

[Vision](#) / [NormalizedRegion](#)

Type Alias

NormalizedRegion

A polygon composed of normalized points.

iOS 26.0+ | iPadOS 26.0+ | macOS 26.0+ | tvOS 26.0+ | visionOS 26.0+

```
typealias NormalizedRegion = ContoursObservation.Contour
```

See Also

Image locations and regions

`struct NormalizedPoint`

A point in a 2D coordinate system.

`struct NormalizedRect`

The location and dimensions of a rectangle.

`struct NormalizedCircle`

The center point and radius of a 2D circle.

`protocol BoundingBoxProviding`

A protocol for objects that have a bounding box.

`protocol BoundingRegionProviding`

A protocol for objects that have a defined boundary in an image.

`protocol QuadrilateralProviding`

A protocol for objects that have a bounding quadrilateral.

```
enum CoordinateOrigin
```

The origin of a coordinate system relative to an image.