RealityKit / Resource

Protocol

Resource

A shared resource you use to configure a component, like a material, mesh, or texture.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 26.0+ | visionOS

```
@preconcurrency
protocol Resource : Sendable
```

Overview

Resources can be costly to load or create. Share and reuse resources as much as possible.

Relationships

Inherits From

`Sendable`, `SendableMetatype`

Conforming Types

```
AnimationResource
AudioBufferResource
AudioFileGroupResource
AudioFileResource
AudioResource
```

```
BlendShapeWeightsMapping
EnvironmentResource
IKResource
MeshResource
PhysicsMaterialResource
ShapeResource
TextureResource
```

See Also

Performance improvements

☰ Improving the Performance of a RealityKit App

Measure CPU and GPU utilization to find ways to improve your app's performance.

📄 Reducing GPU Utilization in Your RealityKit App

Prevent the GPU from limiting your app's frame rate by reducing the complexity of your render.

📄 Reducing CPU Utilization in Your RealityKit App

Target specific CPU metrics with adjustments to your app and its content.

{} Construct an immersive environment for visionOS

Build efficient custom worlds for your app.

📄 Passing Metal command objects around your application

Build a system that creates and passes Metal command objects to entities dispatching Metal compute shaders.