



# BEGINNING METAL



PART 15: CONCLUSION

# WHAT YOU LEARNED

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- ▶ When to use Metal
- ▶ GPUs and pipelines
- ▶ Triangles
- ▶ Shader functions
- ▶ Textures
- ▶ Transforms and matrices
- ▶ Lighting
- ▶ Breakout clone!



# WHERE TO GO FROM HERE

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- ▶ WWDC Videos
- ▶ kernel functions
- ▶ CPU / GPU synchronisation
- ▶ Multi-pass Rendering
- ▶ Model I/O - 2015
- ▶ Tessellation - 2016

