



Core Video vs Android Multimedia

A deep dive into high-performance video processing pipelines,
buffer management, and rendering architectures.

Preview



Performance



Architecture

Implementation Comparison

Low-level setup code

Swift (Core Video)

Kotlin (MediaCodec)

```
// iOS: Creating a Pixel Buffer Pool
var pool: CVPixelBufferPool?
let attributes = [
    kCVPixelBufferPixelFormatTypeKey: kCVPixelFormatType_32BGRA,
    kCVPixelBufferWidthKey: 1920,
    kCVPixelBufferHeightKey: 1080
] as CFDictionary
```