**EXPERIMENT – 3**

1. **Add objects structure.**

import UIKit

import SceneKit

import ARKit

class ViewController: UIViewController, ARSCNViewDelegate {

@IBOutlet var sceneView: ARSCNView!

let configuration = ARWorldTrackingConfiguration()

override func viewDidLoad() {

super.viewDidLoad()

// Do any additional setup after loading the view, typically from a nib.

sceneView.delegate = self

sceneView.showsStatistics = true

sceneView.debugOptions = [ARSCNDebugOptions. showWorldOrigin]

showShape()

}

override func viewWillAppear(\_ animated: Bool) {

super.viewWillAppear(animated)

sceneView.session.run(configuration)

}

@IBAction func resetButton(\_ sender: UIButton) {

sceneView.session.pause()

sceneView.session.run(configuration, options: [.resetTracking])

showShape()

}

func showShape() {

let node = SCNNode()

node.geometry = SCNSphere(radius: 0.05)

node.geometry?.firstMaterial?.diffuse.contents = UIColor.yellow

node.position = SCNVector3(0,0,0)

sceneView.scene.rootNode.addChildNode(node)

}

}