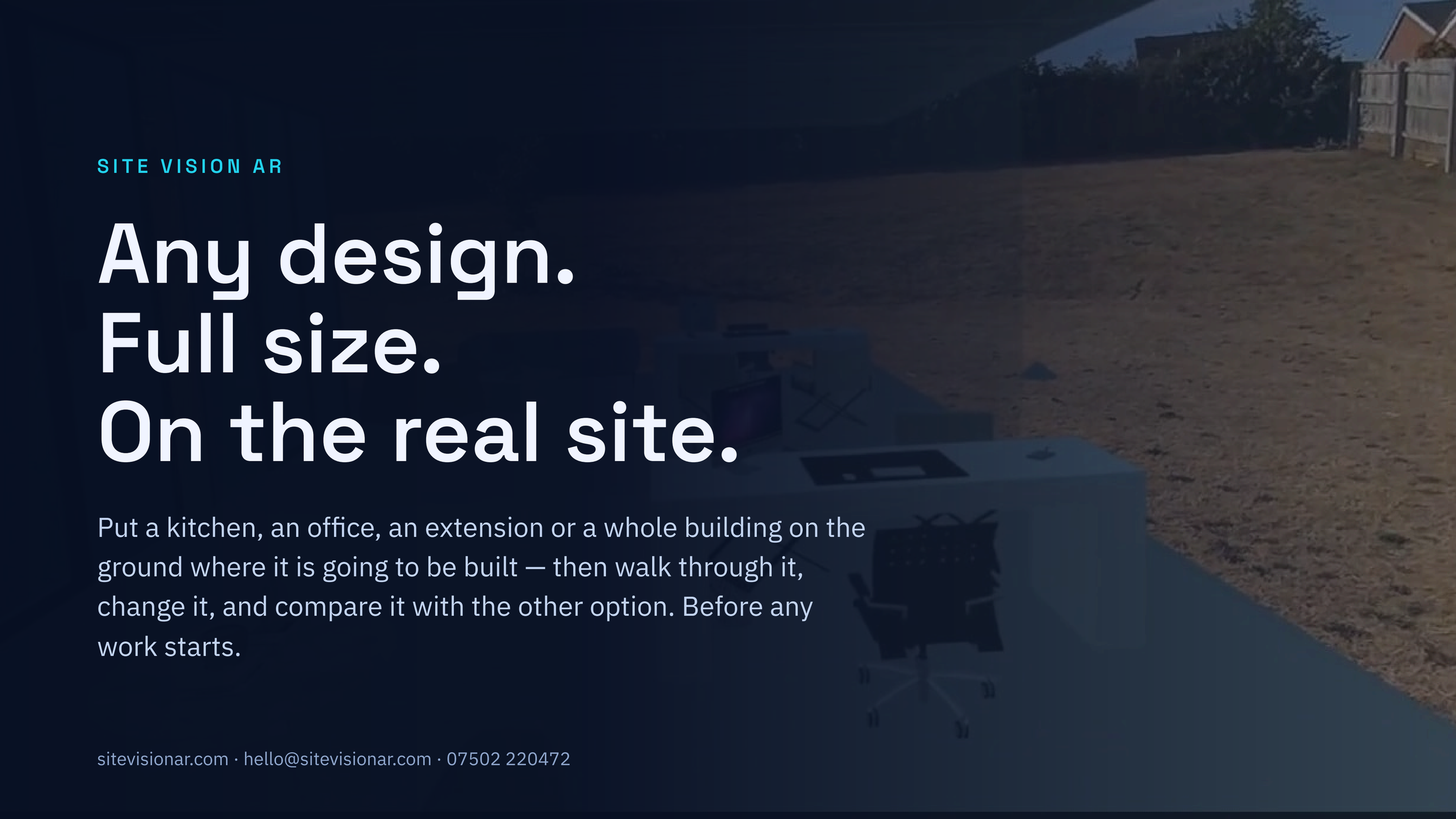
SITE VISION AR

Any design.
Full size.
On the real site.

Put a kitchen, an office, an extension or a whole building on the ground where it is going to be built — then walk through it, change it, and compare it with the other option. Before any work starts.



sitevisionar.com · hello@sitevisionar.com · 07502 220472

THE PROBLEM

A drawing is a promise nobody can picture

They sign off on something they can’t see

Plans, elevations and a few renders. Everyone nods. Nobody has actually stood in the room.

The doubts arrive after the build starts

“It feels smaller than I thought.” “Can the island move?” By then the change is a variation, not a decision.

Choosing between options takes weeks

Two schemes means two sets of drawings, two render rounds, two meetings — and still a guess at the end.



