

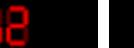
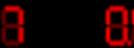
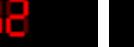
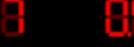
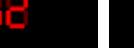
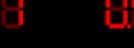
Rendering_OSL_all_scenes

Started at 2019-02-13 14:29:14

Test: "test_0000" - description: OSL Math test: Abs, ACos and Add

	Status	Rendering	Baseline	Difference
Scanline 0.558 sec	OK!	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	
Arnold 1.099 sec	OK!	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	
Quicksilver 0.218 sec	OK!	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	88. Abs(-12)=12 88. Abs(23)=23 888. ACos(0.5)=1.04 888. ACos(0) = 1.57 88. Add(2, 2) = 4 88. Add(15, -3) = 12	

Test: "test_0001" - description: OSL Math test: Angle, ASin and ATan

	Status	Rendering	Baseline	Difference
Scanline 0.568 sec	OK!	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	
Arnold 1.05 sec	OK!	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	
Quicksilver 0.178 sec	OK!	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	   <small>Angle(1,1)=0.78 Angle(1, 0) = 1.57 ASin(0.5)=0.52</small>	

Test: "test_0002" - description: OSL Math test: Clamp, Complement and Cos

	Status	Rendering	Baseline	Difference
Scanline 0.577 sec	OK!			

		 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	
		 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	
Arnold 1.068 sec	<u>OK!</u>	 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	
		 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	
Quicksilver 0.177 sec	<u>OK!</u>	 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	 Clamp(3.0,0.0,1.0) = 1.0 Clamp(13.0,0.5) = 0.5 Compl(0.0)=1.0	
		 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	 Compl(0.75)=0.25 Cos(0) = 1.0 Cos(1.57) = 0.0	

Test: "test_0003" - description: OSL Math test: Degrees-to-Radians, Divide and Exp

	Status	Rendering	Baseline	Difference
Scanline 0.539 sec	<u>OK!</u>			

	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2		
	8000 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10	8000 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10		
Arnold 1.084 sec	OK!	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2	
		8000 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10	8000 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10	
Quicksilver 0.199 sec	OK!	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2	898 Rad(90)=1.57	-088 Rad(-45)=-0.78	020 Div(1, 5) = 0.2	
		888 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10	888 Div(50,5)=10.0	888 Exp(1)=2.71	2880 Exp(3.14)=23.10	

Test: "test_0004" - description: OSL Math test: Float-to-Int, Interpolate and Log

	Status	Rendering	Baseline	Difference
Scanline 0.597 sec	OK!			

							
	Ciel(0.75)=1.0	Floor(0.75)=0.0	Interp(0.3,0.0,10.0) = 3.0	Ciel(0.75)=1.0	Floor(0.75)=0.0	Interp(0.3,0.0,10.0) = 3.0	
							
	Interp(0.7, 13, 4) = 6.7	Log(2.72)=1.0	Log(13)=2.56	Interp(0.7, 13, 4) = 6.7	Log(2.72)=1.0	Log(13)=2.56	
Arnold 1.142 sec	OK!						
		Ciel(0.75)=1.0	Floor(0.75)=0.0	Interp(0.3,0.0,10.0) = 3.0	Ciel(0.75)=1.0	Floor(0.75)=0.0	Interp(0.3,0.0,10.0) = 3.0
Quicksilver 0.191 sec	OK!						
		Interp(0.7, 13, 4) = 6.7	Log(2.72)=1.0	Log(13)=2.56	Interp(0.7, 13, 4) = 6.7	Log(2.72)=1.0	Log(13)=2.56

Test: "test_0005" - description: OSL Math test: LogX, Maximum and Minimum

	Status	Rendering	Baseline	Difference
Scanline 0.626 sec	OK!			

		200	668	8200	200	668	8200	
		Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	
		-800	058	-8800	-800	058	-8800	
		Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	
Arnold 1.056 sec	OK!	200	668	8200	200	668	8200	
		Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	
Quicksilver 0.18 sec	OK!	-800	058	-8800	-800	058	-8800	
		Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	
Scanline 0.566 sec	OK!	200	668	8200	200	668	8200	
		Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	Log(100,10)=2	Log(100,2)=6.65	Max(12, 0.2) = 12	
		-800	058	-8800	-800	058	-8800	
		Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	Max(-13,-4)=-4	Min(12,0.2)=0.2	Min(-13,-4)=-13	

Test: "test_0006" - description: OSL Math test: Modulo, Multiply and Negate

	Status	Rendering	Baseline	Difference
Scanline 0.566 sec	OK!			

	092	888	280	092	888	280	
	Mod(3.42,1.0)=0.42	Mod(3.32,2.0)=1.32	Mul(12, 0.2) = 2.40	Mod(3.42,1.0)=0.42	Mod(3.32,2.0)=1.32	Mul(12, 0.2) = 2.40	
	2800	-300	020	2800	-300	020	
	Mul(3, 7) = 21	Neg(3) = -3	Neg(-0.2) = 0.2	Mul(3, 7) = 21	Neg(3) = -3	Neg(-0.2) = 0.2	
Arnold 1.144 sec	OK!	092	888	280	092	888	280
		Mod(3.42,1.0)=0.42	Mod(3.32,2.0)=1.32	Mul(12, 0.2) = 2.40	Mod(3.42,1.0)=0.42	Mod(3.32,2.0)=1.32	Mul(12, 0.2) = 2.40
Quicksilver 0.227 sec	OK!	2800	-300	020	2800	-300	020
		Mul(3, 7) = 21	Neg(3) = -3	Neg(-0.2) = 0.2	Mul(3, 7) = 21	Neg(3) = -3	Neg(-0.2) = 0.2

Test: "test_0007" - description: OSL Math test: Power, Radians-to-Degrees and Random by Index

	Status	Rendering	Baseline	Difference
Scanline 0.558 sec	OK!			

		2000	008	008		2000	008	008	
		pow(3, 3) = 27	pow(0.1, 2) = 0.01	Deg(0)=0		pow(3, 3) = 27	pow(0.1, 2) = 0.01	Deg(0)=0	
		8869	098	098		8869	098	098	
		Deg(0.78)=44.69	IdxRnd(0)=0.97	IdxRnd(32)=0.18		Deg(0.78)=44.69	IdxRnd(0)=0.97	IdxRnd(32)=0.18	
Arnold 1.104 sec	OK!	2000	008	008		2000	008	008	
		pow(3, 3) = 27	pow(0.1, 2) = 0.01	Deg(0)=0		pow(3, 3) = 27	pow(0.1, 2) = 0.01	Deg(0)=0	
Quicksilver 0.182 sec	OK!	8869	098	098		8869	098	098	
		Deg(0.78)=44.69	IdxRnd(0)=0.97	IdxRnd(32)=0.18		Deg(0.78)=44.69	IdxRnd(0)=0.97	IdxRnd(32)=0.18	

Test: "test_0008" - description: OSL Math test: Range/Remapper

	Status	Rendering	Baseline	Difference
Scanline 0.595 sec		 <u>OK!</u>		

	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70		
	888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5	888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5		
Arnold 1.047 sec	<u>OK!</u>	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70	
		888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5	888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5	
Quicksilver 0.207 sec	<u>OK!</u>	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70	888 test 1 = 1.0	288 test 2 = 2.62	888 test 3 = 0.70	
		888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5	888 test 4 = 1.56	088 test 5 = 0.80	888 test 6 = 5.5	

Test: "test_0009" - description: OSL Math test: Reciprocal, Sin and Smoothstep

	Status	Rendering	Baseline	Difference
Scanline 0.564 sec	<u>OK!</u>			

		888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	
		088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	
Arnold 1.106 sec	OK!	888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	
		088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	
Quicksilver 0.182 sec	OK!	888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	888 recip(0.3)=3.33	800 recip(0.25)=4.0	088 sin(0.5)=0.47	
		088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	088 sin(3.14) = 0.0	088 smooth test 1 = 0.0	088 smooth test 2 = 0.49	

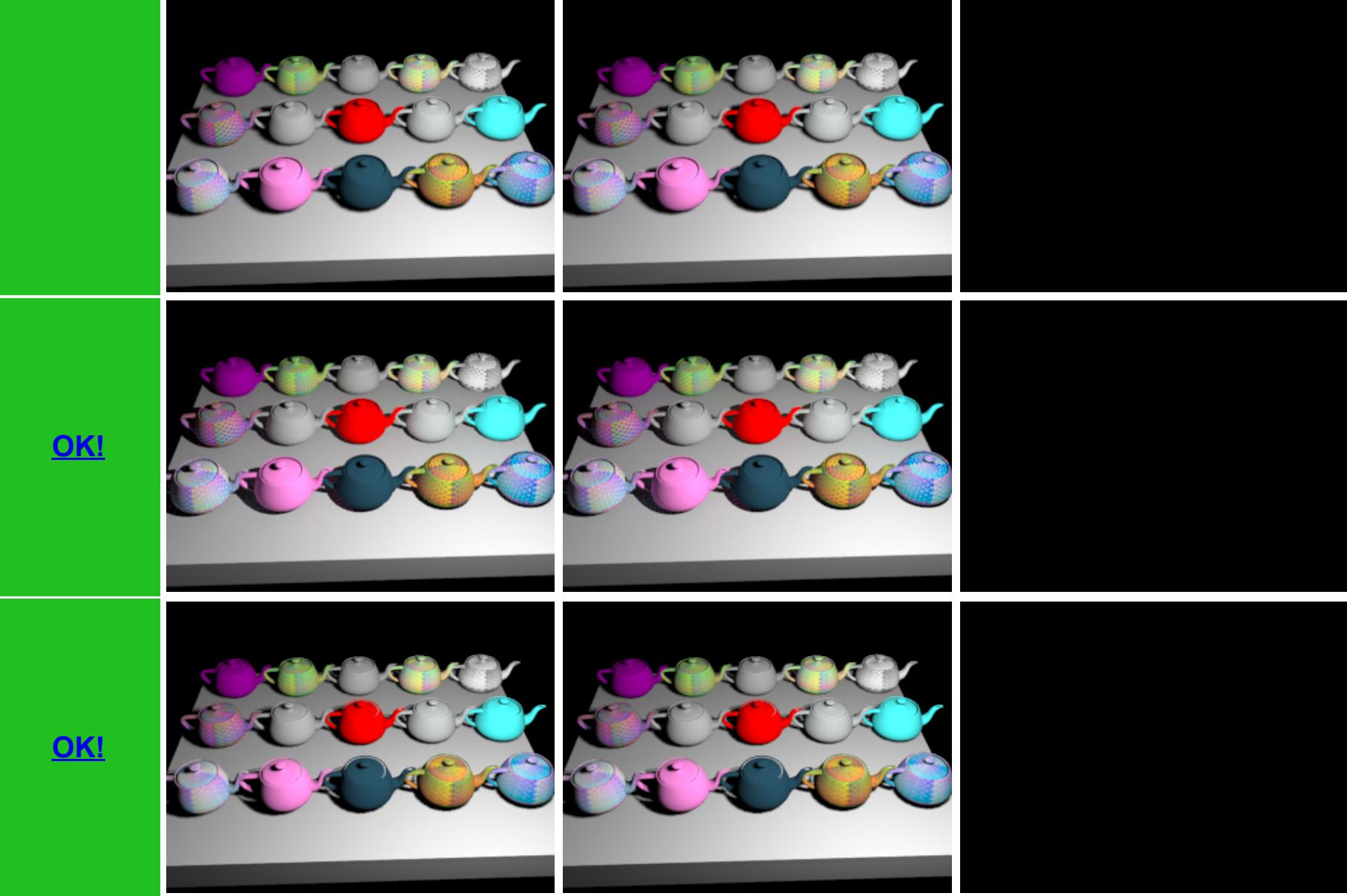
Test: "test_0010" - description: OSL Math test: Square Root, Subtract and Tan

	Status	Rendering	Baseline	Difference
Scanline 0.594 sec	OK!			

	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55	
Arnold 1.098 sec	OK!	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55
Quicksilver 0.18 sec	OK!	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55	888 sqrt(49)=7 -888 sub(1.72-3.14)=-1.42	888 sqrt(11)=3.31 888 tan(0.5) = 0.54	888 sub(5, 3) = 2 888 tan(1.0)=1.55
Scanline 2.614 sec	OK!						

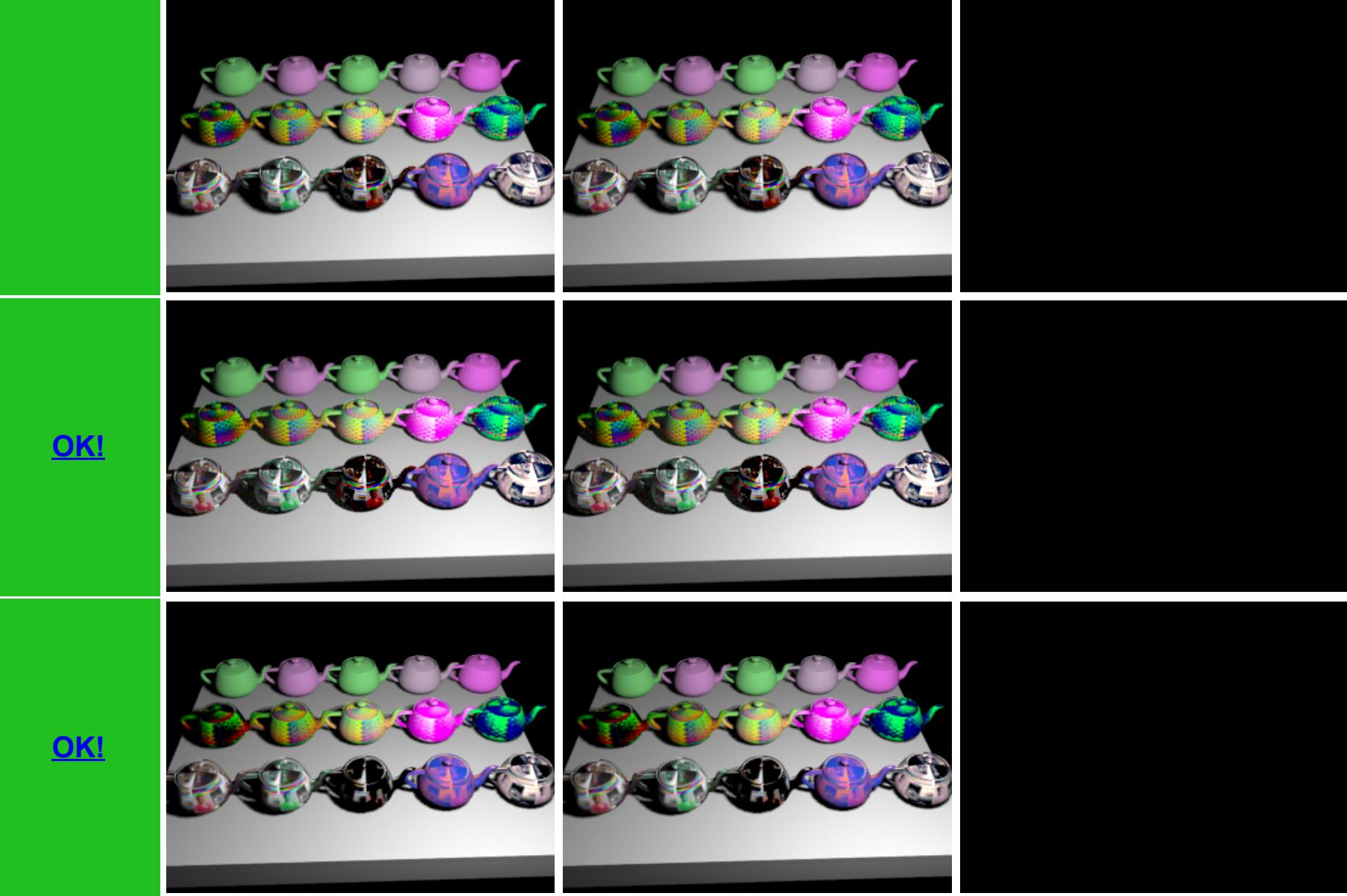
Test: "test_0011" - description: OSL Color category tests 1

	Status	Rendering	Baseline	Difference
Scanline 2.614 sec	OK!			



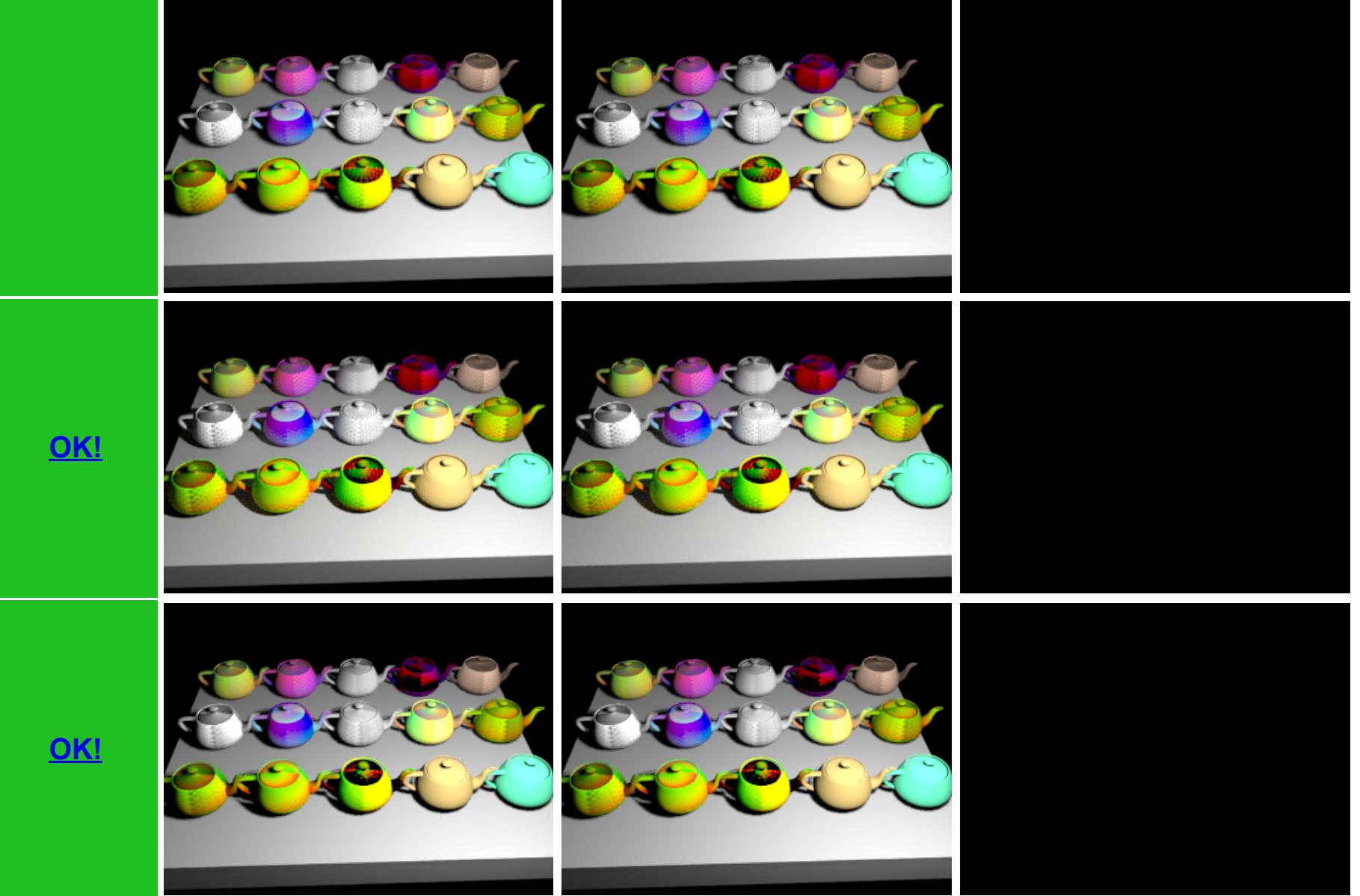
Test: "test_0012" - description: OSL Color category tests 2

	Status	Rendering	Baseline	Difference
Scanline 2.44 sec	OK!			



Test: "test_0013" - description: OSL Vector category tests 1

	Status	Rendering	Baseline	Difference
Scanline 2.391 sec	OKI			



Test: "test_0014" - description: OSL Scene category: Frame number and Time (0)

	Status	Rendering	Baseline	Difference
Scanline 0.545 sec		 OK!		

	 Frame	 Time	 Frame	 Time	
Arnold 1.007 sec		 Frame	 Time	 Frame	 Time
Quicksilver 0.195 sec		 Frame	 Time	 Frame	 Time
Scanline 0.548 sec					

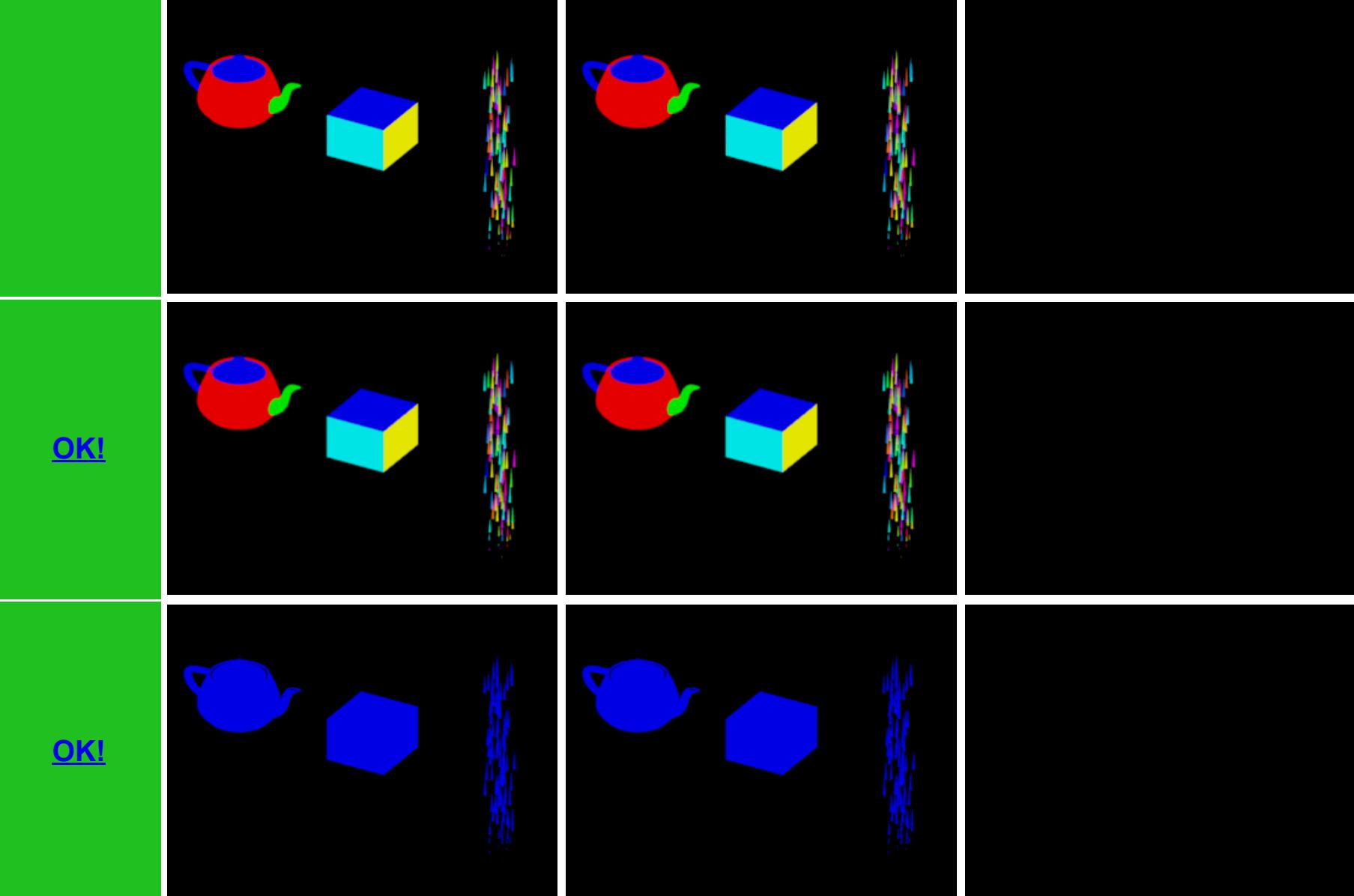
Test: "test_0015" - description: OSL Scene category: Frame number and Time (47)

	Status	Rendering	Baseline	Difference
Scanline 0.548 sec				

		Frame		Time	
Arnold 0.963 sec		Frame		Time	
Quicksilver 0.175 sec		Frame		Time	
Scanline 0.549 sec		Frame		Time	

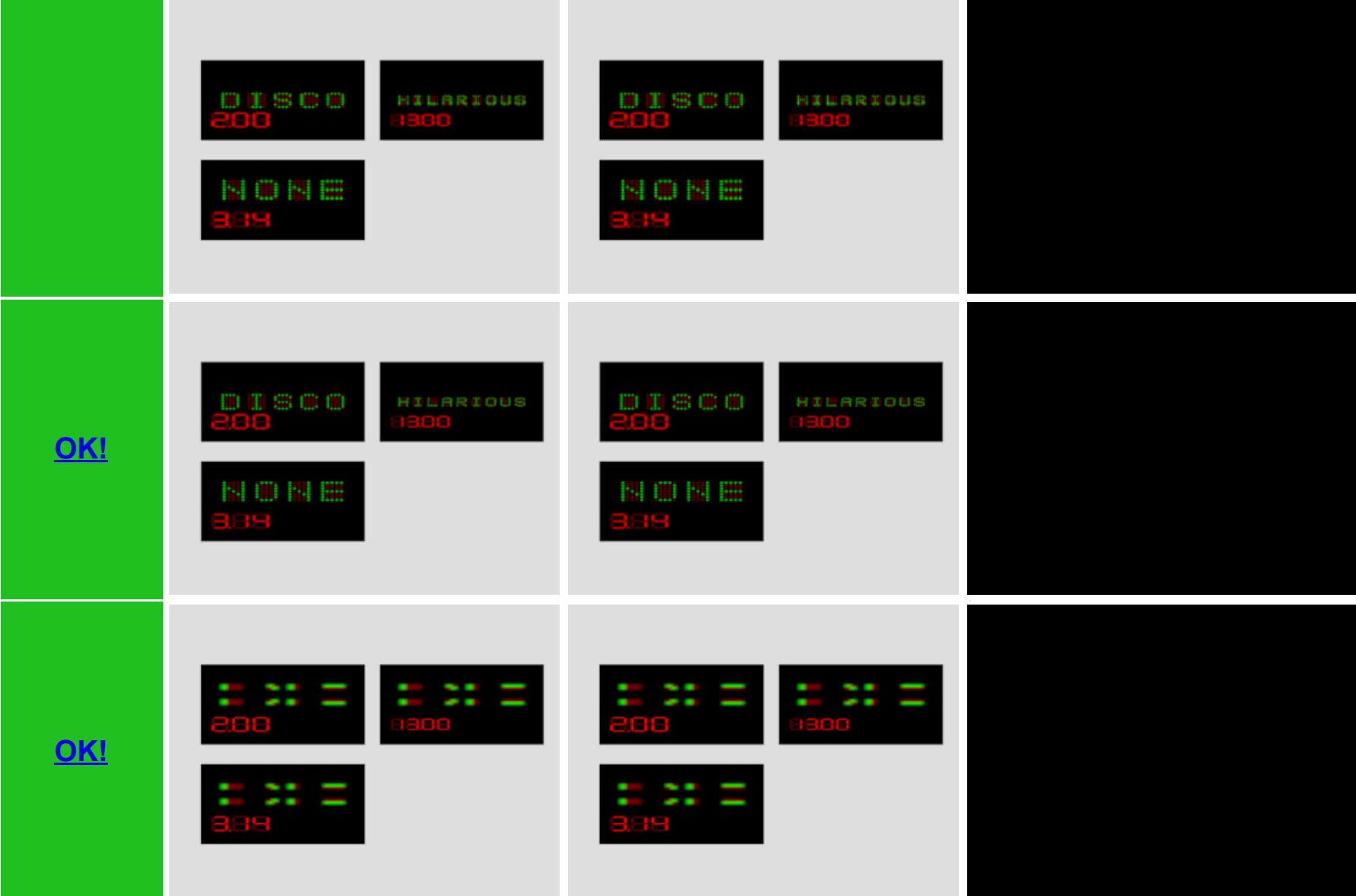
Test: "test_0016" - description: OSL Scene category: Material ID

	Status	Rendering	Baseline	Difference
Scanline 0.549 sec				



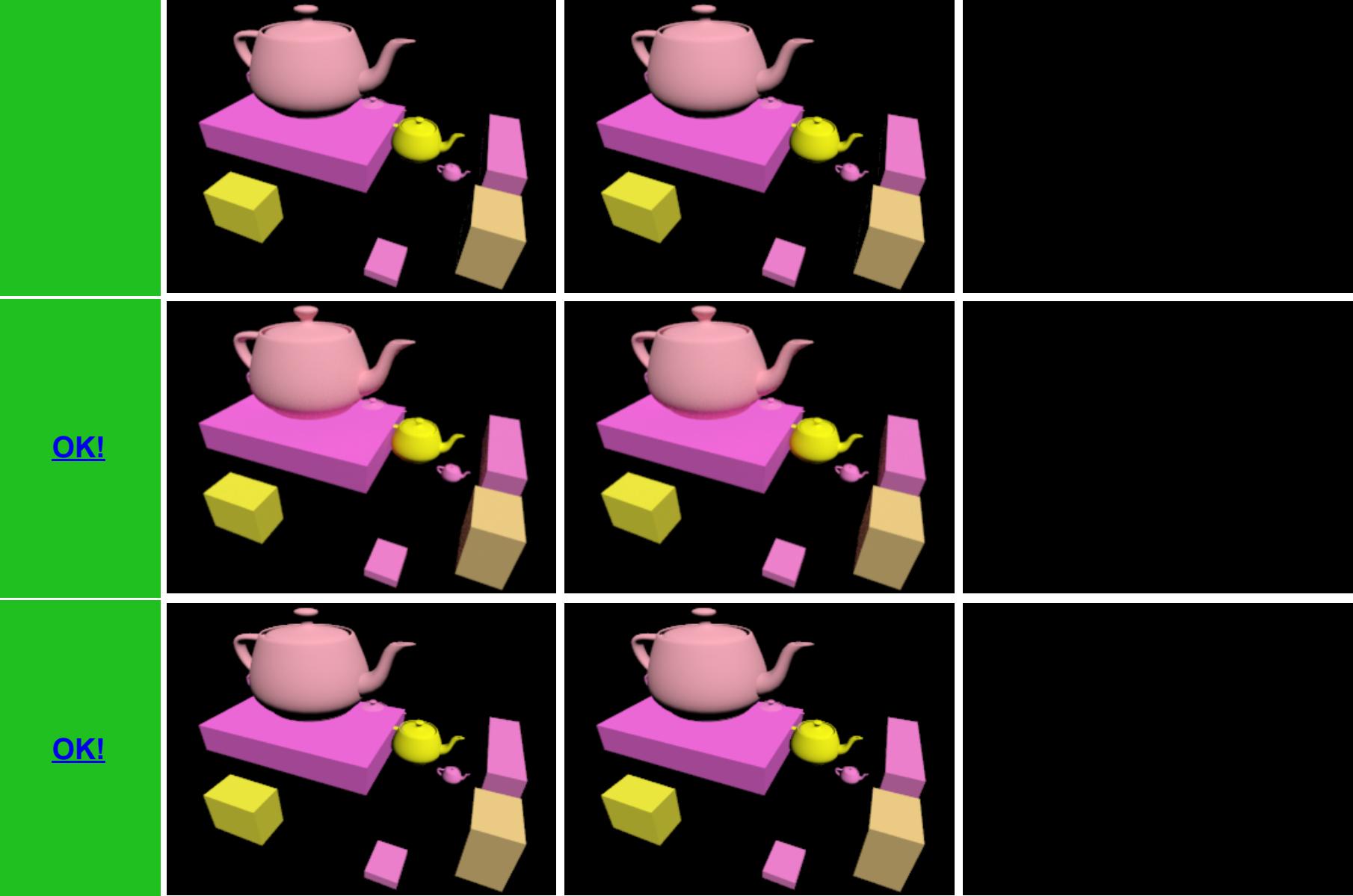
Test: "test_0017" - description: OSL Scene category: Named Attribute 1

