

Preparing for iPhone X

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iPhone X

Edge-to-Edge Super Retina HD Display

A11 Bionic Chip & GPU

True Depth Camera

No Home Button

Face ID



New Display; New Challenges

Home Indicator

Sensor Housing



HDR / Wide Color

5.8" (diagonal)
375 points x 812 points
@3x

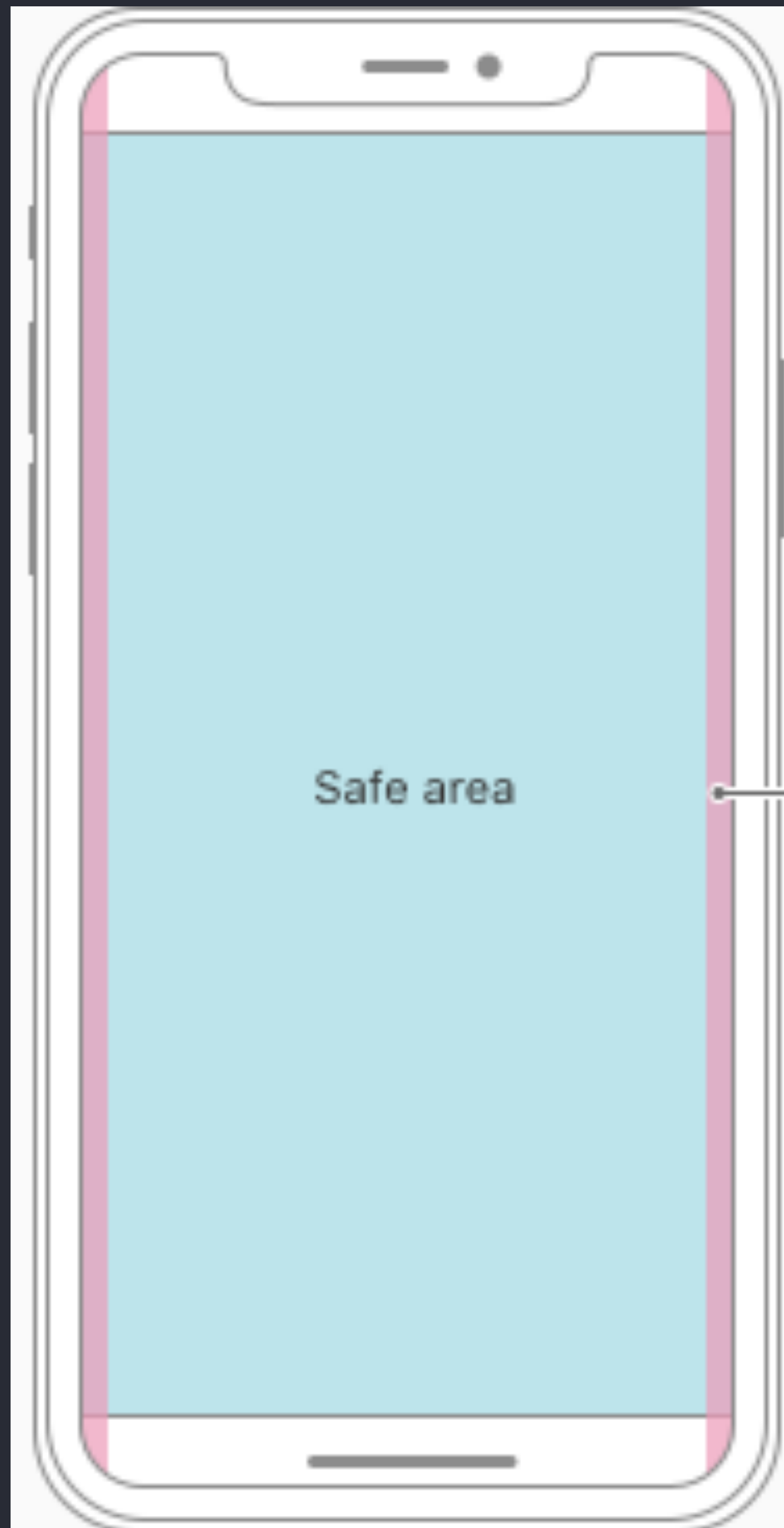
Rounded corners

Handling Special Features

Corners, Home Indicator, Sensor Housing

- ✗ Hide special features
- ✗ Highlight special features
- ✗ Obstruct special features
- ✓ Respect special features

TL;DR



Be mindful of the Safe Area

Auto Layout – `safeAreaLayoutGuide`

Manual Layout – `safeAreaInsets`

Home Indicator

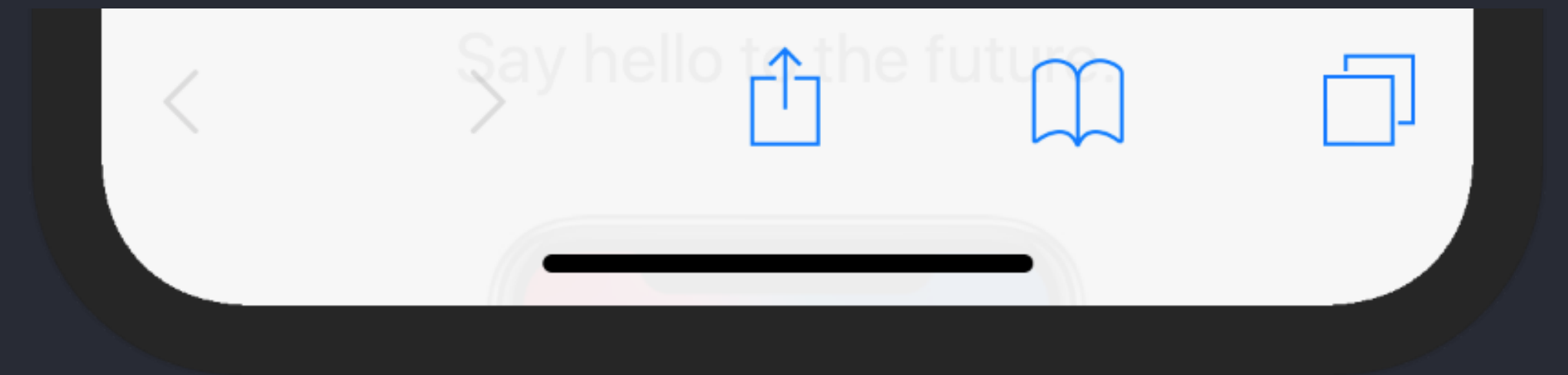
Takes up a new spot at bottom of UI

Content extends behind it

Avoid gestures/controls that overlap home/multi-tasking gesture

Avoid hiding unless necessary

Auto-hiding available for full-screen content (images, videos, etc.)



Gestures

Avoid interfering with systemwide gestures

Home, Multi-tasking, Control Center, Notification Center, etc.

Edge protect is available if needed

Status Bar

Taller than on other iPhones

Divided by Sensor Housing

Doesn't change height with background tasks (calls, nav, etc.)

Avoid hiding unless necessary



Launch Images

Will need new launch image to avoid letter boxing

Consider switching to launch storyboard

Resources

[Creating apps for iPhone X - Apple Developer](#)

[Building Apps for iPhone X - Fall 2017 - Videos - Apple Developer](#)

[Designing for iPhone X - Fall 2017 - Videos - Apple Developer](#)

[iPhone X - Overview - iOS Human Interface Guidelines](#)

[iOS Apps - Design Resources](#)