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API Collection

# Video effects

Define standard video transition effects, synchronize layer animations with media timing, and create custom video compositors.

## Topics

### Core Animation integration

`class AVVideoCompositionCoreAnimationTool`

An object used to incorporate Core Animation into a video composition.

### Built-in video compositing

`{}` Editing and playing HDR video

Support high-dynamic-range (HDR) video content in your app by using the HDR editing and playback capabilities of AVFoundation.

`{}` Debugging AVFoundation audio mixes, compositions, and video compositions

Resolve common problems when creating compositions, video compositions, and audio mixes.

`class AVVideoComposition`

An object that describes how to compose video frames at particular points in time.

`class AVVideoCompositionInstruction`

An operation that a compositor performs.

`class AVVideoCompositionLayerInstruction`

An object used to modify the transform, cropping, and opacity ramps applied to a given track in a composition.

~~class AVMutableVideoComposition~~

A mutable video composition subclass.

Deprecated

~~class AVMutableVideoCompositionInstruction~~

A mutable video composition instruction subclass.

Deprecated

~~class AVMutableVideoCompositionLayerInstruction~~

An object used to modify the transform, cropping, and opacity ramps applied to a given track in a mutable composition.

Deprecated

## Custom video compositing

`{}` Processing spatial video with a custom video compositor

Create a custom video compositor to edit spatial video for playback and export.

`protocol AVVideoCompositing`

A protocol that defines the methods custom video compositors must implement.

## See Also

### Editing

`⋮` Composite assets

Combine tracks and segments of tracks from multiple assets into a composite asset that you can play or process.

`⋮` QuickTime movies

Access the contents of a QuickTime movie file, and perform sample-level edits of its media tracks.

`⋮` Audio mixing

Define how to mix the audio levels from multiple audio tracks over an asset's duration.