Sample Code

Creating a game with scene understanding

Create AR games and experiences that interact with real-world objects on LiDAR-equipped iOS devices.

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iOS 15.0+ | iPadOS 15.0+ | Xcode 14.2+

Overview

> **Note**
> This sample code project is associated with WWDC20 session What's new in RealityKit.

See Also

Scene reconstructions and analysis

- Implementing scene understanding and reconstruction in your RealityKit app
  Detect objects in an AR scene or create a detailed 3D reconstruction of the real-world environment.
- Visualizing and interacting with a reconstructed scene
  Estimate the shape of the physical environment using a polygonal mesh.

`var sceneReconstruction: ARConfiguration.SceneReconstruction { get set }`

A flag that enables scene reconstruction.

`class func supportsSceneReconstruction(_ sceneReconstruction: ARConfiguration.SceneReconstruction) -> Bool`

Checks if the device supports scene reconstruction.

`struct SceneUnderstandingComponent`

A component that specifies an entity is participating in the system's scene-understanding features.

`struct SceneUnderstanding`

An object that holds scene-understanding options for the view.

`struct Options`

Available scene-understanding options.

`protocol HasSceneUnderstanding`

A specification that detects and reacts to features of the physical environment.

`final class SceneReconstructionProvider`

A source of live data about the shape of a person's surroundings.

`class ARSession`

The object that manages the major tasks associated with every AR experience, such as motion tracking, camera passthrough, and image analysis.