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Home Decor using AR

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Abstract: *The proposal envisions tackling the predicament encountered by consumers when trying to envision home decor items within their living spaces prior to purchasing, particularly in the realm of online shopping. To surmount this challenge, the plan suggests crafting an innovative Augmented Reality (AR) solution tailored for home decor. This AR-based application aims to empower users by enabling them to virtually position, manipulate, and engage with home decor products within their domiciles, thereby offering an immersive and realistic shopping experience. Emphasizing convenience, precision, and user-friendliness, the proposed platform seeks to bridge the divide between the convenience of online shopping and the tangible experience of physically arranging decor items. Leveraging ARCore for Augmented Reality implementation and API2Cart for seamless shopping integration, the approach promises a seamless amalgamation of high-fidelity 3D models, lifelike rendering, and an intuitive interface. The project's methodology advocates for a phased development strategy, with each iteration geared towards achieving specific objectives. Ultimately, the goal is to furnish users with a dynamic and responsive environment where they can effortlessly manipulate and interact with placed furniture, facilitating well-informed decision-making. This innovative fusion of AR and mobile technology holds the potential to redefine the furniture industry, ushering in a more interactive and customer-centric shopping experience. Furthermore, the proposal contemplates future enhancements such as expanding the product catalog and implementing personalized recommendations, paving the way for continual development and refinement*

Keywords: Augmented Reality (AR), Home decor, Online shopping, Immersive experience, Customer-centric

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