Class

ARImageAnchor

An anchor for a known image that ARKit detects in the physical environment.

iOS 11.3+ | iPadOS 11.3+ | Mac Catalyst 13.1+

```
class ARImageAnchor
```

Overview

When you run a world-tracking AR session and specify `ARReferenceImage` objects for the session configuration's `detectionImages` property, ARKit searches for those images in the real-world environment. When the session recognizes an image, it automatically adds an `ARImageAnchor` for each detected image to its list of anchors.

To find the extent of a recognized image in the scene, use the inherited `transform` property together with the `physicalSize` of the anchor's `referenceImage`.

Topics

Identifying Detected Images

`var referenceImage: ARReferenceImage`

The detected image referenced by the image anchor.

Estimating Scale

`var estimatedScaleFactor: CGFloat`

A factor between the initial size and the estimated physical size.

Relationships

Inherits From

`ARAnchor`

Conforms To

`ARAnchorCopying`
`ARTrackable`
`CVarArg`
`CustomDebugStringConvertible`
`CustomStringConvertible`
`Equatable`
`Hashable`
`NSCoding`
`NSCopying`
`NSObjectProtocol`
`NSSecureCoding`
`Sendable`
`SendableMetatype`

See Also

Image Detection

{} Tracking and altering images

Create images from rectangular shapes found in the user's environment, and augment their appearance.

{} Detecting Images in an AR Experience

React to known 2D images in the user's environment, and use their positions to place AR content.

class ARReferenceImage

A 2D image that you want ARKit to detect in the physical environment.