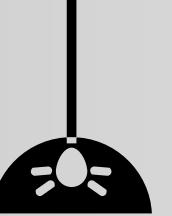




OTO



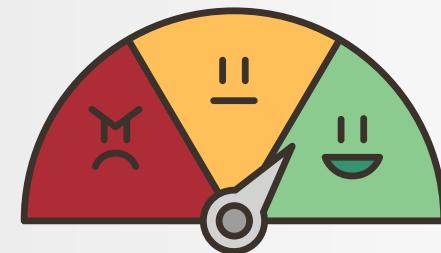
# DECORHIVE

**Transforming Spaces, Creating Smiles!**



# INTRODUCTION

- »»» Use of AR technology
- »»» Provide interactive User Interface
- »»» Optimize Space Utilization
- »»» Produce Realistic Furniture
- »»» Budget Management
- »»» User Satisfaction





# BENEFITS

- Seamless and engaging user experience
  - Attract users to try and experiment new things for their home decor.
  - Visualization:
    - Enable Real-time visualization
    - Helps clients and designers understand design concepts before implementation.
  - Cost and Time Saving:
    - Reduce need for physical prototypes.
  - Personalized Experience:
    - Allow users to customize space according to their preference.
- 

# LITERATURE REVIEW

**E-Adbhuta Project by Nageswarara Rao Moparthi, P. Vidya Sagar, and G. Balakrishna**

- Utilizes Augmented Reality (AR) and Virtual Reality (VR) technologies.
- Transforms 2D images into 3D using the Vuforia API.
- Costly Equipment
- Learning Curve



**VR Materials for Interior Decoration Education by Y.-K. Hsu, S.-H. Peng, and M.-S. Wu**

- Uses VR technology with head-mounted display, sensors, and handheld controllers.
- Complex Setup & High Cost

**AR Technology for Interior and Exterior Design by P. Johri, G. Dhuriya, S.S. Yadav, and S.**

- ChauhanLeverages augmented reality (AR) ,virtual reality and 3D interior models.
- Dependency on Hardware



# DEMO



# DEMO





# FUTURE PLANS

- >>> Expanded Catalog**
  - >>> Integration with E-commerce Platforms**
  - >>> Community Engagement**
  - >>> Collaborative Design**
  - >>> Advanced Customization Features**
- 

# CONCLUSION

DecorHive transforms interior design with AR and mobile tech, delivering an immersive space-shaping experiences.



# REFERENCE

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- [1] N. R. Moparthi, P. V. Sagar, and G. Balakrishna, "Project Usage for Inside Design by AR and VR Technology," in Proceedings of the International Conference on Smart Structures and Systems (ICSSS), IEEE, 2020.
  - [2] Y.-K. Hsu, S.-H. Peng, and M.-S. Wu, "Application of Virtual Reality in Building Interior Decoration Engineering Practice," in Proceedings of the IEEE International Conference on Architecture, Construction, Environment, and Hydraulics (ICACEH), 2022.
  - [3] L. Gong, Å. Fast-Berglund, and B. Johansson, "A Framework for Extended Reality System Development in Manufacturing," IEEE, Feb. 3, 2021.
  - [4] P. Johri, G. Dhuriya, S.S. Yadav, and S. Chauhan, "Marker-Less Augmented Reality System for Home Interior and Designing," in Proceedings of the 2021 10th IEEE International Conference on Communication Systems and Network Technologies (CSNT), IEEE, 2021.

THANK YOU!

