

[ARKit / ReferenceImage](#)

Structure

ReferenceImage

A 2D image the system uses as a reference to find the same image in a person's surroundings.

visionOS 1.0+

```
struct ReferenceImage
```

Topics

Creating a reference image

```
init(cgimage: CGImage, physicalSize: CGSize, orientation: CGImagePropertyOrientation)
```

Creates a reference image from a Core Graphics image.

```
init(pixelBuffer: CVPixelBuffer, physicalSize: CGSize, orientation: CGImagePropertyOrientation)
```

Creates a reference image from a pixel buffer.

```
static func loadReferenceImages(inGroupNamed: String, bundle: Bundle?)  
-> [ReferenceImage]
```

Creates multiple reference images based on their group name in an asset catalog.

Inspecting a reference image

```
var physicalSize: CGSize
```

The size, in meters, of a reference image in the real world.

```
var name: String?
```

The name of a reference image.

```
var resourceGroupName: String?
```

A string value the represents the name of the resource group the framework loads an image from.

```
var description: String
```

A textual representation of this reference image.

Relationships

Conforms To

Copyable

CustomStringConvertible

Equatable

Sendable

SendableMetatype

See Also

Image tracking

{} 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.

📄 Tracking preregistered images in 3D space

Place content based on the current position of a known image in a person's surroundings.

```
class ImageTrackingProvider
```

A source of live data about a 2D image's position in a person's surroundings.

```
struct ImageAnchor
```

A 2D image's position in a person's surroundings.