

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

Instance Method

glassEffect(_:in:)

Applies the Liquid Glass effect to a view.

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

```
nonisolated
func glassEffect(
    _ glass: Glass = .regular,
    in shape: some Shape = DefaultGlassEffectShape()
) -> some View
```

Mentioned in

 Applying Liquid Glass to custom views

Discussion

When you use this effect, the system:

- Renders a shape anchored behind a view with the Liquid Glass material.
- Applies the foreground effects of Liquid Glass over a view.

For example, to add this effect to a [Text](#):

```
Text("Hello, World!")
    .font(.title)
    .padding()
    .glassEffect()
```

SwiftUI uses the regular variant by default along with a Capsule shape.

SwiftUI anchors the Liquid Glass to a view's bounds. For the example above, the material fills the entirety of the Text frame, which includes the padding.


You typically use this modifier with a GlassEffectContainer to combine multiple Liquid Glass shapes into a single shape that can morph into one another.

See Also

Styling views with Liquid Glass

 Applying Liquid Glass to custom views

Configure, combine, and morph views using Liquid Glass effects.

 Landmarks: Building an app with Liquid Glass

Enhance your app experience with system-provided and custom Liquid Glass.

```
func interactive(Bool) -> Glass
```

Returns a copy of the structure configured to be interactive.

```
struct GlassEffectContainer
```

A view that combines multiple Liquid Glass shapes into a single shape that can morph individual shapes into one another.

```
struct GlassEffectTransition
```

A structure that describes changes to apply when a glass effect is added or removed from the view hierarchy.

```
struct GlassButtonStyle
```

A button style that applies glass border artwork based on the button's context.

```
struct GlassProminentButtonStyle
```

A button style that applies prominent glass border artwork based on the button's context.

```
struct DefaultGlassEffectShape
```

The default shape applied by glass effects, a capsule.