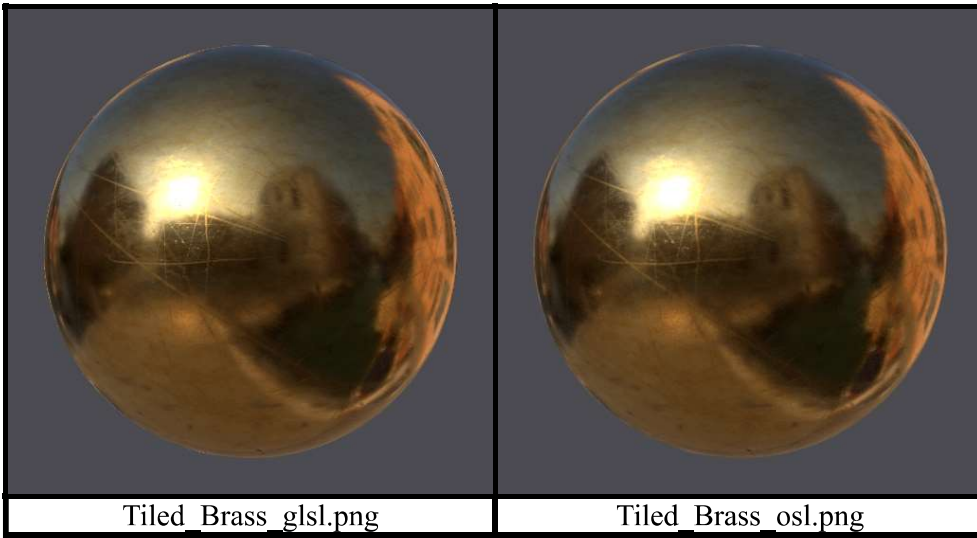
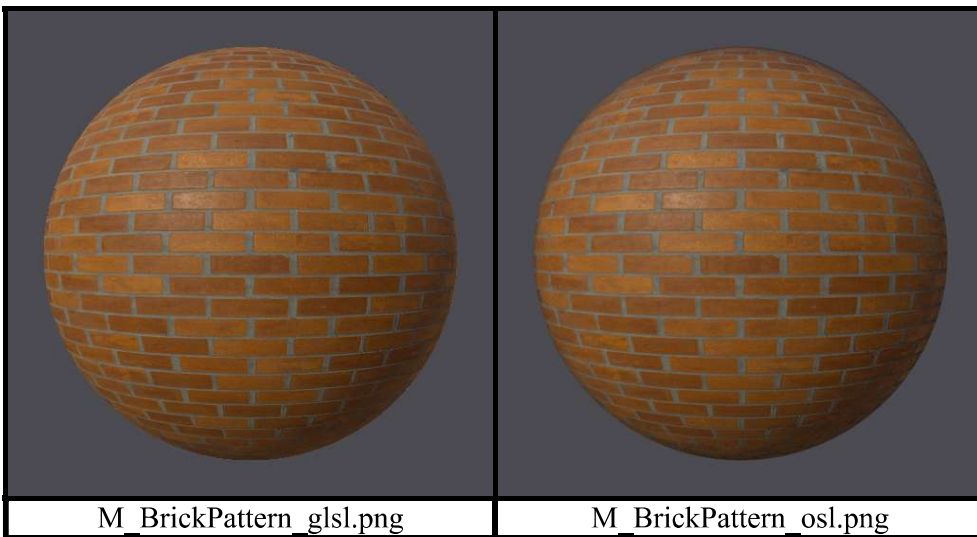


**gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)**

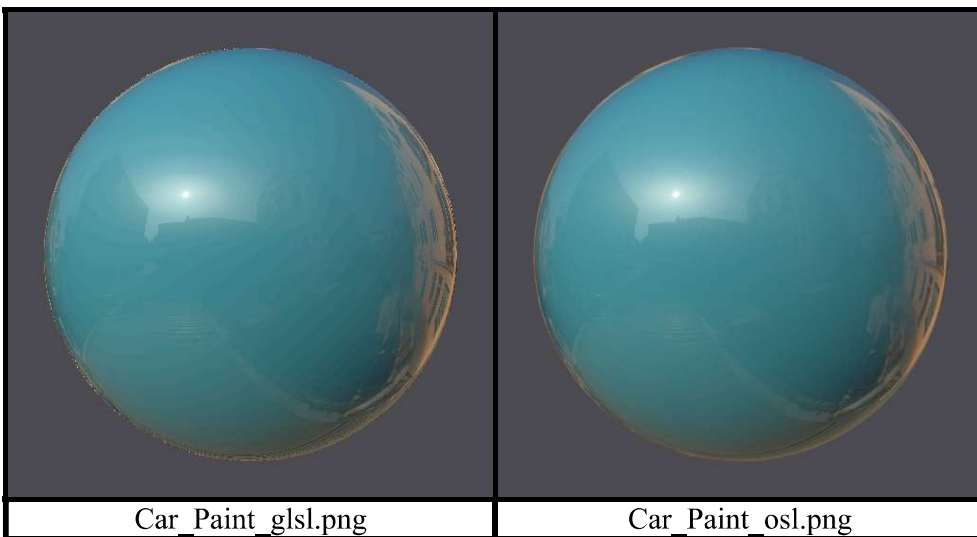
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_brass\_tiled:



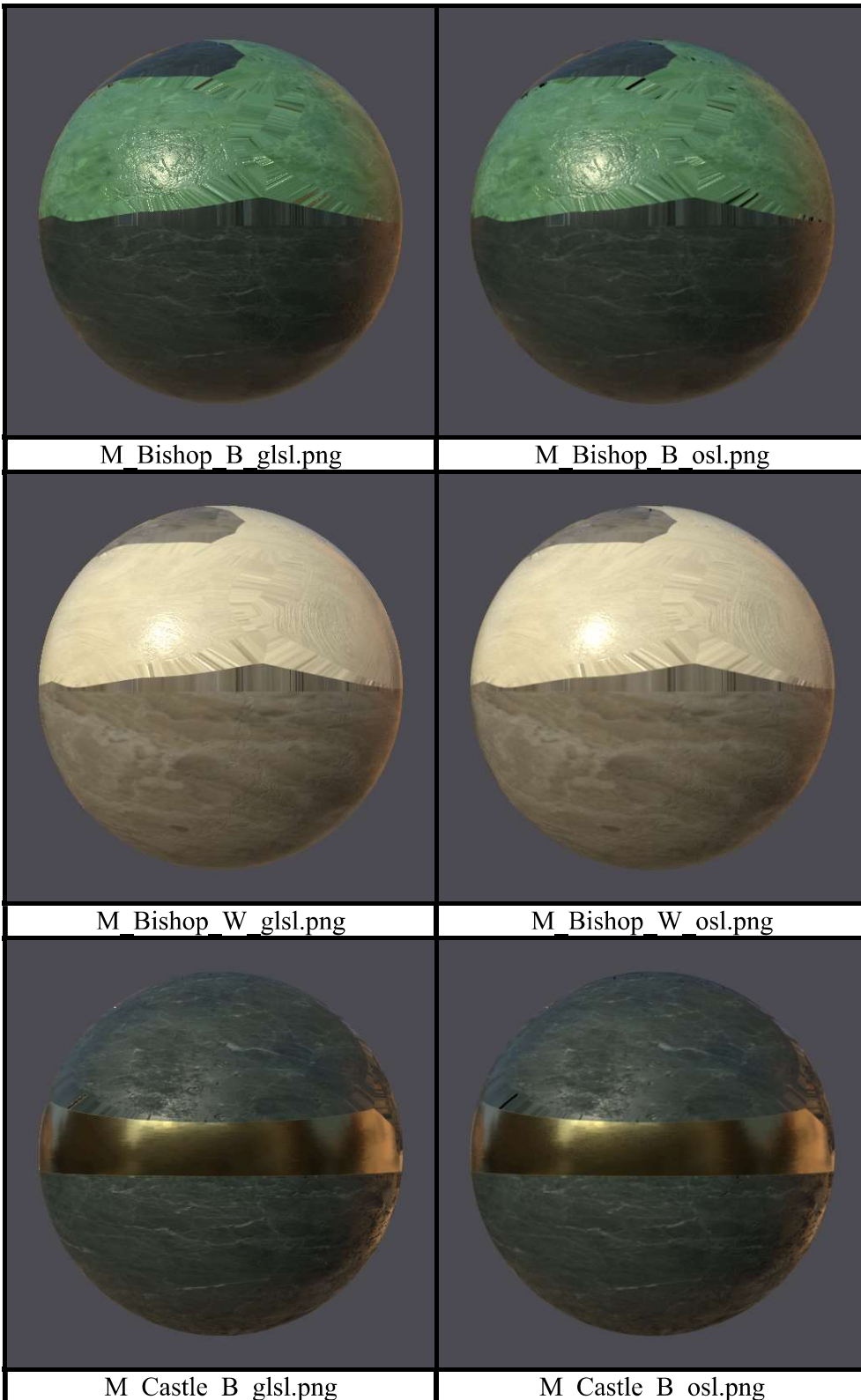
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_brick\_procedural:

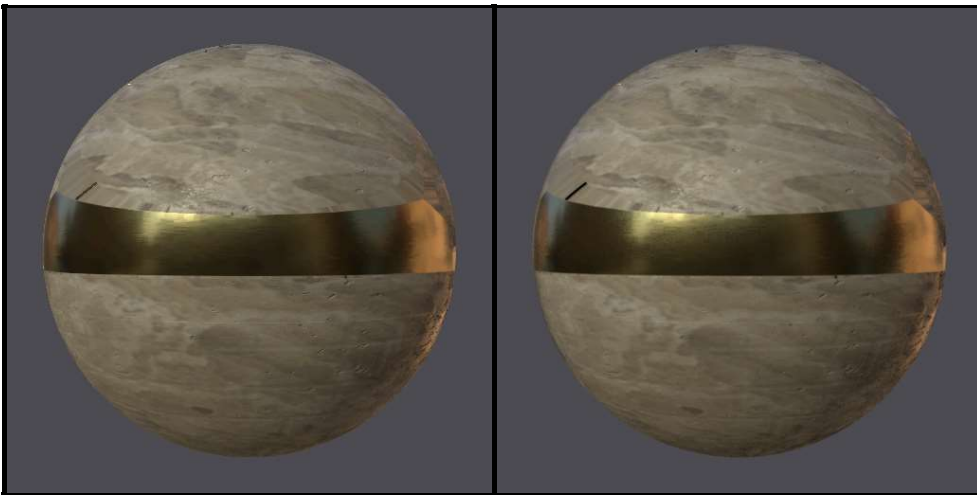


..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_carpaint:



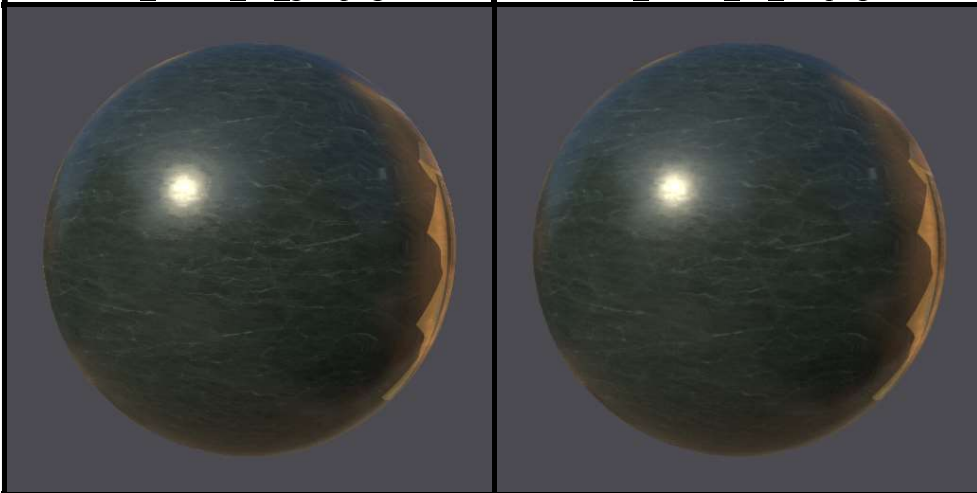
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_chess\_set:





