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Protocol

# PixelFormat

A pixel buffer pixel format.

iOS 16.0+ | iPadOS 16.0+ | Mac Catalyst | macOS 13.0+ | tvOS 16.0+ | visionOS | watchOS 9.0+

`protocol` PixelFormat

## Topics

### Associated Types

`associatedtype ComponentType : Equatable`

The type of the pixel's component.

Required

## Relationships

### Inherited By

`InitializableFromCGImage``MultiplePlanePixelFormat``SinglePlanePixelFormat``StaticPixelFormat`

### Conforming Types

`UIImage.DynamicPixelFormat`  
`UIImage.Interleaved16Fx2`  
`UIImage.Interleaved16Fx4`  
`UIImage.Interleaved16Ux2`  
`UIImage.Interleaved16Ux4`  
`UIImage.Interleaved8x2`  
`UIImage.Interleaved8x3`  
`UIImage.Interleaved8x4`  
`UIImage.InterleavedFx2`  
`UIImage.InterleavedFx3`  
`UIImage.InterleavedFx4`  
`UIImage.Planar16F`  
`UIImage.Planar16U`  
`UIImage.Planar8`  
`UIImage.Planar8x2`  
`UIImage.Planar8x3`  
`UIImage.Planar8x4`  
`UIImage.PlanarF`  
`UIImage.PlanarFx2`  
`UIImage.PlanarFx3`  
`UIImage.PlanarFx4`

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## See Also

### Protocols

`protocol InitializableFromCGImage`

A pixel format that supports initialization from a Core Graphics image.

`protocol MultiplePlanePixelFormat`

A pixel format that contains multiple homogeneous planes represented by multiple underlying `UIImage` buffers.

`protocol SinglePlanePixelFormat`

A pixel format that contains a single underlying `UIImage` buffer.

`protocol StaticPixelFormat`

A pixel format that's known at compile time.