

[RealityKit](#) / Presenting an artist's scene

Sample Code

Presenting an artist's scene

Display a scene from Reality Composer Pro in visionOS.

Download

visionOS 1.0+ | Xcode 16.0+

Overview

Note

This sample code project is associated with WWDC24 session 10186: [Optimize your 3D assets for spatial computing](#).

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.



Composing interactive 3D content with RealityKit and Reality Composer Pro

Build an interactive scene using an animation timeline.



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.