

[Immersive Media Support](#) / ParametricImmersiveAssetInfo

Class

ParametricImmersiveAssetInfo

An object that helps convert the original wide field of view video asset to parametric immersive asset.

macOS 26.0+ | visionOS 26.0+

```
class ParametricImmersiveAssetInfo
```

Topics

Structures

```
struct Error
```

An error that occurs during the conversion process of the parametric immersive asset.

Initializers

```
init(asset: AVURLAsset, computeFormatDescription: Bool) async throws
```

Creates an instance using the passed asset and computes the format description for converting the asset to parametric immersive asset, if requested. Use `ParametricImmersiveAssetInfo.isParametricImmersive` to check whether the asset is already parametric immersive.

Instance Properties

```
var requiredFormatDescription: CMFormatDescription?
```

A result format descriptor for overriding a mutable video track that's used to convert the asset to parametric immersive asset. Use `replaceFormatDescription` to replace the format description on the `AVMutableMovieTrack`.

```
var conversionResult: Result<CMFormatDescription, ParametricImmersiveAssetInfo.Error>?
```

The result object of the parametric immersive format conversion.

```
var isAssetConvertible: Bool
```

A result Boolean value that indicates whether the asset can be converted to parametric immersive. If opt-out `computeFormatDescription` in the initializer, this Boolean indicates whether the asset is convertible.

Type Methods

```
class func isParametricImmersive(asset: AVURLAsset) async -> Bool
```

Checks asynchronously whether the asset is already in the parametric immersive format.