RESEARCH ARTICLE

OPEN ACCESS

Enhancing Interior Design with OpenAI Sora: A Fusion of Creativity and Computational Intelligence

Dr. Virendra Gawande

Department of CSMIS, Oman College of Management & Technology, Oman

Dr. Lamiaa Adel Shaheen

Department of Design, Oman College of Management & Technology, Oman

Ms. Narges Moradi

Department of Design, Oman College of Management & Technology, Oman

ABSTRACT

In modern interior design, the combination of creativity and computer intelligence is rapidly transforming the business model. This study explores the potential use of Sora as an emerging technology that will transform interior design approaches and methods. Sora offers an exceptional way to improve interior aesthetics, efficiency, and durability by combining artificial intelligence and human creativity. Incorporating Sora interior design is increasingly important to meet the changing demands and preferences of today's communities. Increasing urbanization and limited space require more innovative design methods that maximize space economy and promote visual appeal. Sora onsets this theoretical shift by providing an advanced framework that combines organic and rational materials to develop inspiring and more practical design possibilities.

Keywords: Sora, AI, NLP, ML, OpenAI, ChatGPT, Generative AI, Interior Design.

Date of Submission: 05-05-2024	Date of acceptance: 15-05-2024

I. Introduction

Before exploring the benefits of Sora, it is important to review traditional interior design methods and technologies. Traditional approaches to interior design are typically based on manual processes, subjective judgments, and minimal computer support. Although these methods have produced excellent results, they are inherently biased, time-consuming, and resource limited.

On the other hand, newly developed technologies such as artificial intelligence (AI), machine learning (ML) and generative design methods are poised to revolutionize interior design. These tools enable designers to explore vast design possibilities, optimize room layouts and predict user preferences with unparalleled accuracy. But with this huge potential, these innovations lack a deep understanding of human emotions, cultural context, and design intent, which is also necessary to create a truly unique interior. In these environments, Sora emerges as a transformative technology in interior design. Sora overcomes the limitations of existing methods by combining the analytical capabilities of computer intelligence with the ingenuity of human designers. Sora can serve as an example of a holistic design concept that promotes both aesthetic perfection and practical efficiency. The purpose of this work is to explain the ideas, methodology and applications of Sora in the field of interior design. The aim of this study is to explore the capabilities of Sora to improve interior design through examples, conceptual structures and applications.

II. Sora as a technology

Sora is developed by OpenAI and is a text to video technology. OpenAI is the same company that created ChatGPT, that already proved a tremendous potential of generative AI. Sora can create complex videos with multiple themes, detailed required backgrounds, and specific types of movements (Sulit, 2024). According to OpenAI

(2024a), "Sora understands not only what the user asked, but also how these things exist in the physical world." Sora is at the forefront of text to video models, representing a significant advance in AI powered visual content generation. Basically, Sora is designed to understand and simulate the moving physical world using cutting edge artificial intelligence techniques to create high quality videos that precisely follow the user's instructions (OpenAI, 2024a). Just as ChatGPT changed the dynamics of communication (Mvondo et al., 2023; Niu and Mvondo, 2024), Sora is heralded as a game changer in creating visual content.

Sora technology is an innovative platform that converts text-based content into engaging video presentations. This technology uses advanced natural language processing (NLP) and multimedia synthesis techniques to transform written text into dynamic visual and audio content. Here are some of the main principles and functions associated with Sora technology:

1) **Natural language:** Effective Sora utilizes natural language understanding so that textual content can be accurately interpreted and presented in video format. Techniques such as natural language processing (NLP) and semantic analysis are essential to this process. (Hirschberg and Manning, 2015)

2) **Multimedia integration:** Effective Sora combine text with visual and audio elements to create engaging multimedia content. The study on multimodal learning and content creation techniques for combining text, images, and sound in a coherent and meaningful way. (Baltrusaitis et al., 2019) explores the various possibilities.

3) **Customization:** This feature enhances the user engagement experience and satisfaction by adapting video contents as per the individual preferences and interests. These techniques use user feedback, historical data, and machine learning algorithms to create meaningful content. (Zhang et al., 2019)

4) **Visual-Storytelling:** Effective Sora can also incorporate the idea of visual storytelling to convey information in an engaging way to the users. The study on narrative creation and visual communication techniques for structuring video content to maximize understanding and engagement. (Emelin et al., 2020)

5) Accessibility: Effective Sora systems can prioritize accessibility so that video content can be used within various abilities and needs. Accessibility guidelines can provide best practices for implementing features such as subtitling, audio description, and keyboard navigation techniques. (W3C Web Accessibility Initiative) 6) **Ethical guidelines:** It can help the responsible development and deployment of technology by addressing issues such as privacy, bias, or breach of data. Ethical frameworks and industry standards promote transparency, accountability, and fairness in AI-based systems. (Jobin et al., 2019)

III. Pragmatic integration of Sora in Interior Design

Sora's involvement in interior design is based on its ability to use computer algorithms, machine learning methods and design processes to complement human intuition and skills. With multiple databases, design criteria and user preferences, Sora enables the development of creative design ideas that transcend traditional boundaries.

