- The first sketch shows a room with virtual furniture (a chair, table, etc.) and intuitive controls (like a plus button for adding items, and other UI elements).

- The second sketch shows   a   different view or   interaction, likely focusing on a specific object (the chair and table),which is great for demonstrating object manipulation or placement.

- The interface is   clean   and   focuses   on the main interactions, which is exactly what the assignment asks for .

SUMMARY:

My mockups show an AR application for interior design, where users can place and arrange virtual furniture in their real room. The interface is designed for intuitive interactions: users can tap the plus button to add new items, drag objects to move them, and use simple controls for scaling or rotating. The design is minimal, keeping the focus on the room and the objects, making it easy for users to experiment and visualize their space.

This approach makes the app user,friendly and effective for both beginners and experienced users.