Sample Code

Creating a spatial drawing app with RealityKit

Use low-level mesh and texture APIs to achieve fast updates to a person's brush strokes by integrating RealityKit with ARKit and SwiftUI.

Download

visionOS 2.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC24 session 10104: Build a spatial drawing app with RealityKit.

Configure the sample code project

To run this sample code, you'll need:

- An Apple Vision Pro with visionOS 2 or later
- Xcode 16 or later

Because this sample app uses ARKit hand tracking on visionOS, drawing features aren't available in the visionOS simulator.

See Also

Scene content

{} Hello World

Use windows, volumes, and immersive spaces to teach people about the Earth.

{} Enabling video reflections in an immersive environment

Create a more immersive experience by adding video reflections in a custom environment.

{} Generating interactive geometry with RealityKit

Create an interactive mesh with low-level mesh and low-level texture.

{} Combining 2D and 3D views in an immersive app

Use attachments to place 2D content relative to 3D content in your visionOS app.

{} Transforming RealityKit entities using gestures

Build a RealityKit component to support standard visionOS gestures on any entity.

{} Responding to gestures on an entity

Respond to gestures performed on RealityKit entities using input target and collision components.

Models and meshes

Display virtual objects in your scene with mesh-based models.

Materials, textures, and shaders

Apply textures to the surface of your scene's 3D objects to give each object a unique appearance.

Anchors

Lock virtual content to the real world.

Lights and cameras

Control the lighting and point of view for a scene.

Content synchronization

Synchronize the contents of entities locally or across the network.

Audio

Create personalized and realistic spatial audio experiences.

Videos

Present videos in your RealityKit experiences.

Images

Present images and spatial scenes in your RealityKit experiences.