Sample Code

Implementing special rendering effects with RealityKit postprocessing

Implement a variety of postprocessing techniques to alter RealityKit rendering.

Download

iOS 15.0+ | iPadOS 15.0+ | Xcode 13.3+

Overview

For more information about the app and how it works, see Implementing special rendering effects with RealityKit postprocessing in the developer documentation.

See Also

Metal effects

📄 Using Metal performance shaders to create custom postprocess effects

Leverage the Metal Performance Shaders framework to create special rendering effects for your RealityKit scenes.

📄 Checking the pixel format of a postprocess effect's output texture

Make sure your postprocess effect works on all devices.

📄 Passing Structured Data to a Metal Compute Function

Send nontexture data from Swift to your Metal shaders using a shared header file.

📄 Implementing postprocess effects using Metal compute functions

Create custom shaders to implement postprocess effects.