



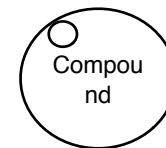
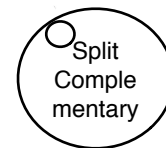
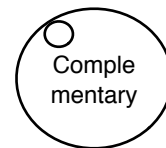
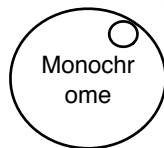
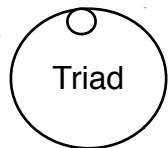
◀ Sofas ▶



Swipe left/right to change category, drag up/down to see items.

Drag an item into the scene to select it.

Color Schemes



Color wheels act in concert, adjusting all schemes as one is changed.

Once selected, the color scheme acts as a filter for the items on the left.

Item is shown in situ. On click, user goes to PDP for that item.



◀ Throw Pillows ▶

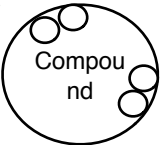
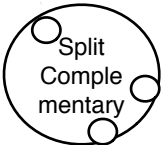
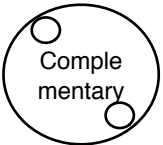
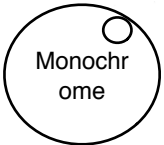
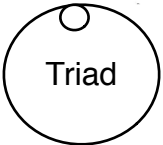
- Striped
- Solid
- Plaid
- Print



User chose Analogous and a brown item, so matching items are shown.

Add All to Bag

Color Schemes



Triad

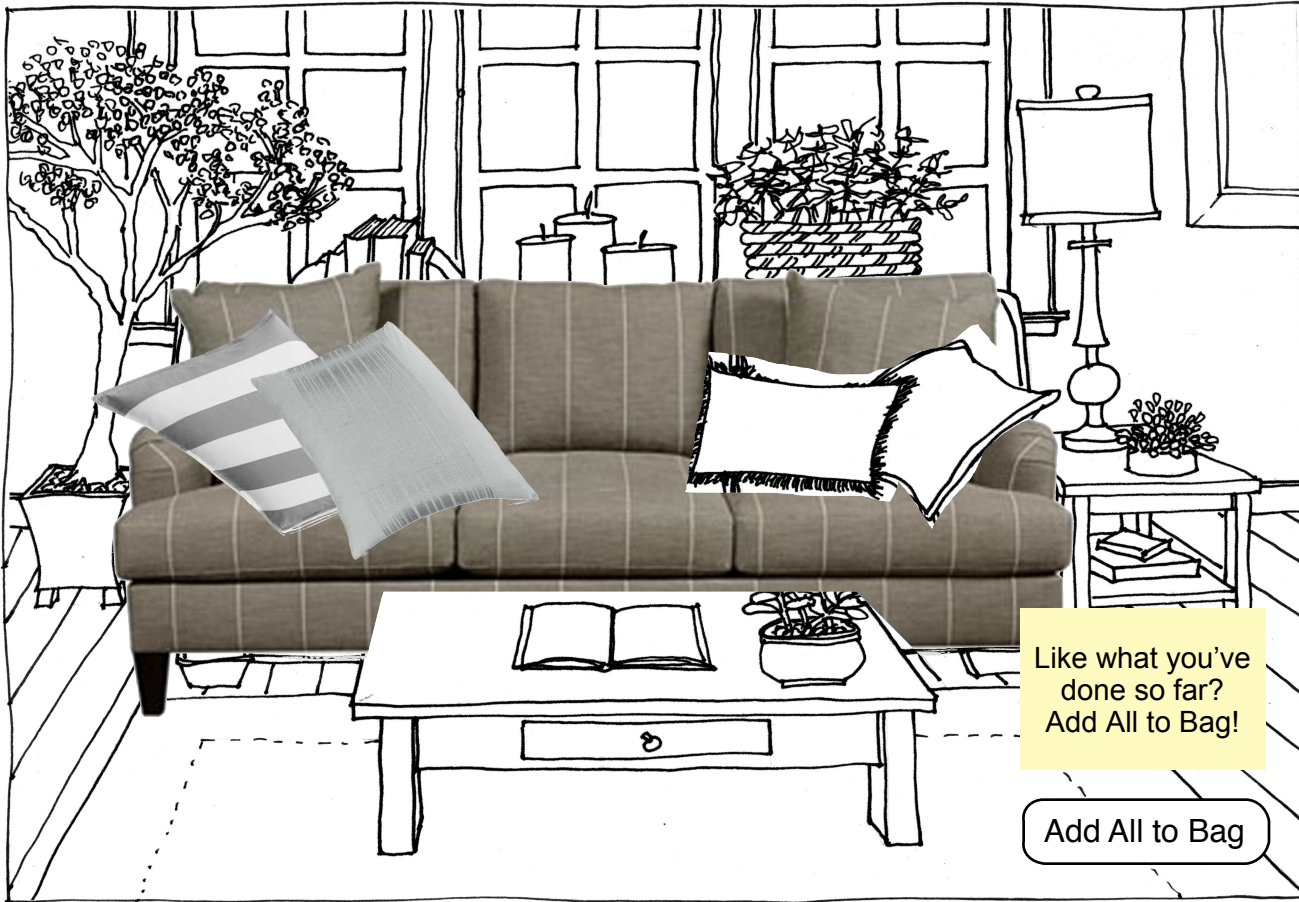
Monochrome

Analogous

Complementary

Split Complementary

Compound



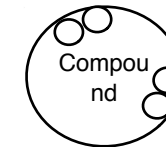
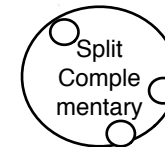
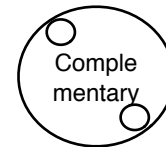
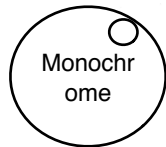
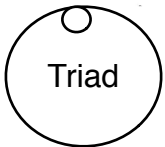
◀ Coffee Tables ▶



Like what you've done so far?  
Add All to Bag!

Add All to Bag

Color Schemes



At any point, the user can change color schemes.

If an item is not available in a color scheme, it returns to sketch.

User dragged pillows into place on the sofa.

This example is for furniture, but it could be done for clothes/accessories as well.