

HOW WE BUILT IT

Walk through any room, floor or project in a looping video

Orbit

Eye level

Plan

Back to the start

Your customers
need to see the plan.

**They shouldn't have to
steer a 3D view to do it.**

ONE EXPORT

The room decides the shots.

Orbit, a glide to eye level, the plan from above, then back to the first frame, so it loops.

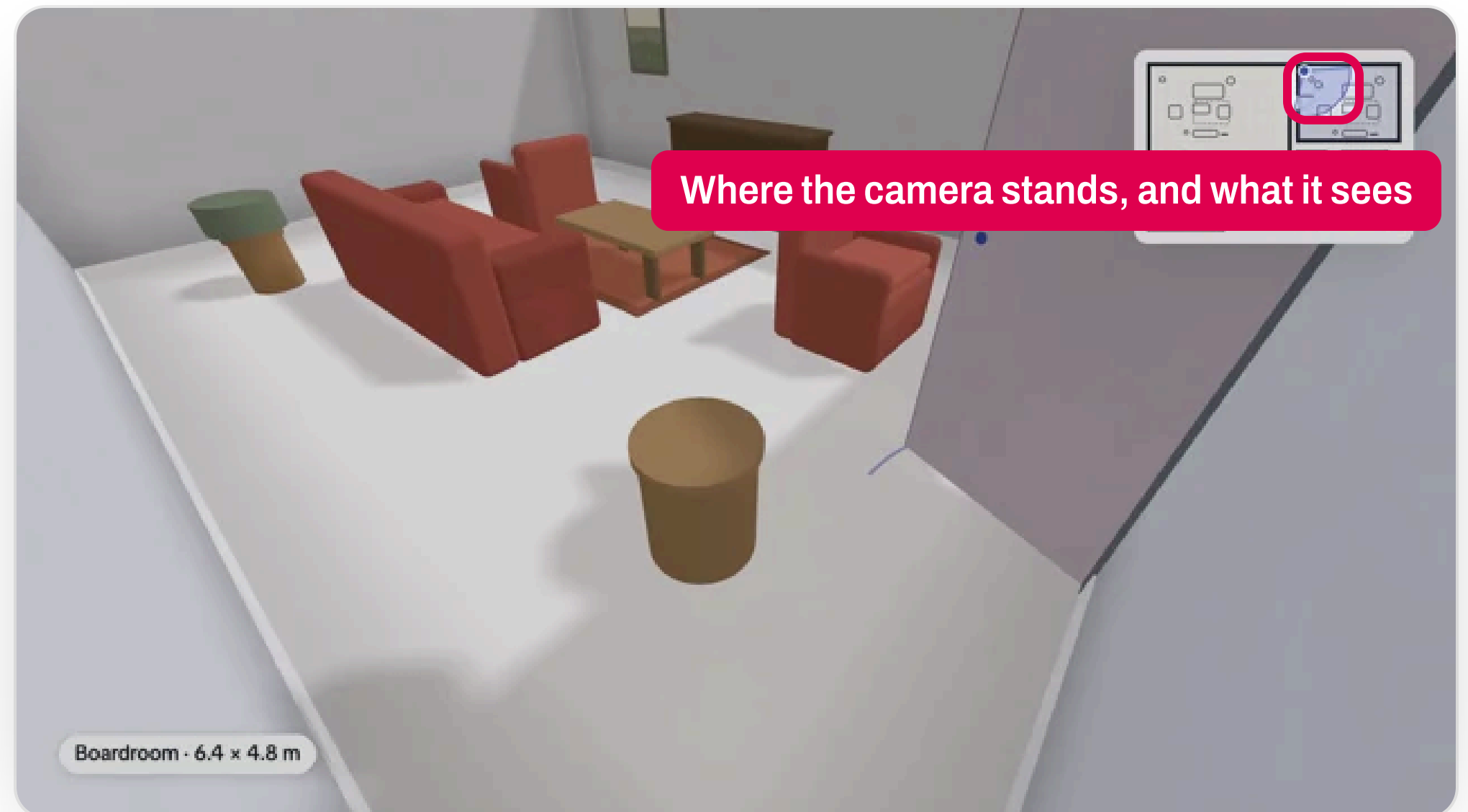
A real room export, at 1.5× speed



THE MINI-MAP

The plan in the corner goes where the clip goes.

