Structure

MeshAnchor

A volume of space that contains a mesh of a person's surroundings.

visionOS 1.0+

```
struct MeshAnchor
```

Topics

Getting mesh information

var originFromAnchorTransform: simd_float4x4

The location and orientation of a mesh in world space.

var geometry: MeshAnchor.Geometry

The shape of a mesh anchor.

struct Geometry

The shapes that make up a mesh anchor.

~~enum MeshClassification~~

The kinds of classification a face of a mesh can have.

Deprecated

Inspecting mesh anchors

var id: UUID

The unique identifier of this anchor.

```
var description: String
```
A textual representation of this anchor.

Relationships

Conforms To

```
Anchor
Copyable
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
```

See Also

Scene reconstruction

`{}` Incorporating real-world surroundings in an immersive experience

Create an immersive experience by making your app's content respond to the local shape of the world.

`class SceneReconstructionProvider`

A source of live data about the shape of a person's surroundings.