

[RealityKit](#) / [Gaming sample code projects](#) / Rendering a windowed game in stereo

Sample Code

Rendering a windowed game in stereo

Bring an iOS or iPadOS game to visionOS and enhance it.

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visionOS 2.0+ | Xcode 16.0+

Overview

This sample shows how to render a Metal app in a window on visionOS, with stereoscopy, head tracking, [VRR](#), and a 3D frame around the window. The starting app is the [Deferred Lighting sample](#) for iOS, iPadOS, and macOS.



Note

This sample code project is associated with WWDC24 session 10093: [Bring your iOS or iPadOS game to visionOS](#).

Configure the sample code project

This project requires an Apple Vision Pro, and cannot be run in the simulator.

See Also

Sample code links

- `{ }` **Bringing your SceneKit projects to RealityKit**
Adapt a platformer game for RealityKit's powerful ECS and modularity.
- `{ }` **Creating a Spaceship game**
Build an immersive game using RealityKit audio, simulation, and rendering features.
- `{ }` **BOT-anist**
Build a multiplatform app that uses windows, volumes, and animations to create a robot botanist's greenhouse.
- `{ }` **Happy Beam**
Leverage a Full Space to create a fun game using ARKit.
- `{ }` **Swift Splash**
Use RealityKit to create an interactive ride in visionOS.
- `{ }` **Destination Video**
Leverage SwiftUI to build an immersive media experience in a multiplatform app.
- `{ }` **Creating a game with scene understanding**
Create AR games and experiences that interact with real-world objects on LiDAR-equipped iOS devices.