Sora has proven effective in various interior design applications such as room design, furniture placement, lighting, and material selection. For example, researchers have used Sora to maximize the appearance of residential, commercial, and public spaces by combining practical requirements with visual appeal. In addition, Sora allows designers to replicate and analyze design options in real time, enabling faster prototyping and continuous improvement. Sora enables designers to explore a wider range of creative concepts and explore their impact more deeply, accelerating design iteration. In addition, the use of Sora in interior architecture promotes multidisciplinary teamwork and knowledge sharing between architects, engineers, psychiatrists, and computer scientists. Sora promotes creativity and a broader approach to problem solving, bridging the gap between different fields.

In short, it can be argued that the inclusion of Sora in interior design signifies a paradigm shift towards innovative, flexible, and user-centered design processes. Sora's synthesis of imagination and artificial intelligence could revolutionize the way we think, design, and interact with interiors in the 21st century. (Aoues, Y. Kaj Chateauneuf, A., 2010).

In addition, Sora allows designers to recurringly revise and optimize their ideas based on real-time feedback and user preferences. Sora allows designers to simulate and visualize design options, allowing them to make more informed decisions and build spaces that meet their clients' requirements and goals. In conclusion, Sora-led innovation in interior design demonstrates a mutually beneficial partnership between human creativity and computer cognitive ability, where combining both fields yields innovative design ideas. We try to explore the creative possibilities of

Sora; we start a journey to a future where design has no limits, and every place has an opportunity for innovation and creativity. (Zhu, S., Wang, Z., Zhuang, Y., Jiang, Y., Guo, M., Zhang, X. and Gao, Z., 2024).

IV. Computational framework for integrating Sora into interior design

Integrating Sora functionality into interior design workflows requires a comprehensive computing framework that seamlessly integrates this functionality. A high-level overview of the computing framework is as follows:

1) **User input:** Allows interior designers to interact with Sora through various input methods, such as voice commands, text input, or image uploads. This requires effective use of speech recognition, natural language understanding (NLU) and image processing techniques. (Hinton et al., 2012)

2) **Design Requirements Analysis:** Analysing design requirements, preferences and constraints to conceptualize design solutions. The necessary components for this are Data analysis, post-planning, concept creation tools. (Muller et al., 2010)

3) **Text to Video generation:** A technique that turns simple text input into a comprehensive video presentation. It requires the use of natural language processing (NLP), computer vision and video generation algorithms. (Dosovitskiy et al., 2016)

4) **Visualization:** Visualize design concepts and spatial arrangements using generated videos. Technologies required include CAD software, virtual reality (VR) tools and rendering engines. (Foley et al., 2014)

5) **Feedback Integration:** Facilitate collaboration with customers by sharing design videos and gathering feedback. Important components required are collaboration platforms, feedback management systems. (Scneiderman et al., 2010)

6) **Documentation:** Create project documentation and presentations using created videos to communicate project proposals. It uses reporting tools, presentation software and multimedia integrations. (Lohr, 2008)

5. Collaboration between interior designers and computer scientists

Collaboration between interior designers and computer scientists is necessary to develop a solution that can effectively meet the changing needs of both fields. The following are possible areas of collaboration: 1) **User requirements:** interior designers can provide details on workflows, critical points, and requirements of interior designers, including their preferences for design tools and processes. Computer scientists can use their expertise in requirements gathering techniques to facilitate the gathering and analysis of user needs.

2) **Concept of design and functionality:** interior designers can provide ideas for design and functionality, such as space planning, choosing materials and communicating with the client. Computer scientists can translate these design specifications and come up with innovative solutions that use technologies such as artificial intelligence, computer vision and natural language processing.

3) Iterative design and prototyping: Internal designers engage in iterative design cycles to provide feedback on prototypes and improvements based on their domain knowledge and usability testing. Computer scientists can implement design prototypes and iterate based on feedback from internal designers to ensure the system meets their requirements and expectations.

4) **Design integration:** Internal designers work with information technology scientists to integrate design tools and techniques commonly used in the field into the Sora framework, ensuring compatibility and interoperability. Computer scientists can develop APIs, plugins, or interfaces to seamlessly integrate third-party design software and data sources into the Sora ecosystem.