	Status	Rendering	Baseline	Difference
Scanline 0.576 sec	<u>OKI</u>			



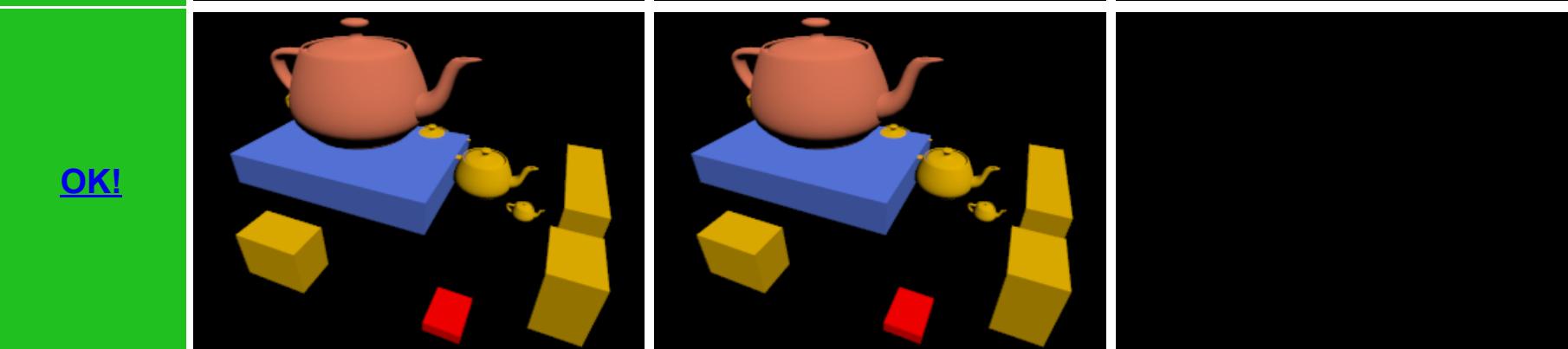
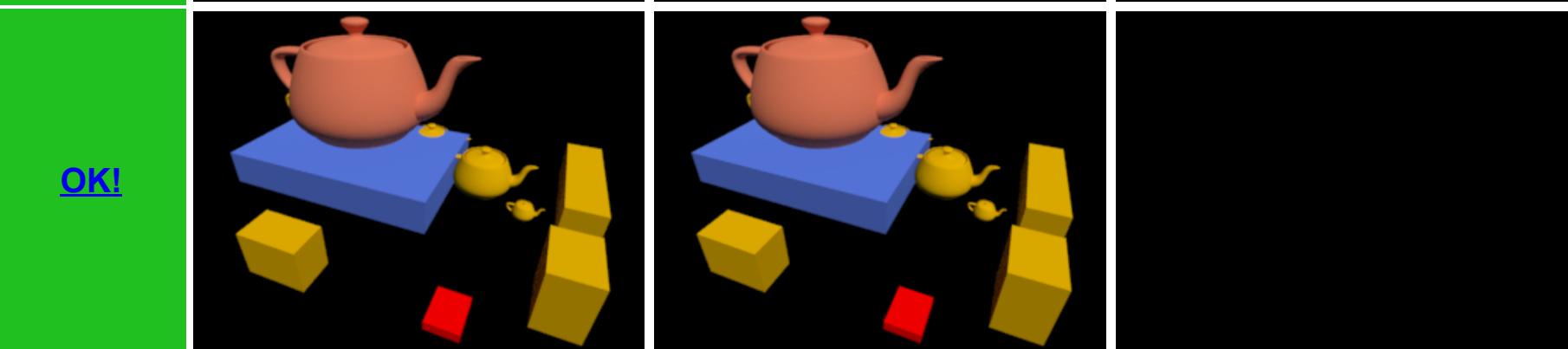
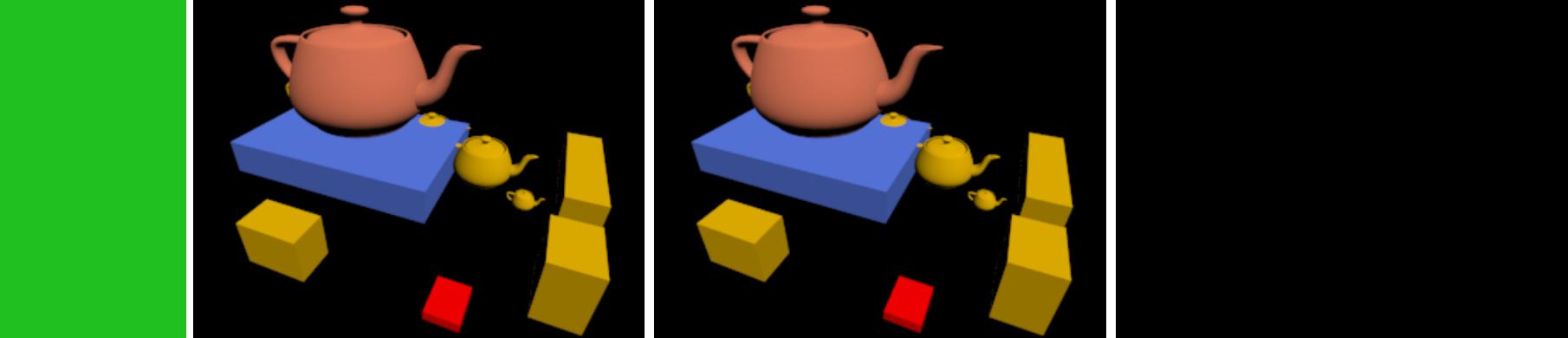
Test: "test_0018" - description: OSL Scene category: Named Attribute 2

	Status	Rendering	Baseline	Difference
Scanline 0.681 sec	<u>OKI</u>			



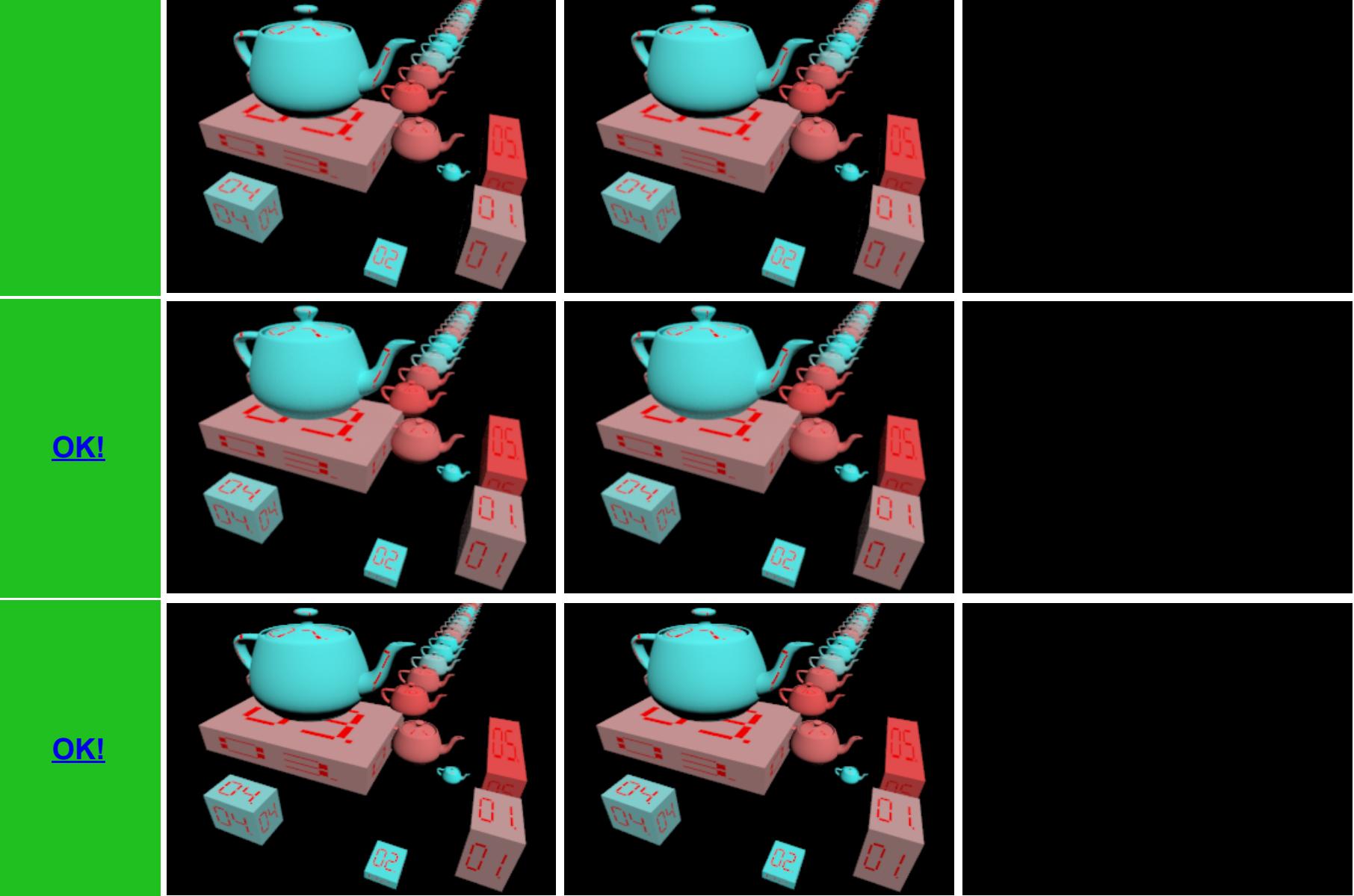
Test: "test_0019" - description: OSL Scene category: Named Attribute 3

	Status	Rendering	Baseline	Difference
Scanline 0.593 sec	<u>OK!</u>			



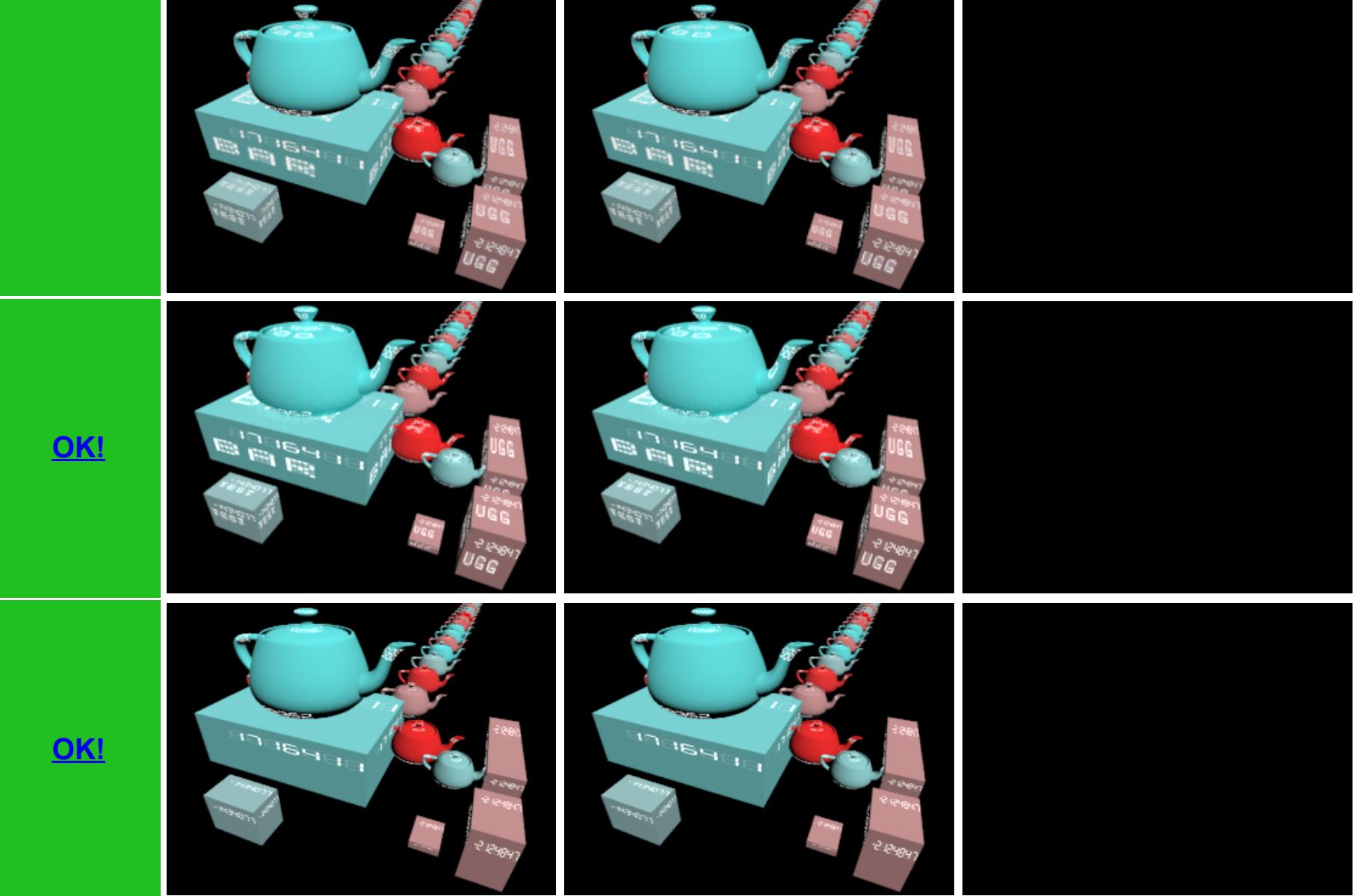
Test: "test_0020" - description: OSL Scene category: Node Handle

	Status	Rendering	Baseline	Difference
Scanline 0.749 sec	OK!			



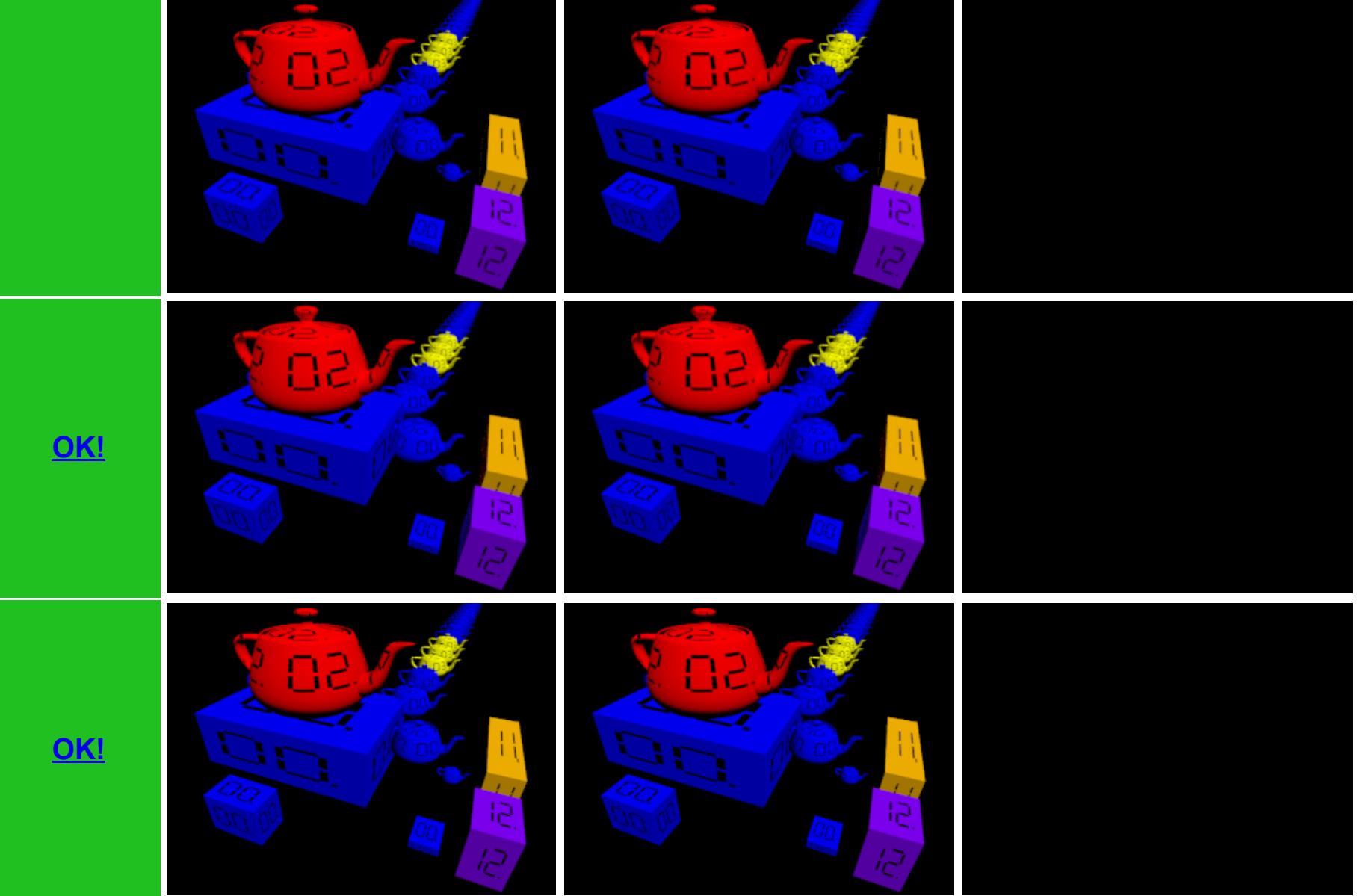
Test: "test_0021" - description: OSL Scene category: Node Name / Hash

	Status	Rendering	Baseline	Difference
Scanline 0.772 sec	<u>OK!</u>			



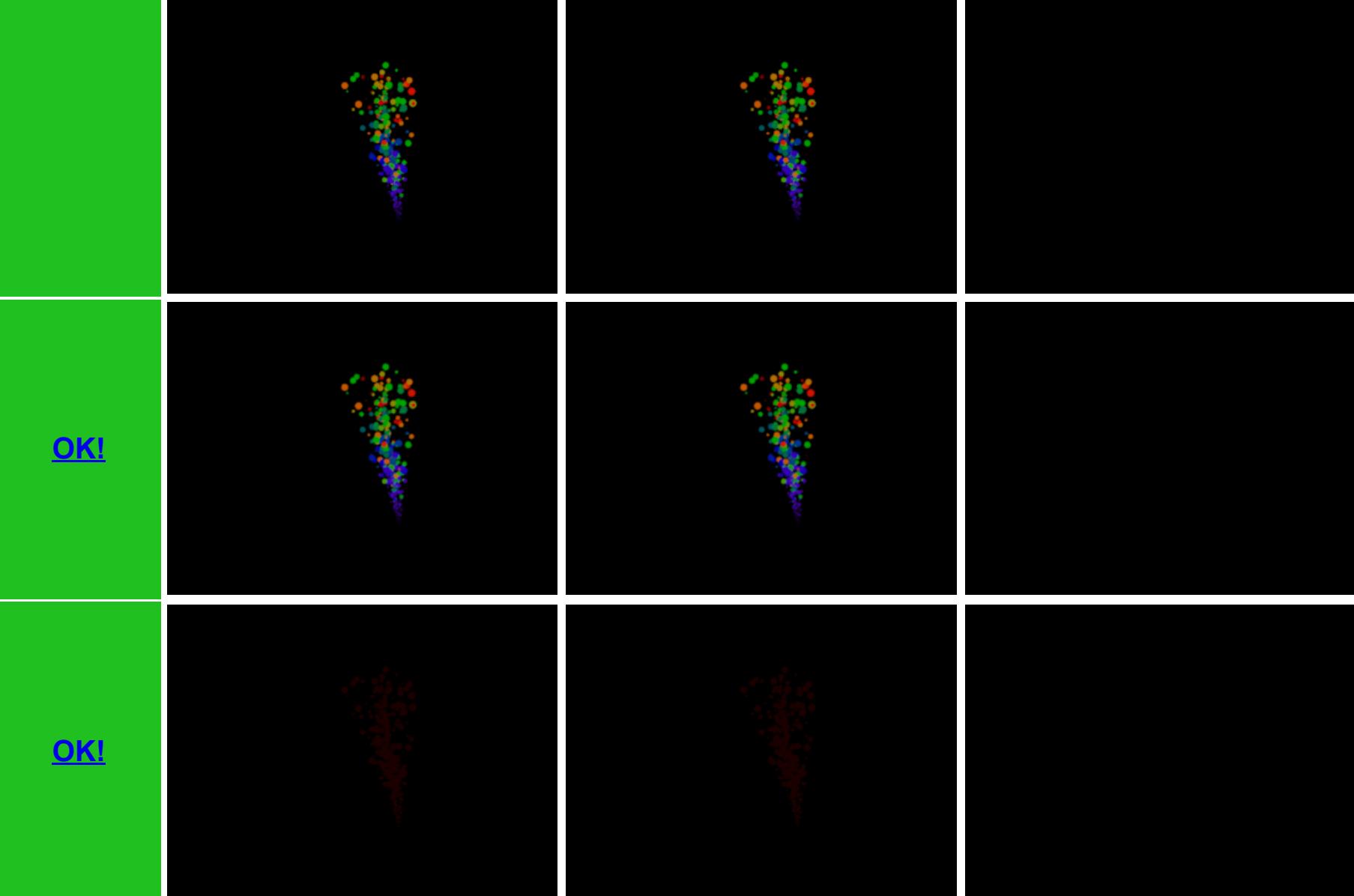
Test: "test_0022" - description: OSL Scene category: Object ID

	Status	Rendering	Baseline	Difference
	<u>OK!</u>			



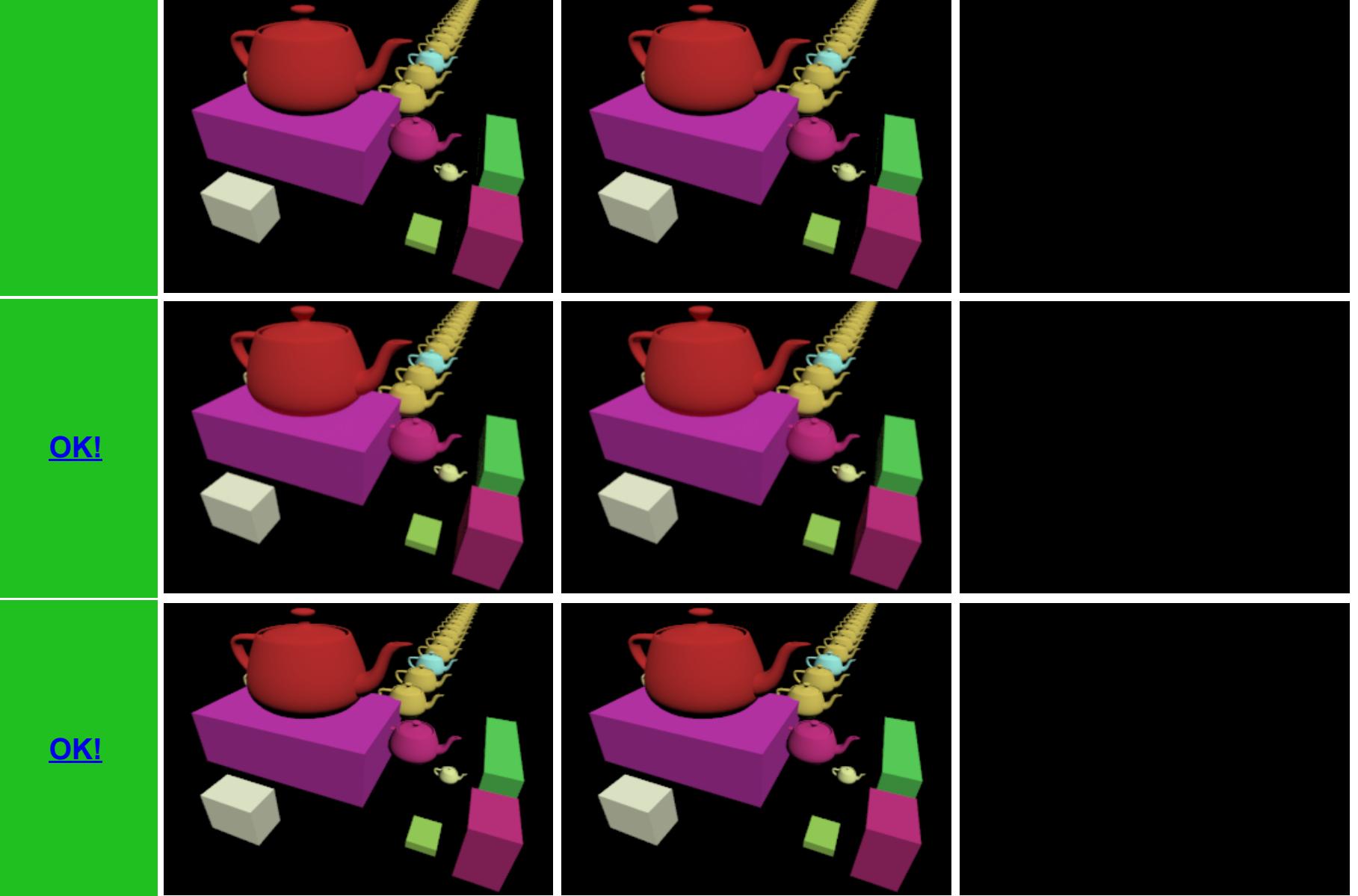
Test: "test_0023" - description: OSL Scene category: Particle Age

	Status	Rendering	Baseline	Difference
Scanline 0.587 sec	<u>OK!</u>			



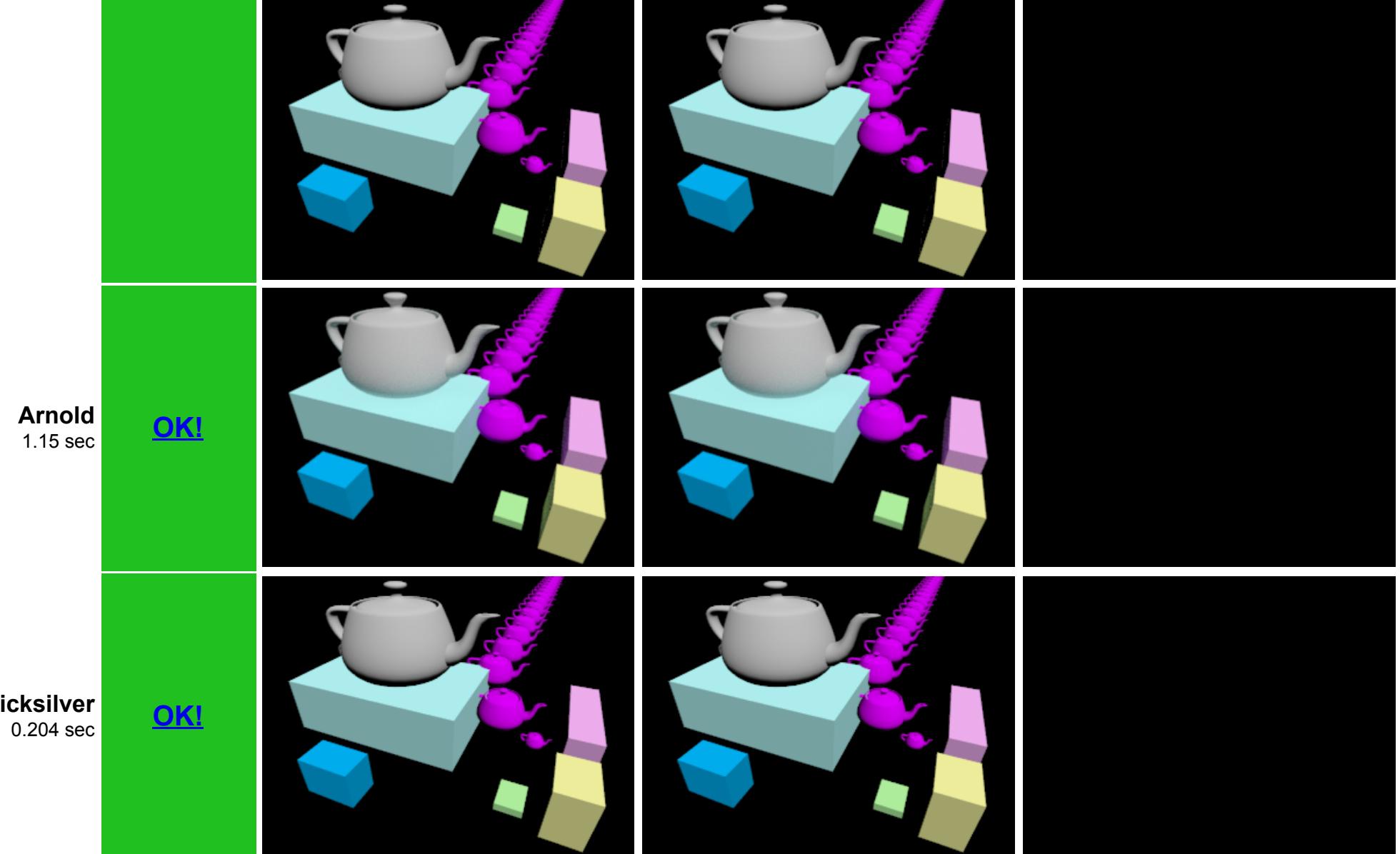
Test: "test_0024" - description: OSL Scene category: Wire Color

	Status	Rendering	Baseline	Difference
Scanline 0.713 sec	OK!			



