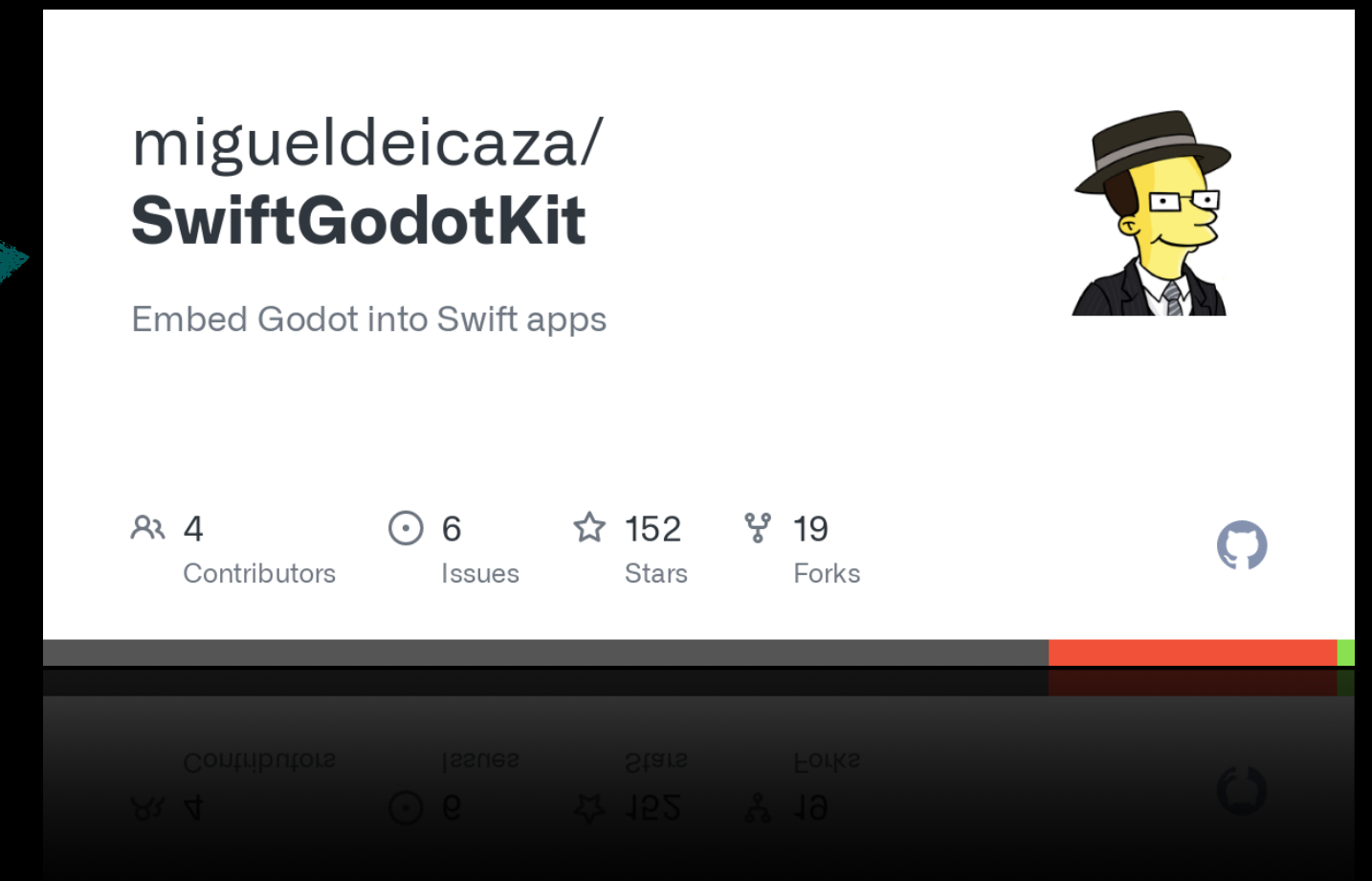


GodotVision - Technical Details

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



Technical Slides Complete!

