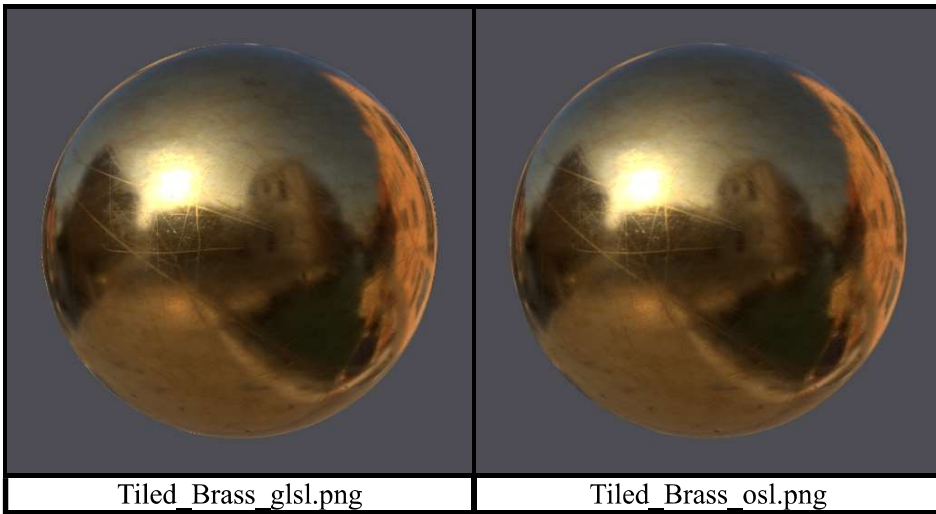
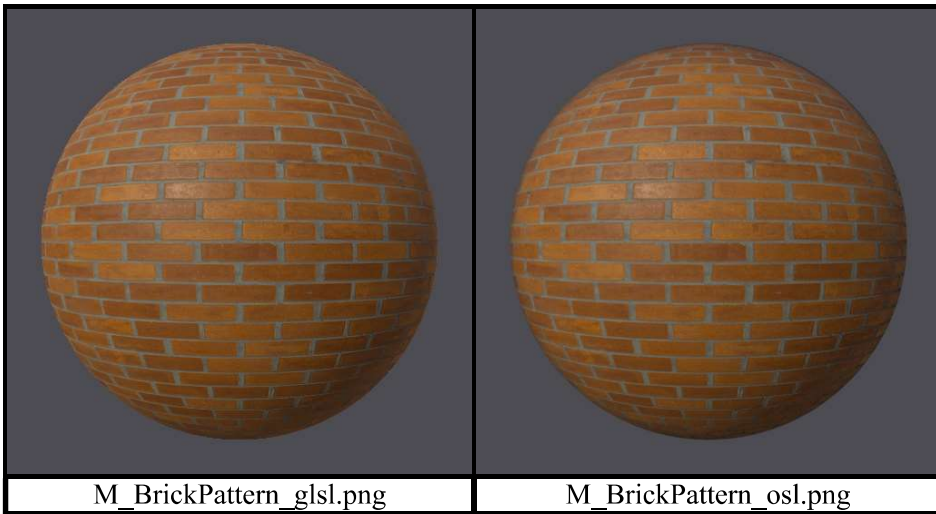


gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)

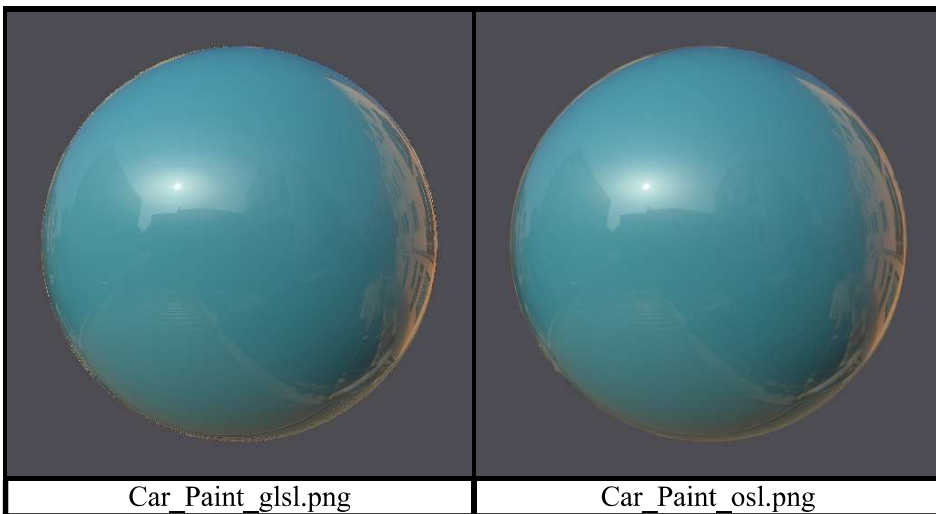
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



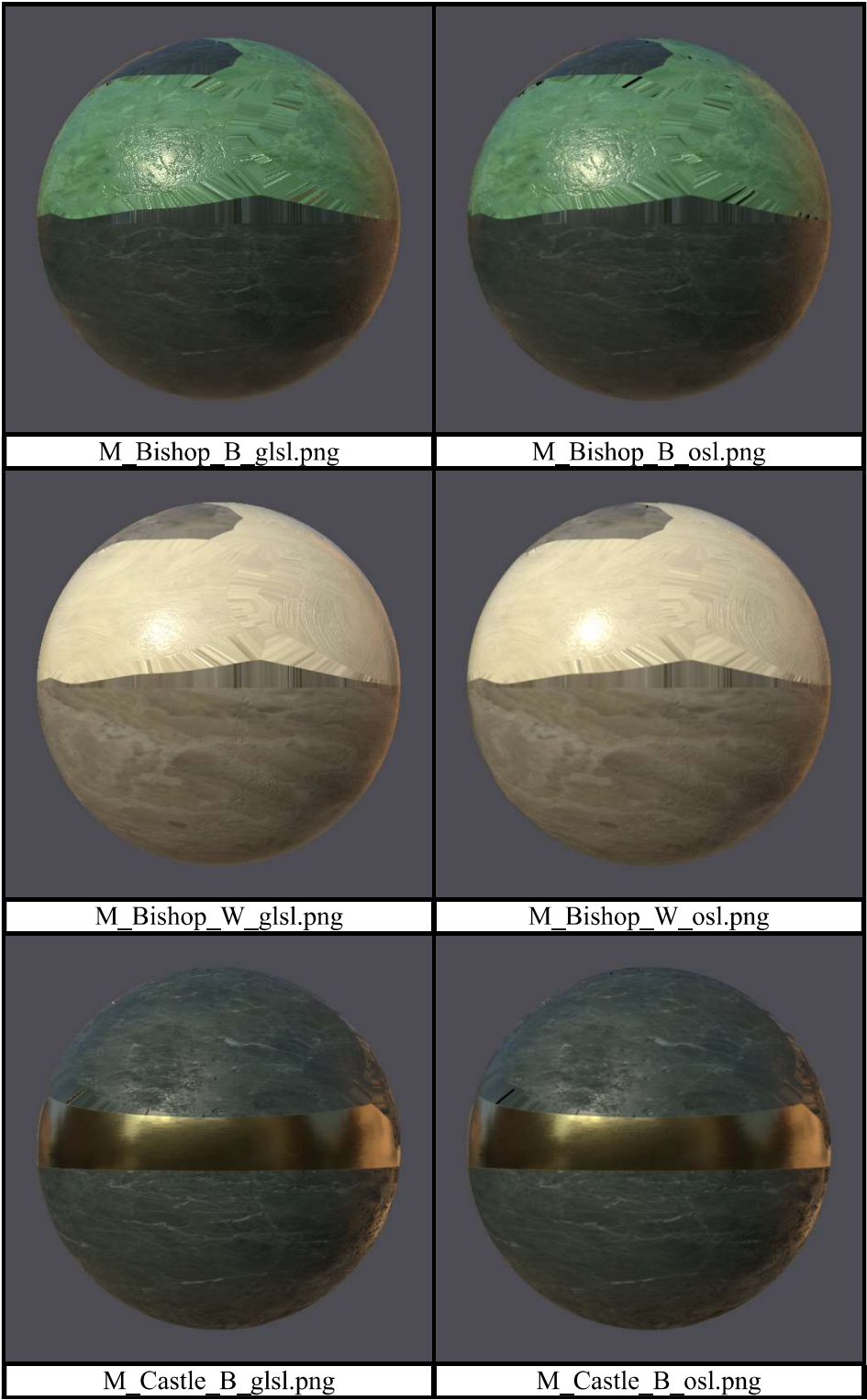
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

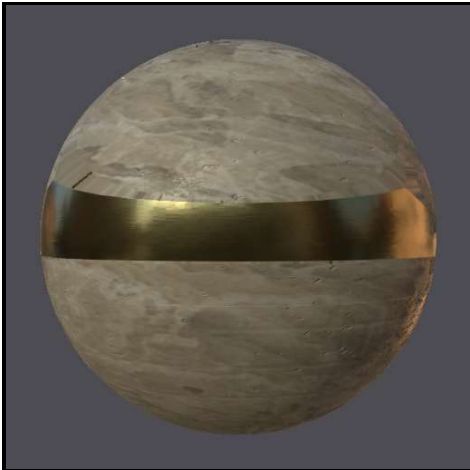
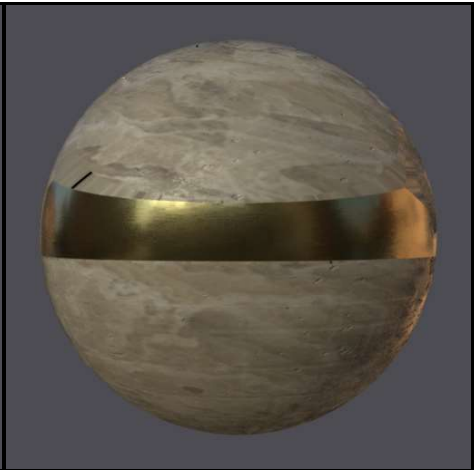
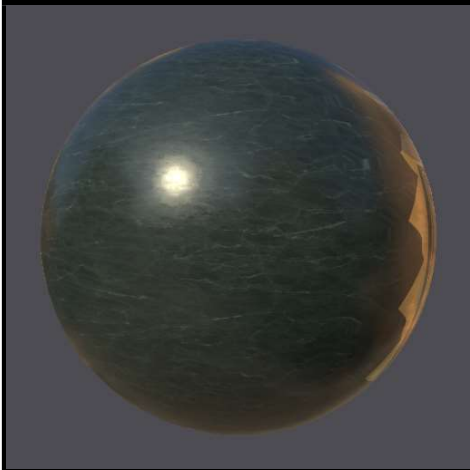
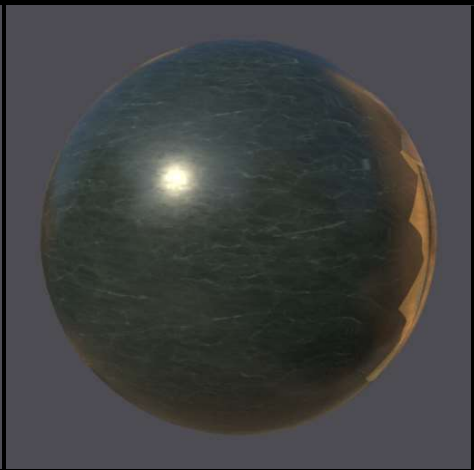
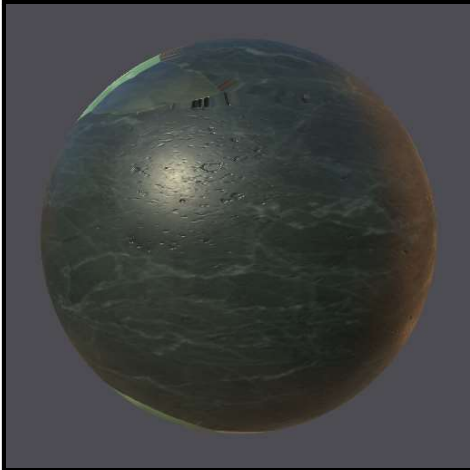
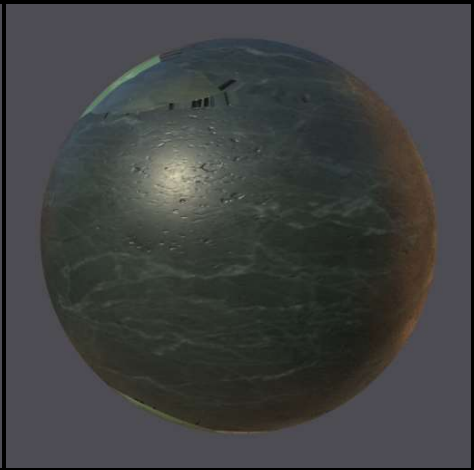


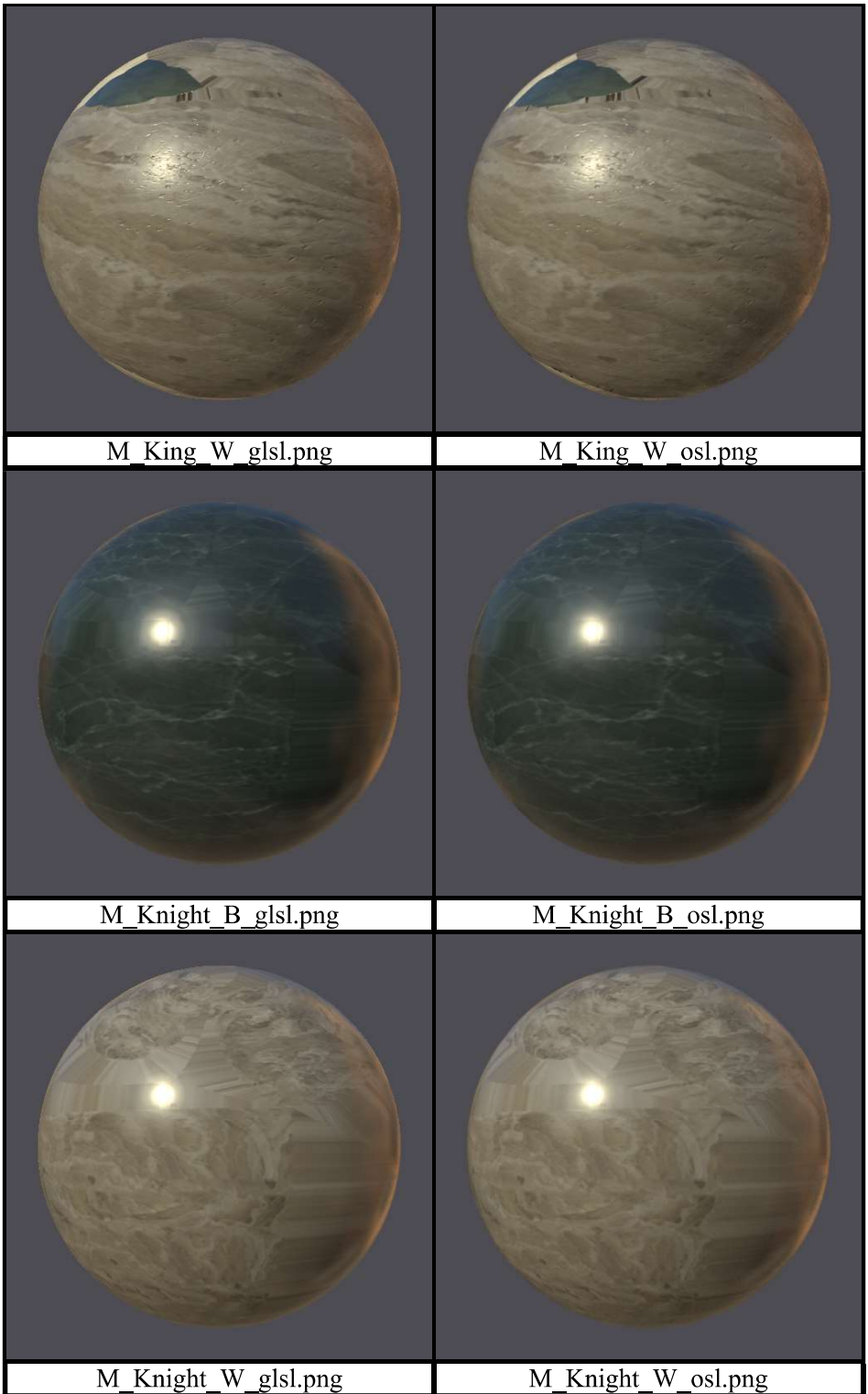
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

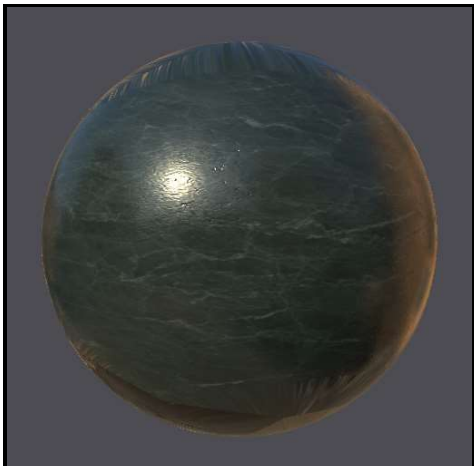
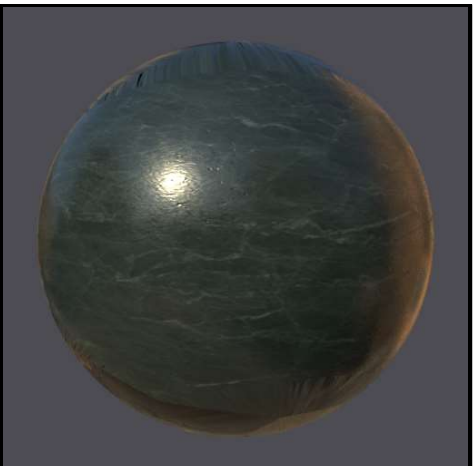
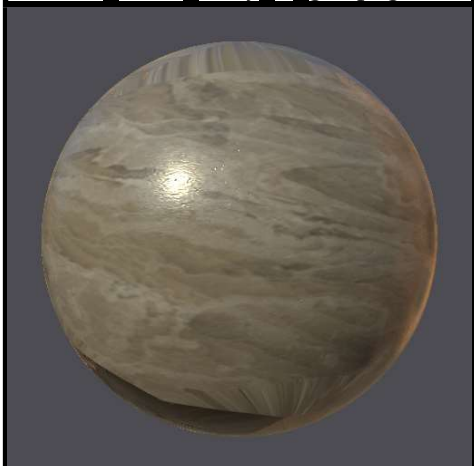
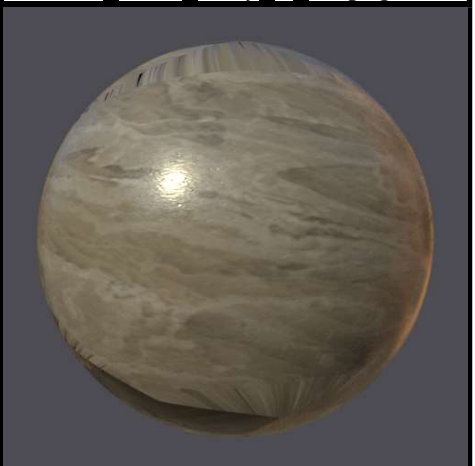
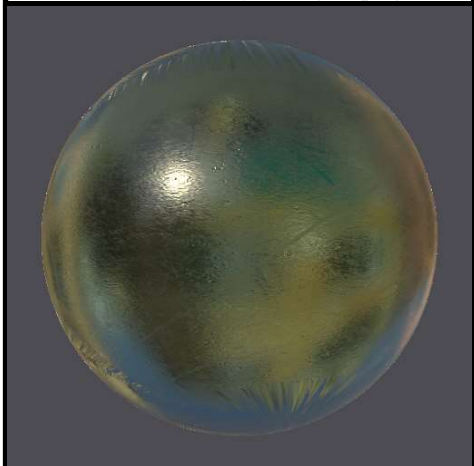
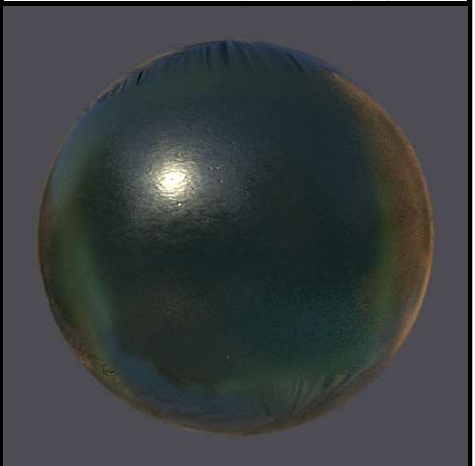


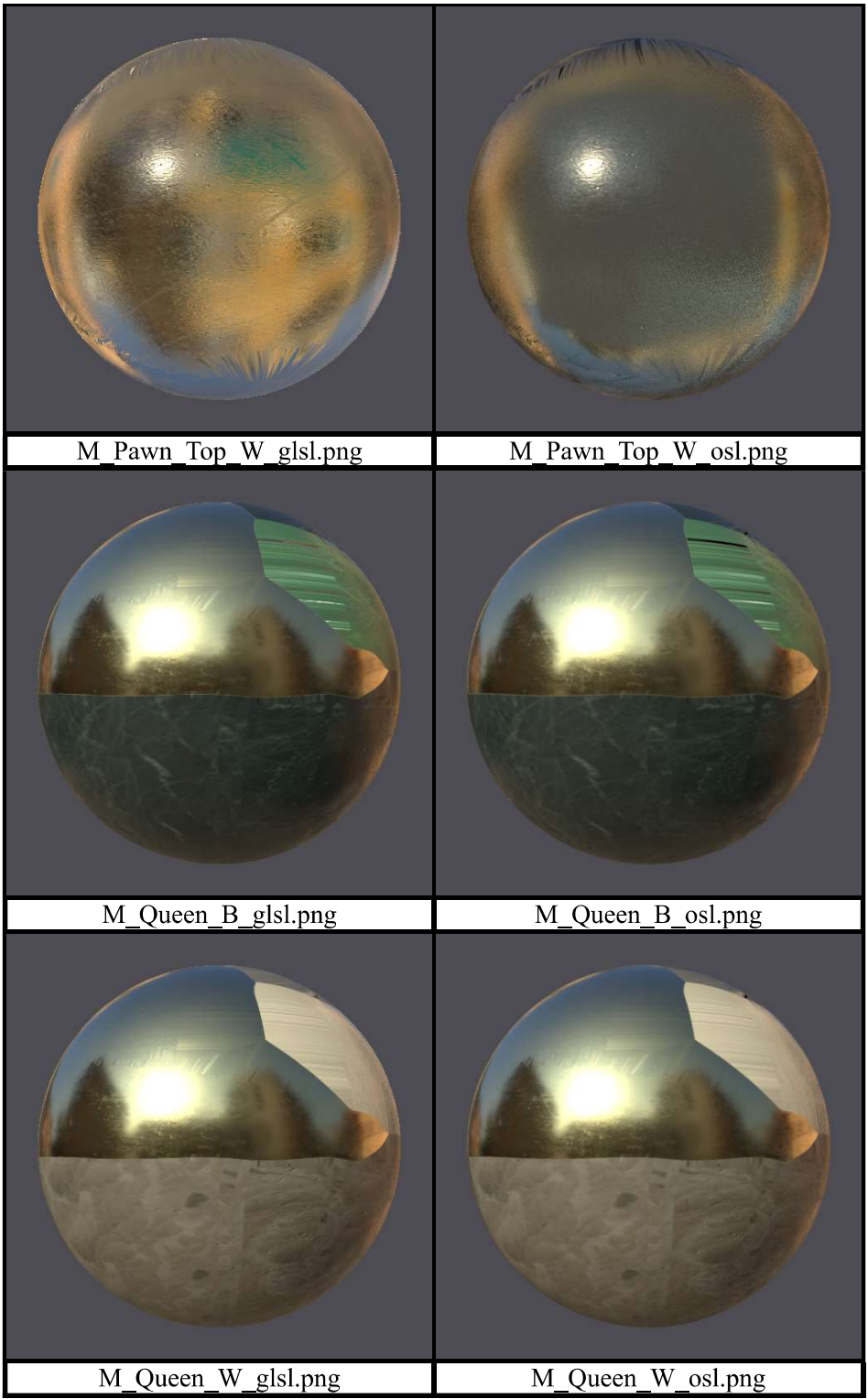
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



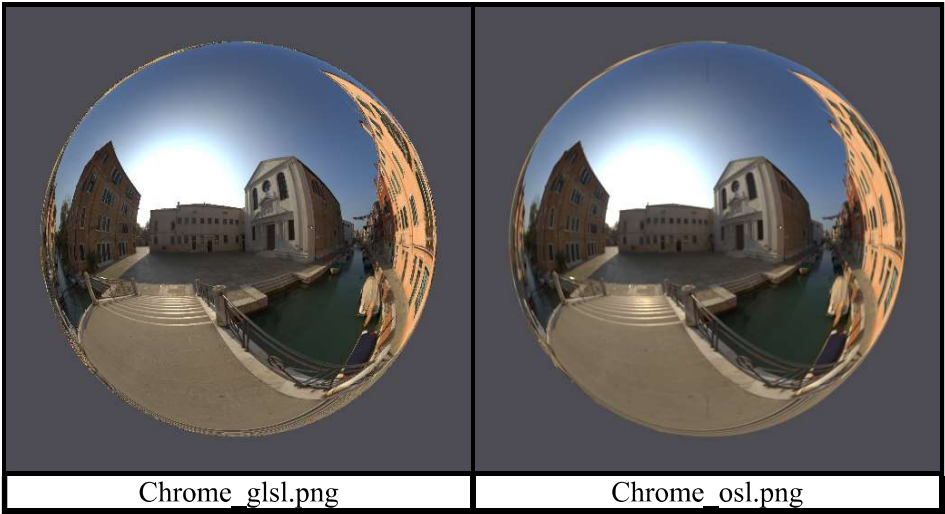
| | |
|--|--|
|  |  |
| M_Castle_W_gsl.png | M_Castle_W_osl.png |
|  |  |
| M_Chessboard_gsl.png | M_Chessboard_osl.png |
|  |  |
| M_King_B_gsl.png | M_King_B_osl.png |



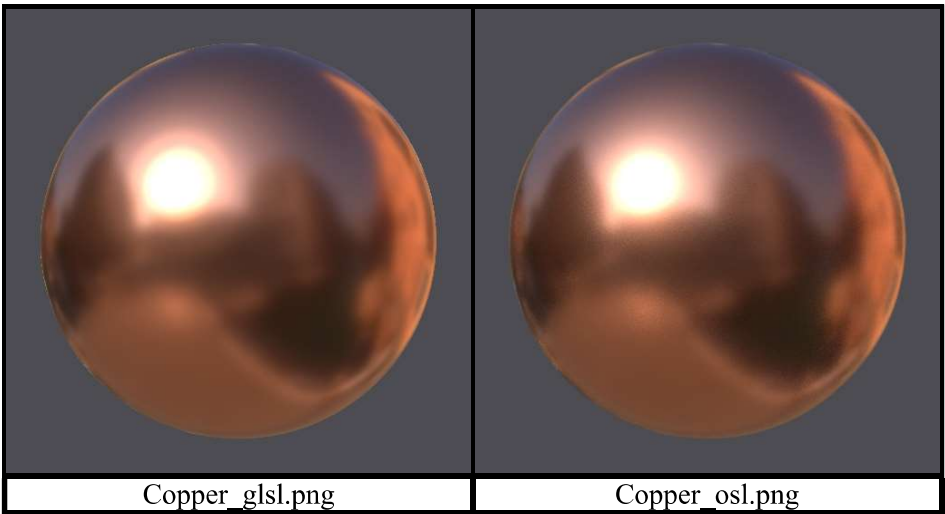
| | |
|--|--|
|  |  |
| M Pawn Body B glsl.png | M Pawn Body B osl.png |
|  |  |
| M Pawn Body W glsl.png | M Pawn Body W osl.png |
|  |  |
| M Pawn Top B glsl.png | M Pawn Top B osl.png |



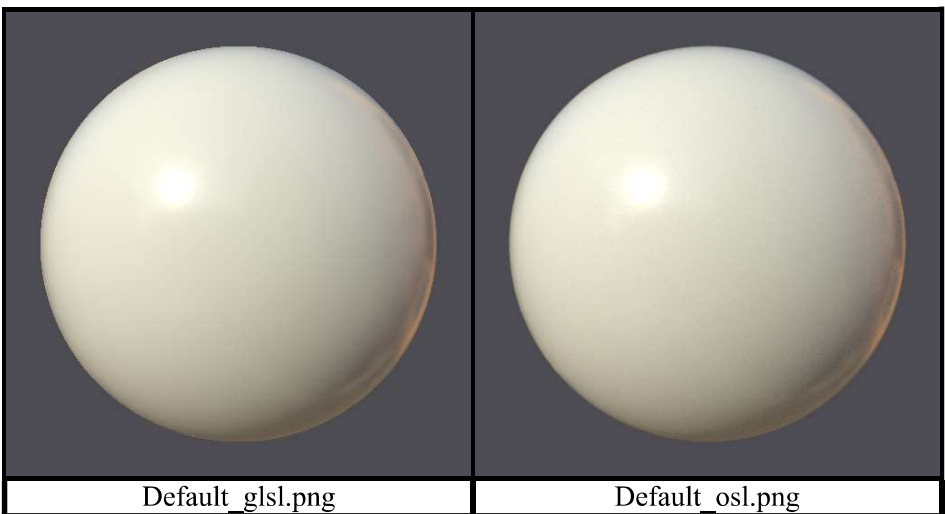
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



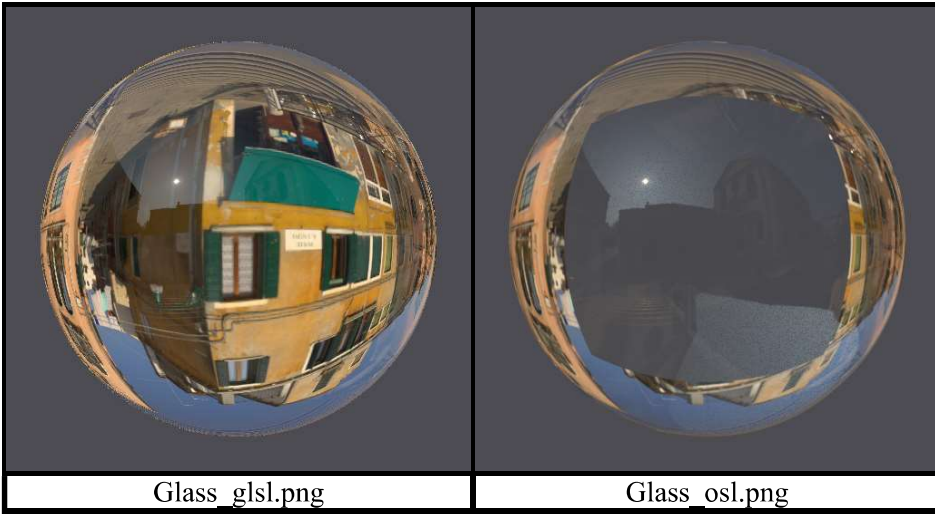
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



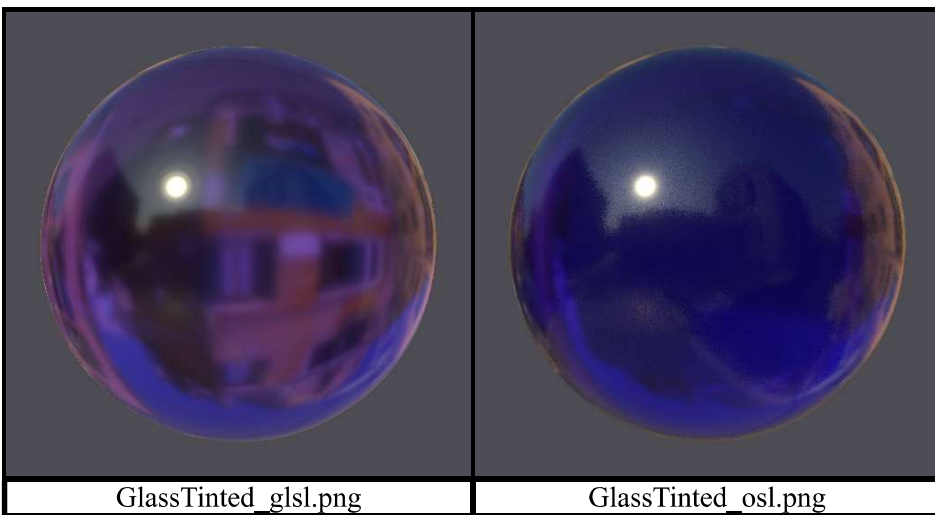
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



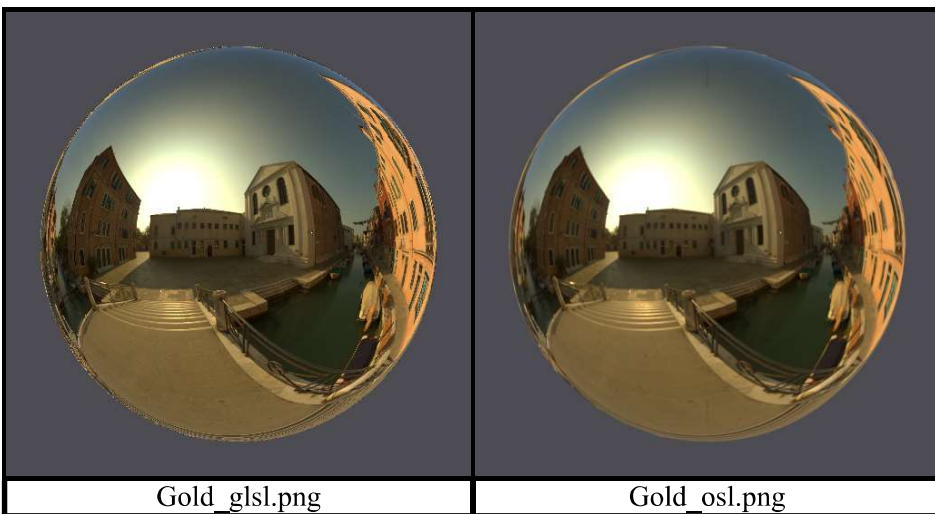
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



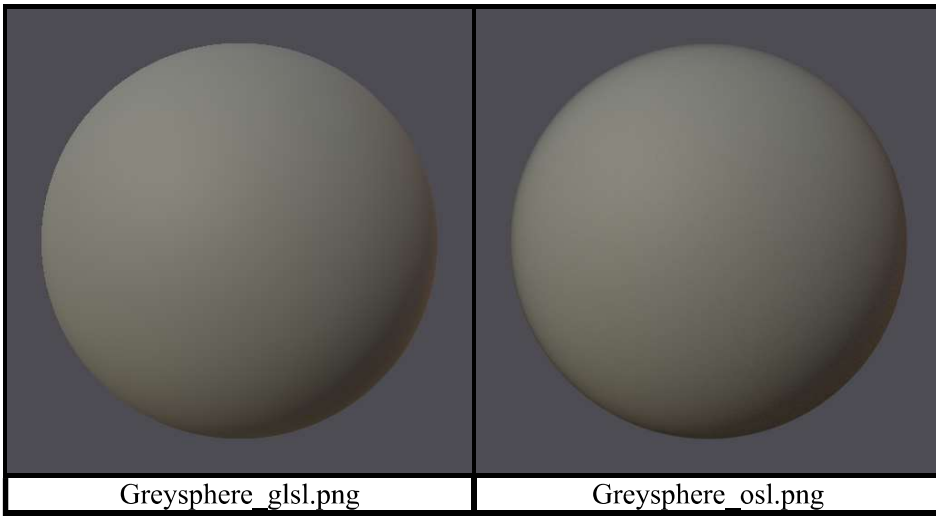
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



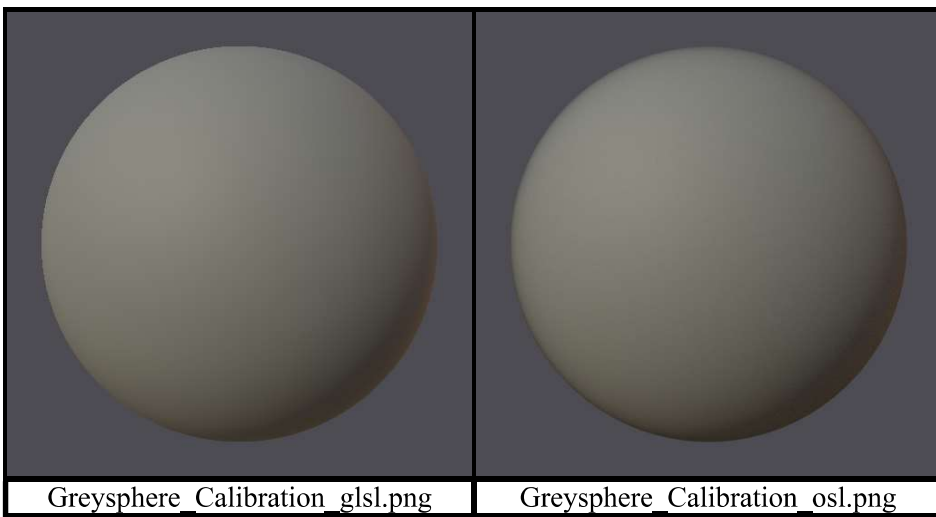
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



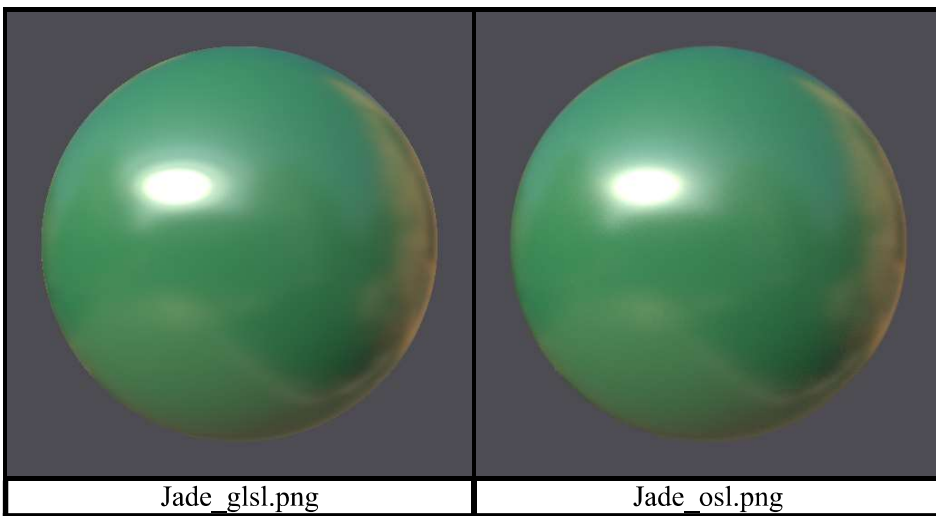
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



