

[SwiftUI](#) / [View](#) / `glassEffectID(_:in:)`

## Instance Method

# glassEffectID(\_:in:)

Associates an identity value to Liquid Glass effects defined within this view.

iOS 26.0+ | iPadOS 26.0+ | Mac Catalyst 26.0+ | macOS 26.0+ | tvOS 26.0+ | watchOS 26.0+

```
nonisolated
func glassEffectID(
    _ id: (some Hashable & Sendable)?,
    in namespace: Namespace.ID
) -> some View
```

## Mentioned in

 Applying Liquid Glass to custom views

## Discussion

You use this modifier with the `glassEffect(_:in:)` view modifier and a [GlassEffectContainer](#) view. When used together, SwiftUI uses the identifier to animate shapes to and from each other during transitions.