

☰ Documentation

[visionOS](#) / Object tracking with Reality Composer Pro experiences

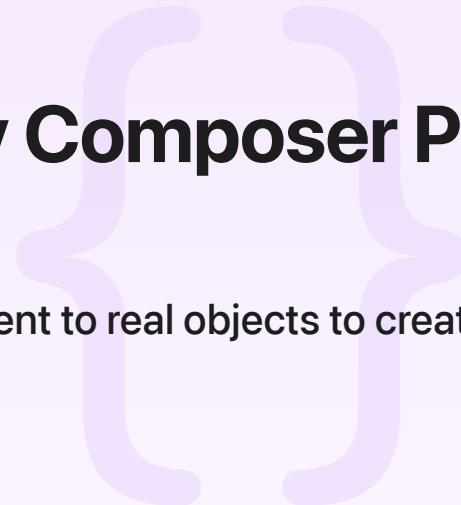
Sample Code

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.