

[Immersive Media Support](#) / Authoring Apple Immersive Video

Sample Code

Authoring Apple Immersive Video

Prepare and package immersive video content for delivery.

Download

macOS 26.0+ | Xcode 26.0+

Overview

Note

This sample code project is associated with WWDC25 session 403: [Learn about Apple Immersive Video technologies](#).

Configure the sample code project

Running this sample requires [downloading](#) a zip file that contains an example QuickTime movie and supporting content. When the download completes, expand the zip file.

To run the app in Xcode, choose Product > Scheme > Edit Scheme, and update the command-line argument paths to reference the downloaded files:

`--input`

An Apple Immersive Video MV-HEVC video file without any necessary metadata.

`--aime`

An AIME file with the correct camera calibrations for the provided input file.

`--usdz`

An optional USDZ file to use for camera calibration instead of an AIME file. This argument also requires the `--mask` option.

`--mask`

An optional dynamic mask JSON data file to use for camera calibration instead of an AIME file.
This argument also requires the `--usdz` option.

`--output`

The AIVU file to write that contains Immersive Media Support metadata.