

# 208: Scene Kit

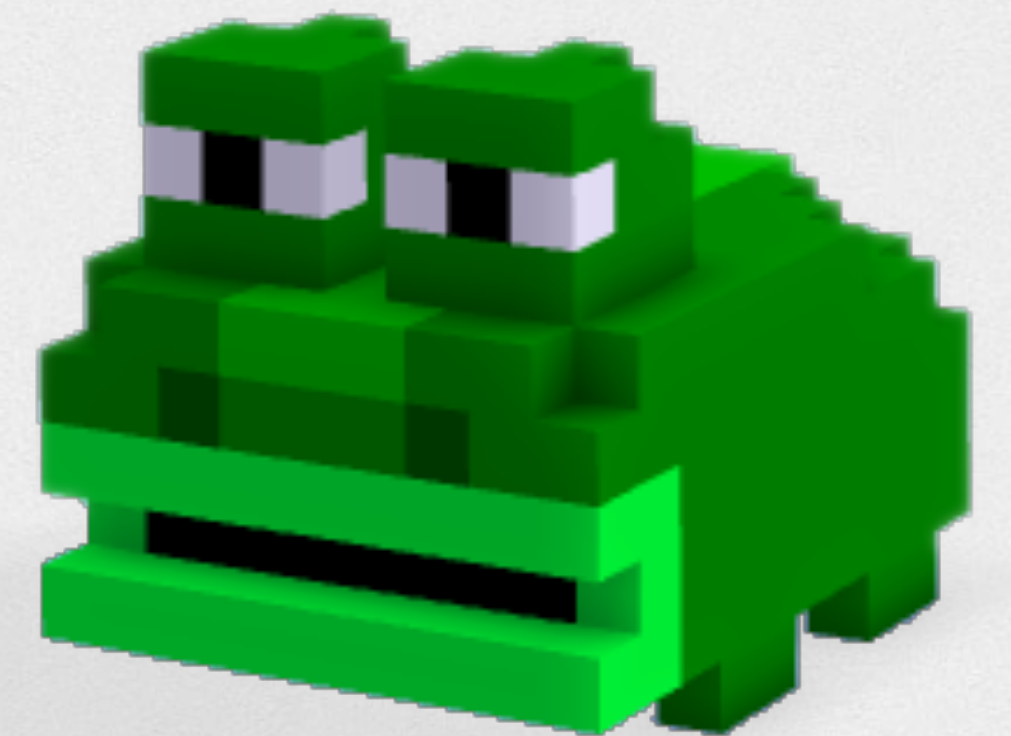
Part 1: Overview



# What is Scene Kit?

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- ⚙ 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



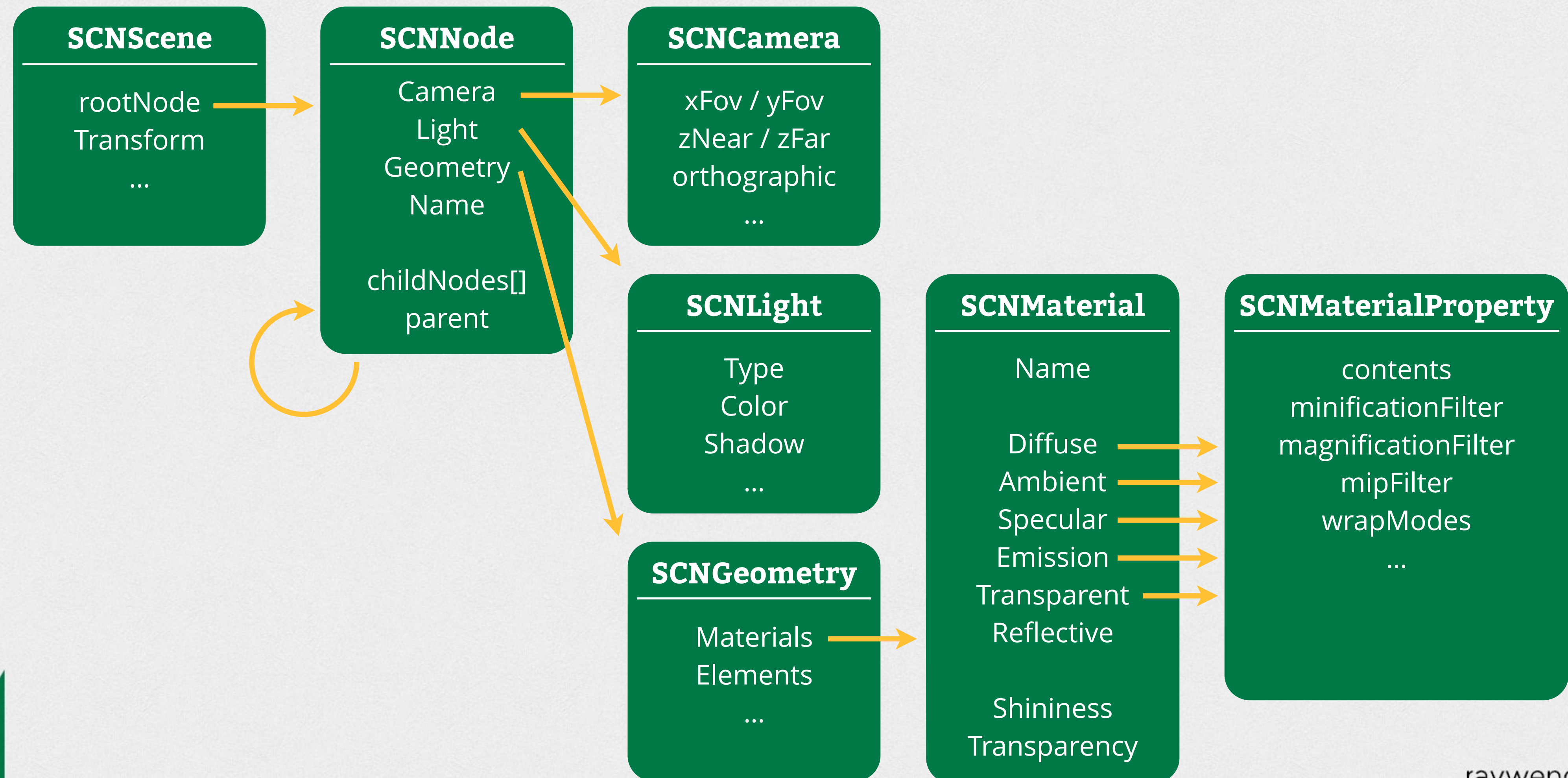


# Alternatives to Scene Kit

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# Scene Kit Nodes: Scene Graph Layout





# Tutorial Overview

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- ⚙️ **Demo:** Adding the player
- ⚙️ **Lab:** Loading 3D models
- ⚙️ **Challenge:** Adding cars





