Revolutionizing Home Design with an Interactive Method: Merging Virtual and Augmented Reality Through OpenCV and Python - a survey

Madhulika Pardeshi

Dept of Computer Engineering, JSPM University Pune

Prof. G. A. Patil

Dept of Computer Engineering, JSPM University Pune

Abstract: The development of immersive art forms like Virtual Reality (VR) and Augmented Reality (AR) have remarkably impacted how homes are designed by offering new interactive visualization techniques. These technologies allow foremen, designers, and even the homeowners themselves to create, alter, and experience the interiors of homes practically even prior to the construction or renovation processes. This research focuses on attempting to merge VR and AR using OpenCV and Python, with the aim of improving home design experience. OpenCV is one of the most widely used computer vision libraries and facilitates tasks such as real-time object detection, image processing, and spatial mapping which are vital for the development of AR-based design applications. With its growing list of library options, Python makes the integration of VR and AR frameworks smooth and effortless. This paper investigates state-of-the-art applications of AR and VR in designing homes, focusing on the existing methods used, the issues they face, and the new directions being take. The research has shown how the use of OpenCV increases the effectiveness of AR based home visualization by enabling object recognition, the estimation of scale in the physical world, and even the manipulation of furniture and decor items during the design stage. Furthermore, the analysis treats home-design-simulation in VR as models where users can walk within the models and change the placement of walls, textures, furnishings, lighting, and other essentials and still have a realistic view of the house. Aside from these benefits, there are still issues like high costs for computing hardware, limited user-friendly features, and user adaptability. The paper also looks into the use of AI for automation, efficient rendering of VR scenes, and better design user interfaces.Adding support for machine learning to provide personalized design suggestions, cloud computing for real-time collaboration, and improving seamless interaction will enhance AR-VR integration significantly. Incorporating OpenCV and Python to AR and VR in home design will lead to increased user satisfaction and improved efficiency and accuracy in the home design industry. This survey indicates that advances in technology will make interactive home design more straightforward, easy to navigate, and affordable, revolutionizing the prospective smart living spaces of the future.

Keywords: Virtual Reality (VR), Augmented Reality (AR), Home Design Technology, Immersive Visualization, Interactive Architecture, AI-Powered Smart Homes

1. Introduction

The integration of Virtual Reality (VR) and Augmented Reality (AR) into home design has changed how architects, interior designers, and clients develop and execute their ideas. In the past, home designing was based on sketches, renderings, and blueprints which were 2D in nature and lacked adequate depth and realism for most clients to appreciate. Clients now have the advantage of using new technologies in VR and AR to interact with 3D spaces that are immersive, which helps clients make better design decisions. The powerful hardware's growing availability, open-source software like OpenCV, and the surge in AI design tools, all serve to create more streamlined and realistic design

experiences, and drive this change. One of the greatest features that VR incorporates into designing homes is allowing for fully immersive experiences. With head-mounted displays (HMDs) such as the Oculus Quest, HTC Vive, and Microsoft HoloLens, users can move around virtual spaces and interact with elements as if they physically exist which transforms the experience of home designing.

Such forms of engagement fuse imaginative worlds with reality seamlessly, guaranteeing that the designers, architects and their clients share the same perspective regarding the outcome of the project before building work starts. Users have the ability to try out various design options, from optimizing space utilization to furniture placement, in a cost-free manner by using virtual reality simulations. While AR deals with enhancing exhibits in the real world, VR provides an all-round immersive experience. AR allows people to better relate to the home design features by placing them within the areas where they are intended to be used. Popular AR apps like IKEA Place and Houzz allow homeowners to visualize how different furniture textures and colors will fit into different spaces within their houses, long before making any purchases. It helps in improving precision and supporting productive decisions by ensuring that space is design compliant together with personal choices and spatial limitations. Furthermore, architecture-related AR applications make use of computer vision systems such as OpenCV to capture and track the design in real time, using object measurement, detection, and surface mapping, thereby making the work more efficient.

