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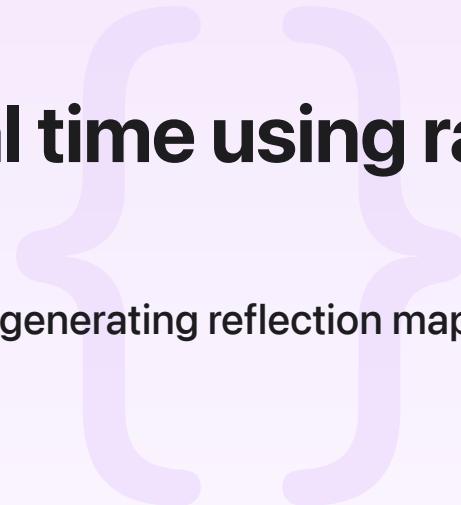
## Sample Code

# Rendering reflections in real time using ray tracing

Implement realistic real-time lighting by dynamically generating reflection maps by encoding a ray-tracing compute pass.

[Download](#)

iOS 16.0+ | iPadOS 16.0+ | macOS 13.0+ | Xcode 15.3+



## Overview

This sample code project relates to multiple WWDC sessions, including:

- [10089: Bring your advanced games to Apple platforms](#)
- [10101: Go bindless with Metal 3](#)
- [10286: Explore bindless rendering in Metal](#)
- [10150: Explore hybrid rendering with Metal ray tracing](#)

## Configure the sample code project

To run this sample app, you need the following:

- A Mac with macOS 13 or later, and Xcode 15.3 or later
- An iOS device with iOS 16 or later

### Note

This sample doesn't support running in Simulator.

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# See Also

## Ray tracing

{ } Accelerating ray tracing using Metal

Implement ray-traced rendering using GPU-based parallel processing.

{ } Control the ray tracing process using intersection queries

Explicitly enumerate a ray's intersections with acceleration structures by creating an intersection query object.

{ } Accelerating ray tracing and motion blur using Metal

Generate ray-traced images with motion blur using GPU-based parallel processing.

{ } Rendering a curve primitive in a ray tracing scene

Implement ray traced rendering using GPU-based parallel processing.