

Documentation



AR Furniture - Complete Template

Supports Android/iOS

AR Furniture, A complete template will help you create beautiful, creative and modern AR Furniture App. You can change color, materials at runtime. Take a screenshot and save into the gallery. Easy to add more models on the go. All UI images are dummy, change it according to your requirements.

Requirements

Android - ARCore - [Check Here for Device Support](#)

iOS - ARKit - [Check Here for Device Support](#)

Dependency - [Native Gallery for Android/iOS](#)

Screenshots

The image shows a mobile application interface for an AR Furniture store. On the left, a list of four chair models named 'Janet' is displayed, each with a price and a small image. The right side shows a detailed view of the 'Janet Chair' in blue fabric, with a 'View in AR' button at the bottom.

AR FURNITURE

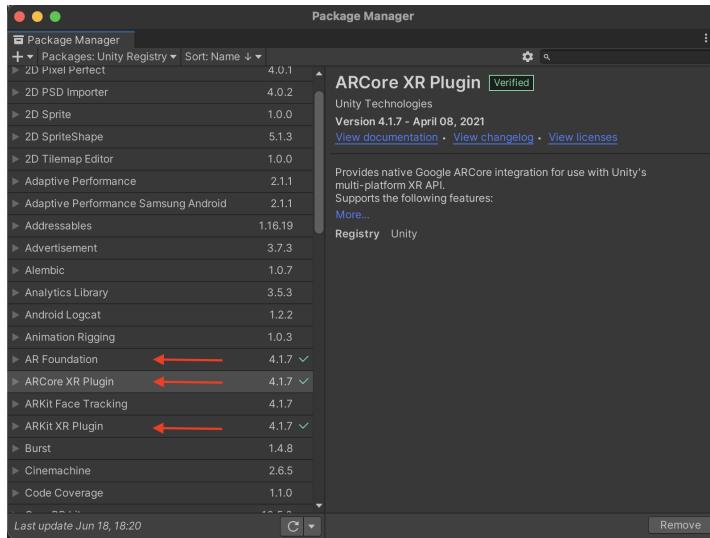
COMPLETE TEMPLATE

ANDROID
IOS



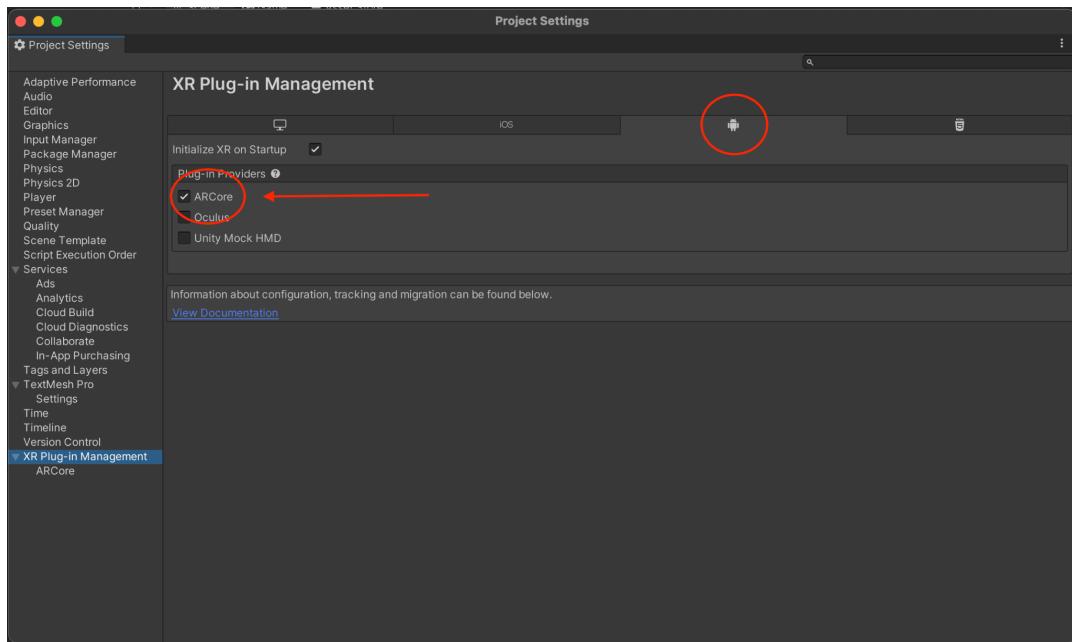
How to configure AR Furniture?

