Sample Code

Object tracking with Reality Composer Pro experiences

Use object tracking in visionOS to attach digital content to real objects to create engaging experiences.

Download

visionOS 2.0+ | Xcode 16.2+

Overview

Note

This sample code project is associated with WWDC24 session 100101: Explore object tracking for visionOS.

Configure the sample code project

Simulator doesn't support ARKit, so you can only run this sample on a physical device. This sample can run on Apple Vision Pro with visionOS 2 or later.

See Also

ARKit

{} Happy Beam

Leverage a Full Space to create a fun game using ARKit.

Setting up access to ARKit data

Check whether your app can use ARKit and respect people's privacy.

{} Incorporating real-world surroundings in an immersive experience

Create an immersive experience by making your app's content respond to the local shape of the world.

{} Placing content on detected planes

Detect horizontal surfaces like tables and floors, as well as vertical planes like walls and doors.

{} Tracking specific points in world space

Retrieve the position and orientation of anchors your app stores in ARKit.

Tracking preregistered images in 3D space

Place content based on the current position of a known image in a person's surroundings.

{} Exploring object tracking with ARKit

Find and track real-world objects in visionOS using reference objects trained with Create ML.

{} Building local experiences with room tracking

Use room tracking in visionOS to provide custom interactions with physical spaces.

{} Placing entities using head and device transform

Query and react to changes in the position and rotation of Apple Vision Pro.