

[RealityKit](#) / [Object capture](#) / Scanning objects using Object Capture

## Sample Code

# Scanning objects using Object Capture

Implement a full scanning workflow for capturing objects on iOS devices.

Download

iOS 18.0+ | iPadOS 18.0+ | Xcode 16.0+

## Overview

### Note

This sample code project is associated with WWDC24 session 10107: [Discover area mode for Object Capture](#) and WWDC23 session 10191: [Meet Object Capture for iOS](#).

You need to run this sample code project on a physical device. It does not compile for Simulator.

## Configure the sample code project

To run this sample app, you need an iPhone or iPad with the following:

- A LiDAR Scanner
- An A14 Bionic chip or later
- iOS or iPadOS 18 or later

## 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.
- { } 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.
- { } Using object capture assets in RealityKit  
Create a chess game using RealityKit and assets created using 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.