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METHOD OF GROUPING USER INTERFACES IN AN ENVIRONMENT

Abstract

Methods for displaying and organizing user interfaces in a computer-generated environment provide for an efficient and intuitive user experience. In some embodiments, user interfaces can be grouped together into a container. In some embodiments, user interfaces can be added to a container, removed from a container, or moved from one location in the container to another location. In some embodiments, a visual indication is displayed before a user interface is added to a container. In some embodiments, a user interface can replace an existing user interface in a container. In some embodiments, when moving a user interface in a computer-generated environment, the transparency of a user interface that is obscured can be modified.

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Background/Summary

CROSS-REFERENCE TO RELATED APPLICATIONS [0001] This application is a continuation of U.S. application Ser. No. 18/515,188, filed Nov. 20, 2023, and published on Mar. 14, 2024 as U.S. Publication No. 2024-0086031, which is a continuation of U.S. application Ser. No. 18/260,022, filed Jun. 29, 2023, which is a National Phase application under 35 U.S.C. § 371 of International Application No. PCT/US2021/065240, filed Dec. 27, 2021, which claims the priority benefit of U.S. Provisional Application No. 63/132,956, filed Dec. 31, 2020, the contents of which are hereby incorporated by reference in their entireties for all intended purposes.

FIELD OF THE DISCLOSURE

[0002] This relates generally to systems and methods for grouping user interfaces in a computer-generated environment.

BACKGROUND OF THE DISCLOSURE

[0003] Computer-generated environments are environments where at least some objects displayed for a user's viewing are generated using a computer. Users may interact with a computer-generated environment, such as by instantiating user interfaces of applications and displaying the user interfaces in the computer-generated environment.

SUMMARY OF THE DISCLOSURE

[0004] Some embodiments described in this disclosure are directed to methods of grouping user interfaces in a three-dimensional environment into containers. Some embodiments described in this disclosure are directed to methods of adding user interfaces to containers, moving user interfaces within containers, and removing user interfaces from containers. These interactions provide a more efficient and intuitive user experience. The full descriptions of the embodiments are provided in the Drawings and the Detailed Description, and it is understood that this Summary does not limit the scope of the disclosure in any way.

Description

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] For a better understanding of the various described embodiments, reference should be made to the Detailed Description below, in conjunction with the following drawings in which like reference numerals refer to corresponding parts throughout the figures.

[0006] FIG. 1 illustrates an electronic device displaying a computer-generated environment according to some embodiments of the disclosure.

[0007] FIG. 2 illustrates a block diagram of an exemplary architecture for a system or device in accordance with some embodiments of the disclosure.

[0008] FIGS. 3A-3C illustrate a method of adding a user interface to a container in a three-dimensional environment according to some embodiments of the disclosure.

[0009] FIGS. 4A-4B illustrate a method of inserting a user interface into a container in a three-

dimensional environment according to some embodiments of the disclosure.

[0010] FIGS. 5A-5G illustrate a method of inserting a user interface into a container in a three-dimensional environment according to some embodiments of the disclosure.

[0011] FIGS. 6A-6D illustrate a method of moving and removing user interfaces from a container in a three-dimensional environment according to some embodiments of the disclosure.

[0012] FIG. 7 is a flow diagram illustrating a method of adding user interfaces to a container in a three-dimensional environment according to some embodiments of the disclosure.

[0013] FIG. 8 is a flow diagram illustrating a method of adding and/or replacing user interfaces in a container in a three-dimensional environment according to some embodiments of the disclosure.

[0014] FIG. 9 is a flow diagram illustrating a method of displaying user interfaces in a container in a three-dimensional environment according to some embodiments of the disclosure.

DETAILED DESCRIPTION

[0015] In the following description of embodiments, reference is made to the accompanying drawings which form a part hereof, and in which it is shown by way of illustration specific embodiments that are optionally practiced. It is to be understood that other embodiments are optionally used and structural changes are optionally made without departing from the scope of the disclosed embodiments.

[0016] A person can interact with and/or sense a physical environment or physical world without the aid of an electronic device. A physical environment can include physical features, such as a physical object or surface. An example of a physical environment is physical forest that includes physical plants and animals. A person can directly sense and/or interact with a physical environment through various means, such as hearing, sight, taste, touch, and smell. In contrast, a person can use an electronic device to interact with and/or sense an extended reality (XR) environment that is wholly or partially simulated. The XR environment can include mixed reality (MR) content, augmented reality (AR) content, virtual reality (VR) content, and/or the like. An XR environment is often referred to herein as a computer-generated environment. With an XR system, some of a person's physical motions, or representations thereof, can be tracked and, in response, characteristics of virtual objects simulated in the XR environment can be adjusted in a manner that complies with at least one law of physics. For instance, the XR system can detect the movement of a user's head and adjust graphical content and auditory content presented to the user similar to how such views and sounds would change in a physical environment. In another example, the XR system can detect movement of an electronic device that presents the XR environment (e.g., a mobile phone, tablet, laptop, or the like) and adjust graphical content and auditory content presented to the user similar to how such views and sounds would change in a physical environment. In some situations, the XR system can adjust characteristic(s) of graphical content in response to other inputs, such as a representation of a physical motion (e.g., a vocal command).

[0017] Many different types of electronic systems can enable a user to interact with and/or sense an XR environment. A non-exclusive list of examples include heads-up displays (HUDs), head mountable systems, projection-based systems, windows or vehicle windshields having integrated display capability, displays formed as lenses to be placed on users' eyes (e.g., contact lenses), headphones/earphones, input systems with or without haptic feedback (e.g., wearable or handheld controllers), speaker arrays, smartphones, tablets, and desktop/laptop computers. A head mountable system can have one or more speaker(s) and an opaque display. Other head mountable systems can be configured to accept an opaque external display (e.g., a smartphone). The head mountable system can include one or more image sensors to capture images/video of the physical environment and/or one or more microphones to capture audio of the physical environment. A head mountable system may have a transparent or translucent display, rather than an opaque display. The transparent or translucent display can have a medium through which light is directed to a user's eyes. The display may utilize various display technologies, such as μ LEDs, OLEDs, LEDs, liquid crystal on silicon, laser scanning light source, digital light projection, or combinations thereof. An

optical waveguide, an optical reflector, a hologram medium, an optical combiner, combinations thereof, or other similar technologies can be used for the medium. In some implementations, the transparent or translucent display can be selectively controlled to become opaque. Projection-based systems can utilize retinal projection technology that projects images onto users' retinas. Projection systems can also project virtual objects into the physical environment (e.g., as a hologram or onto a physical surface).

[0018] FIG. 1 illustrates an electronic device **100** displaying a computer-generated environment (e.g., an XR environment) according to some embodiments of the disclosure. In some embodiments, electronic device **100** is a hand-held or mobile device, such as a tablet computer, laptop computer, smartphone, a wearable device, or head-mounted display. Examples of device **100** are described below with reference to the architecture block diagram of FIG. 2. As shown in FIG. 1, electronic device **100** and table **104A** are located in the physical environment **102**. In some embodiments, electronic device **100** may be configured to capture areas of physical environment **102** including table **104A** (illustrated in the field of view of electronic device **100**). In some embodiments, in response to a trigger, the electronic device **100** may be configured to display an object **106** in the computer-generated environment (e.g., represented by a cylinder illustrated in FIG. 1) that is not present in the physical environment **102** (e.g., a virtual object), but is displayed in the computer generated environment positioned on (e.g., anchored to) the top of a computer-generated representation **104B** of real-world table **104A**. For example, object **106** can be displayed on the surface of the computer-generated representation **104B** of table **104A** in the computer-generated environment displayed via device **100** in response to detecting the planar surface of table **104A** in the physical environment **102**. It should be understood that object **106** is a representative object and one or more different objects (e.g., of various dimensionality such as two-dimensional or three-dimensional objects) can be included and rendered in a three-dimensional computer-generated environment. For example, the object can represent an application or a user interface displayed in the computer-generated environment. In some examples, the application or user interface can include the display of selectable options for launching applications or for performing operations associated with applications. Additionally, it should be understood, that the three-dimensional (3D) environment (or 3D object) described herein may be a representation of a 3D environment (or three-dimensional object) displayed in a two dimensional (2D) context (e.g., displayed on a 2D screen).

[0019] FIG. 2 illustrates a block diagram of an exemplary architecture for a system or device **200** in accordance with some embodiments of the disclosure. The blocks in FIG. 2 can represent an information processing apparatus for use in a device. It is understood that the components of system or device **200** are optionally distributed amongst two or more devices.

[0020] In some embodiments, device **200** is a mobile device, such as a mobile phone (e.g., smart phone or other portable communication device), a tablet computer, a laptop computer, a desktop computer, a television, a wearable device, a head-mounted display, an auxiliary device in communication with another device, etc. In some embodiments, device **200**, as illustrated in FIG. 2, includes communication circuitry **202**, processor(s) **204**, memory **206**, image sensor(s) **210**, location sensor(s) **214**, orientation sensor(s) **216**, microphone(s) **218**, touch-sensitive surface(s) **220**, speaker(s) **222**, display generation component(s) **224**, hand tracking sensor(s) **230**, and/or eye tracking sensor(s) **232**, among other possible components. These components optionally communicate over communication bus(es) **208** of device **200**.

[0021] Communication circuitry **202** optionally includes circuitry for communicating with electronic devices, networks, such as the Internet, intranets, a wired network and/or a wireless network, cellular networks and wireless local area networks (LANs). Communication circuitry **202** optionally includes circuitry for communicating using near-field communication (NFC) and/or short-range communication, such as Bluetooth®.

[0022] Processor(s) **204** optionally include one or more general processors, one or more graphics

processors, and/or one or more digital signal processors. In some embodiments, memory **206** is a non-transitory computer-readable storage medium (e.g., flash memory, random access memory, or other volatile or non-volatile memory or storage) that stores one or more programs including instructions or computer-readable instructions configured to be executed by processor(s) **204** to perform the techniques, processes, and/or methods described below. In some embodiments, memory **206** can include more than one non-transitory computer-readable storage medium. A non-transitory computer-readable storage medium can be any medium (e.g., excluding a signal) that can tangibly contain or store computer-executable instructions for use by or in connection with the instruction execution system, apparatus, or device. In some embodiments, the storage medium is a transitory computer-readable storage medium. In some embodiments, the storage medium is a non-transitory computer-readable storage medium. The non-transitory computer-readable storage medium can include, but is not limited to, magnetic, optical, and/or semiconductor storages. Examples of such storage include magnetic disks, optical discs based on CD, DVD, or Blu-ray technologies, as well as persistent solid-state memory such as flash, solid-state drives, and the like. [0023] In some embodiments, display generation component(s) **224** include a single display (e.g., a liquid-crystal display (LCD), organic light-emitting diode (OLED), or other types of display). In some embodiments, display generation component(s) **224** includes multiple displays. In some embodiments, display generation component(s) **224** can include a display with touch capability (e.g., a touch screen), a projector, a holographic projector, a retinal projector, etc. In some embodiments, device **200** includes touch-sensitive surface(s) **220** for receiving user inputs, such as tap inputs and swipe inputs or other gestures. In some embodiments, display generation component(s) **224** and touch-sensitive surface(s) **220** form touch-sensitive display(s) (e.g., a touch screen integrated with device **200** or external to device **200** that is in communication with device **200**).

[0024] Image sensor(s) **210** optionally include one or more visible light image sensor, such as charged coupled device (CCD) sensors, and/or complementary metal-oxide-semiconductor (CMOS) sensors operable to obtain images of physical objects from the real-world environment. Image sensor(s) **210** also optionally include one or more infrared (IR) sensors, such as a passive or an active IR sensor, for detecting infrared light from the real-world environment. For example, an active IR sensor includes an IR emitter for emitting infrared light into the real-world environment. Image sensor(s) **210** also optionally include one or more cameras configured to capture movement of physical objects in the real-world environment. Image sensor(s) **210** also optionally include one or more depth sensors configured to detect the distance of physical objects from device **200**. In some embodiments, information from one or more depth sensors can allow the device to identify and differentiate objects in the real-world environment from other objects in the real-world environment. In some embodiments, one or more depth sensors can allow the device to determine the texture and/or topography of objects in the real-world environment. In some embodiments, device **200** uses CCD sensors, event cameras, and depth sensors in combination to detect the physical environment around device **200**. In some embodiments, image sensor(s) **210** include a first image sensor and a second image sensor. The first image sensor and the second image sensor work in tandem and are optionally configured to capture different information of physical objects in the real-world environment. In some embodiments, the first image sensor is a visible light image sensor and the second image sensor is a depth sensor. In some embodiments, device **200** uses image sensor(s) **210** to detect the position and orientation of device **200** and/or display generation component(s) **224** in the real-world environment. For example, device **200** uses image sensor(s) **210** to track the position and orientation of display generation component(s) **224** relative to one or more fixed objects in the real-world environment.

[0025] Device **200** optionally uses microphone(s) **218** or other audio sensors to detect sound from the user and/or the real-world environment of the user. In some embodiments, microphone(s) **218** includes an array of microphones (a plurality of microphones) that optionally operate in tandem,

such as to identify ambient noise or to locate the source of sound in space of the real-world environment. In some embodiments, audio or voice inputs can be used to interact with the user interface or computer-generated environment captured by one or more microphones (e.g., audio sensors).

[0026] Device **200** optionally includes location sensor(s) **214** for detecting a location of device **200** and/or display generation component(s) **224**. For example, location sensor(s) **214** can include a GPS receiver that receives data from one or more satellites and allows device **200** to determine the device's absolute position in the physical world. Device **200** optionally includes orientation sensor(s) **216** for detecting orientation and/or movement of device **200** and/or display generation component(s) **224**. For example, device **200** uses orientation sensor(s) **216** to track changes in the position and/or orientation of device **200** and/or display generation component(s) **224**, such as with respect to physical objects in the real-world environment. Orientation sensor(s) **216** optionally include one or more gyroscopes and/or one or more accelerometers.

