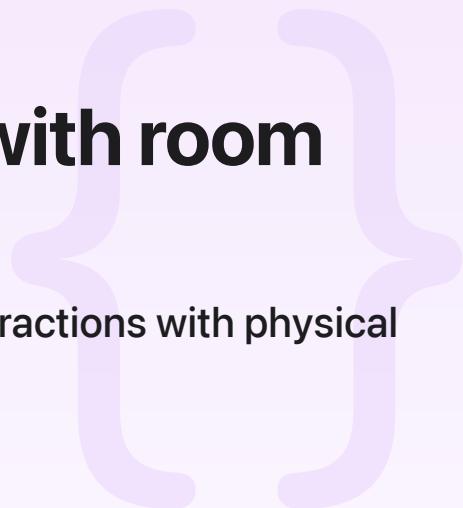ARKit / Building local experiences with room tracking

Sample Code

Building local experiences with room tracking

Use room tracking in visionOS to provide custom interactions with physical spaces.

Download

visionOS 2.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC24 session 10100: Create enhanced spatial computing experiences with ARKit.

Configure the sample code project

Because this sample uses ARKit, you can only run this sample on a device, not in Simulator. This sample can run on the following:

- An Apple Vision Pro with visionOS 2 or later