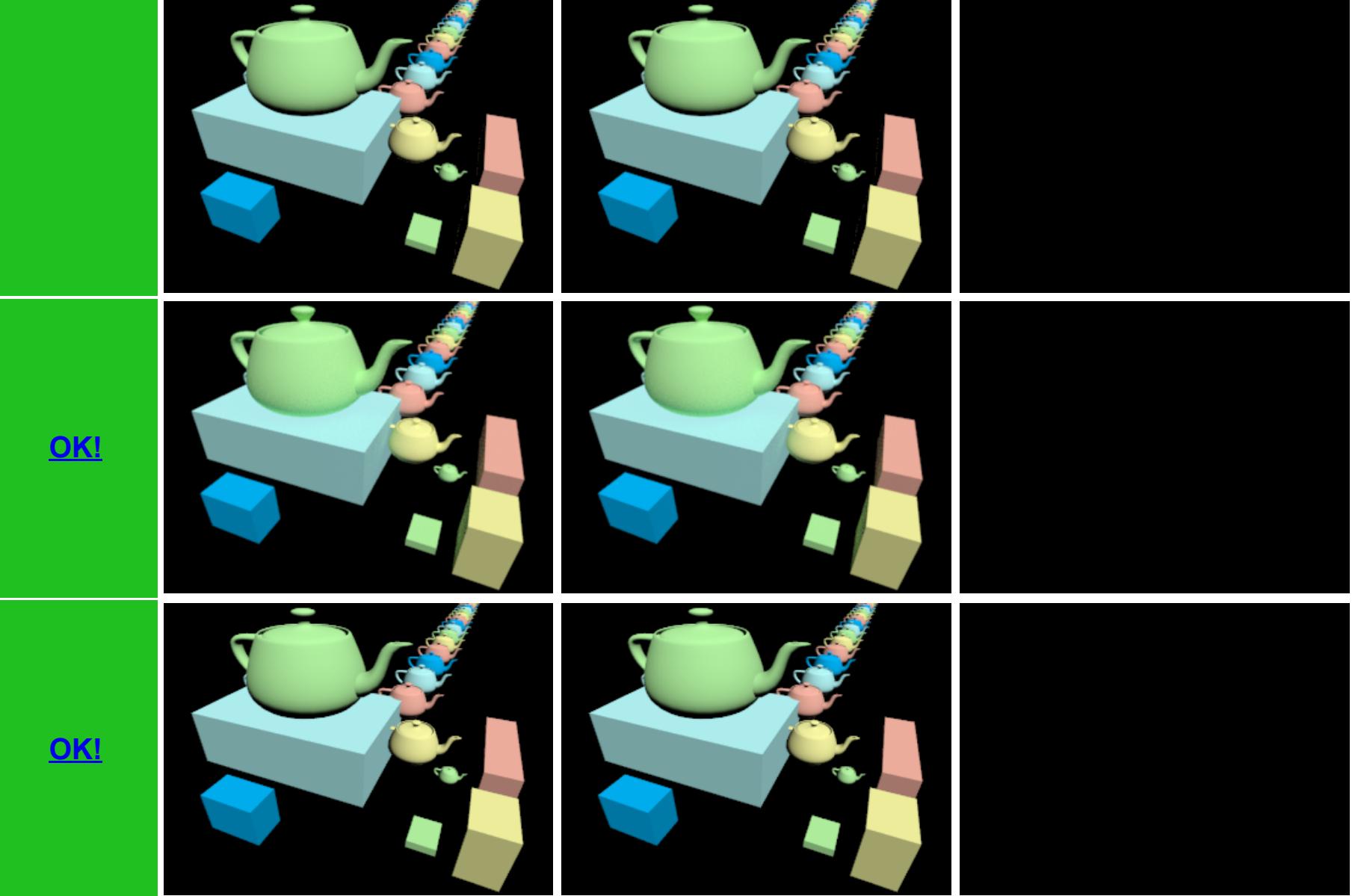
Test: "test_0025" - description: OSL Switchers category: 1-in-10 Test 1

	Status	Rendering	Baseline	Difference
Scanline 0.712 sec	<u>OKI</u>			



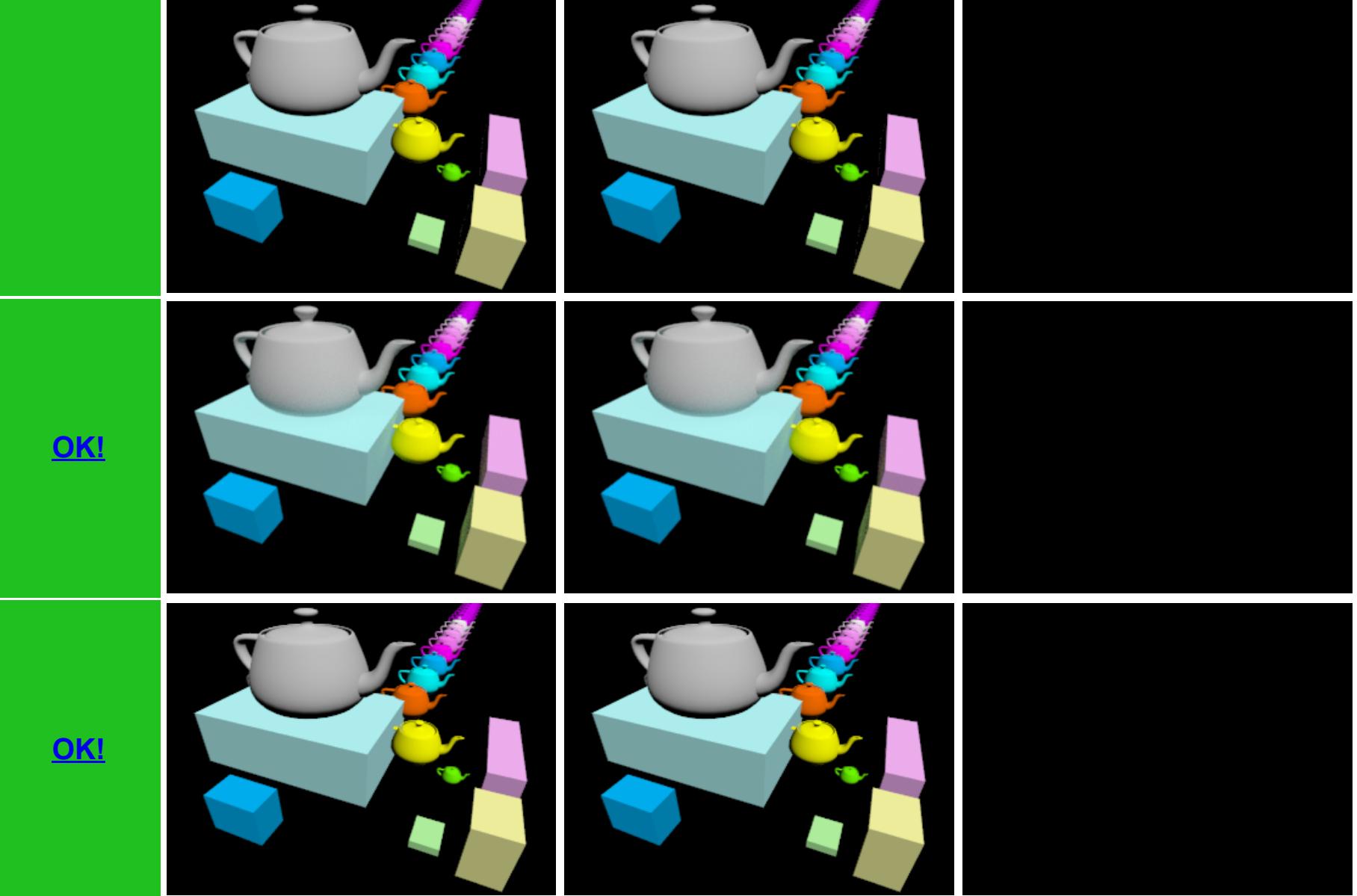
Test: "test_0026" - description: OSL Switchers category: 1-in-10 Test 2

	Status	Rendering	Baseline	Difference
Scanline 0.747 sec	OKI			



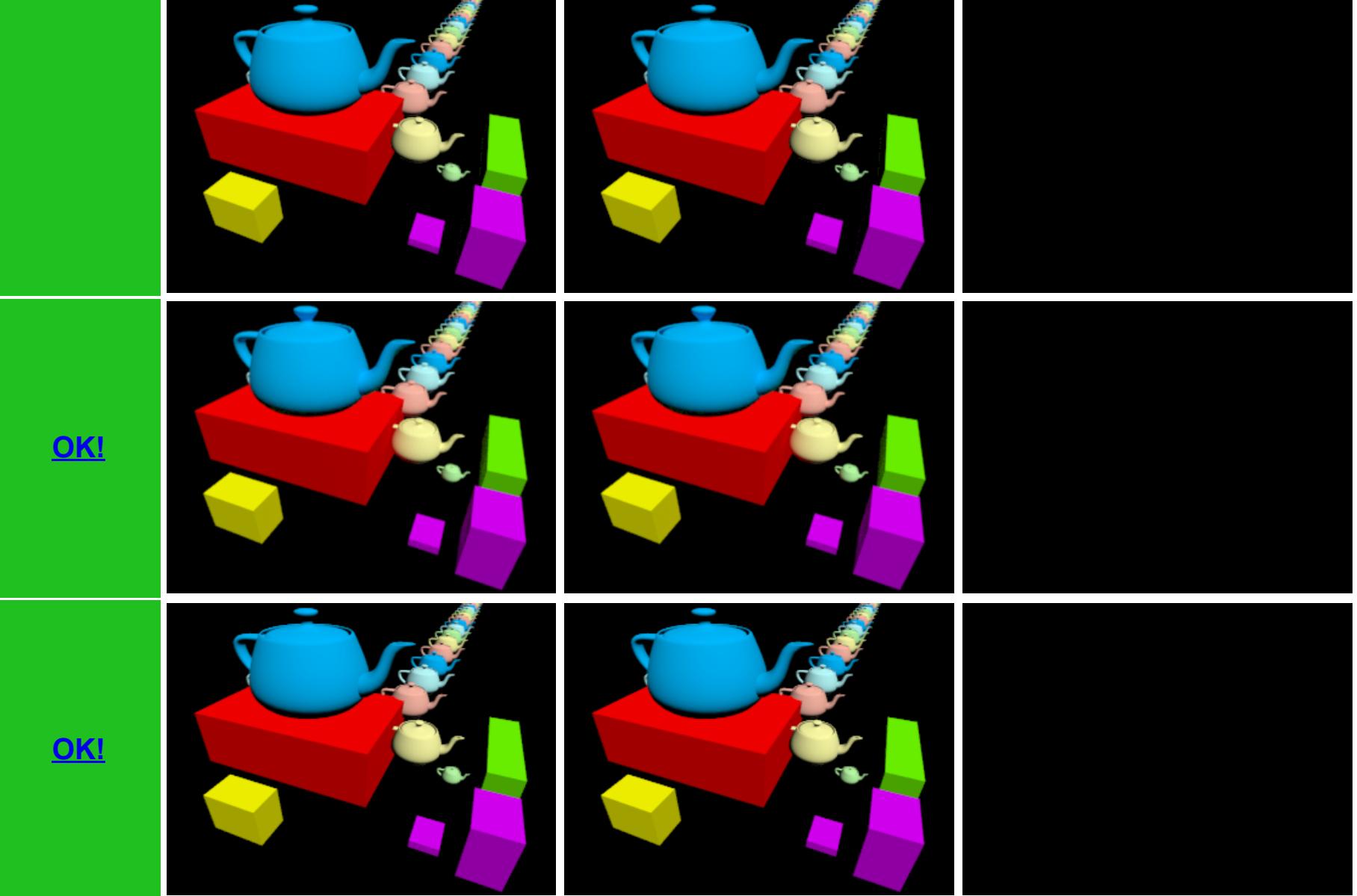
Test: "test_0027" - description: OSL Switchers category: 1-in-10 Test 3

	Status	Rendering	Baseline	Difference
Scanline 0.692 sec	<u>OK!</u>			



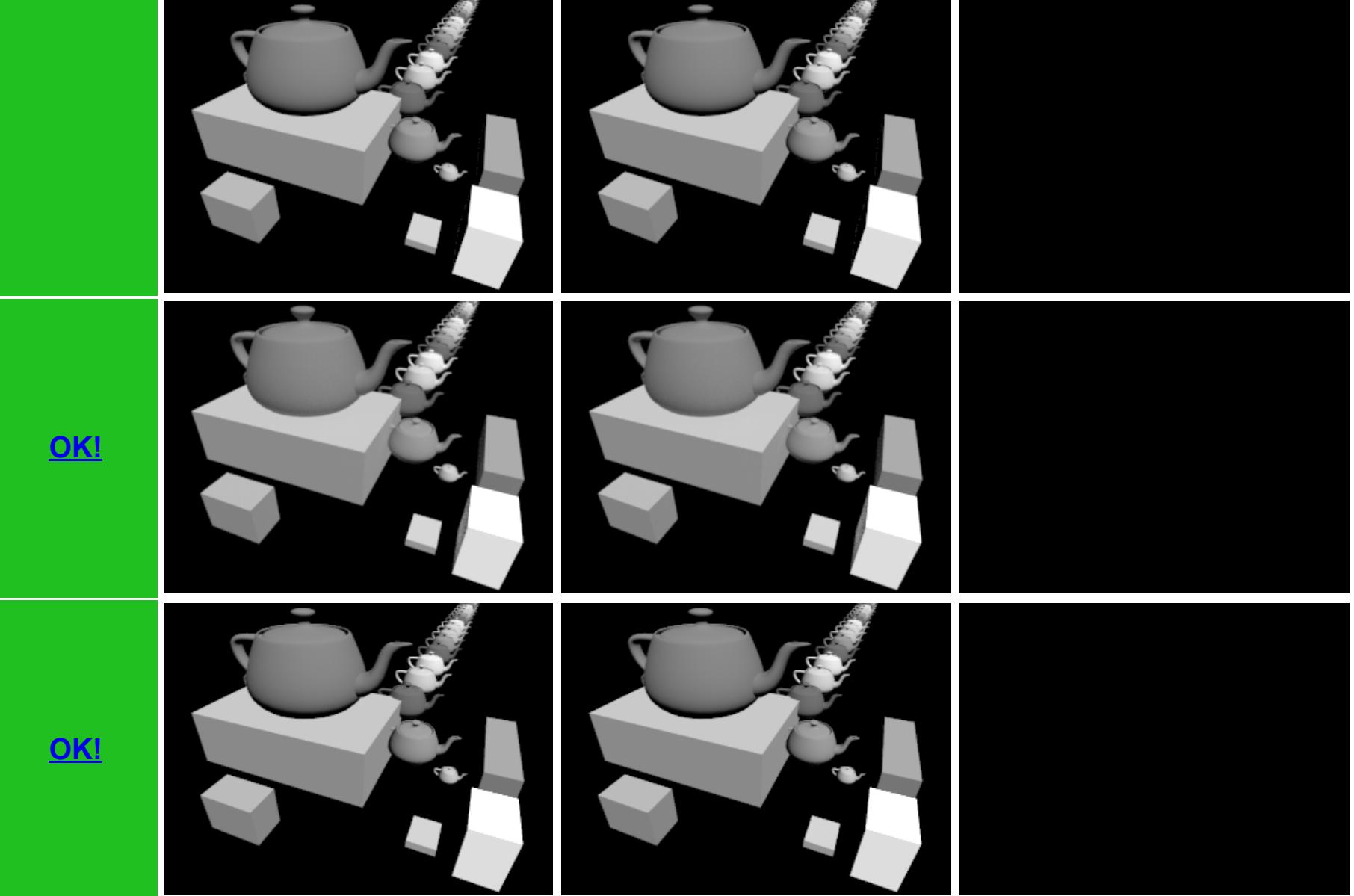
Test: "test_0028" - description: OSL Switchers category: 1-in-5 Test 1

	Status	Rendering	Baseline	Difference
Scanline 0.75 sec	OK!			



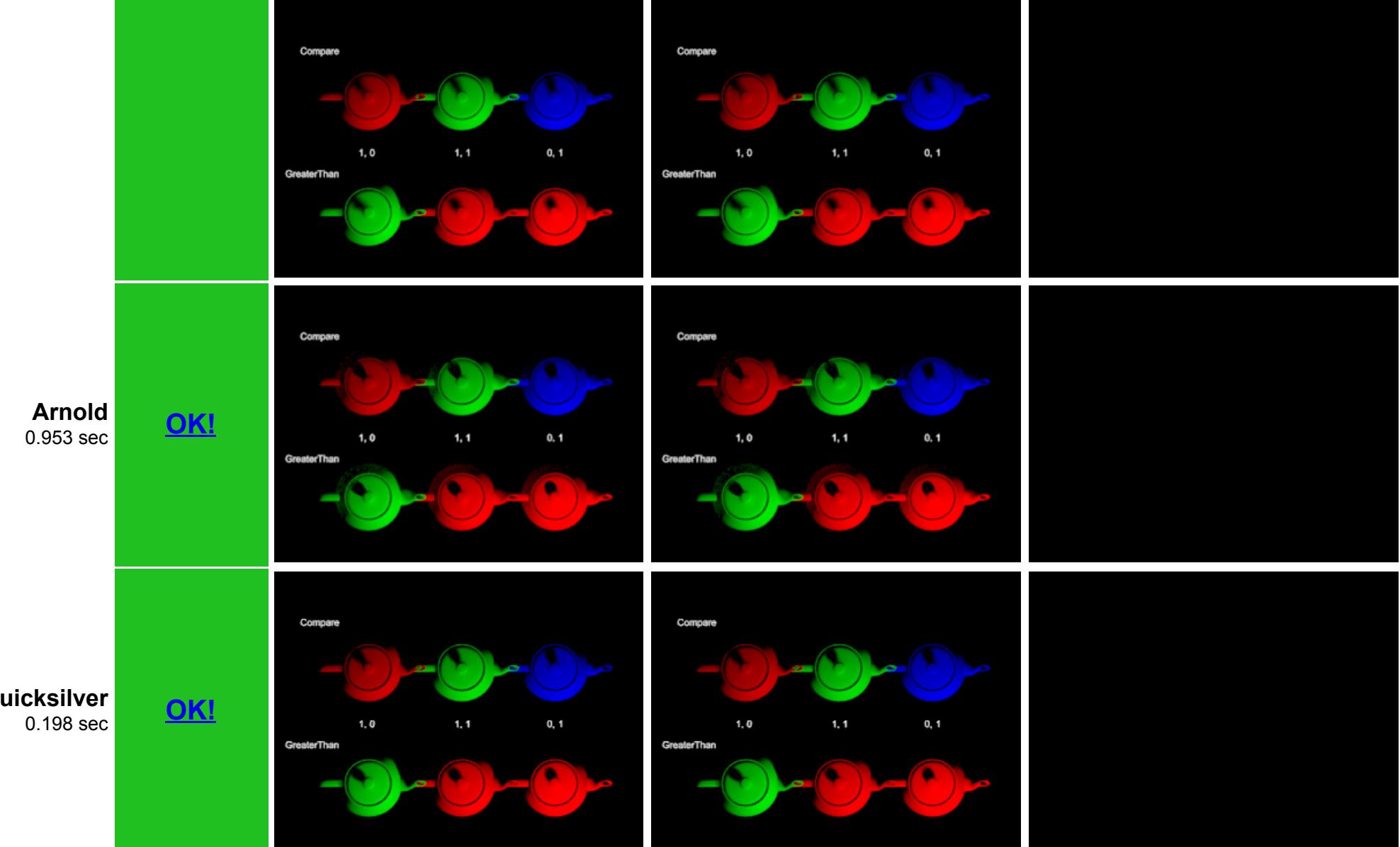
Test: "test_0029" - description: OSL Switchers category: 1-in-5 + 1-of-10 float

	Status	Rendering	Baseline	Difference
Scanline 0.687 sec	<u>OKI</u>			



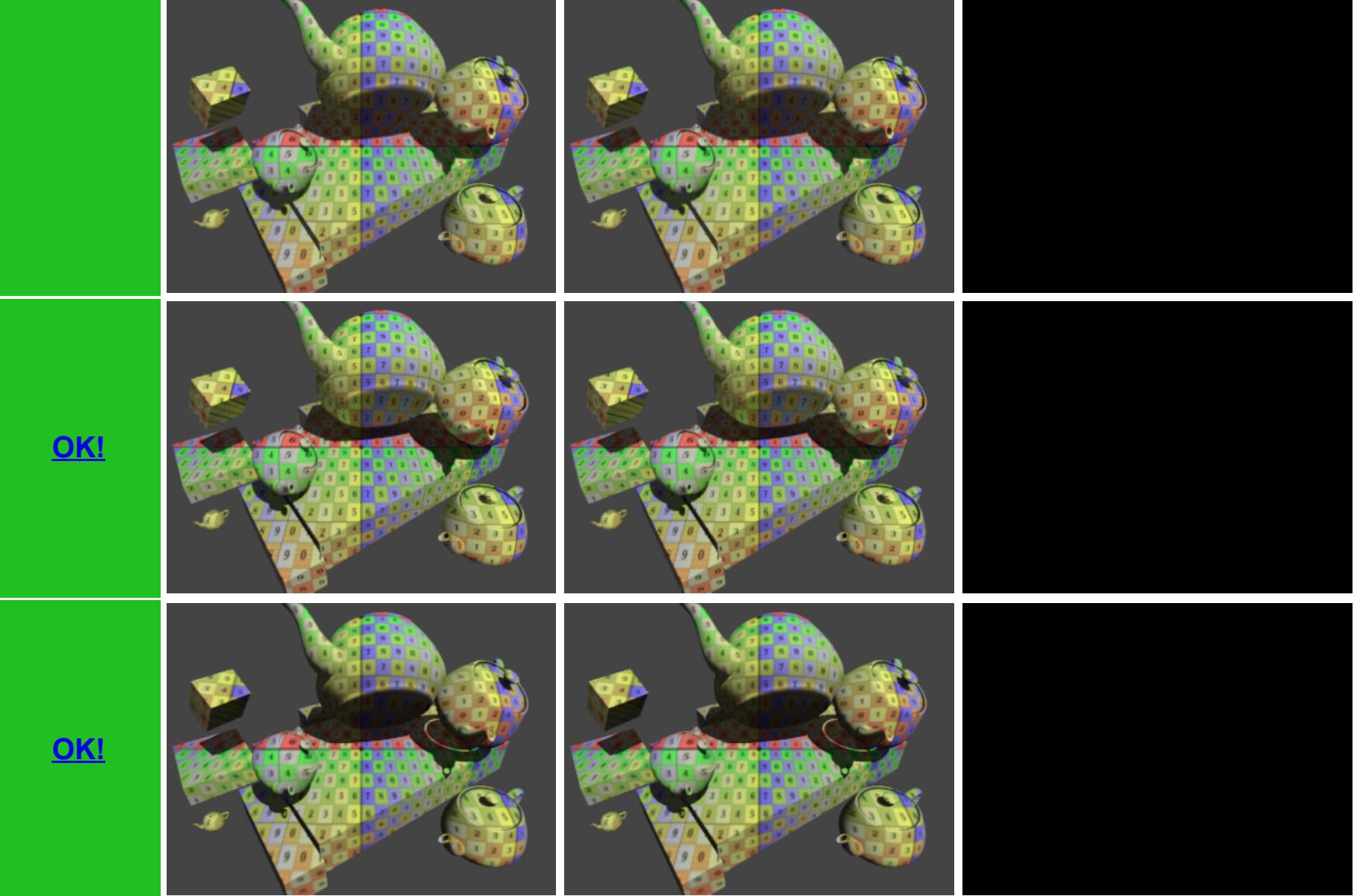
Test: "test_0030" - description: OSL Switchers category: Compare and Greater Than

	Status	Rendering	Baseline	Difference
Scanline 2.136 sec	OK!			



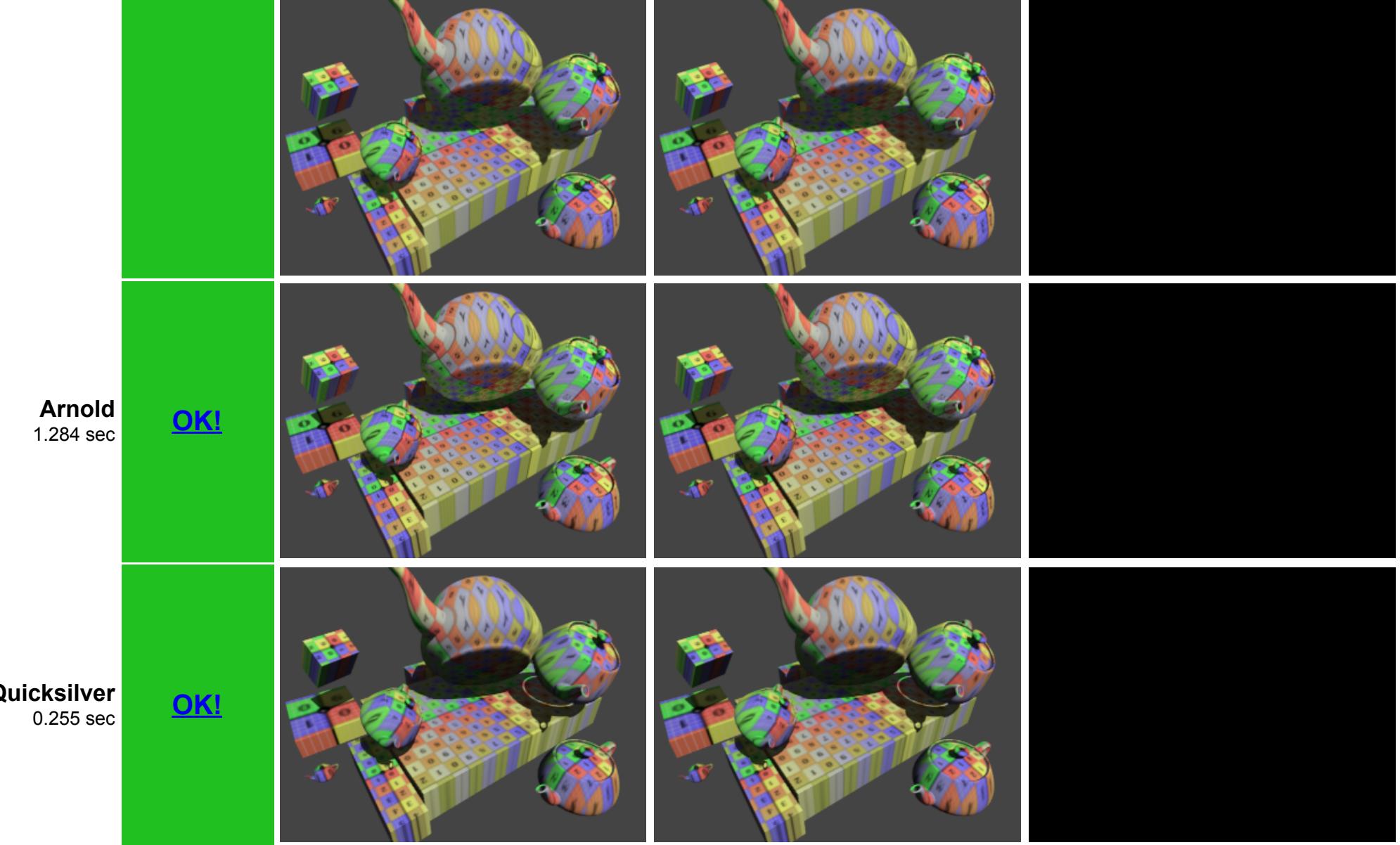
Test: "test_0031" - description: OSL UVW category: Named Coord Space: camera

	Status	Rendering	Baseline	Difference
Scanline 2.368 sec	OK!			



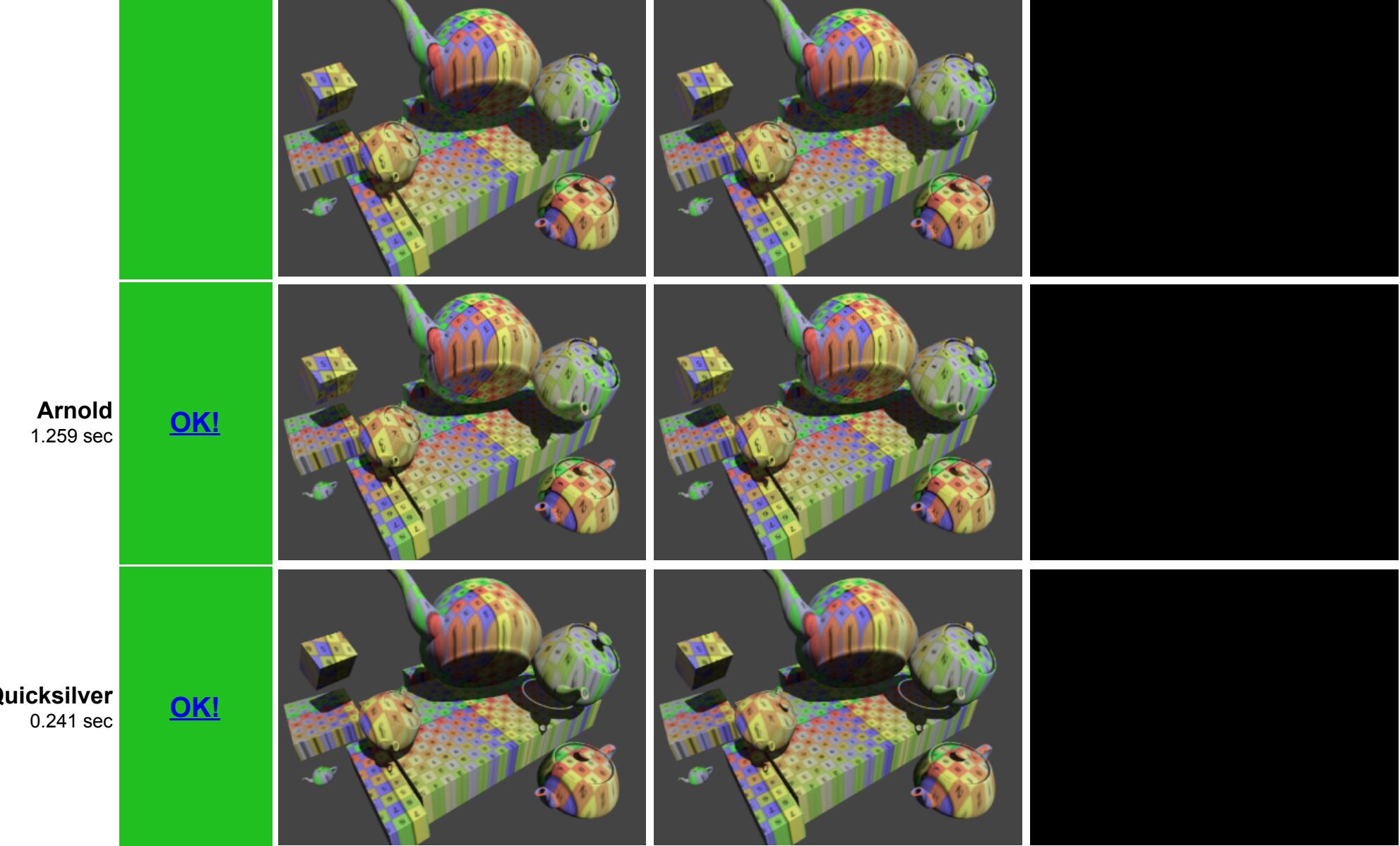
Test: "test_0032" - description: OSL UVW category: Named Coord Space: object

	Status	Rendering	Baseline	Difference
Scanline 2.476 sec	<u>OK!</u>			



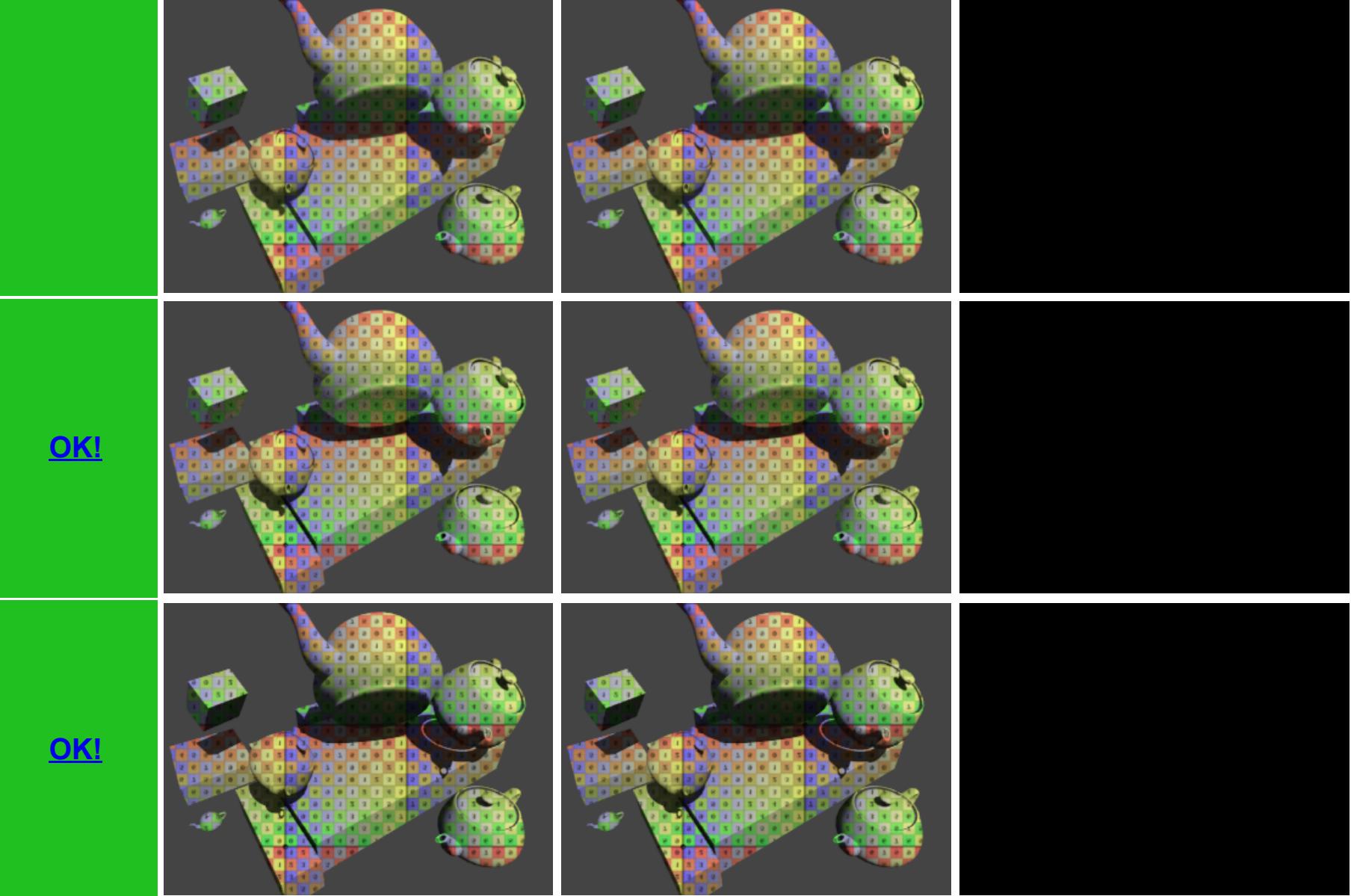
Test: "test_0033" - description: OSL UVW category: Named Coord Space: world

	Status	Rendering	Baseline	Difference
Scanline 2.455 sec	OK!			



