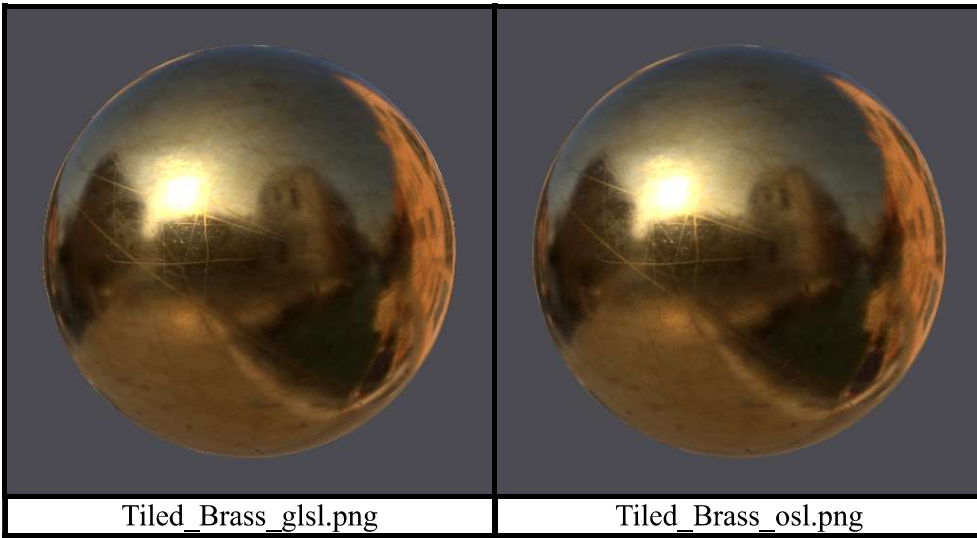
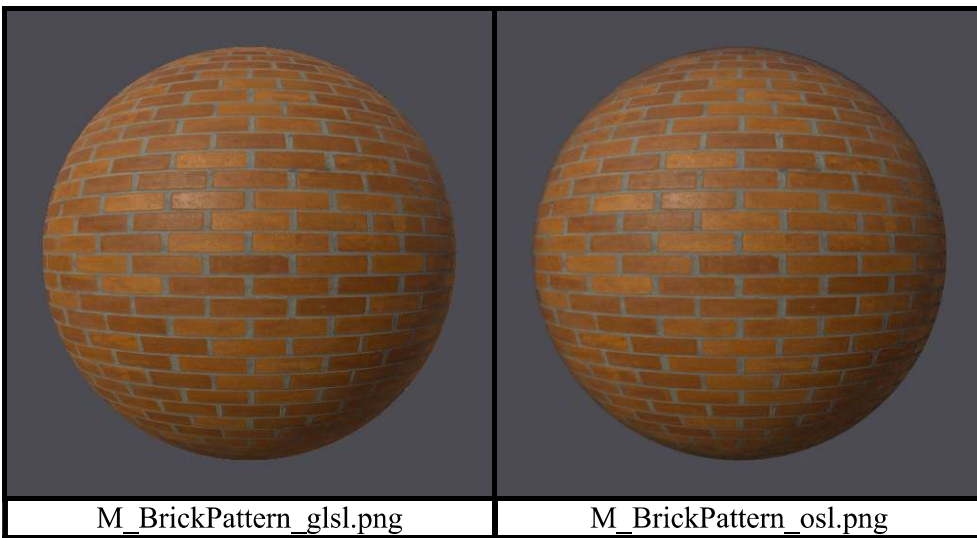


glsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)

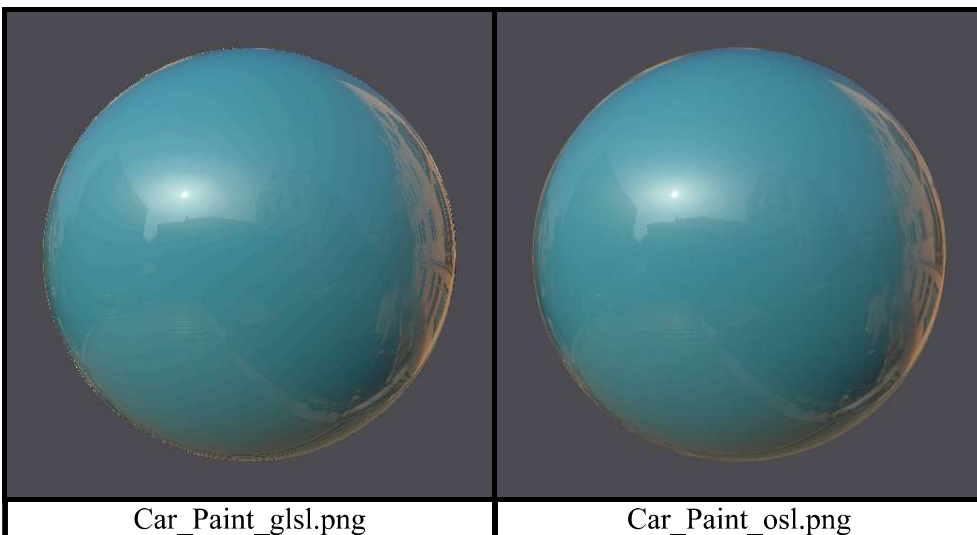
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



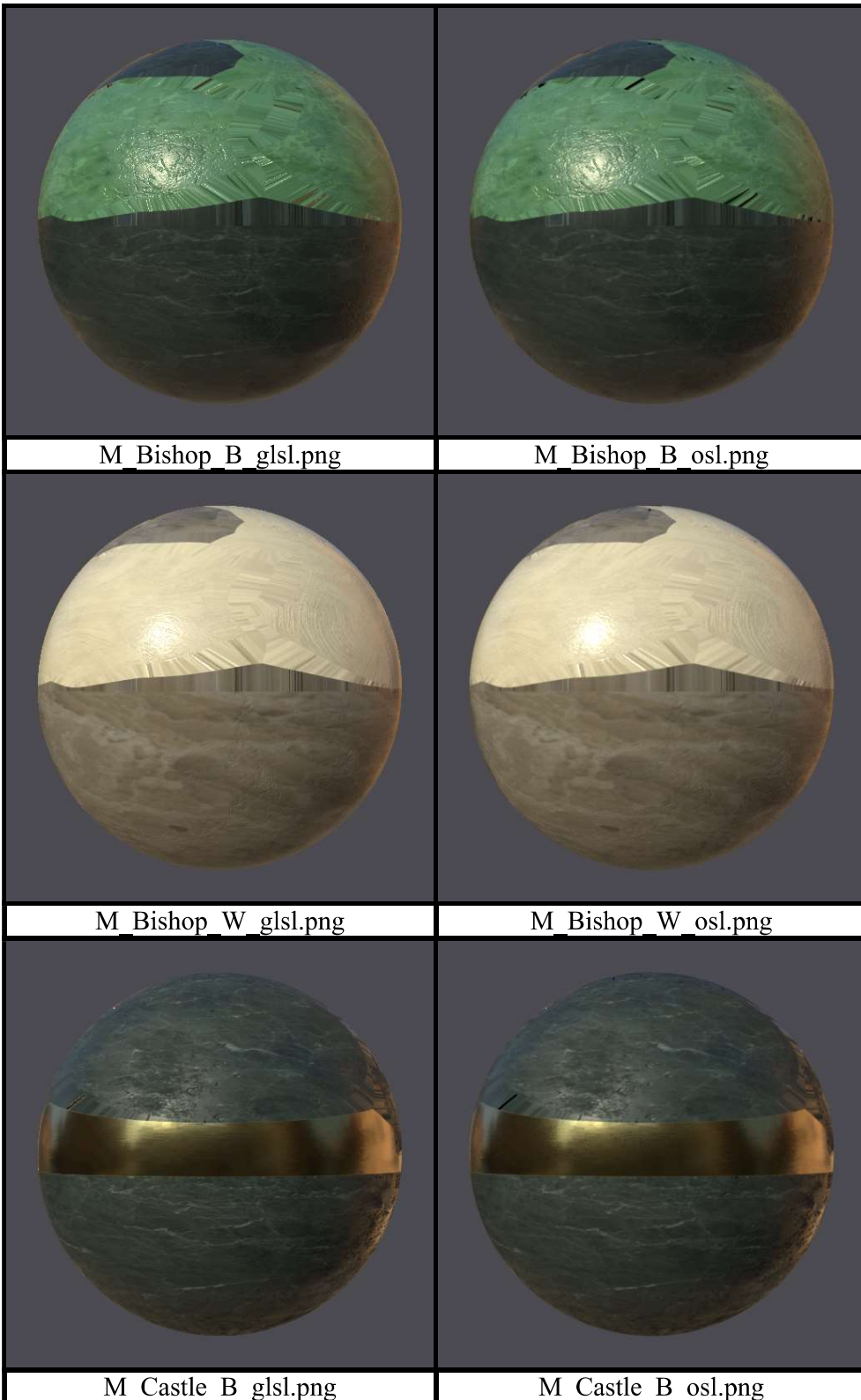
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

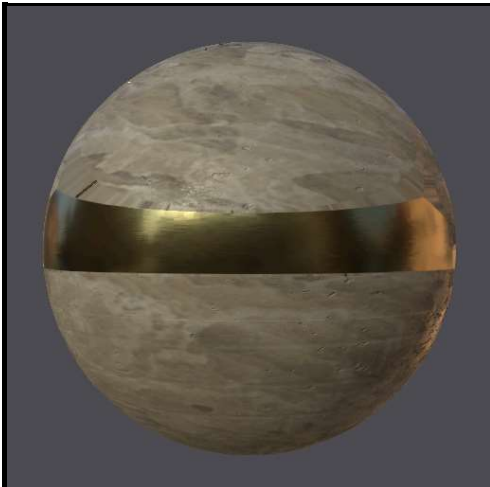
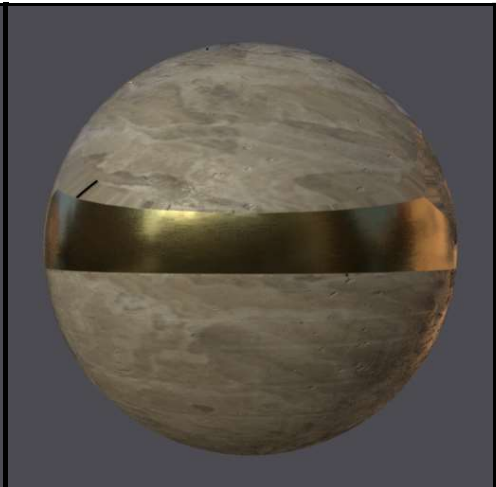
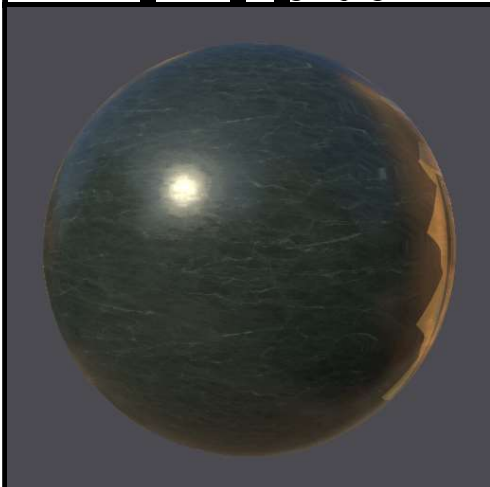

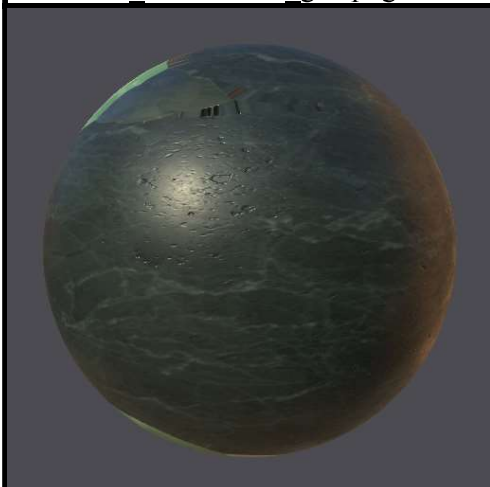



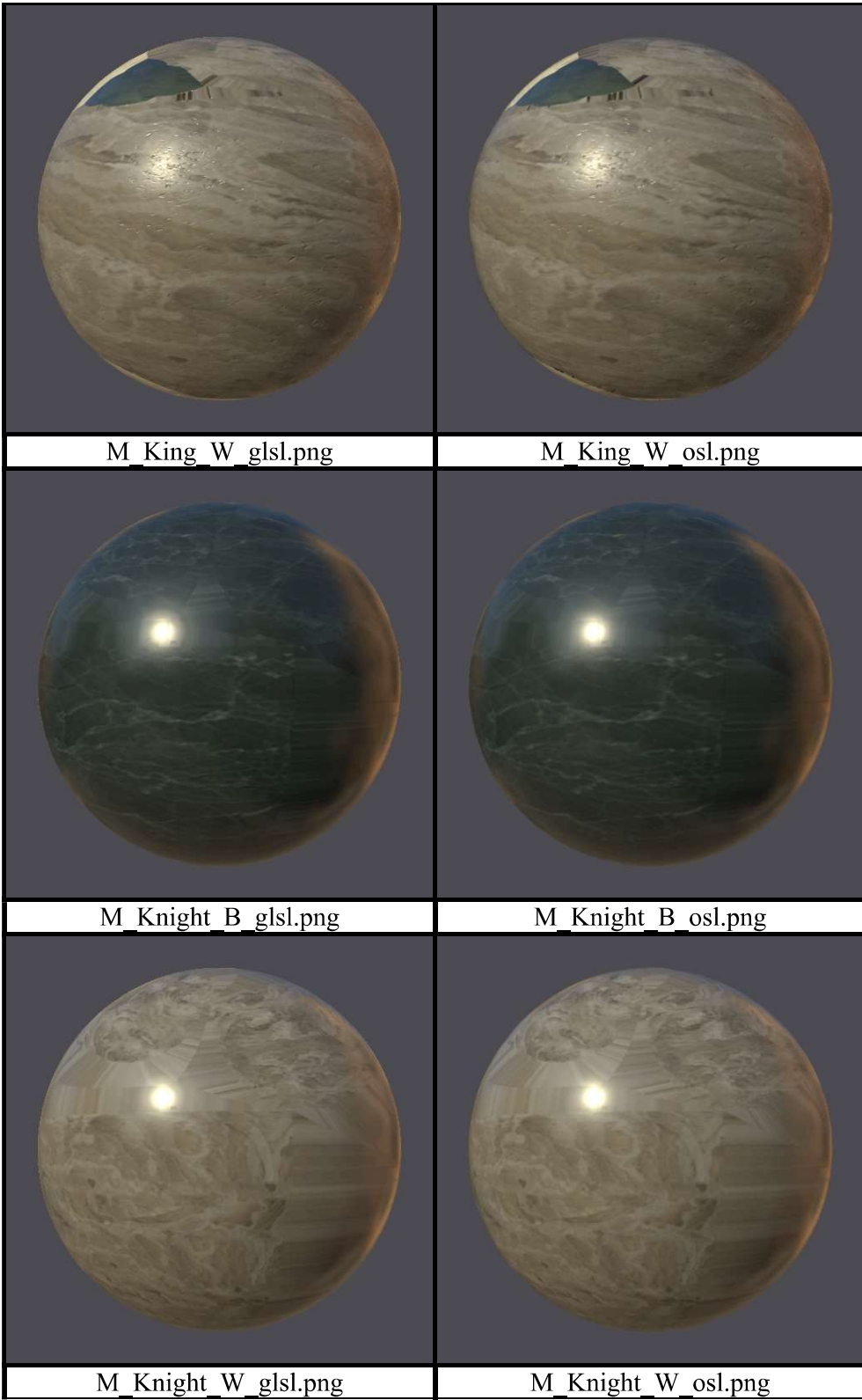
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

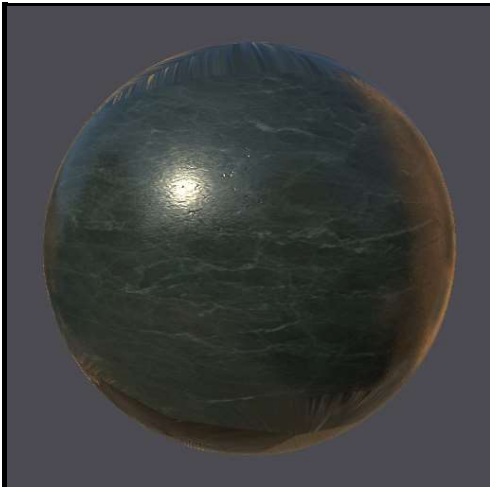
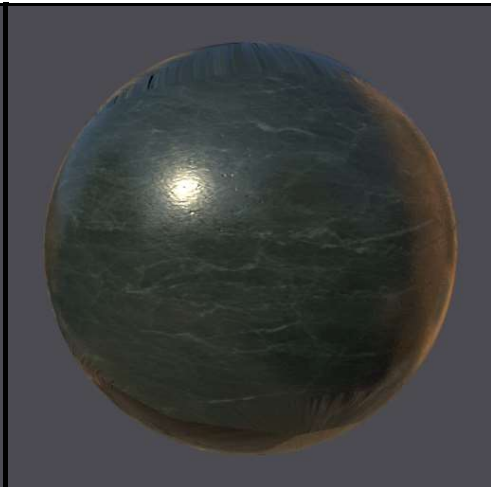


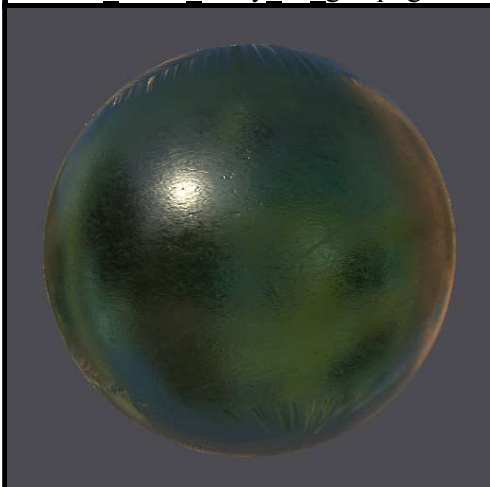
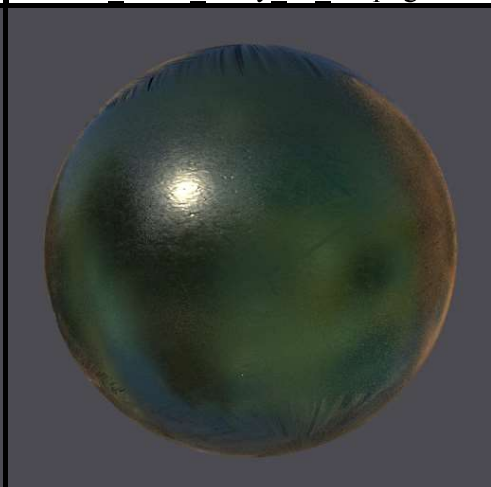


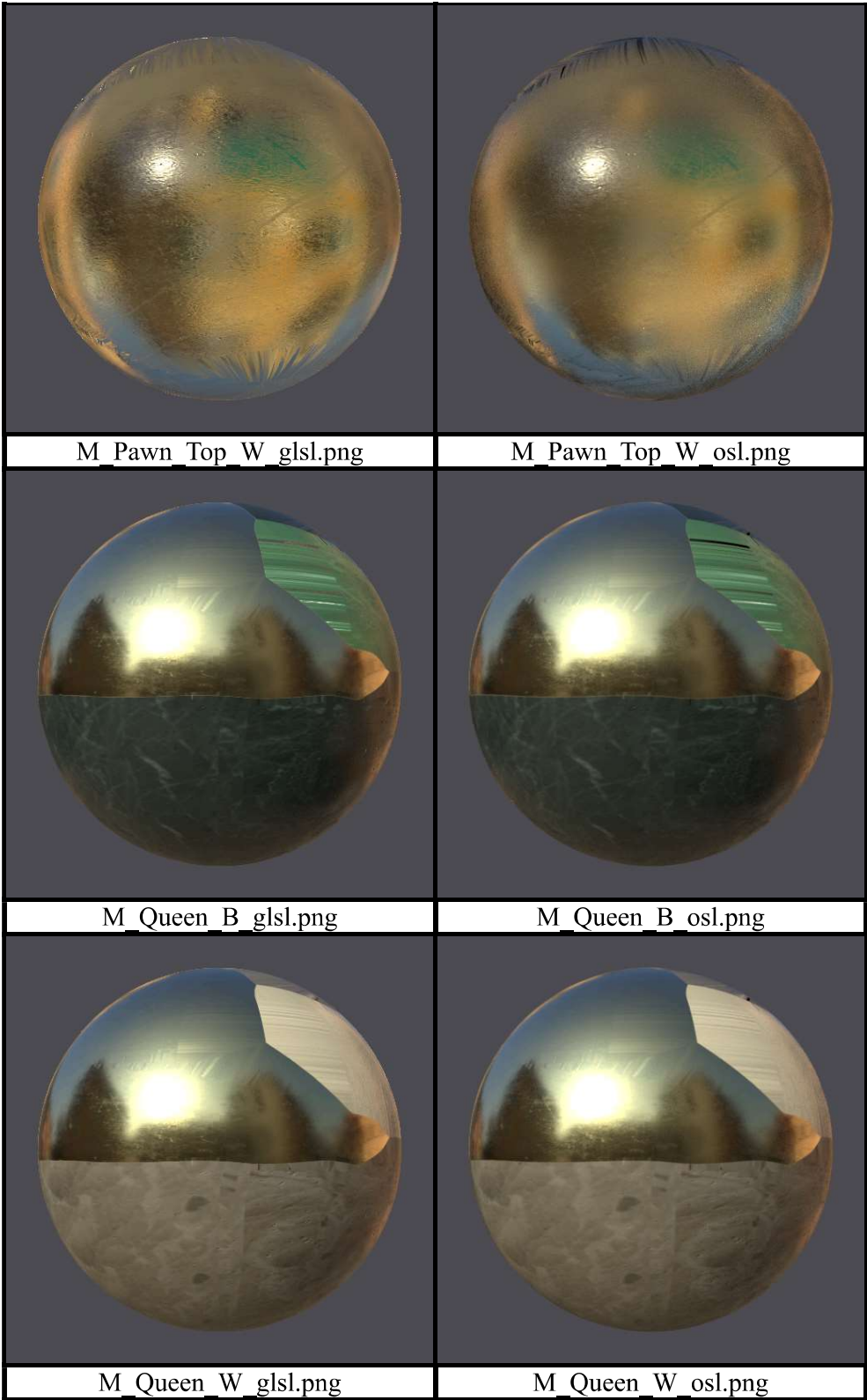
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



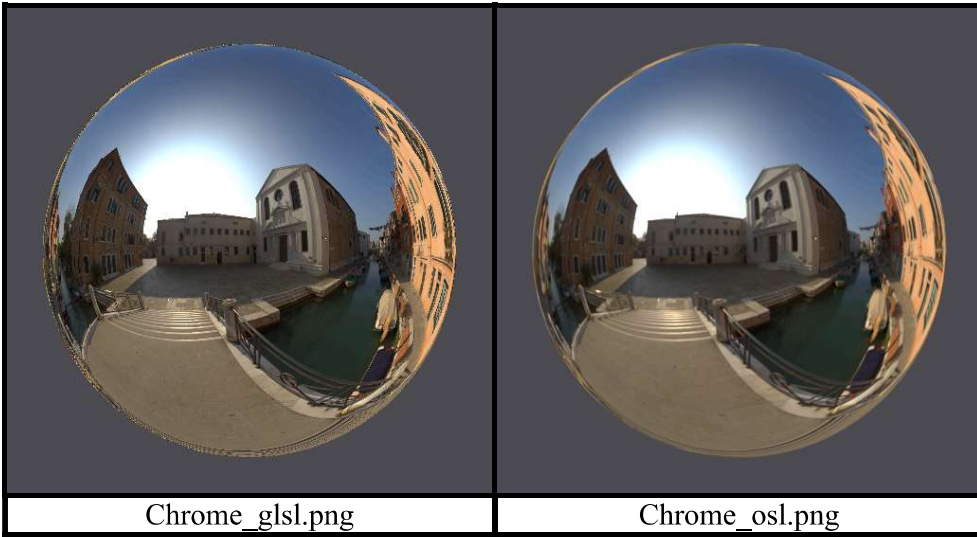
	
M_Castle_W_gsl.png	M_Castle_W_osl.png
	
M_Chessboard_gsl.png	M_Chessboard_osl.png
	
M_King_B_gsl.png	M_King_B_osl.png



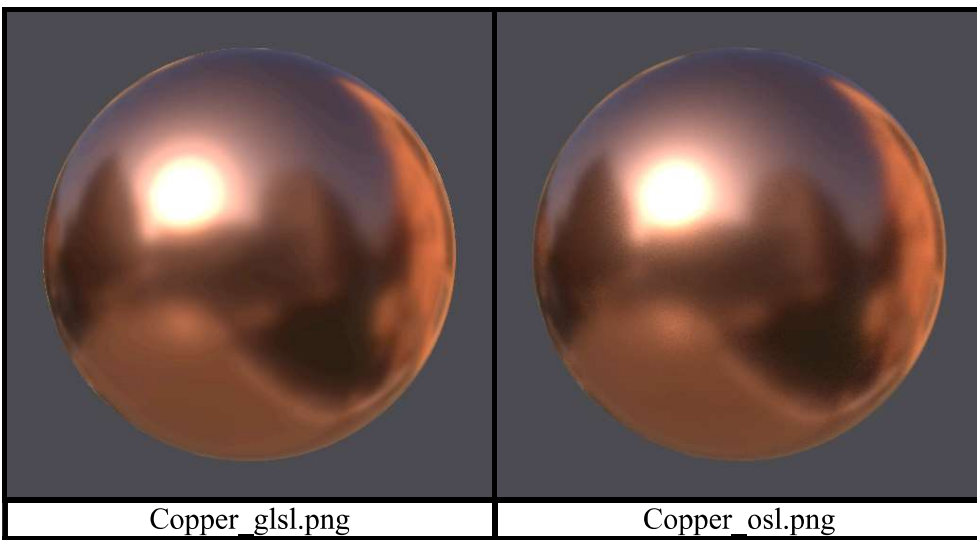
	
M Pawn Body B glsl.png	M Pawn Body B osl.png
	
M Pawn Body W glsl.png	M Pawn Body W osl.png
	
M Pawn Top B glsl.png	M Pawn Top B osl.png



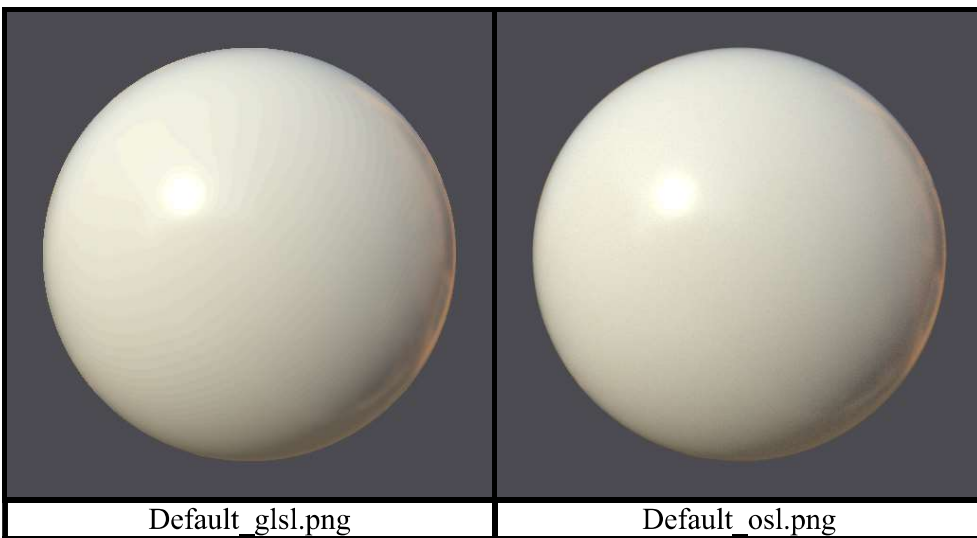
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



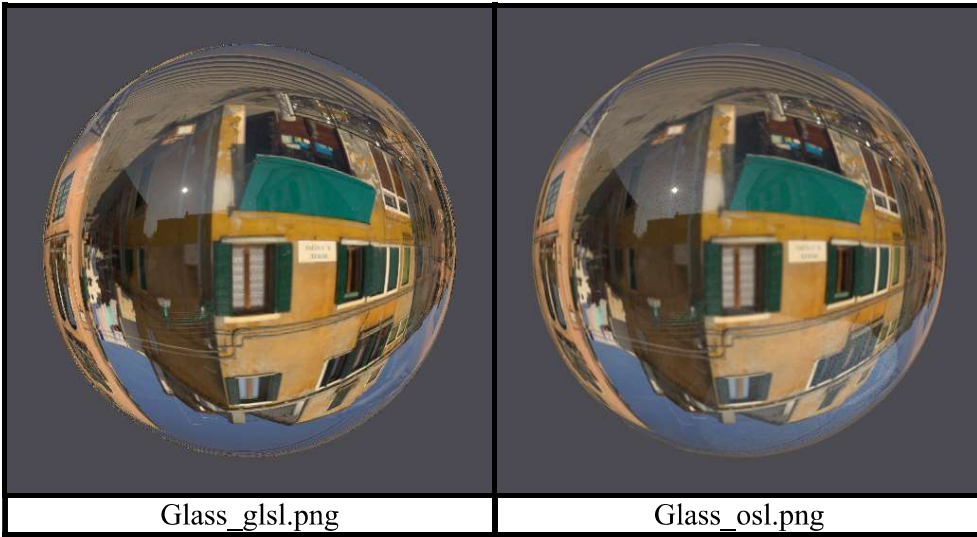
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



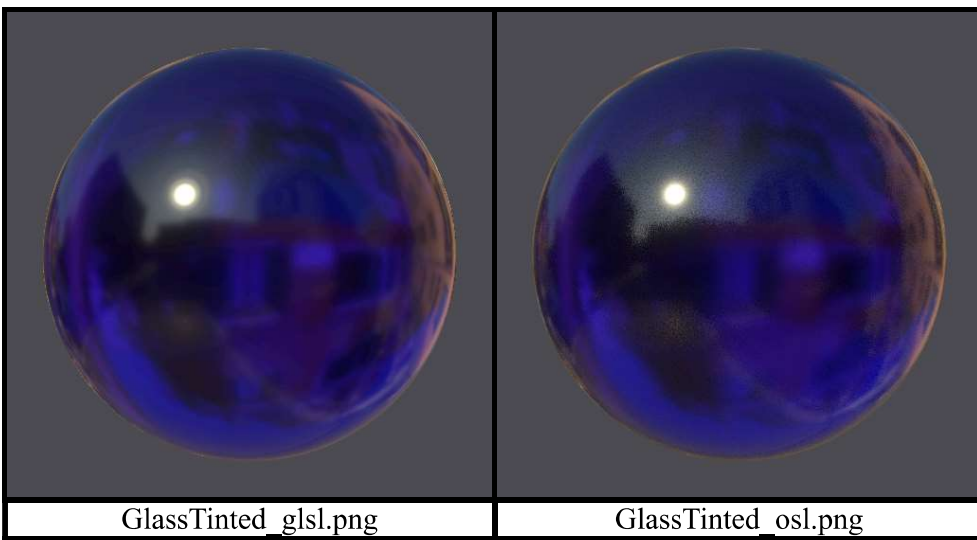
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



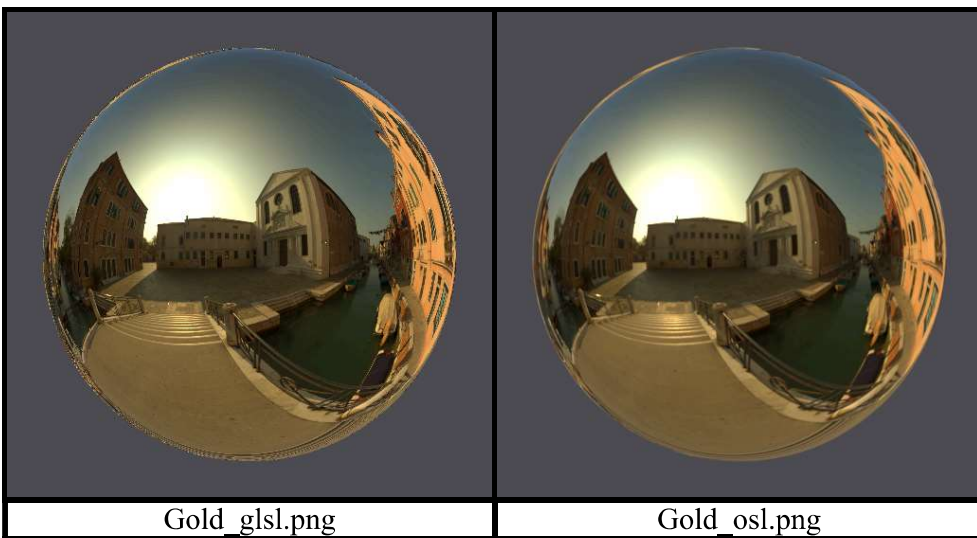
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



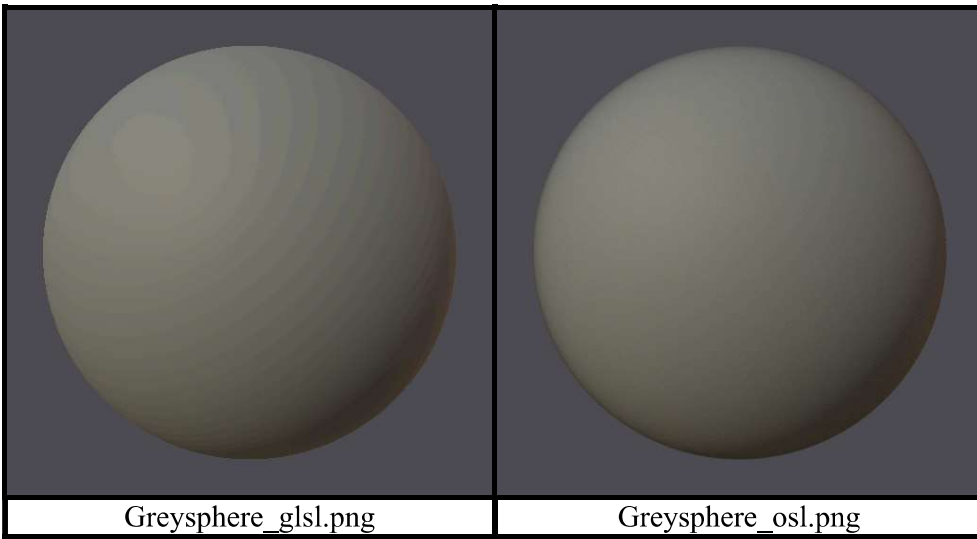
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



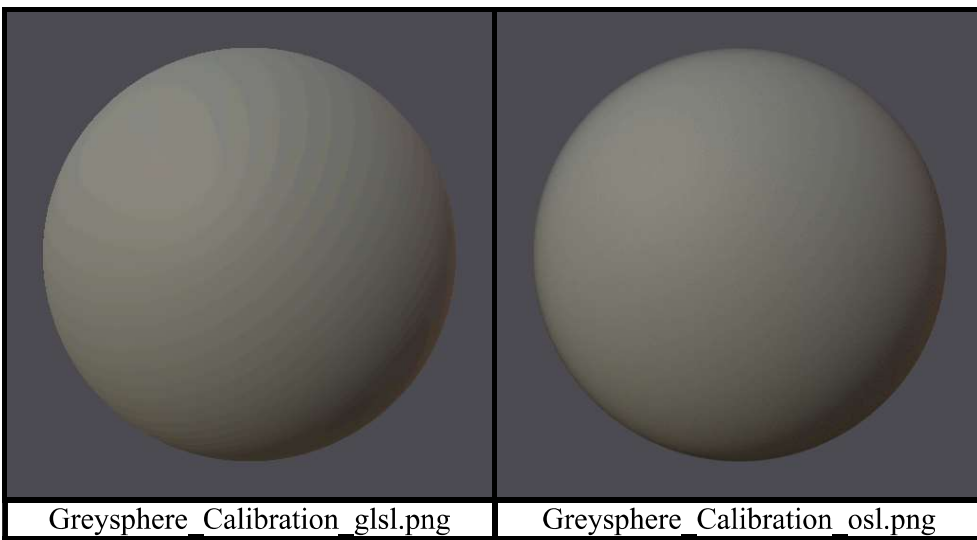
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



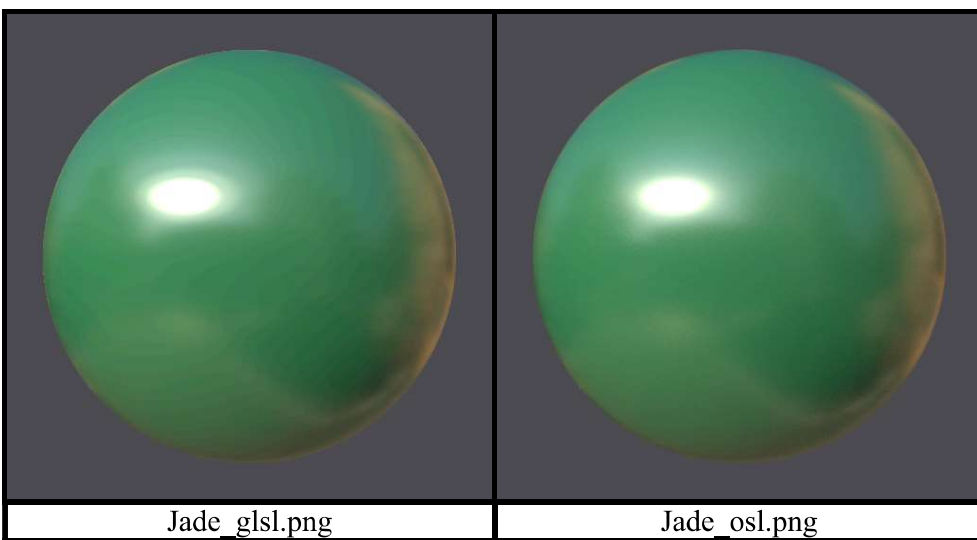
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



