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Structure

Joint3D

An object that represents a body pose joint in 3D space.

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | tvOS 18.0+ | visionOS 2.0+

```
struct Joint3D
```

Topics

Creating a joint

```
init(position: SIMD4x4, localPosition: SIMD4x4, identifier: String, parentJoint: String)
```

Creates a 3D joint.

Inspecting a joint

```
let localPosition: SIMD4x4
```

The joint position relative to the parent joint.

```
let position: SIMD4x4
```

The joint position relative to the camera.

```
let parentJoint: String
```

The parent joint in the observation.

```
let identifier: String
```

The name of the joint.

Relationships

Conforms To

Decodable
Encodable
Equatable
Hashable
Sendable
SendableMetatype

See Also

3D body pose detection

`class DetectHumanBodyPose3DRequest`

A request that detects points on human bodies in 3D space, relative to the camera.