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## 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 tint_color: UIColor?
```

A tint color applied to the glass.

### Enumerations

```
enum Style
```

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# Relationships

## Inherits From

UIVisualEffect

## Conforms To

- CVarArg
- CustomDebugStringConvertible
- CustomStringConvertible
- Equatable
- Hashable
- NSCoding
- NSCopying
- NSObjectProtocol
- NSSecureCoding
- Sendable
- SendableMetatype

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# See Also

## Liquid Glass effects

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