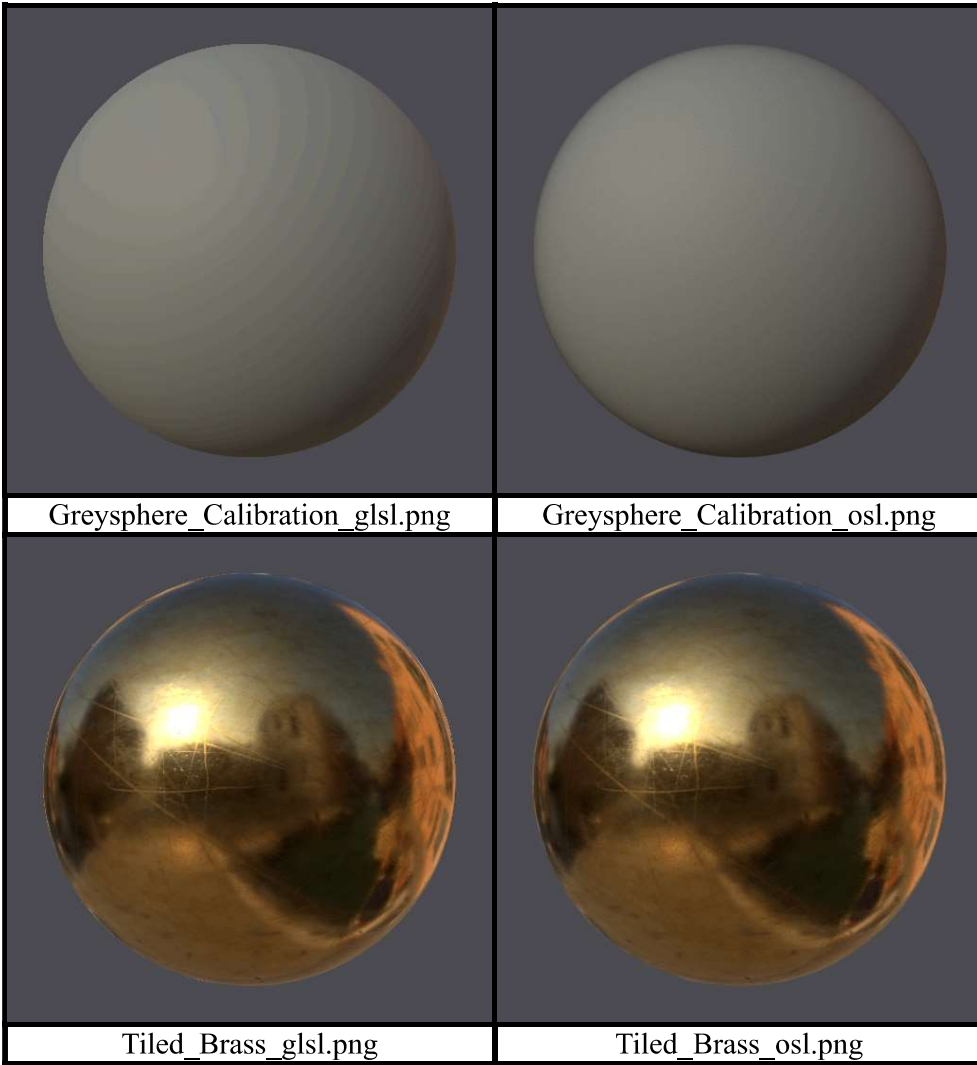
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



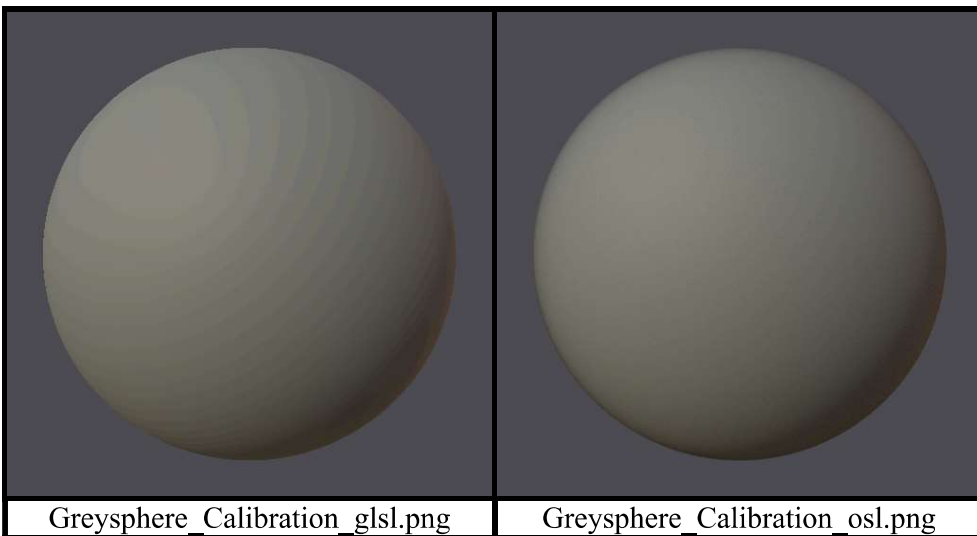
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

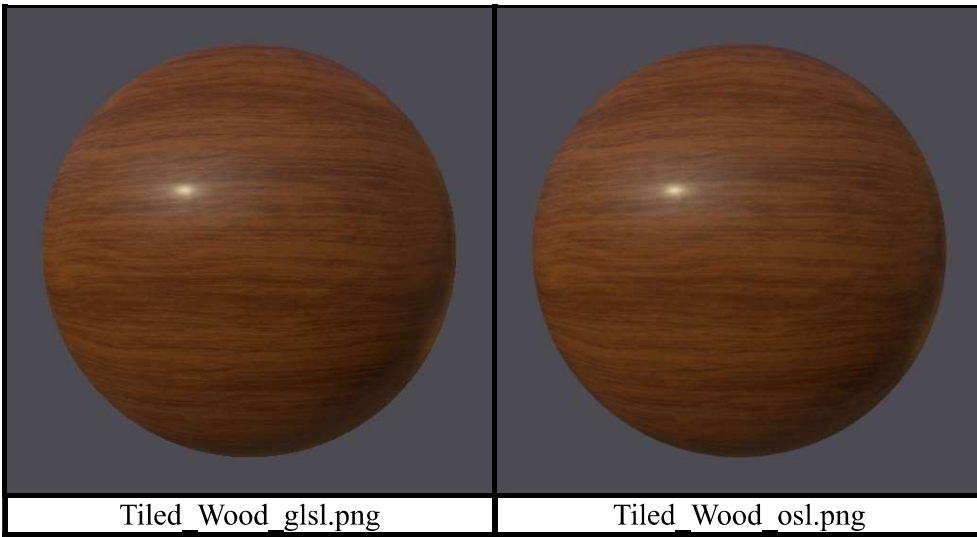


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

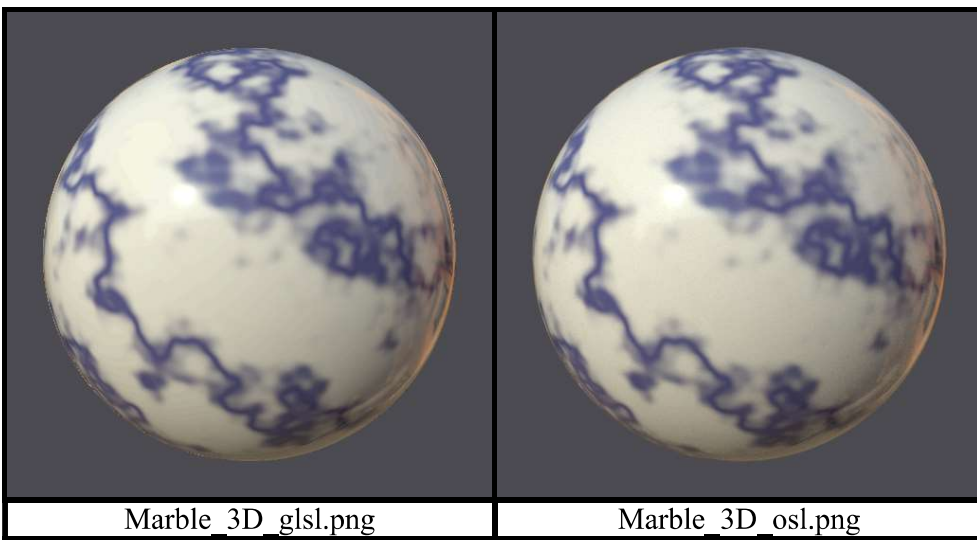


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

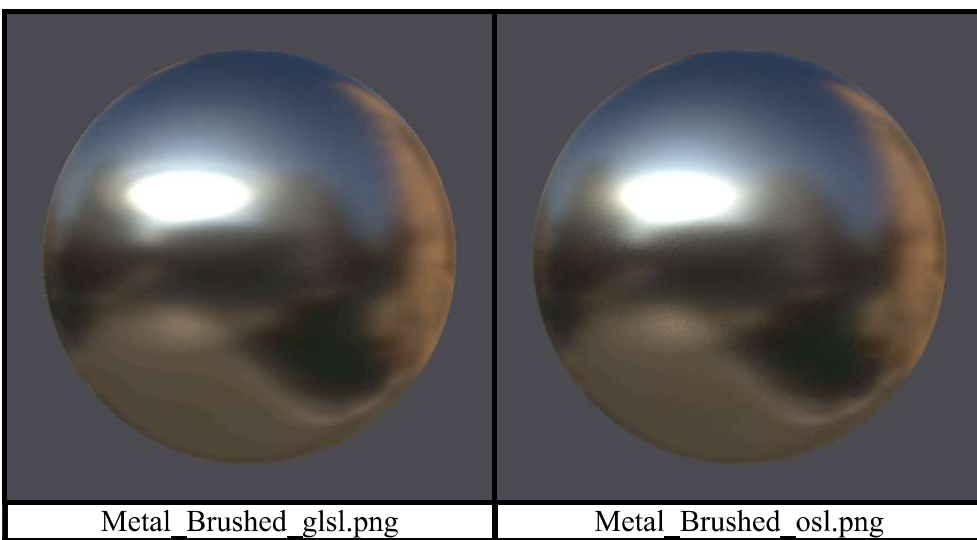




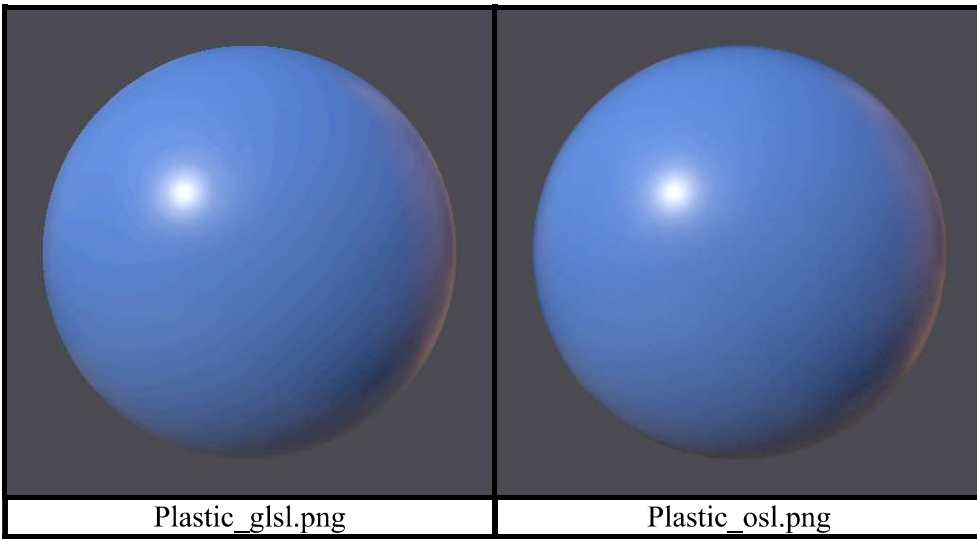
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



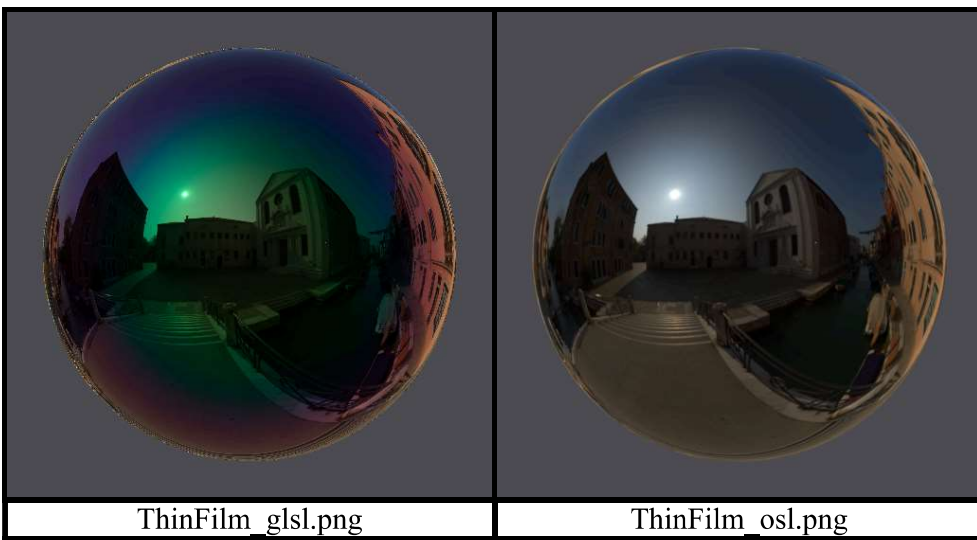
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



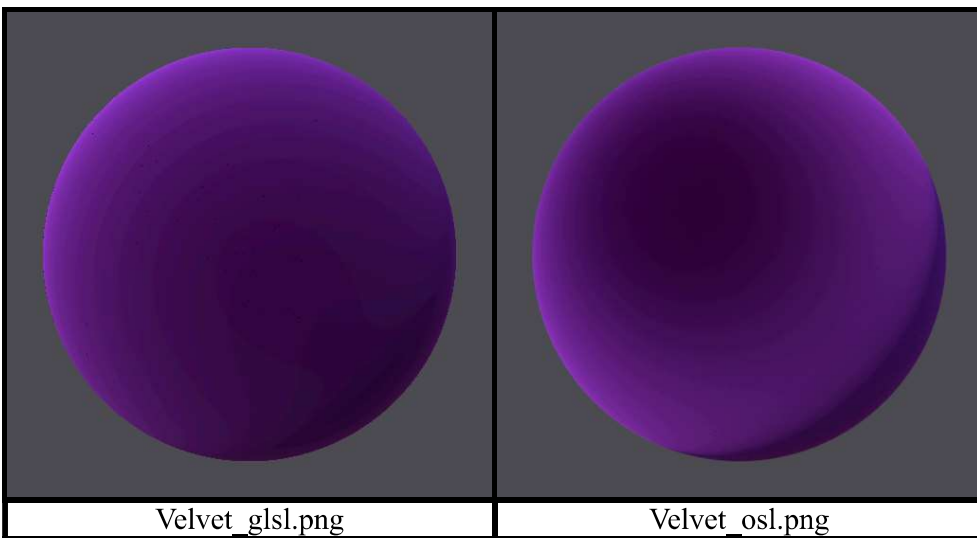
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



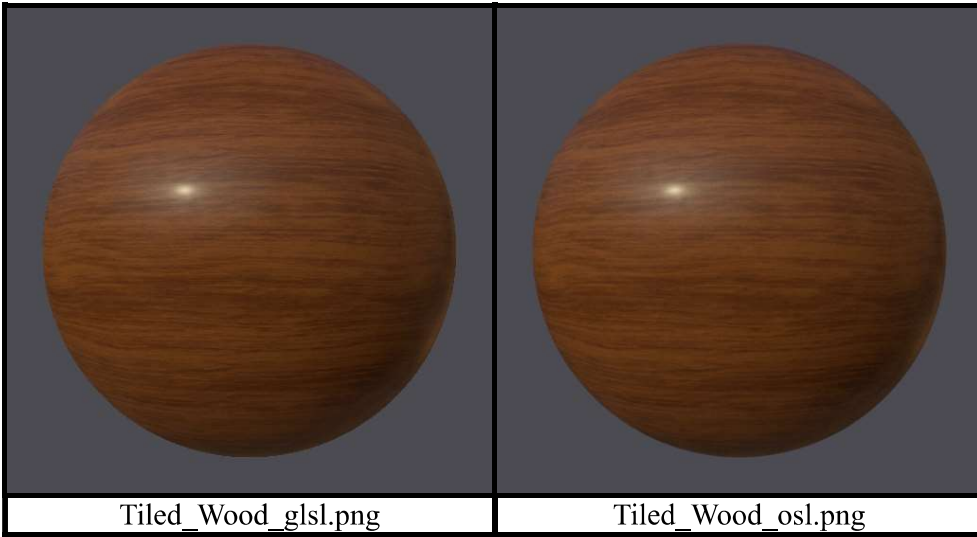
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



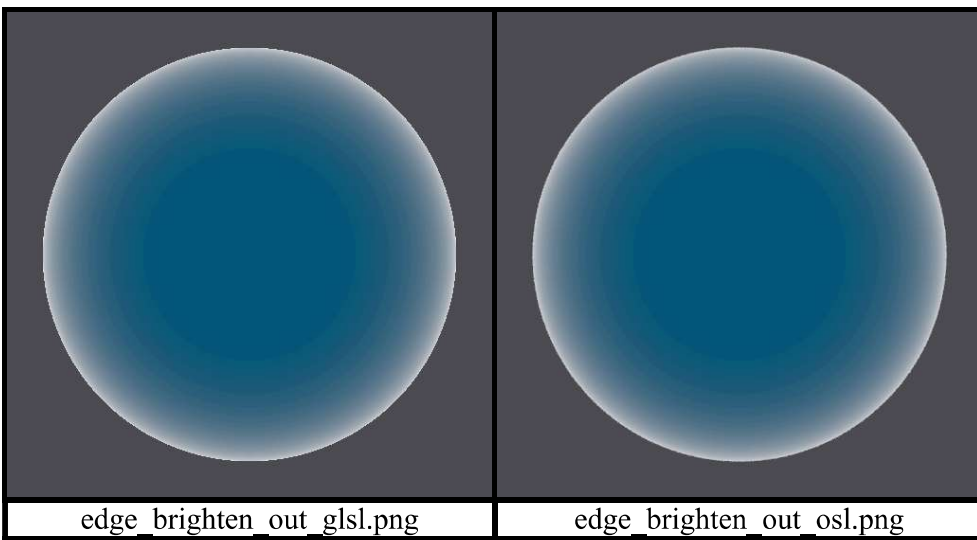
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



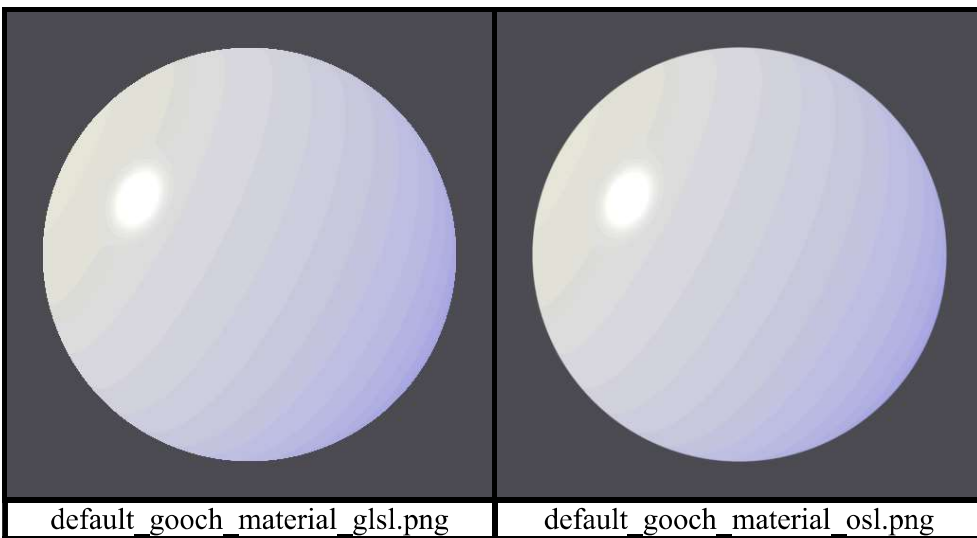
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:

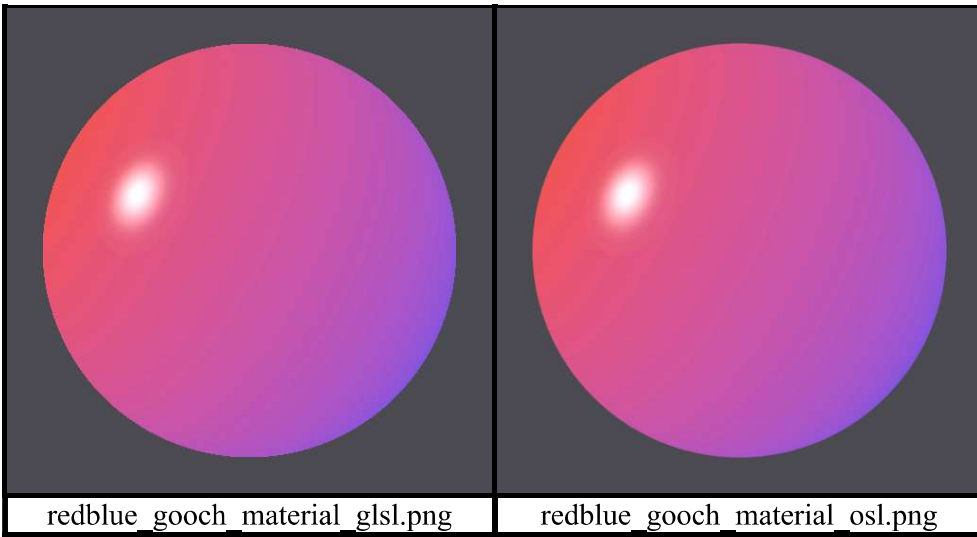


..\..\build\bin\resources\Materials\TestSuite\nprlib\edge_brighten:

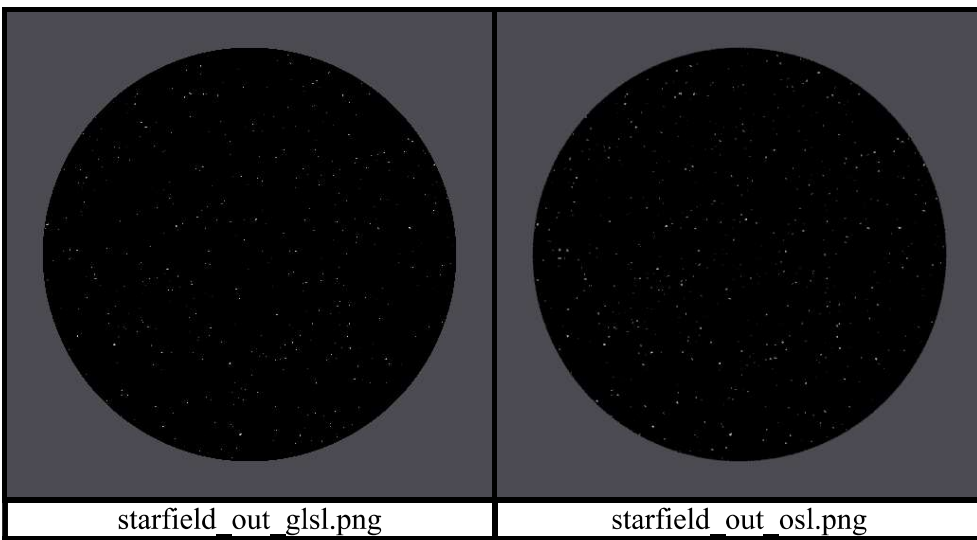


..\..\build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:

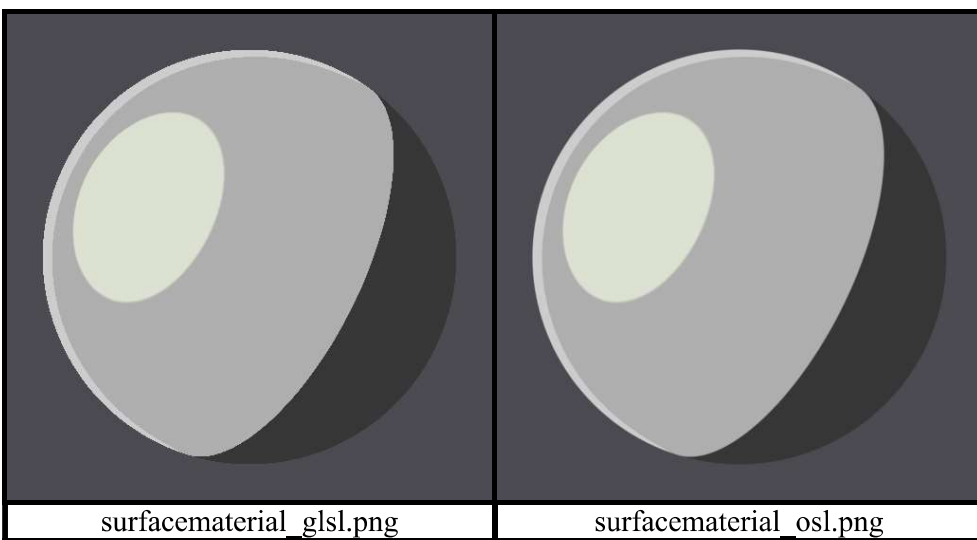




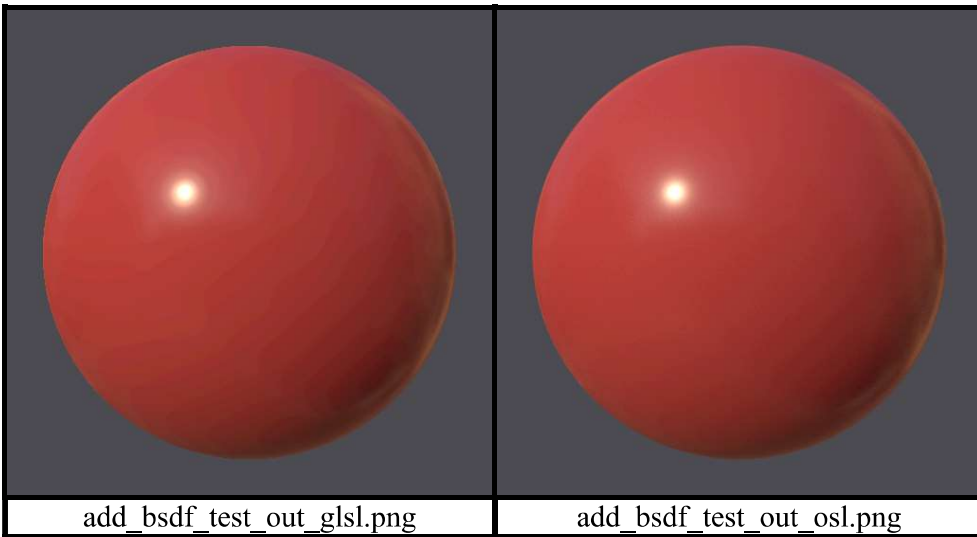
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



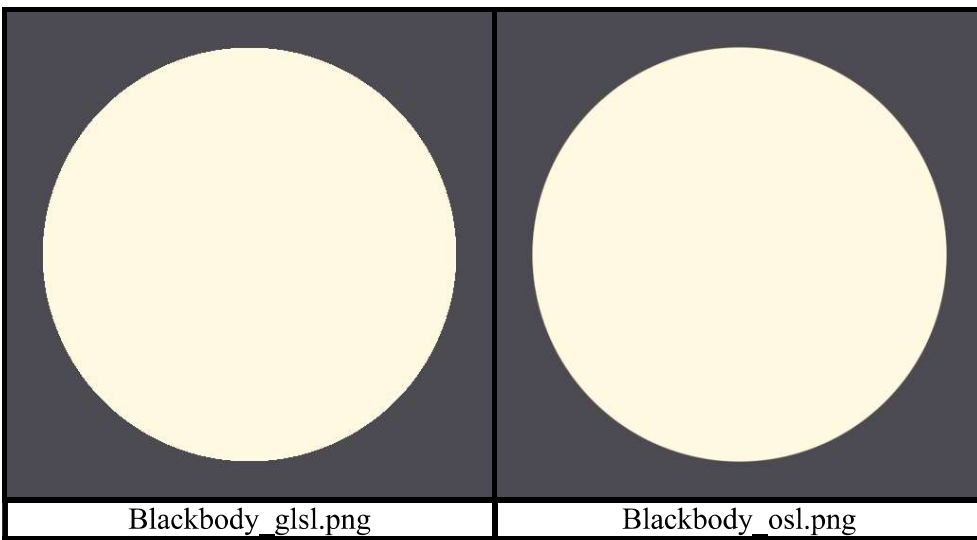
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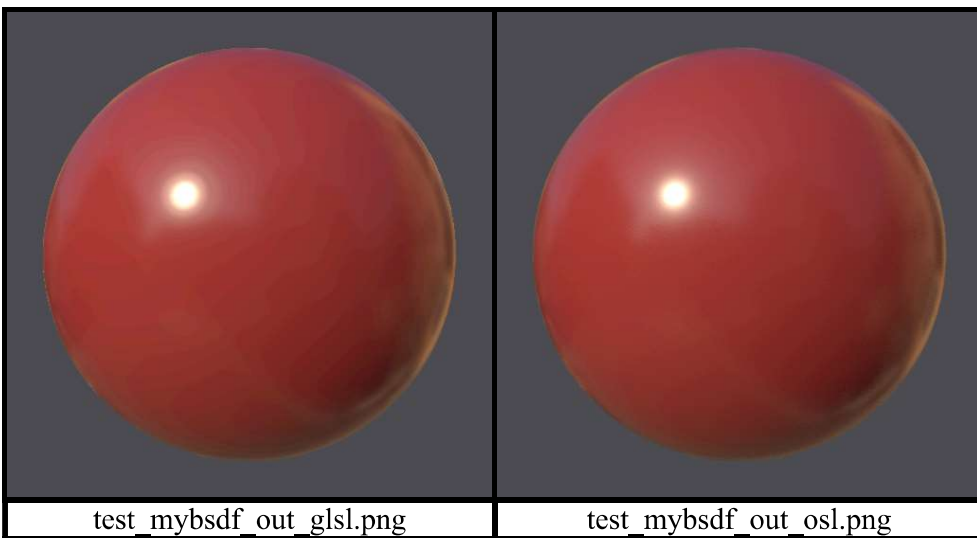
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



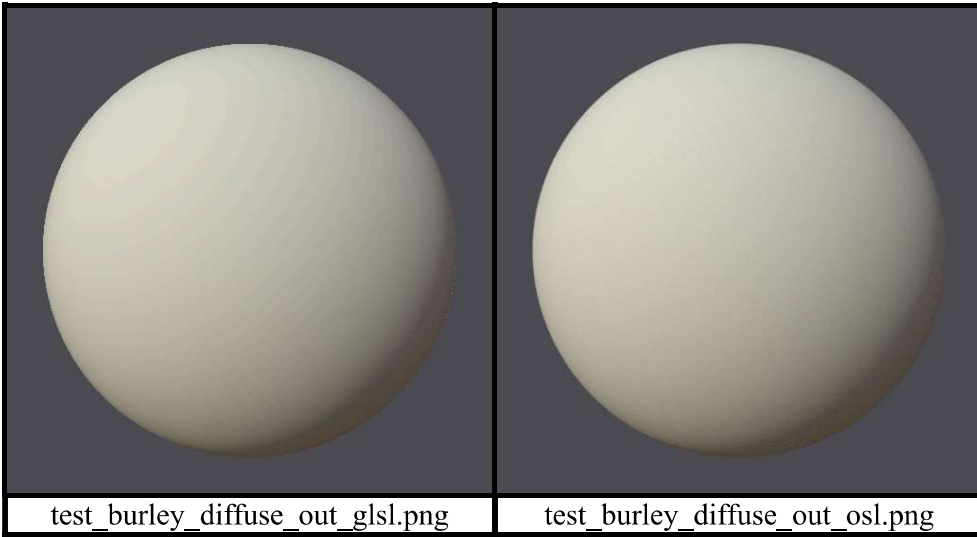
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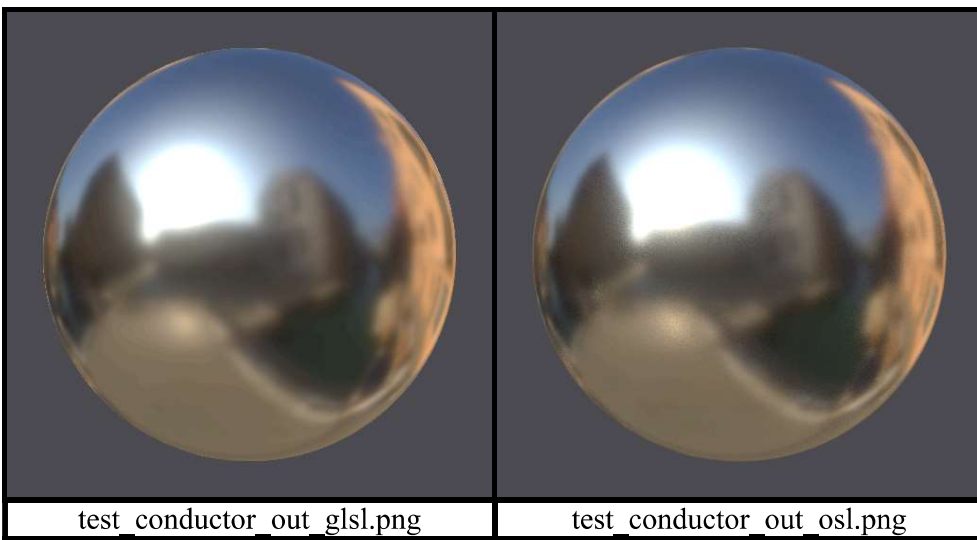
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



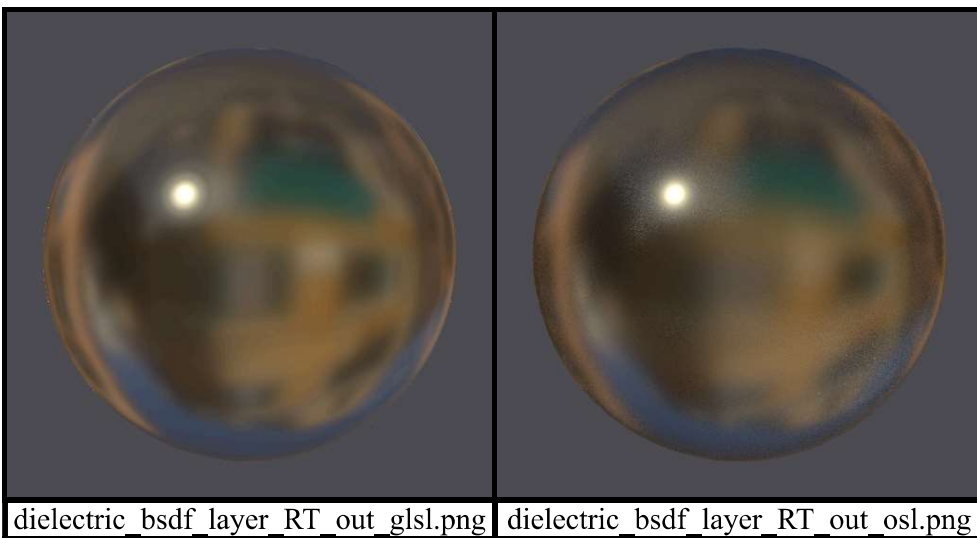
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:

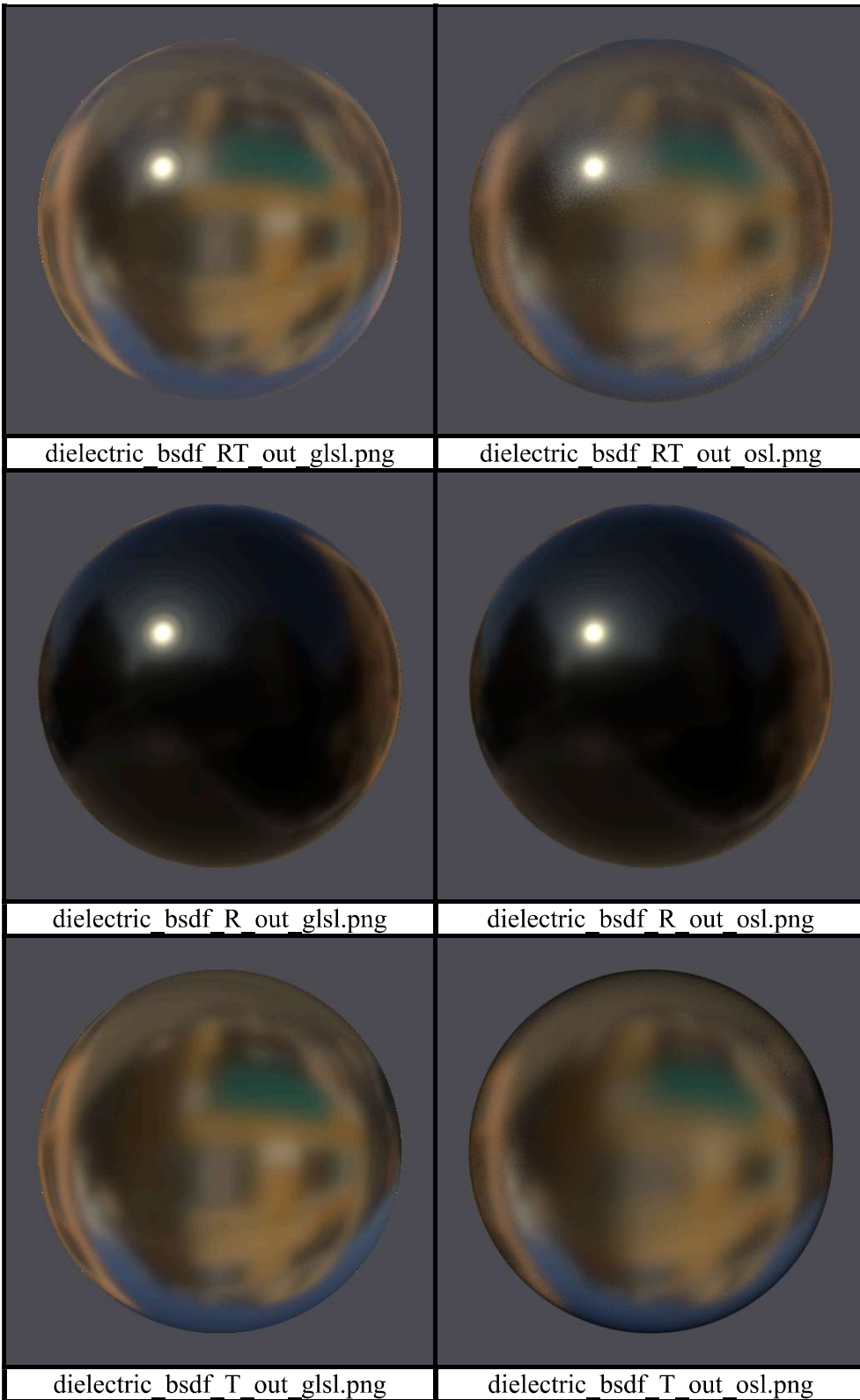


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

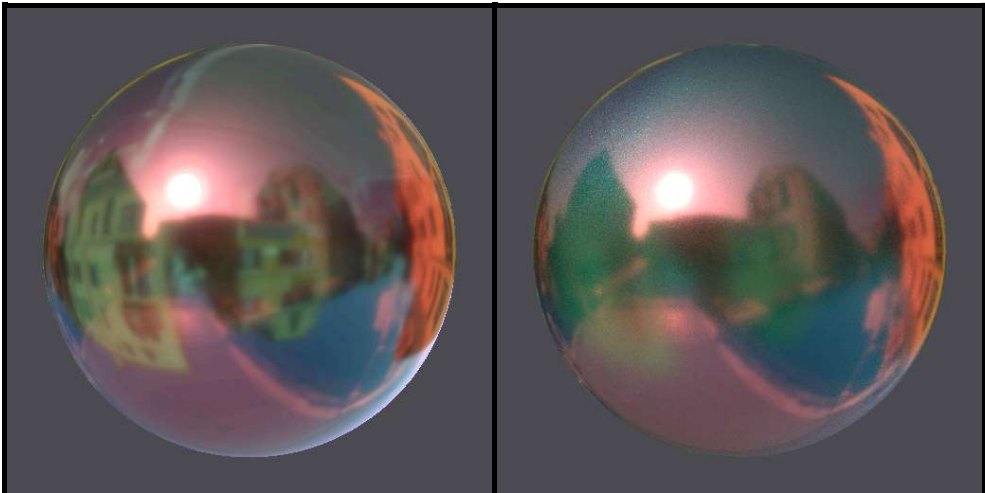


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:



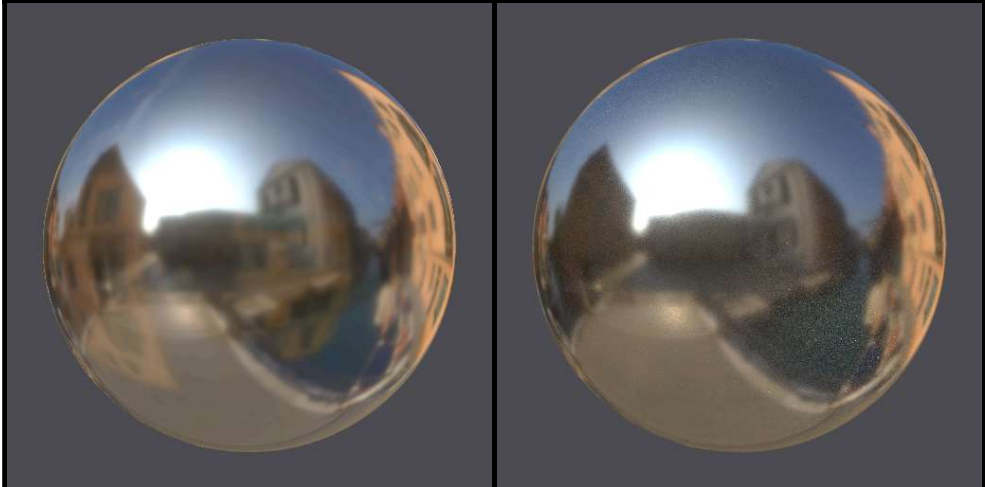


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:



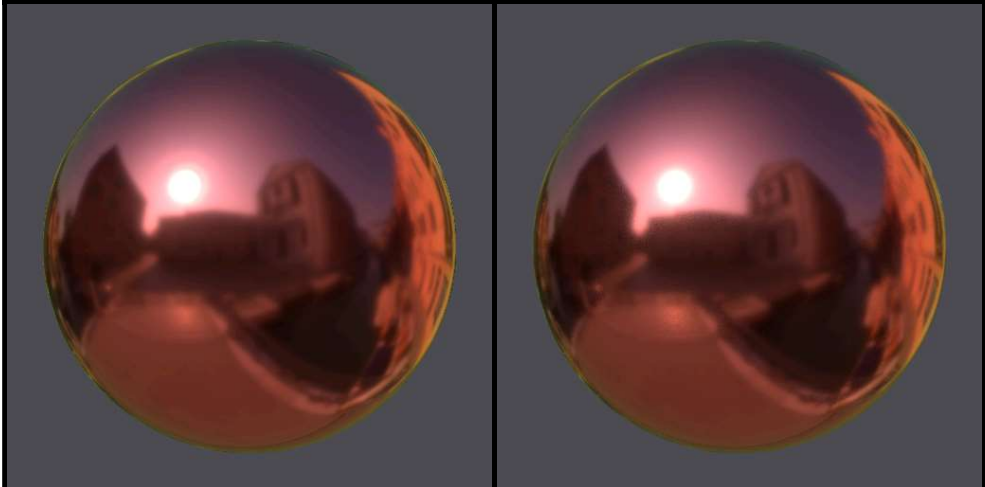
schlick_bsdf_layer_RT2_out_gsl.png

schlick_bsdf_layer_RT2_out_osl.png



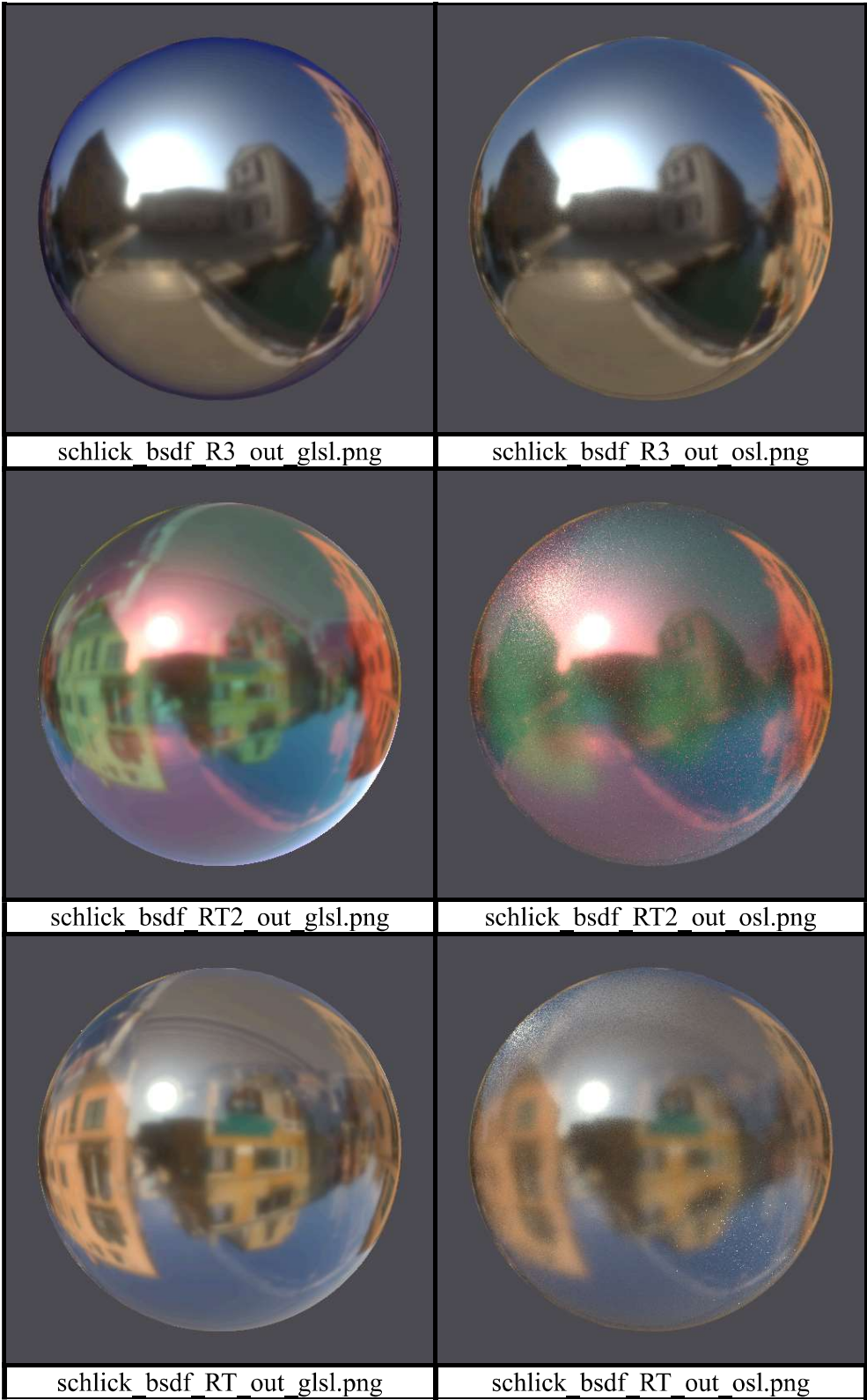
schlick_bsdf_layer_RT_out_gsl.png

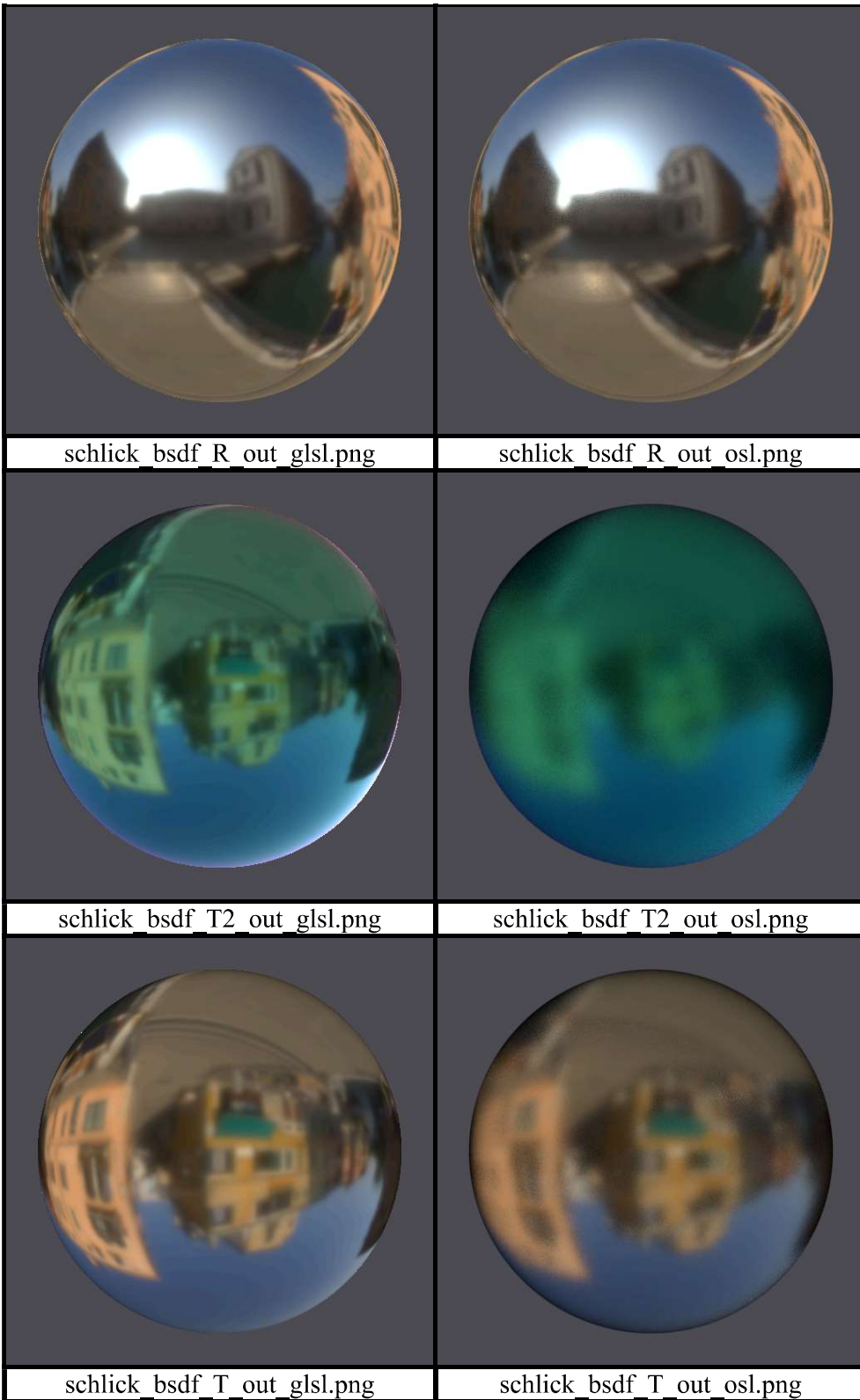
schlick_bsdf_layer_RT_out_osl.png



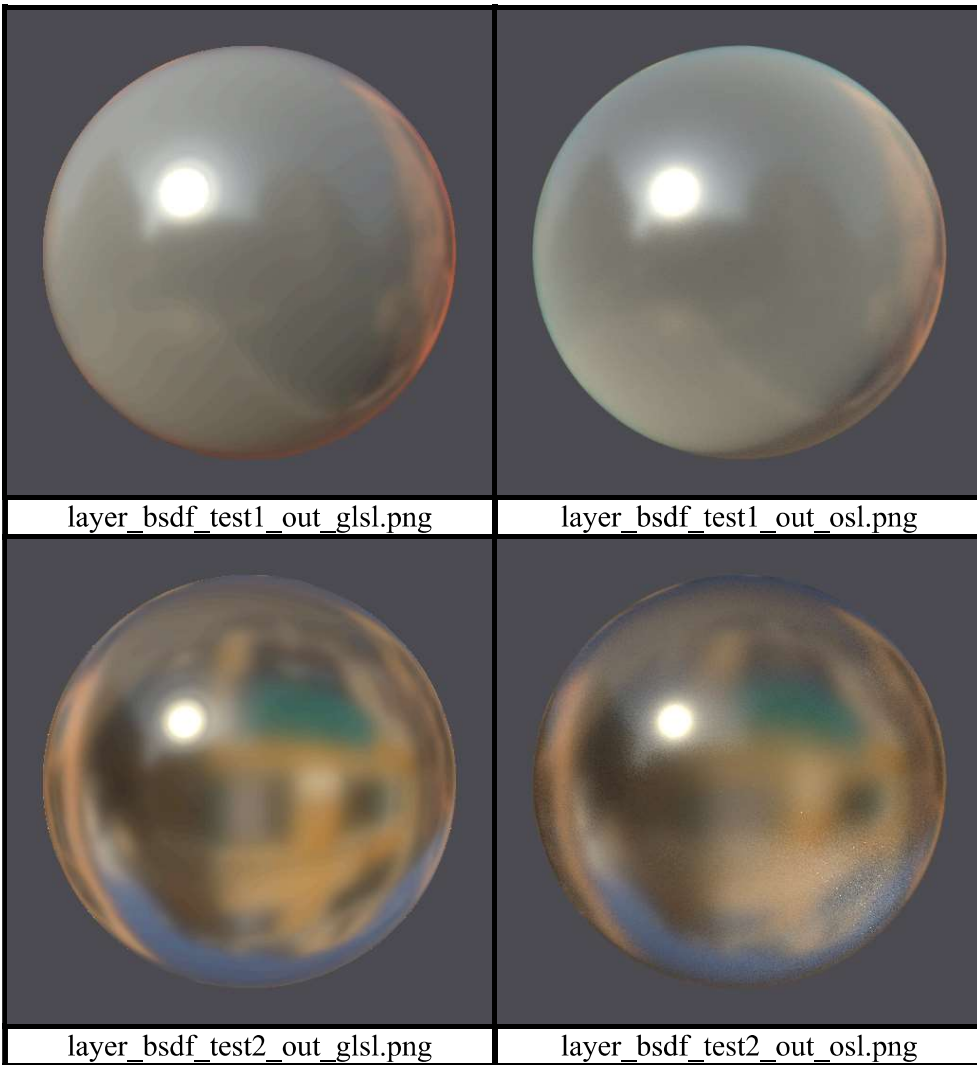
schlick_bsdf_R2_out_gsl.png

schlick_bsdf_R2_out_osl.png

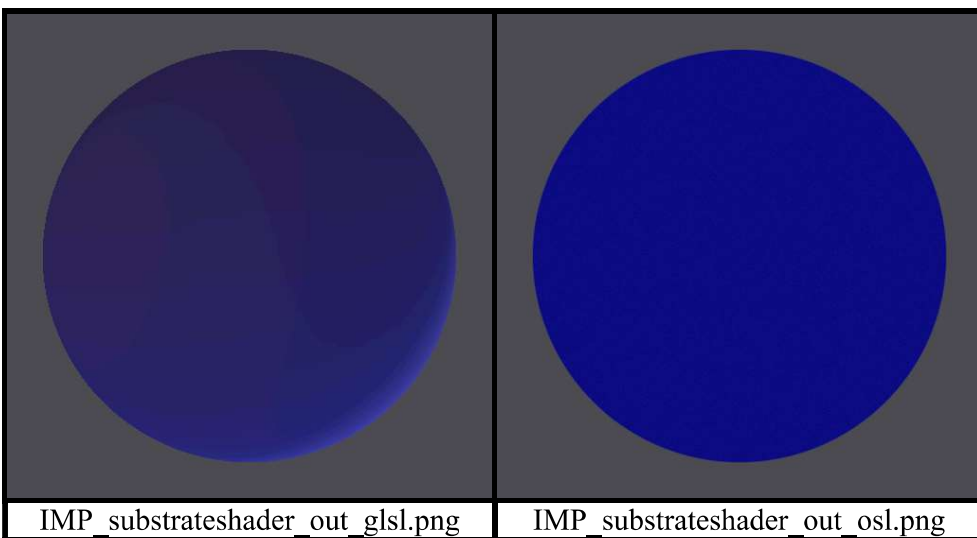


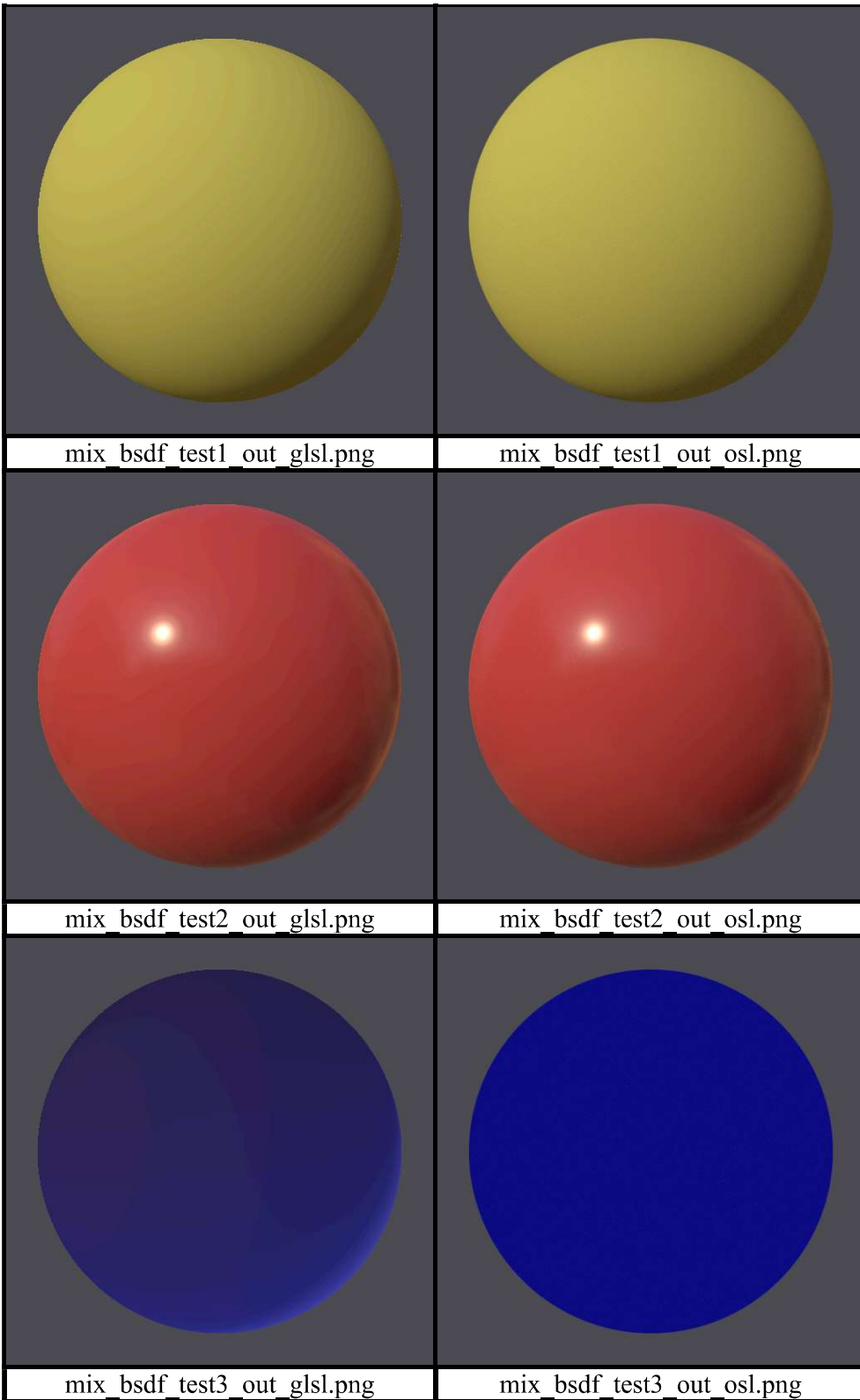


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

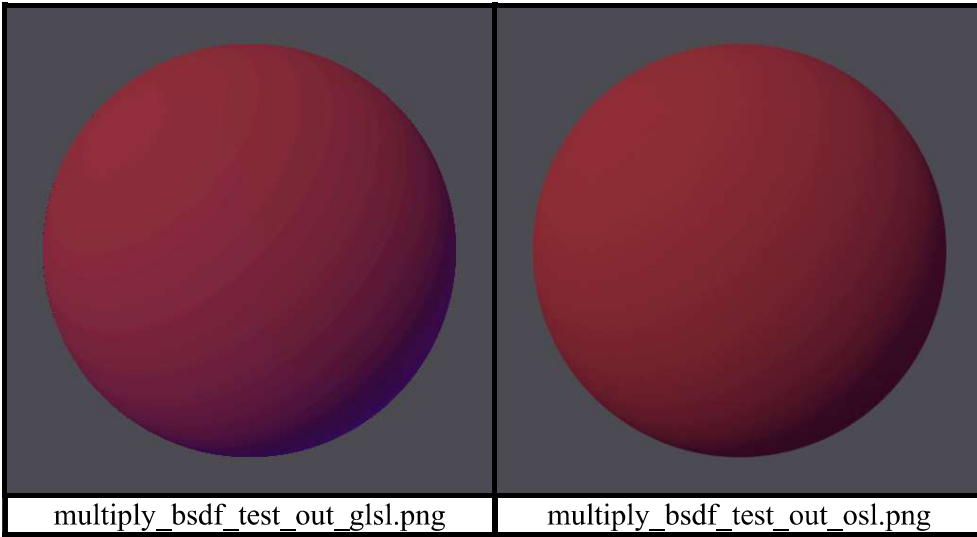


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

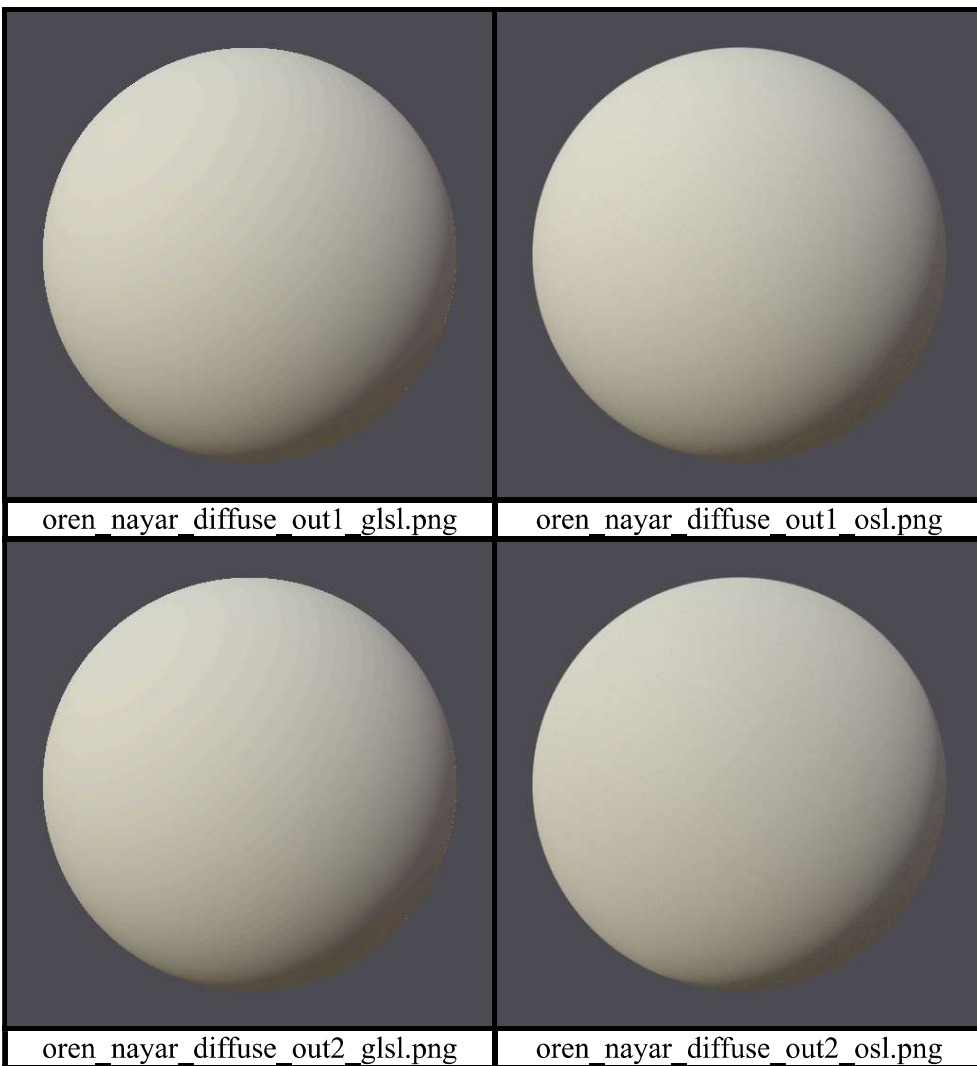


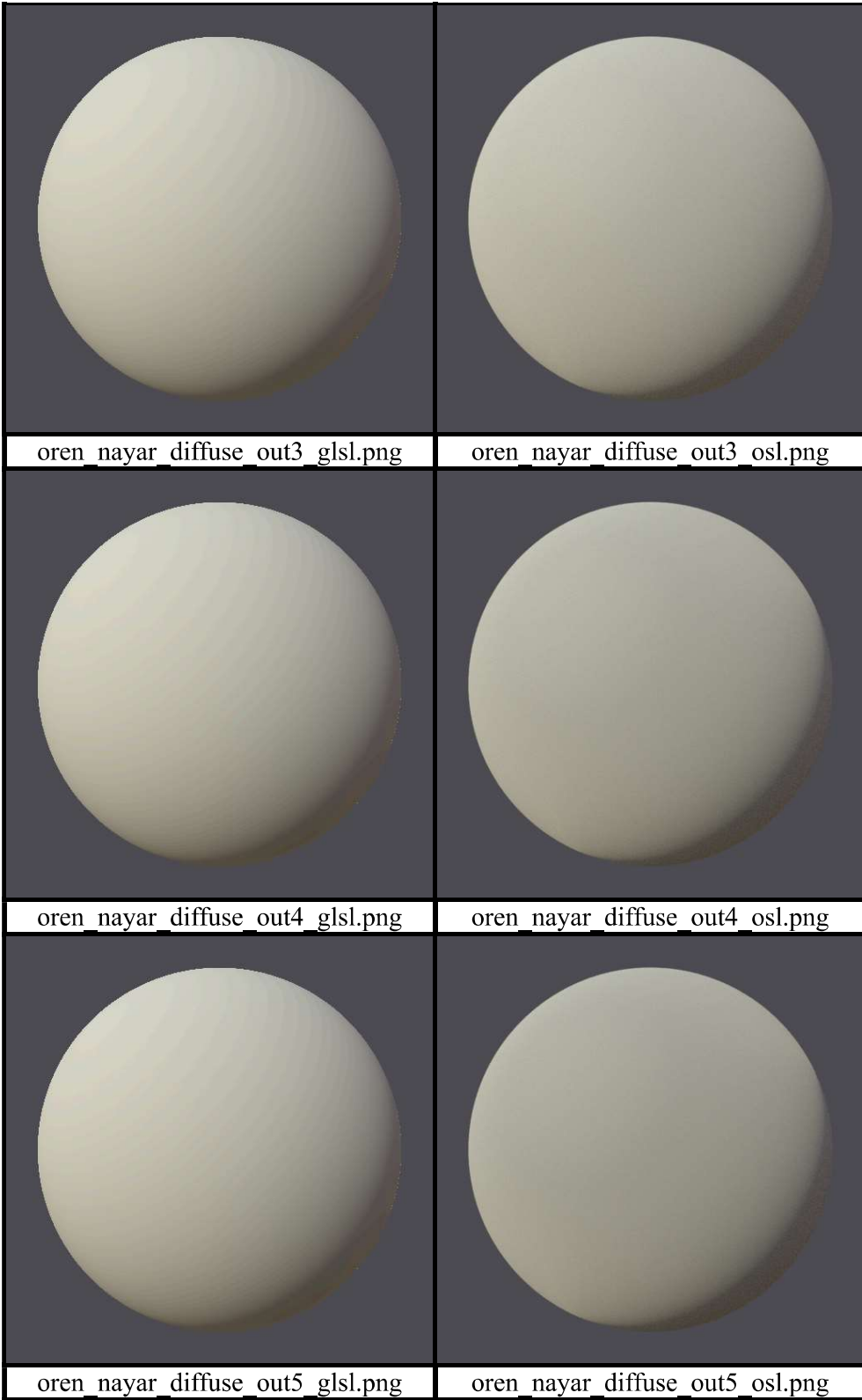


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:



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



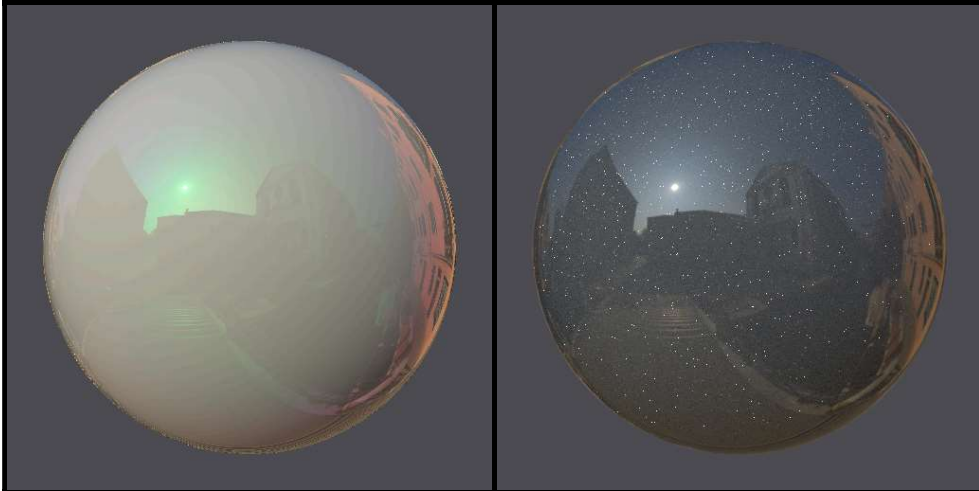


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:



