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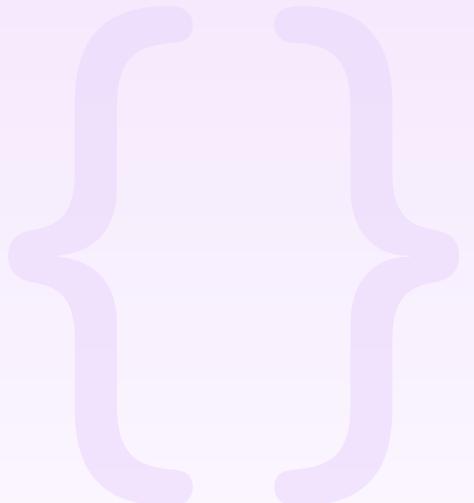
Sample Code

Displaying text in visionOS

Create styled text in a window using SwiftUI.

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visionOS 2.0+ | Xcode 16.0+

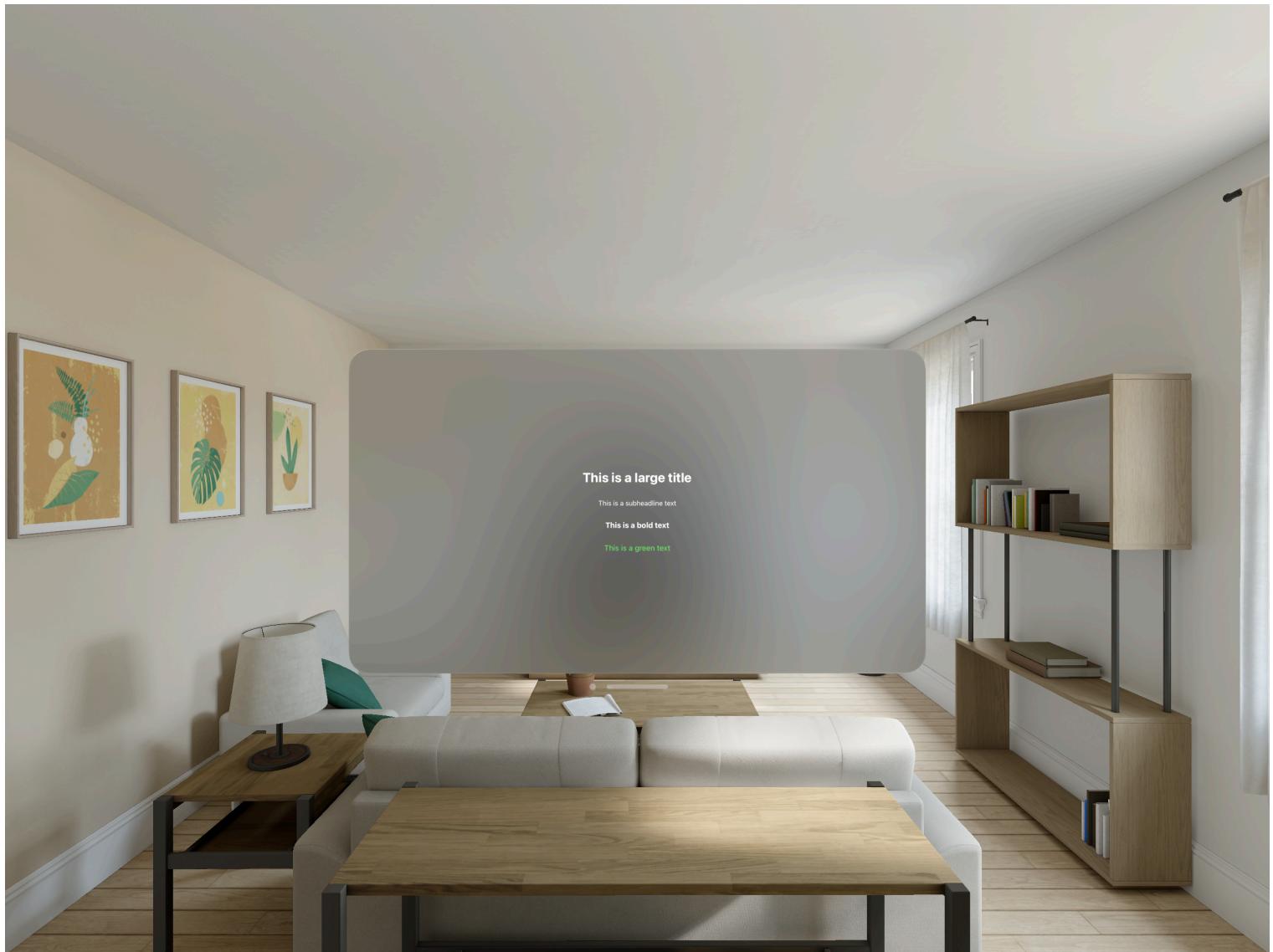


Overview

This sample app uses SwiftUI views to display text in four distinct styles:

- Large title
- Subheadline
- Bold
- Regular with color

The following image shows how the scene renders in visionOS:



The app's main view displays four lines of text by creating a `Text` instance for each line:

```
struct SwiftUIText: View {  
    /// The amount of spacing between each text entry.  
    let spacing: CGFloat = 30  
  
    var body: some View {  
        VStack(spacing: spacing) {  
            // Set the style to large title.  
            Text("This is a large title").font(.largeTitle)  
  
            // Set the style to subheadline.  
            Text("This is a subheadline text").font(.subheadline)  
  
            // Format the text to bold.  
            Text("This is a bold text").fontWeight(.bold)  
  
            // Set the text's color to green.  
            Text("This is a green text").foregroundStyle(.green)  
    }  
}
```

```
    }  
}  
}
```

SwiftUI provides the `Text` view and its modifiers, which the app uses to make each text appear unique.

See Also

Drawing text

{ } Adding a depth effect to text in visionOS

Create text that expands out of a window using stacked SwiftUI text views.