

[Immersive Media Support](#) / ImmersiveVideoMask

Structure

ImmersiveVideoMask

A video mask to use during video rendering to smooth the edges of the mesh.

macOS 26.0+ | visionOS 26.0+

```
struct ImmersiveVideoMask
```

Overview

This type holds the generated video mask texture and its relevant information.

Topics

Instance Properties

```
var layout: ImmersiveVideoMask.Layout
```

The layout of this mask, see [ImmersiveVideoMask.Layout](#) for more details.

```
var texture: any MTLTexture
```

The mask texture ready for rendering.

```
var isInEquirectangularProjection: Bool
```

A Boolean value that indicates whether the generated mask texture is in equirectangular projection space. If `true`, the app renderer needs to transform vertices of the mesh to equirectangular projection space to generate UVs to access the mask texture.

Enumerations

`enum Layout`
A value that represents the layout of the video mask.

Operators

`static func == (ImmersiveVideoMask, ImmersiveVideoMask) -> Bool`
Compares two masks.

Initializers

`init(layout: ImmersiveVideoMask.Layout, isInEquirectangularProjection: Bool, texture: any MTLTexture)`
Creates an immersive video mask object.

Relationships

Conforms To

`Equatable, Sendable, SendableMetatype`

See Also

Immersive video rendering support

`struct ImmersiveCameraViewModel`
A view model that holds all the resources needed to render an immersive camera view.