INTERIOR DESIGN FOR VIRTUAL REALITY

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Received mock designs like this before?
- But can you tell how spacious the furniture arrangement is just from such a picture?
- Would it look alright from a different angle?
- What if you wanted to suggest changes?

Why Virtual Reality?
1. Step into and view your furnished house from an immersive perspective before renovation begins
2. Make changes to the design live and see the end result in real time

Who is this for?
1. End-users (customers, general public)
2. Hobbyists, Designers

What is it for?
Interactive interior design prototyping between designer and customer

Project Goal: Developing a System Prototype for VR Interior Design

Project Implementation

Developed with:
- Unity
- Oculus
- VRTK

User interacts with environment
Application Logic responds to user input
Scene is updated by Unity
Assets are modified accordingly
Progress is saved in special file format

User affirms result

Main Challenge
User Interaction with a 3D environment rather than a 2D one
solved by:
Mobility through Teleportation
Wide-reach interaction via Laser Pointer

Main Features Available

Floorplan Tracing
- Draw 3D walls easily by clicking corners on a floorplan image, no prior 3D modelling knowledge required.

Furniture Placement
- Place furniture and change the colours of walls and the floor using a laser pointer and a virtual handheld catalog

Design Projection
- Like a preset room design? Apply a design template to an entire room in one click. Any room in your virtual house.

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