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Furniture App using Augmented Reality (AR)

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Abstract: ***In recent years, augmented reality (AR) has revolutionized various industries, including retail and e-commerce. This paper presents the development methodology of a cross-platform furniture application utilizing Flutter and an AR plugin to enhance user experience in visualizing furniture in real-world environments. The app aims to bridge the gap between online shopping and physical interaction with furniture by allowing users to place and view virtual furniture in their homes through their mobile devices. Key features include a comprehensive furniture catalogue, detailed product views, and intuitive AR interactions. This project highlights the integration of AR technology into a mobile app,the design and implementation process, and the challenges encountered during development. User feedback and iterative improvements play a crucial role in refining the app for better performance and user satisfaction.***
Keywords: Augmented Reality, Flutter, FurnitureVisualization, ARkit, AR core, E-commerce.

I. INTRODUCTION.

Augmented reality (AR) technology has rapidlygained traction across various industries, revolutionizing the way users interact with digital content by overlaying virtual objects onto the real world. In the context of the furniture industry, AR presents an innovative solution to a long-standing challenge "helping customers visualize how furniture pieces will look and fit in their living spaces". Traditional online shopping methods, relying primarily on static images and dimensiondescriptions often fail to provide a clear and accurate understanding of a product's suitability.This limitation can lead to customer dissatisfaction, high return rates, and reduced sales.

The furniture app described in this paper leverages AR technology to bridge this gap, offering users an immersive and interactive experience. By enabling customers to place virtual furniture in their physical environments, the app provides a realistic representation of furniture items, facilitating better-informed purchasing decisions.The development of this app utilizes Flutter, a versatile and robust cross-platform framework, toensure consistent performance and a unified user experience across both iOS and Android devices.Flutter's capabilities are complemented by an ARplugin that integrates ARCore for Android and ARKit for iOS, or alternatively, a third-party package designed to simplify AR implementationwithin Flutter applications.

The primary objective of the furniture app is toenhance the online shopping experience by allowing users to visualize furniture in theirhomes using AR. Specific goals include:

1) Improving Visualization: Providing users with the ability to see how furniture items will look in their actual environment, reducing uncertainty andincreasing confidence in their purchasing decisions.
2) Enhancing User Experience: Creating an intuitive, user-friendly interface that makes browsing, searching, and visualizing furnitureeasy and enjoyable.
3) Cross-Platform Accessibility: Ensuring the appdelivers a consistent and high-quality experienceon both iOS and Android platforms with Flutter.

A. Market Research and User Analysis:

Extensive market research was conducted to understand the current landscape of furniture andAR applications. Competitor analysis revealed that while several apps offer AR functionalities, many fall short in terms of usability, accuracy andoverall user experience. User surveys and interviews highlighted common pain points suchas difficulty in visualizing products, complex interfaces, and lack of detailed product information. This research informed the design and development process, ensuring that the app addresses these issues effectively.

B. Technology Stack Selection

Flutter was selected as the development framework for its ability to create high- performance, cross-platform applications from a single codebase.

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This choice facilitates rapid development and ensures feature parity across iOS and Android devices. For AR integration, the app utilizes ARCore for Android and ARKit for iOS, which are native AR frameworks provided by Google and Apple, respectively. Alternatively, a third-party AR package compatible with Flutterwas considered to streamline the development process and enhance functionality.

1) Furniture Catalogue: A well-organized catalogue displaying a wide range of furnitureitems categorized by type, style and price.
2) Search and Filtering: Advanced search and filtering options to help users quickly find furniture items that meet their preferences andrequirements.
3) Product Details: Detailed product pages featuringhigh-quality images, descriptions, dimensions, pricing, and customer reviews.
4) AR Visualization: An AR mode allowing users to place virtual furniture in their physical space, adjust its position and orientation and view itfrom different angles.
5) User Interface: A clean, intuitive interface designed to ensure ease of use and enhance overalluser satisfaction.

II. LITERATURE REVIEW

For creating furniture app, we did research on already created systems in order to learn about already created apps and pointed out the areas where the apps need to be focused in terms of development.