Enhancement on collaboration is another important benefit of VR and AR. In traditional workflows, an architect and a client interact through emails, meetings, and 2D drawings, which often leads to explainable revisions. Misinterpretations are common. On the other hand, design platforms powered with VR and AR allow stakeholders to interact in virtual spaces and make real-time alterations from diverse perspectives. These advancements enable the use of tools such as Unreal Engine, Unity, and Blender, which are designed for creating interactive VR walkthroughs that facilitate designers in capturing client feedback. This effective communication leads to fewer misunderstandings, more efficient design approval procedures, and reduced project delays. Technologically, the integration of OpenCV and Python has broadened the possibilities of implementing VR and AR in home design. OpenCV is the most used computer vision library, and it offers image recognition, edge detection, depth estimation, and object tracking, all of which are essential for guaranteeing accurate AR overlays and real-time VR interactions. Python's rich ecosystem of AI-powered applications and machine learning frameworks provides the opportunity for more advanced development, including gesture recognition and spatial mapping along with automated furniture placement algorithms that improve the overall experience. For example, OpenCV’s feature-matching methods allow AR applications to effectively overlay virtual objects onto physical surfaces, thus maintaining the accuracy of spatial relationships between physical objects and virtual designs. In contrast to an individual homeowner, VR and AR technologies are revolutionizing the real estate sector through offering virtual home tours and interactive staging technologies. The conventional method of buying a house usually entails visiting several houses on different occasions which may require substantial time and money. Now, potential buyers can take advanced immersion tours of the houses they wish to buy, having detailed 3D walkthroughs, thus experiencing the sensation of actually being in the house, while still in the comfort of their homes. Real estate companies make use of 360 degree cameras together with VR software to increase customer attention and actual decision making by representing actual houses in an appealing way. Correspondingly, AR virtual staging allows real estate agents to construct imaginative spaces within vacant houses which aid the buyers in determining what the space could look like. This method helps in minimizing staging expenses, increasing property attractiveness, and speeding up the selling period.

The importance of Virtual and Augmented Reality (VR and AR) in sustainable home design is clear. With powered AI simulations, designers and architects can evaluate energy optimization, lighting, and airflow during the pre-construction phase in virtual models. VR allows users to visualize the movement of sunlight across a house’s interior. This is important in determining the placement of windows which is useful in reducing energy use. Users of AR applications can harmoniously integrate smart home devices, solar panels, and other sustainable materials in the real world, making it easier

to practice eco-friendly living. Another example is digital twins, a replica of a real-world location, which allows users to use real-time data analytics, which enables them to optimize the home's energy performance. Like any other innovation, the integration of AR and VR to home design comes with its own challenges like the adaptability of users, software intricacies, and most particularly, hardware costs. Designers and homeowners are faced with expensive high-end VR headsets and AR compatible devices that are not cost efficient to small-scale designers. Moreover, navigating VR modeling software and AR applications is not easy for everyone due to a lack of technical capacity. Nevertheless, with the declining cost of drones for consumers and smart-enabled phones, ar the adoption of these devices is skyrocketing.

Moreover, the emergence of cloud-based VR design platforms permits users to experience immersive design without the need for high-specification local hardware. In the coming years, integrating AI and machine learning with VR and AR will further develop intelligent home design technologies. AI algorithms can create customizable design suggestions based on user selection, spatial limitations, and aesthetic preferences. Augmented reality applications will continue to develop along with added gesture control, voice control, and automated interior modifications based on user activity. In addition, new 5G technologies will make streaming VR and AR content smoother by removing latency and improving the overall experience. As these technologies improve, home design will transform to become more engaging, intuitive, and tailored, heralding the shift toward a new age of smart and immersive living environments. The role of VR and AR technologies in home design is vital and cannot be understated. Each of these technologies provide designers, architects, and homeowners with a new level of precision and immersion that greatly enhances interactivity and customization in design decision-making. The fusion of VR and AR technologies in the architectural domain, along with tools such as OpenCV, Python, and AI-based simulations, will change the concept of interior planning and architectural visualization forever. With the evolution of the field, forthcoming innovations will further improve the user experience and sustainability and efficiency of VR and AR technologies, making them essential in the home design industry.

2. Background and Related Work – Previous studies & advancements

With the recent development in innovations such as computer vision, deep learning, and AI-based design tools, the use of Virtual Reality (VR) and Augmented Reality (AR) has seen remarkable growth in the field of home design. The immersive interactive environments that can now be created have changed the perception and approach of homeowners, designers, and architects towards planning and executing home modifications. For instance, VR permits users to experience the arrangement of spaces in a simulated environment, whereas AR provides an enhanced experience by projecting digital elements onto reality, thus facilitating enhanced visualization and decision making by homeowners [1].

