

[Immersive Media Support](#) / ImmersiveCameraViewModel

## Structure

# ImmersiveCameraViewModel

A view model that holds all the resources needed to render an immersive camera view.

macOS 26.0+ | visionOS 26.0+

```
struct ImmersiveCameraViewModel
```

## Overview

App needs to query this type instance from [VenueDescriptor](#) instance given the immersive camera identifier.

## Topics

### Instance Properties

```
var cameraID: String
```

The camera identifier string of the Immersive camera associated with this view model.

```
var environmentBackdrop: MDLAsset?
```

The environment backdrop associated with the immersive camera view

```
var leftEye: MDLMesh
```

Left eye mesh associated with the immersive camera view.

```
var mask: ImmersiveVideoMask?
```

Generated immersive video mask associated with the immersive camera view

```
var rightEye: MDLMesh
```

Right eye mesh associated with the immersive camera view.

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## Relationships

### Conforms To

Sendable, SendableMetatype

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## See Also

### Immersive video rendering support

```
struct ImmersiveVideoMask
```

A video mask to use during video rendering to smooth the edges of the mesh.