

[Image I/O](#) / [CGImagePropertyOrientation](#) / `CGImagePropertyOrientation.right`

Case

CGImagePropertyOrientation.right

The encoded image data is rotated 90° clockwise from the image's intended display orientation.

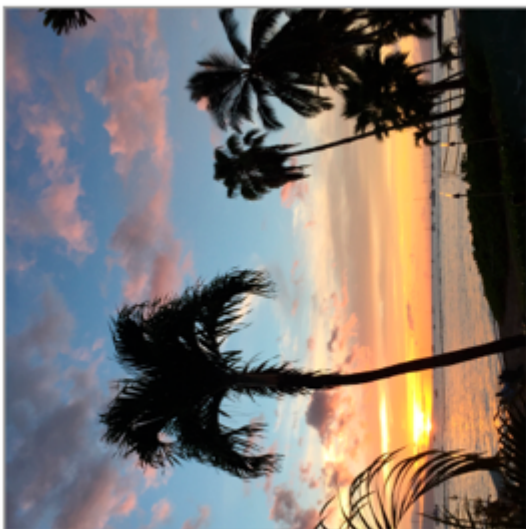
iOS 4.0+ | iPadOS 4.0+ | Mac Catalyst 13.0+ | macOS 10.8+ | tvOS 9.0+ | visionOS 1.0+ | watchOS 2.0+

`case right`

Discussion

The (x,y) pixel coordinates of the origin point (0,0) represent the top row and rightmost column, respectively. Pixel (x,y) positions increase top-to-bottom, right-to-left.

If an image is encoded with this orientation, then displayed by software unaware of orientation metadata, the image appears to be rotated 90° counter-clockwise. (That is, to present the image in its intended orientation, you must rotate it 90° clockwise.)



Uncorrected image



Intended display

See Also

Image Orientations

`case up`

The encoded image data matches the image's intended display orientation.

`case upMirrored`

The encoded image data is horizontally flipped from the image's intended display orientation.

`case down`

The encoded image data is rotated 180° from the image's intended display orientation.

`case downMirrored`

The encoded image data is vertically flipped from the image's intended display orientation.

`case leftMirrored`

The encoded image data is horizontally flipped and rotated 90° counter-clockwise from the image's intended display orientation.

`case rightMirrored`

The encoded image data is horizontally flipped and rotated 90° clockwise from the image's intended display orientation.

`case left`

The encoded image data is rotated 90° clockwise from the image's intended display orientation.