

[RealityKit](#) / Building an immersive experience with RealityKit

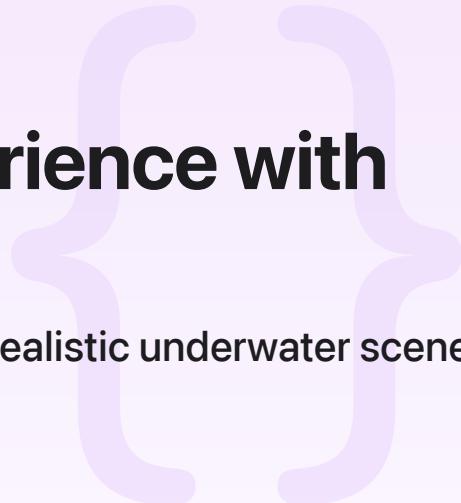
Sample Code

Building an immersive experience with RealityKit

Use systems and postprocessing effects to create a realistic underwater scene.

[Download](#)

iOS 15.0+ | iPadOS 15.0+ | Xcode 16.0+



Overview

Note

This sample code project is associated with WWDC21 session [10074: Dive into RealityKit 2](#).

Configure the Sample Code Project

This project requires an iPhone or iPad running at least iOS 15 or iPadOS 15. It doesn't support running in Simulator.

See Also

Essentials

-  Understanding the modular architecture of RealityKit
Learn how everything fits together in RealityKit.

```
class Entity
```

An element of a RealityKit scene to which you attach components that provide appearance and behavior characteristics for the entity.

```
protocol Component
```

A representation of a geometry or a behavior that you apply to an entity.