

[RealityKit](#) / Presenting an artist's scene

Sample Code

Presenting an artist's scene

Display a scene from Reality Composer Pro in visionOS.

[Download](#)

visionOS 1.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC24 session 10186: [Optimize your 3D assets for spatial computing](#).

See Also

Asset creation

{ } Swift Splash

Use RealityKit to create an interactive ride in visionOS.

{ } Diorama

Design scenes for your visionOS app using Reality Composer Pro.

{ } Composing interactive 3D content with RealityKit and Reality Composer Pro

Build an interactive scene using an animation timeline.

Reality Composer

A visual editor for RealityKit AR scenes.

Object capture

Create 3D objects from a series of photographs using photogrammetry.

USD

An efficient and scalable way to represent 3D scenes.