# The many efficiencies of CET:  Blocks, Live Design & Visuals

**PIGOTT** for **ita group.**

**The Client:**
ITA Group is an employee incentives company that designs and executes custom-crafted engagement solutions that motivate employees, channel partners and customers anywhere in the world.

**The Project:**
ITA had been experiencing rapid growth that led to them expanding into several buildings in the same business park as well as internationally.  For their headquarters, they wanted more of a connected community environment for their employees and the only way to achieve this was to move the headquarters to a larger building.  ITA had previously worked with another dealership and wanted to explore options for a furniture partner.  They released a somewhat informal bid that Pigott was awarded based on the service offering and their connection to the Pigott team.  The **project scope** included: 500 open office workstations, 100 private offices, 25-30 open collaboration areas as well as several conference rooms and break rooms.  The ITA team also wanted Pigott's help with the interior architecture as the new building was a complete gut renovation.

**The Timeline**
From day one, the project timeline was a challenge.  The project was awarded in October of 2023 and the original move in date was to be June 2024.  We knew we had to be efficient in our design process and use every tool available.
The timeline was further compressed when ITA added to their scope a large, open staircase between the two floors they would be occupying.  Our team worked with the architect to develop several options for the stair cut out and design of the stairs themselves.

Upgrade Time

# Blocks, early and often!

## Early in the process, blocks were utilized anywhere possible!

As with most projects, we started with block plans. These 2D block plans were created using blocks. (that's a lot of blocks)
Once a layout was finalized, we were able to use Block Replace to populate the plan with new blocks that contained specified furniture. These blocks also contained other blocks with single objects like monitor arms, task chairs, modesty/privacy panels & storage pieces. As decisions were made block replace was once again utilized to quickly replace or change the selected products across the entire drawing.
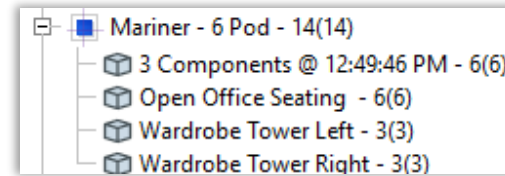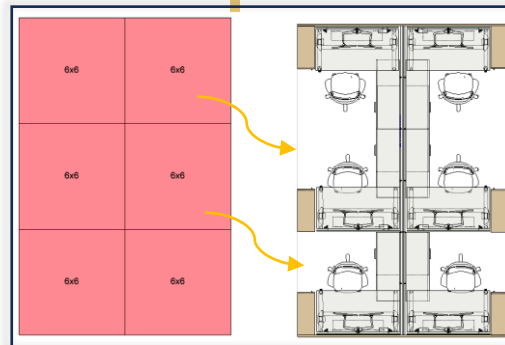
**Initial Block plan from Architect**

**Final Block Plan**

**Block Replace –
Individual Components and Spec's
within each workstation block**



- Mariner - 6 Pod - 14(14)
  - 3 Components @ 12:49:46 PM - 6(6)
  - Open Office Seating - 6(6)
  - Wardrobe Tower Left - 3(3)
  - Wardrobe Tower Right - 3(3)

