visionOS Highlights

Spatial computing goes even further with visionOS updates that bring enhanced support for volumetric apps, powerful new enterprise APIs, the new TabletopKit framework, and more.

Volumetric APIs

- Create apps that take full advantage of depth and space — and can run side by side with other apps in the Shared Space.

- Resize volumes by using the SwiftUI scene modifier `windowResizability`.

visionOS for enterprise

New enterprise APIs provide access to spatial barcode scanning, the Apple Neural Engine, object tracking parameters, and more.

TabletopKit

Create collaborative experiences centered around a table. This new framework handles the manipulation of cards and pieces, establishing placement and layout, and defining game boards.

Inputs

Decide if you want the user's hands to appear in front of or behind your digital content.

Updates to scene understanding

- Detect planes in all orientations.

- Allow anchoring objects on surfaces in your surroundings.

- Use Room Anchors to consider the user's surroundings on a per-room basis.

- Attach content to individual objects around the user with the new Object Tracking API for visionOS.

Getting started?
Explore the visionOS Pathway on developer.apple.com ›