

[Video Toolbox](#) / `VTCREATECGIMAGEFROMCVPixelBuffer(_:options:imageOut:)`

## Function

# **VTCREATECGIMAGEFROMCVPixelBuffer(\_:options:imageOut:)**

Creates a Core Graphics bitmap image or image mask using the provided pixel buffer.

iOS 9.0+ | iPadOS 9.0+ | Mac Catalyst 13.1+ | macOS 10.11+ | tvOS 10.2+ | visionOS 1.0+

```
func VTCREATECGIMAGEFROMCVPixelBuffer(  
    _ pixelBuffer: CVPixelBuffer,  
    options: CFDictionary?,  
    imageOut: UnsafeMutablePointer<CGImage?>  
) -> OSStatus
```

## Parameters

### **pixelBuffer**

A pixel buffer to use as the image data source for the [CGImage](#).

### **options**

No options are currently supported. Pass NULL for this argument.

### **imageOut**

Pointer to an address to receive the newly created [CGImage](#).

## Discussion

This routine creates a [CGImage](#) representation of the image data contained in the provided [CVPixelBuffer](#). The source [CVPixelBuffer](#) may be retained for the lifetime of the [CGImage](#).

Changes to the `CVPixelBuffer` after making this call (other than releasing it) will have undefined results.

Not all `CVPixelBuffer` pixel formats support conversion into a `CGImage`-compatible pixel format.