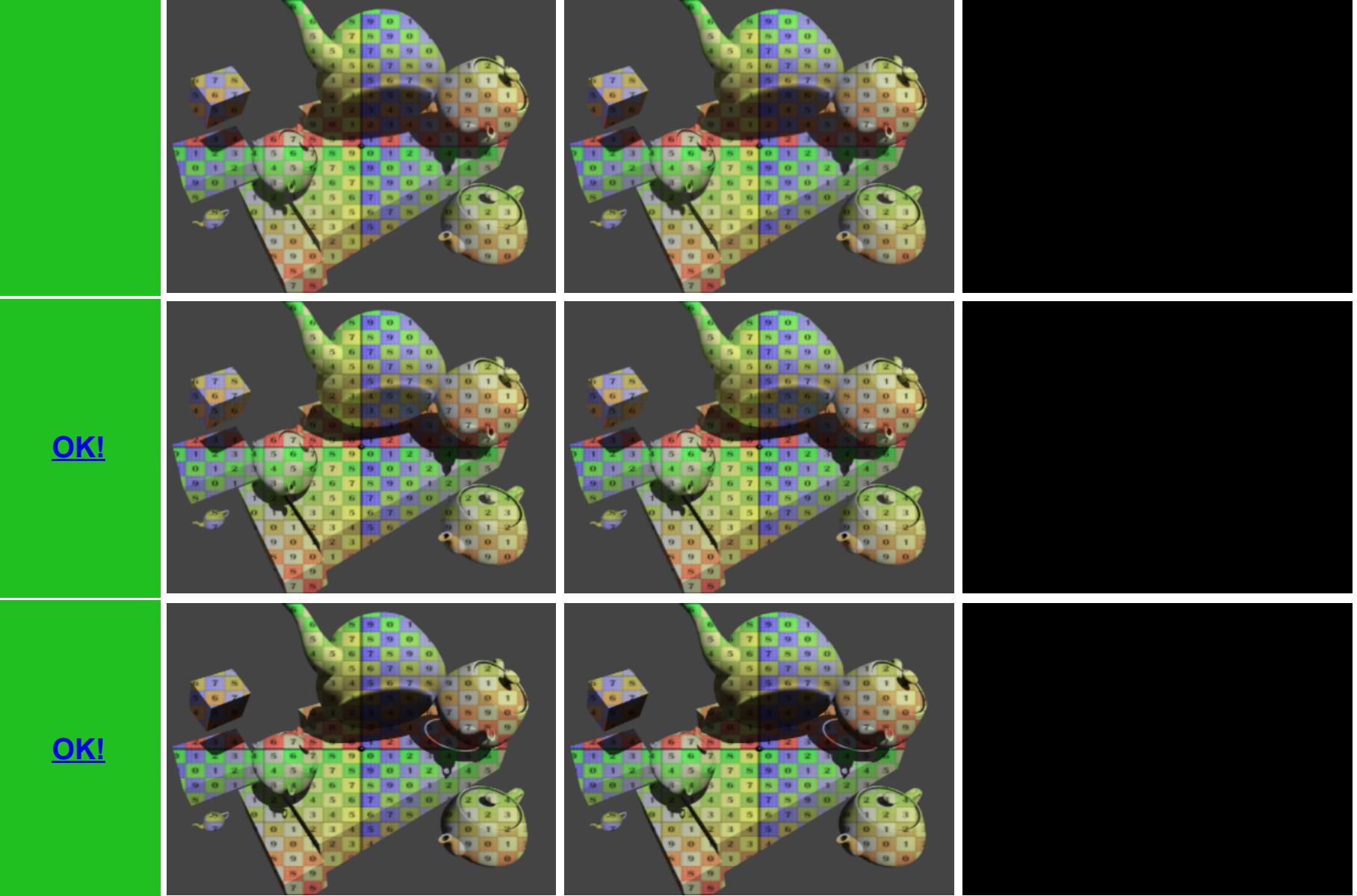
Test: "test_0034" - description: OSL UVW category: Named Coord Space: raster

	Status	Rendering	Baseline	Difference
Scanline 2.421 sec	<u>OK!</u>			



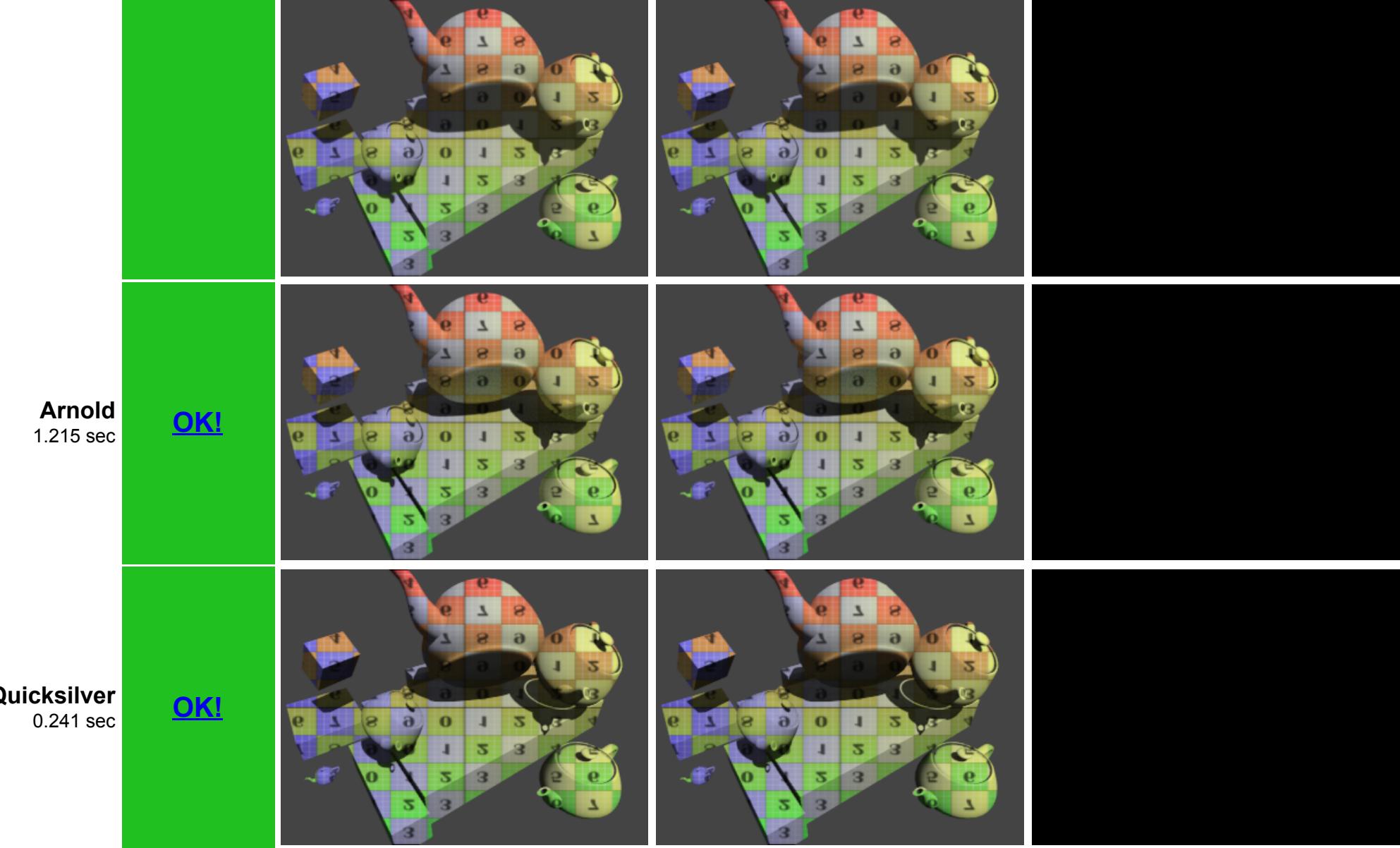
Test: "test_0035" - description: OSL UVW category: Named Coord Space: screen

	Status	Rendering	Baseline	Difference
	<u>OK!</u>			



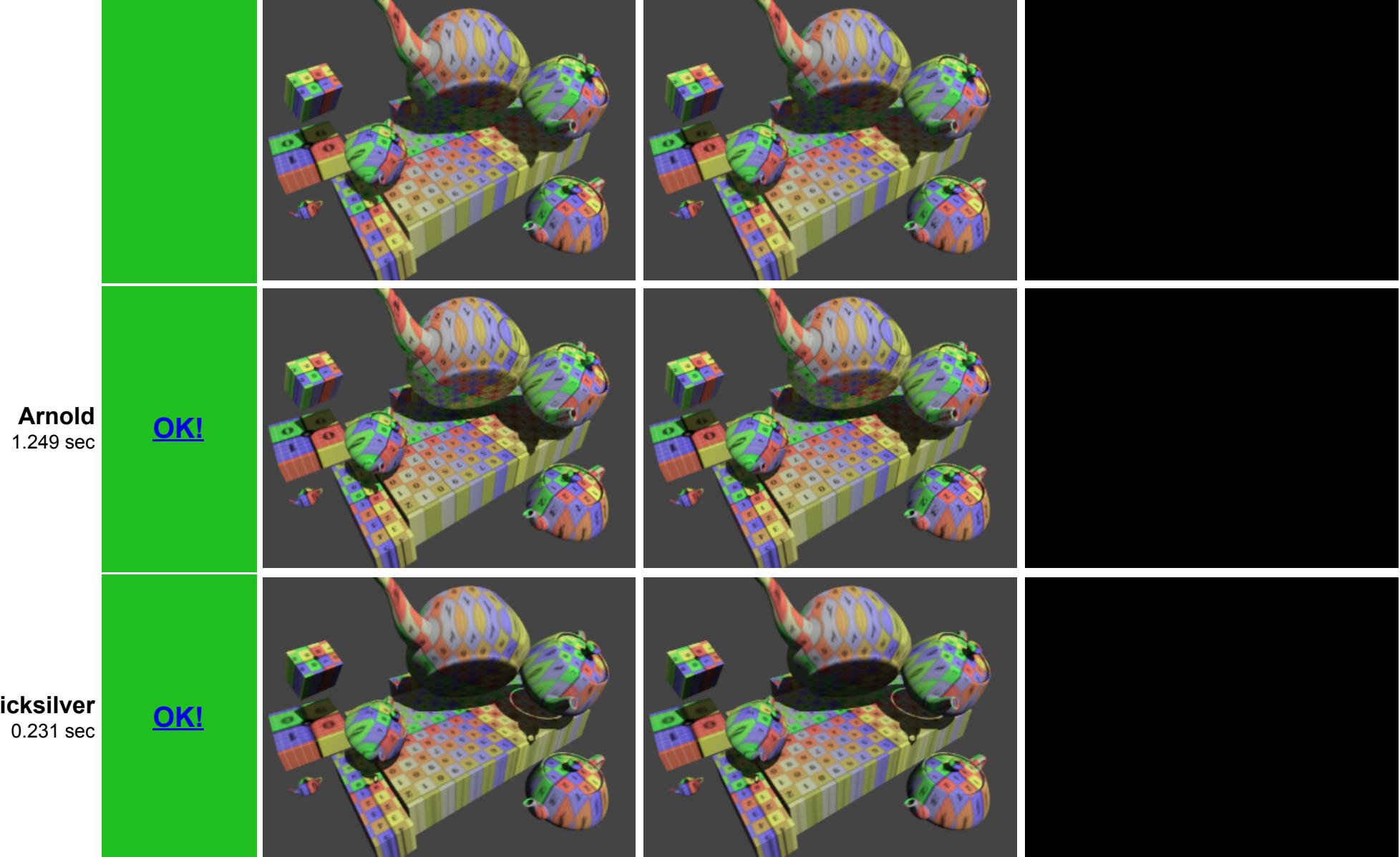
Test: "test_0036" - description: OSL UVW category: Named Coord Space: NDC

	Status	Rendering	Baseline	Difference
	<u>OKI</u>			



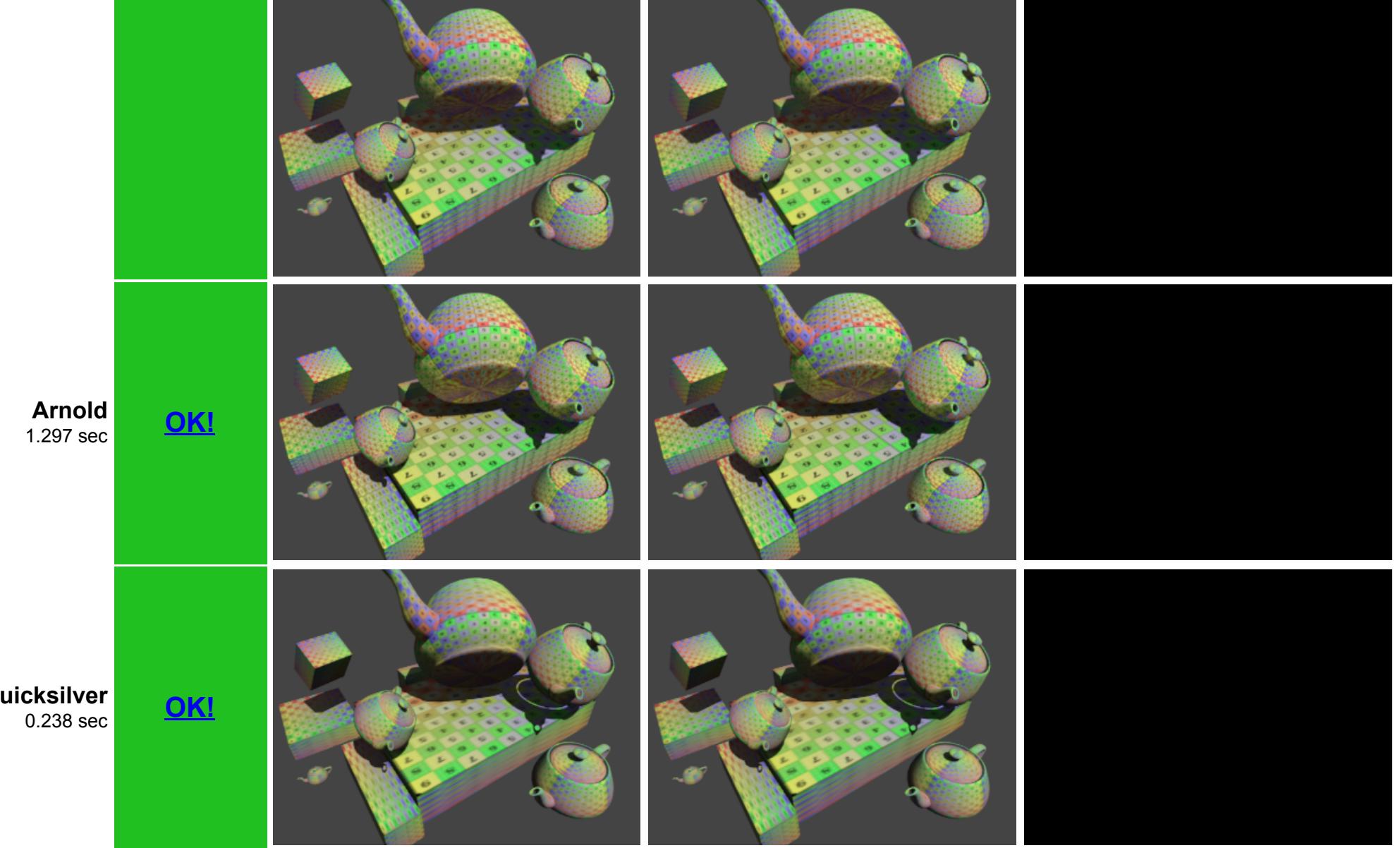
Test: "test_0037" - description: OSL UVW category: UVW Object Space

	Status	Rendering	Baseline	Difference
Scanline 2.451 sec	<u>OKI</u>			



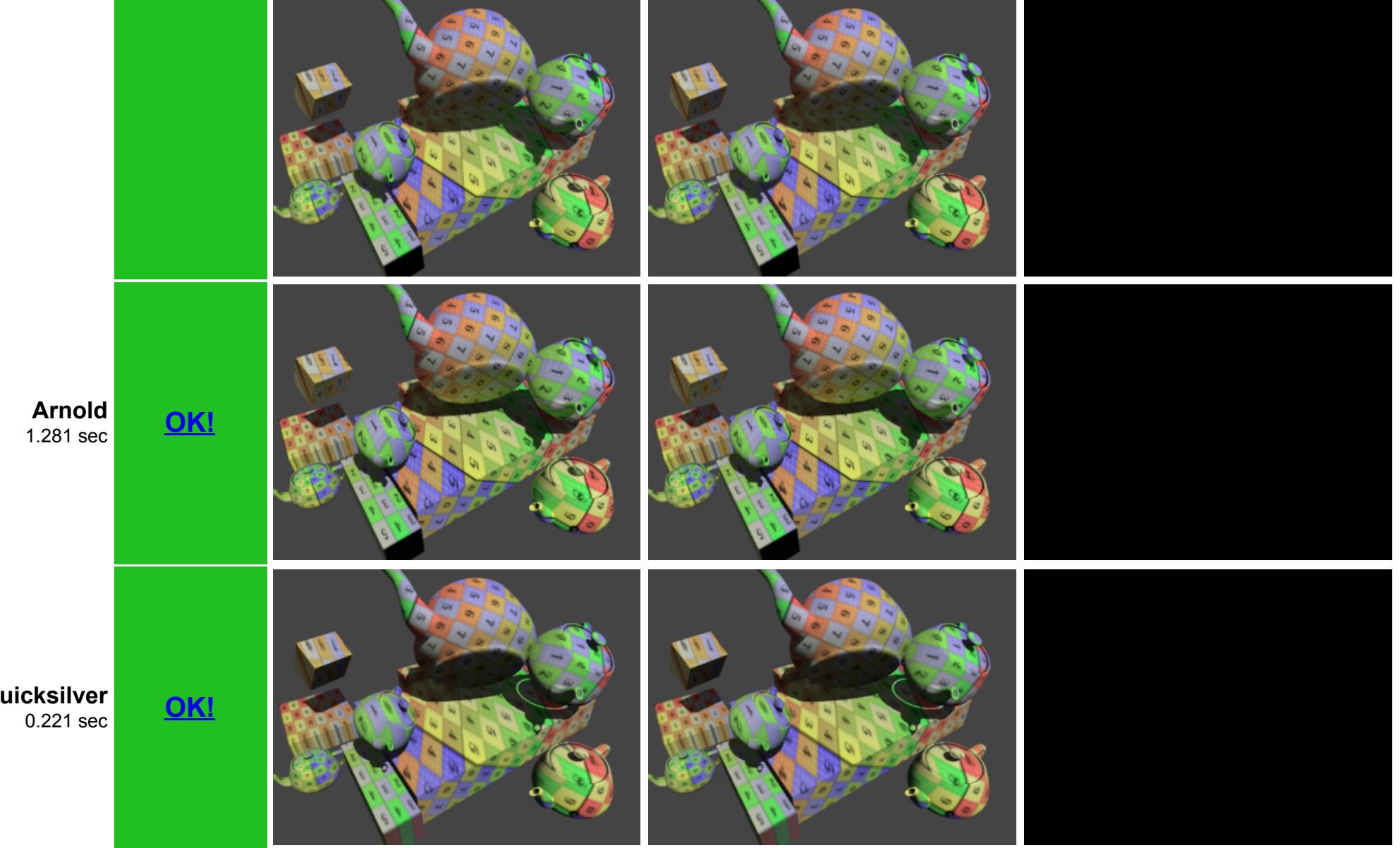
Test: "test_0038" - description: OSL UVW category: UVW Channel 1

	Status	Rendering	Baseline	Difference
Scanline 2.487 sec	<u>OK!</u>			

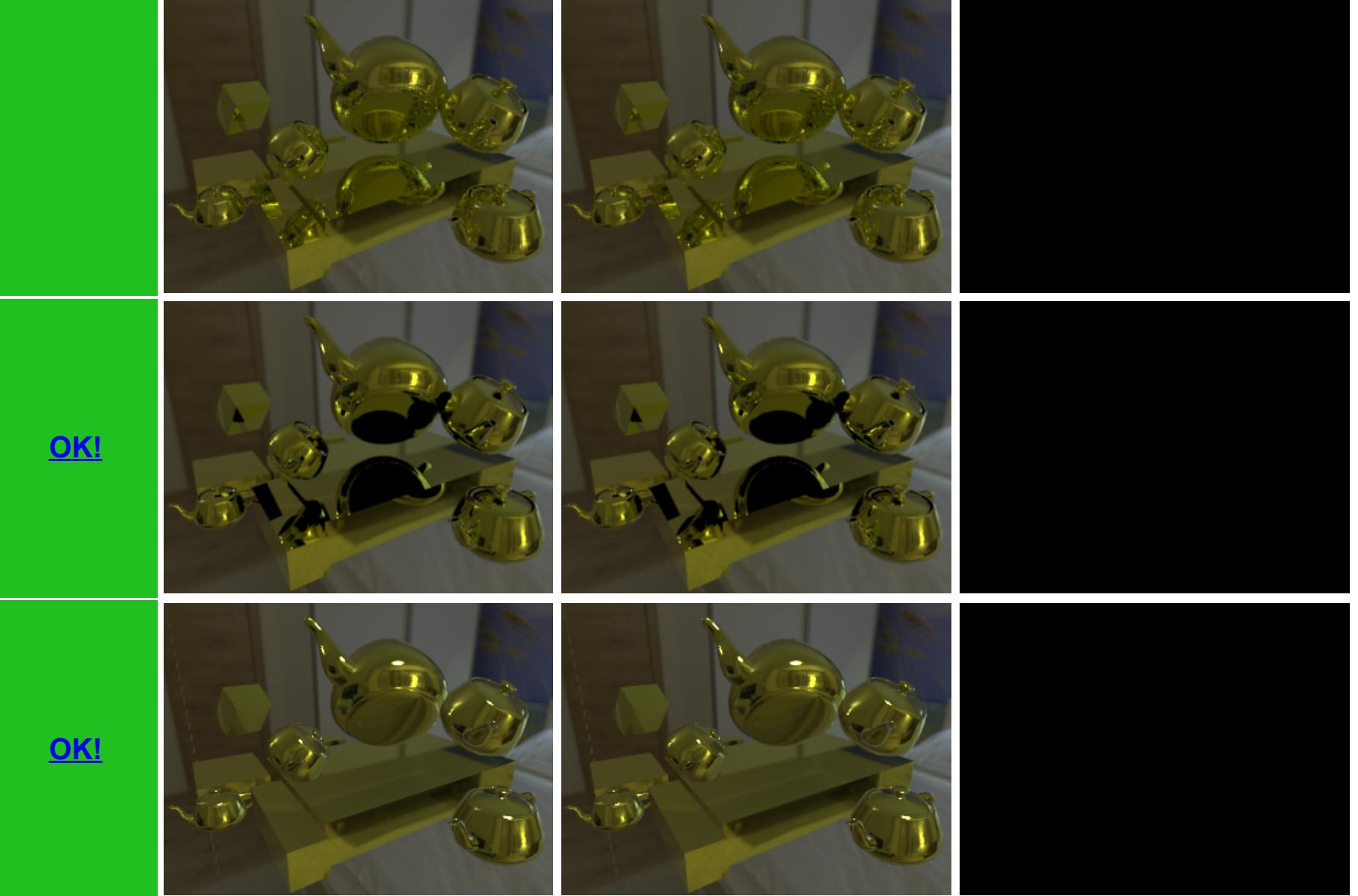


Test: "test_0039" - description: OSL UVW category: UVW Channel 2

	Status	Rendering	Baseline	Difference
Scanline 2.295 sec	OK!			

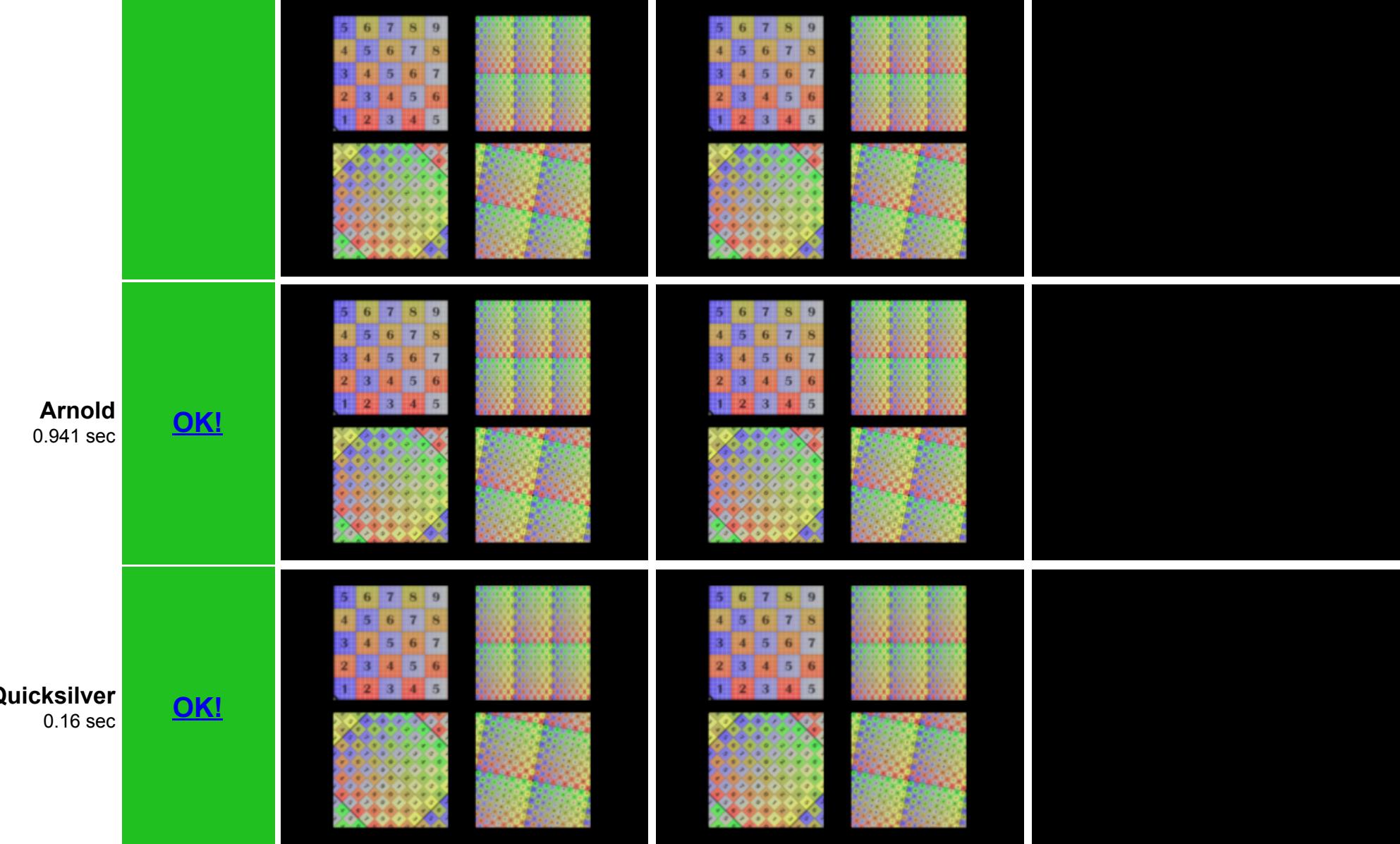


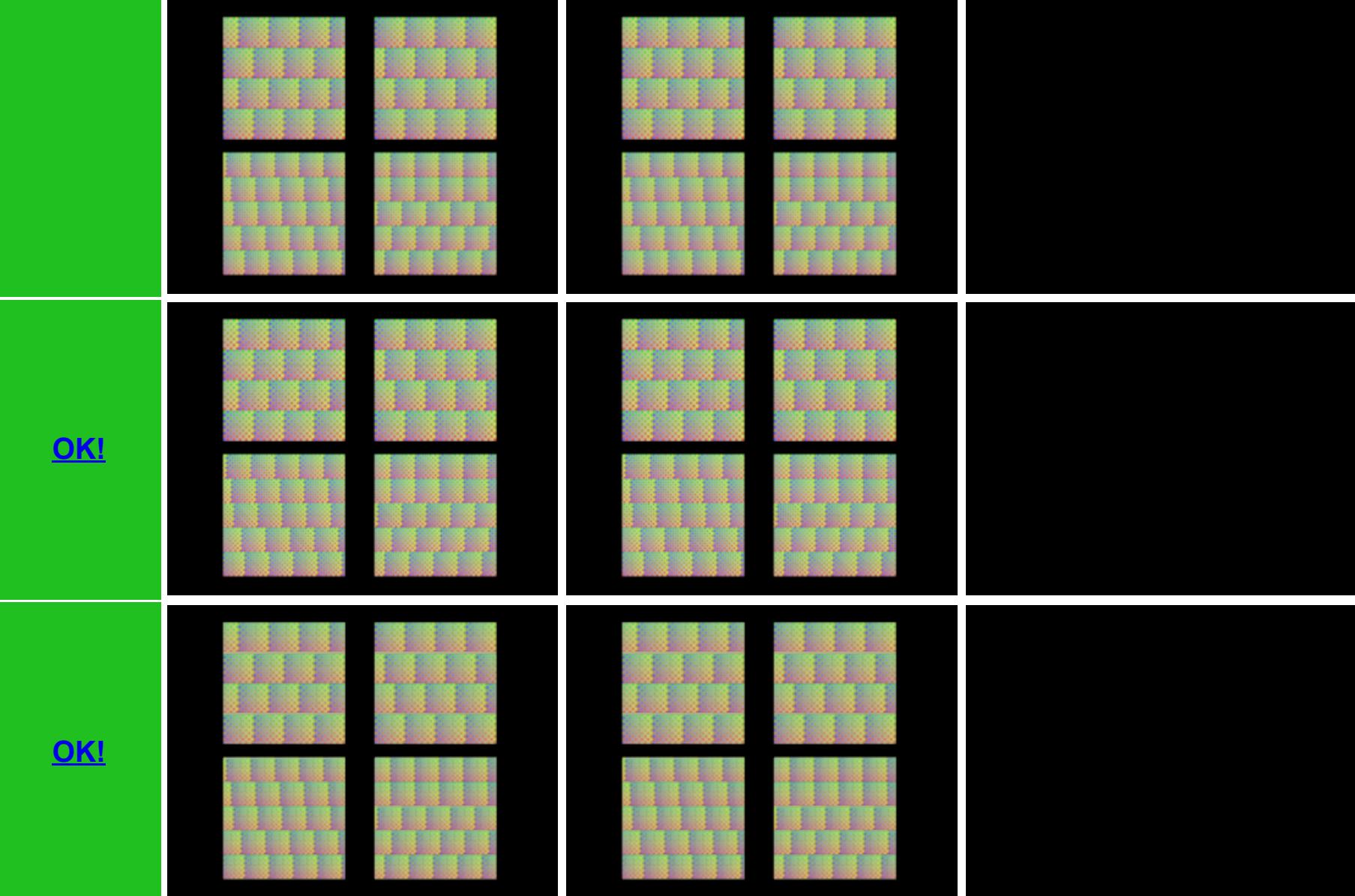
	Status	Rendering	Baseline	Difference
Scanline 14.316 sec	OK!			



