

[RealityKit](#) / Composing interactive 3D content with RealityKit and Reality Composer Pro

Sample Code

Composing interactive 3D content with RealityKit and Reality Composer Pro

Build an interactive scene using an animation timeline.

Download

visionOS 2.0+ | Xcode 16.0+

Overview

Note

This sample code project is associated with WWDC24 session 10102: [Compose interactive 3D content in Reality Composer Pro](#).

See Also

Asset creation



Swift Splash

Use RealityKit to create an interactive ride in visionOS.



Diorama

Design scenes for your visionOS app using Reality Composer Pro.



Presenting an artist's scene

Display a scene from Reality Composer Pro in visionOS.



Reality Composer

A visual editor for RealityKit AR scenes.



Object capture

Create 3D objects from a series of photographs using photogrammetry.



USD

An efficient and scalable way to represent 3D scenes.