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Sample Code

Applying temporal antialiasing and upscaling using MetalFX

Reduce render workloads while increasing image detail with MetalFX.

Download

iOS 16.0+ | iPadOS 16.0+ | macOS 13.0+ | Xcode 14.0+

Overview

Note

This sample code project is associated with WWDC22 session [10103: Boost performance with MetalFX upscaling](#).

Configure the sample code project

This sample code project requires the following:

- macOS 13 or later, and a Mac with the M1 chip or an Intel-based Mac
- iOS 16 or later, and an iPad with the M1 chip
- Xcode 14 or later

See Also

Temporal scaling

`protocol MTLFXTemporalScaler`

An upscaling effect that generates a higher resolution texture in a render pass by analyzing multiple input textures over time.

`class MTLFXTemporalScalerDescriptor`

A set of properties that configure a temporal scaling effect, and a factory method that creates the effect.