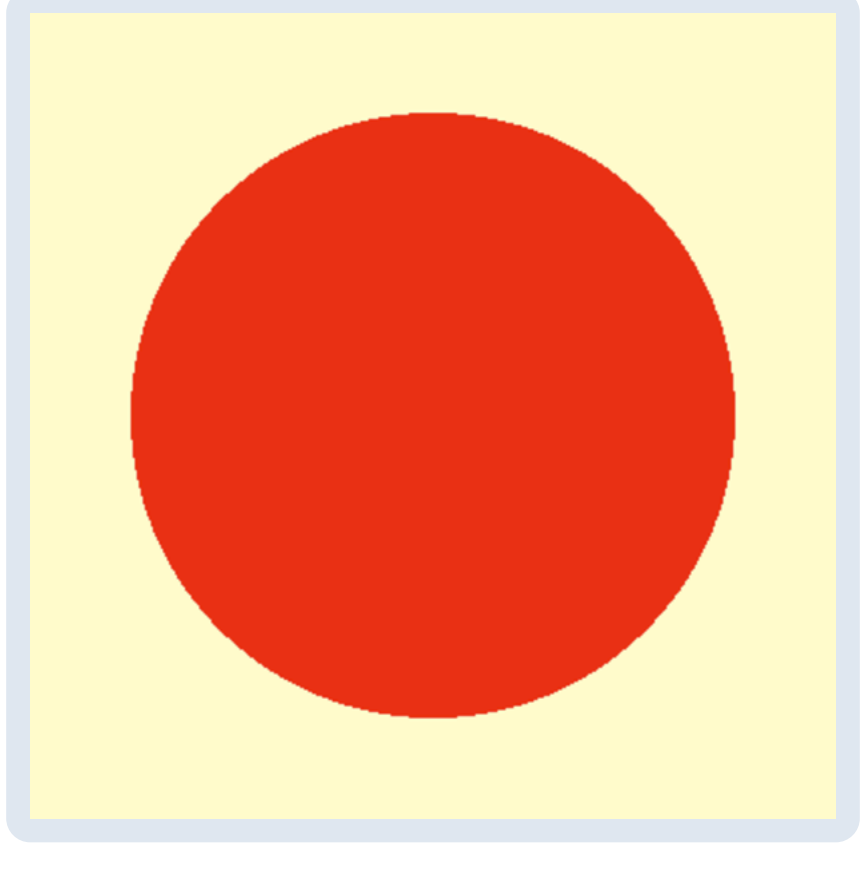
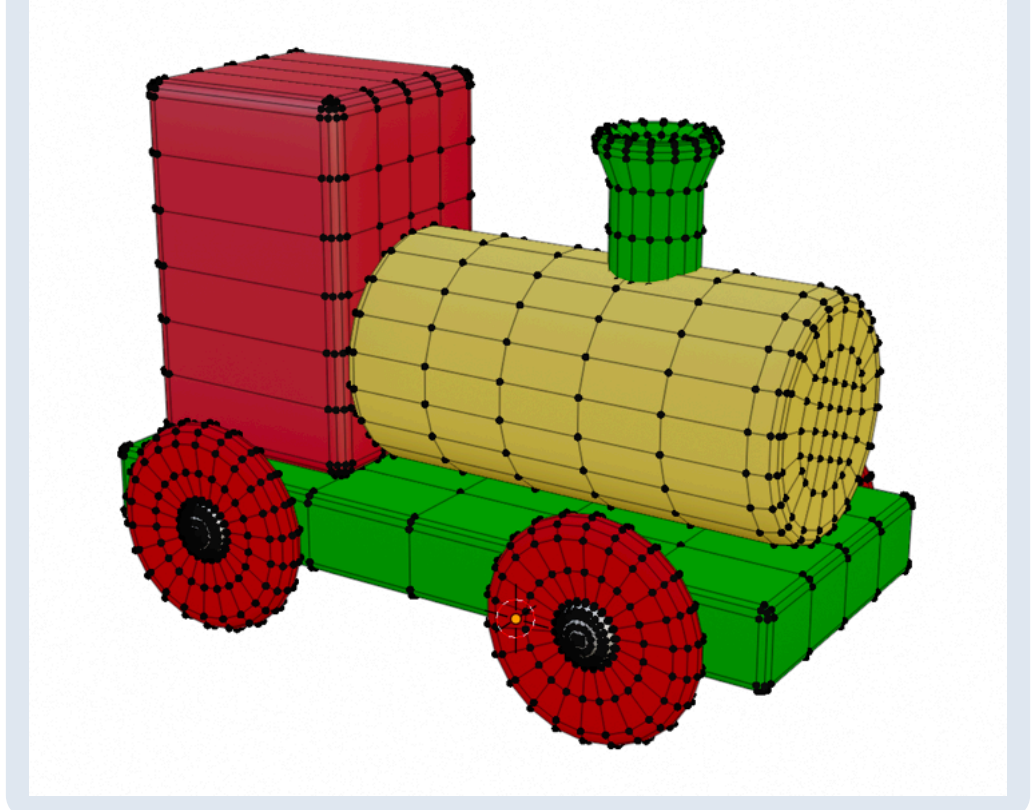


