WWDC23 讲座集锦

2023年6月29日

探索 Swift 相关技术的更新

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探索小组件和实时活动的更新

探索机器学习的更新

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探索 Swift 相关技术的更新

Session Videos

What's new in Swift

Write Swift macros

Expand on Swift macros

Generalize API with parameter packs

Mix Swift and C++

Meet SwiftData

Build an app with SwiftData

Migrate to SwiftData

Model your schema with SwiftData

Dive deeper into SwiftData

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SwiftData

Sample Code

Mixing Swift and C++ in an Xcode project

Using C++ APIs in Swift and Swift APIs in C++

Migrating from the Observable Object protocol to the Observable macro

Backyard Birds: Building an app with SwiftData and widgets

Adopting SwiftData for a Core Data app

探索设计的更新

人机界面指南

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小组件

实时活动

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探索小组件和实时活动的更新

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Bring widgets to new places

Bring widgets to life

Build widgets for the Smart Stack on Apple Watch

Meet ActivityKit

Update Live Activities with push notifications

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WidgetKit

ActivityKit

Adding interactivity to widgets and Live Activities

Animating data updates in widgets and Live Activities

探索机器学习的更新

Session Videos

Detect animal poses in Vision

Explore 3D body pose and person segmentation in Vision

Lift subjects from images in your app

Explore Natural Language multilingual models

Customize on-device speech recognition

Documentation

VisionKit

Creating a multi-label image classifier

Augmenting images to expand your training data

Creating an Image Classifier Model

探索隐私技术的更新

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What's new in privacy

Get started with privacy manifests

Verify app dependencies with digital signatures

Embed the Photos picker in your app

What's new in ScreenCaptureKit

Discover Calendar and EventKit

Ready, set, relay: Protect app traffic with network relays

What's new in CloudKit

What's new in Safari extensions

Documentation

Detecting nudity in media and providing intervention options

App Sandbox

App privacy details on the App Store

开始开发空间计算 App

Session Videos

Get started with building apps for spatial computing

Develop your first immersive app

Meet UlKit for spatial computing

Elevate your windowed app for spatial computing

Take SwiftUI to the next dimension

Go beyond the window with SwiftUI

为空间计算设计卓越的体验

人机界面指南

针对 visionOS 设计

窗口

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沉浸式体验

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在共享空间中运行你的 iPad 和 iPhone App

Session Videos

Run your iPad and iPhone apps in the Shared Space

Enhance your iPad and iPhone apps for the Shared Space

探索 ARKit, RealityKit 和 Reality Composer Pro

Session Videos

Meet ARKit for spatial computing

Evolve your ARKit app for spatial experiences

Build spatial experiences with RealityKit

Enhance your spatial computing app with RealityKit

Explore rendering for spatial computing

Meet Reality Composer Pro

Explore materials in Reality Composer Pro

Work with Reality Composer Pro content in Xcode

探索 SharePlay 的更新

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Design spatial SharePlay experiences

Build spatial SharePlay experiences

Add SharePlay to your app

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GroupActivities

为空间计算构建卓越的游戏体验

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Build great games for spatial computing

Discover Metal for immersive apps

Optimize app power and performance for spatial computing

Create immersive Unity apps

Bring your Unity VR app to a fully immersive space

Advancements in Game Controllers

Documentation

Metal

Drawing fully immersive content using Metal

Game Controller

Apply for the Unity beta

Sample Code

Playing Haptics on Game Controllers

探索音视频及拍摄技术的更新

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What's new in voice processing

Enhance your app's audio experience with AirPods

Create a great spatial playback experience

Deliver video content for spatial experiences

Support Cinematic mode videos in your app

Create a more responsive camera experience

Support external cameras in your iPadOS app

Support HDR images in your app

Integrate with motorized iPhone stands using DockKit

What's new in ScreenCaptureKit

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AVFoundation

Cinematic

DockKit

ScreenCaptureKit

Sample Code

AVCam: Building a Camera App

Supporting HDR images in your app

Playing and editing Cinematic mode video