## Content Collides with Experience

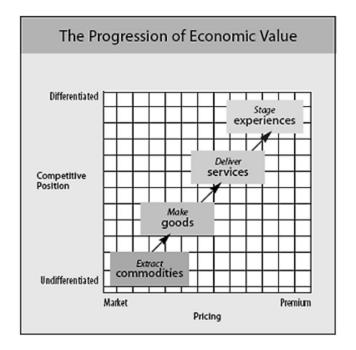
How architectural & real estate CGI & Animation is breaking through the screen into the emerging space of DIGITAL EXPERIENCE (DX)

Andrei Dolnikov

Founder & CEO



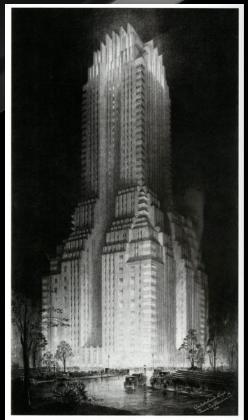
# A Brief History of Arch-Viz



The Progression of Economic Value



Commodities are fungible, goods tangible, services intangible, and experiences memorable.

















**Commodity - we can use the tools** 





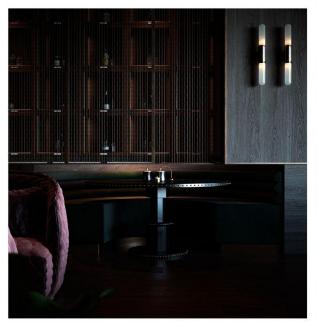


Goods - we can use the tools to make art

























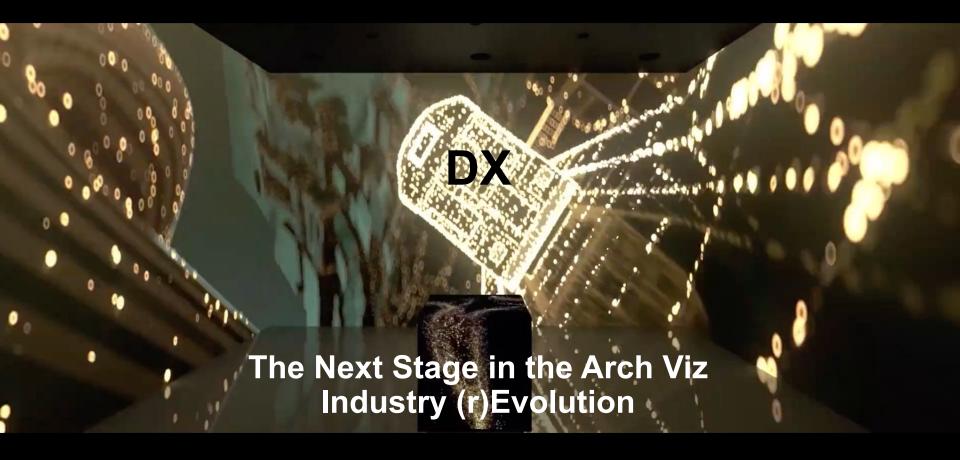




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Service - we can serve our clients' campaign needs







Commodities, goods, & services are external to the buyer.

**Experiences** are inherently personal, existing only in the mind of an individual who has been engaged on an emotional, physical, intellectual, or even spiritual level.

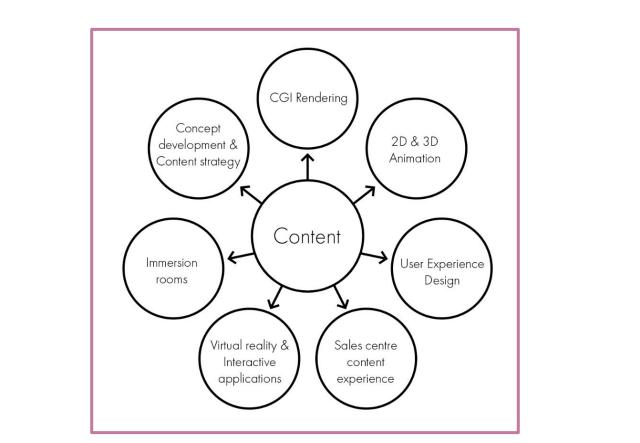


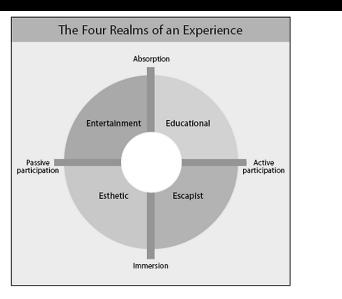
The "commodity mindset" is to "think that a business is merely performing a function—in our case, transporting people from point A to point B on time and at the lowest possible price."