1 Hello, Metal!

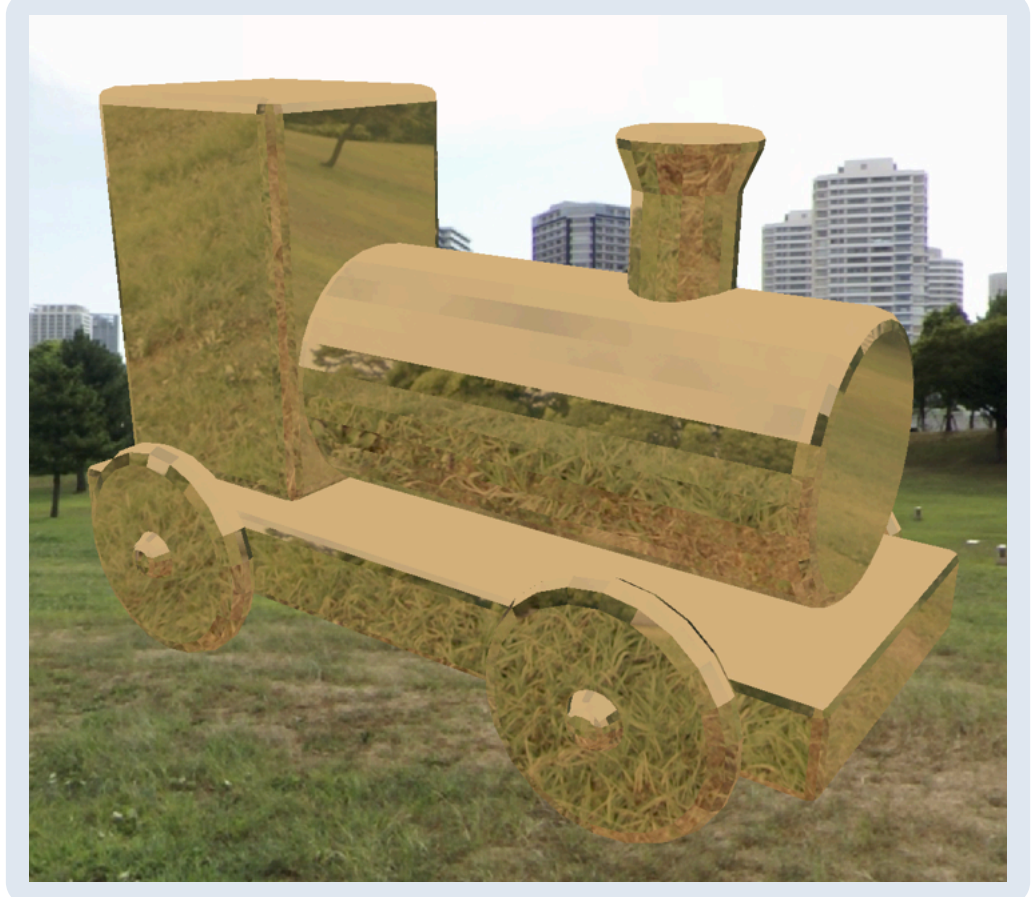


The final result

What is Rendering?