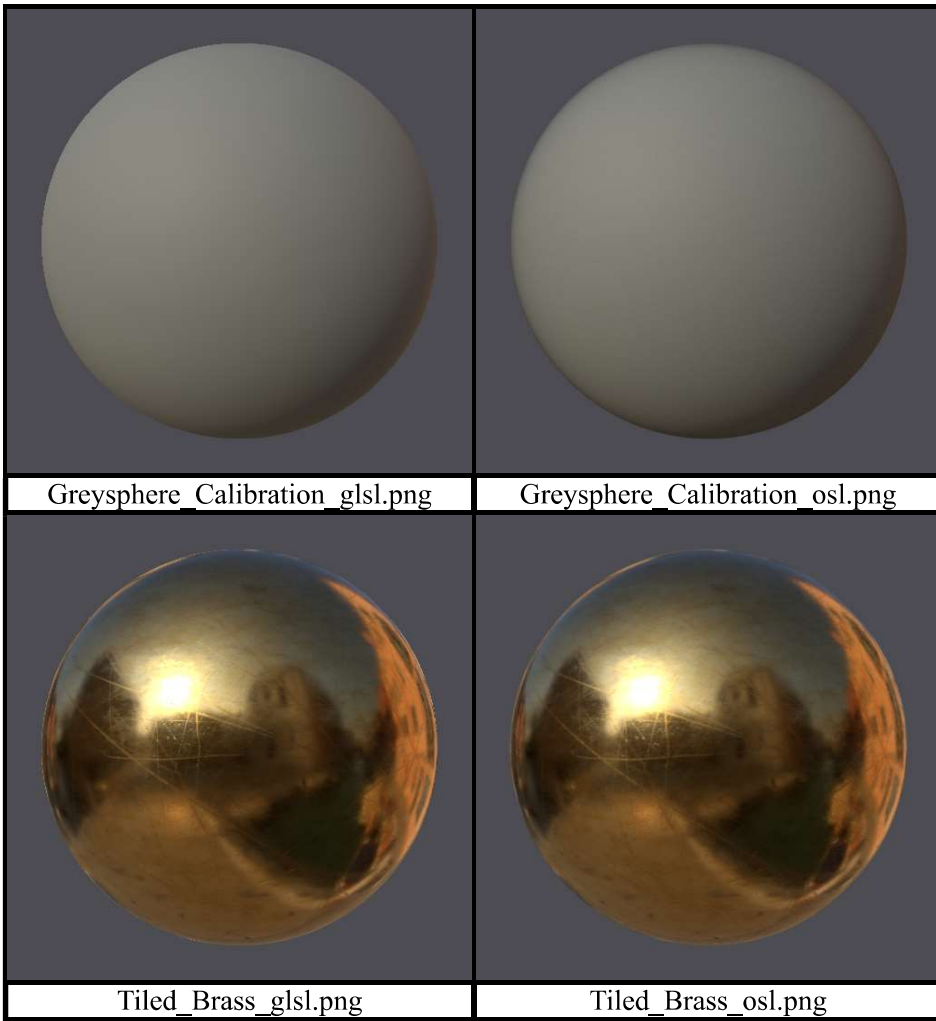
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



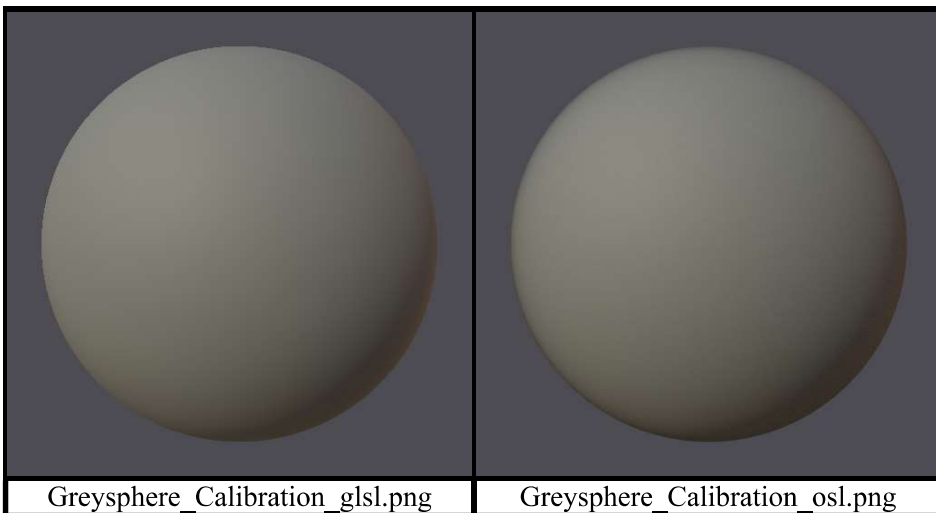
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

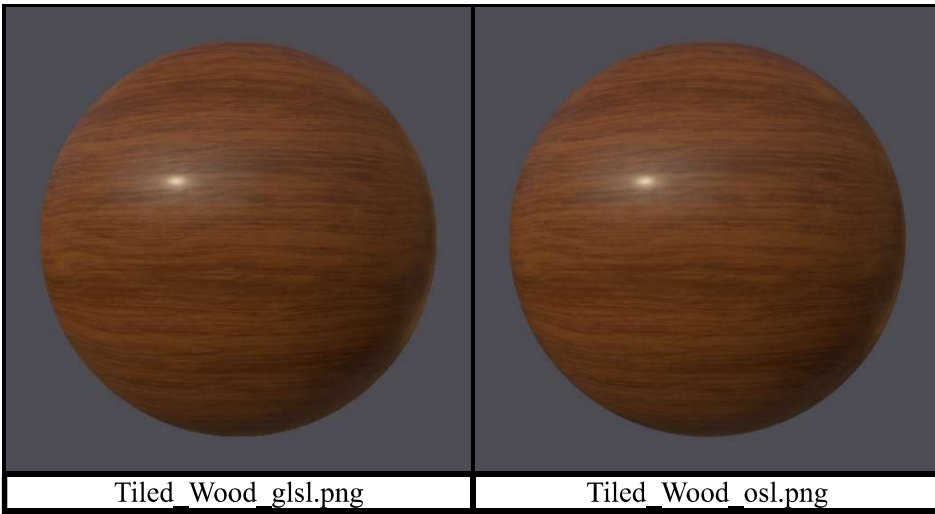


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

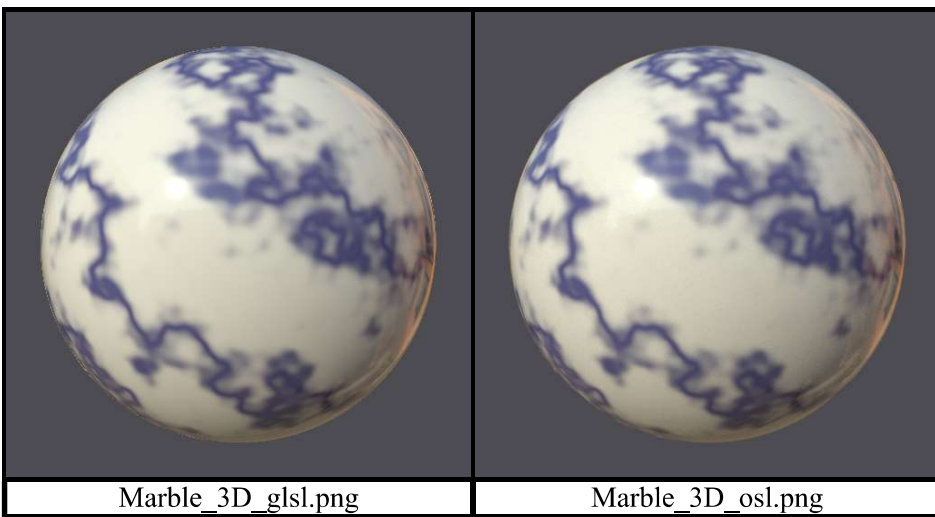


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

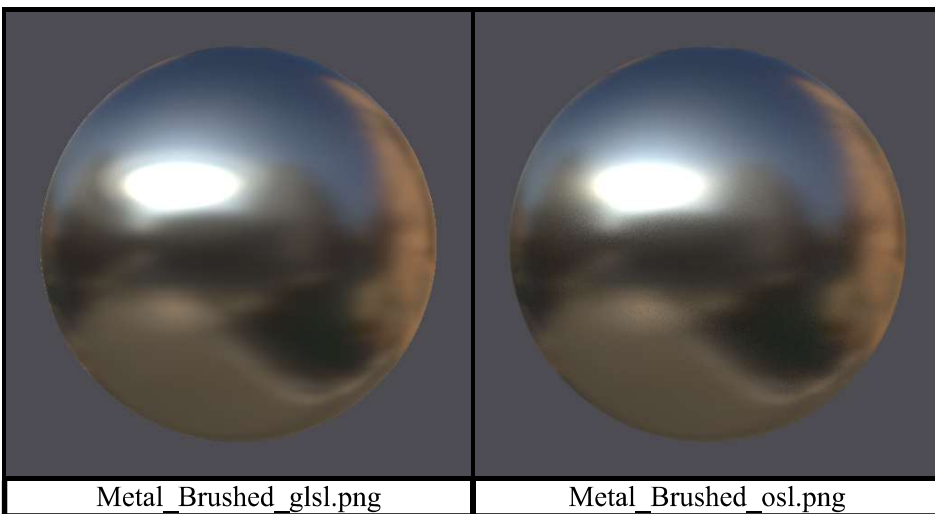




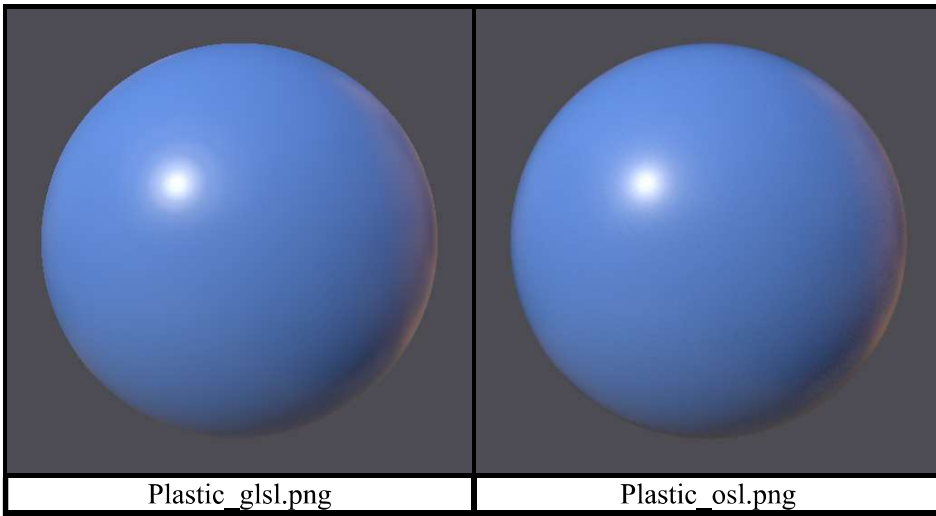
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



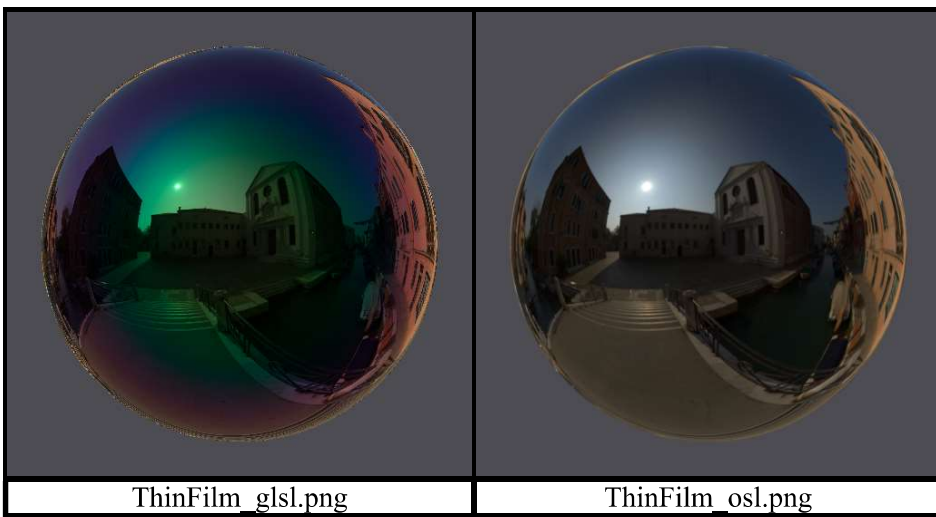
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



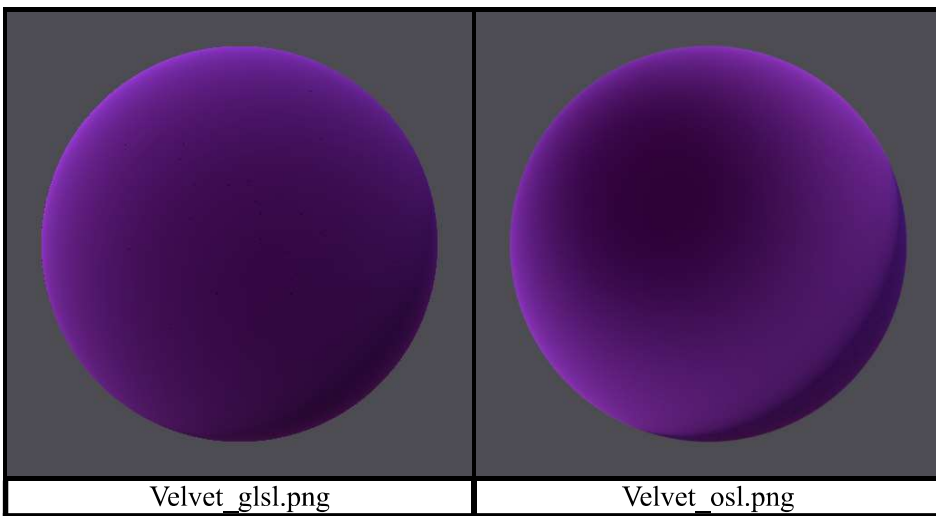
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



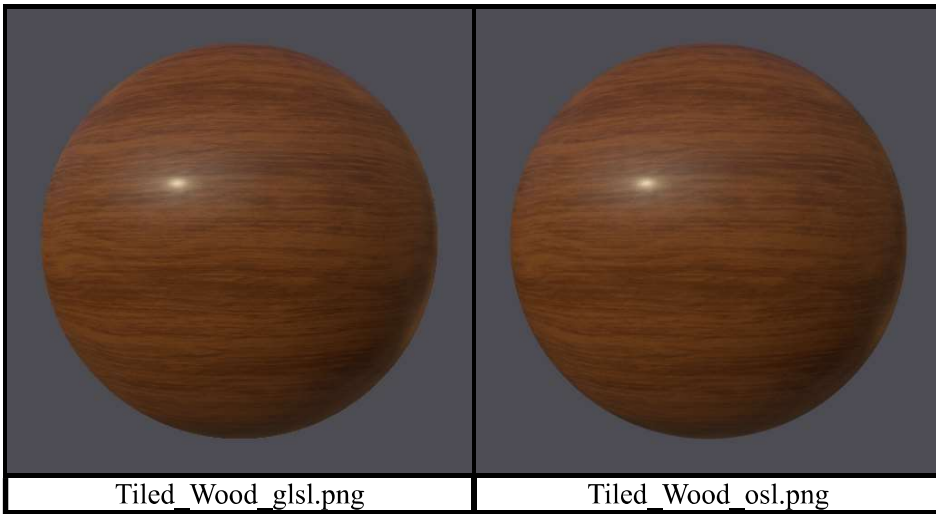
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



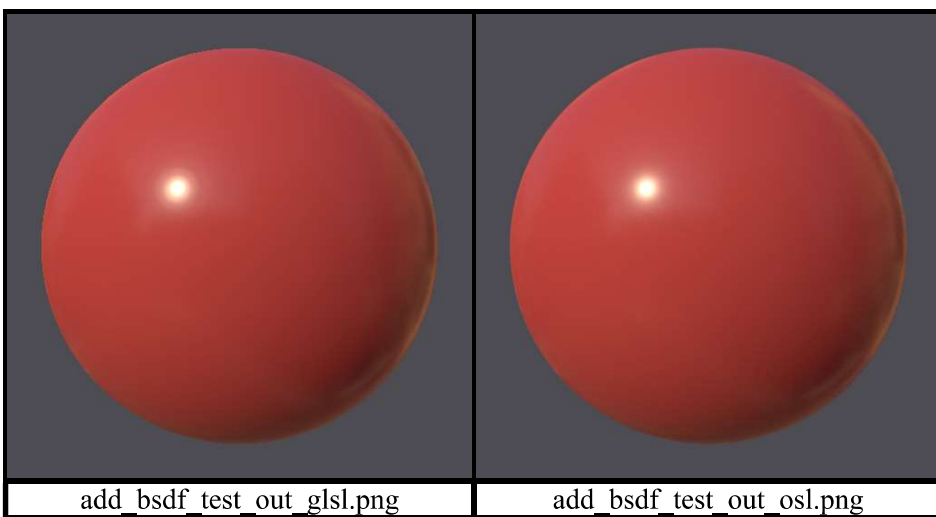
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



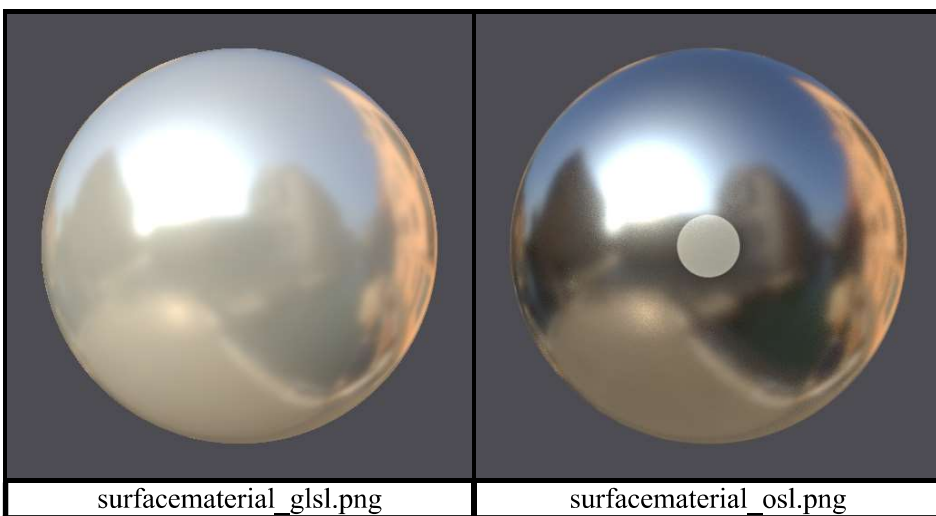
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:



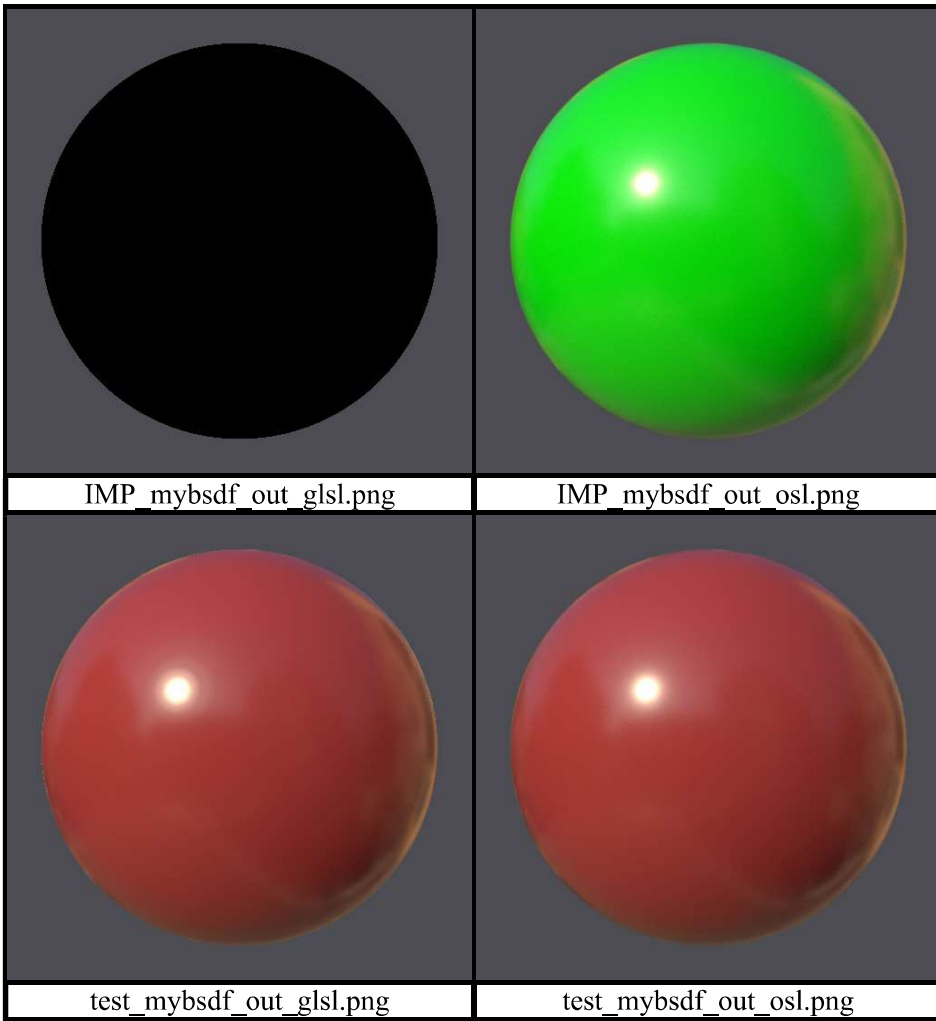
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



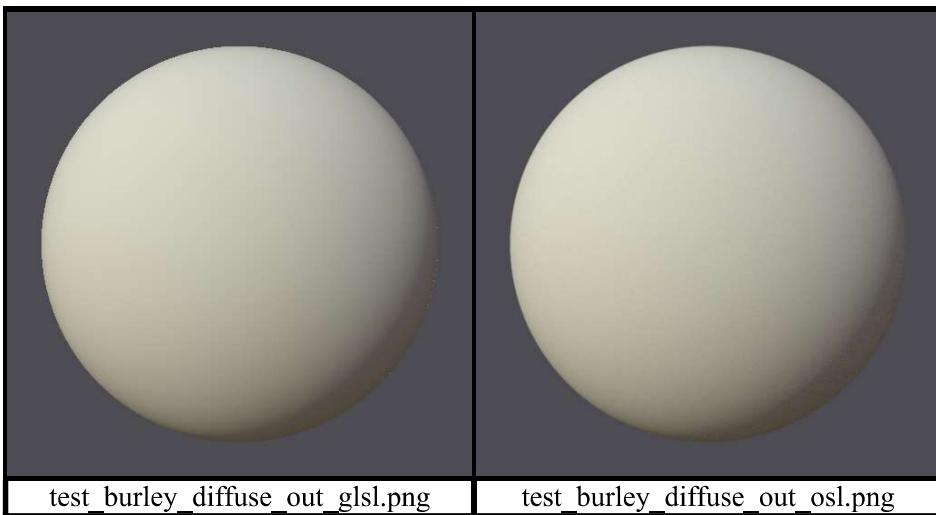
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\artistic_ior:



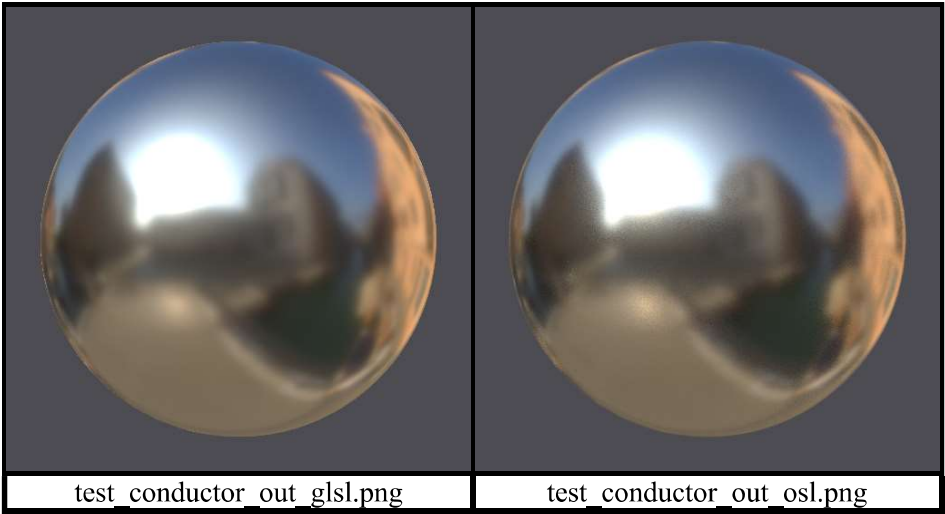
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



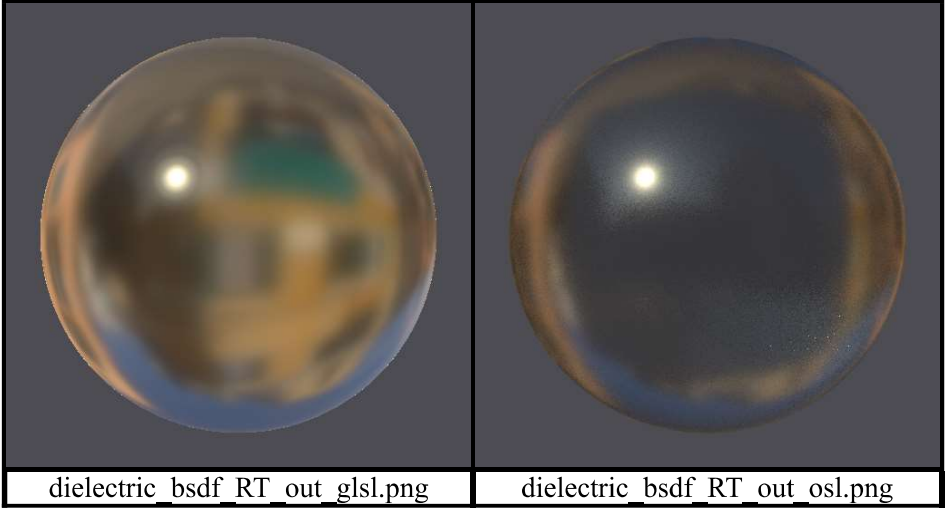
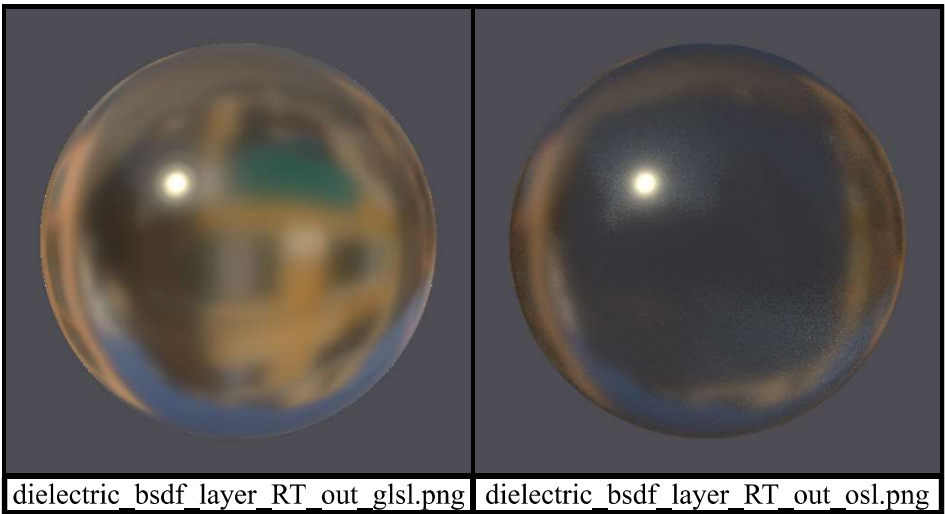
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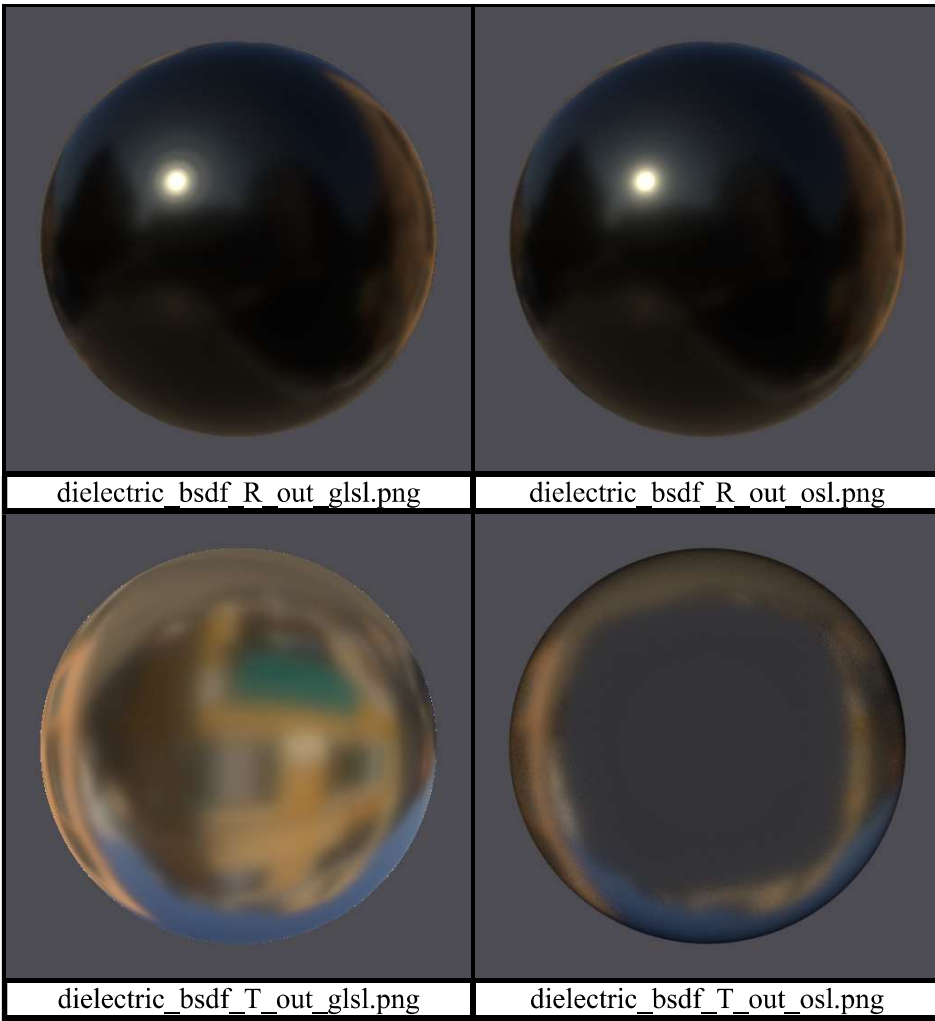


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

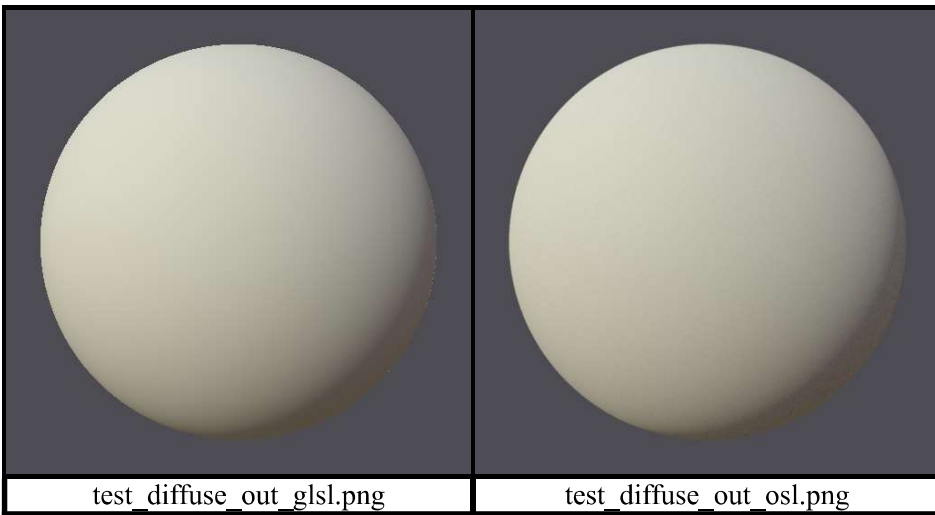


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

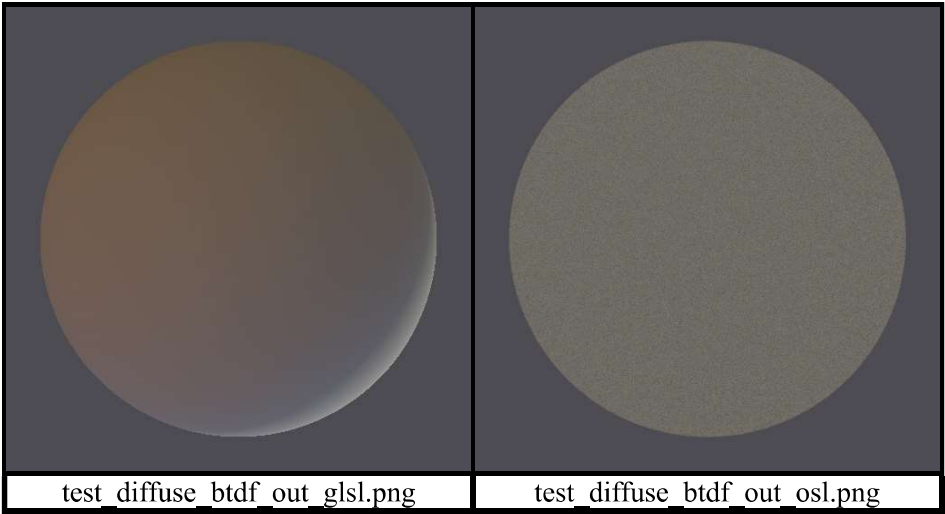




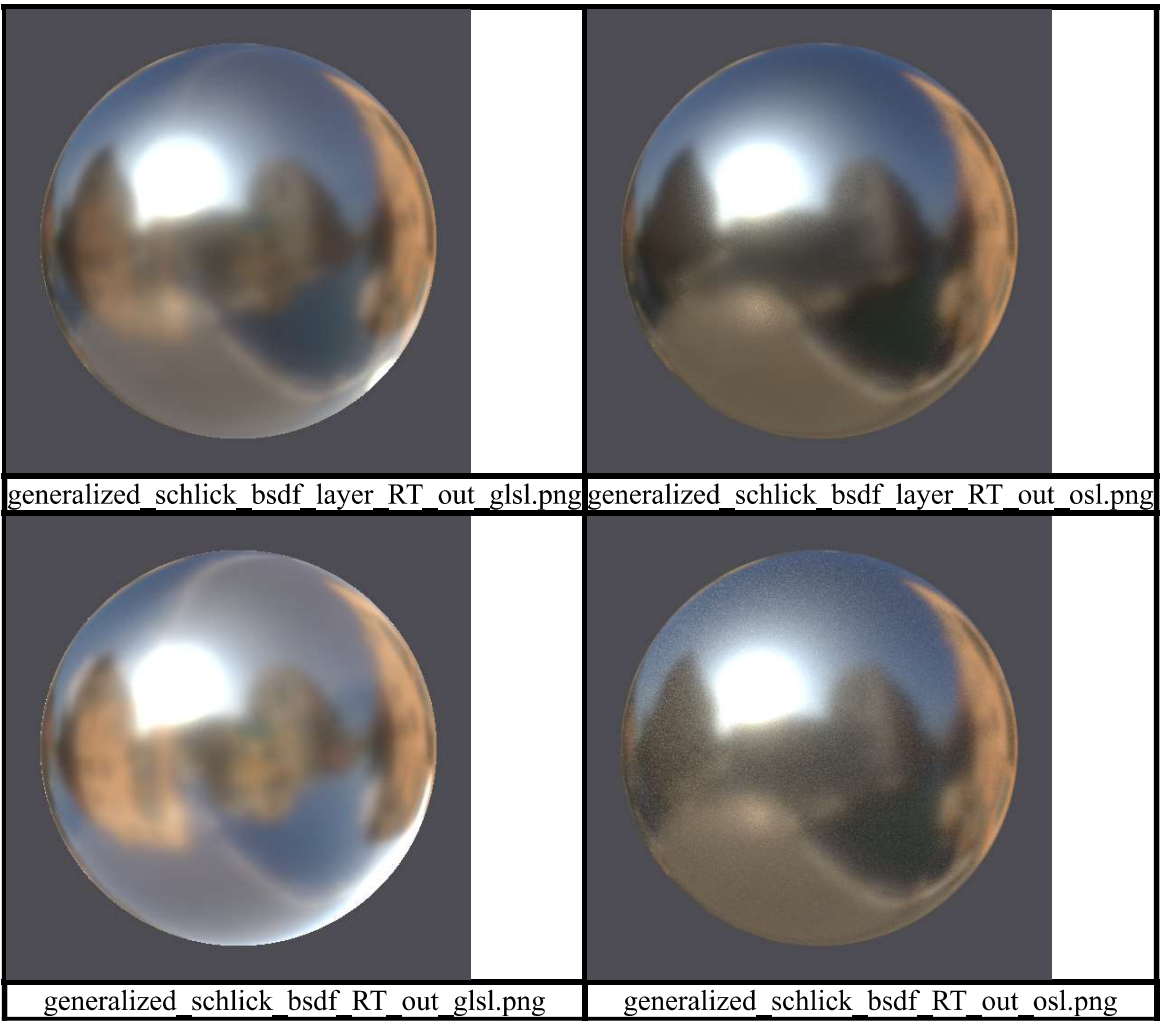
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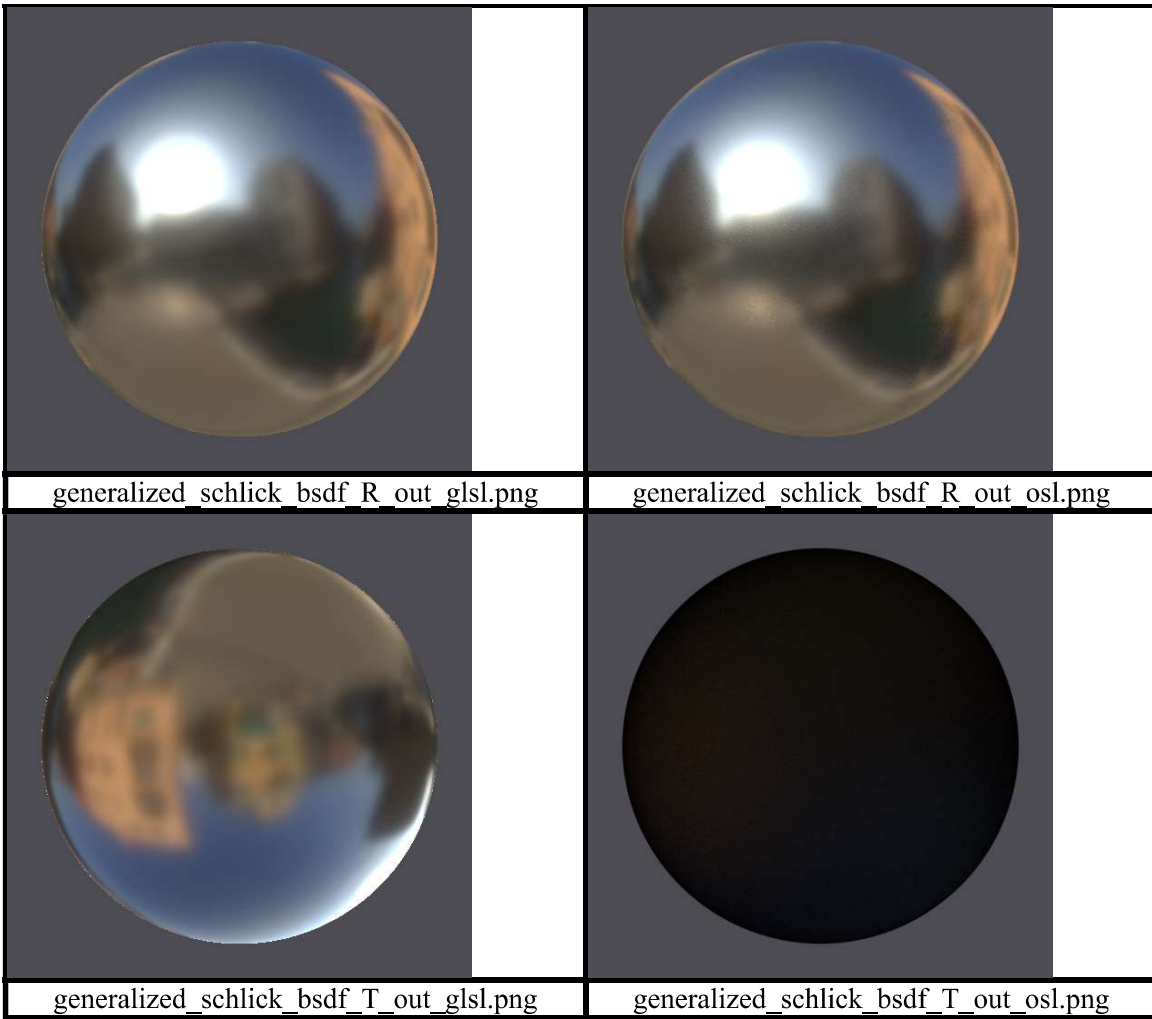