British Airways Chairman Sir Colin Marshall





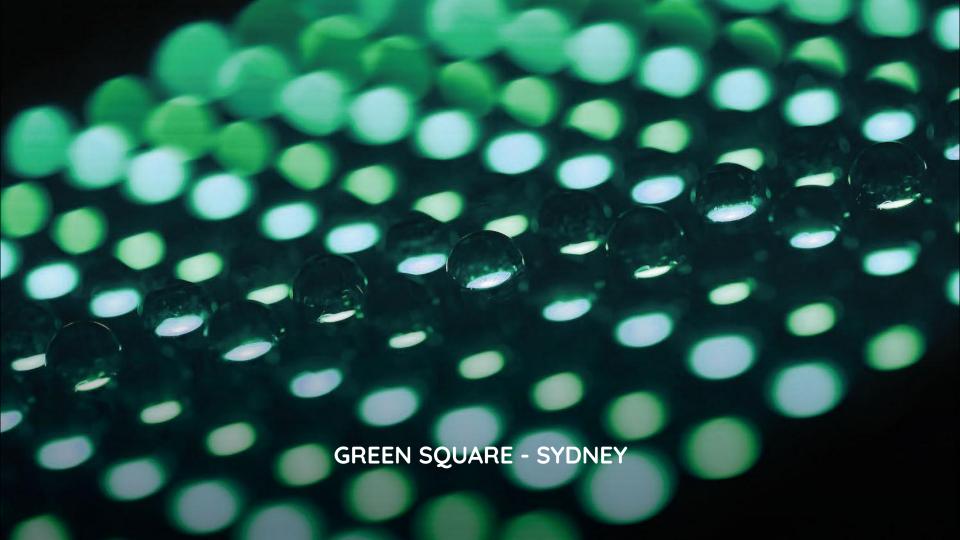




The Four Realms of an Experience

#### **IMMERSIVE & DIGITAL EXPERIENCES**

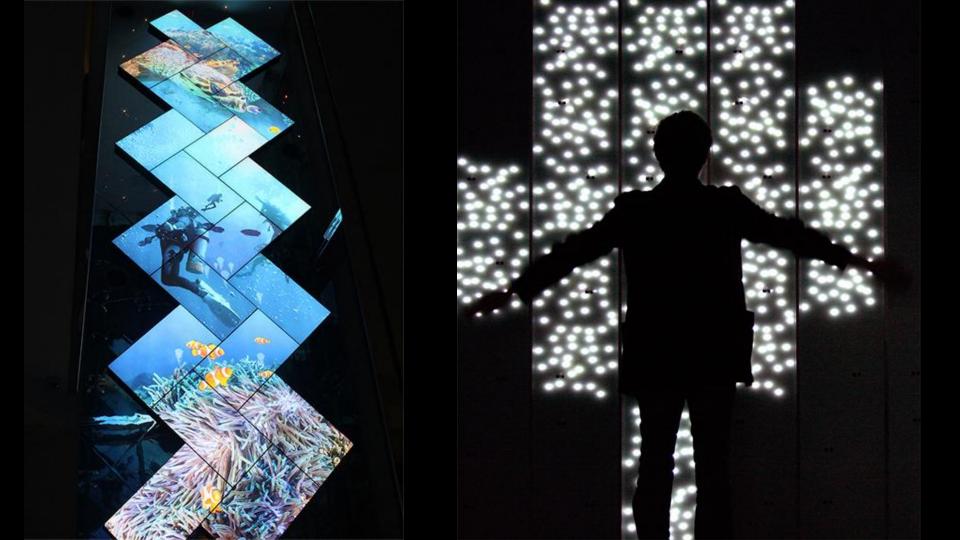




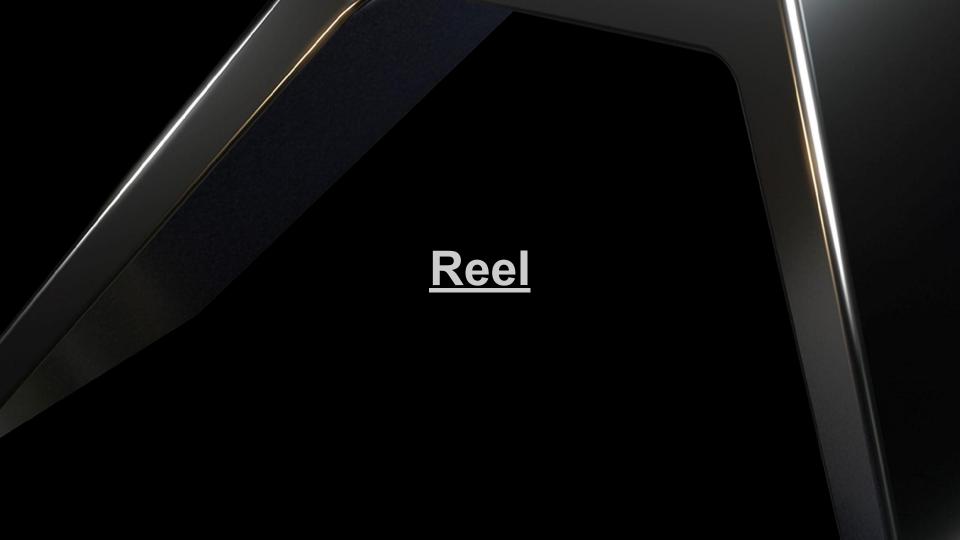














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