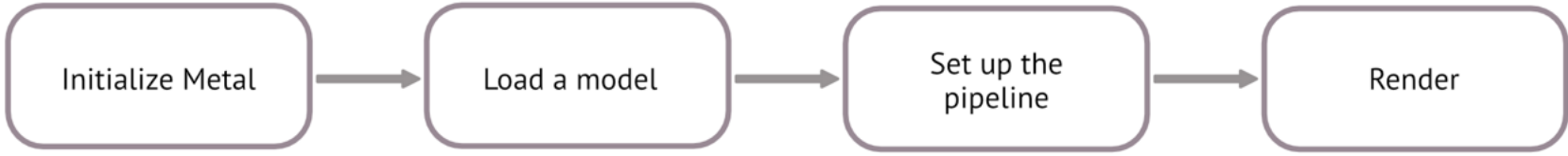
A train model in Blender



Shading techniques cause reflection

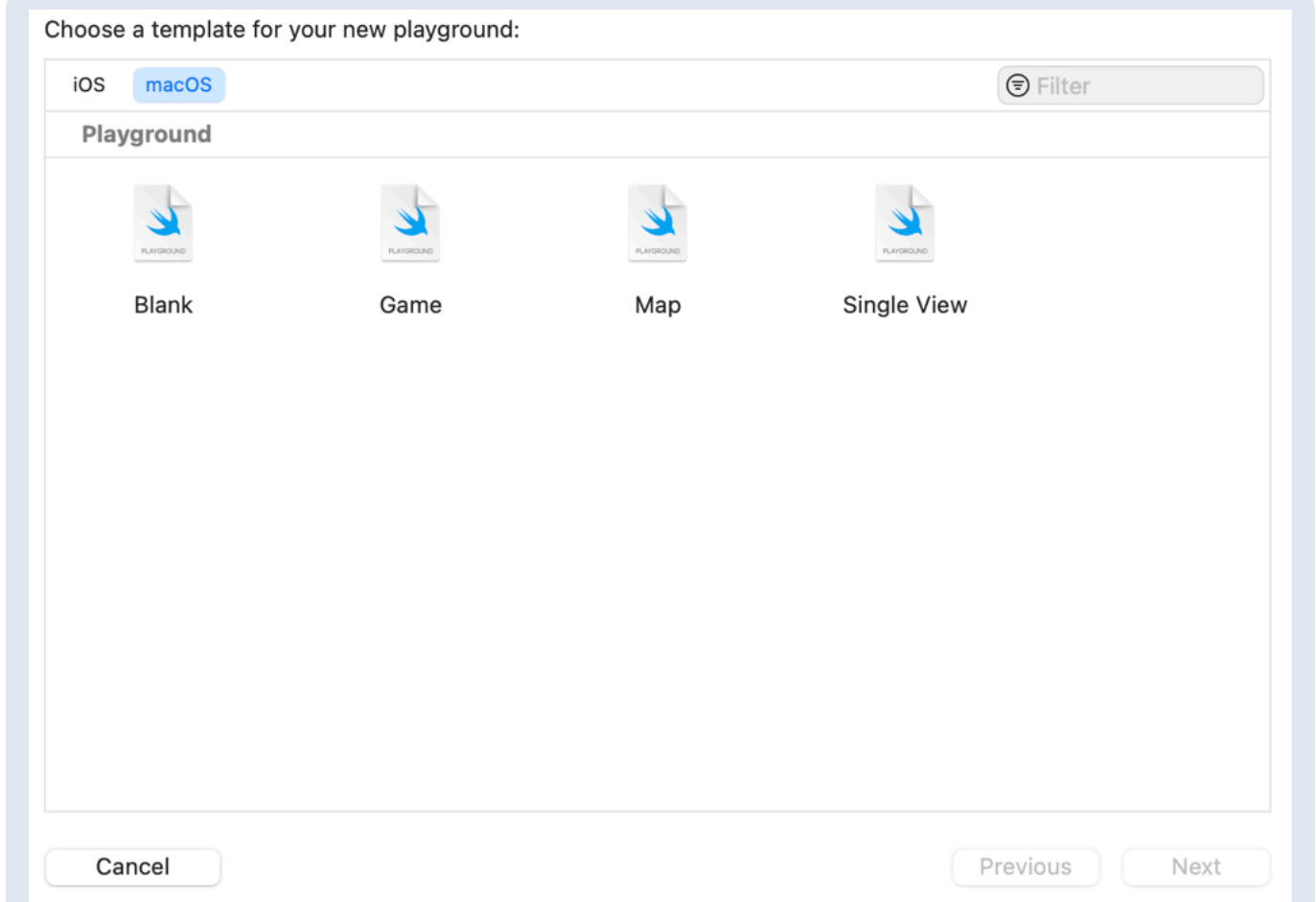
What is a Frame?

