

[Compositor Services](#) / Interacting with virtual content blended with passthrough

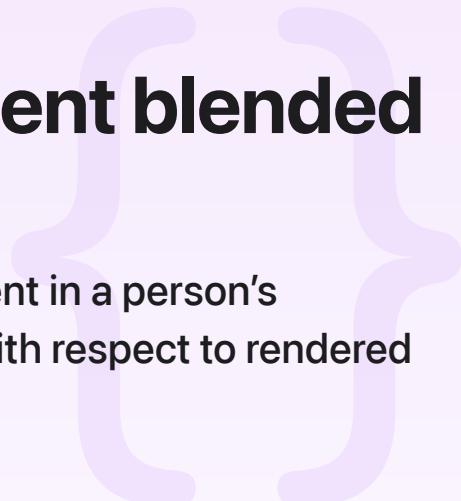
Sample Code

Interacting with virtual content blended with passthrough

Present a mixed immersion style space to draw content in a person's surroundings, and choose how upper limbs appear with respect to rendered content.

[Download](#)

visionOS 2.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC24 session 10092: [Render Metal with passthrough in visionOS](#).

See Also

App integration

 Drawing fully immersive content using Metal

Create a fully immersive experience in visionOS using a custom Metal-based rendering engine.

{} Rendering hover effects in Metal immersive apps

Change the appearance of a rendered onscreen element when a player gazes at it.

`struct CompositorLayer`

A type that you use with an immersive space to display fully immersive content using Metal.

`protocol CompositorLayerConfiguration`

An interface for specifying the texture configurations and rendering behaviors to use with your Metal rendering engine.

`struct DefaultCompositorLayerConfiguration`

A type that configures the layer with the default texture configurations and rendering behaviors for the current device.