GodotVision - Technical Details

1. Change Godot build scripts to retarget iOS Godot build to visionOS (note: most of the APIs are the same!)

2. Use SwiftGodotKit to embed newly visionOS-targeted "headless" Godot as a library into an Xcode project

3. Write Swift that uses the Godot bindings to send input to Godot, and to inspect the state of the Godot Scene

   • Godot Meshes ➡️ RealityKit MeshResources

   • Godot Node3Ds ➡️ RealityKit Entities

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SwiftGodotKit

Embed Godot into Swift apps

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