WWDC25

认识全新设计与 Liquid Glass

Resource links

- Human Interface Guidelines 〉
- Apple Design Resources 〉
- Meet Liquid Glass 〉
- Get to know the new design system 〉
- Build a SwiftUI app with the new design 〉
- Build a UIKit app with the new design 〉
- Build an AppKit app with the new design 〉
- Say hello to the new look of app icons 〉
- Create icons with Icon Composer 〉

WWDC25

探索机器学习与 Apple Intelligence

Resource links

Overview

- Overview of Machine learning and AI frameworks on Apple platforms >

Platform intelligence

- Apple Intelligence overview >
- Bring expression to your app with Genmoji >
- Documentation to Image Playground Framework >
- Dive deeper into Writing Tools >
- Meet the Foundation Models framework >
- Explore prompt design & safety for on-device foundation models >
- Deep dive into the Foundation Models framework >
- Code-along: Bring on-device AI to your app using the Foundation Models framework >
- Read documents using the Vision framework >
- Bring advanced speech-to-text to your app with SpeechAnalyzer >

New system integrations

- Get to know App Intents >
- Explore new advances in App Intents >
- Develop for Shortcuts and Spotlight with App Intents >

Custom ML models

- Machine learning >
- Get started with MLX for Apple silicon >
- Explore large language models on Apple silicon with MLX >
- Core ML Tools >

WWDC25

掌握 visionOS 最新动态

Resource links

- What's new in visionOS 26 >
- Set the scene with SwiftUI in visionOS >
- Meet SwiftUI spatial layout >
- Better together: SwiftUI and RealityKit >
- What's new in RealityKit >
- What's new in Metal rendering for immersive apps >
- Explore spatial accessory input on visionOS >
- Explore video experiences for visionOS >
- Support immersive video playback in visionOS apps >
- Learn about the Apple Projected Media Profile >
- Learn about Apple Immersive Video technologies >
- Share visionOS experiences with nearby people >
- What's new in widgets >
- Design widgets for visionOS >
- Design hover interactions for visionOS >
- What's new for the spatial web >
- Bring Swift Charts to the third dimension >
- Explore enhancements to your spatial business app >

WWDC25

聚焦 App Store 最新更新

Resource links

- What's New in App Store >
- What's new in App Store Connect >
- Optimize your monetization with App Analytics >
- Evaluate your app for Accessibility Nutrition Labels >
- Overview of Accessibility Nutrition Labels >
- Deliver age-appropriate experiences in your app >
- Design safe and age-appropriate experiences for your apps and games >

WWDC25

聚焦 SwiftUI 新功能

Resource links

- What's new in SwiftUI >
- Build a SwiftUI app with the new design >
- Optimize SwiftUI performance with Instruments >
- Explore concurrency in SwiftUI >
- Meet SwiftUI spatial layout >
- Set the scene with SwiftUI in visionOS >
- Meet WebKit for SwiftUI >
- Bring Swift Charts to the third dimension >
- Code-along: Cook up a rich text experience in SwiftUI with AttributedString >

WWDC25

优化你的 iPad App 体验

Resource links

- Elevate the design of your iPad app >
- Make your UIKit app more flexible >
- What's new in UIKit >
- Build a UIKit app with the new design >
- Elevate your tab and sidebar experience in iPadOS >
- Take your iPad apps to the next level >

WWDC25

洞悉音频、视频、网络与工具的最新进展

Resource links

Audio & Video

- Enhance your app's audio recording capabilities >
- Enhancing your camera experience with capture controls >
- Capture cinematic video in your app >
- Enhance your app with machine-learning-based video effects >

Network

- Supercharge device connectivity with Wi-Fi Aware >
- Meet AccessorySetupKit >

Performance and Tools

- What's new in Xcode 26 >
- Optimize CPU performance with Instruments >
- Profile and optimize power usage in your app >
- Optimize SwiftUI performance with Instruments >
- Finish tasks in the background >

WWDC25

探索 Metal 4

Resource links

- Discover Metal 4 〉
- Combine Metal 4 machine learning and graphics 〉
- Go further with Metal 4 games 〉
- Explore Metal 4 games 〉
- Level up your games 〉
- WWDC25 Guide: Graphics & games 〉
- Understanding the Metal 4 core API 〉