

SUPPORTED DEVICES

Each device has its own special features: GPS, hand and gesture recognition or total immersion feeling.

META 1 DEV KIT

- Holographic interface
- Grab objects
- Canvas tracking



EPSON MOVERIO BT-200

- GPS
- High portability
- Outdoor use



OCULUS RIFT + LEAPMOTION

- Full immersive
- Hand recognition
- High quality display



2015



Augmented Reality for architecture

ANALYSE ENVIRONMENTAL AND URBAN IMPACT

REALTIME SIMULATIONS OF MATERIALS AND FINISHES

EVALUATION OF SPACES AND FURNISHINGS

ARkitek is a project by MAGNETICA Development

WEB & MAIL

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Preview the building in the right place



Study volumes and shadow projections



Fly around the scene



Realistic insight into spaces and furnishings

➤ ABOUT US

For every problem there is a solution. ... and we have it!

➤ ABOUT ARKITEK

From our engineers' vision a tool for the architect of the future.

➤ MAIN FEATURES

To meet the needs of the designer and of the purchaser.

MAGNETICA Development



MAGNETICA Development provides services that allow you to exploit the new media communication potential: mobile apps, websites, multimedia

applications, interactive kiosks for exhibitions and any other communication service that can address your content to an effective target.

AUGMENTED REALITY

WEB AND MOBILE DEVELOPMENT

R&D SOFTWARE AND HARDWARE

WEB MARKETING

“ Architecture will never be the same. You will save hundreds of man-hours per project.. ”

- DIFFERENT DISPLAY MODES
- DOZENS OF MATERIALS
- REALTIME OBJECT HANDLING

DESIGN - PREVIEW - BUILD

ARKITEK is an innovative tool that helps you plan and preview architectural environments. Import user's 3D models,

dynamically choose materials and finishes and place street furniture in real time: ARKITEK is the ideal tool for

both designers and sales representatives. Previewing urban impact and indoor spaces will be an exciting experience!



1 GEOLOCATION

Preview the building in its right place.



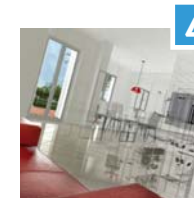
2 X-RAY MODE

Study urban impact, volumes and shadow projections.



3 BIRD'S EYE

Fly around the scene, change materials and textures, move objects such as cars, lamps and trees.



4 LIVING SPACES

Try different configurations and get their feeling: change indoor furniture, edit walls and windows.