

[UIKit / UIGlassEffect](#)

Class

UIGlassEffect

A visual effect that renders a glass material.

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

```
@MainActor  
class UIGlassEffect
```

Topics

Initializers

`init(style: UIGlassEffect.Style)`

Creates a glass effect with the specified style.

Instance Properties

`var isInteractive: Bool`

Enables interactive behavior for the glass effect.

`var tintColor: UIColor?`

A tint color applied to the glass.

Enumerations

`enum Style`

Relationships

Inherits From

UIVisualEffect

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSCoding
NSCopying
NSObjectProtocol
NSSecureCoding
Sendable
SendableMetatype

See Also

Liquid Glass effects

`class UIGlassContainerEffect`

A `UIGlassContainerEffect` renders multiple glass elements into a combined effect.