
[SwiftUI](#) / GeometryReader3D

Structure

GeometryReader3D

A container view that defines its content as a function of its own size and coordinate space.

visionOS 1.0+

```
@frozen
struct GeometryReader3D<Content> where Content : View
```

Overview

This view returns a flexible preferred size to its own container view.

This container differs from [GeometryReader](#) in that it also reads available depth, and thus also returns a flexible preferred depth to its parent layout. Use the 3D version only in situations where you need to read depth, because it affects depth layout when used in a container like a [ZStack](#).

Topics

Creating a geometry reader

```
init(content: (GeometryProxy3D) -> Content)

var content: (GeometryProxy3D) -> Content
```

Relationships

Conforms To

View

See Also

Measuring a view

`struct GeometryReader`

A container view that defines its content as a function of its own size and coordinate space.

`struct GeometryProxy`

A proxy for access to the size and coordinate space (for anchor resolution) of the container view.

`struct GeometryProxy3D`

A proxy for access to the size and coordinate space of the container view.

`func coordinateSpace(NamedCoordinateSpace) -> some View`

Assigns a name to the view's coordinate space, so other code can operate on dimensions like points and sizes relative to the named space.

`enum CoordinateSpace`

A resolved coordinate space created by the coordinate space protocol.

`protocol CoordinateSpaceProtocol`

A frame of reference within the layout system.

`struct PhysicalMetric`

Provides access to a value in points that corresponds to the specified physical measurement.

`struct PhysicalMetricsConverter`

A physical metrics converter provides conversion between point values and their extent in 3D space, in the form of physical length measurements.