Survey Paper on Various Approaches for an AR based Object Detector

Yashika Mendhekar[1], Animesh Tayal[2], Chaitanya Deshmukh[3], Anjali Yadav[4], Rida Fatima[5], Sanket Raut[6]

[1, 3, 4, 5, 6]Student, [2]Professor
[1-5]Department of Computer Science and Engineering, S.B. Jain Institute of Technology, Management and Research, Nagpur

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Abstract- Augmented reality is new emerging technology, in which matters in the physical world are combined with digital content material to growth consumer revel in and simplicity. As augmented truth generation lets in us to createa virtual world on pinnacle of the bodily world, this could be used to percentage equal bodily sources with a couple of users. All through the latest years, the augmented truth technology has been taking up in awesome areas of commercial enterprise, maximum firmly in retail and e- trade. With a brand-new technology of customers (i.e., millennials), new processes in income are important to keeping your enterprise in line with time. We are concerned in the implementation of AR within the rings industry to increase purchaser pride and reports. On this overview paper, we essentially present how AR works in earrings.

Keywords: Augmented reality, Real world, Jewelry, Apps

I. INTRODUCTION

To begin with, jewelry is a complex and steeply priced product. Consequently, there's a consistent need to justify the high fee and provide an explanation for the price of every type of gemstone and steel. Secondly, the jewelry enterprise is becoming outdated because many outlets were slow to construct an internet presence. Consequently, millennials who prefer to shop for online every so often revel in inconvenience with a need to visit stores to strive on some items. Ultimately, only four to 5 percentage of jewelry income appear online. While it comes to shopping for rings, customers nevertheless find brick-and-mortar stores extra reliable. Thankfully, fixing these kinds of responsibilities is viable with augmented fact.

We're using augmented reality (AR) to create an experience wherein clients can strive on earrings earlier than they make a purchase. Clients can attempt on earrings, bracelets and watches each time and anywhere with their smartphones, that will get a better concept of what the jewelry could look like. To deliver this carrier to clients and stores, we need to create a custom AI model that works at the purchaser's cellphone. Each 1/3 person has a phone and that is the cause manufacturers and companies are flourishing. Up until now jewelry advertising approaches frequently depend upon the highly priced catalog with impeccable photos. But Augmented fact earrings app gave the customers and technique via which they could sense a great deal confident. Therefore, at the same time as shopping jewels through an AR app users can recognize the rings layout that fits them satisfactory with no confusion.

Goals or Objectives:

- To provide virtual experience of Jewelry to a user.
- To provide virtual experience to users using augmentedreality and not buying the Jewelry in real.
- To provide the user the look and feel of the Jewelry like Rings, Bracelets, & Watches.

II. LITERATURE SURVEY

"Digital jewelry purchasing the use of Augmented fact (2020)" - building an item certainly three-D to use in a jewelry save wherein a digital object could be placed as opposed to actual decoration in a actual international the usage of augmented fact. The use of augmented fact, digital item gets superimpose on a real item at real time. In current system user has to regulate himself/herself according to the item, wherein the location of item is constant into the supplied surroundings. Plus, occlusion hassle is the big hazard of virtual item. By using the usage of ICP algorithm reconstruction of 3-D item is feasible. The object might be managed itself in line with the consumer in actual time by means of using HAAR set of rules by setting up the markers at the human [1].

"An Augmented truth software for customized Diamond buying (2019)" This paper gives an Augmented truth (AR) utility (App) advanced for bespoke jewelry solutions. The App lets in users to experience a visible illustration of diamond jewelry thru their cellular device. Customers should design and assessment bespoke jewelry without having to go to the jeweler's save and will communicate changes to the jeweler in actual time (saving money and time). Using AR could permit customers to view their bespoke jewelry on their hands to benefit a better concept of how it would look once finished. Twenty-seven members evaluated the App with the aid of completing a questionnaire after the use of it. The utility of Exploratory thing analysis ended in 4 factors (compatibility, likeability, capability and usefulness). Typical, the individuals preferred the AR App; irrespective of their gender, age and revel in[2].

"The studies of growing digital jewelry Worn device based on AR Toolkit (2016)" This paper describes how to recognize the virtual earrings worn machine based on AR Toolkit generation. This generation can assist customers enjoy the jewelry worn on his body impact earlier than acquire the real product, it is able to increase humans' on-line purchasing experience. Augmented truth era shall we online shoppers use the digital goods to solve the distance is bigger between apparel goods and pix of them [3].

