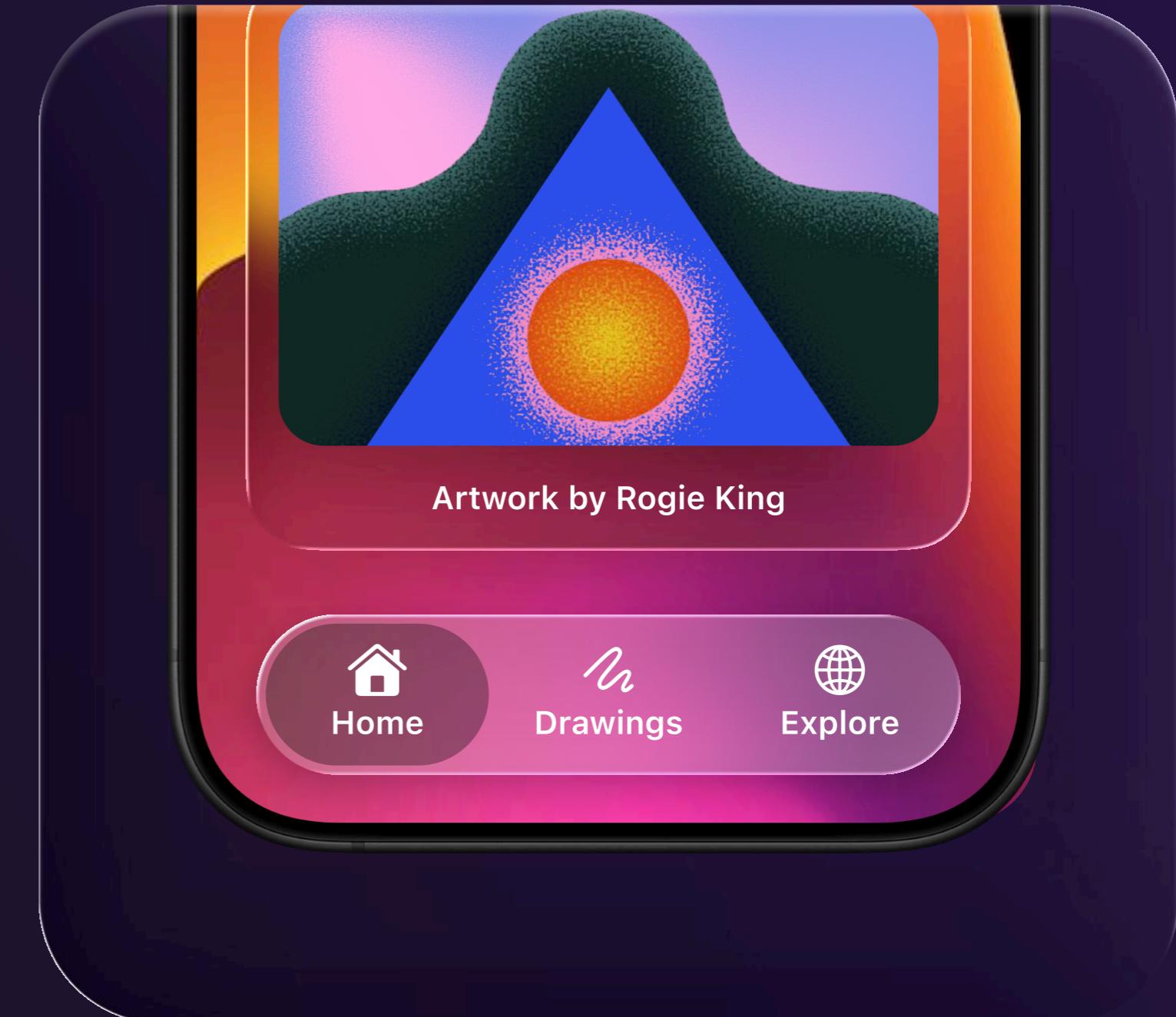


Glass for UI design

Learn how to apply glass across UI elements and components in Figma.

