ABSTRACK

Marketing technique is a very important thing in interior design product business.

When customers want to buy some products like furnitures, meubles, and etc, the marketing

team will show them the examples from brochure or magazine. After a deal, designer will

make a model design about the customer goods and where to put it in customer's room with a

paper or some interior design software. This method feels not effective because modeling

with paper or design software will need a lot of time, some technique of drawing, sensitive

with error in drawing, and the customers quite hard to imagine the real condition of that

design they made. That's why we need a new technology which can help interior designers to

make a model or visualization design easier and more interesting. This is the reason why the

writer wanted to make an interior design application based on Augmented Reality

technology.

Augmented Reality is a technology which is made to combine the real world and the

virtual world. This technology grows very fast so it can be implemented in lots ofplane such

as entertainment, business, education, and etc. The growth is very fast because this

technology can support a very interesting visualization for 2D and 3D objects. The making of

this final project application uses paper as a media to save information called marker and

marker detection will be set by FLARToolkit library. First, application design will be build

by Adobe Flex Builder, after that is make the object of interior goods which is want to be

shown by Google SketchUp. And the last is adding FLARToolkit library to connect Flex

based script with a pattern (marker) which is made before.

The result is a form of interior design application that can translate marker to a

specific object that have been determined before. After that also measured some parameters

that concern about the performance of application such as the minimum – maximum distance

which is directly proportional with marker size, the camera can only detects marker with

slope ≤ 60°. For this application own MOS we got 4.0402 obtained which means that

application is classified GOOD.

Keyword: Augmenter Reality, Adobe Flex, ARToolkit, Marker.

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