

[AVFoundation](#) / Media assets

API Collection

Media assets

Load media assets from files and streams to inspect their attributes, tracks, and embedded metadata.

Topics

Essentials

📄 Loading media data asynchronously

Build responsive apps by using language-level concurrency features to efficiently load media data.

Assets

`class AVAsset`

An object that models timed audiovisual media.

`class AVURLAsset`

An asset that represents media at a local or remote URL.

`class AVAssetTrack`

An object that models a track of media that an asset contains.

`class AVAssetTrackSegment`

An object that represents a time range segment of an asset track.

`class AVAssetTrackGroup`

A group of related tracks in an asset.

Metadata



Retrieving media metadata

Load descriptive metadata for media assets and their tracks.

```
class AVMetadataItem
```

A metadata item for an audiovisual asset or one of its tracks.

```
class AVMutableMetadataItem
```

A mutable metadata item for an audiovisual asset or for one of its tracks.

```
struct AVMetadataIdentifier
```

A structure that defines identifiers for metadata formats.

```
struct AVMetadataKey
```

A structure that defines a metadata key.

```
struct AVMetadataKeySpace
```

A structure that defines a metadata key space.

```
struct AVMetadataExtraAttributeKey
```

A structure that defines keys for extra metadata attributes.

```
struct AVMetadataFormat
```

A structure that defines metadata formats.

```
class AVMetadataItemFilter
```

An object that filters selected information from a metadata item.

Property loading

```
protocol AVAsynchronousKeyValueLoading
```

A protocol that defines the interface to load media data asynchronously.

```
class AVAsyncProperty
```

An asynchronous property that constrains its type and value.

```
class AVPartialAsyncProperty
```

An asynchronous property that constrains its type.

`class AVAnyAsyncProperty`

A base class for asynchronous properties.

Fragmented assets

`class AVFragmentedAsset`

An asset with a duration that the system can extend without modifying its existing media data.

`class AVFragmentedAssetTrack`

An object that provides the track-level interface to inspect a fragmented asset's media tracks.

`class AVFragmentedAssetMinder`

An object that periodically checks whether the system adds new fragments to a fragmented asset.

`protocol AVFragmentMinding`

A protocol that defines whether an asset supports fragment minding.

See Also

Common

☰ Media reading and writing

Read images from video, export to alternative formats, and perform sample-level reading and writing of media data.

☰ Media types and utilities

Identify the types of content and file formats that AVFoundation supports.

☰ Video settings

Configure video processing settings using standard key and value constants.

☰ Audio settings

Configure audio processing settings using standard key and value constants.