Web-based Communication Platform for Building Professionals enabling Architects, Civil Engineers and Construction Workers to Easily Share their Interactive 3D Models and Presentations

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Interview conducted by:
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CEOCFO: *Mr. Su, what is the basic concept behind Modelo?*
Mr. Su: Modelo is a communication platform for building professionals, such as architects, civil engineers and construction workers. It enables them to better communicate through a web-based platform, then really improve the efficiency of their collaboration, and ultimately present their designs in 3D and VR to their colleagues and clients.

CEOCFO: *Your site shows you want to bring efficiency as well as joy to 3D design. What does that mean day-to-day for someone working with Modelo?*
Mr. Su: The joy is really not for us, but more for our customers and our users. As an architect myself, the amount of work and the pressures that we are facing every day is quite intense. Our goal at Modelo is not to bring in a tool or a platform that complicates your business process, but instead gives you a fresh perspective in your daily workflow and enhances your design process. This allows you to feel more empowered by using such a tool. The idea is that you have to use it for work, so we want to create a tool that is useful and at the same time beautiful and joyful for the users to work in every day.

CEOCFO: *What do you understand that allowed you to create a product to do what it should do?*
Mr. Su: To create a revolutionary platform, you need to understand the industry and what the users need. At the same time you should have a very kind heart in delivering a good product. Modelo essentially is a very product-driven company, but at the same time we do understand business, so we operate in a very professional manner. Users are paying for what they need so we need to understand them and deliver a product that can solve their problem. Therefore, it's essential to keep the communication open between you and your customers. That is how we develop the product.

CEOCFO: *Are many of your customers coming from another 3D program or are they just starting with the 3D concept?*
Mr. Su: Modelo is not really another 3D program; it is more of a communication platform. There is quite a difference. This concept is a bit new for this industry. There are existing platforms like this one for the other industries, but nothing for the AEC industry as of yet, because previous browser-based products could not handle major digital productions. It was after 2012 that the technology behind Modelo, WebGL, became available. Modelo is compatible with most of the existing 3D modeling software, so it doesn't matter what you use. You could be a Rhino user, 3Ds Max user or SketchUp user. Professionals use Modelo to communicate, collaborate, present and manage 2D and 3D files in the cloud.