//0.导入CIImage图片

CIImage \*ciImage=[[CIImage alloc] initWithImage:[UIImage imageNamed:@"1.png"]];

//1.创建出filter滤镜(马赛克,饱和度调节)

CIFilter \*filterOne=[CIFilter filterWithName:@"CIPixellate"];

[filterOne setValue:ciImage forKey:kCIInputImageKey];

NSLog(@"%@",filterOne.attributes);

[filterOne setDefaults];

CIImage \*outImage=[filterOne valueForKey:kCIOutputImageKey];

CIFilter \*filterTwo=[CIFilter filterWithName:@"CIHueAdjust"];

[filterTwo setValue:outImage forKey:kCIInputImageKey];

[filterTwo setDefaults];

[filterTwo setValue:@(3.14f) forKey:kCIInputAngleKey];

CIImage \*outputImage=[filterTwo valueForKey:kCIOutputImageKey];

//2.使用CIContext将滤镜的图片渲染出来

CIContext \*context=[CIContext contextWithOptions:nil];

CGImageRef cgImage=[context createCGImage:outputImage fromRect:[outImage extent]];

//3.导出图片

UIImage \*showImage=[UIImage imageWithCGImage:cgImage];

CGImageRelease(cgImage);

//4.加载出来

UIImageView \*iv=[[UIImageView alloc] initWithImage:showImage];

iv.frame=CGRectMake(10, 80, 250, 250);

[self.view addSubview:iv];