

ABSTRACT

Room decoration is the performance of the system that must be considered in the room, arranging the room is a necessity of the community respectively. Therefore, the arrangement of the room is a mode that fix and arrange the existing tools in the room.

And the development of the current technology to move in the field of Augmented Reality is very good, Augmented Reality technology has three characteristics that combine real world and virtual, interactive in real-time, and displayed in 3D.

The methodology we use is the source of various books or the internet as a reference for making applications. The author uses the form of features used are the stage of collecting assets, unify asset stage in unity, select the model of asset in the system, and stage displays the function of putting the selected asset.

This study aims to provide the right application, easy to understand, and interesting for its users. So that can help modern society to decorate the room freely, comfortable and neat.

Key words: Augmented Reality, Room, and Asset.