

[Immersive Media Support](#) / ImmersiveCameraMask

Enumeration

ImmersiveCameraMask

A structure that holds the camera mask type information and its relevant mask name.

macOS 26.0+ | visionOS 26.0+

```
enum ImmersiveCameraMask
```

Topics

Enumeration Cases

```
case dynamic(ImmersiveDynamicMask)
```

A value that defines a control points based dynamically generated mask.

```
case image(ImmersiveImageMask)
```

A value that defines an image based mask.

Relationships

Conforms To

Decodable

Encodable

Sendable

See Also

Camera metadata

`actor VenueDescriptor`

The Apple Immersive Media Venue Descriptor is a collection of static metadata necessary for every Apple Immersive Video.

`struct ImmersiveCamera`

A structure that holds the required information for an immersive media camera to process and render video frames.

`struct ImmersiveCameraCalibration`

A structure that represents immersive media camera calibration data.

`struct ImmersiveDynamicMask`

A type that holds the information required to dynamically generate an immersive media mask at load time.