Class

ImageTrackingProvider

A source of live data about a 2D image's position in a person's surroundings.

visionOS 1.0+

```
final class ImageTrackingProvider
```

Topics

Creating an image-tracking provider

`init(referenceImages: [ReferenceImage])`

Creates an image-tracking provider that tracks the reference images you supply.

`static var isSupported: Bool`

A Boolean value that indicates whether the current runtime environment supports image-tracking providers.

`static var requiredAuthorizations: [ARKitSession.AuthorizationType]`

The types of authorizations necessary for tracking images.

Tracking images

`var anchorUpdates: AnchorUpdateSequence<ImageAnchor>`

A sequence of updates that provide information about images a provider tracks.

Inspecting an image-tracking provider

var **state**: `DataProviderState`

The current status of data coming from a provider.

var **description**: `String`

A textual representation of this image tracking provider.

var **allAnchors**: `[ImageAnchor]`

An array of all the image anchors the provider is tracking.

Relationships

Conforms To

```
CustomStringConvertible
DataProvider
Sendable
SendableMetatype
```

See Also

Image tracking

`{}` Tracking and altering images

Create images from rectangular shapes found in the user's environment, and augment their appearance.

`{}` Detecting Images in an AR Experience

React to known 2D images in the user's environment, and use their positions to place AR content.

📄 Tracking preregistered images in 3D space

Place content based on the current position of a known image in a person's surroundings.

struct **ImageAnchor**

A 2D image's position in a person's surroundings.

struct ReferenceImage

A 2D image the system uses as a reference to find the same image in a person's surroundings.