



# Corner

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## Abstract

- The objective of application is to view furniture from different category.
- By using Augmented Reality (AR) the furniture will appear in real-life
- The application help people who want to decorate their own place without having background about decorating by spawn furniture in real life by (AR) and change its size, placement and color.

## Methods



We use unity augmented reality (AR Core, AR Kit and XR Core).



We use firebase (firestore, storage and authentication).

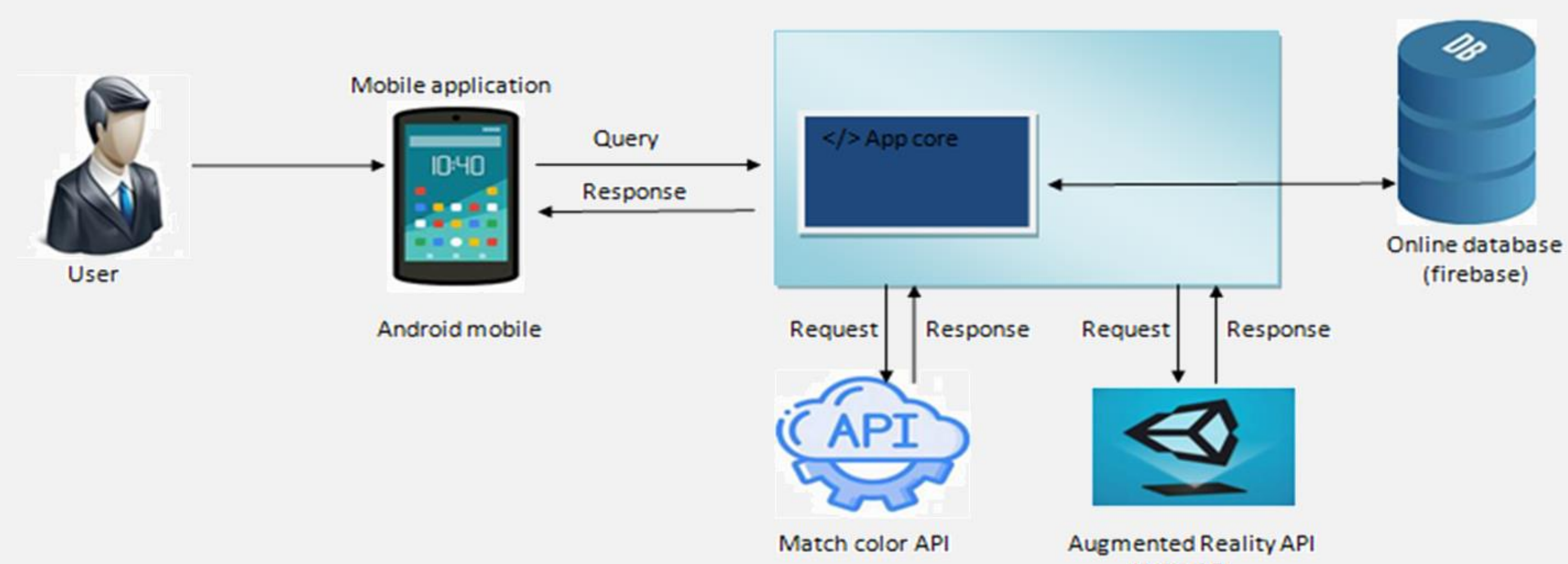


We use flutter for android (GUI and integrate with unity)

