

SHAPE THE WORLD

Intelligent software solutions for AEC/O and Media & Entertainment



NEMETSCHEK GROUP®



PLANNING + DESIGN

Precise, innovative, and open planning and design workflows

ALLPLAN

GRAPHISOFT

IRISA

SOLIBRI

V | **VECTORWORKS**

BUILD + **CONSTRUCT**

Collaborative, efficient, and sustainable construction processes

BLUEBEAM

gocanvas

MEVARIS

OPERATE + **MANAGE**

Smart, intelligent and comprehensive building management

SPACEWELL

MEDIA + **ENTERTAINMENT**

Creative, intuitive and powerful 3D animation



DIGITAL TWIN BUSINESS UNIT





CUSTOMER SEGMENTS 11 STRONG BRANDS

GLOBALLY MORE THAN

MILLION **USERS**

>3,800 **EMPLOYEES** WORLDWIDE

MILLION **EURO IN REVENUE**

(Fiscal Year 2023)

GLOBAL PLAYER IN MORE THAN 80 LOCATIONS WITH USERS IN 142 COUNTRIES



Pioneering Digitalization since 1963

DEEPLY ROOTED



Prof. Georg Nemetschek

- Company foundation in 1963
- Pioneer of digital solutions for AEC
- Establishment of Non-Profit Foundations
- Promoter of education, science, arts, and culture

STRONG GLOBAL PLAYER

- 851.6 million Euro revenues
- > 7 million users worldwide
- > 3,400 employees
- 24% of revenues go into R&D



MARKET LEADING

OPEN BIM

 We advocate "open standards" and interoperability

Holistic approach

 Software for the entire lifecycle of buildings, from planning and construction to facility management and the media & entertainment industry

Experts for experts

Our software developers are coming from the industry and know exactly the challenges and needs of our clients

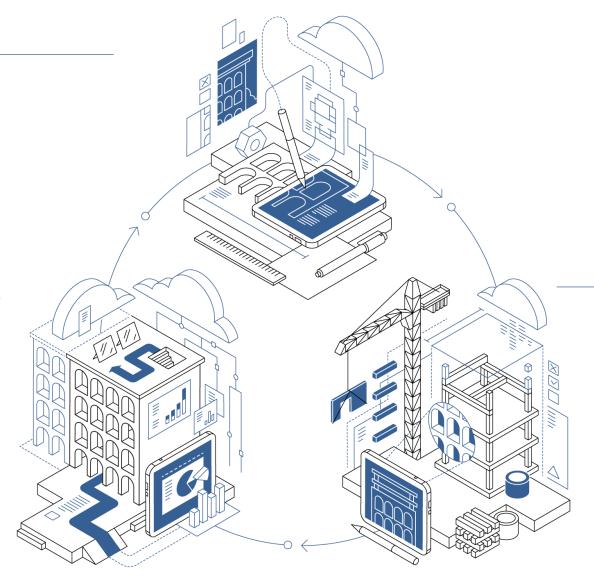
1. Software Solutions For the Entire Building Lifecycle

PLANNING & DESIGN

- Program Management Planning
- Modeling & Design Development
- Structual Design & Analysis

BUILD & CONSTRUCT

- Detailing, Engineering, Consultants, Fabrication
- Quality Control, Clash Detection
- Estimation & Scheduling
- Collaboration & Documentation



OPERATE & MANAGE

- Property & Management
- IWMS/SMART Buildings
- · Renovation & Demolition

2. Software Solutions for Creatives













CINEMA 4D

3D computer animation, modeling, simulation, and rendering software.

Mobile sculpting app designed for artists, by artists.

Powerful tools for filmmaking and motion graphics.

The world's first fully GPU-accelerated, biased renderer.

REDSHIFT

Video transition and effects plugins for editors and motion graphics artists.

UNIVERSE

The industry standard for digital sculpting and painting.

SHAPE THE WORLD

Questions?

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