

SKScene

The root node for all Sprite Kit objects displayed in a view.

SKNode

The *SKNode* class is the fundamental building block of most SpriteKit content.

SKSprite Node

A node that draws a rectangular texture, image or color.

SKShape Node

A node that renders a shape defined by a Core Graphics path.

SKLabel Node

A node that displays a text label.

SKVideo Node

A node that displays video content.

SKCrop Node

A node that masks pixels drawn by its children so that only some are rendered to the parent's frame buffer.

SKReference Node

A node that creates its children from an archived collection of other nodes.

SKTile Map Node

A node used to render a 2D array of textured sprites.

SKCamera Node

A node that controls camera movement, zoom and rotation.

SKLight Node

A node that adds lighting into a scene.

[SKAudio Node](#)

A node which adds positional audio to a scene.

[SKEmitter Node](#)

A node that creates and renders particles.

[SKEffect Node](#)

A node that can apply Core Image filters or *[SKWarp Geometry](#)* distortions to its children.

[SK3DNode](#)

A node that renders a [Scene Kit](#) scene as a 2D image.