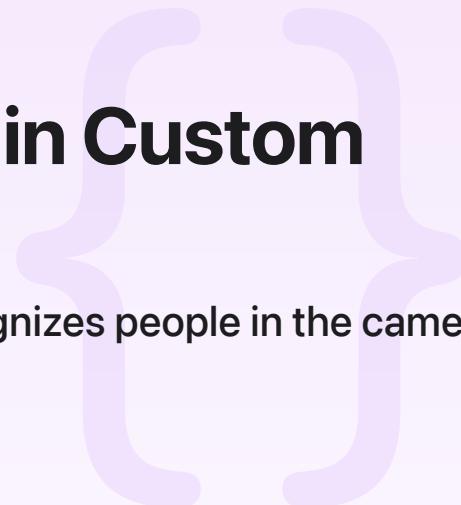Sample Code

Effecting People Occlusion in Custom Renderers

Occlude your app's virtual content where ARKit recognizes people in the camera feed by using matte generator.

Download

iOS 13.0+ | iPadOS 13.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC 2019 session 607: Bringing People into AR.

> **Note**
>
> To run the app, use an iOS device with A12 chip or later.

See Also

Occlusion

{} Occluding virtual content with people

Cover your app's virtual content with people that ARKit perceives in the camera feed.

{} Visualizing and interacting with a reconstructed scene

Estimate the shape of the physical environment using a polygonal mesh.

class `ARMatteGenerator`

An object that creates matte textures you use to occlude your app's virtual content with people, that ARKit recognizes in the camera feed.