5) Usability Testing and Evaluation: Internal designers conduct usability testing and evaluation of the Sora framework to assess its effectiveness, efficiency, and user satisfaction in real-world design scenarios. Computer engineers can facilitate usability testing, collect feedback, and analyse user data for improvement and optimization.

6) **Training:** Interior designers can provide training and educational support to help other designers understand and apply the Sora framework effectively. Computer scientists can develop more effective tutorials, documentation, and training materials to help learn how to use the Sora system and use its features in their design practice.

V. Technical and ethical issues in the adoption of Sora

Following are the technical and ethical issues in the implementation of Sora, discussed below with relevant references:

1) Accuracy and reliability: Ensures that the produced videos accurately reflect the input

ISSN: 2248-9622, Vol. 14, Issue 5, May, 2024, pp: 56-61

text, avoiding errors and misinterpretations. (Zhang et al., 2017)

2) **Data Protection and Security:** Protect user data collected during text and video conversion and prevent unauthorized access or misuse. (Cavoukian et al., 2019)

3) Algorithmic biasness: Reduces bias in text and video algorithms to ensure fair and equal results for different user groups. (Selbst et al., 2018)

4) Accessibility: To ensure and plan the accessibility and inclusion of technology for users with different needs and abilities. (W3C Consortium 2018)

5) **User trust:** Increase user trust by providing transparent explanations of how Sora technology works and how their data is used. (Lee et al., 2015)

6) **Continuous monitoring and evaluation:** Establish mechanisms for continuous monitoring and evaluation of Sora to identify and address emerging issues. (Diakopoulos, 2016)

7) **Ethical issues related to Created Content:** Ensuring the ethical and responsible use of created video content/animations, avoiding potential breach or misuse. (Floridi, 2019)

VI. Conclusion

Sora as a technology in interior design has great potential for several advances and extensions, leveraging design methodologies. Some of the possible directions include:

1) **AI-driven space planning:** Artificial intelligence (AI) algorithms can be used to enhance Sora's capabilities in space planning by analysing user preferences, flow patterns, and spatial constraints; Wan et al. (2020) showed how AI can maintain user preferences and constraints while optimizing room layouts for various functional requirements and shows how to optimize room layouts to meet these requirements.

2) Augmented Reality (AR): using AR in conjunction with Sora, users can overlay virtual design elements on top of real space to facilitate better visualization and decision making. Reipschlager et al. (2019) explores the use of AR in interior design.

3) **Virtual Reality (VR):** using VR in Sora allows users to virtually walk through the conceptualized space prior to actual construction; VR technology provides a realistic simulation of the environment, allowing designers to receive feedback early in the design process enabling them to make necessary adjustments, Beheiry et al. (2019) highlights the effectiveness of VR in architectural design. 4) **Sustainability:** Integrating sustainability criteria into the Sora design process can promote environmentally conscious design; Tian et al. (2020) explores how a data-driven approach can optimize a building's energy performance and material use.

5) **Virtual walkthroughs:** Sora can facilitate virtual walkthroughs of proposed interior concepts, allowing users to experience the space in a more immersive way; integrating 360-degree video technology can provide a more realistic experience; Ladeira et al. (2011) discusses the use of 360-degreevideoin architectural visualization.

6) **Interactive designs:** Sora allows designers to create interactive presentations that display design concepts. Using animations, transitions, and interactive environments, designers can effectively communicate their ideas to clients and stakeholders. Stuerzlinger et al. (2019) explores interactive storytelling techniques in virtual environments.

References:

 Aviz, I. L., Souza, K. E., Ribeiro, E., De Mello Junior, H., & Seruffo, M.C.D.R. (2019). Comparative study of user experience evaluation techniques based on mouse and gaze tracking. Proceedings of the 25th Brazillian Symposium on Multimedia and the Web, 53–56.

https://doi.org/10.1145/3323503.3360623

- [2]. Baltrusaitis, T., Ahuja, C., & Morency, L. P. (2018). Multimodal machine learning: A survey and taxonomy. IEEE transactions on pattern analysis and machine intelligence, 41 (2), 423-443.
- [3]. Barbosa, M., Nakamura, W., Valle, P., Guerino, G., Finger, A., Lunardi, G., & Silva, W. (2022). UX of Chatbots: An Exploratory Study on Acceptance of User Experience Evaluation Methods: Proceedings International of the 24th Conference on Enterprise Information Systems, 355-363. https://doi.org/10.5220/0011090100003179
- [4]. Cavoukian, A., & Jonas, J. (2019). Privacy by Design: The 7 Foundational Principles. Retrieved from https://iapp.org/media/pdf/resource_center/P rivacy_by_Design_2.0.pdf
- [5]. Dewi, P. W. S., Dantes, G. R., & Indrawan, G. (2020). User experience evaluation of ereport application using cognitive walkthrough (cw), heuristic evaluation (he) and user experience questionnaire (ueq). Journal of Physics: Conference Series, 1516(1), 012024.