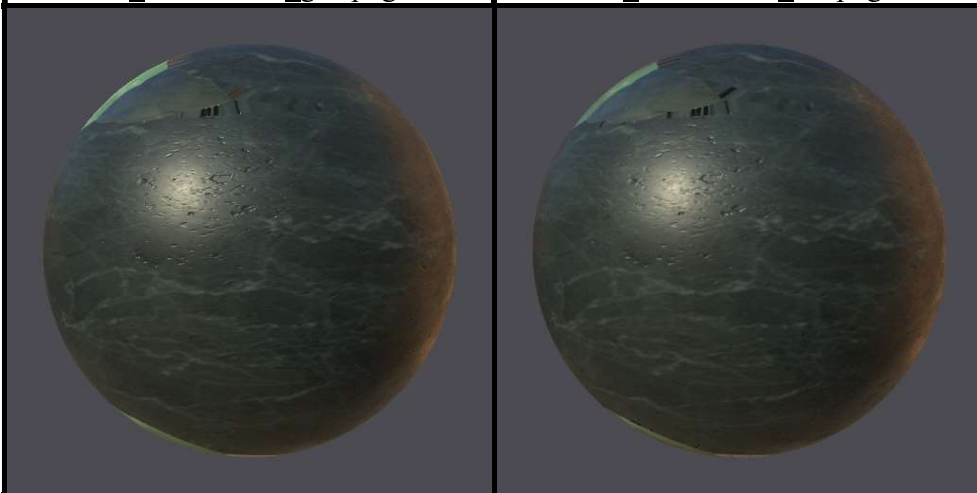
M\_Castle\_W\_glsl.png

M\_Castle\_W\_osl.png



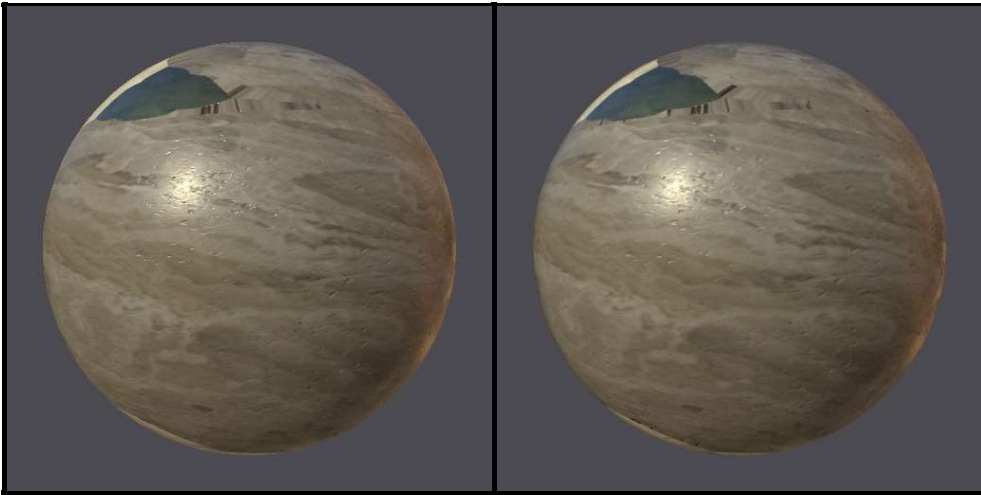
M\_Chessboard\_glsl.png

M\_Chessboard\_osl.png



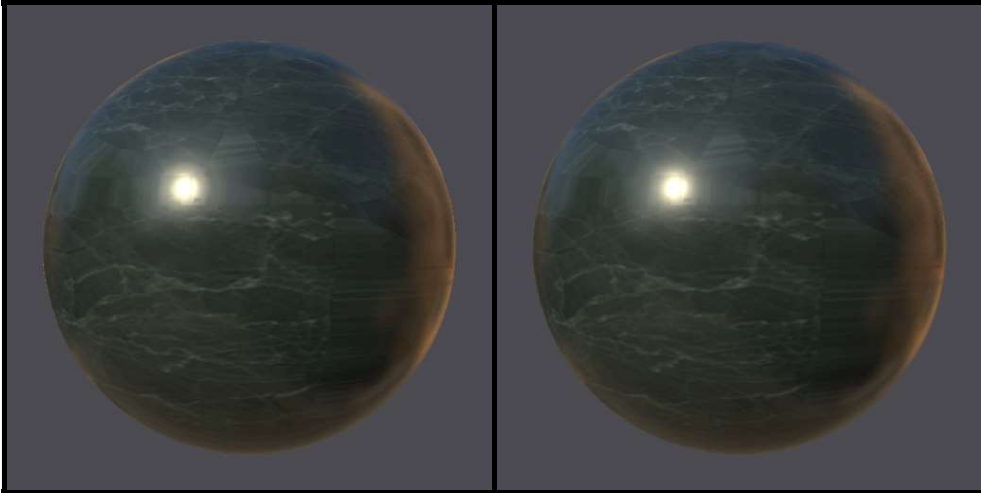
M\_King\_B\_glsl.png

M\_King\_B\_osl.png



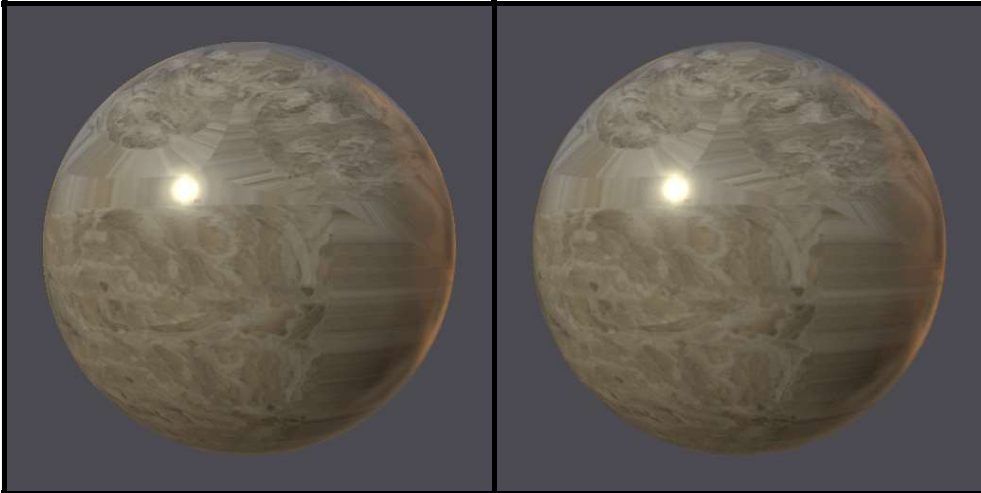
M\_King\_W\_gsl.png

M\_King\_W\_osl.png



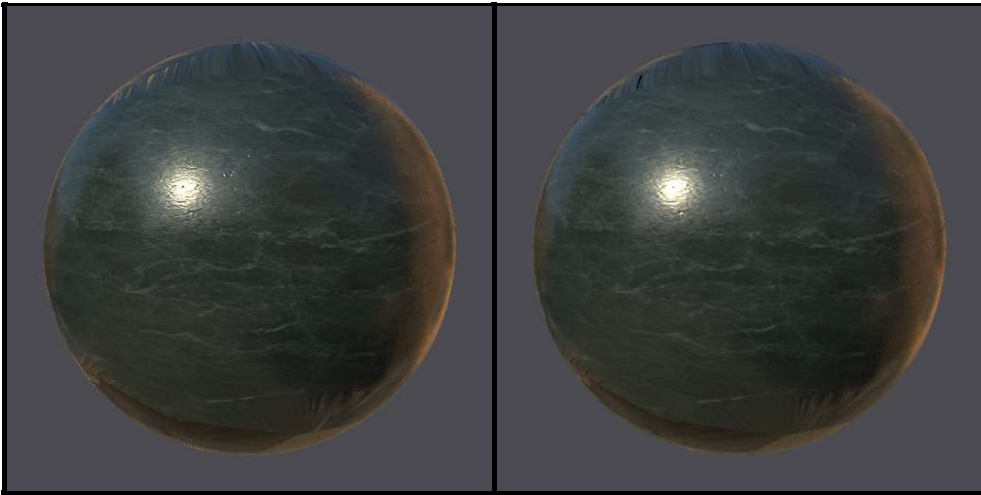
M\_Knight\_B\_gsl.png

M\_Knight\_B\_osl.png



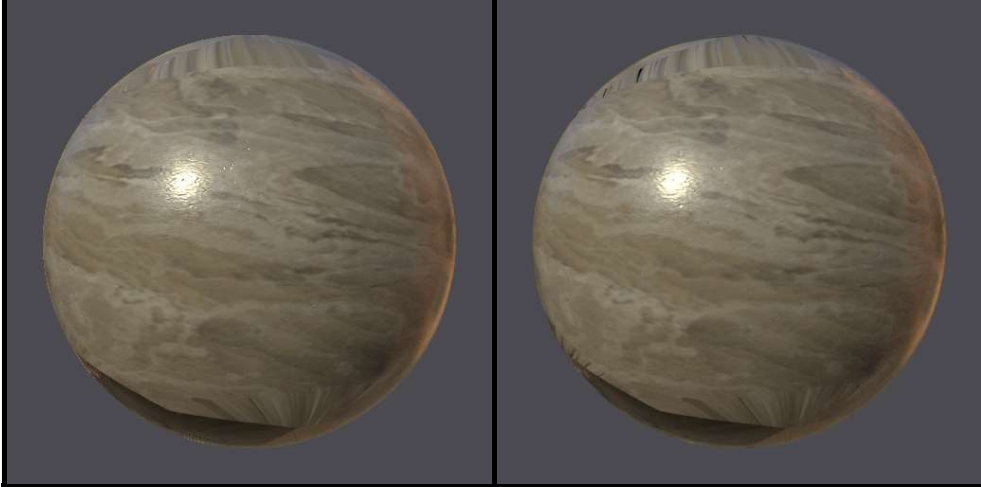
M\_Knight\_W\_gsl.png

M\_Knight\_W\_osl.png



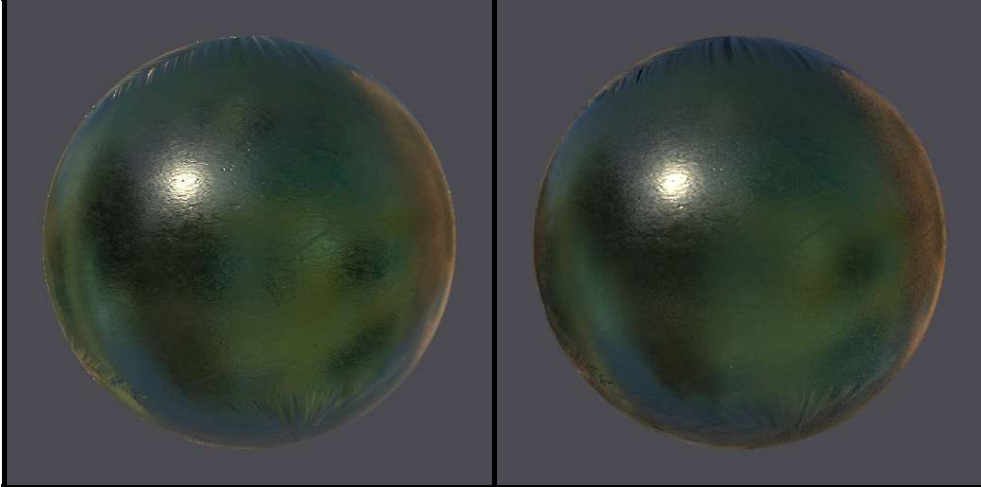
M\_Pawn\_Body\_B\_gsl.png

M\_Pawn\_Body\_B\_osl.png



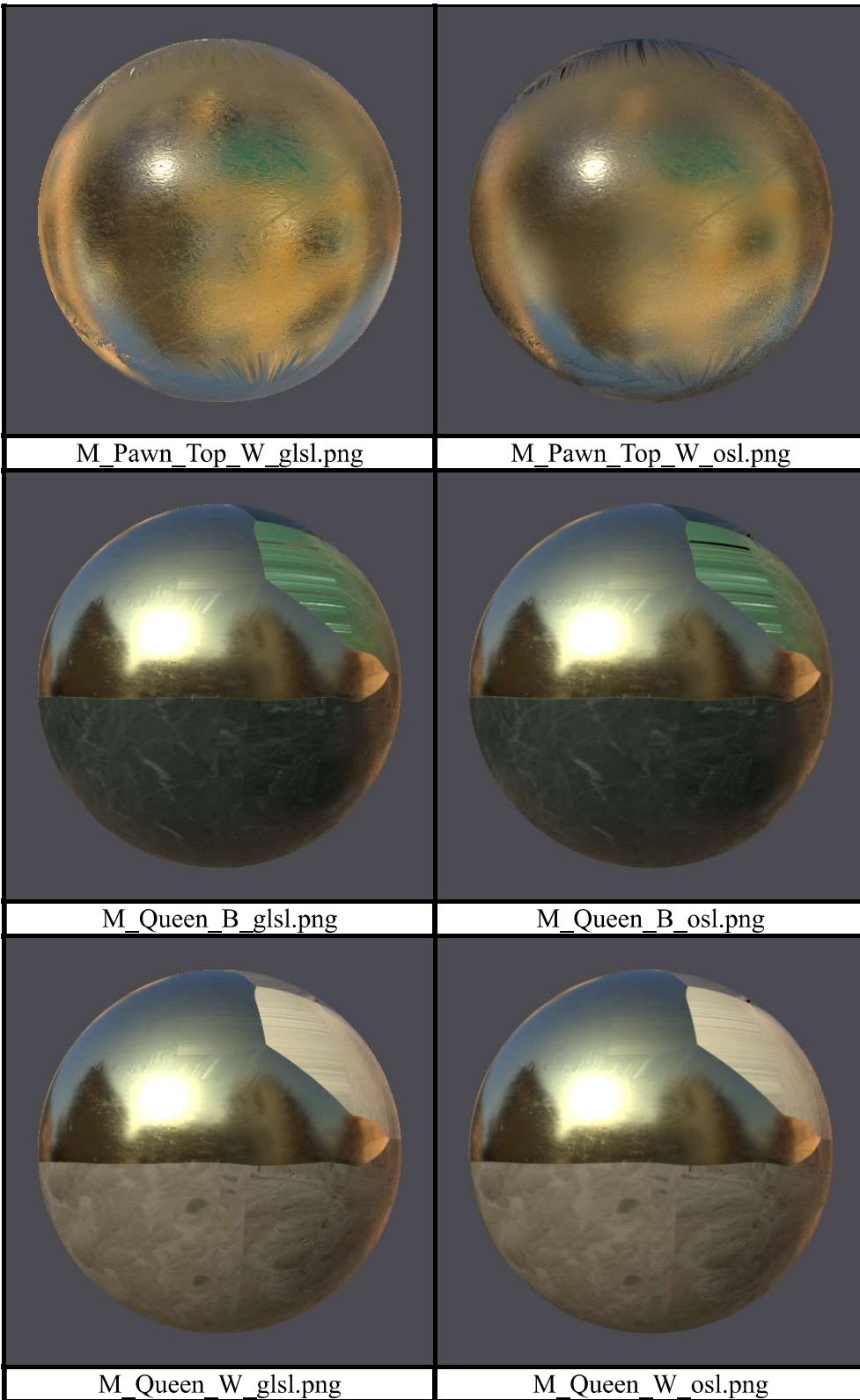
M\_Pawn\_Body\_W\_gsl.png

M\_Pawn\_Body\_W\_osl.png

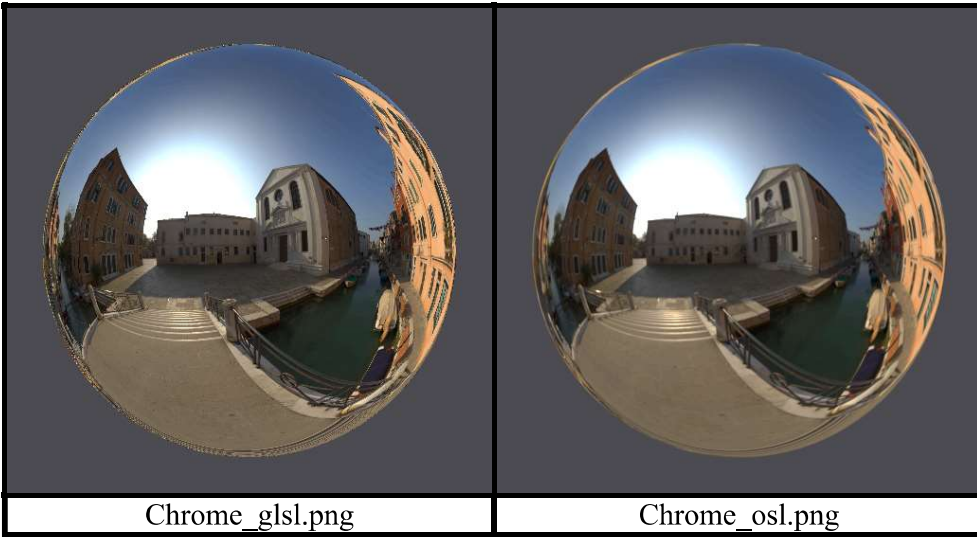


M\_Pawn\_Top\_B\_gsl.png

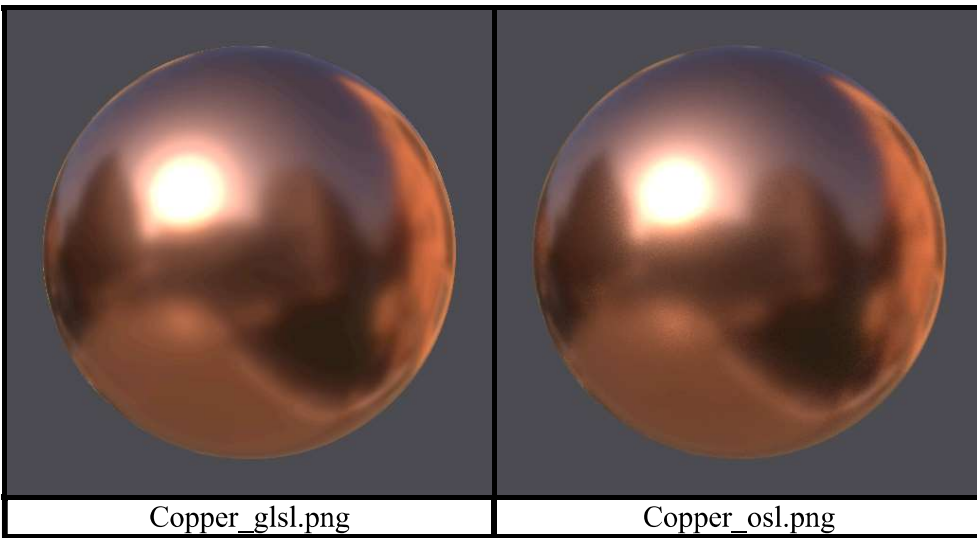
M\_Pawn\_Top\_B\_osl.png



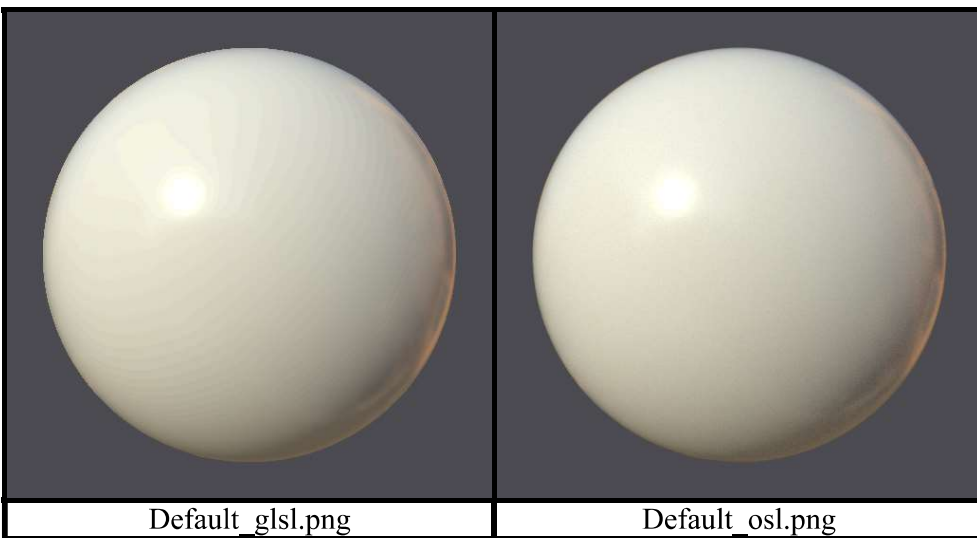
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_chrome:



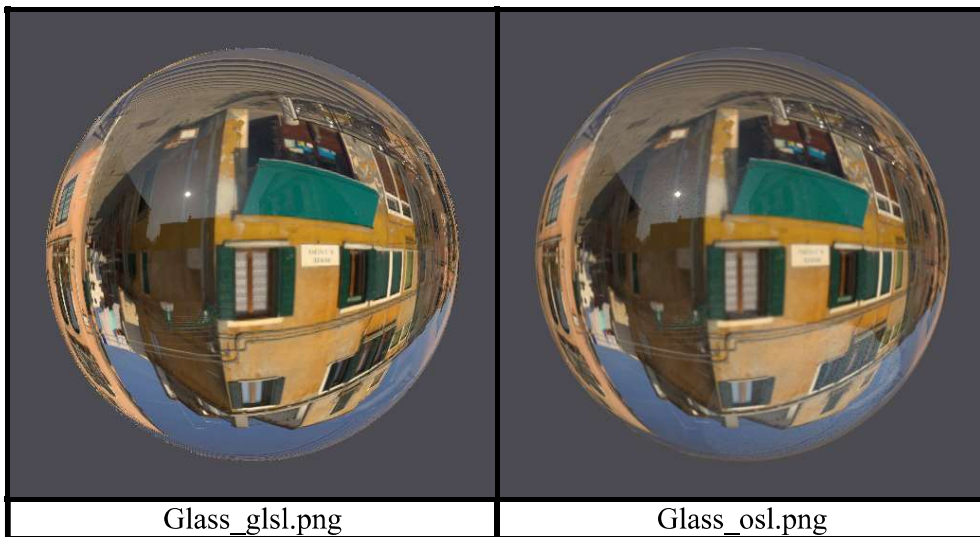
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_copper:



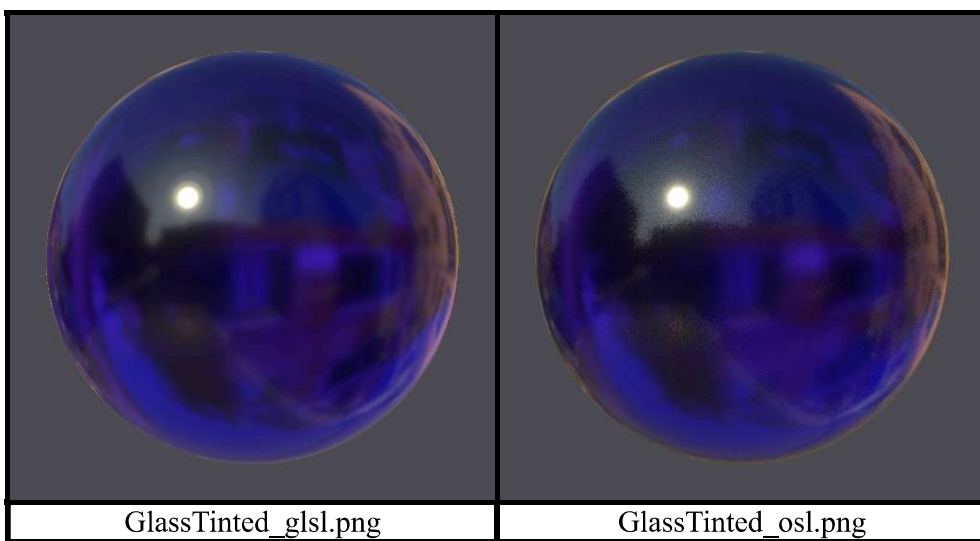
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_default:



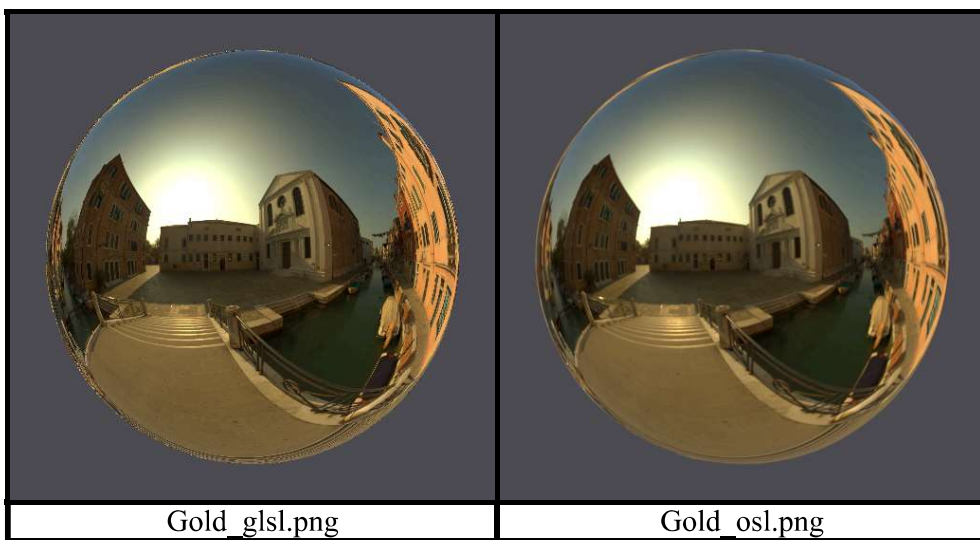
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_glass:



..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_glass\_tinted:

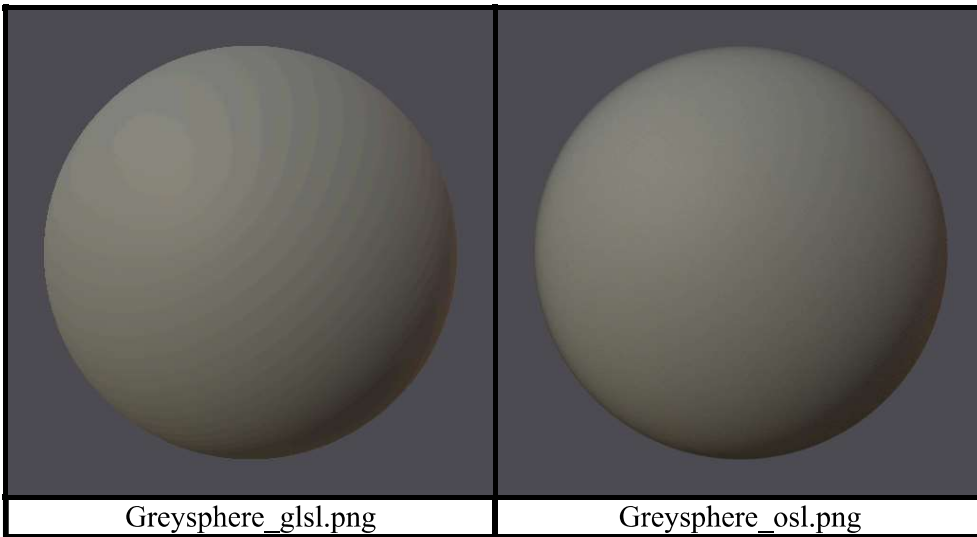


..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_gold:

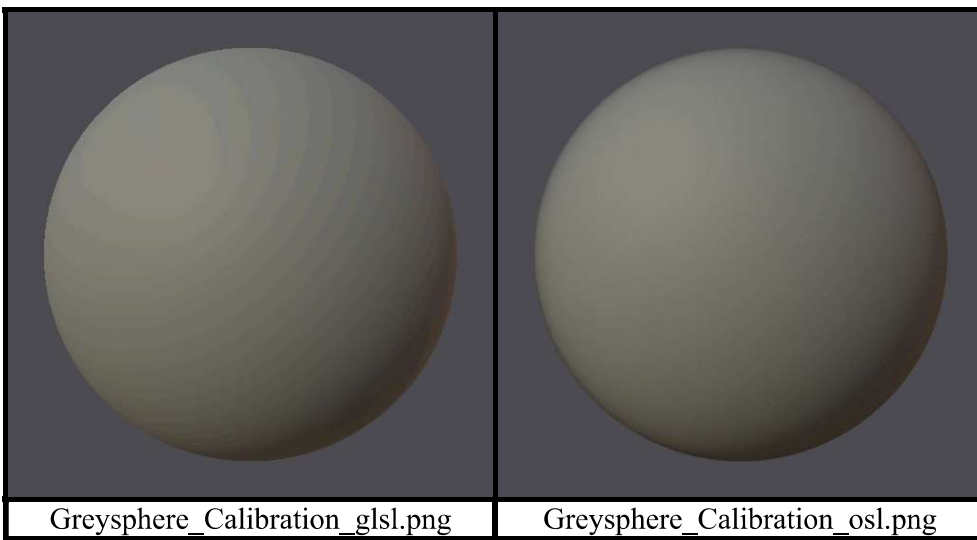


..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere:

