

Q:2. Define the uses of SpriteKit, & RealityKit.

Ans. SpriteKit is a general-purpose framework for drawing shapes, particles, text, images & videos in two dimensions. It leverages Metal to achieve high-performance rendering, while offering a simple programming interface to make it easy to create games & other graphics-intensive visual apps.

Add high-performance 2D content with smooth animations to your app, or create a game with a high-level set of 2D game-based tools.

Reality kit:

Use the RealityKit framework to implement high performance 3D simulation & rendering. RealityKit leverages info. provided by the ARKit to seamlessly integrate virtual objects into the real world.

- Import fully formed assets, including sophisticated, complex

- Place audio sources in the environment.

- Animate object, both manually & with physics simulation.

- Synchronize across devices.

1:- ARKIT (Apple ARKIT) is apple's augmented reality (AR) development platform for IOS mobile devices

ARKIT allows developers to build high detail AR experiences for IPAD & IPHONE environments. Captured through the devices, you can have animated 3D virtual text, objects & characters added to them.

# Uses:-

- ~~2D~~ 3D Garage Rainforest
- Volumetric capture
- Ikea
- Virtual pets
- Finding your friends
- Virtual ~~tree~~ or forming planning
- Mobile ~~virtual~~ game (pokemon go).