Metal / Compute passes / Processing a texture in a compute function
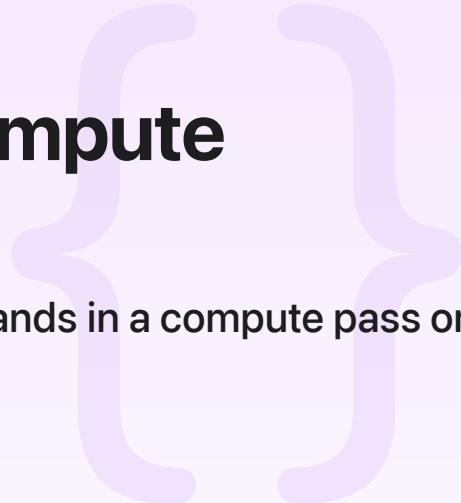
Sample Code

Processing a texture in a compute function

Create textures by running copy and dispatch commands in a compute pass on a GPU.

Download

iOS 26.0+ | iPadOS 26.0+ | macOS 26.0+ | tvOS 26.0+ | Xcode 26.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC25 session 205: Discover Metal 4.

See Also

Essentials

{} Performing calculations on a GPU
Use Metal to find GPUs and perform calculations on them.