

## Project Outcomes

- a **database of SME furniture** open to be populated by any furniture SME's catalogue
- a tool which makes an **accurate 3D plan of the room** the customer wishes to place the object
- a **recommender engine** which, based on the clients profile, the physical space available and cost, recommends potential customizations of the furniture, additional furniture/accessories and suggests room layouts
- a simple **online Virtual Reality tool** which allows the customer to customize the furniture, depending on different options provided by the manufacturer SMEs
- a **3D/augmented reality mobile/tablet application** which allows the customer to view the final customized furniture pieces in their home environment
- **market place level** to facilitate the purchase of the furniture



## Partners

**ASCAMM, Spain (Coordinator):** Expertise in the field of knowledge engineering, recommender systems and their application to industrial sectors.

[www.ascamm.com/](http://www.ascamm.com/)

**CENFIM, Spain:** Database of Spanish SMEs in the furniture industry, knowledge of furniture industry technology, furniture sector capabilities.

[www.cenfim.org](http://www.cenfim.org)

**ACS, Italy:** Expertise in 3D-4D applications, 3D rendering engines. Development of VR tools and applications based on leading edge visualisation systems: Virtual Theatres, Domes, 3D helmets (Oculus).

[acsstudio.acsys.it](http://acsstudio.acsys.it)

**GONZAGA, Slovenia:** Knowledge of furniture manufacture industry, sales networks, understanding of needs of SME furniture sector.

[www.gonzaga.eu](http://www.gonzaga.eu)

**Wood Industry Cluster, Slovenia:** Database of Slovenian SMEs in the furniture industry, understanding of policy environment effecting furniture SME.

[www.lesarski-grozd.si](http://www.lesarski-grozd.si)



Smart Augmented and  
Virtual Reality  
Marketplace for Furniture  
Customization



[www.furnit-saver.eu](http://www.furnit-saver.eu)



Horizon 2020

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 645067

## To manufacturers

The specialised furniture shops and small furniture manufacturers, will have a **new platform** to compete with the economies of scale advantages that the larger retailers can offer.

The big advantage for furniture manufacturers is that they could **upload their furniture catalogue** in the FurnIT-SAVER platform opening a **new sales channel** and allowing the selection of their furniture pieces to the purchasers that will use this platform.

The FURNIT-SAVER project will make use of Virtual and Augmented Reality technologies, recommendation engines and ecommerce solutions to produce a **smart marketplace for furniture customisation**.

It will enable customers to make **accurate 3D plans of the rooms** they wish to design, **recommend and visualise different furniture** and furniture **layouts** and allow manipulating the **different attributes** of furniture to the customer's liking.

The customer will then be able to **visualise the furniture in their home environment** using Augmented Reality.

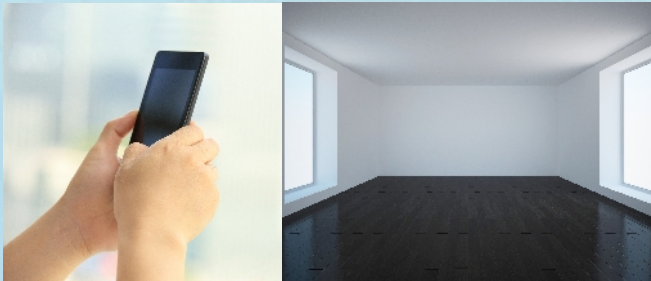


## To purchasers and retailers

### Step 1. Create a room layout

Define easily the room layout where to place the furniture pieces either:

- mapping it using an specific mobile device application for tablet and mobile phone.
- drawing it in the personal computer environment using a drawing tool.



### Step 2. Choose your furniture



Select and visualize the furniture on the web using Virtual Reality in a PC environment.

Get advice from Intelligent Furniture Recommender based on Artificial Intelligence.

### Step 3. See it at home

Visualise the selected products in the real place using a mobile device and Augmented Reality.

Buy the furniture with the confidence that it fits your style and needs.