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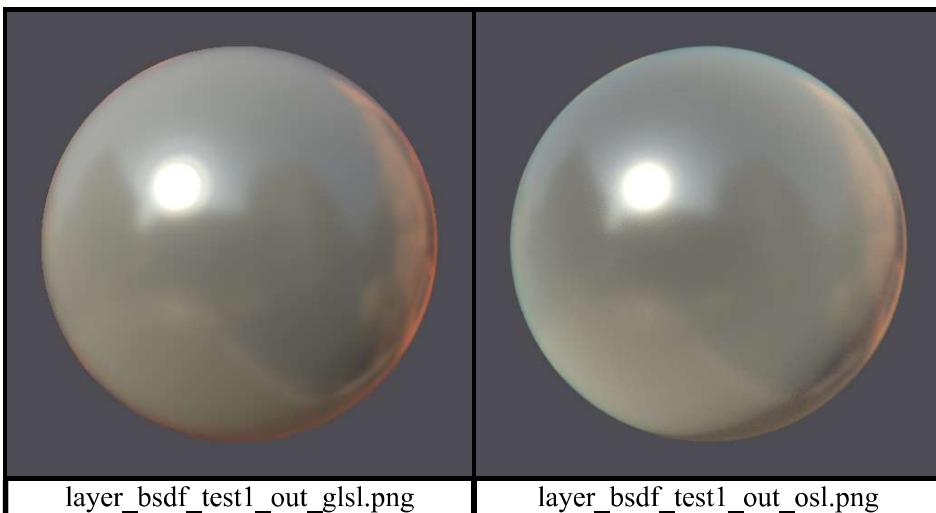


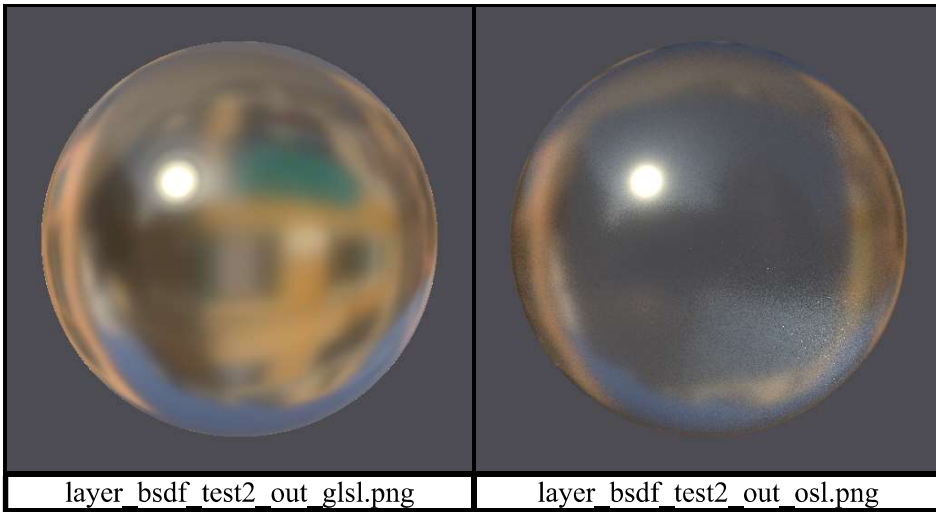
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:



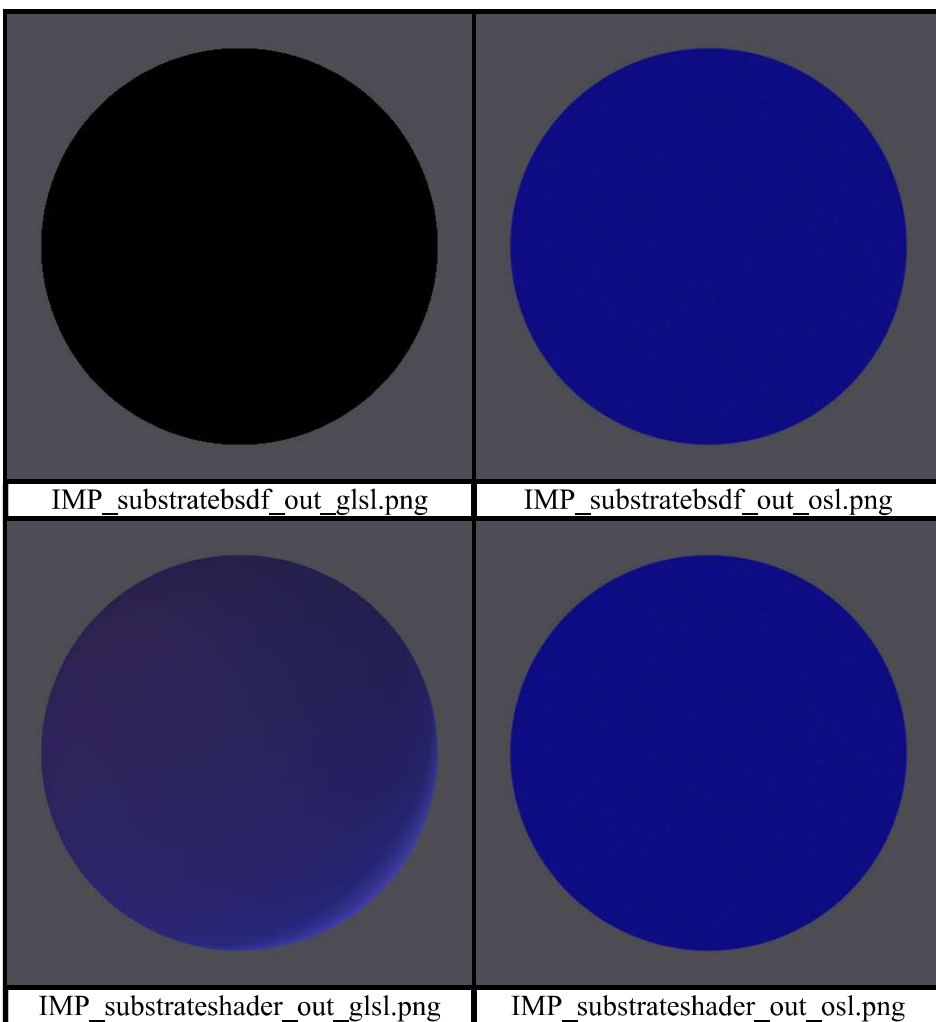


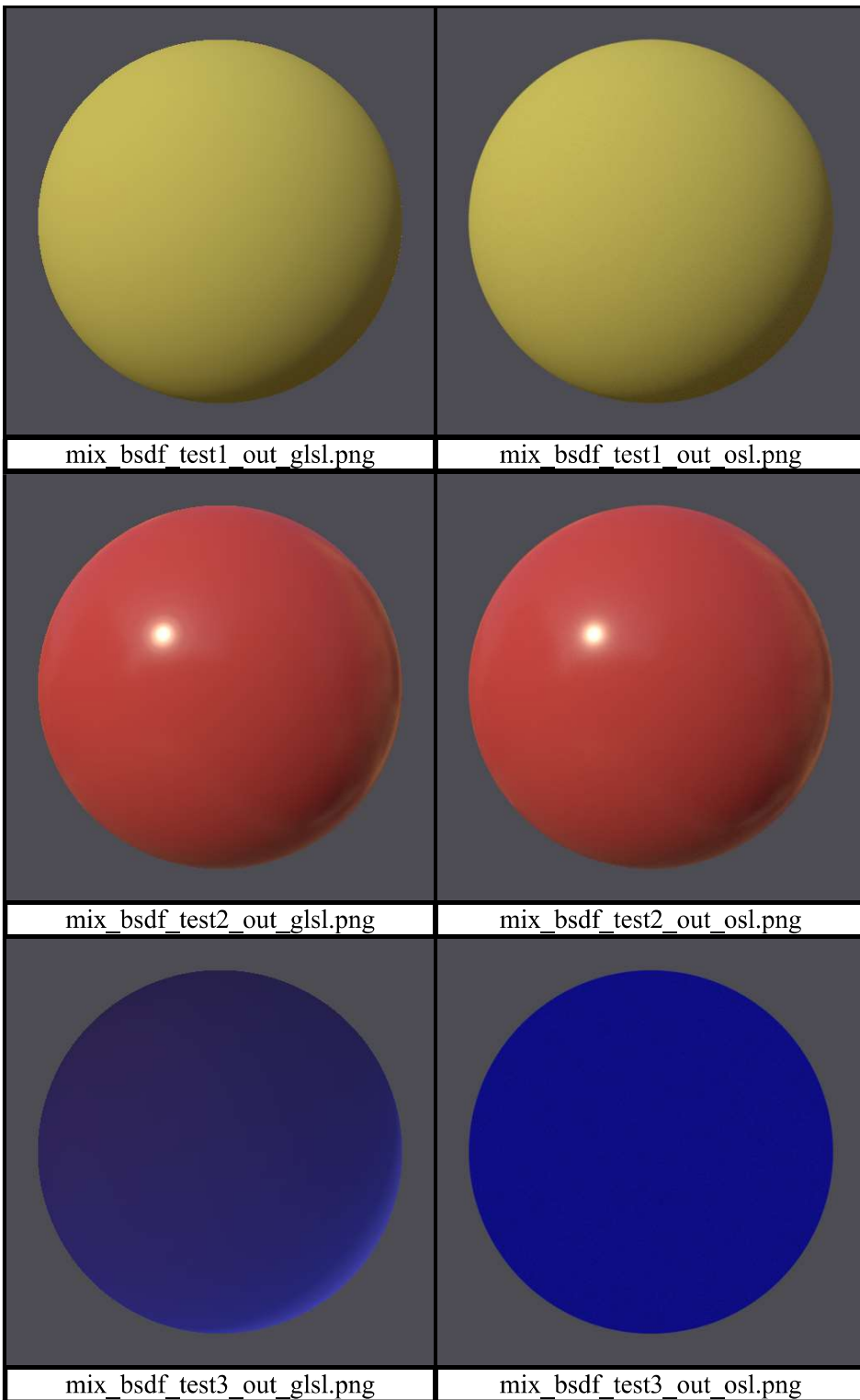
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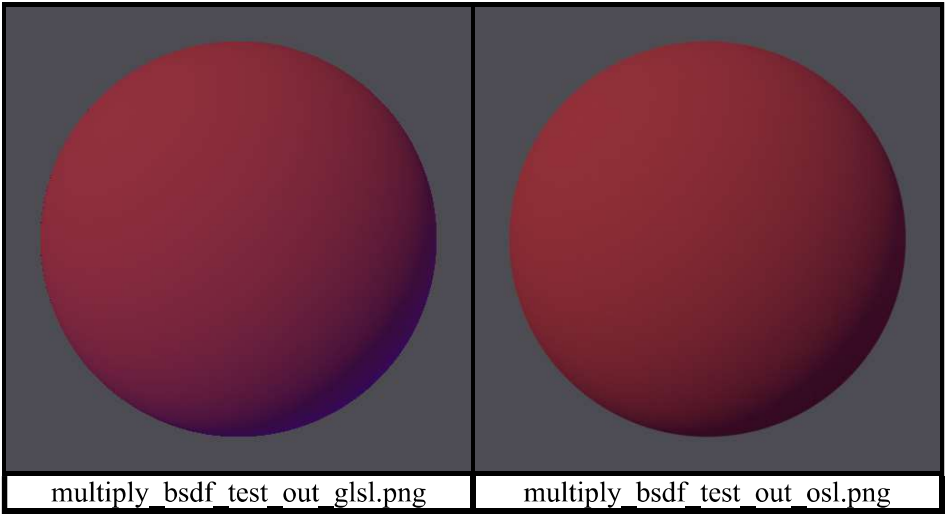


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

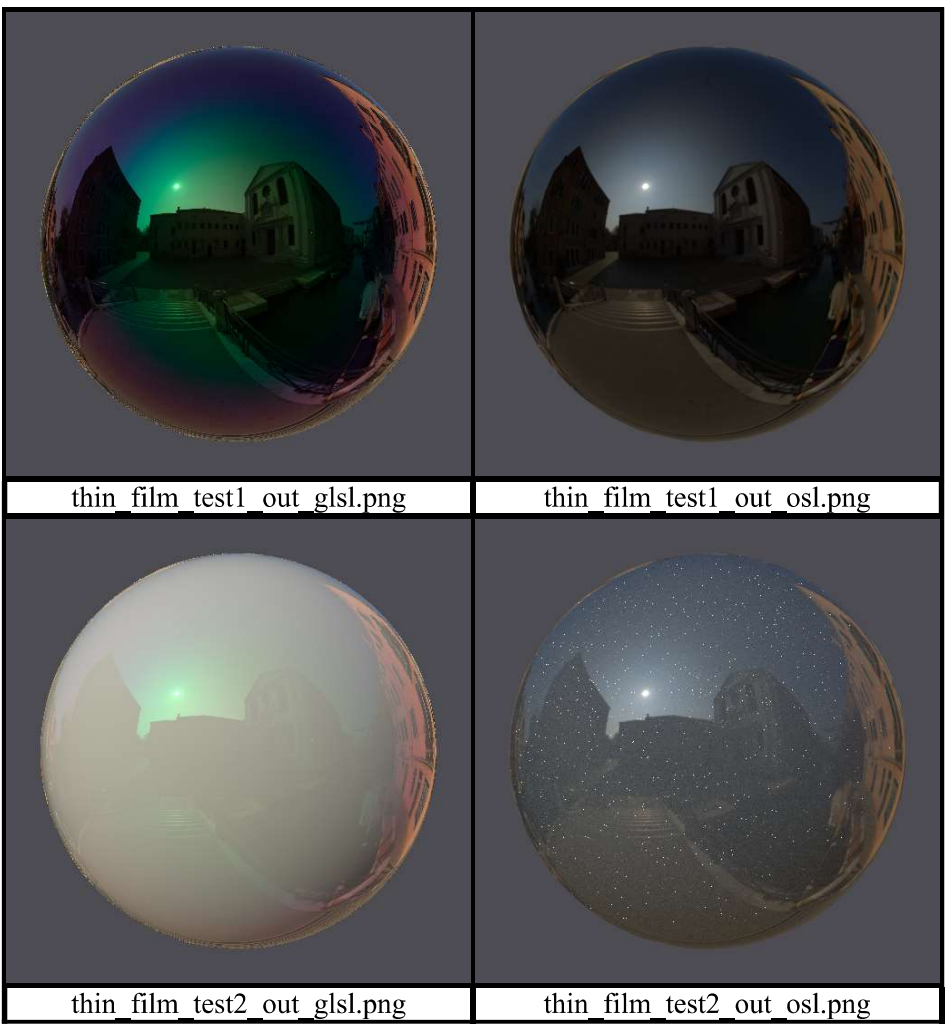


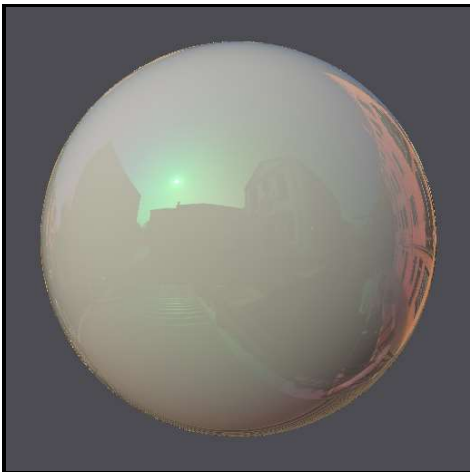

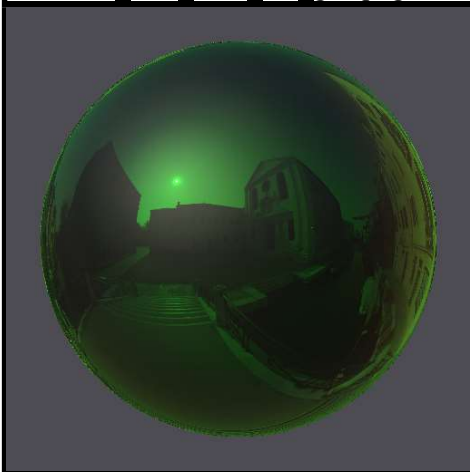
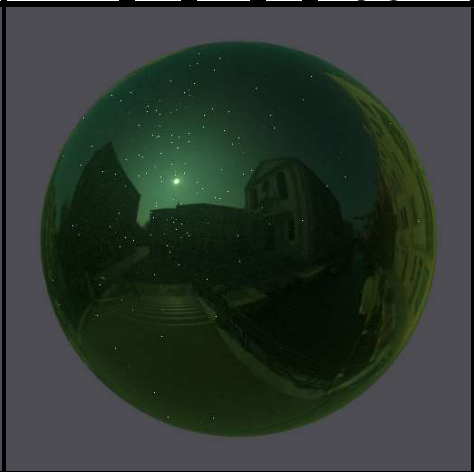
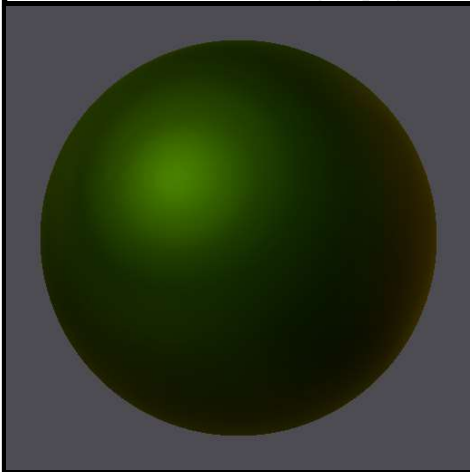
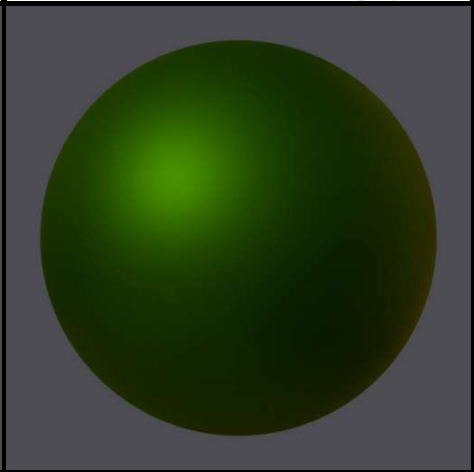


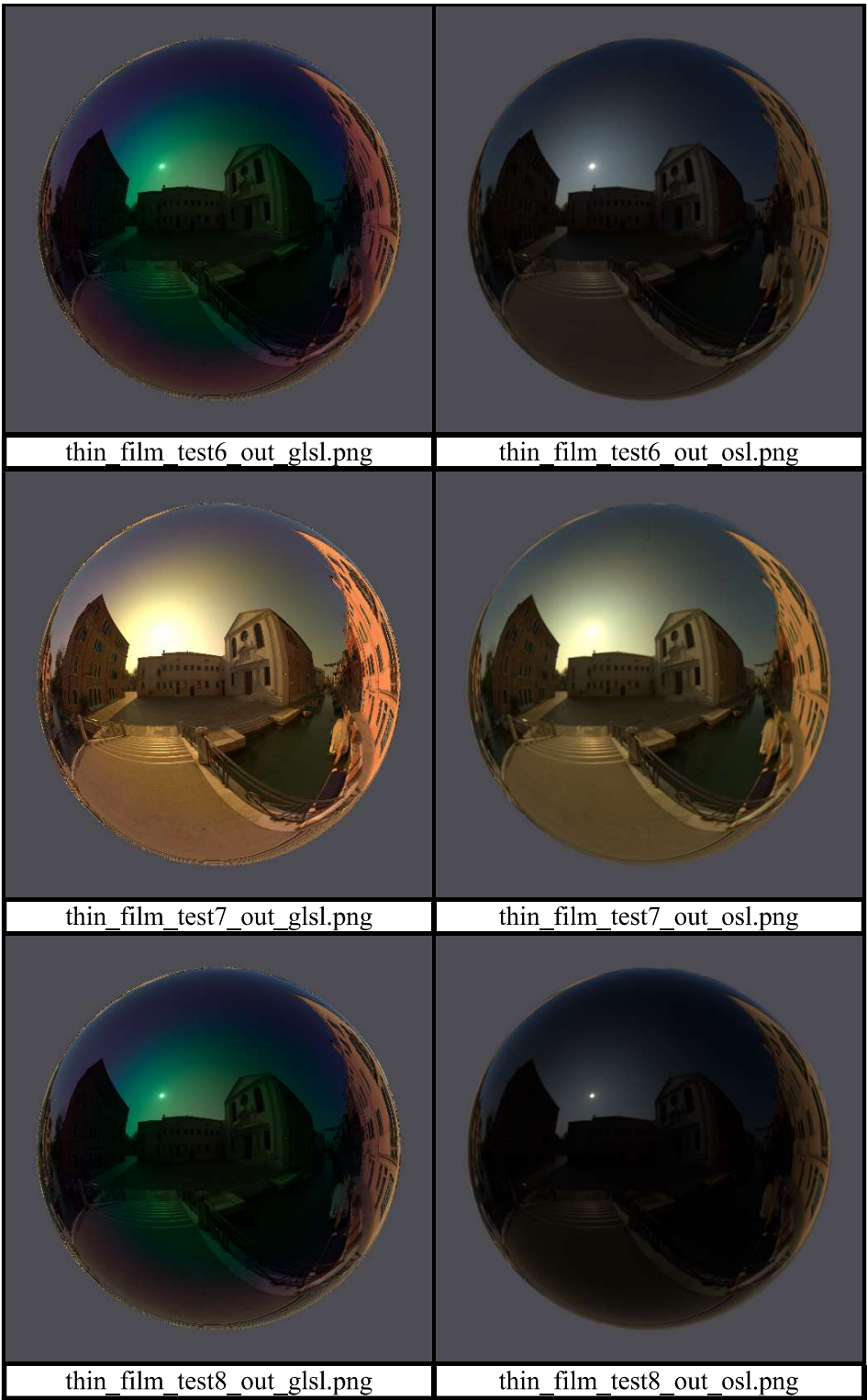
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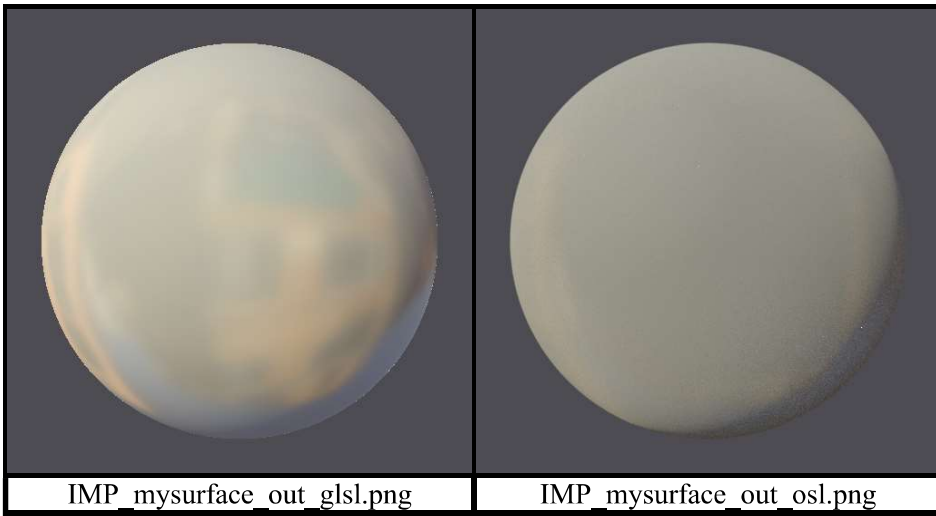
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:



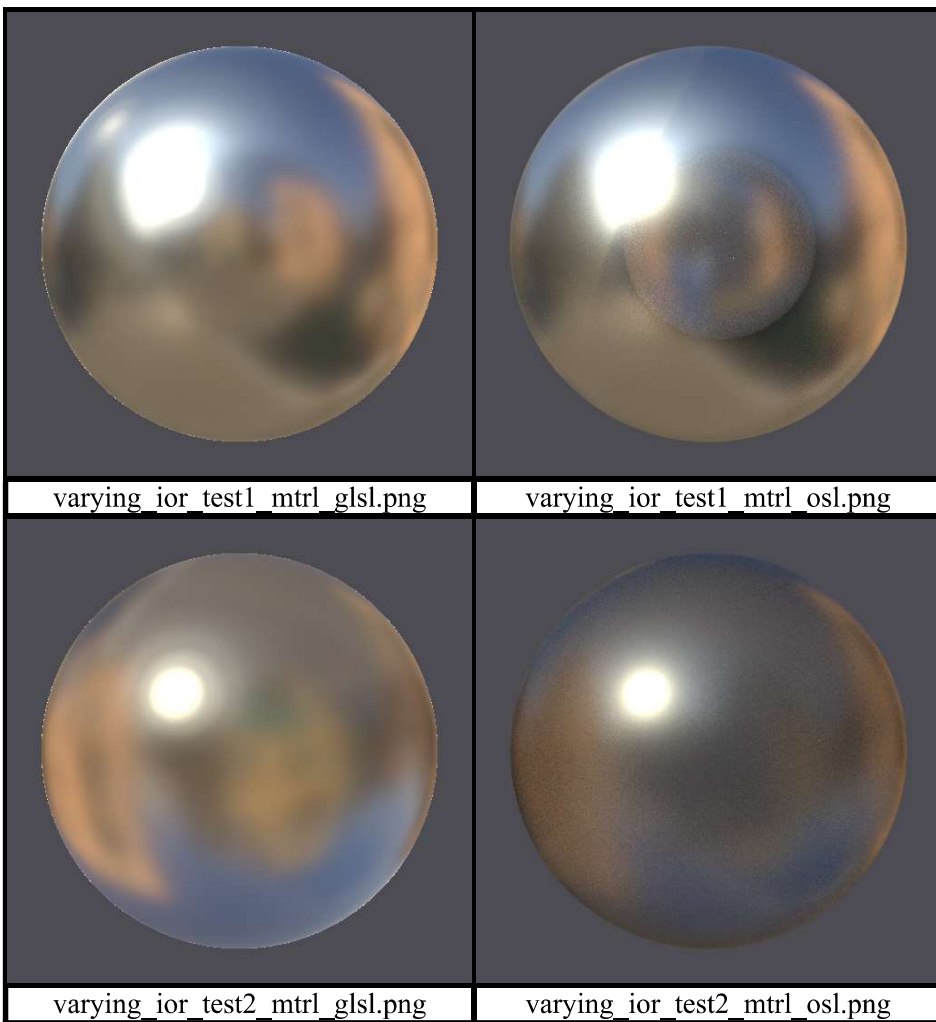
| | |
|--|---|
|  A sphere with a thin film effect, showing a bright green reflection of a scene on its surface. |  A sphere with a thin film effect, showing a dark scene with a bright green reflection and a starry background. |
| <p>thin_film_test3_out_glsl.png</p> | <p>thin_film_test3_out_osl.png</p> |
|  A sphere with a thin film effect, showing a dark scene with a bright green reflection. |  A sphere with a thin film effect, showing a dark scene with a bright green reflection and a starry background. |
| <p>thin_film_test4_out_glsl.png</p> | <p>thin_film_test4_out_osl.png</p> |
|  A sphere with a thin film effect, showing a dark scene with a bright green reflection. |  A sphere with a thin film effect, showing a dark scene with a bright green reflection and a starry background. |
| <p>thin_film_test5_out_glsl.png</p> | <p>thin_film_test5_out_osl.png</p> |



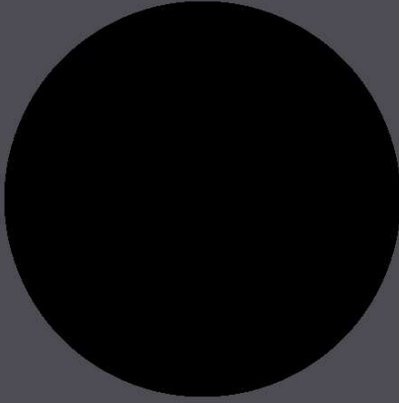

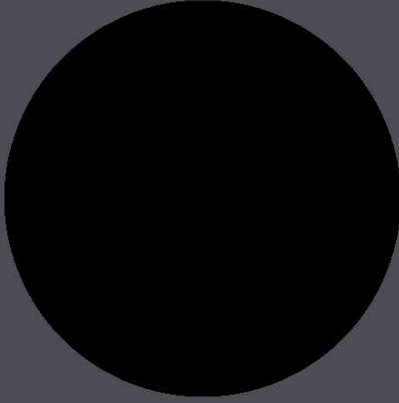
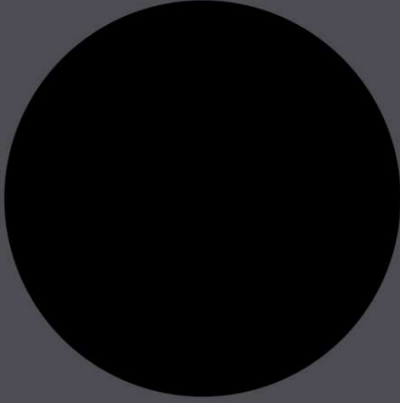
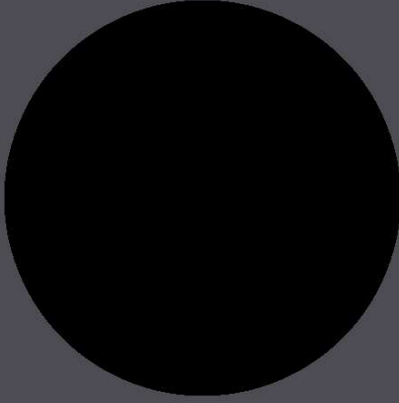
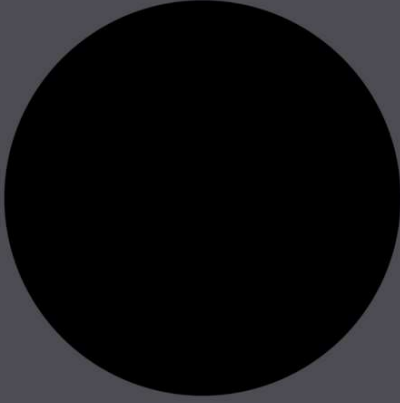
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\transmission:

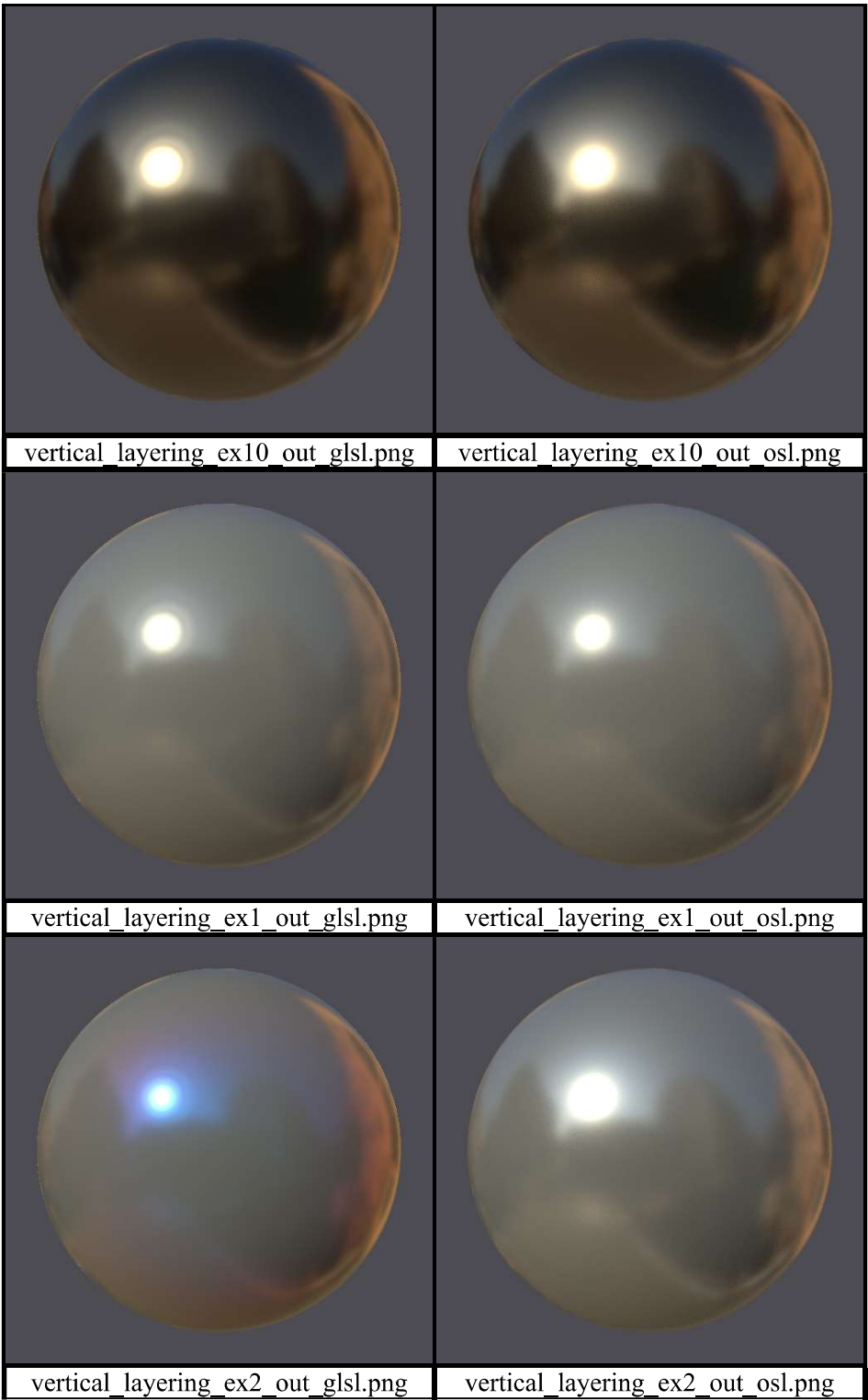


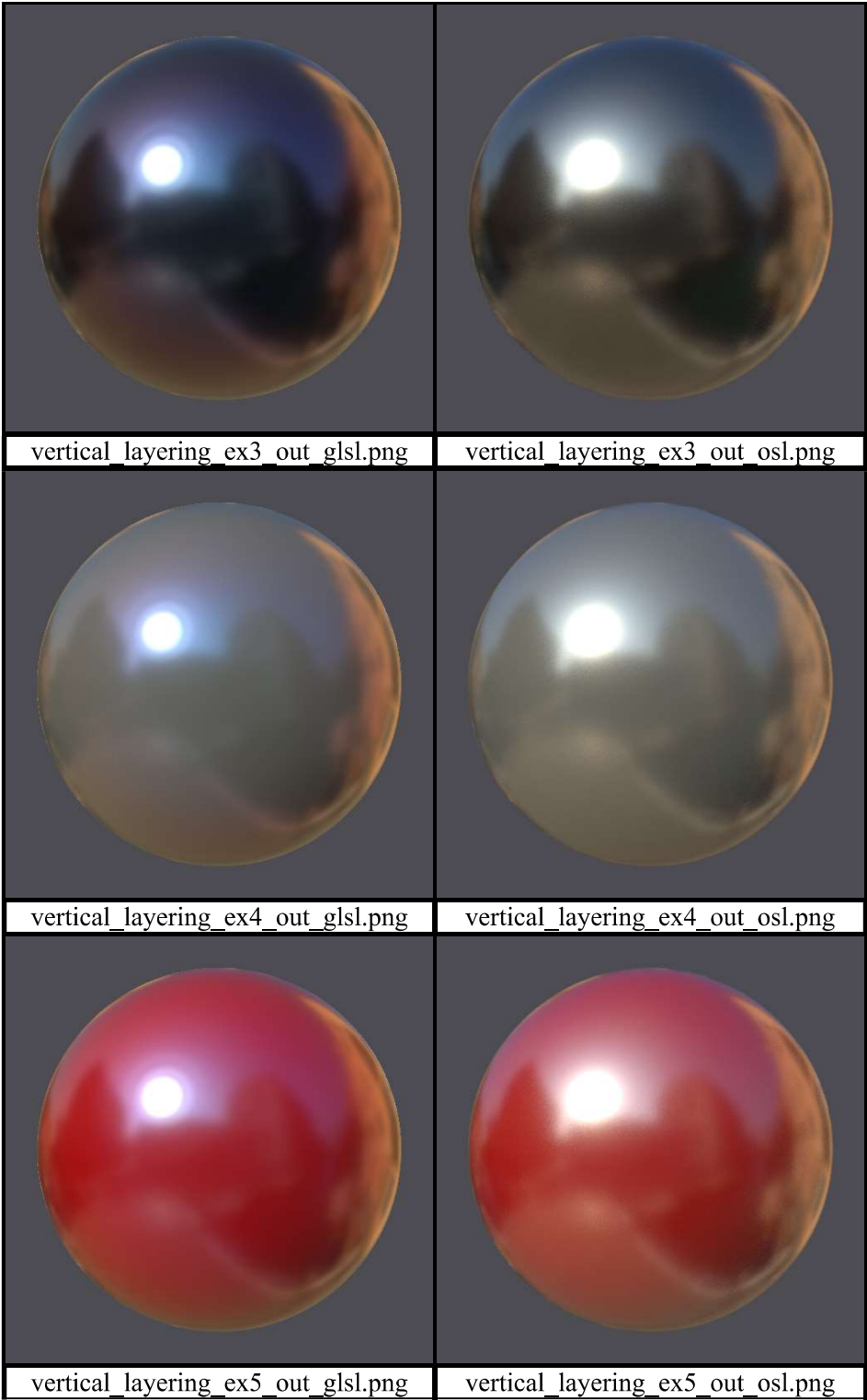
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:

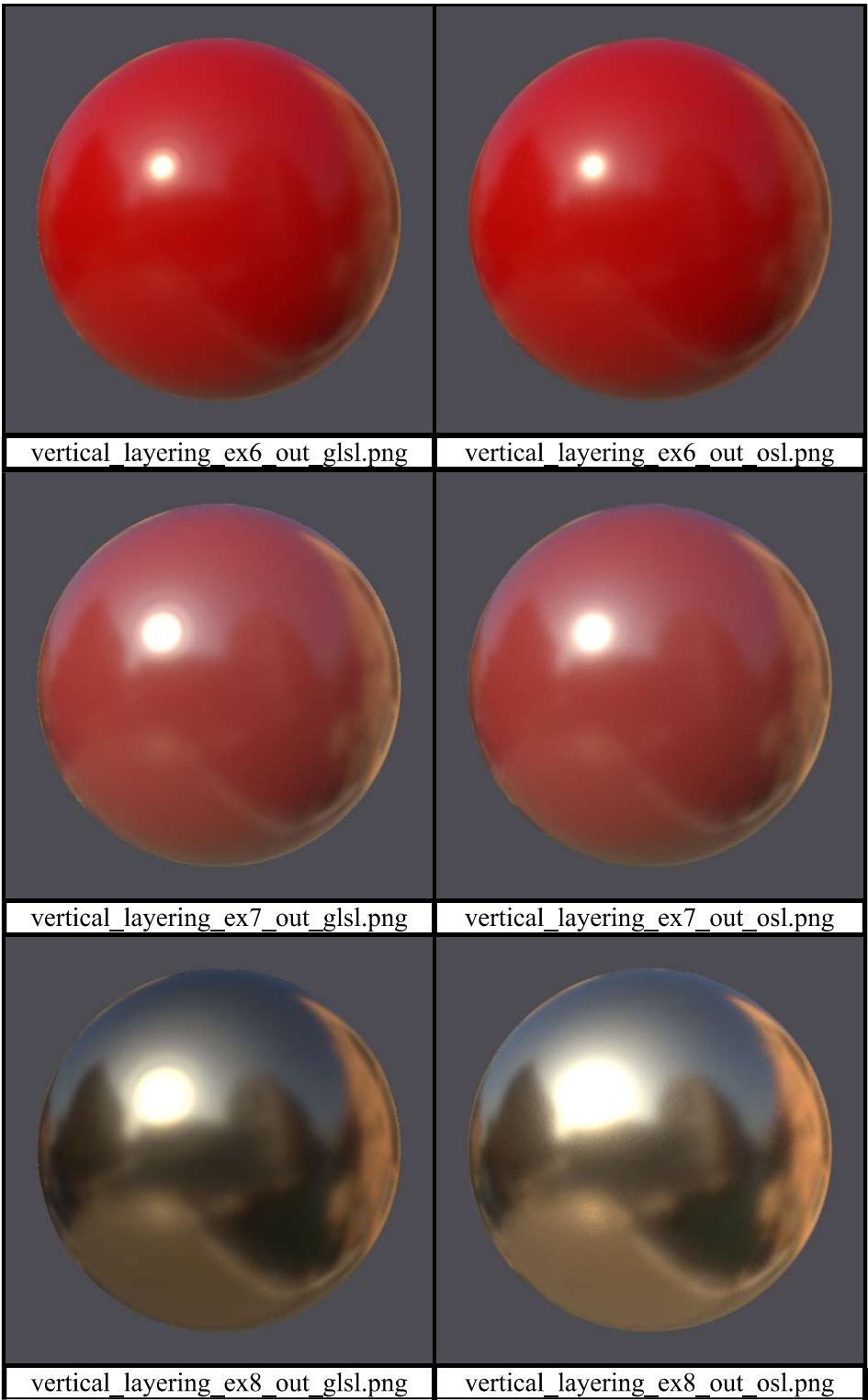


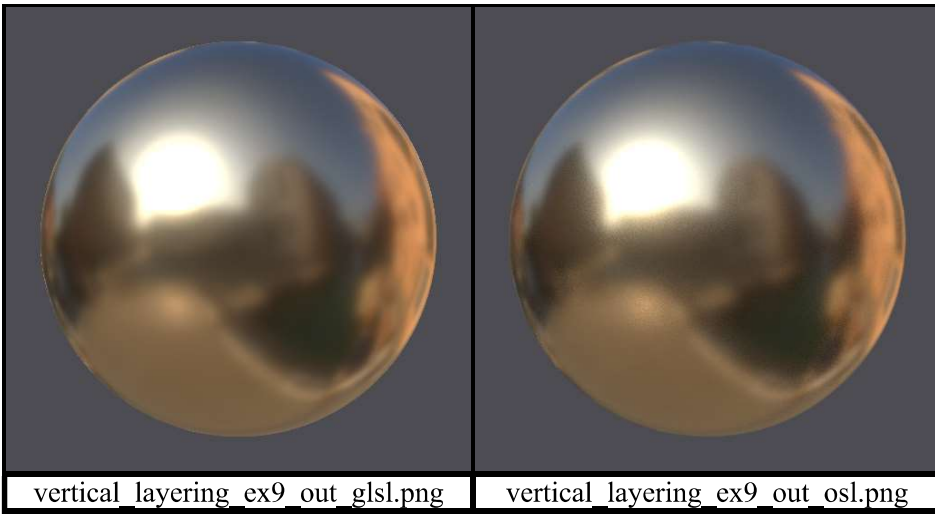
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:

| | |
|---|---|
|  |  |
| IMP_mybsdf_out_glsl.png | IMP_mybsdf_out_osl.png |
|  |  |
| NG_custom_layer_out_glsl.png | NG_custom_layer_out_osl.png |
|  |  |
| NG_scaled_layer_out_glsl.png | NG_scaled_layer_out_osl.png |

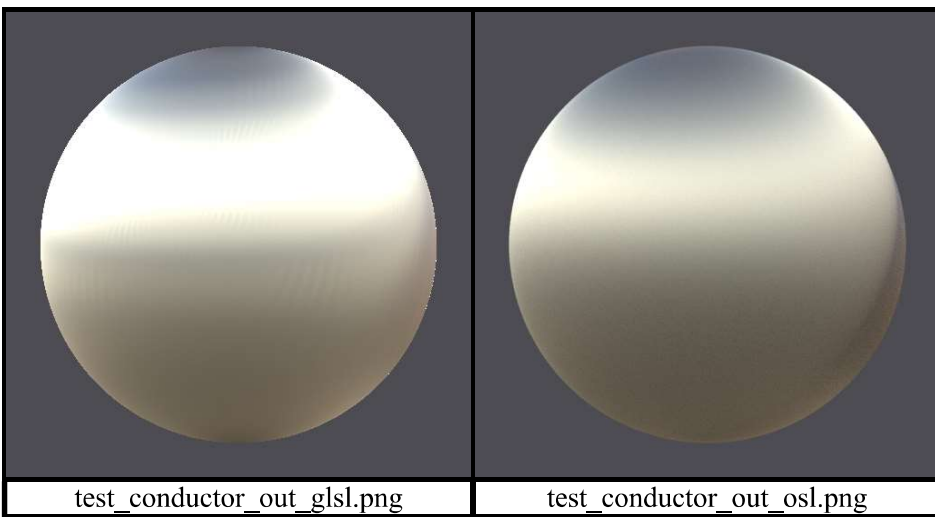




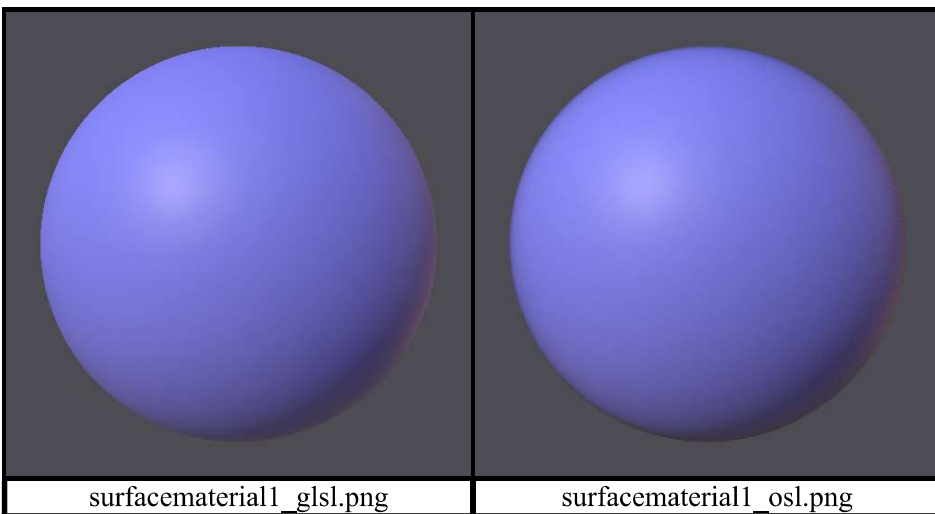


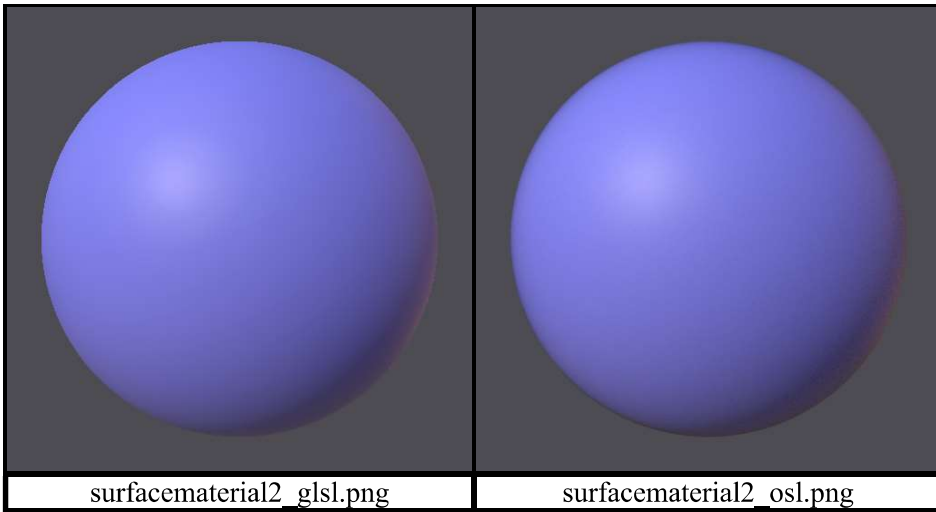


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\wedge_conductor:

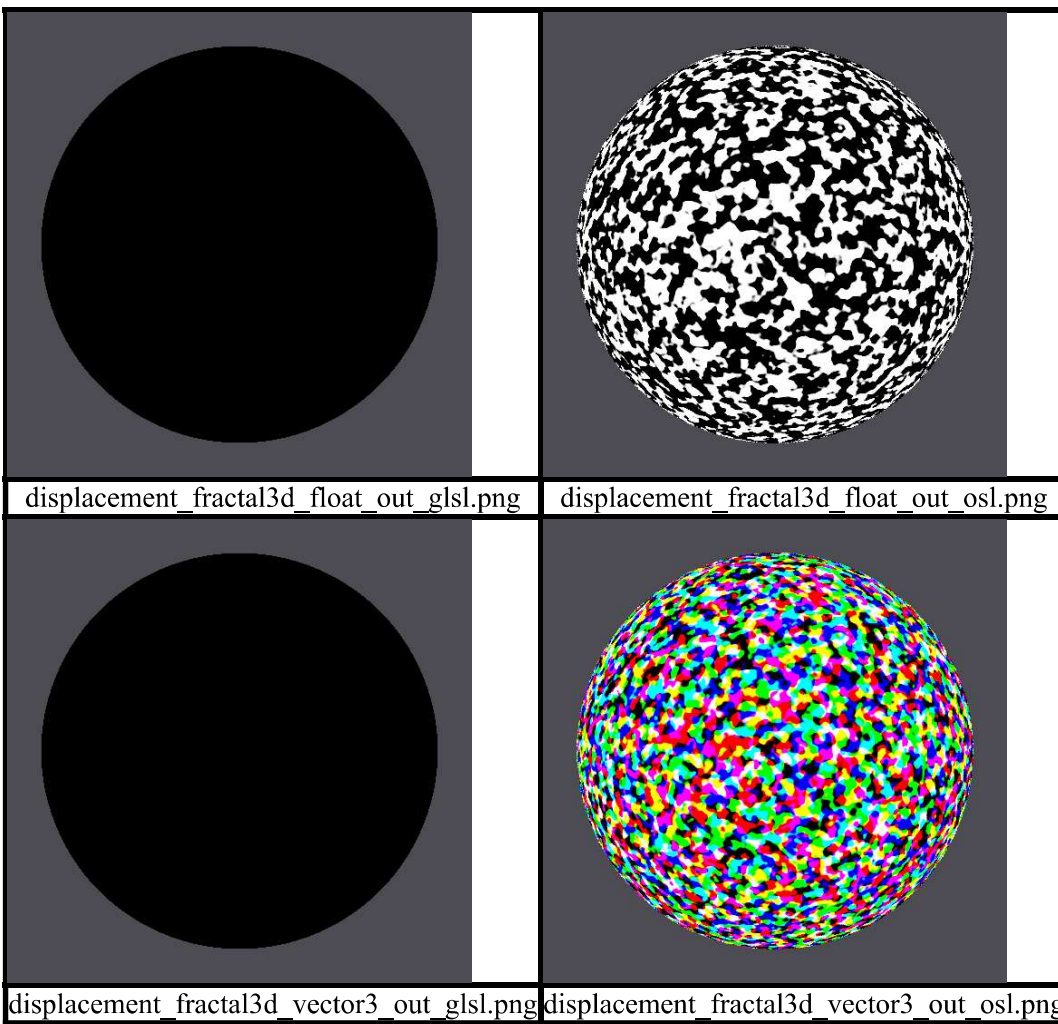


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced_material:

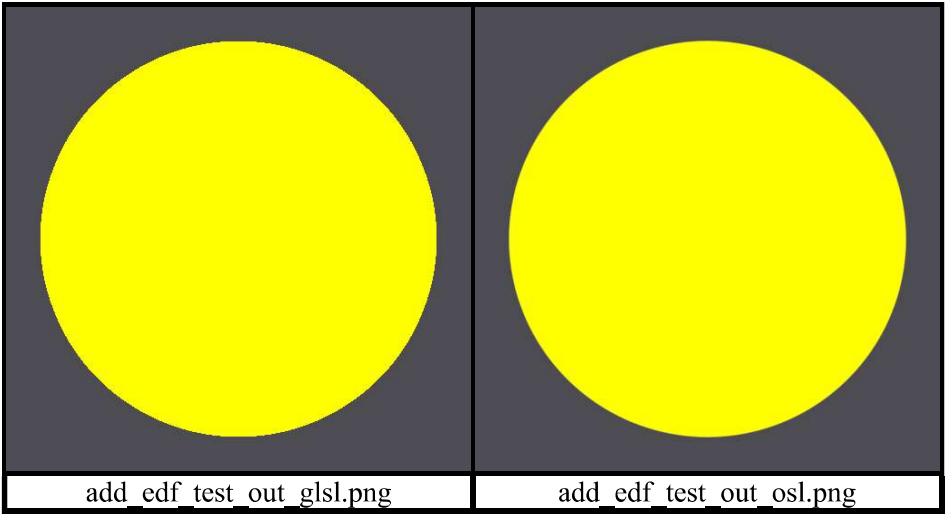




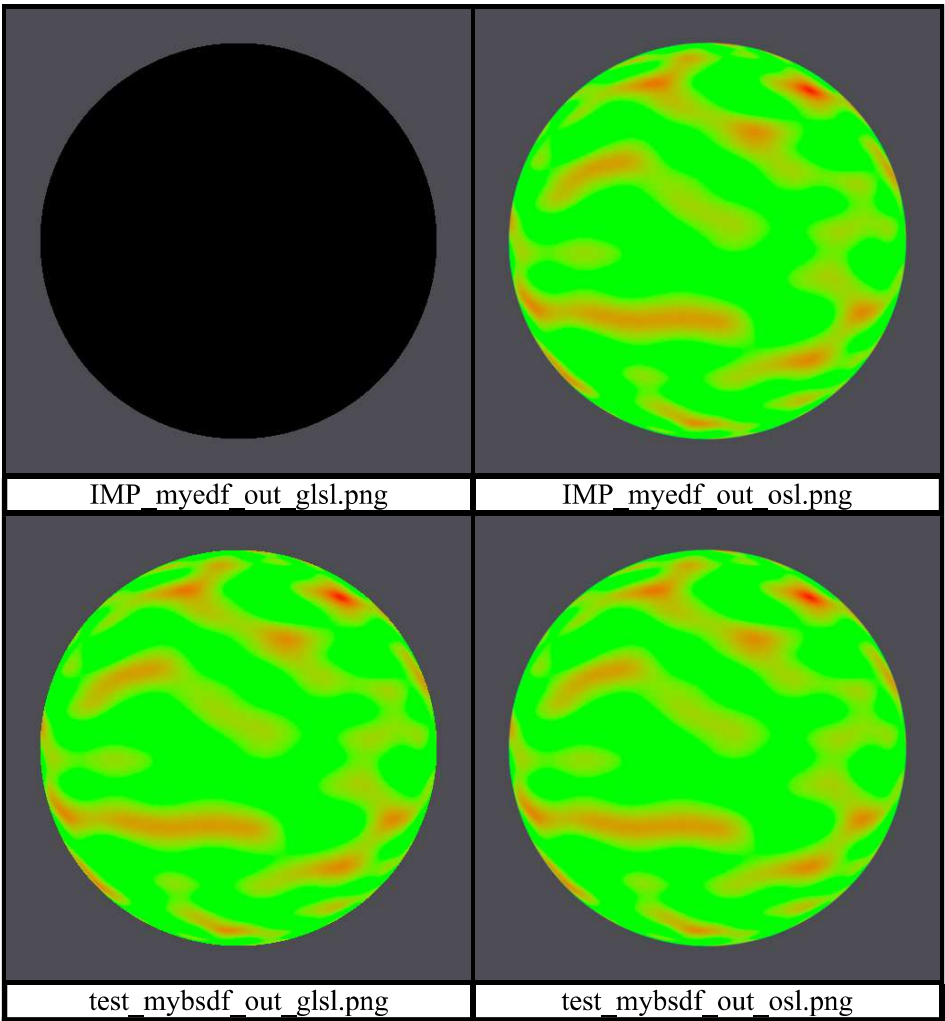
..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displacement:



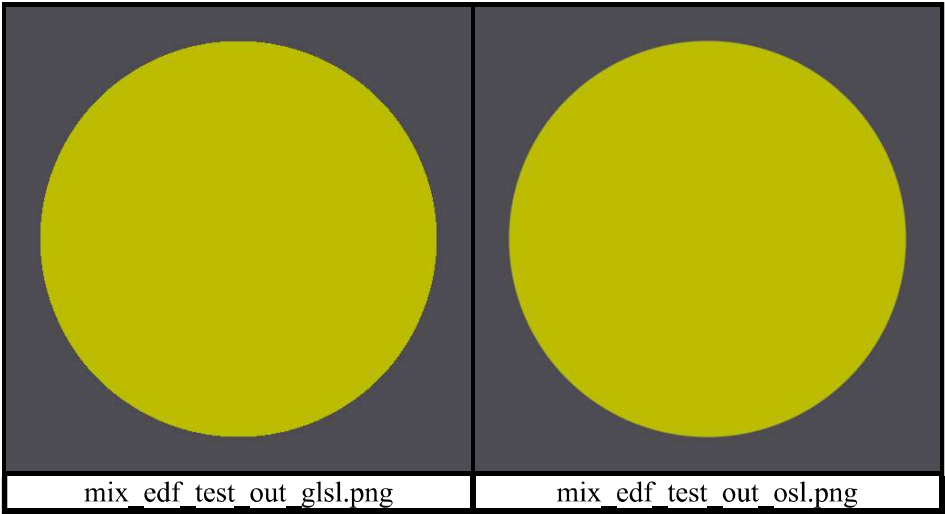
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add_edf:



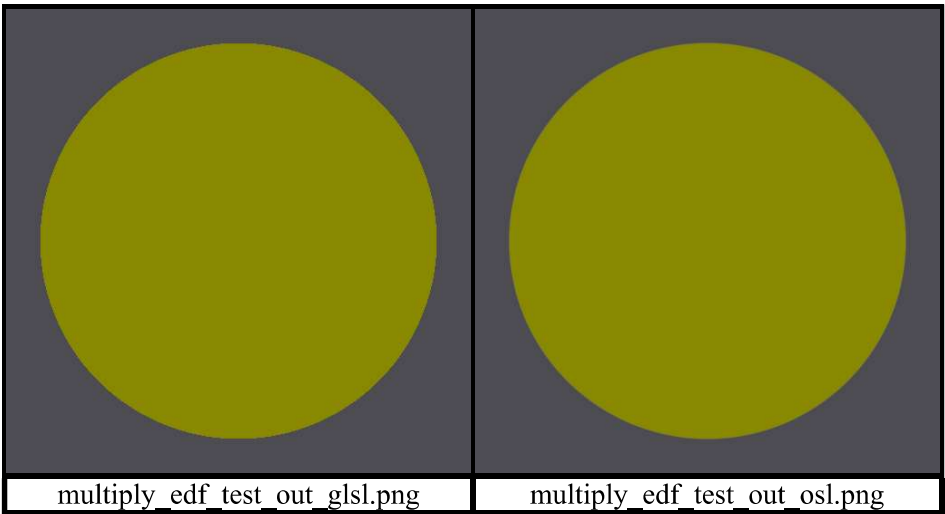
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf_graph:



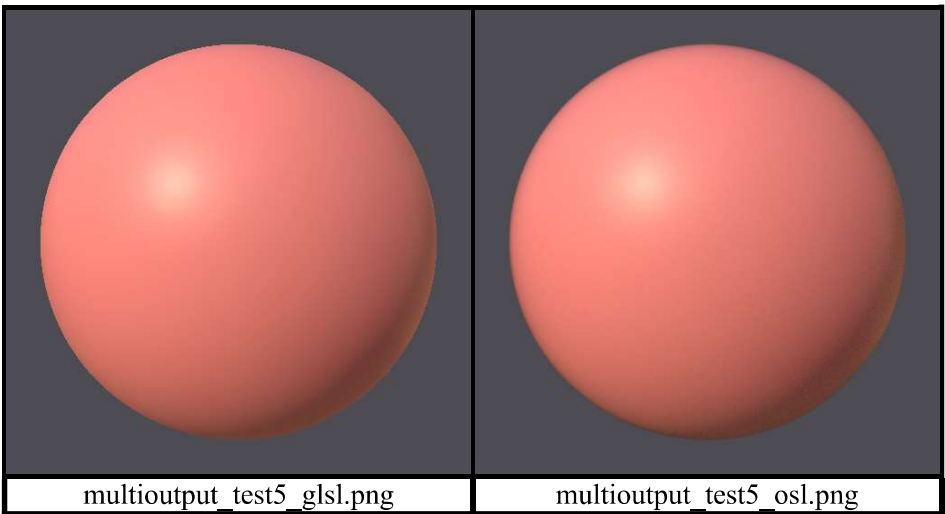
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\mix_edf:

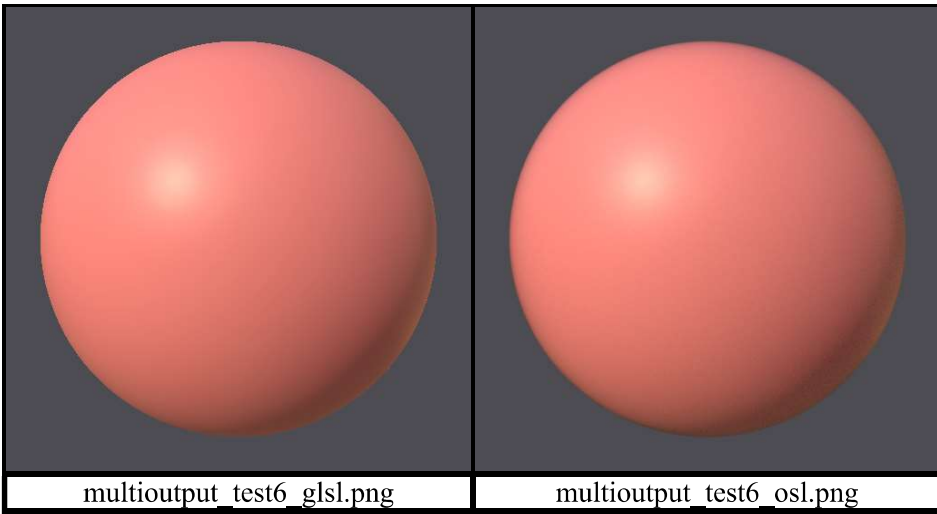


..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\multiply_edf:

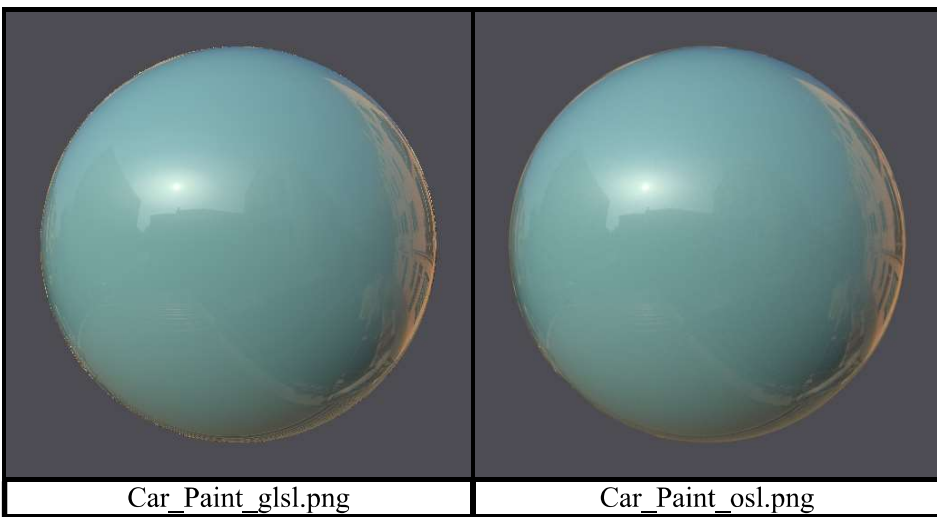


..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:

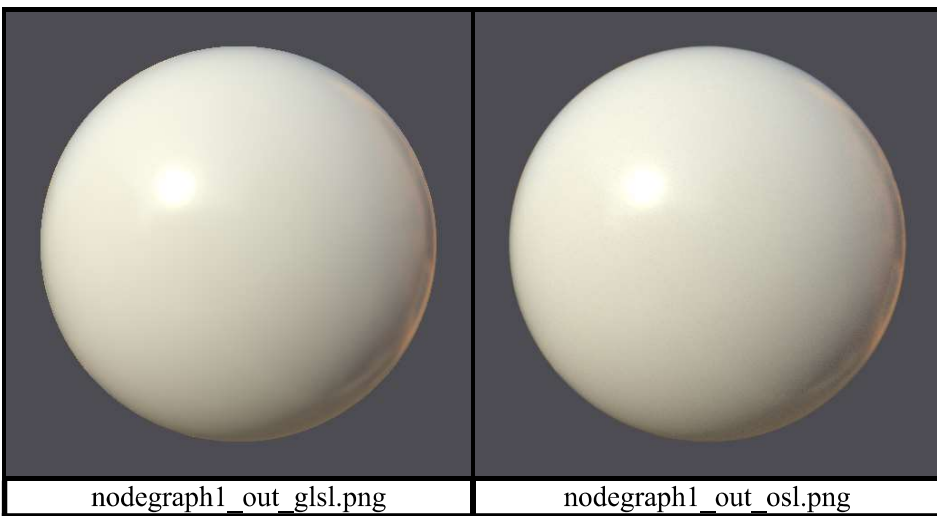




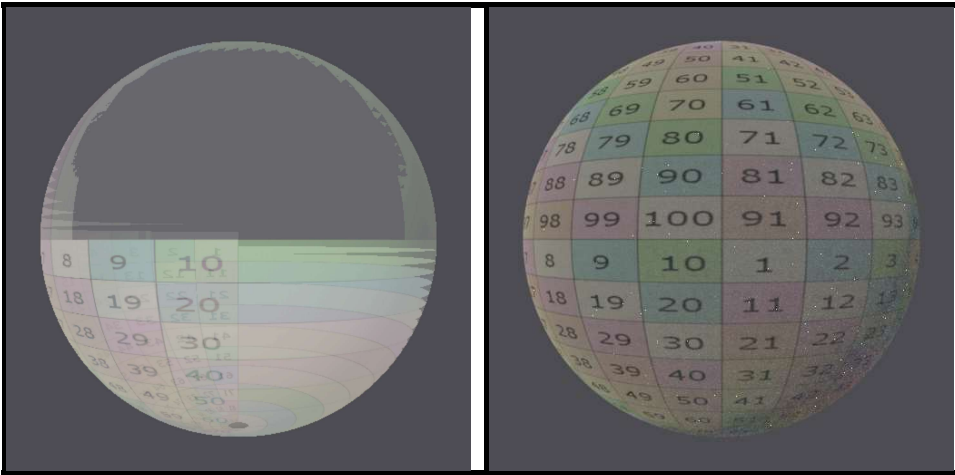
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\bindinput_colorspace:



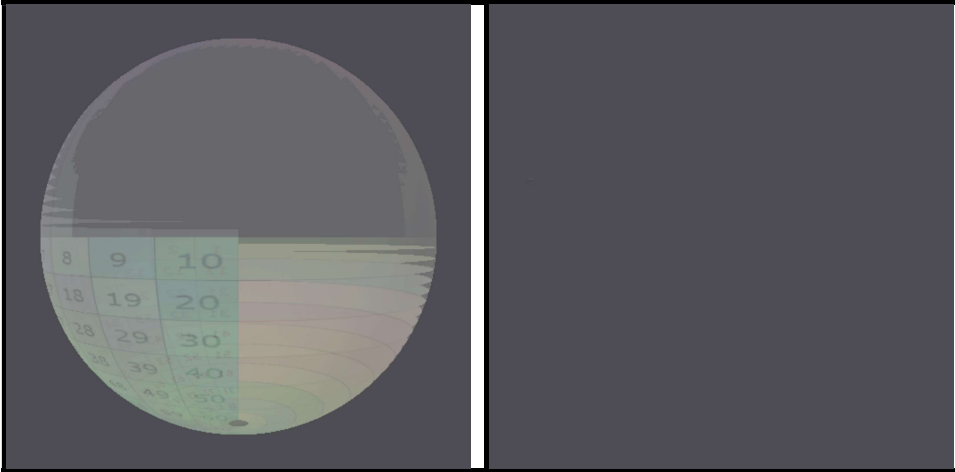
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\default_material:



..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\gltf_tests:

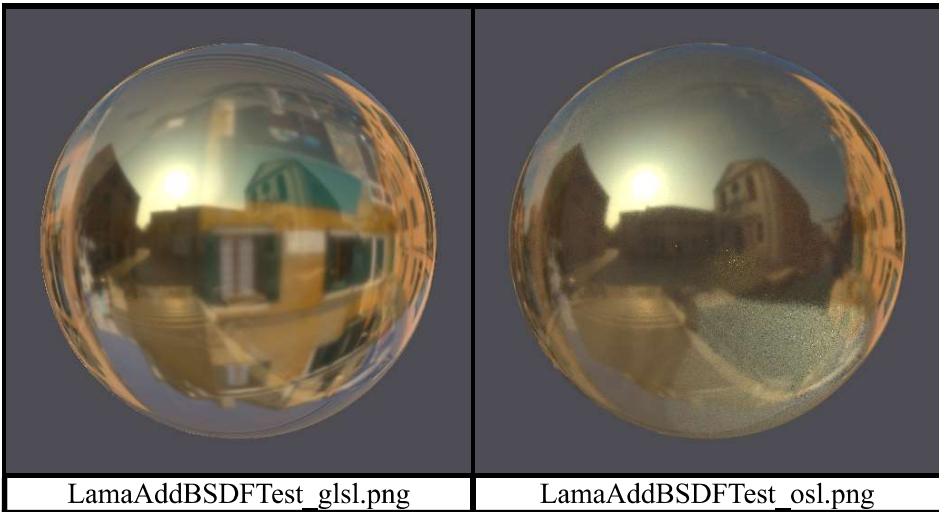


glTF const colorimage material glsl.png glTF const colorimage material osl.png



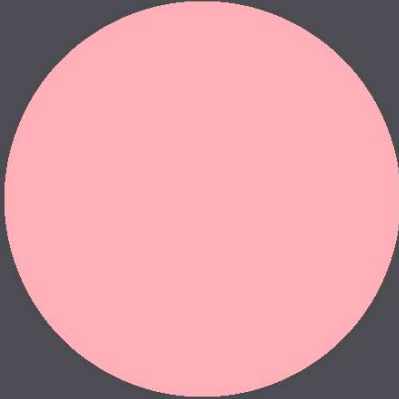
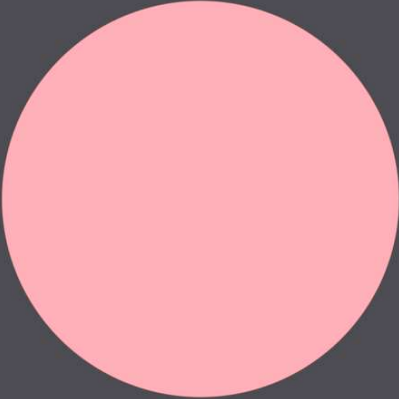




glTF geomcolorimage material glsl.png glTF geomcolorimage material osl.png



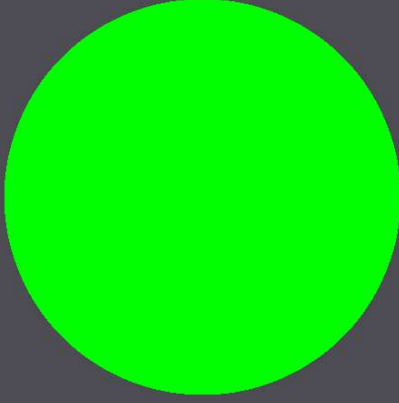
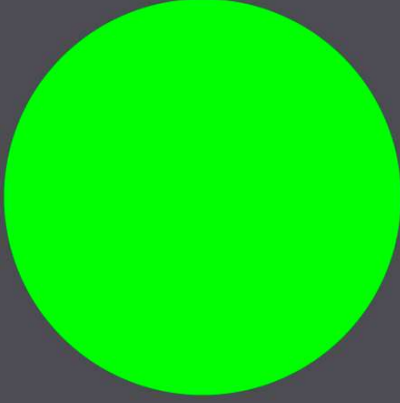


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama_tests:

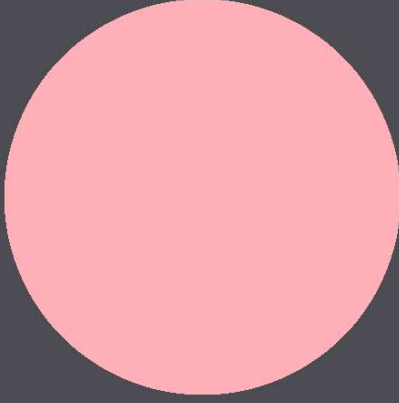
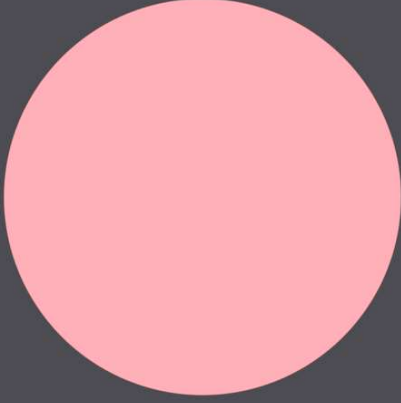


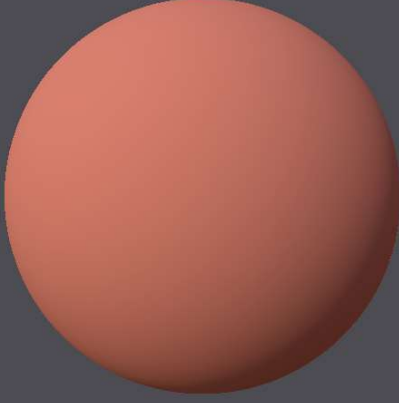



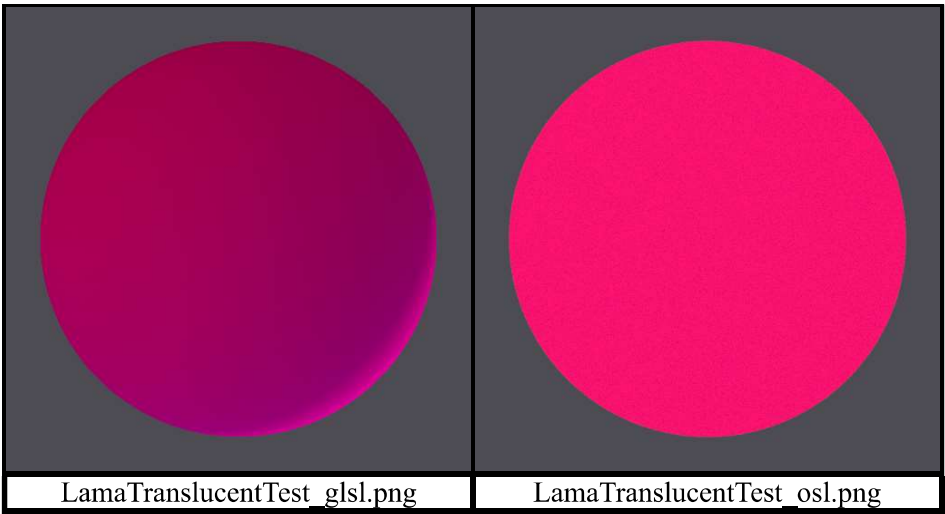
LamaAddBSDFTest glsl.png

LamaAddBSDFTest osl.png

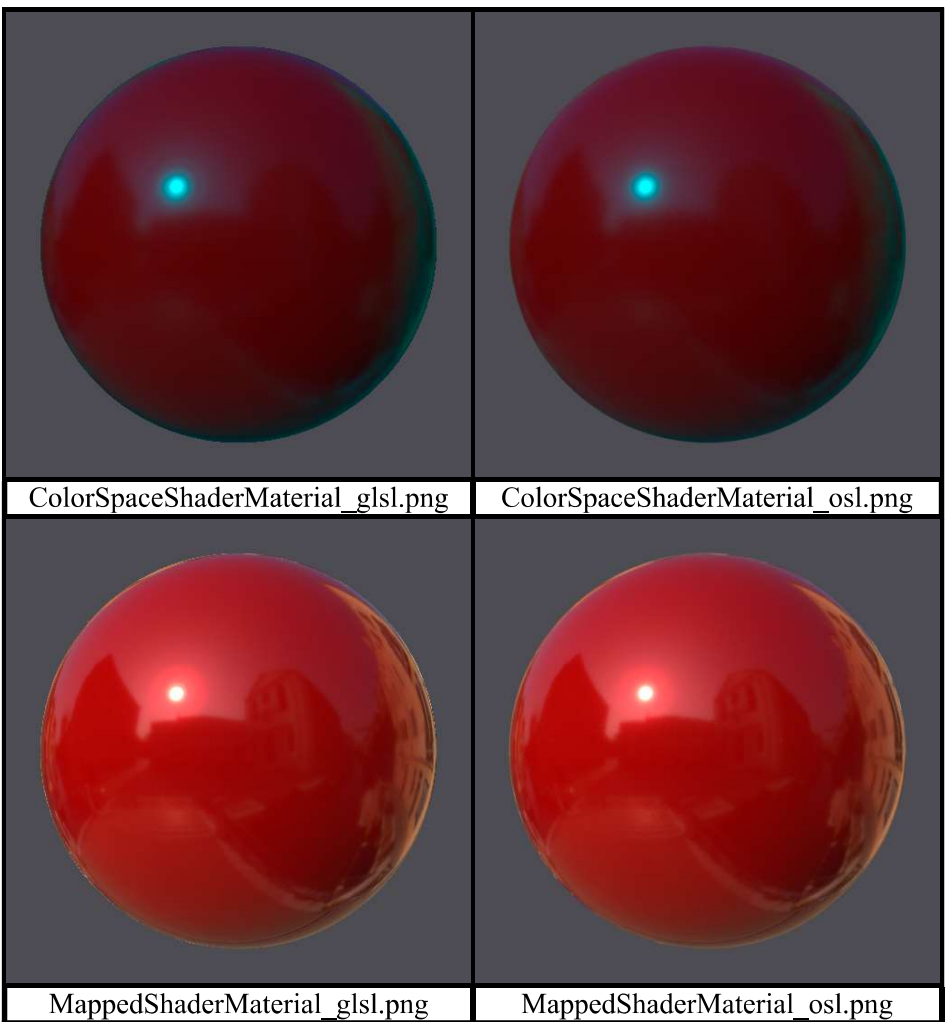
| | |
|---|---|
|  |  |
| LamaAddEDFTest_gsl.png | LamaAddEDFTest_osl.png |
|  |  |
| LamaConductorTest_gsl.png | LamaConductorTest_osl.png |
|  |  |
| LamaDielectricTest_gsl.png | LamaDielectricTest_osl.png |

