**BACKGROUND**

Although the idea to use AR for architecture, engineering and construction dates back to the early 1996’s and AR has actually matured from a pure research field into certain practical industrial applications, until now it has not been implemented as a real product in architecture and design. In contrast, architecture and design communities apparently have the knowledge of the operations/tasks that AR could potentially enhance as well as the motivation to bring in this new technology for improving the current practices.

The work presented in this paper holds a different perspective of discussing how Mixed and Augmented Reality has been and could be applied in architecture and design

the design and implementation of Augmented Reality systems for industrial problems in architecture and design arenas, researchers and system developers face three major relevant challenges: extraction of industrial domain knowledge, preparation of reality model, and technological limitations.The following subsections discuss the details of each challenge and the suggested solutions.

**LITERATURE SERVEY**