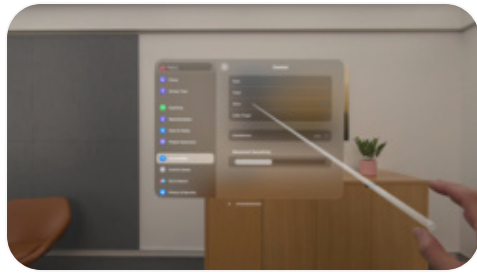# Vision

A person may be blind or color blind, or have a vision challenge that makes focusing difficult.

Overview

People who are blind, have low vision, or prefer larger text can use Apple's vision accessibility features to customize their displays, control their devices, and navigate their surroundings. Design and develop your app to support vision accessibility features and provide a great experience for people who rely on these features.

Related videos

Create accessible spatial experiences
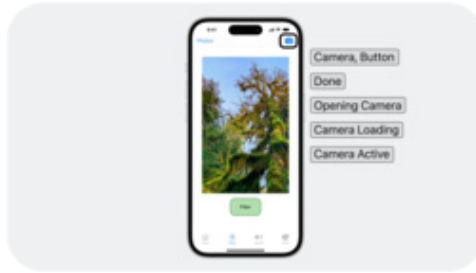
Build accessible apps with SwiftUI and UIKit

Design considerations for vision and motion

Topics

Supporting vision accessibility features

VoiceOver

A gesture-based screen reader that provides an auditory description of the content onscreen.

Flashing lights

Detect, mitigate, and inform people about flashing lights in media content.

Audio graphs

Define an accessible representation of your chart for VoiceOver to generate an audio graph.

Braille displays

Display a graphical representation of images, icons, data, and more on a two-dimensional braille display.

Animated images

Pause animations in animated images in your app when people turn off the Animated Images setting.

Horizontal text

Lay out vertical text horizontally in your app when people turn on the Prefer Horizontal Text setting.

WWDC21 Challenge: Large Text Challenge

Design for large text sizes by modifying the user interface.

See Also

Domains

☰ Speech

A person may have a speech disability or prefer to connect without using their voice.

☰ Mobility

A person with reduced mobility may have difficulty holding a device or tapping the interface.

☰ Cognitive

A person may have difficulty remembering a sequence of steps, or they may find an overly complex user interface difficult to process and manage.

☰ Hearing

A person may be deaf, have partial hearing loss, or have difficulty hearing sounds within a certain range.