Metal / Metal sample code library / Rendering a scene with forward plus lighting using tile shaders
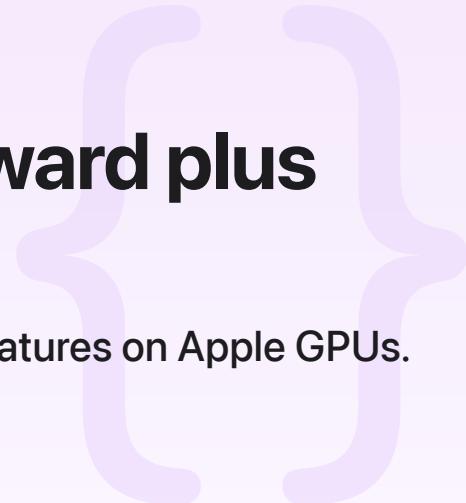
Sample Code

Rendering a scene with forward plus lighting using tile shaders

Implement a forward plus renderer using the latest features on Apple GPUs.

Download

iOS 13.0+ | iPadOS 13.0+ | macOS 11.0+ | Xcode 12.4+

Overview

> Note
>
> This sample code project is associated with WWDC 2019 session 601: Modern Rendering with Metal.

Configure the sample code project

To run the app:

- Build the project with Xcode 11 or later.

- Target an iOS device with an A11 chip or later and iOS 11 or later.

See Also

Lighting techniques

{} Rendering a scene with deferred lighting in Objective-C

Avoid expensive lighting calculations by implementing a deferred lighting renderer optimized for immediate mode and tile-based deferred renderer GPUs.

{} Rendering a scene with deferred lighting in Swift

Avoid expensive lighting calculations by implementing a deferred lighting renderer optimized for immediate mode and tile-based deferred renderer GPUs.

{} Rendering a scene with deferred lighting in C++

Avoid expensive lighting calculations by implementing a deferred lighting renderer optimized for immediate mode and tile-based deferred renderer GPUs.

{} Rendering reflections with fewer render passes

Use layer selection to reduce the number of render passes needed to generate an environment map.