unity Reflect

BIM to real-time 3D in one click for better design decisions

Unity Reflect is a new product for architects, building designers, and engineers to transfer multiple BIM models into real-time 3D in one click. Unity Reflect improves design review and construction planning processes by seamlessly syncing changes made in Autodesk Revit to any Unity Reflect-supported platform, from mobile and desktop to virtual reality (VR) and augmented reality (AR). To use Unity Reflect, you don't need to be a Unity developer or know how to write even a single line of code.

![Unity logo] unity

Unity Reflect features:

Native Revit integration

BIM/CAD to real-time 3D in one click
Get native plugins for Revit and other BIM solutions. Prepare and transfer multiple BIM/CAD models into real-time 3D in one click, with out-of-the-box support for Revit.

Seamless data federation

Automated data preparation for multiple users
Seamlessly federate BIM/CAD data from multiple stakeholders, and watch the changes from designers or engineers happen in real-time 3D.

Build once, distribute anywhere

Unparalleled platform support
Allow any stakeholder — regardless of their ability to code — to look at a drawing plan and envision the results on any Unity-supported platform, including iOS, Android, Mac, PC, and AR/VR devices.

Real-time 3D viewers

Immersive BIM design review
Generate interactive, immersive experiences that are live-linked to the original design models. Every time you make a change in Revit, it's displayed in Reflect. It's that simple.

Unity for AEC

Unity Reflect underscores Unity's commitment to and continued investment in the AEC industry. More than half of the top 50 AEC companies use Unity to harness the power of real-time 3D rendering and lower costs, save time, and streamline their workflows across the design, build, and operate lifecycle.

Available Fall 2019 — visit **unity.com/aec/reflect** to learn more