[0027] Device **200** includes hand tracking sensor(s) **230** and/or eye tracking sensor(s) **232**, in some embodiments. Hand tracking sensor(s) **230** are configured to track the position/location of one or more portions of the user's hands, and/or motions of one or more portions of the user's hands with respect to the computer-generated environment, relative to the display generation component(s) **224**, and/or relative to another defined coordinate system. Eye tracking sensor(s) **232** are configured to track the position and movement of a user's gaze (eyes, face, or head, more generally) with respect to the real-world or computer-generated environment and/or relative to the display generation component(s) **224**. In some embodiments, hand tracking sensor(s) **230** and/or eye tracking sensor(s) **232** are implemented together with the display generation component(s) **224**. In some embodiments, the hand tracking sensor(s) **230** can use image sensor(s) **210** (e.g., one or more IR cameras, 3D cameras, depth cameras, etc.) that capture three-dimensional information from the real-world including one or more hands (e.g., of a human user). In some examples, the hands can be resolved with sufficient resolution to distinguish fingers and their respective positions. In some embodiments, one or more image sensor(s) **210** are positioned relative to the user to define a field of view of the image sensor(s) and an interaction space in which finger/hand position, orientation and/or movement captured by the image sensors are used as inputs (e.g., to distinguish from a user's resting hand or other hands of other persons in the real-world environment). Tracking the fingers/hands for input (e.g., gestures) can be advantageous in that it does not require the user to touch, hold or wear any sort of beacon, sensor, or other marker. In some embodiments, eye tracking sensor(s) **232** includes at least one eye tracking camera (e.g., infrared (IR) cameras) and/or illumination sources (e.g., IR light sources, such as LEDs) that emit light towards a user's eyes. The eye tracking cameras may be pointed towards a user's eyes to receive reflected IR light from the light sources directly or indirectly from the eyes. In some embodiments, both eyes are tracked separately by respective eye tracking cameras and illumination sources, and a focus/gaze can be determined from tracking both eyes. In some embodiments, one eye (e.g., a dominant eye) is tracked by a respective eye tracking camera/illumination source(s). In some embodiments, eye tracking sensor(s) **232** can use image sensor(s) **210** (e.g., one or more IR cameras, 3D cameras, depth cameras, etc.).

[0028] Device **200** is not limited to the components and configuration of FIG. 2, but can include fewer, other, or additional components in multiple configurations. A person using device **200** is optionally referred to herein as a user of the device.

[0029] As described herein, a computer-generated environment including various graphics user interfaces ("GUIs") may be displayed using an electronic device, such as electronic device **100** or device **200**, including one or more display generation components. The computer-generated environment can include one or more GUIs associated with an application. Device **100** or device **200** may supports a variety of applications, such as productivity applications (e.g., a presentation application, a word processing application, a spreadsheet application, etc.), a gaming application, a

telephone application, a video conferencing application, an e-mail application, an instant messaging application, a web browsing application, etc.

[0030] In some embodiments, locations in a computer-generated environment (e.g., a three-dimensional environment, an XR environment, etc.) optionally have corresponding locations in the physical environment. Thus, when a device is described as displaying a virtual object at a respective location with respect to a physical object (e.g., such as a location at or near the hand of the user, or at or near a physical table), the device displays the virtual object at a particular location in the three-dimensional environment such that it appears as if the virtual object is at or near the physical object in the physical world (e.g., the virtual object is displayed at a location in the three-dimensional environment that corresponds to a location in the physical environment at which the virtual object would be displayed if it were a real object at that particular location).

[0031] In some embodiments, real world objects that exist in the physical environment that are displayed in the three-dimensional environment can interact with virtual objects that exist only in the three-dimensional environment. For example, a three-dimensional environment can include a table and a user interface located in front of the table, with the table being a view of (or a representation of) a physical table in the physical environment, and the user interface being a virtual object.

[0032] Similarly, a user is optionally able to interact with virtual objects in the three-dimensional environment (e.g., such as user interfaces of applications running on the device) using one or more hands as if the virtual objects were real objects in the physical environment. For example, as described above, one or more sensors of the device optionally capture one or more of the hands of the user and display representations of the hands of the user in the three-dimensional environment (e.g., in a manner similar to displaying a real world object in three-dimensional environment described above), or in some embodiments, the hands of the user are visible via the display generation component via the ability to see the physical environment through the user interface due to the transparency/translucency of a portion of the display generation component that is displaying the user interface or projection of the user interface onto a transparent/translucent surface or projection of the user interface onto the user's eye or into a field of view of the user's eye. Thus, in some embodiments, the hands of the user are displayed at a respective location in the three-dimensional environment and are treated as if they were objects in the three-dimensional environment that are able to interact with the virtual objects in the three-dimensional environment (e.g., grabbing, moving, touching, pointing at virtual objects, etc.) as if they were real physical objects in the physical environment. In some embodiments, a user is able to move his or her hands to cause the representations of the hands in the three-dimensional environment to move in conjunction with the movement of the user's hand.

[0033] In some of the embodiments described below, the device is optionally able to determine the “effective” distance between physical objects in the physical world and virtual objects in the three-dimensional environment, for example, for the purpose of determining whether a physical object is interacting with a virtual object (e.g., whether a hand is touching, grabbing, holding, etc. a virtual object or within a threshold distance from a virtual object). For example, the device determines the distance between the hands of the user and virtual objects when determining whether the user is interacting with virtual objects and/or how the user is interacting with virtual objects. In some embodiments, the device determines the distance between the hands of the user and a virtual object by determining the distance between the location of the hands in the three-dimensional environment and the location of the virtual object of interest in the three-dimensional environment. For example, the one or more hands of the user can be located at a particular position in the physical world, which the device optionally captures and displays at a particular corresponding position in the three-dimensional environment (e.g., the position in the three-dimensional environment at which the hands would be displayed if the hands were virtual, rather than physical, hands). The position of the hands in the three-dimensional environment is optionally compared

against the position of the virtual object of interest in the three-dimensional environment to determine the distance between the one or more hands of the user and the virtual object. In some embodiments, the device optionally determines a distance between a physical object and a virtual object by comparing positions in the physical world (e.g., as opposed to comparing positions in the three-dimensional environment). For example, when determining the distance between one or more hands of the user and a virtual object, the device optionally determines the corresponding location in the physical world of the virtual object (e.g., the position at which the virtual object would be located in the physical world if it were a physical object rather than a virtual object), and then determines the distance between the corresponding physical position and the one of more hands of the user. In some embodiments, the same techniques are optionally used to determine the distance between any physical object and any virtual object. Thus, as described herein, when determining whether a physical object is in contact with a virtual object or whether a physical object is within a threshold distance of a virtual object, the device optionally performs any of the techniques described above to map the location of the physical object to the three-dimensional environment and/or map the location of the virtual object to the physical world.

[0034] In some embodiments, the same or similar technique is used to determine where and what the gaze of the user is directed to. For example, if the gaze of the user is directed to a particular position in the physical environment, the device optionally determines the corresponding position in the three-dimensional environment and if a virtual object is located at that corresponding virtual position, the device optionally determines that the gaze of the user is directed to that virtual object.

[0035] Similarly, the embodiments described herein may refer to the location of the user (e.g., the user of the device) and/or the location of the device in the three-dimensional environment. In some embodiments, the user of the device is holding, wearing, or otherwise located at or near the electronic device. Thus, in some embodiments, the location of the device is used as a proxy for the location of the user. In some embodiments, the location of the device and/or user in the physical environment corresponds to a respective location in the three-dimensional environment. In some embodiments, the respective location is the location from which the “camera” or “view” of the three-dimensional environment extends. For example, the location of the device would be the location in the physical environment (and its corresponding location in the three-dimensional environment) from which, if a user were to stand at that location facing the respective portion of the physical environment displayed by the display generation component, the user would see the objects in the physical environment in the same position, orientation, and/or size as they are displayed by the display generation component of the device (e.g., in absolute terms and/or relative to each other). Similarly, if the virtual objects displayed in the three-dimensional environment were physical objects in the physical environment (e.g., placed at the same location in the physical environment as they are in the three-dimensional environment, and having the same size and orientation in the physical environment as in the three-dimensional environment), the location of the device and/or user is the position at which the user would see the virtual objects in the physical environment in the same position, orientation, and/or size as they are displayed by the display generation component of the device (e.g., in absolute terms and/or relative to each other and the real world objects).

[0036] Some embodiments described herein may refer to selection inputs as either discrete inputs or as continuous inputs. For example, a selection input can correspond to a single selection input or a selection input can be held (e.g., maintained) while performing one or more other gestures or inputs. In some embodiments, a selection input can have an initiation stage, a holding stage, and a termination stage. For example, in some embodiments, a pinch gesture by a hand of the user can be interpreted as a selection input. In this example, the motion of the hand into a pinch position can be referred to as the initiation stage and the device is able to detect that the user has initiated a selection input. The holding stage refers to the stage at which the hand maintains the pinch position. Lastly, the termination stage refers to the motion of the hand terminating the pinch

position (e.g., releasing the pinch). In some embodiments, if the holding stage is less than a predetermined threshold amount of time (e.g., less than 0.1 seconds, 0.3 seconds, 0.5 seconds, 1 second, 2 seconds, etc.), then the selection input is interpreted as a discrete selection input (e.g., a single event actuating a respective user interface element), such as a mouse click-and-release, a keyboard button press-and-release, etc. In such embodiments, the electronic device optionally reacts to the discrete selection event (e.g., optionally after detecting the termination). In some embodiments, if the holding stage is more than the predetermined threshold amount of time, then the selection input is interpreted as a select-and-hold input, such as a mouse click-and-hold, a keyboard button press-and-hold, etc. In such embodiments, the electronic device can react to not only the initiation of the selection input (e.g., initiation stage), but also to any gestures or events detected during the holding stage (e.g., such as the movement of the hand that is performing the selection gesture), and/or the termination of the selection input (e.g., termination stage).

[0037] FIGS. 3A-3C illustrate a method of adding a user interface to a container in a three-dimensional environment **300** according to some embodiments of the disclosure. FIG. 3A illustrates three-dimensional environment **300** (e.g., a computer generated environment, an extended reality environment) that is being displayed by a display generation component of an electronic device (e.g., such as electronic device **100** and/or device **200** described above with respect to FIG. 1 and FIG. 2).

[0038] In some embodiments, three-dimensional environment **300** includes one or more real-world objects (e.g., representations of objects in the physical environment around the device) and/or one or more virtual objects (e.g., representations of objects generated and displayed by the device that are not necessarily based on real world objects in the physical environment around the device). For example, in FIG. 3A, table **304** and picture frame **302** can both be representations of real world objects in the physical environment around the device. In some embodiments, table **304** and picture frame **302** are displayed by the display generation component by capturing one or more images of table **304** and picture frame **302** (e.g., using one or more sensors of the electronic device) and displaying a representation of the table and picture frame (e.g., a photorealistic representation, a simplified representation, a caricature, etc.), respectively, in the three-dimensional environment. In some embodiments, table **304** and picture frame **302** are passively provided by the device via a transparent or translucent display (e.g., by not obscuring the user's view of table **304** and picture frame **302**, thus allowing table **304** and picture frame **302** to be visible to the user through the transparent or translucent display).

[0039] In FIG. 3A, three-dimensional environment **300** includes user interface **306-1**. In some embodiments, user interface **306-1** is a virtual object, for example, that exists in the three-dimensional environment but not in the real world environment around the device. In some embodiments, user interface **306** is a user interface for an application that is installed and running on the electronic device (e.g., a map application, a chat application, a browser application, etc.). In some embodiments, a respective application can have one user interface or a plurality of user interfaces in three-dimensional environment **300** (e.g., as opposed to only one user interface). In some embodiments, user interface **306-1** is planar (e.g., a flat surface). In some embodiments, user interface **306-1** is non-planar. For example, user interface **306-1** can be curved (e.g., curved along the horizontal axis, curved along the vertical axis), optionally with a curvature such that user interface **306-1** wraps around the user.

[0040] In some embodiments, user interfaces in a container have sizes and/or shapes based on the characteristics of the respective user interface and/or respective application. For example, if a first user interface in a container is associated with a first application and a second user interface in the container is associated with a second application, the size and shape of the first user interface is determined based on the design and requirements of the first application and the size and shape of the second user interface is determined based on the design and requirements of the second application. In some embodiments, whether a user interface is a member of a container (e.g., as

opposed to not being a member of a container) does not affect the size and shape of a respective user interface. In some embodiments, a user is able to resize user interface in a container. In some embodiments, different user interfaces in three-dimensional environment **300** can have different sizes, shapes, and/or orientations (e.g., portrait vs. landscape).

[0041] In some embodiments, a container can impose size and shape restrictions on the user interfaces in the container, optionally to ensure a consistent look and feel. For example, a container can require that user interfaces in the container be less than a maximum height, be less than a maximum width, and/or have an aspect ratio within a predetermined range. It is understood that the sizes and shapes of the user interfaces illustrated herein are merely exemplary and not limiting.

