ABSTRACT

Furniture arrangement that still uses manual methods by drawing room designs or by shifting real objects from corner to corner as a medium of inspiration for visualizing the interior of the room. With augmented reality technology, this problem can be solved by applying applications that can visualize 3D objects in the real world simultaneously. Aiming to make it easier for people who want to organize furniture better and more effectively. The method used in the research is the MDLC (Multimedia Development Life Cycle) method. The results will show 3D objects of furniture in an empty room without the help of 2D markers and the application is feasible to use for people who want to organize the room virtually by sliding objects through a more effective smartphone screen.

Keywords : Augmented Reality, Furniture, Interior Room, 3D Visualization, Augmented Reality Application