Title: Filtering images using MetalKit

Cover Photo: Screenshot of output image by adding courtesy of image owner on Unslash which will be added as test image on the demo.

Introduction: (4-5 lines only)

There are plenty of ways to achieve image filtering, which one you should use for basic editing operations let see!

To contact the Graphic processor of the device Apple deprecated OpenGL and introduced MetalKit.

We are going to implement simple image filtering and metal image filtering to demonstrate how MetalKit can be useful and a better way for image editing.

The Body:

Import MetalKit framework gets started with MetalKit elements.

Variable declarations

View did load

Now we're gonna initialise the metal kit view and render our test image and for image view we simply just give the image to the image view.

Binding CIContext with Metal Kit View.

Explain simulator condition here.

We confirmed the delegation of Metal View, we have control of what we want to show on this metal view and we can achieve it by delegated draw method.

Explain Draw method along with rendering picture correctly on Metal View.

Explain how we can chain different filters here.

Screenshots of Memory and CPU allocation.

Video/GIF final output

Explain difference between Simple image filtering and Metal Image Filtering

Complete guide to implement image filtering using MetalKit