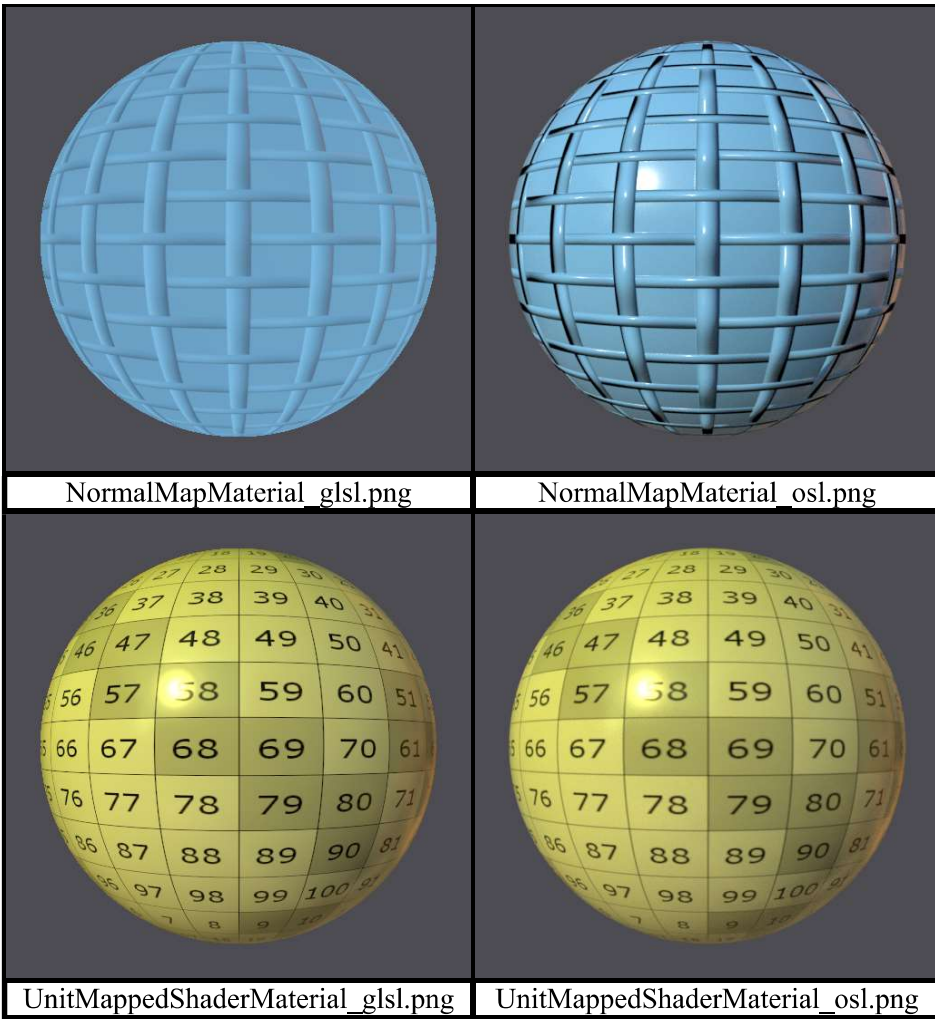
| | |
|---|---|
|  |  |
| LamaDiffuseTest_gsl.png | LamaDiffuseTest_osl.png |
|  |  |
| LamaEmissionTest_gsl.png | LamaEmissionTest_osl.png |
|  |  |
| LamaMixBSDFTest_gsl.png | LamaMixBSDFTest_osl.png |

| | |
|---|---|
|  |  |
| LamaMixEDFTest_gsl.png | LamaMixEDFTest_osl.png |
|  |  |
| LamaSheenTest_gsl.png | LamaSheenTest_osl.png |
|  |  |
| LamaSSSTest_gsl.png | LamaSSSTest_osl.png |

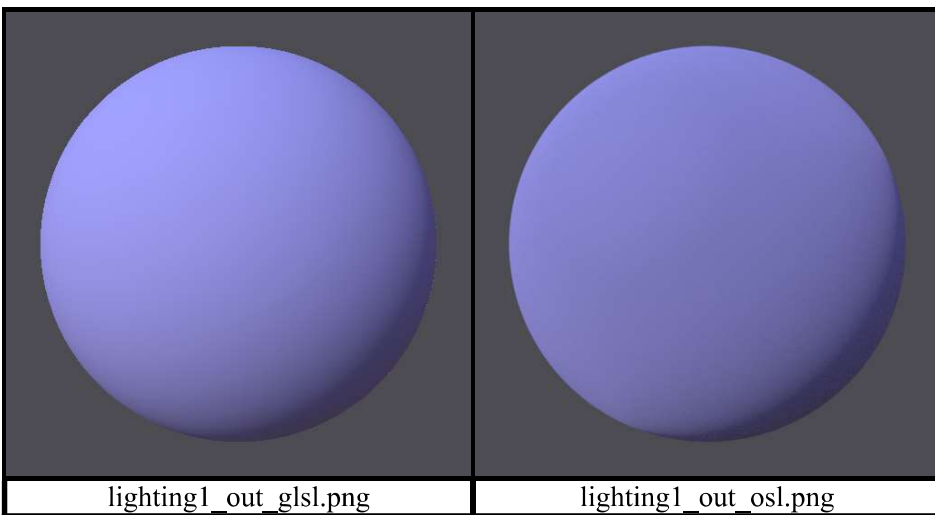


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

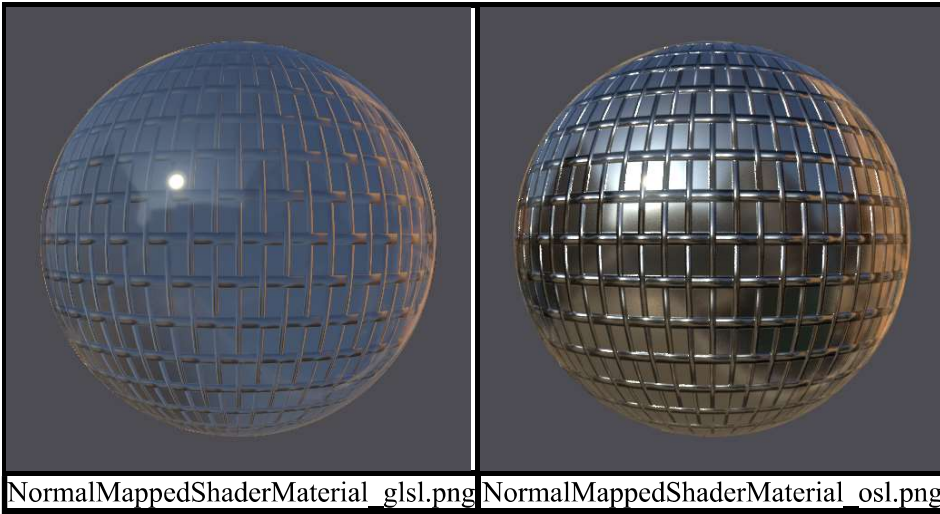




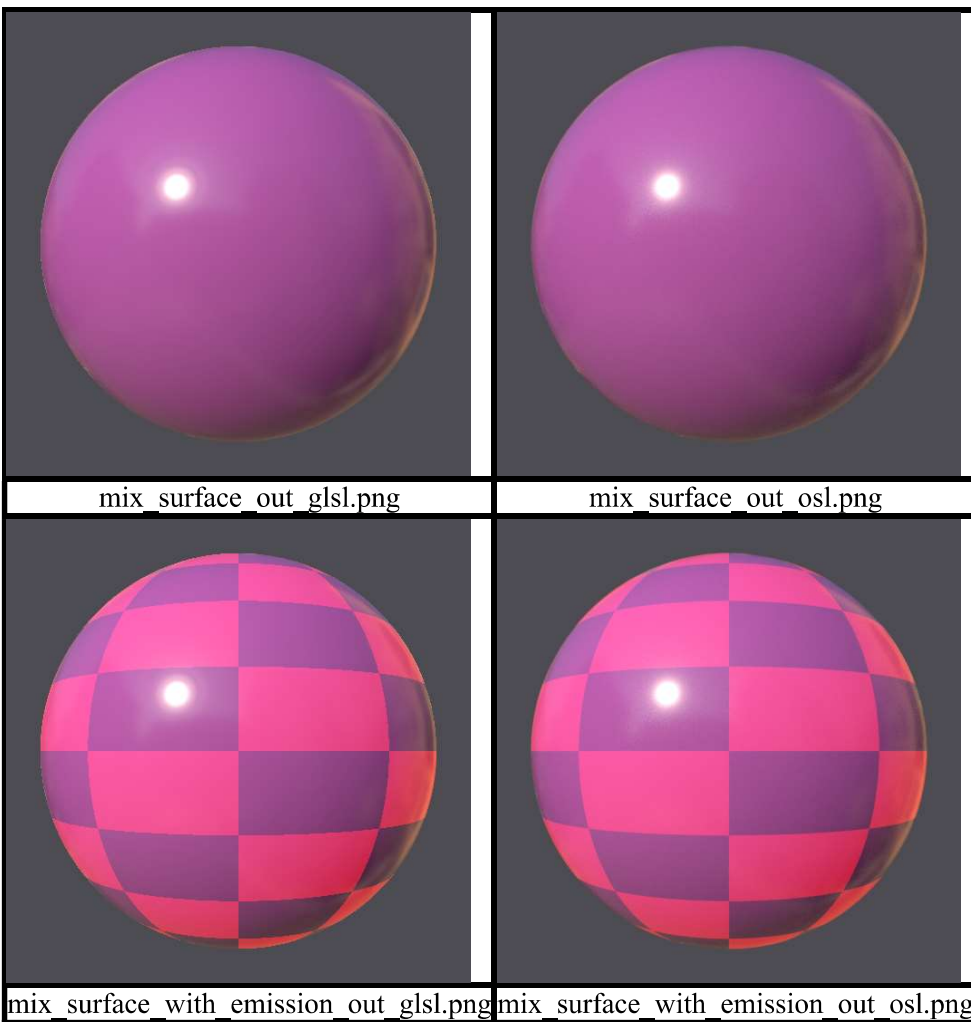
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:

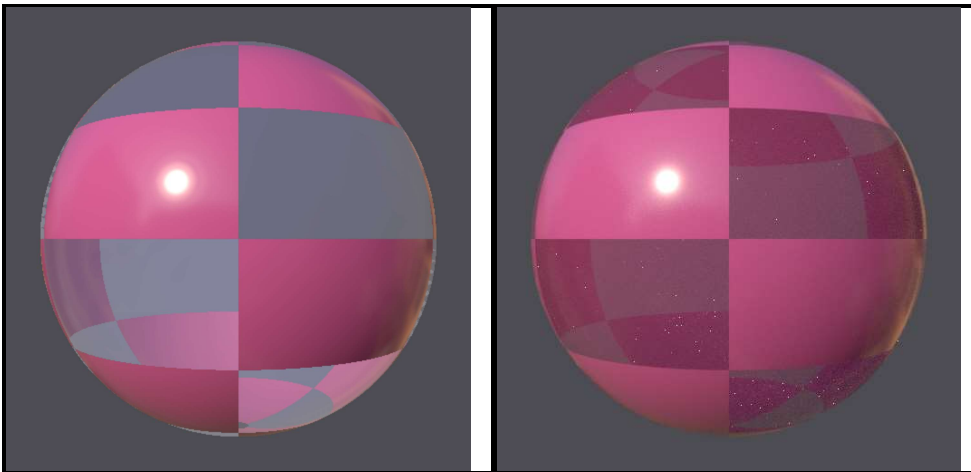


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:



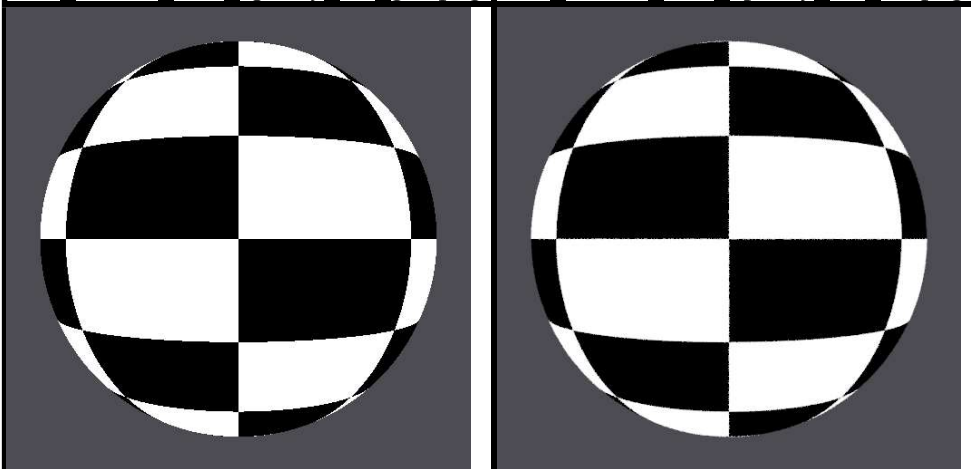
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:





mix surface with opacity out glsl.png

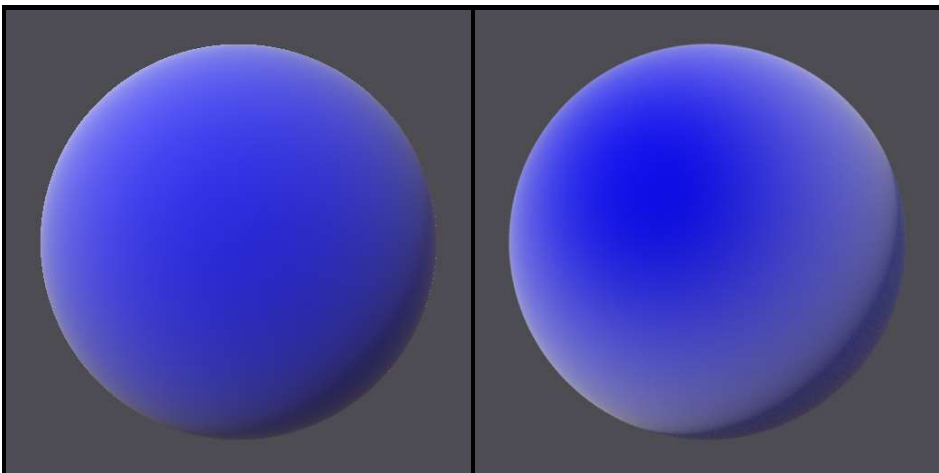
mix surface with opacity out osl.png



NG_checker_float_out_glsl.png

NG_checker_float_out_osl.png

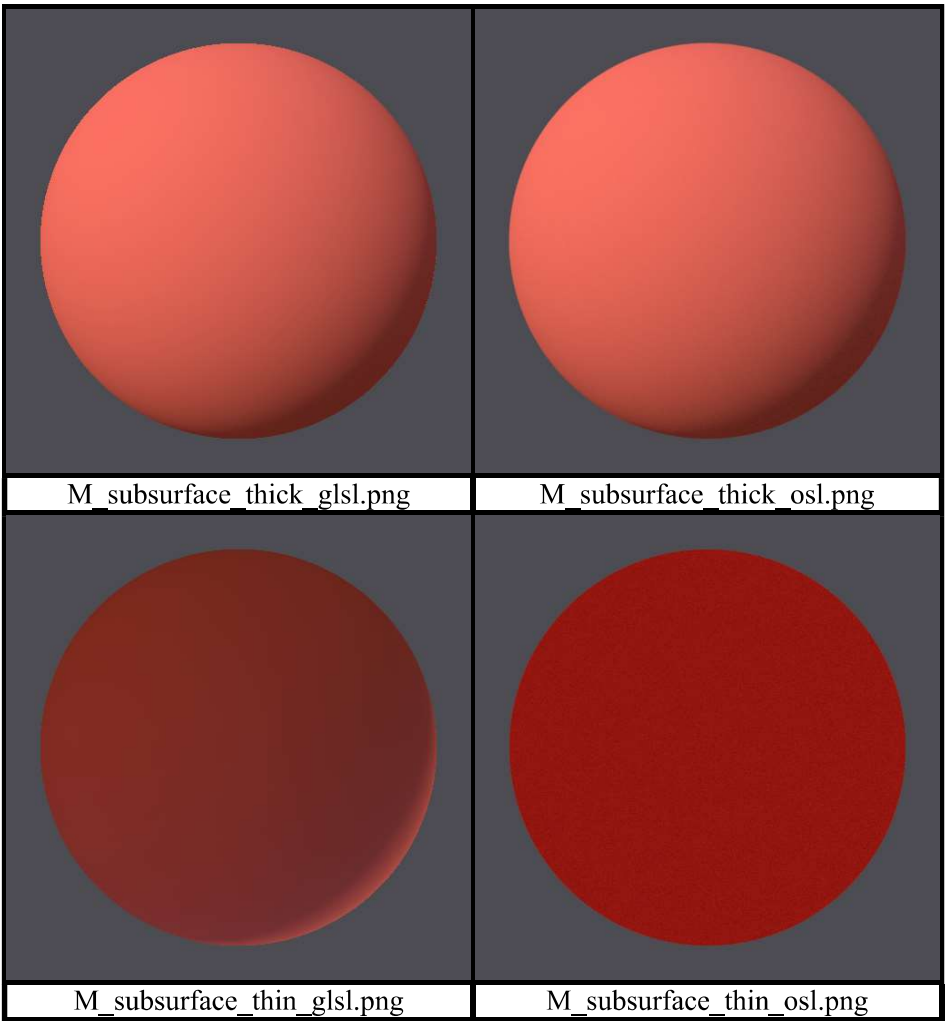
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



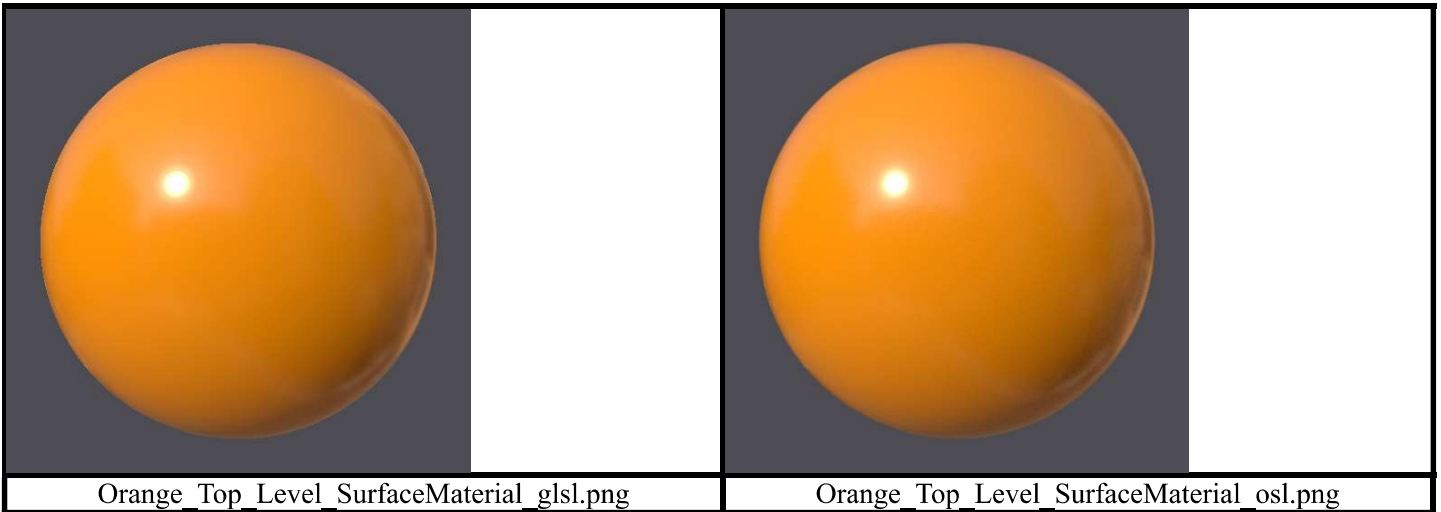
M_sheen_glsl.png

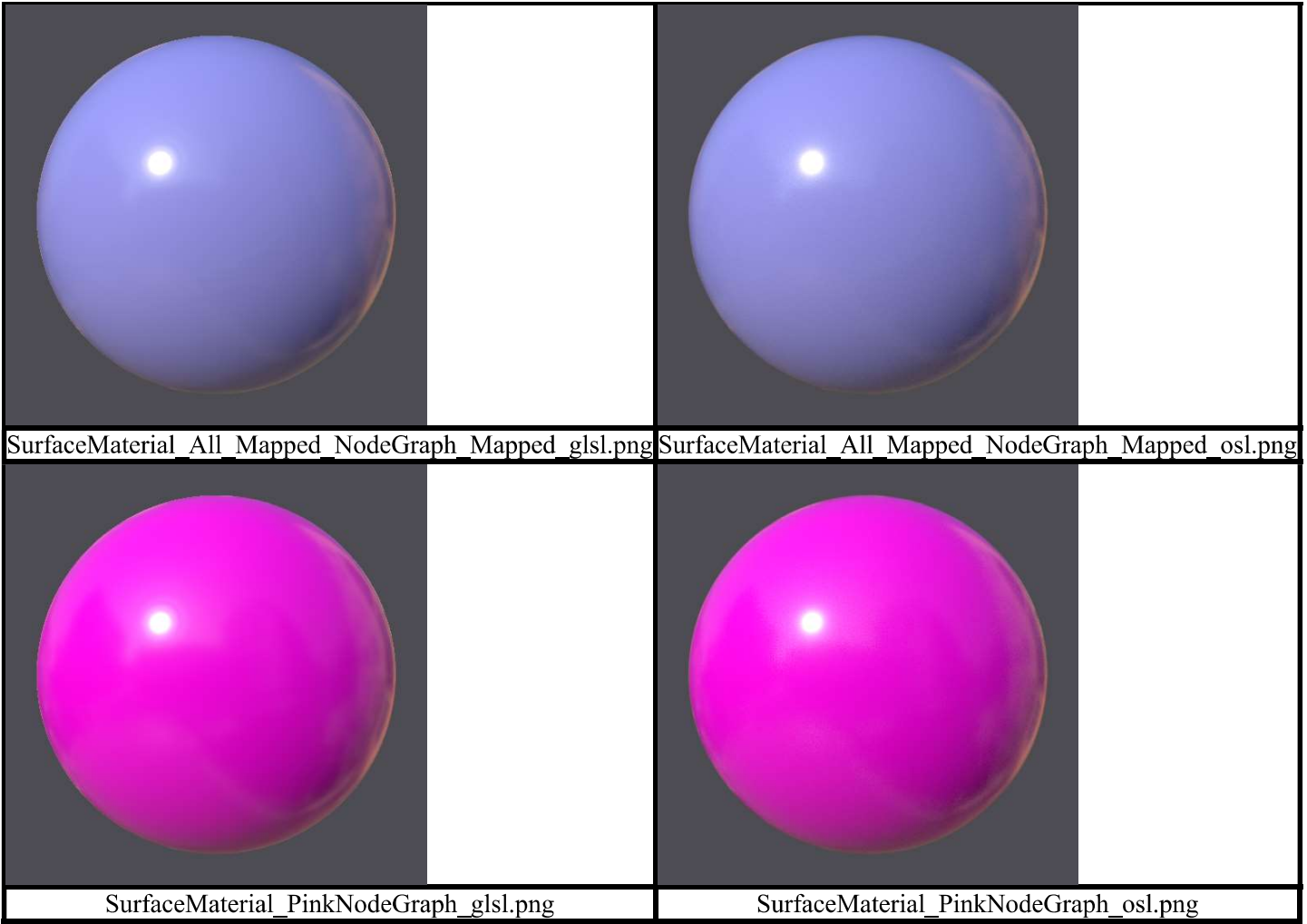
M_sheen_osl.png

..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\subsurface:

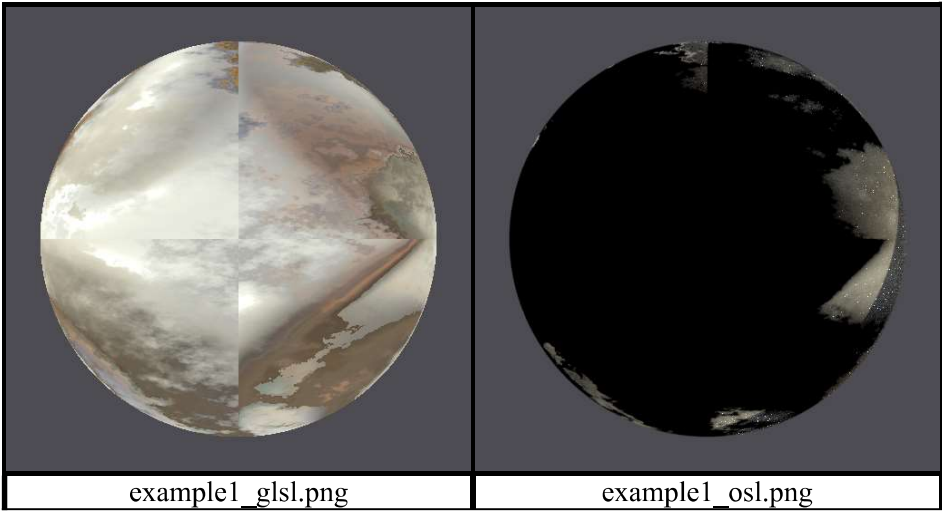


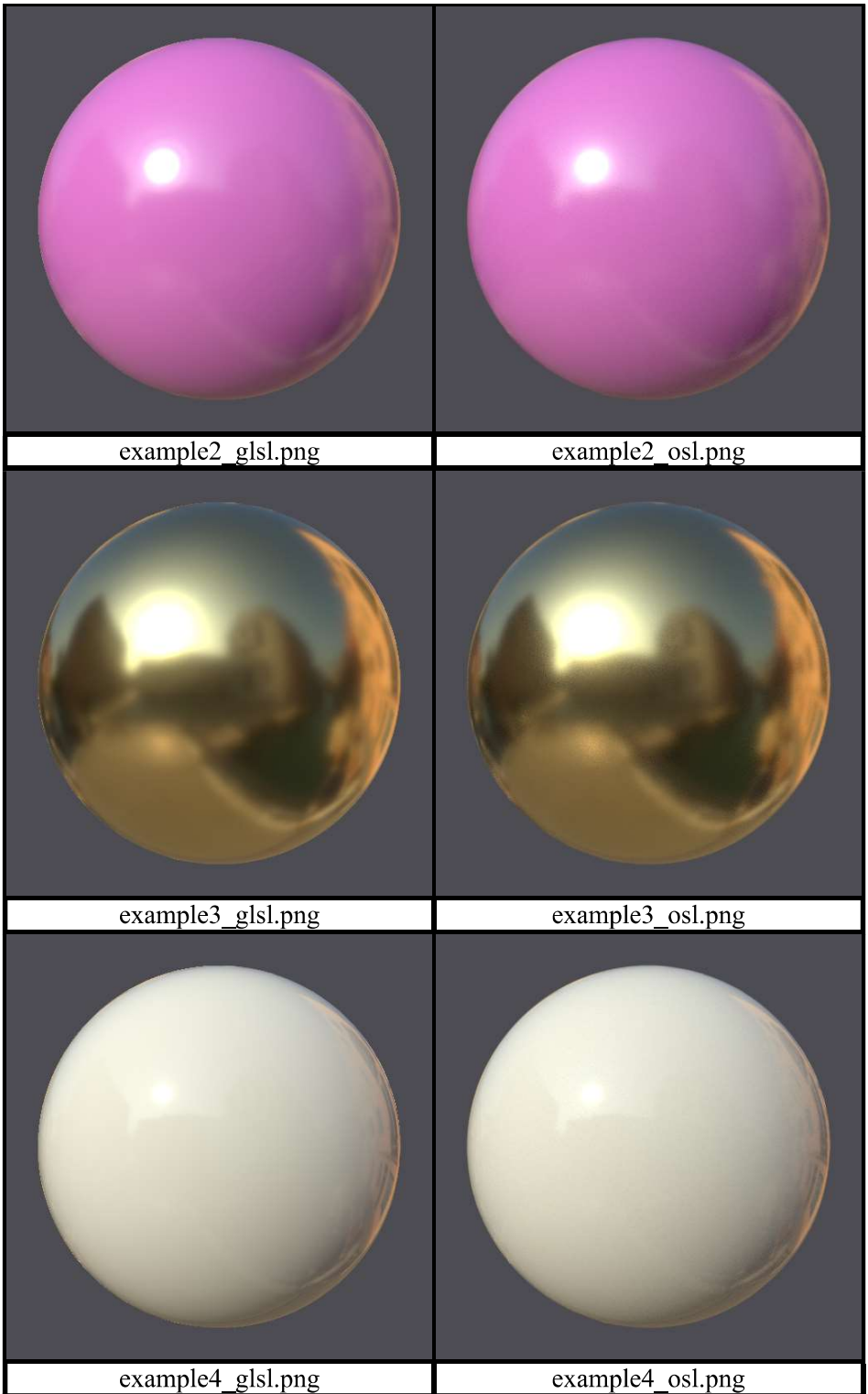
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceMaterial_with_graph:

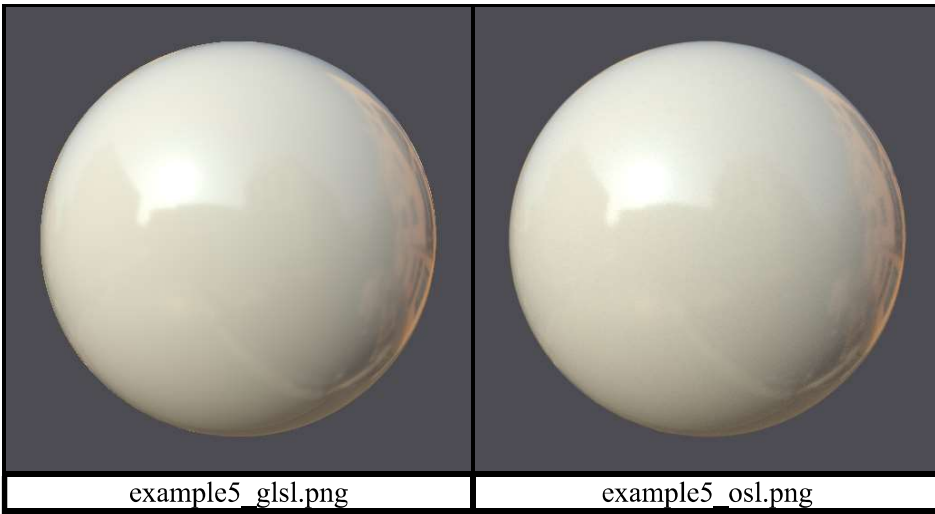




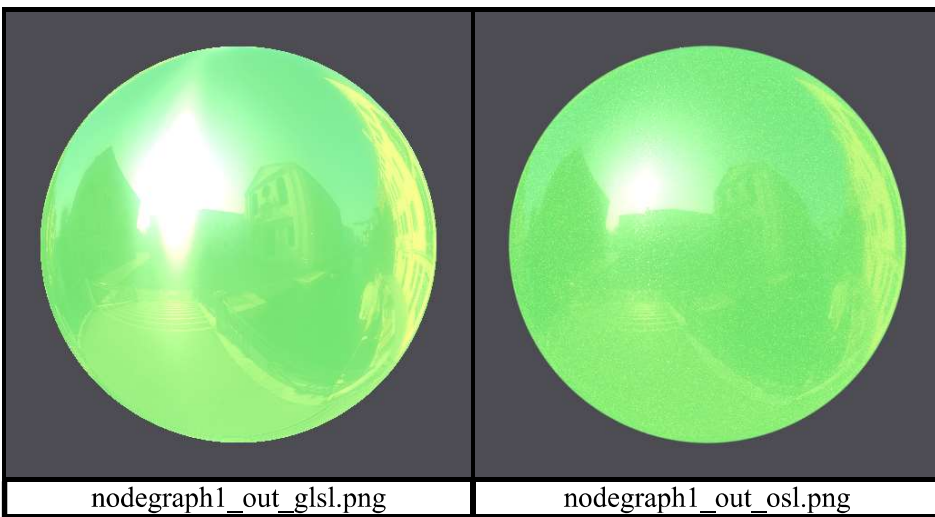
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceshader:



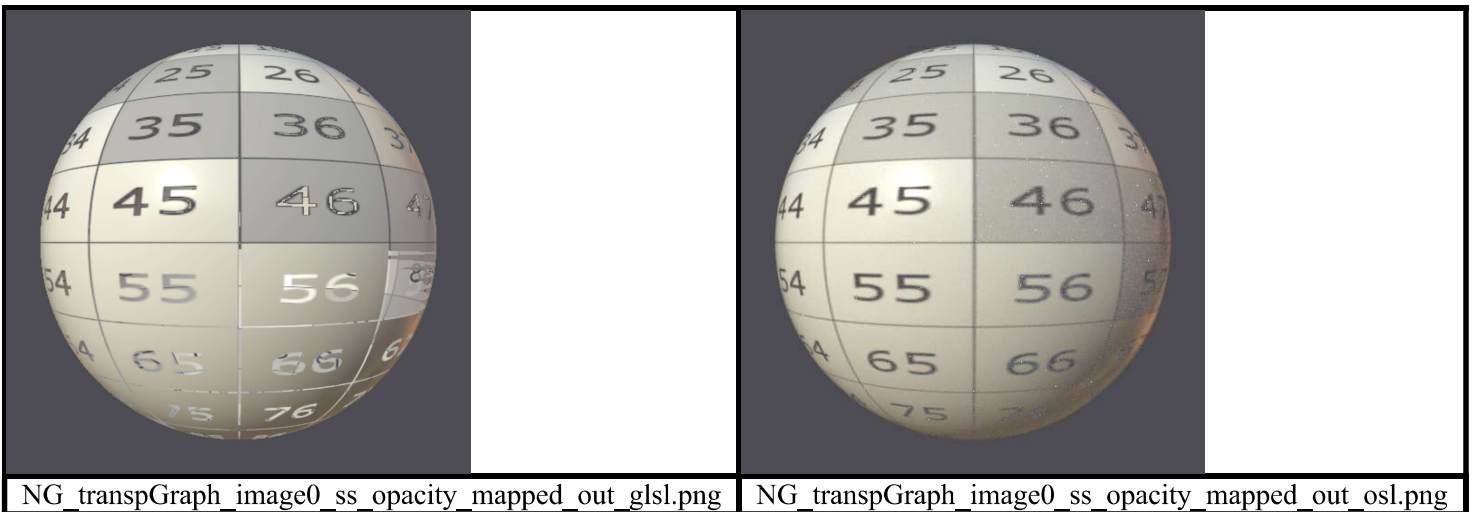




..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface_ops:

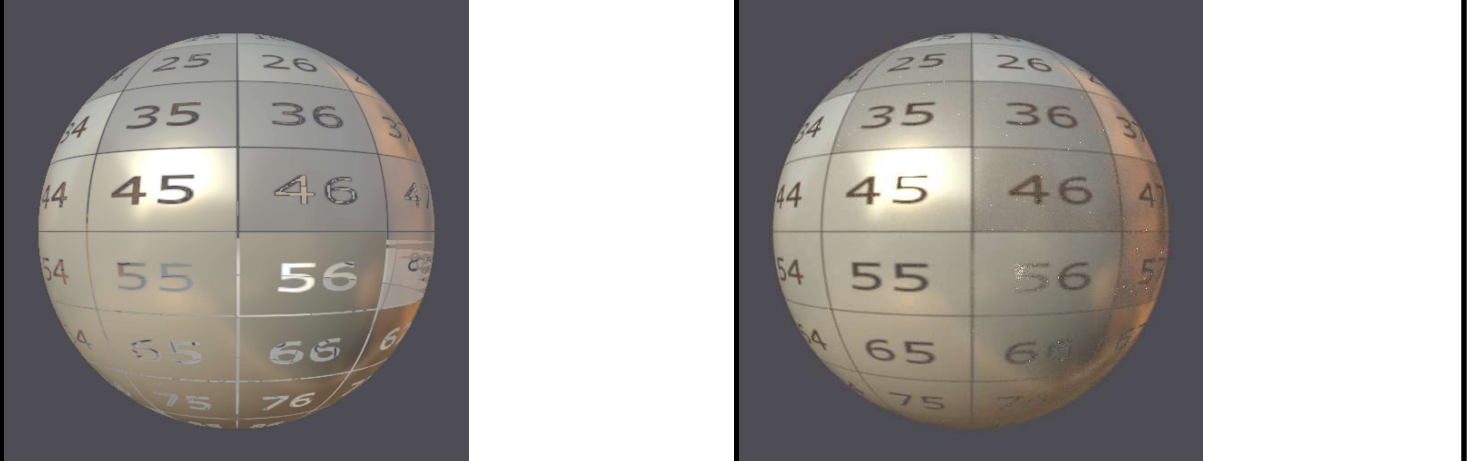


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_nodedef_test:





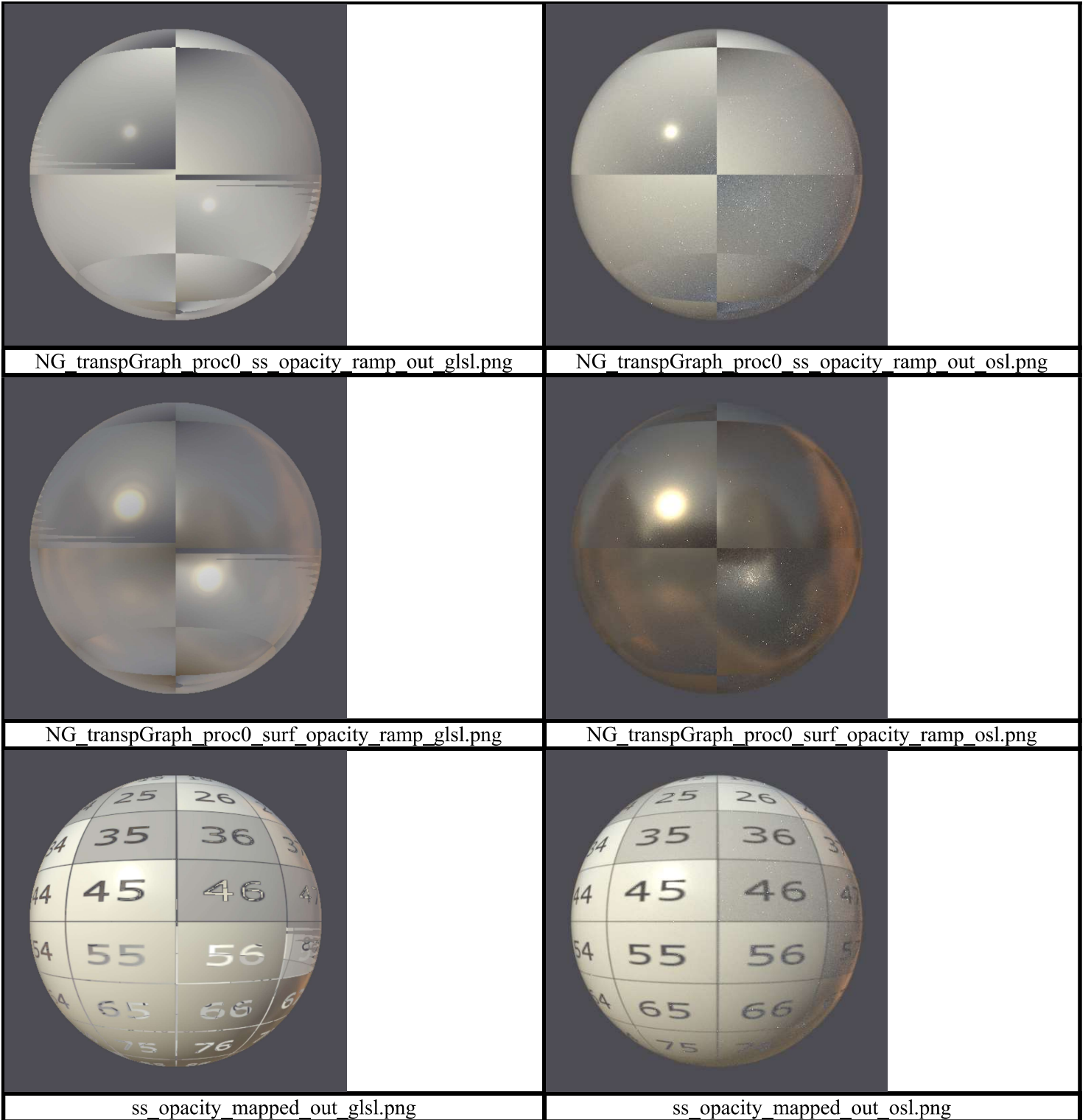
NG_transpGraph_image0_ss_opacity_unmapped_out_gsl.png NG_transpGraph_image0_ss_opacity_unmapped_out_osl.png

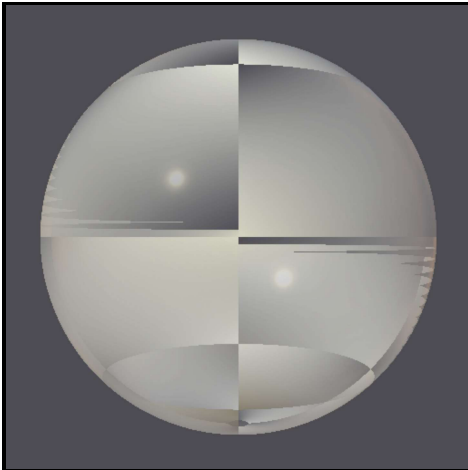
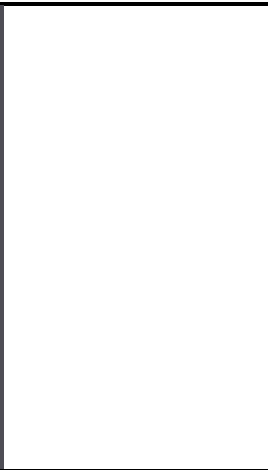
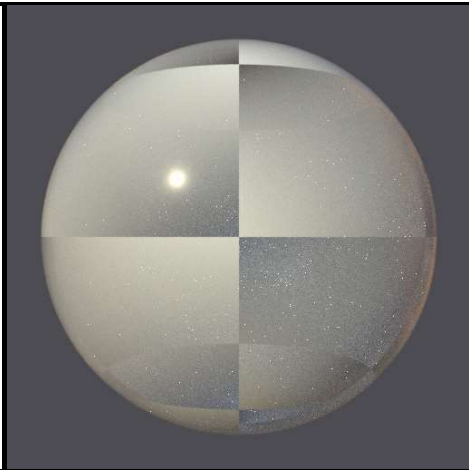
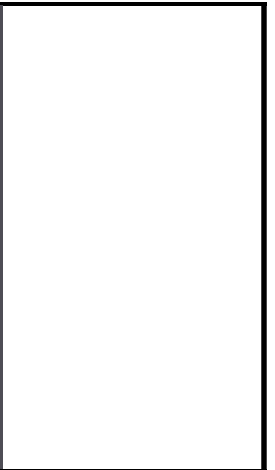
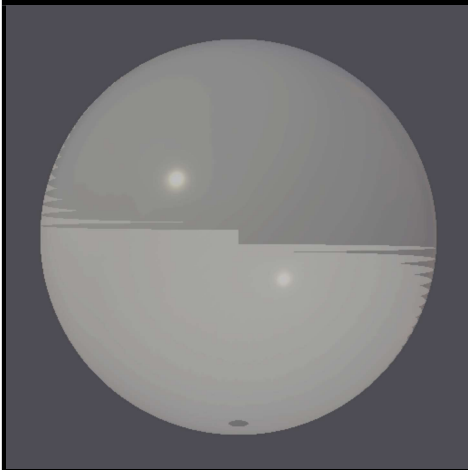
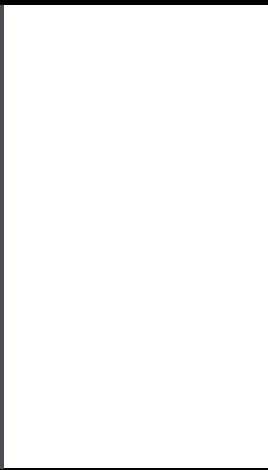

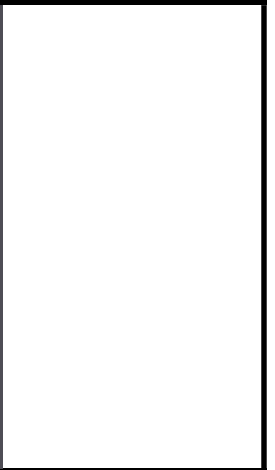

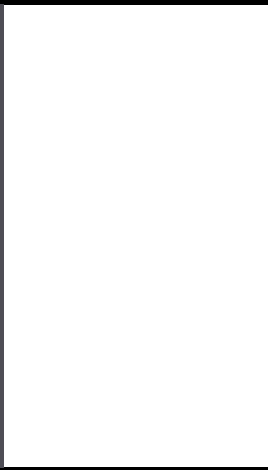
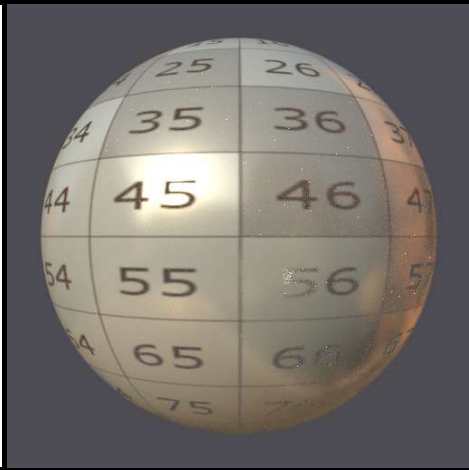
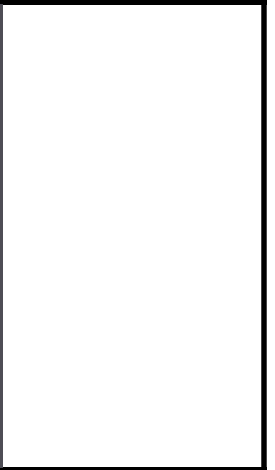


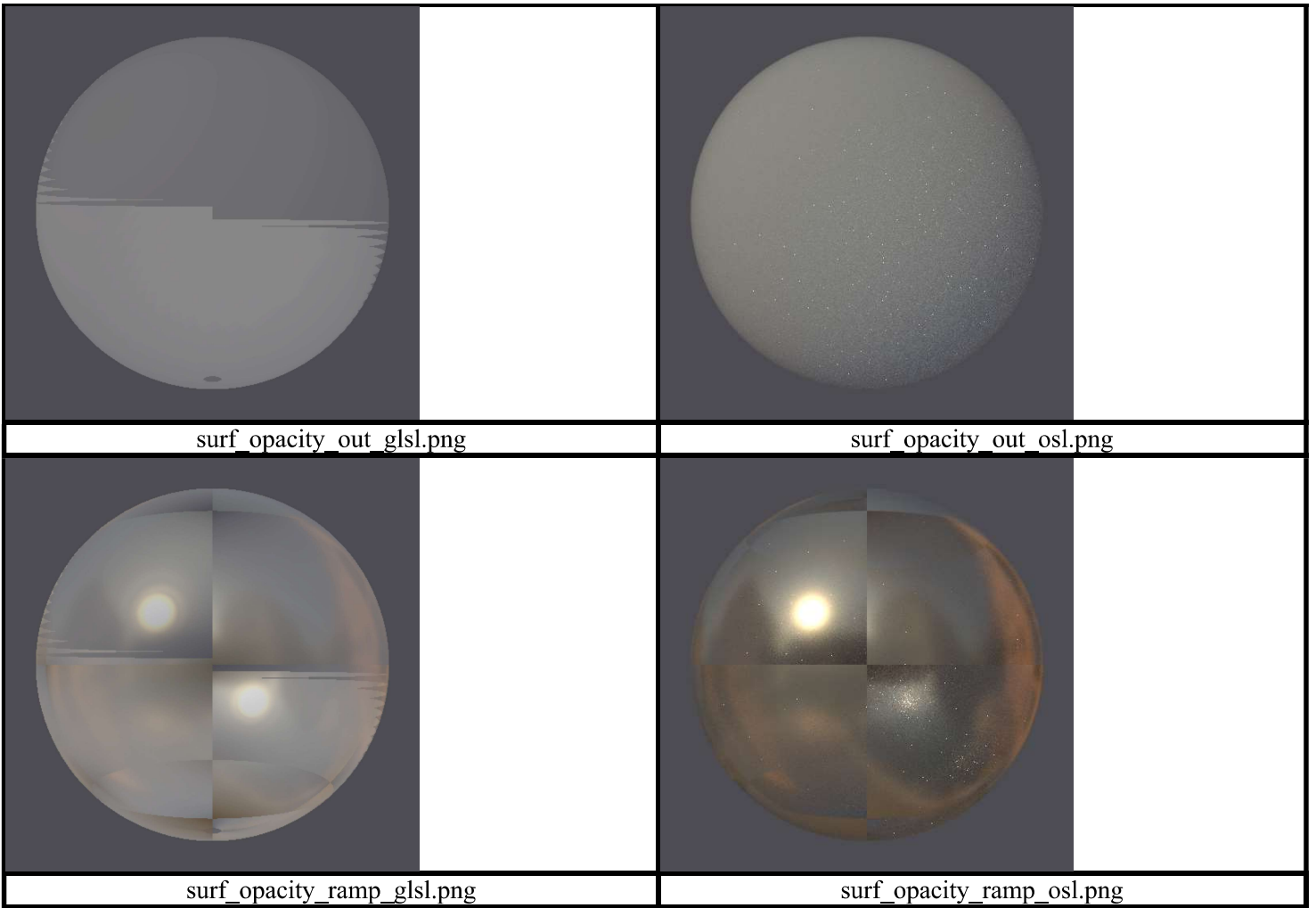
NG_transpGraph_image0_surf_opacity_mapped_gsl.png NG_transpGraph_image0_surf_opacity_mapped_osl.png



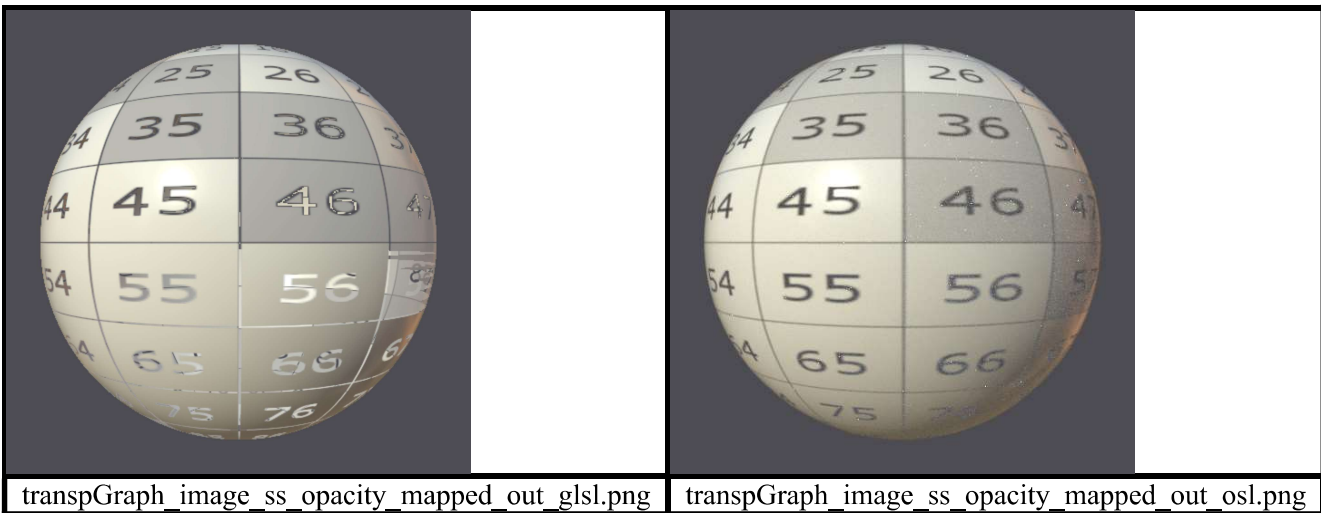
NG_transpGraph_image0_surf_opacity_out_gsl.png NG_transpGraph_image0_surf_opacity_out_osl.png

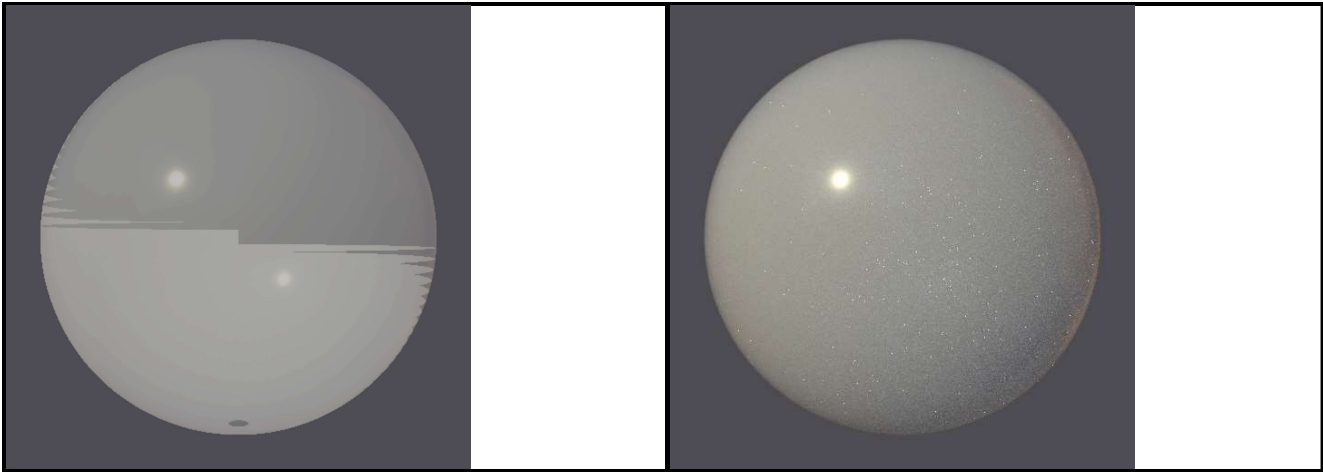


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|--|---|--|---|
|  |  |  |  |
| <p>ss opacity ramp out glsl.png</p> | | <p>ss opacity ramp out osl.png</p> | |
|  |  |  |  |
| <p>ss opacity unmappped out glsl.png</p> | | <p>ss opacity unmappped out osl.png</p> | |
|  |  |  |  |
| <p>surf_opacity_mapped glsl.png</p> | | <p>surf_opacity_mapped osl.png</p> | |



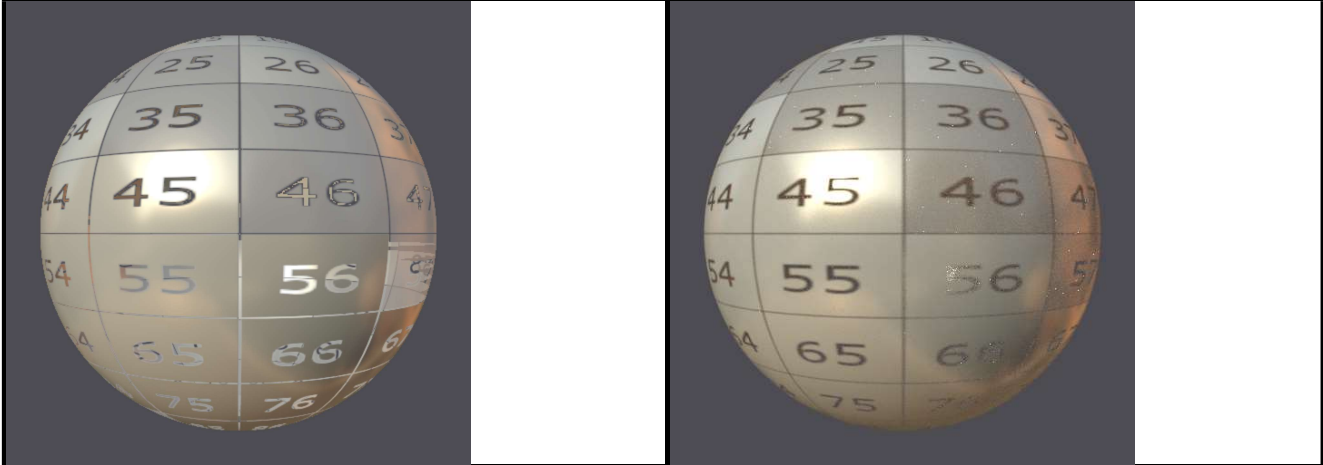
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_test:





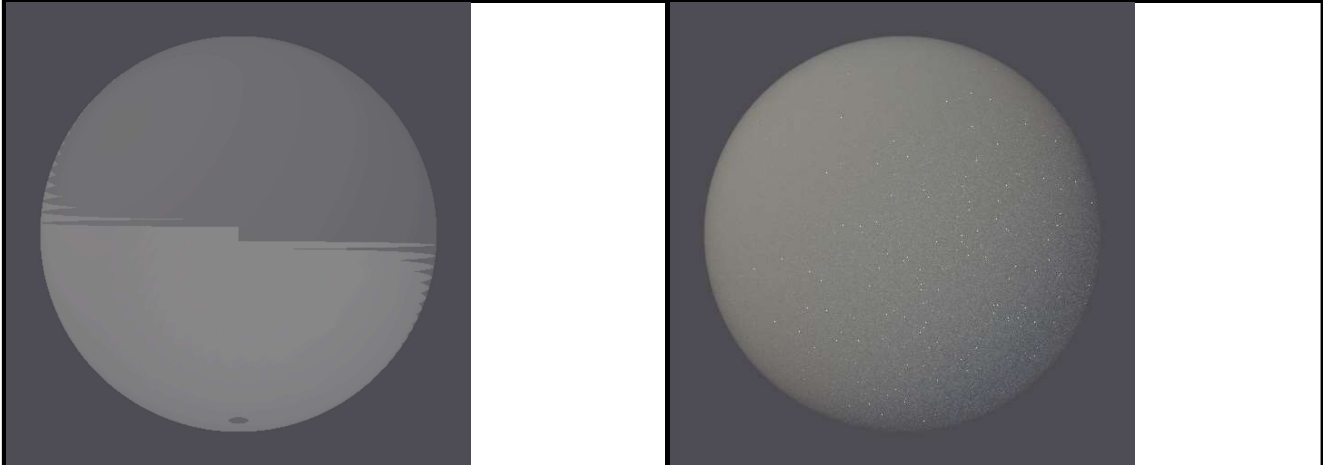
transpGraph image ss opacity unmapped out glsl.png

transpGraph image ss opacity unmapped out osl.png



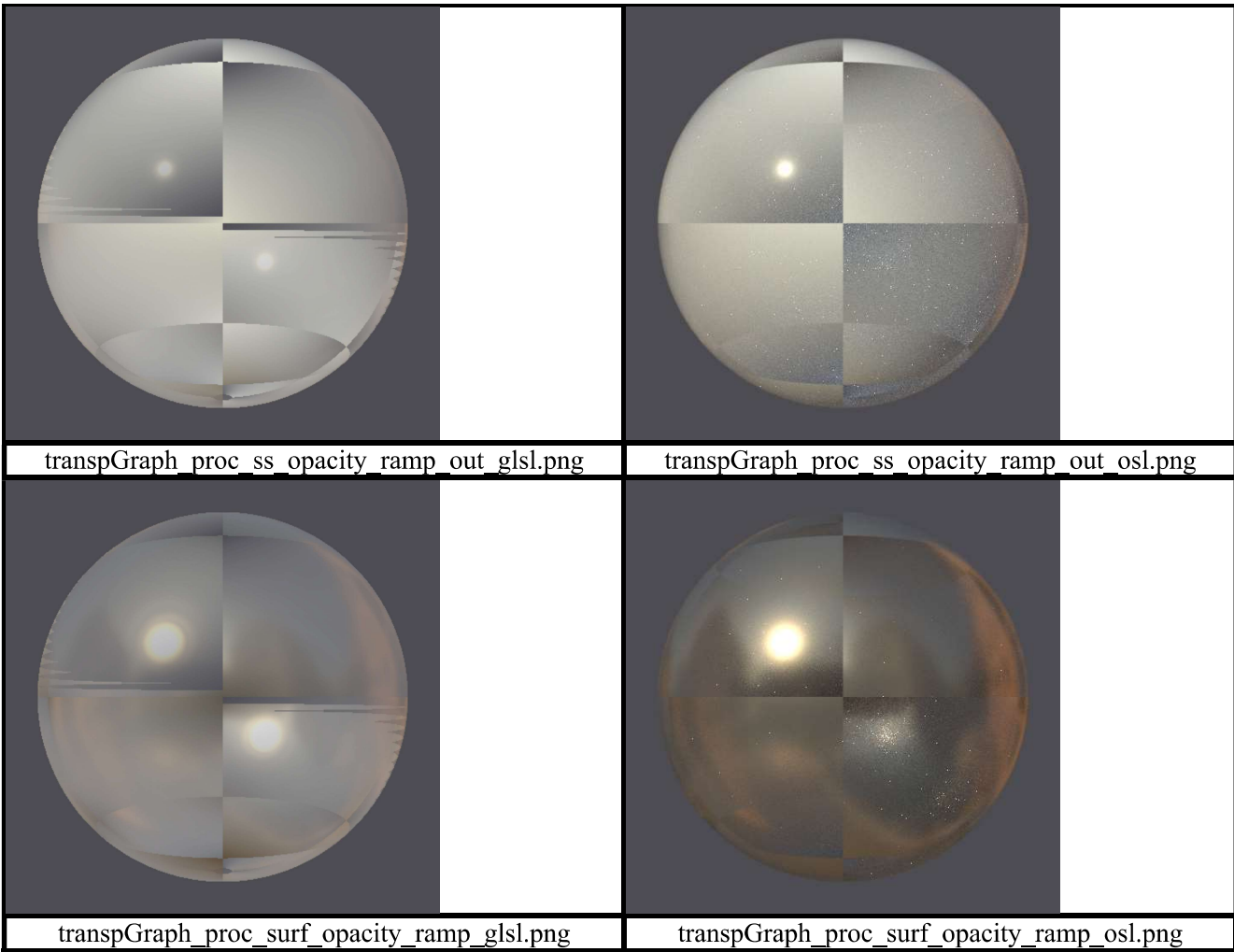
transpGraph image surf opacity mapped glsl.png

transpGraph image surf opacity mapped osl.png

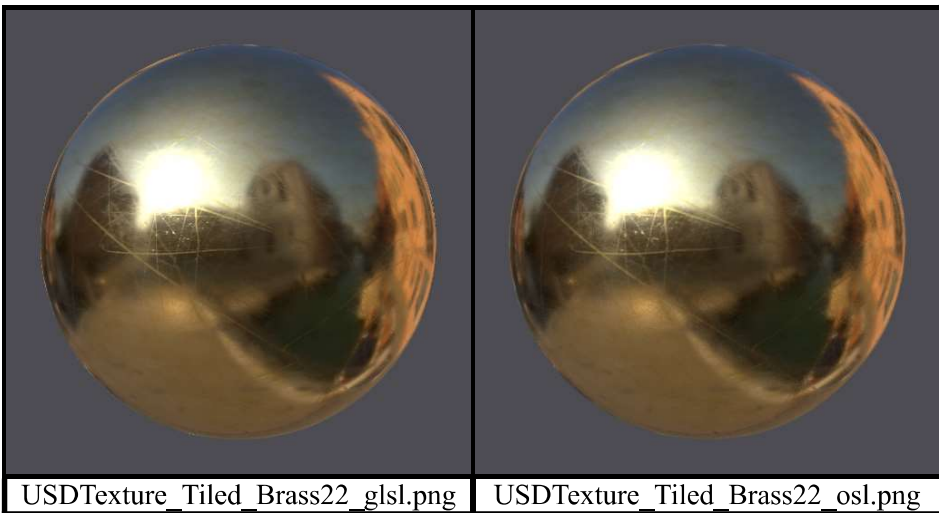


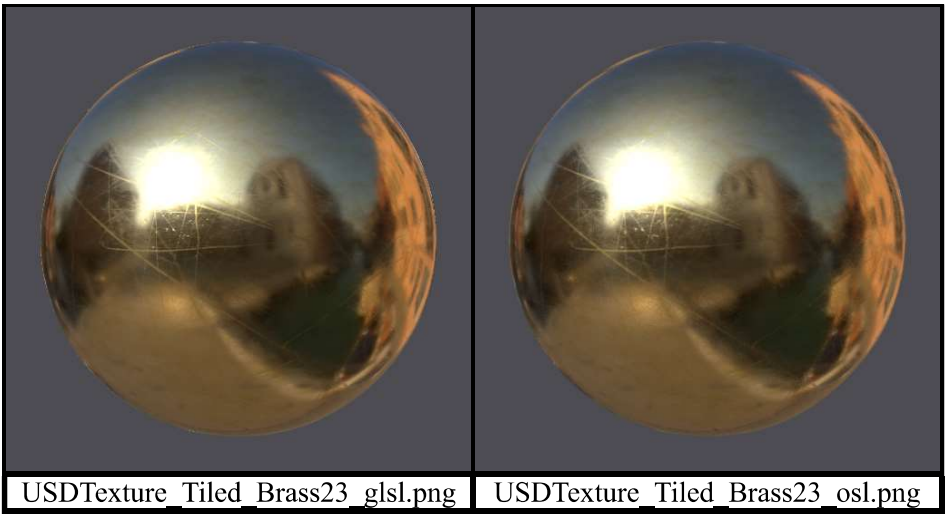
transpGraph image surf opacity out glsl.png

transpGraph image surf opacity out osl.png

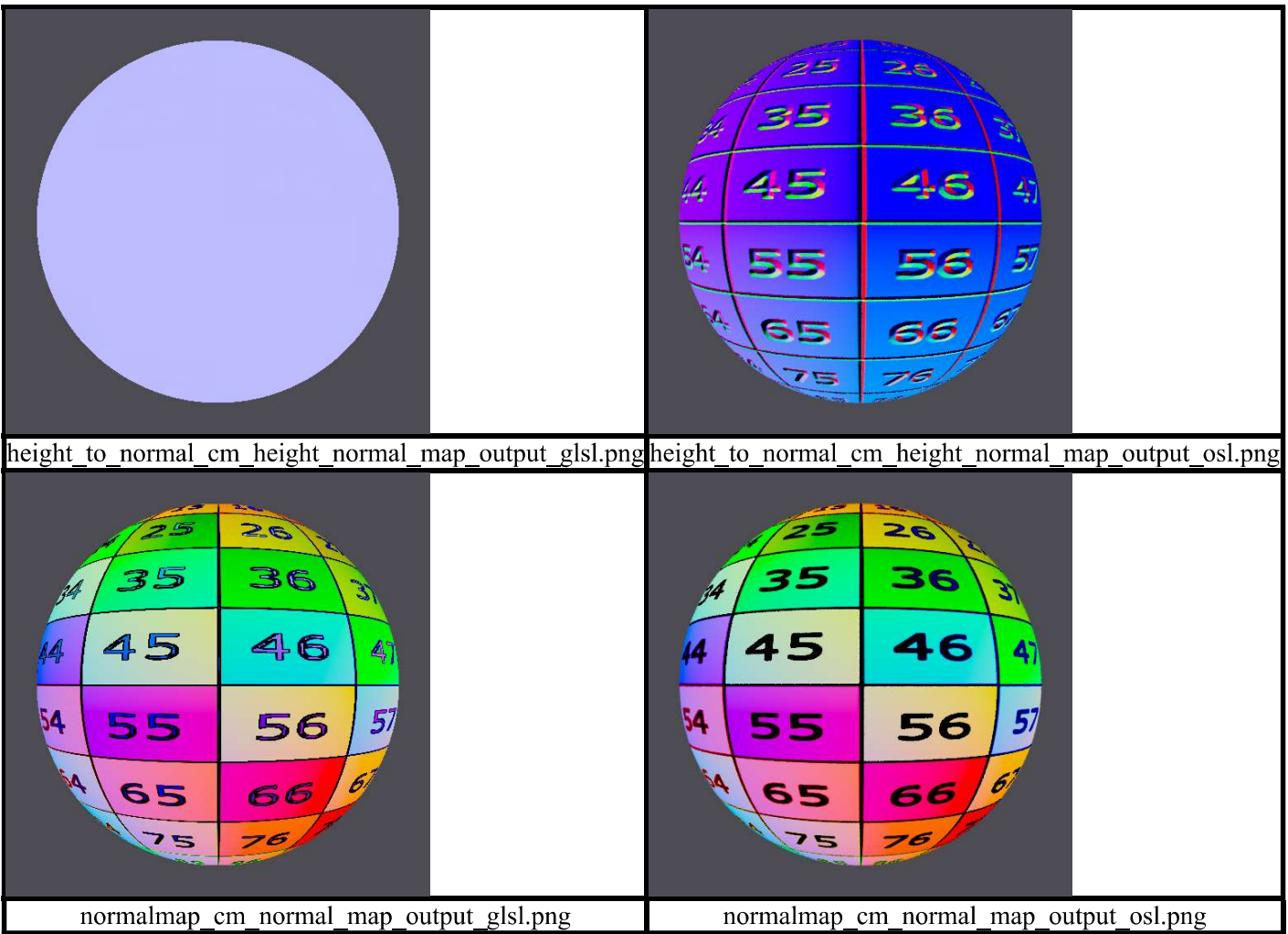


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_uv_texture:









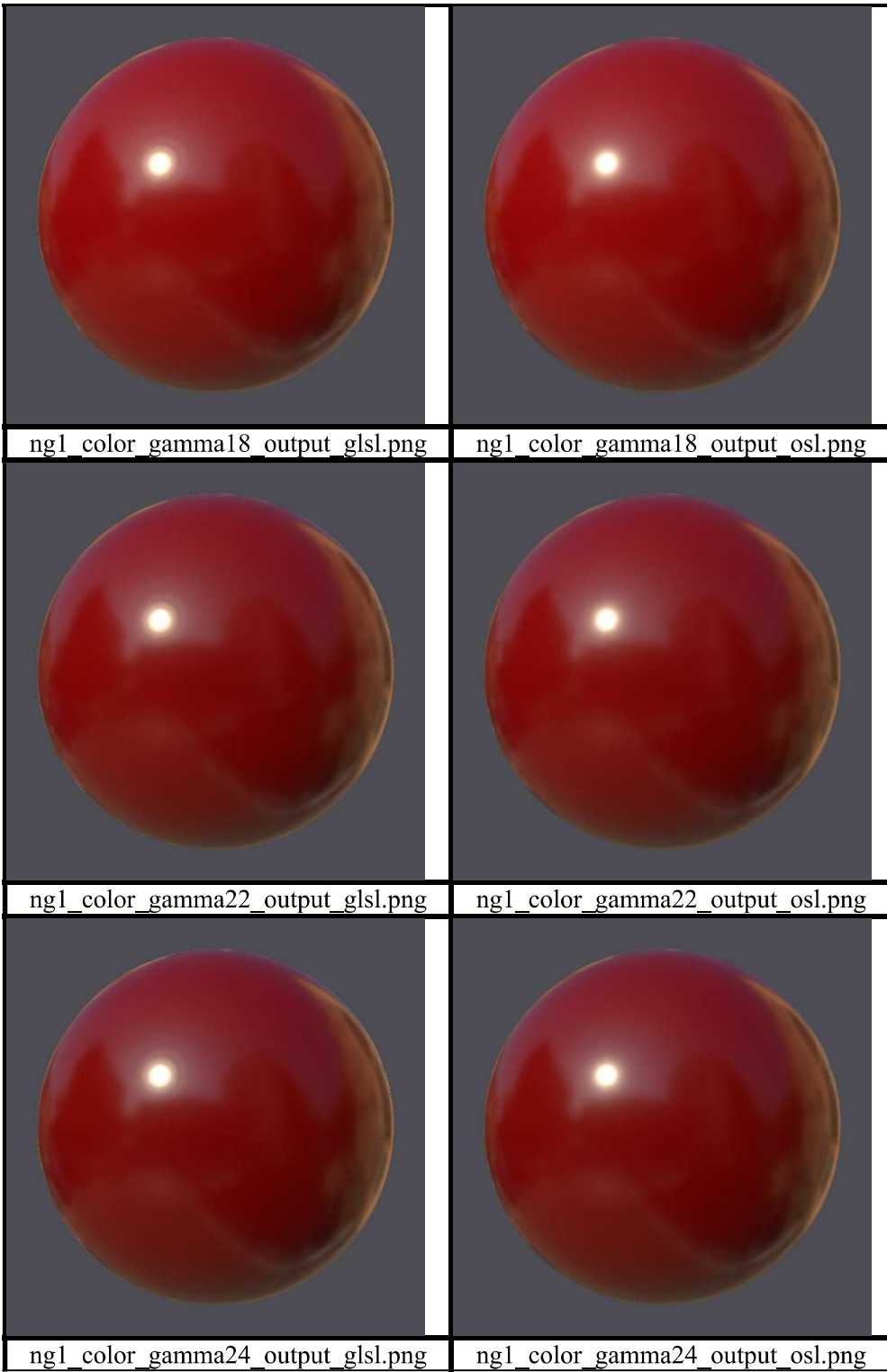


..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:



..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:

| | |
|--|--|
|  |  |
| <code>ngl_color_acescg_output_glsl.png</code> | <code>ngl_color_acescg_output_osl.png</code> |
|  |  |
| <code>ngl_color_adobergb_output_glsl.png</code> | <code>ngl_color_adobergb_output_osl.png</code> |
|  |  |
| <code>ngl_color_g22_apl_output_glsl.png</code> | <code>ngl_color_g22_apl_output_osl.png</code> |