Test: "test_0041" - description: OSL UVW category: UVW Transform

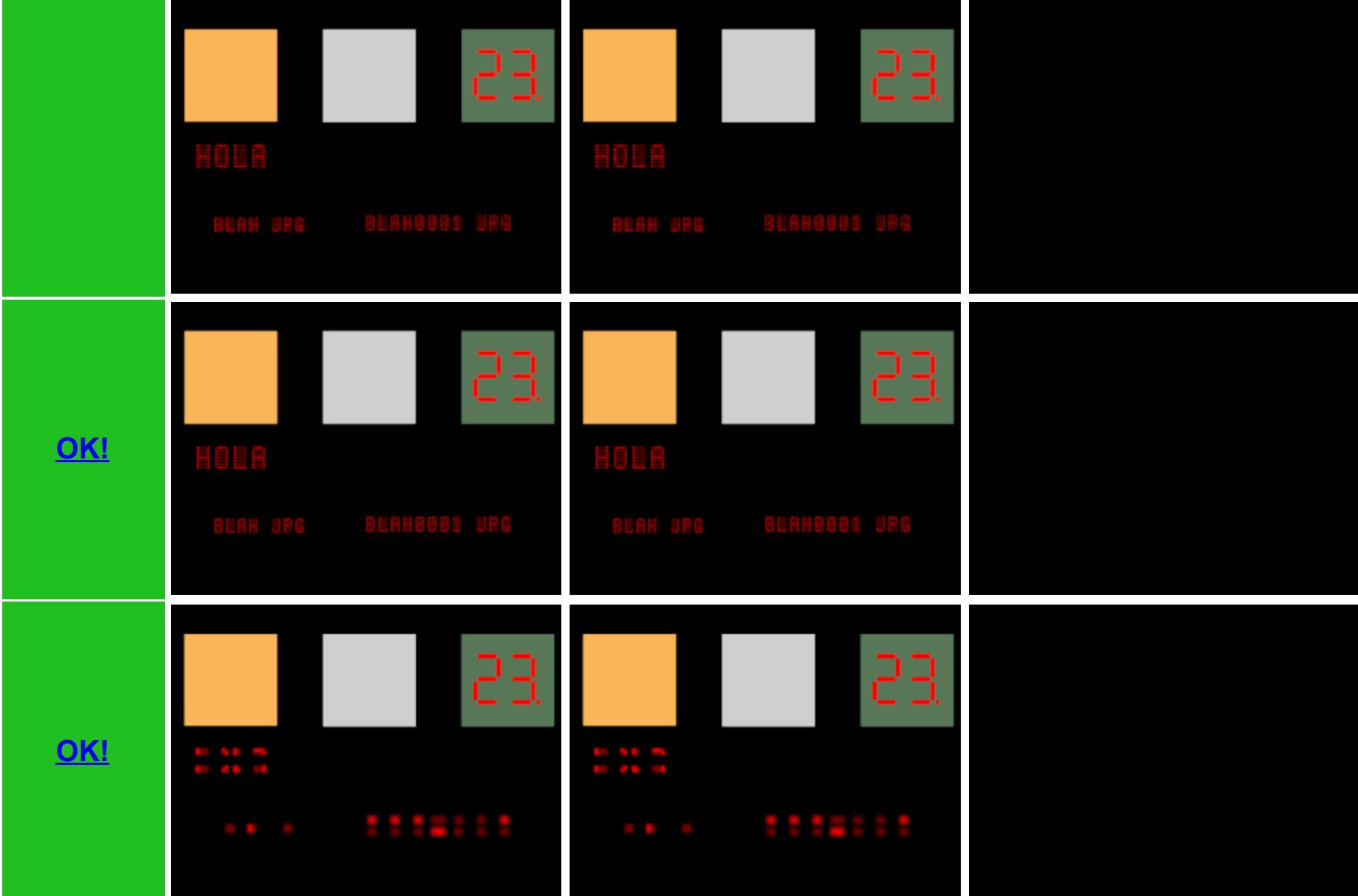
	Status	Rendering	Baseline	Difference
Scanline 0.76 sec	OK!			





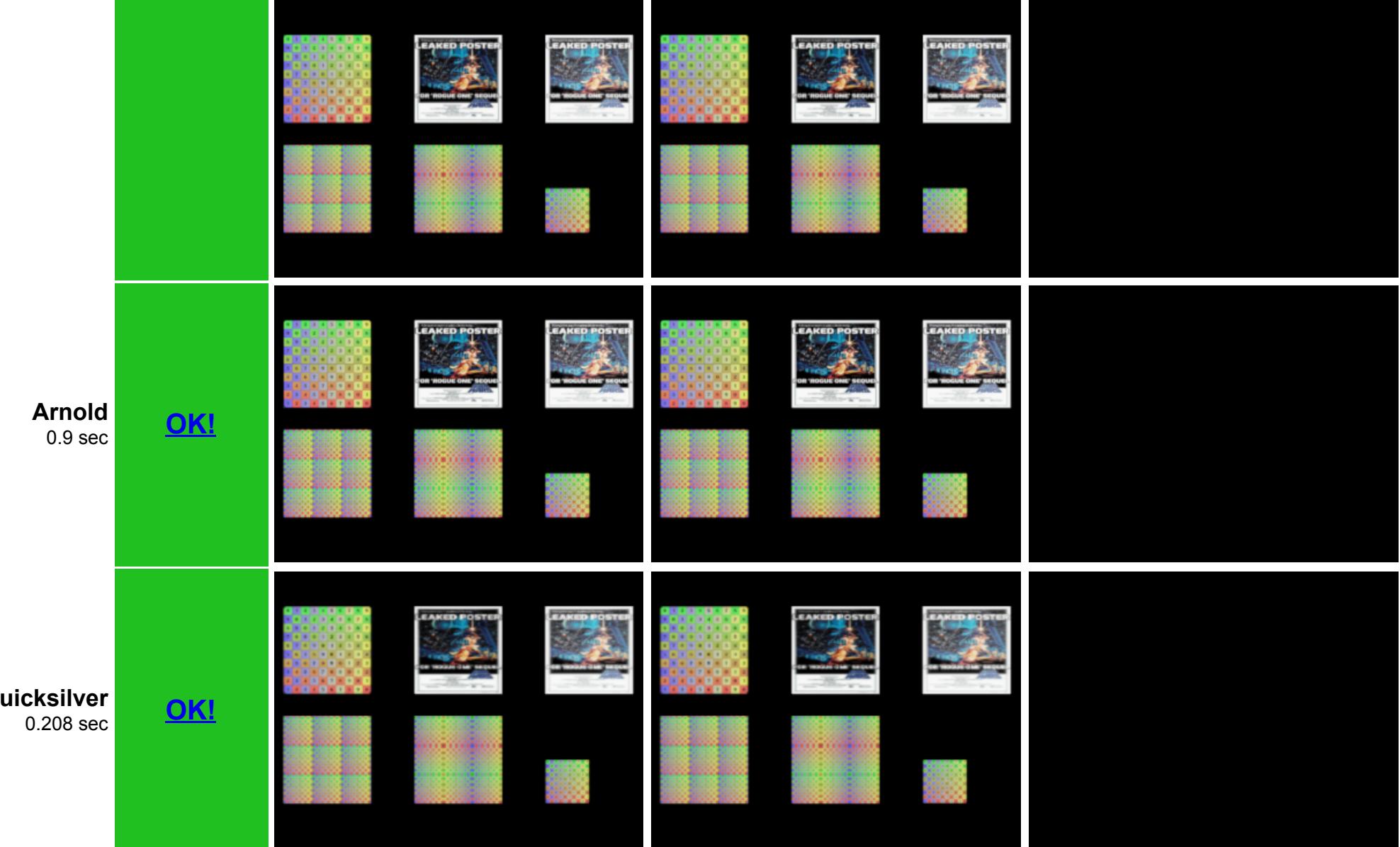
Test: "test_0043" - description: OSL Values Category

	Status	Rendering	Baseline	Difference
Scanline 0.552 sec	<u>OKI</u>			



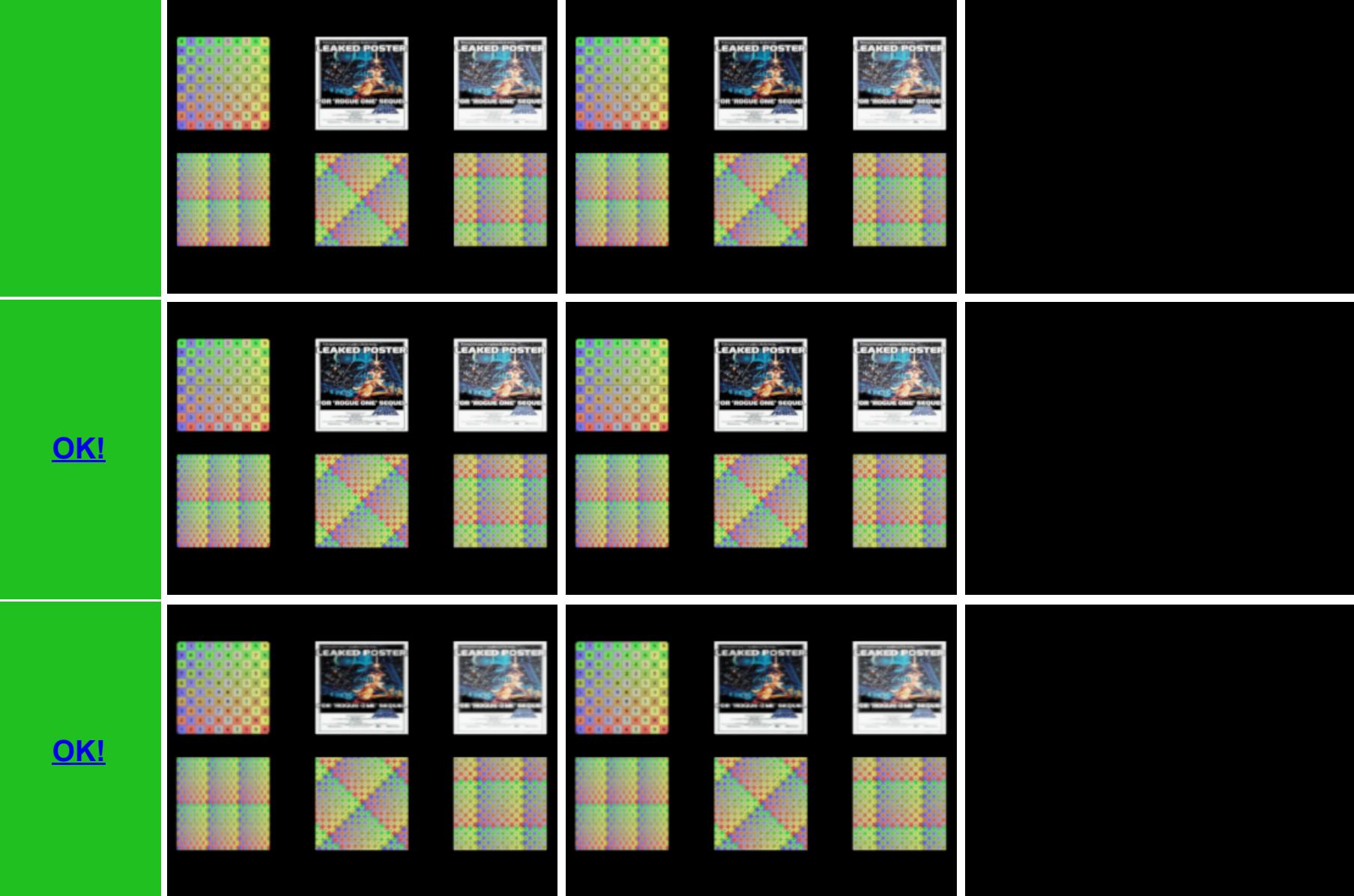
Test: "test_0044" - description: OSL Bitmap Lookup

	Status	Rendering	Baseline	Difference
Scanline 0.599 sec	OKI			



Test: "test_0045" - description: OSL UberBitmap

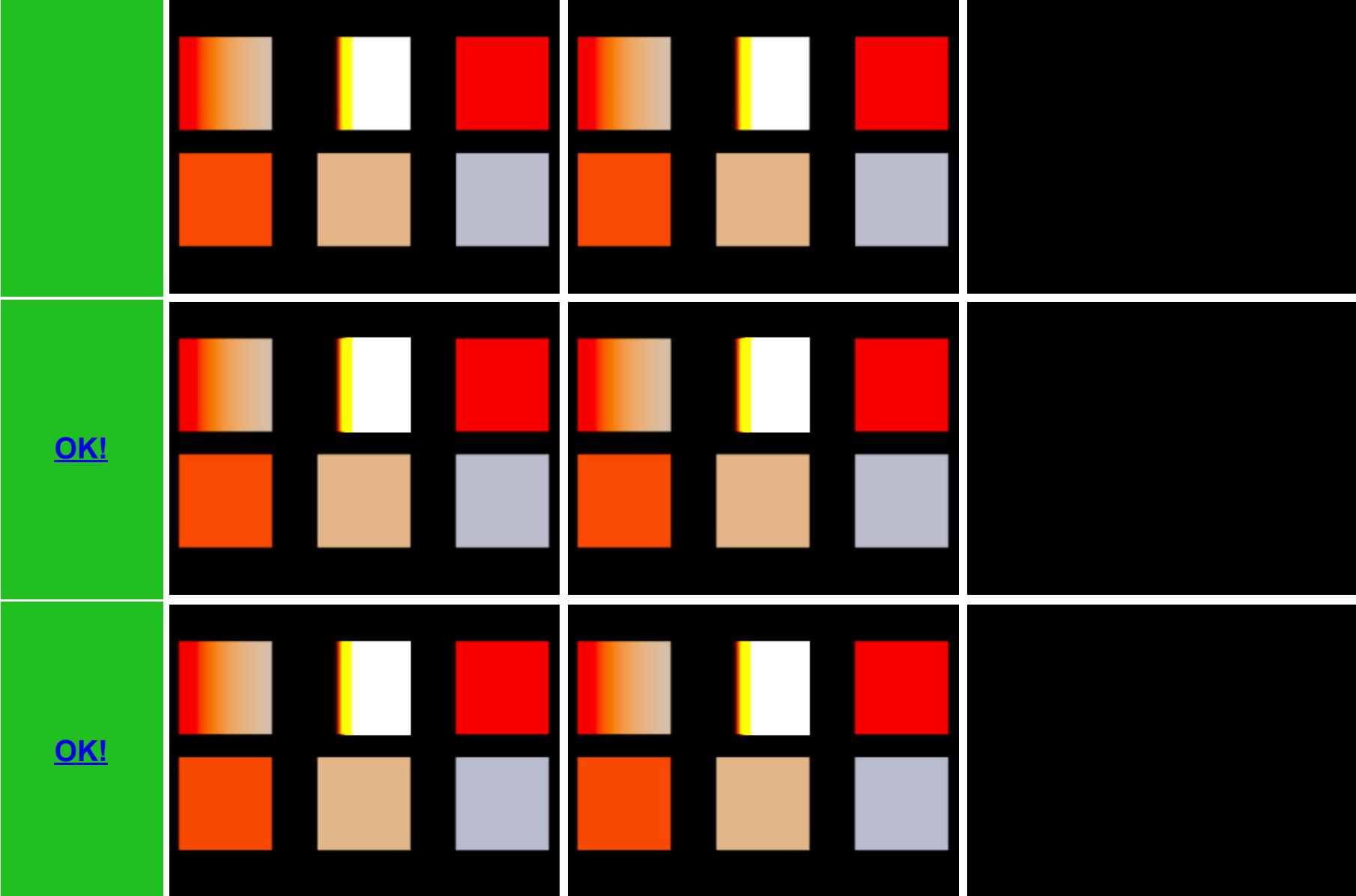
	Status	Rendering	Baseline	Difference
Scanline 0.584 sec	<u>OK!</u>			



Test: "test_0046" - description: OSL BlackBody

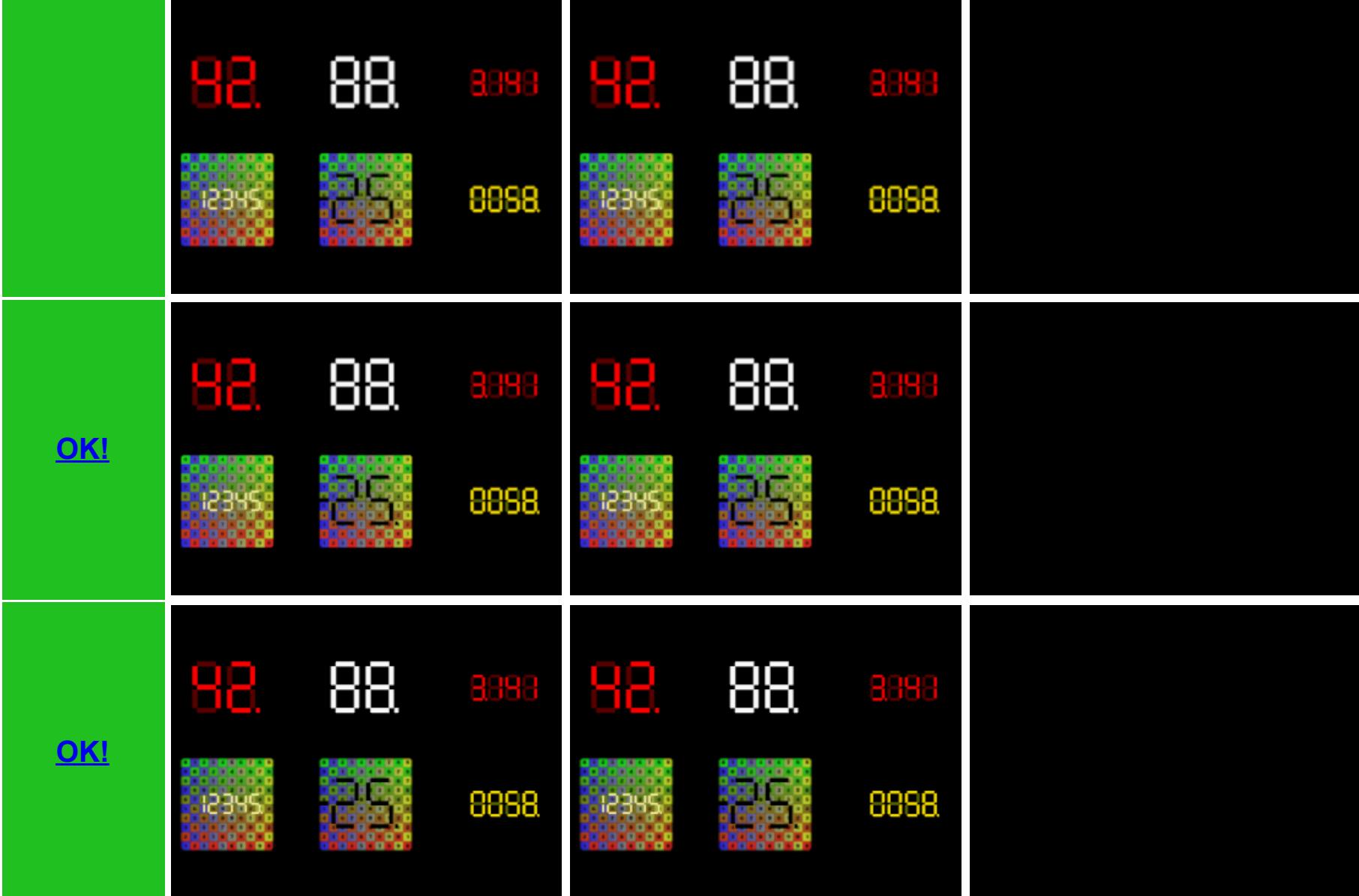
Status	Rendering	Baseline	Difference
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OKI



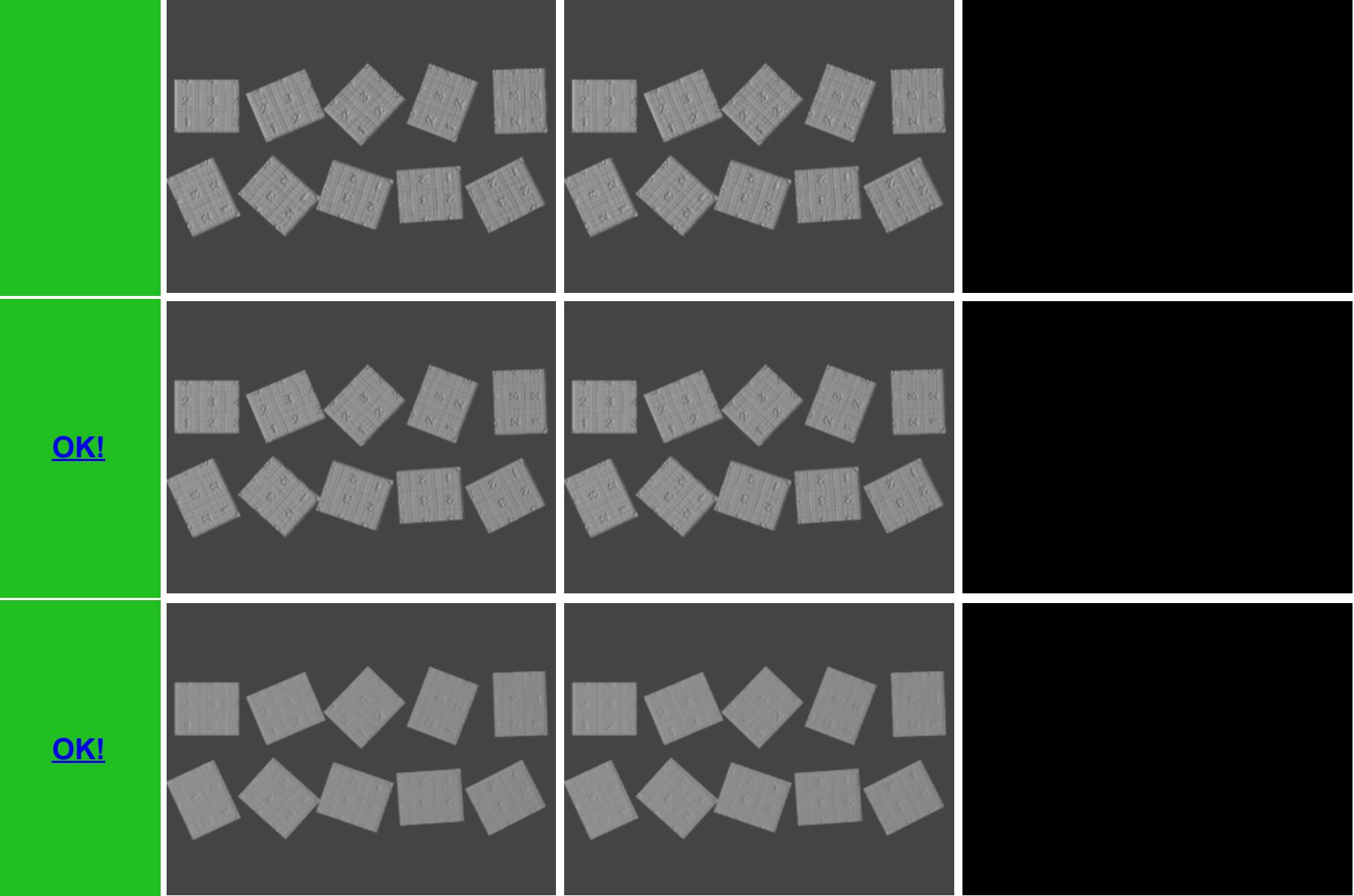
Test: "test_0047" - description: OSL Digits

	Status	Rendering	Baseline	Difference
Scanline 0.568 sec	OK!			



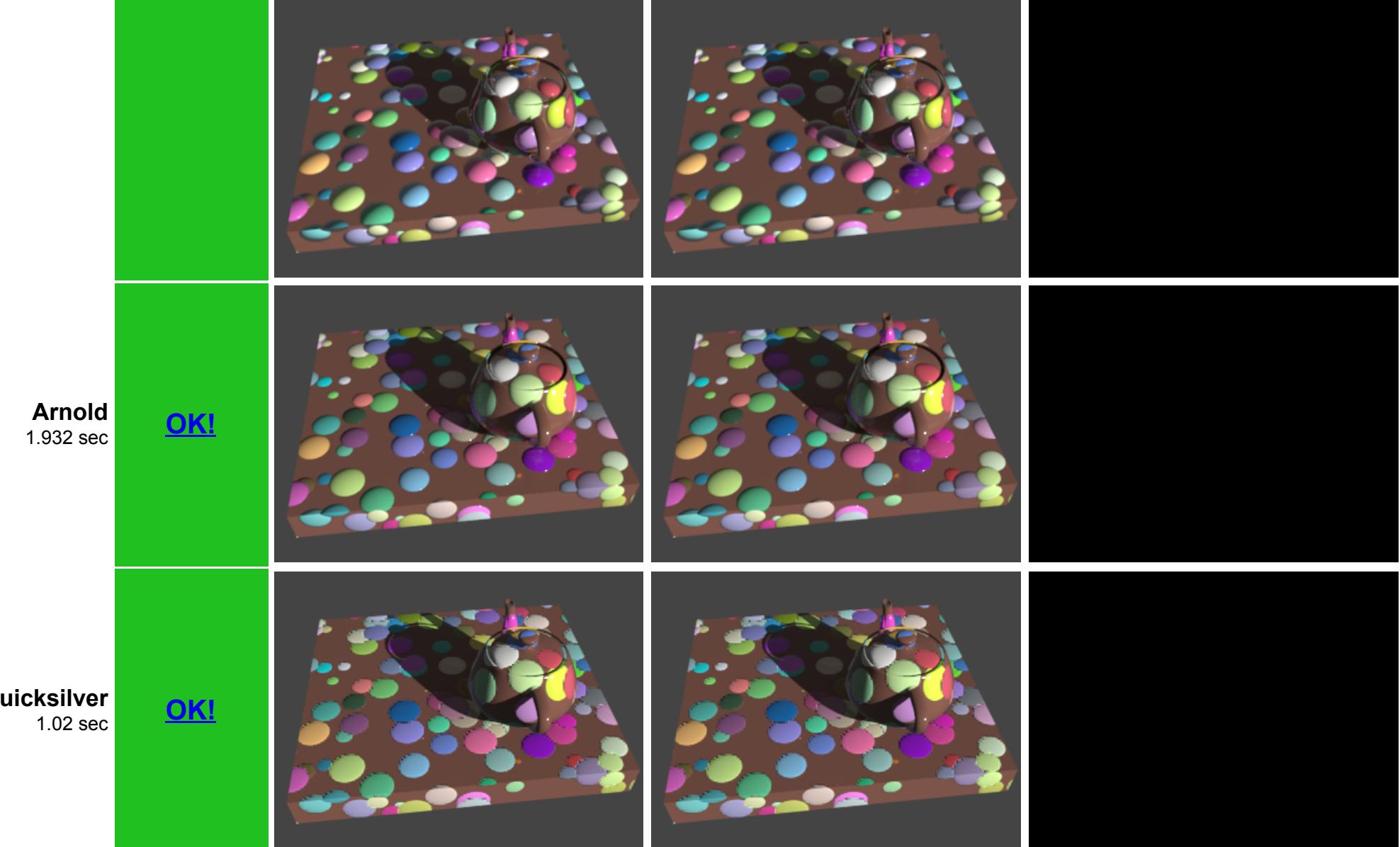
Test: "test_0048" - description: OSL Bump

	Status	Rendering	Baseline	Difference
Scanline 1.392 sec	<u>OK!</u>			



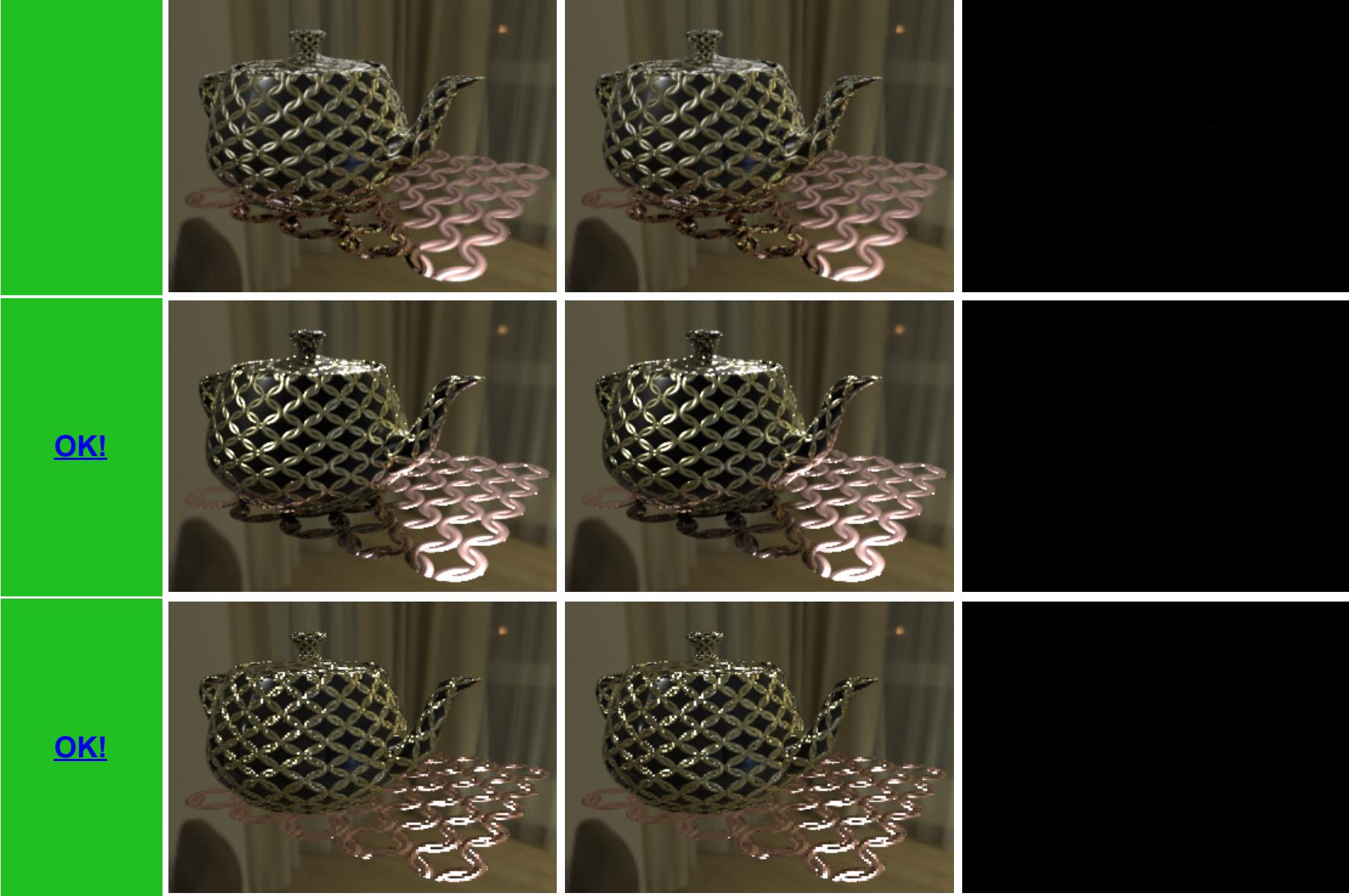
Test: "test_0049" - description: OSL Candy

	Status	Rendering	Baseline	Difference
Scanline 9.273 sec	OKI			



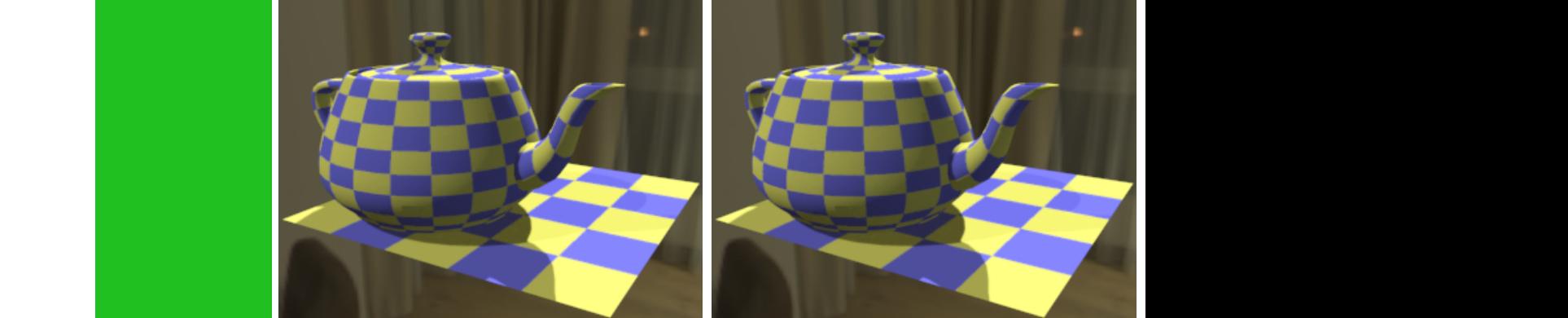
Test: "test_0050" - description: OSL Chainmail

	Status	Rendering	Baseline	Difference
Scanline 30.274 sec				



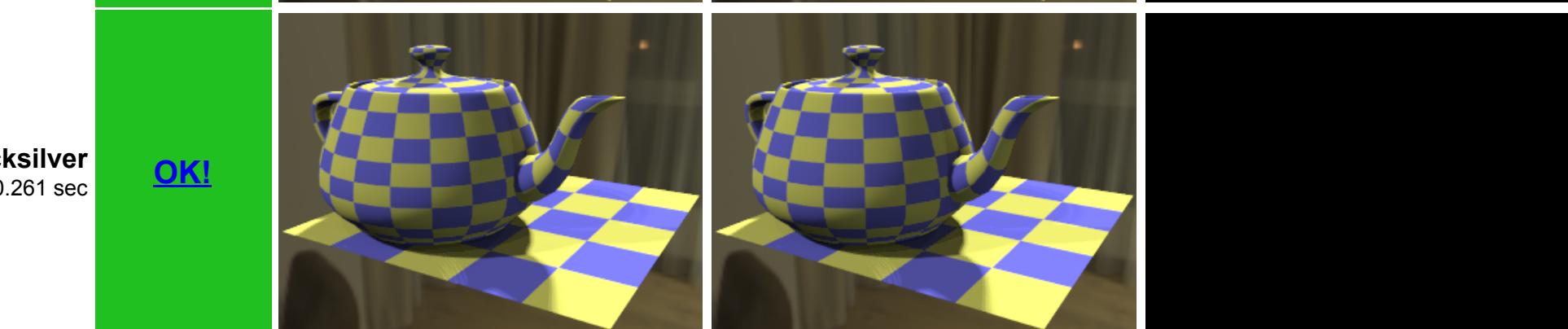
Test: "test_0051" - description: OSL Checker

	Status	Rendering	Baseline	Difference
Scanline 19.374 sec	<u>OKI</u>			



Arnold
1.296 sec

OK!

