

[RealityKit](#) / [Object capture](#) / Building an object reconstruction app

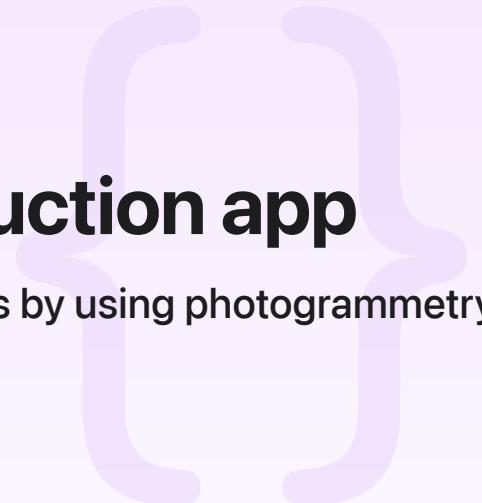
Sample Code

Building an object reconstruction app

Reconstruct objects from user-selected input images by using photogrammetry.

[Download](#)

macOS 15.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC24 session 10107: [Discover Area Mode for Object Capture](#).

See Also

Model creation

-  Capturing photographs for RealityKit Object Capture
Take high-quality images of objects to generate 3D models.
-  Creating 3D objects from photographs
Construct virtual objects to use in your AR experiences.
-  Scanning objects using Object Capture
Implement a full scanning workflow for capturing objects on iOS devices.

- { } Creating a photogrammetry command-line app
Generate 3D objects from images using RealityKit Object Capture.
- { } Using object capture assets in RealityKit
Create a chess game using RealityKit and assets created using Object Capture.

`class PhotogrammetrySession`

Manages the creation of a 3D model from a set of images.

`struct PhotogrammetrySample`

An object that represents one image and its corresponding metadata.

`struct ObjectCaptureView`

A view that guides a user through capturing images for object capture.

`class ObjectCaptureSession`

A session object that monitors and controls image capture for photogrammetry.

`struct ObjectCapturePointCloudView`

Renders the current state of the point cloud from an object capture session.