LEARNING

scenekit

#scenekit

Table of Contents

About

You can share this PDF with anyone you feel could benefit from it, downloaded the latest version from: scenekit

It is an unofficial and free scenekit ebook created for educational purposes. All the content is extracted from Stack Overflow Documentation, which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official scenekit.

The content is released under Creative Commons BY-SA, and the list of contributors to each chapter are provided in the credits section at the end of this book. Images may be copyright of their respective owners unless otherwise specified. All trademarks and registered trademarks are the property of their respective company owners.

Use the content presented in this book at your own risk; it is not guaranteed to be correct nor accurate, please send your feedback and corrections to info@zzzprojects.com

Chapter 1: Getting started with scenekit

Remarks

This section provides an overview of what scenekit is, and why a developer might want to use it.

It should also mention any large subjects within scenekit, and link out to the related topics. Since the Documentation for scenekit is new, you may need to create initial versions of those related topics.

Versions

iOS 8.0+

macOS 10.8+

tvOS 9.0+

watchOS 3.0+

Examples

Installation or Setup

Detailed instructions on getting scenekit set up or installed.

Creating a new project from the Game template.

To set up a default SceneKit project you can use the Game Template.

Choose a template for your new project:

iOS   watchOS   tvOS   macOS   Cross-platform

Application

1

Single View
Application

Game

Master-D
Applicat

Sticker Pack
Application

iMessage
Application

Framework & Library

Touch

Cocoa Touch
Framework

Cocoa Touch
Static Library

Metal Lib

Cancel

https://riptutorial.com/scenekit/topic/6870/getting-started-with-scenekit

Chapter 2: Animation

Examples

Load an animation from a collada or scn file

Swift

Function for loading an animation from a file:

```
func animationFromSceneNamed(path: String) -> CAAnimation? {
    let scene  = SCNScene(named: path)
    var animation:CAAnimation?
    scene?.rootNode.enumerateChildNodes({ child, stop in
        if let animKey = child.animationKeys.first {
            animation = child.animation(forKey: animKey)
            stop.pointee = true
        }
    })
    return animation
}
```

Apply animation to node:

```
let animation = animationFromSceneNamed("art.scnassets/animation.dae")
myNode.addAnimation(animation, forKey: "anim")
```

Read Animation online: https://riptutorial.com/scenekit/topic/6969/animation

---

Credits

S. No	Chapters	Contributors
1	Getting started with scenekit	Community, James P
2	Animation	James P