

[Accelerate](#) / [vImageConverter](#) / make(sourceFormat:destinationFormat:flags:)

Type Method

make(sourceFormat:destinationFormat:flags:)

Creates a vImage converter that converts a Core Video-formatted image to a Core Graphics-formatted image.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst | macOS 10.15+ | tvOS 13.0+ | visionOS | watchOS 6.0+

```
static func make(  
    sourceFormat: vImageCVImageFormat,  
    destinationFormat: vImage_CGImageFormat,  
    flags options: vImage.Options = .noFlags  
) throws -> vImageConverter
```

See Also

Related Documentation

```
func vImageConverter_CreateForCVToCGImageFormat(vImageCVImageFormat,  
UnsafePointer<vImage_CGImageFormat>, UnsafePointer<CGFloat>! , vImage  
_Flags, UnsafeMutablePointer<vImage_Error>! ) -> Unmanaged<vImage  
Converter>!
```

Creates a vImage converter that converts a Core Video-formatted image to a Core Graphics-formatted image.

Type Methods

```
static func make(sourceFormat: vImage_CGImageFormat, destinationFormat:  
vImage_CGImageFormat, flags: vImage.Options) throws -> vImageConverter
```

Creates a vImage converter that converts from one vImage Core Graphics image format to another.

```
static func make(sourceFormat: vImage_CGImageFormat, destinationFormat:  
vImageCVImageFormat, flags: vImage.Options) throws -> vImageConverter
```

Creates a vImage converter that converts a Core Graphics-formatted image to a Core Video-formatted image.

```
static func make(sourceFormat: vImage_CGImageFormat, destinationFormat:  
vImage_CGImageFormat, colorConversionInfo: CGColorConversionInfo)  
throws -> vImageConverter
```