Protocol

# PoseProviding

An observation that provides a collection of joints that make up a pose.

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+

```
protocol PoseProviding
```

# Topics

## Getting the joints

```
func joint(for: Self.PoseJointName) -> Joint?
```

Retrieves a joint for a given joint name.

**Required**

```
func allJoints(in: Self.PoseJointsGroupName?) -> [Self.PoseJointName : Joint]
```

Retrieves a dictionary of all joints in the observation or joint group.

**Required**

## Getting the joint names

```
var availableJointNames: [Self.PoseJointName]
```

The names of the available joints in the observation.

**Required**

```
associatedtype PoseJointName : Decodable, Encodable, Hashable, Raw Representable
```

A type that represents a joint name.

**Required**

## Getting the joint group names

`var availableJointsGroupNames: [Self.PoseJointsGroupName]`

The names of the available joint groupings in the observation.

**Required**

`associatedtype PoseJointsGroupName : CaseIterable, RawRepresentable`

A type that represents a joint group name.

**Required**

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# Relationships

## Conforming Types

`AnimalBodyPoseObservation`, `HumanBodyPoseObservation`, `HumanHandPoseObservation`

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# See Also

## Body and hand pose detection

`struct DetectHumanBodyPoseRequest`

A request that detects a human body pose.

`struct DetectHumanHandPoseRequest`

A request that detects a human hand pose.

`enum Chirality`

The hand sidedness of a pose.

`struct Joint`

A pose joint represented as a normalized point in an image, along with a label and a confidence value.