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Sample Code

Control the ray tracing process using intersection queries

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

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iOS 15.0+ | iPadOS 15.0+ | macOS 12.0+ | Xcode 13.0+



Overview

Note

This sample code project is associated with WWDC21 session [10149: Enhance Your App with Metal Ray Tracing](#).

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.

- { } 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.