

WHAT IS THE MOST
IMPORTANT THING IN
YOUR BODY?

EYECHECK

“AR-Based visual eye test”



Problem (Learning)

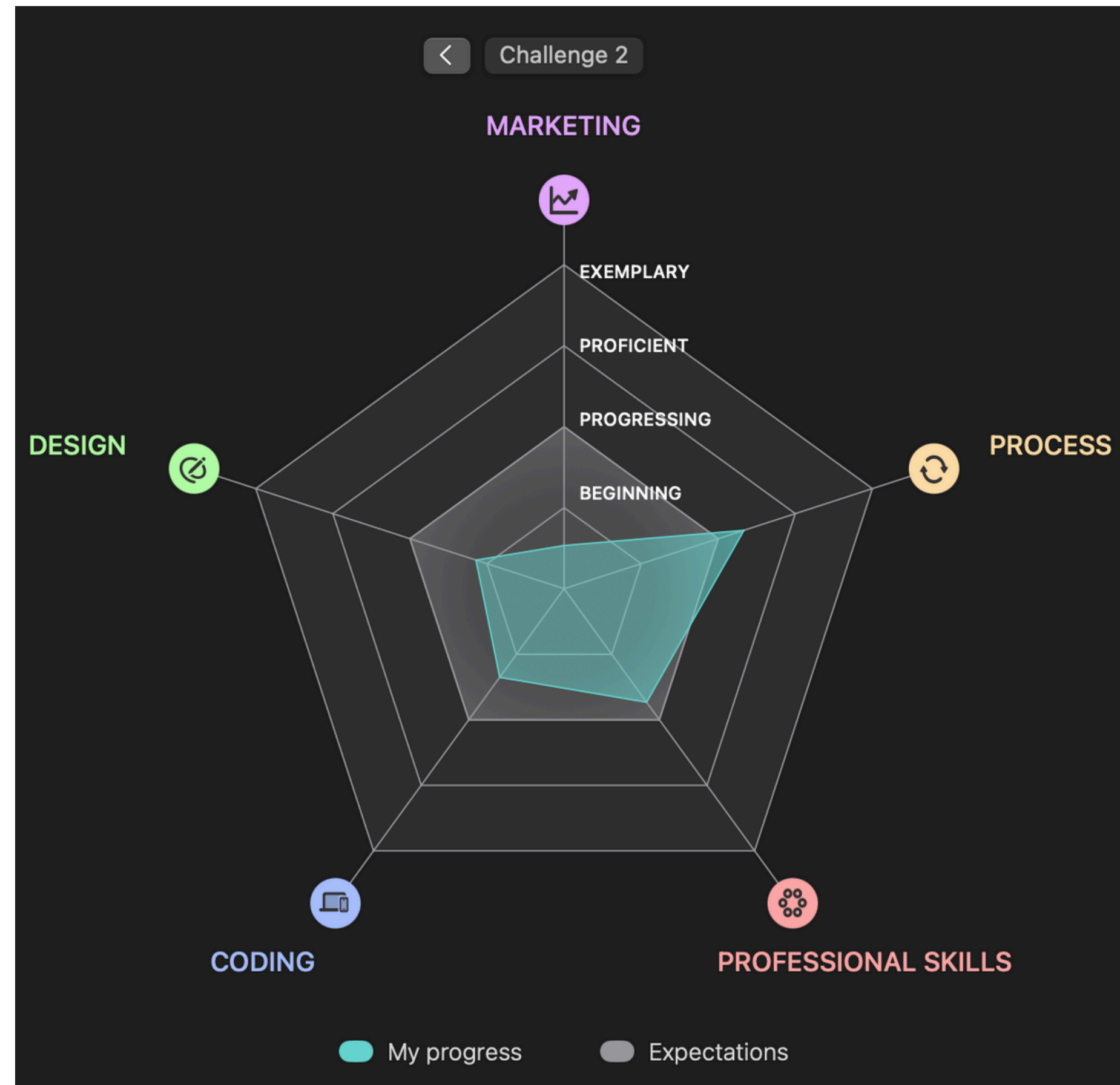
- Before this challenge, I had never used ARKit / RealityKit.
- I didn't know how to combine AR, Vision and SwiftUI in one app.

