

[Cinematic](#) / CNSpatialAudioRenderingStyle

## Enumeration

# CNSpatialAudioRenderingStyle

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+

```
enum CNSpatialAudioRenderingStyle
```

## Overview

Standard rendering styles for Audio Mix type effects

## Topics

### Enumeration Cases

`case cinematic`

Isolates the ambience and place it in a spatial stem. Isolates all voices and place them in a mono stem.

`case cinematicBackgroundStem`

Isolates the ambience when foreground is cinematic Audio Mix and place it in a spatial stem. There is no voice stem.

`case cinematicForegroundStem`

Isolates all voices and places them in a mono stem. There is no ambience stem.

`case inFrame`

Isolates the ambience and place it in a spatial stem. Isolates only voices from the camera field of view and place them in a mono stem.

#### `case inFrameBackgroundStem`

Isolates the ambience and foreground that is out of frame and place it in a spatial stem. There is no voice stem.

#### `case inFrameForegroundStem`

Isolates only voices from the camera field of view and place them in a mono stem. There is no ambience stem.

#### `case standard`

This produces a spatial stem of the original recording that is unprocessed. This is the default rendering style.

#### `case studio`

Isolates the ambience and place it in a spatial stem. Isolates all voices, add a studio/proximity effect in the voice track and place them in a mono stem.

#### `case studioBackgroundStem`

Isolates the ambience when foreground is studio Audio Mix and place it in a spatial stem. There is no voice stem.

#### `case studioForegroundStem`

Isolates all voices, add a studio/proximity effect in the voice track and place them in a mono stem. There is no ambience stem.

## Initializers

`init?(rawValue: Int)`

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## Relationships

### Conforms To

BitwiseCopyable

Equatable

Hashable

RawRepresentable

Sendable

