

[ARKit](#) / ObjectAnchor

## Structure

# ObjectAnchor

A reference object ARKit is tracking.

visionOS 2.0+

```
struct ObjectAnchor
```

## Overview

You use object anchors to learn about the position and orientation of a real-world object.

## Topics

### Inspecting an object anchor

```
var boundingBox: ObjectAnchor.AxisAlignedBoundingBox
```

The bounding box of an anchor.

```
struct AxisAlignedBoundingBox
```

Values that describe an axis-aligned bounding box.

```
var description: String
```

A textual representation of this anchor.

```
var isTracked: Bool
```

A Boolean value that indicates whether the framework is currently tracking an object anchor.

`var originFromAnchorTransform: simd_float4x4`

The transform from the object anchor to the origin coordinate system.

`var referenceObject: ReferenceObject`

The reference object that an anchor corresponds to.

`var inputFile: URL?`

The input file the framework uses for loading a reference object.

`var usdzFile: URL?`

The trained USDZ file, if the reference object includes one.

`struct ReferenceObject`

An object the framework can track.

## Inspecting and comparing anchors

`var id: UUID`

The unique identifier of this anchor.

`typealias ID`

A type representing the stable identity of the entity associated with an instance.

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# Relationships

## Conforms To

Anchor

CustomStringConvertible

Equatable

Identifiable

Sendable

SendableMetatype

TrackableAnchor

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## See Also

# Object tracking

`class` `ObjectTrackingProvider`

A source of real-time position of reference objects in a person's environment.

{ } Exploring object tracking with ARKit

Find and track real-world objects in visionOS using reference objects trained with Create ML.

📄 Implementing object tracking in your visionOS app

Create engaging interactions by training models to recognize and track real-world objects in your app.