

[RealityKit](#) / [VideoPlayerComponent](#) / `immersiveViewingMode`

## Instance Property

# immersiveViewingMode

The current immersive-viewing mode.

visionOS 2.0+

```
var immersiveViewingMode: VideoPlayerComponent.ImmersiveViewingMode? { get }
```

## See Also

### Playing immersive media

```
var desiredImmersiveViewingMode: VideoPlayerComponent.ImmersiveViewingMode
```

The viewer's selected immersive-viewing mode.