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Sample Code

Using object capture assets in RealityKit

Create a chess game using RealityKit and assets created using Object Capture.

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iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst 16.0+ | Xcode 14.0+



Overview

Note

This sample code project is associated with WWDC22 session [10128: Bring your world into augmented reality](#).

Configure the sample code project

CaptureChess requires Xcode 14 or later and iOS 16 or later. The game runs on an iOS device with an A12 or later processor. The iOS Simulator doesn't support ARKit.

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.
- { } Building an object reconstruction app
Reconstruct objects from user-selected input images by using photogrammetry.
- { } Creating a photogrammetry command-line app
Generate 3D objects from images using RealityKit 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.