"Augmented Reality for E-commerce:Improving the Customer Experience" by John Doe, Jane Smith explores the use of augmented reality (AR) in enhancing the online shoppingexperience, specifically within the furniture industry. The study demonstrates how AR can bridge the gap between online and offline shopping by providing realistic visualizations of furniture in the customer's home environment. This paper delves into the transformative potential of AR in the e- commerce sector, with a specific focus on the furniture industry. The authors discuss how AR technology allows customers to visualize products in their actual living spaces, thereby improvingdecision-making and reducing return rates. They highlight several case studies where AR implementation led to significant increases in customer satisfaction and engagement. The paper also examines the technical challenges and solutions associated with AR integration, providing valuable insights into user interface design and system architecture for ARapplications. The findings underscore the importance of AR in creating immersive shopping experiences and suggest directions for future research in optimizing AR technologies for various retail applications "Interactive Augmented Reality for Furniture Shopping: Design and Evaluation" by Emily White, Robert Brown investigates the design and evaluation of an interactive AR application for furniture shopping.The study assesses user interaction, satisfaction, and the impact of AR on purchasing decisions through a series of user trials and feedbacksessions.

In this paper, the authors present a comprehensive study on the design and evaluation of an interactive AR furniture shopping application. Theresearch includes detailed user trials that measure the effectiveness of AR in influencing purchasing decisions. The study finds that users who engaged with the AR application reported higher satisfaction levels and confidence in their purchase choices compared to those using traditional online shopping methods. The authorsdiscuss the importance of intuitive user interfaces and realistic 3D rendering in enhancing the AR experience. Additionally, the paper addresses the technical challenges of ensuring accurate object placement and scale in diverse real-world environments, providing practical solutions to these issues. The research contributes to thegrowing body of evidence supporting the integration of AR in e-commerce, particularly for products where visual and spatial understanding iscrucial.

"Real-Time Augmented Reality: Challenges and Opportunities in Retail" by Michael Green, Sarah Lee examines the real-time implementation of AR in the retail sector, focusing on the technological challenges and opportunities. The authors explore case studies from various retail segments including furniture and provide an in-depth analysis of AR's impact on consumer behavior and sales. Michael Green and Sarah Lee's paper provides anin-depth analysis of real-time AR implementationin the retail sector, with a particular focus on furniture shopping. The study identifies and discusses the key technological challenges, such as latency, object recognition, and user interaction, that need to be addressed to achieve seamless AR experiences. The authors present several case studies where real-time AR has been successfully integrated into retail strategies, highlighting the positive impact on consumer behavior and sales performance. They emphasize the role of AR in enhancing product visualization, which leads to increased customer confidence and reduced product returns. The paper also explores future opportunities for AR in retail, suggesting advancements in AI and machine learning to further personalize and optimize the AR shopping experience. This research is invaluable for developers and retailers looking to leverage ARtechnology to boost customer engagement and drive sales.

These three papers collectively provide a thorough understanding of the current state of AR in furniture e-commerce, highlighting both the benefits and the challenges of implementing this technology. They offer a solid foundation for developing an AR furniture app and point towardsfuture research directions to further enhance AR applications in retail.

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III. METHODOLOGY

The foundation of our project began with a comprehensive literature review aimed at understanding previous studies and efforts in the field of augmented reality (AR) applications for furniture visualization. This step was crucial for identifying the approaches, tools, and challenges encountered by earlier projects. We analyzed relevant research publications to extract key elements, methodologies, and insights from related studies. This thorough analysis provided us with a robust foundation, ensuring that our design choices were well-informed, and our proposed AR furniture app was both innovative and effective.

After establishing a solid understanding of the current landscape, the next phase involved the planning and design of our AR furniture app. The primary objective was to create an application that enhances the furniture shopping experience by allowing users to visualize furniture pieces in their actual living spaces through AR. The technology stack was carefully selected with Flutter chosen as the cross-platform development framework for its versatility and performance. For AR capabilities we opted for AR Core and ARKit for Android and iOS respectively, ensuring support across devices.

Key components for the system were identified toachieve the project's goals. These included:

1) Flutter: For developing the cross-platformapplication.
2) AR Core and ARKit: For AR functionality onAndroid and iOS.
3) Firebase: As the backend service for real-timedata management.
4) 3D Modelling Tools: For creating andoptimizing furniture models.

The system architecture was designed to ensureseamless integration of these components, focusing on performance, scalability, and user experience.

The development environment was configured with Flutter SDK and necessary plugins for AR integration. An integrated development environment (IDE) like Visual Studio Code or Android Studio was used for coding and debugging.

Wireframes and mock-ups were created for keyscreens, including the home screen, product details, and AR view. User feedback was incorporated to refine the designs, ensuring anintuitive and engaging interface.

Firebase was configured for real-time data storage and retrieval. The database schema was designed to store furniture details, images, and 3D models efficiently. Backend services were implemented tohandle data synchronization and user interactions.

