Sample Code

Accelerating ray tracing using Metal

Implement ray-traced rendering using GPU-based parallel processing.

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iOS 14.0+ | iPadOS 14.0+ | macOS 11.0+ | Xcode 14.0+

Overview

Note

This sample code project is associated with WWDC22 session 10105: Maximize your Metal ray tracing performance and WWDC20 session 10012: Discover ray tracing with Metal.

Configure the sample code project

This sample requires the following system and software configuration:

- macOS 11 or later
- iOS 14 or later
- Xcode 12 or later

See Also

Ray tracing

{} 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.

{} 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.