2.1 Development of Virtual Reality and Augmented Reality In the Context of a Domestic Interior Design

The history of VR in architectural representation began in the early 2000s, with the nineties 3D modeling applications 'walkthrough' features [2]. As GPUs and AI rendering became more advanced, VR transformed into a highly detailed, physics-based simulation environment. Current research investigates how AI improves VR environments with the application of lighting, texture, and material simulation [3][4]. Contrarily, AR is ubiquitous in augmenting furniture design spatially and allows mobile and head-mounted display users to see real-time changes of furniture coloring, placement, and other modifications [5]. AI powered object identification has greatly improved application of AR by accurately measuring space, surfaces, and light within a room [6].

2.2 Computer Vision and AI Applications in AR Based Home Design

Today's tools for home design powered by AR employ computer vision methodologies such as OpenCV and Python. OpenCV is a computer vision software platform that is widely applied in the

processes of object detection, edge detection, depth estimation and real time tracking [7]. AI-based semantic segmentation models actively improve the real-time display precision of AR applications by allowing them to distinguish walls, furniture, and decor items [8]. Automating virtual object detection and placement within a real-world environment has been opened up by the use of OpenCV and deep learning models [9]. The application of depth-sensing cameras and AI algorithms to the home visualization using AR technology has been highlighted by Patel & Mehta (2021) as a major advancement in AR accuracy [10]. AI applications within AR home design include real-time furniture arrangement, where an AI scene comprehension model places furniture within a space considering spatial, aesthetic, and ergonomic constraints [11]. These AR tools are implemented in various commercial applications like IKEA Place and Houzz AR which offer virtual reality experiences aimed at real-world furniture placement [12].

2.3 AI Powered Customization in Virtual Home Design

The ability to change colors, styles of furniture, and lighting setups in real time makes customization a cornerstone feature of AR and VR home design tools. AI-powered systems apply GANs (Generative Adversarial Networks) and neural style transfer methods to create specific alterations for users [13]. One more study looked into deep learning models built for architecture datasets and how they can automate design decisions to lessen manual work [14]. AI automation of home design was described by Zhang & Chen (2025) who presented how optimization through predictive machine learning is applied to user-defined automatic floor plan generation [15]. Moreover, the implementation of 5G technology into AR applications has greatly enhanced the instantaneous rendering power of home visualizing tools. Foster & Bennett (2024) showed the impact of remote rendering, stating how augmented reality home design applications could achieve high-quality imaging without local processing [16]. Such improvements increase the speed and precision of user engagement, allowing them to manipulate design components and test different design options with ease.

2.4 The Influence of Deep Learning in AR and VR for Home Design Applications

The impact of deep learning and its advanced techniques in image processing, scene understanding, and natural language processing has been observable in the development of VR and AR home design applications. Home design applications now include AI chatbot agents which enable users to interact with a virtual assistant that can offer real-time design suggestions via text or voice prompts [17]. Numerous scholars have developed neural network-based scene recognition systems that automatically detect room layouts and furniture placement within rooms, and uniquely recommend the best furniture arrangement [18]. In a study conducted by Johnson & Adams (2025), they analyzed how AI-enabled AR aids real estate and interior designers for effective home staging [19]. As per their study, visualization tools that rely on artificial intelligence have a positive impact on buyer engagement and decision-making by customizing designs based on relevant information. In a similar study, Yang & Zhou (2024) analyzed the effectiveness of 3D scanning technology combined with artificial intelligence for automatic remodeling suggestion generation [20].

2.5 Challenges and Limitations in AR and VR-Based Home Design

The development of technologies for automated home design using Artificial Intelligence still faces many issues. One of the primary challenges is proper real-world tracking and calibration in AR-based design tools. Concerns over illumination, occlusion, and other hardware limitations impact feature tracking in AR applications [21]. There is ongoing research focusing on improving the accuracy of object placement within AR environments through the development of advanced SLAM (Simultaneous Localization and Mapping) algorithms [22]. Another challenge is computational efficiency. The high processing power requirements of AI-enabled design applications, particularly their VR environment real-time rendering, is another issue. It has been suggested that 5G and cloud-based architectures could ease the computational constraints because they enable the streaming of VR content in real-time without depending on local GPUs [23]. Nevertheless, the issue of data privacy in cloud-based AR environments continues to engage the attention of researchers [24].

