

[Immersive Media Support](#) / PresentationDescriptor

Structure

PresentationDescriptor

A structure that represents dynamic metadata used during playback or when outputting the metadata track for an immersive video file.

macOS 26.0+ | visionOS 26.0+

```
struct PresentationDescriptor
```

Topics

Initializers

```
init(commands: [PresentationCommand])
```

Creates an instance that contains the commands specified in the given array.

```
init(duration: CMTime?, commands: [PresentationCommand])
```

Creates an instance that contains the commands specified in the array:

Instance Properties

```
var commands: [PresentationCommand]
```

An array of presentation commands.

```
var duration: CMTime?
```

The total duration of the presentation commands.

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Presentation commands

`enum PresentationCommand`

A set of properties that define the interface for a presentation command.

`struct FadeCommand`

A command type for color fading during immersive media playback.

`struct FadeEnvironmentCommand`

A command type for opacity fading environment backdrops during immersive media playback.

`struct SetCameraCommand`

A command type for immersive camera switching during playback.

`struct ShotFlopCommand`

A command type to flip the video frames horizontally (mirrored horizontally) during playback for the duration of the command.

`class PresentationDescriptorReader`

An object that provides the functionality required to understand and process immersive presentation commands.