THE UPDATED APPROACH

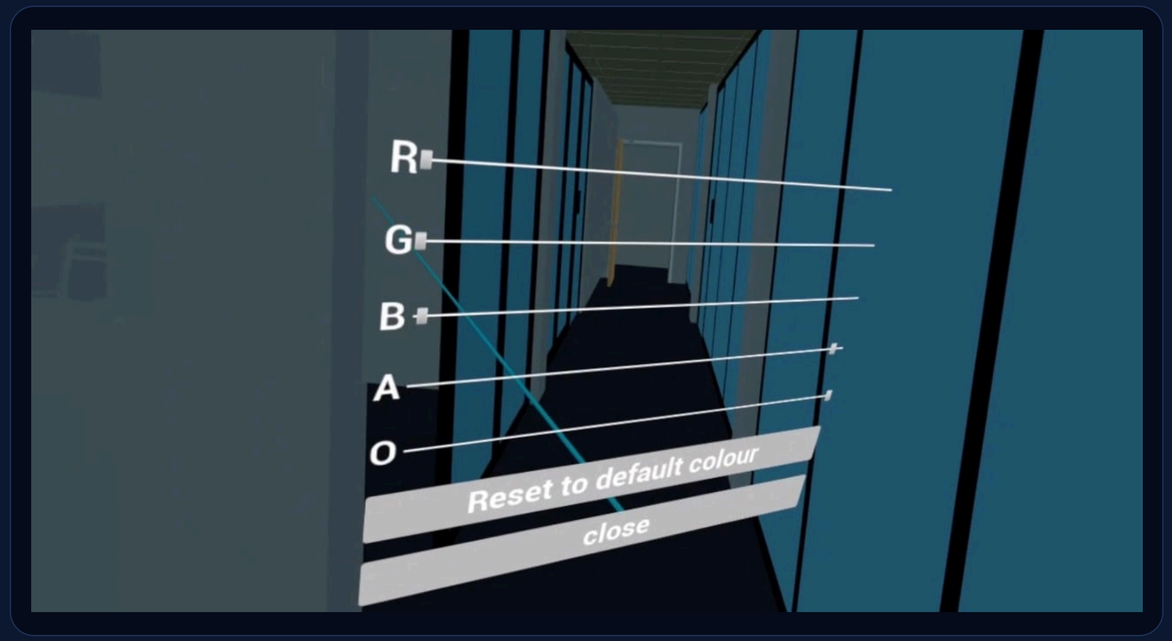
If you can model it, you can walk it.

Site Vision AR started with buildings. It isn’t limited to them. Anything you can export as a 3D model can be dropped onto the real floor, at the real size, and walked through — and so can the version you were going to show them next week instead.

Building sites · office space · extensions · kitchens · loft conversions · shop and restaurant fit-outs · plant rooms · furniture layouts · anything else you’ve drawn

SIDE BY SIDE

Two designs. Same spot. Minutes apart.



01 **Stand in option A.** Full size, on the actual floor. Look up at the ceiling, walk the doorway, see what the window faces.

02 **Change it where you're standing.** Walls, floors, units and worktops recolour live from a panel in the headset — no going back to the office.

03 **Load option B.** The second scheme lands on the same spot at the same scale. Compare them from the same doorway, one after the other.

Your client isn't choosing between two pictures any more. They're choosing between two rooms they have both been standing in.

WHAT GOES IN IT

Any design, on any site



Building sites & new builds



Extensions



Kitchens



Office space



Commercial fit-outs



Interior layouts

Every image here is a real Site Vision AR project

HOW IT WORKS

Three steps, and you’re standing in it

01

Upload the model

Drag your OBJ, MTL and textures into the customer portal on sitevisionar.com — or one zip of the lot. Each project can hold several schemes.

02

Log in on the headset

Same login as the portal. Your projects are listed inside the app, ready to load. Nothing to install for the client, nothing to carry but the headset.

03

Walk it at full size

Pick the project, place it on the floor in front of you and step in. Recolour it, swap scheme, hand the headset to the next person.

Minutes, not weeks. If the model is already made, the walkthrough costs you an upload and a login — not a render queue, a specialist, or another meeting in the diary.

ON SITE

What you can do once it’s standing there

True 1:1 scale

Doorway widths, worktop heights, head clearance under the stairs — judged by standing next to them.

Step inside anything

Walk through the wall in front of you and stand in the room behind it, on the floor it will be built on.

Recolour on the spot

Change the colour of a surface from a panel in the headset, while the client is watching it change.

Switch design options

A project holds more than one scheme. Swap between them on the spot and compare from the same place.

Works anywhere

On the plot, in the empty unit, in the client’s living room, or in your own office on a wet Tuesday.

