

[ARKit](#) / HandSkeleton

Structure

HandSkeleton

A collection of joints in a hand.

visionOS 1.0+

```
struct HandSkeleton
```

Topics

Retrieving specific hand joints

```
func joint(HandSkeleton.JointName) -> HandSkeleton.Joint
```

Retrieves a hand joint based on the joint name you specify.

```
struct Joint
```

The name and position of an individual hand joint.

```
enum JointName
```

The names of different hand joints.

Inspecting hand skeletons

```
var allJoints: [HandSkeleton.Joint]
```

All of the joints in a hand skeleton.

```
static var neutralPose: HandSkeleton
```

A hand pose that you can use as a reference.

```
var description: String
```

A textual representation of this Skeleton.

Relationships

Conforms To

Copyable

CustomStringConvertible

Equatable

Sendable

SendableMetatype

See Also

Hand tracking

`{}` Happy Beam

Leverage a Full Space to create a fun game using ARKit.

```
class HandTrackingProvider
```

A source of live data about the position of a person's hands and hand joints.

```
struct HandAnchor
```

A hand's position in a person's surroundings.