

[RealityKit / Images](#)

API Collection

Images

Present images and spatial scenes in your RealityKit experiences.

Topics

Images and spatial scenes

`struct ImagePresentationComponent`

A component that supports general image presentation.

`class Spatial3DImage`

A 3D spatial scene created from a 2D image.

Image presentation viewing modes

`struct ViewingMode`

Image content's rendering mode.

Image presentation events

`enum ImagePresentationEvents`

Events associated with viewing mode transitions for image presentation components.

SwiftUI image presentation

`{}` Presenting images in RealityKit

See Also

Scene content

- { } [Hello World](#)

Use windows, volumes, and immersive spaces to teach people about the Earth.
- { } [Enabling video reflections in an immersive environment](#)

Create a more immersive experience by adding video reflections in a custom environment.
- { } [Creating a spatial drawing app with RealityKit](#)

Use low-level mesh and texture APIs to achieve fast updates to a person's brush strokes by integrating RealityKit with ARKit and SwiftUI.
- { } [Generating interactive geometry with RealityKit](#)

Create an interactive mesh with low-level mesh and low-level texture.
- { } [Combining 2D and 3D views in an immersive app](#)

Use attachments to place 2D content relative to 3D content in your visionOS app.
- { } [Transforming RealityKit entities using gestures](#)

Build a RealityKit component to support standard visionOS gestures on any entity.
- { } [Responding to gestures on an entity](#)

Respond to gestures performed on RealityKit entities using input target and collision components.
- ≡ [Models and meshes](#)

Display virtual objects in your scene with mesh-based models.
- ≡ [Materials, textures, and shaders](#)

Apply textures to the surface of your scene's 3D objects to give each object a unique appearance.
- ≡ [Anchors](#)

Lock virtual content to the real world.
- ≡ [Lights and cameras](#)

Control the lighting and point of view for a scene.

☰ Content synchronization

Synchronize the contents of entities locally or across the network.

☰ Audio

Create personalized and realistic spatial audio experiences.

☰ Videos

Present videos in your RealityKit experiences.