1. Create an empty 3D project.
2. Import this Asset.
3. Import [Native Gallery for Android/iOS](#)
4. Install AR Foundation, AR Core and ARKit from Package Manager.

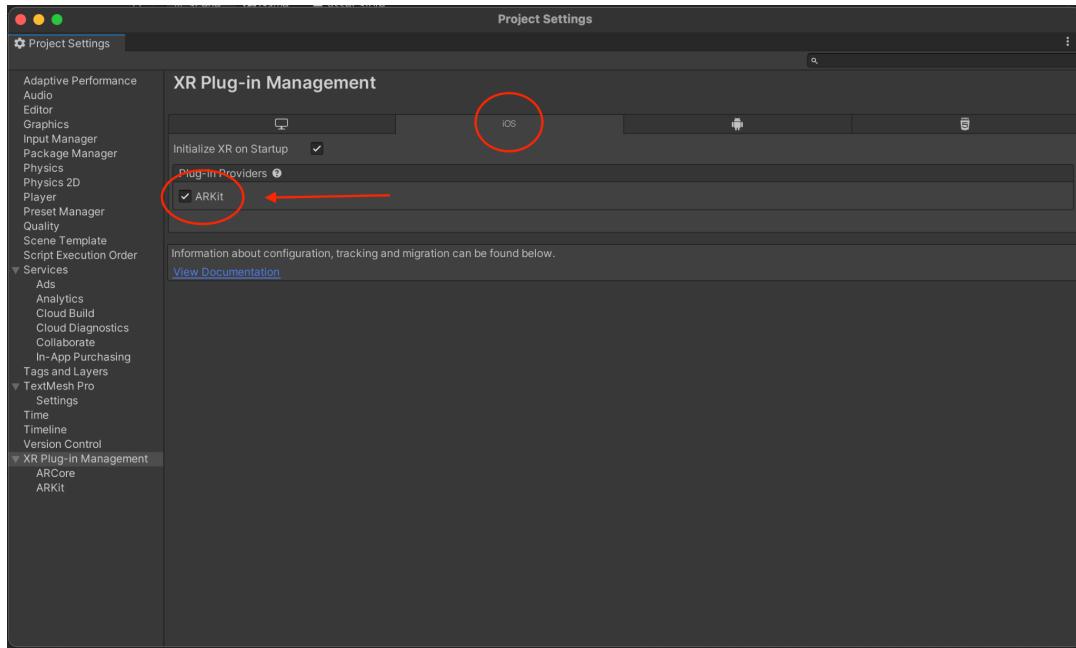


5. Configure XR Plug-In Management, Goto Edit > Project Settings > XR Plug-In Management

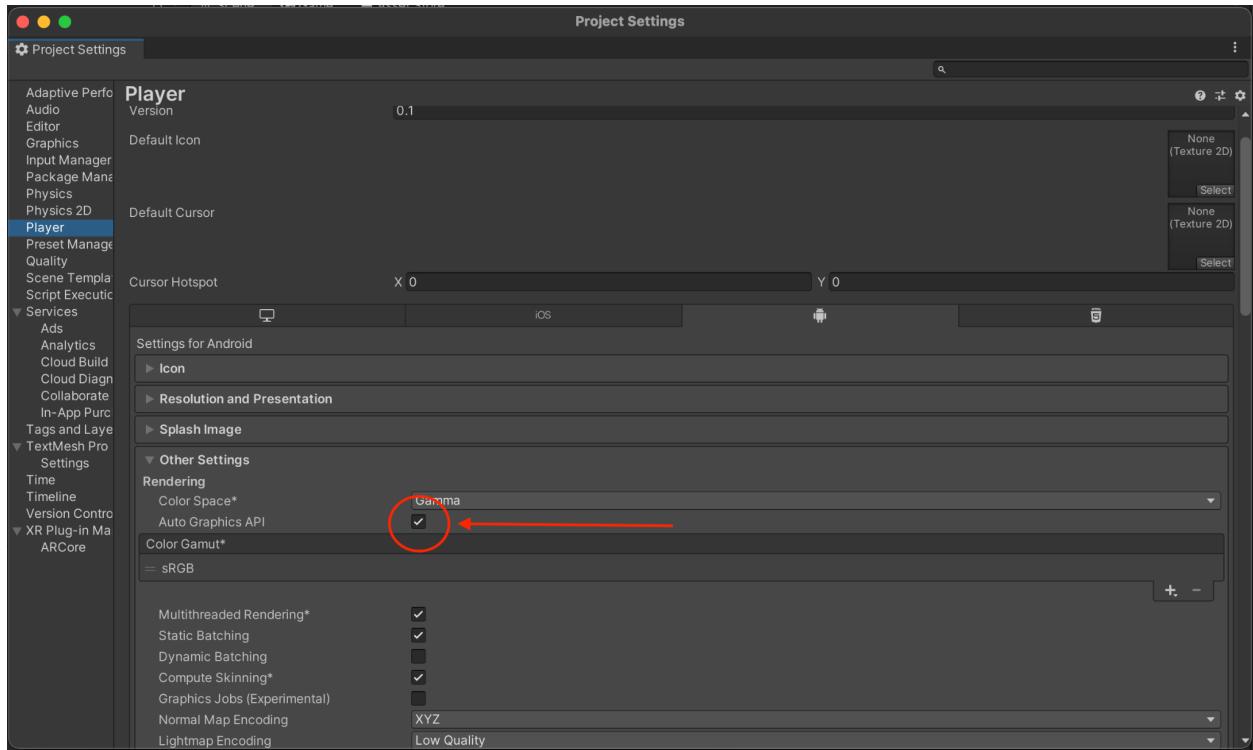
