

[ARKit](#) / Anchor

Protocol

# Anchor

The identity, location, and orientation of an object in world space.

macOS 26.0+ | visionOS 1.0+

```
protocol Anchor : CustomStringConvertible, Identifiable, Sendable
```

## Topics

### Inspecting an anchor

```
var id: UUID
```

A unique identifier that distinguishes this anchor from all other anchors.

**Required**

```
var timestamp: TimeInterval
```

**Required** Default implementation provided.

```
var originFromAnchorTransform: simd_float4x4
```

The position and orientation of this anchor in world space.

**Required**

### Tracking anchors over time

```
struct AnchorUpdate
```

Information about the event that updated an anchor.

```
struct AnchorUpdateSequence
```

An asynchronous sequence of updates to anchors.

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# Relationships

## Inherits From

CustomStringConvertible  
Identifiable  
Sendable  
SendableMetatype

## Inherited By

TrackableAnchor

## Conforming Types

AccessoryAnchor  
BarcodeAnchor  
CameraRegionAnchor  
DeviceAnchor  
EnvironmentProbeAnchor  
HandAnchor  
ImageAnchor  
MeshAnchor  
ObjectAnchor  
PlaneAnchor  
RoomAnchor  
WorldAnchor

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# See Also

## visionOS



Setting up access to ARKit data


Check whether your app can use ARKit and respect people's privacy.

`class ARKitSession`

The main entry point for receiving data from ARKit.

`protocol DataProvider`

A source of live data from ARKit.

 ARKit in visionOS

Create immersive augmented reality experiences.