IRISVR
PART OF THE WILD

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Prospect by IrisVR Creates End-to-End Coordination for BIM Teams with New Immersive Issue Tracking Feature

Portland, OR – August 26, 2021 – Today, VR/AR collaboration platforms IrisVR and The Wild announced their official support for immersive end-to-end issue tracking in IrisVR's flagship product, Prospect. This product update allows for a full-cycle coordination workflow for building teams working with 3D models such as Revit and Navisworks. This will be the product's first release in 2021.

The Wild acquired Prospect by IrisVR in February of 2021 and has been in deep development of this critical feature to ensure BIM, engineering, and construction professionals in the building industry cannot just conduct a design review in VR, but also immersively track any issues that arise. A customer can then export those issues into a variety of file types, including an open-source BIM Collaboration Format (BCF) file that connects into existing issue tracking workflows, such as BIMcollab, Revizto, and Trimble Connect.

Tracking issues at human-scale in VR is critical for catching design issues and reducing costly Requests for Information (RFIs) before construction even begins. Not long ago, engineering and construction teams used to be able to gather around a conference room table, but with the majority of professionals still working remotely, VR makes it possible to capture issues, feedback, and decisions in one centralized place.

Michael Black, a BIM Coordinator at SNC Lavalin, shares that "using Prospect has significantly improved the quality of our interdisciplinary coordination and early issue detection identification between design, construction, and maintenance."

With this latest release, Prospect by IrisVR now also supports Navisworks 2022, Revit 2022, and SketchUp 2021, and has implemented IFC Improvements.

In the past year, there has been an explosive growth of lighter, more accessible VR hardware, such as Facebook's Oculus Quest 2, the HP Reverb G2, and the Pico Neo 3. Because of this rapid innovation, professionals in the architecture, engineering, and construction (AEC) industry are increasingly adopting remote VR collaboration and expanding their use of both Prospect and The Wild to communicate and collaborate immersively.

As the team at The Wild looks to the future, both products continue to grow stronger together, with their combined forces serving the AEC industry and beyond. Product development of Prospect by IrisVR is actively continuing, while also building towards a future of deeper integrations and broader hardware support within The Wild's ecosystem. The company's development efforts are largely focused on creating the next generation of both products—a fully integrated collaboration platform that serves the entire building lifecycle to help teams catch costly errors earlier and make decisions faster.

About IrisVR
IrisVR (founded in 2014 and now owned by The Wild) 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 is an immersive collaboration platform that uses virtual and augmented reality to help architecture, design, and enterprise teams save time and make better decisions by experiencing their work together, remotely, in a shared virtual space. With its acquisition of IrisVR, The Wild has solidified its position as the global leader in immersive collaboration for the AEC industry. The two products are now used worldwide by industry leaders, including Interior Architects, Perkins & Will, Black & Veatch, KPF, Leo A Daly, Mortenson, and Gilbane. The Wild is shaping the way teams collaborate by connecting people and their ideas across distance into a shared, remote experience.

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