

corporate profile:

## **OPUS: Creating great spaces**

**W**ith more than 20 million square feet of industrial, commercial and retail development under its umbrella, Calgary-based Opus Corp. is at the top of its game.

Whether it's an arts-focused retail block in Inglewood or redeveloping a decommissioned service station site near Britannia Plaza, Opus prides itself on overseeing projects that are environmentally, fiscally and architecturally viable.

"At Opus, we try to create great places to work, learn, play, and shop" says executive vice-president Chris Ollenberger, a new member of the Opus team. "We are a full-service development company. We can work with clients who might just have a piece of land and a vision — they want a five-storey building, but they don't know how to make it work, how to finance it, design it...."



"We can provide all these services — including marketing and leasing programs. The turn-key capability is there."

Developing strong partnerships is one of the keys to Opus's success.

"The developer of the Atlantic Avenue Art Block asked us to be responsible for leasing rental spaces, for example," says Ollenberger. "So we're helping to market that property, showing how it works for both sides."

"Other buildings we'll undertake ourselves." For example, Opus plans to take a former service station site near Elbow Drive and 50th Avenue S.W. and redevelop it for retail and offices.

Opus is also working on redeveloping a site in downtown Airdrie: "We've got medical uses, and some opportunity for other tenants, like a café," adds Ollenberger.

He credits the vision of company CEO Hannes Kovac with making Opus the development company of choice.

"Hannes has instilled in all of us a sense of transparency and fairness," says Ollenberger.

"He really likes working with clients on a handshake basis ... and if we're going to be able to do this with them, we need to know what we're talking about."

For more information, visit [www.opuscorp.ca](http://www.opuscorp.ca) or call 403-209-5555.