Dr. Virendra Gawande, et. al. International Journal of Engineering Research and Applications www.ijera.com

ISSN: 2248-9622, Vol. 14, Issue 5, May, 2024, pp: 56-61

https://doi.org/10.1088/1742-6596/1516/1/012024

- [6]. Diakopoulos, N. (2016). Accountability in Algorithmic Decision Making. Communications of the ACM, 59(2), 56-62. doi:10.1145/2818717
- [7]. Dosovitskiy, A., & Brox, T. (2016). Generating Images with Perceptual Similarity Metrics Based on Deep Networks. Advances in Neural Information Processing Systems, 29, 658-666.
- [8]. El Beheiry, M., Doutreligne, S., Caporal, C., Ostertag, C., Dahan, M., & Masson, J. B. (2019). Virtual reality: beyond visualization. Journal of molecular biology, 431(7), 1315-1321.
- [9]. Emelin, D., Bras, R. L., Hwang, J. D., Forbes, M., & Choi, Y. (2020). Moral stories: Situated reasoning about norms, intents, actions, and their consequences. arXiv preprint arXiv:2012.15738.
- [10]. Faradina, H. R., Wahyuningrum, T., Prasetyo, N. A., & A, I. K. (2022). User Experience Analysis on e-Wallet Using a Combination of Heuristic Evaluation and 2022 IEEE UMUX. International Conference on and Cybernetics Computational Intelligence (CyberneticsCom), 46-51. https://doi.org/10.1109/CyberneticsCom552 87.2022.9865427
- [11]. Floridi, L. (2019). The Logic of Information: A Theory of Philosophy as Conceptual Design. Oxford University Press.
- [12]. Foley, J. D., van Dam, A., Feiner, S. K., & Hughes, J. F. (2014). Computer Graphics: Principles and Practice (3rd ed.). Addison Wesley.
- [13]. Hinton, G., Deng, L., Yu, D., Dahl, G. E., Mohamed, A. R., Jaitly, N. & Kingsbury, B. (2012). Deep Neural Networks for Acoustic Modeling in Speech Recognition: The Shared Views of Four Research Groups. IEEE Signal Processing Magazine, 29(6), 82-97.
- [14]. Hirschberg, J., & Manning, C. D. (2015). Advances in natural language processing. Science, 349 (6245), 261-266.
- [15]. Jesus, E., Guerino, G., Valle, P., Nakamura, W., Oran, A., Balancieri, R., Coleti, T., Morandini, M., Ferreira, B., & Silva, W. (2022). An Experimental Study on Usability and User Experience Evaluation Techniques in Mobile Applications: Proceedings of the 24th International Conference on Enterprise Information Systems, 340–347.

- [16]. Jiang, X., & Li, X. (2022). Robotized interior finishing operations with visual feedback. Industrial Robot: The International Journal of Robotics Research and Application, 49(1), 141–149. https://doi.org/10.1108/IR-02-2021-0034
- [17]. Jobin, A., Ienca, M., & Vayena, E. (2019). The global landscape of AI ethics guidelines. Nature machine intelligence, 1 (9), 389-399.
- [18]. Kim et al. (2020) demonstrates how datadriven approaches can identify design patterns and preferences based on largescale image datasets.
- [19]. Kim, J., & Lee, J. K. (2020). Stochastic detection of interior design styles using a deep-learning model for reference images. Applied Sciences, 10 (20), 7299.
- [20]. Ladeira, I., Marsden, G., & Green, L. (2011). Designing interactive storytelling: A virtual environment for personal experience narratives. In Human-Computer Interaction– INTERACT 2011: 13th IFIP TC 13 International Conference, Lisbon, Portugal, September 5-9, 2011, Proceedings, Part II 13 (pp. 430-437). Springer Berlin Heidelberg.
- [21]. Lee, M. K., Kusbit, D., Metsky, E., & Dabbish, L. (2015). Working with Machines: The Impact of Algorithmic and Data-Driven Management on Human Workers. In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 1603-1612). doi:10.1145/2702123.2702548
- [22]. Li, H., Wang, Z., Xu, Z., Wang, X., & Hu, Y. (2021). Feedback Linearization Based Direct Torque Control for IPMSMs. IEEE Transactions on Power Electronics, 36(3), 3135–3148.

