Protocol

ImmersionStyle

The styles that an immersive space can have.

macOS 26.0+ | visionOS 1.0+

```
protocol ImmersionStyle
```

Overview

Configure the appearance and behavior of an ImmersiveSpace by adding the immersion Style(selection:in:) scene modifier to the space and specifying a style that conforms to this protocol, like mixed or full. For example, the following app defines a solar system scene that uses full immersion:

```
@main
struct SolarSystemApp: App {
    @State private var style: ImmersionStyle = .full

    var body: some Scene {
        ImmersiveSpace {
            SolarSystem()
        }
        .immersionStyle(selection: $style, in: .full)
    }
}
```

Topics

Getting built-in styles

`static var automatic: AutomaticImmersionStyle`

The default immersion style.

`static var full: FullImmersionStyle`

An immersion style that displays unbounded content that completely replaces passthrough video.

`static var mixed: MixedImmersionStyle`

An immersion style that displays unbounded content intermixed with other app content, along with passthrough video.

`static var progressive: ProgressiveImmersionStyle`

An immersion style that displays unbounded content that partially replaces passthrough video.

Supporting types

`struct AutomaticImmersionStyle`

The default style of immersive spaces.

`struct FullImmersionStyle`

An immersion style that displays unbounded content that completely replaces passthrough video.

`struct MixedImmersionStyle`

An immersion style that displays unbounded content intermixed with other app content, along with passthrough video.

`struct ProgressiveImmersionStyle`

An immersion style that displays unbounded content that partially replaces passthrough video.

Type Methods

`static progressive(_:initialAmount:)`

An immersion style that displays unbounded content that partially replaces passthrough video.

```
static progressive(_:initialAmount:aspectRatio:)
```

An immersion style that displays unbounded content that partially replaces passthrough video.

```
static func progressive(aspectRatio: ProgressiveImmersionAspectRatio) –
> ProgressiveImmersionStyle
```

An immersion style that displays unbounded content that partially replaces passthrough video.

Relationships

Conforming Types

```
AutomaticImmersionStyle
FullImmersionStyle
MixedImmersionStyle
ProgressiveImmersionStyle
```

See Also

Creating an immersive space

```
struct ImmersiveSpace
```

A scene that presents its content in an unbounded space.

```
struct ImmersiveSpaceContentBuilder
```

A result builder for composing a collection of immersive space elements.

```
func immersionStyle(selection: Binding<any ImmersionStyle>, in: any
ImmersionStyle...) -> some Scene
```

Sets the style for an immersive space.

```
var immersiveSpaceDisplacement: Pose3D
```

The displacement that the system applies to the immersive space when moving the space away from its default position, in meters.

struct **ImmersiveEnvironmentBehavior**

The behavior of the system-provided immersive environments when a scene is opened by your app.

struct **ProgressiveImmersionAspectRatio**