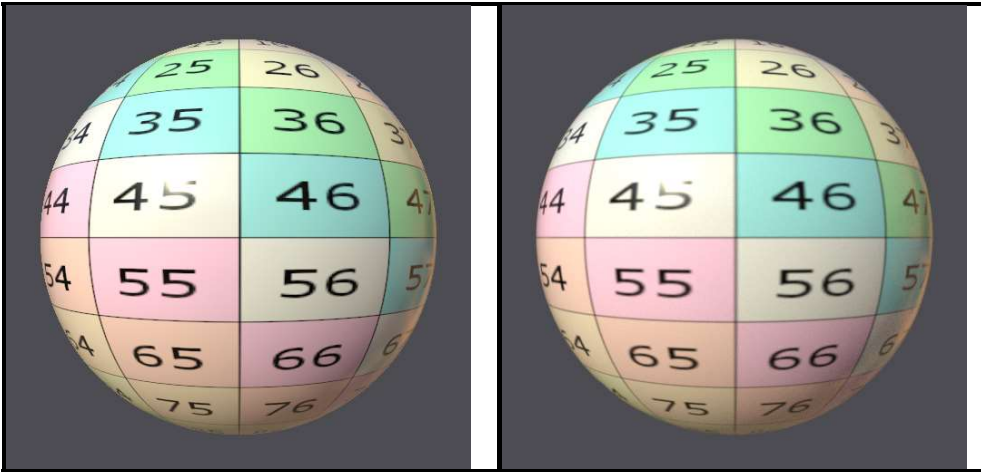
ngl_color_lin_adobergb_output_glsl.png ngl_color_lin_adobergb_output_osl.png



ngl_color_lin_rec709_output_glsl.png ngl_color_lin_rec709_output_osl.png

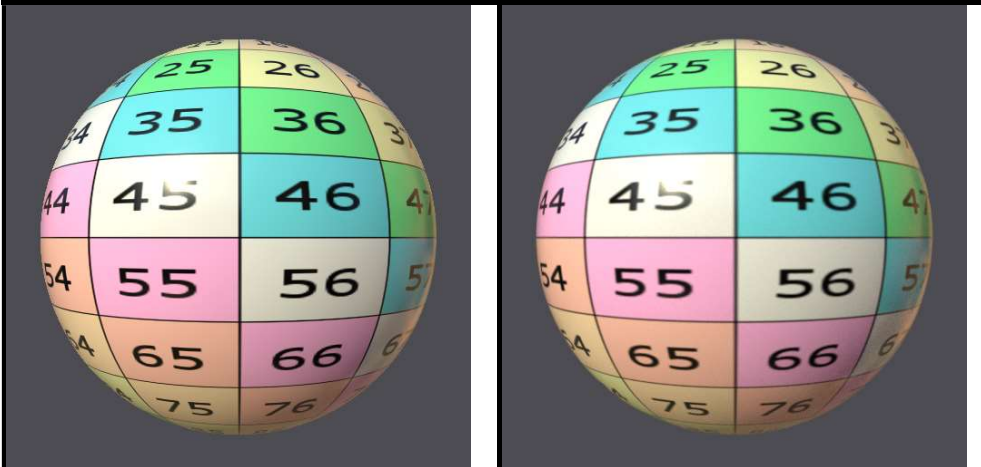


ngl_color_srgb_texture_output_glsl.png ngl_color_srgb_texture_output_osl.png



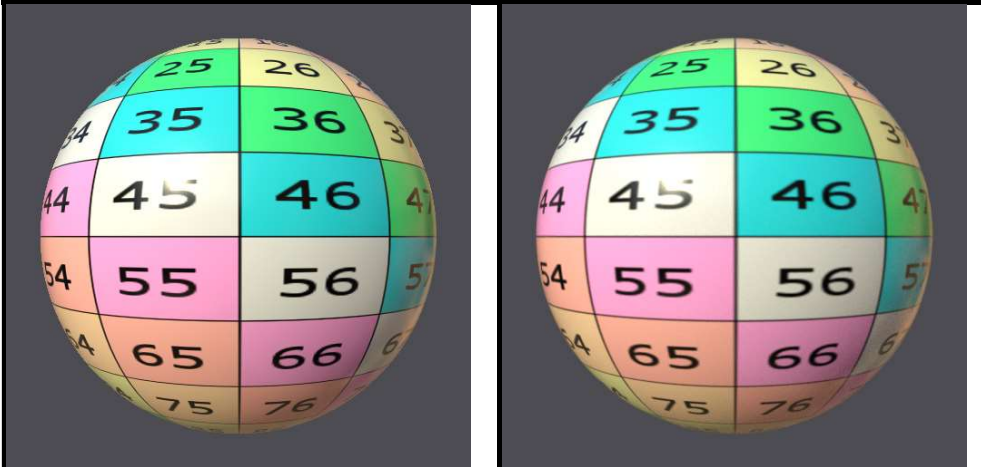
ngl_image_acescg_output_gsl.png

ngl_image_acescg_output_osl.png



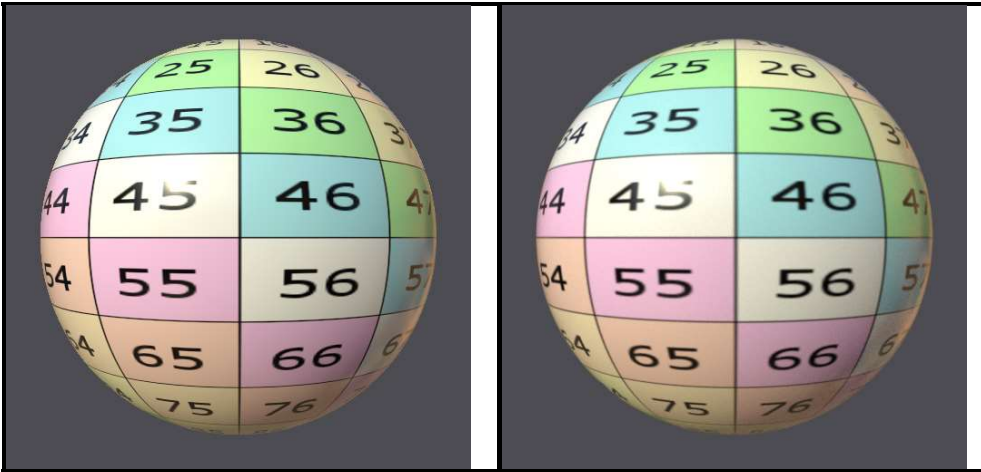
ngl_image_adobergb_output_gsl.png

ngl_image_adobergb_output_osl.png



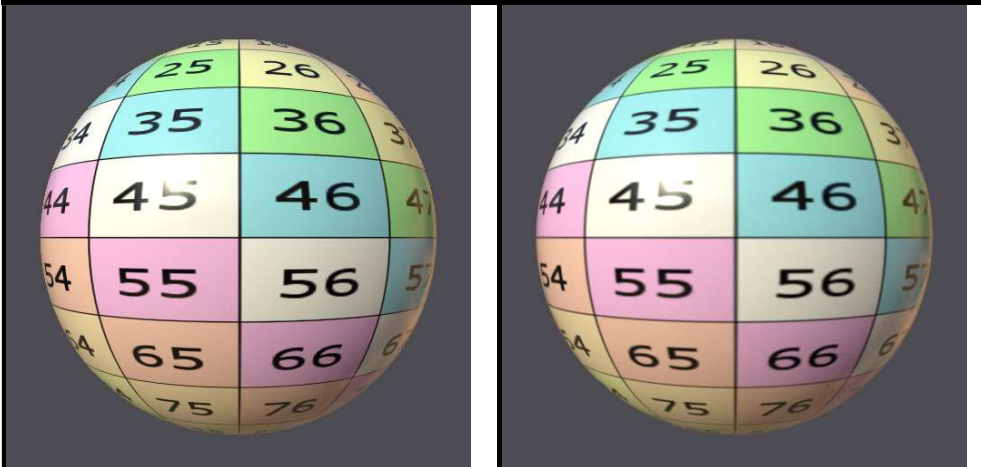
ngl_image_g22_apl_output_gsl.png

ngl_image_g22_apl_output_osl.png



ngl_image_gamma18_output_glsl.png

ngl_image_gamma18_output_osl.png



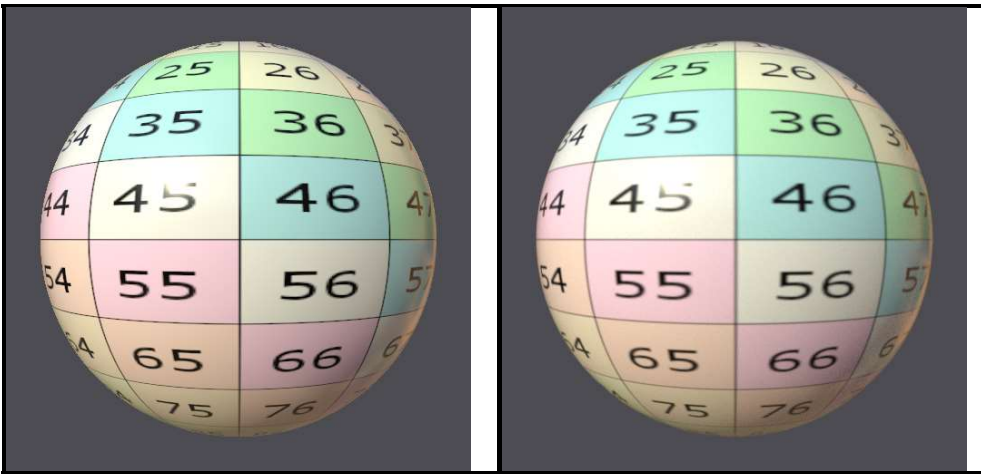
ngl_image_gamma22_output_glsl.png

ngl_image_gamma22_output_osl.png

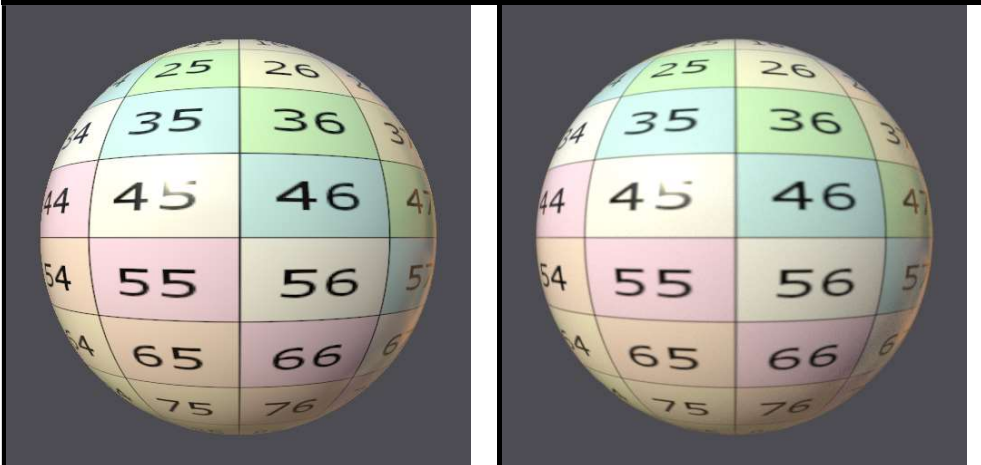


ngl_image_gamma24_output_glsl.png

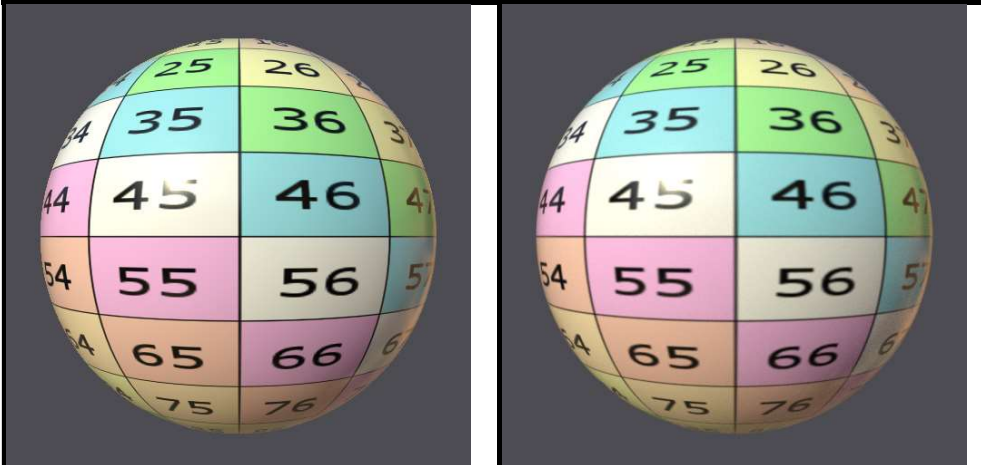
ngl_image_gamma24_output_osl.png



ngl_image_lin_adobergb_output_gsl.png ngl_image_lin_adobergb_output_osl.png

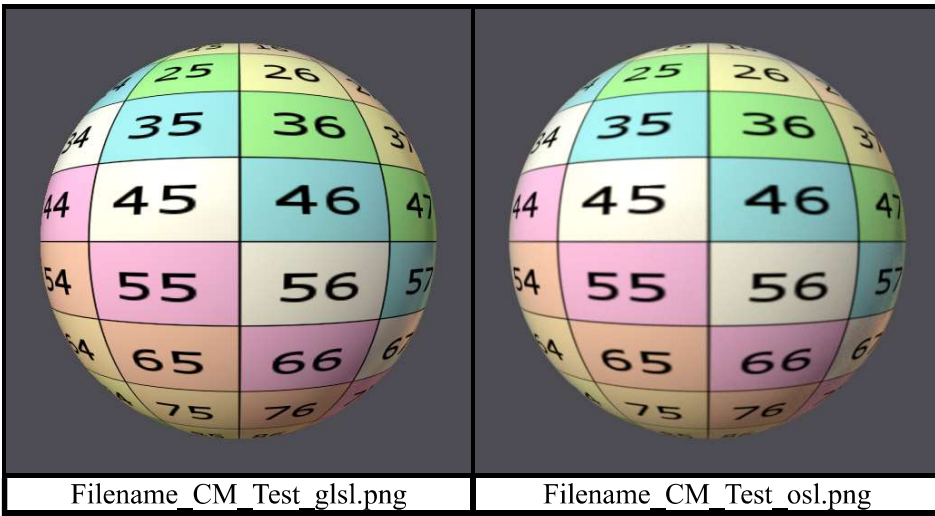


ngl_image_lin_rec709_output_gsl.png ngl_image_lin_rec709_output_osl.png

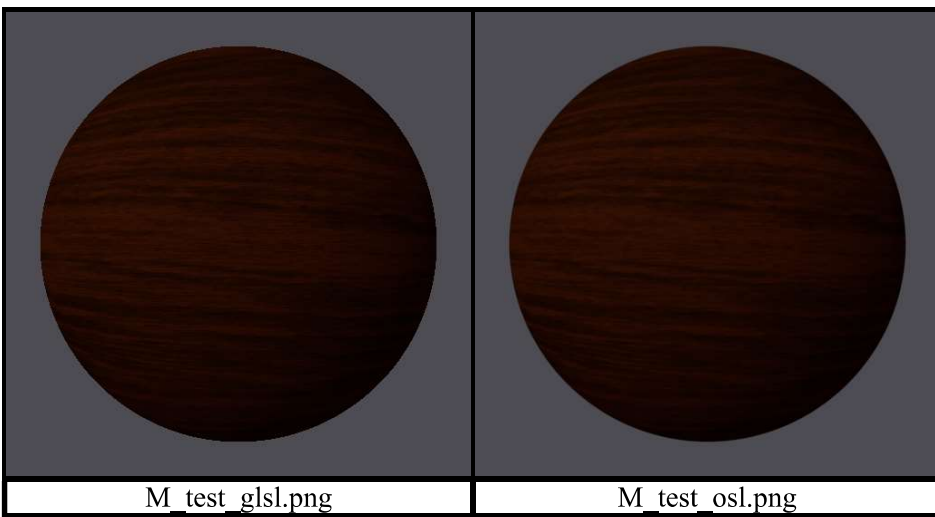


ngl_image_srgb_texture_output_gsl.png ngl_image_srgb_texture_output_osl.png

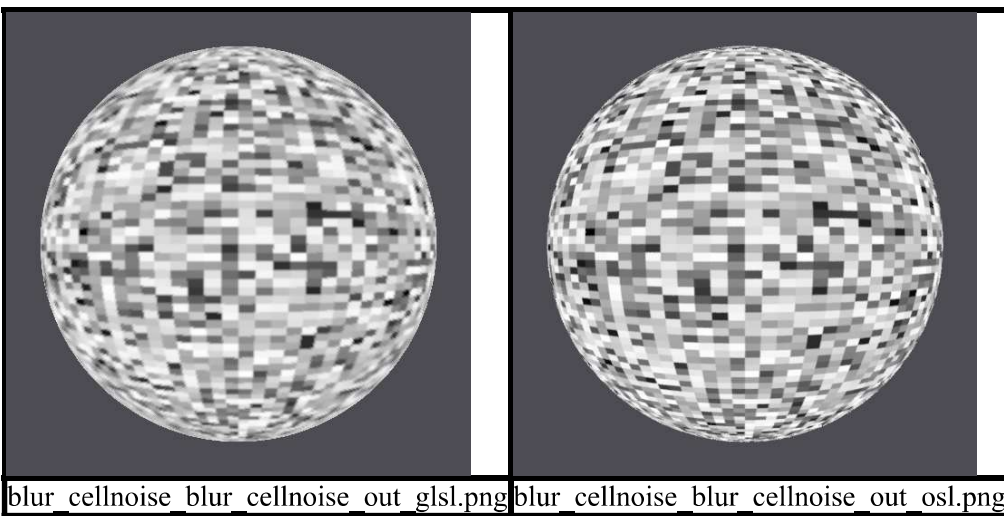
..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:

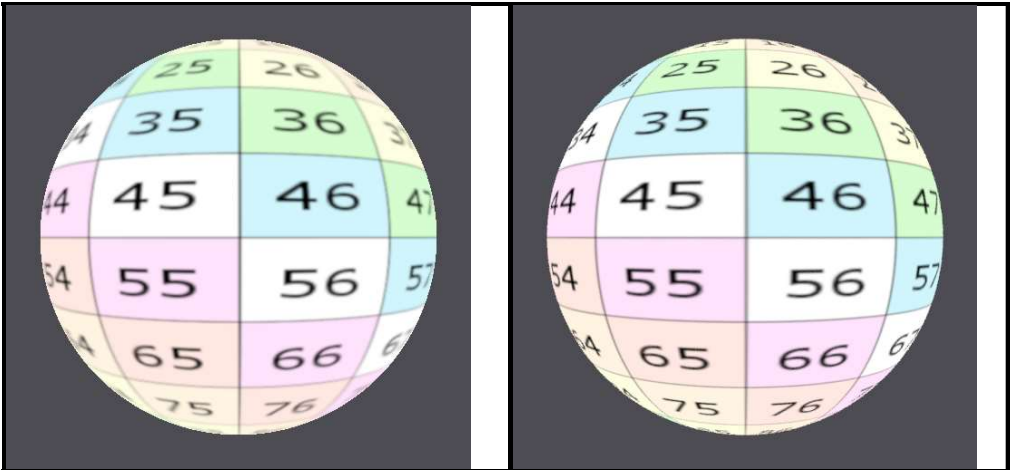


..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\surface_colorspace:



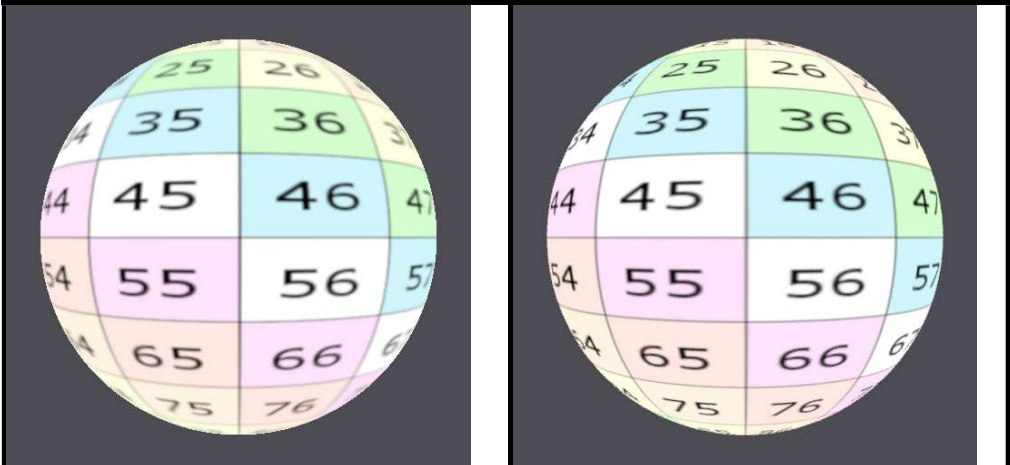
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





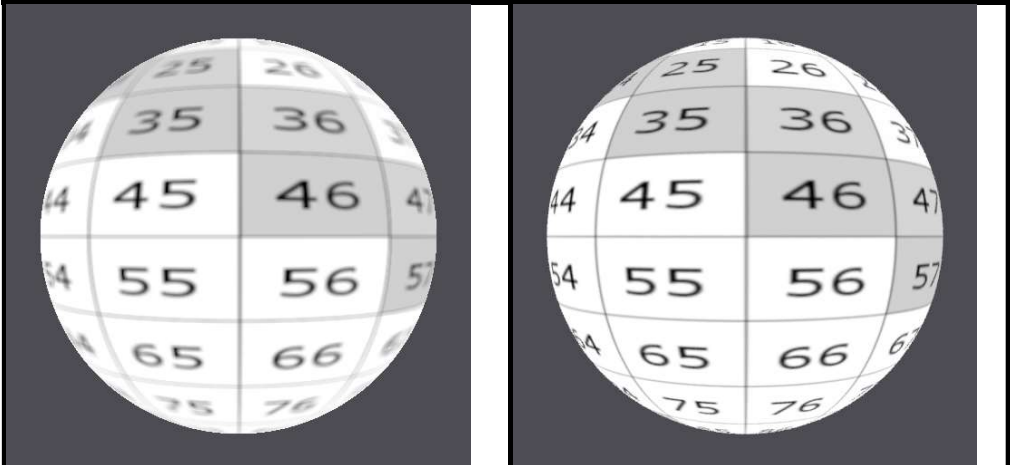
blur_color3 blur_color3_out_gsl.png

blur_color3 blur_color3_out_osl.png



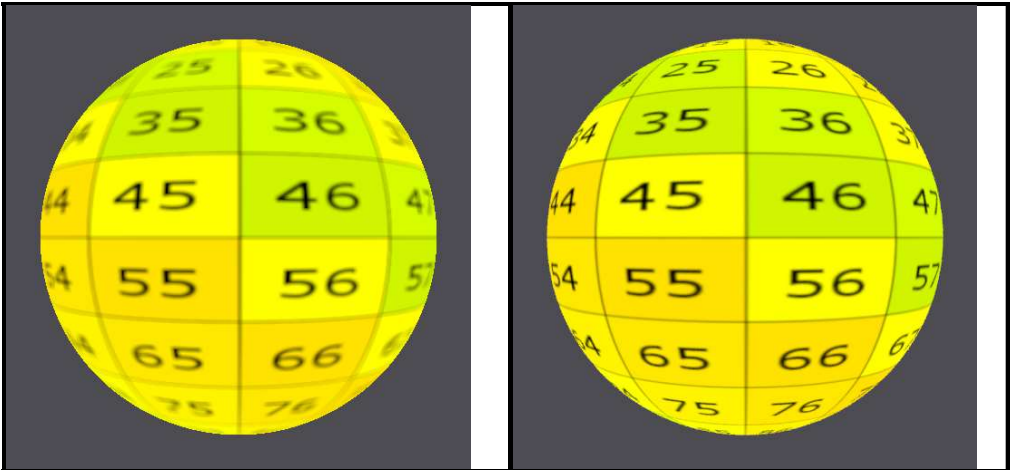
blur_color4 blur_color4_out_gsl.png

blur_color4 blur_color4_out_osl.png



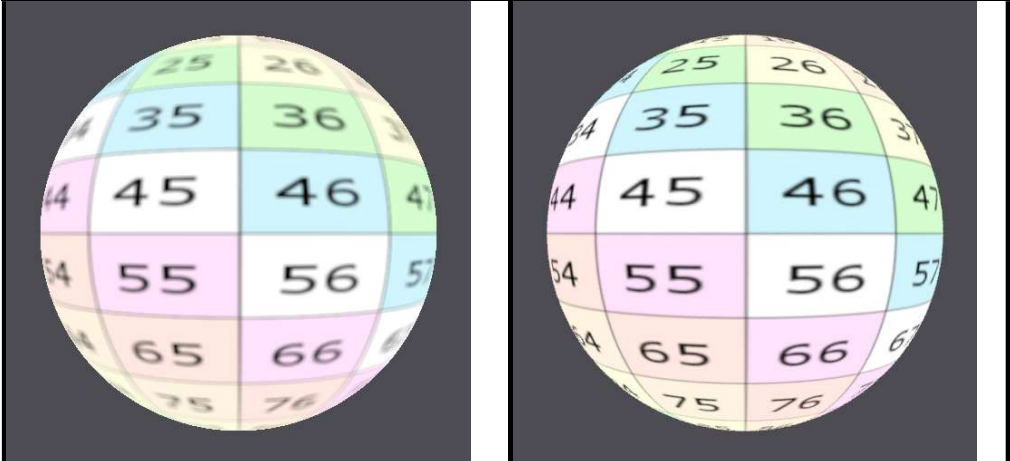
blur_float blur_float_out_gsl.png

blur_float blur_float_out_osl.png



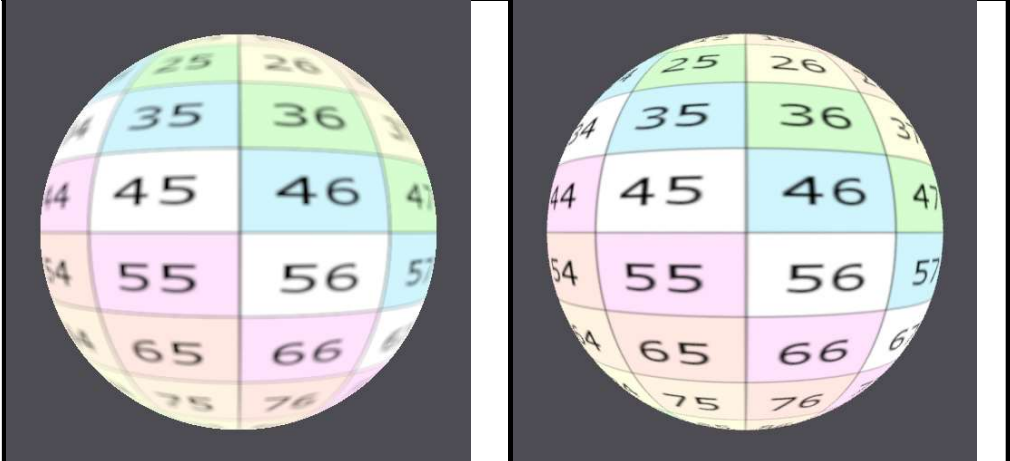
blur_vector2_blur_vector2_out_gsl.png

blur_vector2_blur_vector2_out_osl.png



blur_vector3_blur_vector3_out_gsl.png

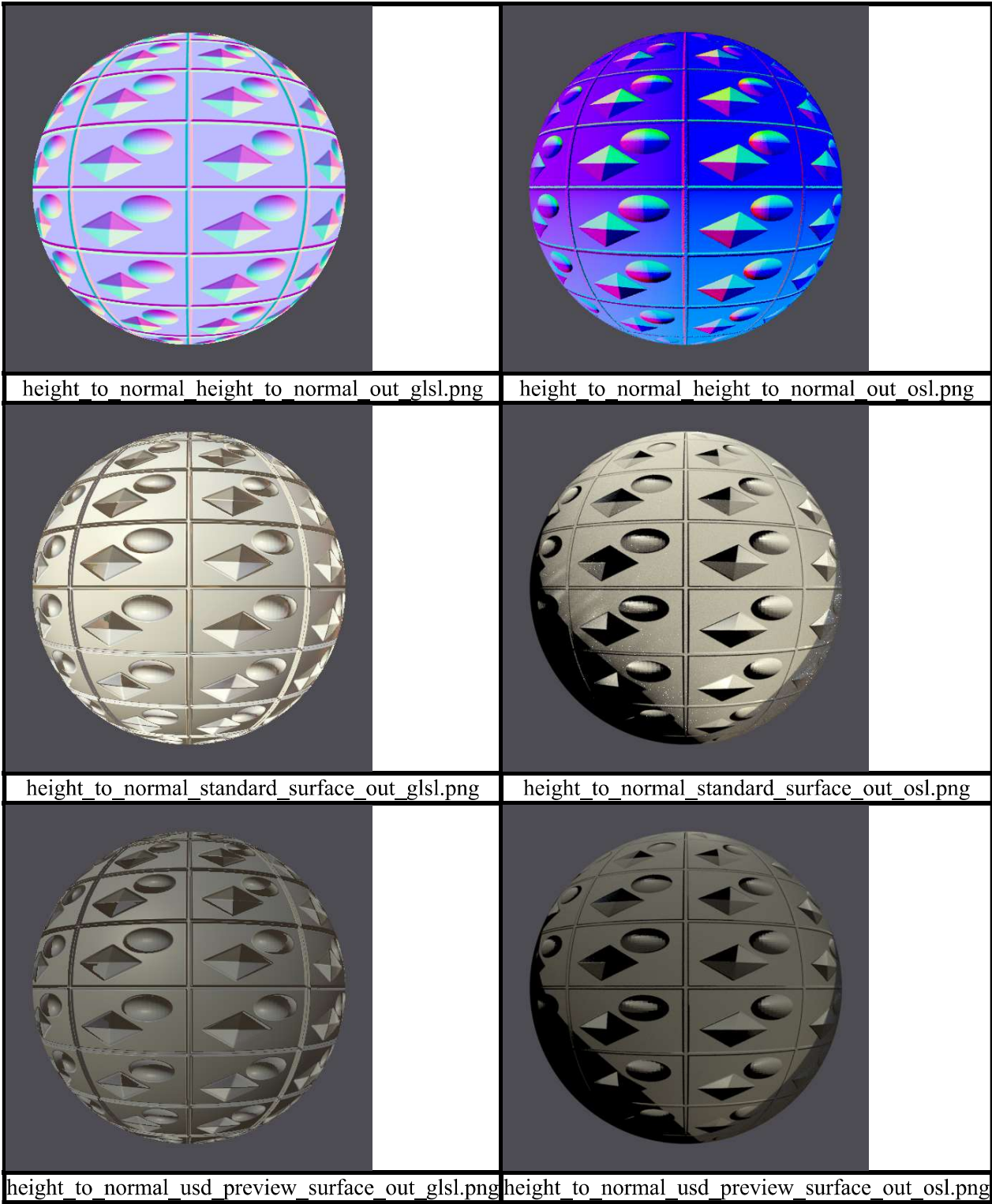
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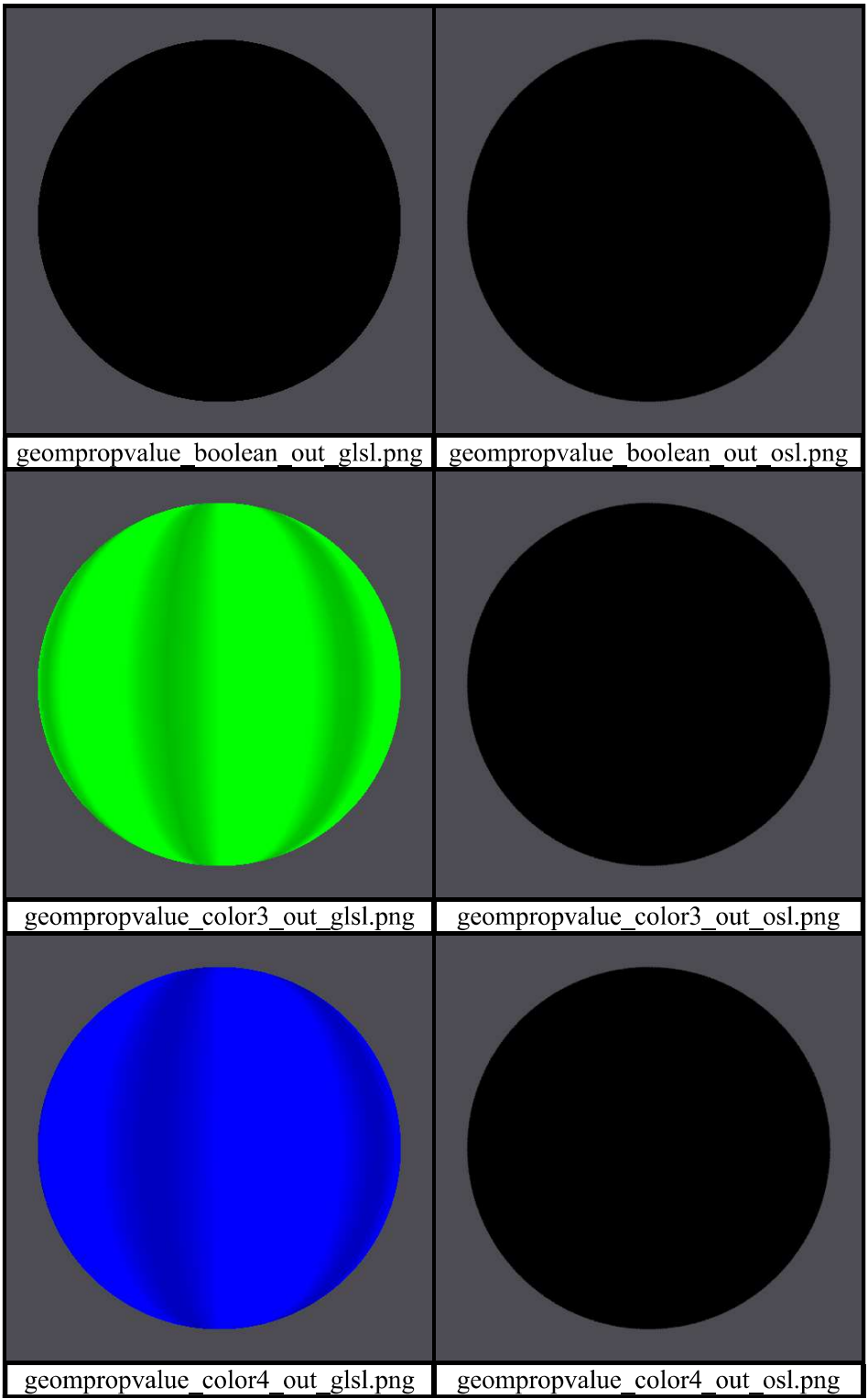
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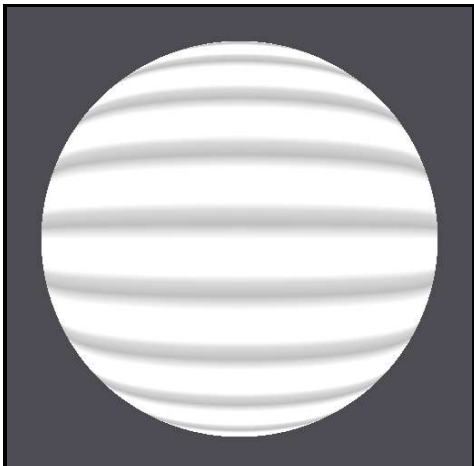
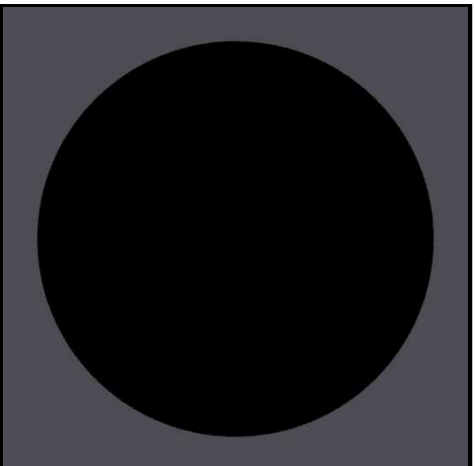
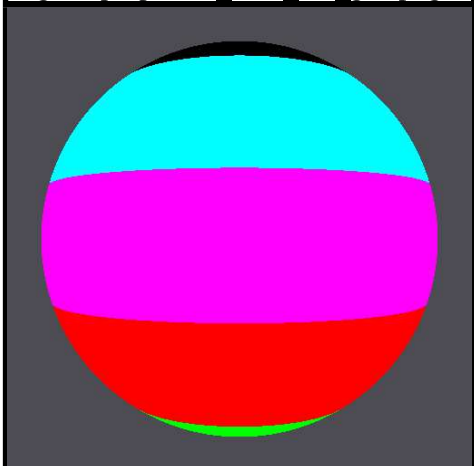
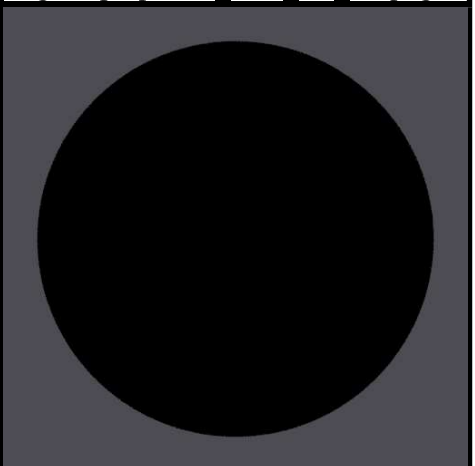
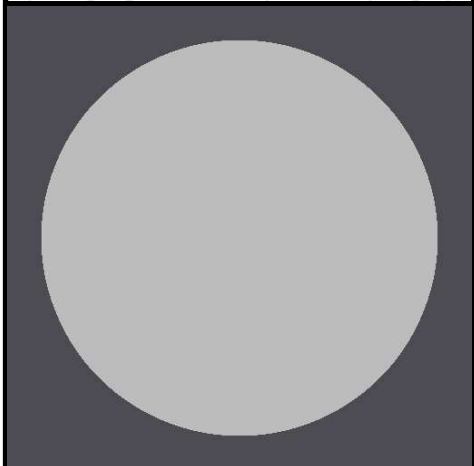
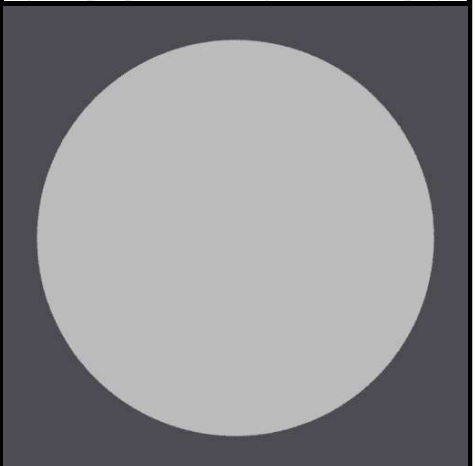
blur_vector4_blur_vector4_out_osl.png

