

# TRANSCEND TWO-DIMENSIONAL PLANNING AND DESIGN

JTI specializes in next-generation **virtual reality (VR) walkthrough experiences** for transit, port, and urban construction and engineering projects. Our VR walkthroughs leverage advanced 3D modeling and high-fidelity simulations that immerse planners and engineers at the site, asset, and materials level. Each VR walkthrough is highly tailorable and designed to immerse customers and stakeholders in their own unique 3D environment so that they can collaboratively validate form, functionality, and purpose and make more informed design decisions based on a shared understanding, rather than relying on flat, two-dimensional plans.

We facilitate believable, interactive, and explorable experiences using industry-best tools, technologies, and hardware such as:



## TOOLS & TECHNOLOGIES

### Unreal Engine 5

On-the-fly visualization and modification of designs in a realistic, interactive 3D environment leads to more dynamic and efficient construction projects. This capacity streamlines time, resource, and workload allocations during project planning and minimizes the need for costly adjustments after construction begins. Using JTI's VR walkthrough solutions, our transit, port, and urban construction customers experience numerous benefits including:

- ✓ The capability to **immerse themselves in the environmental, structural, and functional factors of sites** to verify and validate feasibility and constructability at the asset and materials level.
- ✓ The capability to **interact with true-to-life 3D site replicas** to rapidly inspect and proof multiple design alternatives before ground is even broken.
- ✓ The capability to **visualize design intent with accuracy and precision** to identify flaws and mitigate potential cost overruns throughout construction planning and execution.



## HARDWARE

Meta Quest 2 & Pro; Valve Index, HTC Vive Pro



Contact us at [info@justtouchinteractive.com](mailto:info@justtouchinteractive.com) or call (833) 587-8868 for a free demo today!