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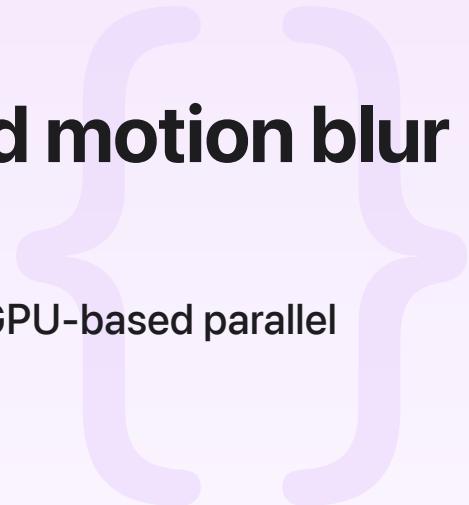
Sample Code

Accelerating ray tracing and motion blur using Metal

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

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iOS 15.0+ | iPadOS 15.0+ | macOS 12.0+ | Xcode 14.0+



Overview

Note

This sample code project is associated with WWDC22 session [10105: Maximize your Metal ray tracing performance](#) and WWDC21 session [10149: Enhance your app with Metal ray tracing](#).

Configure the sample code project

This sample requires the following system and software configuration:

- macOS 12 or later
- iOS 15 or later
- Xcode 13 or later

See Also

Ray tracing

- { } 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.
- { } 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.
- { } Rendering a curve primitive in a ray tracing scene
 - Implement ray traced rendering using GPU-based parallel processing.