

gsl (in:

D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops)

vs osl (in: D:\git\niklasharrysson\MaterialX\python\MaterialXTest)

D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:

