

[RealityKit](#) / Building an immersive experience with RealityKit

Sample Code

Building an immersive experience with RealityKit

Use systems and postprocessing effects to create a realistic underwater scene.

Download

iOS 15.0+ | iPadOS 15.0+ | Xcode 16.0+

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 at least iOS 15 or iPadOS 15. It doesn't support running in Simulator.

See Also

Essentials

-  [Understanding the modular architecture of RealityKit](#)
Learn how everything fits together in RealityKit.

`class Entity`

An element of a RealityKit scene to which you attach components that provide appearance and behavior characteristics for the entity.

`protocol Component`

A representation of a geometry or a behavior that you apply to an entity.