[0042] In some embodiments, user interfaces in three-dimensional environment **300** are accompanied with one or more manipulation affordances. For example, in FIG. 3A, user interface **306-1** is displayed with affordance **308-1**. In some embodiments, affordance **308-1** is a horizontal line that is displayed below and centered with user interface **306-1**. It is understood that affordance **308-1** can be any size or shape and be located at any location in three-dimensional environment **300** associated with user interface **306-1**. In some embodiments, affordance **308-1** is always displayed concurrently with user interface **306-1**. In some embodiments, affordance **308-1** is hidden from display until or unless one or more criteria have been satisfied. For example, if the gaze of the user is directed at user interface **306-1** (or within a threshold distance from user interface **306-1**, such as 1 inch, 3 inches, 6 inches, etc.) and/or if the gaze of the user is directed at the location of affordance **308-1** (or within a threshold distance from affordance **308-1**, such as 1 inch, 3 inches, 6 inches, etc.), then affordance **308-1** is optionally displayed (e.g., no longer hidden). In some embodiments, if the user reaches out with a hand towards user interface **306-1** (e.g., reaches to within a threshold distance of user interface **306-1**, such as 1 inch, 3 inches, 6 inches, etc.) and/or towards the location of affordance **308-1** (e.g., reaches to within a threshold distance of affordance **308-1**, such as 1 inch, 3 inches, 6 inches, etc.) and/or reaches out and/or assumes a predetermined ready position while the gaze of the user is directed to user interface **306-1** and/or the location of affordance **308-1**, then affordance **308-1** is optionally displayed. Thus, in some embodiments, affordance **308-1** is hidden from display until the user indicates an interest in user interface **306-1** and/or affordance **308-1** (e.g., indicates an interest in interacting with user interface **306-1** and/or affordance **308-1**).

[0043] In some embodiments, affordance **308-1** is not displayed (e.g., is hidden) if the focus of the user is not directed at the user interface **306-1**. In some embodiments, affordance **308-1** is always displayed (e.g., without regard to whether the focus is on user interface **306-1**).

[0044] In some embodiments, affordance **308-1** can be manipulated by the user to perform one or more manipulation operations on user interface **306-1**. For example, a user is able to use a hand to perform one or more gestures directed to affordance **308-1** to interact with affordance **308-1**. In some embodiments, the user is able to perform a selection gesture with a hand (e.g., a pinch and release gesture, a tap gesture, etc.) to actuate affordance **308-1**, which optionally causes display of one or more options to perform one or more functions with respect to user interface **306-1**, such as to close, resize, move, etc. user interface **306-1**. In some embodiments, the user is able to perform a selection gesture with a hand and while maintaining the selection gesture (e.g., a pinch-and-hold gesture, a pointing gesture with one or more fingers while maintaining the extended position of the one or more fingers, etc.), move the hand to cause affordance **308-1** and user interface **306-1** to move around in three-dimensional environment **300** in accordance with the movement of the hand (e.g., a drag-and-drop operation). In some embodiments, a selection gesture can include a forward pointing gesture with a finger of a hand pointing at affordance **308-1** (e.g., a forward and/or upward movement by the hand and/or an extension of one or more fingers towards affordance **308-1**), a tap gesture with a finger of the hand (e.g., a forward movement by a finger of the hand towards affordance **308-1** such that the finger touches affordance **308-1** or approaches within a threshold distance of affordance **308-1**), a pinch gesture by two or more fingers of the hand (e.g., a pinch by a

thumb and forefinger of the hand at a location associated with affordance **308-1** such that it appears as if the user is pinching affordance **308-1**), or any other suitable gesture indicative of the user's interest in affordance **308-1**.

[0045] In FIG. **3B**, a respective gesture is detected from hand **301** (e.g., a hand of the user of the device) causing user interface **306-2** to be displayed in three-dimensional environment **300**. In some embodiments, hand **301** is a representation of a hand of the user that is optionally detected and/or captured by one or more sensors of the device and is displayed in three-dimensional environment **300** (e.g., a photorealistic depiction, a simplified representation, a caricature, etc.). In some embodiments, the position, orientation, and/or pose of hand **301** is based on the position, orientation, and/or pose of the hand of the user of which it is a representation. For example, in FIG. **3B**, hand **301** is a representation of the right hand of the user of the device and hand **301** is performing a pointing gesture optionally because the right hand of the user is performing a similar pointing gesture.

[0046] In some embodiments, the detected gesture includes a selection gesture on a representation of an application (e.g., selection of an application icon from a buffet of applications that are installed on the device and able to be executed, launched and/or otherwise displayed in three-dimensional environment **300**). In some embodiments, the gesture optionally includes a selection gesture and a movement by hand **301** moving a user interface associated with the application to be launched to the desired location in three-dimensional environment **300** (e.g., a drag-and-drop gesture). For example, in some embodiments, in response to selecting an application icon, a representation of a user interface associated with the selected application (e.g., such as user interface **306-2**) is displayed at or near the location of the user's selection (e.g., the application icon turns into and/or morphs into a representation of a user interface), and while displaying the representation of the user interface, the user is able to move hand **301** while maintaining the selection gesture to move the representation of the user interface to different locations in three-dimensional environment **300** (e.g., dragging the representation of the user interface).

[0047] In some embodiments, in response to detecting the termination of the selection gesture, user interface **306-2** is displayed where the representation of user interface **306-2** was located when the termination of the selection gesture was detected, as will be described in further detail below with respect to FIG. **3C**. In some embodiments, in response to detecting that user interface **306-2** has been moved to within a threshold distance (e.g., within 1 inch, 3 inches, 6 inches, 1 foot, etc.) of a respective location relative to user interface **306-1**, the electronic device displays outline **310**, as shown in FIG. **3B**.

[0048] In some embodiments, three-dimensional environment **300** has one or more predetermined positions at which user interfaces can be displayed and/or placed. In such embodiments, when a user interface (or representation of a user interface, as the case may be) is moved to within the threshold distance of the one or more predetermined positions (e.g., within 1 inch, 3 inches, 6 inches, 1 foot, etc. from the predetermined position), an outline (e.g., such as outline **310**) is displayed at the respective predetermined position to indicate that the user interface can be and/or will be placed at the respective predetermined position in response to the release of the selection input. In some embodiments, if the user interface is not within the threshold distance from the predetermined location, outline **310** is not displayed in three-dimensional environment **300**.

[0049] In some embodiments, while outline **310** is displayed, if user interface **306-2** is moved to more than the threshold distance from the respective location (e.g., moved away from the respective location), then outline **310** is optionally ceased to be displayed. In some embodiments, the threshold distance at which outline **310** ceases to be displayed is more than (e.g., 1 inch more, 3 inches more, 6 inches more, etc.) the threshold distance at which **310** begins to be displayed (e.g., a hysteresis effect). Implementing a hysteresis effect prevents outline **310** from flickering in and out of display if, for example, user interface **306-2** is at or near the threshold distance at which outline **310** begins to be displayed.

[0050] In some embodiments, the one or more predetermined positions can be based on the location of objects in three-dimensional environment **300**, such as tables, walls, and/or other user interfaces. For example, three-dimensional environment **300** can impose rules to prevent user interfaces from conflicting with other user interfaces by setting the predetermined positions based on distance from existing user interfaces (e.g., optionally taking into account the size and/or shape of the existing user interfaces and/or the user interface to be placed). For example, three-dimensional environment **300** can require a buffer between user interfaces (e.g., a 3 inch, 6 inch, 1 foot, 3 feet, etc. buffer). Thus, a respective predetermined position can be located to the left, right, above, or below an existing user interface, but optionally cannot be located at a location that causes the obscuring of either the existing user interface or the user interface being placed.

[0051] In some embodiments, the one or more predetermined positions can be based on acceptable locations and/or positions for user interfaces in a container (e.g., a set of user interfaces that move together in response to movement inputs). In some embodiments, a container is optionally an organizational element (e.g., a user interface element, a software element, a software construct, etc.) that includes a set of user interfaces (e.g., one or more, a plurality, etc.) that have been grouped together (e.g., a set of user interfaces, a workspace, etc.). In some embodiments, user interfaces that are grouped together in a container share certain characteristics, properties, and/or behaviors with each other. For example, user interfaces in a container optionally are automatically aligned with each other (e.g., aligned horizontally and/or aligned vertically, etc.), maintain a predetermined amount of separation from each other, and/or maintain the same distance from the user as the other user interfaces in the same container. For example, if a first user interface in a container is moved around in three-dimensional environment **300** (e.g., in response to a user input, for example), then the other user interfaces in the same container are optionally also moved around in three-dimensional environment **300** to maintain the same position relative to each other (e.g., the user interfaces move together as a single unit).

[0052] Thus, user interfaces in a container can be arranged according to a predetermined criteria. For example, user interfaces in a container can be aligned horizontally and have a fixed spacing between each user interface. Thus, acceptable locations for user interfaces in a container can be a location to the left of the left-most user interface in the container (e.g., separated from the left-most user interface by a predetermined spacing, such as 1 inch, 3 inches, 6 inches, 1 foot, etc.), a location to the right of the right-most user interface in the container (e.g., separated from the right-most user interface by a predetermined spacing, such as 1 inch, 3 inches, 6 inches, 1 foot, etc.), and/or a location between two user interfaces (e.g., separated from each adjacent user interface by a predetermined spacing, such as 1 inch, 3 inches, 6 inches, 1 foot, etc.). In some embodiments, the predetermined locations for a container are locations that, when a user interface is placed and/or snapped to a respective predetermined locations for the container, the user interface is added to the container at the respective predetermined location (optionally causing the existing user interfaces to adjust positions to allow the user interface being added to be added at the respective location), as will be discussed in further detail below. Thus, if a respective user interface is moved to within a threshold distance from these predetermined locations in a container (e.g., 1 inch, 3 inches, 6 inches, 1 foot, 3 feet, etc.), an outline can be displayed indicating that the respective user interface will be added to the container and placed at the location indicated by the outline. In some embodiments, the predetermined locations in a container are based on the size and/or shape of the user interface being added. For example, if user interface **306-2** has a width of 1 foot, then a respective predetermined location can be 6 inches to the left or right of user interface **306-1**, optionally including a spacing margin (e.g., a predetermined spacing between user interfaces, such as 1 inch, 3 inches, 6 inches, etc.). Setting the respective predetermined location at least 6 inches to the left or right of user interface **306-1** prevents overlap between user interface **306-1** and user interface **306-2** (e.g., prevents one user interface from obscuring the other). Thus, in some embodiments, the predetermined locations in a container can dynamically be updated and/or

adjusted based on the size and/or shape of the existing user interfaces and/or the size and/or shape of the user interfaces being added.

[0053] In some embodiments, outline **310** is only displayed for predetermined location associated with containers and not displayed for predetermined locations that are not associated with containers (e.g., locations that do not cause the user interface to be added to the container). In some embodiments, outline **310** is displayed for predetermined locations without regard to whether they are associated or not associated with containers.

[0054] In some embodiments, the threshold distance at which outline **310** is displayed can be the same threshold distance at which user interface **306-2** will snap to the location indicated by outline **310**. For example, outline **310** is displayed when user interface **306-2** reaches a position such that the release of the selection gesture will cause user interface **306-2** to “snap” to the respective location indicated by outline **310**.

[0055] In some embodiments, outline **310** is based on user interface **306-2** and has the same size and/or shape as user interface **306-2**. In some embodiments, outline **310** has the same shape, but has a larger size than user interface **306-2** (e.g., 5% larger, 10% larger, 20% larger, etc.). In some embodiments, outline **310** provides a preview how user interface **306-2** will look once placed at the respective location (e.g., a preview of the boundary of user interface **306-2**, a preview of the area which will be occupied by user interface **306-2**, etc.).

[0056] In some embodiments, the display of outline **310** indicates that the release of the selection gesture will cause user interface **306-2** to be placed at (e.g., snapped to) the respective location indicated by outline **310**. In some embodiment, outline **310** is displayed if the release of the selection gesture will cause user interface **306-2** to be added to a container that includes user interface **306-1** (as will be described in further detail below with respect to FIG. 3C) and the display of outline **310** indicates that the release of the selection gesture will cause user interface **306-2** to be added to a container that includes user interface **306-1**. In some embodiments, if outline **310** was not displayed when the selection gesture was released, the device does not snap user interface **306-2** to the location indicated by outline **310** (e.g., and optionally does not cause user interface **306-2** to be added to a container that includes user interface **306-1**) and optionally either places user interface **306-2** at the location where the user dragged it or ceases display of user interface **306-2** (e.g., cancels the launching of the application associated with user interface **306-2**). [0057] In some embodiments, if the user moves user interface **306-2** to a position such that outline **310** is displayed (e.g., as described above) and while outline **310** is displayed, if user interface **306-2** hovers at or near that respective location (e.g., user interface **306-2** moves by less than 1 inch, 3 inches, 6 inches, etc.) for more than a threshold amount of time (e.g., 1 second, 3 seconds, 5 seconds, etc.), then an animation is optionally displayed moving user interface **306-2** into the location indicated by outline **310** (e.g., the location that user interface **306-2** will be displayed upon detection of the release of the selection input) (e.g., without requiring a movement by hand **301** moving user interface **306-2** to that location). For example, an animation is displayed of user interface **306-2** sliding into position, thus providing a further visual indication that the release of the selection gesture will cause user interface **306-2** to be placed at the respective location indicated by outline **310**.

[0058] In FIG. 3C, the device detects the termination of the selection gesture by hand **301** (e.g., the release of the selection gesture by hand **301**) when user interface **306-2** is at the location shown in FIG. 3B and/or while outline **310** is displayed in three-dimensional environment **300**. In some embodiments, a termination of a selection gesture by hand **301** can include the release of a pinch gesture performed by two or more fingers of hand **601**, the retraction of a pointing gesture performed by a finger of hand **601**, the retraction of hand **601**, a gesture by hand **601** that includes the termination of the initial selection gesture, etc.

[0059] In some embodiments, in response to detecting the termination of the selection gesture by hand **301**, the application associated with user interface **306-2** is launched (e.g., if the application

was not already running) and user interface **306-2** is displayed (e.g., placed) at the respective location indicated by outline **310** (e.g., snapped to the location around which outline **310** was displayed), as shown in FIG. 3C. In some embodiments, outline **310** ceases to be displayed in response to user interface **306-2** snapping to the respective location (e.g., in response to detecting the termination of the selection gesture). In some embodiments, if the application associated with user interface **306-2** is already running (e.g., as an inactive process, a background process, a minimized application, etc.), then the application is optionally activated (e.g., made into an active process) when user interface **306-2** is displayed at the respective location indicated by outline **310** and/or a second instance of the application is launched.

