Introduction

Nova.Avalonia.UI is a control library built for Avalonia. It focuses on controls that are themeable, accessible, and ready to drop into desktop, web, and mobile experiences.

Available controls

- **Shimmer**: Skeleton loading effect for async data scenarios.
- **Avatar** and **AvatarGroup**: Identity visuals with initials, images, status badges, and grouping support.

How to use these docs

- Start with Getting Started to install the package and register the styles.
- Browse the individual control pages under **Controls** for API details and usage patterns.
- Refer to the API reference for full class members when you need to extend or customize behaviors.

Namespace Nova.Avalonia.UI.Controls

Classes

[Avatar](#)

Extensible Avatar control that displays user images, initials, icons, or custom content.

[AvatarAutomationPeer](#)

Exposes [Avatar](#) to accessibility APIs.

[AvatarGroup](#)

Displays a group of avatars in a stacked or row layout with configurable overlap and overflow handling.

[AvatarGroupAutomationPeer](#)

Exposes [AvatarGroup](#) to accessibility APIs.

[AvatarStackPanel](#)

[Shimmer](#)

A content-aware skeleton loading control. Uses immediate mode rendering to draw a "shimmer" effect over the content layout. Automatically detects text, shapes, and buttons to generate matching placeholders. Includes A11y support and a synchronized animation clock to prevent visual clutter.

[ShimmerAutomationPeer](#)

Automation peer for the [Shimmer](#) control, exposed as a loading indicator.

Enums

[AvatarDisplayMode](#)

Display mode for the Avatar control.

[AvatarShape](#)

Shape of the Avatar.

[AvatarSize](#)

Predefined sizes for Avatar.

[AvatarStatus](#)

Status indicator for Avatar (online status, notifications, etc.). Default colors are provided by the Avatar control; set StatusColor to override.