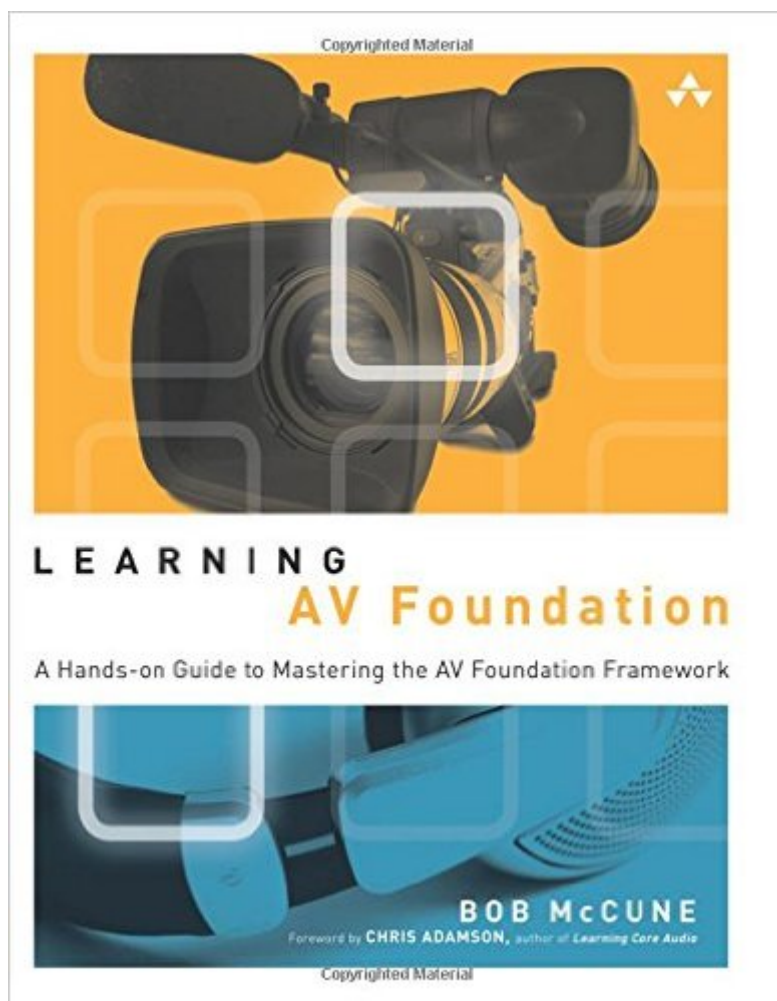# Learning AV Foundation: A Hands-on Guide To Mastering The AV Foundation Framework

Synopsis

AV Foundation for iOS and OS X® Programmingâ ”Get Started Fast! Â If you develop media-rich iOS or OS X apps, you can do amazing things with Appleâ ™s AV Foundation. However, the framework is extremely large, reliant on cutting-edge language features, and poorly documented. Now, thereâ ™s a more productive way to master these immensely powerful technologies: Bob McCuneâ ™s Learning AV Foundation. McCuneâ ™s live presentations and GitHub projects have already helped thousands of Apple developers get started with AV Foundation. Building on his experience, McCune helps you gain true mastery by creating real-world apps, hands-on. Youâ ™ll build a voice memo app, custom video player, video editor, and an image/video camera app. As you proceed, youâ ™ll master all the techniques you need to write your own advanced media apps from scratch. Throughout, McCune provides carefully crafted challenges and complete starter appsâ ”all designed to help you deepen your understanding and make the most of Appleâ ™s breakthrough media framework. Â COVERAGE INCLUDES   Understanding how AV Foundation fits in Appleâ ™s media environment and each of its key areas of functionality Enabling your apps with audio playback and recording features Enhancing video playback to deliver a richer, more dynamic experience Using AV Kit to match your user interfaces with iOS Videos or OS X QuickTime Player Developing media capture apps with real-time video processing using OpenGL ES and Core Image Implementing custom video players Integrating advanced capture features such as video zooming, face detection, barcode scanning, and high frame rate capture Mixing multiple audio tracks and automating volume control Building sophisticated non-linear, non-destructive editing apps Adding advanced video editing capabilities, such as video transitions and animation effects

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I've been developing with QuickTime since about 2000, and we have quite a history together. So you can imagine my surprise when the AV Foundation framework was introduced for iOS 4 at WWDC in 2010. It was a modern 64-bit media framework that seemed to do a lot of what we were using QuickTime for. Hmmm... It was much less of a surprise when AV Foundation was bought "back to the Mac" in Lion (OS X v10.7), and it was no surprise at all when the QuickTime and QTKit frameworks were deprecated in Mavericks (OS X v10.9) in favor of AV Foundation.This is the modern way with Cocoa: a framework developed for one platform becomes available for both iOS and OS X, and having become familiar with its classes and methods on one platform you're in good shape to use it everywhere. "Learning AV Foundation" admirably reflects the modern way, with sample apps for both platforms and discussion of differences where they exist.Since I'm keen to leave QuickTime behind, I dove right in. I really wish there were more technical books like this. Stylistically it reminds me of Aaron Hillegass' "Cocoa Programming for Mac OS X" except focused on the vast AV Foundation framework and its entourage (AVKit, Core Media, Core Audio, Core Video, Core Animation).We start off with a bit of the history I mentioned above to put the framework into perspective, and some essential background theory about audio sampling, video codecs and container formats. But it isn't long before we're looking at some code. Like Hillegass' books the code is always presented in the context of solving a problem or creating an app, which is much more approachable than dry out-of-context code samples from the API Reference or StackOverflow.

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