

# HomeViewer

## User Guide

*Preview real paint colours on real walls — right from your Apple Vision Pro.*

May 6, 2026

## Welcome to HomeViewer

HomeViewer is an Apple Vision Pro app for previewing what your room would look like painted a different colour. Put on the headset, walk around for a few seconds while the app scans your space, then pinch any wall to repaint it on the spot. The colour reacts to the actual lighting in the room, so you can see how a swatch will really look on *your* walls before you ever pick up a brush.

Each wall is independent. You can paint just one feature wall, mix and match colours across the room, or sweep one shade onto everything at once. Two finger-friendly handles let you push the painted layer forward off the wall (handy for thicker baseboards or trim) and resize a wall by dragging its corners — useful when the scan slightly overshoots a doorway or window.

This guide will walk you through getting the app onto your Vision Pro, the basics of using it, and what every button and slider on the dashboard is for.

## Before You Start

To use HomeViewer you'll need:

- An Apple Vision Pro running visionOS 2.0 or newer.
- A reasonably well-lit room. The scanner uses the cameras and depth sensor on the headset, so very dim spaces or featureless white walls can take longer to register.
- A bit of clear floor space. You'll want to be able to look around the room and walk a few steps without bumping into furniture.

The first time you launch HomeViewer, the system will ask permission to use world-sensing data. This is what lets the app see your walls — tap **Allow** to continue. You can change this later in Settings → Privacy & Security if you ever want to.

## Installing the App

HomeViewer is a development build. It isn't on the App Store, so installation is done through Xcode on a Mac that's paired to your Vision Pro:

1. Open the HomeViewer project in Xcode on a Mac running the latest visionOS SDK.
2. Put on your Vision Pro and pair it to the Mac (Settings → General → Remote Devices, then accept the pairing prompt in Xcode's Window → Devices and Simulators) or connect via usb-c cable.
3. In Xcode, choose your Vision Pro as the run destination at the top of the window.
4. Press the Run button (or ⌘R). Xcode will install the app and launch it automatically.

After the first install, you can launch HomeViewer the same way you launch any other app on the Vision Pro — find its icon in the App Library and tap it.

## Starting HomeViewer

When the app opens, you'll see a small welcome window floating in front of you with a single button: **Start Scanning**. Tap that button to enter the immersive view.

For a few seconds you'll see **Opening immersive space...** with a spinner. The app is starting the scanner and asking the system for permission to read the room. Once it's ready, the welcome window is replaced by the main dashboard, and the room around you stays visible — that's what “mixed mode” means: HomeViewer adds virtual paint to the world without hiding any of it.

Look around. Walls in your view will start showing up as soft cyan rectangles within a second or two. That cyan tint is the painted overlay in its default state — it's saying “I've found this wall, and I'm ready for you to repaint it.” Move slowly the first time through; the more of the room you let the app see, the more walls become available.

## Using HomeViewer

Once the room has been scanned, the basic loop is the same on every wall: pinch to pick it up, choose a colour, and tweak the finish. Here's the full path from launch to a finished painted room.

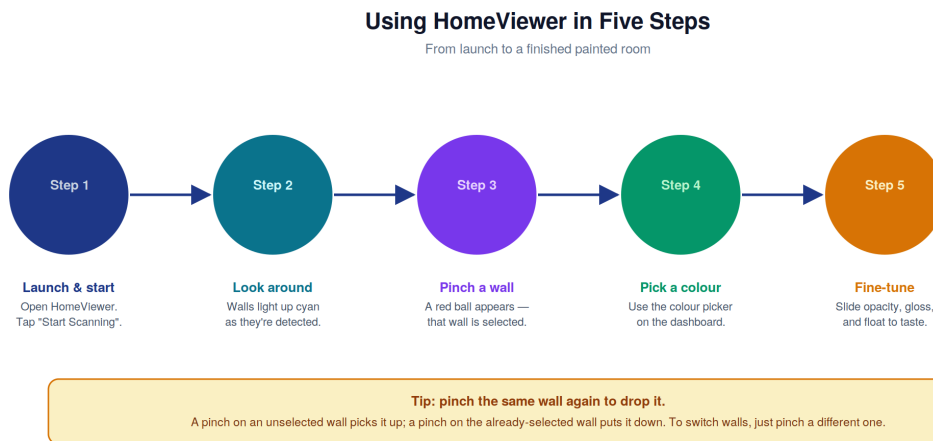


Figure 1. The five-step path through HomeViewer.