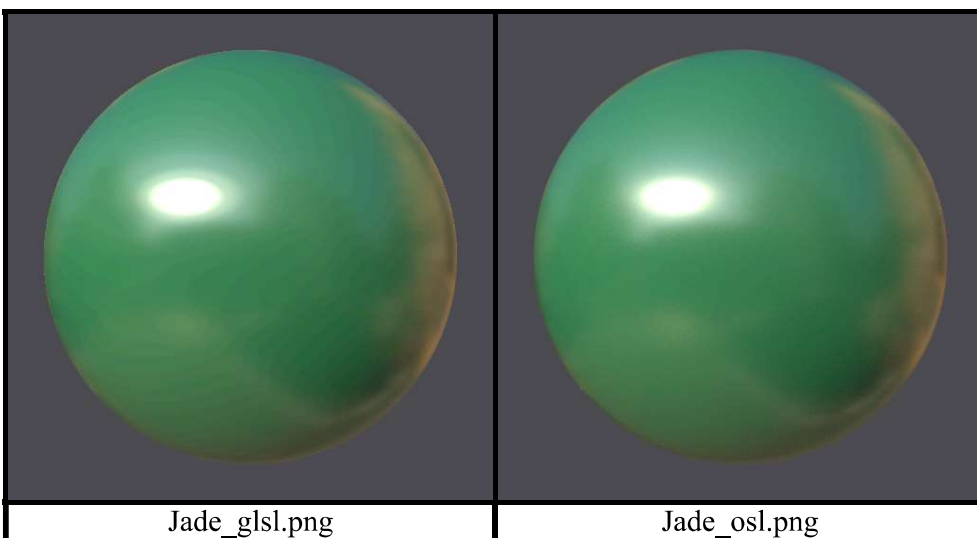




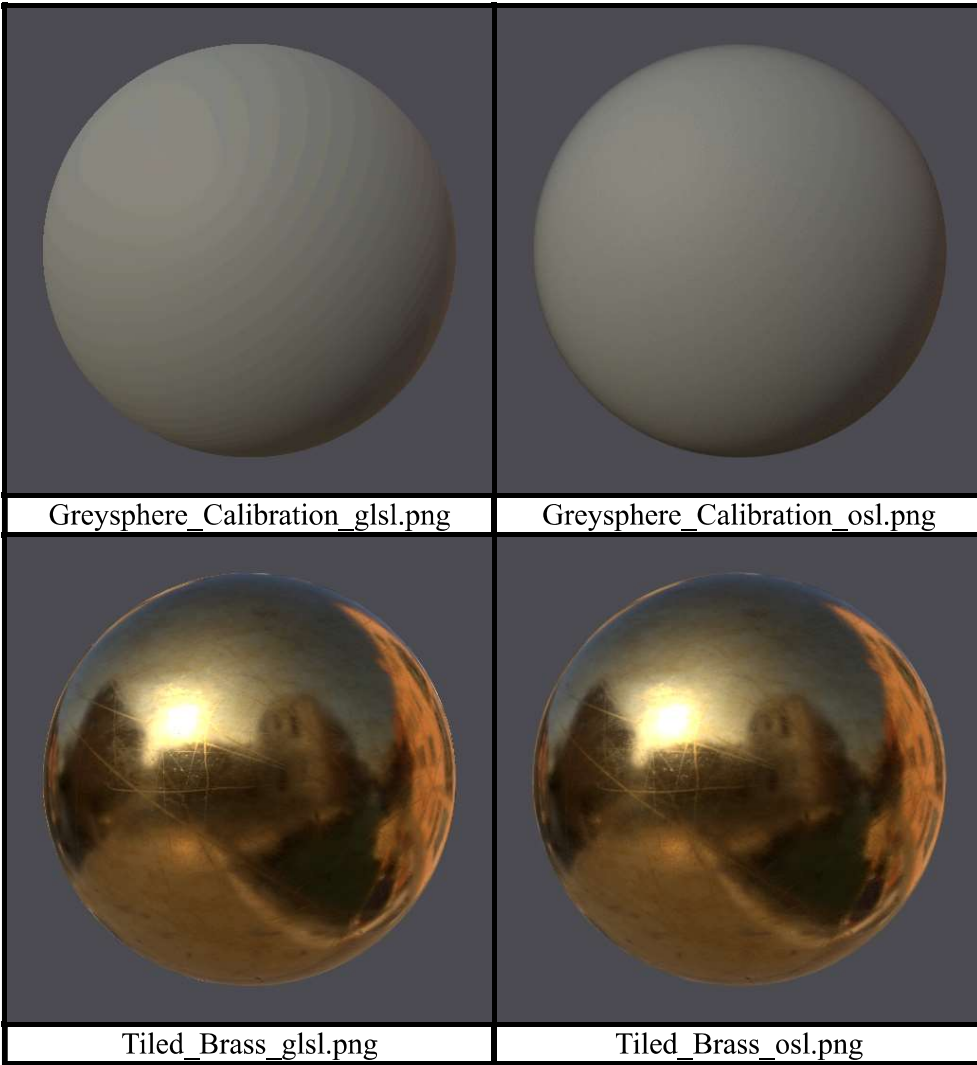
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere\_calibration:



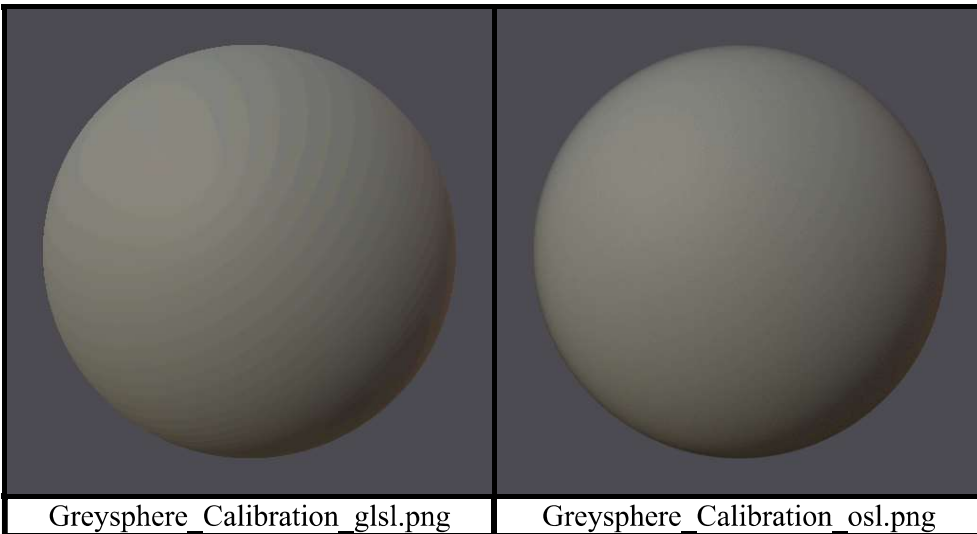
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_jade:

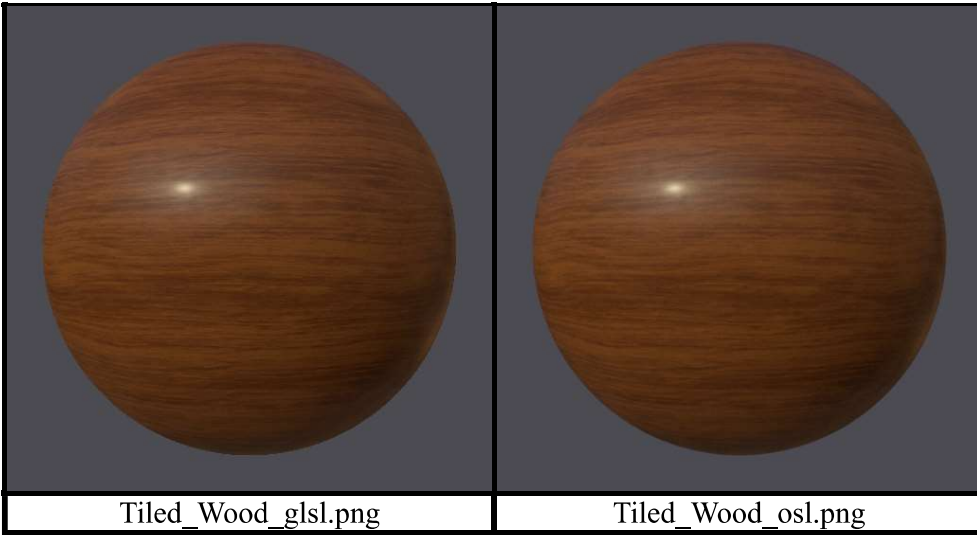


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_brass\_tiled:

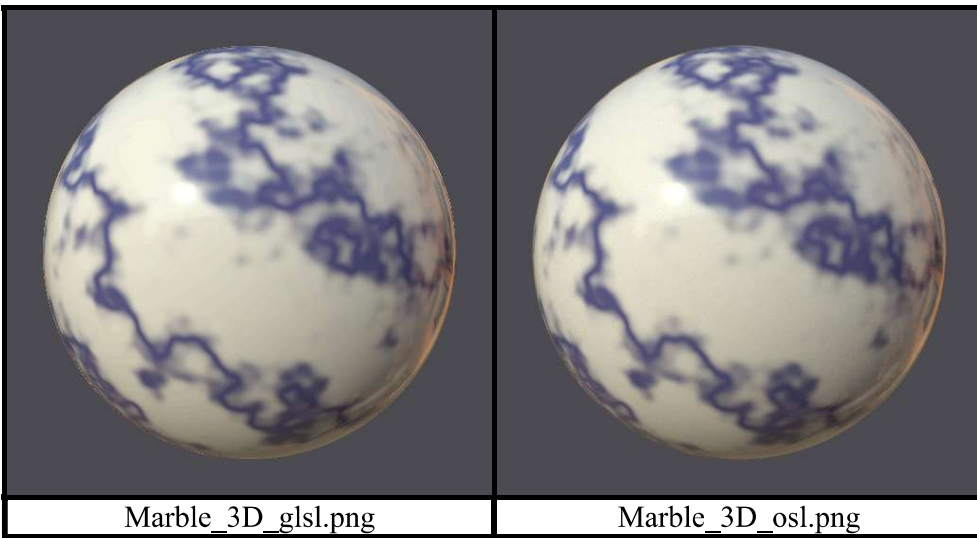


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_wood\_tiled:

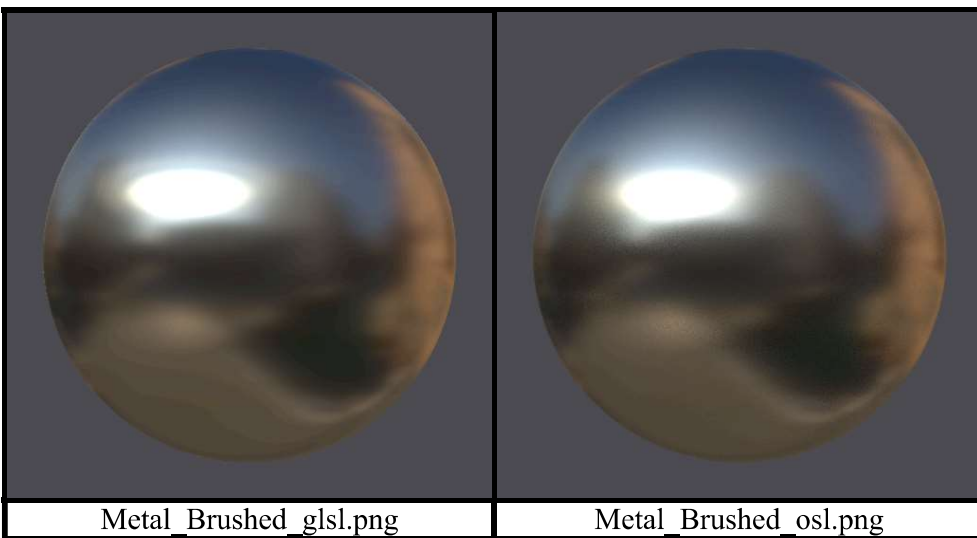




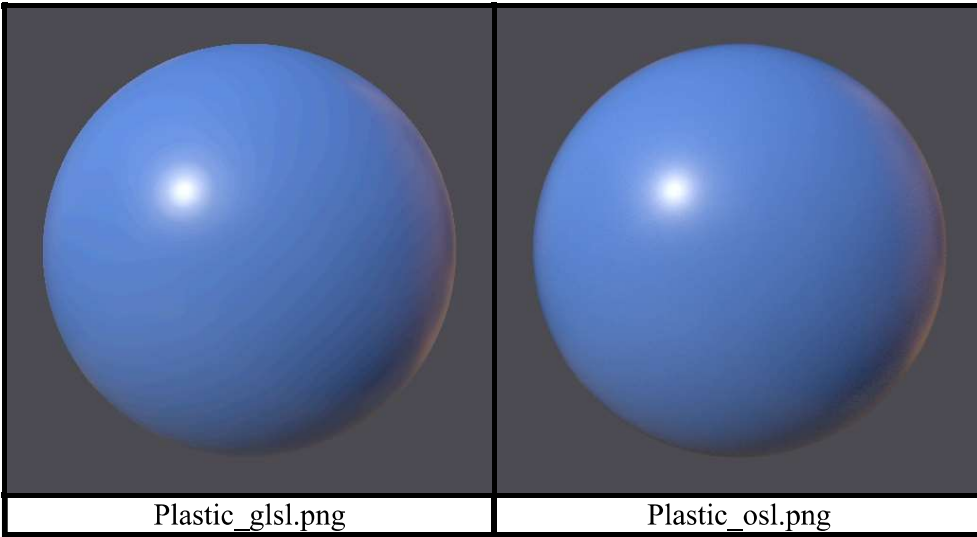
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_marble\_solid:



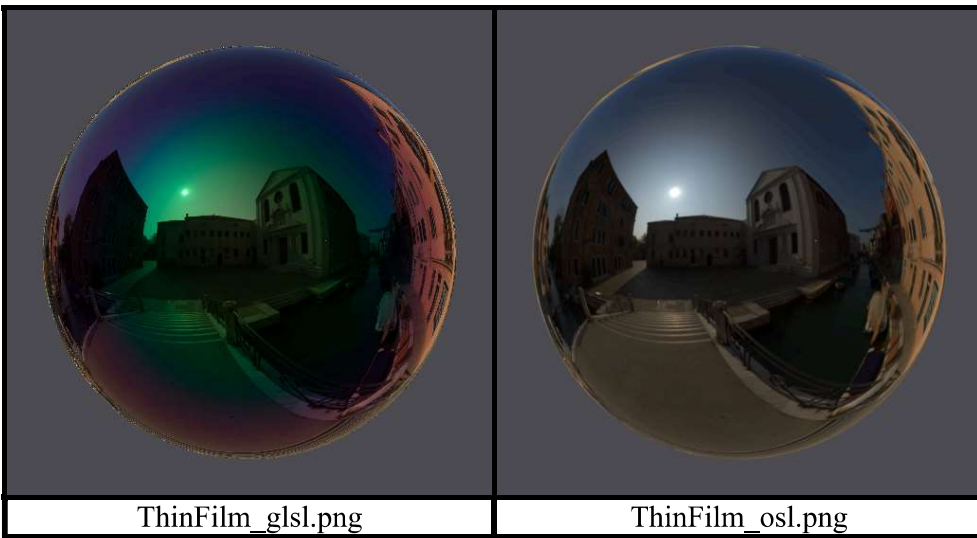
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_metal\_brushed:



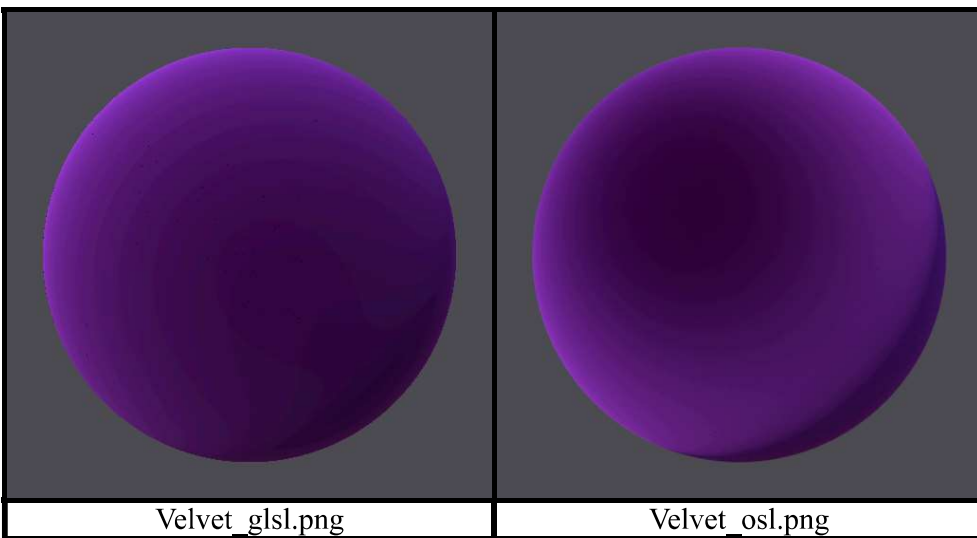
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_plastic:



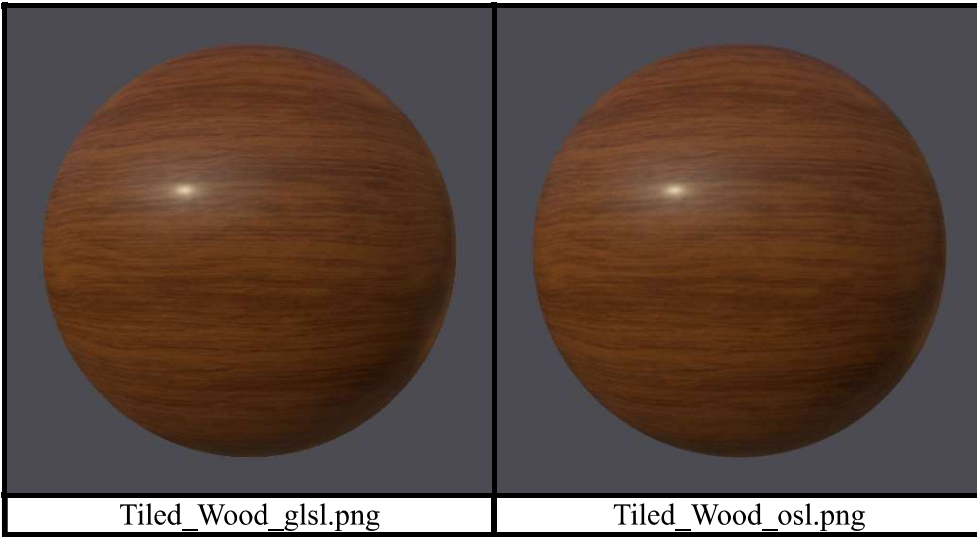
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_thin\_film:



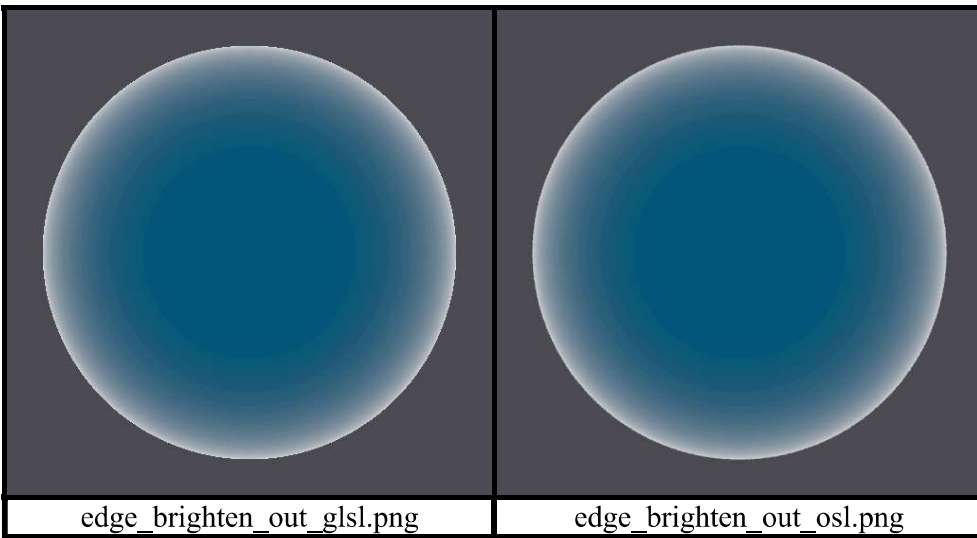
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_velvet:



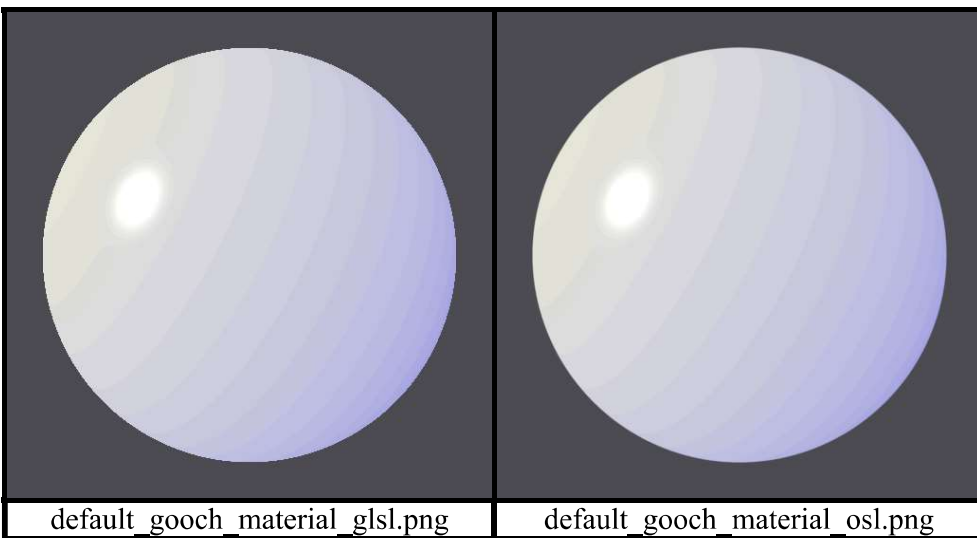
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_wood\_tiled:

