

Main

Welcome to the 2D Graphics Group!

The 2D Graphics [Group](#) is centered around people interested in the creation and maintenance of the Java 2D API and implementation.

Resources

- [2D Graphics Group](#)
- Mailing list: [2d-dev](#)

Metal Graphics rendering Pipeline for MacOS

Metal is the name of a MacOS API for hardware accelerated graphics.

The Java2D group intends to implement an internal rendering pipeline using this new API - discussion and status are on this page :-

[Metal Graphics Pipeline for MacOS](#)

Recent space activity



Philip Race

[Metal Graphics Pipeline for MacOS](#) updated Mar 24, 2019 • [view change](#)

[Main](#) updated Mar 24, 2019 • [view change](#)



Iris Clark

[Main](#) updated Mar 21, 2019 • [view change](#)

Space contributors

- [Philip Race](#) (150 days ago)
- [Iris Clark](#) (153 days ago)