

[Immersive Media Support](#) / ImmersiveVideoFrame

## Structure

# ImmersiveVideoFrame

A type that represents an immersive video frame. An immersive video frame contains: - layout (SideBySide, OverUnder, Separate, Mono) - presentationTime: frame presentation time - pixelBuffers: an array with one or more images representing the frame.

macOS 26.0+ | visionOS 26.0+

```
struct ImmersiveVideoFrame
```

## Topics

### Initializers

```
init(leftEye: CVPixelBuffer, rightEye: CVPixelBuffer, presentationTime: CMTime)
```

Creates a video frame from the left and right eye pixel buffers.

```
init(pixelBuffer: CVPixelBuffer, presentationTime: CMTime, layout: ImmersiveVideoFrame.VideoLayout)
```

Creates a video frame with one pixelBuffer and specified layout.

### Instance Properties

```
let layout: ImmersiveVideoFrame.VideoLayout
```

Video layout associated with the video frame pixel buffers.

```
let pixelBuffers: [CVPixelBuffer]
```

An array of pixel buffers associated with this immersive frame.

```
let presentationTime: CMTIME
```

Presentation timestamp associated with the pixel buffers.

## Enumerations

```
enum VideoLayout
```

A value that specifies the layout of left and right eyes within an immersive video frame.

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## Relationships

### Conforms To

Equatable, Sendable, SendableMetatype