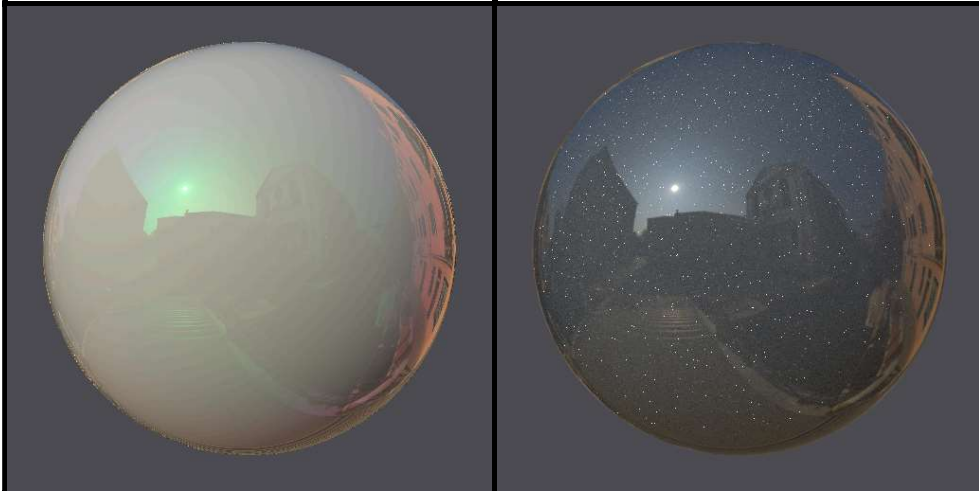
thin_film_test1_out_gsl.png

thin_film_test1_out_osl.png



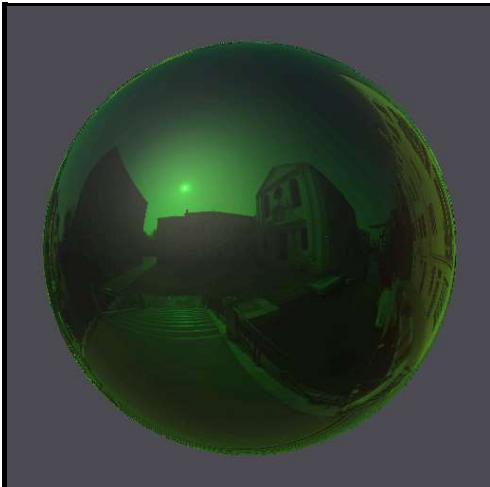

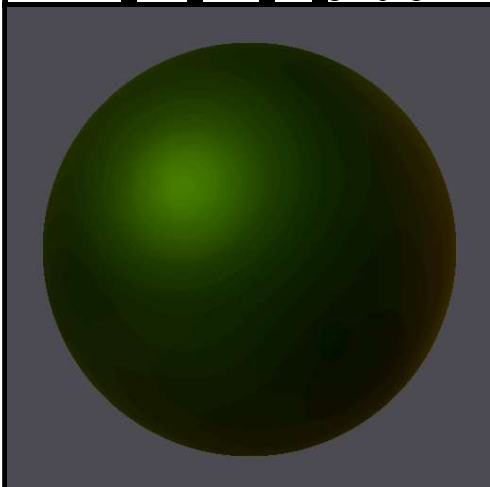
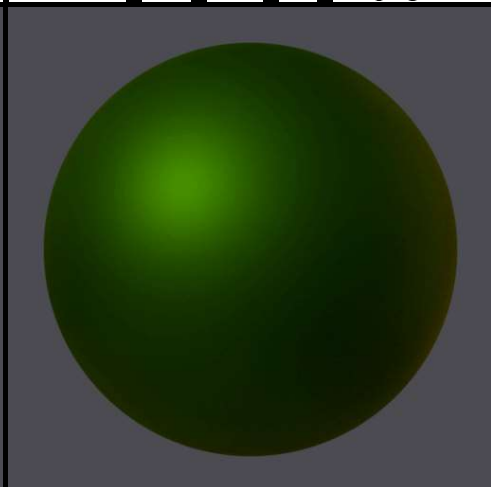


thin_film_test2_out_gsl.png

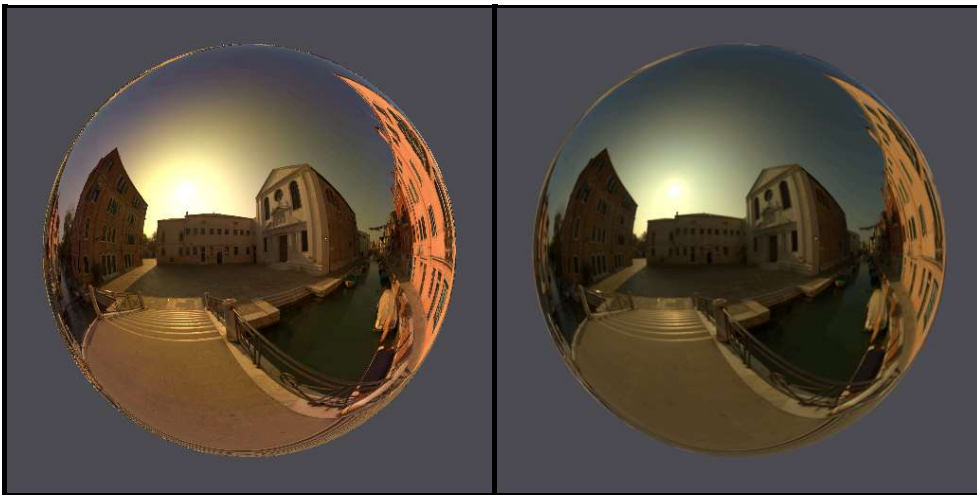
thin_film_test2_out_osl.png



thin_film_test3_out_gsl.png

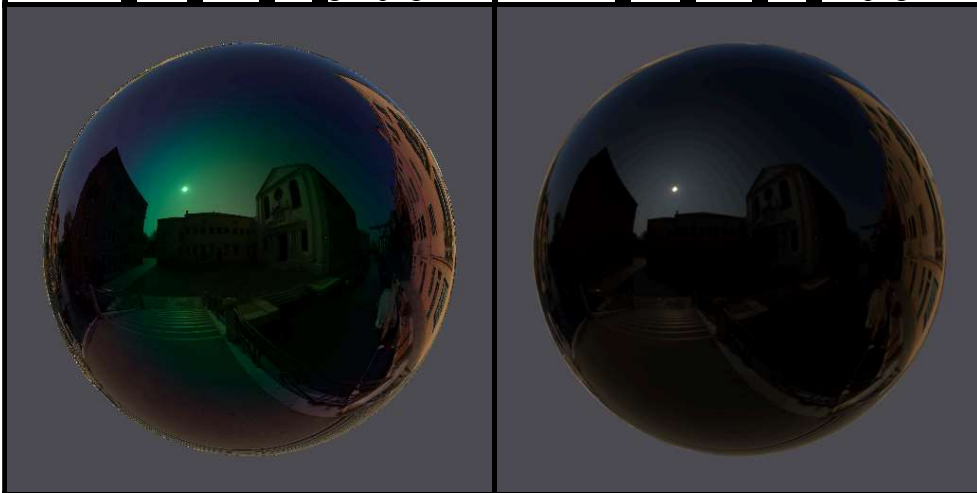
thin_film_test3_out_osl.png

 A sphere rendered with a thin film effect using GLSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.	 A sphere rendered with a thin film effect using OSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.
<p>thin film test4 out glsl.png</p>	<p>thin film test4 out osl.png</p>
 A sphere rendered with a thin film effect using GLSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.	 A sphere rendered with a thin film effect using OSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.
<p>thin film test5 out glsl.png</p>	<p>thin film test5 out osl.png</p>
 A sphere rendered with a thin film effect using GLSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.	 A sphere rendered with a thin film effect using OSL. The sphere's surface is dark green and shows a reflection of a city street scene at night, including buildings and a street lamp. The reflection is slightly blurred and has a soft glow.
<p>thin film test6 out glsl.png</p>	<p>thin film test6 out osl.png</p>



thin film test7 out glsl.png

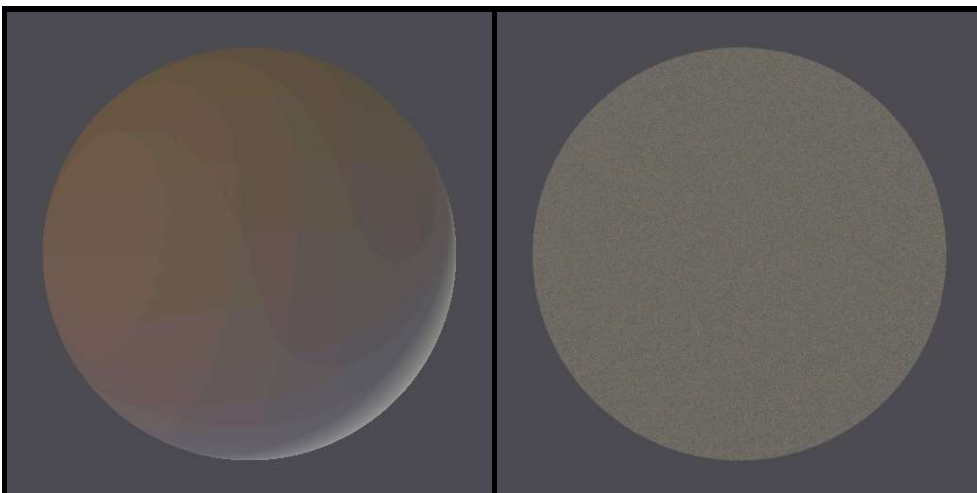
thin film test7 out osl.png



thin film test8 out glsl.png

thin film test8 out osl.png

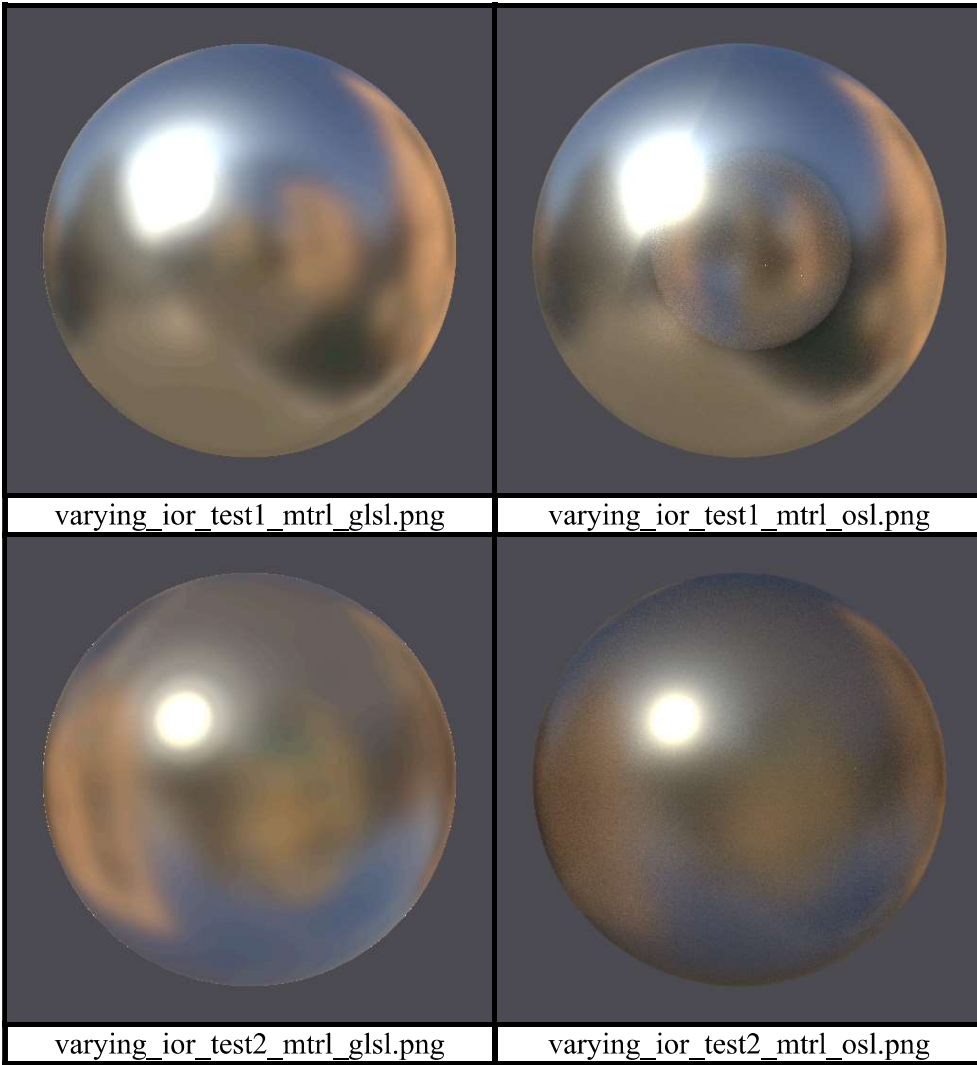
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\translucent_bsdf:



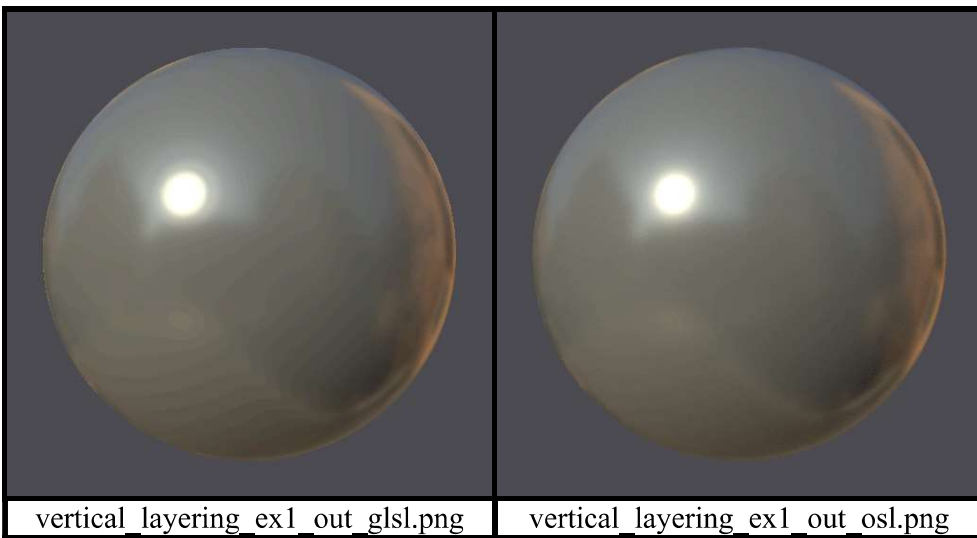
translucent bsdf out glsl.png

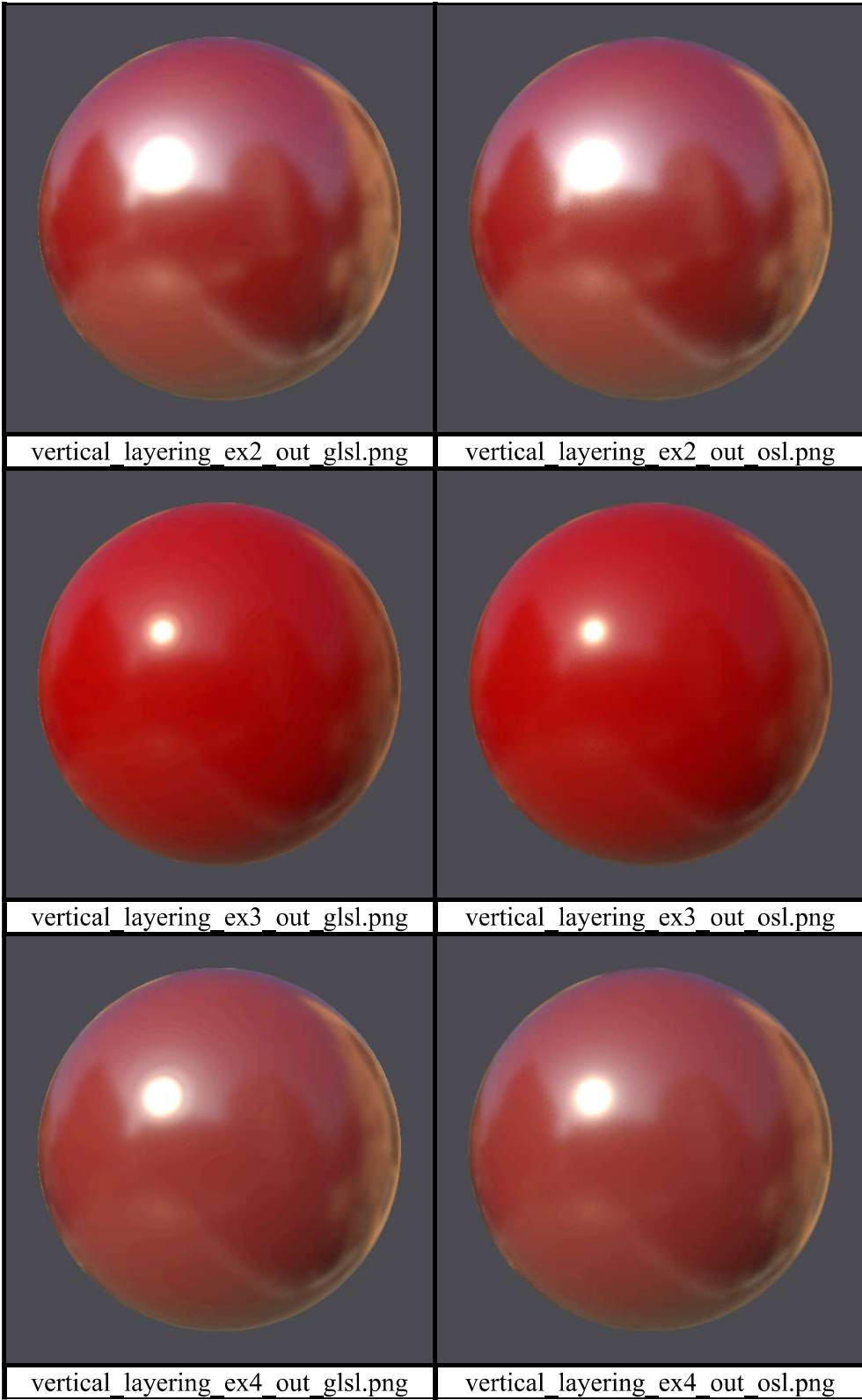
translucent bsdf out osl.png

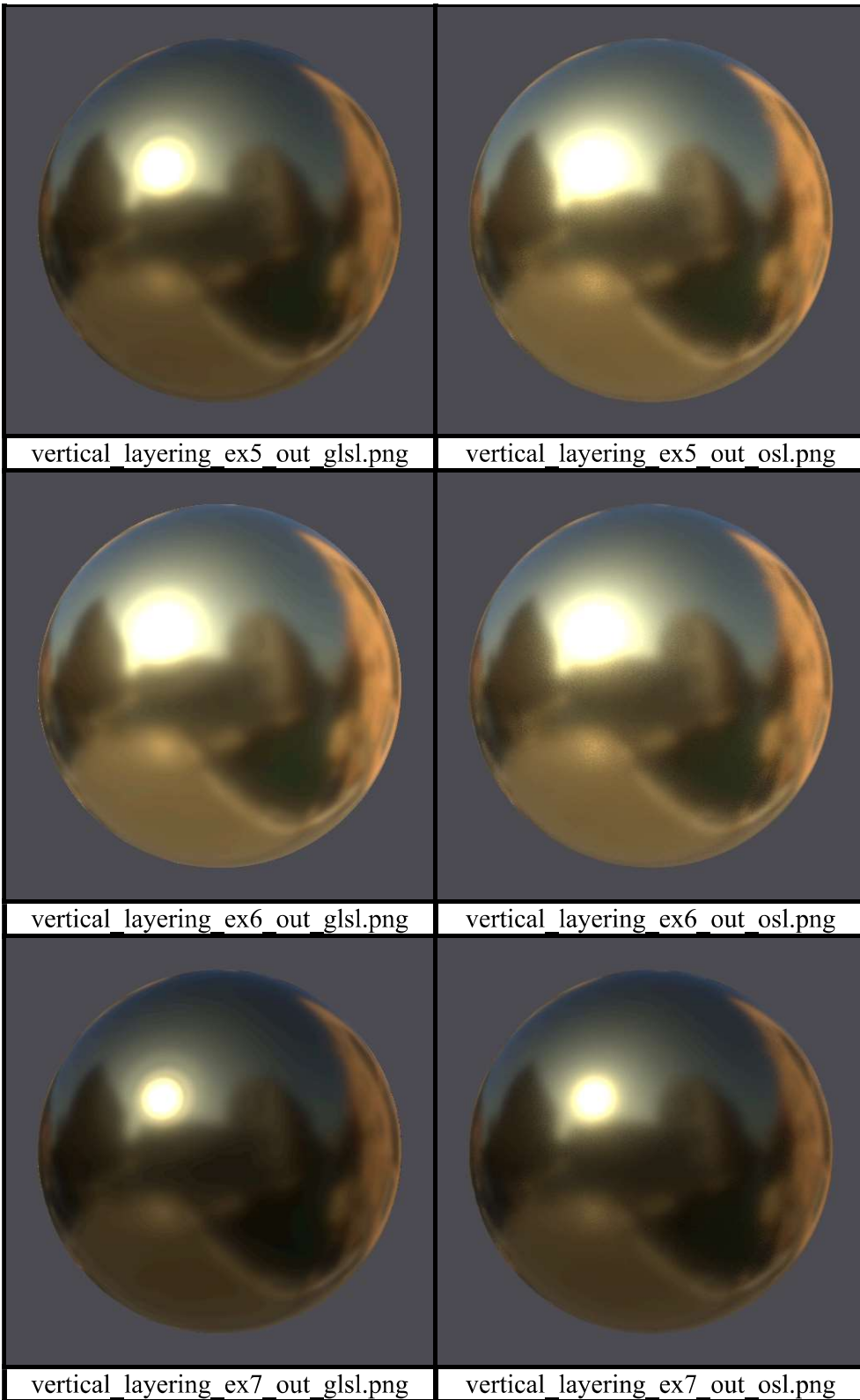
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:



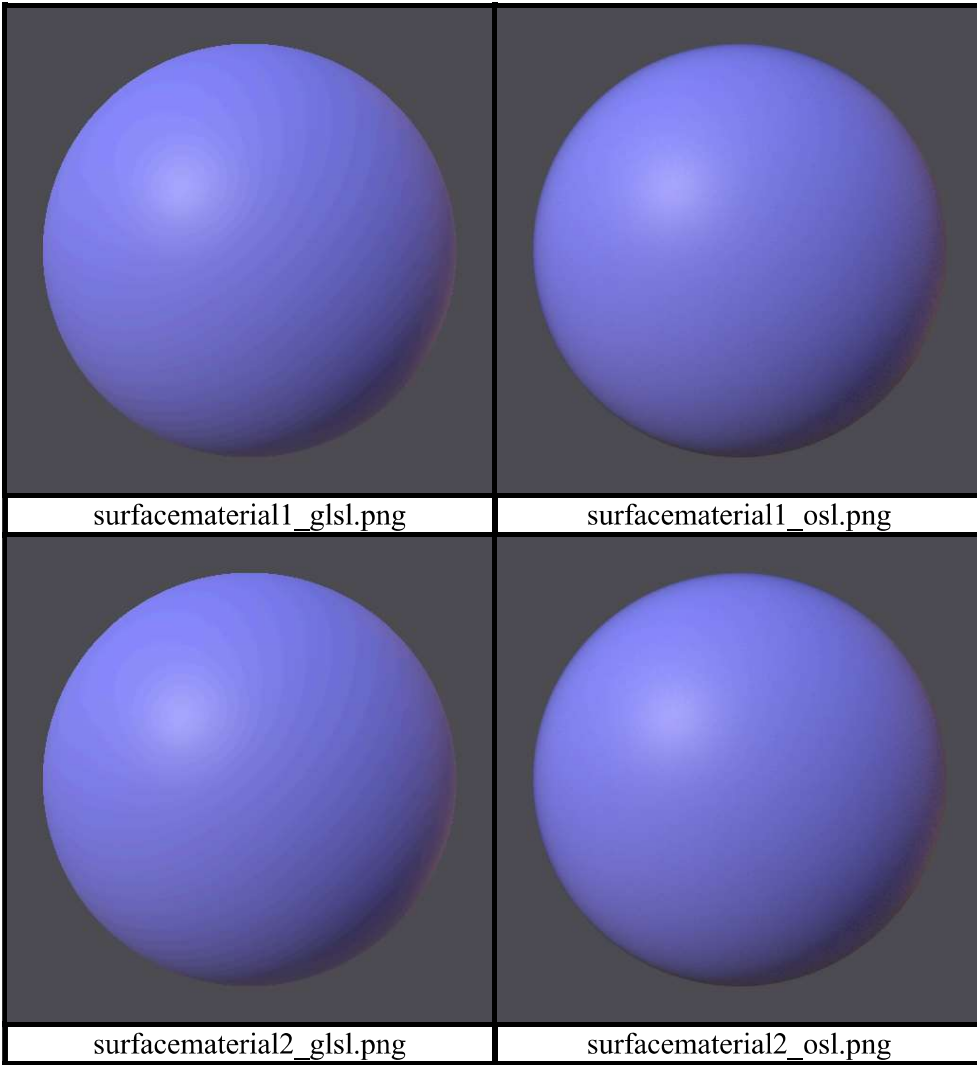
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:



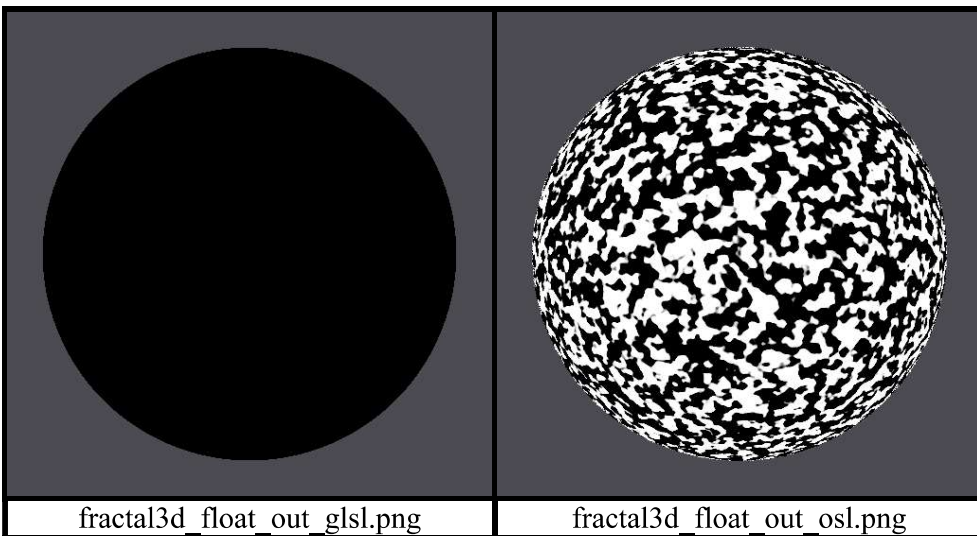


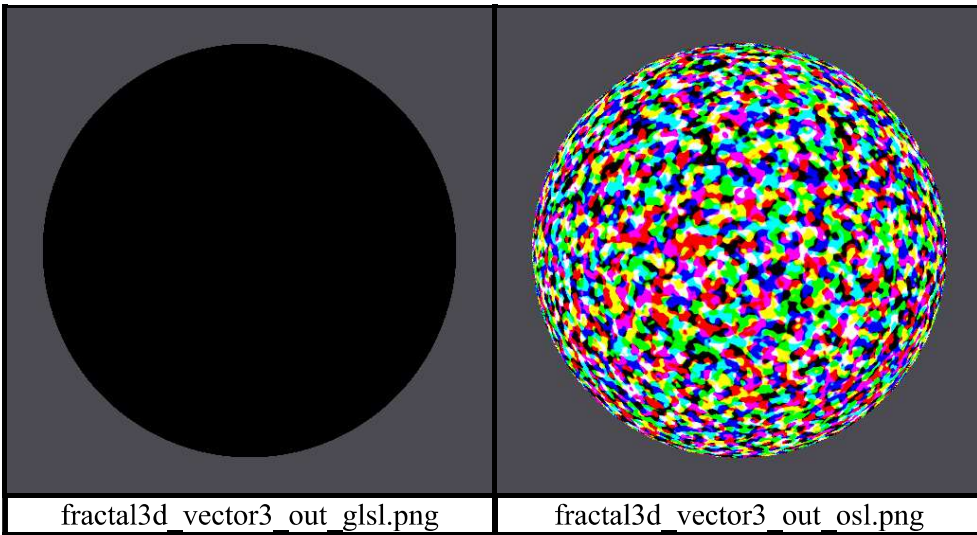


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced_material:

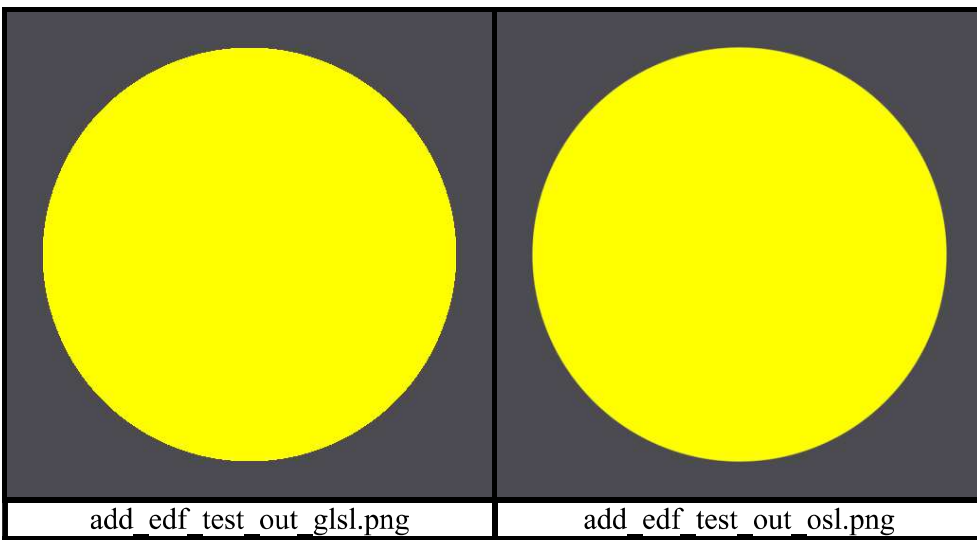


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displacement:

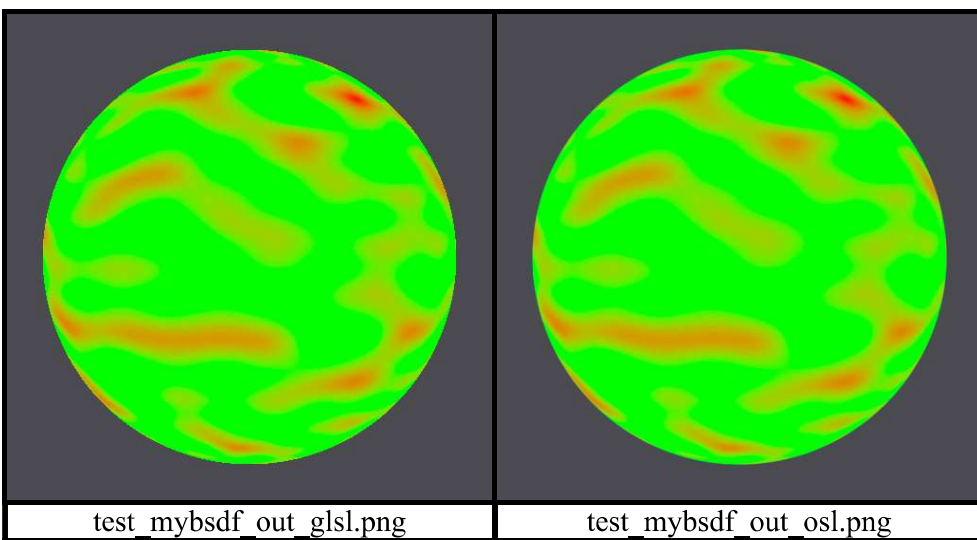




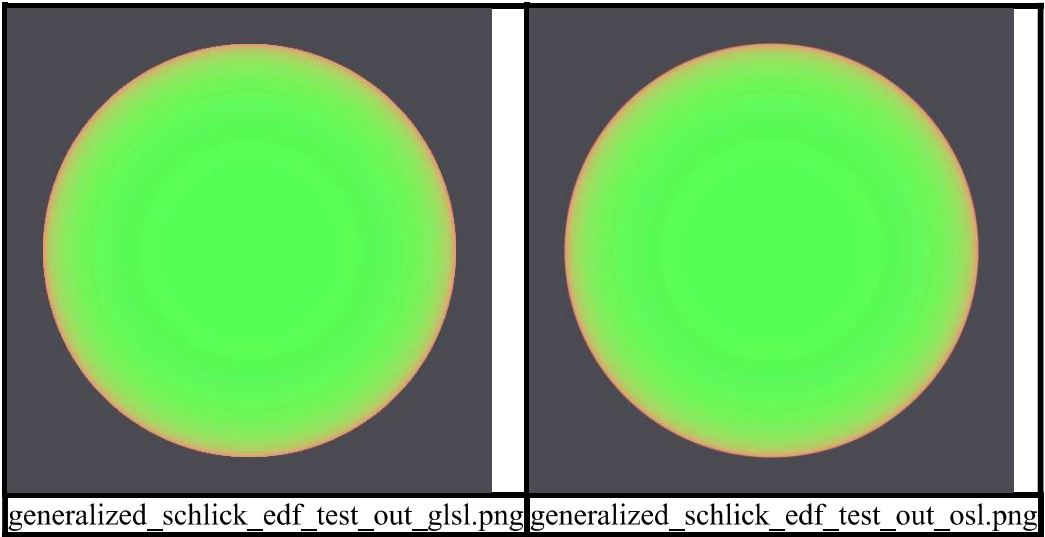
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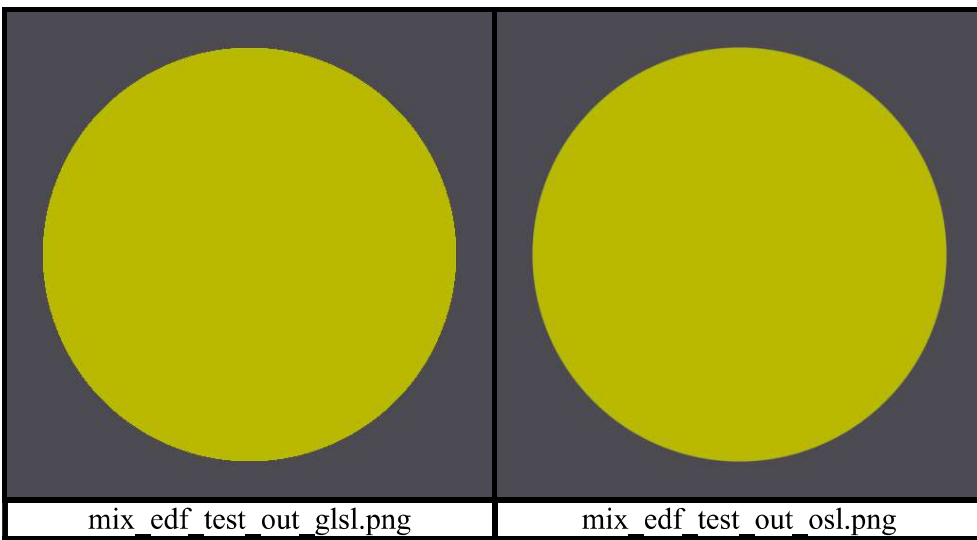
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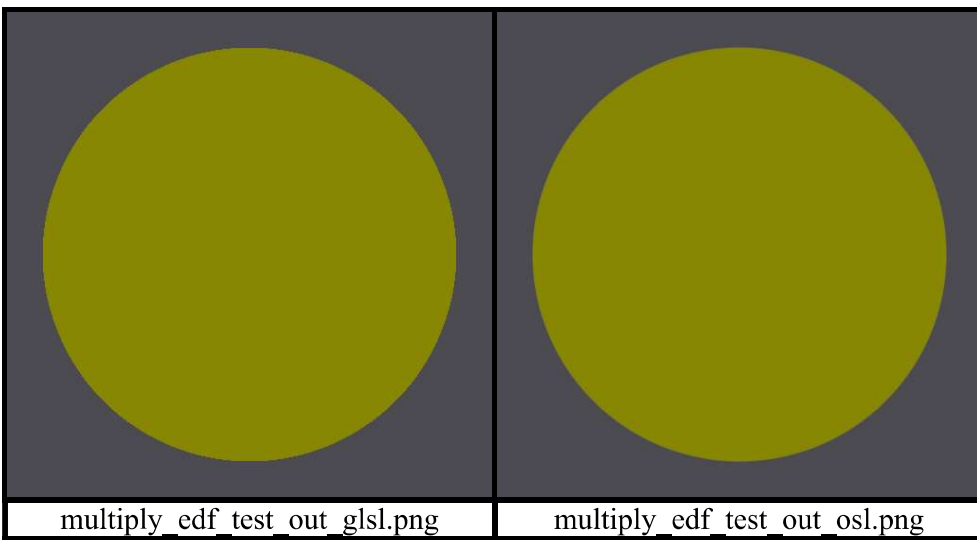
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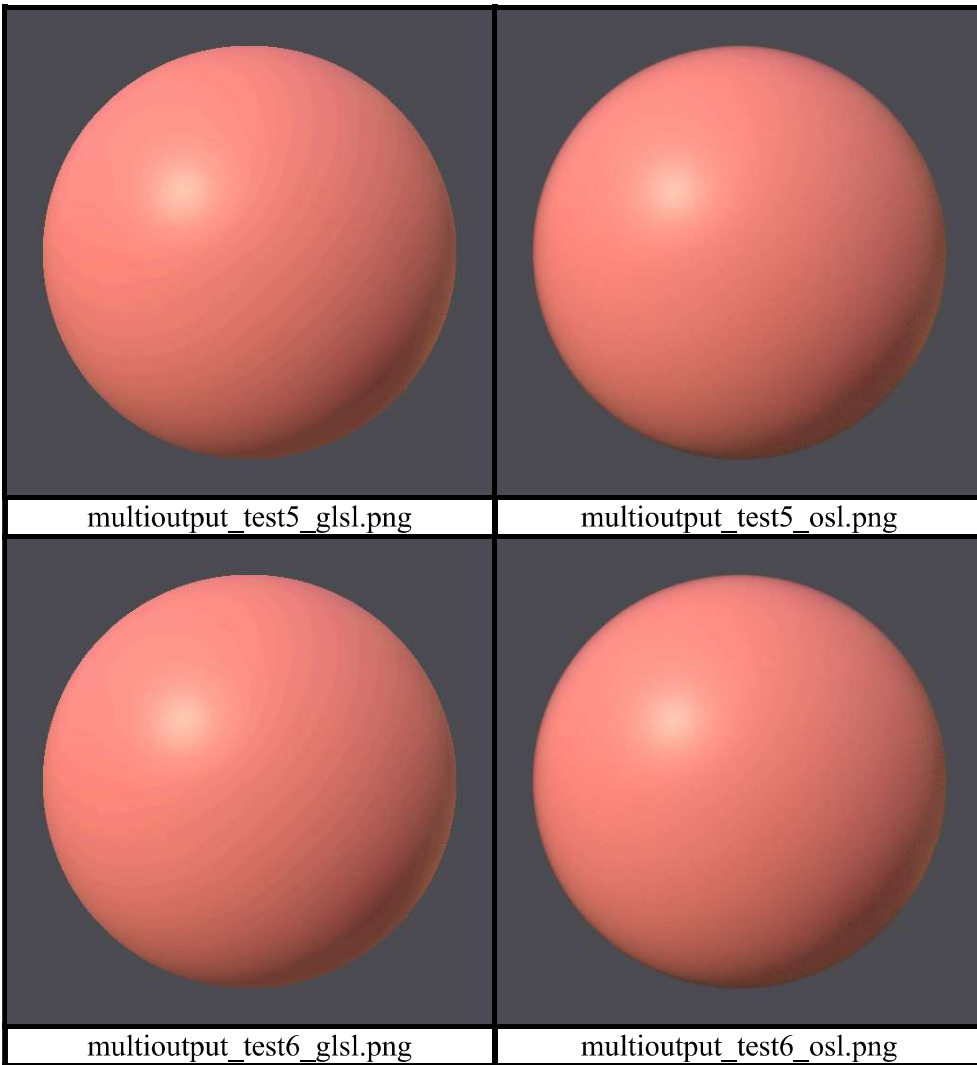
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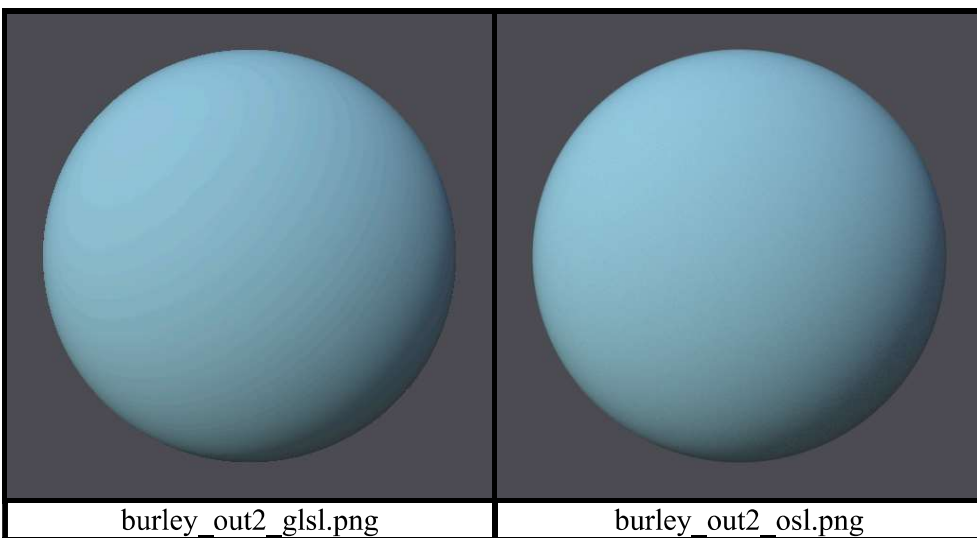
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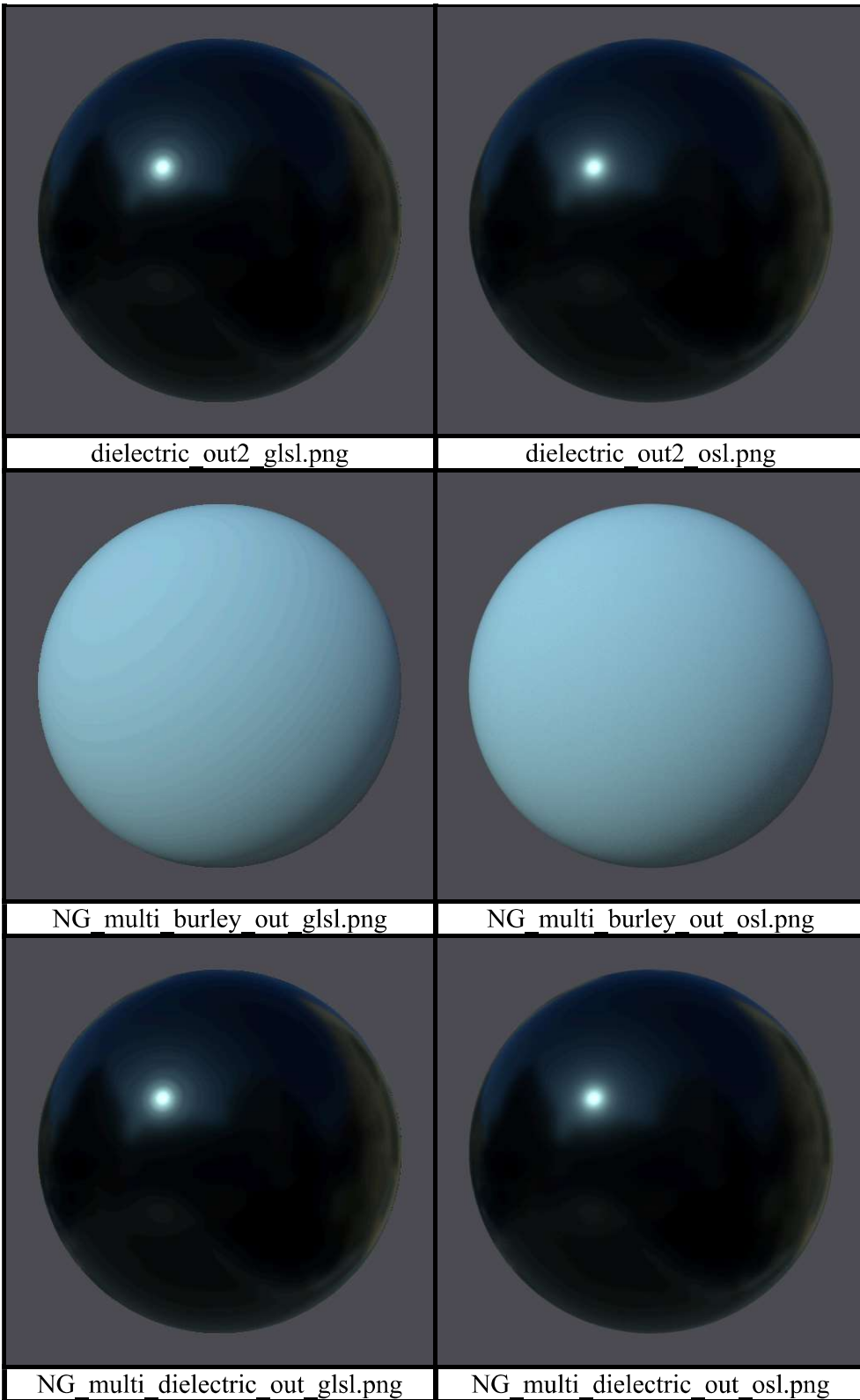


