ARKit / (···) / Content Anchors / Capturing Body Motion in 3D
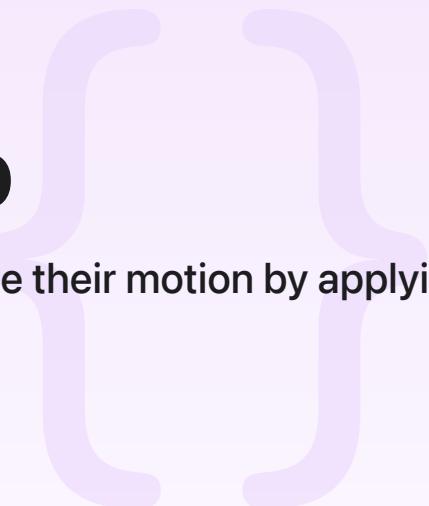
Sample Code

Capturing Body Motion in 3D

Track a person in the physical environment and visualize their motion by applying the same body movements to a virtual character.

[Download]

iOS 13.0+ | iPadOS 13.0+ | Xcode 16.0+

Overview

To run the sample, use an iOS device with an A12 chip or later.

> **Note**
>
> This sample code project is associated with WWDC 2019 session 607: Bringing People into AR.

See Also

Body Position Tracking

📄 Rigging a Model for Motion Capture

Configure custom 3D models so ARKit's human body-tracking feature can control them.

📄 Validating a Model for Motion Capture

Verify that your character model matches ARKit's Motion Capture requirements.

`class` ARBodyAnchor

An anchor that tracks the position and movement of a human body in the rear-facing camera.