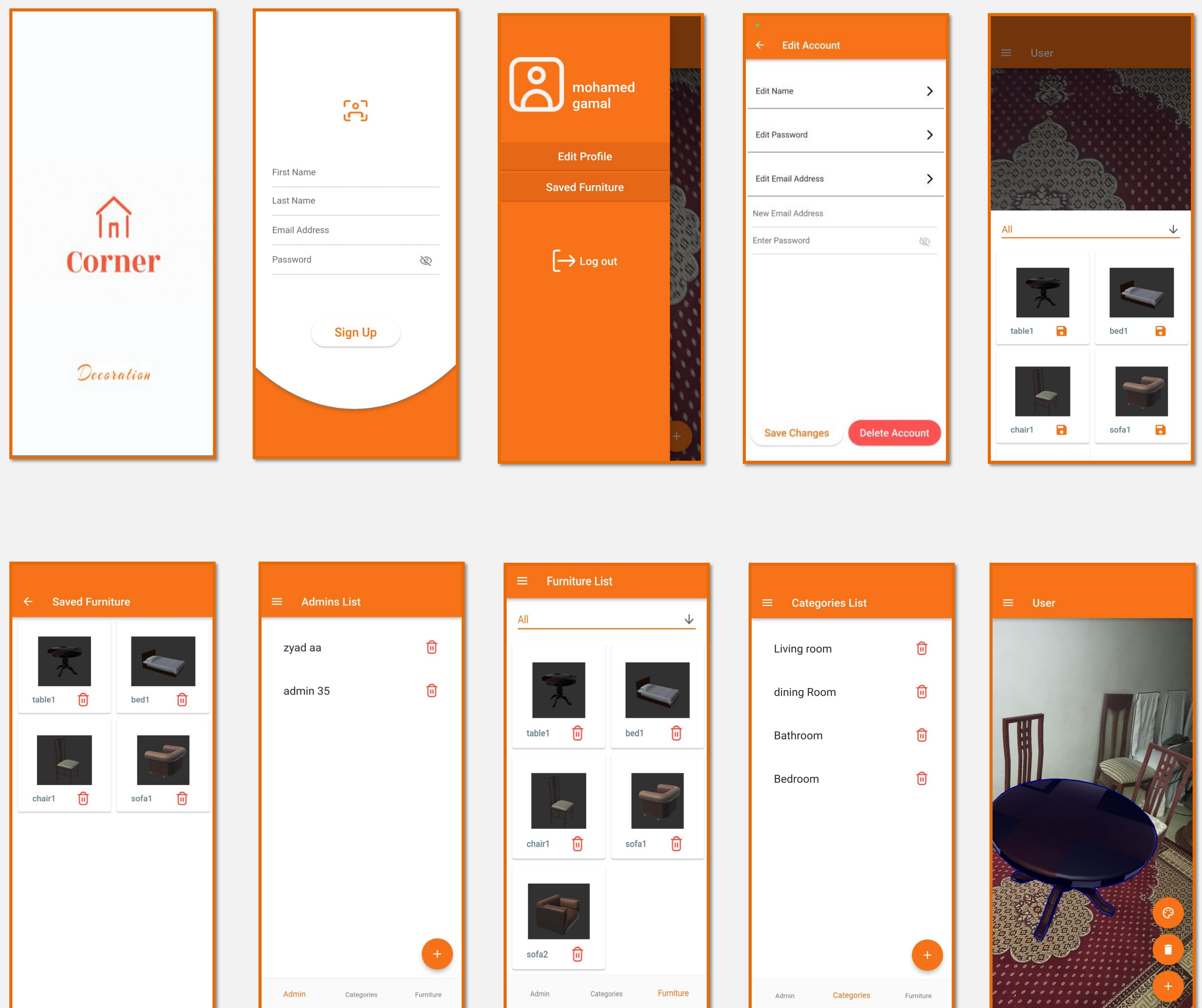
## Introduction

- The main problems is that everyone is buying new furniture not knowing if it will fit or suit the place.
- The main idea of the application is based on Augmented Reality (AR).
- AR is an interactive experience of a real-world environment and it is a combination of real and virtual worlds. In simple words we can add objects don't exist in reality.

## System architecture



## System Design



## Future work

- Add more models and categories.
- Changing wall paint and floors.
- Could integrate with real furniture providers like Ikea

## Conclusion

- The main idea of the application is based on Augmented Reality (AR).
- Corner is a mobile application that can make the process of decoration easier for people.
- Spawn different furniture and edit their place and color.
- Furniture is categorized based on place name.
- The application suggest to the user colors that are suitable for the color in the place.