Start →



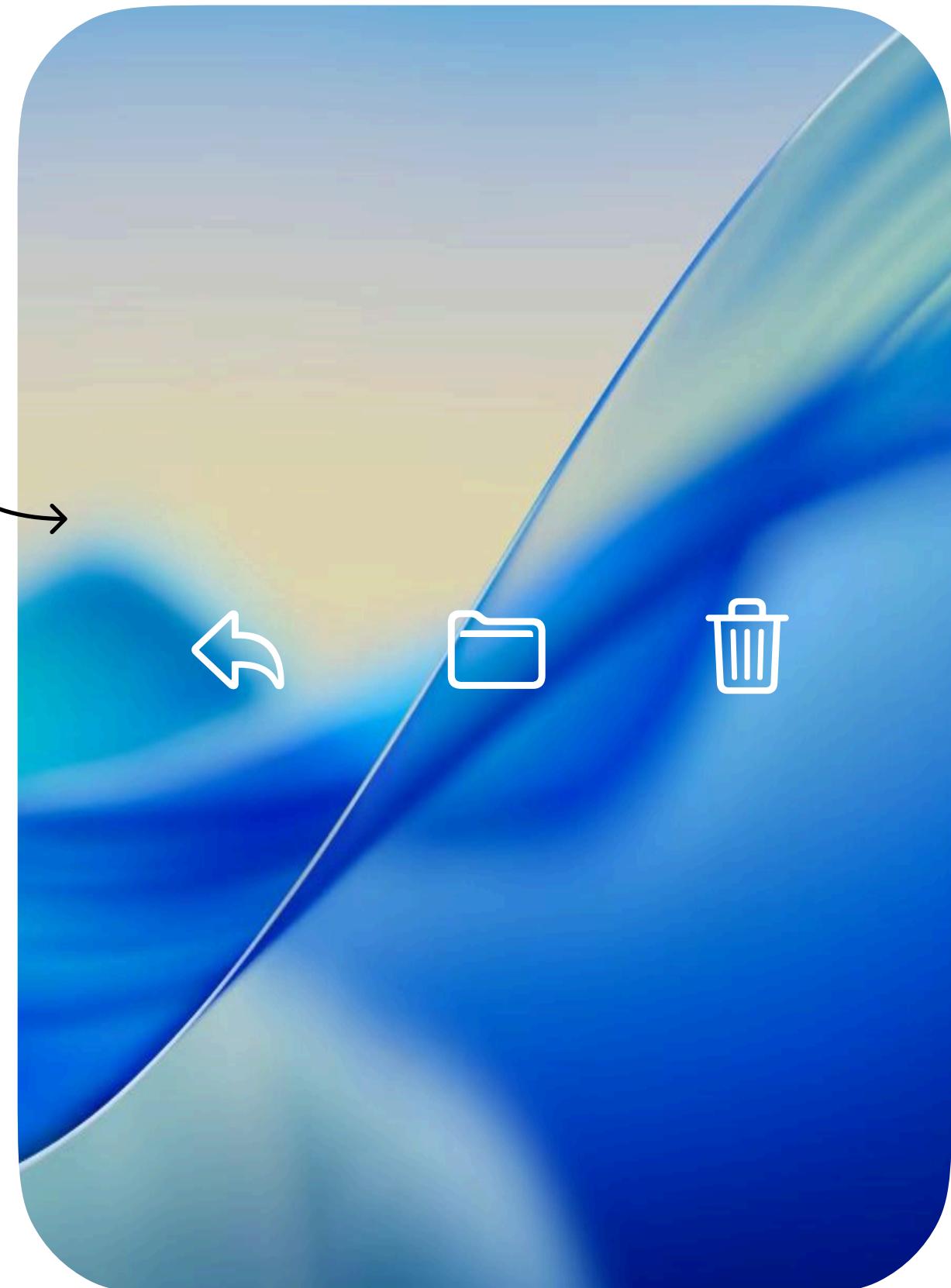
Adding glass

Adding glass is as easy as apply an effect to a selected frame.

- 1 Select the frame
- 2 Add a new effect, and select the glass option
- 3 Drag around the frame to see how the glass effect alters the perception the underlying background.

Try it out!

Select this frame containing the white icons, and apply the Glass effect under the effects panel.



Adjusting glass

Since glass is a background effect, adjust the parameters to make your interface visually distinctive against underlying elements.

- 1 Select the menu component
- 2 Click the icon to the left of glass to adjust the effect
- 3 Adjust light, refraction, depth, dispersion, and frost to see how the component affects background objects.

Try it out!

Select the menu component and adjust the applied glass effect parameters to see how they affect the component visually.

Move the components directionally over the backgrounds to see the glass effect in action.

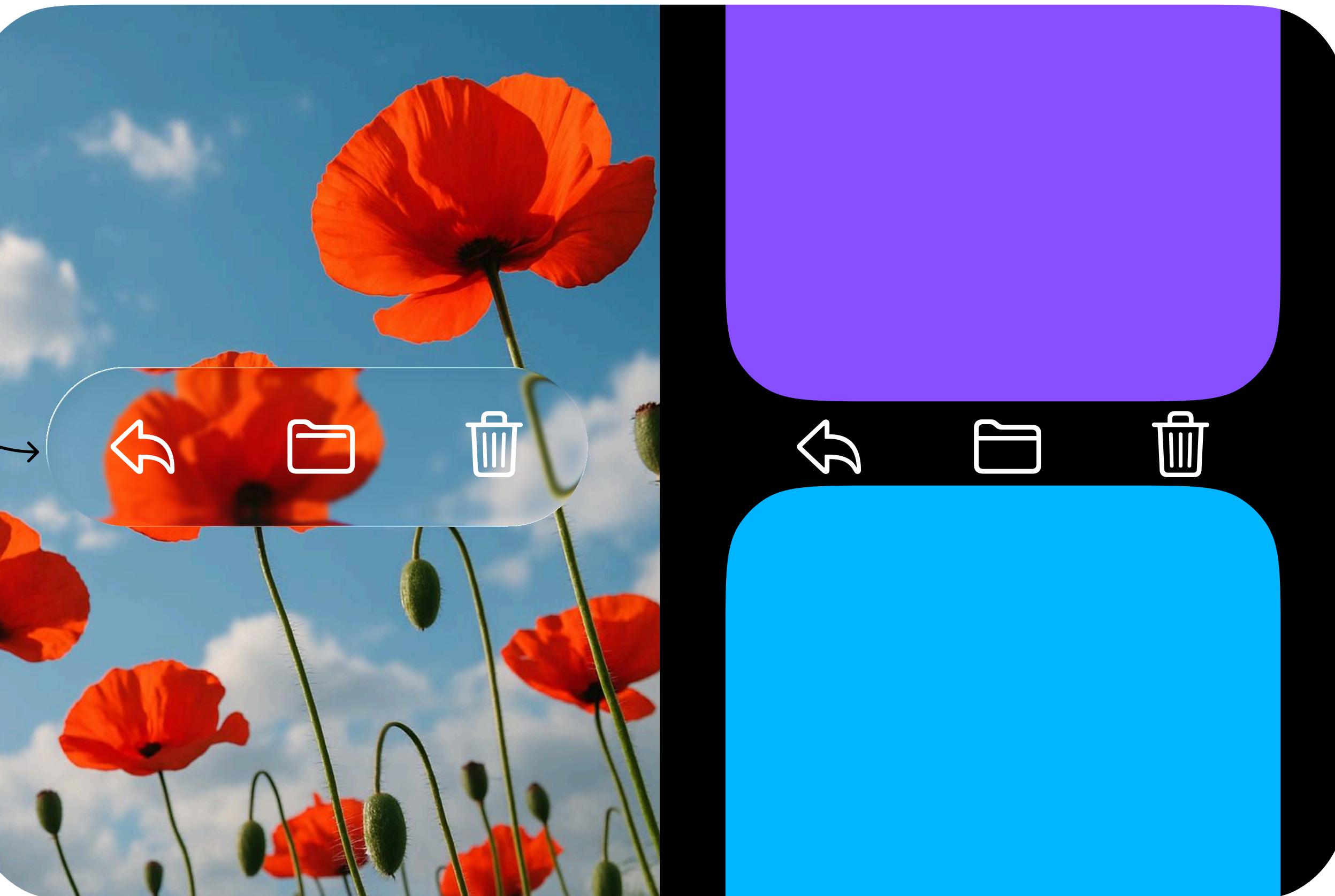


Table of contents

- [Introduction & settings](#)
- [Glass for UI](#)
- [Glass in prototyping](#)
- [Glass for fun](#)
- [Considerations](#)
- [Glass resources](#)

└ ——————
| To advance, select the
| section and press the
| **tab** to move to the
| next section.
(Shift + tab to go backwards)
└ ——————

Figma's glass effect beta

Create dynamic and translucent elements in Figma that refract light like physical glass.

