Sample Code

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.

Download

iOS 16.0+ | iPadOS 16.0+ | macOS 13.0+ | Xcode 15.3+

Overview

This sample code project relates to multiple WWDC sessions, including:

- 10089: Bring your advanced games to Apple platforms
- 10101: Go bindless with Metal 3
- 10286: Explore bindless rendering in Metal
- 10150: Explore hybrid rendering with Metal ray tracing

Configure the sample code project

To run this sample app, you need the following:

- A Mac with macOS 13 or later, and Xcode 15.3 or later
- An iOS device with iOS 16 or later

> **Note**
>
> This sample doesn't support running in Simulator.

See Also

Ray tracing

{} 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.

{} Rendering a curve primitive in a ray tracing scene

Implement ray traced rendering using GPU-based parallel processing.