https://doi.org/10.1109/TPEL.2020.3012107

- [23]. Lim, Z.-Y., Ong, L.-Y., & Leow, M.-C. (2021). A Review on Clustering Techniques: Creating Better User Experience for Online Roadshow. Future Internet, 13(9), 233. https://doi.org/10.3390/fi13090233
- [24]. Lohr, L. (2008). Creating Graphics for Learning and Performance: Lessons in Visual Literacy (2nd ed.). Pearson Education.
- [25]. Marques, L., Nakamura, W., Valentim, N., Rivero, L., & Conte, T. (2018). Do Scale Type Techniques Identify Problems that Affect User Experience? User Experience Evaluation of a Mobile Application (S). 451–501.

https://doi.org/10.18293/SEKE2018-161

- [26]. Mauri, M., Rancati, G., Gaggioli, A., & Riva, G. (2021). Applying Implicit Association Test Techniques and Facial Expression Analyses in the Comparative Evaluation of Website User Experience. Frontiers in Psychology, 12, 674159. https://doi.org/10.3389/fpsyg.2021.674159
- [27]. Muller, M. J., & Kogan, S. (2010). Participatory Design: The Third Space in HCI. In Jacko, J. A. & Sears, A. (Eds.), The Human-Computer Interaction Handbook (pp. 1051-1068). CRC Press.
- [28]. Mvondo, G.F.N. Niu, Ben and Eivazinezhad, Salman. (2023). Generative Conversational AI and Academic Integrity: A mixed method investigation to understand the ethical use of LLM chatbots in Higher Education. Available at SSRN4548263 (2023).

http://dx.doi.org/10.2139/ssrn.4548263

- [29]. OpenAI. (2024a). "Creating video from text." Available at: (https://openai.com/Sora) (Last accessed, April 1, 2024)
- [30]. OpenAI. (2024b). "Video generations models as world simulators". Available at: (https://openai.com/research/videogeneration-models-as-world-simulators)
- [31]. Reipschlager, P., & Dachselt, R. (2019, Nov). Designer: Immersive 3D modeling combining augmented reality with interactive displays. In Proceedings of the 2019 ACM international conference on interactive surfaces and spaces.
- [32]. Selbst, A. D., & Barocas, S. (2018). The Intuitive Appeal of Explainable Machines. Fordham Law Review, 87(3), 1085-1134. doi: 10.2139/ssrn.3126970
- [33]. Shneiderman, B., & Plaisant, C. (2010). Designing the User Interface: Strategies for Effective Human Computer Interaction (5th edition). Pearson.
- [34]. Sora AI official website: https://www.Sora.ai/
- [35]. Stuerzlinger, W., Peng, C., & Sun, W. (2019). The Art and Science of Interactive Virtual Storytelling. IEEE Computer Graphics and Applications, 39(6), 10-17. [doi:10.1109/MCG.2019.2944531]
- [36]. Sulit, M. (2024). "Text-to-video AI tools. Comparing Sora and Lumiere." Available at: (https://blog.acer.com/en/discussion/1314/te xt-to-video-ai-tools-comparing-Sora-andlumiere) (Last accessed, April 1, 2024)
- [37]. Tian, Z., Wei, S., & Shi, X. (2020). Developing data-driven models for energyefficient heating design in office buildings.

Journal of Building Engineering, 32, 101778.

- [38]. Volkmer, T., Smith, J. R., & Natsev, A. (2005, November). A web-based system for collaborative annotation of large image and video collections: an evaluation and user study. In Proceedings of the 13th annual ACM international conference on Multimedia (pp. 892-901).
- [39]. Wan, J., Li, X., Dai, H. N., Kusiak, A., Martinez Garcia, M., & Li, D. (2020). AI driven customized manufacturing factory: key technologies, applications, and challenges.
- [40]. World Wide Web Consortium (2018). Web Content Accessibility Guidelines (WCAG) Overview.
 https://www.w3.org/WAI/standardsguidelines/wcag/
- [41]. Zhang, B., & Sundar, S. S. (2019). Proactive vs. reactive personalization: Can customization of privacy enhance user experience? International journal of humancomputer studies, 128, 86-99.
- [42]. Zhang, C., Bengio, S., Hardt, M., Recht, B., & Vinyals, O. (2017). Understanding Deep Learning Requires Rethinking Generalization. arXiv: 1611.03530.
- [43]. Zhu, S., Wang, Z., Zhuang, Y., Jiang, Y., Guo, M., Zhang, X., & Gao, Z. (2024). Exploring the impact of ChatGPT on art creation and collaboration: Benefits, challenges and ethical implications.