

[Immersive Media Support](#) / ImmersiveCameraMeshCalibration

Class

ImmersiveCameraMeshCalibration

Calibration mesh geometry based on USDZ data.

macOS 26.0+ | visionOS 26.0+

```
final class ImmersiveCameraMeshCalibration
```

Overview

This class is associated with the calibration type 'usdzMesh' and is used for calibration performed by camera lens provider using usdz.

Topics

Initializers

```
init(name: String, usdzData: Data)
```

Creates an instance of ImmersiveCameraMeshCalibration.

Instance Properties

```
let name: String
```

```
let usdzData: Data
```

Relationships

Conforms To

- Decodable
- Encodable
- Sendable
- SendableMetatype