AR CATALOGUE INTEGRATION

Ms.Nishan.H[#1], Elsheba.G[#2], Jenifer Rajam.D[#3],Jenisha Blessy.R [#4]

Assistant professor (IT) – Student (IT) – Student (IT) – Student (IT)

Francis Xavier Engineering College,Tirunelveli,India

ABSTRACT:

This project aims to revolutionise the traditional furniture shopping experience by integrating Augmented Reality (AR) technology into a digital catalogue for a furniture store. The goal is to provide customers with a more immersive and interactive way to explore and visualise furniture products before making a purchase decision. The AR-enhanced catalogue will leverage smartphone or tablet devices to overlay virtual furniture items onto the real-world environment captured through the device's camera. In this project we are going to utilise AR frameworks such as AR Kit (iOS) and AR Core (Android) for seamless integration into the mobile application. We are also going to develop marker less AR capabilities to overlay virtual furniture onto the real-world environment captured through the device's camera. To make the augmented experience more realistic we are also going to create high-quality 3D models of furniture products using modelling tools like Blender or 3ds Max to optimise models for real-time rendering on mobile devices, considering performance and visual fidelity.

Keywords:Augmentedreality,ARcore ,Vuforia ARkit,Markerless Target, API, Tradional shopping.

INTRODUCTION:

Augmented Reality (AR) Catalogue Integration is a groundbreaking extend balanced to revolutionize how shoppers associated with items, changing conventional catalogues into immersive, intelligently experiences.

Augmented Reality has risen as a effective instrument in different businesses, advertising imaginative arrangements to improve engagement and decision-making forms. In retail businesses, AR Catalogue Integration takes middle organize by mixing the comfort of online shopping with the material involvement of physical stores.At its center, AR Catalogue Integration leverages cutting-edge innovation to force computerized substance into the genuine world, permitting clients to envision items in their aiming environment some time recently making a buy. Envision browsing through a catalogue of furniture and being able to see how each piece would see in your living room ,This level of interactivity comes over conventional shopping encounters, enabling buyers with magnificent levels of certainty and satisfaction. Moreover, AR Catalogue Integration rises above the restrictions of physical space and stock imperatives. Retailers can exhibit their whole item line in a virtual environment, dispensing with the require for sweeping showrooms and exorbitant stock capacity. This not as it were diminishes overhead costs but too opens up modern roads for personalization and

customization, as clients can tailor their shopping encounters to their special inclinations and tastes.

Furthermore, AR Catalogue Integration cultivates a more profound association between brands and shoppers by encouraging important intelligent and narrating openings. Whether it's investigating the beginnings of a item, learning almost its highlights, or envisioning it's utilize cases, AR bridges the hole between data and encounter, cultivating a sense of believe and authenticity.

II LITERATURE SURVEY:

[1] Fabrício Herpich and Renan, July 27, 2017, Creative Education, Vol. 8 No. 9. Liane Margarida Rockenbach and Luigi Martins Guarese With a focus on tools that simplify the ideation, design, and development of mobile applications,Tarouco seeks to examine the current frameworks that can permit the creation of educational solutions utilizing augmented reality resources. The research led to the identification and evaluation of a number of development environments that are currently on the market that render it easier to work with augmented reality parts in mobile devices. Eleven of these platforms were chosen for analysis and presentation in this work. These were put to the test and contrasted with one another; their primary properties were listed in a table of evaluations, along with the resources that might help in the development of educational applications.

[2]Fashion design using virtual fitting room technology by D-Werdayani, March 2021 Virtual fitting rooms powered by technology are acknowledged by I-Widiaty. Virtual rooms based on technology, including web-based, mobile, offline, and online versions, were all identified. It has been discovered that 2D and 3D fashion design, digital communication, e-commerce, internet-based, ICT-based, e-magazines, and e-books are some of the most frequently used virtual rooms in the fashion design industry. Additionally, it has been reported that virtual changing rooms are starting to take the place of actual ones.

[3]Sheng Cao and Qian Wang, Wuhan Donghu University, Wuhan 430212, China, Application and Prospects of AR Technology in E-commerce. As science and information technology the future, e-commerce becomes increasingly important to people's daily lives. impact people's basic needs for existence. However, there is no true feeling of experience and a low perception of the goods while purchasing online; instead, customers basically receive virtual information in the form of words or photos. In recent years, mobile augmented reality technology has gained a lot of interest as a novel form of information technology. One major advances in technology that will alter the way customers shop in the future is augmented reality. This paper will combine E-commerce with Augmented reality technology, improve consumer perception and interesting of goods, so as to enhance the consumer's purchase desire. This paper introduces the concept and basic principles of Augmented reality technology, analysis feasibility and development of applying Augmented reality technology in mobile E-commerce in China.

