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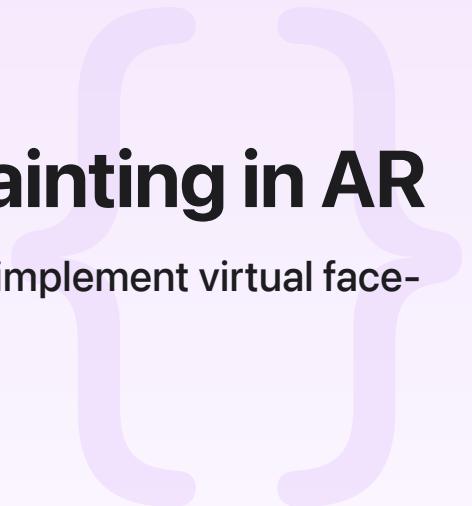
Sample Code

Creating an App for Face-Painting in AR

Combine RealityKit's face detection with PencilKit to implement virtual face-painting.

Download

iOS 15.0+ | iPadOS 15.0+ | Xcode 16.3+

Overview

> **Note**
>
> This sample code project is associated with WWDC21 session 10074: Dive into RealityKit 2.

Configure the Sample Code Project

This project requires an iPhone or iPad running iOS 15 or iPadOS 15. It doesn't support running in Simulator.

See Also

Body and face tracking

{} Occluding virtual content with people

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

struct **BodyTrackingComponent**

A component for tracking people in an AR session.

class **BodyTrackedEntity**

An entity used to animate a virtual character in an AR scene by tracking a real person.

protocol **HasBodyTracking**

An interface that enables the animation of a virtual character by tracking a real person in AR.