Reality Composer

A visual editor for RealityKit AR scenes.

Overview

Reality Composer lets you create, compose, and edit RealityKit content visually for iOS, macOS, tvOS, and iPadOS apps. For developing visionOS apps, use Reality Composer Pro. For more information, see Reality Composer Pro.

Topics

Scene creation

- Loading Reality Composer files using generated code
  Leverage automatically generated code to load scenes from Xcode.
- Loading Reality Composer files manually without generated code
  Load Reality Composer files that aren't part of your Xcode project.
- Adding elements to a 3D scene
  Add assets to your scene from Reality Composer's library, or import custom assets.
- Configuring elements in a scene
  Define the appearance and behavior of objects in a scene.
- Arranging elements in a scene
  Manipulate objects to complete your Reality Composer scene.
- Adding procedural assets to a scene

Create procedurally generated shape primitives to your Reality Composer scene.

Improving the Accessibility of RealityKit Apps
Incorporate assistive technologies in your augmented reality app.

Anchors

Selecting an anchor for a Reality Composer scene
Decide which anchor is right for your scenes.

Behaviors

Bringing a Reality Composer scene to life
Add animation and handle user input by using behaviors, triggers, and actions.

Building custom behaviors
Create custom behaviors to control objects in your scene.

Creating a Trigger
Define when and how a behavior fires.

Adding interactivity to behaviors
Define what a behavior does by using actions.

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.

Composing interactive 3D content with RealityKit and Reality Composer Pro
Build an interactive scene using an animation timeline.

Presenting an artist's scene

Display a scene from Reality Composer Pro in visionOS.

Object capture

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

USD

An efficient and scalable way to represent 3D scenes.