Your First Metal App



Workflow

Getting Started

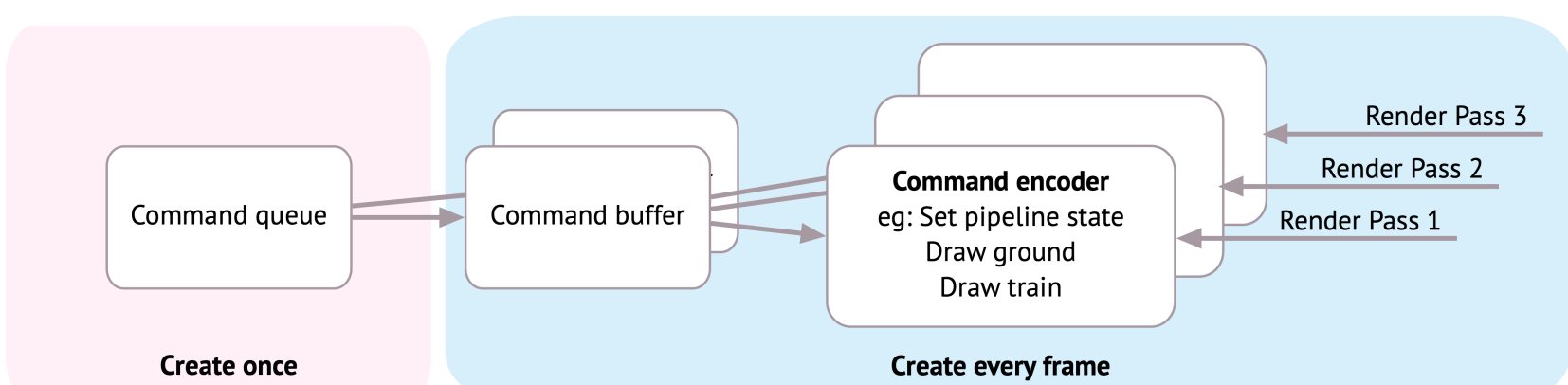


The playground template

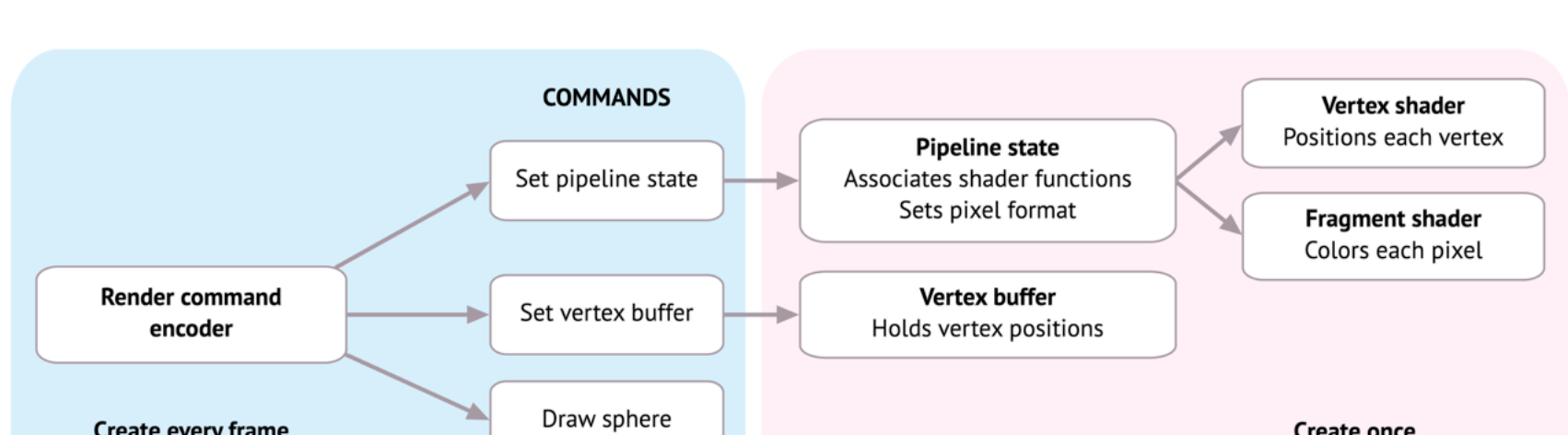
The Metal View