[4]As stated in Stephen Stumps, Tobias Knopf, and Daniel Michellis' User Experience Design With Augmented Reality (AR), user experience relates to a person's quantifiable level of satisfaction with a company's digital touchpoint. It is described as a "person's perceptions and responses resulting from the use and/or anticipated use of a product, system, or service." Augmented Reality (AR) is a technology that lets users view information or interactive elements overlaid on top the user's real environment.

[5]An Augmented Reality based Approach Towards Furniture Shopping Syamantak N. Dhavle , Chaudhary Mohammed Qais,MProf. Bhavna Arora , Khan Mohd Saif Tabarakallah Proposed an e-commerce application with augmented reality support. Using Scene form SDK consisting of a PBR (physically based

renderer) to aid in the process of displaying products in the real environment. Using the GLB file format to render models at runtime with greater efficiency

III METHODOLOGY:

Existing System:

Evaluation and prerequisites Collecting:

Recognize the capabilities of the current system architecture and the prerequisites for integrating an AR catalog. Determine the intended functions, target market, and goals.

Platform selection for AR:

The best AR platform or SDK to integrate with your current system depends on a number of criteria. First Making sure the platform we select works with the technological stack in your system. Second, consider features that will fulfill the needs of our library, such as interactive animations, image recognition, and 3D object tracking. Give priority to integration simplicity, checking for the availability of developer assistance, documentation, and APIs. Think about the devices you want to use for the catalog and select a platform that meets their requirements. Evaluate scalability and performance to provide the best possible user experience; account for cost and licensing to make sure it's affordable. Assess how active the platform's ecosystem and community are to determine whether more resources and support are needed.

Connecting to the gaming engine:

Unity game engines are integrated.The smooth integration of AR capabilities is made possible by its integration with AR frameworks such as ARKit and ARCore. The ability to import 3D models and textures is made easier by Unity's asset development capabilities, which add genuine content to AR settings. Using digital content overlay to create custom made to the requirements of the project. Because Unity is cross-platform compatible, it is widely accessible and can be used by a variety of consumers for AR catalogue collections.

Engine Scripting

With Unity's C# scripting features, developers are able to develop intricate user interfaces, animations, and interactions for AR walkthrough apps. With this degree of adaptation, developers can incorporate interactive features, gamification, or instructional content into the user experience to meet project requirements.

Software Development plugin

Software Development Plugin offer the necessary tools and libraries to include augmented reality (AR) functionality into applications, allowing for the use of capabilities like object recognition, plane detection, and marker detection.grant users access to cloud storage, spatial mapping, cloud anchoring, and other AR services and capabilities to enable advanced AR experiences and application functionality.

AR establishing

After developing a 3D draft with realistic lighting and other features, it is loaded into a game engine like Unity, which offers tools and frameworks for creating augmented reality applications. Next, it is integrated with AR frameworks like ARKit and ARCore, which enhances the interactivity of the augmented reality experience.

Proposed System:

Platform Preference for Development:

The explanation for why the Unity game engines have been chosen as the ideal development platform is that they come with a number of frameworks, like ARKit and ARCore, which permit digital content to be superimposed over the real world, generating a dynamic and appealing experience.

Interface Design

A simple yet accessible layout that offers accessibility for all users, allows for change, uses gestures for interaction, and offers clear

feedback is built for the AR catalogue integration application interface.

Performance advancement:

Improving performance is crucial to provide a smooth AR walkthrough experience on a range of devices. It's important to put efficient optimization techniques into practice to guarantee more seamless tracking, rendering, and general operation. Algorithms and code must be optimized in order to reduce processing overhead and raise frame rates. Optimizing texture and asset sizes also helps to improve performance on lower-end devices by lowering memory utilization and loading times. Efficiency and responsiveness are further increased by employing platform-specific optimizations and hardware-accelerated rendering techniques. To maintain optimal performance across various hardware configurations, bottlenecks can be identified and fine-tuned with the use of continuous performance testing and profiling. You can guarantee that consumers, irrespective of the device they're using, have a seamless and engaging augmented reality experience by giving performance enhancement first priority.

