AVFoundation / Composite assets

API Collection

Composite assets

Combine tracks and segments of tracks from multiple assets into a composite asset that you can play or process.

Topics

Compositions

`class AVComposition`

    An object that combines and arranges media from multiple assets into a single composite asset that you can play or process.

`class AVCompositionTrack`

    A track in a composition that presents media of a uniform type.

`class AVCompositionTrackSegment`

    A track segment that maps a time from the source media track to the composition track.

Mutable compositions

`class AVMutableComposition`

    An object that you use to create a new composition from existing assets.

`class AVMutableCompositionTrack`

    A mutable track in a composition that you use to insert, remove, and scale track segments without affecting their low-level representation.

See Also

Editing

☰ QuickTime movies

Access the contents of a QuickTime movie file, and perform sample-level edits of its media tracks.

☰ Video effects

Define standard video transition effects, synchronize layer animations with media timing, and create custom video compositors.

☰ Audio mixing

Define how to mix the audio levels from multiple audio tracks over an asset's duration.