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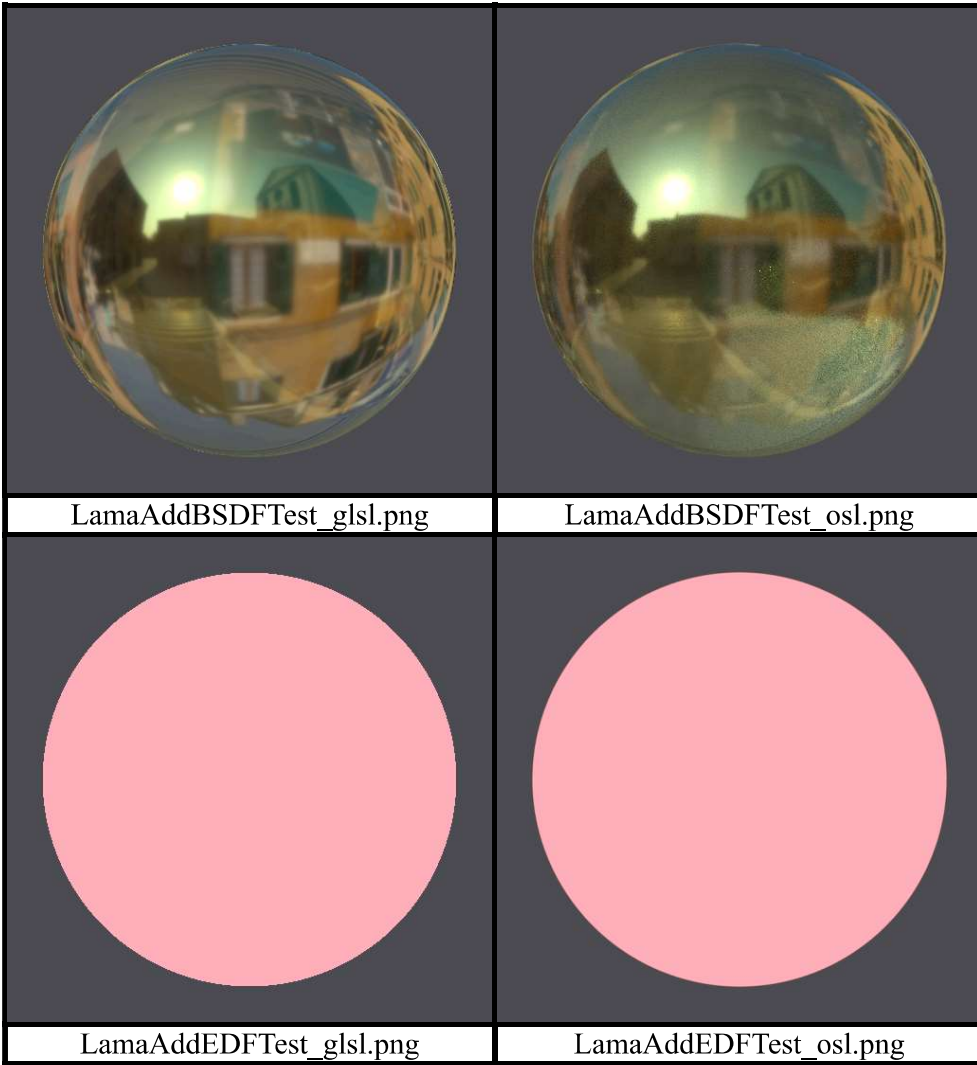


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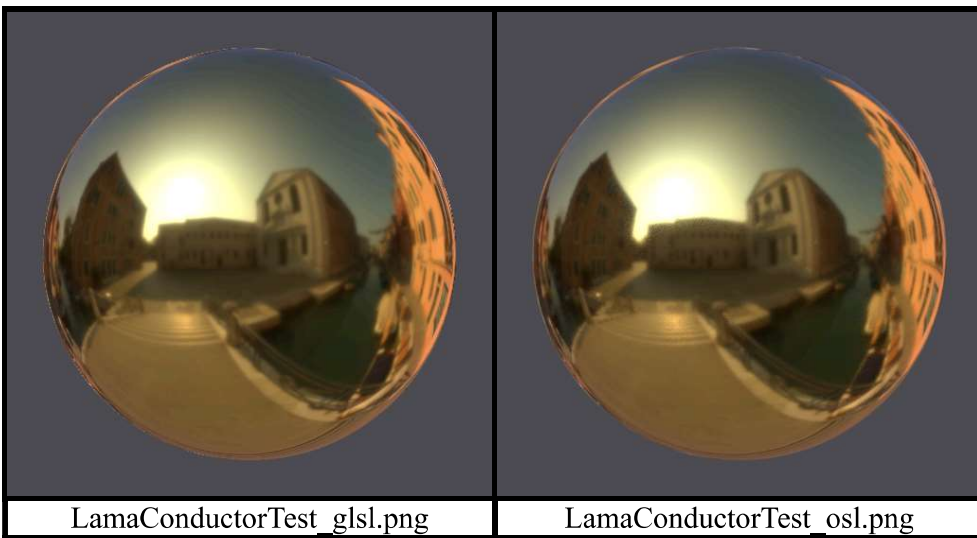




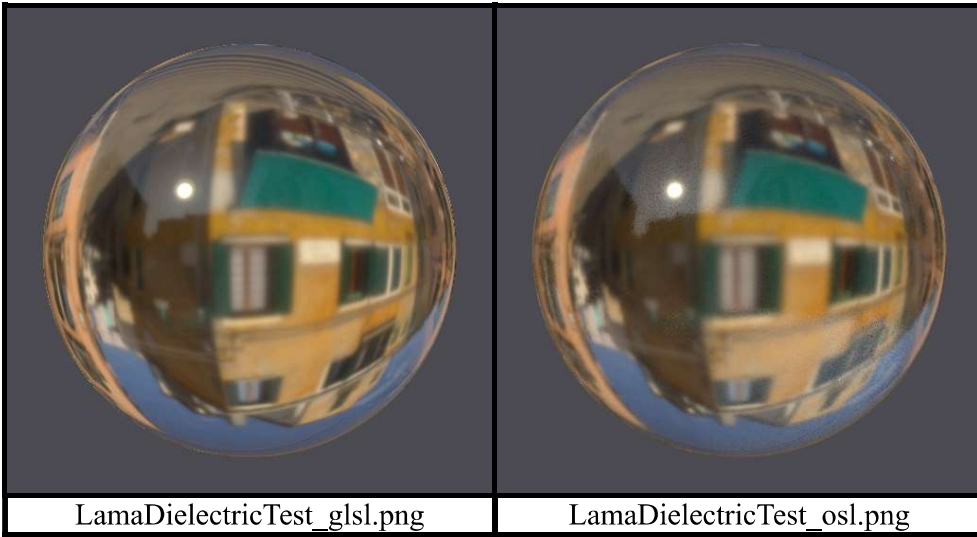
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:



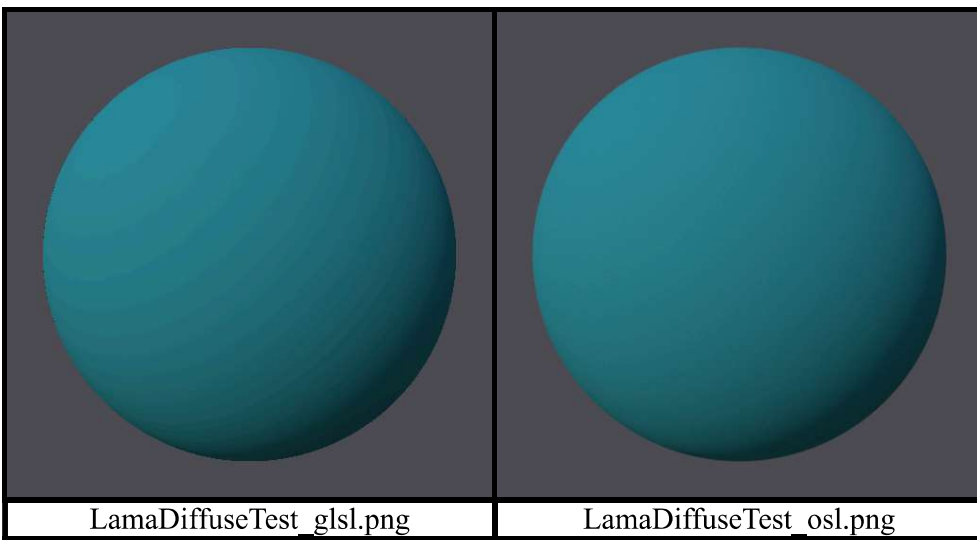
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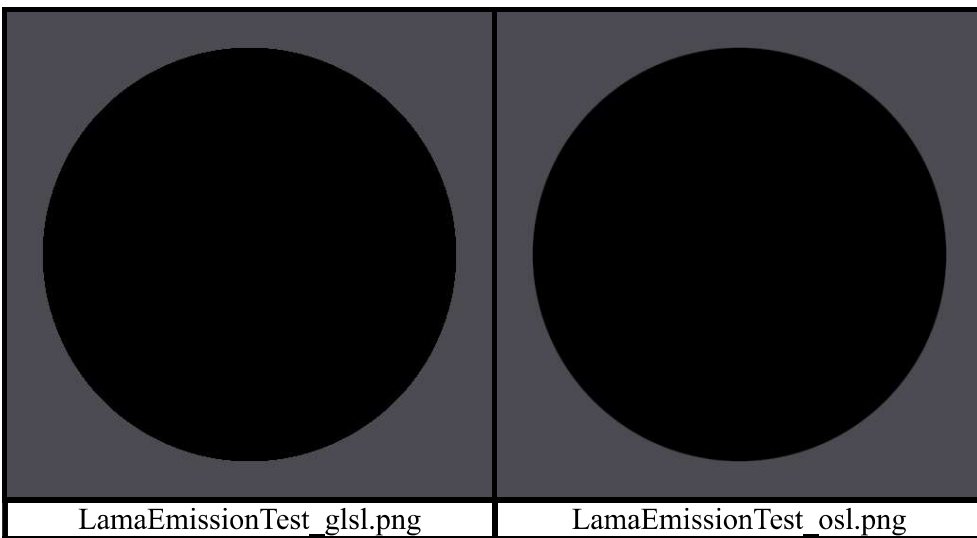
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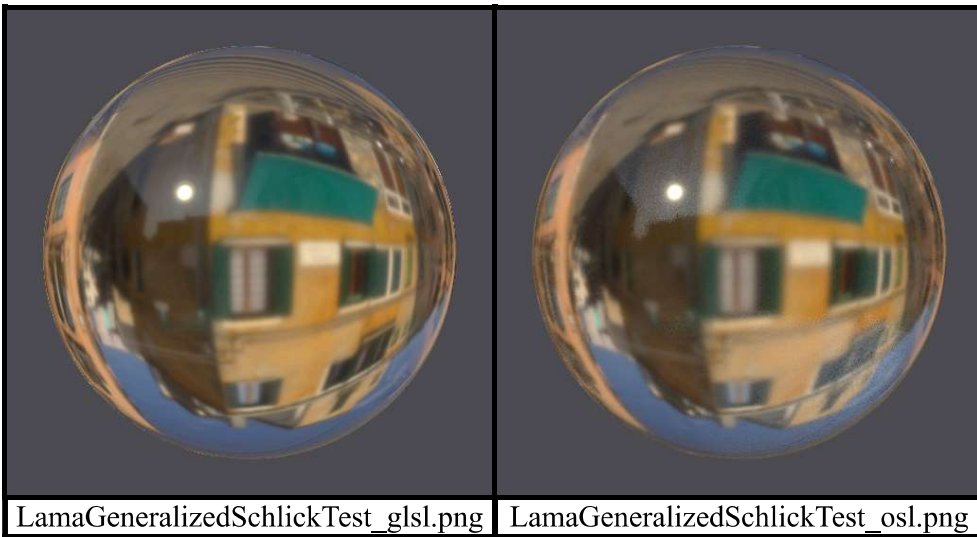
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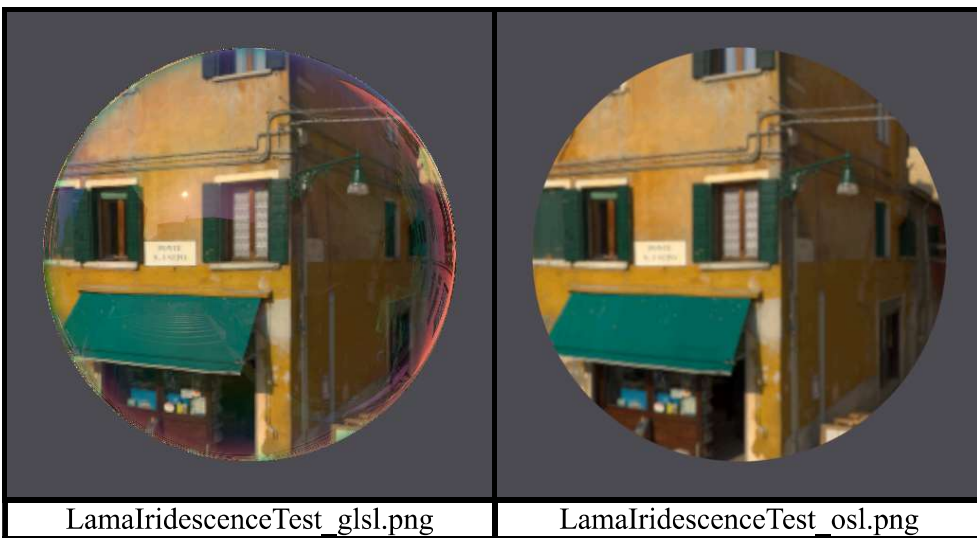
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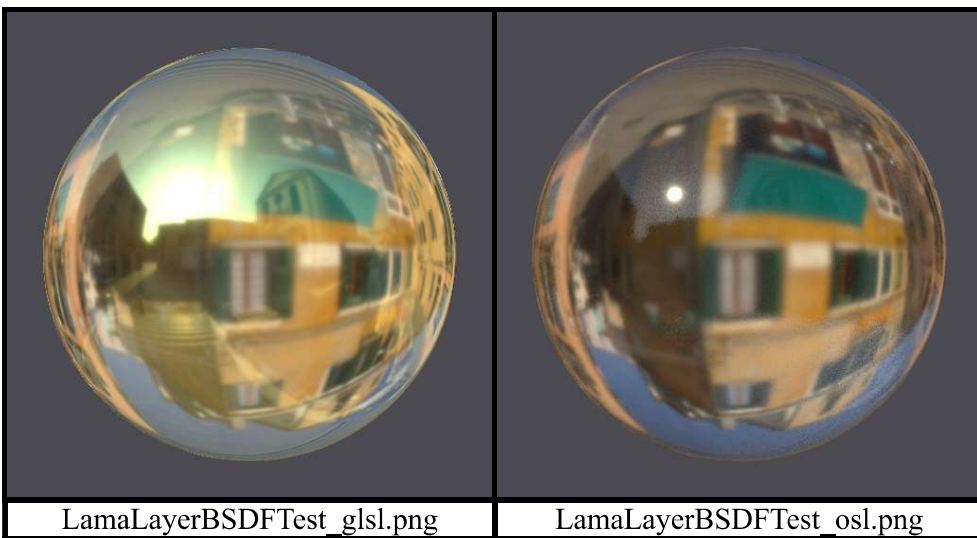
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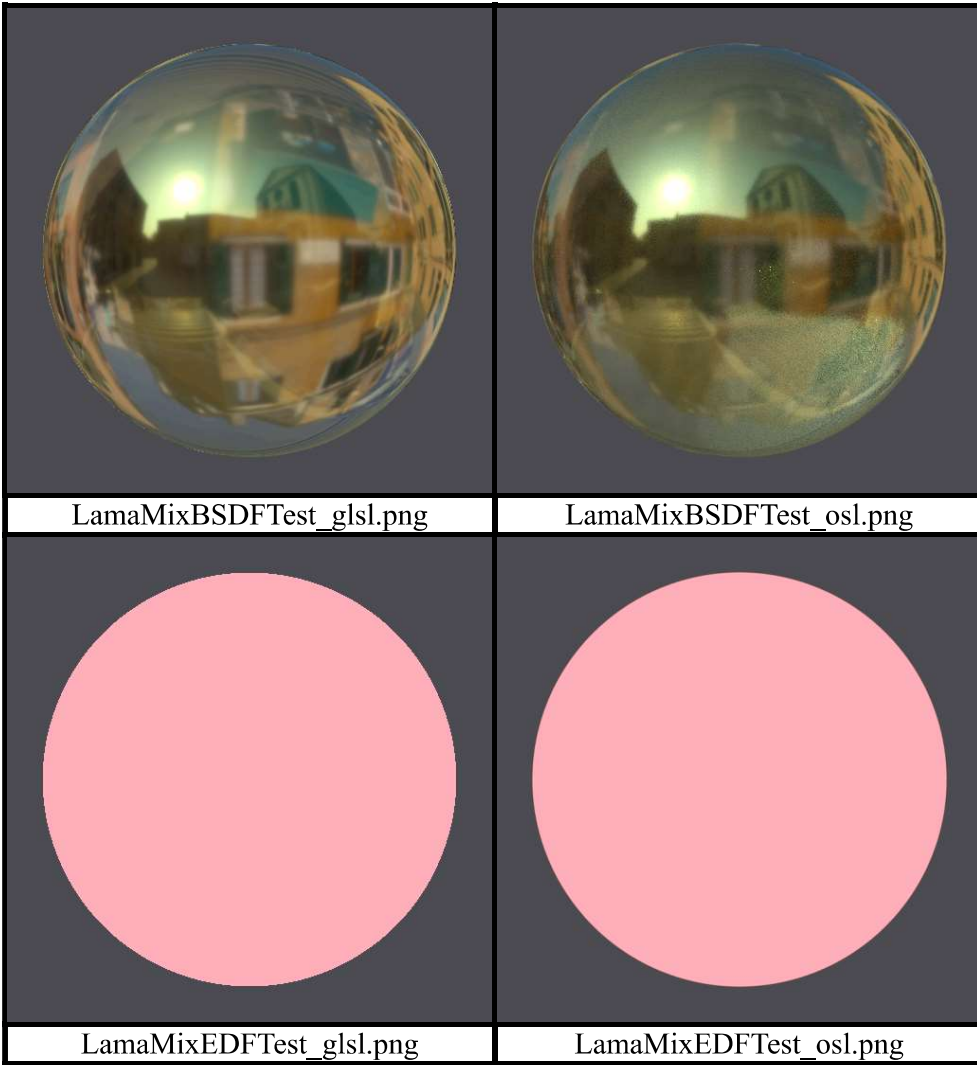
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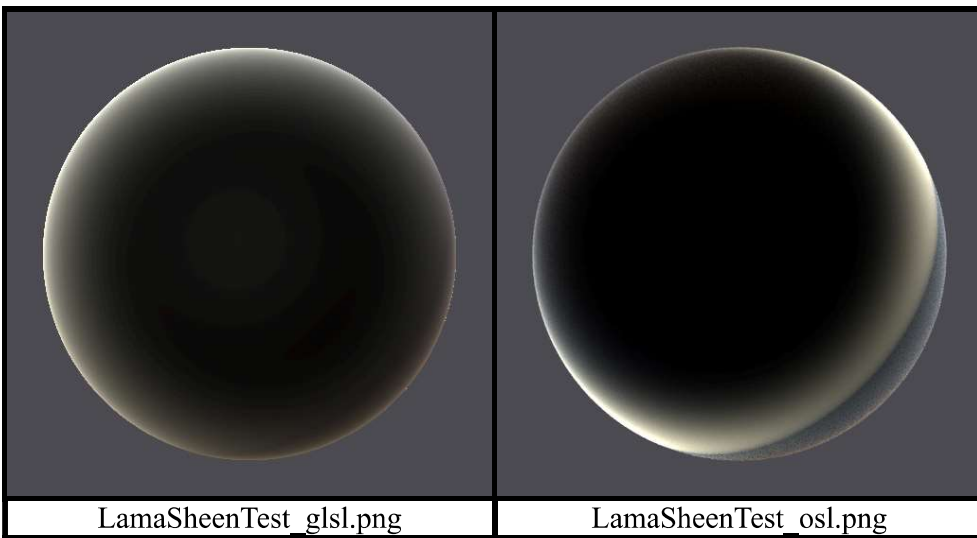
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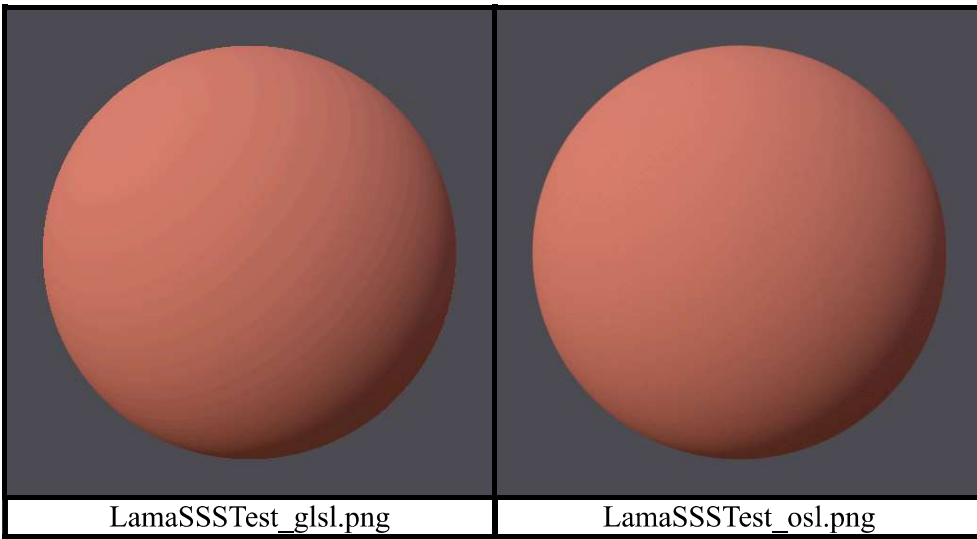
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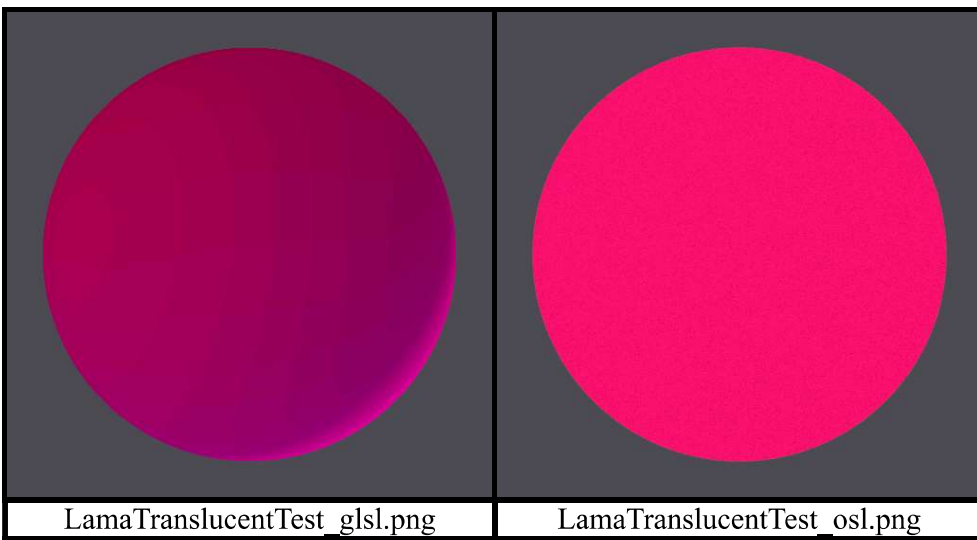
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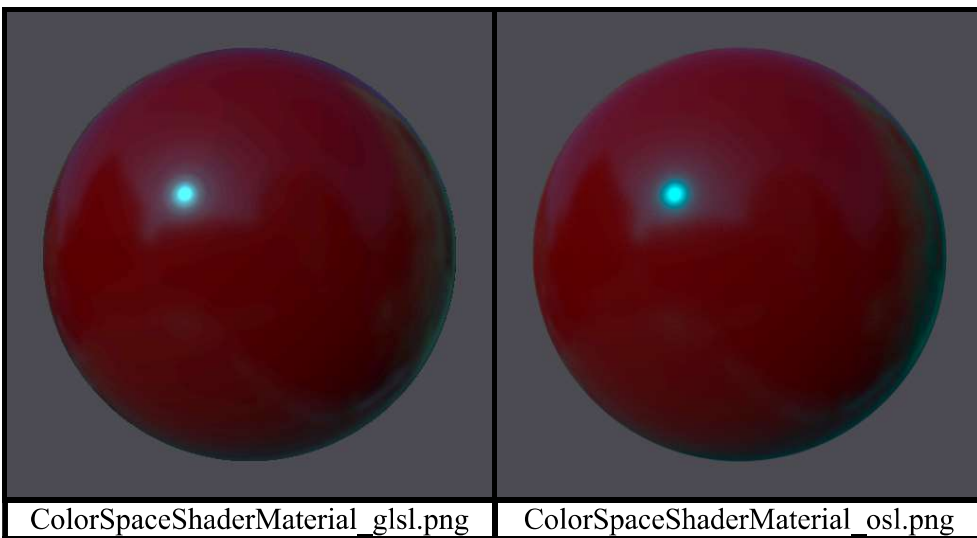
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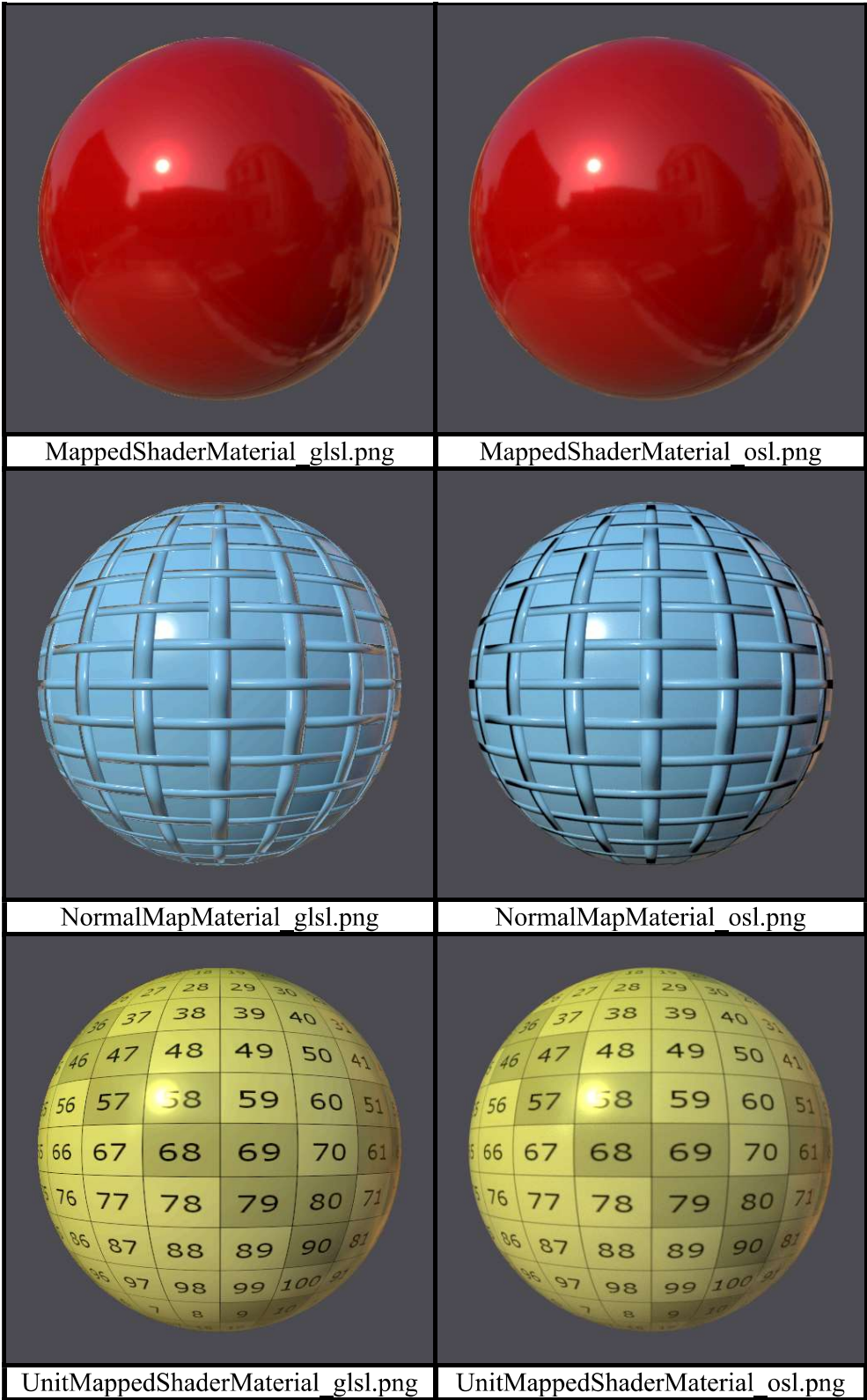


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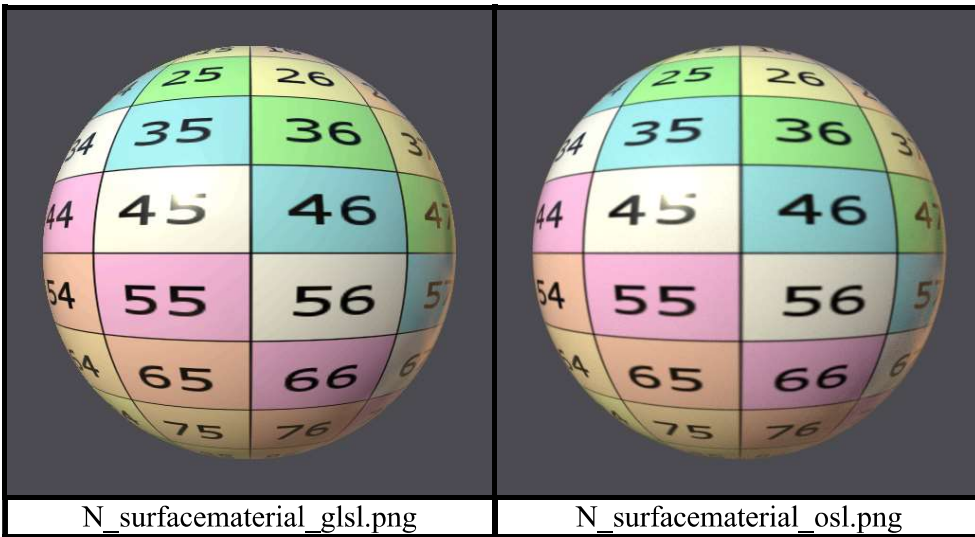


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

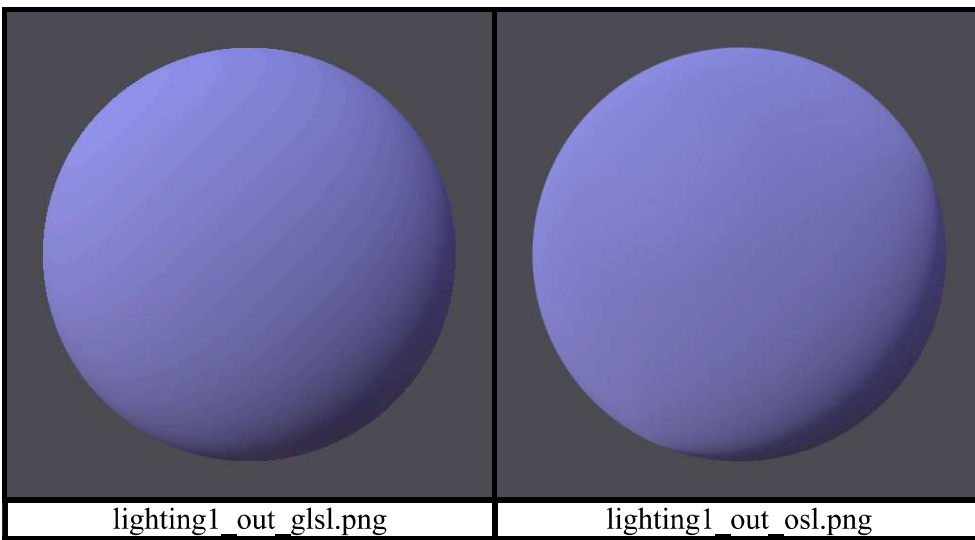




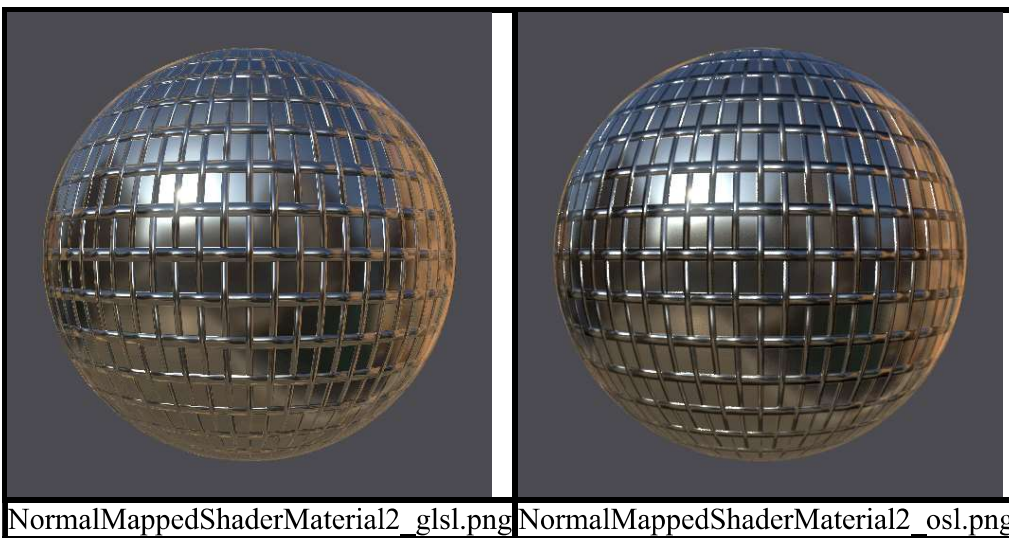
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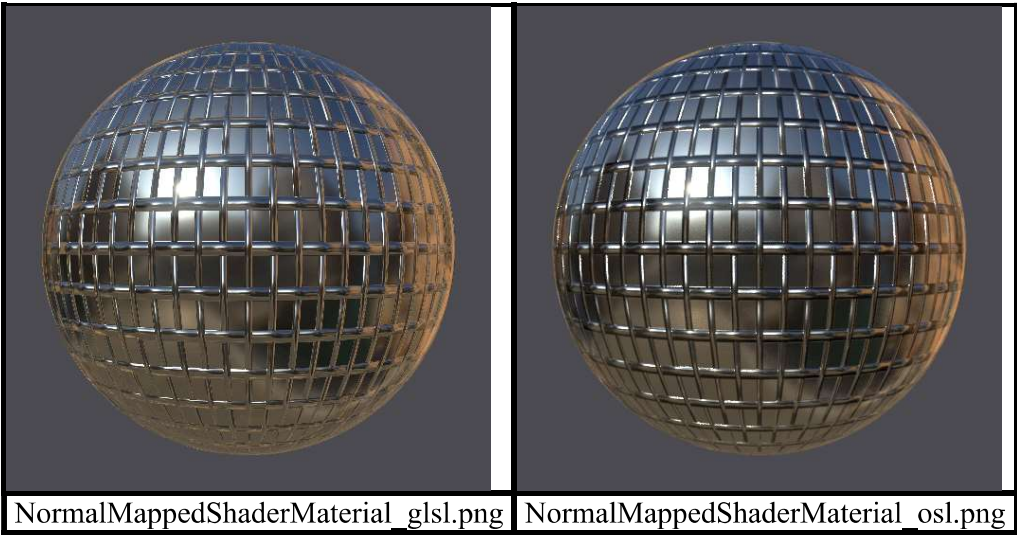