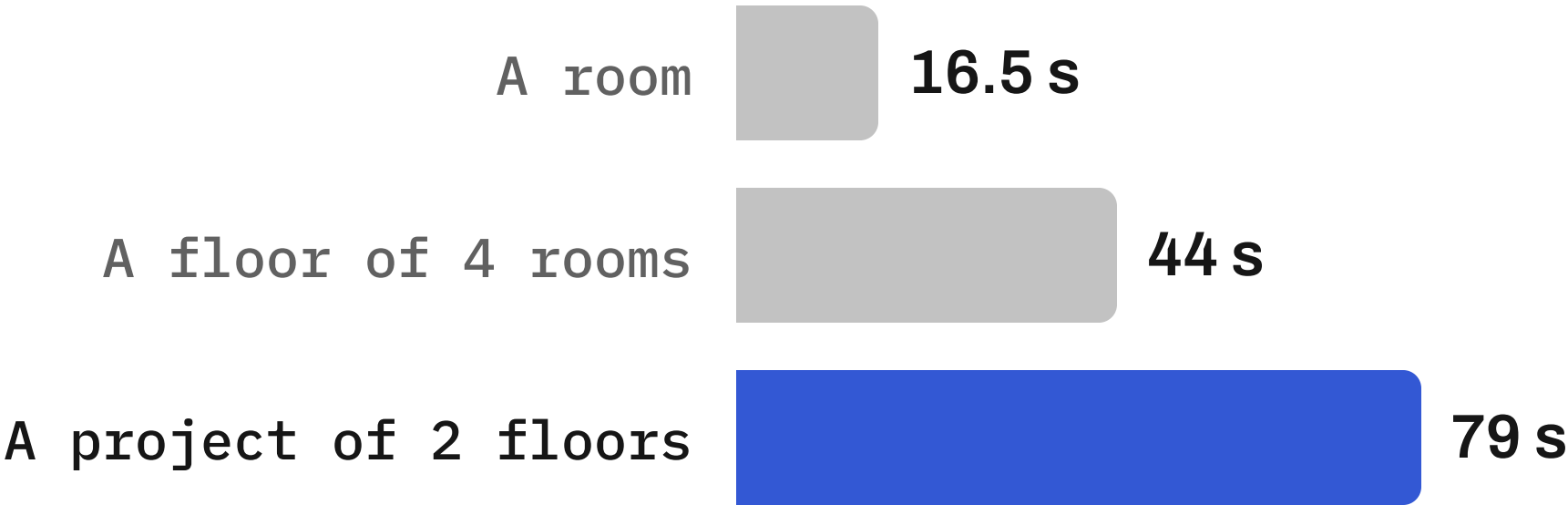
It's drawn into every frame, so it's in the download and the chat preview too.



FLOORS AND PROJECTS

The same shots, room after room.

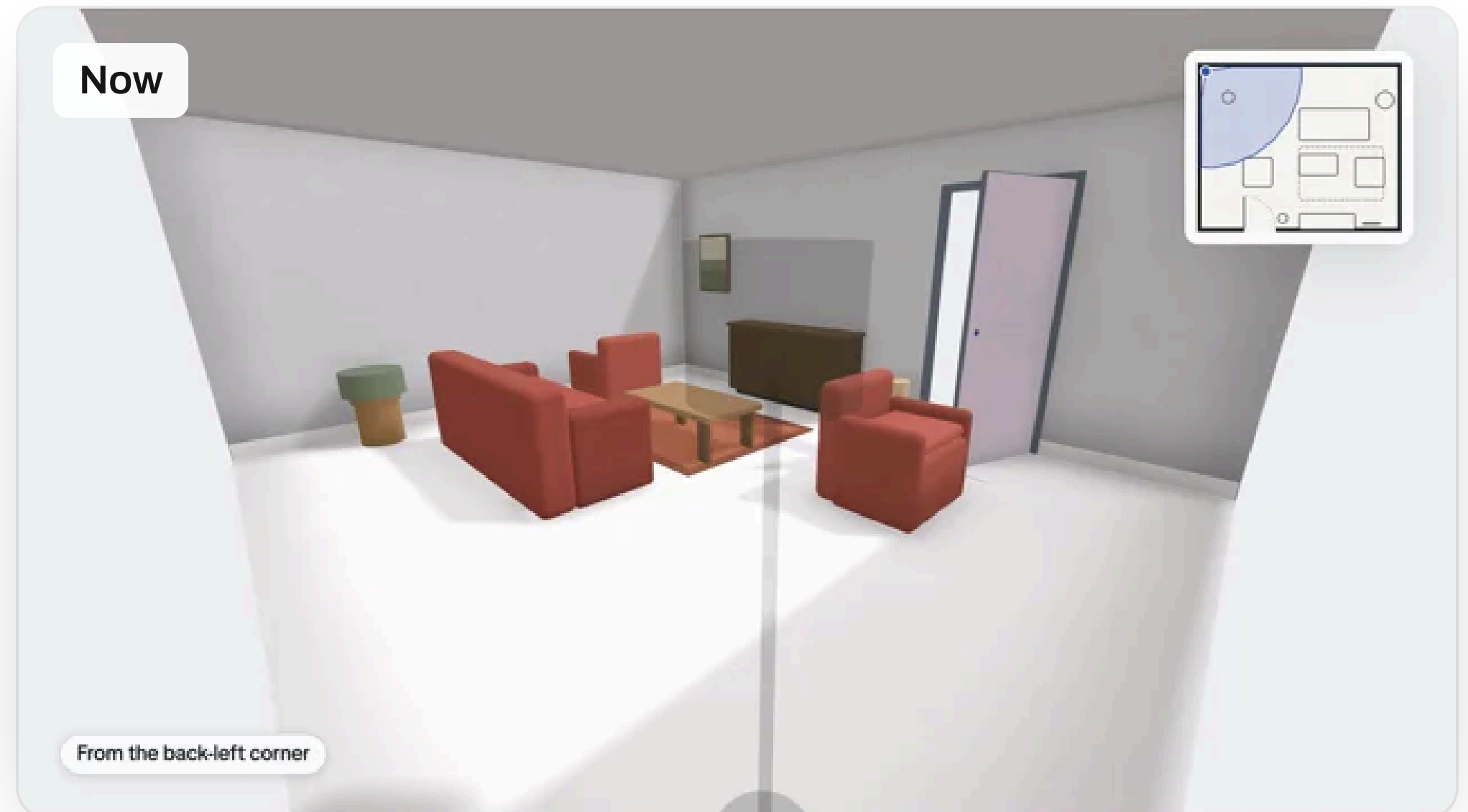
A floor tour runs 60 s at most, a project 90 s. Small rooms drop out before visits get rushed.



EYE LEVEL

Anything in the way fades out.

A lamp in the corner fades as the camera comes down, and returns as it rises.



SUNNY

TRY IT

TRY IT

Open a room and export its video.

Share

Export video...

On a floor, choose Video. On a project, Export, then Walkthrough video.