[0060] In some embodiments, in response to detecting the termination of the selection gesture by hand **301**, user interface **306-1** is added to a container that includes user interface **306-1**. For example, in FIG. 3B, outline **310** optionally is associated with a container (e.g., is associated with a predetermined location for a container) and indicates that upon release of the selection gesture, user interface **306-2** will be added to a container that includes user interface **306-1**. In some embodiments, user interface **306-1** is added to a container that includes user interface **306-1** if three-dimensional environment **300** includes an existing container that includes user interface **306-1**. In some embodiments, user interface **306-1** is added to a container that includes user interface **306-1** even if three-dimensional environment **300** does not include an existing container and/or user interface **306-1** is not a member of a container.

[0061] In some embodiments, if three-dimensional environment **300** already includes a container and user interface **306-1** is already a member of that container, then in response to detecting the termination of the selection gesture by hand **301** when user interface **306-2** is within the threshold distance of the respective location to the left of user interface **306-1**, user interface **306-2** is added to the existing container to the left of user interface **306-1**, as shown in FIG. 3C. In some embodiments, if three-dimensional environment **300** does not already include a container and user interface **306-1** is not a member of any container, then in response to detecting the termination of the selection gesture by hand **301** when user interface **306-2** is within the threshold distance of the respective location to the left of user interface **306-1**, a container is created and user interface **306-1** and user interface **306-2** are added to the newly created container as adjacent user interfaces, as shown in FIG. 3C.

[0062] In some embodiments, three-dimensional environment **300** can include one or more containers, each of which including one or more user interfaces. In some embodiments, three-dimensional environment **300** can include a maximum of one container. In some embodiments, three-dimensional environment **300** can include no containers. In some embodiments, a container can contain one or more user interfaces. In some embodiments, a container must include at least two or more user interfaces and a container cannot be created with just one user interface. In such embodiments, removing the second-to-last user interface from the container automatically disbands the container (e.g., while maintaining display of the last user interface, which is now no longer a member of a container). In some embodiments, three-dimensional environment **300** can include user interfaces that are part of containers (e.g., which optionally move as a group, in accordance with the behavioral rules of the container) and user interfaces that are not part of containers (e.g., which are able to move freely, without being constrained by the behavioral rules of the container). For example, not every user interface in three-dimensional environment **300** must be a member of a container if a container exists. In some embodiments, if a container exists in three-dimensional environment **300**, all user interfaces in three-dimensional environment **300** must be a member of that container or another container (e.g., must be a member of some container). In some embodiments, a user interface cannot be a member of more than one container. In some embodiments, a respective user interface can be a member of multiple containers (e.g., which optionally causes the user interfaces in the multiple containers of which the respective user interface is a member to be indirectly associated with each other).

[0063] Thus, as described above, in response to detecting a user moving a user interface (e.g., either a representation of a user interface that was previously an icon of an application, or a user interface from another location in three-dimensional environment **300**, as will be described in further detail below with respect to FIGS. **6A-6D**) to within a threshold distance of a location at which the user interface would be added to a container with an existing user interface (e.g., to within a threshold of a position that is to the left, right, above, or below the existing user interface), the electronic device displays an outline (or any other suitable indication) that indicates that releasing the selection input (e.g., placing the user interface at that position) will cause the user interface to be added to a container that includes the existing user interface (e.g., either added to an existing container that includes the existing user interface and optionally other user interfaces, or a new container is created to include the existing user interface and the user interface being placed).

[0064] As shown in FIG. **3C**, in some embodiments, if three-dimensional environment **300** includes a container that includes one or more user interfaces, such as user interface **306-1** and user interface **306-2**, then three-dimensional environment **300** can include affordance **312** displayed between two user interfaces in the container. In some embodiments, affordance **312** is a vertical bar or any other suitable affordance. In some embodiments, affordance **312** is displayed between two adjacent user interfaces in a container. An affordance such as affordance **312** can be displayed between adjacent user interfaces in a container. In some embodiments, affordance **312** exhibits the same visibility features as affordance **308-1** (e.g., sometimes being hidden and sometimes being displayed).

[0065] In some embodiments, affordance **312** is associated with the container and optionally is manipulatable to manipulate the container (e.g., to manipulate the user interfaces in the container, to manipulate all user interfaces in the container, etc., such as to move the user interfaces in a horizontal, vertical directions and/or to change the distance of the user interfaces from the user (e.g., change the z depth), etc.). For example, a user is able to select affordance **312** with hand **301** and while maintaining the selection input, move hand **301** to move affordance **312** in accordance with the movement of hand **301**. In some embodiments, moving affordance **312** causes one or more of the user interfaces in the container to move in accordance with the movement of hand **301** (e.g., the user interfaces adjacent to affordances **312**, all user interfaces in the container, etc., optionally including the associated affordances). For example, if hand **301** moves rightwards, affordance **312** (e.g., and optionally affordances **308-1** and **308-2**) and/or user interfaces **306-1** and **306-2** (e.g., the user interfaces in the container) move rightward, optionally with a speed and/or magnitude that is based on the speed and/or magnitude of the movement of hand **301**. In some embodiments, as will be described in more detail below with respect to FIG. **6A**, affordance **312** can be selected (e.g., a discrete selection input, as opposed to a select-and-hold input as described above) to remove one or more user interfaces from a container.

[0066] Thus, as described above, if a user interface is moved (e.g., via a drag-and-drop style interaction) to within a threshold distance of a respective location which can cause the user interface to be added to a container that includes one or more existing user interfaces, a target can be displayed at the respective location. In response to detecting the termination of the selection input (e.g., the “drop” of the drag-and-drop interaction), the user interface being moved is snapped to the respective location and added to a container that includes one or more of the existing user interfaces.

[0067] In some embodiments, if the user interface is not brought to within the threshold distance from the respective location, then in response to detecting the termination of the selection input, the application associated with the user interface is not launched and/or the user interface being moved is not displayed or placed in three-dimensional environment **300** (e.g., the launch is canceled and the user interface being moved ceases to be displayed). In some embodiments, if a user interface is not within the threshold distance from the predetermined location, then in response to detecting the termination of the selection input, the user interface is placed at the location that the user interface was at when the termination of the selection input was received (e.g., the user interface is not

snapped to one of the predetermined locations). Thus, the user is able to flexibly place user interfaces at any location in three-dimensional environment **300** by dragging and dropping the user interfaces (e.g., optionally via dragging and dropping an affordance, such as affordance **308-1** and/or optionally via dragging and dropping the user interface itself) at the desired location. [0068] FIGS. **4A-4B** illustrate a method of inserting a user interface into a container in a three-dimensional environment **400** according to embodiments of the disclosure. FIG. **4A** illustrates three-dimensional environment **400** that includes elements similar to those described above with respect to FIG. **3A-3C**, the details of which are not repeated here.

[0069] In FIG. **4A**, while displaying user interface **406-1** and user interface **406-2** in three-dimensional environment **400**, the device receives a voice command **414** to launch Application 3 (e.g., a voice command saying “Open App 3”). In some embodiments, the device detects that gaze **412** of the user is directed at a location in three-dimensional environment **400** between user interface **406-1** and user interface **406-2** when voice command **414** is received. In some embodiments, in response to receiving voice command **414** while gaze **412** is directed to the location between user interface **406-1** and user interface **406-2**, the device launches Application 3 (or causes Application 3 to become an actively running application if, for example, Application 3 was inactive, running in the background, minimized, etc.) and displays user interface **406-3** associated with Application 3 at the location between user interface **406-1** and user interface **406-2**, as shown in FIG. **4B**. In some embodiments, user interface **406-3** is the user interface of Application 3 that is displayed when Application is launched (e.g., the Application 3 home page, the Application 3 landing page, etc.) and/or is the user interface of Application 3 that was previously displayed (e.g., during the previous runtime session of Application 3 and/or if Application 3 was inactive and/or running in the background, for example).

[0070] In some embodiments, user interfaces **406-1** and/or **406-2** move to the right and left, respectively, to make room for user interface **406-3** to be inserted between user interface **406-1** and user interface **406-2**. For example, user interface **406-1** can move to the right and user interface **406-3** can be displayed at least partially where user interface **406-1** was previously located (e.g., centered on where user interface **406-1** was previously centered), user interface **406-2** can move to the left and user interface **406-3** can be displayed at least partially where user interface **406-2** was previously located (e.g., centered on where user interface **406-2** was previously centered), or both user interfaces **406-1** and **406-2** can move to the right and left, respectively, and user interface **406-3** can be displayed at least partially where user interfaces **406-1** and **406-2** were previously located (e.g., centered on a location between user interface **406-1** and user interface **406-2**).

[0071] In some embodiments, if the workspace has multiple user interfaces to the left and/or right of the location at which the new user interface is inserted, then the multiple user interfaces are moved to the left or right, as the case may be, to make room for the new user interface to be inserted. For example, in FIG. **4A**, if three-dimensional environment **400** includes user interface **406-1** and a third user interface to the right of the location at which gaze **412** is looking, then in FIG. **4B**, user interface **406-1** and the third user interface can both be moved to the right to make room for user interface **406-3** to be inserted.

[0072] In some embodiments, an animation is displayed of the user interfaces moving to the left and/or right to make room for the new user interface to be inserted and/or an animation of the new user interface to be inserted appearing at the respective location during and/or after the user interfaces move to the left and/or right to make room.

[0073] Thus, as shown in FIGS. **4A-4B**, in response to a user input to display a user interface and add the user interface to an existing container, the device can automatically adjust the spacing and/or location of the user interfaces in the container to make room for the user interface to be inserted. In some embodiments, the user interfaces automatically move and/or adjust if the user interface to be inserted is being inserted between existing user interfaces in the container, such as shown in FIGS. **4A-4B**. In some embodiments, if the user interface to be inserted is being inserted

at the edges of the container (e.g., to the left of the left-most user interface or to the right of the right-most user interface), then the existing user interfaces in the container optionally do not move and/or change locations and the user interface to be inserted is added to the left and/or right of the container, as the case may be. In such embodiments, the size of the container is expanded by at least the width of the user interface that is being inserted (e.g., optionally in addition to the amount of space between user interfaces, which is optionally a predetermined amount and/or determined based on the size of the user interfaces to the left and/or right of the respective spacing).

[0074] In some embodiments, the position and/or location where the new user interface is inserted is based at least on the location of the gaze of the user, such as gaze **412** illustrated in FIG. **4A**. For example, if gaze **412** is looking at or toward the location between user interface **406-1** and user interface **406-2** (e.g., optionally including looking past the location between user interface **406-1** and user interface **406-2** at an object behind the location between user interface **406-1** and user interface **406-2**), then in response to voice command **414**, user interface **406-3** is added to the container and inserted between user interface **406-1** and user interface **406-2**. If, on the other hand, gaze **412** is looking at a location to the right of user interface **406-1** (e.g., or within a threshold distance to the right of user interface **406-1**, such as 1 inch, 6 inches, 1 foot, 3 feet, etc.), then user interface **406-3** is added to the container and attached to the right of user interface **406-1**.

[0075] In some embodiments, if gaze **412** is directed at an existing user interface, then in response to voice command **414**, the electronic device replaces the existing user interface at which gaze **412** is directed with the new user interface being displayed (e.g., optionally without displaying an outline such as outline **310**). For example, in FIG. **4A**, if gaze **412** is directed to user interface **406-1** (e.g., or within a threshold distance of user interface **406-1** (e.g., the “hit box” of user interface **406-1**)), then in response to voice command **414**, the device replaces user interface **406-1** with user interface **406-3** and adds user interface **406-3** to the container that previously included user interface **406-1** and user interface **406-2**. In some embodiments, user interface **406-1** is removed from the container and/or ceases to be displayed.

[0076] It is understood that although FIGS. **4A-4B** illustrate the request to display a user interface and add the user interface to an existing container as a voice command, other input methods are possible. For example, the method of displaying a user interface illustrated in FIGS. **4A-4B** can be performed in response to a request that involve head gesture, eye gestures, face gestures, finger gestures, etc.

[0077] In some embodiments, if three-dimensional environment **400** does not include a container and/or includes at least one user interface that is not a member of a container (e.g., such as in FIG. **3A**), then in response to voice command **414**, the device optionally creates a container that optionally includes one or more of the existing user interfaces) and adds the user interface to be inserted to the newly created container (e.g., in a manner similar to described above with respect to FIGS. **3A-3C**, optionally with or without displaying outline **310**).

[0078] It is noted that FIGS. **4A-4B** do not illustrate three-dimensional environment **400** displaying an outline (e.g., such as outline **310** described above in FIG. **3B**) at the location where the user interface will be displayed. In some embodiments, an outline is not displayed in three-dimensional environment **400** if the command to launch the user interface does not include a “setup” stage and “confirmation” stage (e.g., or “execution” stage). For example, in FIGS. **3A-3C**, during the “setup” stage, the user moved user interface **306-2** to the respective location, thus providing the device with an indication that the user is interested in placing user interface **306-2** at the respective location before the request to place user interface **306-2** is confirmed. Thus, the device displays outline **310** and provides a confirmation and/or indication of the location that the user interface will be placed (e.g., in response to the release of the selection input, optionally considered the “confirmation” and/or “execution” stage). On the other hand, in FIGS. **4A-4B**, the command to cause display of user interface **406-2** is a voice command that does not include first portion that indicates a position and then a second portion that confirms the execution of the command. Thus, in some

embodiments, the device determines the location to place user interface **406-2** when the execution confirmation is received and as a result, the device does not first display an outline at the respective location.

[0079] In some embodiments, on the other hand, the user is optionally able to determine, from portions of the voice command, as the voice command is being received, that the user desires to launch an application and/or display a user interface, and the device is able to display an outline at the respective location. For example, in response to receiving a first portion of a voice command saying “display”, the device is optionally able to determine that the command is likely a request to launch an application and/or display a user interface. Thus, in response to receiving the command “display” (e.g., or any other similar command), an outline can be displayed at the respective location (e.g., before the full voice command is received, which optionally causes the user interface to be placed at the respective location). In such embodiments, the respective location can be determined based on the location of gaze **412** when the first portion of the voice command is received.

