

[ARKit / HandAnchor](#)

## Structure

# HandAnchor

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

visionOS 1.0+

```
struct HandAnchor
```

## Topics

### Getting hand information

```
var originFromAnchorTransform: simd_float4x4
```

The location and orientation of a hand in world space.

```
var handSkeleton: HandSkeleton?
```

The current position and orientation of joints on a hand.

```
var chirality: HandAnchor.Chirality
```

The chirality of this hand.

```
enum Chirality
```

A value that indicates a left or right hand.

```
var isTracked: Bool
```

A Boolean value that indicates whether ARKit is currently tracking this hand.

```
var description: String
```

A textual representation of this anchor.

## Identifying hand anchors

```
var id: UUID
```

The unique identifier of this anchor.

## Instance Properties

```
var fidelity: HandAnchor.Fidelity
```

The fidelity of this hand.

## Enumerations

```
enum Fidelity
```

Enumeration to distinguish hand fidelity

---

## Relationships

### Conforms To

Anchor

Copyable

CustomStringConvertible

Equatable

Identifiable

Sendable

SendableMetatype

TrackableAnchor

---

## 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 HandSkeleton
```

A collection of joints in a hand.