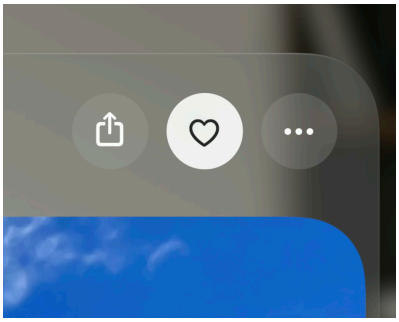
Apple Vision Pro Privacy Overview

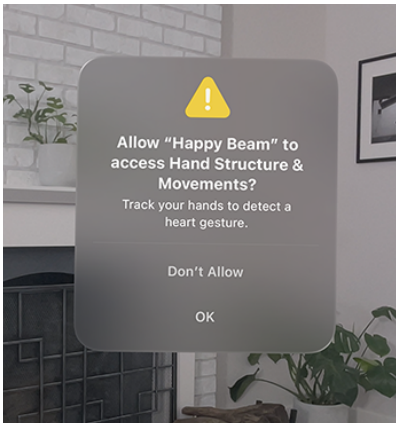
Learn how Apple Vision Pro and visionOS protect your data

February 2024

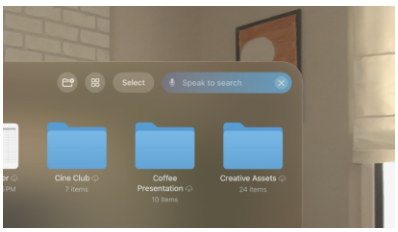


When you look at button, visionOS highlights that button without revealing to the app what you are looking at.

Custom gestures
With your permission, a mapping app can let you hold the globe using a custom gesture.



With your permission, immersive apps can use information about the size and shape of your hands to create custom gestures in their app.



Look to Dictate makes it easier to quickly search for content in apps.

How apps respond to where you look
We know that it’s important for you to be aware of content you’re about to tap on before you tap. As a result, you can tell what you’re about to select on Apple Vision Pro without sharing where you are looking with apps.

visionOS automatically highlights buttons that you look at, without app developers needing to know where you look. For example, if you are looking at a button in an app, visionOS may provide some visual indication like making the button glow. Only when you select the button, by both looking at it and tapping your fingers together, does where you are looking get communicated to the app. Visuals effects that respond to where you look, like a glowing button, are rendered out of process from the app. As a result, the apps you are using are not rendering the effects you see when you look at content — visionOS renders these animations because the apps you use do not know what you are looking at until you make a selection.

Hands

The first time you set up Apple Vision Pro, you will be asked to set up your hands. During enrollment, Apple Vision Pro measures and stores information on-device about the size and shape of your hands and finger joints to make it easier for you to interact with content.

Sharing hands data with apps
Apps do not need access to your hands set up information in order to help you interact with content. For apps that are windowed and not immersive, visionOS will communicate the content you interact with to apps, so that apps don’t need to access your hands set up information.

With your permission, immersive apps can access hands structure and movements to help you interact with content using custom gestures. For example, a developer could create a hand gesture that recognizes when the user forms a heart with their hands, and has an associated behavior. Hand input information includes real-time movement of your finger joints, wrists and elbows. For apps you grant permission to access hand structure and movements, developers can create custom gestures based on hand movements in their app.

Head

Apps do not need to access information about the orientation of your head in order to show realistic three-dimensional content. Apps in a Shared Space cannot access information about the orientation of your head. Full Space apps can use the location of your head to render realistic spatial experiences, and maintain stable perspectives of immersive content as you physically move. Apps use your head position in realtime to prevent any disorientation that may result from content that appears locked to your perspective.

Look to Dictate

Look to Dictate makes it easy to quickly search for content in apps without using your hands. For example, when you look at the microphone icon in a search field in Finder, the microphone will animate if you continue to look at the icon. When