[0080] FIGS. **5A-5G** illustrate a method of inserting a user interface into a container in a three-dimensional environment **500** according to some embodiments of the disclosure. FIG. **5A** illustrates three-dimensional environment **500** that includes elements similar to those described above with respect to FIGS. **3A-3C** and FIGS. **4A-4B**, the details of which are not repeated here.

[0081] While displaying three-dimensional environment **500** that includes one or more user interfaces that are members of a container, such as in FIG. **5A**, the device receives a user input corresponding to a request to display an application launching user interface. In some embodiments, the request to display the application launching user interface is a predetermined gesture by a hand of the user, a voice command uttered by the user, a selection of an affordance or button by the user, etc. In some embodiments, in response to receiving the user input, the device displays application launcher element **514**, as shown in FIG. **5B**.

[0082] In some embodiments, application launcher element **514** includes a text field in which a user is able to enter text to launch an application or otherwise cause a user interface for an application to be displayed. Application launcher element **514** can be used to perform a plurality of functions including searching for documents, opening documents, searching for applications, launching applications, performing mathematical calculations, navigating to web pages, etc. For example, a user is able to enter text into application launcher element **514** via a physical keyboard, a virtual keyboard, a voice command, etc., and the device is able to identify one or more documents and/or applications that match or partially match the text entered into application launcher element **514** (e.g., document and/or application search results). In some embodiments, the device displays the results of the search as a list. In some embodiments, the search results can be labeled and/or categorized as either documents or applications (or other types of search results). The user is optionally able to select the desired document or application from the list of search results to cause the respective document or application to be displayed. For example, a user is able to use a voice command to indicate which search result to actuate and/or use a hand to perform a selection gesture directed to a respective search result. In some embodiments, a user is able to execute the top search result by performing a user input corresponding to a confirmation or execution user input. For example, if the top search result is a document, then in response to the selection of an “enter” key from a soft keyboard, the document is displayed (e.g., an application for displaying the document is launched and the document is opened using the application) and if the top search result is an application, then in response to the selection of the “enter” key from the soft keyboard, the application is launched (or a user interface of the application is displayed).

[0083] As shown in FIG. **5B**, in some embodiments, application launcher element **514** is displayed in three-dimensional environment **500** at or near the location that gaze **512** of the user was looking at when the user input corresponding to a request to display an application launching element was received (e.g., the location at which gaze **512** was looking when application launcher element **514**

was displayed). In some embodiments, the location that application launcher element **514** is displayed is directly in front of the user (e.g., optionally the environment rotates such that the location of gaze **512** is directly in front of the user).

[0084] In some embodiments, if a user interface will be displayed via application launcher element **514**, then three-dimensional environment **500** is updated to indicate that a user interface will be displayed at a respective position. In some embodiments, updating three-dimensional environment **500** can include displaying an outline (e.g., such as outline **310** described above with respect to FIG. 3B) and/or moving one or more existing user interfaces to make room for the user interface to be displayed). For example, if the top search result is an application, and/or if the user moves a current focus to an application in the list of search results, then three-dimensional environment **500** is updated. In some embodiments, a user is able to move the current focus among the list of search results using the user's gaze (e.g., looking at the item optionally causes the item to be highlighted) or by moving one or more hands of the user (e.g., from a respective "ready" position, moving a hand up or down to move a focus indicator up or down, respectively, among the items in the search results).

[0085] In FIG. 5C, a user input is received providing a text input into application launcher element **514**. In some embodiments, the text inserted into application launcher element **514** is associated with Application 3. For example, the text is the name of Application 3, the first several characters of the name of Application 3, and/or any other text input associated with Application 3 such that Application 3 satisfies one or more search criteria based on the entered text (e.g., is the top search result).

[0086] In some embodiments, in accordance with a determination that the device identified Application 3 as matching a search criteria based on the text entered in application launcher element **514**, the device determines that Application 3 will be launched and/or a user interface associated with Application 3 will be displayed in response to a user input confirming the launch. In some embodiments, in response to determining that Application 3 will be launched and/or a user interface associated with Application 3 will be displayed, user interface **506-1** moves to the right and user interface **506-2** moves to the left to make room for the user interface associated with Application 3 (e.g., before Application 3 is launched), as shown in FIG. 5C (e.g., in a manner similar to that described above with respect to FIGS. 4A-4B). In some embodiments, if an application will not be launched, then user interface **506-1** and user interface **506-2** optionally does not expand to provide space. For example, if the text inserted into application launcher element **514** is a command to perform a mathematical calculation, then a user interface will optionally not be launched, and user interface **506-1** and user interface **506-2** optionally does not expand to provide space.

[0087] In some embodiments, additionally or alternatively to moving user interfaces **506-1** and **506-2**, outline **516** is displayed at the location where the user interface associated with Application 3 will be displayed (e.g., in response to a user input confirming the launch). Outline **516** optionally has characteristics and/or behaviors similar to outline **310** described above with respect to FIG. 3B, the details of which will not be repeated here. In some embodiments, outline **516** has a size and/or shape that is based on the size and/or shape of the user interface associated with Application 3 that will be displayed at the respective location. As shown in FIG. 5C, outline **516** is displayed at or near the location of application launcher element **514**. For example, outline **516** optionally surrounds application launcher element **514** and/or application launcher element **514** overlays outline **516**. In some embodiments, outline **516** is displayed at the same distance from the user as user interface **506-1** and user interface **506-2**. In some embodiments, if an application will not be launched, then the system optionally does not display outline **516**.

[0088] In some embodiments, application launcher element **514** continues to be displayed while user interface **506-1** and user interface **506-2** move to the left and right, respectively, and before launching the respective user interface, the user is able to change the text in application launcher

element **514** to change the search results and/or change whether outline **516** is displayed and/or whether the existing user interfaces move. For example, if the user deletes the text in application launcher element **514**, then Application 3 is no longer the application that will be launched, and user interfaces **506-1** and **506-2** are optionally moved back to their original positions and/or outline **516** is ceased to be displayed. Similarly, if the user changes the text in application launcher element **514** such that a search result that is not associated with any application is the top search result (e.g., an application will not be launched), then user interfaces **506-1** and **506-2** are optionally moved back to their original positions and/or outline **516** is ceased to be displayed.

[0089] On the other hand, if the user changes the text in application launcher element **514** such that a different application is now the top search result (for example, Application 4, instead of Application 3), then in some embodiments, outline **516** may be updated and/or adjusted based on the size and/or shape of the user interface for Application 4 and/or user interfaces **506-1** and **506-2** may move closer or farther apart based on the size and/or shape of the user interface for Application 4. For example, if the landing page for Application 4 is larger than the landing page for Application 3, then the user interfaces are optionally moved farther apart to provide additional space for the larger landing page. If the user interface that will be displayed for Application 4 is the same size and shape as the user interface that will be displayed for Application 3, then outline **516** optionally does not change size and/or shape.

[0090] In some embodiments, three-dimensional environment **500** may exhibit similar behavior based on the current focus within the search results of application launcher element **514** (e.g., as opposed to the top search result described above). For example, if the search results of application launcher element **514** include multiple matches, the user is able to move the focus within the search results. If the current focus is a document, then in response to a confirmation user input, an application associated with the document will be launched and user interfaces **506-1** and **506-2** move apart and/or outline **516** is displayed, as shown in FIG. 5C. Additionally or alternatively, if the current focus is on an application, then in response to a confirmation user input, the respective application will be launched and user interfaces **506-1** and **506-2** move apart and outline **516** is displayed, as shown in FIG. 5C. Similarly, if the user moves the focus from a first search result that is associated with an application to a second search result that is not associated with an application, then user interfaces **506-1** and **506-2** are optionally moved back to their original positions and/or outline **516** is ceased to be displayed.

[0091] In some embodiments, the location that the application will be launched (e.g., the location that the user interface associated with the application to be launched will be displayed) is at least partially based on the location of the user's gaze at the time when the user input to display application launcher element **514** is received and/or is based on the position of application launcher element **514** (e.g., which optionally is based on the location of the user's gaze at the time when the user input to display application launcher element **514**). For example, in FIG. 5B, gaze **512** of the user is looking at or near a location between user interface **506-1** and user interface **506-2** (e.g., optionally including looking past the location between user interface **506-1** and user interface **506-2** at an object behind the location between user interface **506-1** and user interface **506-2**) when the user input was received requesting display of application launcher element **514**. In response to the user input and in accordance with a determination that gaze **512** is looking at the location between user interface **506-1** and user interface **506-2**, application launcher element **514** is optionally displayed at the location between user interface **506-1** and user interface **506-2** and overlaid on top of user interface **506-1** and user interface **506-2** and when the respective application is launched (e.g., Application 3), a user interface associated with the respective application will be displayed at or near the location of application launcher element **514**.

[0092] Similarly, if gaze **512** is looking at a respective location to the left or to the right of the left-most and right-most user interface in the container, application launcher element **514** (e.g., and optionally outline **516**) is displayed at the respective location to the left or right of the container,

respectively, and an application that is launched via application launcher element **514** is optionally launched at the respective location to the left or right of the container, respectively (e.g., and added to the container at the left-most or right-most position, respectively).

[0093] In some embodiments, if the top search result is a document and/or if the user moves a current focus to a document in the list of search results (e.g., as opposed to an application, as described above), then the behavior described above (e.g., with respect to displaying an outline, moving existing user interfaces, and/or launching a user interface in response to a user input confirming the launch) is not performed. In some embodiments, if the top search result is a document and/or if the user moves a current focus to a document in the list of search results, then the behavior described is performed and the user interface to be launched is a user interface of the application used to open and/or view the respective document. For example, if the document is a text document, then the application that will be launched is a text editing and/or viewer application.

[0094] In FIG. 5D, a user input is received to launch Application 3. In some embodiments, the user input to launch Application 3 is a selection input while the current focus is on Application 3 in the list of search results (e.g., selecting “enter” on a soft keyboard or detecting a pinch input while the current focus is on Application 3 in the list of search results). In some embodiments, the user input to launch Application 3 is a confirmation or execution input while Application 3 is the top search result (e.g., selecting “enter” on a soft keyboard or detecting a pinch input while Application 3 is the top search result).

[0095] In some embodiments, in response to receiving a user input to launch Application 3, outline **516** ceases to be displayed and user interface **506-3** associated with Application 3 is displayed at a location based on the location of outline **516** and added to the container that includes user interface **506-1** and user interface **506-2**.

[0096] As shown in FIG. 5D, user interface **506-3** is displayed at the location that is vacated when user interface **506-1** and user interface **506-2** moved apart. In some embodiments, in response to the user input, Application 3 is launched. User interface **506-3** is optionally the landing page for Application 3 (e.g., the user interface that is displayed when Application 3 is first opened). In some embodiments, user interface **506-3** is the user interface that was displayed during a previous runtime session of Application 3. In some embodiments, Application 3 was already running on the device when the user input was received (e.g., minimized, running as a background process, or at another location), and in response to the user input, Application 3 is updated to become an active process (e.g., no longer a background or inactive process) if Application 3 was an inactive or background process and user interface **506-3** is the user interface of Application 3 from the previous active runtime session of Application 3 or if Application 3 is currently running, user interface **506-3** is the currently displayed user interface associated with Application 3 (e.g., but now moved to the location between user interfaces **506-1** and **506-2**, as shown in FIG. 5D).

[0097] In some embodiments, while application launcher element **514** is displayed, user interface **506-1** and user interface **506-2**, which are shown partially overlapping with application launcher element **514** in FIG. 5B, can be darkened and/or partially faded out and pushed back in z-depth (and thereby appear slightly smaller within the environment). User interface **506-1** and user interface **506-2** can return to the appearance (can be lightened and/or faded back in) and/or position (pushed forward in z-depth) when the application launcher element **514** ceases to be displayed (e.g., after launching (or canceling the launch of) an application via the application launcher element). Additionally or alternatively, when application launcher element **514** is displayed as shown in FIG. 5B, user interface **506-1** and user interface **506-2** can move apart (e.g., increasing the space between user interface **506-1** and user interface **506-2** of the container). In some embodiments, the amount that user interfaces **506-1** and **506-2** move apart is independent of the size of the application to be launched and can be less than the size of an application to be launched.

[0098] Although the description of FIGS. 5B-5D primarily focuses on gaze **512** between user interfaces **506-1** and **506-2**, a corresponding application launcher element **514** at or near the

location of gaze **512**, and displaying user interface **506-3** associated with Application 3 between user interfaces **506-1** and **506-2**, it is understood that an application launcher element **514** can be used to insert a user interface into a container and thereby replace another user interface within the container (e.g., displacing a user interface of the container). FIGS. 5E-5G illustrate a method of inserting a user interface into a container in a three-dimensional environment **500** according to some embodiments of the disclosure. Beginning from the three-dimensional environment of FIG. 5A, in some embodiments, when gaze **512** shown in FIG. 5E is directed at a respective user interface (e.g., user interface **506-1**), application launcher element **514** is optionally displayed in three-dimensional environment **500** at or near the location that gaze **512** of the user was looking at when the user input corresponding to a request to display an application launching element was received. In some embodiments, while application launcher element **514** is displayed, the respective user interface (e.g., user interface **506-1**) can be darkened and/or partially faded out and pushed back in z-depth (and thereby appear slightly smaller within the environment), similar to the description above. The darkening and pushing back of the respective user interface can provide an indication that the respective user interface will be replaced with the completion of launching using application launcher element **514**.

[0099] Additionally, as shown in FIG. 5F, an outline **516** (e.g., such as outline **310** described above with respect to FIG. 3B) is optionally displayed at a respective predetermined position to indicate that the user interface to be launched (e.g., corresponding to Application 3) using application launcher element **514** can and/or will replace the respective user interface (e.g., user interface **506-1**) that was the location of gaze **512** when requesting the application launcher element **514**. In some examples, the respective predetermined position is at the position of the respective user interface (e.g., user interface **506-1**) before the respective user interface is darkened and/or pushed back in z-depth.

