



## THE BUILDING



**CONCRETE CONSTRUCTION** - Unity City is designed to be the most energy efficient as possible. Our design team is taking every variable into consideration from the heating, a/c, air purification, water filtering, solar panels, LED lighting systems, and the innovative thought process to replace pourous windows with new digital HD video monitors.



**SOUND PROOF** - Unity City is committed to the privacy and noise levels in each unit. With our 12 inch walls and durable concrete construction, we can assure that each resident will live comfortably in the safe and sound proof confines knowing their peace of mind is at the forefront of management's desire to create a healthy living environment.



**HEALTH & WELLNESS PROGRAMS** - Unity City includes wellness programs that combine technological advances to monitor and guide residents in their quest to live healthy active lifestyles. We track goals to achieve healthy heart rates, blood pressure and track nutritional intake to deal with fatigue, pain, hearing, vision, posture & other vital signs.



**AIR & WATER QUALITY** - Unity City uses science and technology to deliver clean drinking water & pollution-free air. Our filtration systems use HEPA air filtration and state of the art water purification delivers best case scenarios with regards to the quality of air you breathe and the quality of water you drink.



**VERSATILE DESIGN** - Unity City designs each unit to accommodate a variety of living conditions. Each unit delivers the ultimate living space for that particular situation by allowing residents flexibility to move about the community when needed or desired. You will never feel trapped as you will always have options to move about as needed.



**TRANSPORTATION** - Unity City has an internal transportation system will make it easy to move around the building, the neighborhoods and the surrounding community. By using electric cars, we will reduce emissions and elimnate auto related pollution.



UNITY CITY - DELIVERING A BETTER WAY TO LIVE