Updated from the office

Re-upload the model in the portal and the next load on the headset is the new design. No reinstall.

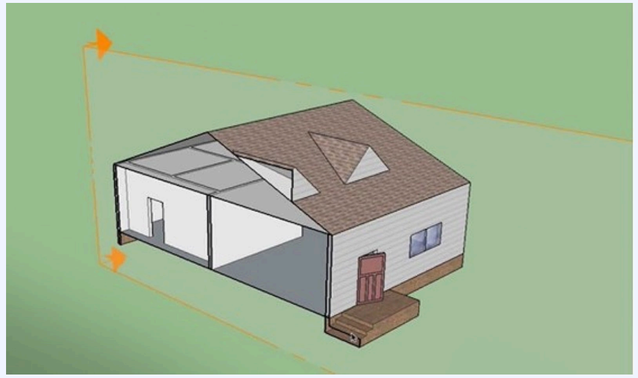
THE ROUTE IN

You already make the model. We put it on the ground.



The drawing

Where every job starts, and where most of them stay.



The 3D model

SketchUp, Blender, 3ds Max, Rhino, Maya — exported as OBJ.



Standing in it

Full size, on the real floor, the same afternoon.

IN PRACTICE

In the room, with the people who decide

A loft conversion, shown to the family on the landing it will be built above. The builder stands next to them and answers the question while they are still looking at it.

No projector, no laptop, no site office. One headset, passed around, and a conversation that used to take three visits.



Loft conversion walkthrough, August 2026

THE COMPARISON

A render is a picture. This is the building.

What you're comparing	2D drawings	Renders & flythroughs	Site Vision AR
Scale	Printed to a ratio	Whatever the camera picked	Life size, on the real floor
Point of view	Overhead and abstract	The one you were given	Yours — walk where you like
A change of mind	A redraw	Another render round	Recoloured while you stand there
A second option	A second set of drawings	A second render round	Loaded and compared on the spot
Who follows it	People who read plans	Most people, briefly	Everyone, straight away

Renders sell the finish. Standing in it settles the questions.

THE BUSINESS CASE

What it changes for you

Win it in the room

They stop nodding politely at a drawing and start choosing between two places they have stood in. You are the firm that showed them.

Catch it before it costs

Moving a wall is free in AR and expensive in brick. The doubts come out during the walkthrough instead of in month three.

Sign off in one visit

They have walked it, picked the finish and seen the alternative. There is much less left to go away and think about.

And on a competitive pitch it is the part they remember. Everyone else sent a PDF.

PRICING

Pay by the design, or pay by the month

PAY AS YOU GO

Per design option

£75 one option

£100 two options

two designs of a job, or **two jobs**

- 48 hours to upload and check how it looks
- Clock starts at your first upload, not at checkout
- Then show it to clients forever, free
- £25 opens a new 48-hour upload window

Best for the odd project here and there.

SUBSCRIPTION

Unlimited uploads

£200 a month

10 projects live at once

no windows — **upload any time**

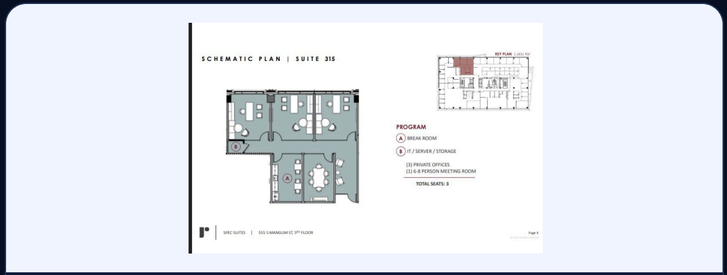
- 10 designs side by side to choose from
- Upload and re-upload whenever you like
- Switch schemes on site as often as you like
- Cancel from the billing page any time

Best if you show projects or design changes regularly.

Small print: the £25 window must be taken straight after the first 48 hours — it can't be banked. Keep files under 50 MB where you can; 100 MB is the ceiling and bigger designs go in as two. Access is billed at sitevisionar.com, not the app store.

WHAT'S INCLUDED

Three fewer reasons to say no



We'll build the model

No 3D model, or only paper drawings? Send us what you have and we'll build it for you. Priced individually — it depends on the size of the space and how much detail you want.



A free demonstration

We'll come to you — your office, your site, your client's front room — put the headset on you and walk you through a real project. No cost, no commitment.



We supply the headset

Sign up for a year and pay the 12 months up front and we'll supply the Meta Quest 3 for as long as you're with us. The headset stays ours — nothing for you to buy, and you run from day one.

GETTING STARTED

Three things, and you’re running

A headset

A Meta Quest 3. One is enough — it gets passed around. The Site Vision AR app is free to install on it.

