Structure

vImage_InterpolationMethod

Constants that represent different interpolation methods.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS

```
struct vImage_InterpolationMethod
```

Topics

Interpolation method constants

`var kvImageNoInterpolation: vImage_InterpolationMethod`

Nearest neighbor interpolation.

`var kvImageHalfInterpolation: vImage_InterpolationMethod`

Partial linear interpolation.

`var kvImageFullInterpolation: vImage_InterpolationMethod`

Full linear interpolation.

Raw values

`init(UInt32)`

Creates an interpolation method constant with an unsigned-integer value.

`init(rawValue: UInt32)`

Creates an interpolation method constant with an unsigned-integer value.

`var rawValue: UInt32`

The raw value that represents the interpolation method constant.

Relationships

Conforms To

`BitwiseCopyable`
`Equatable`
`Hashable`
`RawRepresentable`
`Sendable`

See Also

Transforming with a multidimensional lookup table

Applying color transforms to images with a multidimensional lookup table

Precompute translation values to optimize color space conversion and other pointwise operations.

{} Cropping to the subject in a chroma-keyed image

Convert a chroma-key color to alpha values and trim transparent pixels using Accelerate.

{} Applying transformations to selected colors in an image

Desaturate a range of colors in an image with a multidimensional lookup table.

```
func vImageMultidimensionalTable_Create(UnsafePointer<UInt16>, UInt32,
UInt32, UnsafePointer<UInt8>, vImageMDTableUsageHint, vImage_Flags,
UnsafeMutablePointer<vImage_Error>!) -> vImage_MultidimensionalTable!
```

Creates a multidimensional lookup table.

```
func vImageMultiDimensionalInterpolatedLookupTable_PlanarF(Unsafe
Pointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRaw
Pointer!, vImage_MultidimensionalTable, vImage_InterpolationMethod, v
Image_Flags) -> vImage_Error
```

Uses a multidimensional lookup table to transform a 32-bit planar image.

```
func vImageMultiDimensionalInterpolatedLookupTable_Planar16Q12(UnsafePointer<vImage_Buffer>, UnsafePointer<vImage_Buffer>, UnsafeMutableRawPointer!, vImage_MultidimensionalTable, vImage_InterpolationMethod, vImage_Flags) -> vImage_Error
```

Uses a multidimensional lookup table to transform a 16Q12 planar image.

```
func vImageMultidimensionalTable_Retain(vImage_MultidimensionalTable!) -> vImage_Error
```

Retains a multidimensional table.

```
func vImageMultidimensionalTable_Release(vImage_MultidimensionalTable!) -> vImage_Error
```

Releases a multidimensional table.

```
typealias vImage_MultidimensionalTable
```

An opaque pointer that represents a multidimensional lookup table.

```
struct vImageMDTableUsageHint
```

Constants that indicate the use for a multidimensional lookup table.