

[RealityKit](#) / [Object capture](#) / Creating a photogrammetry command-line app

Sample Code

Creating a photogrammetry command-line app

Generate 3D objects from images using RealityKit Object Capture.

Download

macOS 13.0+ | Xcode 15.2+




Overview

Note

This sample code project is associated with WWDC21 session [10076: Create 3D Models with Object Capture](#).

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.
-  Scanning objects using Object Capture

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

`{}` Building an object reconstruction app

Reconstruct objects from user-selected input images by using photogrammetry.

`{}` 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.