

[AVFoundation](#) / Media assets

API Collection

# Media assets

Load media assets from files and streams to inspect their attributes, tracks, and embedded metadata.

## Topics

### Essentials

 Loading media data asynchronously

Build responsive apps by using language-level concurrency features to efficiently load media data.

### Assets

`class AVAsset`

An object that models timed audiovisual media.

`class AVURLAsset`

An asset that represents media at a local or remote URL.

`class AVAssetTrack`

An object that models a track of media that an asset contains.

`class AVAssetTrackSegment`

An object that represents a time range segment of an asset track.

`class AVAssetTrackGroup`

A group of related tracks in an asset.

## Metadata

### Retrieving media metadata

Load descriptive metadata for media assets and their tracks.

`class AVMetadataItem`

A metadata item for an audiovisual asset or one of its tracks.

`class AVMutableMetadataItem`

A mutable metadata item for an audiovisual asset or for one of its tracks.

`struct AVMetadataIdentifier`

A structure that defines identifiers for metadata formats.

`struct AVMetadataKey`

A structure that defines a metadata key.

`struct AVMetadataKeySpace`

A structure that defines a metadata key space.

`struct AVMetadataExtraAttributeKey`

A structure that defines keys for extra metadata attributes.

`struct AVMetadataFormat`

A structure that defines metadata formats.

`class AVMetadataItemFilter`

An object that filters selected information from a metadata item.

## Property loading

`protocol AVAsynchronousKeyValueLoading`

A protocol that defines the interface to load media data asynchronously.

`class AVAsyncProperty`

An asynchronous property that constrains its type and value.

`class AVPartialAsyncProperty`

An asynchronous property that constrains its type.

```
class AVAnyAsyncProperty
```

A base class for asynchronous properties.

## Fragmented assets

```
class AVFragmentedAsset
```

An asset with a duration that the system can extend without modifying its existing media data.

```
class AVFragmentedAssetTrack
```

An object that provides the track-level interface to inspect a fragmented asset's media tracks.

```
class AVFragmentedAssetMinder
```

An object that periodically checks whether the system adds new fragments to a fragmented asset.

```
protocol AVFragmentMinding
```

A protocol that defines whether an asset supports fragment minding.

## See Also

### Common

- ☰ Media reading and writing

Read images from video, export to alternative formats, and perform sample-level reading and writing of media data.

- ☰ Media types and utilities

Identify the types of content and file formats that AVFoundation supports.

- ☰ Video settings

Configure video processing settings using standard key and value constants.

- ☰ Audio settings

Configure audio processing settings using standard key and value constants.