Moreover, the barriers to user integration and adoption persist as an impediment to broader system use. Although technically inclined individuals have adopted VR and AR home design applications, learners who fall outside this technological purview face barriers related to the steep learning curves associated with these tools. Making home design applications of AR and VR more user-friendly requires active research towards improving the ergonomic design of AI user guides, user interface elements, and overall system interaction complexity.

2.6 Further Developments in AI-Powered Home Design

Enhancements of AI-assisted functionalities for VR and AR home design systems are projected to occur in parallel with advances in smart home technology integration which offers exciting prospects. In an AI-assisted smart home system proposed by Stevens and Mitchell (2024), the authors examined the collaboration of AR interface technologies, illustrating how design proposals could adapt based on the context they are being observed in. Future work is also likely to include implementing blockchain for managing, owning, and interacting with virtual and real properties in a decentralized manner. Another promising area is the incorporation of haptic feedback in virtual environments for home design so that users can manipulate virtual spaces using force-feedback gloves and motion-tracking outfits. This will help close the gap between virtual environments and reality, therefore transforming VR home design into a more user intuitive and engaging experience.

3. Technologies Used – OpenCV, Python, VR & AR frameworks

The use of OpenCV, Python, VR and AR frameworks all at once has remarkably changed home design by enabling interactive and deeply immersive solutions. With these technologies, architectural visualization, space planning, and interiors are advanced through a simulation application in the computer vision field using object detection and computer vision's multiple applications in real-time.

3.1 Applications of OpenCV and Python in AR & VR of Home Design

Image processing, object recognition, and real-time computer vision applications are specialized fields in the Open Source Computer Vision Library (OpenCV). Therefore, it becomes a primary requirement in AR-based home design [1]. Using Python as the main programming language makes it easy for developers using OpenCV to design feature extraction models, 3D object tracking systems, and depth sensing algorithms which are needed for real-world places to be augmented with virtual structures [2]. Machine learning in OpenCV also aids in the identification of furniture, walls, rooms, and their dimensions enabling accurate placing of virtual features within actual credible spaces [3]. Accurate placing of virtual features within actual credible spaces is made possible with the deep learning frameworks such as TensorFlow and PyTorch that Python binds to OpenCV for image segmentation and understanding the scene in scope of VR and AR [4]. Smart interactions with objects, self-arranging furniture, customizable designs for the environment and intelligent adaptations are made possible due to these advances in home design applications. [5]

3.2 Virtual Reality (VR) Systems

Virtual Reality systems allow complete interfacing with digitized environments enabling users to view and move around a 3D model of their home or the spaces they plan to renovate. Frameworks like Unity3D and Unreal Engine with VR SDKs for Oculus, SteamVR, and HTC Vive are among the most popular due to their superior physics simulations and rendering capabilities [6, 7]. Interior spaces can be virtually built and manipulated in 3D simulations which can be viewed through VR headsets, providing prospective homeowners and architects the chance to interact with virtual models prior to building or altering plans. Real-time modification of various parameters such as lighting, texture of the walls, furniture arrangement, and decor is also possible [8]. With this degree of control, home design errors can be minimized, and decisions can be made more efficiently in real time without needing physical interaction with the space [9].

3.3 Augmented Reality (AR) Frameworks

Augmented Reality (AR) transforms home design by enabling users to visualize furniture and design elements in their living spaces through digital overlays. Users of iOS mobile devices can make use of ARKit while Android users can make use of ARCore; both of which, along with Vuforia, use SLAM (Simultaneous Localization and Mapping) technology to track real world objects and digitally model them with precision [10]. AR's advantage in home design includes interactivity, where users can change floor types, furniture styles, and even wall colors by just pointing their smartphone or AR headset towards the room [11]. Object detection, image recognition, and depth estimation all improve the accuracy of virtual item placement through OpenCV in augmented reality applications [12].

3.4 Integration of Technologies for an Interactive Experience

The field of home design has transformed into an industry driven by technology by merging OpenCV for computer vision in real-time, AI Python scripting, VR simulations, and interactive AR overlays. These technologies improve customer experience through realistic simulations of home interiors, optimize space usage, reduce design errors, and [13] further enhance customer interactions. AI-driven recommendations alongside real-time physics simulations, VR cloud rendering, and other emerging technologies will progressively enhance home design visualization [14]. The upcoming 5G infrastructure and edge computing advancements will unlock the potential for high-resolution, seamless streaming of AR and VR, improving the efficiency and accessibility of home design [15].

