Mindluster Platform

About the course Programming Metal in iOS

It debuted in iOS 8. Metal combines functions similar to OpenGL and OpenCL in one API. It is intended to improve performance by offering low-level access to the GPU hardware for apps on iOS, iPadOS, macOS, and tvOS. It can be compared to low-level APIs on other platforms such as Vulkan and DirectX 12.

Programming Category's Courses

Course Lesson(12)

Lesson 1 : **Learning Metal for iOS from the Ground Up raywenderlich com**

Lesson 2 : **Getting Started with Metal raywenderlich com**

Lesson 3 : **Working with Triangles in Metal Swift Xcode and iOS raywenderlich com**

Lesson 4 : **Indices and Constants Swift Xcode and iOS raywenderlich com**

Lesson 5 : **Shaders in Metal Swift Xcode and iOS raywenderlich com**

Lesson 6 : **Textures in Metal Swift Xcode and iOS raywenderlich com**

Lesson 7 : **3D Matrices in Metal Swift Xcode and iOS raywenderlich com**

Lesson 8 : **Depth in Metal Swift Xcode and iOS raywenderlich com**

Lesson 9 : **Metal on the GPU in iOS Swift 4 2 Xcode 10 3D Graphics with Metal**

Lesson 10 : **Rendering a 3D Model Swift 4 2 Xcode 10 3D Graphics with Metal**

Lesson 11 : **Positioning a Model Swift 4 2 Xcode 10 3D Graphics with Metal**

Lesson 12 : **Using Normals with Metal Swift 4 2 Xcode 10 3D Graphics with Metal**

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