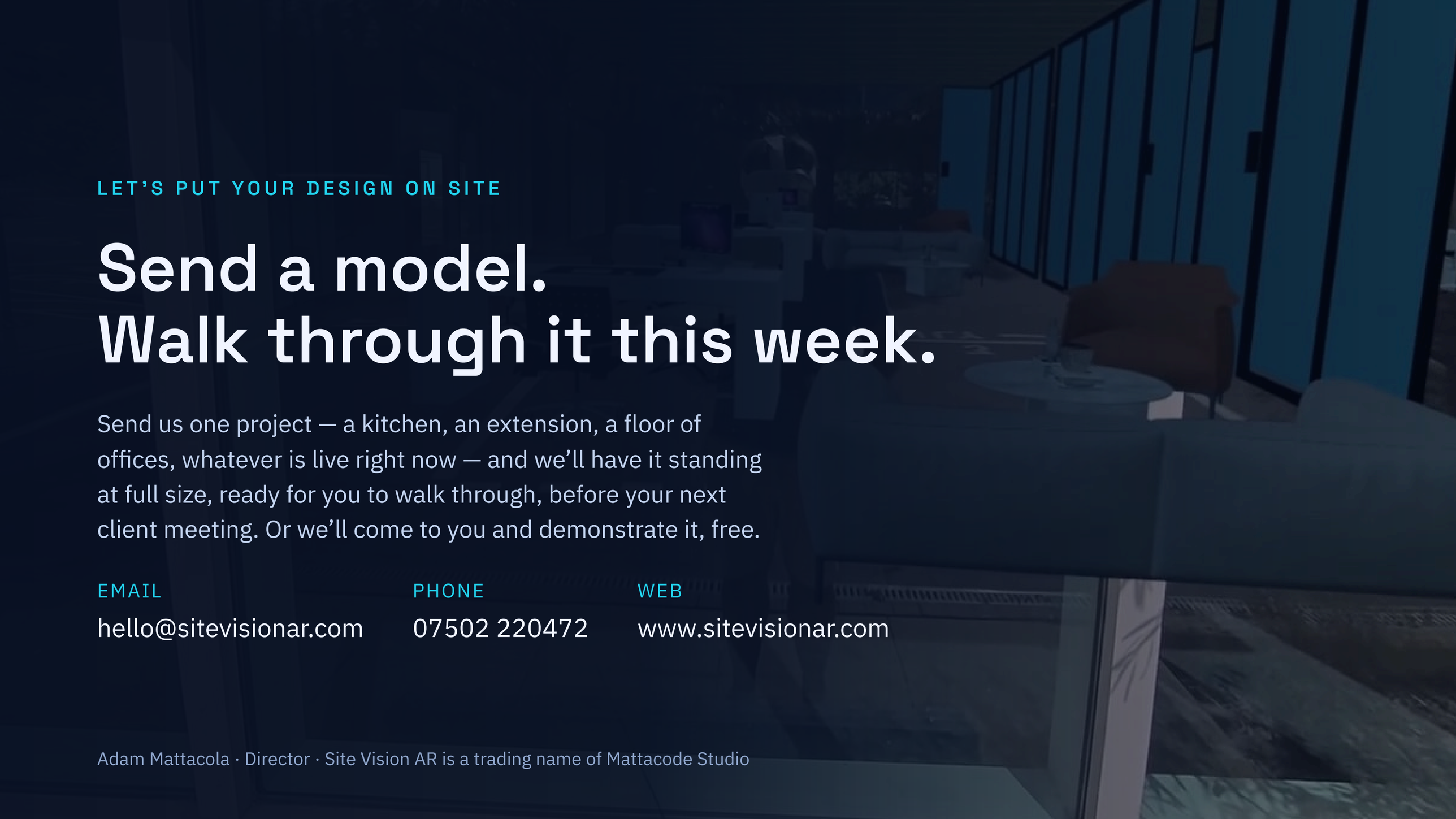
Your model

OBJ with its MTL and textures, or one zip of the lot — straight out of SketchUp, Blender, 3ds Max, Rhino or Maya. Haven’t got one? We’ll build it for you.

An account

Sign up at sitevisionar.com and we approve it. The same login opens the portal and the headset app.

Send us a model and we’ll set the first project up for you. You put the headset on and see your own job, not a demo house.



LET’S PUT YOUR DESIGN ON SITE

Send a model.
Walk through it this week.

Send us one project — a kitchen, an extension, a floor of offices, whatever is live right now — and we’ll have it standing at full size, ready for you to walk through, before your next client meeting. Or we’ll come to you and demonstrate it, free.

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