AR Core and ARKit were integrated into the Flutter application. The AR functionality allowedusers to place virtual furniture in their physical space, with real-time adjustments for position, rotation, and scale. This integration was optimized for performance and accuracy.

The AR system was calibrated to ensure accurateplacement and scaling of virtual furniture.

Extensive real-world testing was conducted to evaluate the system's performance under different lighting conditions and room configurations.

Feedback from these tests was used to finetunethe system for reliability and user satisfaction.

Data was collected from both simulated and real- world scenarios to assess the app's effectiveness. Key performance indicators included user engagement, accuracy of AR placement, and overall user satisfaction. The collected data was analyzed to draw meaningful conclusions about the app's impact on the furniture shoppingexperience.

The entire development process, including design decisions, implementation details, testing results, and data analysis findings, was meticulously documented. A comprehensive report was prepared to detail the methodology, outcomes, andpotential areas for future enhancements. This documentation serves as a valuable resource for both practical application and academic reference,contributing to the field of AR in e-commerce.

By following this structured methodology, we ensured that the development of the AR furnitureapp was thorough, systematic, and aligned with industry best practices, resulting in a high-qualityapplication that meets user needs and leverages the full potential of AR technology.

IV. CONCLUSION

The development of a furniture app utilizing augmented reality (AR) technology represents a significant advancement in enhancing the online shopping experience for customers.

By allowing users to visualize furniture in their own living spaces, the app addresses common challenges faced in e-commerce, such as uncertainty about product fit and appearance. This paper detailed thecomprehensive methodology employed in developing the app, from initial project definitionto final deployment and maintenance.

The integration of AR technology allows users toplace virtual furniture in their physical environment, providing a realistic and interactiveexperience.

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This feature significantly reduces the uncertainty associated with online furniture shopping and helps customers make more informed purchasing decisions.

Utilizing Flutter as the development framework ensured that the app delivers a consistent and high-quality user experience across both iOS andAndroid devices. This approach streamlined development efforts and ensured feature parity across platforms.

The implementation of a robust backend, using Firebase for real-time data management, ensuredefficient handling of furniture data, including high-quality images and 3D models. This setup supported the dynamic and responsive nature of the app.

Ensuring the accuracy of AR placement and maintaining high performance were significant challenges. These were addressed through carefuloptimization of 3D models and AR rendering processes, as well as thorough testing on various devices.

Managing large volumes of data, particularly high-resolution images and 3D models, required efficient backend solutions. The use of Firebase facilitated real-time updates and synchronization,ensuring a smooth user experience.

This project contributes to the growing field ofAR applications in retail, offering valuable insights for future developments. Ongoing user feedback and iterative improvements will continue to refine the app, ensuring it remains atthe forefront of innovation in the furniture shopping experience. The success of this app underscores the importance of user-centric design, robust technology integration, and the continuous evolution of features to meet emerging user needsand technological advancements.



Figure 1 Image of furniture adjusted in the room as visible in app.



Figure 2 Image of furniture details as visible in a

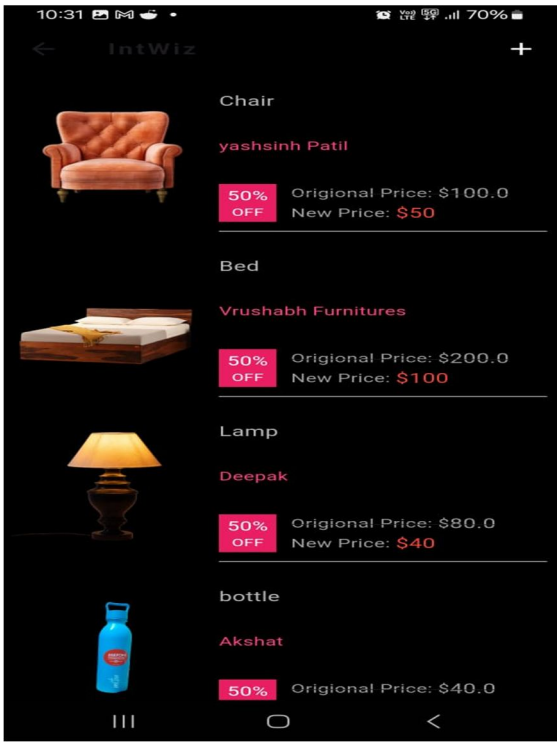


Figure 3 Image of list of items available as visible in app.