The Model

Queues, Buffers and Encoders



The command buffer



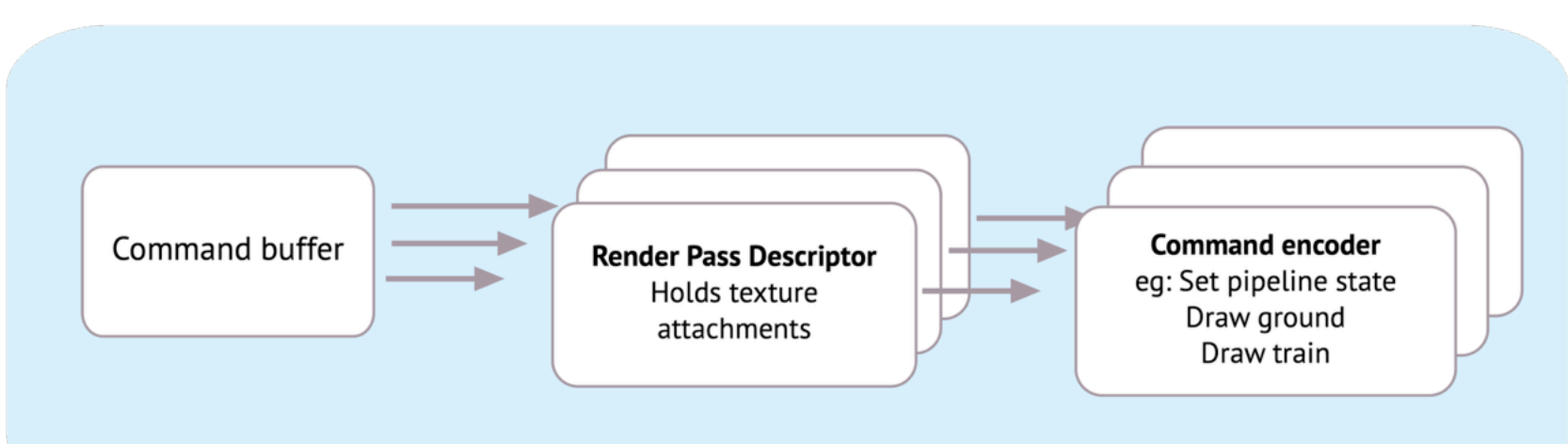
The render command encoder

Shader Functions

The Pipeline State