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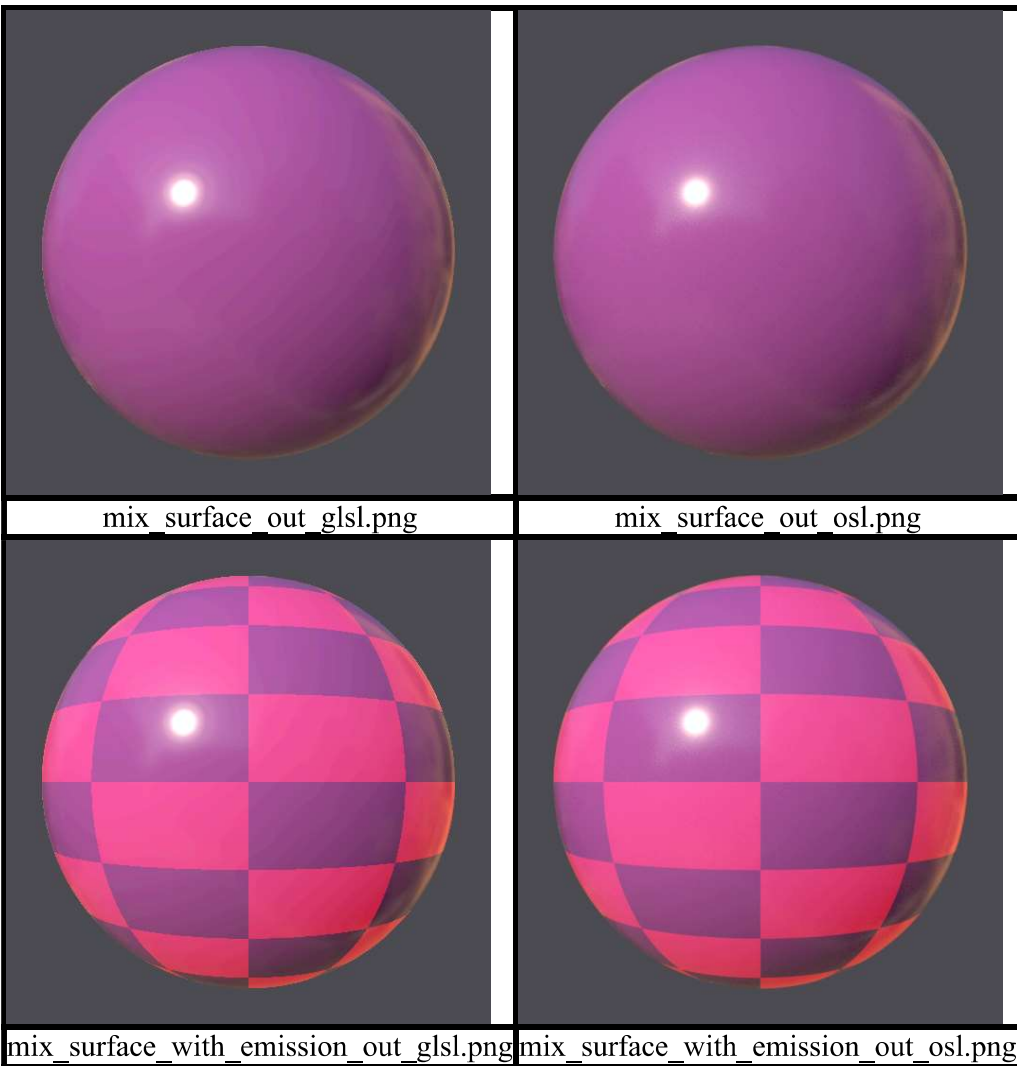


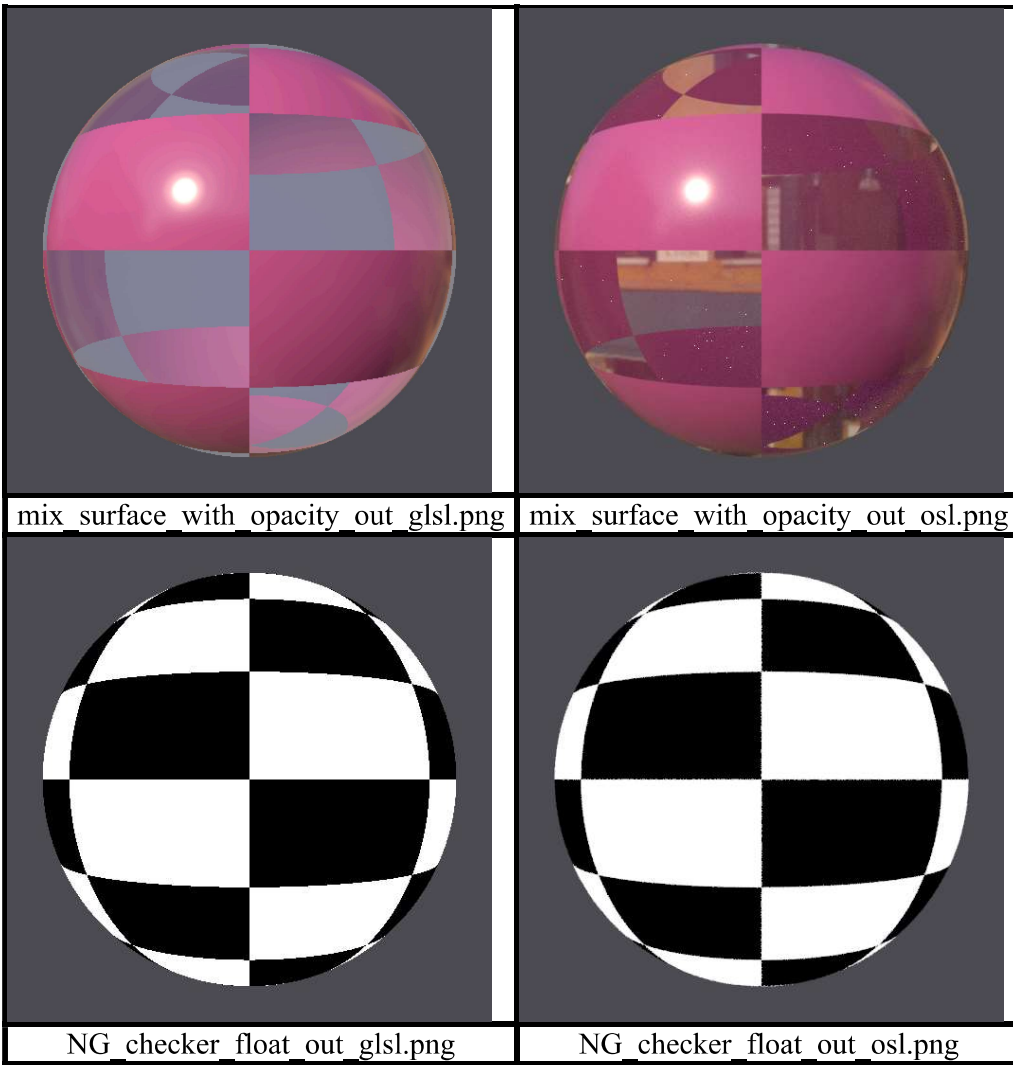
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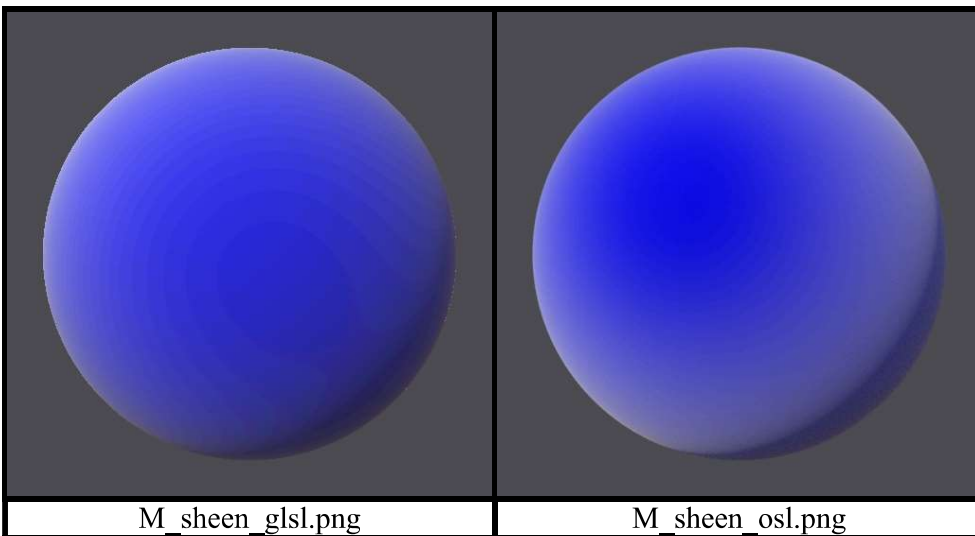


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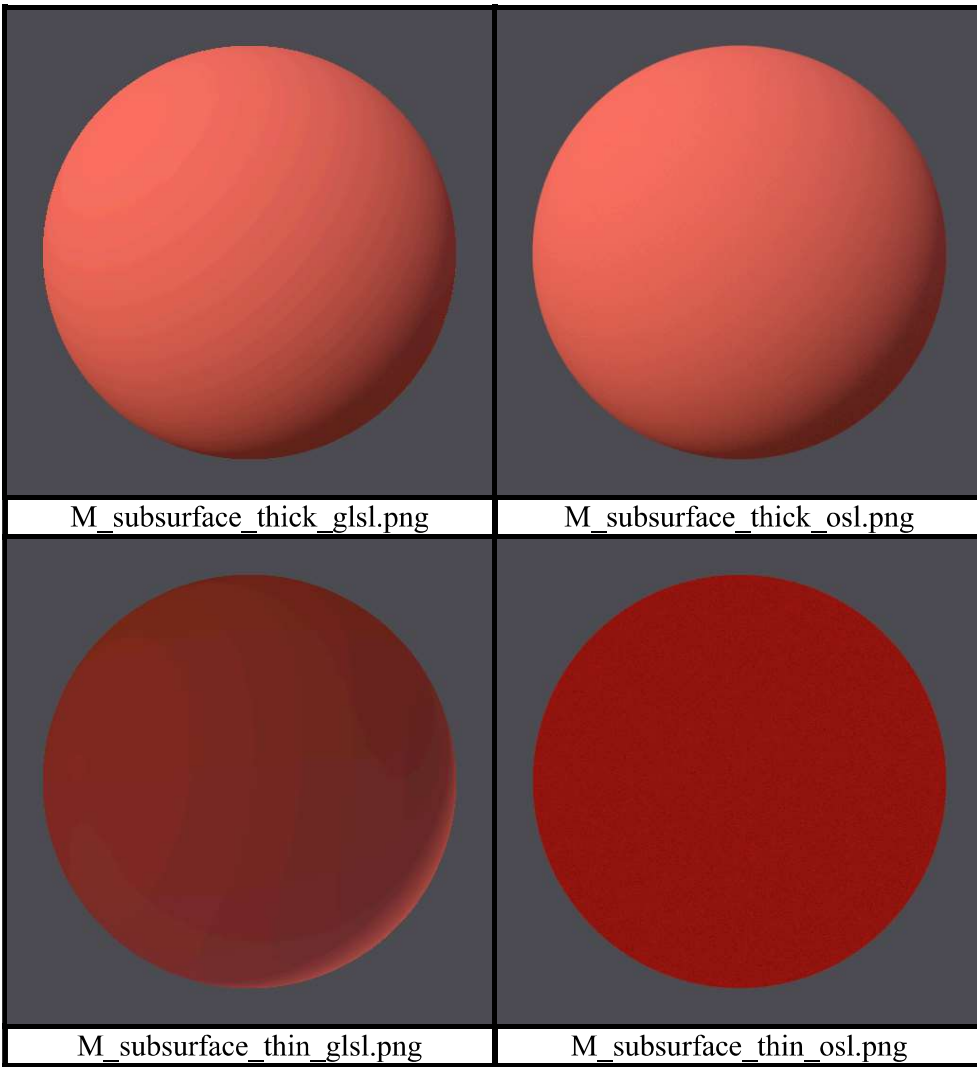




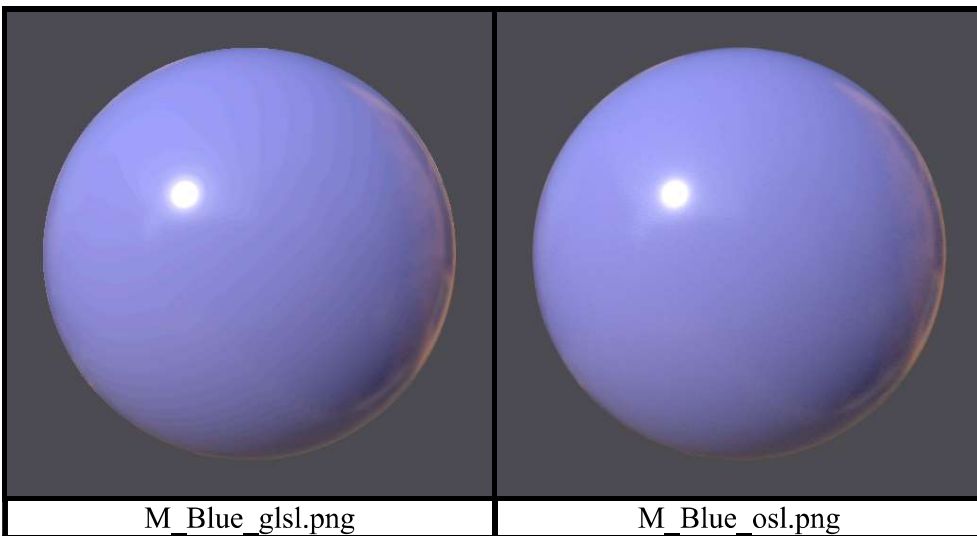
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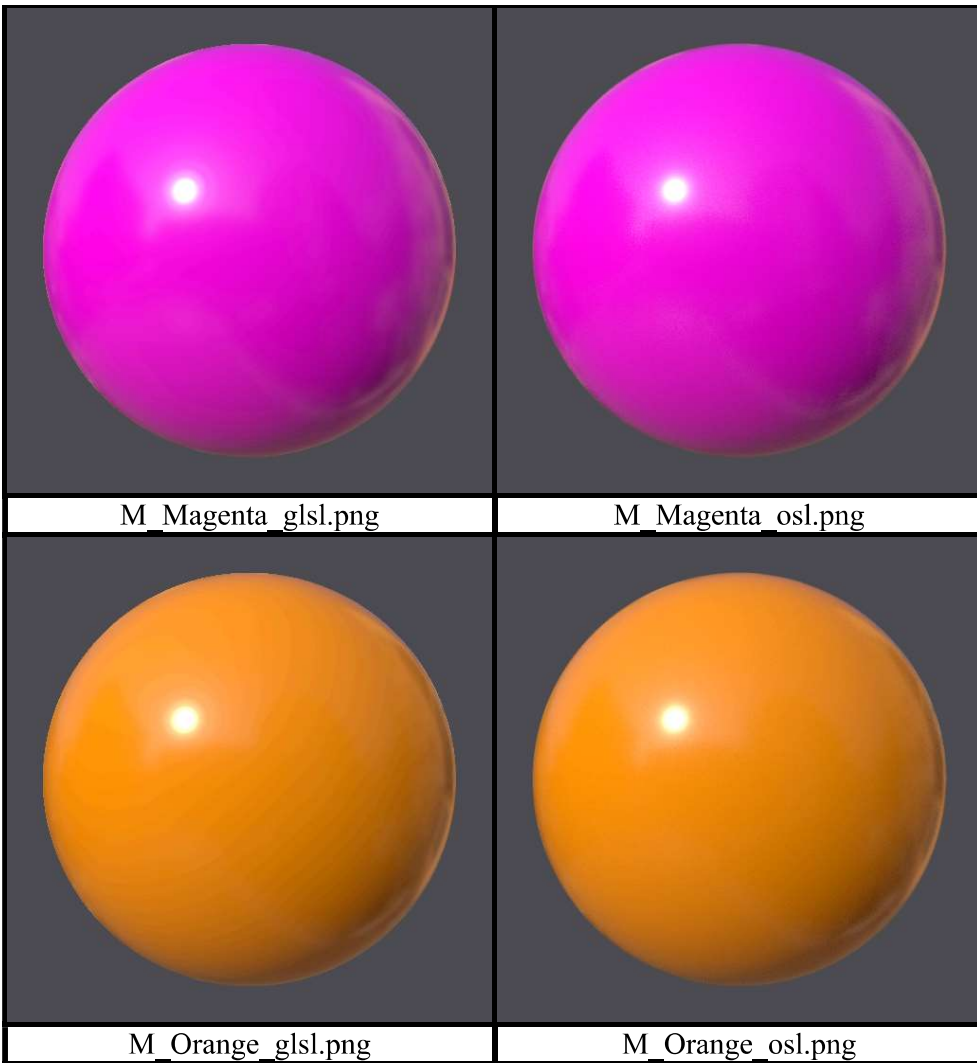


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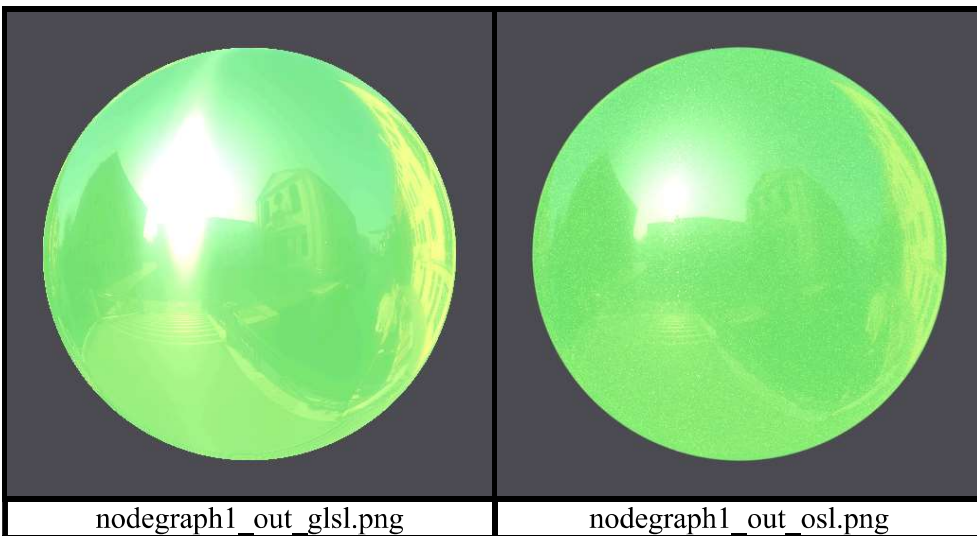


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:

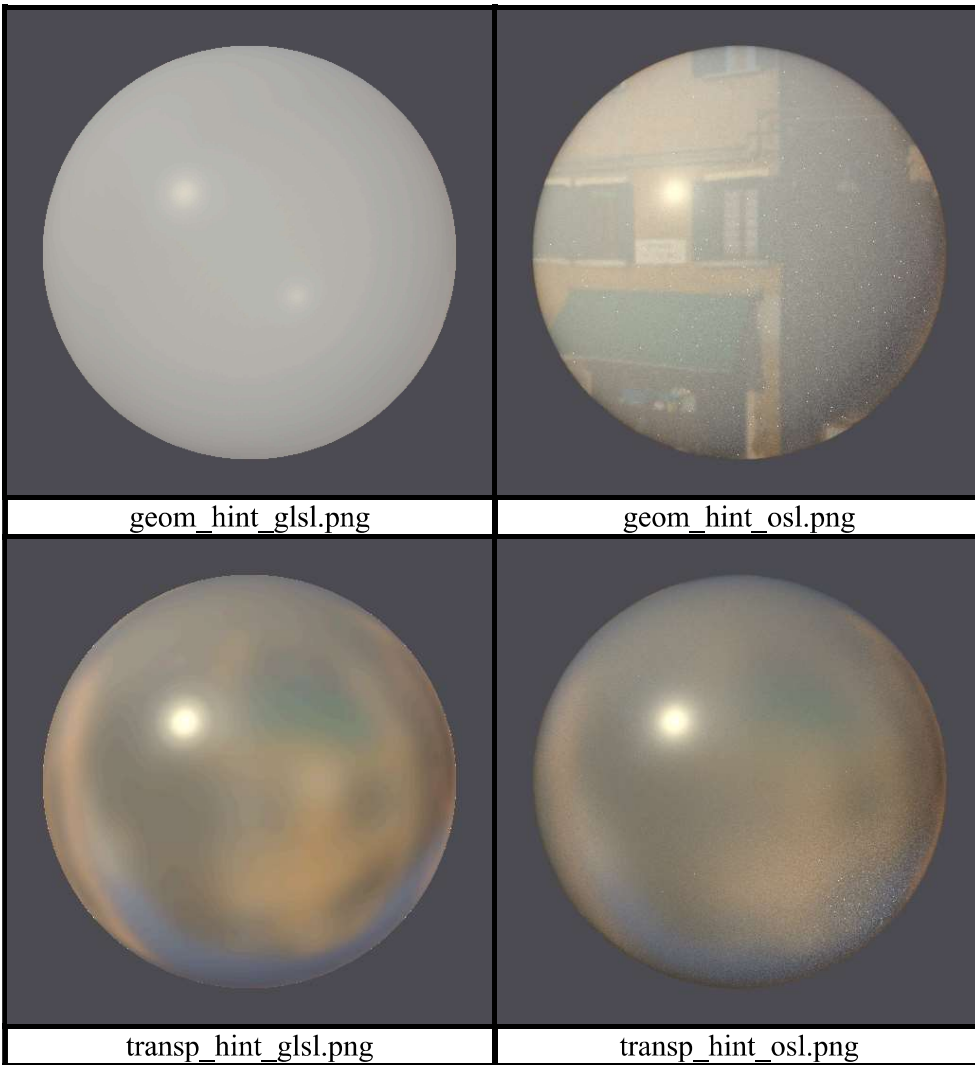




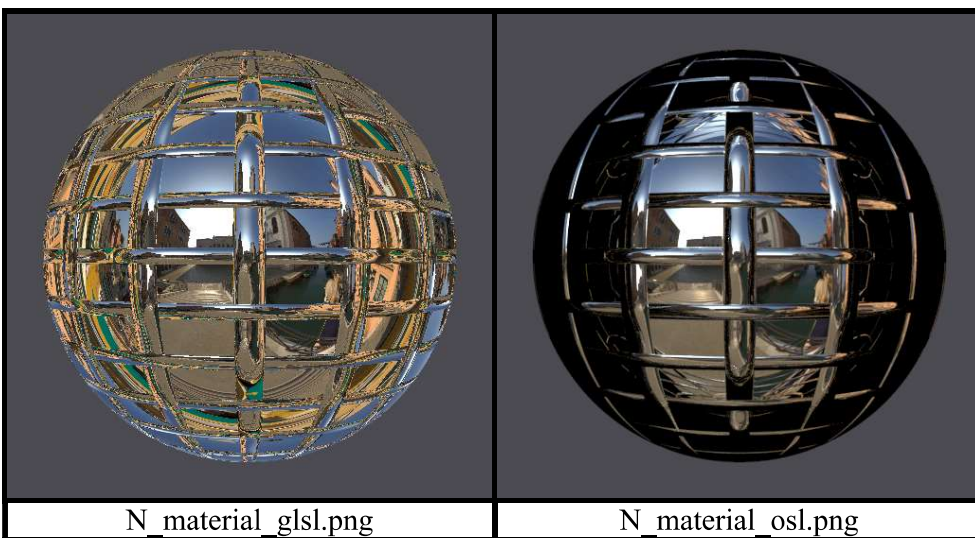
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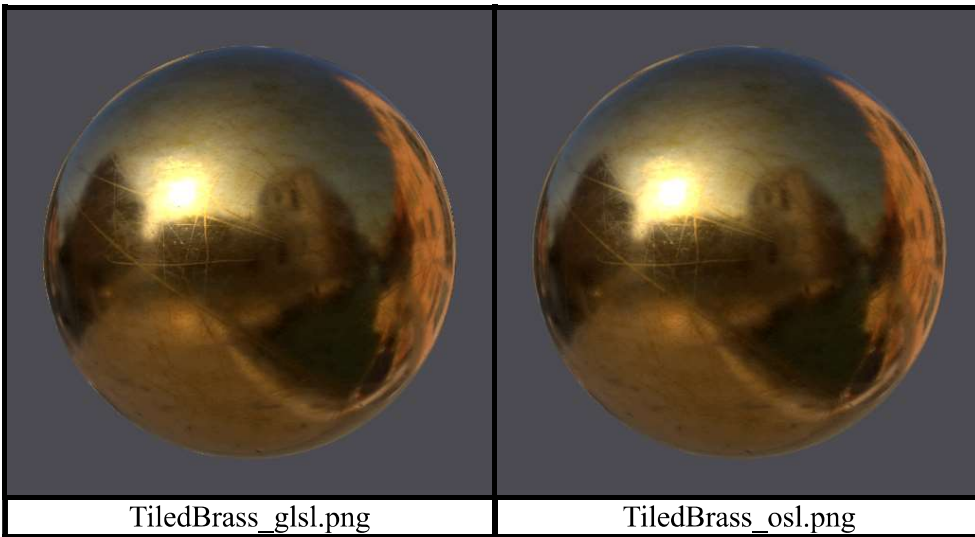
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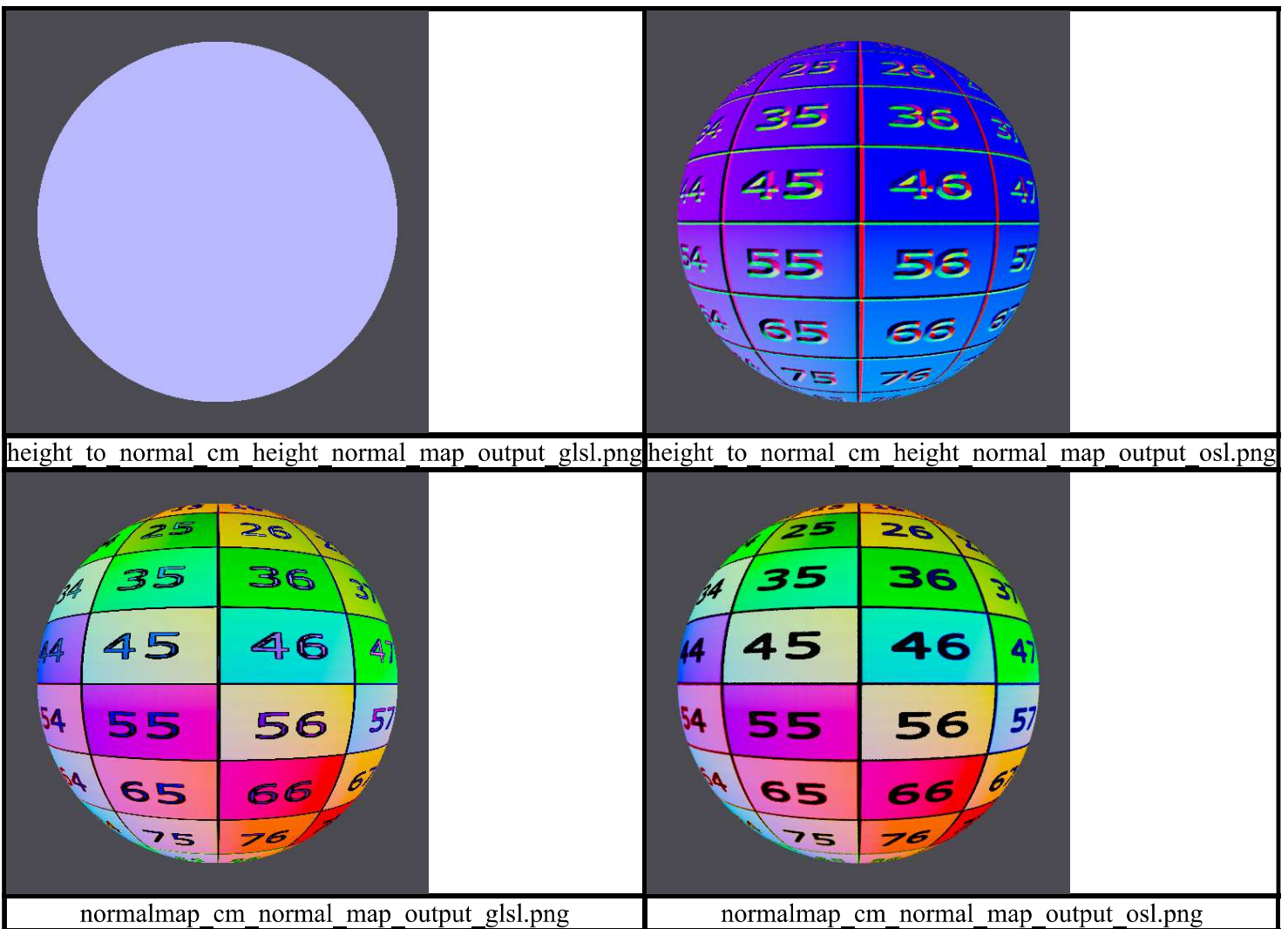
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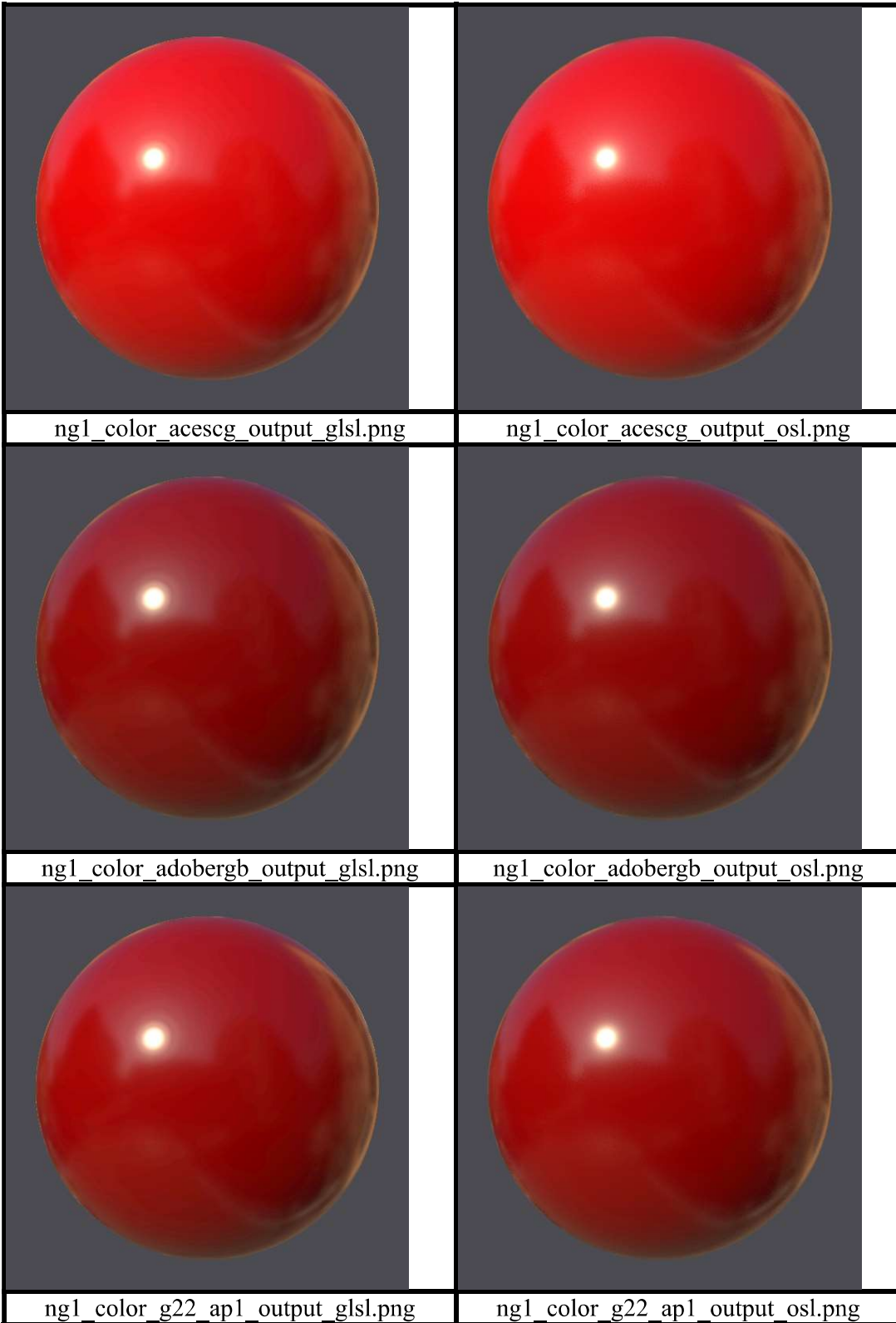
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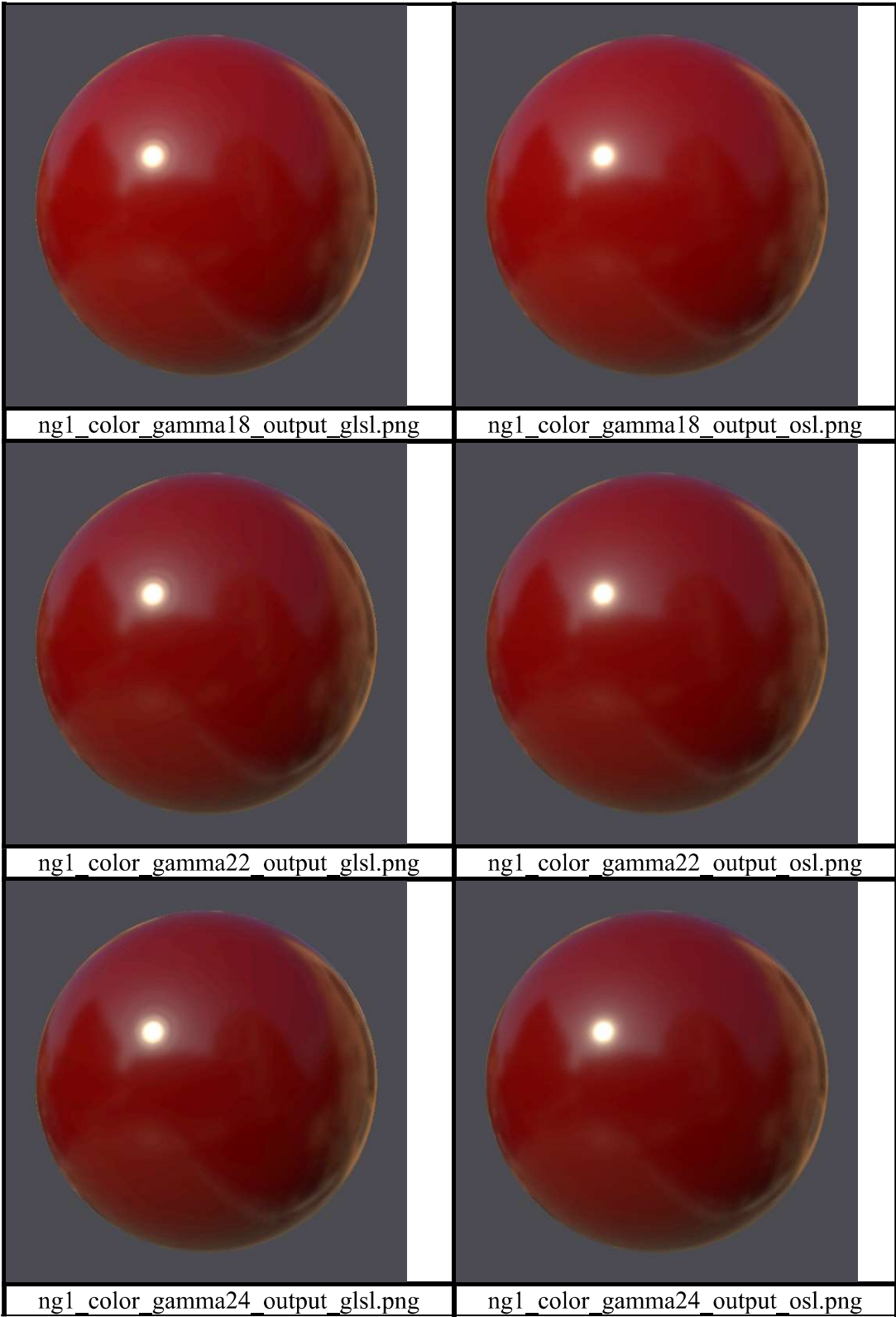


