

[Immersive Media Support](#) / ImmersiveImageMask

Class

ImmersiveImageMask

An object that holds all the information needed to load immersive media masks from image data or from a file.

macOS 26.0+ | visionOS 26.0+

```
final class ImmersiveImageMask
```

Overview

An image file containing the alpha values is used to generate the image mask.

Topics

Initializers

```
init(name: String, maskData: Data?)
```

```
init(name: String, maskURL: URL)
```

Instance Properties

```
let maskData: Data?
```

```
let name: String
```

Relationships

Conforms To

Decodable
Encodable
Sendable
SendableMetatype