

INTERACTIVE VIEWER OF A FURNITURE CATALOGUE

what it does

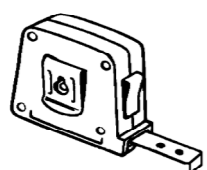
When choosing the right furniture for a room



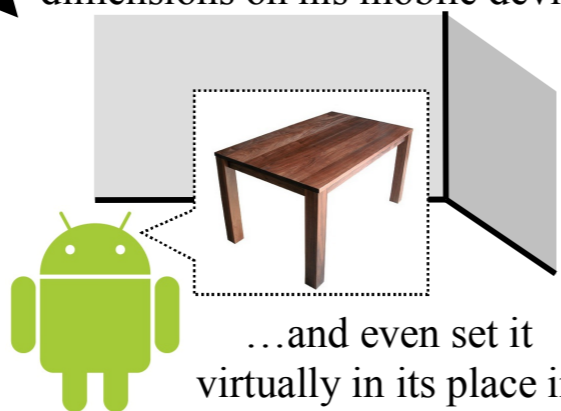
...one can only roughly imagine the pieces shown in a catalogue and how they fit in their future place...



...or get down to complex measurements and elaborate visualisation.



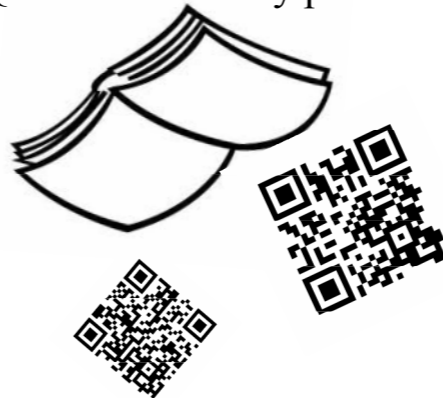
Our software extension of furniture catalogues enables the user to view the furniture in three dimensions on his mobile device...



...and even set it virtually in its place in almost no time.

how it works

The catalogue contains a QR code for every product.

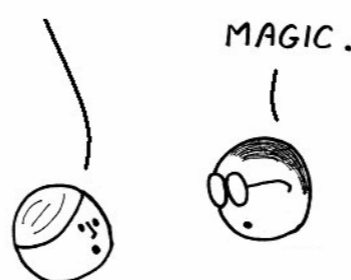


Each QR code contains a URL of a 3D model from our server.

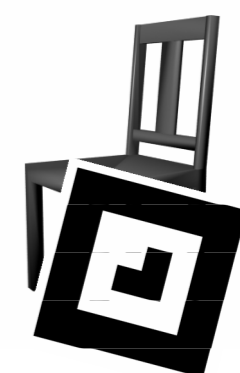
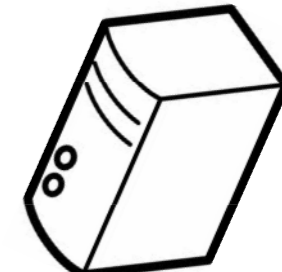


The viewer runs on an android device.

HOW DOES IT WORK?



User is then able to view the model on his phone, along with all the information about the product.



Afterwards, he can assign the model to a maker and add it to a scene.



Finally, the user can view the 3D model set in his own room, just by placing the marker and pointing his mobile at it. Real time.



THE POPULARITY OF AUGMENTED REALITY IS GROWING EVERY DAY. NOWADAYS, WHEN SMARTPHONES AND TABLETS OFFER PERFORMANCE CAPABLE TO PROCESS BIG AMOUNTS OF DATA AND RENDER 3D PICTURES, THE WAY TO MAKE AUGMENTED REALITY MOBILE IS WIDE OPEN. WE DECIDED TO USE THIS OPPORTUNITY AND DEVELOP AN INTERACTIVE AUGMENTED REALITY VIEWER OF A FURNITURE CATALOGUE. THE VIEWER IS DEVELOPED ON ANDROID PLATFORM AND ITS MAIN GOAL IS TO MAKE SELECTION OF NEW FURNITURE EASIER, MORE INTUITIVE AND VISUAL. THE MAIN IDEA IS TO DOWNLOAD A 3D MODEL OF THE DESIRED ITEM USING A LINK STORED IN A QR CODE, WHICH IS PLACED IN A PRINTED OR ON-LINE CATALOGUE, AND THEN TO SHOW THIS MODEL ON A SPECIAL MARKER SITUATED ON A SPOT WHERE THE REAL FURNITURE SHOULD BE INSTALLED. THE MARKERS ARE RECOGNIZED AND PROCESSED IN A PICTURE CAPTURED BY THE CAMERA ON A MOBILE PHONE OR ON A TABLET DEVICE.

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**“What you SEE is what you get”
comes true with this tool.**



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