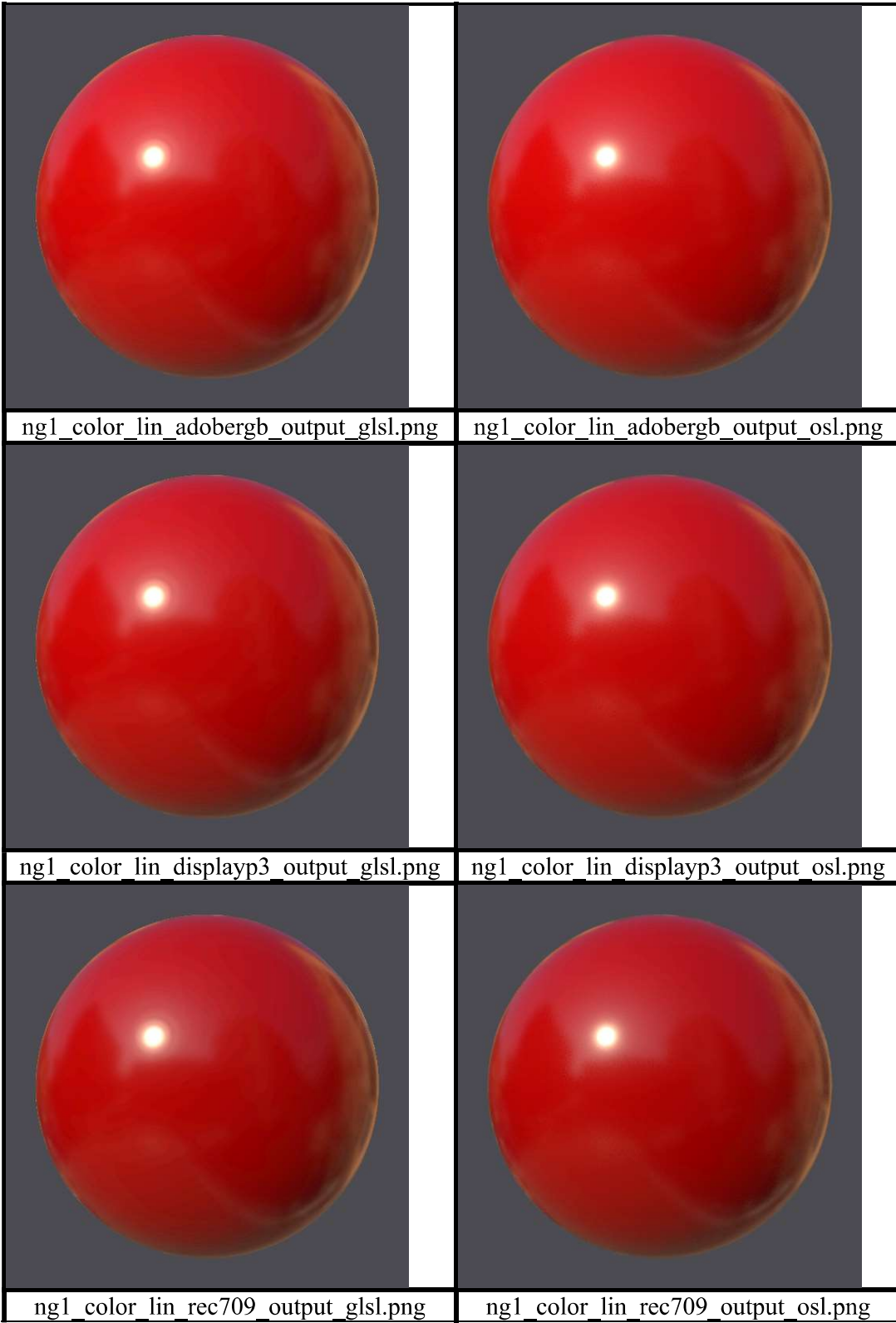
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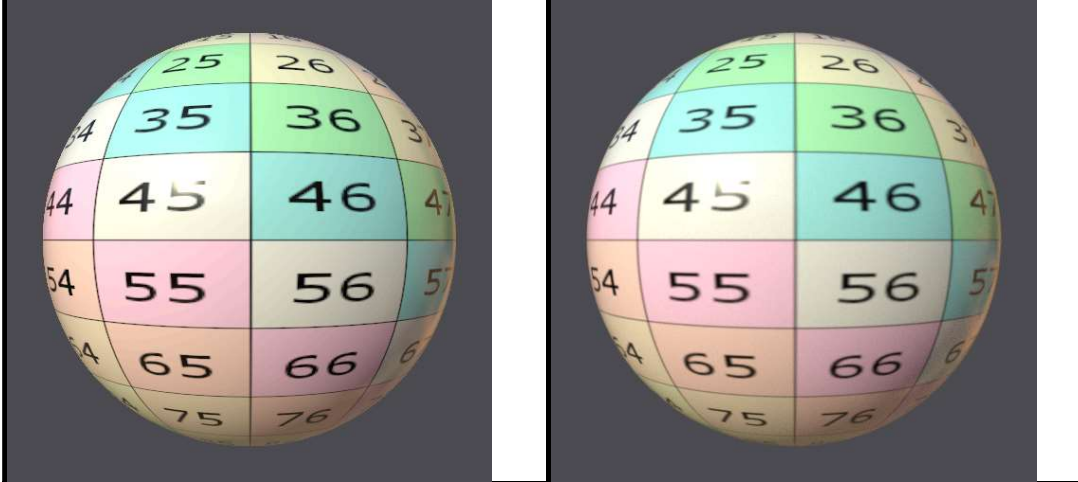




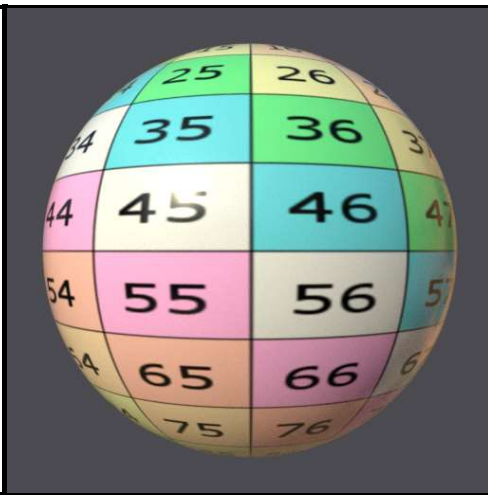
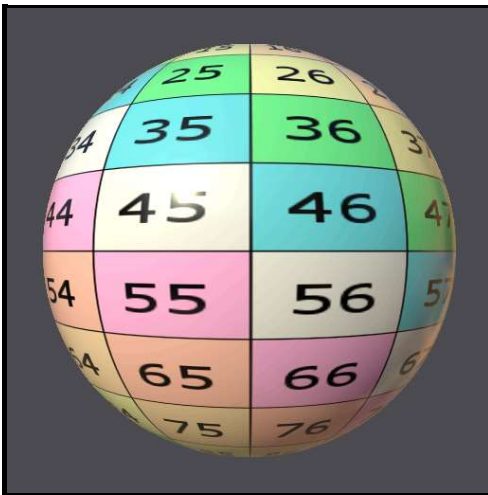
ngl_color_srgb_displayp3_output_gsl.png ngl_color_srgb_displayp3_output_osl.png



ngl_color_srgb_texture_output_gsl.png ngl_color_srgb_texture_output_osl.png

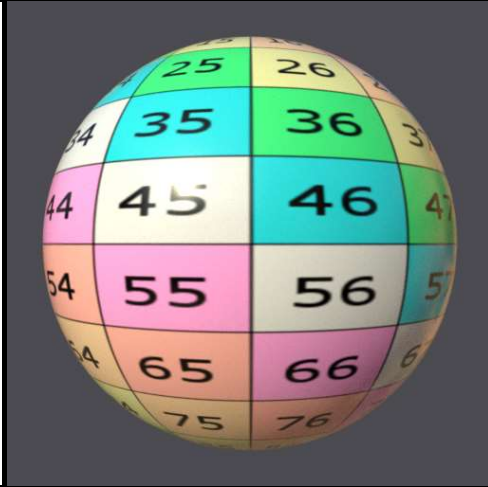
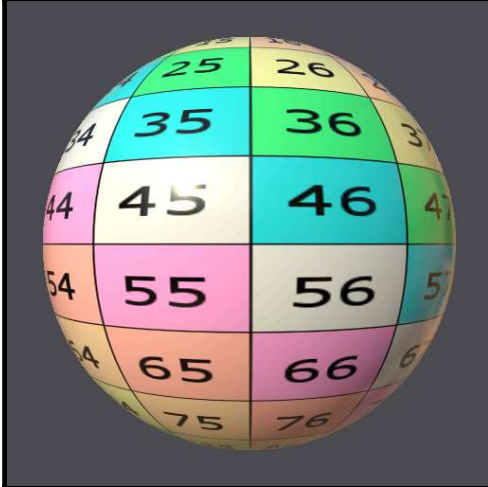


ngl_image_acescg_output_gsl.png ngl_image_acescg_output_osl.png



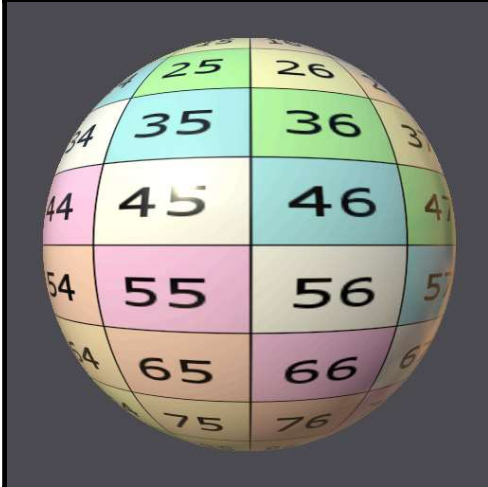
ngl_image_adobergb_output_gsl.png

ngl_image_adobergb_output_osl.png



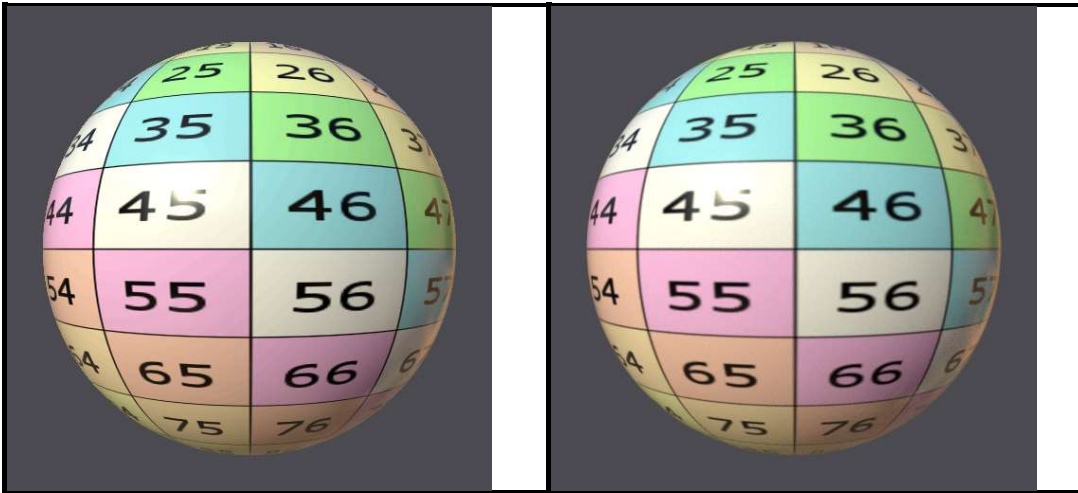
ngl_image_g22_apl_output_gsl.png

ngl_image_g22_apl_output_osl.png



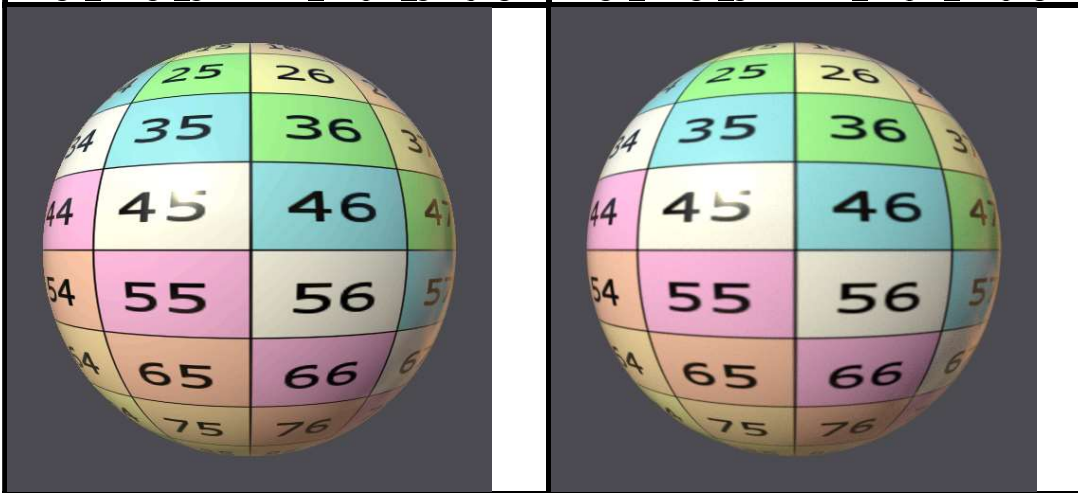
ngl_image_gamma18_output_gsl.png

ngl_image_gamma18_output_osl.png



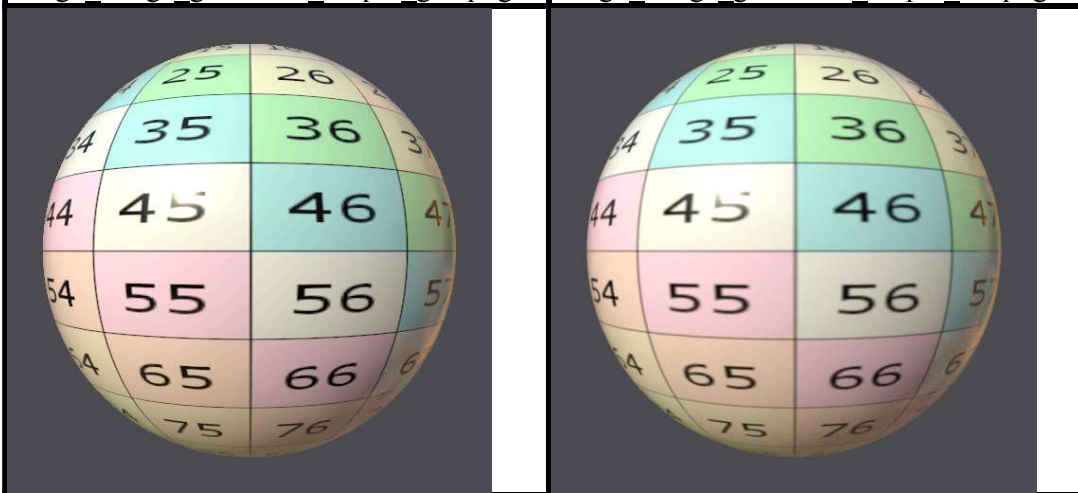
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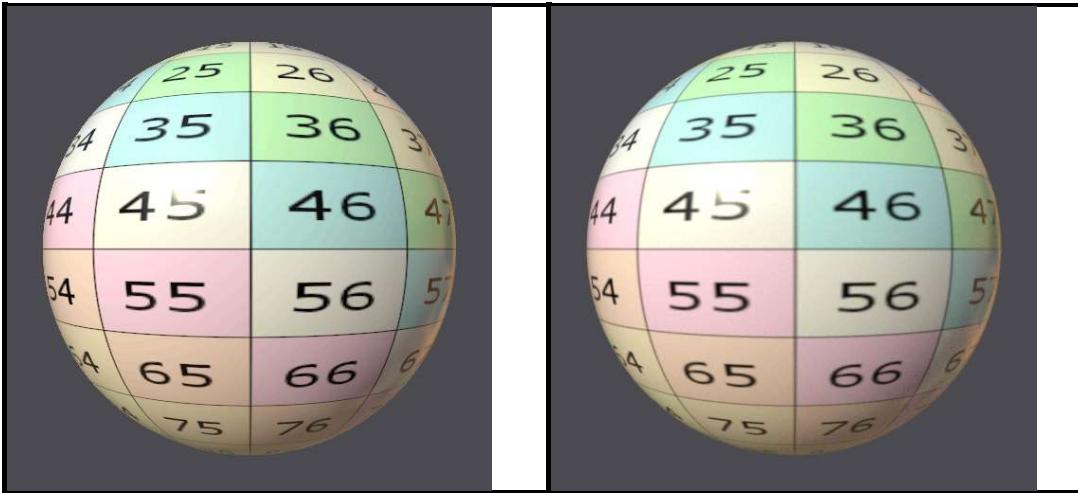
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ngl_image_gamma24_output_osl.png

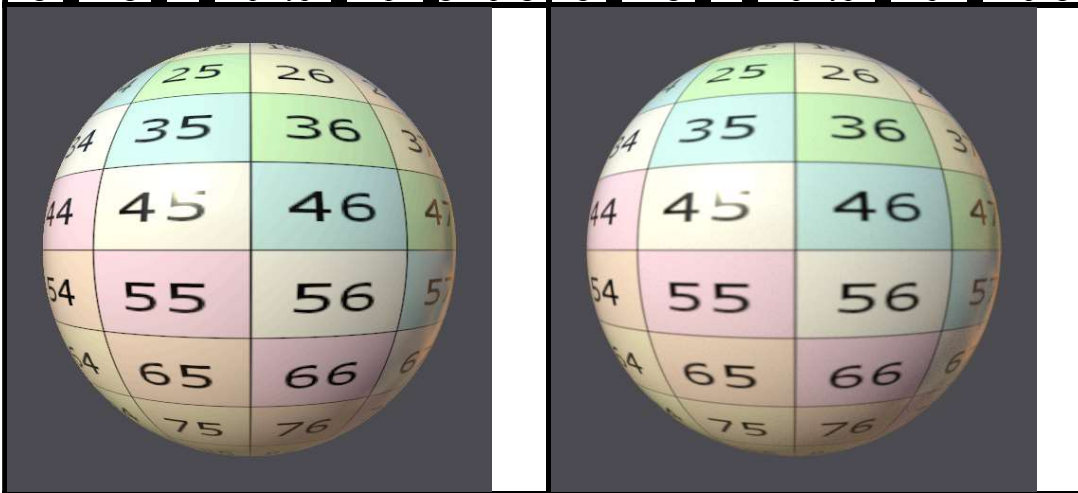


ngl_image_lin_adobergb_output_gsl.png

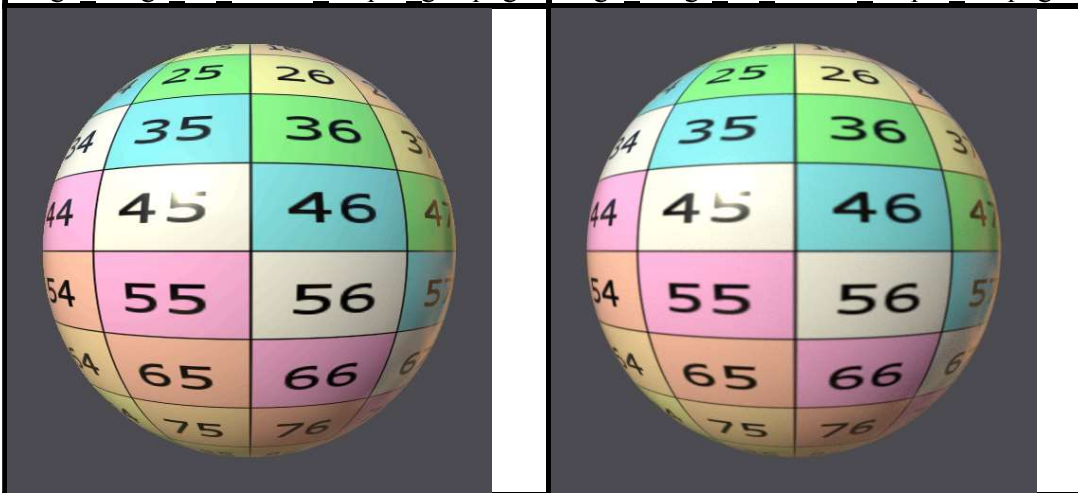
ngl_image_lin_adobergb_output_osl.png



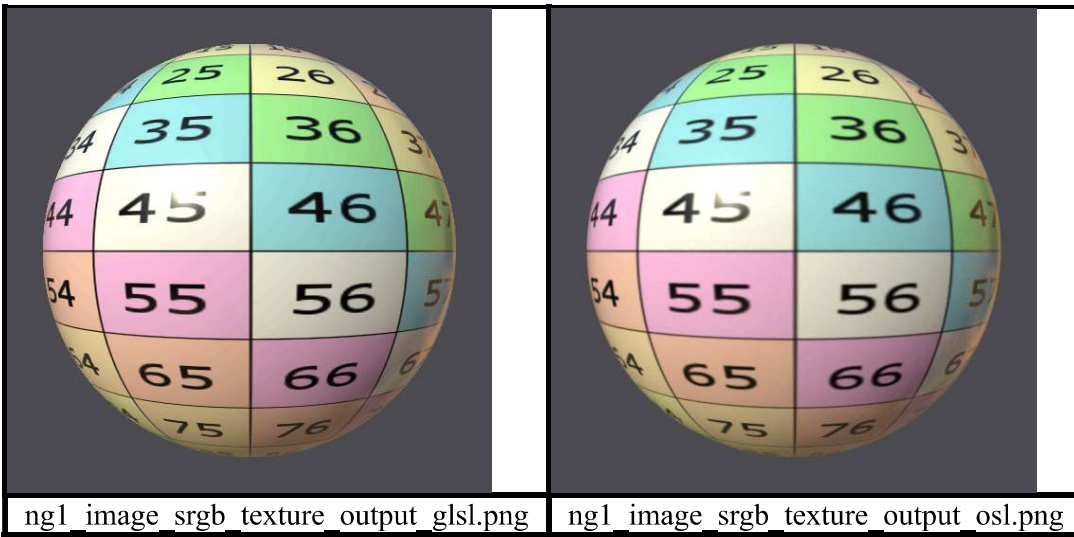
ngl_image lin displayp3 output glsl.png ngl_image lin displayp3 output osl.png



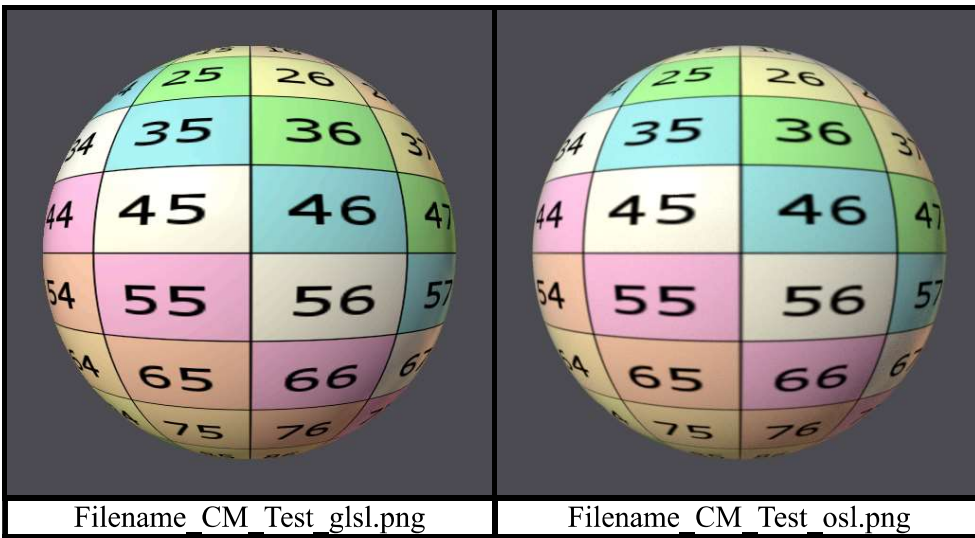
ngl_image lin rec709 output glsl.png ngl_image lin rec709 output osl.png



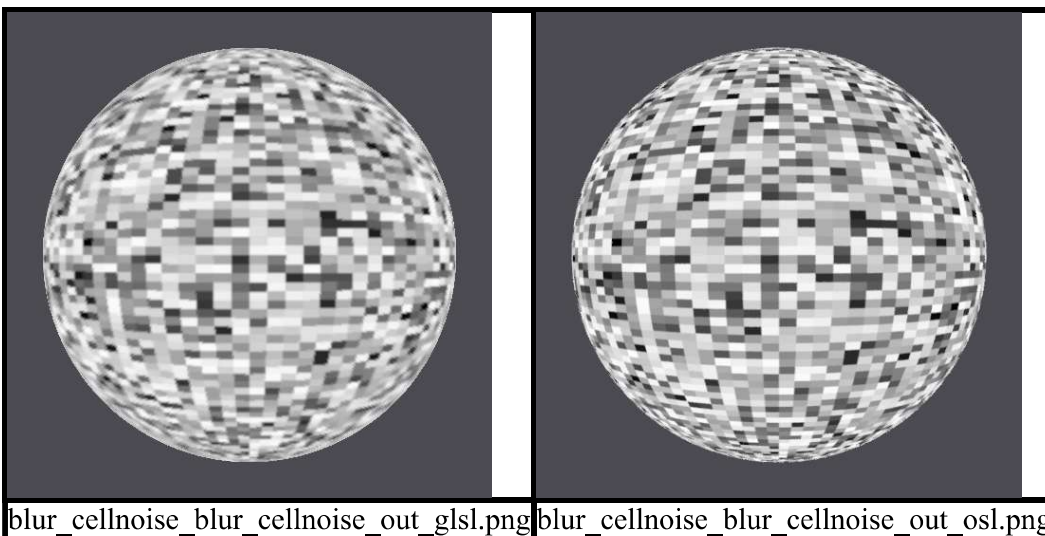
ngl_image srgb displayp3 output glsl.png ngl_image srgb displayp3 output osl.png

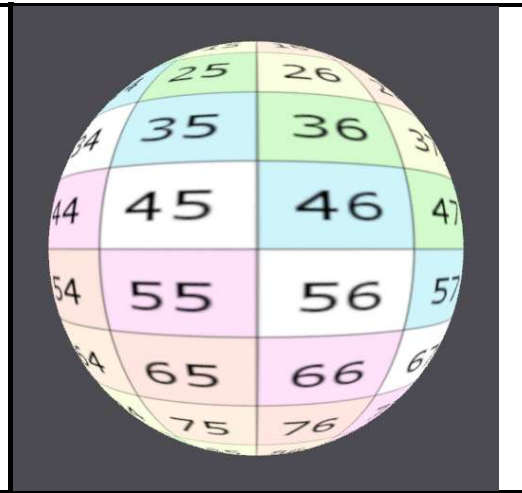
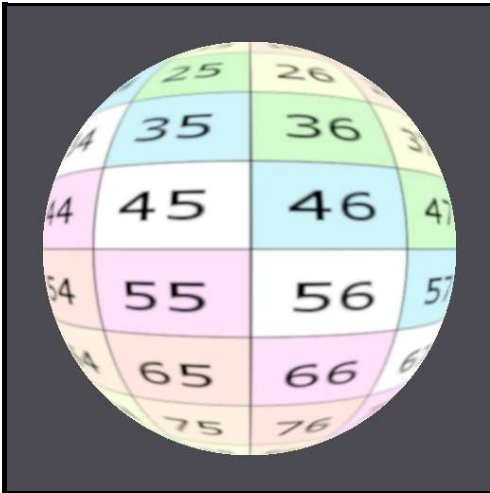


..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:



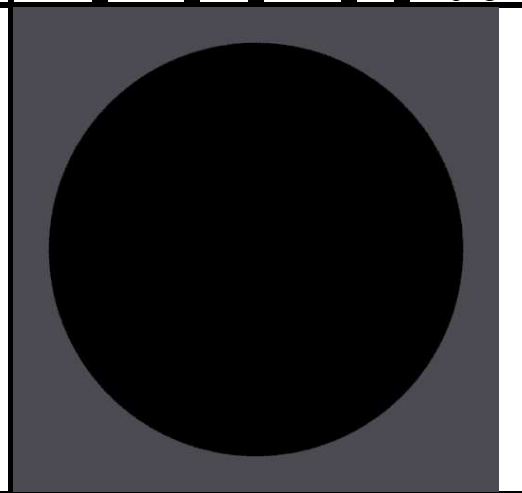
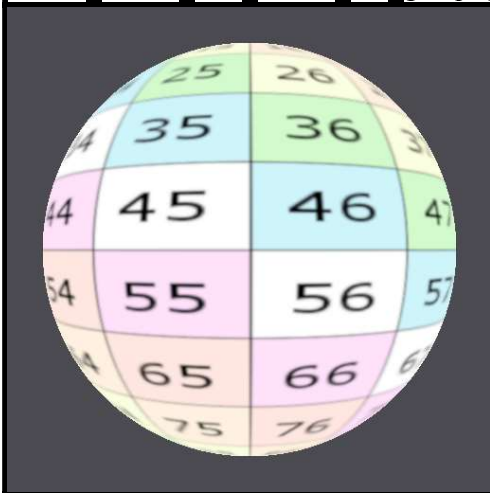
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





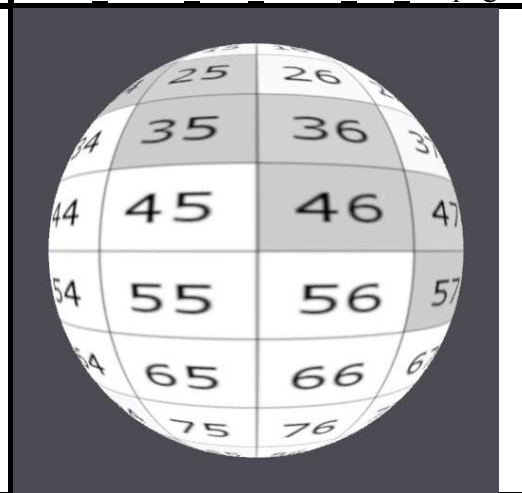
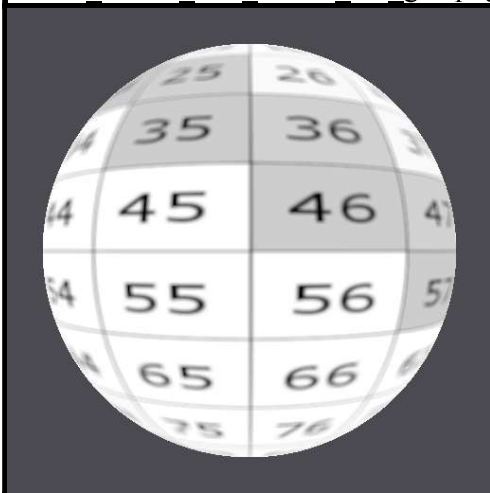
blur color3 blur color3 out glsl.png

