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Sample Code

Creating visual effects with SwiftUI

Add scroll effects, rich color treatments, custom transitions, and advanced effects using shaders and a text renderer.

Download

iOS 18.0+ | iPadOS 18.0+ | Xcode 16.0+

Overview

Note

This sample code project is associated with WWDC24 session 10151: [Create custom visual effects in SwiftUI](#).

See Also

Rendering text

`protocol TextAttribute`

A value that you can attach to text views and that text renderers can query.

`func textRenderer<T>(T) -> some View`

Returns a new view such that any text views within it will use `renderer` to draw themselves.

`protocol TextRenderer`

A value that can replace the default text view rendering behavior.

```
struct TextProxy
```

A proxy for a text view that custom text renderers use.