Solution (How I learned)

- I studied Apple docs, WWDC videos and tutorials about ARKit / RealityKit and CoreML.
- I deconstructed existing apps (Measure, eye test apps, Health) to understand their structure.



LEARNING GOALS



ARKit



RealityKit



SwiftUI



Reality
Converter

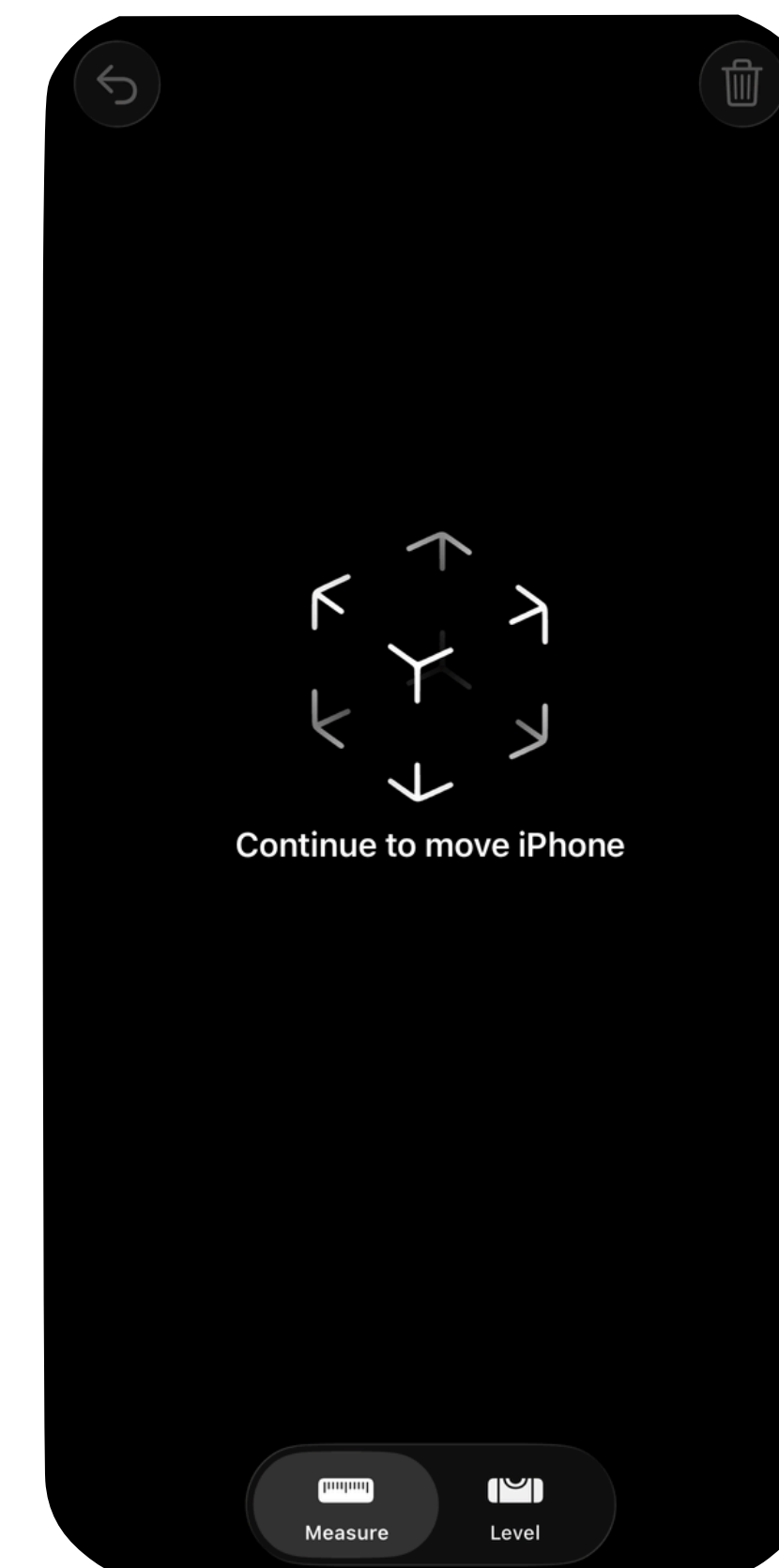
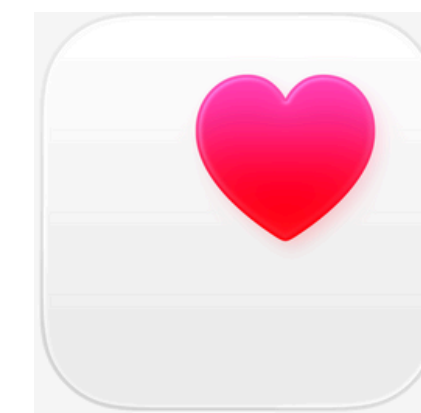
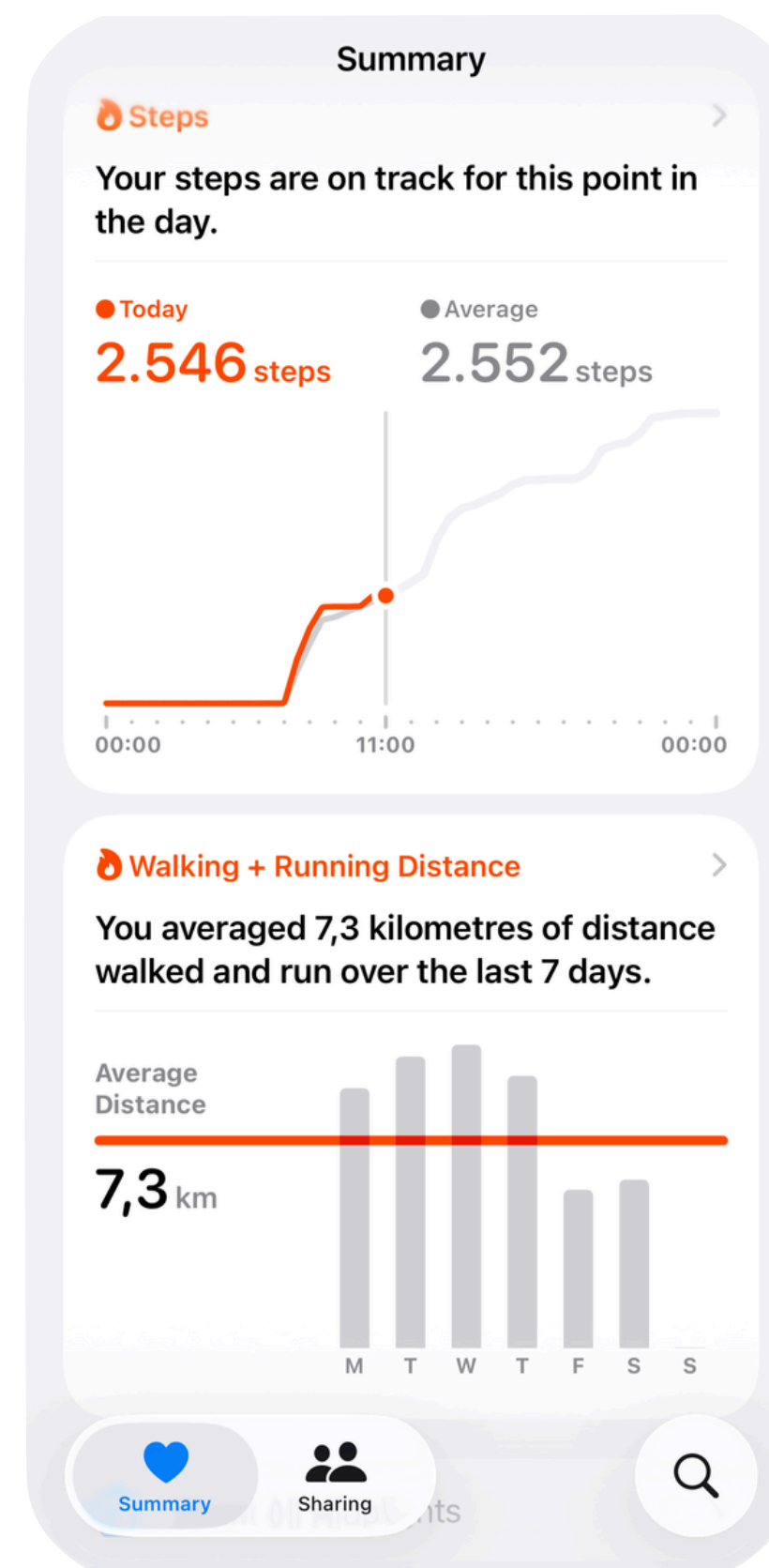