[0100] In some such embodiments, a user input is received to launch Application 3 (e.g., in a similar manner as described above). In some such embodiments, in response to receiving a user input to launch Application 3, the outline **516** ceases to be displayed and user interface **506-3** associated with Application replaces user interface **506-1** and is added to the container that now includes user interface **506-2** and user interface **506-3**. For example, as shown in FIG. 5G, user interface **506-3** replaces user interface **506-1** and is displayed at the location vacated by user interface **506-1**. In some embodiments, user interface **506-1** is removed from the container and ceases to be displayed (e.g., the application associated with user interface **506-1** is optionally closed, made inactive, or becomes a background process) and user interface **506-3** is added to the container at the location in the container that was previously occupied by user interface **506-1**.

[0101] In some embodiments, replacing an application in a container using application launcher element **514** as described with respect to FIGS. 5E-5G can include an animation. In some embodiments, the animation can include fading out the replaced application (e.g., user interface **506-1**) while continuing to move the replaced application further from the user (farther z-depth) and/or fading in the replacing application (e.g., user interface **506-3**) while continuing to move the replacing application closer to the user (shallower z-depth). In some embodiments, the animation of the replaced application and the animation of the replacing application are sequential (e.g., fading in the replacing application begins from the position in z-depth or near the position in z-depth of the replaced application at the conclusion of fading out the replaced application). In some embodiments, the animation of the replaced application and the animation of the replacing application are partially or fully parallel in time. In some embodiments, outline **516** can fade out in parallel with fading out the replaced application (e.g., user interface **506-1**).

[0102] Thus, as shown in FIGS. 5A-5G, launching an application via an application launcher element, such as application launcher element **514**, includes a “setup” stage and “confirmation” stage. In some embodiments, the “setup” stage includes entering text into application launcher element **514** that matches an application (or voice input), and the “confirmation” stage (e.g.,

execution stage) includes a confirmation or execution input (e.g., selecting “enter” on a soft keyboard or voice input). As a result of having a “setup” stage and a “confirmation” stage, in some embodiments, outline **516** is displayed at the respective location and/or existing user interfaces optionally move in response to the “setup” stage and before a user interface is added to three-dimensional environment **500**.

[0103] FIGS. **6A-6D** illustrate a method of moving and removing user interfaces from a container in a three-dimensional environment **600** according to some embodiments of the disclosure. FIG. **6A** illustrates three-dimensional environment **600** that includes elements similar to those described above with respect to FIGS. **3A-3C**, FIGS. **4A-4B**, and FIGS. **5A-5G**, the details of which are not repeated here.

[0104] In FIG. **6A**, while displaying user interfaces **601-1**, **601-2**, **601-3** and affordances **610-1** and **610-2** (e.g., which are optionally similar to affordance **312** described above with respect to FIG. **3C**), a user input is detected from hand **601** selecting affordance **610-1**. In some embodiments, the selection input can be a pointing gesture by a finger of hand **601** or a pinch gesture that is pinching a location associated with affordance **610-1**. In some embodiments, in response to detecting a selection input directed to affordance **610-1**, user interface **606-1** and user interface **606-3** are optionally disassociated. For example, in FIG. **6A**, user interfaces **606-1**, **606-2**, and **606-3** are members of the same container and in response to the user input selecting affordance **610-1**, user interface **606-1** is removed from the container while user interfaces **606-2** and **606-3** remain part of the same container. In some embodiments, because user interface **606-1** is removed from the container, affordance **610-1** ceases to be displayed in three-dimensional environment **600**.

[0105] Thus, in some embodiments, performing a selection input on an affordance between user interfaces in the same container causes one or more user interfaces to be separated from the container. In some embodiments, if the user selected a vertical affordance that is in the center of four user interfaces in the same container, then the two user interfaces on each side of the selected affordance are disassociated from each other and optionally two containers are generated, each including the two user interfaces to the left and right of the selected affordance. For example, the container that includes the four user interfaces are optionally dissolved and two new containers are generated. Alternatively, two of the user interfaces remain in the original container while a new container is generated for the other two user interfaces.

[0106] In some embodiments, a container cannot have only a single user interface and thus, in response to selecting a vertical affordance between the left-most or right-most user interface and the next adjacent user interface, the left-most or right-most user interface (as the case may be) is removed from the container and is no longer a member of any container. In some embodiments, if the container includes only two user interfaces, then in response to selecting the vertical affordance between the two user interfaces, the container that includes the two user interfaces is dissolved and neither user interface is a member of any container.

[0107] In some embodiments, after a user interface is removed from a container, the respective user interface is able to be manipulated without automatically manipulating the other user interfaces in the same container. For example, a user is able to interact with affordance **608-1** to move user interface **606-1** without causing user interface **606-2** and/or user interface **606-3** to also move with user interface **606-1**. For example, in FIG. **6B**, a sequence of user inputs is detected by hand **601** selecting affordance **608-1** and while maintaining selection of affordance **608-1**, moving hand **601**. In some embodiments, in response to detecting the movement of hand **601** while maintaining selection of affordance **608-1**, user interface **606-1** moves in accordance with the movement of hand **601**. For example, if hand **601** moved to the left, then affordance **608-1** and user interface **606-1** moves to the left in accordance with the movement of hand **601** and if hand **601** moved farther away from the user, then affordance **608-1** and user interface **606-1** moves farther away from the user in accordance with the movement of hand **601**. Thus, the user is able to move user interface **606-1** around three-dimensional environment **600** in any direction by moving affordance

608-1, as shown in FIG. 6B. In some embodiments, user interface **606-2** and user interface **606-3** maintain their positions, even though user interface **606-1** moves in response to the movement of hand **601**.

[0108] In some embodiments, a user need not first select affordance **610-1** to remove user interface **606-1** from the container that included user interfaces **606-1**, **606-2**, and **606-3**, as described above with respect to FIG. 6A. For example, in some embodiments, while user interfaces **606-1**, **606-2**, and **606-3** are members of the same container, a user is able to select affordance **608-1** and move affordance **608-1** to move user interface **606-1** and automatically remove user interface **606-1** from the container, in a similar manner as described in FIG. 6B. In some embodiments, user interface **606-1** is removed from the container in response to detecting that hand **601** moved by more than a threshold amount (e.g., more than 1 inch, 3 inches, 6 inches, etc.) while selecting affordance **608-1**. In some embodiments, after removing a user interface from a container, the user interface can be added back to the container by moving the user interface to within a threshold distance from one or more predetermined positions (e.g., in a manner similar to described above with respect to FIGS. 3B-3C), as will be described in more detail below.

[0109] In FIG. 6C, while maintaining selection of affordance **608-1**, the device detects hand **601** moving towards user interface **606-3**. In some embodiments, in response to detecting hand **601** moving towards user interface **606-3**, affordance **608-1** and user interface **606-1** moves in accordance with the movement of hand **601**, as shown in FIG. 6C. In some embodiments, in response to detecting that user interface **606-1** has moved to within a threshold distance of user interface **606-3** (e.g., within 1 inch, 3 inches, 6 inches, 1 foot of user interface **606-3**) and/or has moved to overlap with user interface **606-3** by a threshold amount (e.g., 30% overlap, 50% overlap, 60% overlap, 90% overlap, etc.), outline **612** is displayed, as shown in FIG. 6C. In some embodiments, outline **612** is similar to and shares similar behavior as outline **310** described above with respect to FIG. 3B. For example, outline **612** has a size and/or shape based on the size and/or shape, respectively, of user interface **606-1** and outline **612** indicates that upon release of the selection input, user interface **606-1** will be placed (e.g., displayed) at the location indicated by outline **612**.

[0110] In FIG. 6C, because user interface **606-1** has been moved to within a threshold distance of a location currently occupied by user interface **606-3**, upon release of the selection input, user interface **606-3** is replaced with user interface **606-1**, as will be described in more detail below with respect to FIG. 6D. In some embodiments, while user interface **606-1** is being moved in three-dimensional environment **600** (e.g., in accordance with the movement of hand **601**), in accordance with a determination that a threshold amount of a respective user interface is obscured (e.g., 25% obscured, 50% obscured, 75% obscured, 90% obscured, 100% obscured, etc.), the user interface that is obscuring the respective user interface is optionally made at least partially transparent. For example, in FIG. 6C, if user interface **606-1** is at a distance that is closer than user interface **606-3** (e.g., at a shallower z-depth), then in accordance with a determination that user interface **606-1** is obscuring a threshold amount of user interface **606-3** (e.g., because user interface **606-1** is in front of user interface **606-3**), user interface **606-1** is made at least partially transparent (e.g., 10% transparency, 30% transparency, 50% transparency, 90% transparency, etc.), for example, so that user interface **606-3** is at least partially visible. In some embodiments, modifying user interface **606-3** to be at least partially visible allows the user to see the user interface being replaced.

[0111] In some embodiments, if user interface **606-1** is at a distance that is farther than user interface **606-3** (e.g., at a farther z-depth), then in accordance with a determination that user interface **606-3** is obscuring a threshold amount of user interface **606-1** (e.g., because user interface **606-3** is in front of user interface **606-1**), user interface **606-3** is made at least partially transparent (e.g., 10% transparency, 30% transparency, 50% transparency, 90% transparency, etc.), for example, so that user interface **606-1** is at least partially visible. In some embodiments, modifying user interface **606-1** to be at least partially visible allows the user to see the user interface that is

replacing the existing user interface.

[0112] In some embodiments, the transparency feature described above is only performed if the user interface that is obscuring the user interface being obscured is a larger size than the user interface being obscured (e.g., larger in both width and height dimensions, larger in surface area, etc.). In some embodiments, the transparency feature described above is performed without regard to the relative sizes of the user interfaces.

[0113] In some embodiments, the transparency feature described above is only performed if the user interface being moved by hand **601** is at least a threshold distance from the location of an existing user interface such that the user interface being moved will replace the existing user interface upon release of the selection input. For example, if user interface **606-1** is moved in three-dimensional environment **600** such that it overlaps with a portion of user interface **606-3**, but is not within the threshold distance from user interface **606-3** (e.g., threshold distance from the center of user interface **606-3**), then user interface **606-1** is optionally not made at least partially transparent. If, on the other hand, if user interface **606-1** is moved to overlap with a portion of user interface **606-3**, upon user interface **606-1** moving to overlap more of user interface **606-3** and reaching the threshold distance from the location occupied by user interface **606-3** (e.g., the center of user interface **606-3**), then user interface **606-1** is optionally made at least partially transparent (e.g., and outline **612** is displayed). In some embodiments, the transparency feature described above is performed without regard to whether an existing user interface will be replaced by the user interface being moved.

[0114] In FIG. **6D**, the device detects the termination of the selection input while user interface **606-1** was within the threshold distance of the location occupied by user interface **606-3**. A termination of the selection input can include the release of a pinch gesture performed by two or more fingers of hand **601**, the retraction of a pointing gesture performed by a finger of hand **601**, the retraction of hand **601**, etc. In response to detecting the termination of the selection input while user interface **606-1** was within the threshold distance of the location occupied by user interface **606-3**, user interface **606-1** optionally replaces user interface **606-3**. In some embodiments, user interface **606-3** is removed from the container and ceases to be displayed (e.g., the application associated with user interface **606-3** is optionally closed, made inactive, or becomes a background process) and user interface **606-1** is added to the container at the location in the container that was previously occupied by user interface **606-3**.

[0115] Thus, as described above, a user is able to replace an existing user interface in a container with another user interface by moving the other user interface to within a threshold distance of the location occupied by the existing user interface, such as described in FIGS. **6A-6D**. In some embodiments, a user is able to attach a user interface to the left or right sides of a container or insert a user interface between existing user interfaces of a container (e.g., without replacing an existing user interface) by moving the user interface to be added within a threshold distance of the respective location at which the user interface is added, such as described in FIGS. **3A-3C**. For example, the user interface to be added can be moved to within a threshold distance of a respective location to the left or right of the container or between existing user interfaces in the container. In some embodiments, when a user interface is to be added to a container, an outline is optionally displayed at the location that the user interface will be added.

[0116] In some embodiments, a user is able to add a user interface to a container (e.g., to either end or between user interfaces) via a user input (or sequence of user inputs) that does not involve moving and/or dragging a user interface to a respective location and/or does not include a “setup” stage and a “confirmation” or “execution” stage. In such embodiments, the gaze of the user can be used to determine the location that the user interface will be inserted. In some embodiments, an outline can be displayed at the respective location. For example, in FIGS. **4A-4B**, a user is able to add a user interface into the container via a voice command and in FIGS. **5A-5G**, a user is able to add a user interface into the container via an application launcher element. In some embodiments,

other non-drag-and-drop methods of adding a user interface are possible, such as a selection input on an application icon from an application launching user interface (e.g., a discrete selection input, as opposed to a select-and-hold input).

[0117] It is understood that although the figures illustrate user interfaces in a container aligned horizontally, user interfaces in a container can be arranged in any orientation. For example, user interfaces can be oriented vertically, horizontally, or in a grid (e.g., 2×2 grid, 3×3 grid, 2×4 grid, etc.). In such embodiments, user interfaces can be added or inserted anywhere within the container (e.g., above, below, to the left or right, etc.).

[0118] FIG. 7 is a flow diagram illustrating a method **700** of adding user interfaces to a container in a three-dimensional environment according to some embodiments of the disclosure. The method **700** is optionally performed at an electronic device such as device **100** and device **200**, when displaying environments and containers described above with reference to FIGS. 3A-3C, 4A-4B, 5A-5G, and 6A-6D. Some operations in method **700** are optionally combined (e.g., with each other and/or with method **800** and/or with method **900**) and/or the order of some operations is optionally changed. As described below, the method **700** provides methods of adding user interfaces to a container in a three-dimensional environment in accordance with embodiments of the disclosure (e.g., as discussed above with respect to FIGS. 3A-6D).

