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Creating And Replacing 3D Object Model in Augmented Reality

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Abstract: *In India, purchasing furniture online consistently faces a quandary regarding how one can comprehend whether the furniture is a solid match to purchase, regardless of whether it will fit in space without really contacting and looking at the furniture in detail. With such a dilemma there are chances for online stores to decline in their business. There is always a good certainty that technology can help to bridge the barrier and help one to overcome the dilemma.This study creates a unique light on how Augmented Reality can help to create and simulate buying furniture an online experience and enhancing customer experience provided uniqueness and mobility with the help of a mobile application. Our application allows users to simulate and experience furniture in 3D simulation using markerless augmented reality. Users can try a piece of furniture in their space supported by gestures and color furniture to try out diverse tints of the same. This research advances a new way of implementing markerless augmented reality for buying furniture products online provided by mobile applications and communicating with virtual objects in a real environment with an easy-to- use user interfaces.*

Keywords: *Augmented-reality, Mark Less-Detection, Rendering, ARCore, 3D models.*

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