### Selecting a Wall

Look at the wall you want to paint and **pinch it** — the same pinch gesture you use everywhere else on the headset. A small red ball will appear in front of the wall to show that it's selected, and the

dashboard's status text will switch from *Scanning...* to *Wall Selected*. The colour picker and the *Apply Color to All Walls* toggle both appear once a wall is selected.

If you **pinch and hold**, you can also push or pull the painted layer forward and back along the wall's surface while you hold the pinch. Most of the time you won't need to — the default position is correct — but it's there if a wall has thick trim or you want to clear a baseboard.

To **change which wall is selected**, just pinch a different wall. The selection moves with you. To **deselect entirely** (so no wall is active), pinch the same wall again — the red ball disappears.

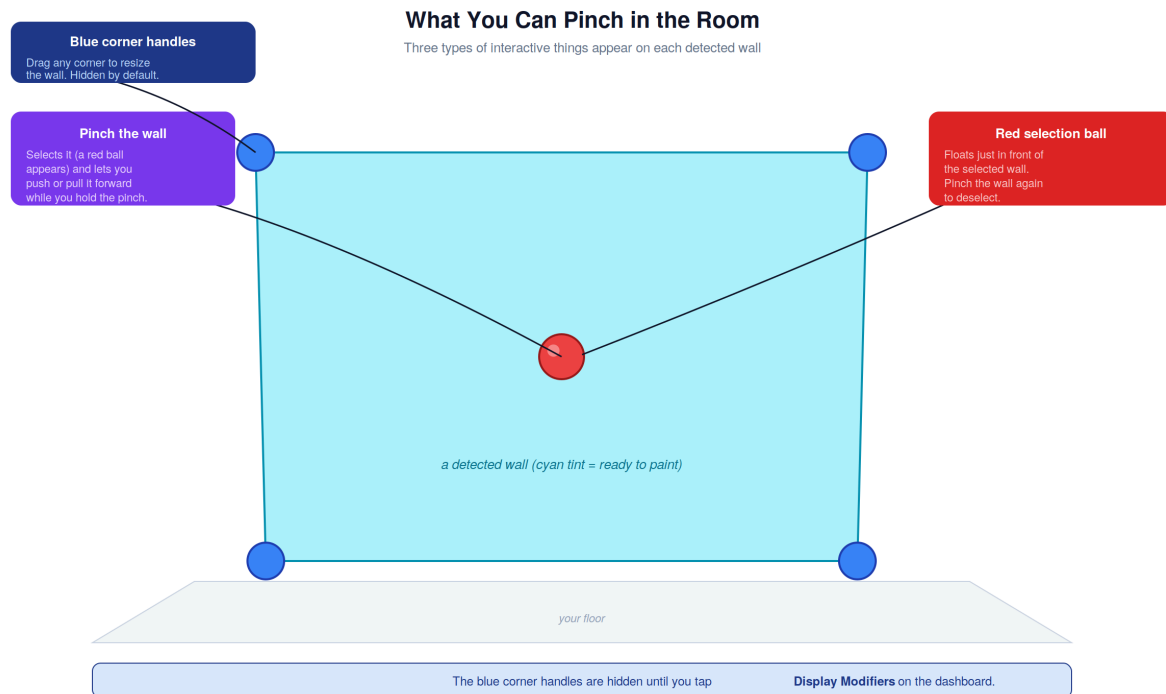


Figure 2. The three things you can pinch on a detected wall.

## Painting a Wall

With a wall selected, tap the colour swatch next to **Selected Wall Color** on the dashboard. The system colour picker opens — pick any colour you like and the wall repaints instantly. The new colour stays on that wall even if you select a different one and come back later.

If you want the same colour on every wall in the room at once, switch on **Apply Color to All Walls** before changing the swatch. With that toggle on, every colour change broadcasts to all detected walls. Turn it back off to go back to painting one wall at a time.

