

Augmented Reality Furniture Magazine

Our project models a new way of exploring and evaluating items found in furniture shop magazines.

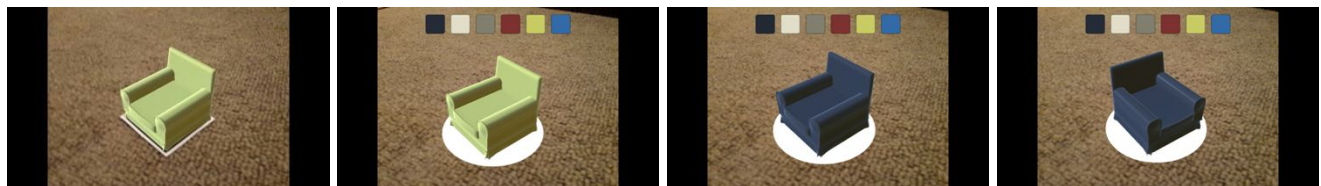
Thanks to special markers found in the magazine and an application installed on your smartphone, it's possible to see and compare virtual representations of the furniture (Pic. 1)



Pic. 1. Magazine with AR-markers

Available Interactions

- **Display an item model.** Running the application and pointing the camera to AR-marker the user can see 3D model of a piece of furniture (Pic. 2 (a))
- **Changing the color of a model.** Tapping the furniture model, the user can select an item and change its color using a palette (Pic. 2 (b), (c))



(a) (b) (c) (d)

Pic. 2. a) 3D representation of a piece of furniture, b) selected model, c) model with changed color, d) rotated by 90 degrees model

- **Rotating the model.** By flicking gestures, the user can rotate the model by 90 degrees. In addition, the user can physically rotate the marker by a custom degree (Pic. 2 (d))
- **More details of the model.** Placing the phone closer to the marker, the user will see detailed information of the item (Pic. 3)



Pic. 3. Detailed information

- **Placing several markers together,** the user can model the whole interior (Pic. 4)



Pic. 4. A few models combined together