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## 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:
vImage_CVImageFormat, 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
```