

[Immersive Media Support](#) / ImmersiveDynamicMask

## Structure

# ImmersiveDynamicMask

A type that holds the information required to dynamically generate an immersive media mask at load time.

macOS 26.0+ | visionOS 26.0+

```
struct ImmersiveDynamicMask
```

## Overview

Immersive media dynamic masks are generated by interpolating a set of control points or sample points on the surface of a unit sphere.

## Topics

### Instance Properties

```
var controlPointInterpolation: ImmersiveDynamicMask.ControlPointInterpolation
```

Type of the interpolation method used while processing control points.

```
var edgeTreatment: ImmersiveDynamicMask.EdgeTreatment
```

The edge treatment type used for the immersive media mask.

```
var edgeWidthInDegrees: Float
```

The edge width in degrees used for the dynamic mask generation.

```
var leftControlPoints: [Point3DFloat]
```

The left eye control points.

```
var name: String
```

A unique name string of the dynamic mask.

```
var rightControlPoints: [Point3DFloat]
```

The right eye control points.

```
var stereoRelation: ImmersiveDynamicMask.StereoRelation
```

Represents how the left eye mask relates to the right eye mask.

## Enumerations

```
enum ControlPointInterpolation
```

A value that represents the interpolation method used while processing the control points.

```
enum EdgeTreatment
```

A value that represents an edge treatment type for the immersive media mask.

```
enum StereoRelation
```

A value that determines how the left mask relates to the right, or vice versa.

## Initializers

```
init(name: String, stereoRelation: ImmersiveDynamicMask.StereoRelation,  
edgeTreatment: ImmersiveDynamicMask.EdgeTreatment, controlPoint  
Interpolation: ImmersiveDynamicMask.ControlPointInterpolation, left  
ControlPoints: [Point3DFloat], rightControlPoints: [Point3DFloat], edge  
WidthInDegrees: Float)
```

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## Relationships

### Conforms To

Decodable

Encodable

Sendable

## See Also

### Camera metadata

`actor VenueDescriptor`

The Apple Immersive Media Venue Descriptor is a collection of static metadata necessary for every Apple Immersive Video.

`struct ImmersiveCamera`

A structure that holds the required information for an immersive media camera to process and render video frames.

`struct ImmersiveCameraCalibration`

A structure that represents immersive media camera calibration data.

`enum ImmersiveCameraMask`

A structure that holds the camera mask type information and its relevant mask name.