Start →

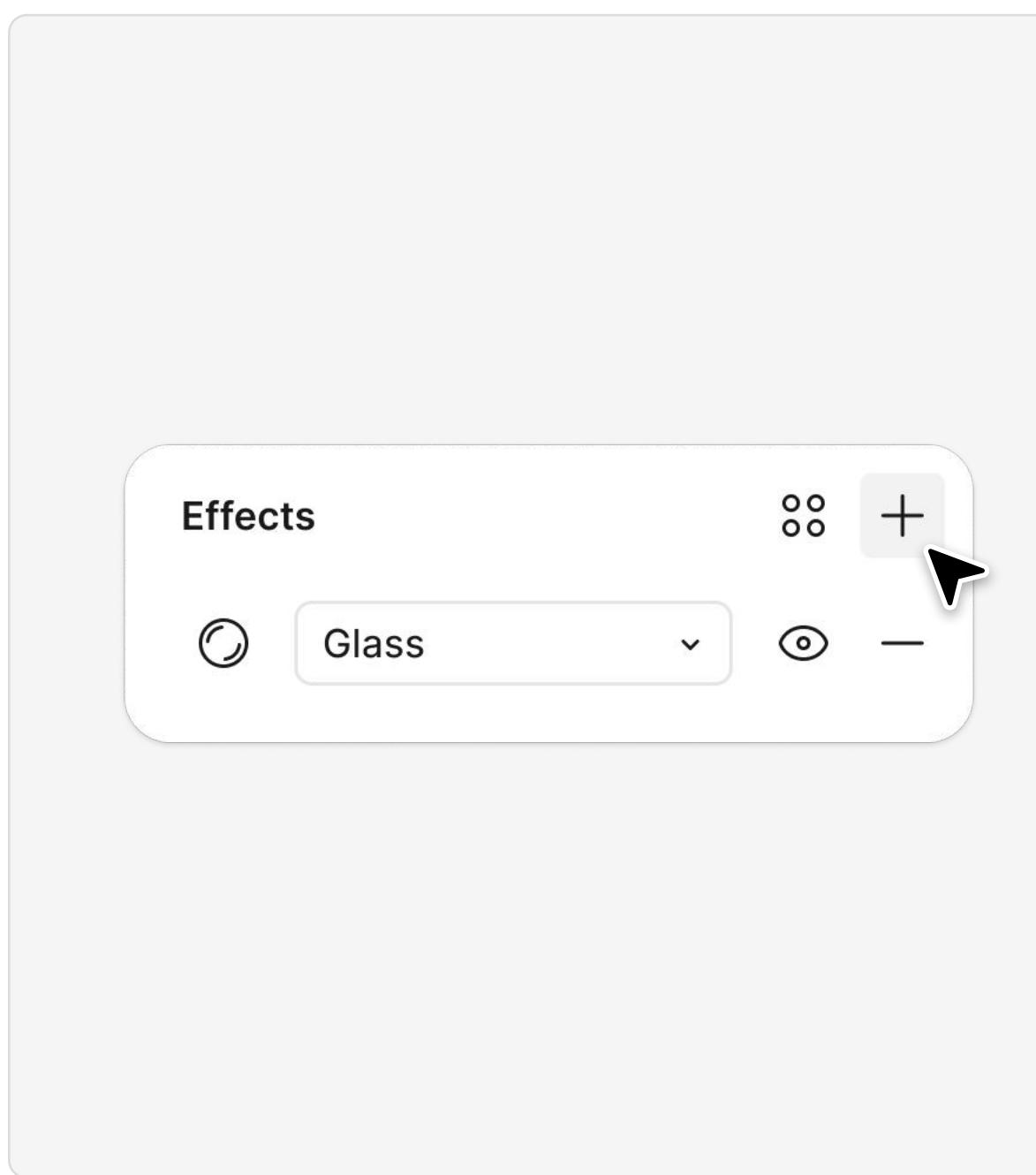