**Preliminary Block
Plan**

**Block Replace –
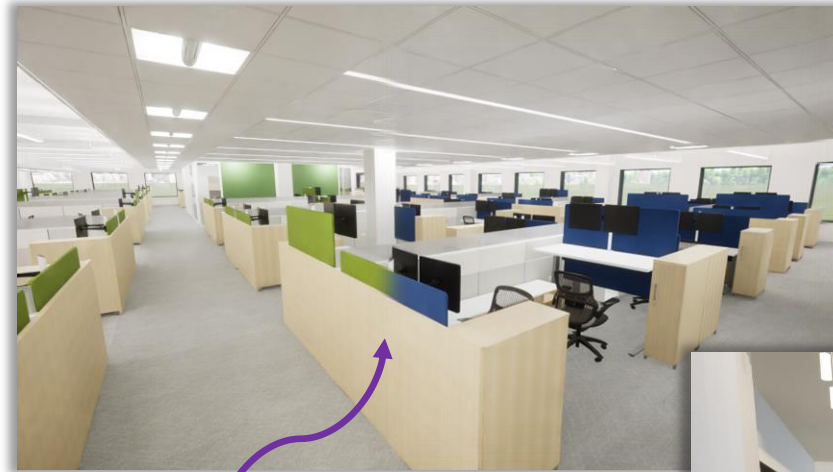2D station block to 3D Spec'd
furniture Block**

**Editing Blocks –
Changing finishes and features (nearly instantly)**
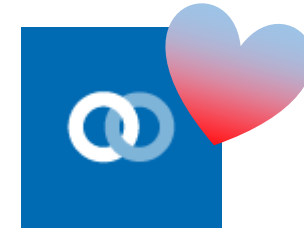
# Lights, Camera, Live Design!

## Live Design keeps the timeline

Live Design was a key part to maintaining the tight timeline. We scheduled a work session with ITA weekly, these could be 2 hour – 6 hour blocks of time and were intended to get decisions made quickly. By making changes and showing options right in front of the client we were able to expedite the design process. We were also able to utilize **RevLink** to add the architect's building shell to our CET files, which allowed the ITA team to see the "whole picture" during the decision-making process.

**Adjusting panel heights and configurations**

**Experimenting with different panel colors**

**Showing architects building shell with furniture to see the "whole picture"**

# Let me paint you a picture... or maybe a rendering

## Clear communication through visuals

As with most of our clients, the team at ITA did not understand all of our furniture lingo. We were able to utilize renderings as a means of communication to get approval of the decisions made in our working meetings each week. Visuals were also used in the final sign off of the entire project.
We also shared the final visuals with our install team as reference for installation.
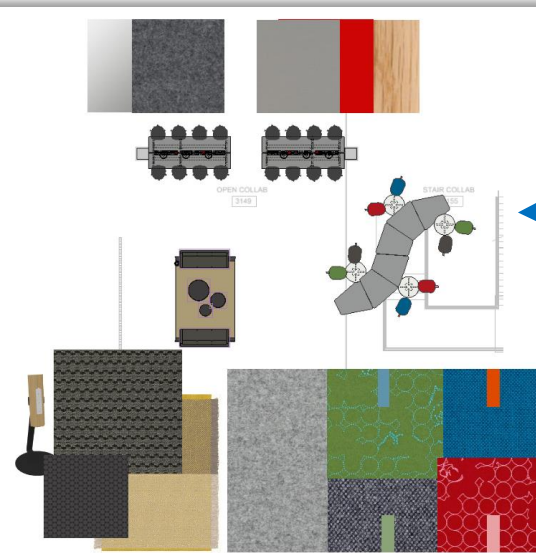
**Prep for a working session**



**Finish selection and furniture detail page**

**Final Rendering for approval**

**Decisions made**

### Open Collab 3149, Stair Collab 3155

Meeting Table: NaughtOne Morse Table
    Surface: Forbo Ash
    Accent paint: Red
    Legs: Oak
Chairs (at table): Naughtone Always Chair, Caster base
    Base: Polished aluminum
    Upholstery: Blazer – Silcoates
Pendant: Ambit White
Sofas: OFS Rowen – Lounge Height
    Upholstery: HBF Captain Bubble – Shady
    Base: Polished Chrome
Ottoman: OFS Boost (3 sizes)
    Momentum Mogul EPU - Vip
Rug: Maharam Fringe 422
Freestanding Power Mod: Mya
Serpentine sofa: NaughtOne Rhyme
    Upholstery: Camira Blazer – Surry
Lounge side chairs: NaughtOne Pippin
    Upholstery: Maharam Vineyard Small – Scarlet/Peony & Jade/Turquoise; Mode – Crush; Beck - zeitgeist
    Pulls: Pale Green, Pale pink, Traffic Orange, Light Blue
Table: HM Everywhere, glides
    Base: Polished Aluminum
    Top: Studio White (98)