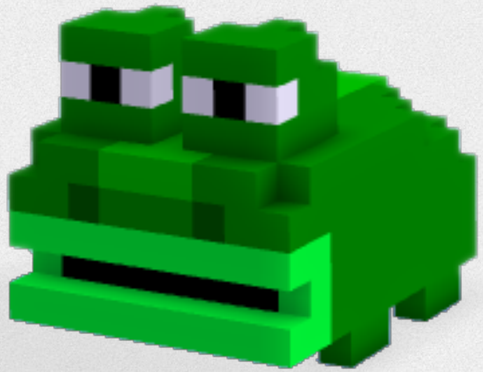
208: Scene Kit

Part 1: Overview

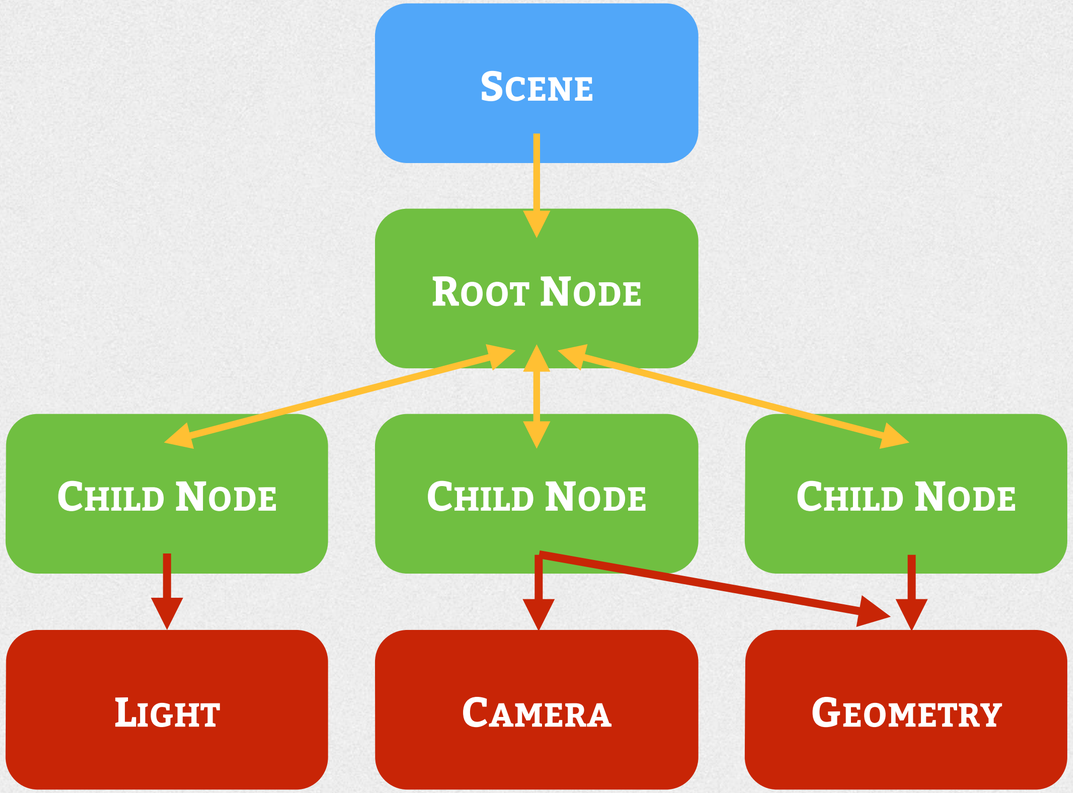
What is Scene Kit?

- Apple's high-level 3D rendering framework for games and apps
- Previously available only on Mac but now available in iOS 8
- Easy to learn - no OpenGL (ES) or Shader knowledge required
- Similar to Sprite Kit
  - integrates well with Sprite Kit



Alternatives to Scene Kit

Scene Graph


Scene
Root Node
Child Node
Child Node
Child Node
Light
Camera
Geometry

Tutorial Overview

- **Demo:** Setting up the game
- **Lab:** Adding movement
- **Challenge:** Creating cars

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