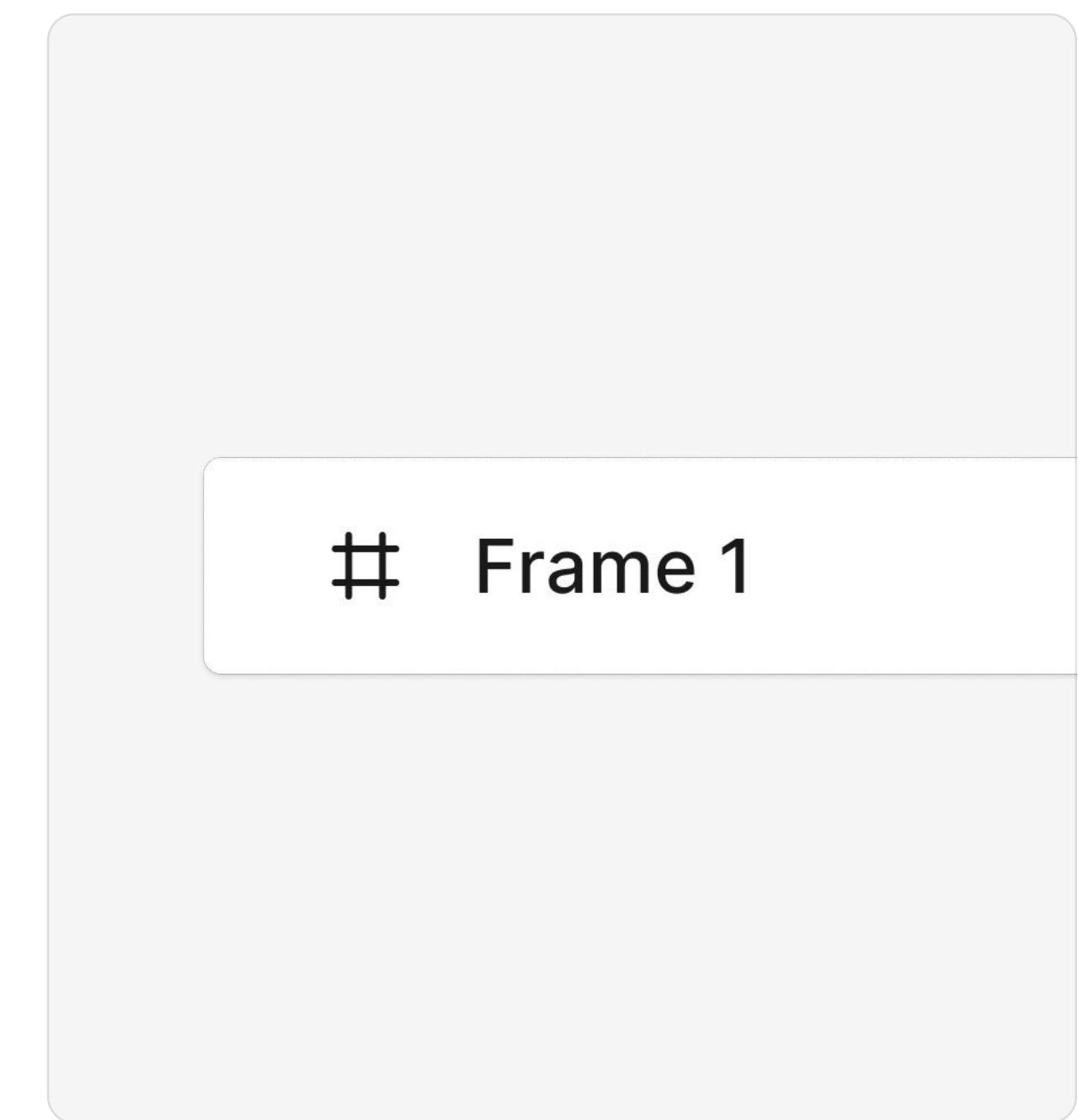
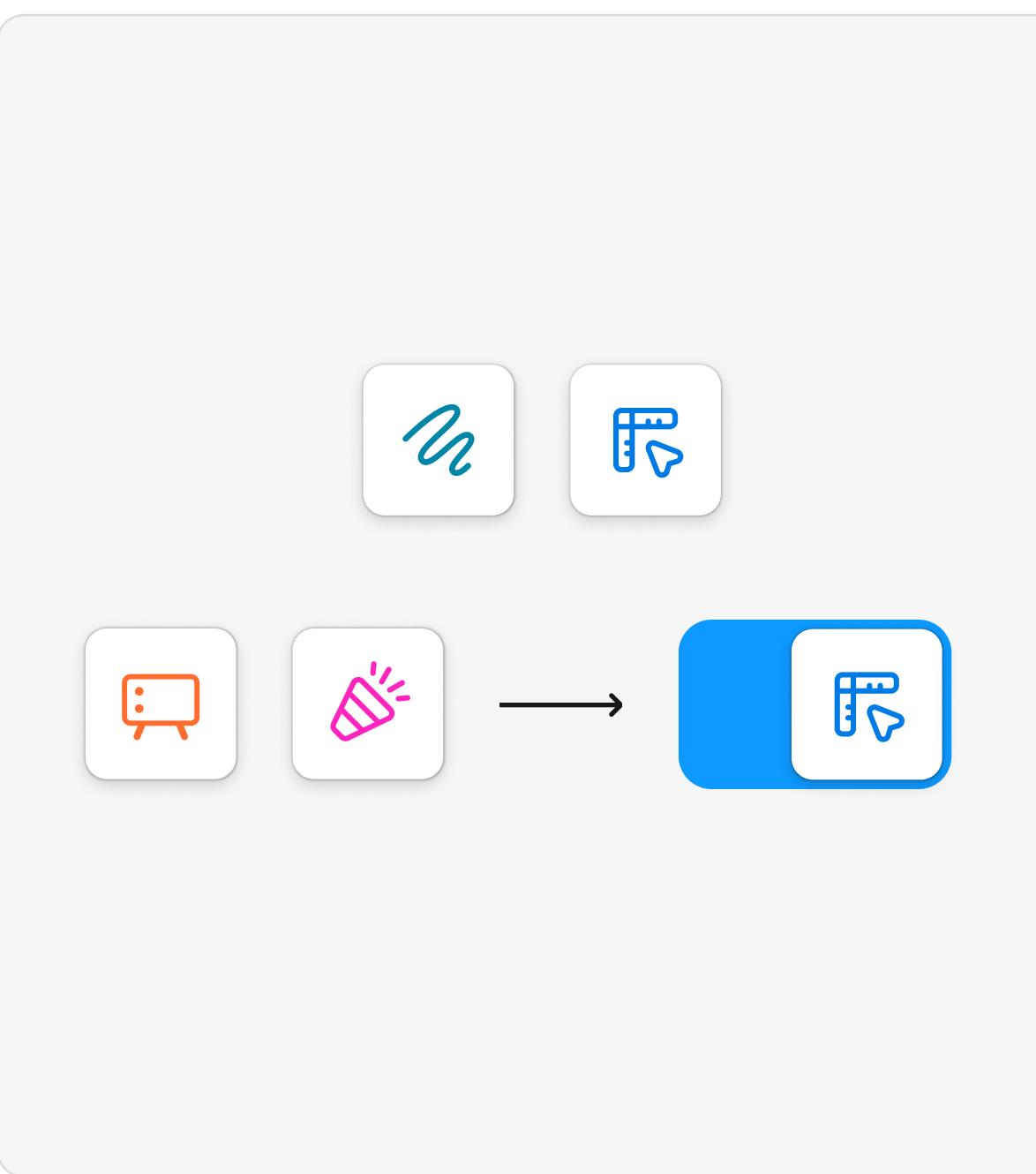


