

[ARKit](#) / EnvironmentLightEstimationProvider

Class

EnvironmentLightEstimationProvider

A source of live data about lighting information in the environment.

visionOS 2.0+

```
final class EnvironmentLightEstimationProvider
```

Overview

Use the anchor this provider returns to reflect lighting from a person's surroundings on the surfaces of virtual objects.

Topics

Creating an environment light estimation provider

```
convenience init()
```

Creates an environment light estimation provider.

Inspecting the environment light estimation provider

```
var anchorUpdates: AnchorUpdateSequence<EnvironmentProbeAnchor>
```

An asynchronous sequence of all anchor updates.

```
var description: String
```

A textual representation of this environment light estimation provider.

```
var state: DataProviderState
```

The state of an environment light estimation provider.

Type properties

```
static var isSupported: Bool
```

A Boolean value that indicates whether a device supports the environment light estimation provider.

```
static var requiredAuthorizations: [ARKitSession.AuthorizationType]
```

The authorization types that an environment light estimation provider requires.

Relationships

Conforms To

CustomStringConvertible

DataProvider

Sendable

SendableMetatype

See Also

Lighting estimation

```
struct EnvironmentProbeAnchor
```

An environment probe in the world.