## Adjusting the Finish

Real paint isn't just a colour — it has a finish, from chalky matte through eggshell to high gloss. HomeViewer gives you three sliders that together control how the paint looks under your room's actual light:

- **Paint Roughness** — slide left for smoother and shinier, right for matte and chalky.
- **Paint Clearcoat** — adds a subtle wet/varnish layer on top of the paint. Good for simulating semi-gloss or satin finishes.
- **Paint Specular** — controls how strongly direct lights (lamps, windows) reflect off the surface.

Move them around while looking at the wall — it's the fastest way to find a finish you like.

## Resizing a Wall

Sometimes the scanner gets a wall slightly wrong — it might extend a bit into a doorway, miss the very top of a tall wall, or not realise where one wall ends and another begins. To fix that, tap **Display Modifiers** on the dashboard. Four blue handles appear at the corners of every detected wall.

Pinch a corner and drag it to resize the wall. The two adjacent corners snap along with it so the wall stays a clean rectangle. When you're done, tap **Hide Modifiers** to put the corner balls away.

### Heads-up.

Once you've manually resized a wall, the app stops auto-correcting that wall's shape — your size sticks. You can always tap a corner again later to refine it.

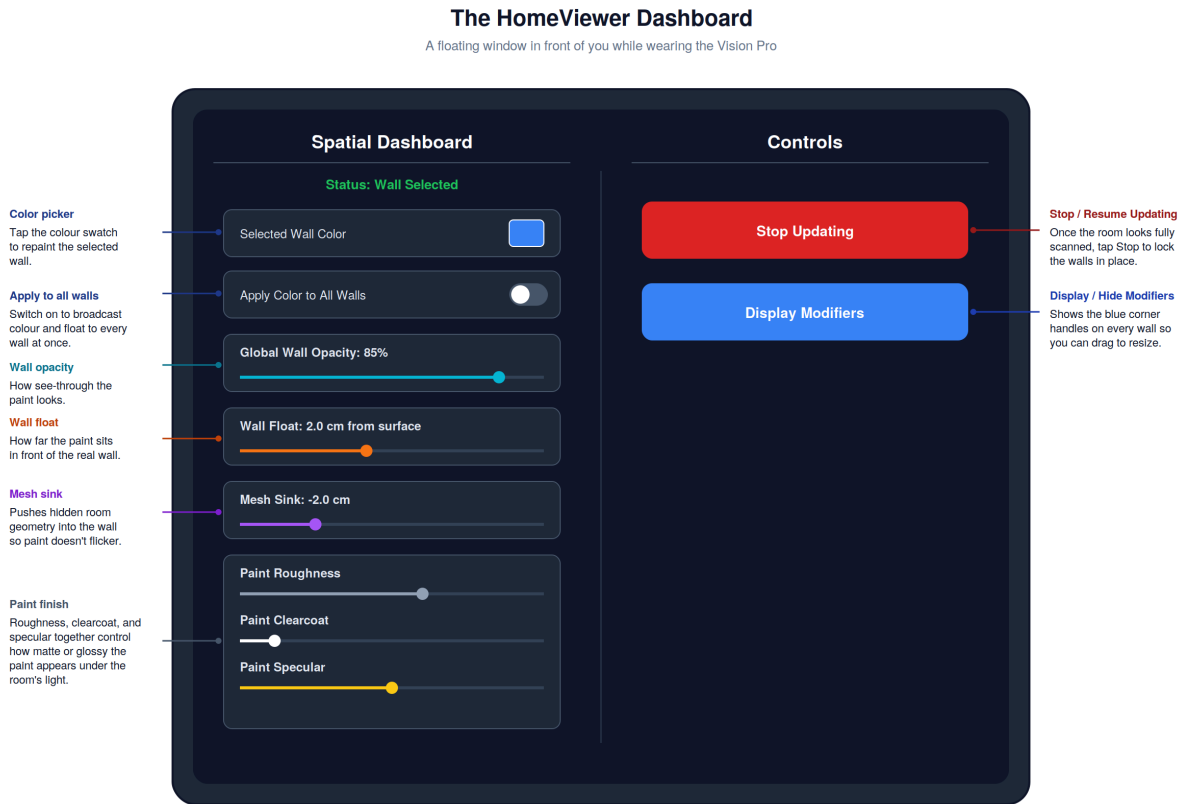
## Locking In the Scan

As you walk around, the scanner will keep refining the walls it has already found. Most of the time this is fine, but occasionally a refinement can shift things in a way you don't want. Once the room looks the way you like, tap **Stop Updating** on the right side of the dashboard. The button turns green and changes to **Resume Updating**, and the walls freeze in place.