Introduction to glass

Glass is a new effect in Figma that allows you to give a frame a glass-like refractive surface.

Three things to know about glass:

- 1 Glass is a shader, or raster effect that can be applied to frame objects that alters the perception of underlying layers.
- 2 The general glass style is pioneered by Apple and most commonly used in their iOS & iPadOS 26 UI Kit
- 3 Figma's glass effect is currently in beta and will be improved over time



Available in Design mode

The glass effect is available in **Figma Design** and **Draw**, as well as in all other products that have the option to toggle on Design Mode, such as Figma Buzz and Slides.

Glass only works on frames

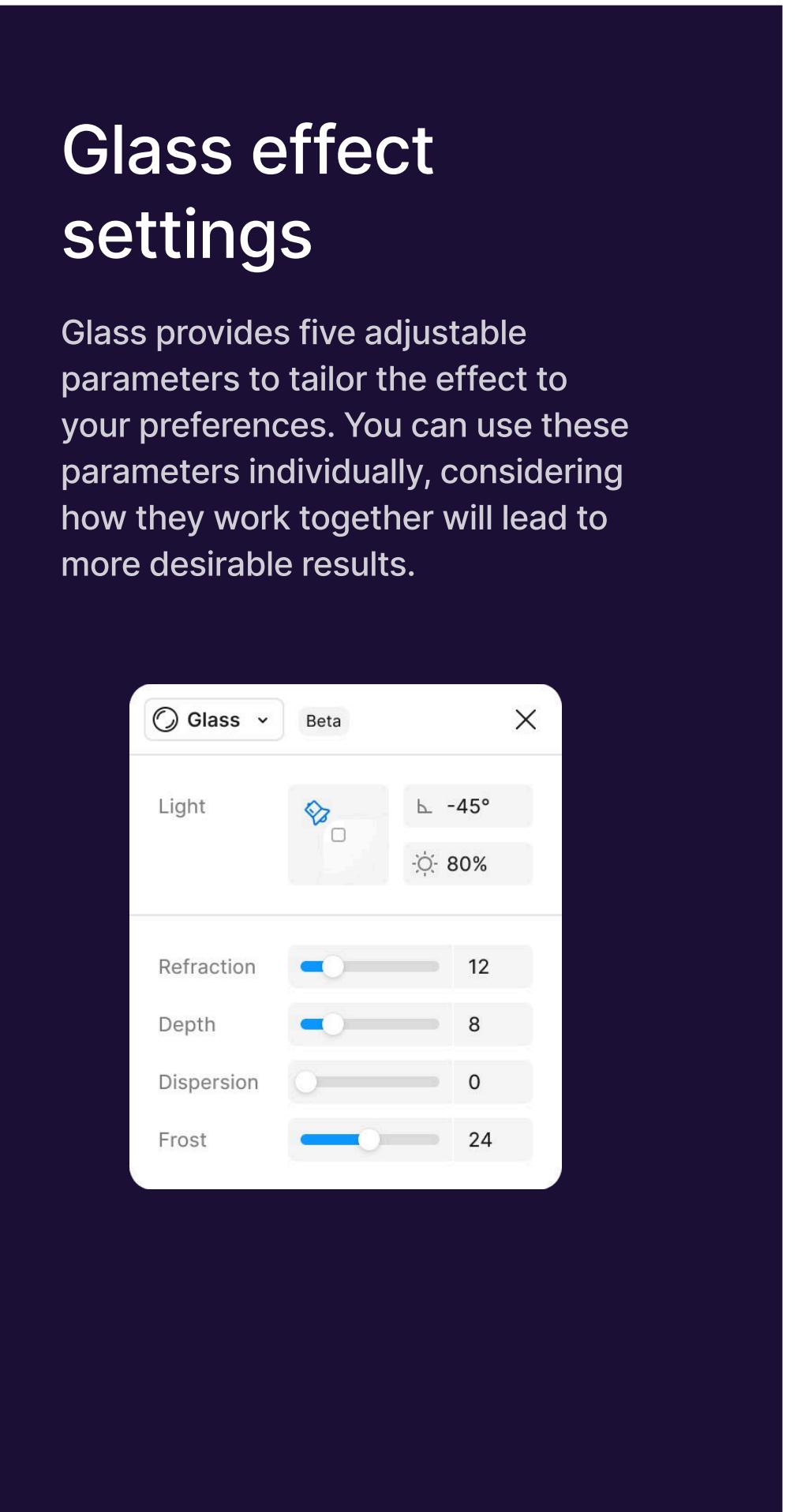
To use glass, the effect can only be applied to a frame. If you try to set glass on a shape, the effect will not appear.

Found under effects panel

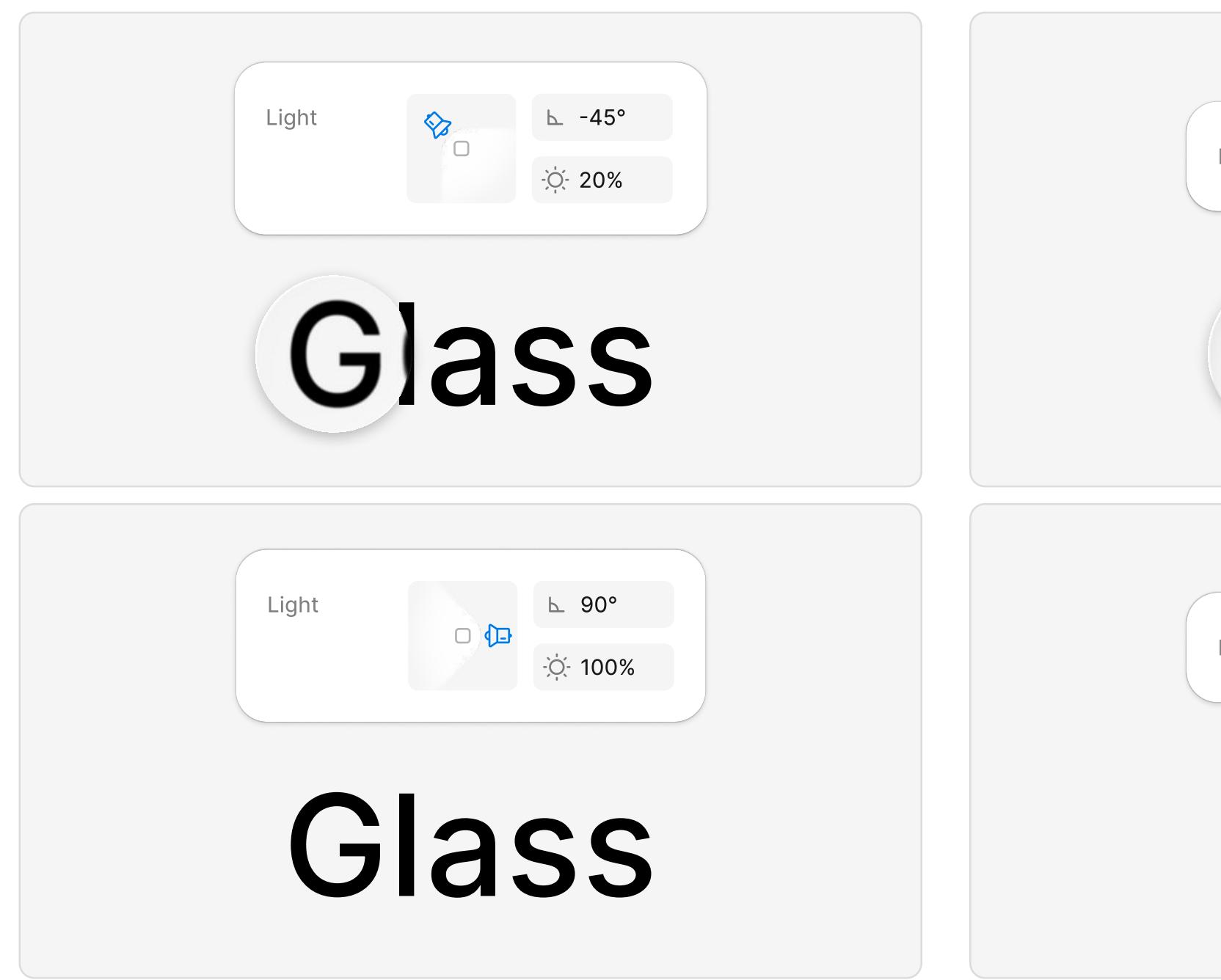
Apply glass to a frame by adding a new effect and selecting **glass** from the dropdown. From there you can adjust a host of new parameters.

Glass effect settings

Glass provides five adjustable parameters to tailor the effect to your preferences. You can use these parameters individually, considering how they work together will lead to more desirable results.