[0119] In some embodiments, an electronic device (e.g., a mobile device (e.g., a tablet, a smartphone, a media player, or a wearable device), a computer, etc. such as device **100** and/or device **200**) in communication with a display generation component (e.g., a display integrated with the electronic device (e.g., a touch screen display, a head mounted display, etc.) and/or an external display such as a monitor, projector, television, etc.) and one or more input devices (e.g., a touch screen, mouse (e.g., external), trackpad (optionally integrated or external), touchpad (optionally integrated or external), remote control device (e.g., external), another mobile device (e.g., separate from the electronic device), a handheld device (e.g., external), a controller (e.g., external), a camera (e.g., visible light camera), a depth sensor and/or a motion sensor (e.g., a hand tracking sensor, a hand motion sensor), etc.) presents (**702**), via the display generation, a computer-generated environment, including a first user interface at a first location in the computer-generated environment, such as three-dimensional environment **300** including user interface **306-1** in FIG. 3A.

[0120] In some embodiments, while presenting the computer-generated environment, the electronic device receives (**704**), via the one or more input devices, a request to display a second user interface in the computer-generated environment, such as a user input moving user interface **306-2** in FIG. 3B, voice command **414** in FIG. 4B, providing text input into application launcher element **514** and confirming execution in FIGS. 5C and 5D, and a user input moving user interface **606-1** in FIG. 6C. In some embodiments, in accordance with a determination that the request satisfies one or more criteria (**706**), the electronic device displays (**708**) a visual indication at a second location in the computer-generated environment corresponding to a location that the second user interface will be displayed, such as outline **310** in FIG. 3B, and adds (**710**) the second user interface to a container that includes the first user interface, such as adding user interface **306-2** to a container that includes user interface **306-1** in FIG. 3C.

[0121] In some embodiments, in accordance with the determination that the request satisfies the one or more criteria, the electronic device displays the second user interface at the second location, such as displaying user interface **306-2** at a location adjacent to user interface **306-1** in FIG. 3C. In some embodiments, in accordance with a determination that the request does not satisfy the one or more criteria, the electronic device forgoes displaying the visual indication at the second location in the computer-generated environment, and forgoes adding the second user interface to the container that includes the first user interface, such as if outline **310** were not displayed in FIG. 3B, and user interface **306-2** is not added to a container including user interface **306-1** in FIG. 3C.

[0122] In some embodiments, in accordance with a determination that the request does not satisfy

the one or more criteria, the electronic device displays the second user interface at a respective location in the computer-generated environment other than the second location, such as if user interface **306-2** were displayed at a location other than the location associated with outline **310** in FIGS. **3B** and **3C**. In some embodiments, the one or more criteria includes a criterion that is satisfied when the request includes a sequence of user inputs moving the second user interface to within a threshold distance from the second location, such as moving user interface **306-2** to within a threshold distance of the location associated with outline **310** in FIG. **3B**. In some embodiments, the second location is a predetermined location in the computer-generated environment relative to the first user interface, such as a location that is adjacent to user interface **306-1** in FIG. **3B**, optionally separated by a predetermined distance.

[0123] In some embodiments, the one or more criteria includes a requirement that the request includes a user input for displaying the second user interface that does not include a movement component moving the second user interface, such as voice command **414** in FIG. **4A**, and a requirement that a gaze of the user is directed at the second location when the user input for displaying the second user interface was received, such as gaze **412** being directed at a location between user interface **406-1** and user interface **406-2** in FIG. **4A**.

[0124] In some embodiments, before adding the second user interface to the container that includes the first user interface, the electronic device displays an animation of the second user interface moving to the second location, such as displaying an animation of user interface **306-2** moving into the location indicated by outline **310** in FIG. **3B**.

[0125] In some embodiments, before receiving the request to display the second user interface in the computer-generated environment, the computer-generated environment included a third user interface, and the container that includes the first user interface included the third user interface, such as three-dimensional environment **500** including user interfaces **506-1** and user interface **506-2** in FIG. **5A**. In some embodiments, the second location is a location that is between the first user interface and third user interface and was at least partially occupied by the first user interface or the third user interface, such as in FIG. **5C**.

[0126] In some embodiments, in accordance with the determination that the request satisfies the one or more criteria, the electronic device moves at least one of the first user interface or the third user interface to provide space for the second user interface, such as in FIG. **5C**. In some embodiments, the visual indication includes a bounding box that has a size based on the size of the second user interface, such as outline **310** in FIG. **3B**.

[0127] In some embodiments, after adding the second user interface to the container that includes the first user interface, the electronic device receives a user input corresponding to a request to move one of the first user interface or the second user interface, such as if the device receives a user input to move user interface **306-1** or **306-2** in FIG. **3C**. In some embodiments, in response to receiving the user input, the electronic device moves the first user interface in accordance with the user input, and moves the second user interface in accordance with the user input, such as if in response to the user input to move user interface **306-1** or **306-2** in FIG. **3C**, both user interfaces **306-1** and **306-2** move as a group.

[0128] In some embodiments, the visual indication is displayed while receiving the request to display the second user interface in the computer-generated environment, such as in FIG. **3B**. In some embodiments, the visual indication ceases to be displayed in response to detecting a termination of the request to display the second user interface in the computer-generated environment, such as in FIG. **3C**.

[0129] In some embodiments, receiving the request to display the second user interface in the computer-generated environment includes detecting a predetermined gesture performed by a hand of the user of the electronic device, such as detecting a pinch or pointing gesture by hand **301** in FIG. **3B**. In some embodiments, detecting a termination of the request to display the second user interface in the computer-generated environment includes detecting a termination of the

predetermined gesture by the hand of the user, such as detecting the end of the pinch or pointing gesture by hand **301** in FIG. 3C.

[0130] FIG. 8 is a flow diagram illustrating a method **800** of adding and/or replacing user interfaces in a container in a three-dimensional environment according to some embodiments of the disclosure. The method **800** is optionally performed at an electronic device such as device **100** and device **200**, when displaying environments and containers described above with reference to FIGS. 3A-3C, 4A-4B, 5A-5G, and 6A-6D. Some operations in method **800** are optionally combined (e.g., with each other and/or with method **700** and/or with method **900**) and/or the order of some operations is optionally changed. As described below, the method **800** provides methods of replacing user interfaces in a container in a three-dimensional environment in accordance with embodiments of the disclosure (e.g., as discussed above with respect to FIGS. 3A-6D).

[0131] In some embodiments, an electronic device (e.g., a mobile device (e.g., a tablet, a smartphone, a media player, or a wearable device), a computer, etc. such as device **100** and/or device **200**) in communication with a display generation component (e.g., a display integrated with the electronic device (e.g., a touch screen display, a head mounted display, etc.) and/or an external display such as a monitor, projector, television, etc.) and one or more input devices (e.g., a touch screen, mouse (e.g., external), trackpad (optionally integrated or external), touchpad (optionally integrated or external), remote control device (e.g., external), another mobile device (e.g., separate from the electronic device), a handheld device (e.g., external), a controller (e.g., external), a camera (e.g., visible light camera), a depth sensor and/or a motion sensor (e.g., a hand tracking sensor, a hand motion sensor), etc.) presents (**802**), via the display generation, a computer-generated environment, including a first user interface at a first location in the computer-generated environment, such as three-dimensional environment **400** in FIG. 4A (or three-dimensional environment **500** in FIG. 5A).

[0132] In some embodiments, while presenting the computer-generated environment, the electronic device receives (**804**), via the one or more input devices, a user input corresponding to a request to display a second user interface in the computer-generated environment, such as voice command **414** requesting the device open App 3 in FIG. 4A (or requesting the device open App 3 using application launcher element **514** described with reference to FIGS. 5B or 5E, for example). In some embodiments, in accordance with a determination that the request satisfies one or more first criteria, including a first criterion that is satisfied when a gaze of a user of the electronic device is directed at the first user interface (**806**), such as if gaze **412** were directed at user interface **406-1** or user interface **406-2** in FIG. 4A (or if gaze **512** were directed at user interface **506-1**, as shown in the example of FIG. 5E, or at user interface **506-2**), the electronic device ceases (**808**) display of the first user interface, and displays (**810**) the second user interface at the first location, such as if user interface **406-2** replaced the user interface at which the gaze was looking in FIG. 4B (or if user interface **506-3** replaced user interface **506-1** at which the gaze was looking in FIG. 5G).

[0133] In some embodiments, in accordance with a determination that the request does not satisfy the one or more first criteria (**812**), the electronic device maintains (**814**) display of the first user interface at the first location, and displays (**816**) the second user interface at a second location in the computer-generated environment, such as if user interface **406-3** were added to the container at a new location or user interface **406-3** is displayed in three-dimensional environment **400** outside of the container in FIG. 4B (or if user interface **506-3** were added to the container at a new location or user interface **506-3** is displayed in three-dimensional environment **500** outside of the container in FIG. 5G).

[0134] In some embodiments, the second location is a location at which the gaze of the user was directed when the user input was received, such as the location between user interfaces **406-1** and **406-2** in FIG. 4B (or between user interfaces **506-1** and **506-2** in FIG. 5B).

[0135] In some embodiments, before receiving the user input, the computer-generated environment includes a first container that includes the first user interface, such as the container that includes

user interface **406-1** and user interface **406-2** in FIG. 4A (or the container that includes user interface **506-1** and user interface **506-2** in FIG. 5A).

[0136] In some embodiments, in accordance with the determination that the request satisfies the one or more first criteria, the electronic device removes the first user interface from the first container, and adds the second user interface to the first container, such as if user interface **406-3** is added to the container and the first user interface is removed from the container in FIG. 4B (or if user interface **506-3** were added to the container and the user interface **506-1** is removed from the container in FIG. 5G).

[0137] In some embodiments, the three-dimensional environment includes a third user interface, and the first container includes the third user interface, such as in FIG. 4A (or as in FIG. 5A). In some embodiments, the three-dimensional environment includes a first container that includes the first user interface and a third user interface, adjacent to the first user interface, such as in FIG. 4A (or as in FIG. 5A). In some embodiments, in accordance with a determination that the request satisfies one or more second criteria, including a second criterion that is satisfied when a gaze of a user of the electronic device is directed at a location between the first user interface and the third user interface, the electronic device displays the second user interface at the location between the first user interface and the third user interface, and adds the second user interface to the first container, such as when gaze **412** is directed at a location between user interface **406-1** and user interface **406-2** in FIG. 4A and user interface **406-3** is added to the location between user interface **406-1** and user interface **406-2** in FIG. 4B (or when gaze **512** is directed at a location between user interface **506-1** and user interface **506-2** in FIG. 5B and user interface **506-3** is added to the location between user interface **506-1** and user interface **506-2** in FIG. 5D).

[0138] In some embodiments, before displaying the second user interface at the location between the first user interface and the third user interface, the electronic device moves at least one of the first user interface or the third user interface to provide space for the second user interface, such as user interface **406-1** moving to the right and user interface **406-2** moving to the left in FIG. 4B (or moving user interface **506-1** to the right and user interface **506-2** to the left in FIG. 5B-5C). In some embodiments, an animation of the user interfaces moving is displayed before the new user interface is displayed. In some embodiments, an animation of the new user interface appearing is displayed concurrently with the animation of the user interfaces moving.

[0139] FIG. 9 is a flow diagram illustrating a method **900** of displaying user interfaces in a container in a three-dimensional environment according to some embodiments of the disclosure. The method **900** is optionally performed at an electronic device such as device **100** and device **200**, when displaying environments and containers described above with reference to FIGS. 3A-3C, 4A-4B, 5A-5G, and 6A-6D. Some operations in method **900** are optionally combined (e.g., with each other and/or with method **700** and/or with method **800**) and/or the order of some operations is optionally changed. As described below, the method **900** provides methods of displaying user interfaces in a container in a three-dimensional environment in accordance with embodiments of the disclosure (e.g., as discussed above with respect to FIGS. 3A-6D).

[0140] In some embodiments, an electronic device (e.g., a mobile device (e.g., a tablet, a smartphone, a media player, or a wearable device), a computer, etc. such as device **100** and/or device **200**) in communication with a display generation component (e.g., a display integrated with the electronic device (e.g., a touch screen display, a head mounted display, etc.) and/or an external display such as a monitor, projector, television, etc.) and one or more input devices (e.g., a touch screen, mouse (e.g., external), trackpad (optionally integrated or external), touchpad (optionally integrated or external), remote control device (e.g., external), another mobile device (e.g., separate from the electronic device), a handheld device (e.g., external), a controller (e.g., external), a camera (e.g., visible light camera), a depth sensor and/or a motion sensor (e.g., a hand tracking sensor, a hand motion sensor), etc.) presents (**902**) a computer-generated environment, including a first user interface at a first location in the computer-generated environment, such as three-dimensional

environment **600** in FIG. 6A.

[0141] In some embodiments, while presenting the computer-generated environment, the electronic device receives (**904**), via the one or more input devices, a request to display a second user interface in the computer-generated environment, including an input moving the second user interface to a respective location in the computer-generated environment, such as in FIG. 6C.

