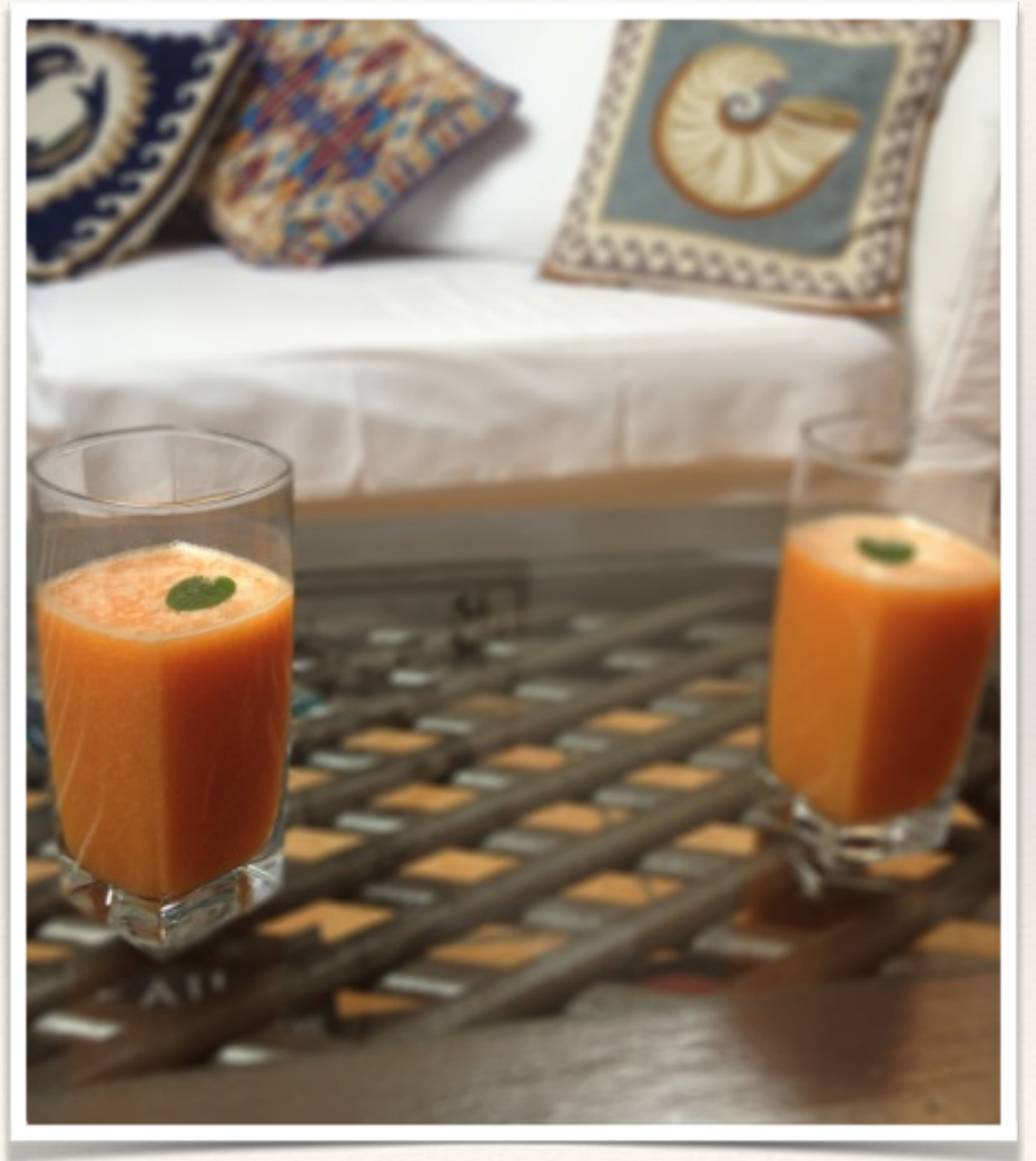# Depth of Field in iOS (OpenGL ES)

Anthony Walker

# Iteration 1

❖ Image Blurring & Manipulation

   ❖ Not really accomplishing 3D

# Iteration 2

- Pure OpenGL
- Using FrameBuffer
  - Better Performance
  - Less Costly
- Better Understanding Here
  - What is happening in the program to create this effect?

# Iteration 3

❖ Today's iteration

❖ Using OpenGL to render scenes

❖ Image Factory

❖ Objective-C (Cocoa) to blend image production

# Demonstration