Enable AR Core for Android



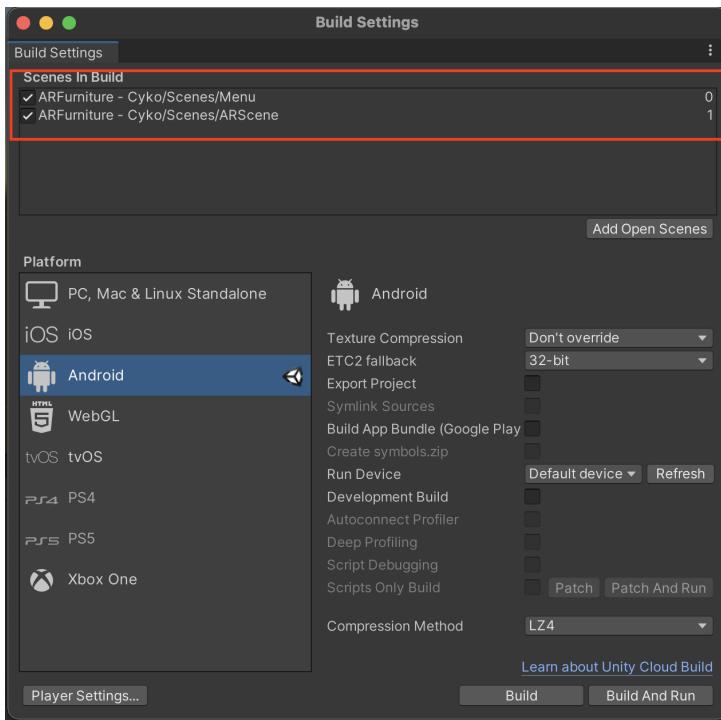
Enable ARKit for iOS



6. Enable Auto Graphics API



7. Add Scenes in Build Settings



7. Build and Run

8. Demo APK :

<https://drive.google.com/file/d/12nQvfyhMuUWPnq5Y3OSmgZxjFBgPxxhw/view?usp=sharing>

Any issue please Contact me at
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