Reality
Composer Pro

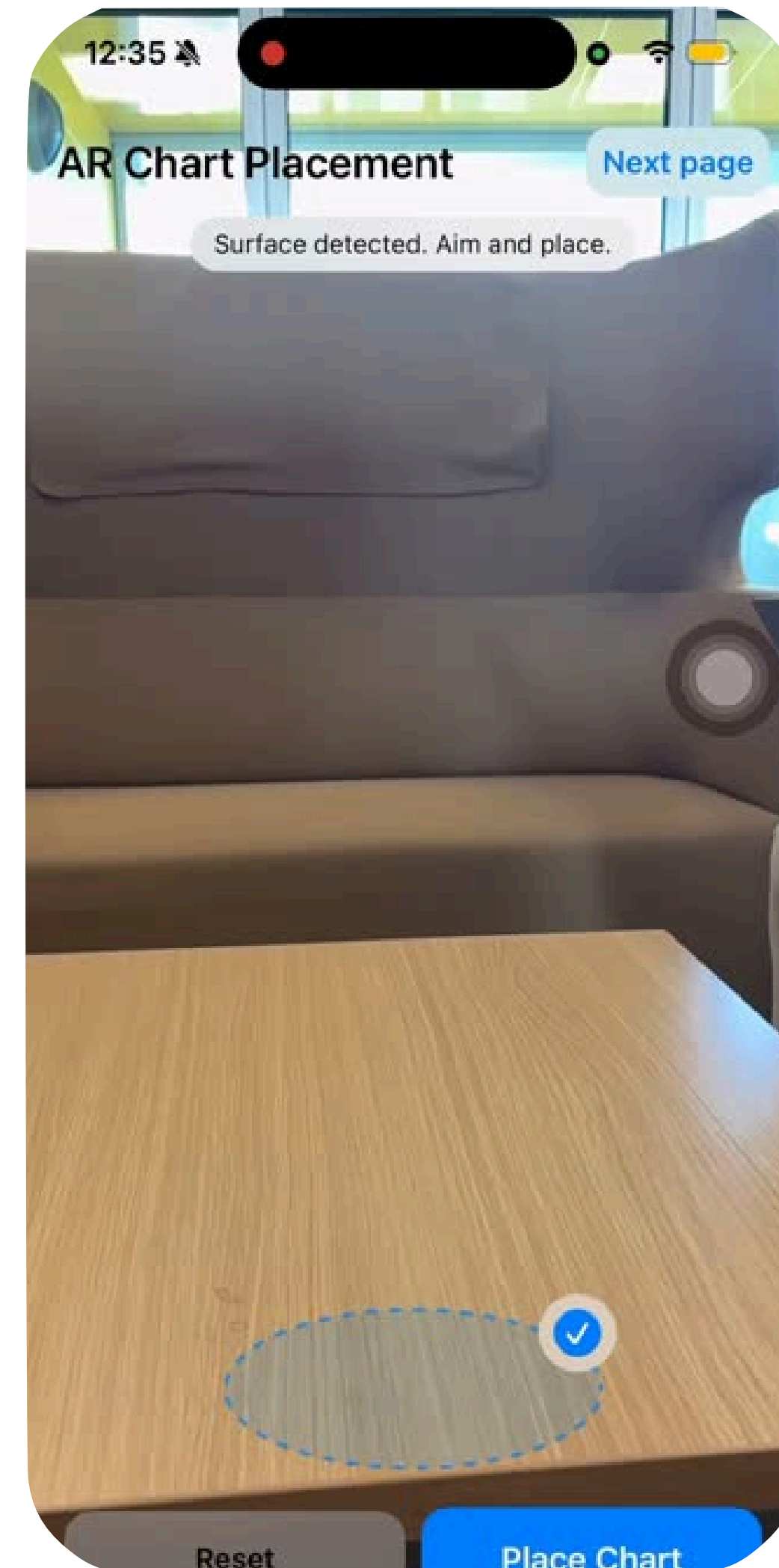
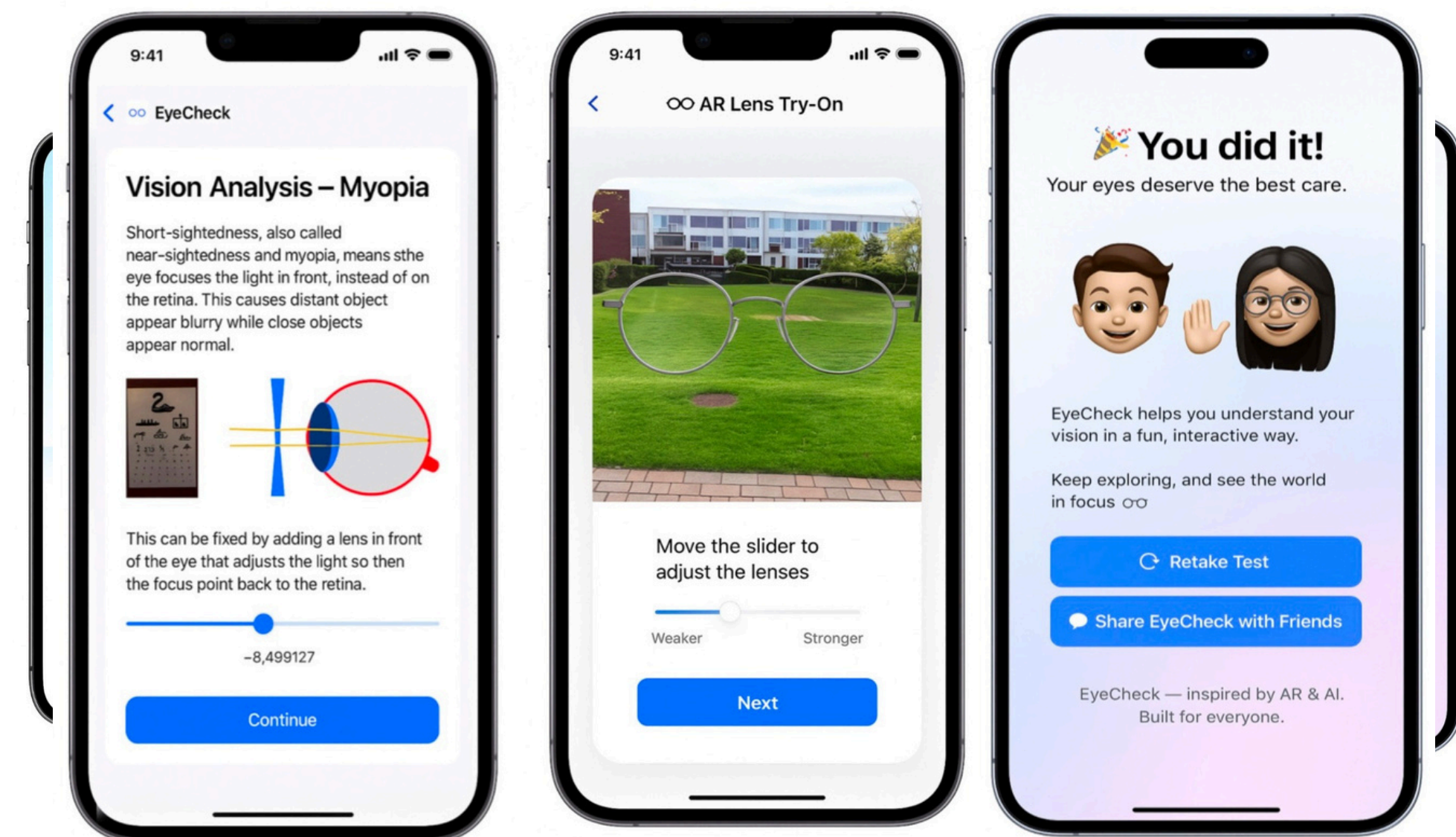
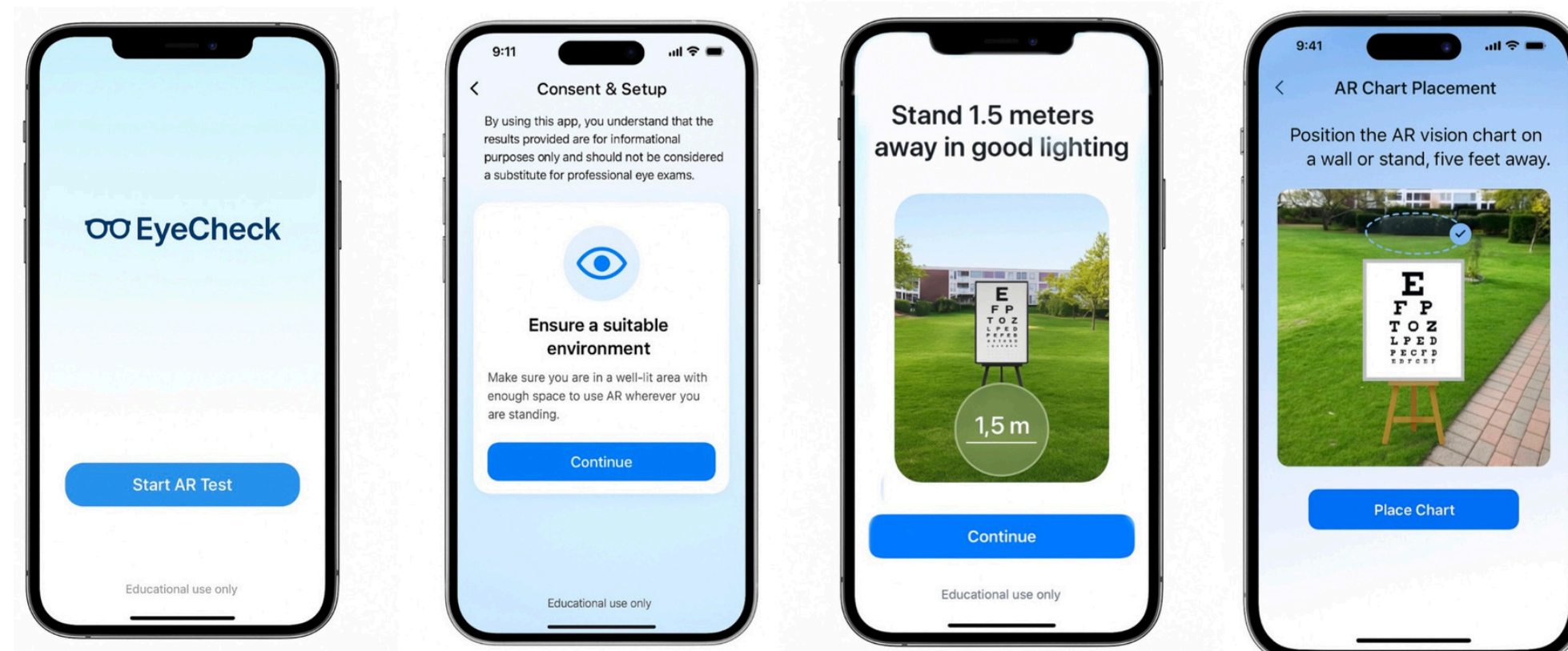
- Learn RealityKit / ARKit basics
- Combine SwiftUI + AR
- Design a simple health-style UI
- Work more independently on a full feature

Selected & Deconstructed Apps

- Apple Measure – AR plane detection and distance, simple AR onboarding
- Eye test apps – vision chart layout and step-by-step test flow
- Apple Health – clear health explanations and clean, calm UI



SCREENS + FEATURES



KEY LEARNING

- Learned how to place and measure objects in AR using RealityKit / ARKit
- Learned how to design simple AR tools and flows
- Understood how important clear instructions and simple UI are in healthcare apps





GITHUB REPOSITORY



NEXT STEPS

- Add eye exercises
- Add color blindness test
- Improve AR accuracy
- Work with an eye-care professional