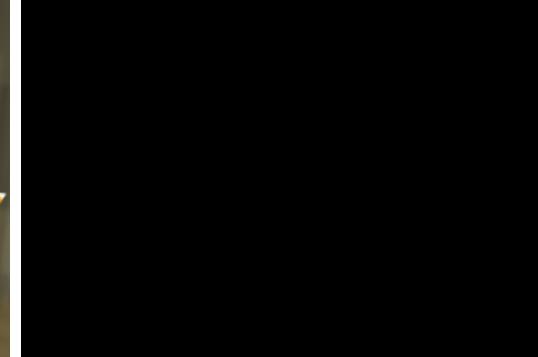


Quicksilver
0.261 sec

OK!

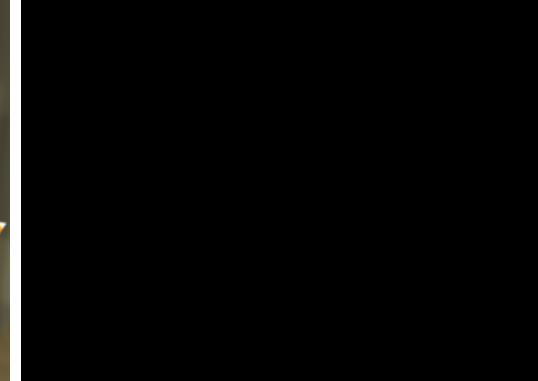
Test: "test_0052" - description: OSL Composite

	Status	Rendering	Baseline	Difference
Scanline 19.319 sec		<u>OK!</u>		



Arnold
1.476 sec

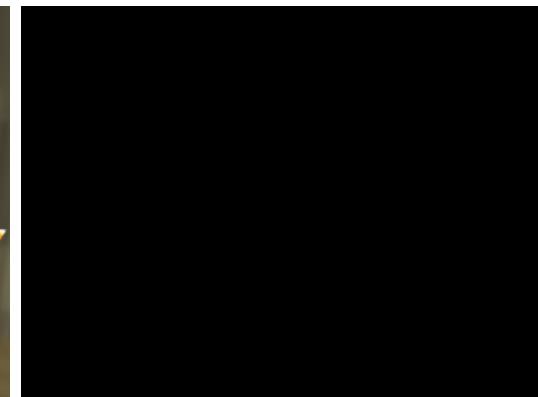
OK!



Quicksilver
0.246 sec

OK!

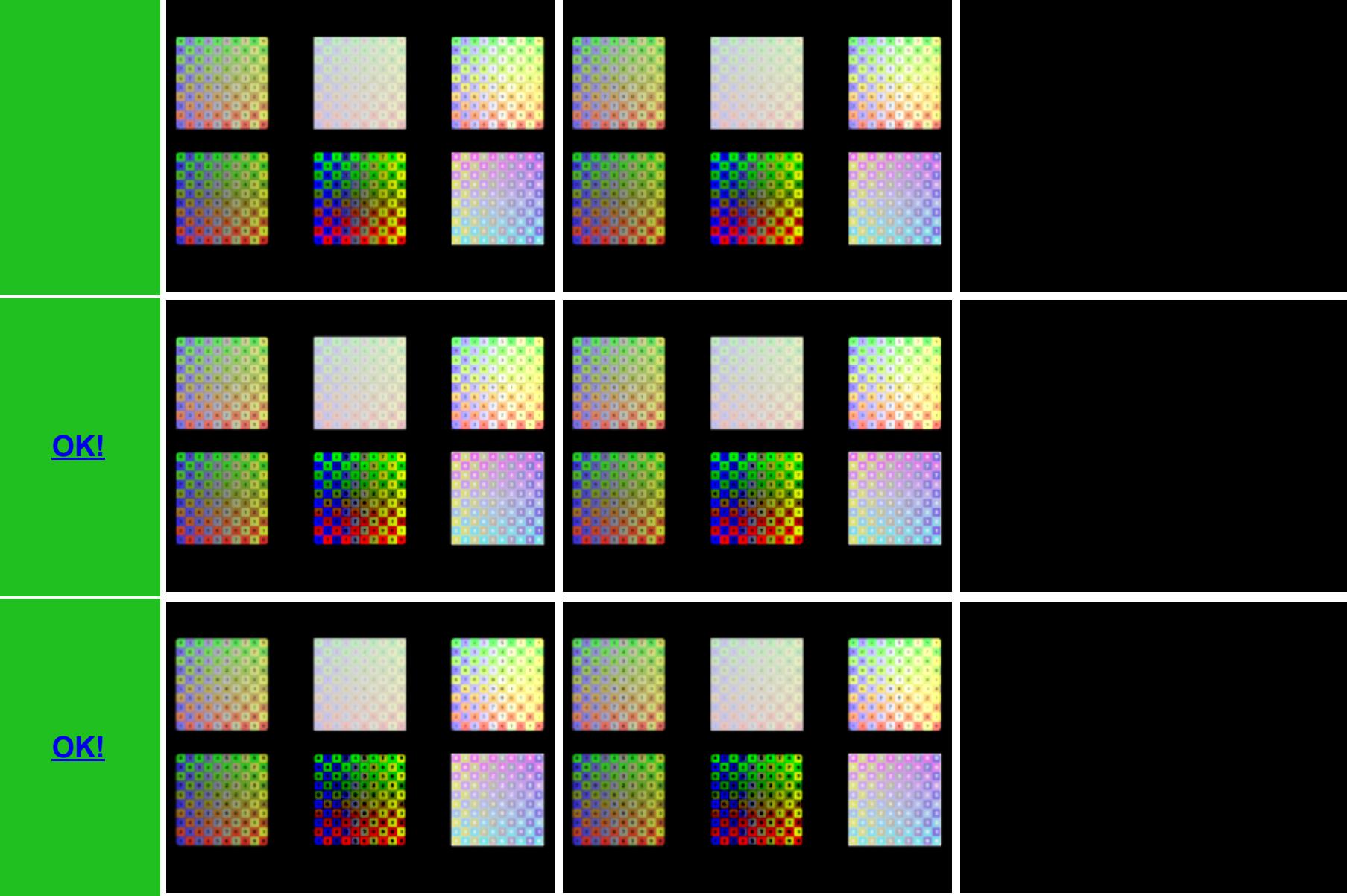
Test: "test_0053" - description: OSL Lift/Gamma/Gain



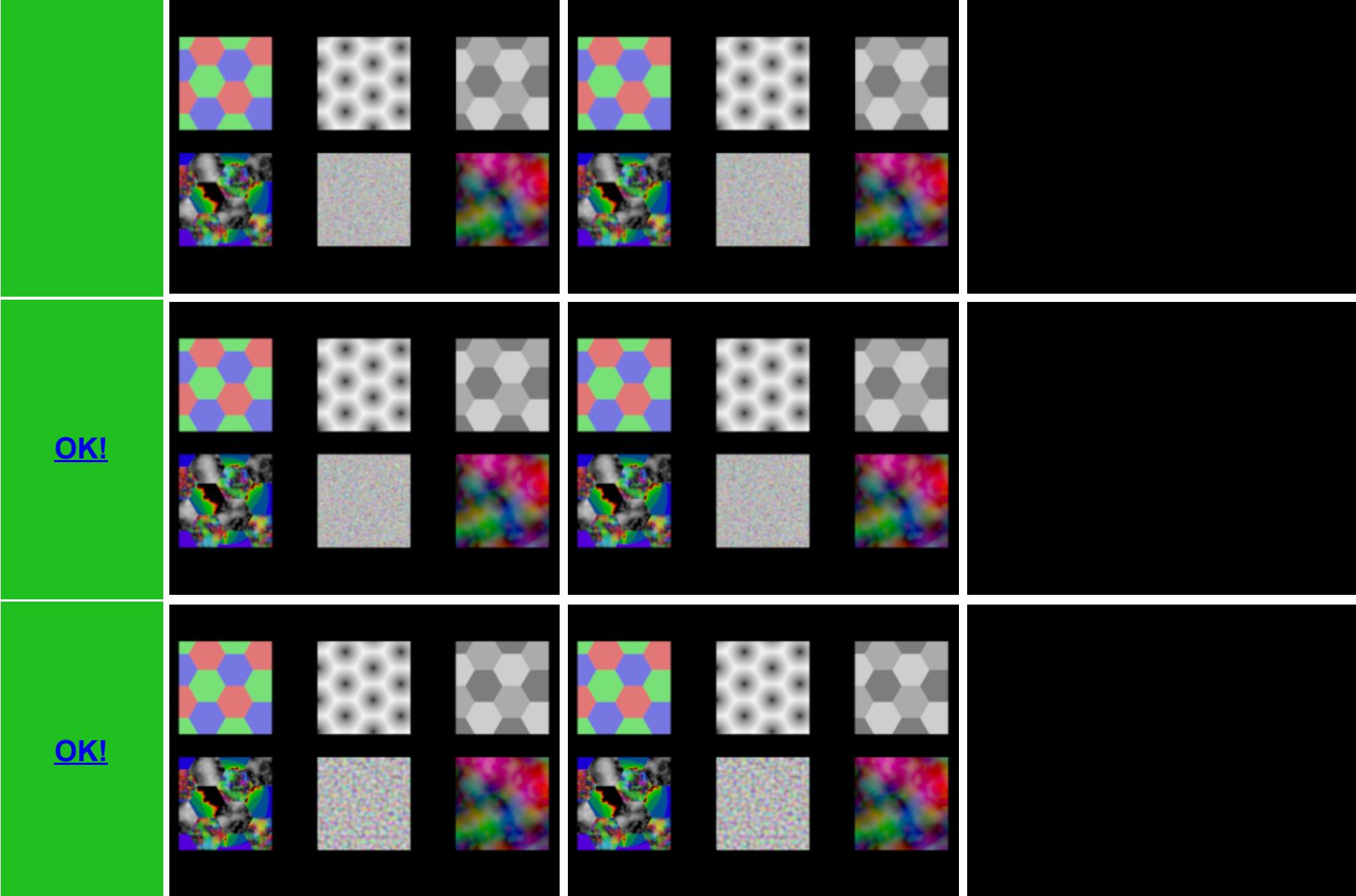
Scanline
0.573 sec

OK!

Status	Rendering	Baseline	Difference
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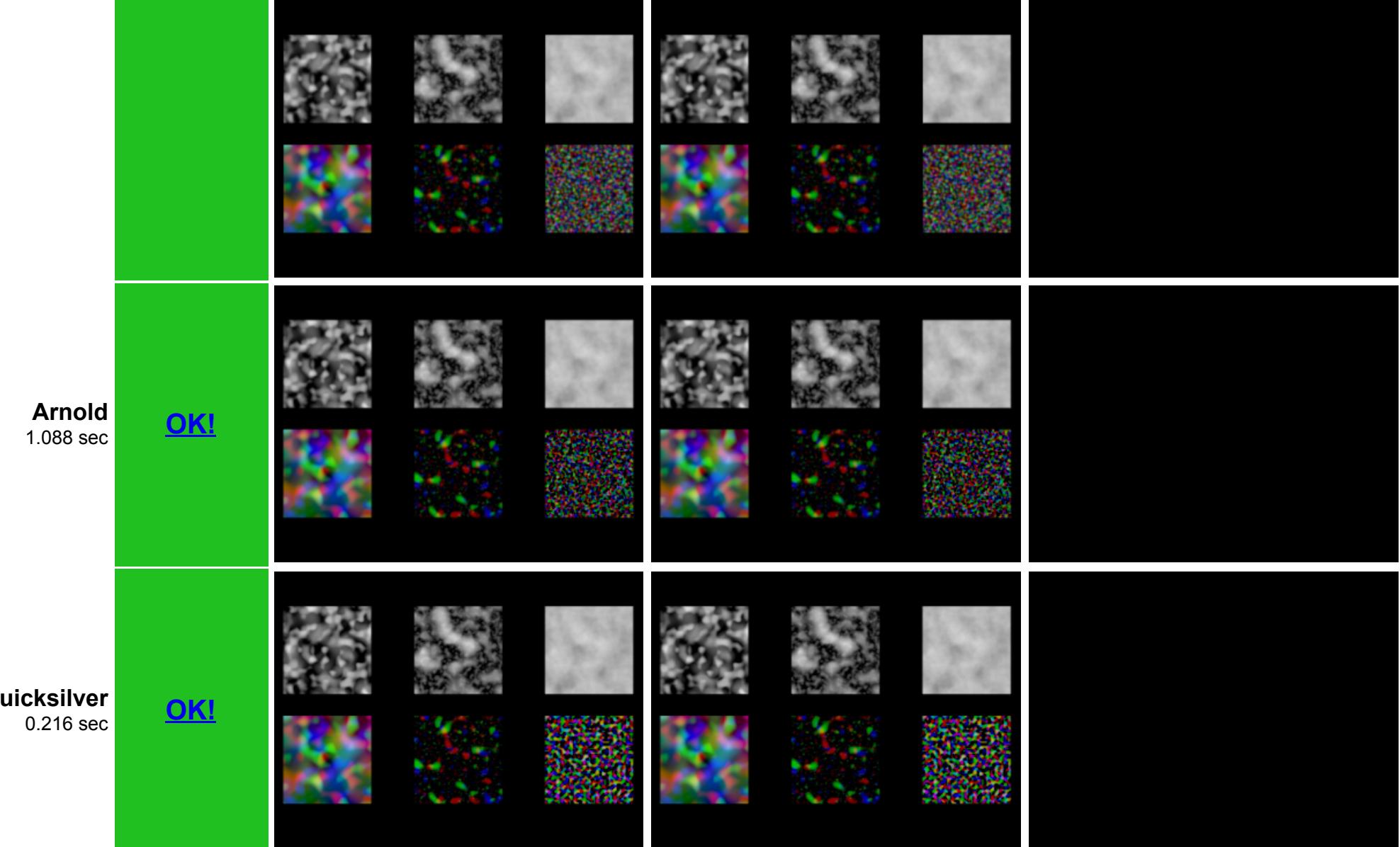


	Status	Rendering	Baseline	Difference
	OKI			



Test: "test_0055" - description: OSL Noise, Noise (3d), Noise (Gabor)

	Status	Rendering	Baseline	Difference
	OK!			



	Status	Rendering	Baseline	Difference
Scanline 0.662 sec	OK!			



Test: "test_0057" - description: OSL Rivets

	Status	Rendering	Baseline	Difference
Scanline 9.359 sec	OKI			

Arnold
5.493 sec

[OK!](#)



Quicksilver
0.487 sec

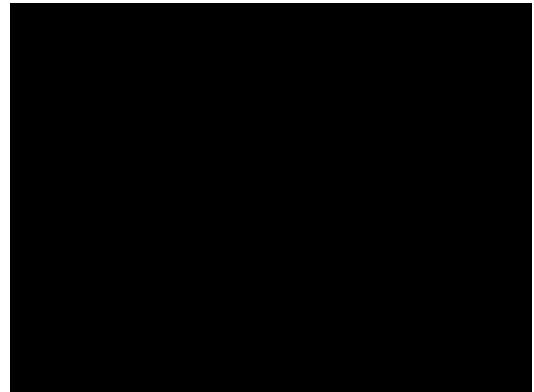
[OK!](#)



Test: "test_0058" - description: OSL WaveLength

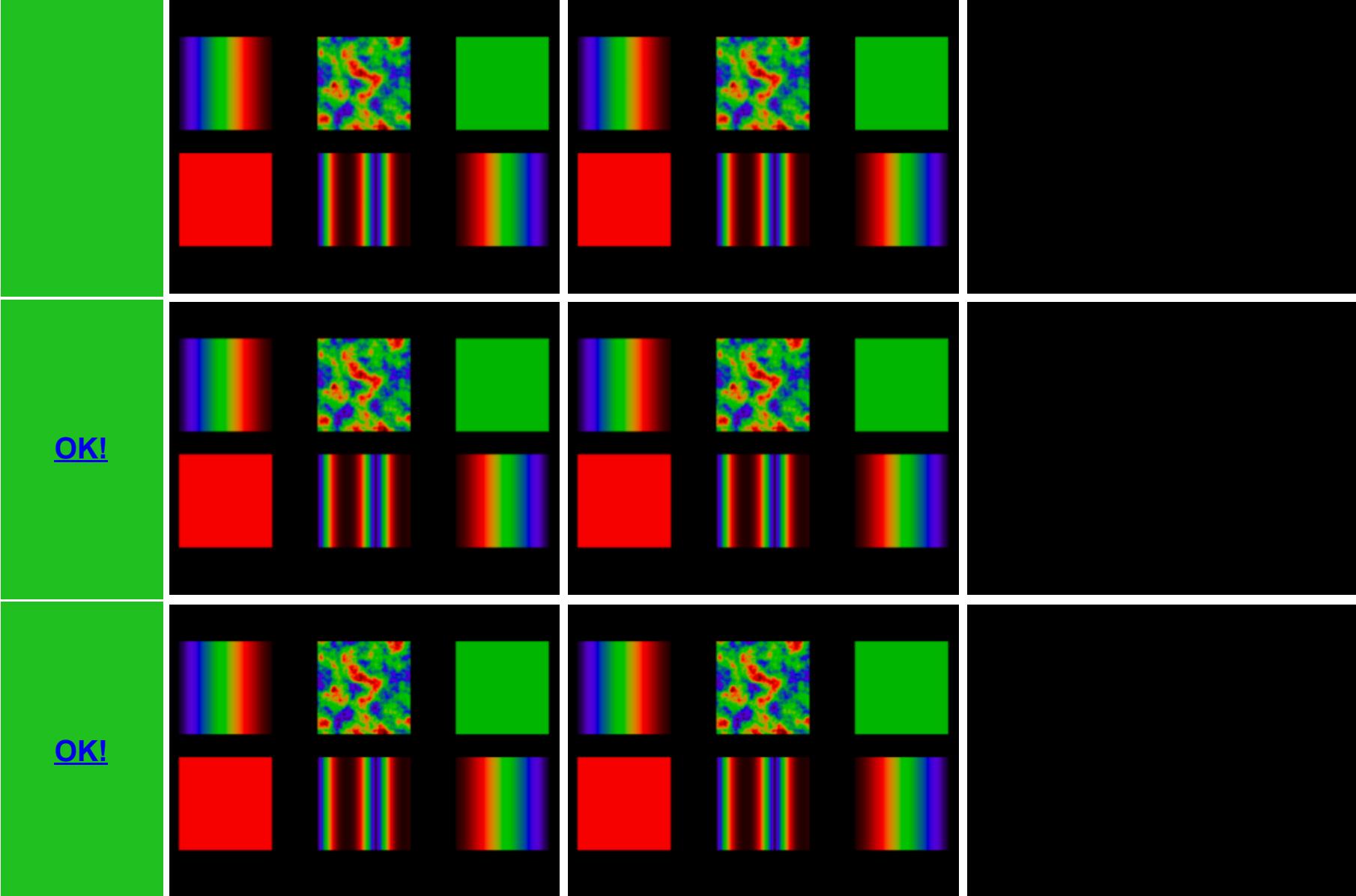
Scanline
0.565 sec

[OK!](#)



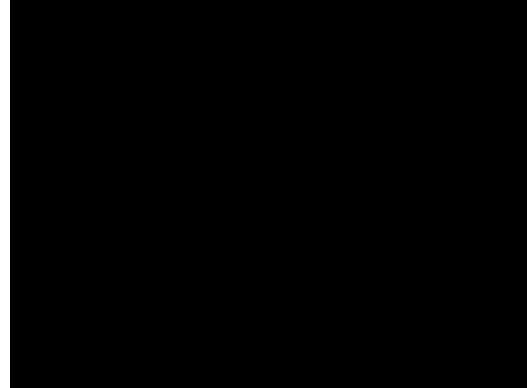
Status	Rendering	Baseline	Difference
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Scanline	OK!		
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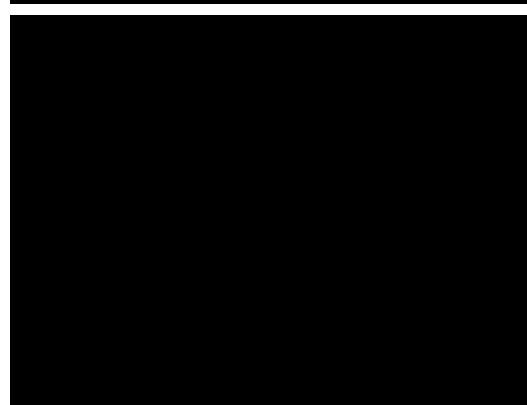
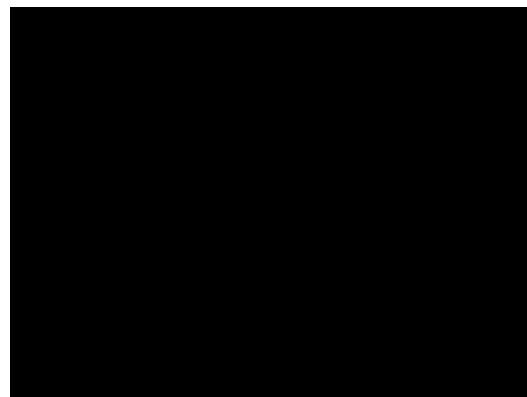


Test: "test_0059" - description: OSL Various 1 (Randomized Wood)

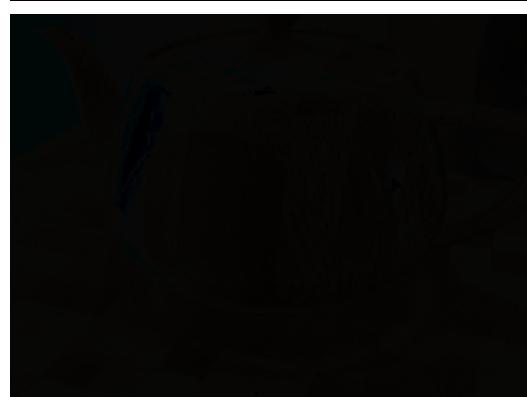
	Status	Rendering	Baseline	Difference
Scanline 30.47 sec	<u>OK!</u>			



OK!



OK!



Test: "test_0060" - description: OSL Various 2 (Sprinkles, Hexagon)

	Status	Rendering	Baseline	Difference
Scanline 10.087 sec	 <p><u>OK!</u></p>			



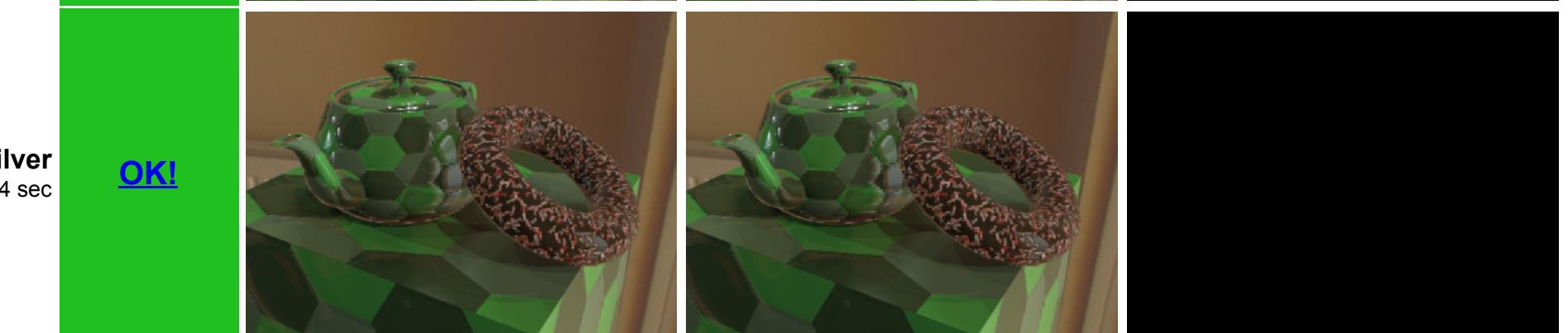
Arnold
2.12 sec

[OK!](#)



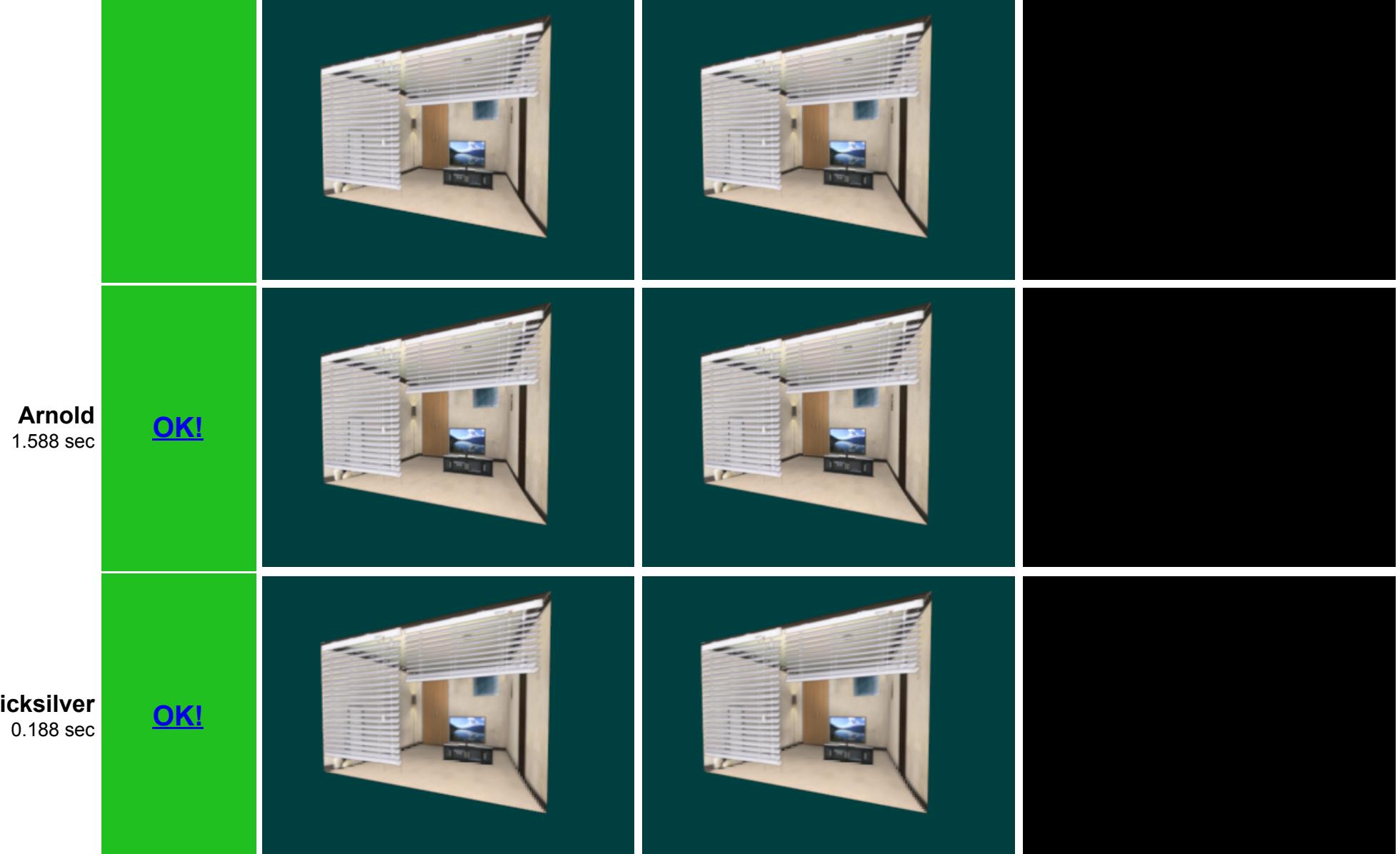
Quicksilver
0.24 sec

[OK!](#)



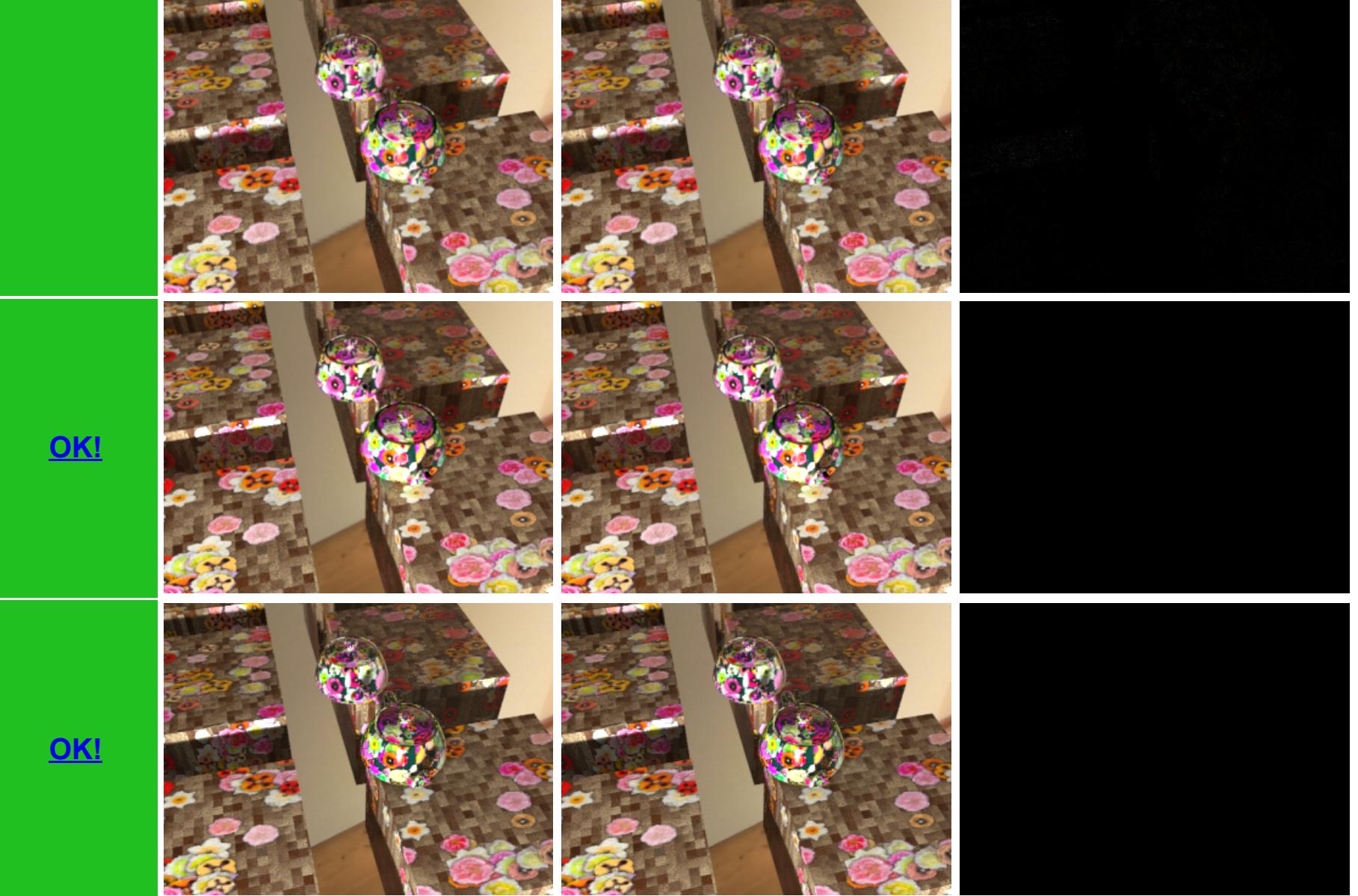
Test: "test_0061" - description: OSL Various 3 (Roombox)

	Status	Rendering	Baseline	Difference
Scanline 0.767 sec		OK!		



