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Sample Code

Rendering a windowed game in stereo

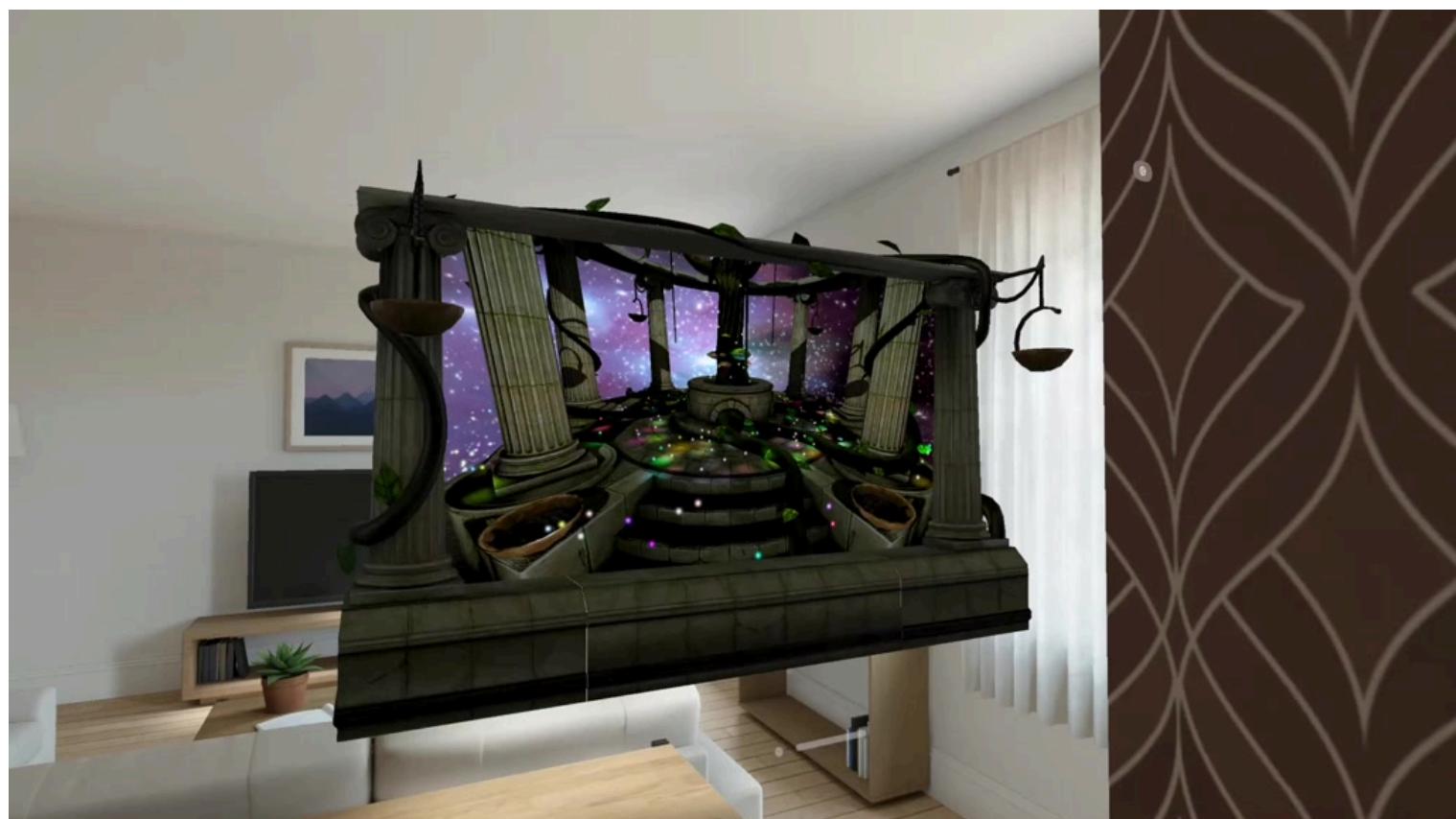
Bring an iOS or iPadOS game to visionOS and enhance it.

[Download](#)

visionOS 2.0+ | Xcode 16.0+

Overview

This sample shows how to render a Metal app in a window on visionOS, with stereoscopy, head tracking, [VRR](#), and a 3D frame around the window. The starting app is the [Deferred Lighting sample](#) for iOS, iPadOS, and macOS.



Play ▶

Note

This sample code project is associated with WWDC24 session 10093: [Bring your iOS or iPadOS game to visionOS](#).

Configure the sample code project

This project requires an Apple Vision Pro, and cannot be run in the simulator.

See Also

Sample code links

- { } [Bringing your SceneKit projects to RealityKit](#)
Adapt a platformer game for RealityKit's powerful ECS and modularity.
- { } [Creating a Spaceship game](#)
Build an immersive game using RealityKit audio, simulation, and rendering features.
- { } [BOT-anist](#)
Build a multiplatform app that uses windows, volumes, and animations to create a robot botanist's greenhouse.
- { } [Happy Beam](#)
Leverage a Full Space to create a fun game using ARKit.
- { } [Swift Splash](#)
Use RealityKit to create an interactive ride in visionOS.
- { } [Destination Video](#)
Leverage SwiftUI to build an immersive media experience in a multiplatform app.
- { } [Creating a game with scene understanding](#)
Create AR games and experiences that interact with real-world objects on LiDAR-equipped iOS devices.