208: Scene Kit

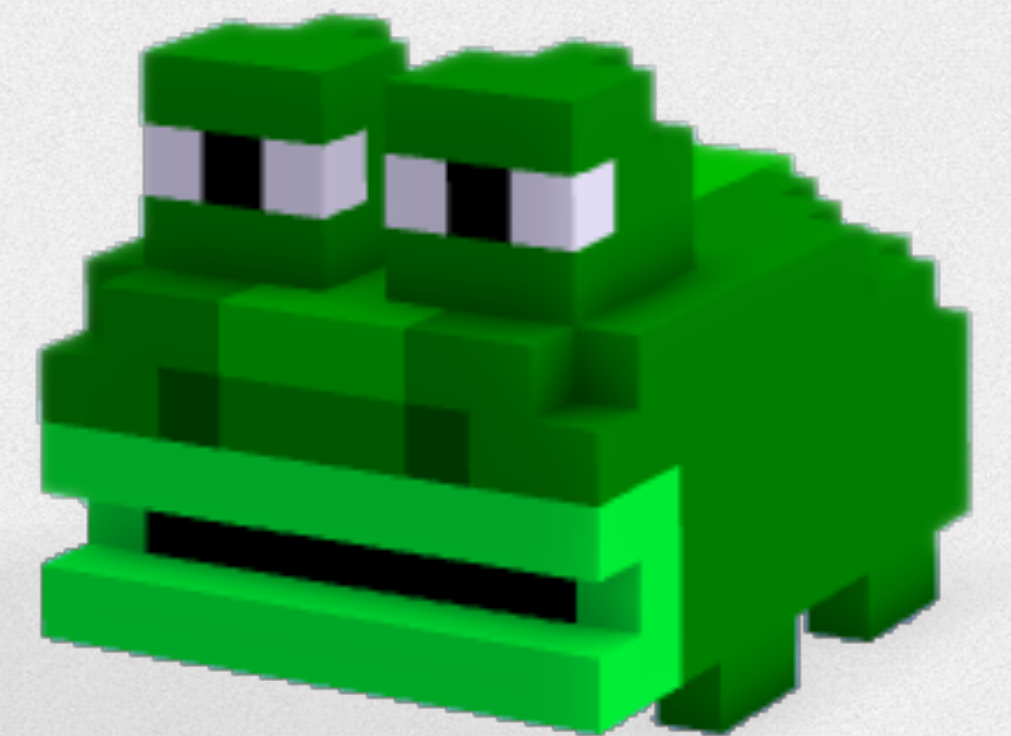**Part 1: Overview**

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

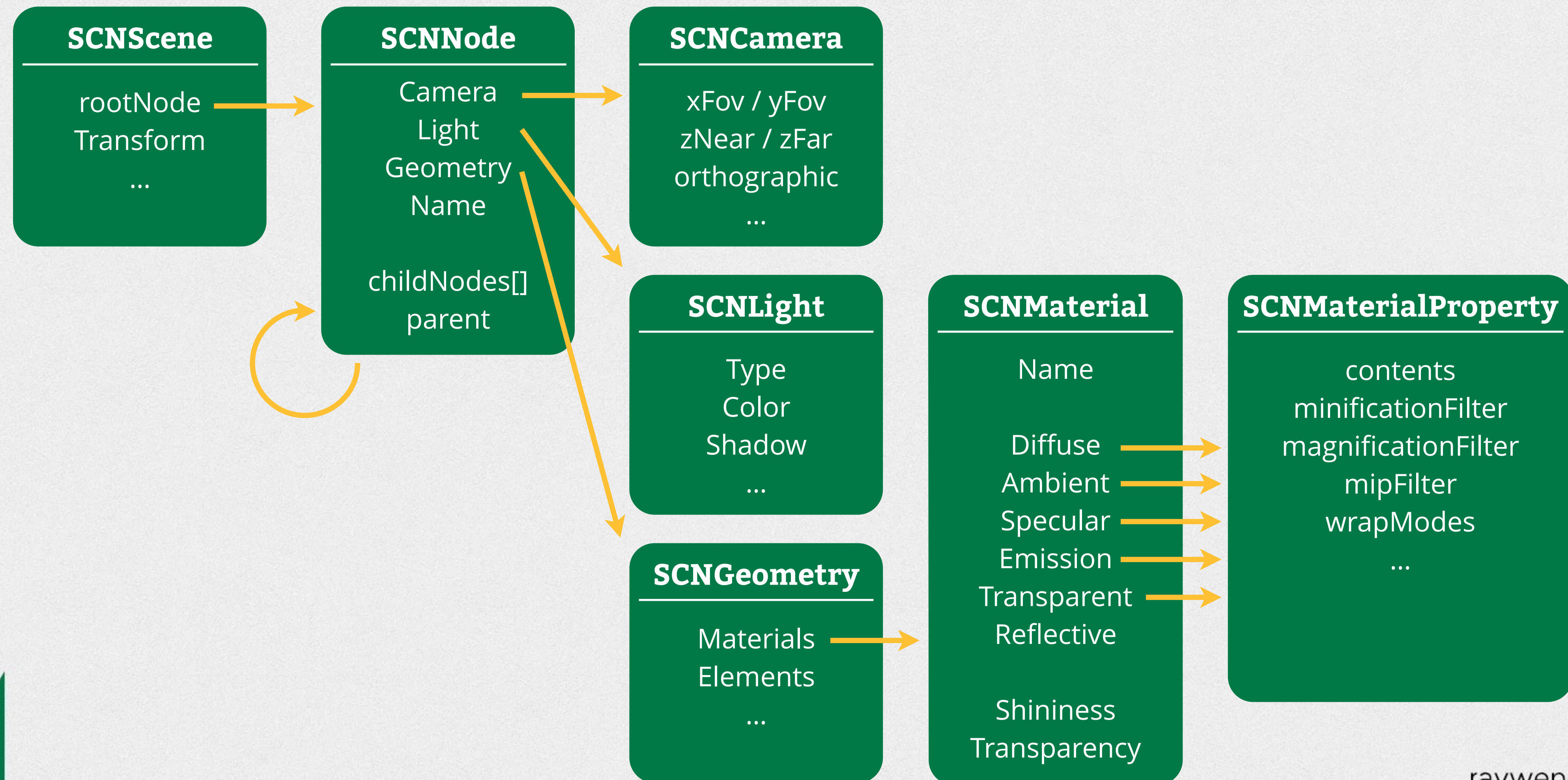⚙ Similar to Sprite Kit

  - integrates well with Sprite Kit

raywenderlich.com

Alternatives to Scene Kit

Scene Kit Nodes: Scene Graph Layout

SCNScene

rootNode
Transform
...

SCNNode

Camera
Light
Geometry
Name

childNodes[]
parent

SCNCamera

xFov / yFov
zNear / zFar
orthographic
...

SCNLight

Type
Color
Shadow
...

SCNGeometry

Materials
Elements
...

SCNMaterial

Name

Diffuse
Ambient
Specular
Emission
Transparent
Reflective

Shininess
Transparency

SCNMaterialProperty

contents
minificationFilter
magnificationFilter
mipFilter
wrapModes
...

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Tutorial Overview

⚙ **Demo:** Setting up the game

⚙ **Lab:** Adding movement

⚙ **Challenge:** Creating cars