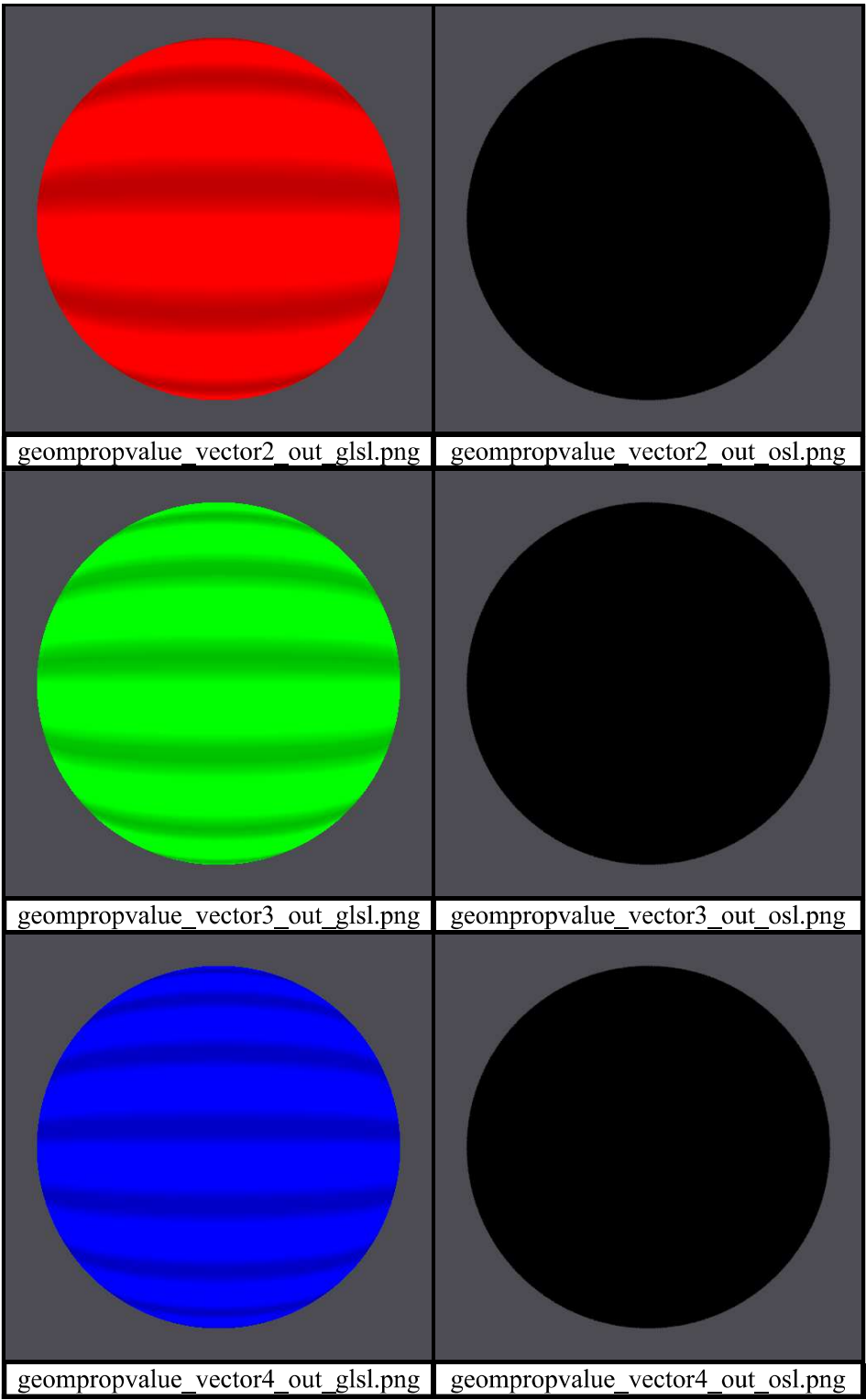
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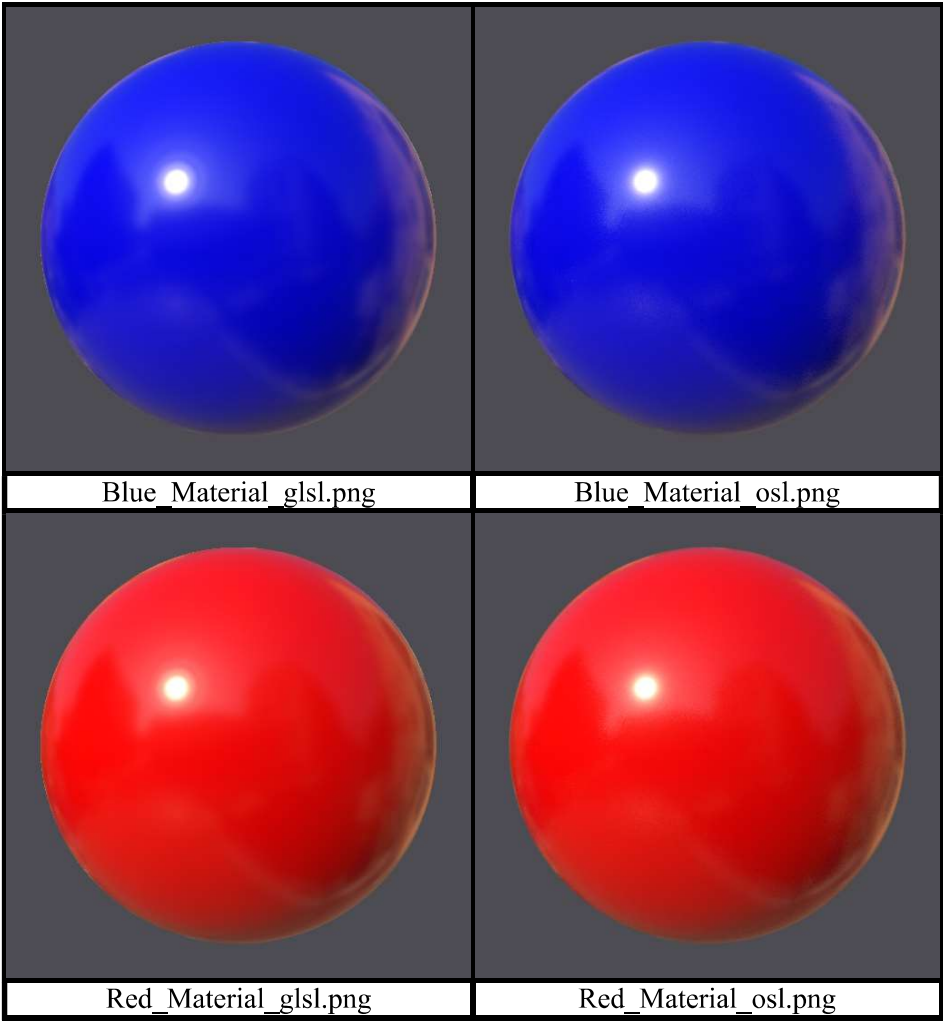
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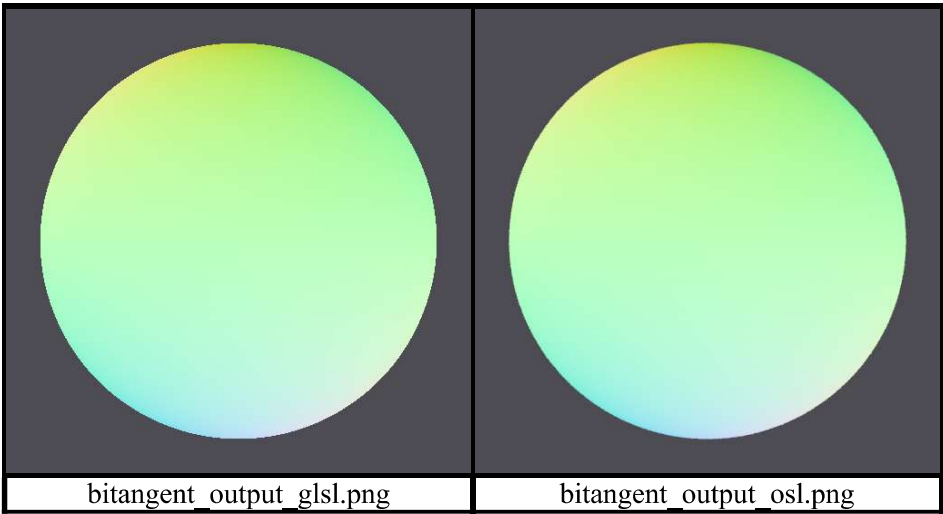
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|  |  |
| <code>geompropvalue_float_out_glsl.png</code> | <code>geompropvalue_float_out_osl.png</code> |
|  |  |
| <code>geompropvalue_integer_out_glsl.png</code> | <code>geompropvalue_integer_out_osl.png</code> |
|  |  |
| <code>geompropvalue_string_out_glsl.png</code> | <code>geompropvalue_string_out_osl.png</code> |

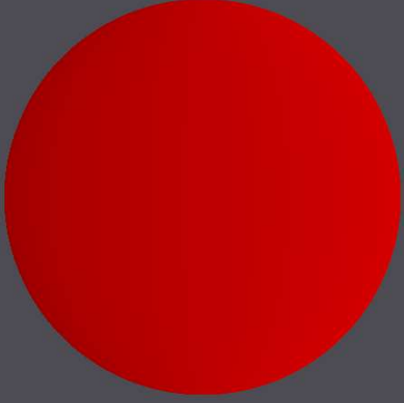
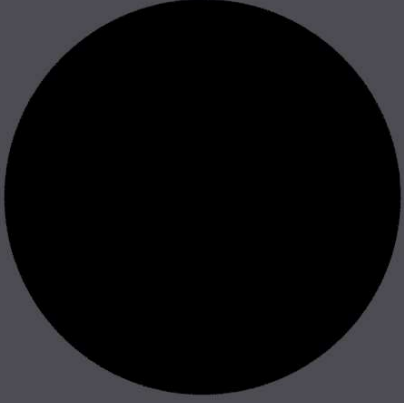

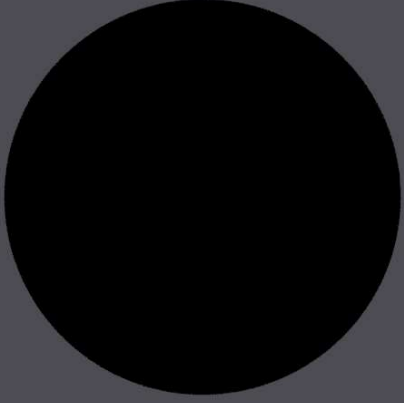

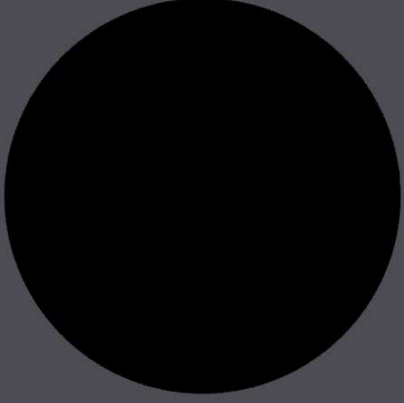


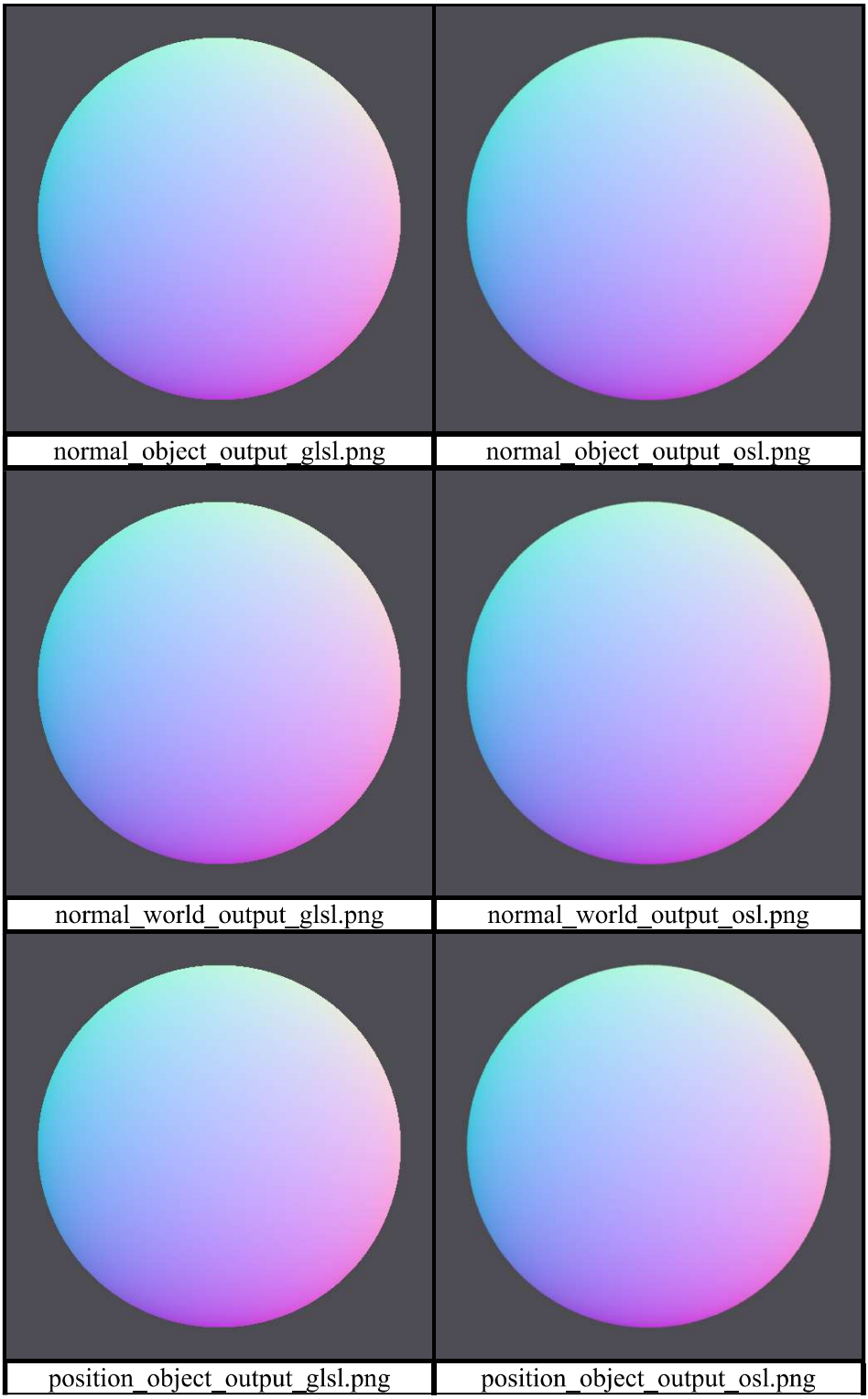
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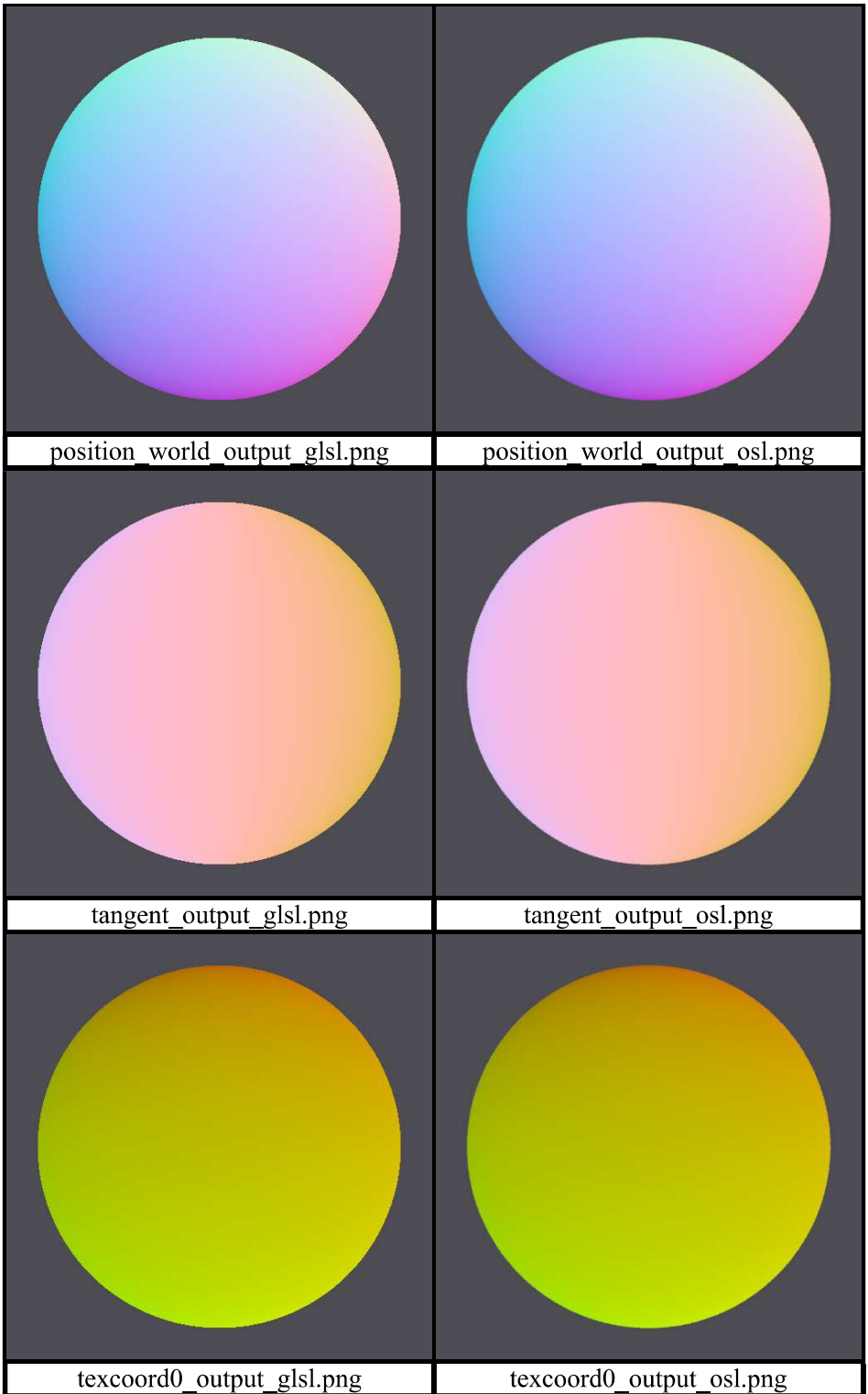


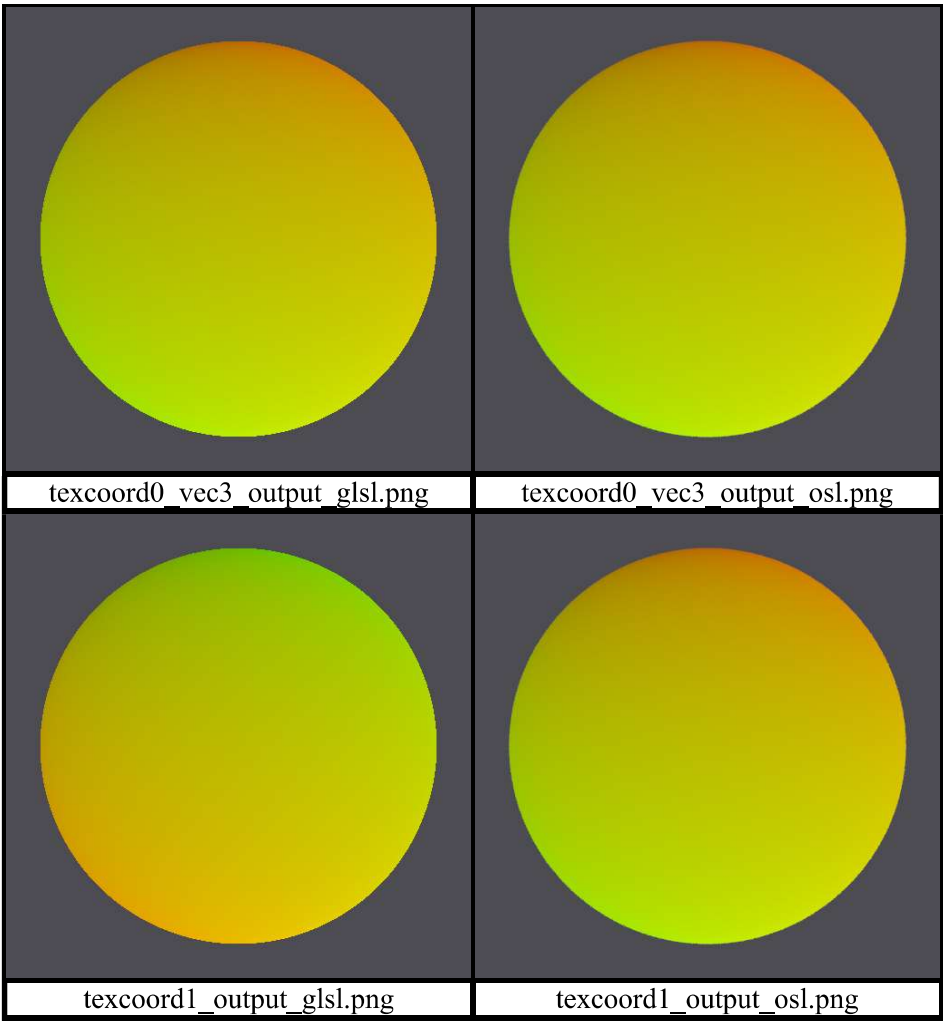
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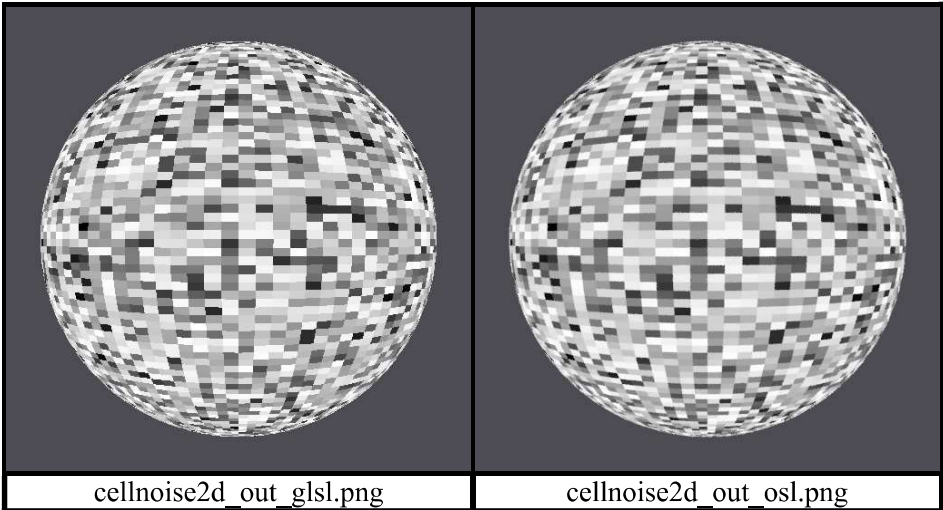
| | |
|---|---|
|  |  |
| <code>color_float_output_gsl.png</code> | <code>color_float_output_osl.png</code> |
|  |  |
| <code>color_vec3_output_gsl.png</code> | <code>color_vec3_output_osl.png</code> |
|  |  |
| <code>color_vec4_output_gsl.png</code> | <code>color_vec4_output_osl.png</code> |

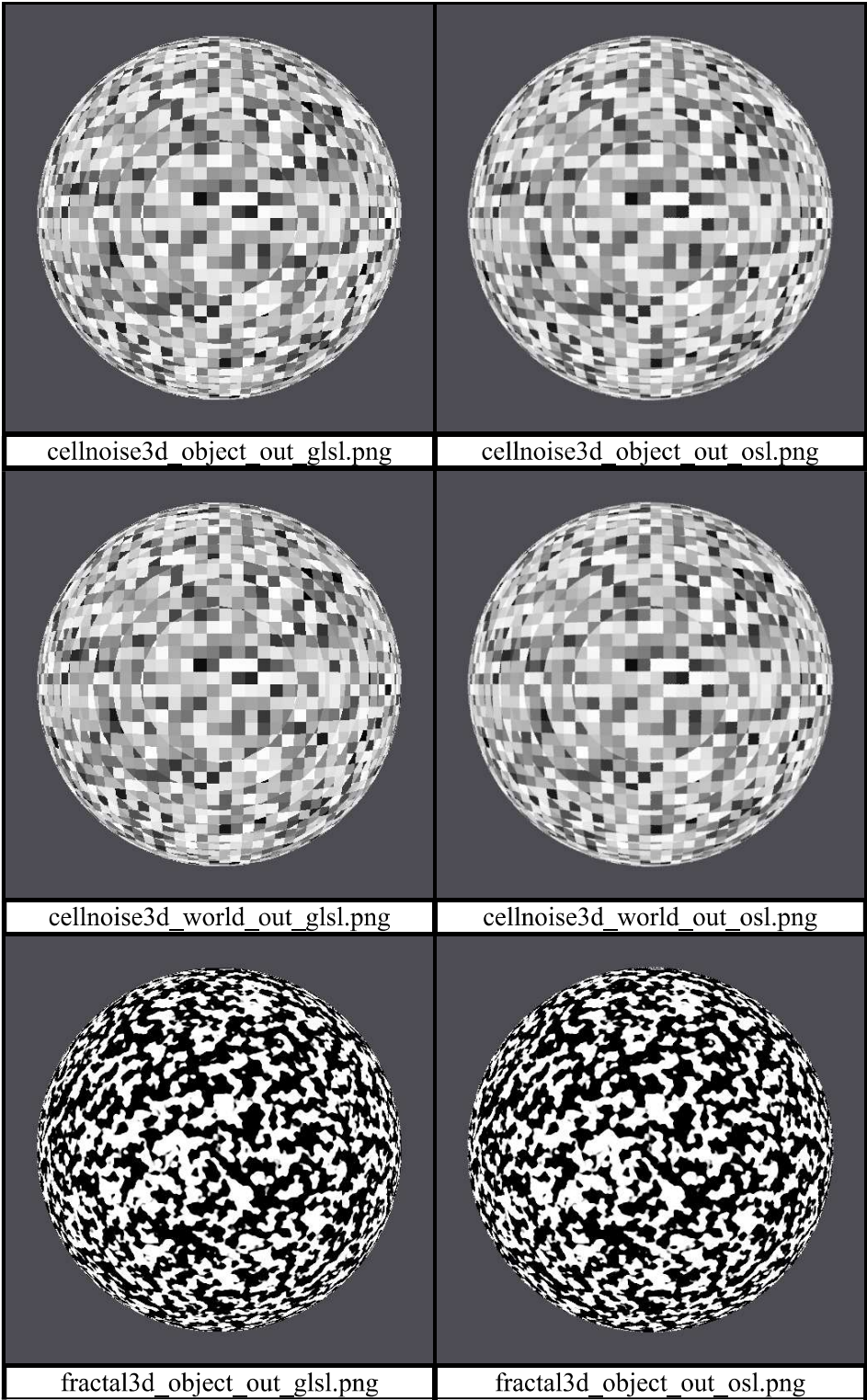


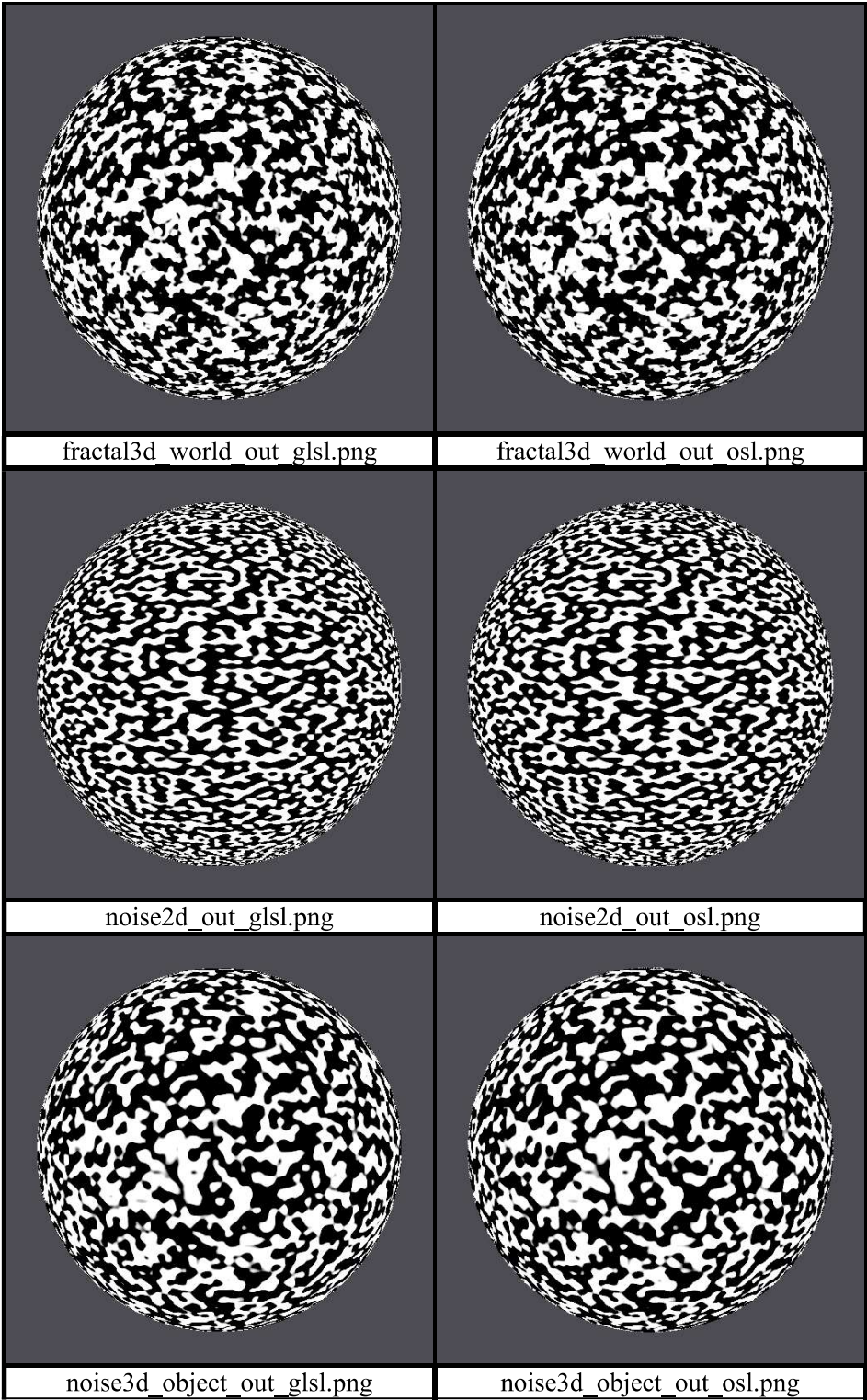


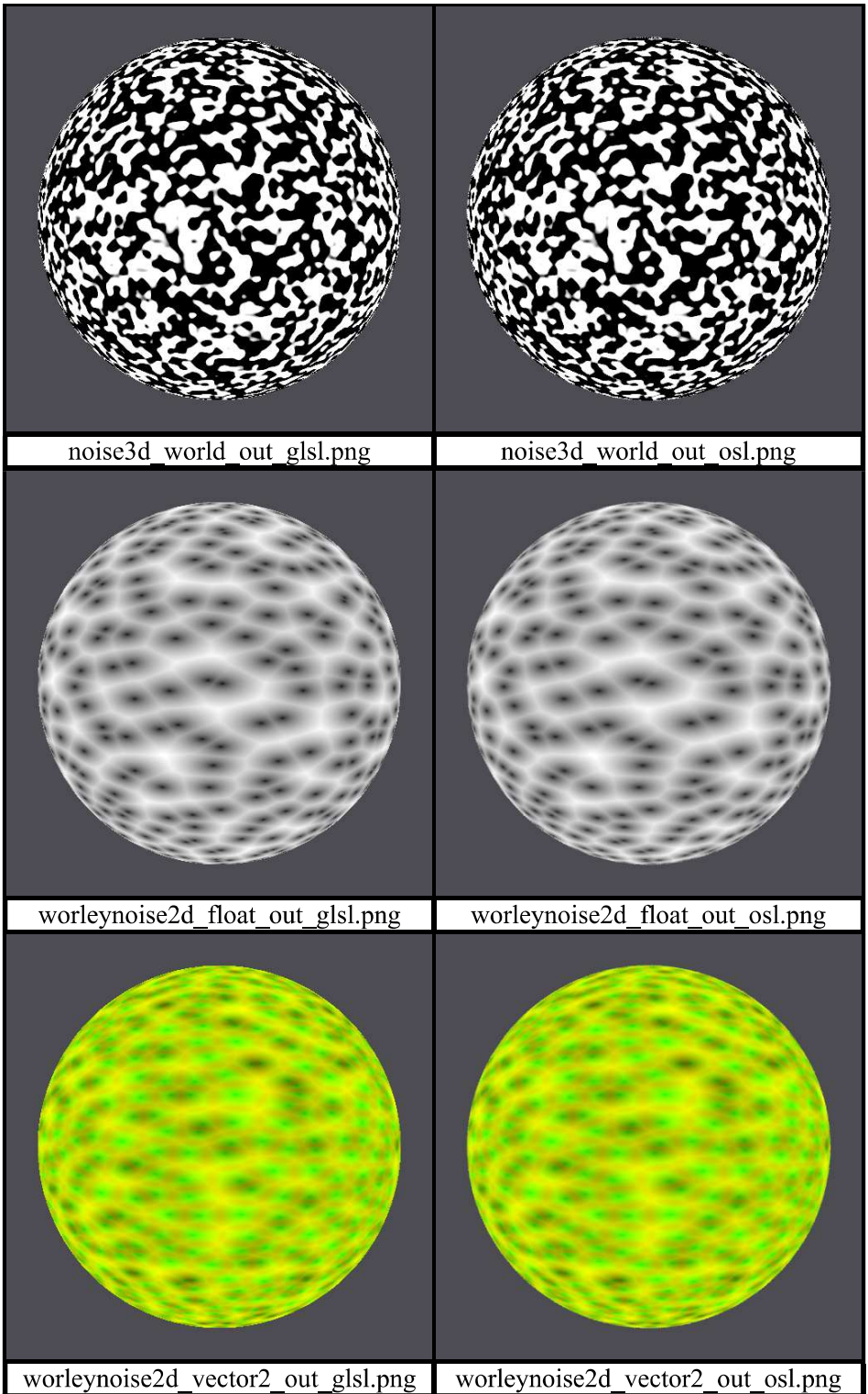


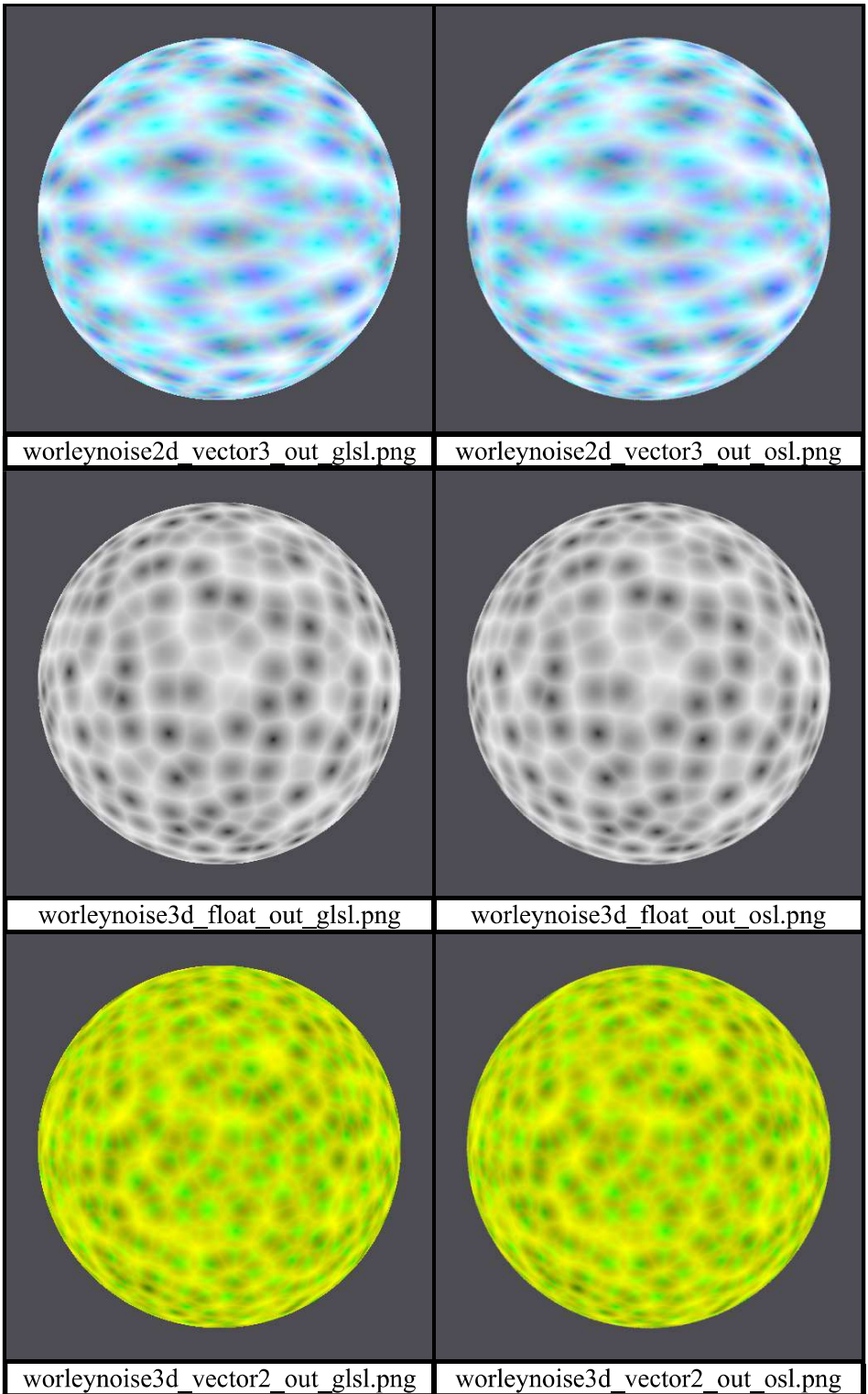
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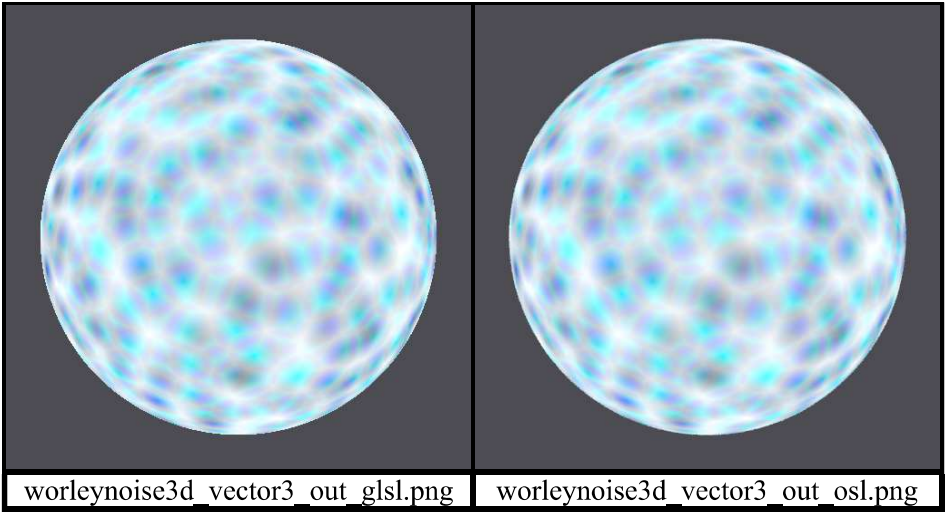




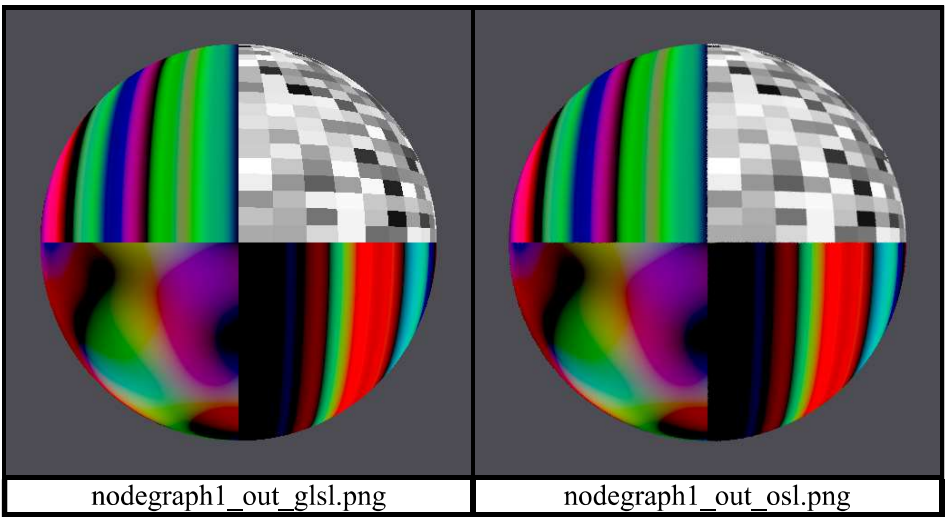








..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\procedural:



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