

The Wild (founded in 2017) is an immersive collaboration platform that empowers architecture, design, and enterprise teams to experience their work together in real-time using virtual and augmented reality. The Wild seamlessly integrates work from tools like SketchUp, Revit, and BIM360 into a cloud-based workspace. With a flexible array of BIM, prototyping, and presentation workflows, The Wild connects teams and their ideas from anywhere they work. For more information, visit thewild.com.

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