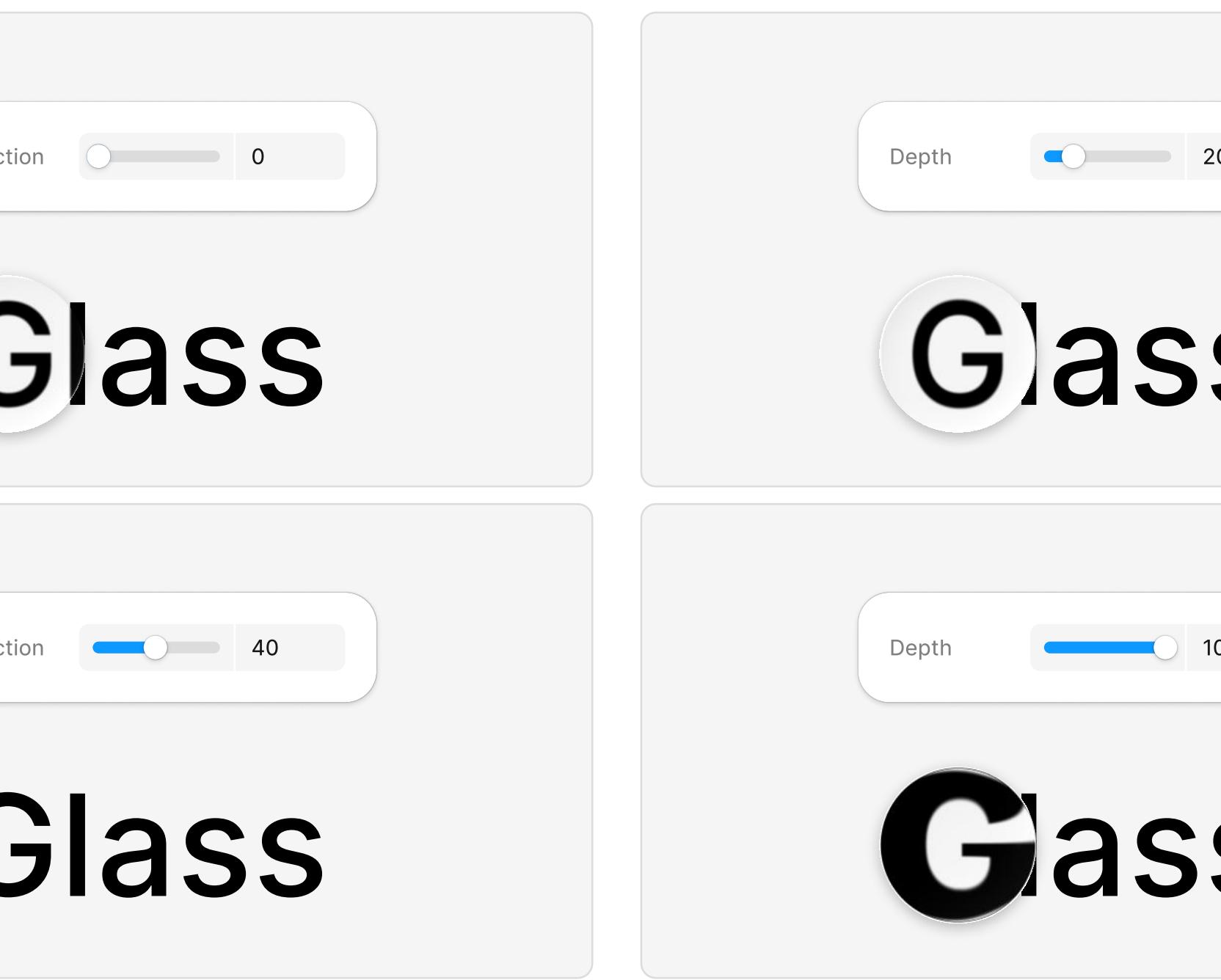


Parameter	Value 1	Value 2
Light	-45°	20%
Refraction	0	12
Depth	20	8
Dispersion	0	0
Frost	0	24



