

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

behind your digital content.

# Updates to scene understanding

- Detect planes in all orientations.
- Allow anchoring objects on surfaces in your surroundings.
- per-room basis.
- Attach content to individual objects around the user with the new **Object Tracking API for visionOS.**

**Getting started?** 



Decide if you want the user's hands to appear in front of or

Use Room Anchors to consider the user's surroundings on a

# Explore the visionOS Pathway on developer.apple.com >