

[ARKit / ImageAnchor](#)

Structure

ImageAnchor

A 2D image's position in a person's surroundings.

visionOS 1.0+

```
struct ImageAnchor
```

Topics

Getting image information

`var originFromAnchorTransform: simd_float4x4`

The location and orientation of the image in world space.

`var referenceImage: ReferenceImage`

The reference image that this image anchor tracks.

`var estimatedScaleFactor: Float`

The estimated scale factor between the tracked image's physical size and the reference image's size.

`var isTracked: Bool`

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

`var description: String`

A textual representation of this anchor.

`var id: UUID`

The unique identifier of this anchor.

Relationships

Conforms To

Anchor
Copyable
CustomStringConvertible
Equatable
Identifiable
Sendable
SendableMetatype
TrackableAnchor

See Also

Image tracking

- { } Tracking and altering images
Create images from rectangular shapes found in the user's environment, and augment their appearance.
- { } Detecting Images in an AR Experience
React to known 2D images in the user's environment, and use their positions to place AR content.
- 📄 Tracking preregistered images in 3D space
Place content based on the current position of a known image in a person's surroundings.

`class ImageTrackingProvider`

A source of live data about a 2D image's position in a person's surroundings.

`struct ReferenceImage`

A 2D image the system uses as a reference to find the same image in a person's surroundings.