208: Scene Kit

Part 5: Conclusion

Things you have learned

- How to create nodes with geometry from primitives and COLLADA (.dae) files

- How to create materials and assign materials to geometry

- How to use actions to add life to nodes

- 3D is not scary :]

Where to go from here?

- ⚙ Free tutorials on our site

- ⚙ WWDC 2013/14 videos

- ⚙ iOS 8 by Tutorials

- ⚙ 3D Graphics with Scene Kit
  iBook by David Rönnqvist

- ⚙ Twitter: @twofly3

raywenderlich.com