Abstract

Information technology is an important element in human life. Humans increasingly rely on technology in every activity activity and one of the technological devices used is a smartphone. Information technology has become a major facility in various lives where it has a major influence on changes and one of them in the field of interior design. Interior design is a study of layout planning and designing space in a building.

In designing a designer room so far only can describe it in a paper and immediately implement it without being able to try it first in arranging a room must be able to determine the appropriate location for an object so that the object to be inserted can be in accordance with the state of the room. The problem that is often faced by designers to design layouts in a room is the absence of real objects at the same time the design and just seem virtual.

The application of Augmented Reality in spatial applications and furniture locations can be an alternative to new media in the delivery of information using 3D objects, namely furniture by utilizing AR technology, designers can try furniture that will be placed in the room so that designers can adjust the furniture layout. From the results of the test data that has been done, the authors get the conclusion that this application can help users simulate the arrangement of rooms and facilitate users in planning, arranging and designing interior spaces because it can save time in arranging the room.

Keywords: smartphone, augmented reality, Unity3D, furniture, virtualization, design