

[Immersive Media Support](#) / ImmersiveCameraViewModel

Structure

ImmersiveCameraViewModel

A view model that holds all the resources needed to render an immersive camera view.

macOS 26.0+ | visionOS 26.0+

```
struct ImmersiveCameraViewModel
```

Overview

App needs to query this type instance from [VenueDescriptor](#) instance given the immersive camera identifier.

Topics

Instance Properties

`var cameraID: String`

The camera identifier string of the Immersive camera associated with this view model.

`var environmentBackdrop: MDLAsset?`

The environment backdrop associated with the immersive camera view

`var leftEye: MDLMesh`

Left eye mesh associated with the immersive camera view.

```
var mask: ImmersiveVideoMask?
```

Generated immersive video mask associated with the immersive camera view

```
var rightEye: MDLMesh
```

Right eye mesh associated with the immersive camera view.

Relationships

Conforms To

Sendable, SendableMetatype

See Also

Immersive video rendering support

```
struct ImmersiveVideoMask
```

A video mask to use during video rendering to smooth the edges of the mesh.