

[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.