blur color3 blur color3 out osl.png



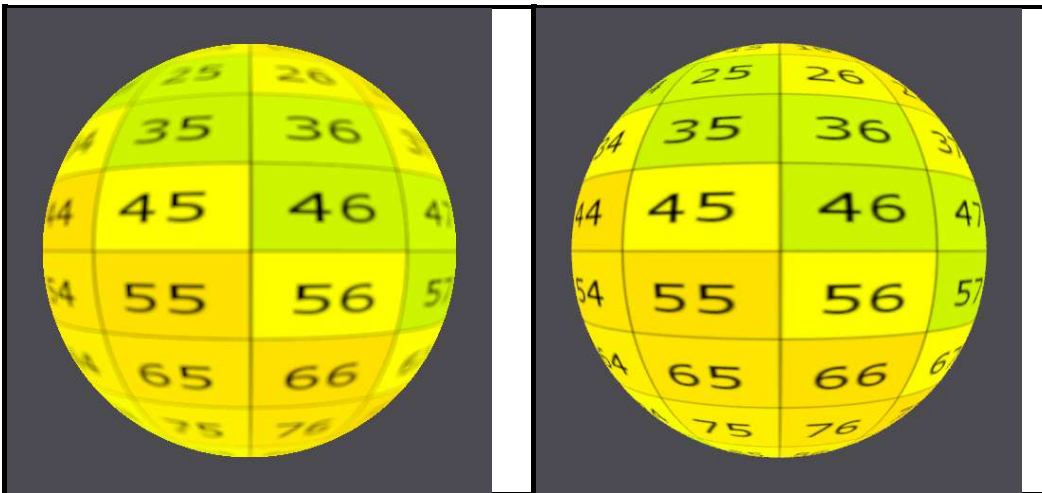
blur color4 blur color4 out glsl.png

blur color4 blur color4 out osl.png



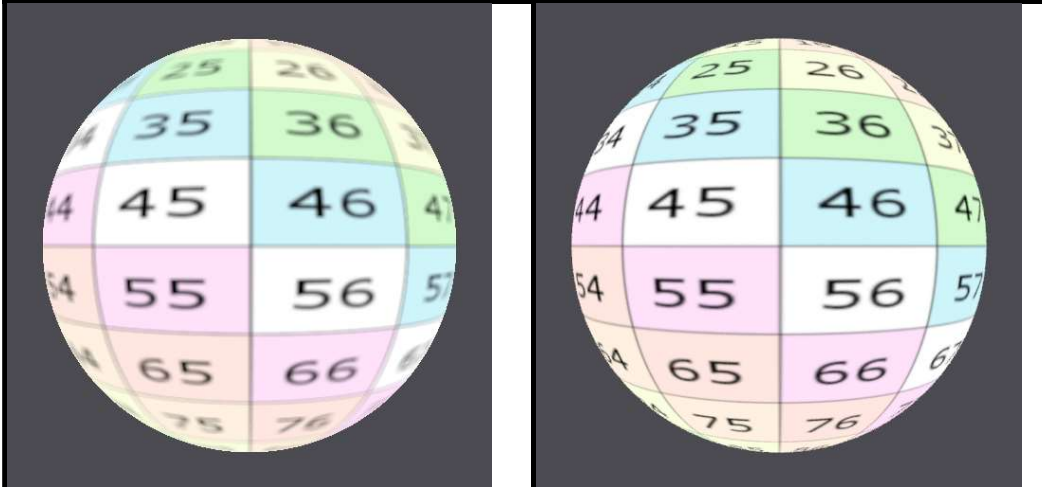
blur float blur float out glsl.png

blur float blur float out osl.png



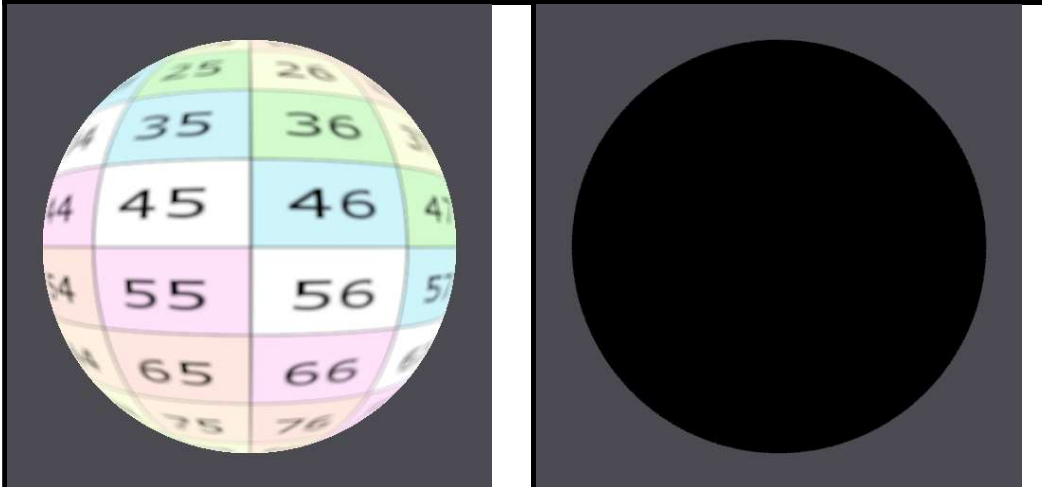
blur vector2 blur vector2 out glsl.png

blur vector2 blur vector2 out osl.png



blur vector3 blur vector3 out glsl.png

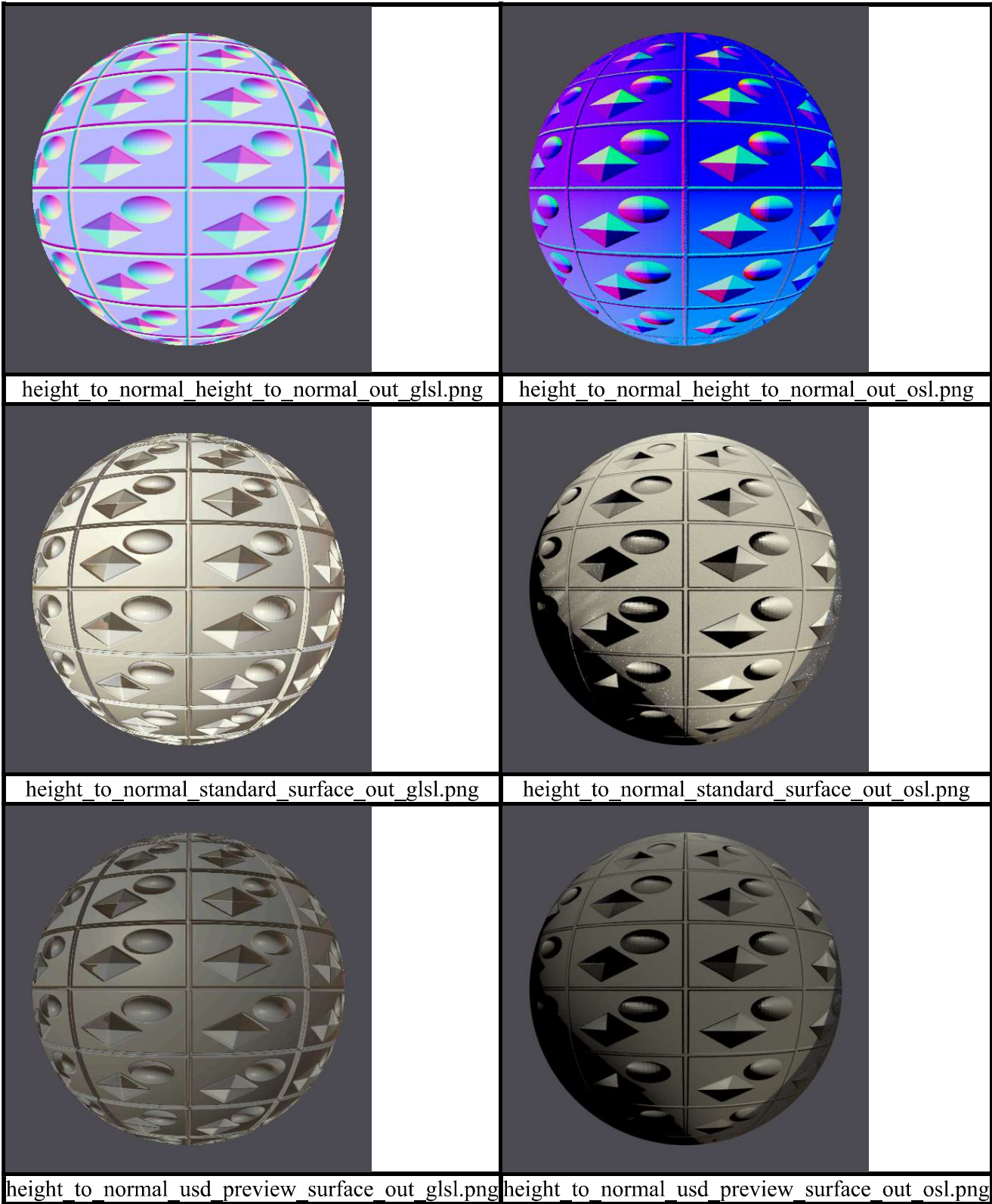
blur vector3 blur vector3 out osl.png



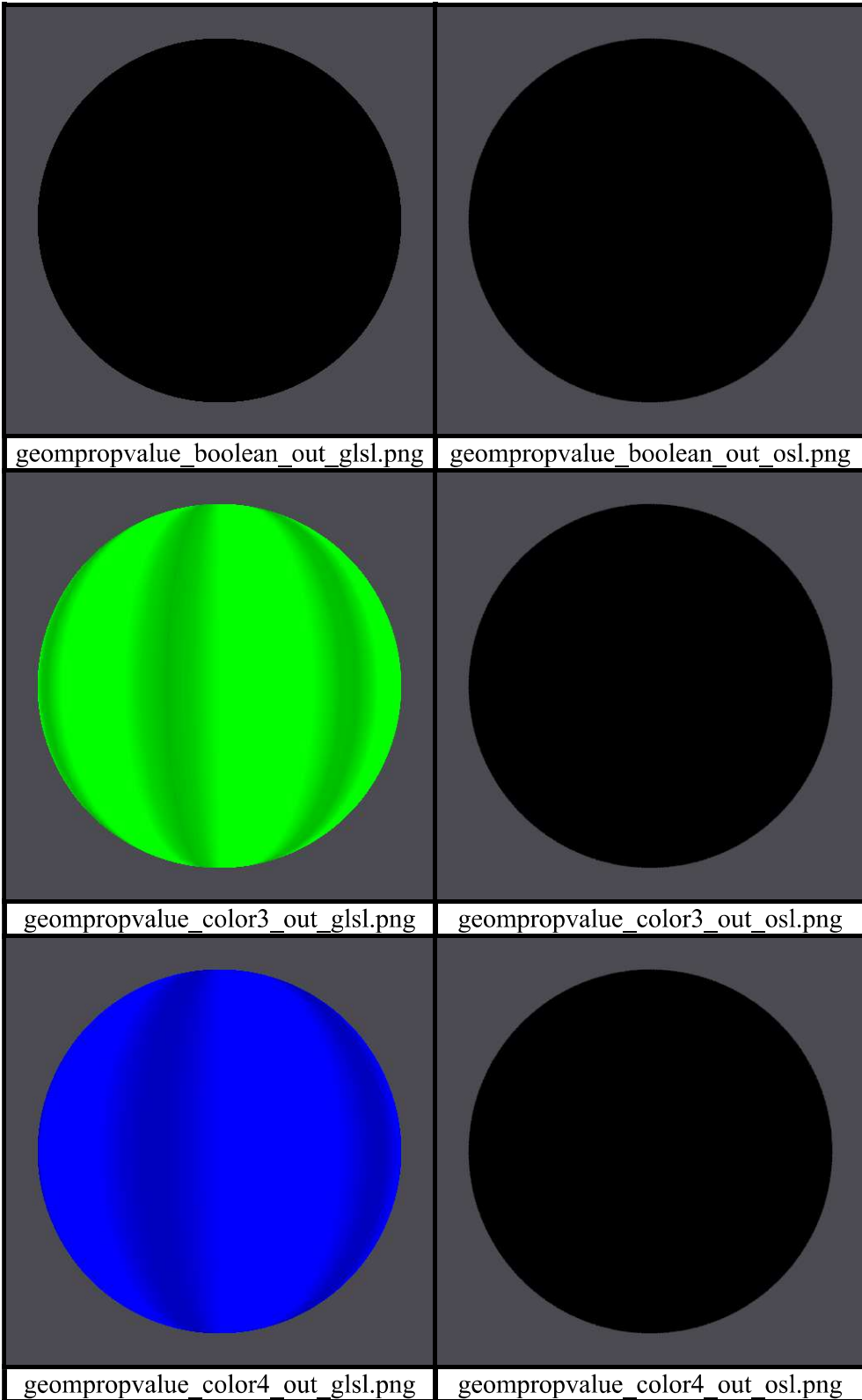
blur vector4 blur vector4 out glsl.png

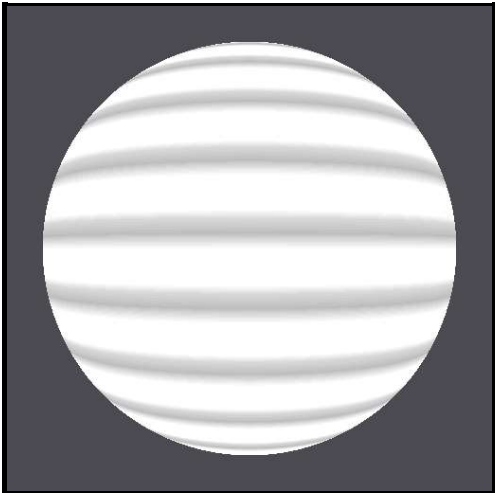
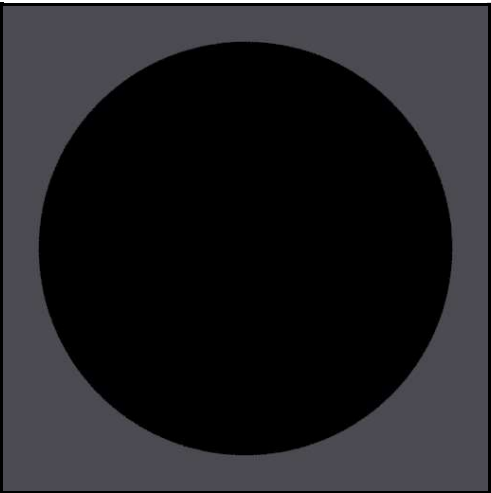
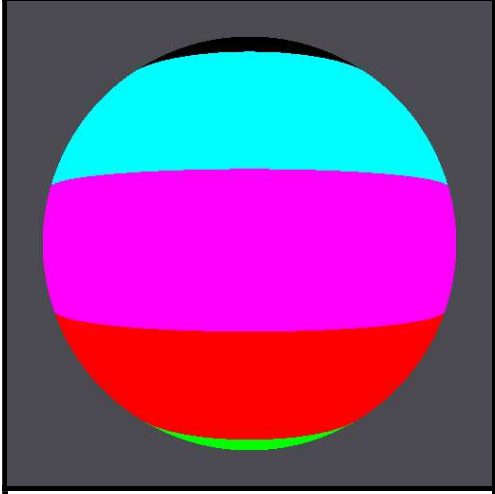
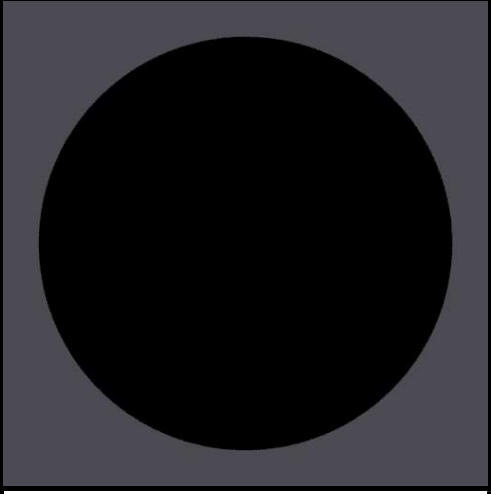
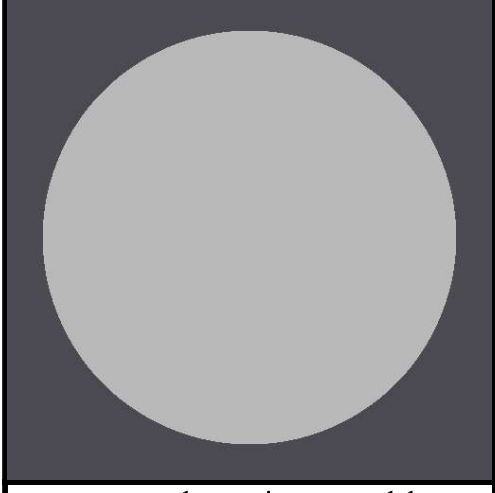
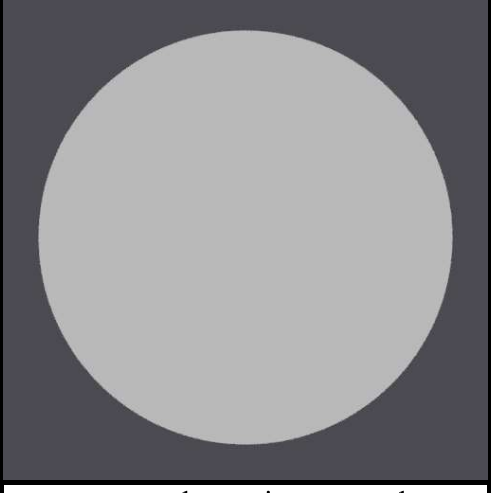
blur vector4 blur vector4 out osl.png

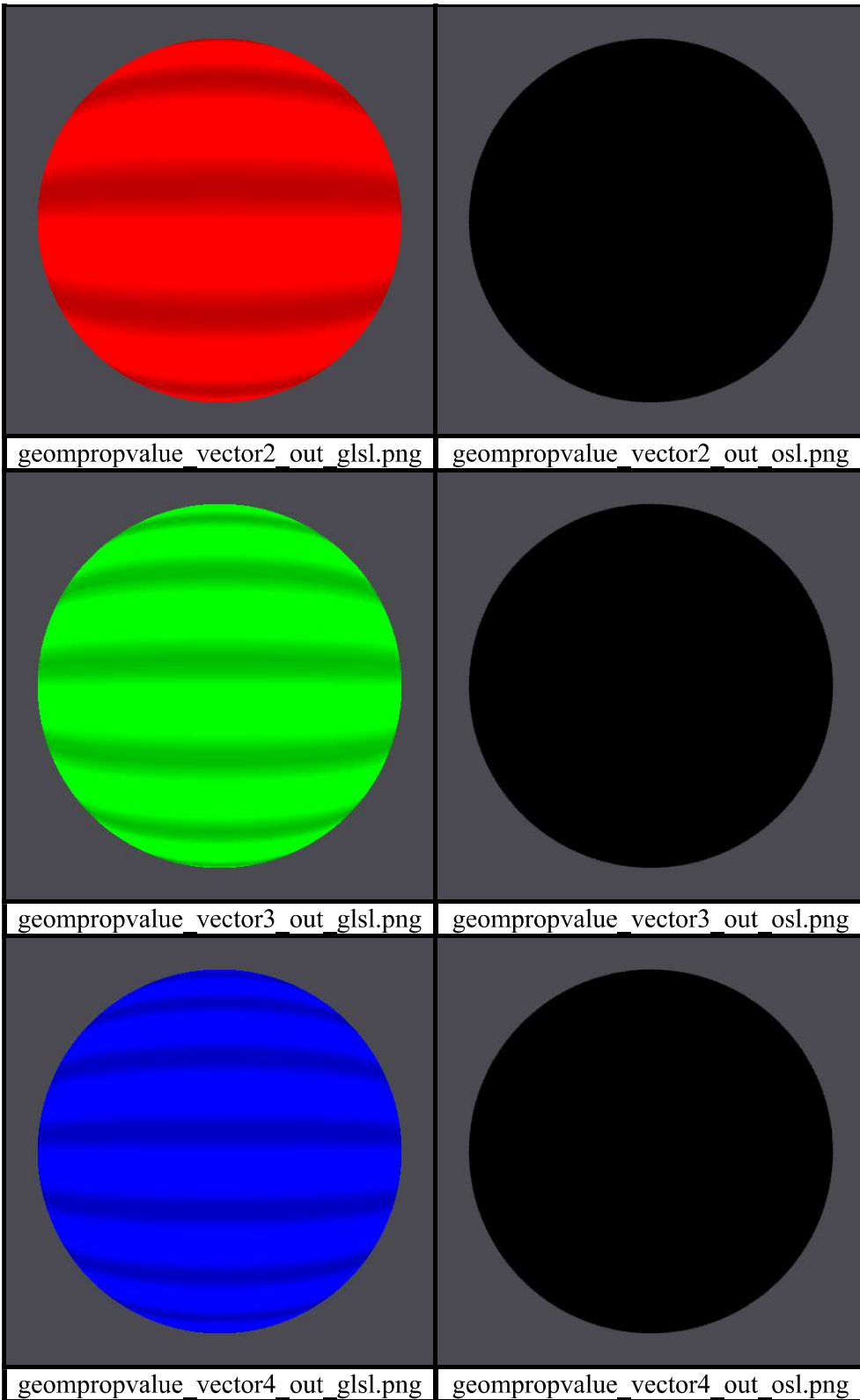
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:



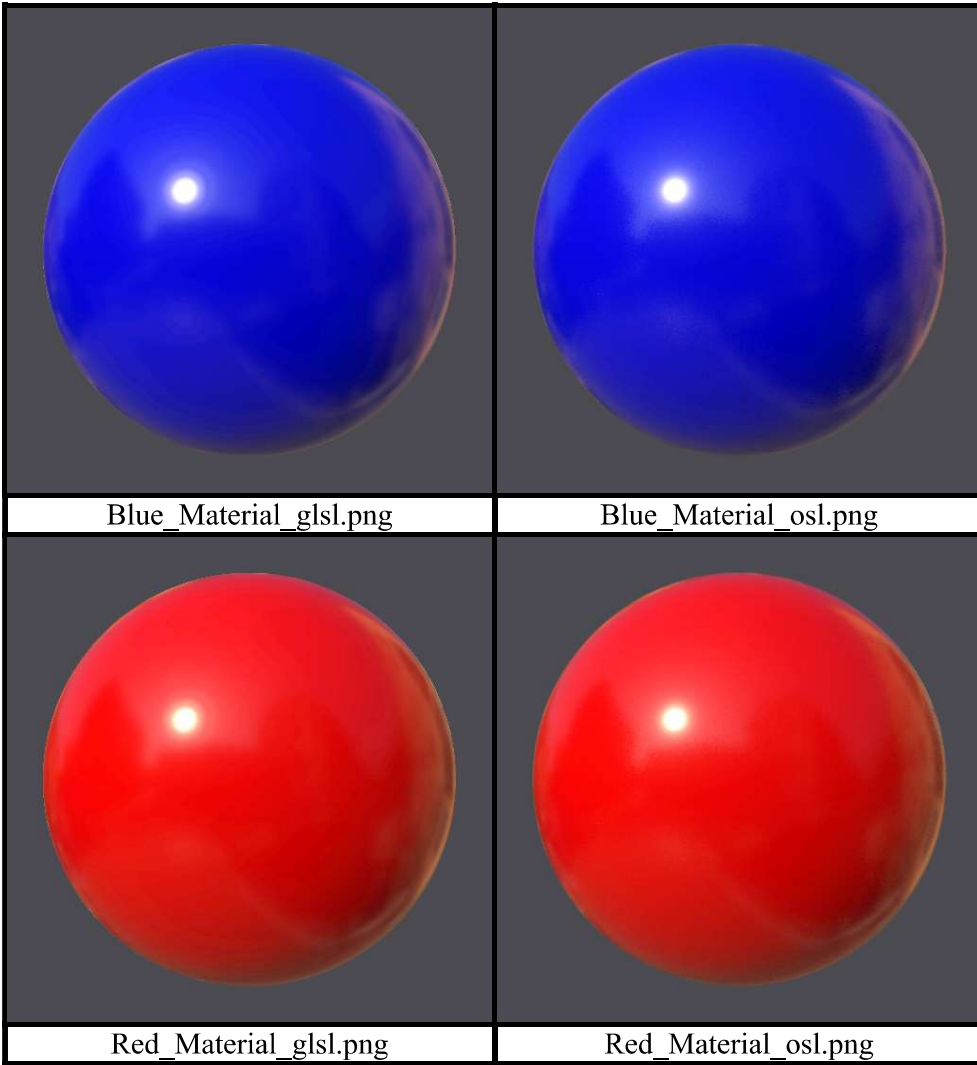
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:



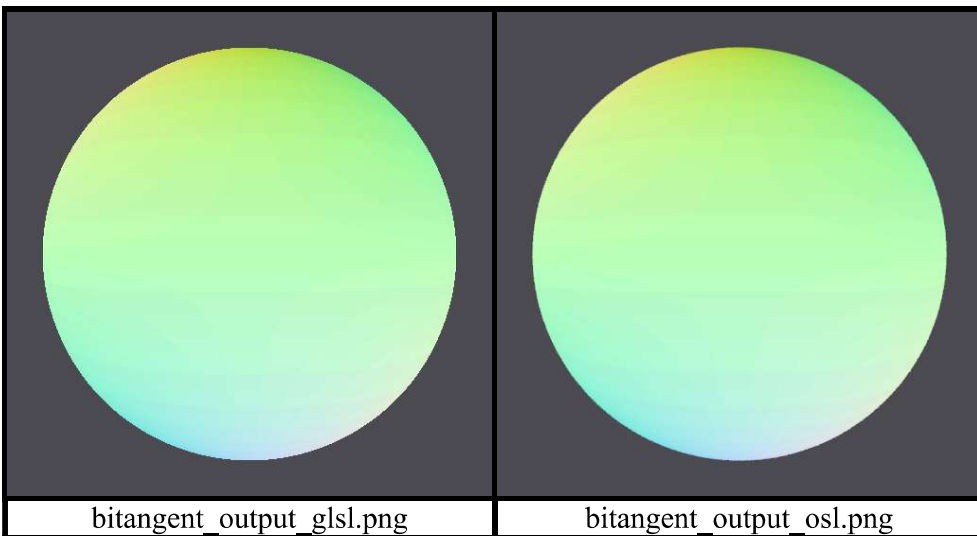
	
<code>geompropvalue float out glsl.png</code>	<code>geompropvalue float out osl.png</code>
	
<code>geompropvalue integer out glsl.png</code>	<code>geompropvalue integer out osl.png</code>
	
<code>geompropvalue string out glsl.png</code>	<code>geompropvalue string out osl.png</code>

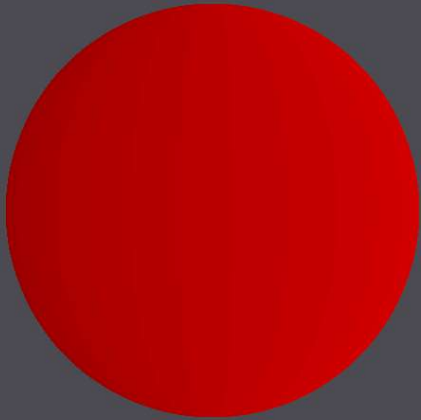
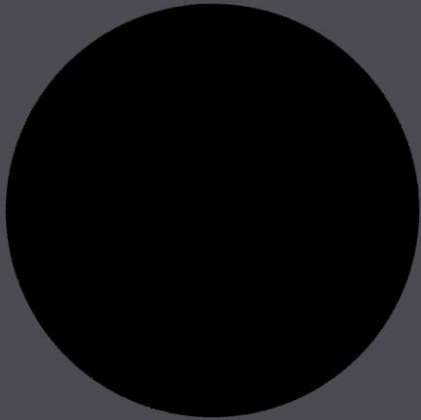

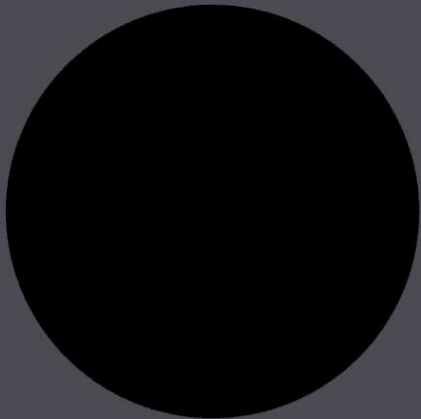

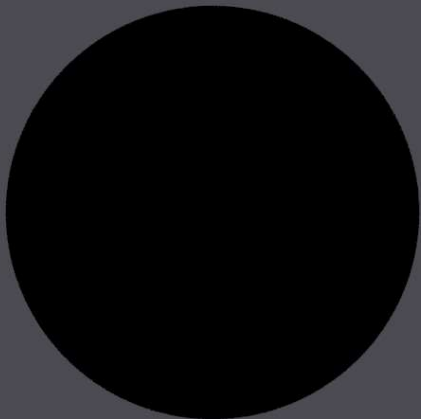


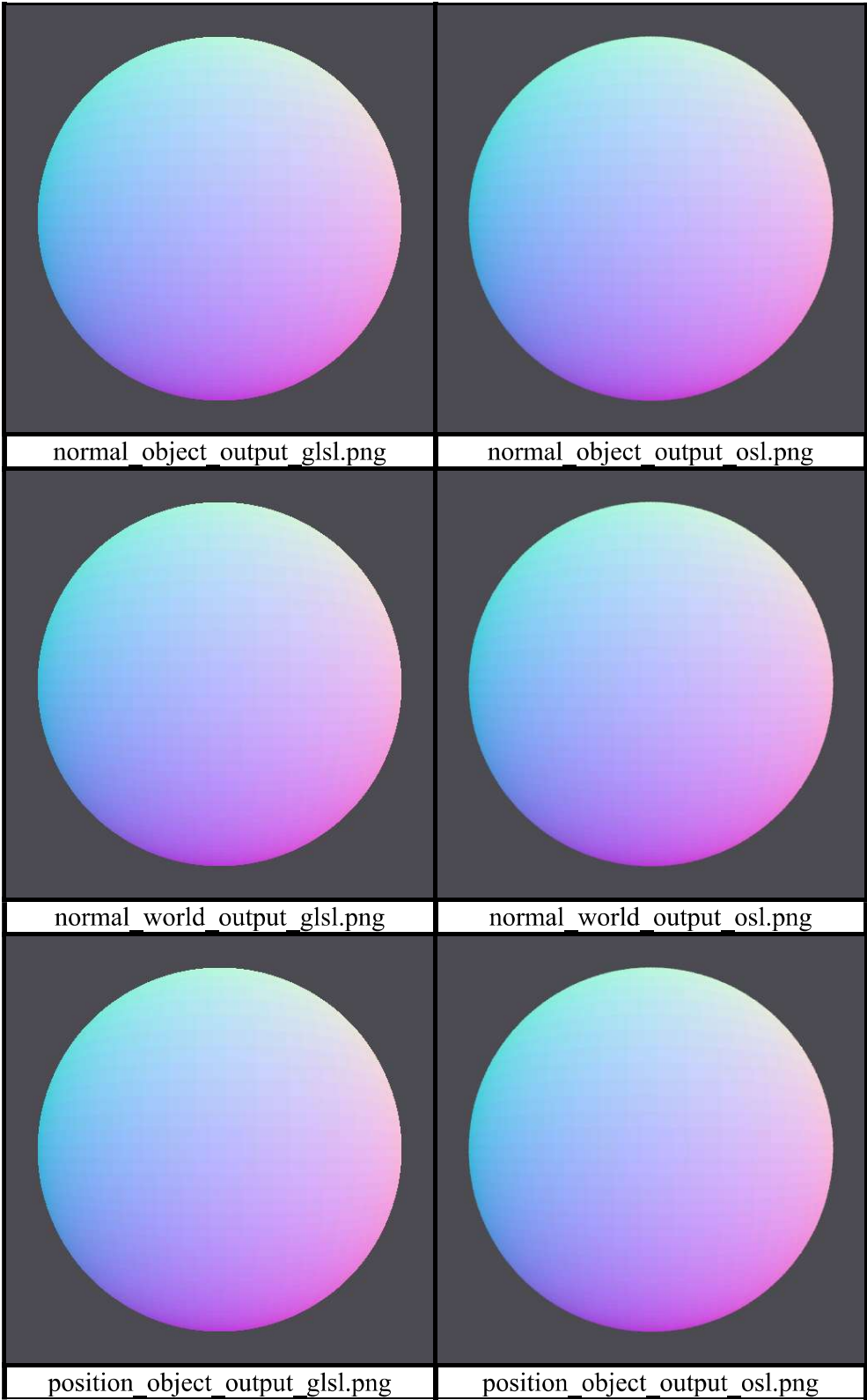
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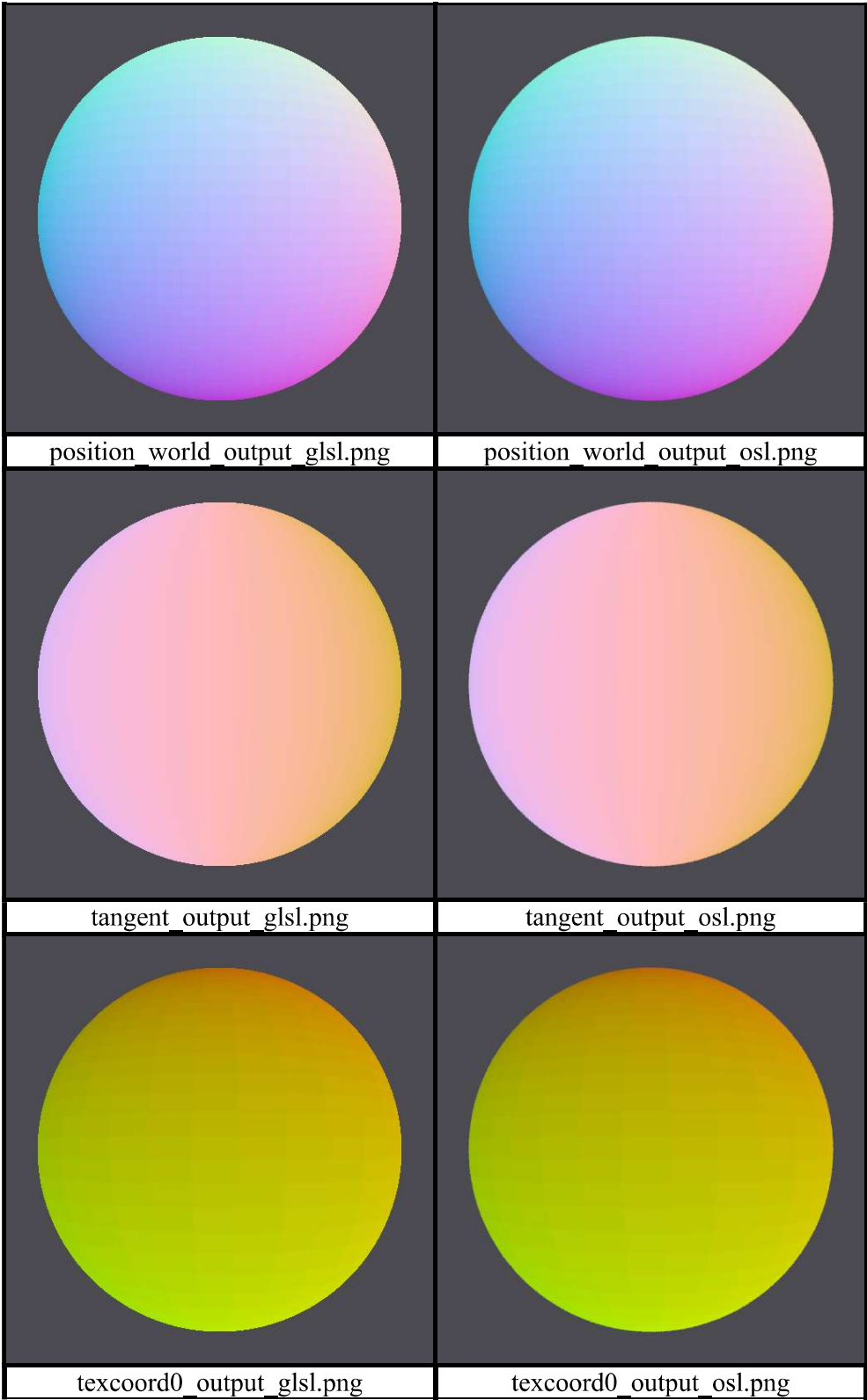


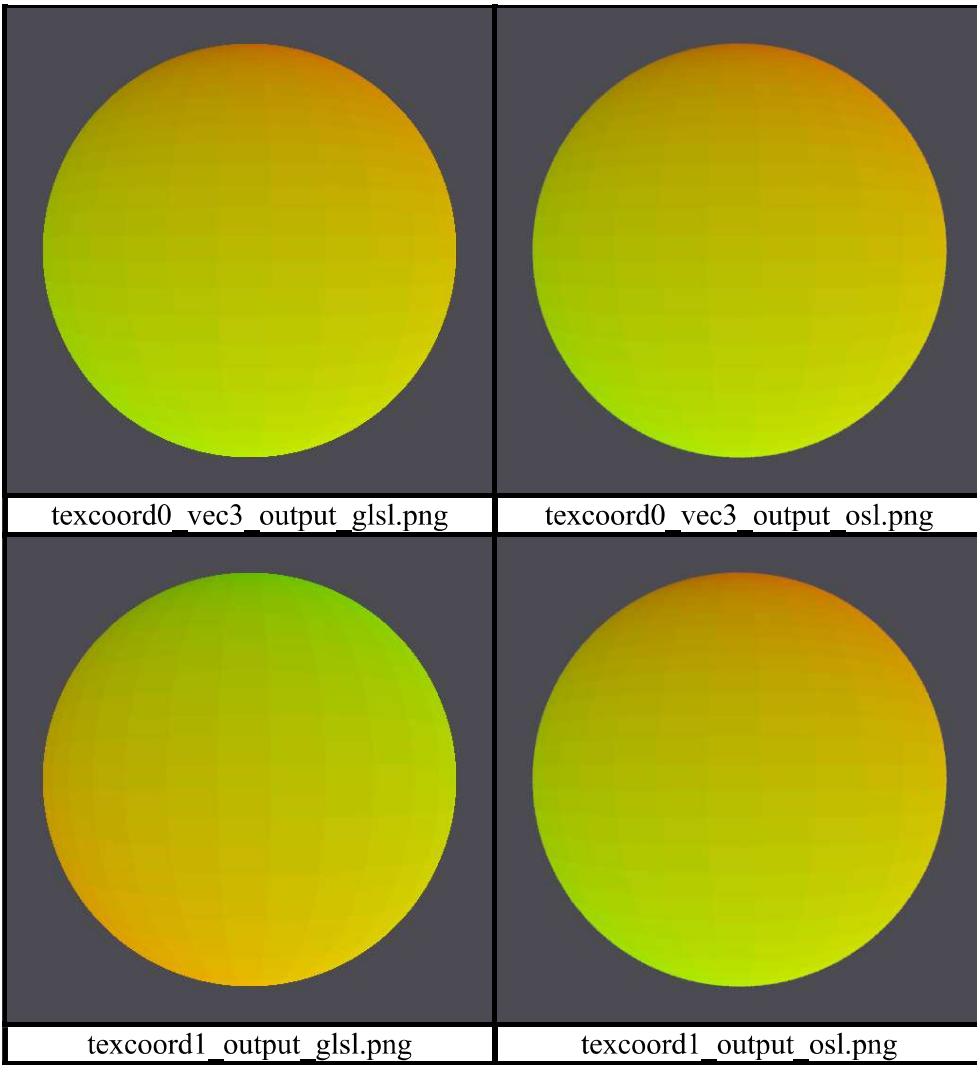
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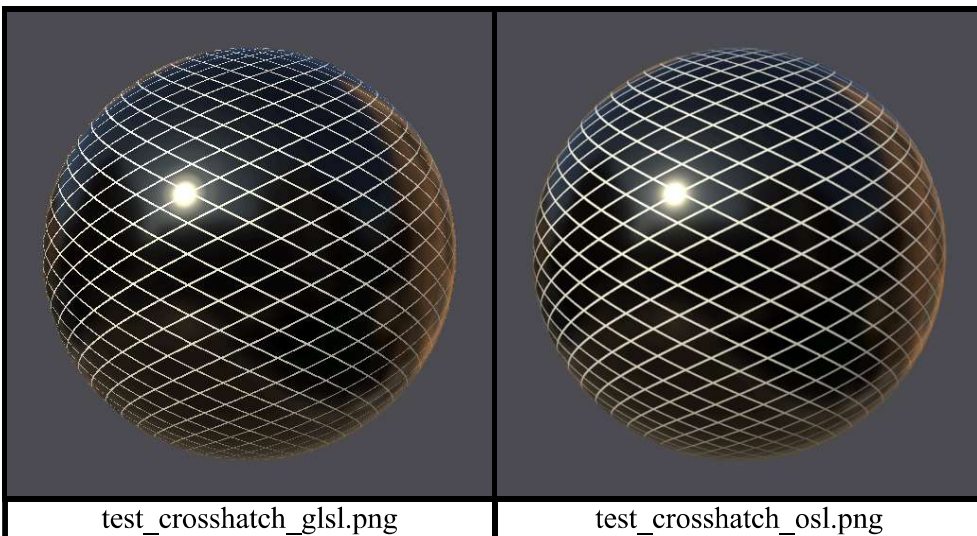
	
color float output glsl.png	color float output osl.png
	
color vec3 output glsl.png	color vec3 output osl.png
	
color vec4 output glsl.png	color vec4 output osl.png

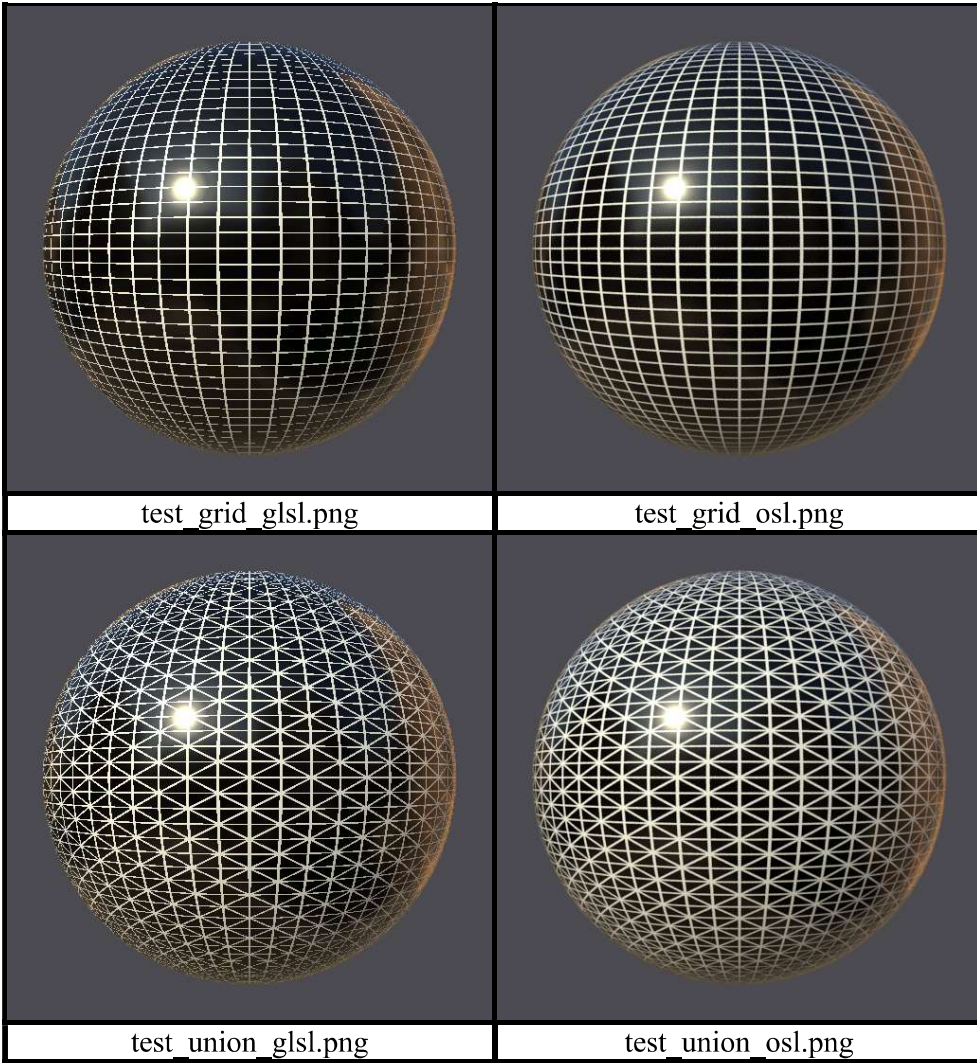






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