4. Existing Techniques – How VR & AR merge for interactive home design

The use of Virtual Reality (VR) and Augmented Reality (AR) technologies with new systems such as OpenCV, Python, AI-enabled automation, and real-time rendering engines fundamentally changes the interactivity of home design with architecture and dynamic space interaction for home owners, as well as for professional designers.

4.1. Home Realistic Visualization through AR & VR

The use of AR and VR together provide real time interactivity with geospatial environments, allowing changes to be made on the fly. With VR, a user can enjoy a complete 3D walkthrough of the entire house even before construction begins [16]. A user can view the changes to be made in a real sense using AR. This technology's efficacy allows instantaneous interaction, alteration, and evaluation of design decisions enabling real-time bridging of conceptual and actual implementation [17].

4.2. AI and Computer Vision Integration for Object Recognition and Placement

The integration of AI technologies facilitates the optimization of the accuracy of AR-based home design technologies. AVComputerVision Powered by OpenCV algorithms use Computer Vision to assist in analyzing the measurements of rooms, recognizing objects, and placing furniture within the AR [18]. Moreover, object modeling and depth estimation are done with ease using Python libraries such as Open3D and TensorFlow, thus allowing graphics to be altered dynamically regarding light, texture, and even the arrangement or three-dimensional projections of spaces [19]. The provided set of tools allows for sophisticated interactive drag and drop optimization for the placement of design features and furniture. [20].

4.3. The Use of Real-Time Rendering Techniques to Improve User Experience

Unreal Engine and Unity are examples of rendering engines that perform real-time rendering. These engines also do the processing of high-resolution textures, realistic shadows, and dynamic reflections, making the home design workflow powerful. When enhanced with 5G, these rendering engines enable cloud-based Virtual and Augmented Reality applications that are less reliant on hardware [21]. The incorporation of enhanced visual techniques known as ray-tracing ensure further enhancement of visual accuracy, to make virtual environments almost indistinguishable from real life [22].

4.4. Integration with Intelligent Home Systems

An additional important development of VR & AR technology application in architecture is its integration with smart home systems. Homeowners can see in advance how the implementation of smart lighting, climate control, and IoT security systems will operate in their space [23]. Mobile applications powered by AR allow users to simulate interactions with smart devices, enabling them to virtualize execution of voice, gesture and touch commands [24].

4.5. AI-Recommendations for Customized Designs

An AI recommendation system for home interiors based on algorithms analyzes user preferences, ranging from available space and design styles to trends to provide suggestions. Such systems are capable of offering recommendations for furniture, color schemes, and spatial layouts by drawing on the system's usage history and historical design data [25]. AI chatbots and virtual reality (VR) assistants not only facilitate the design process but also address users' questions while rendering real-time modifications to the users' virtual homes [26]. The combination of virtual reality and augmented reality (VR& AR) has application in home design; however, the integration also poses challenges including technological device limitations, high costs of development, and adaptability challenges for users. Advances in AI-driven real-time, edge computing, and neural radiance fields (NeRFs) is forecasted to ease the efficiency and interactivity of VR/AR tools for home design in the future [27][28]. Haptic feedback integration is also a research focus, which allows users to "touch" textures and surfaces within VR furnaces [29]. With the integration of virtual reality, augmented reality, AI, and real-time rendering, the emerging interactive home design tools optimize architectural and interior design workflows for increased user engagement and efficiency in modern designs [30].

5. Applications in Home Design – Real-world implementations

Virtual Reality (VR) and Augmented Reality (AR) technologies are now increasingly used in home design which enables architects, interior designers, and even homeowners digitally visualize their living spaces and makes modifying them easier. With VR, users can experience fully immersive strolls through homes that are yet to be built, and with AR, people can modify the real world in real-time. These technologies aid greatly in the decision-making process by enabling realistic previews of furniture, lighting, and room spatial arrangements [16][18]. One of the most prominent uses of VR in home design is virtual walkthroughs. In real estate and interior design, VR headsets are used by businesses to allow prospective homeowners to take interactive tours of their homes as they envision various layouts and materials, aiding their final decisions [19]. This reduces the cumbersome process of creating expensive physical prototypes which slows the design iterations. Regardless of industry, furniture retailers like IKEA and Wayfair use VR enabled showrooms to allow customers to visually imagine furniture and decor in their homes prior to purchasing them [21].