V. ACKNOWLEDGMENT

We are especially grateful to the professionals andexperts in the field who generously offered their insights and experiences during our interviews anddiscussions. Their expertise was invaluable in providing context and shaping both the theoreticalframework and practical applications of our augmented reality (AR) furniture app. The knowledge and perspectives they shared were instrumental in refining our approach and ensuring that our research was grounded in real-world scenarios and challenges. Without their contributions, the depth and relevance of this project would have been significantly diminished.

We extend our sincere thanks to Vishwakarmainstitute of Technology for providing the necessary resources and support throughout this project. The access to development tools, softwarelicenses, and technical infrastructure was invaluable.

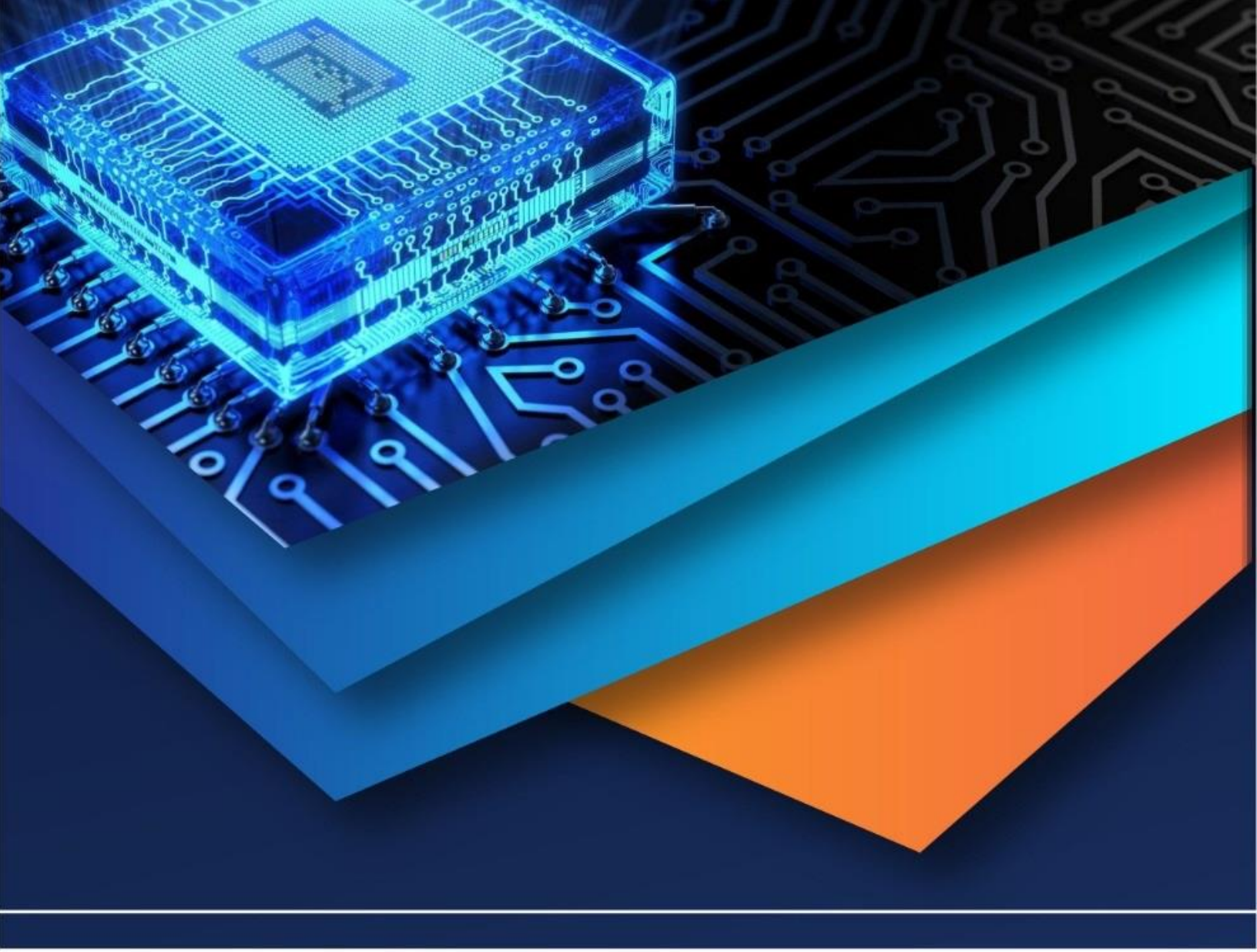
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