API Collection

Image shearing

Shear images horizontally and vertically.

Topics

Shearing an image horizontally

- Single-precision horizontal shearing

  Apply single-precision horizontal shearing to images.

- Double-precision horizontal shearing

  Apply double-precision horizontal shearing to images.

Shearing an image vertically

- Single-precision vertical shearing

  Apply single-precision vertical shearing to images.

- Double-precision vertical shearing

  Apply double-precision vertical shearing to images.

Resampling filters

```
func vImageNewResamplingFilter(Float, vImage_Flags) -> ResamplingFilter!
```

Creates a resampling filter object that corresponds to the default kernel supplied by the vImage framework.

`func vImageNewResamplingFilterForFunctionUsingBuffer(ResamplingFilter, Float, ((UnsafePointer<Float>?, UnsafeMutablePointer<Float>?, UInt, UnsafeMutableRawPointer?) -> Void)!, Float, UnsafeMutableRawPointer!, vImage_Flags) -> vImage_Error`

Creates a resampling filter object that encapsulates a resampling kernel function that you provide.

`func vImageGetResamplingFilterExtent(ResamplingFilter, vImage_Flags) -> vImagePixelCount`

Returns the maximum sampling radius for a resampling filter.

`func vImageGetResamplingFilterSize(Float, ((UnsafePointer<Float>?, UnsafeMutablePointer<Float>?, UInt, UnsafeMutableRawPointer?) -> Void)!, Float, vImage_Flags) -> Int`

Returns the minimum size, in bytes, for the buffer needed by the new resampling filter function.

`func vImageDestroyResamplingFilter(ResamplingFilter!)`

Disposes of a resampling filter object.

See Also

Image Resampling

Resampling in vImage

Learn how vImage resamples image data during geometric operations.

{} Reducing artifacts with custom resampling filters

Implement custom linear interpolation to prevent the ringing effects associated with scaling an image with the default Lanczos algorithm.