

[Metal](#) / [Metal sample code library](#) / Rendering a curve primitive in a ray tracing scene

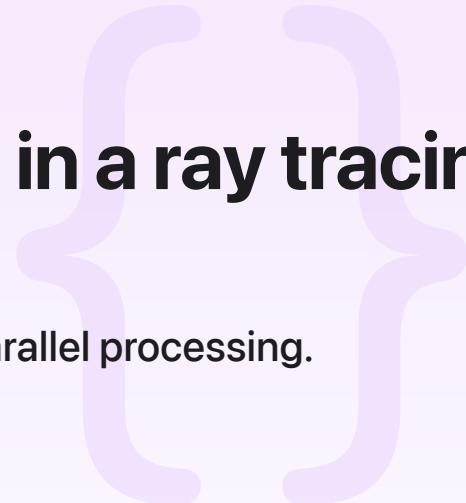
Sample Code

Rendering a curve primitive in a ray tracing scene

Implement ray traced rendering using GPU-based parallel processing.

[Download](#)

iOS 18.0+ | iPadOS 18.0+ | macOS 15.0+ | Xcode 15.0+



Overview

Note

This sample code project is associated with WWDC23 session [10128: Your guide to Metal ray tracing](#).

Configure the sample code project

This sample requires the following system and software configuration:

- macOS 14 or later
- iOS 17 or later
- Xcode 15 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.
- { } Accelerating ray tracing and motion blur using Metal
 - Generate ray-traced images with motion blur using GPU-based parallel processing.