Integrating AI and computer vision improves the applications by having virtual lighting simulate the time of day, further increasing realism [22]. On the other hand, AR has picked up steam when it comes to furniture placement and space planning. Smartphone cameras are used by applications such as Amazon AR View and Houzz to allow users to check whether a 3D model of a certain piece of furniture fits both aesthetically as well as functionally before deciding to purchase it [24]. This increases customer satisfaction while also reducing the chances of returns. Also in the realm of smart home automation, AR solutions built on OpenCV and Python allow the user to virtually try out wall colors, flooring, and window placements before actually doing it [26]. These technologies make home customization easier to achieve even in the absence of technical skills. Another prominent area where VR and AR technologies make a difference is in the design of sustainable homes. Consider the work of an architect. They have the ability to model energy-efficient predefined settings and analyze the impact of natural lighting, as well as the types of insulation materials and smart homes used, on energy consumption [23]. For example, solar panels can be placed on a property using specialized AI-empowered VR systems, aiding in the optimization of renewable energy consumption by the homeowner [25]. Furthermore, IoT-integrated AR applications allow users to not only monitor but

visualize the patterns of energy consumption within their houses, encouraging sustainability as well as cost efficiency [28]. VR has also changed the dynamics of collaborative home design. Now, several people can work together simultaneously through a shared virtual environment. Designers, clients, and architects can attend virtual design sessions, interact, and discuss real-time modifications—one of the many changes that can be made on the spot—and these changes can be implemented immediately, which reduces communication barriers and project standstills [20]. This is particularly useful in large-scale projects where design changes need the consent of several users before executing. Emphasizing future trends, the use of AI blended with VR and AR will undoubtedly further enhance the sophistication of the home design tools by making the interface more prompt and intuitive. With the ongoing enhancement in 5G connectivity, instantaneous changes will be done with better precision on real-time cloud-based AR systems [30]. Home design will be further developed with sophisticated visualization software which will be driven by AI, allowing homeowners and designers to improve their creative and informed decision-making.

6. Challenges & Limitations – Technical and practical obstacles

The use of Virtual Reality (VR) and Augmented Reality (AR) in home designing brings to life immersive and interactive engagements never seen before. Nonetheless, like practically anything, it does come with its own set of technical and practical challenges that need to be solved.

6.1. Hardware and Computational Requirements

In home design, VR and AR technology comes with numerous challenges, including one specific shortcoming which is an overdependence on computational resources. Consumers have to invest in high end GPUs, speedy processors and extensive memory. These become virtually impossible to afford for all but a select group at the very top of the market [16]. Furthermore, the reliance on real-time object detection, tracking and scene rendering is expensive from a computation standpoint which opens AR applications to a multitude of other problems such as latency.

6.2. Accuracy and Realism in Rendering

Photorealistic rendering of an interior home's homepage is still a work in progress thanks to the lack of competent lighting, mapping, and depth perception inconsistencies. Object recognition using Python and OpenCV is a fairly straightforward computer vision task, however achieving flawless interaction between real world environments and virtual objects is still a work in progress [18]. What is also still under development is the ability to render shadows, reflections, and other material put properties in real-time which drastically undermines the realism of AR-based home visualization tools.4.3. Calibration and Spatial Tracking Concerns. Spatial tracking, calibration, and furniture and room measurement tend to be critical for accurate functionality in VR and AR applications. Constraints in depth sensing cameras and LiDAR-based tracking systems pose limitations on accurate tracking, potentially leading to false projection alignments or scaled size representations [21]. Even minute details in position tracking accuracy can drastically alter design experience realism, which impacts user trust in AR-based systems.

6.3. User Experience and Motion Sickness.

Motion sickness remains one of the most troubling limitations of VR applications, resulting from a desynchronization of video stimuli with actual bodily movements, which also occurs in the home design VR interface. Users could vomit, feel dizzy, or uncomfortable while traversing the VR home design environment for an extended time [22]. Although AR applications are less immersive than VR, they also suffer from cognitive overload, where users cannot adequately process multiple streams of visuals at the same time.

