

[PencilKit](#) / Drawing with PencilKit

Sample Code

Drawing with PencilKit

Add expressive, low-latency drawing to your app using PencilKit.

[Download](#)

iOS 13.0+ | iPadOS 13.0+ | Xcode 11.5+



Overview

Note

This sample code project is associated with WWDC19 session [221: Introducing PencilKit](#) and WWDC20 session [10107: What's New in PencilKit](#).

This sample code project must be run on a physical device with Apple Pencil.

See Also

Canvas

{ } Customizing Scribble with Interactions

Enable writing on a non-text-input view by adding interactions.

{ } Inspecting, Modifying, and Constructing PencilKit Drawings

Show users' ability to match PencilKit drawings generated from text, by accessing the strokes and points inside PencilKit drawings.

```
class PKCanvasView
```

A view that captures Apple Pencil input and displays the rendered results in an iOS app.

```
struct PKDrawing
```

A structure representing the drawing information captured by a canvas view.

```
struct PKStroke
```

A structure that represents the paths, boundaries, and other properties of a stroke drawn on a canvas.

```
struct PKStrokePath
```

A structure that captures the components of a stroke and provides methods to find and interpolate points along the stroke's path.

```
struct PKStrokePoint
```

A structure that represents the properties of a specific point along a stroke's path.

```
struct PKInk
```

A structure that represents an ink that specifies its type, color, and width.