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## Structure

# EnvironmentProbeAnchor

An environment probe in the world.

visionOS 2.0+

```
struct EnvironmentProbeAnchor
```

## Overview

Use environment probes to light virtual geometry by producing environment textures from the probe's location in the world.

### Note

The framework always positions the anchor at the location of the Vision Pro device.

## Topics

### Getting anchor information

```
var environmentTexture: (any MTLTexture)?
```

The environment texture of an anchor.

```
var cameraScaleReference: Float
```

The camera scale reference of this anchor.

```
var originFromAnchorTransform: simd_float4x4
```

The transform from the environment probe anchor to the origin coordinate system.

## Comparing environment probe anchors

```
var id: UUID
```

The unique identifier of this anchor.

```
var description: String
```

A textual representation of this anchor.

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## Relationships

### Conforms To

Anchor

CustomStringConvertible

Equatable

Identifiable

Sendable

SendableMetatype

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## See Also

### Lighting estimation

```
class EnvironmentLightEstimationProvider
```

A source of live data about lighting information in the environment.