Project Title:

**“STYLE MY SPACE 3D”**

Project By:

Padhiyar Tejas

Bhadke Mansi

Shete Nikita

Patni Harsh

**Abstract**

Building a dream house is a lifelong desire for many. After years of savings, planning and hard work, an individual or a family decides to build their dream house. Interior design is a process that provides its customers with a set of aesthetically pleasing but efficient solutions for a better use of the space in question. The goal of interior design is to improve the user experience by better managing the space available in the intervened environment.

Since the launch of Pokémon Go in 2016, augmented reality has been the talk of the mobile IT industry. Three years later, it’s not limited to gaming but is part of a wide range of apps in a selection of business niches. Home decor businesses are among those that can profit from an AR-supporting mobile app.  AR is a computer-generated content, overlaid on the real-world environment. Industries including [healthcare](https://www.queppelin.com/how-ar-and-vr-are-creating-ripples-in-the-healthcare-industry/), education, real-estate, [farming](https://www.queppelin.com/augmented-reality-in-agriculture/), and [broadcasting are already](https://www.queppelin.com/how-augmented-reality-is-changing-the-face-of-broadcasting/) using this technology.

It often becomes challenging to visualize a piece of furniture, color of the walls and the floor map for a new project. The mood boards are no more in fashion now. A new age customer wants a customized or personalized solution exactly according to their needs. Augmented reality in interior design is the revolutionary solution to the constraints faced by clients and designers in visualizing the actual project like never before.

**Introduction**

In this system users can virtually fit a piece of furniture in a room to see how it will look. It’s kind of like photoshopping it into the room but with more options, less hassle, and no collaging skills/software necessary. It’s possible to change an item’s color, save the resulting AR picture, and share it with friends and family to ask for opinions before making a purchase.

It is a projection-based app**;** it’s able to estimate the size of a room so the 3D furniture models you see are exactly the right size relative to the room. This way, you’ll know right away if a piece fits and not only if it looks good with your wallpaper and carpet.

**Proposed System**

Interior Designers will get a chance to make their ideas into real like objects using AR which will be better understandable by the customers. Ideas and views of the designer will be more clear. This will give less changes of fault in real work.

**Hardware & Software Requirements**

**H/w Requirements:**

* Intel i5 5th gen or above
* RAM 8 GB or above
* 125 SSD or above

**S/w Requirements:**

* For Mac –OS
  + - X – code

OR

* For Windows
  + - Virtual Box —> Mac OS —> X-code

**Scope**

This system will give growth in business as interior designing is growing worldwide especially in India. In future versions, the whole site construction can be visualized with our software.

**Conclusion**

The time of designers will be saved. Also it will be easy for the designer to clear

the idea to the client. This project proposes a solution to design and build an application that will run on smartphones.