**EXPERIMENT – 4**

1. **Add world origin and feature points.**

import UIKit

import SceneKit

import ARKit

class ViewController: UIViewController, ARSCNViewDelegate {

@IBOutlet var sceneView: ARSCNView!

let configuration = ARWorldTrackingConfiguration()

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

sceneView.session.pause()

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

}

override func viewDidLoad() {

super.viewDidLoad()

sceneView.delegate = self

sceneView.showsStatistics = true

sceneView.debugOptions = [ARSCNDebugOptions. showWorldOrigin]

}

override func viewWillAppear(\_ animated: Bool) {

super.viewWillAppear(animated)

sceneView.session.run(configuration)

}

}