

[ARKit](#) / HandAnchor

Structure

HandAnchor

A hand's position in a person's surroundings.

visionOS 1.0+

```
struct HandAnchor
```

Topics

Getting hand information

```
var originFromAnchorTransform: simd_float4x4
```

The location and orientation of a hand in world space.

```
var handSkeleton: HandSkeleton?
```

The current position and orientation of joints on a hand.

```
var chirality: HandAnchor.Chirality
```

The chirality of this hand.

```
enum Chirality
```

A value that indicates a left or right hand.

```
var isTracked: Bool
```

A Boolean value that indicates whether ARKit is currently tracking this hand.

```
var description: String
```

A textual representation of this anchor.

Identifying hand anchors

```
var id: UUID
```

The unique identifier of this anchor.

Instance Properties

```
var fidelity: HandAnchor.Fidelity
```

The fidelity of this hand.

Enumerations

```
enum Fidelity
```

Enumeration to distinguish hand fidelity

Relationships

Conforms To

- Anchor
- Copyable
- CustomStringConvertible
- Equatable
- Identifiable
- Sendable
- SendableMetatype
- TrackableAnchor

See Also

Hand tracking

{ } Happy Beam

Leverage a Full Space to create a fun game using ARKit.

```
class HandTrackingProvider
```

A source of live data about the position of a person's hands and hand joints.

```
struct HandSkeleton
```

A collection of joints in a hand.