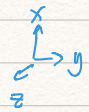
Augmented Reality App -> SceneKit // A9 chip -> iphone 6S ++

// ViewController.swift (movement)

```
import UIKit
import SceneKit
import ARKit

class viewController: UIViewController, ARSCNViewDelegate{
    @IBOutlet var sceneView: ARSCNView!

    override func viewDidLoad(){
        super.viewDidLoad()
        sceneView.delegate = self
        sceneView.showsStatistics = true
        let shipScene = SCNScene(named: "art.scnassets/ship.scn")!
        sceneView.scene = shipScene

        for node in sceneView.scene.rootNode.childNodes{
            let moveShip = SCNAction.moveBy(x:1,y:0.5, z:-0.5, duration:1)
            let fadeOut = SCNAction.fadeOpacity(to:0.5, duration:1)
            let fadeIn = SCNAction.fadeOpacity(to:1, duration:1)
            let sequence = SCNAction.sequence([moveShip, fadeOut, fadeIn])

            let repeatForever = SCNAction.repeatForever(sequence)
            node.runAction(repeatForever)
        }
    }
}
```

// ViewController2

//open gameArt.org
textures for planets




```
import UIKit
import SceneKit
import ARKit

class viewController: UIViewController, ARSCNViewDelegate{
    @IBOutlet var sceneView: ARSCNView!

    override func viewDidLoad(){
        super.viewDidLoad()
        sceneView.delegate = self

        let mySphere = createSphere(radius:0.1, content "wall.png", vector: SCNVector3(0, 0.2, -1))

        sceneView.scene.rootNode.addChildNode(mySphere)
        sceneView.automaticallyUpdatesLighting = true // take care of lighting and shawdowing
    }

    func createSphere(radius: CGFloat, content:String, vector:SCNVector3) -> SCNNode{
        let mySphere = SCNSphere(radius:radius)
```

```
let sphereMaterial = SCNMaterial()
sphereMaterial.diffuse.contents = UIImage(named: "art.scnassets/wall.png")
mySphere.materials = [boxMaterial]

let node = SCNNode()
node.position = SCNVector3(0, 0.1, -0.5)
node.geometry = mySphere

return node

    }
}
```