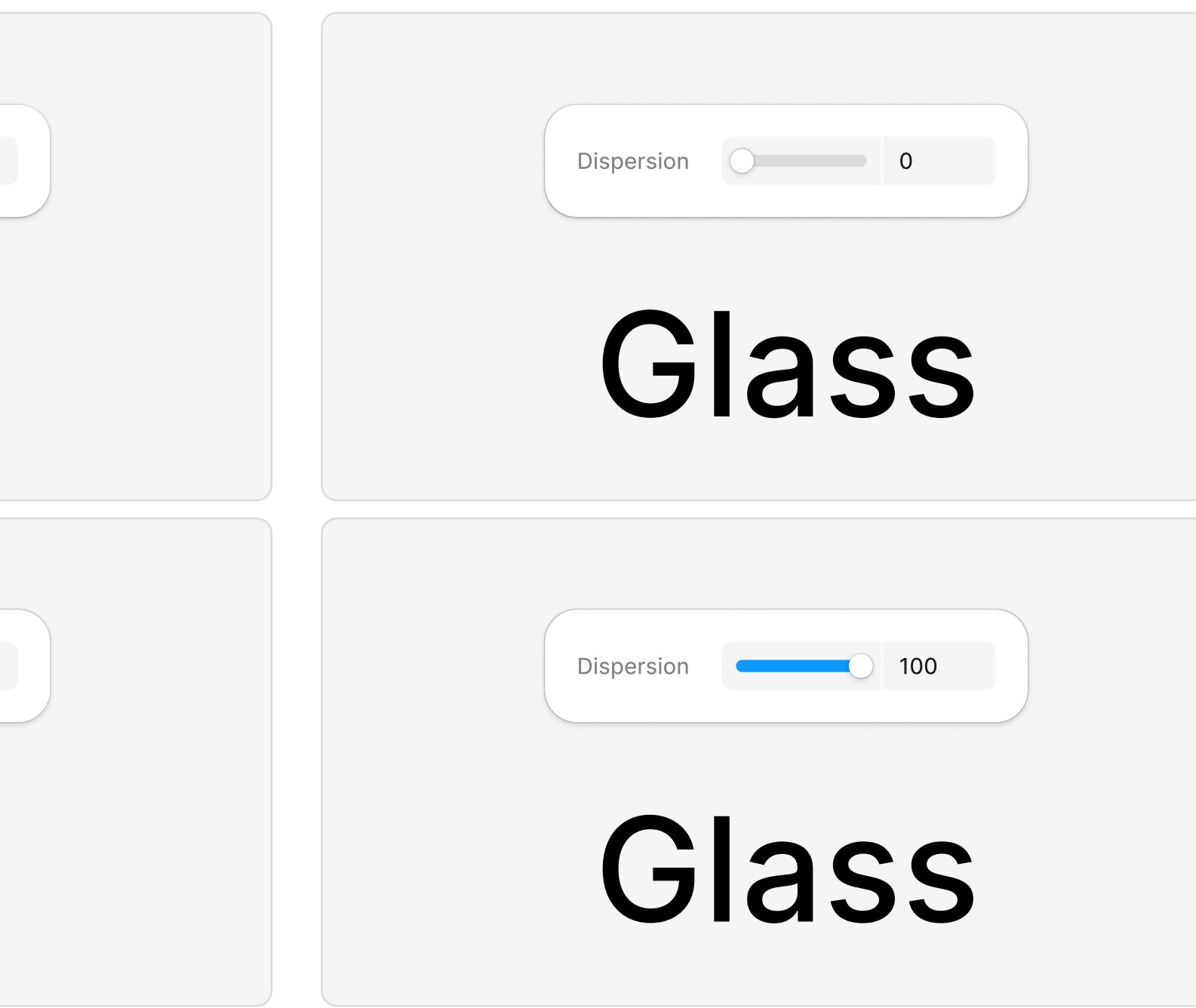
Light

Adjust the angle and intensity of the light illuminating your glass frames to change where the highlight appears on the frame's edge.



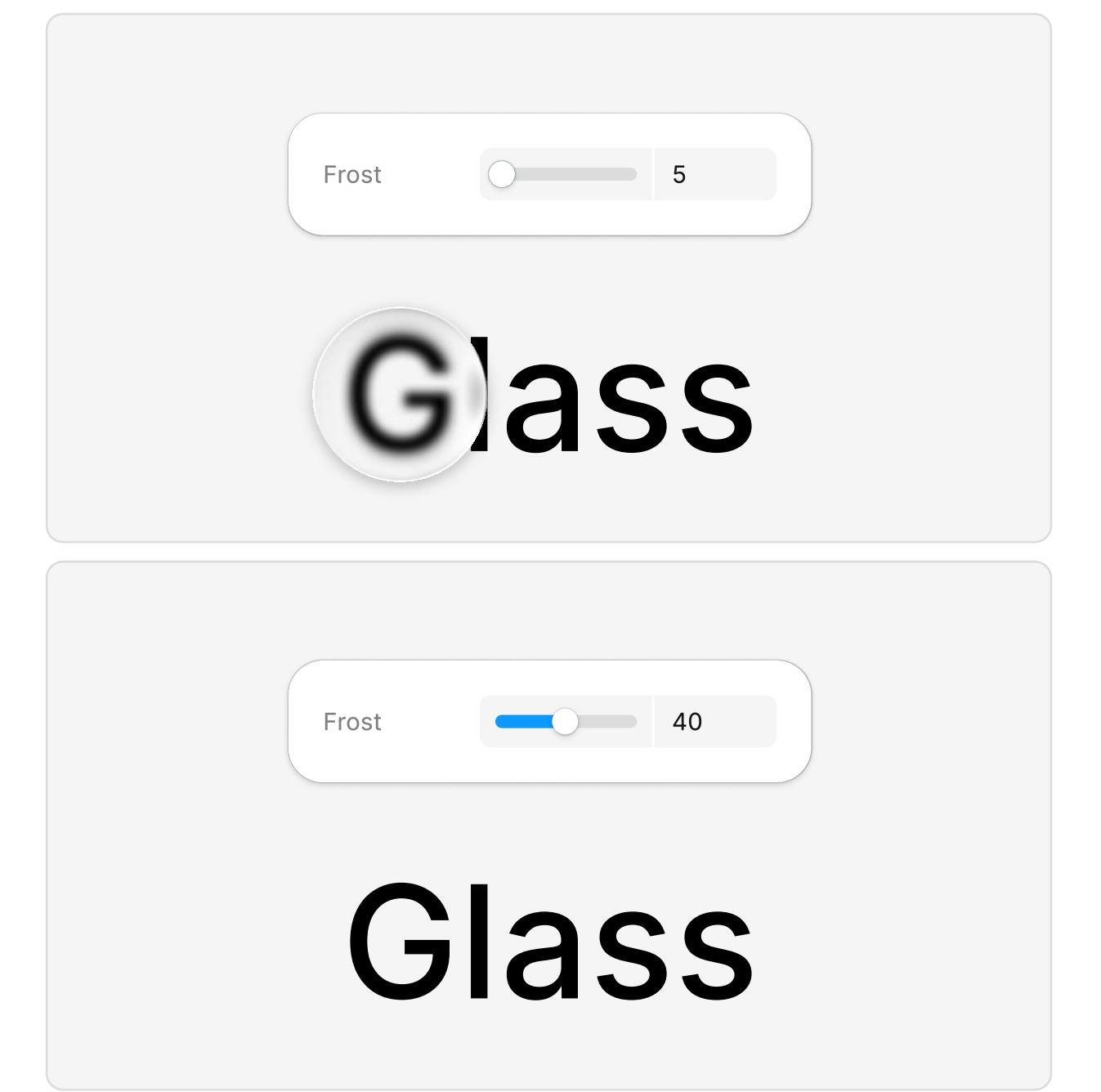
Refraction

Control the way light bends along the edge of your glass frame. The higher the refraction value, the more your glass frames will distort the elements around them.