[0142] In some embodiments, in accordance with a determination that the request satisfies one or more criteria, the electronic device modifies (**906**) a transparency of a given user interface, such as user interface **606-1** obscuring a threshold amount of user interface **606-3** in FIG. 6C. In some embodiments, in accordance with a determination that the request satisfies one or more criteria, the electronic device modifies one or more visual characteristics of a given user interface. In some embodiments, modifying one or more visual characteristics can include highlighting, changing color, displaying a border, displaying a glow, changing a size, changing a transparency amount, changing a shading, any other visual change, and/or any combination of aforementioned. In some embodiments, the given user interface is the user interface being moved. In some embodiments, the given user interface is an existing user interface that isn't the user interface being moved. In some embodiments, the given user interface is the user interface that is causing the obscuring of another user interface (e.g., either the user interface being moved, which is in front of an existing user interface, or an existing user interface, which is in front of the user interface being moved, as the case may be). In some embodiments, the user interface being moved is an existing user interface that the user is moving to a new location. In some embodiments, the user interface being moved is a new user interface that the user interface is moving around in the computer generated environment for the purpose of instantiating the user interface (e.g., launching the application associated with the user interface). In some embodiments, the device modifies the visual characteristics of a given user interface only if the user interface being moved will replace an existing user interface. In some embodiments, the device modifies the visual characteristic of a given user interface without regard to whether a user interface will be replaced by the user interface being moved. In some embodiments, the device modifies the visual characteristic of a given user interface only if the existing user interface is a member of a container (e.g., the feature is only performed for user interfaces in a container). In some embodiments, the device modifies the visual characteristic of a given user interface without regard to whether the existing user interface is a member of a container (e.g., the feature is performed for user interfaces that are in a container and user interfaces that are not in a container). In some embodiments, the one or more criteria includes a requirement that the given user interface is obscured by a threshold amount (e.g., 30%, 50%, 75%, etc.). In some embodiments, the threshold amount of obscuring is aligned with the threshold distance required to cause the existing user interface to be replaced (e.g., when the user interface being moved is moved to within the threshold distance of a predetermined location that would cause an existing user interface to be replaced by the user interface being moved, the user interface being replaced also reaches the threshold amount of obscuring to cause the user interface being moved to become partially transparent).

[0143] In some embodiments, the one or more criteria includes a criterion that is satisfied when the second user interface obscures at least a threshold amount of the first user interface, such as in FIG. 6C. In some embodiments, modifying the transparency of the given user interface includes modifying a transparency of the second user interface, such as modifying the transparency of user interface **606-1** in FIG. 6C.

[0144] In some embodiments, the one or more criteria includes a second criterion that is satisfied when a size of the second user interface is less than a size of the first user interface by a threshold amount, such as if user interface **606-3** were smaller than user interface **606-1** in FIG. 6C.

[0145] In some embodiments, the one or more criteria includes a criterion that is satisfied when the first user interface obscures at least a threshold amount of the second user interface, such as if user interface **606-1** were at a farther z-depth than user interface **606-3** such that user interface **606-1**

were obscured by user interface **606-3** by a threshold amount in FIG. **6C**. In some embodiments, modifying the transparency of the given user interface includes modifying a transparency of the first user interface, such as modifying the transparency of user interface **606-3** in FIG. **6C** if, for example, user interface **606-3** were obscuring user interface **606-1**.

[0146] In some embodiments, the one or more criteria includes a criterion that is satisfied when at least a threshold amount of the given user interface is obscured for a threshold amount of time, such as if user interface **606-1** is hovered at location in FIG. **6C** for a threshold amount of time (e.g., 1 second, 3 seconds, 5 seconds, etc.). In some embodiments, the one or more criteria includes a criterion that is satisfied when the respective location is within a threshold distance of a location associated with the first user interface, such as user interface **606-1** being within a threshold distance of the location occupied by user interface **606-3** in FIG. **6C**. In some embodiments, the respective location is the entirety of the space occupied by user interface **606-3**. In some embodiments, the respective location is the center of the space occupied by user interface **606-3**.

[0147] In some embodiments, the first user interface is a user interface of a first application, such as user interface **606-3** being a user interface of a particular application in FIG. **6A**. In some embodiments, the second user interface is a user interface of a second application, different from the first application, such as user interface **606-1** being a user interface of a different application in FIG. **6A**. In some embodiments, the input moving the second user interface to the respective location in the computer-generated environment includes a movement by a hand of a user of the electronic device while maintaining a respective selection gesture, such as the movement of hand **601** moving user interface **606-1** in FIG. **6C**.

[0148] In some embodiments, in accordance with a determination that the request does not satisfy the one or more criteria, the electronic device forgoes modifying the transparency of the given user interface, such as if user interface **606-1** were not made partially transparent in FIG. **6C**. In some embodiments, after modifying the transparency of the given user interface, in accordance with a determination that the request no longer satisfies the one or more criteria, the electronic device modifies the transparency of the given user interface to restore a transparency value that the given user interface had before the request was received, such as if user interface **606-1** were moved away from user interface **606-3** in FIG. **6C** and in response, the original transparency setting of user interface **606-1** is restored (e.g., optionally no transparency).

[0149] In some embodiments, after modifying the transparency of the given user interface to restore the transparency value that the given user interface had before the request was received and while displaying the given user interface with an unmodified transparency value, the electronic device detects a termination of the request to display the second user interface in the computer-generated environment, such as if the device detects a termination of the selection input after hand **601** moves user interface **606-1** away from user interface **606-3** in FIG. **6C**. In some embodiments, in response to detecting the termination of the request to display the second user interface in the computer-generated environment, the electronic device displays the second user interface at a respective location, separate from the first location, while maintaining display of the first user interface at the first location, such as not replacing user interface **606-1** with user interface **606-1**.

[0150] In some embodiments, after modifying the transparency of the given user interface and while displaying the given user interface with a modified transparency value, the electronic device detects a termination of the request to display the second user interface in the computer-generated environment, such as the release of the pointing or pinching gesture in FIG. **6C**. In some embodiments, in response to detecting the termination of the request to display the second user interface in the computer-generated environment, the electronic device displays the second user interface at the first location, and ceases display of the first user interface, such as in FIG. **6D**.

[0151] It should be understood that, as used herein, presenting an environment includes presenting a real-world environment, presenting a representation of a real-world environment (e.g., displaying via a display generation component), and/or presenting a virtual environment (e.g., displaying via a

display generation component). Virtual content (e.g., user interfaces, content items, etc.) can also be presented with these environments (e.g., displayed via a display generation component). It is understood that as used herein the terms “presenting” / “presented” and “displaying” / “displayed” are often used interchangeably, but depending on the context it is understood that when a real world environment is visible to a user without being generated by the display generation component, such a real world environment is “presented” to the user (e.g., allowed to be viewable, for example, via a transparent or translucent material) and not necessarily technically “displayed” to the user. Additionally or alternatively, as used herein, the singular forms “a,” “an,” and “the” are intended to include the plural forms, unless the context clearly indicates otherwise. The term “and/or” as used herein refers to and encompasses any and all possible combinations of one or more of the associated listed items. The terms “includes,” “including,” “comprises,” and/or “comprising,” when used in this specification, specify the presence of stated features, integers, steps, operations, elements, and/or components, but do not preclude the presence or addition of one or more other features, integers, steps, operations, elements, components, and/or groups thereof. Further, although the above description uses terms “first,” “second,” etc. to describe various elements, these elements should not be limited by the terms. These terms are only used to distinguish one element from another. For example, a respective user interface could be referred to as a “first” or “second” user interface, without implying that the respective user interface has different characteristics based merely on the fact that the respective user interface is referred to as a “first” or “second” user interface. On the other hand, a user interface referred to as a “first” user interface and a user interface referred to as a “second” user interface are both user interface, but are not the same user interface, unless explicitly described as such.

[0152] Additionally or alternatively, as described herein, the term “if,” optionally, means “when” or “upon” or “in response to determining” or “in response to detecting,” depending on the context. Similarly, the phrase “if it is determined” or “if [a stated condition or event] is detected” is, optionally, construed to mean “upon determining” or “in response to determining” or “upon detecting [the stated condition or event]” or “in response to detecting [the stated condition or event],” depending on the context. The terminology used in the description of the various described embodiments herein is for the purpose of describing particular embodiments only and is not intended to be limiting.

[0153] The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The embodiments were chosen and described in order to best explain the principles of the invention and its practical applications, to thereby enable others skilled in the art to best use the invention and various described embodiments with various modifications as are suited to the particular use contemplated.

Claims

1. A method comprising: at an electronic device in communication with one or more displays and one or more input devices: presenting, via the one or more displays, a three-dimensional environment, including a first user interface at a first location in the three-dimensional environment; while presenting the three-dimensional environment, receiving, via the one or more input devices, a user input corresponding to a request to display a second user interface in the three-dimensional environment; and in accordance with a determination that the request satisfies one or more first criteria, including a first criterion that is satisfied when a gaze of a user of the electronic device is directed at the first user interface: ceasing display of the first user interface; and displaying the second user interface at the first location; and in accordance with a determination that the request does not satisfy the one or more first criteria: maintaining display of the first user

interface at the first location; and displaying the second user interface at a second location in the three-dimensional environment.

2. The method of claim 1, wherein the second location is a location at which the gaze of the user was directed when the user input was received.

3. The method of claim 1, wherein before receiving the user input, the three-dimensional environment includes a first set of user interfaces that includes the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the method further comprising: in accordance with the determination that the request satisfies the one or more first criteria: removing the first user interface from the first set of user interfaces; and adding the second user interface to the first set of user interfaces.

4. The method of claim 3, wherein the three-dimensional environment includes a third user interface, and the first set of user interfaces includes the third user interface.

5. The method of claim 1, wherein the three-dimensional environment includes a first set of user interfaces that includes the first user interface and a third user interface, adjacent to the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the method further comprising: in accordance with a determination that the request satisfies one or more second criteria, including a second criterion that is satisfied when a gaze of a user of the electronic device is directed at a location between the first user interface and the third user interface: displaying the second user interface at the location between the first user interface and the third user interface; and adding the second user interface to the first set of user interfaces.

6. The method of claim 5, further comprising: before displaying the second user interface at the location between the first user interface and the third user interface, moving at least one of the first user interface or the third user interface to provide space for the second user interface.

7. An electronic device, comprising: one or more processors; memory; and one or more programs, wherein the one or more programs are stored in the memory and configured to be executed by the one or more processors, the one or more programs including instructions for: presenting, via one or more displays, a three-dimensional environment, including a first user interface at a first location in the three-dimensional environment; while presenting the three-dimensional environment, receiving, via one or more input devices, a user input corresponding to a request to display a second user interface in the three-dimensional environment; and in accordance with a determination that the request satisfies one or more first criteria, including a first criterion that is satisfied when a gaze of a user of the electronic device is directed at the first user interface: ceasing display of the first user interface; and displaying the second user interface at the first location; and in accordance with a determination that the request does not satisfy the one or more first criteria: maintaining display of the first user interface at the first location; and displaying the second user interface at a second location in the three-dimensional environment.

8. The electronic device of claim 7, wherein the second location is a location at which the gaze of the user was directed when the user input was received.

9. The electronic device of claim 7, wherein before receiving the user input, the three-dimensional environment includes a first set of user interfaces that includes the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the one or more programs further including instructions for: in accordance with the determination that the request satisfies the one or more first criteria: removing the first user interface from the first set of user interfaces; and adding the second user interface to the first set of user interfaces.

10. The electronic device of claim 9, wherein the three-dimensional environment includes a third user interface, and the first set of user interfaces includes the third user interface.

11. The electronic device of claim 7, wherein the three-dimensional environment includes a first set of user interfaces that includes the first user interface and a third user interface, adjacent to the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the one or more programs further including instructions for: in accordance with a

determination that the request satisfies one or more second criteria, including a second criterion that is satisfied when a gaze of a user of the electronic device is directed at a location between the first user interface and the third user interface: displaying the second user interface at the location between the first user interface and the third user interface; and adding the second user interface to the first set of user interfaces.

12. The electronic device of claim 11, the one or more programs further including instructions for: before displaying the second user interface at the location between the first user interface and the third user interface, moving at least one of the first user interface or the third user interface to provide space for the second user interface.

13. A non-transitory computer readable storage medium storing one or more programs, the one or more programs comprising instructions, which when executed by one or more processors of an electronic device, cause the electronic device to: one or more programs, wherein the one or more programs are stored in a memory and configured to be executed by the one or more processors, the one or more programs including instructions for: presenting, via one or more displays, a three-dimensional environment, including a first user interface at a first location in the three-dimensional environment; while presenting the three-dimensional environment, receiving, via one or more input devices, a user input corresponding to a request to display a second user interface in the three-dimensional environment; and in accordance with a determination that the request satisfies one or more first criteria, including a first criterion that is satisfied when a gaze of a user of the electronic device is directed at the first user interface: ceasing display of the first user interface; and displaying the second user interface at the first location; and in accordance with a determination that the request does not satisfy the one or more first criteria: maintaining display of the first user interface at the first location; and displaying the second user interface at a second location in the three-dimensional environment.

14. The non-transitory computer readable storage medium of claim 13, wherein the second location is a location at which the gaze of the user was directed when the user input was received.

15. The non-transitory computer readable storage medium of claim 13, wherein before receiving the user input, the three-dimensional environment includes a first set of user interfaces that includes the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the instructions, when executed by one or more processors of the electronic device, further cause the electronic device to: in accordance with the determination that the request satisfies the one or more first criteria: remove the first user interface from the first set of user interfaces; and add the second user interface to the first set of user interfaces.

16. The non-transitory computer readable storage medium of claim 15, wherein the three-dimensional environment includes a third user interface, and the first set of user interfaces includes the third user interface.

17. The non-transitory computer readable storage medium of claim 13, wherein the three-dimensional environment includes a first set of user interfaces that includes the first user interface and a third user interface, adjacent to the first user interface, wherein the first set of user interfaces move together in response to movement inputs, the instructions, when executed by one or more processors of the electronic device, further cause the electronic device to: in accordance with a determination that the request satisfies one or more second criteria, including a second criterion that is satisfied when a gaze of a user of the electronic device is directed at a location between the first user interface and the third user interface: display the second user interface at the location between the first user interface and the third user interface; and add the second user interface to the first set of user interfaces.

18. The non-transitory computer readable storage medium of claim 17, the instructions, when executed by one or more processors of the electronic device, further cause the electronic device to: before displaying the second user interface at the location between the first user interface and the

third user interface, move at least one of the first user interface or the third user interface to provide space for the second user interface.
