Democratizing Interior Design

InfoGraphic

Structure

* State of Interior's Development
  + eCommerce in General. Adoption of 3D / AR technologies
  + Rich people. Top 5% of the market
    - Rendered images, videos, signoff and then execution
  + Trial-n-Error approach. Dis-satisfaction, wastage of money and time.
  + Simulation as used by engineers. E.g Autodesk by Civil Engineers, Solidworks by Mechanica Engineers, Mentor-Graphics by Electronic Engineers
  + Would'nt a "try-n-buy" solution help where an average house owner can simulate before execution ?. Please allow VisCommerce to present it's innovation i.e Store3D & MySpace3D
* User Experience with MySpace3D
  + 7 Step sequence described.
* White-Labelling
* Benefits to Users
  + Try and Buy experience.
  + Limitless combinations of Furniture, Lighting, Paints, Tiles possible.
  + Save money and effort
* Benefits to Merchants
  + Bulk sales i.e all the sale-items in a room e.g Furniture, Paints, Tiles, Lighting
  + New revenue streams - Due to photo-realistic rendered images & video
  + Address renovation market. Digital Twin enables customer for life.
* Win-win
  + Consumer
  + Merchant
  + VisCommerce
* Enabling Technologies
  + 3D, AI (3D reconstruction), Web-Technologies, Crypto, Blockchain / NFT
* Summary
  + The time is now ripe for an average home owner to leverage the power of emerging technologies to "simulate" her house before buying just as professional engineers do. It's the beginning of a new era .
* References
  + https://www.ibef.org/industry/real-estate-india