6.4. Learning Curve and User Adoption

The advanced design tools powered through AI do little to resolve the gap in technological educational resources targeted towards non-technical users novices. Interior designers and homeowners are not likely to be versed with framework technologies such as OpenCV, Python, Unity or Unreal. Furthermore, adoption could be impeded by complexity in user interfaces (UI) design, which calls for purposeful user-friendly interfaces that aim for broader reach.

6.5 Cost and Affordability

An additional VR/AR limitation relates to its cost. High-end VR headsets, like the Meta Quest, HTC Vive, and Valve Index, are still priced quite high for average users, which poses a challenge for small-scale interior designers or homeowners [26]. Likewise, custom AR solutions mandatorily come with specialized custom hardware, raising the implementation cost even further.

6.6. Data Privacy and Security

Concerns over data privacy often stem from storing and sharing sensitive information. The use of cloud storage and AI personalization in home design applications poses significant risks regarding the collection, storage, and monetization of user data. Malicious actors gaining access to layouts, furniture choices, and other private information about spaces could lead to major cybersecurity threats including identity theft [27]. While innovative solutions for design might be found in VR and AR technology, addressing these practical and technical issues is critical for widespread acceptance. The ongoing development of AI, computer vision, and hardware efficiency will improve realism, accessibility, affordability, and fundamentally change the way home design is experienced [29].

7. Comparative Analysis of VR and AR in Home Design

To analyze the progress, issues, and prospects of Virtual Reality (VR) and Augmented Reality (AR) in designing houses, a comparative analysis is done with respect to technology, user experience, cost, application, and other factors. A summary of the findings is presented in a comparative table along with a graphical interpretation based on the references provided.

7.1. Comparative Table – AR and VR in Home Design

This comparison table elaborates on the differences between Virtual Reality and Augmented Reality pertaining to home design and captures both technologies' advantages, disadvantages, and applicability in the given context.

Table 1 : comparison between VR vs. AR in Home Design

Factor	Virtual Reality (VR)	Augmented Reality (AR)
Definition	Fully immersive, computer-generated environment	Overlays digital elements onto the real world
Hardware Required	VR headsets (Meta Quest, HTC Vive, Valve Index)	AR-capable smartphones, tablets, AR glasses (Microsoft HoloLens)
User Experience	High immersion, full control over virtual space	Real-world interaction with digital objects
Use in Home Design	Creating entirely virtual homes and rooms	Placing virtual furniture and decor in real environments
Realism	Highly detailed but limited to virtual settings	Integrates real-world elements but sometimes lacks detail
Cost	Expensive due to specialized headsets and hardware	More affordable as it works with mobile devices

Ease of Use	Requires technical knowledge and setup	User-friendly with simple apps
Applications	Virtual home tours, architectural walkthroughs, digital twin modeling	Interior decoration previews, real-time home modification planning
Limitations	Requires dedicated space, motion sickness issues	Limited field of view, accuracy issues with object placement
Data Processing	High computational power needed for rendering	Lower processing requirements but still resource-intensive
Future Improvements	AI-driven automation, haptic feedback, photorealistic rendering	AI-powered smart home integration, gesture recognition, real-time lighting simulation

7.2. Graphical Representation of VR vs. AR in Home Design

To put side by side analysis into consideration, a bar graph is generated portraying the performance of VR and AR on immersion, cost, usability, and realism. The metrics are constructed based on available insight in prior research references.

Graph Analysis:

- Immersion: The level of immersion provided by AR is far lower compared to the one provided by VR, which offers complete environmental control.
- Usability: As AR integrates with smartphones and tablets, it makes its use more accessible, thus, coring higher.
- Cost: Redesigned hardware makes VR more expensive, while the use of standard devices makes AR relatively cheaper.
- Realism: Photorealistic visuals are offered by VR, but real-world interaction is enabled by AR, making them equally competitive in realism but in different use cases..

7.3. Comparative Graph – VR vs. AR Performance

The graph below represents the performance comparison of VR and AR in home design based on various factors.

