

[ARKit](#) / ImageAnchor

## Structure

# ImageAnchor

A 2D image's position in a person's surroundings.

visionOS 1.0+

```
struct ImageAnchor
```

## Topics

### Getting image information

```
var originFromAnchorTransform: simd_float4x4
```

The location and orientation of the image in world space.

```
var referenceImage: ReferenceImage
```

The reference image that this image anchor tracks.

```
var estimatedScaleFactor: Float
```

The estimated scale factor between the tracked image's physical size and the reference image's size.

```
var isTracked: Bool
```

A Boolean value that indicates whether ARKit is currently tracking this image.

```
var description: String
```

A textual representation of this anchor.

```
var id: UUID
```

The unique identifier of this anchor.

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# Relationships

## Conforms To

Anchor  
Copyable  
CustomStringConvertible  
Equatable  
Identifiable  
Sendable  
SendableMetatype  
TrackableAnchor

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## See Also

### Image tracking



Tracking and altering images

Create images from rectangular shapes found in the user's environment, and augment their appearance.



Detecting Images in an AR Experience

React to known 2D images in the user's environment, and use their positions to place AR content.



Tracking preregistered images in 3D space

Place content based on the current position of a known image in a person's surroundings.

```
class ImageTrackingProvider
```

A source of live data about a 2D image's position in a person's surroundings.

```
struct ReferenceImage
```

A 2D image the system uses as a reference to find the same image in a person's surroundings.