

[Image I/O](#) / [CGImagePropertyOrientation](#) / `CGImagePropertyOrientation.up`

Case

CGImagePropertyOrientation.up

The encoded image data matches the image's intended display orientation.

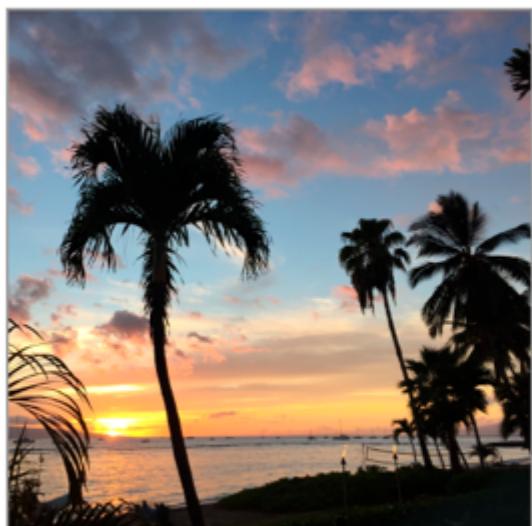
iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.0+ | macOS 10.8+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

`case up`

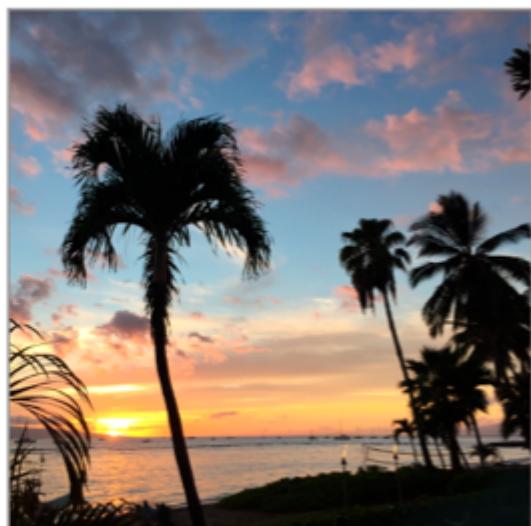
Discussion

The (x,y) pixel coordinates of the origin point (0,0) represent the leftmost column and top row, respectively. Pixel (x,y) positions increase left-to-right, top-to-bottom.

If an image is encoded with this orientation, then displayed by software unaware of orientation metadata, the image appears correctly "right side up". That is, this orientation is an identity value.



Uncorrected image



Intended display

See Also

Image Orientations

case `upMirrored`

The encoded image data is horizontally flipped from the image's intended display orientation.

case `down`

The encoded image data is rotated 180° from the image's intended display orientation.

case `downMirrored`

The encoded image data is vertically flipped from the image's intended display orientation.

case `leftMirrored`

The encoded image data is horizontally flipped and rotated 90° counter-clockwise from the image's intended display orientation.

case `right`

The encoded image data is rotated 90° clockwise from the image's intended display orientation.

case `rightMirrored`

The encoded image data is horizontally flipped and rotated 90° clockwise from the image's intended display orientation.

case `left`

The encoded image data is rotated 90° clockwise from the image's intended display orientation.