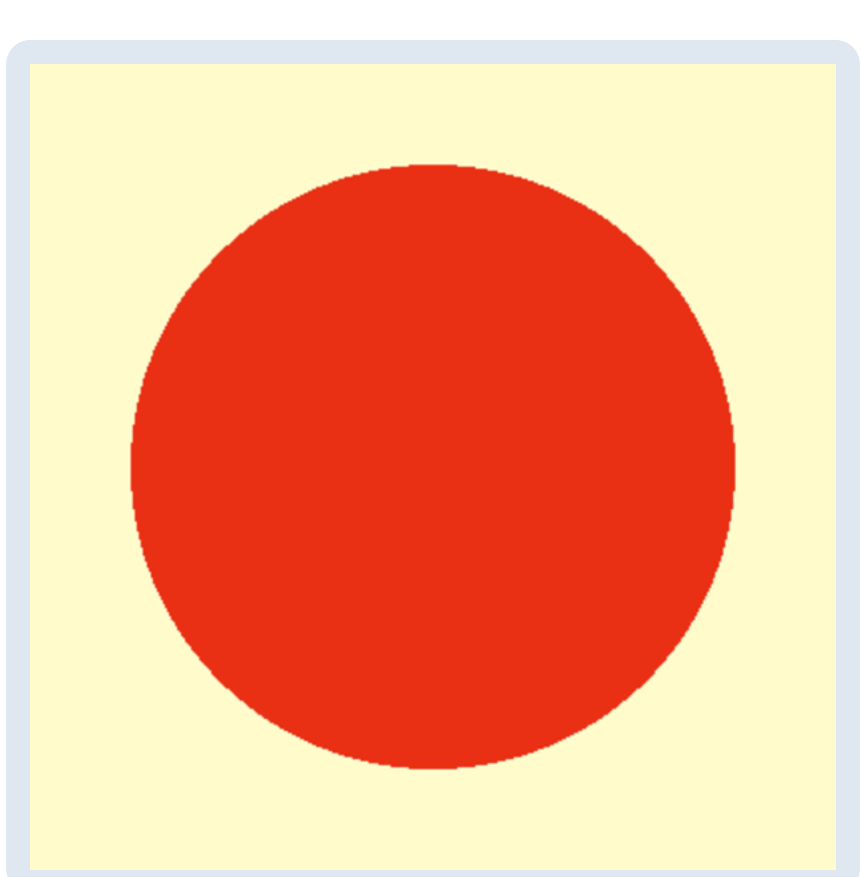
Rendering

Render Passes

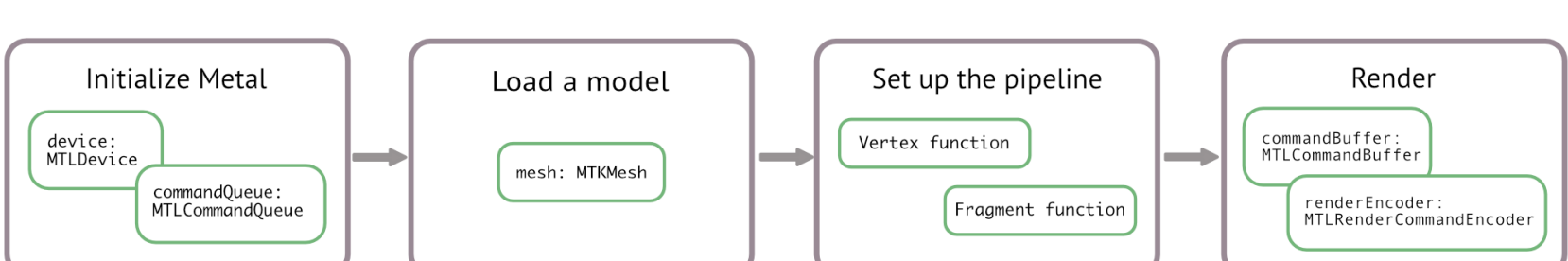


Creating the command encoder

Submeshes



The result



The completed workflow