AI IN IOT
AR Project Report

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Introduction:

The main objective of this project was to develop an AR application that leverages Unity's capabilities to showcase a diverse range of decorative plants in an engaging and informative manner.

Use case:

Efficient Space Utilisation:

- The app facilitates efficient space utilisation by providing a visual representation of how plants will occupy the designated areas, helping businesses make informed decisions about their interior design.

Cost-effective Planning:

- Businesses can optimise their plant investments by estimating the number and types of plants required, avoiding unnecessary expenses and ensuring a cost-effective yet visually appealing interior design.

Enhanced User Experience:

- The interactive and visual nature of the app enhances the user experience during the planning phase, fostering creativity and collaboration among stakeholders.

Time-saving Design Process:

- The AR app expedites the design process by allowing users to experiment with different plant arrangements virtually, saving time compared to traditional trial-and-error methods.

Functionalities:

The app detects a plane from the camera input and highlights with the edges of the plane with the black border, when use tap inside the detected plane app places the plant in the selected location virtually inside AR space

Compatibility: This app can work on any android device above ANDROID 7.0 version.