



## **Brick Visual helps developers/clients enter real estate projects**

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Brick Visual is a group of skilled professionals in the fields of computer science, architecture and interior design, pioneering a new technology which allows developers and their clients to enter into real estate projects before the actual construction or reconstruction starts. Brick Visual is owned by four Hungarian men, three of them architects, and one of them an expert in business development. The most recent member of the company is heading up the U.S. development efforts. Although all production happens at the Hungarian headquarters of the business, the product is now taking wings in a global market. Only six weeks into their operation the company has already acquired partners in Hungary, Germany, Austria, England and now they are heading up efforts to expand their operations in the U.S. Brick has plans to soon grow their operational capacities to cater to an expanding international clientele.

About the founders:

- \* Andr  s Kaldos (owner-architect): He has experience as an architect, visualizer, functional supervisor and trainer of technology. Throughout his career he took conscious efforts to measure his knowledge and skills through an array of competitions. Andr  s is an expert of 3D real-time engine development.

- \* Attila Cselovszki (owner-architect): He is an architect and a visualizer. He has worked for a variety of Hungarian architectural firms. He has won several competitions and is also the proud winner of an award given by the City Council of Budapest.

- \* Balint Berki (owner-architect): He started his career in the office of Dezs   Ekler, a Hungarian architect. He has spent some of his career as a designer at an interior design studio and also worked as a freelancer for several big domestic and foreign companies doing visualization and design work.

- \* Josi Merasz (owner-business development): After working for several multinational firms, Merasz has come to the realization that he can more efficiently utilize his skills by developing business that he can call his own. He founded his first company when he was 24 years old and got involved in real estate visualization a few years later. He managed to build up a network of professionals and also extensive industry knowledge which he now uses to market the Brick technology to a global market.

- \* Agnes Merasz (director of business development, USA Region): After spending several years working in business development at one of the most prominent hospitality groups of N.Y.C., she joined in with her brother in the creation of Brick Visual.

With an extensive network and skills to build a strong client base, she coordinates research exploring ideas for growth and expansion within the U.S.

She is also responsible for implementing strategies to enhance information flow, communication, internal marketing, company culture and client management.

Explore the virtual twin of new real estate developments before construction/reconstruction starts with the help of Brickwalk.

Brick Visual is a group of highly skilled professionals in the fields of computer science, architecture and interior design, pioneering a new technology which allows developers and their clients to enter into real estate projects before the actual construction or reconstruction starts. Since most people are not visual enough to imagine how a finished real estate project will look like and there is certainly a gap in efficiently presenting these developments, Brick Visual has created brickwalk, a perfect tool to increase buyer confidence. With the help of the new technology, developers and brokers can visualize their properties at the very early stages of the planning process and more confidently enter the presale process. Brickwalk also gives the opportunity to easily manipulate surfaces and textures within the virtual space in ways it was never possible before. You can enter your building, look around the lobby, choose between hard wood or tile floors use the elevator to go upstairs and enter your future office just like you would in an existing building. You can even go to the window and check a fully realistic outdoor view.

Brick Visual started operations in Europe, and is successfully used by global leaders such as SKANSKA (recently awarded the contract with New York's Metropolitan Transportation Authority for the Second Avenue Subway project in New York City and also the construction of numerous projects at the site of the World Trade Center, such as the new PATH station, Calatrava's Oculus building and the Memorial Plaza). After a successful launch in Europe, Brick Visual is now entering the US market, creating a new hype among developers.

New York Real Estate Journal - 17 Accord Park Drive #207, Norwell MA 02061 - (781) 878-4540