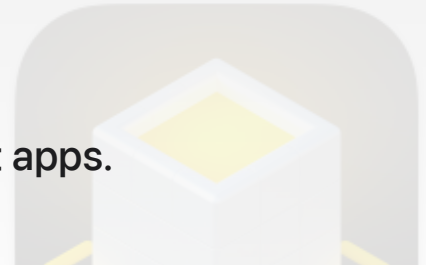


Reality Composer Pro

Build, create, and design 3D content for your RealityKit apps.



Overview





Reality Composer Pro provides a collection of tools and editors you can use to build interactive 3D content for your RealityKit apps. With Reality Composer Pro, you can create complex scenes composed of multiple assets — including audio files, 3D models, particle effects, lighting, and animations.





Reality Composer Pro also includes multiple editors to help you import and manage assets in your project, design complex materials with Shader Graph, create animations, and optimize the performance of your content.

Topics


Essentials

-  **Creating a Reality Composer Pro package in your app**
Discover how to add a new or existing Reality Composer Pro project as a package to your app in Xcode.
-  **Configuring the Reality Composer Pro project window**
Change the appearance of the Reality Composer Pro project window by showing and hiding views, and learn to navigate your content.
-  **Adding assets to your Reality Composer Pro scene**
Import assets to design Reality Composer Pro scenes for your app.
-  **Building and running Reality Composer Pro scenes in your app**
Preview scenes on your visionOS device and learn how to load them in your app.

Editors

-  **Importing and organizing content in your project**
Manage content in your Reality Composer Pro project with the Project Browser.
-  **Designing materials with Shader Graph**
Create realistic materials with Shader Graph's node editor in Reality Composer Pro.

Materials

-  **Building materials**
Design and create materials for your 3D assets in Reality Composer Pro.