

[RealityKit](#) / Composing interactive 3D content with RealityKit and Reality Composer Pro

Sample Code

Composing interactive 3D content with RealityKit and Reality Composer Pro

Build an interactive scene using an animation timeline.

[Download](#)

visionOS 2.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC24 session 10102: [Compose interactive 3D content in Reality Composer Pro](#).

See Also

Asset creation

{ } Swift Splash

Use RealityKit to create an interactive ride in visionOS.

{ } Diorama

Design scenes for your visionOS app using Reality Composer Pro.

{ } Presenting an artist's scene

Display a scene from Reality Composer Pro in visionOS.

☰ Reality Composer

A visual editor for RealityKit AR scenes.

☰ Object capture

Create 3D objects from a series of photographs using photogrammetry.

☰ USD

An efficient and scalable way to represent 3D scenes.