

[MetalFX](#) / Applying temporal antialiasing and upscaling using MetalFX

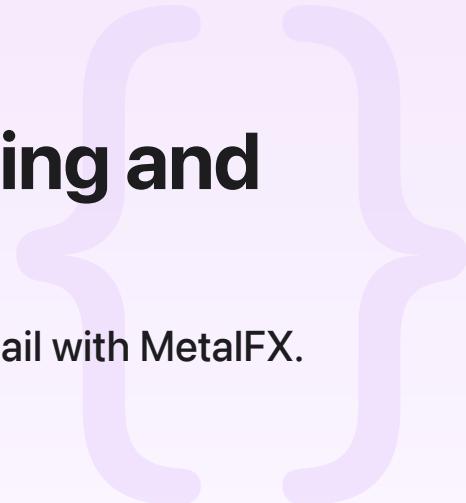
Sample Code

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.