Tap it again any time you want to keep refining or pick up a newly visible wall.

## The Dashboard at a Glance

The dashboard window has two columns. The left column is everything to do with how the paint *looks* — colour, transparency, finish, and where it sits relative to the wall. The right column has two action buttons that affect the whole experience.



The dashboard floats in front of you and stays in place. Pinch and drag its edge to move it; tap outside it to put your hands back on the walls.

Figure 3. Every control on the dashboard, with what each one does.

## Control Reference

A quick lookup for every control on the dashboard.

Control	What it does
<b>Selected Wall Color</b>	The colour the selected wall will be painted. Tap the swatch to open the system colour picker. Each wall remembers its own colour.
<b>Apply Color to All Walls</b>	When on, any colour change broadcasts to every detected wall instead of just the selected one. Useful for picking a base colour for the whole room.

Control	What it does
<b>Global Wall Opacity</b>	How transparent the paint is, from invisible (left) to fully opaque (right). 85% is the default and gives a realistic look while still letting a hint of the underlying texture show through.
<b>Wall Float</b>	How far the painted layer floats off the physical wall surface, in centimetres. Default is 2 cm. Lower values give cleaner edges around trim and baseboards; higher values cover more of the wall but can look slightly puffy.
<b>Mesh Sink</b>	A behind-the-scenes setting that controls where invisible room geometry sits relative to the painted overlay. The default of -2 cm works for most rooms. If your paint flickers or shows weird stripes, try sliding this slightly more negative.
<b>Paint Roughness</b>	Matte vs glossy. Far left is mirror-smooth (very shiny); far right is fully matte. Most interior paints land somewhere in the middle.
<b>Paint Clearcoat</b>	A secondary gloss layer on top of the paint. Add a little for satin finishes, more for semi-gloss, lots for high-gloss enamel.
<b>Paint Specular</b>	How strongly direct light sources reflect off the wall. Low values look soft and dry; high values give bright highlights where lamps or windows hit the surface.
<b>Stop / Resume Updating</b>	Pauses or resumes wall scanning. Tap Stop once your room looks good to lock the walls in place. Tap Resume to keep scanning.
<b>Display / Hide Modifiers</b>	Shows or hides the blue corner handles on every wall. The handles let you drag-resize a wall when the auto-detected size isn't quite right.

## Tips & Troubleshooting

### My wall isn't being detected.

- Walk closer to the wall and look at it directly for a few seconds. The scanner needs a clear view to register a surface.
- Make sure the room has reasonable lighting. Scanning in a fully dark room won't work.
- Very large unbroken walls (like a long hallway) can take an extra moment. Be patient and look slowly across the whole surface.
- If you turned on Stop Updating earlier and a new wall has come into view, tap Resume Updating so the app starts looking again.

### The paint flickers or shows odd stripes near the edges.

- Try sliding **Mesh Sink** a bit further to the left (more negative). This pushes the room's hidden geometry deeper into the wall, which usually clears up flicker.
- If the flicker is right at a corner where two walls meet, dragging the corner handle inward by a centimetre or two often helps.

### The wall looks the wrong size.

Tap **Display Modifiers**, then drag the four blue corner handles to where you want the wall edges to be. The wall stays painted while you resize. Once it looks right, tap **Hide Modifiers** to clean up.

### I want to start over.

Close the app (look up at the dock and dismiss the window, or press the Digital Crown). When you reopen HomeViewer, the room will be scanned fresh. Wall colours and resized walls don't carry over between sessions.

### The headset is asking for world-sensing permission again.

If you previously denied permission or revoked it in Settings, the system will ask again the next time you tap **Start Scanning**. The app needs this permission to see your walls — without it, the immersive view will appear empty.