

[AVKit](#) / Playing immersive media with AVKit

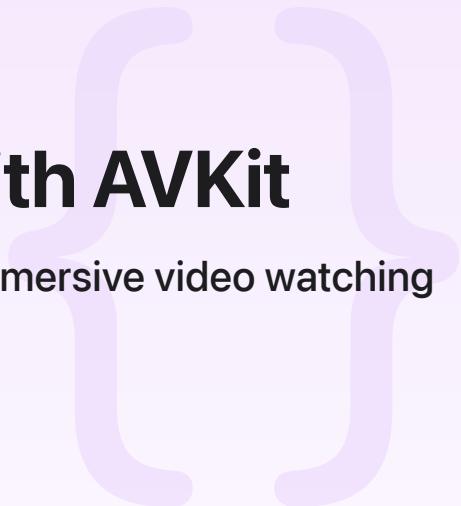
Sample Code

Playing immersive media with AVKit

Adopt the system playback interface to provide an immersive video watching experience.

[Download](#)

visionOS 26.0+ | Xcode 26.0+



Overview

Note

This sample code project is associated with WWDC25 session 296: [Support immersive video playback in visionOS apps](#).

See Also

visionOS playback

- { } Creating a multiview video playback experience in visionOS
Build an interface that plays multiple videos simultaneously and handles transitions to different experience types gracefully.
- 📄 Adopting the system player interface in visionOS
Provide an optimized viewing experience for watching 3D video content.

Trimming and exporting media in visionOS

Display standard controls in your app to edit the timeline of the currently playing media.

`class AVPlayerViewController`

A view controller that displays content from a player and presents a native user interface to control playback.

`protocol AVPlayerViewControllerDelegate`

A protocol that defines the methods to implement to respond to player view controller events.

`class AVExperienceController`

An object that controls video experiences.

`class AVMultiviewManager`

An object that manages viewing multiple videos at once.

`class AVGroupExperienceCoordinator`

An object that synchronizes viewing environment state across participants in a SharePlay session.