

[ARKit](#) / ObjectAnchor

Structure

# ObjectAnchor

A reference object ARKit is tracking.

visionOS 2.0+

```
struct ObjectAnchor
```

## Overview

You use object anchors to learn about the position and orientation of a real-world object.

## Topics

### Inspecting an object anchor

```
var boundingBox: ObjectAnchor.AxisAlignedBoundingBox
```

The bounding box of an anchor.

```
struct AxisAlignedBoundingBox
```

Values that describe an axis-aligned bounding box.

```
var description: String
```

A textual representation of this anchor.

```
var isTracked: Bool
```

A Boolean value that indicates whether the framework is currently tracking an object anchor.

```
var originFromAnchorTransform: simd_float4x4
```

The transform from the object anchor to the origin coordinate system.

```
var referenceObject: ReferenceObject
```

The reference object that an anchor corresponds to.

```
var inputFile: URL?
```

The input file the framework uses for loading a reference object.

```
var usdzFile: URL?
```

The trained USDZ file, if the reference object includes one.

```
struct ReferenceObject
```

An object the framework can track.

## Inspecting and comparing anchors

```
var id: UUID
```

The unique identifier of this anchor.

```
typealias ID
```

A type representing the stable identity of the entity associated with an instance.

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## Relationships

### Conforms To

Anchor

CustomStringConvertible

Equatable

Identifiable

Sendable

SendableMetatype

TrackableAnchor

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## See Also

# Object tracking

`class ObjectTrackingProvider`

A source of real-time position of reference objects in a person's environment.

{ } Exploring object tracking with ARKit

Find and track real-world objects in visionOS using reference objects trained with Create ML.

📄 Implementing object tracking in your visionOS app

Create engaging interactions by training models to recognize and track real-world objects in your app.