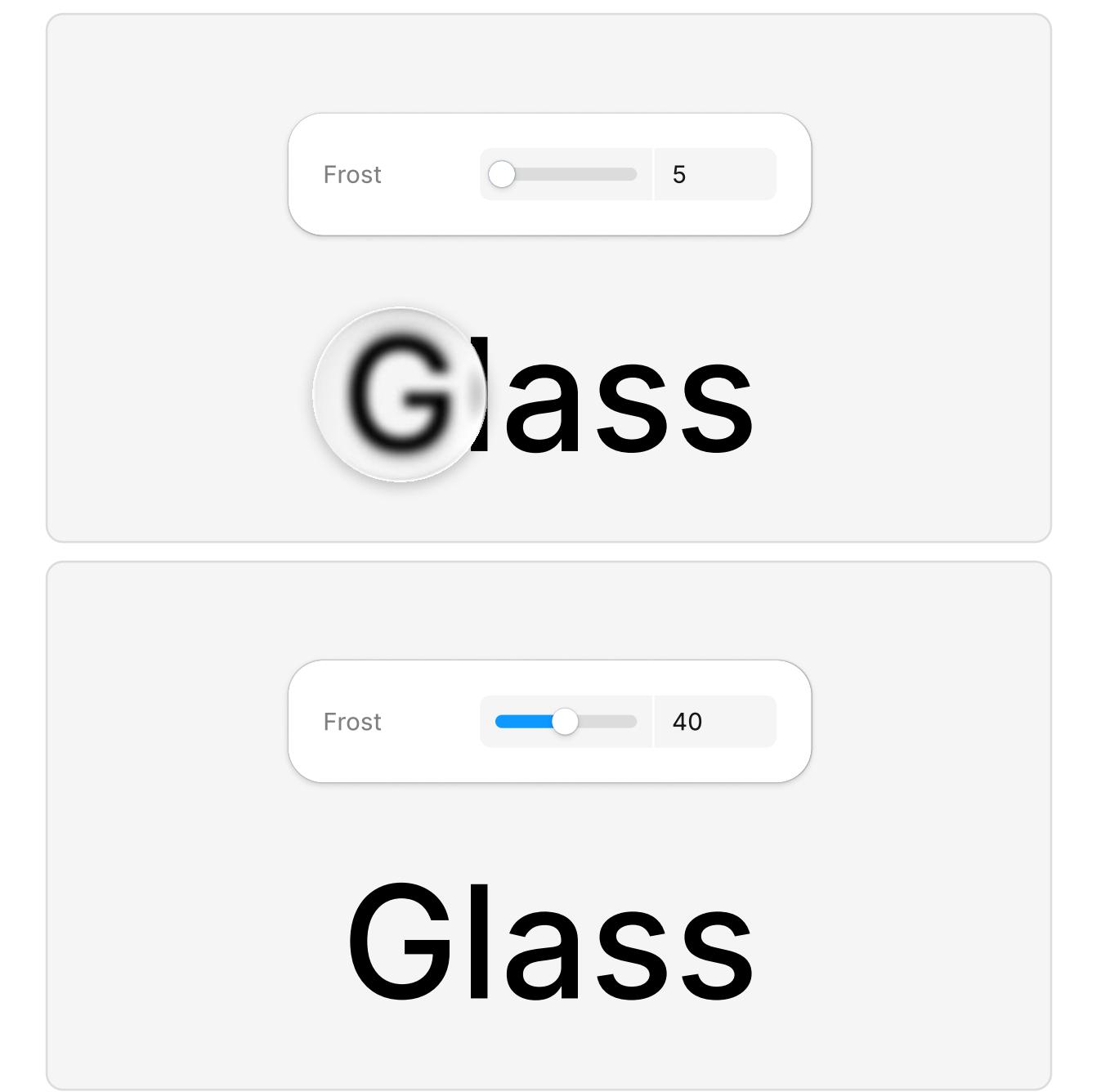
Depth

Change how thick your glass material appears to provide a more pronounced lip at the edge of the frame.



Dispersion

Increase dispersion to add a hint of chromatic aberration at the edges of your glass frames. This works best in combination with refraction.



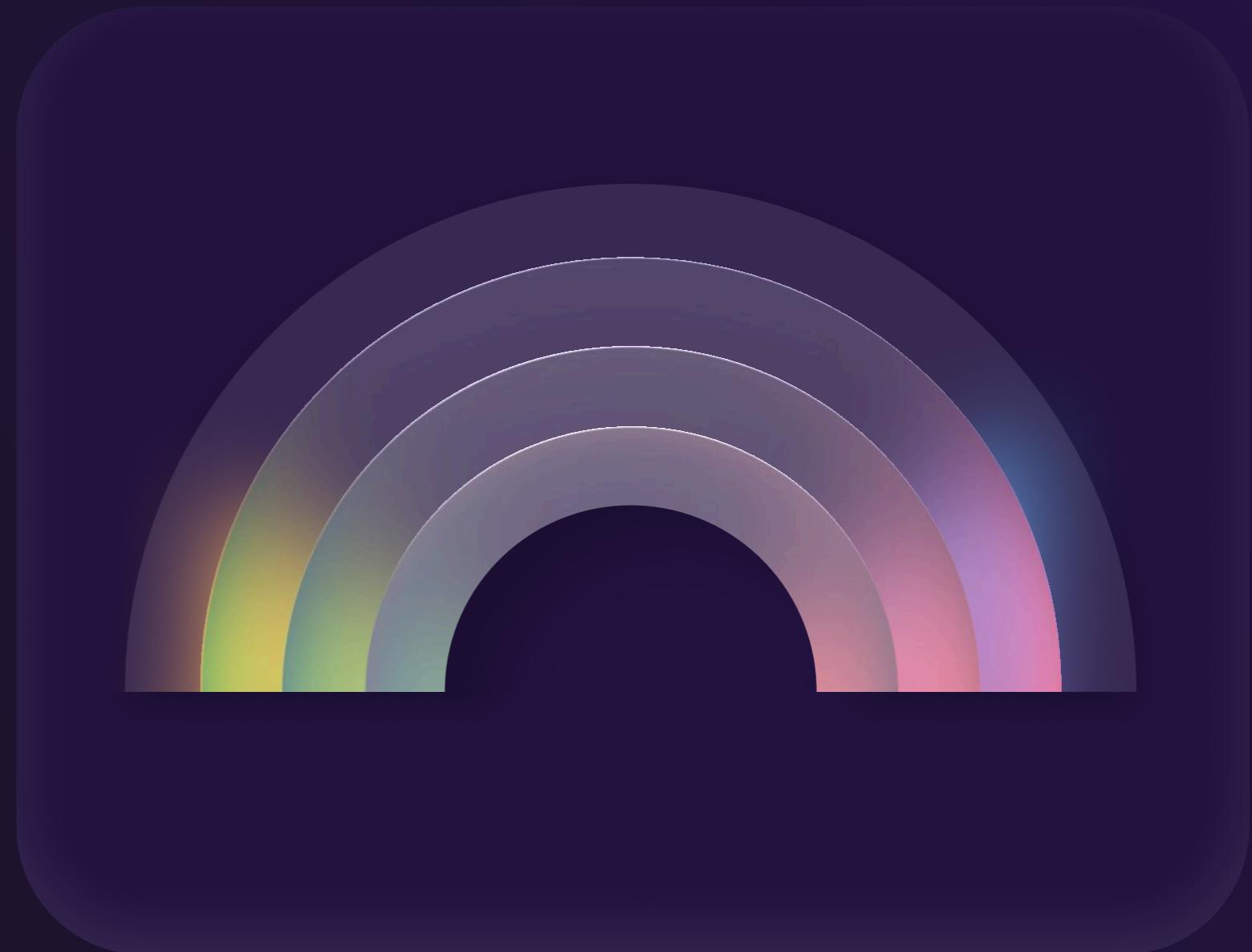
Frost

Adjust the amount of background blur present on your glass frames to help glass elements stand out on busy backgrounds to provide better contrast.

Glass for fun!

Check out creative examples using
Figma's glass effect.

Start →



Considerations

Some considerations as you use
Figma's glass effect beta.

Start →



