

[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.