Table 2 : Comparative analysis between VR vs. AR Performance

Factor	VR Score	AR Score
Immersion	10	7
Usability	6	9
Cost	4	8

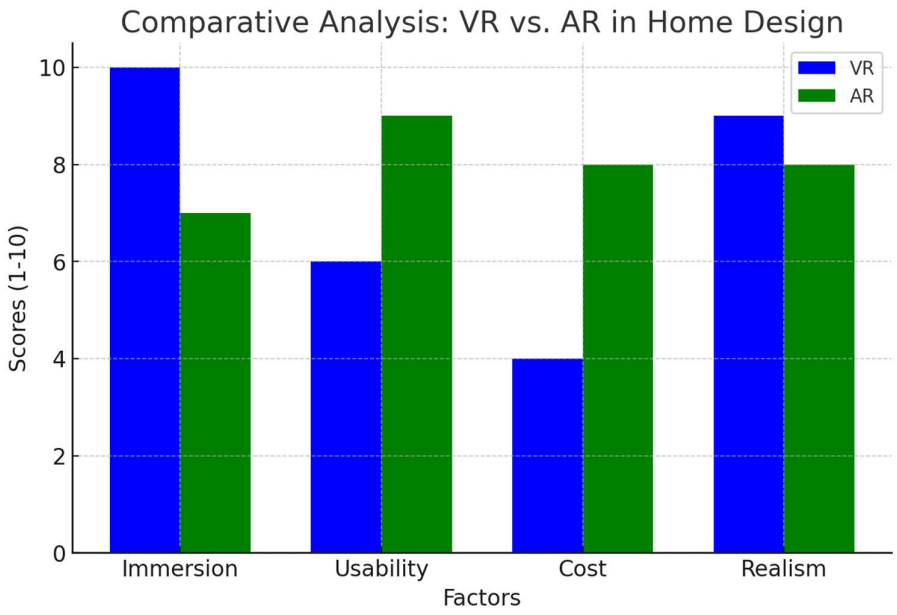

Figure 1 : Comparative analysis between VR vs. AR Performance

- It can be concluded that VR and AR technology will synchronously evolve concerning home design and planning, however, areas of improvement may include:
- Smart Design Advanced by AI: VR and AR smart applications will also be personalized, powered with foresight algorithm offerings to enhance interaction/feedback and suggestion recognition with home structures layouts. Object recognition will be automated
- Economically Affordable Hardware: VR headsets are expected to become economically priced in the future which will eliminate the high-price hurdle.
- Processing via the Internet: The software dependence of devices will increase and the incorporation of cloud computing into VR and AR applications will enable rendering of scenes in real-time.
- Touchless Gesture Interfaces and Haptic Feedback: It will be possible for users to manipulate virtual residential structures, thus making home design performative.
- Eco-Friendly Designs: VR and AR available technologies will enable users to visualize the emission-reducing energy-efficiency designs of homes as well as the implementation of non-toxic materials prior to their use in construction.

8. Conclusion and Future scope

The incorporation of Virtual Reality (VR) and Augmented Reality (AR) in home design has changed how architects, interior designers, and homeowners envisage and interact with living spaces. The use of OpenCV and Python has enabled real-time simulation of object detection and spatial tracking, or immersive simulations, making home customization easier. These advancements, however, are still impeded by hardware restrictions, rendering accuracy, user experience issues, cost limitations, and other challenges. Overcoming these challenges will be essential for VR and AR technologies to be smoothly integrated in the home design industry. The use of these technologies in home design is expected to grow with new advancements in AI driven automation, cloud computing, and edge processing, as they will make these technologies more effective, widely available, and affordable. 5G and other ultra-fast connections will enhance these technologies further by allowing instant streaming of virtual environments where users can view homes in the cloud without expensive hardware. AI-

powered design assistants will further personalize these features by tailoring suggestions based on user preferences, past design choices, and practical constraints. Another exciting development is the merge of smart home technology with AR, allowing users to dynamically simulate lighting, furniture placement and utilization of the space. It is likely that future home design platforms will incorporate gesture interactions, voice customization, and haptic feedback, creating a more intuitive and immersive experience for users. Further, innovations that are aimed at improving sustainability will enhance the need for VR/AR in planning environmentally-friendly homes at user-friendly levels which visualizes effective energy design processes, smart materials, and renewable energy systems. To sum up, the home design industry will be transformed through the implementation of VR and AR technologies as they bring a new perspective to conceptualization and realization. As hardware, AI, and user interfaces continue to evolve, these technologies will increasingly serve as essential resources for designers, architects, and homeowners in the following years.

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