TEAM: CREATERS

Problem Statement: Nowadays everyone has a dream of having own Home, or someone want to make his building, but the challenge that they face is they can't visualize their house, that how their house will look like after building. They can see their home in Three ways:

1. After building their home
2. Or they can visualize somehow by seeing their old fashion house map or by its blueprint.
3. And by Imagine it.

Solution: we want to create a system or a tool by Integrating Virtual Reality (VR) and Augmented reality (AR) that can give us power to visualize whole building. So, that we can visualize our building before constructing it. So that if someone doesn't like building then he or she can give their input to enhance it or re-correct it. This will avoid wastage of time, material, and labour cost also.

Just like video-game players use this VR device so they can visualize the game play i.e. Driving Car, Fighting Games etc. It gives them feel about the game that they are playing that game and they are the part of the videogame.

Similarly, by using this Virtual Reality (VR) and Augmented reality (AR) technique person can feel interior things:

♦ room,
♦ hall,
♦ where to fix Television,
♦ sofa set,
♦ Dining Table,
♦ AC because as we know wiring of AC occupy space and disturb the good look of wall,
♦ we can manage location and size of window

walking into his own future house he/she don't need to be dependent on a drawing sheet (Map) of house.

TEAM (4 Semester)

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