"Augmented truth in jewelry" Augmented reality is new rising era, in which things within the physical international

is blended with virtual content to increase consumer revel in and simplicity. As augmented fact technology lets in us to create a digital world on top of the bodily global, this could be used to proportion identical physical assets with multiple users. For the duration of thecurrent years, the augmented reality technology has been taking on in awesome regions of business, maximum firmly in retail and e-trade. With a new era of clients (i.e., Millennials), new techniques in income are essential to maintaining your commercial enterprise in line with time. We're concerned within the implementation of AR within the jewelry industry to growth consumer pleasure andreports. In this overview paper, we basically present how AR really works in rings [4].

III.PROPOSED WORK

A. *Flow of the System:*

The user will start the camera of the application and will be prompted to scan a picture from the catalogue. The user will scan the desired jewelry image from the catalogue.

B. *Functional Modules:*

The whole system is divided into three modules. They are Scanning images from catalogue, fetching 3D models from database and Placing models in Augmented Reality.

1) Scanning images from Catalogue:

This involves scanning the desired jewelry image from The application will fetch the particular scanned jewelry image's 3D model from the database andwill show it to the user in Augmented Reality

The user can now place their hand in front of the camera of the application and the application will show markers on the hand and then the user can click on any of the markers and place the 3D model of that particular jewelry on their hand and see it in Augmented Reality.

the catalogue provided and sending it to the database from where that particular jewelry image will be converted in 3D model and shown to the user.

2) Fetching 3D models from database:

This module focuses on fetching the scanned jewelry image from the database. After scanning the desired image fromthe provided catalogue, the application will fetch that particular model from the database and the user will be able to see the 3D model of that particular jewelry and in Augmented Reality.

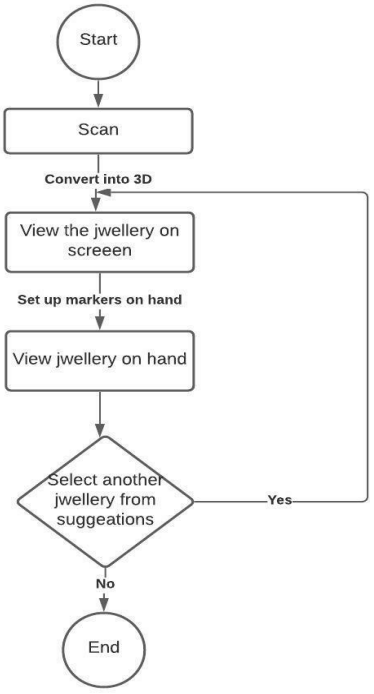
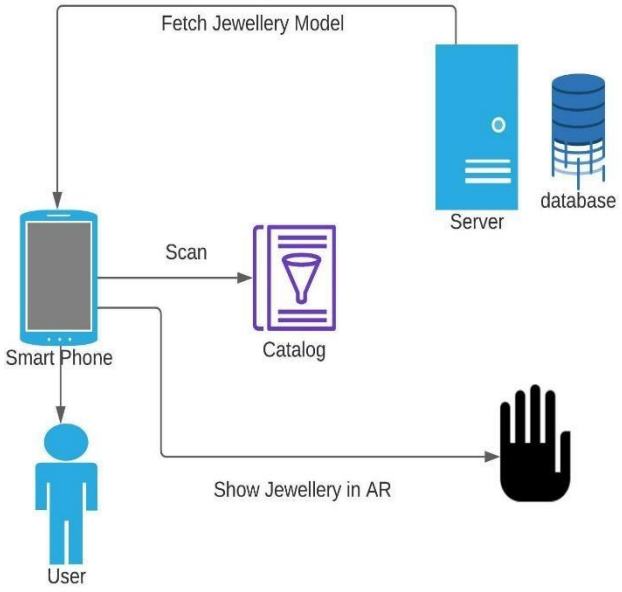


Fig. 3.2 Flowchart for detection using Augmented Reality



3) Placing the models in Augmented Reality:

The 3D models fetched from database will be shown to the user and then the user can place that particular model on the hand to see how it would look like in real life. The user will place their hand in front of the camera in our application andthen the user will be shown a few markers

where they can place that particular jewelry and after clicking on any marker the user will be able to see that desired jewelry in Augmented Reality.

IV. CONCLUSION

This survey helps in developing an approach for object detection using Augmented Reality. It has helped to explore the various approach that has been previously developed for object detection and recognition using Augmented Reality. With this survey and study, we have proposed an efficient approach for detection of object and placing it on users gesture for real life experience. Our approach also has a feature where the user can see how the particular jewelry would look like in real life without actually having the jewelry in real life. The proposed approach also has implemented inthe mobile application. This system in future will help a person with visual representation of Augmented Reality objects in real life.

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