Iterative Design:

The test results and user feedback are analyzed iteratively to identify areas where the AR catalogue needs to be improved. Developers adjust the performance, UI elements, and functionality based on this data. User satisfaction is a critical statistic that drives incremental adjustments to ensure that the software meets user expectations. Testing as well as ongoing fees

IV Architecture Design

V Experimental Result

Augmented reality Catalogue integration systems have the potential to revolutionize Traditional shopping experience by improving efficiency, cooperation, and visualization. These systems provide real-time access to project data and user-friendly interfaces by utilizing augmented reality technology, which helps to improve decision-making and lower mistake rates.
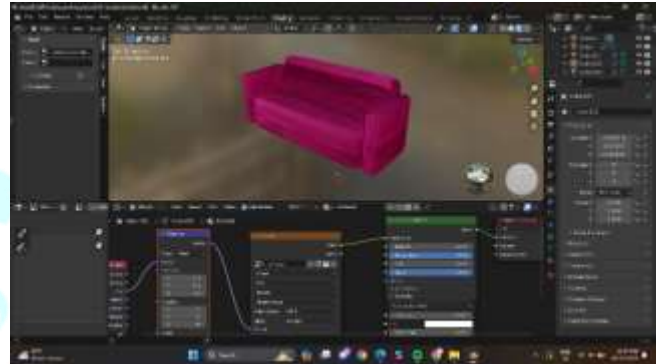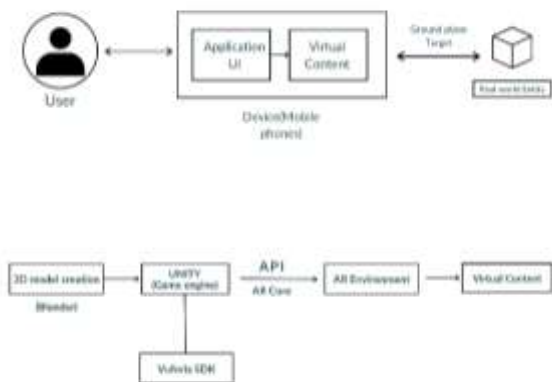

The 3D models are designs and developed using Blender 3D tool blender to create realistic and more immersive experience to the user**.**

The rendered 3D models are integrated to the Game engine to create the Augmented environment.

Result

VI Conclusion

The AR catalogue integration in Shopping may significantly change how we design, develop, and oversee Traditional shopping. Conventional plans and static visualization are replaced with more immersive visualization through the use of augmented reality technology. This initiative has demonstrated its influence on the commerce industry by providing extraordinarily dynamic and interactive visualization tools to designers, clients, and customers. With augmented reality (AR), users may experience all environment aspects at scale and in real time, such as lighting, materials, layout, and aesthetics. This level of involvement enhances teamwork and communication while encouraging well-informed decision-making and problem-solving throughout the shopping process. With the use of this technology, clients can actively participate in the creative process and view the product with a level of clarity and detail never previously possible, making for a more intriguing and engaging experience. By bridging the gap between imagination and reality, augmented reality catalogue integration help customers feel confident about their investment and make well-informed decisions.

Future scope

As we consider the potential applications of AR catalogue integration in the commerce sector, a plethora of fascinating opportunities come to light. The most exciting of these is the potential

for more engagement in the AR environment, which will enable real-time personalization of design elements and dynamic lighting simulation. Moreover, by visualizing designs in relation to current infrastructure, merging augmented reality catalogues helps the users to save time and money by they are given an oppurtunity to preview their product before purchase . The advancement of mobile augmented reality (AR) technology presents a growing opportunity for remote collaboration using smartphones or tablets. This facilitates seamless communication and decision-making, irrespective of physical location. The use of augmented reality catalogues goes beyond construction to a variety of sectors, including retail, real estate, and interior design, offering creative solutions catered to their particular requirements. Combination with Artificial intelligence (AI) algorithms may provide individualized design recommendations based on user interactions and preferences, while Internet of Things (IoT) devices may let users to engage with smart home technology within the AR environment. In order to ensure inclusivity and promote sustainable design practices, accessibility features and environmental sustainability studies further increase the project's potential impact. Fundamentally, the ARcatalogue integration project's future is defined by unending innovation, which is set to transform product design, construction, and experience across industries.

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