

GPUImage学习-1、

1、新建一个Xcode工程，使用pods安装GPUImage。

```
# Uncomment the next line to define a global platform for your project
# platform :ios, '9.0'

target 'GPUImageDemo' do
  # Uncomment the next line if you're using Swift or would like to use dynamic frameworks
  # use_frameworks!

  # Pods for GPUImageDemo
  pod 'GPUImage'

end
```

2、导入#import “GPUImage.h”头文件。

3、1从现有图片中使用

// 获取数据源

```
UIImage *img = [UIImage imageNamed:@"lh"];
```

```
GPUImagePicture *imagePicture = [[GPUImagePicture alloc] initWithImage:img];
```

// 使用素描滤镜

```
GPUImageSketchFilter *sketchFilter = [[GPUImageSketchFilter alloc] init];
```

```
// GPUImageGaussianBlurFilter *sketchFilter = [[GPUImageGaussianBlurFilter alloc] init];
```

```
[sketchFilter forceProcessingAtSize:img.size];
```

```
[sketchFilter useNextFrameForImageCapture];
```

// 添加滤镜

```
[imagePicture addTarget:sketchFilter];
```

// 开始渲染

```
[imagePicture processImage];
```

// 获取渲染后的图片

```
UIImage *newImg = [sketchFilter imageFromCurrentFramebuffer];
```

```
UIImageView *imgView = [[UIImageView alloc] initWithImage:newImg];
```

```
imgView.frame = self.view.frame;
```

```
[self.view addSubview:imgView];
```

```
#111
```