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Sample Code

Processing HDR images with Metal

Implement a post-processing pipeline using the latest features on Apple GPUs.

Download

iOS 16.0+ | iPadOS 16.0+ | macOS 13.0+ | tvOS 16.0+ | Xcode 15.4+

Overview

Note

This sample code project is associated with WWDC21 session [10161: Explore HDR rendering with EDR](#), and WWDC20 session [10602: Harness Apple GPUs with Metal](#).

See Also

High dynamic range content

Displaying HDR content in a Metal layer

Bring your high dynamic range (HDR) content to compatible Mac displays.

Determining support for EDR values

Check whether a display supports EDR.

Using color spaces to display HDR content

Use a color space when you don't need to edit or process the pixel data.

Using system tone mapping on video content

Use EDR metadata to apply the default system tone mapping to a layer.

Performing your own tone mapping

Apply your own tone mapping to get the exact behavior you want.

Implementing tone mapping on reference displays

Detect reference displays and keep your content within the capabilities of the display hardware.