Asset management

Add app icons, images, strings, data files, machine learning models, and other resources to your projects, and manage how you load them at runtime.

Overview

Apps rely on many types of assets to create a rich, dynamic, and visually engaging user experience. Xcode provides tools and settings to help you add, organize, and optimize the different asset types your app uses.

Xcode simplifies managing most types of assets with asset catalogs. Use *asset catalogs* to organize and manage resources such as images, colors, app icons, textures, stickers, and data.

Images   Colors   Data

Xcode also provides interactive editors for certain types of assets, like particle effects, that let you experiment, make changes, and see the results immediately.

Topics

App icons and launch screen

📄 Creating your app icon using Icon Composer
Use Icon Composer to stylize your app icon for different platforms and appearances.

{} Configuring your app to use alternate app icons

Add alternate app icons to your app, and let people choose which icon to display.

📄 Configuring your app icon using an asset catalog

Add app icon variations to an asset catalog that represents your app in places such as the App Store, the Home Screen, Settings, and search results.

📄 Specifying your app's launch screen

Make your iOS app launch experience faster and more responsive by customizing a launch screen.

Asset catalogs

📄 Managing assets with asset catalogs

Add, organize, and edit sets of assets in your Xcode project using asset catalogs.

Images

📄 Adding images to your Xcode project

Import images into your project, manage their appearances and variations, and load them at runtime.

📄 Creating custom symbol images for your app

Create, organize, and annotate symbol images using SF Symbols.

Colors

📄 Specifying your app's color scheme

Set a global accent color for your app by using asset catalogs.

📄 Supporting Dark Mode in your interface

Update colors, images, and behaviors so that your app adapts automatically when Dark Mode is active.

Augmented reality assets

{} Detecting Images in an AR Experience

React to known 2D images in the user's environment, and use their positions to place AR content.

{} Scanning and Detecting 3D Objects

Record spatial features of real-world objects, then use the results to find those objects in the user's environment and trigger AR content.

{} Composing interactive 3D content with RealityKit and Reality Composer Pro

Build an interactive scene using an animation timeline.

Machine learning models

Create ML

Create machine learning models for use in your app.

Particle effects

Creating a SpriteKit particle emitter in Xcode

Add particle effects to your app by creating repeatable particles.

See Also

Interface

Localization

Expand the market for your app by supporting multiple languages and regions.

Accessibility Inspector

Reveal how your app represents itself to people using accessibility features.