

AR SALES ASSISTANT







Problem Definition

Traditional retail lacks personalized assistance, leading to suboptimal customer experiences and reduced sales.



Project Aim & Objectives

- Aim: To revolutionize retail by creating an interactive AR-based sales assistant.
- Objectives:
 - Develop an engaging AR animation character.
 - Implement a database for user interaction.
 - Focus on specific retail environments for deployment.
 - Enable basic interactions like product inquiries.



Background and Motivation

- Background:
- Retail industry facing challenges with traditional sales approaches.
- Motivation
- Address customer needs, enhance shopping experiences, and boost sales through innovative technology.



Solution (Features & Functionalities)

- AR Animation Character: Engaging virtual sales assistant visible through mobile devices.
- Pre-programmed Chatbot: Python-based chatbot for storing and retrieving pre-programmed responses.
- Basic Interactions: Product inquiries, recommendations, and assistance.
- Targeted Deployment: Focus on specific retail environments for initial implementation.



Limitations

- Complexity: Unable to handle complex customer queries beyond pre-programmed responses.
- Initial Deployment: Limited to select retail environments for pilot testing.

Flow

- Phase: 1
- Phase: 2

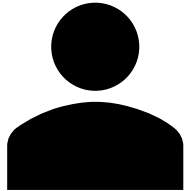


Flow Phase: 1

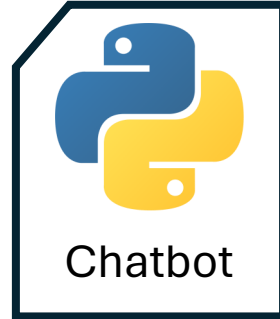


Find the price
mongoDB®

What is price of
4GB ram?



send voice



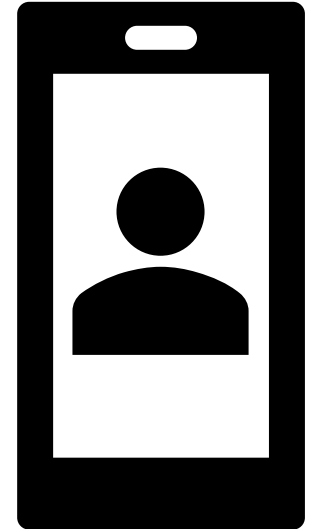
Convert text to speech

Send key
words

Send
animation

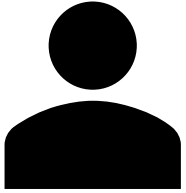
Animation set

Price of 4GB ram
Is 7200 rupees



Flow Phase: 2

What is price of
4GB ram?



Speech to text



Chatbot that trained using shop
details

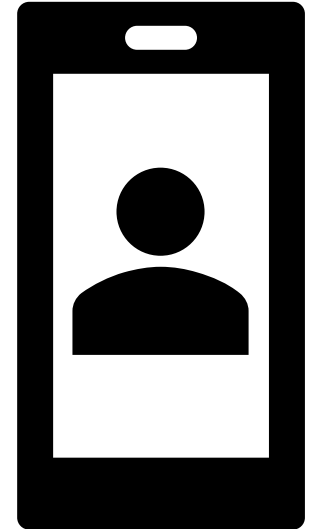


Improved
Animation Set

Azure AI Studio

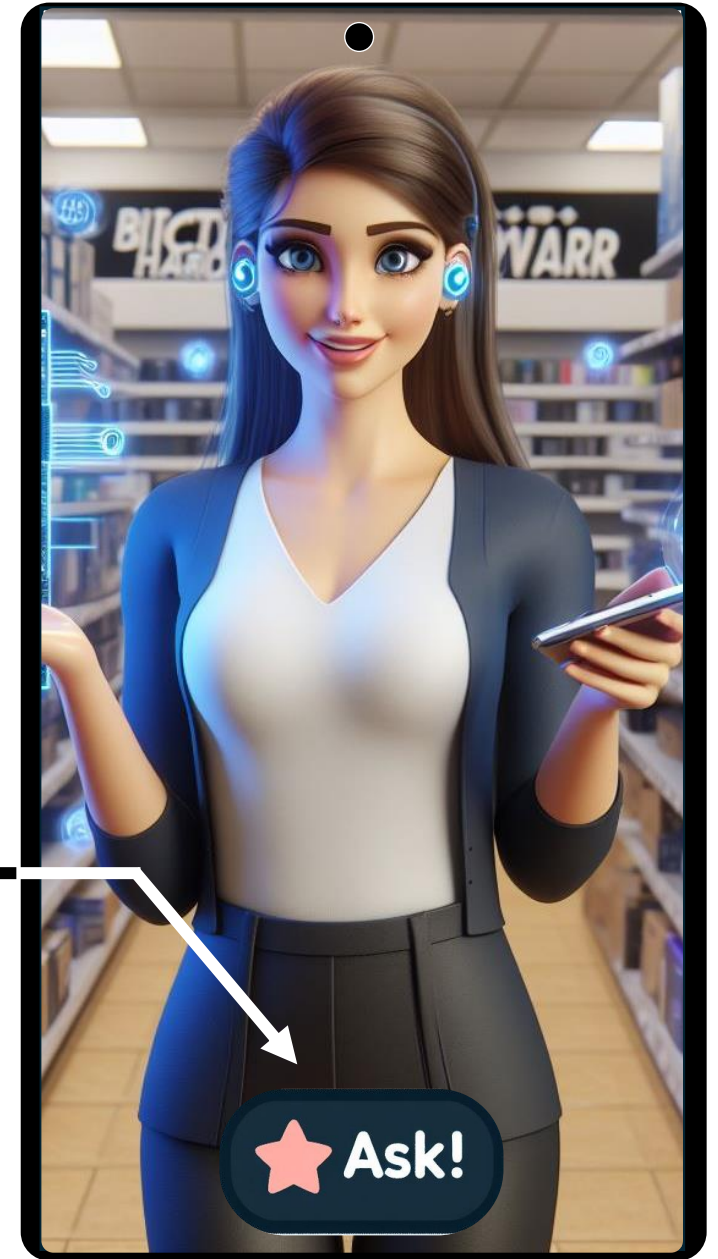


Price of 4GB ram
Is 7200 rupees



Interface

One simple button
Users must press and hold a
button while speaking.



Technology Stack



Technology Stack

Chatbot



Python



Azure AI
Studio

Animation

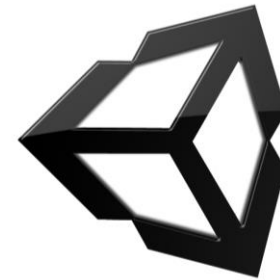


Blender

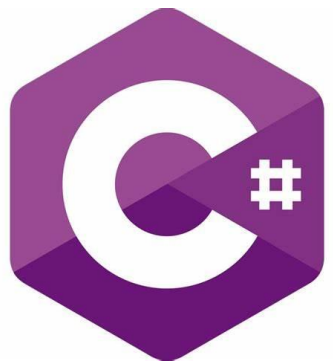


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OMNIVERSE™**

AR App



unity



ARCore



Thank You