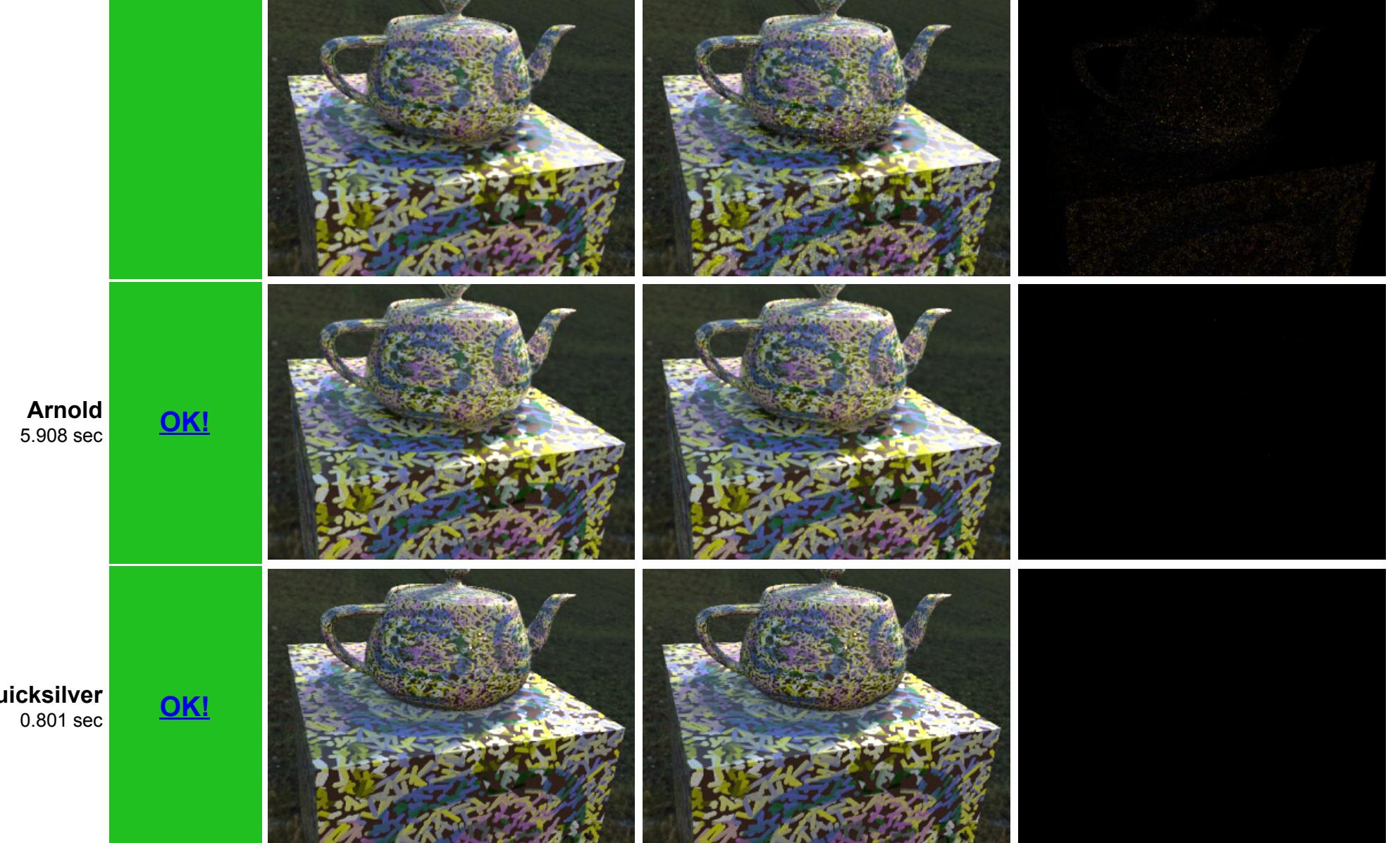
Test: "test_0062" - description: OSL Various 3 (Everything at once...)

	Status	Rendering	Baseline	Difference
Scanline 8.272 sec				



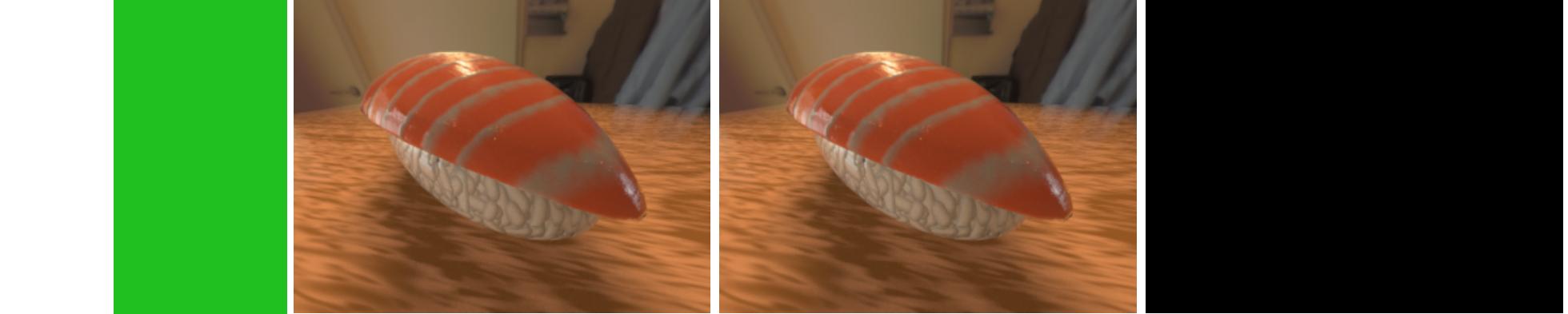
Test: "test_0063" - description: OSL/Legacy shader interop

	Status	Rendering	Baseline	Difference
Scanline 32.571 sec	OKI			



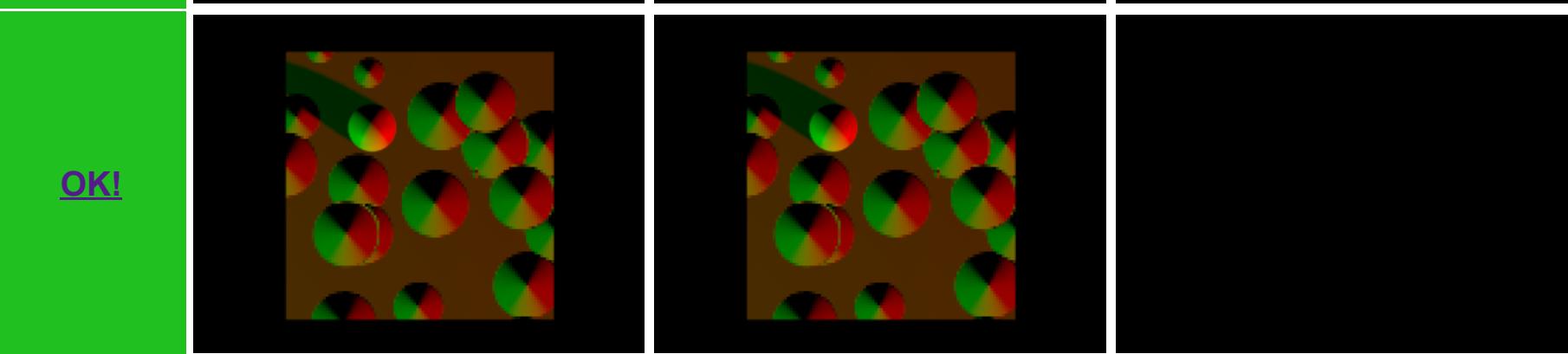
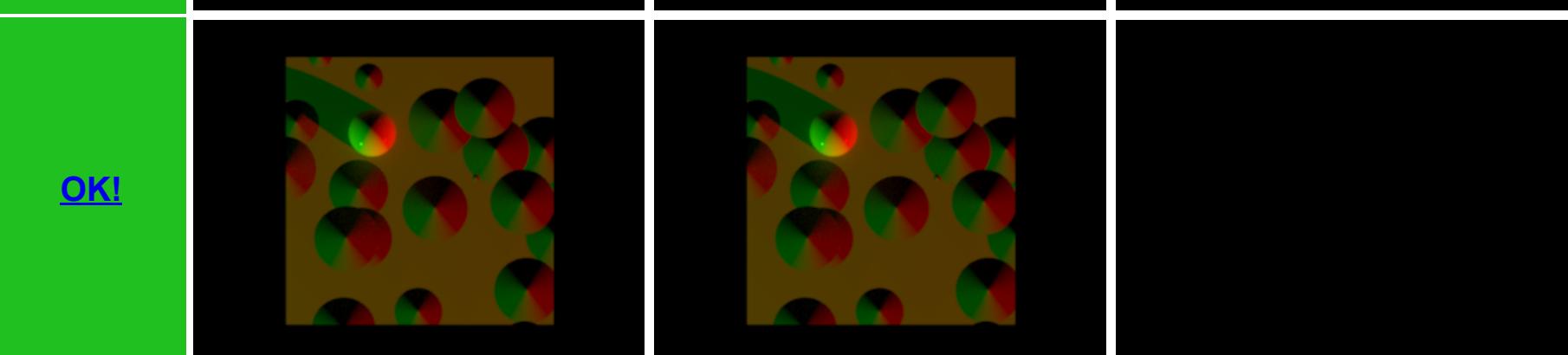
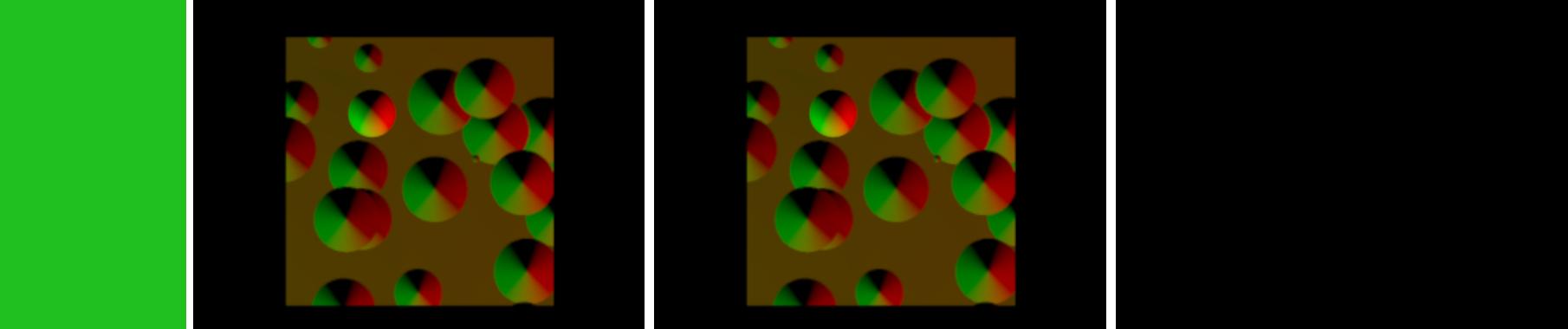
Test: "test_0064" - description: Sushi Test (Various Shaders)

	Status	Rendering	Baseline	Difference
<u>OK!</u>				



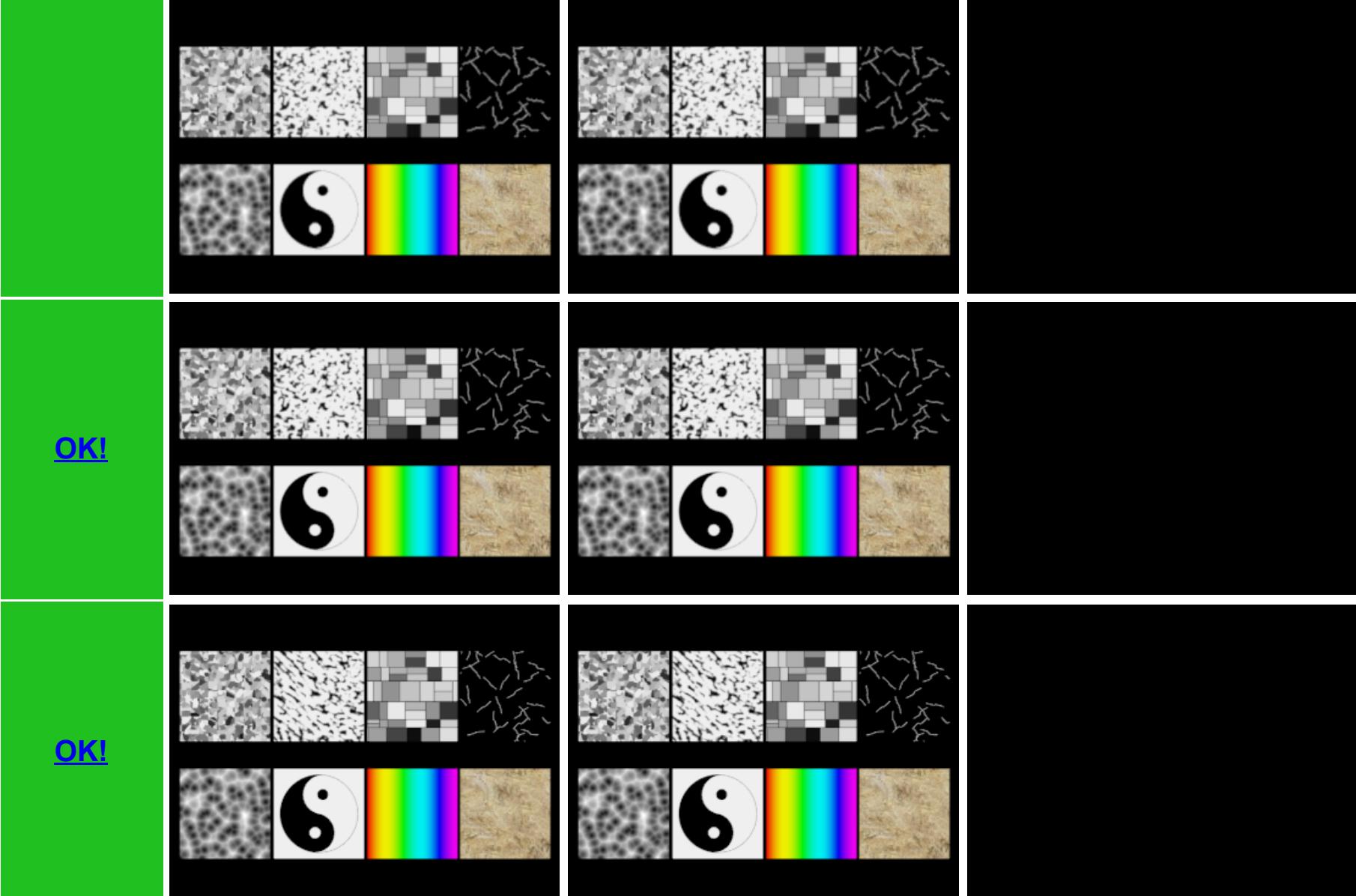
Test: "test_0066" - description: Bump mapping in UV space

	Status	Rendering	Baseline	Difference
Scanline 2.111 sec	<u>OKI</u>			



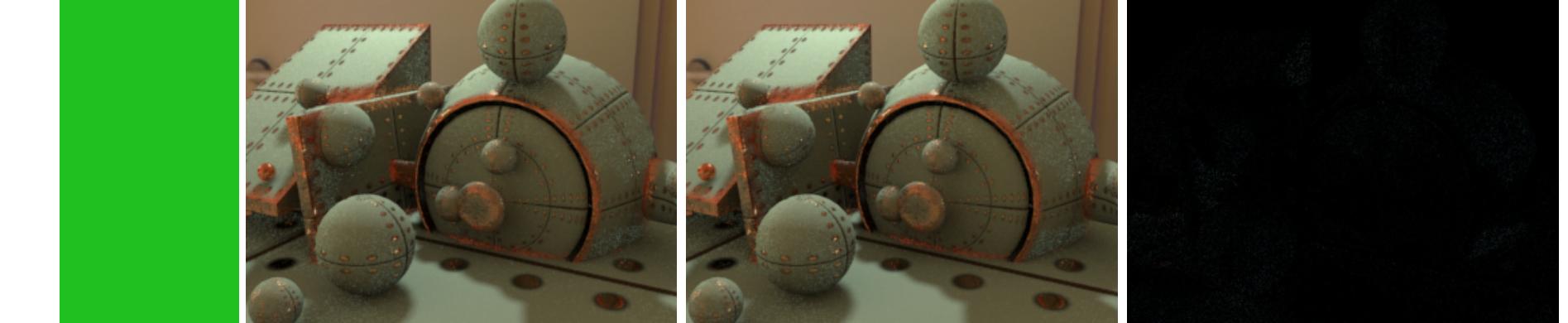
Test: "test_0067" - description: Stones, Wiggles, Yin/Yang, SimpleGradient and TextureNoTile

	Status	Rendering	Baseline	Difference
Scanline 0.869 sec	<u>OK!</u>			



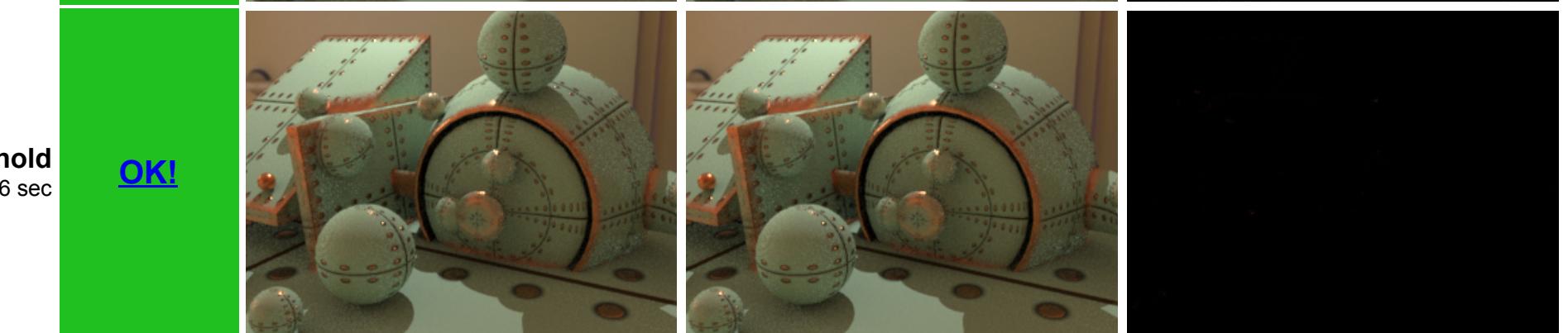
Test: "test_0068" - description: trace() call (Worn Edges)

	Status	Rendering	Baseline	Difference
Scanline 17.666 sec	OK!			



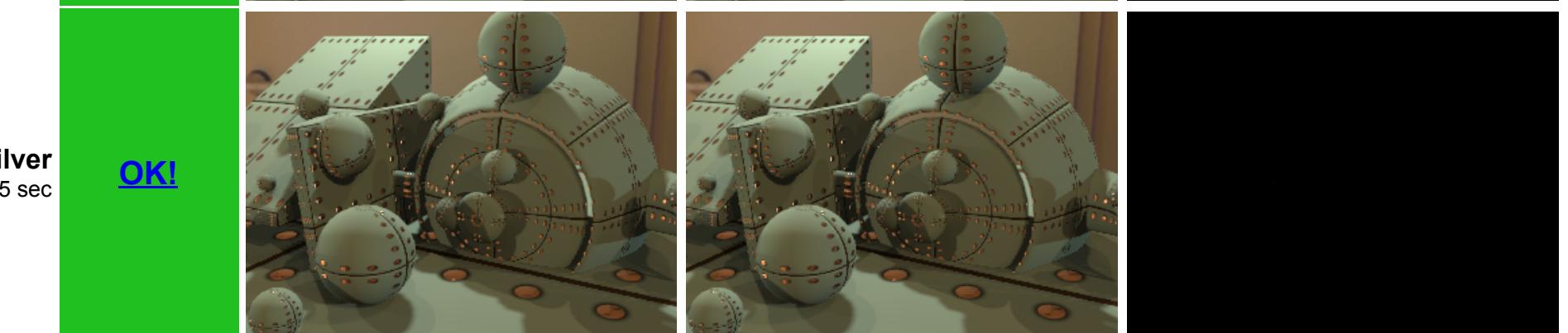
Arnold
2.826 sec

OK!



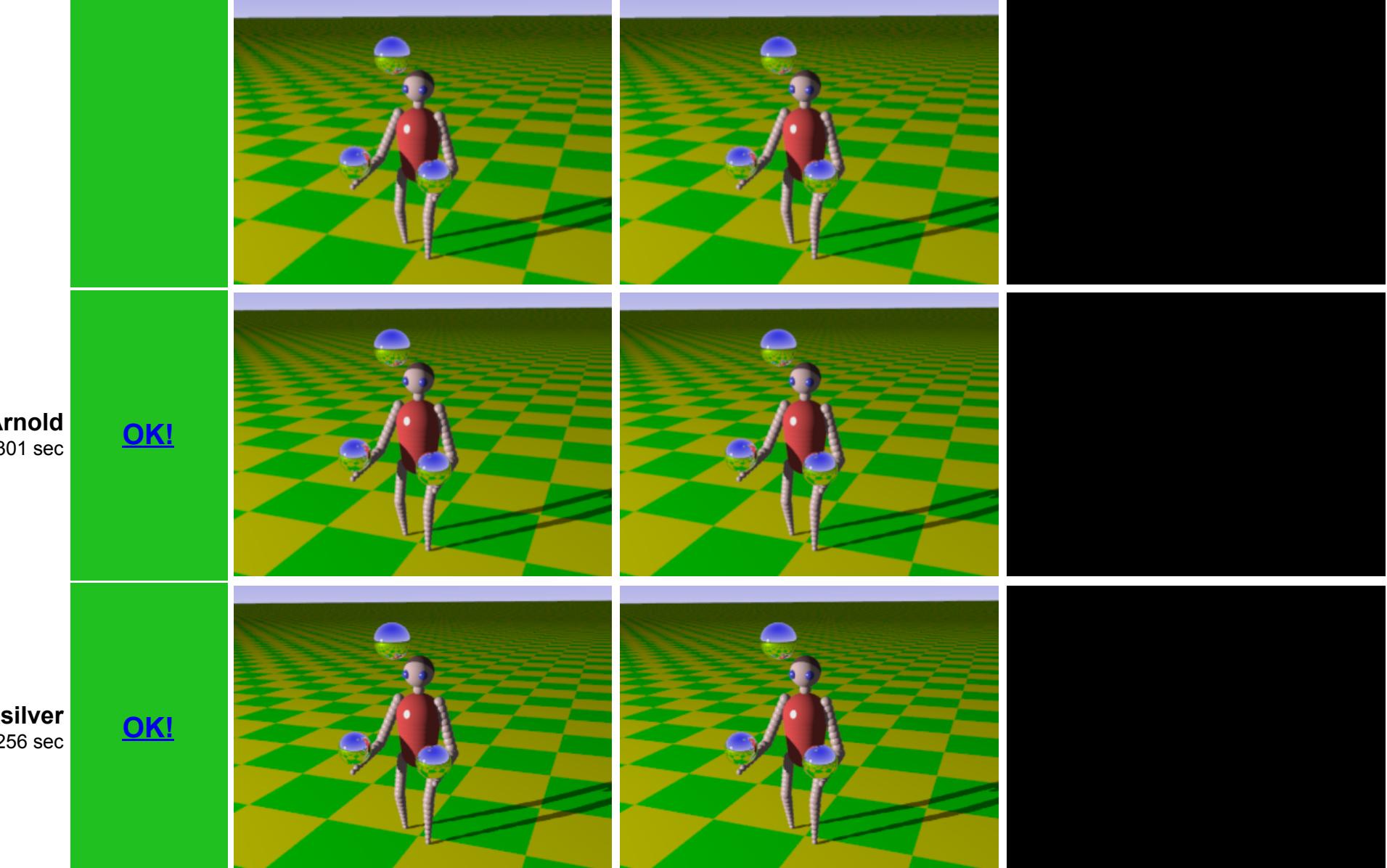
Quicksilver
0.45 sec

OK!



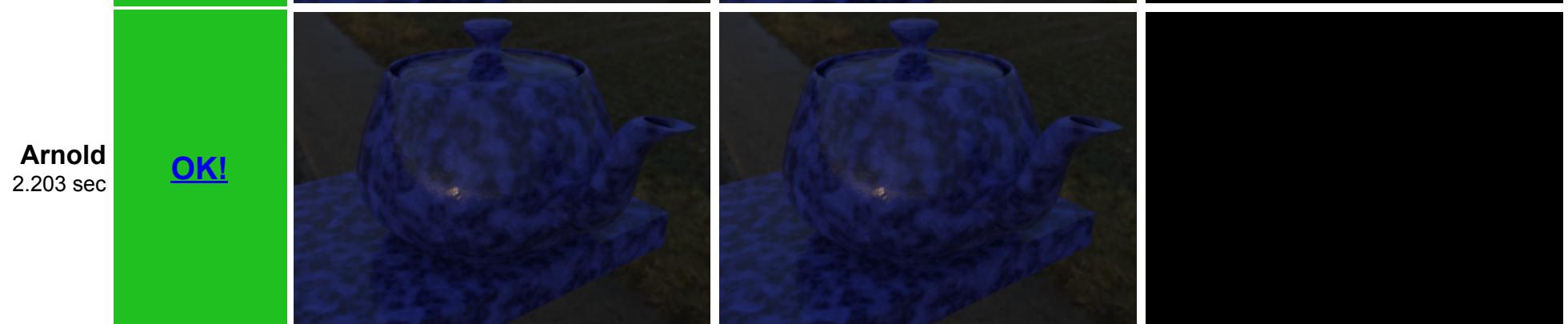
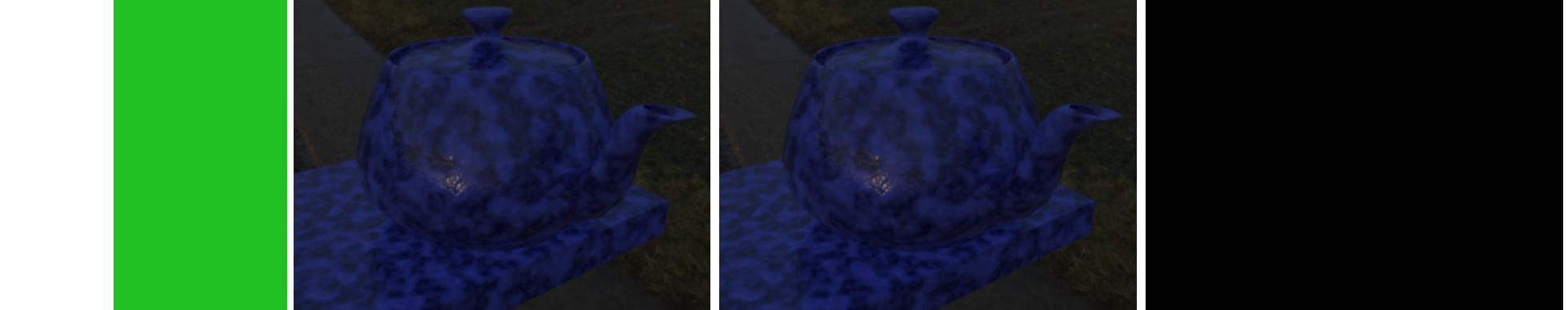
Test: "test_0069" - description: Amiga Juggler

	Status	Rendering	Baseline	Difference
Scanline 0.895 sec	<u>OK!</u>			



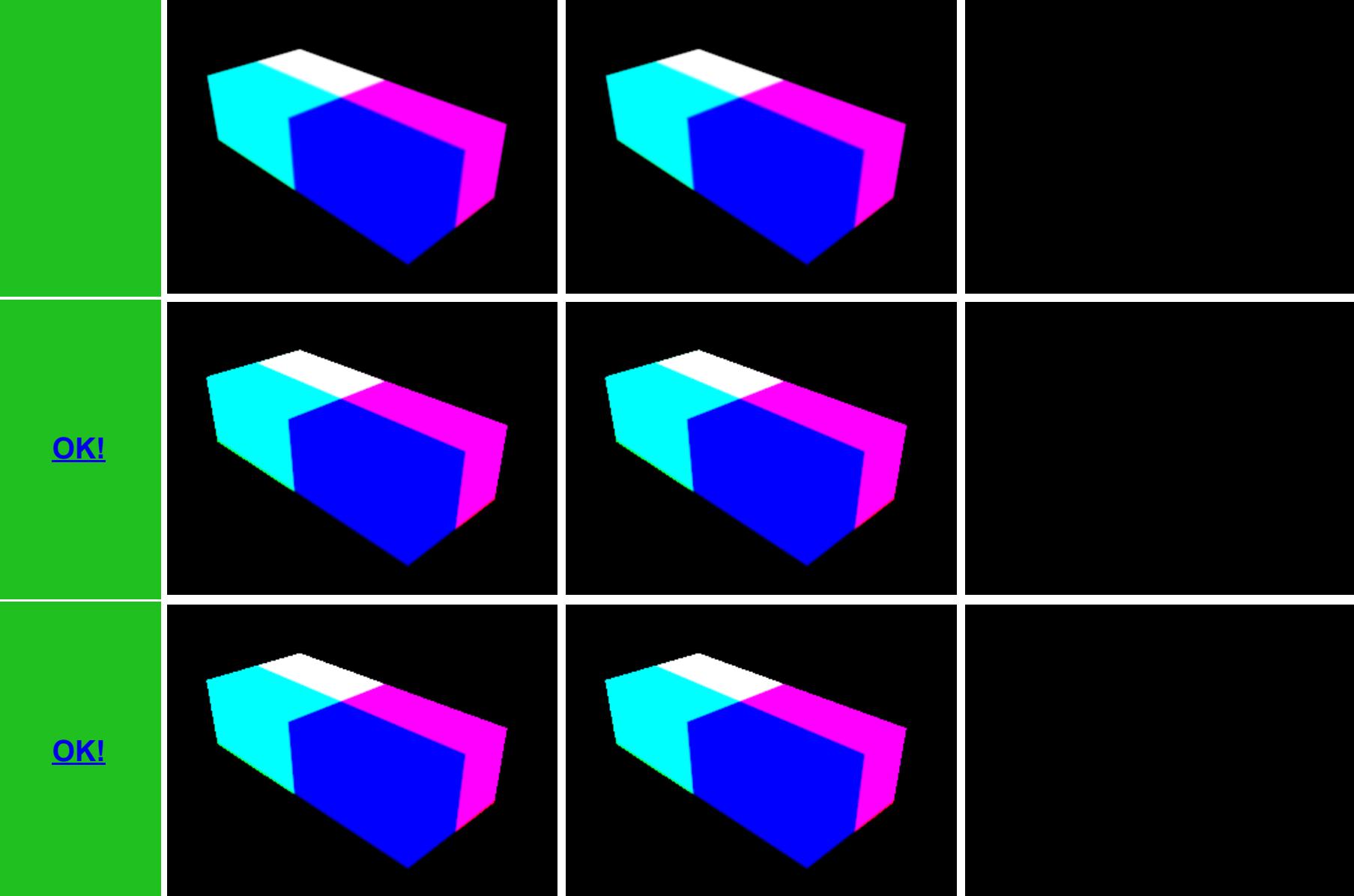
Test: "test_0070" - description: Noise as Bump

