

[PencilKit](#) / Inspecting, Modifying, and Constructing PencilKit Drawings

Sample Code

Inspecting, Modifying, and Constructing PencilKit Drawings

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

[Download](#)

iOS 14.0+ | iPadOS 14.0+ | Xcode 11.5+

Overview

Note

This sample code project is associated with WWDC20 session [10148: Inspect, Modify, and Construct PencilKit Drawings](#).

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

See Also

Canvas



Drawing with PencilKit

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

`{}` Customizing Scribble with Interactions

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

`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.