	Status	Rendering	Baseline	Difference
Scanline 19.927 sec	<u>OKI</u>			



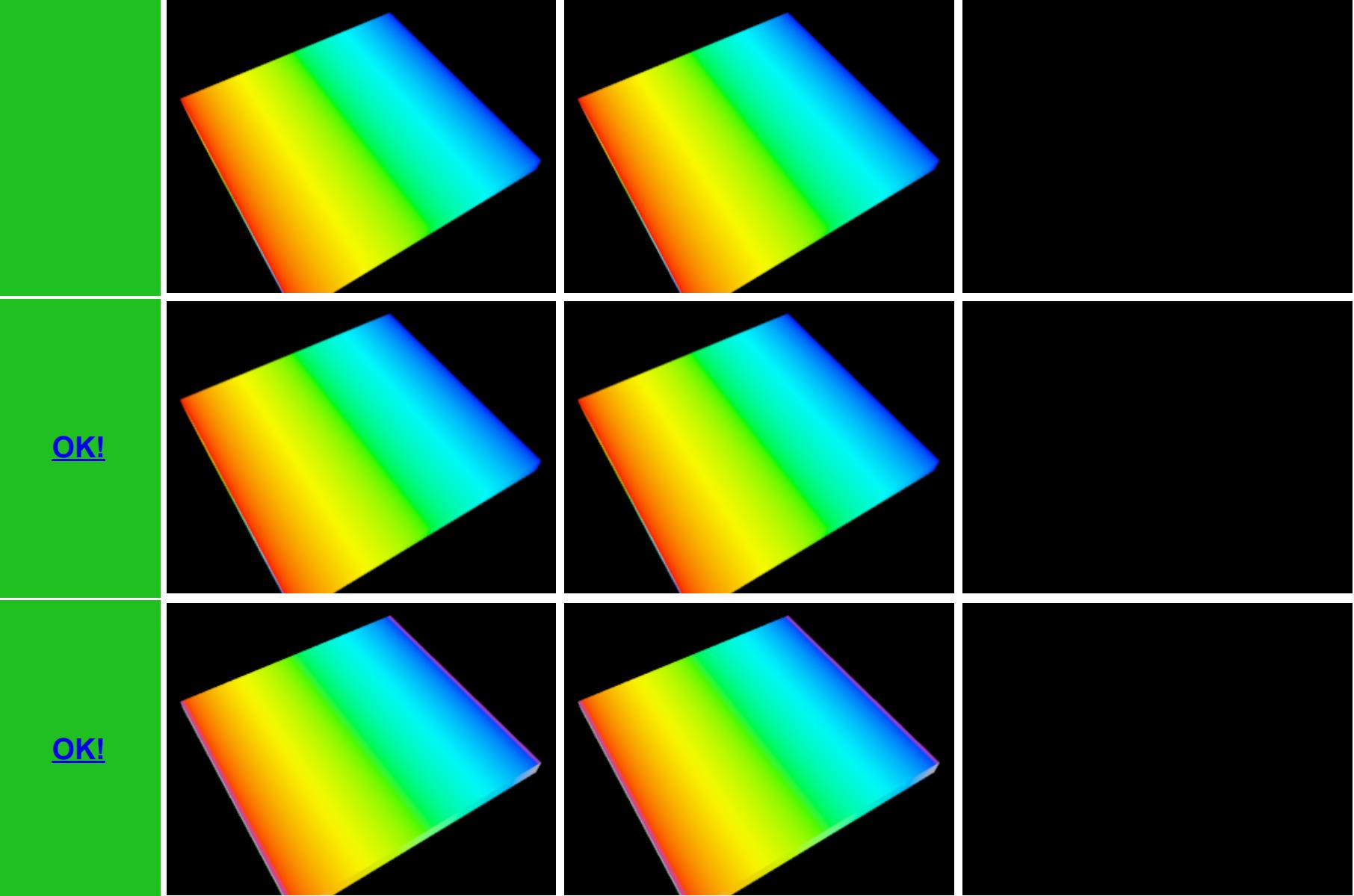
Test: "test_0071" - description: getmatrix() call

	Status	Rendering	Baseline	Difference
Scanline 0.538 sec	<u>OK!</u>			



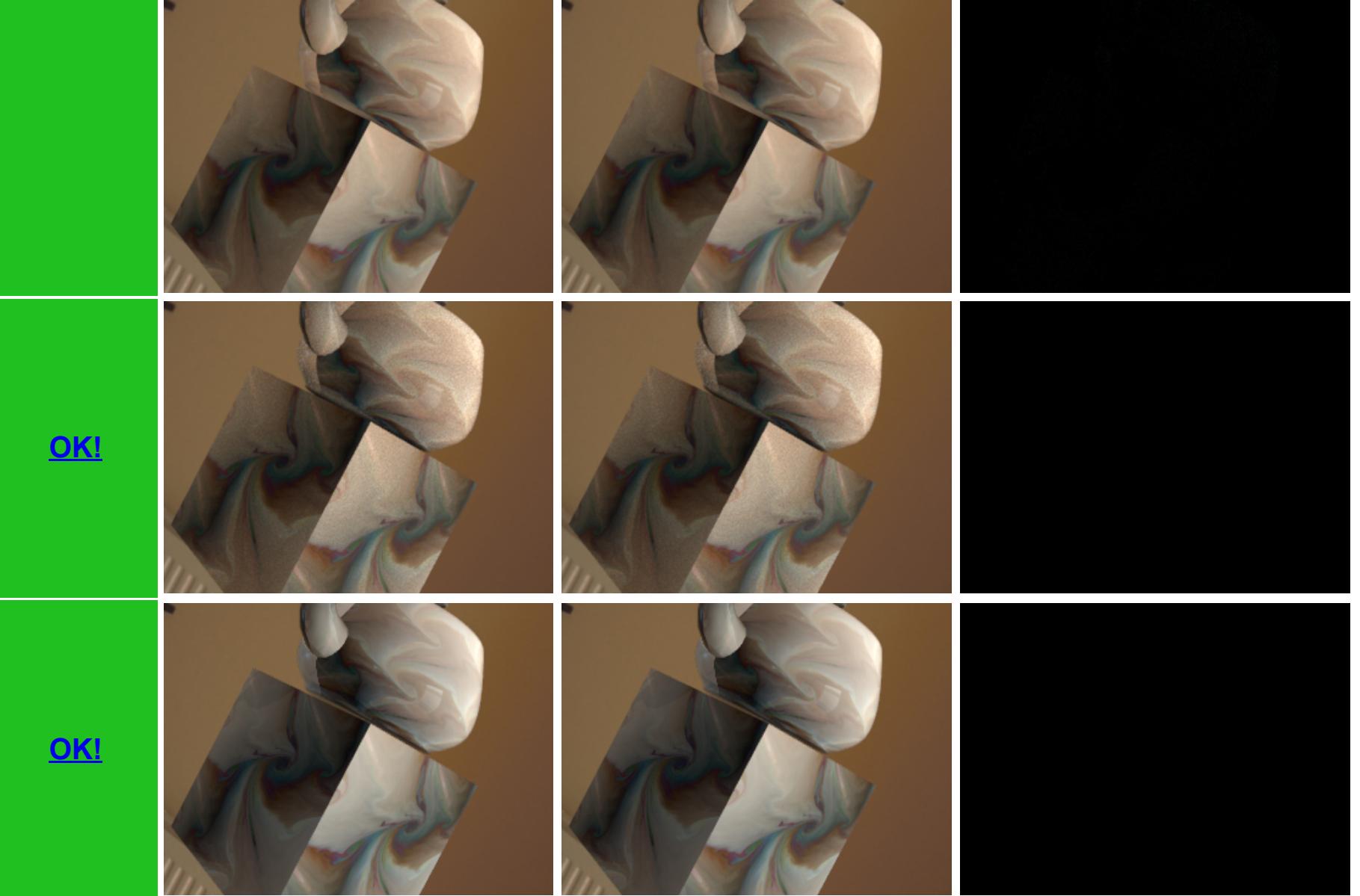
Test: "test_0073" - description: Gradient Array

	Status	Rendering	Baseline	Difference
Scanline 0.516 sec	<u>OK!</u>			



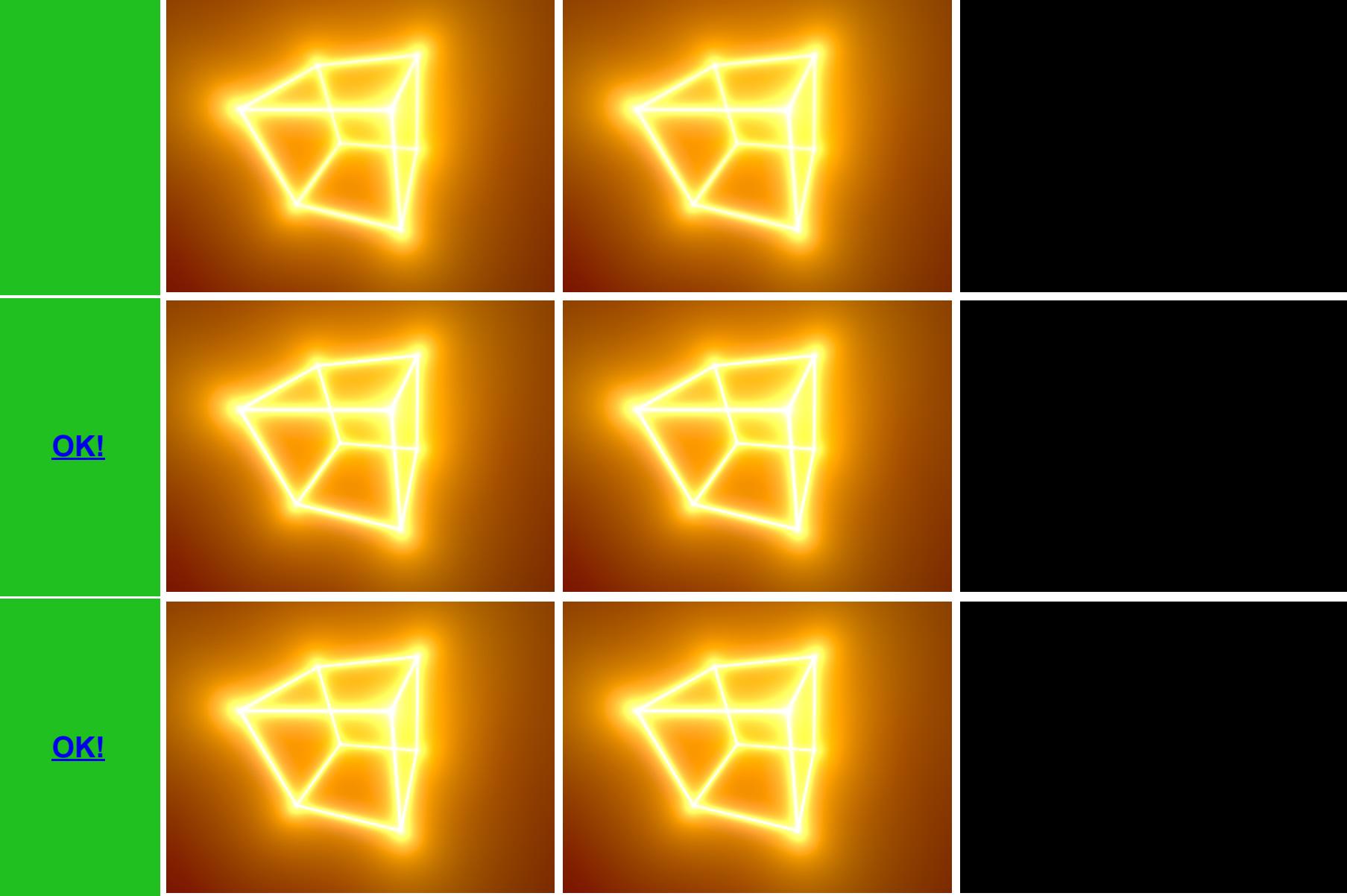
Test: "test_0074" - description: Fractal Brownian Swirl

	Status	Rendering	Baseline	Difference
Scanline 18.45 sec	OK!			



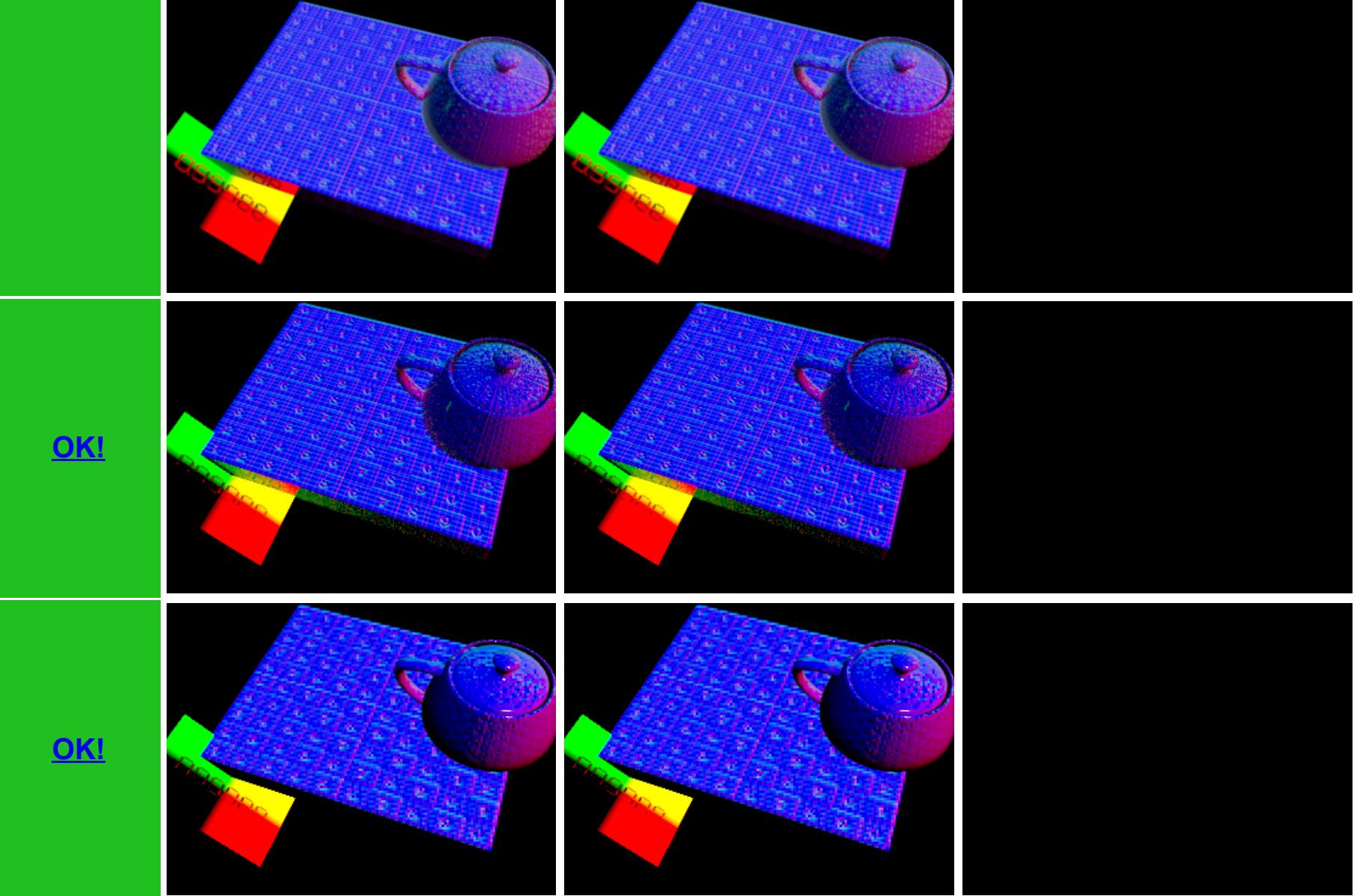
Test: "test_0075" - description: Frikkin Lazerbeams

	Status	Rendering	Baseline	Difference
Scanline 0.651 sec		 <u>OK!</u>		



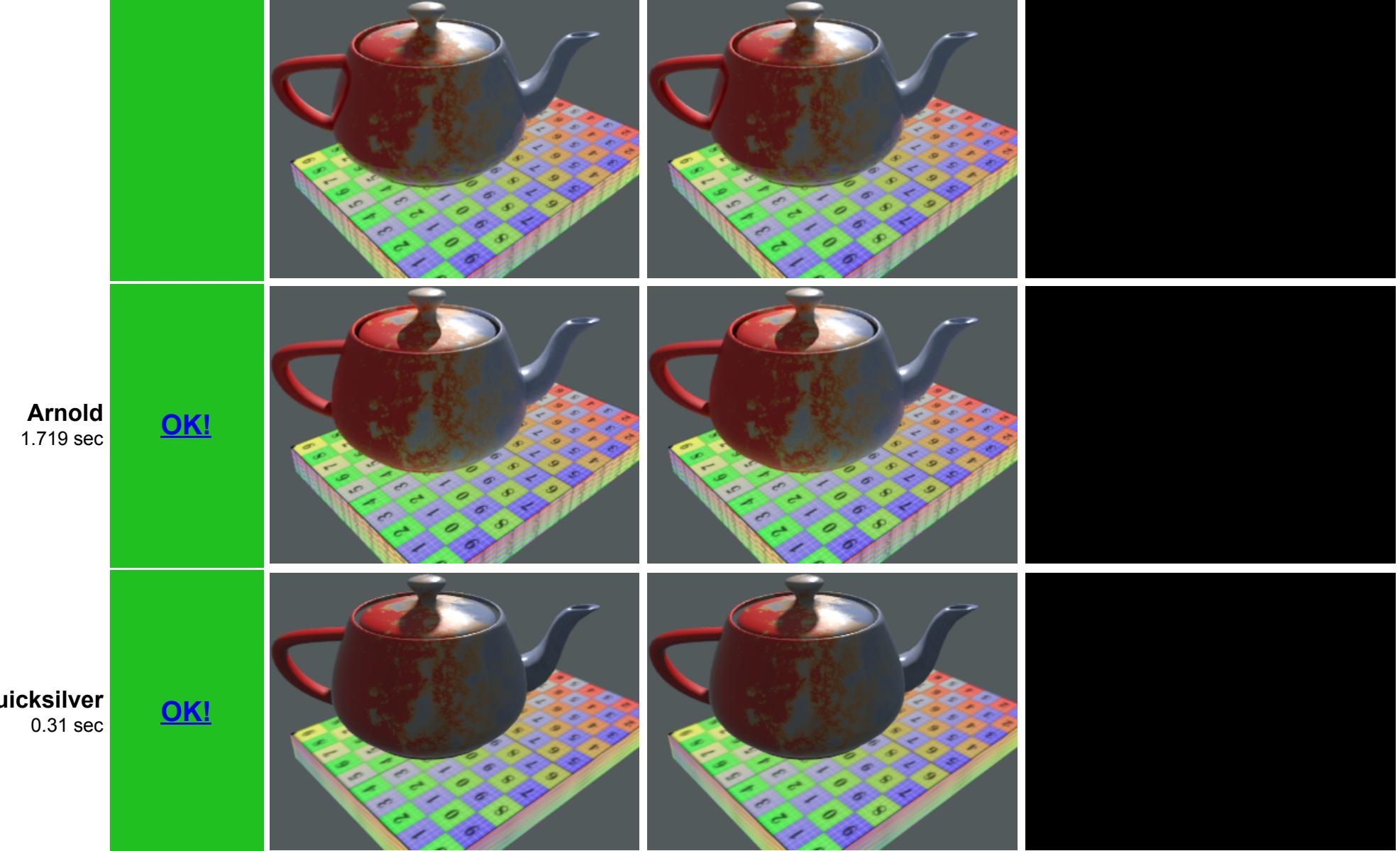
Test: "test_0076" - description: Dx/Dy, home-made normal mapping, matrix transforms

	Status	Rendering	Baseline	Difference
Scanline 1.034 sec	<u>OK!</u>			



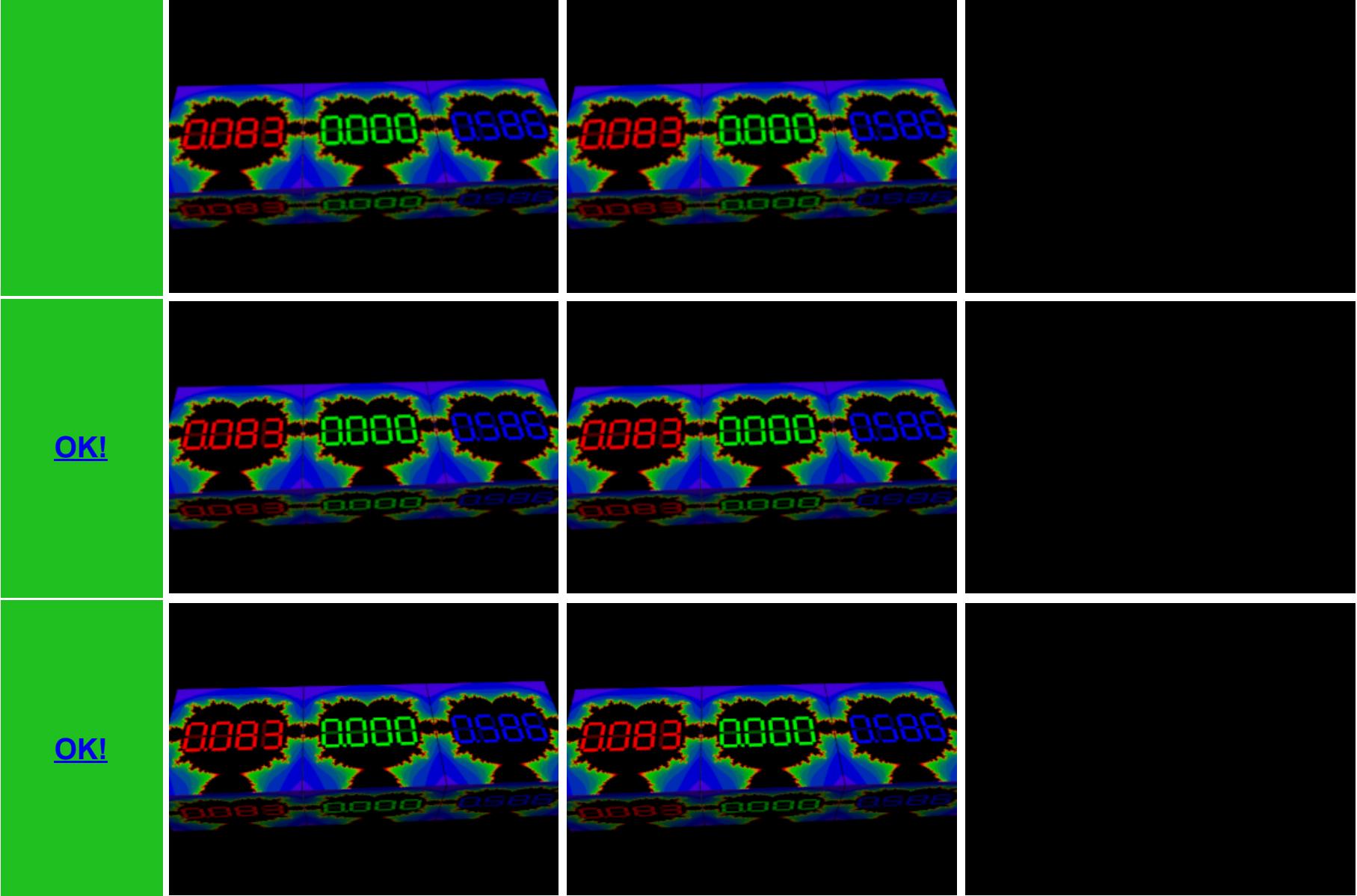
Test: "test_0077" - description: Various noise and UV tests

	Status	Rendering	Baseline	Difference
Scanline 2.965 sec	OK!			



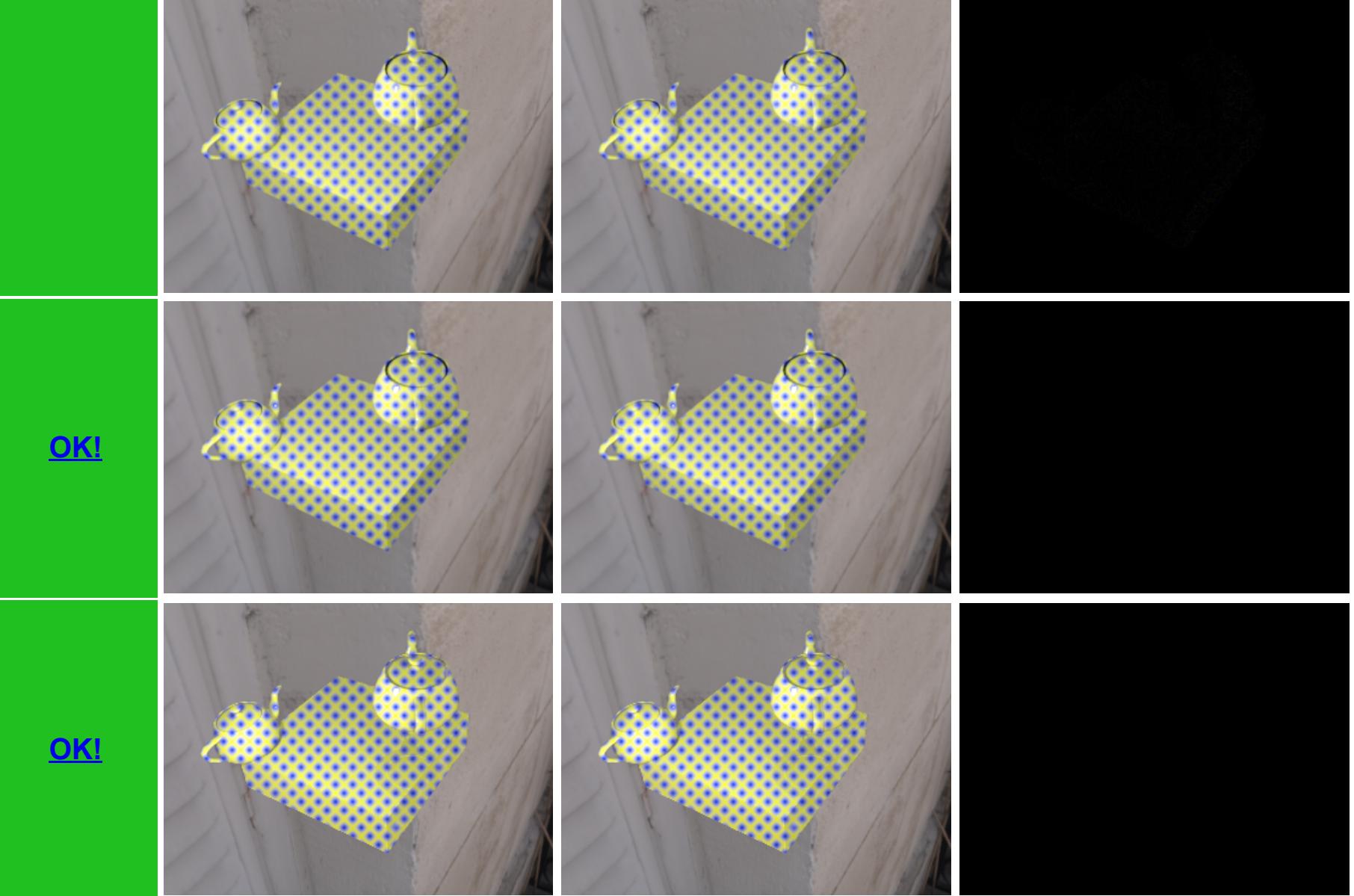
Test: "test_0078" - description: WaveLength numerical values

	Status	Rendering	Baseline	Difference
Scanline 0.682 sec	<u>OKI</u>			



Test: "test_0079" - description: Screenspace Dots

	Status	Rendering	Baseline	Difference
Scanline 4.78 sec	<u>OK!</u>			

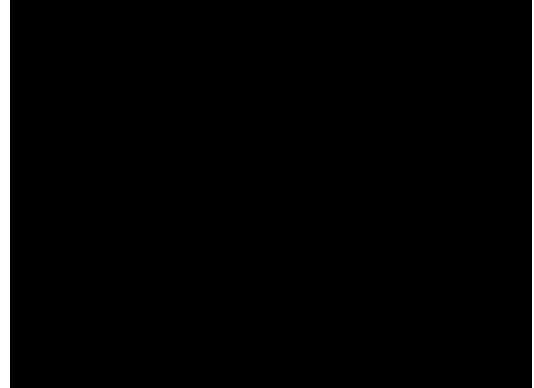


Test: "test_0080" - description: Knotted Wood

	Status	Rendering	Baseline	Difference
Scanline 8.022 sec	<u>OKI</u>			

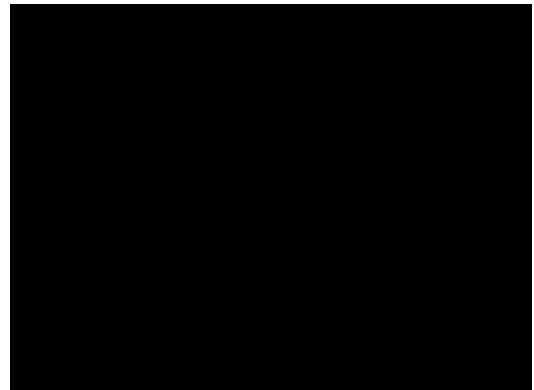
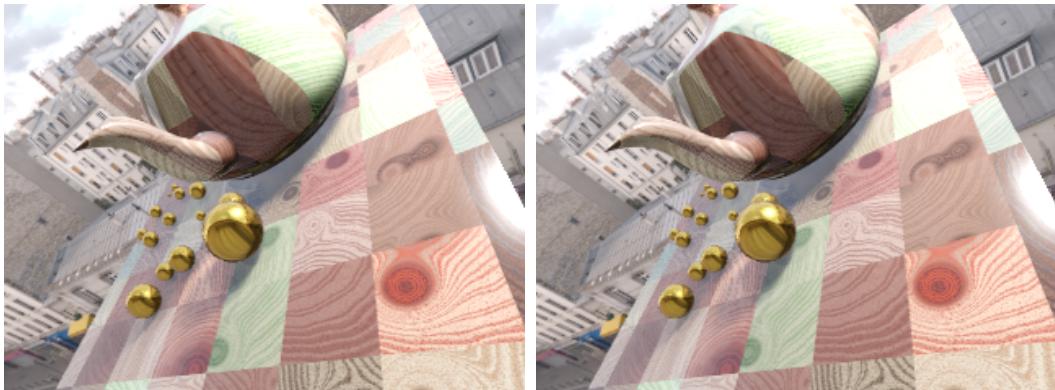
Arnold
2.751 sec

OK!



Quicksilver
0.367 sec

OK!



Elapsed time 23 minutes 25.074 seconds

[link to files](#)