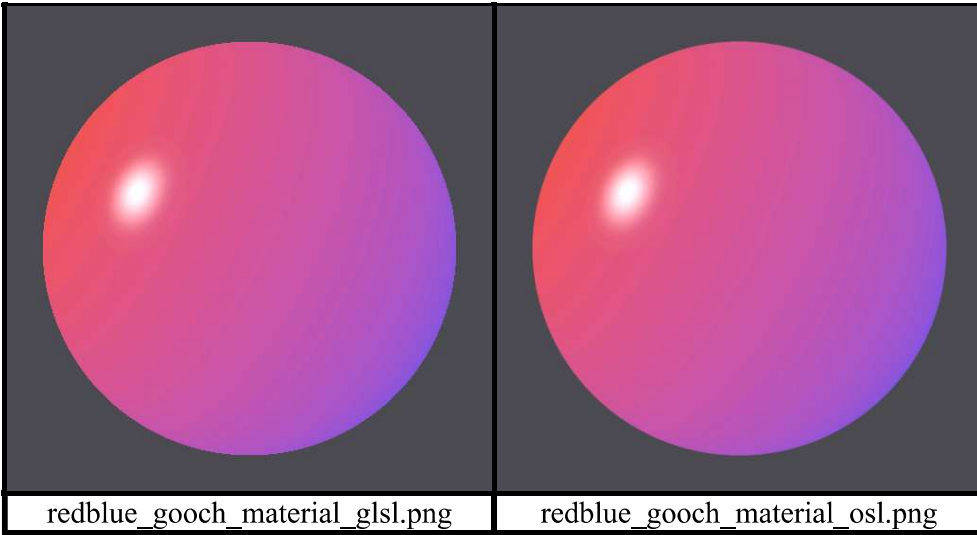


..\..\build\bin\resources\Materials\TestSuite\nprlib\edge\_brighten:

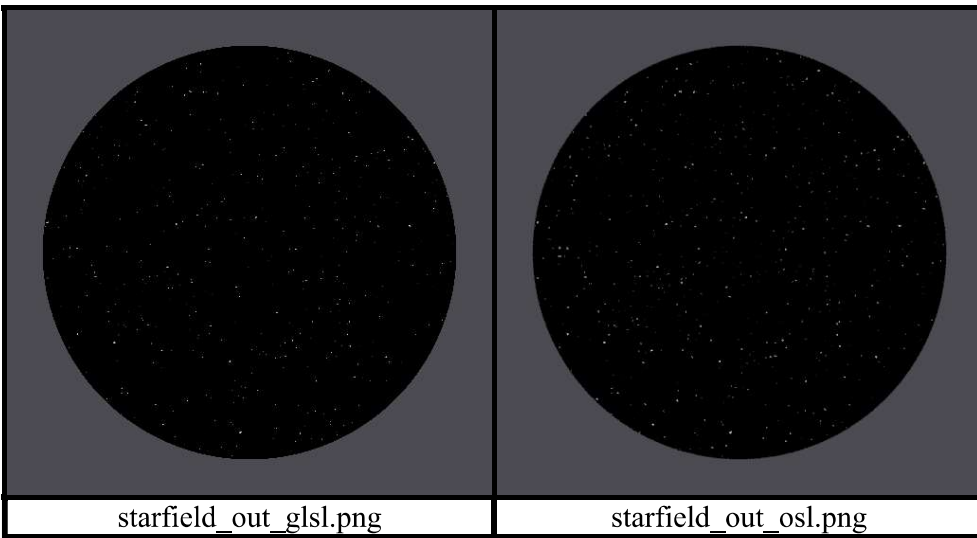


..\..\build\bin\resources\Materials\TestSuite\nprlib\gooch\_shade:

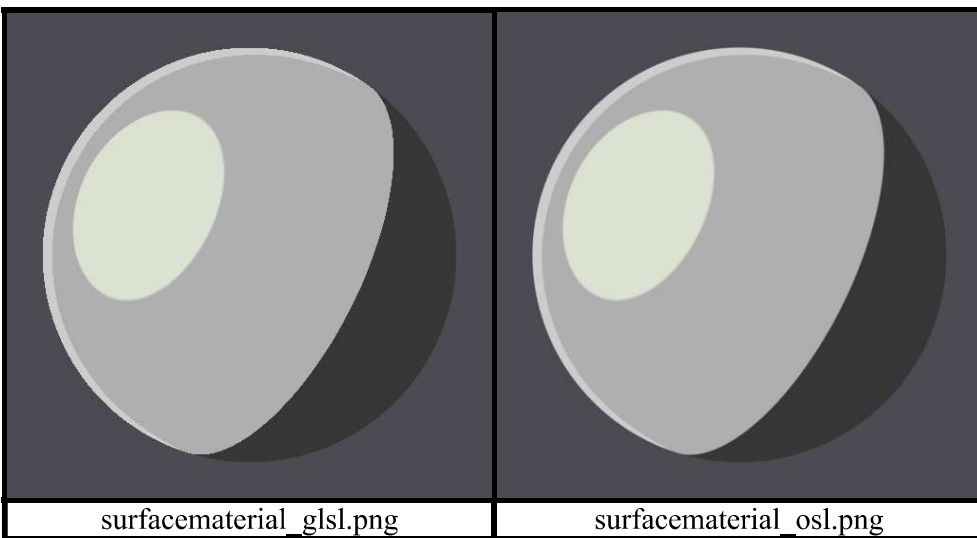




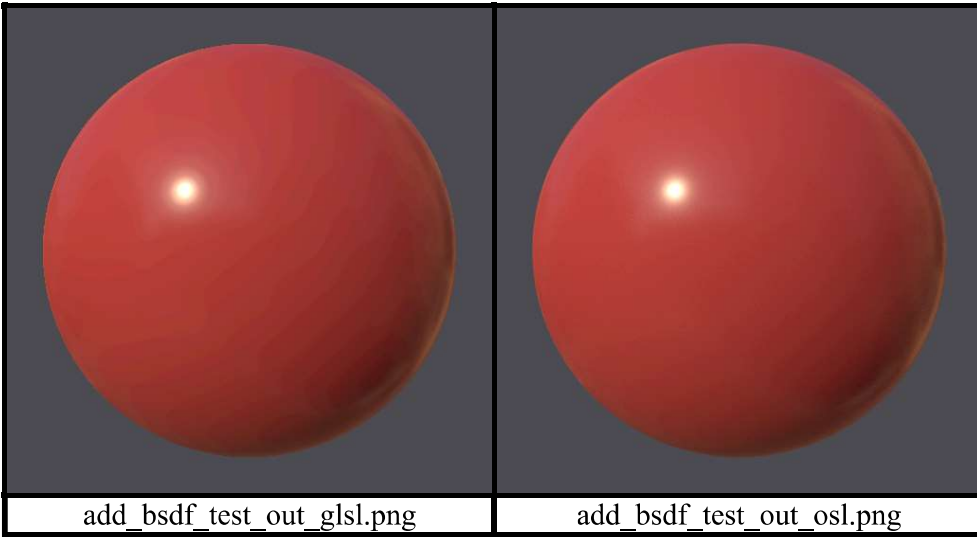
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



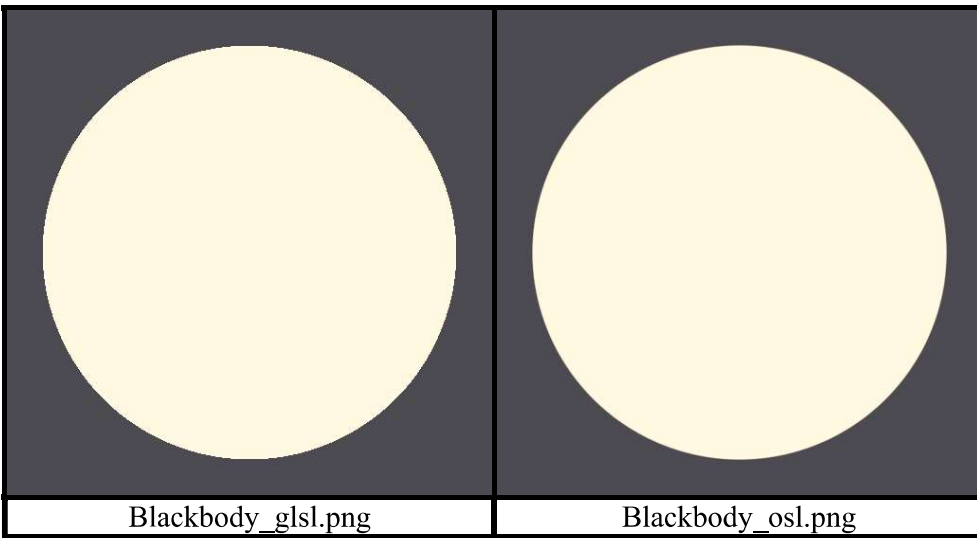
..\..\build\bin\resources\Materials\TestSuite\nprlib\toon\_shade:



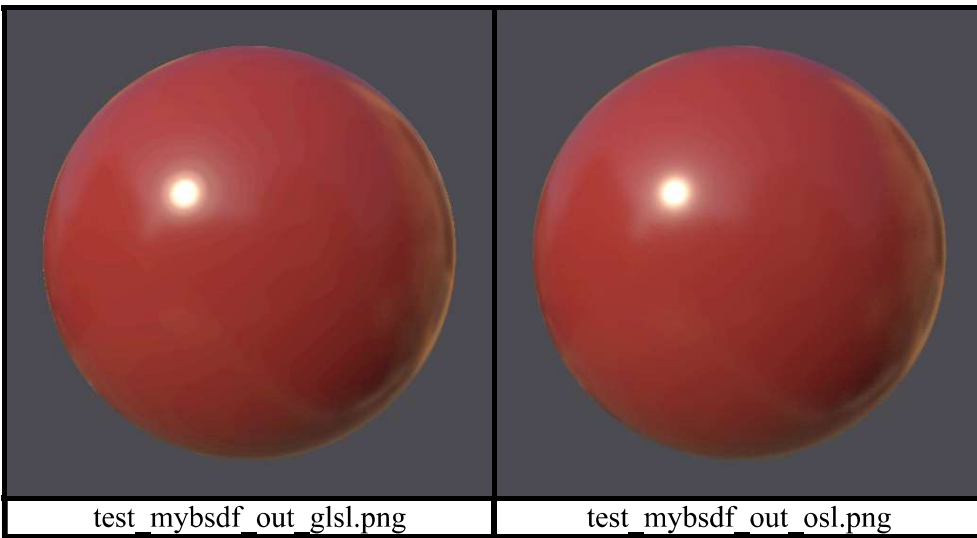
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add\_bsdf:



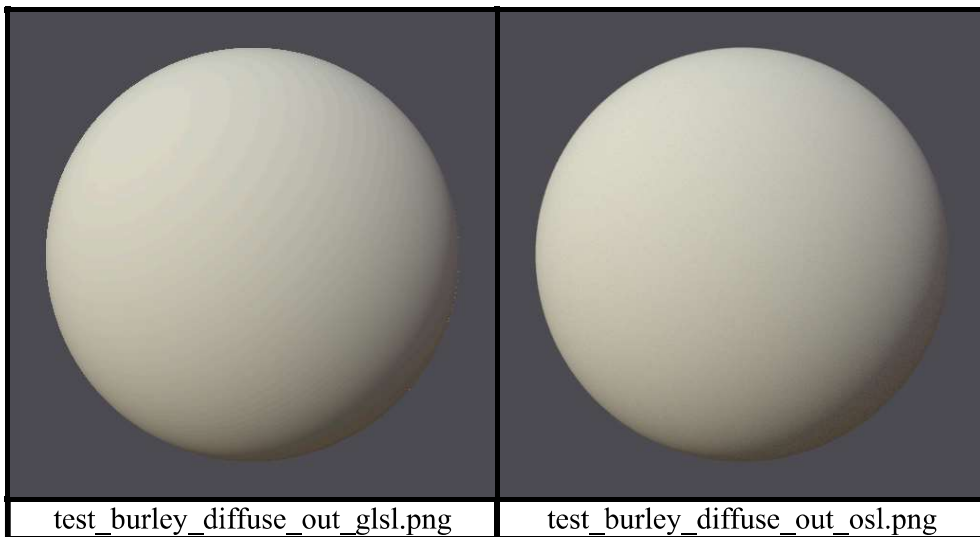
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\blackbody:



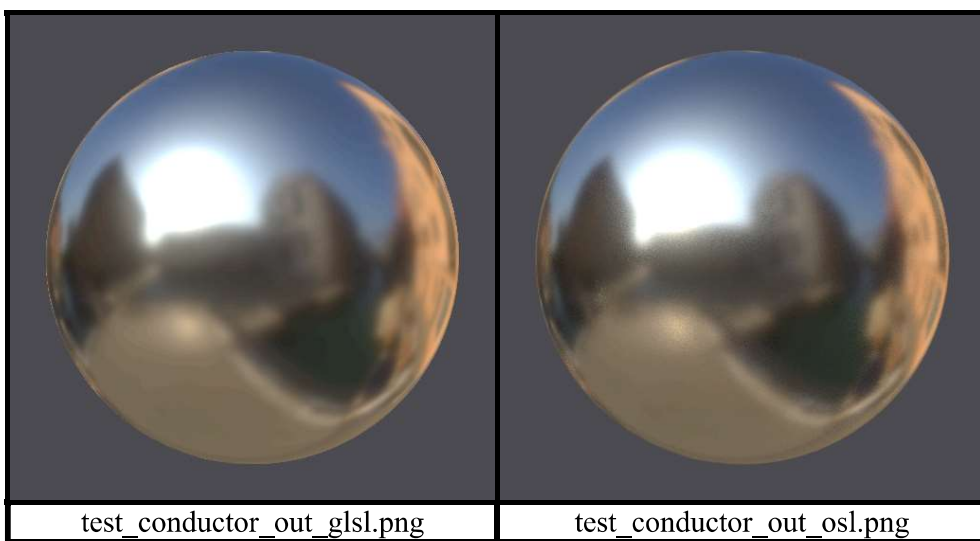
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf\_graph:



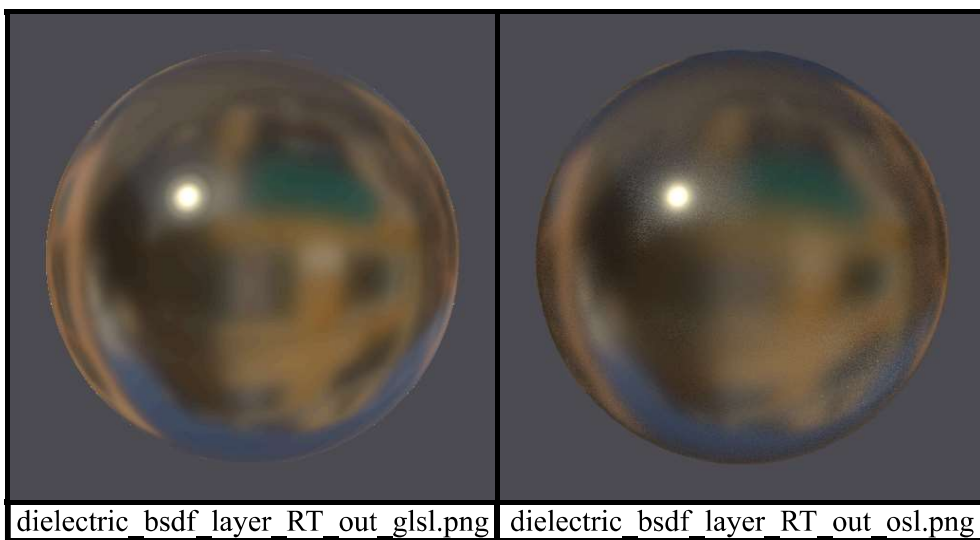
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley\_diffuse:



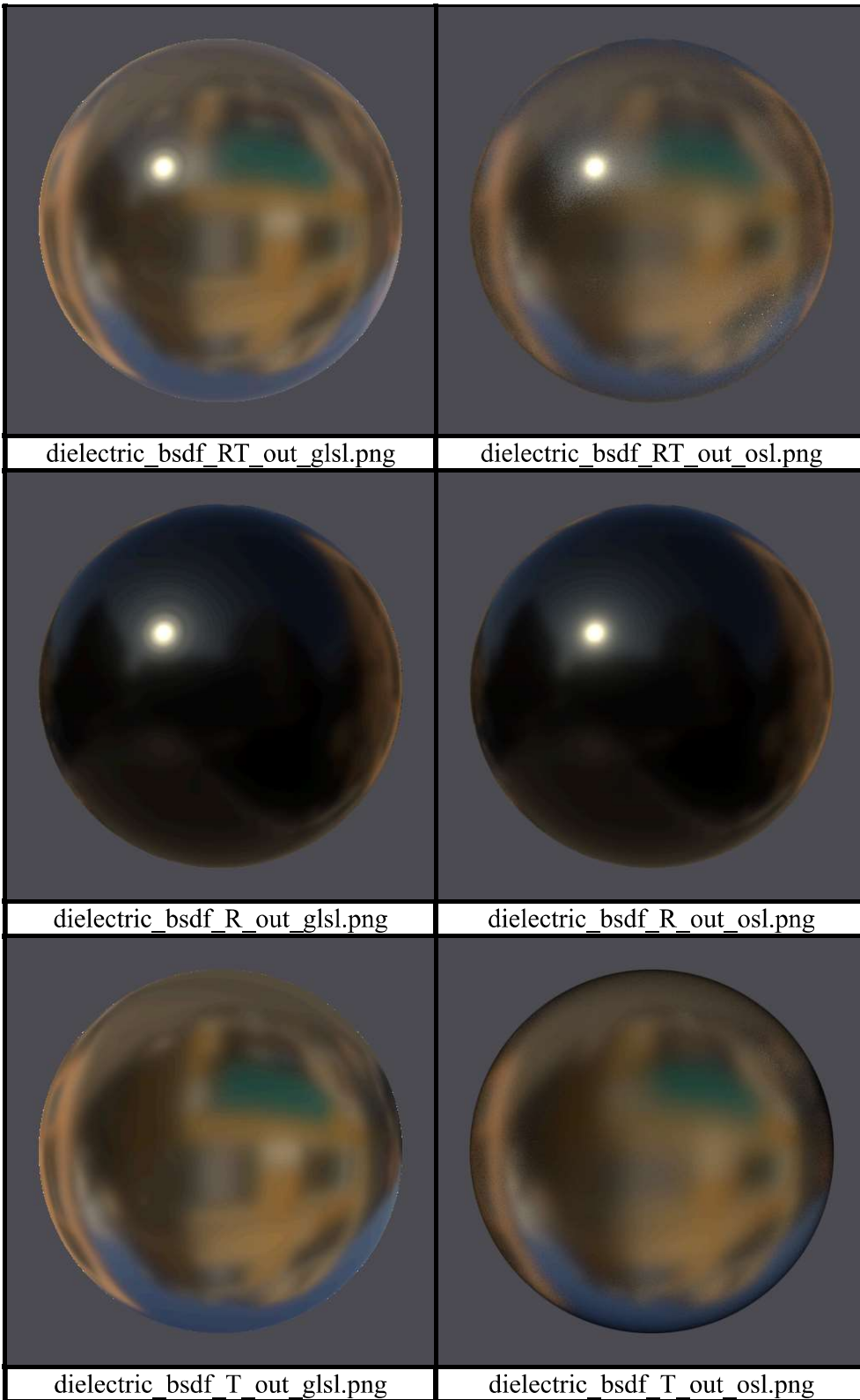
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:



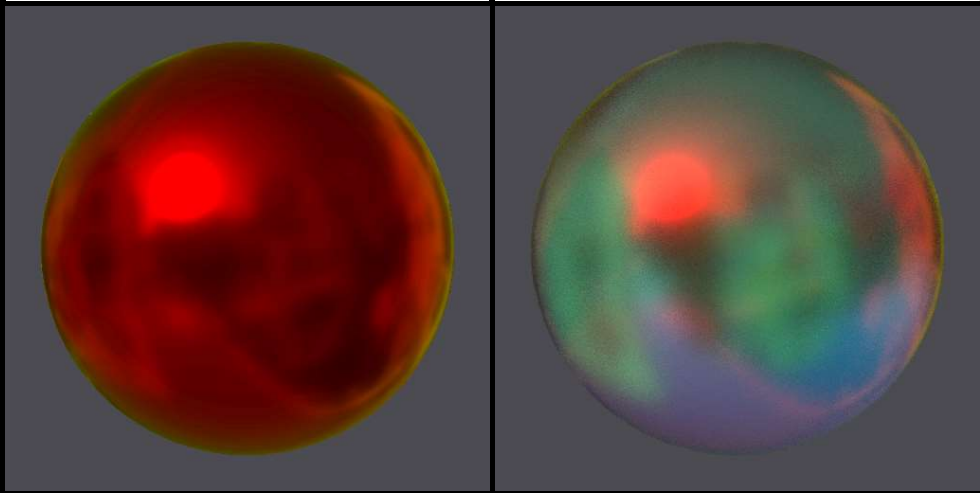
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:





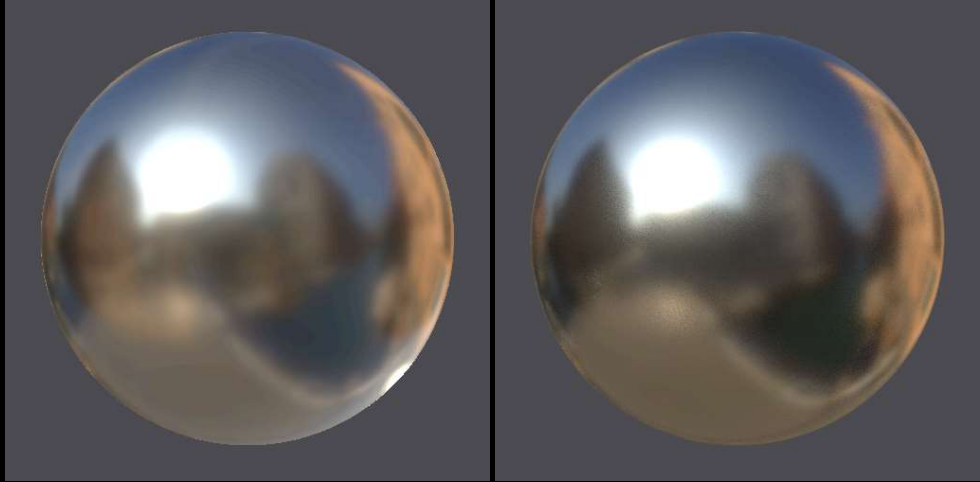


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized\_schlick:



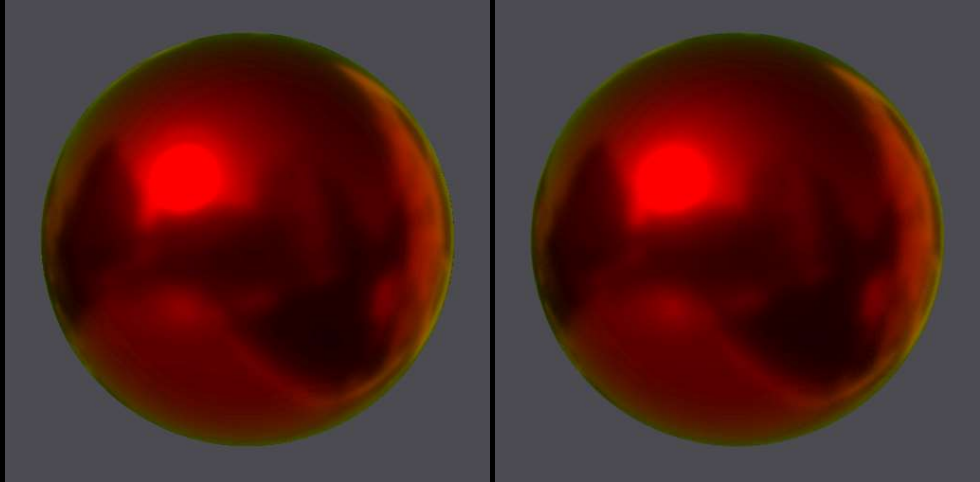
schlick\_bsdf\_layer\_RT2\_out\_gsl.png

schlick\_bsdf\_layer\_RT2\_out\_osl.png





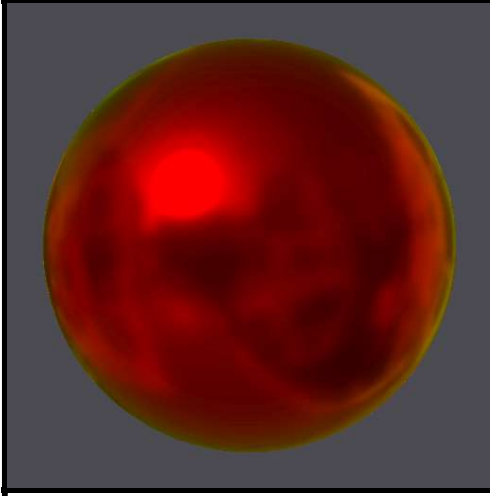
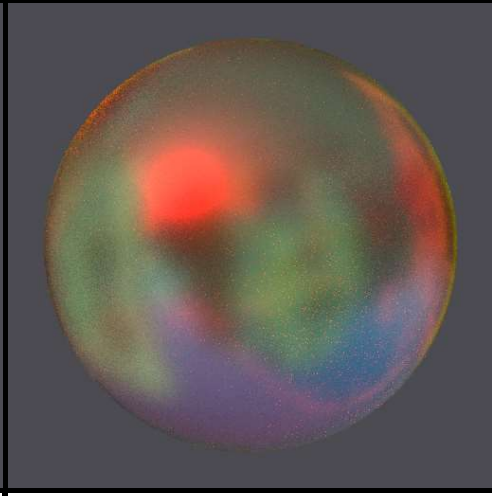

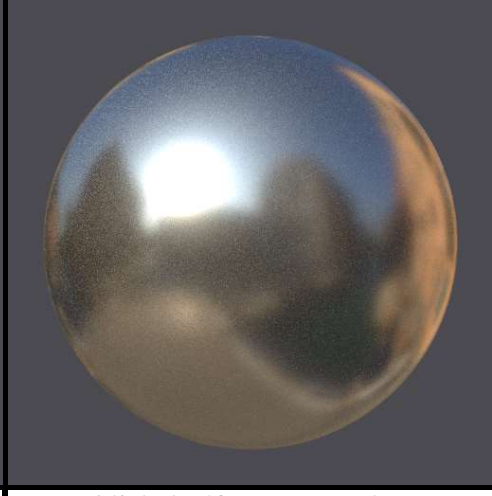
schlick\_bsdf\_layer\_RT\_out\_gsl.png

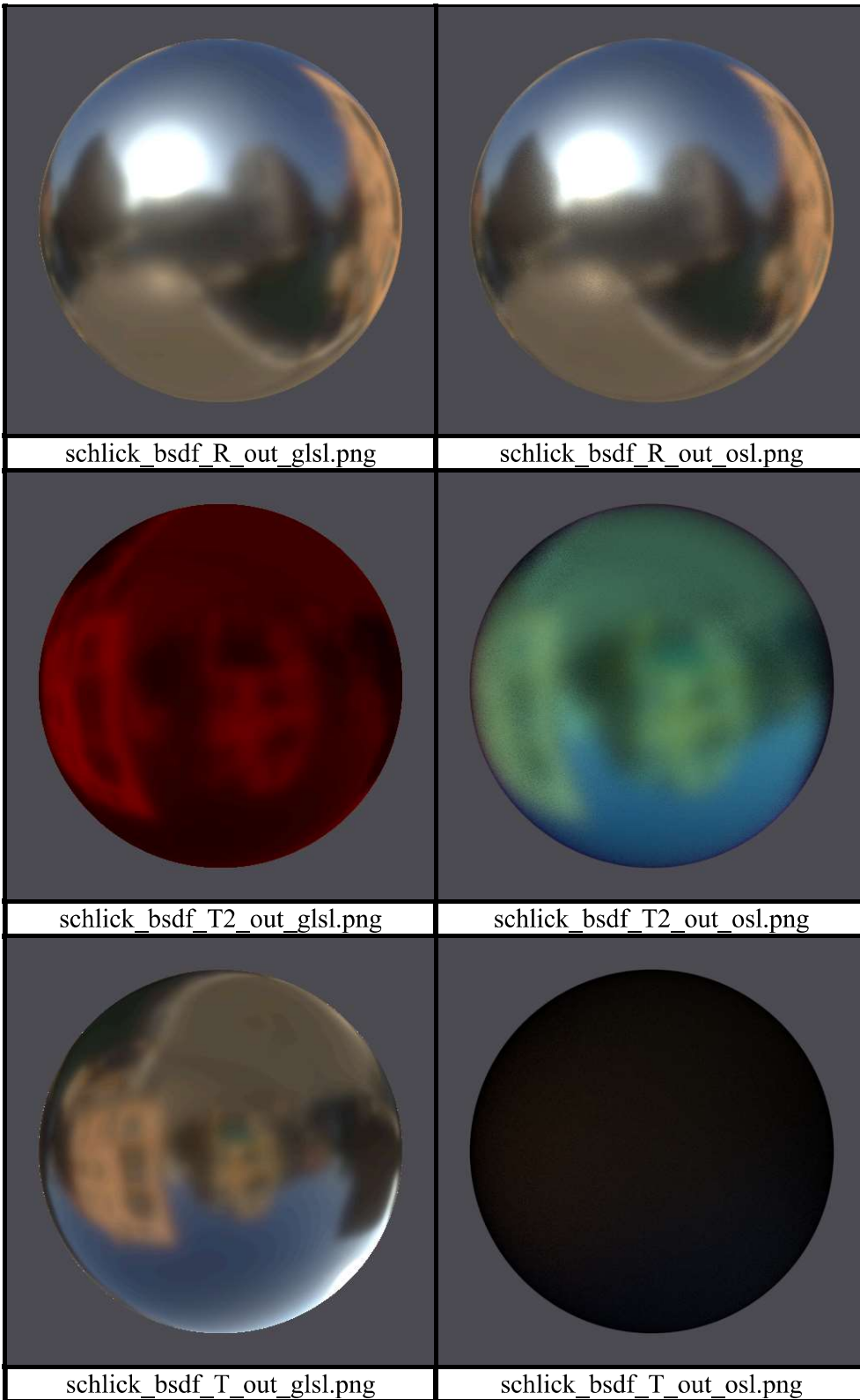
schlick\_bsdf\_layer\_RT\_out\_osl.png



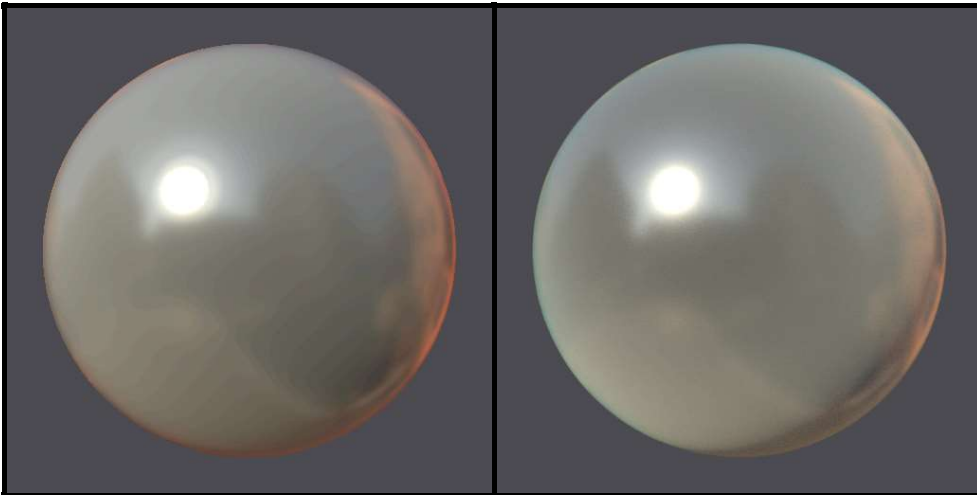
schlick\_bsdf\_R2\_out\_gsl.png

schlick\_bsdf\_R2\_out\_osl.png

	
<p>schlick_bsdf_R3_out_glsl.png</p>	<p>schlick_bsdf_R3_out_osl.png</p>
	
<p>schlick_bsdf_RT2_out_glsl.png</p>	<p>schlick_bsdf_RT2_out_osl.png</p>
	
<p>schlick_bsdf_RT_out_glsl.png</p>	<p>schlick_bsdf_RT_out_osl.png</p>

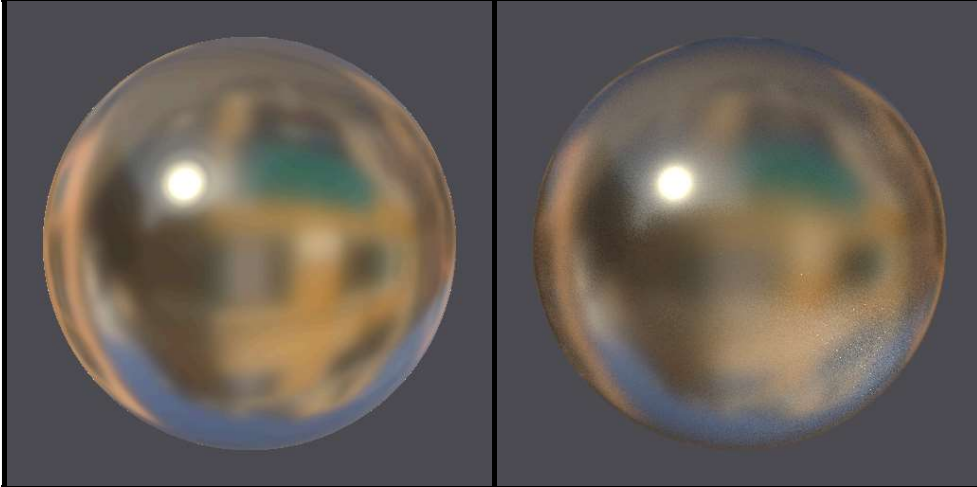


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer\_bsdf:



layer\_bsdf\_test1\_out\_glsl.png

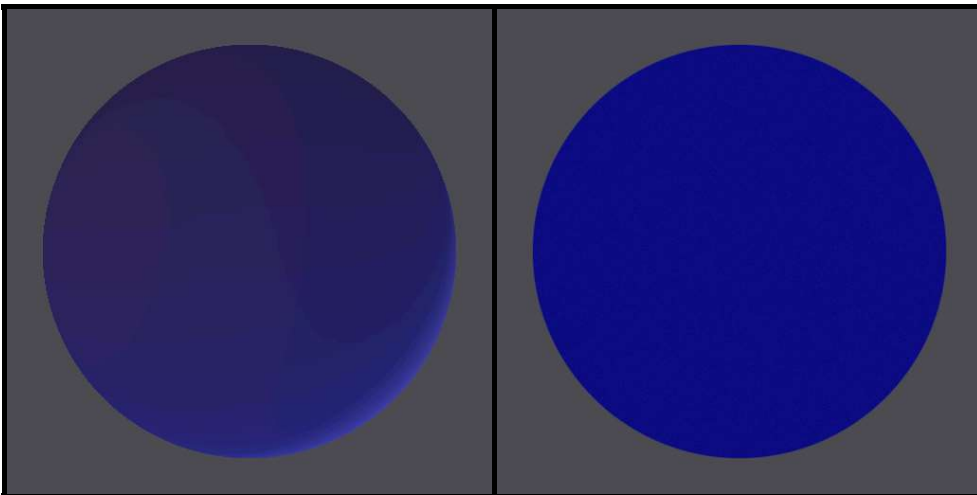
layer\_bsdf\_test1\_out\_osl.png



layer\_bsdf\_test2\_out\_glsl.png

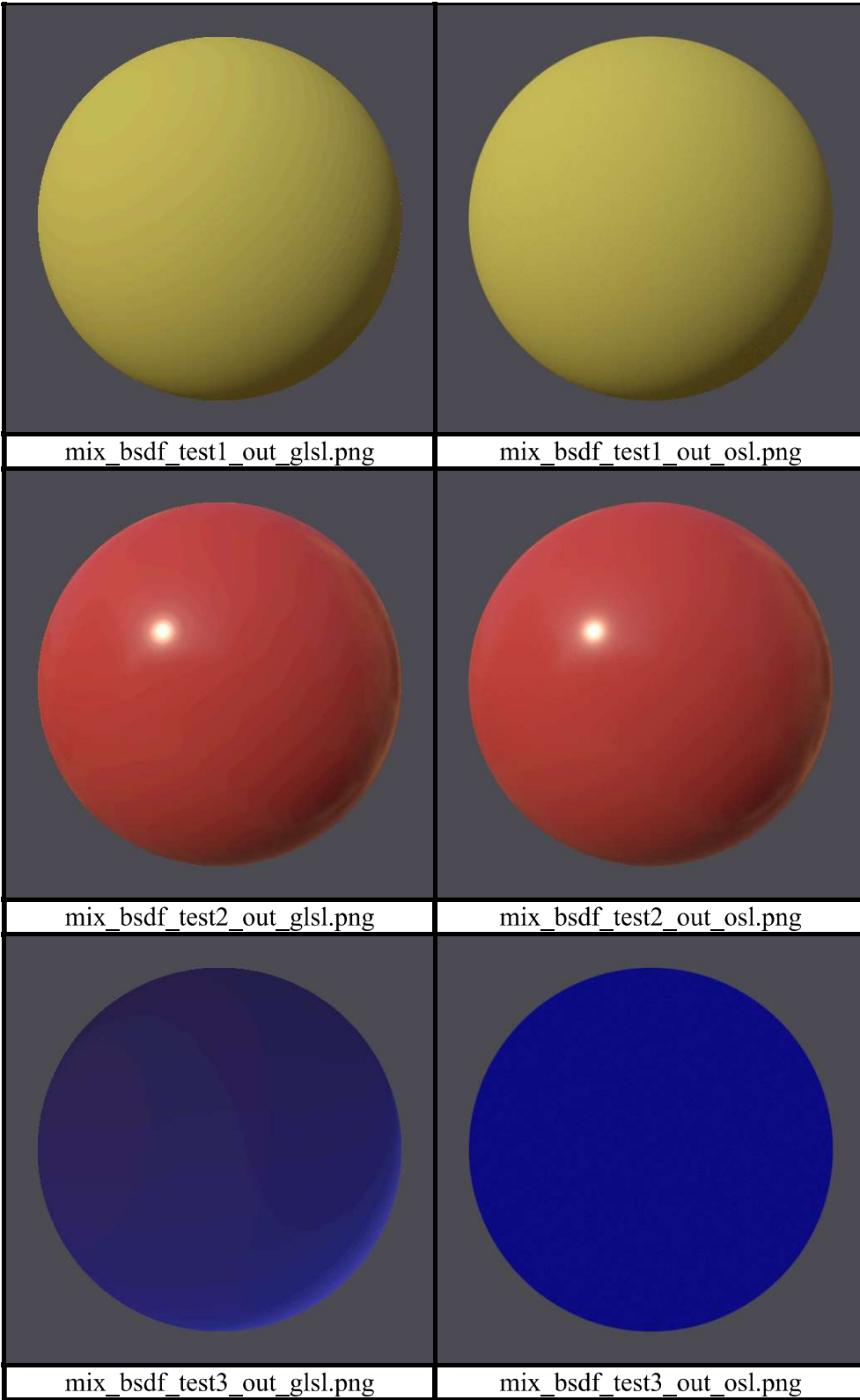
layer\_bsdf\_test2\_out\_osl.png

..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix\_bsdf:

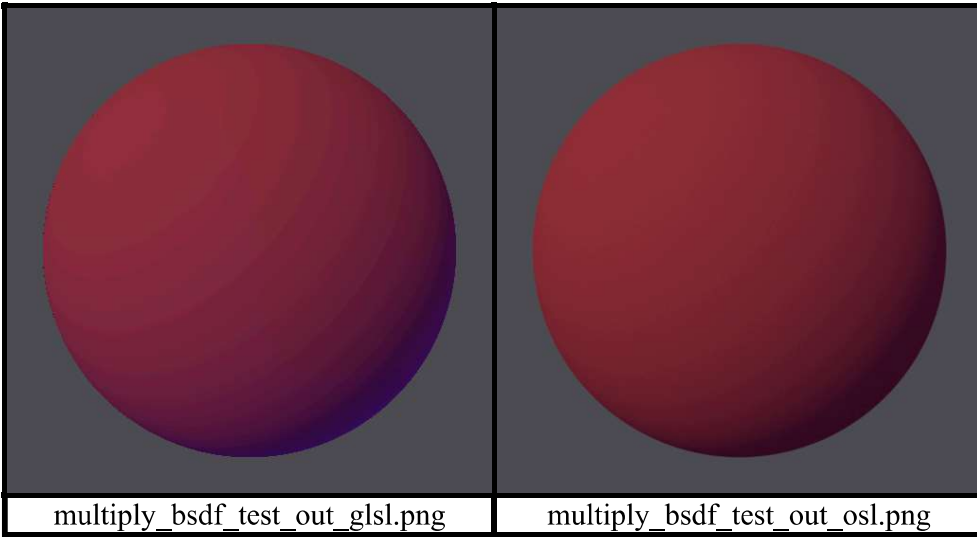


IMP\_substrateshader\_out\_glsl.png

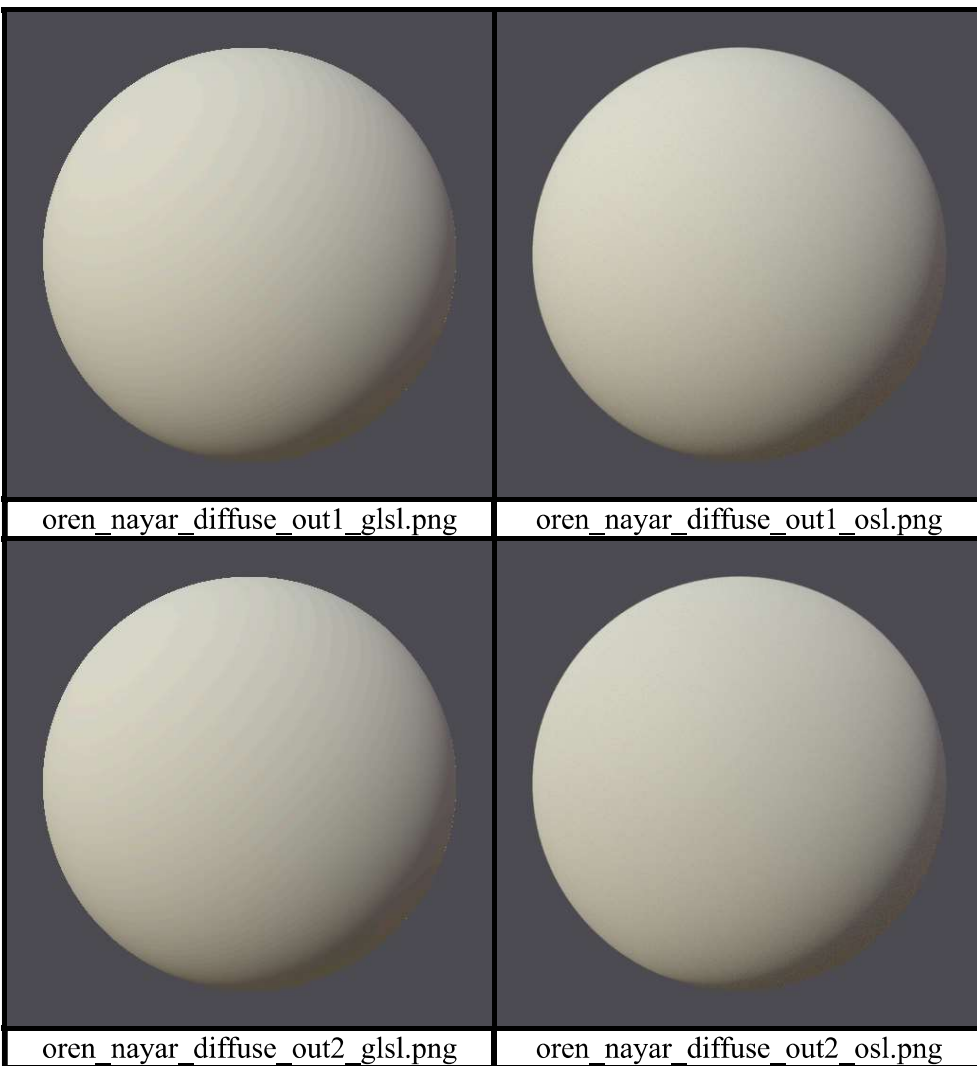
IMP\_substrateshader\_out\_osl.png

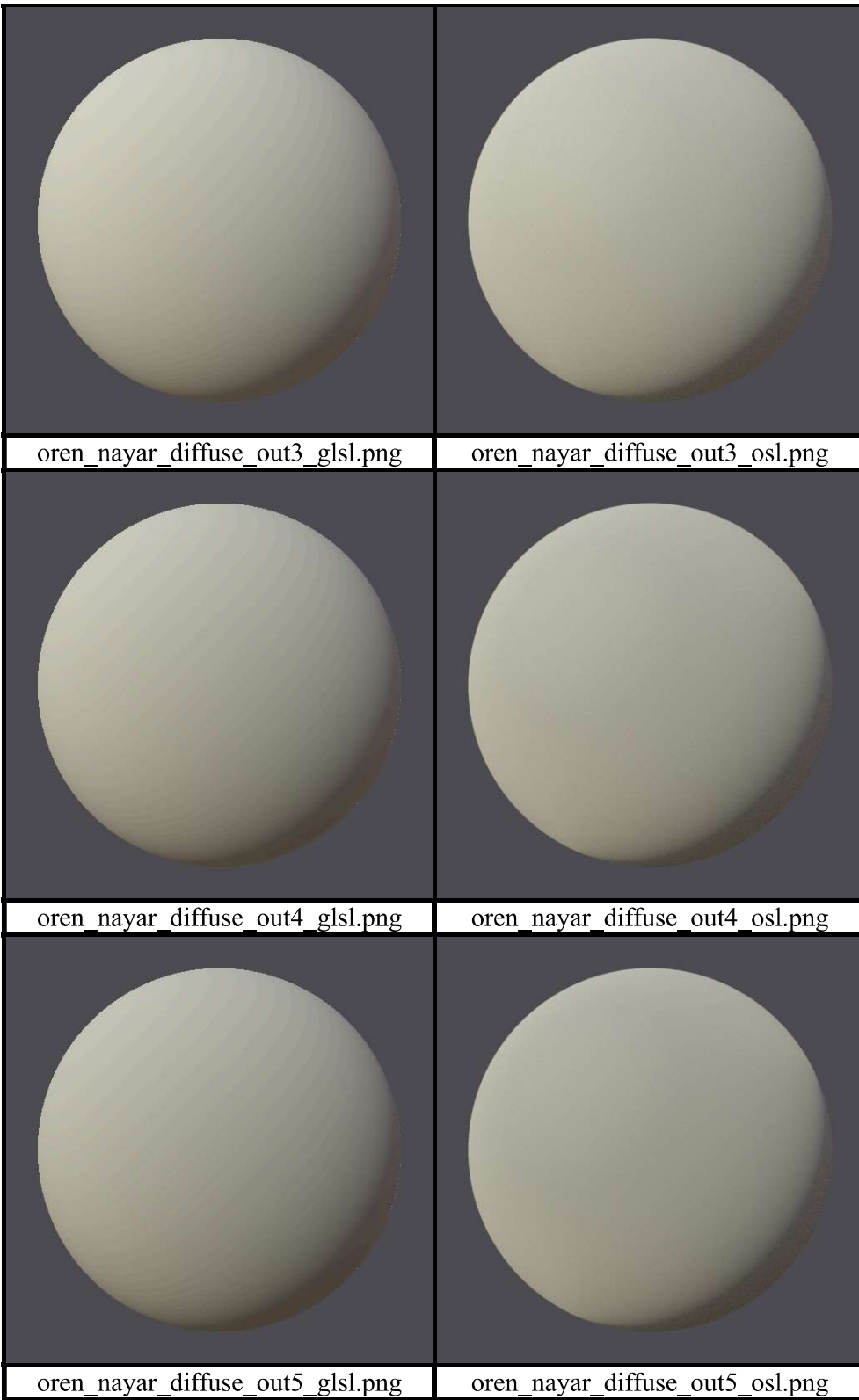


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply\_bsdf:



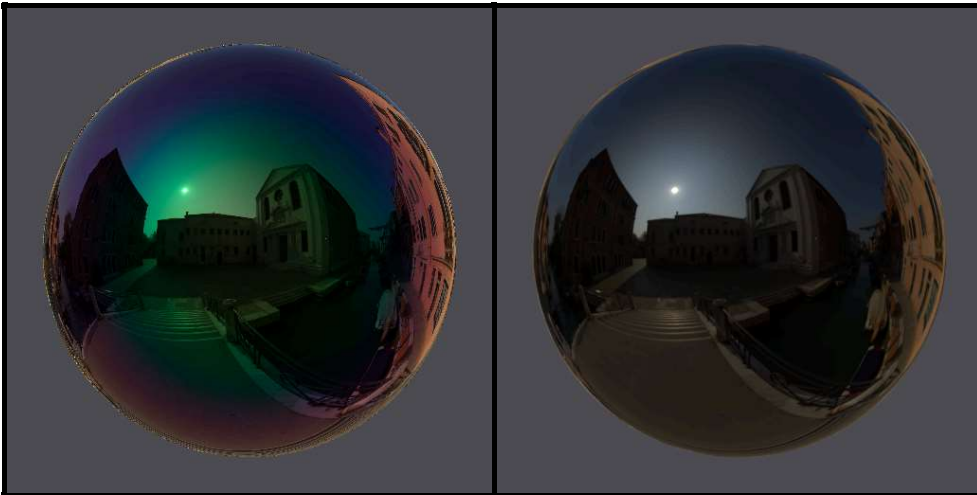
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\oren\_nayar\_diffuse:





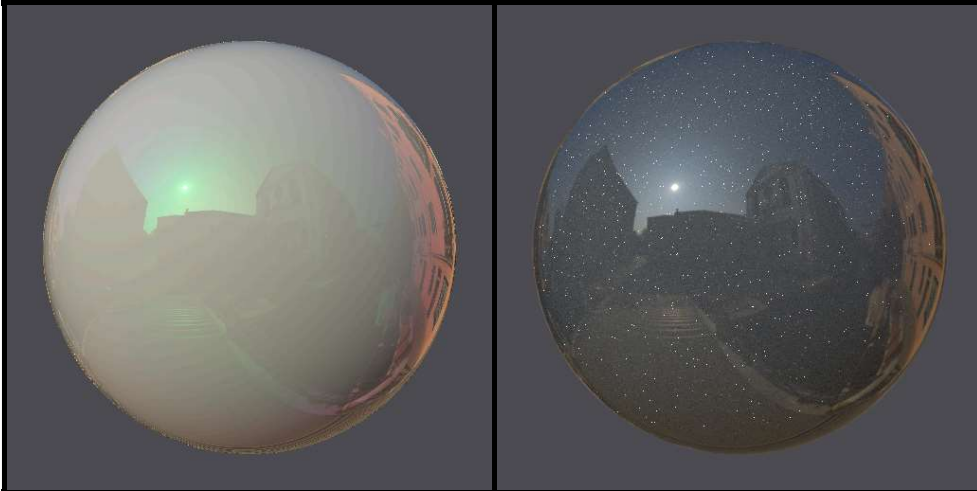
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin\_film\_bsdf:





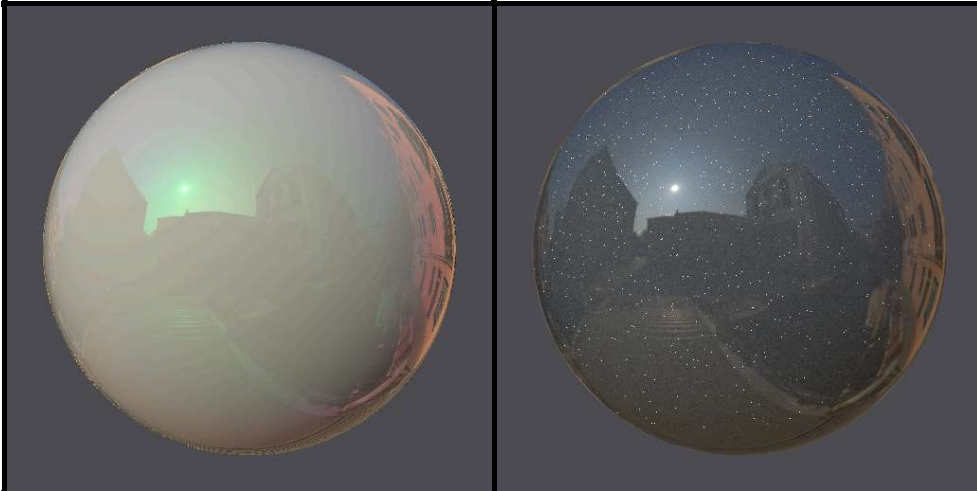
thin\_film\_test1\_out\_gsl.png

thin\_film\_test1\_out\_osl.png



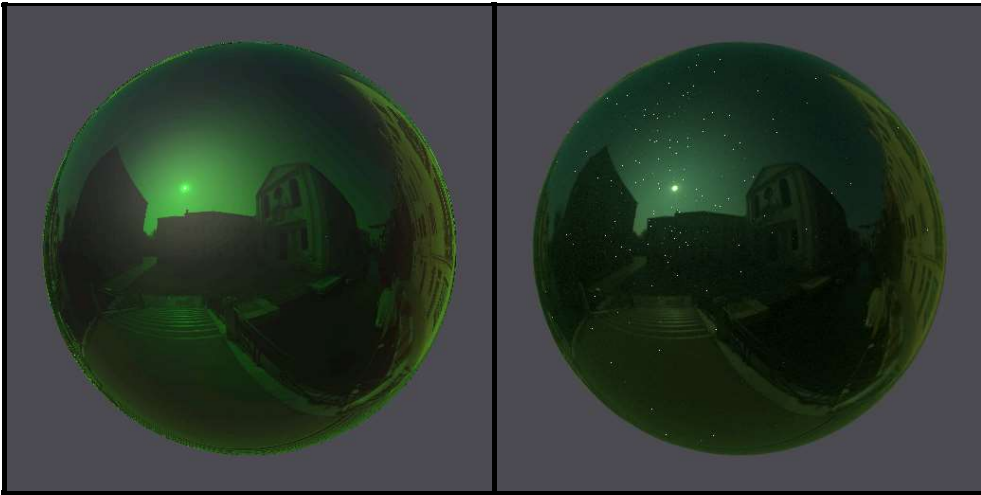
thin\_film\_test2\_out\_gsl.png

thin\_film\_test2\_out\_osl.png



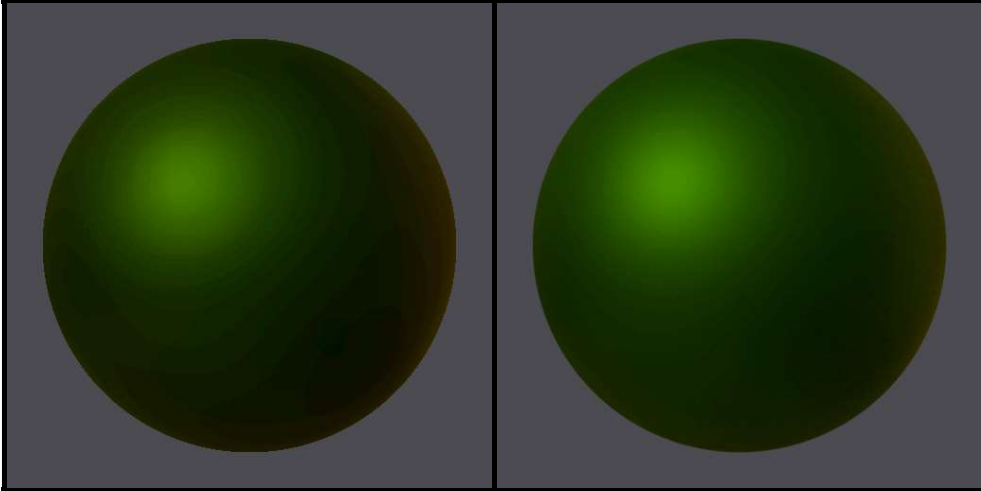
thin\_film\_test3\_out\_gsl.png

thin\_film\_test3\_out\_osl.png



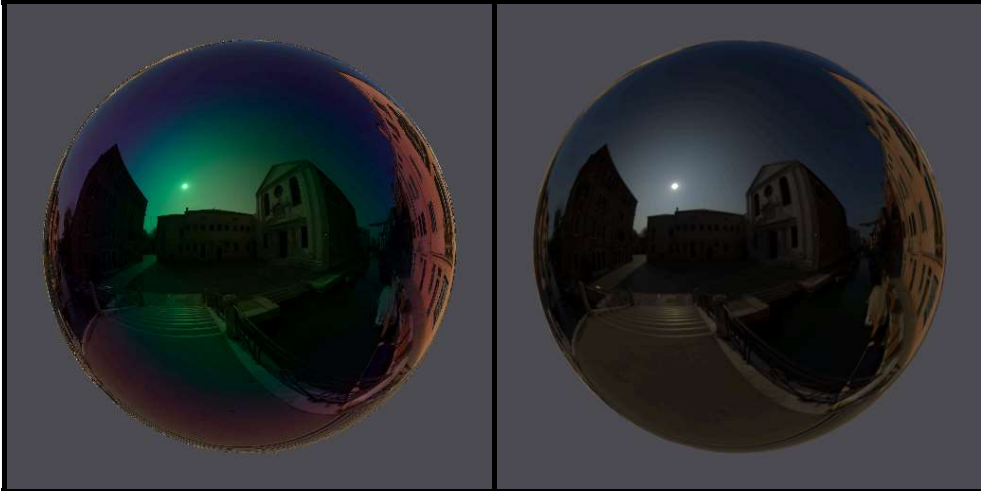
thin\_film\_test4\_out\_gsl.png

thin\_film\_test4\_out\_osl.png



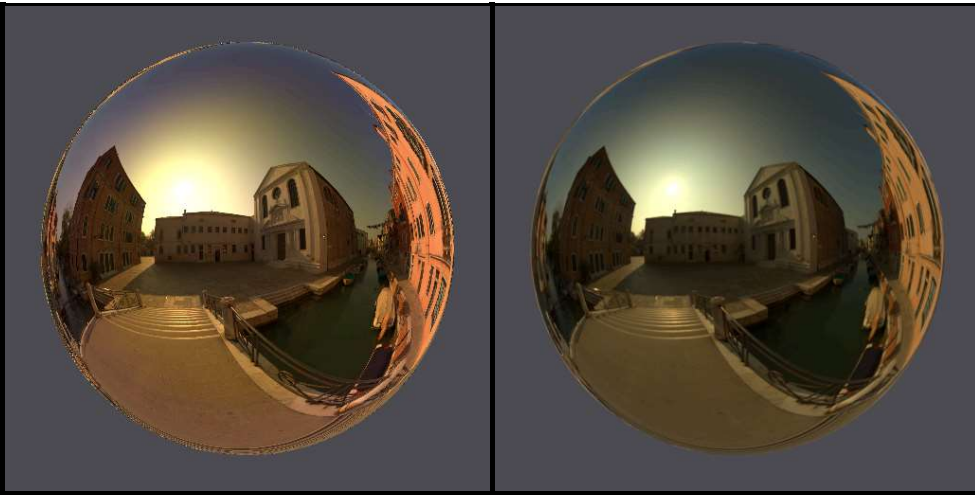
thin\_film\_test5\_out\_gsl.png

thin\_film\_test5\_out\_osl.png



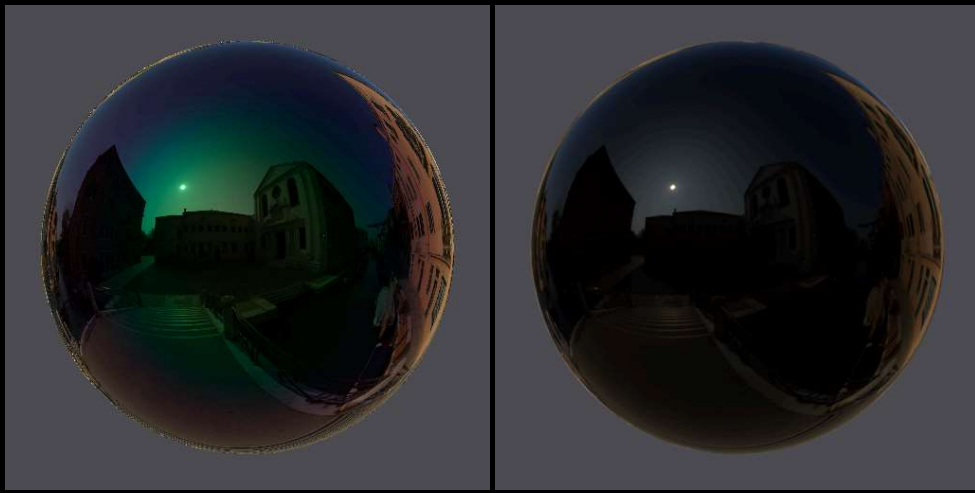
thin\_film\_test6\_out\_gsl.png

thin\_film\_test6\_out\_osl.png



thin\_film\_test7\_out\_gsl.png

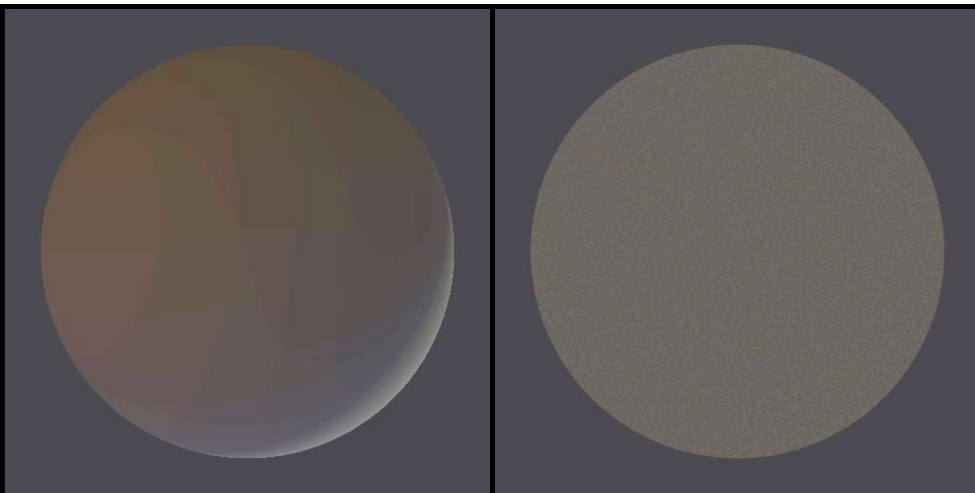
thin\_film\_test7\_out\_osl.png



thin\_film\_test8\_out\_gsl.png

thin\_film\_test8\_out\_osl.png

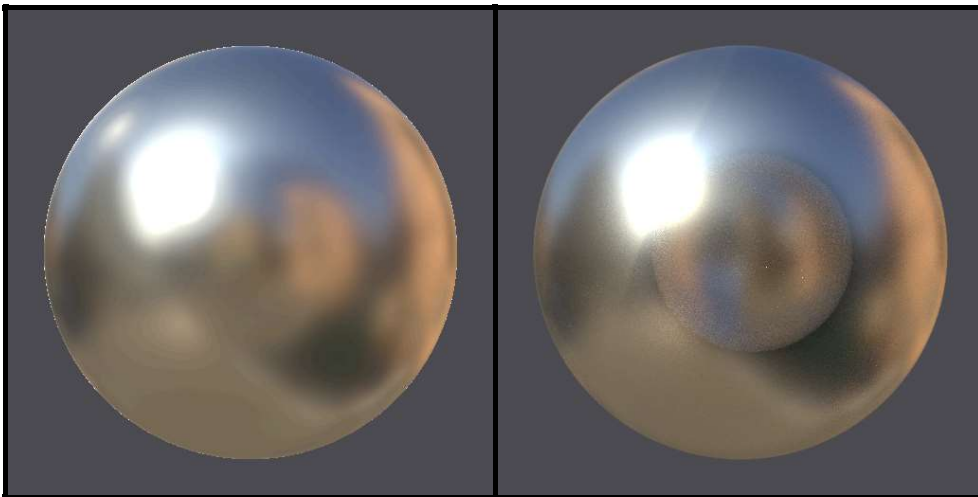
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\translucent\_bsdf:



translucent bsdf out\_gsl.png

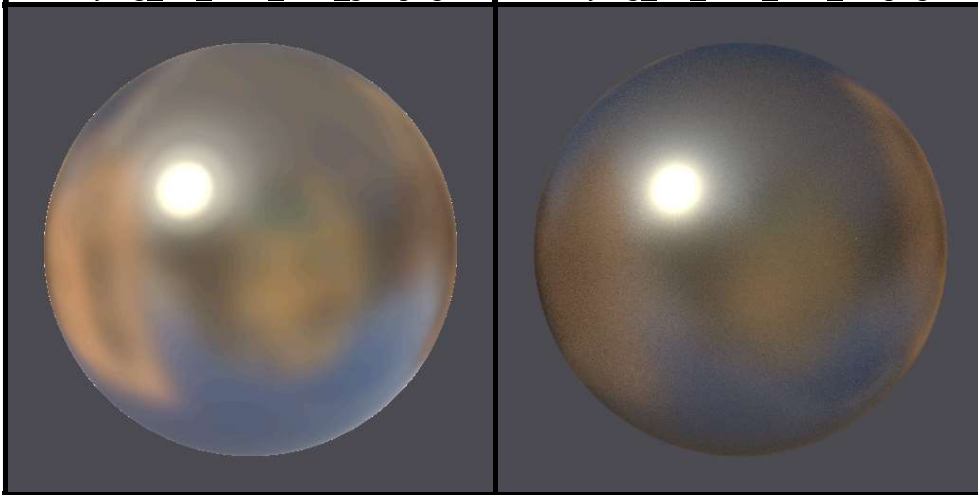
translucent bsdf out\_osl.png

..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying\_ior:



varying\_ior\_test1\_mtrl\_glsl.png

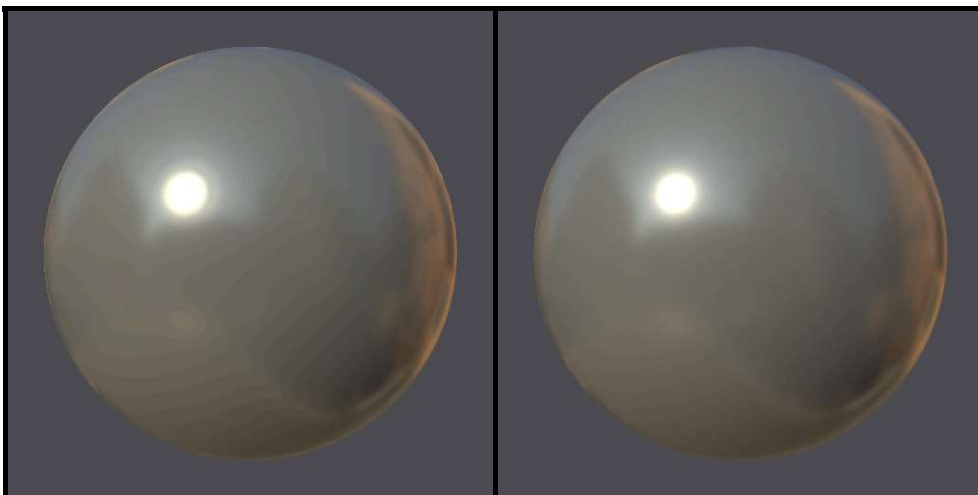
varying\_ior\_test1\_mtrl\_osl.png



varying\_ior\_test2\_mtrl\_glsl.png

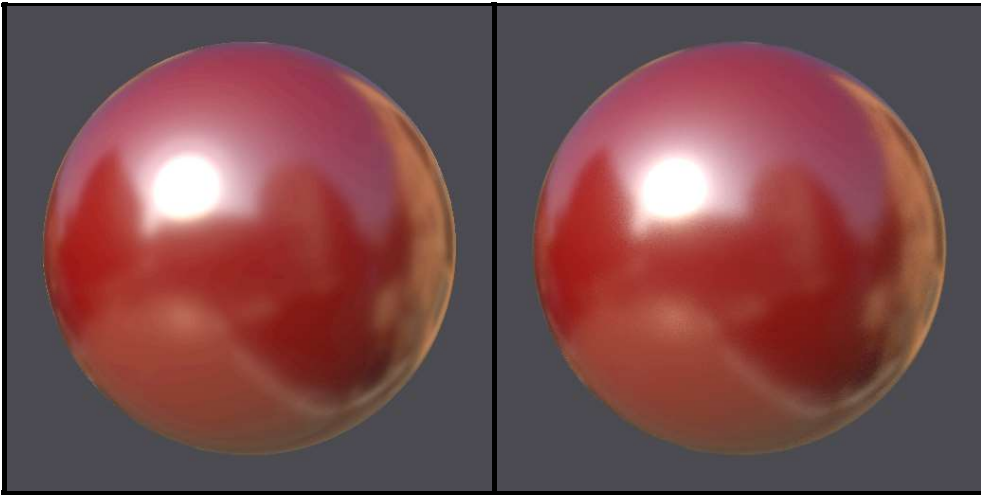
varying\_ior\_test2\_mtrl\_osl.png

..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical\_layering:



vertical\_layering\_ex1\_out\_glsl.png

vertical\_layering\_ex1\_out\_osl.png



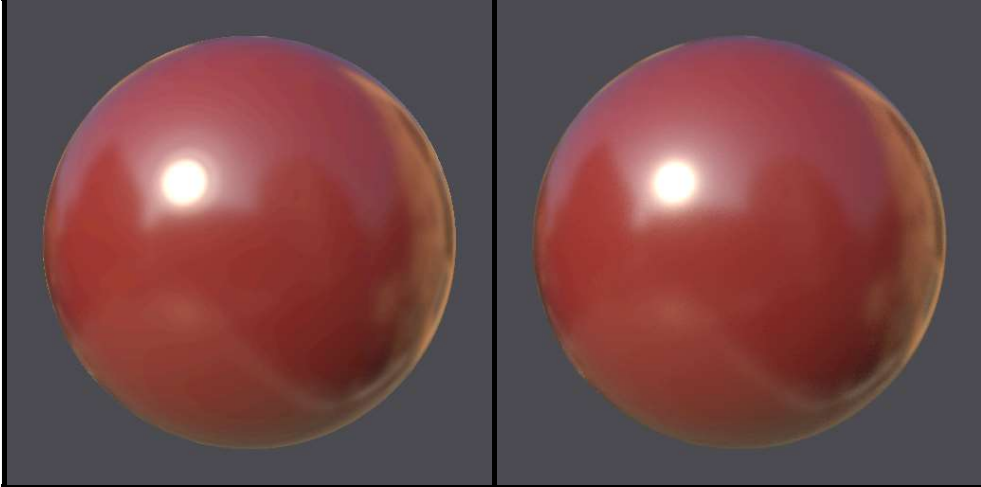
vertical\_layering\_ex2\_out\_gsl.png

vertical\_layering\_ex2\_out\_osl.png



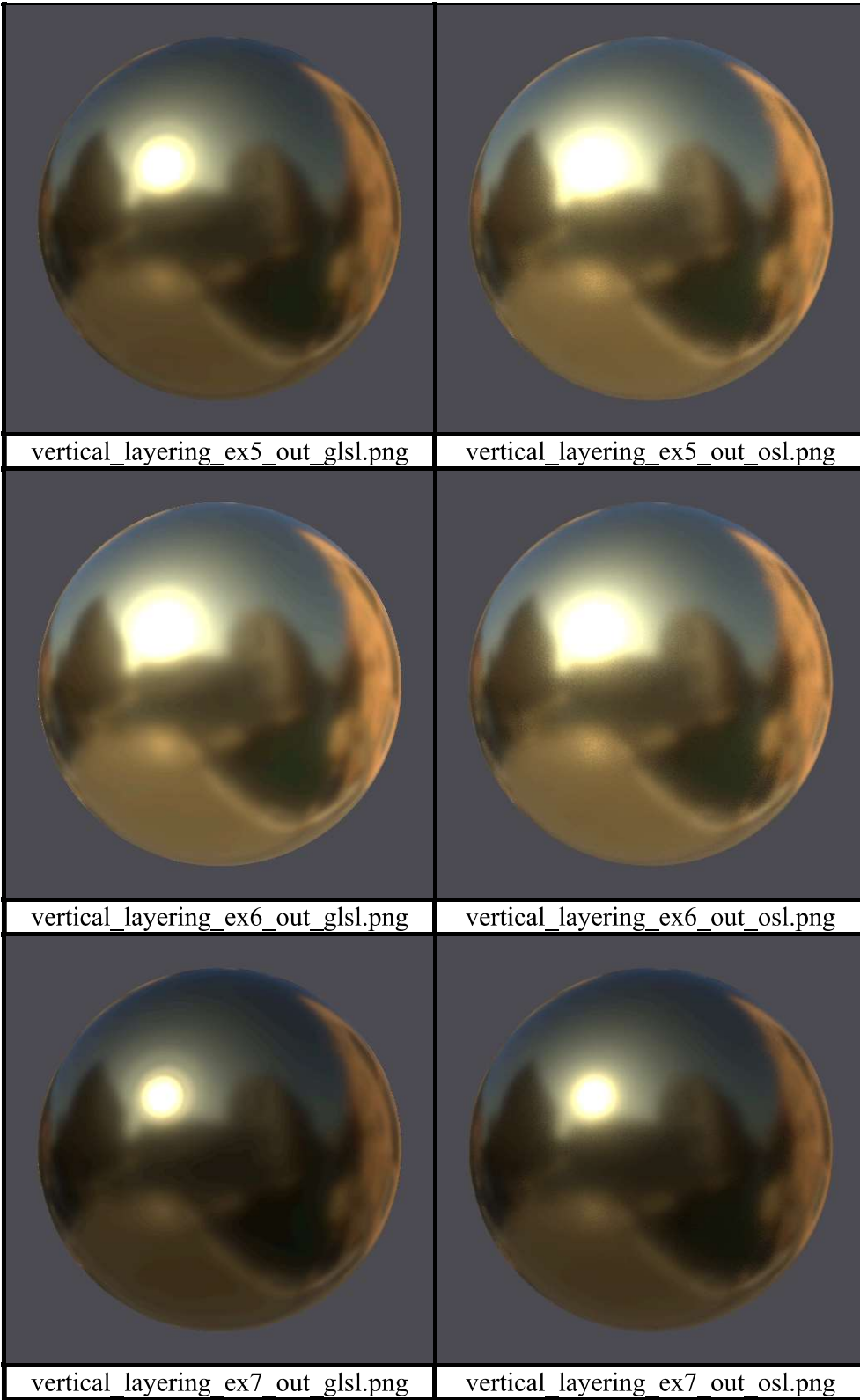
vertical\_layering\_ex3\_out\_gsl.png

vertical\_layering\_ex3\_out\_osl.png

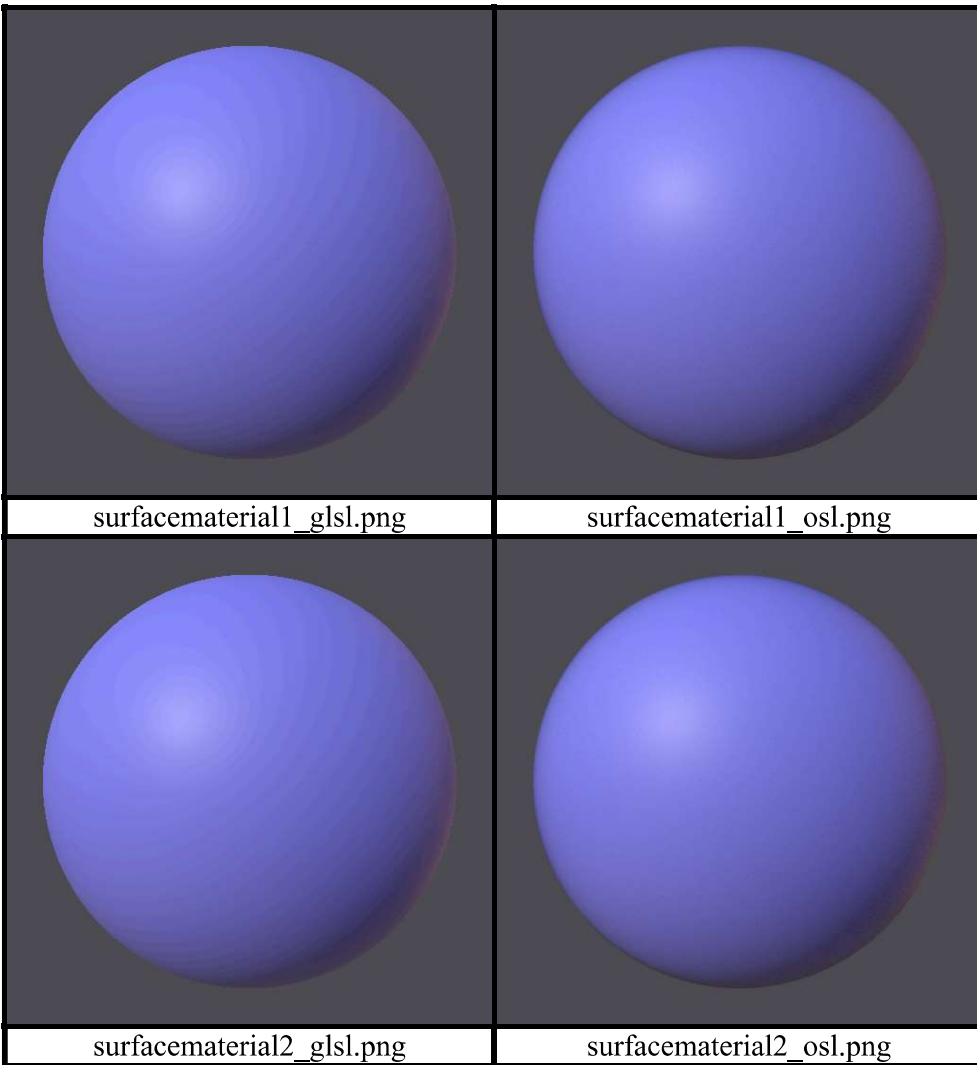


vertical\_layering\_ex4\_out\_gsl.png

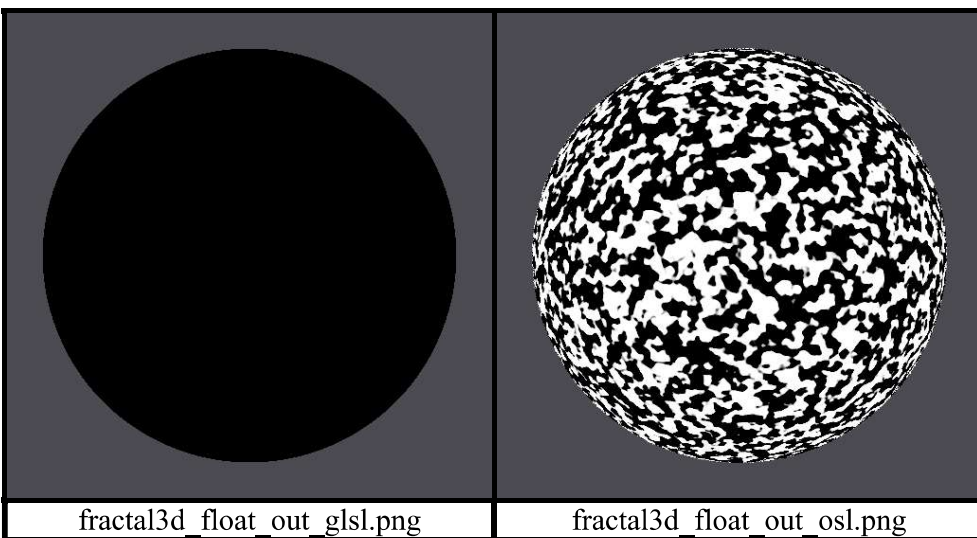
vertical\_layering\_ex4\_out\_osl.png

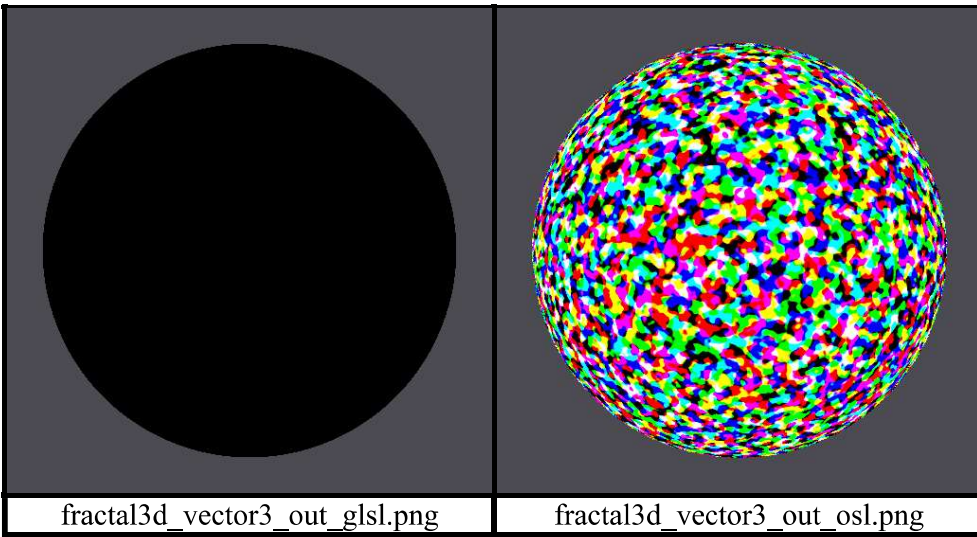


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced\_material:

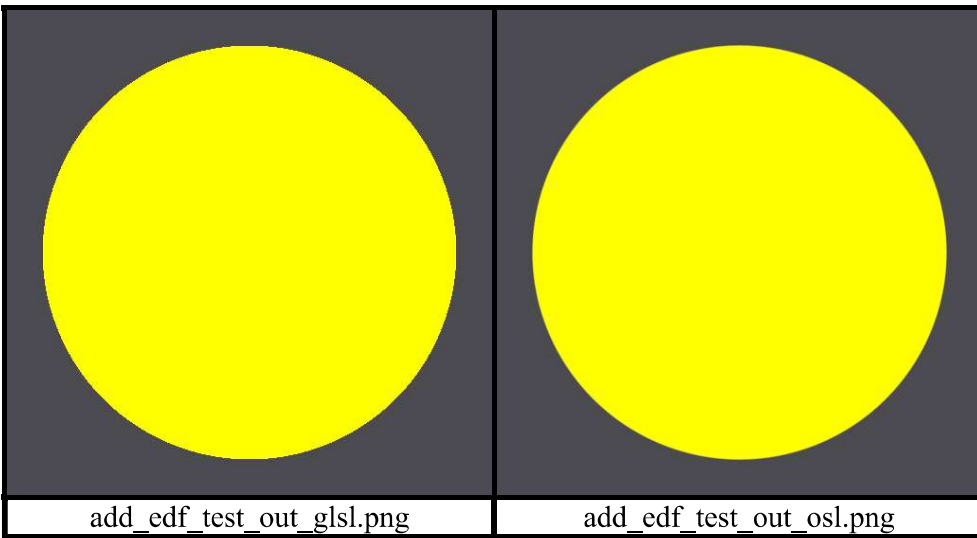


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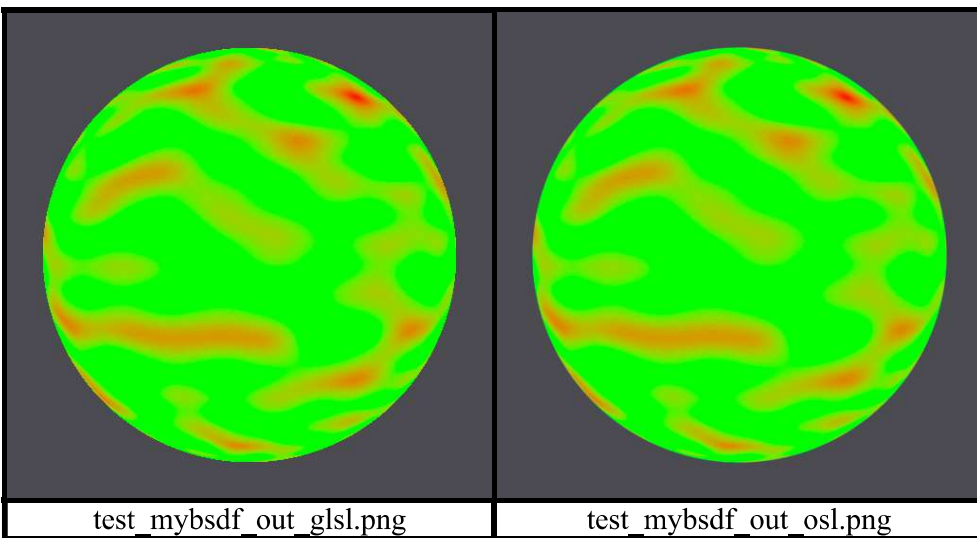




..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add\_edf:

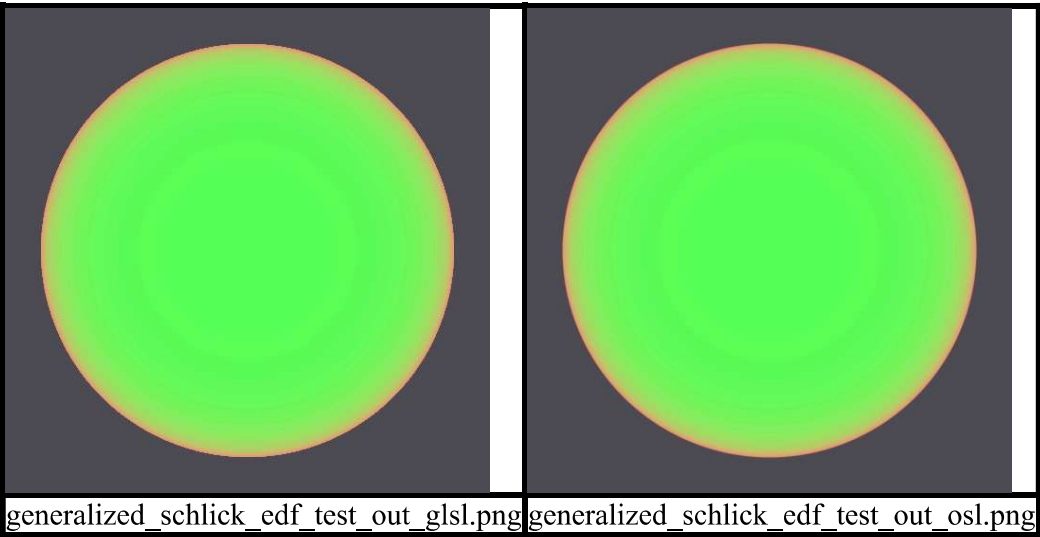


..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf\_graph:

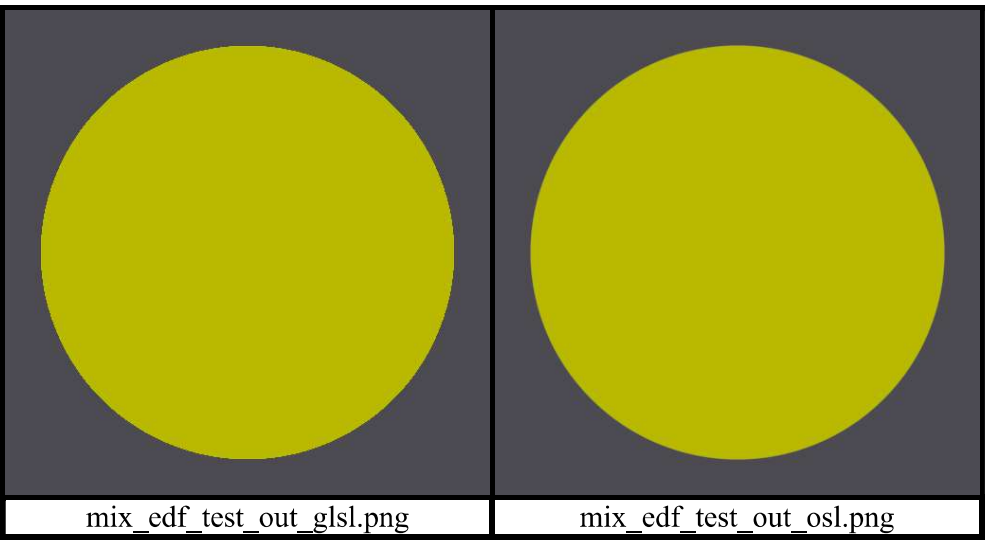


..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\generalized\_schlick\_edf:

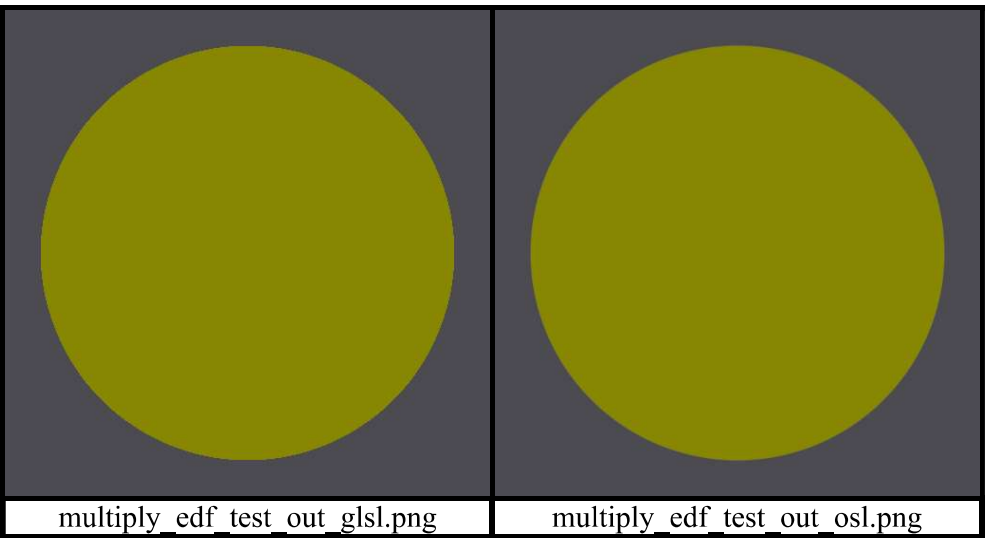




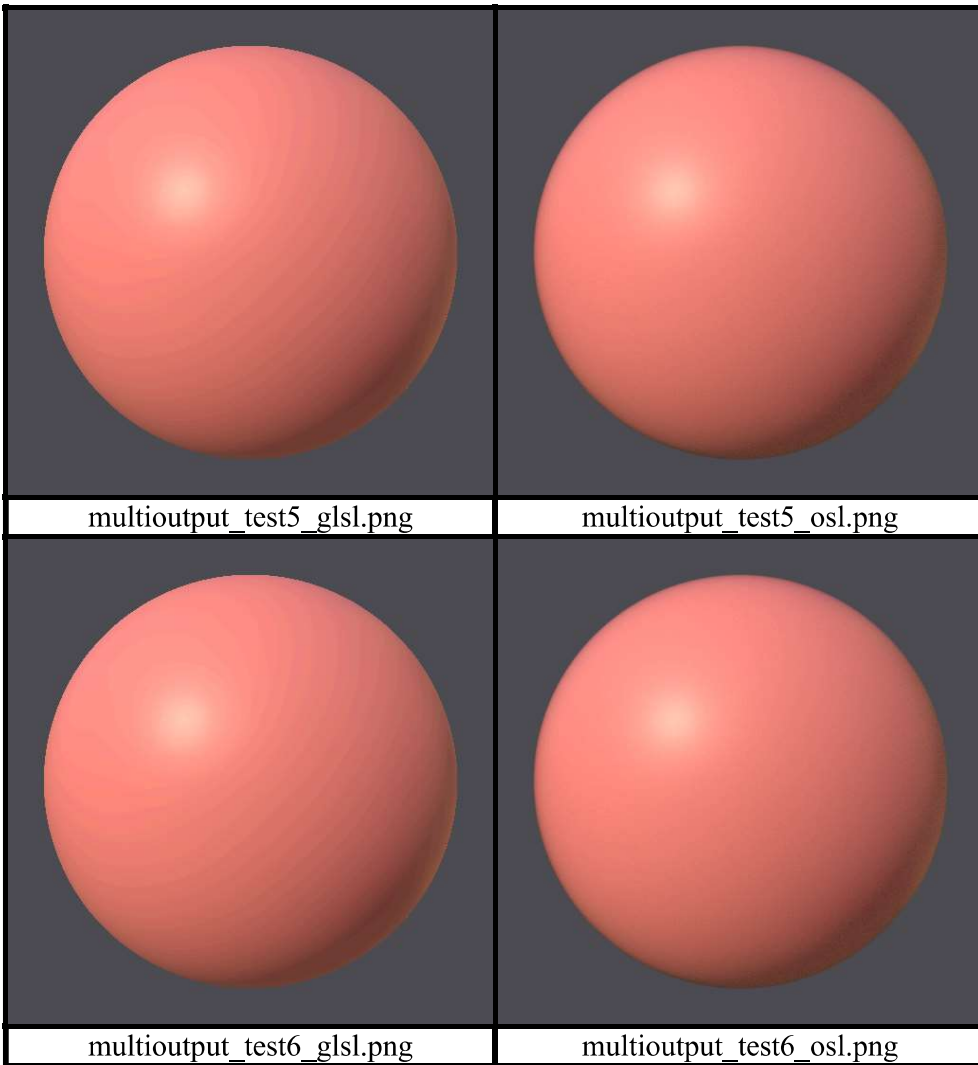
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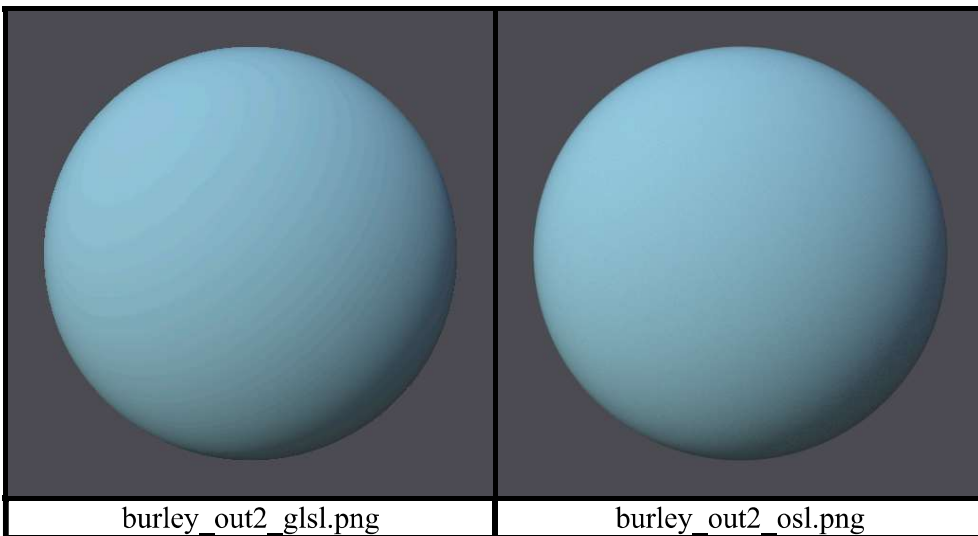
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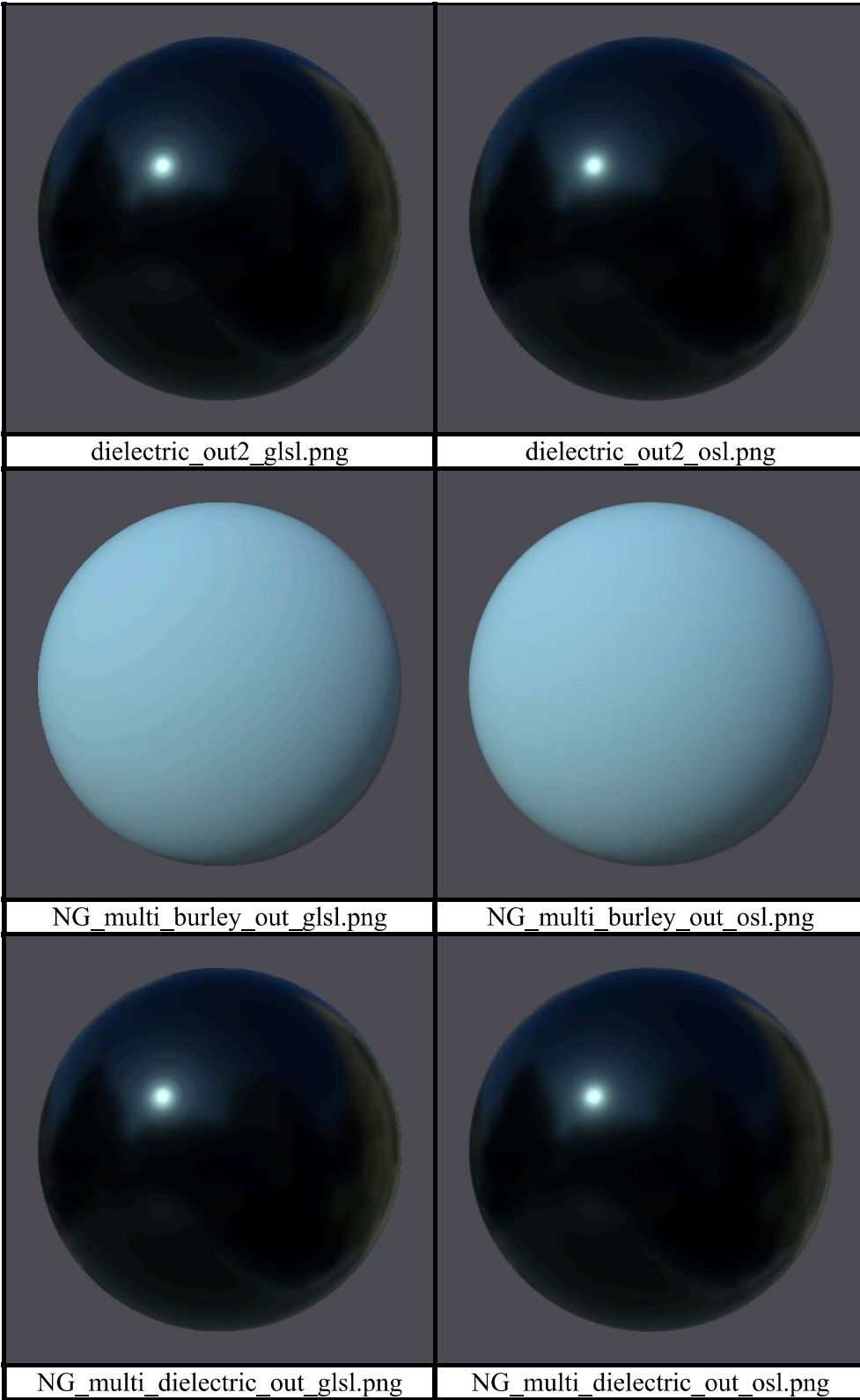


..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:


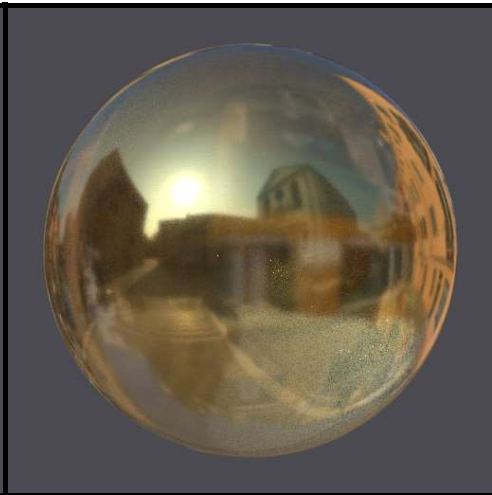
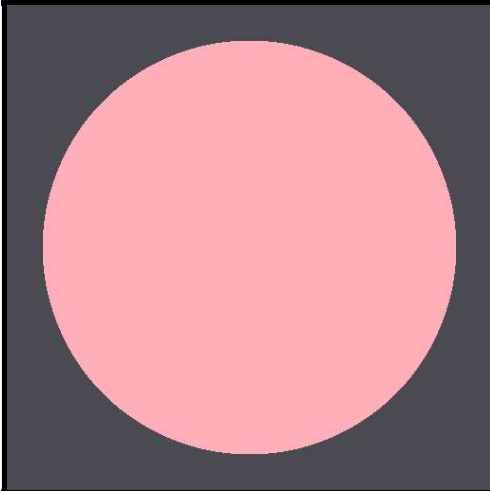
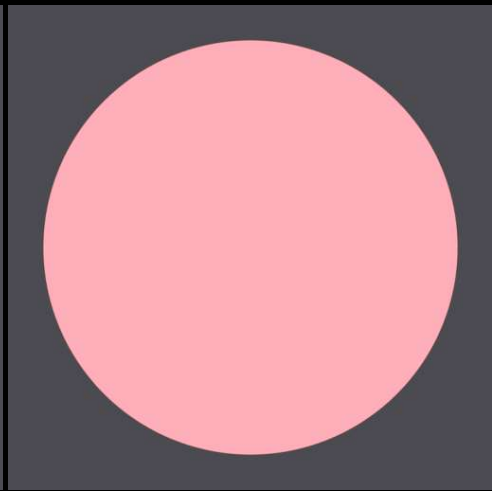

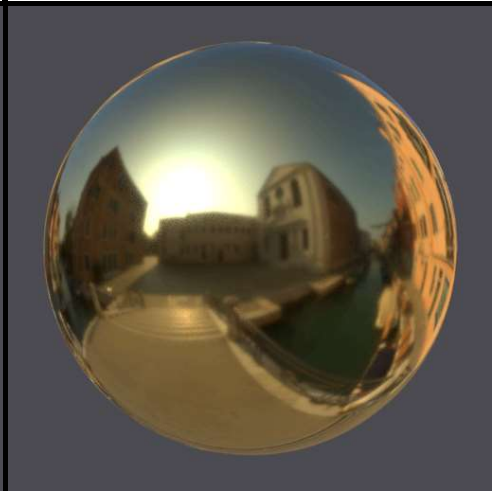




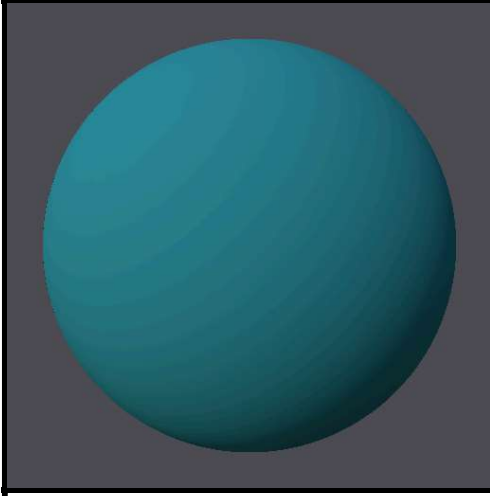
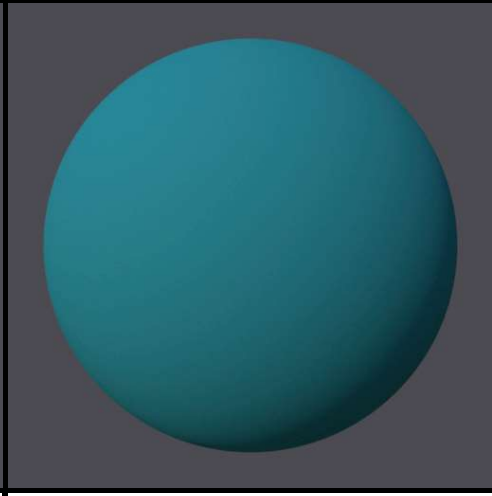
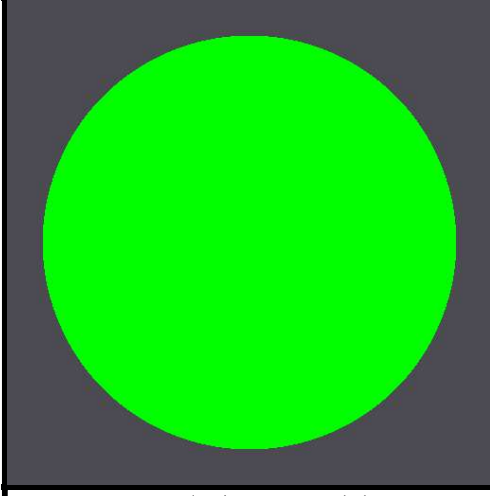
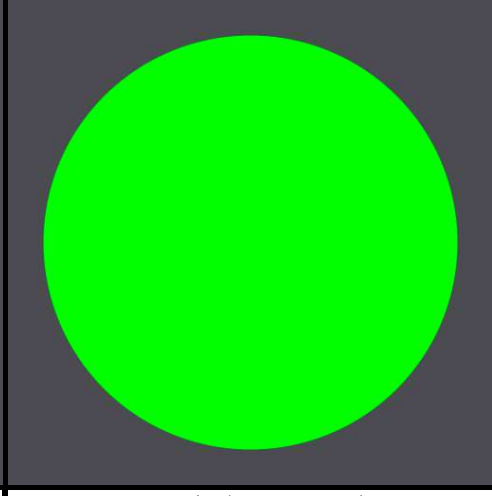
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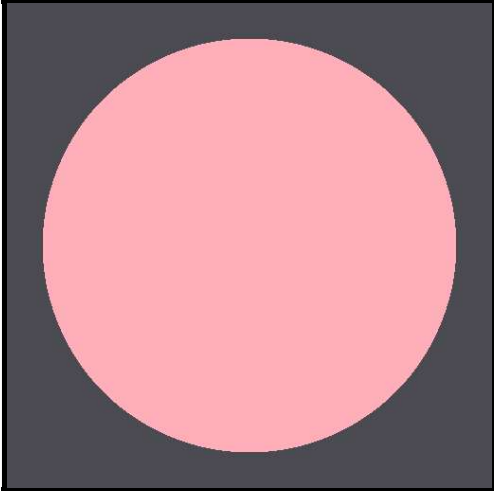
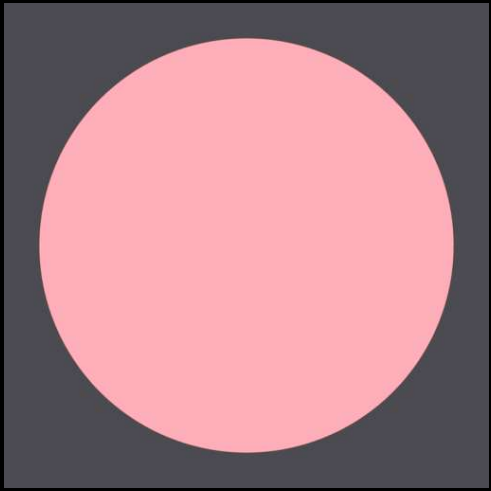




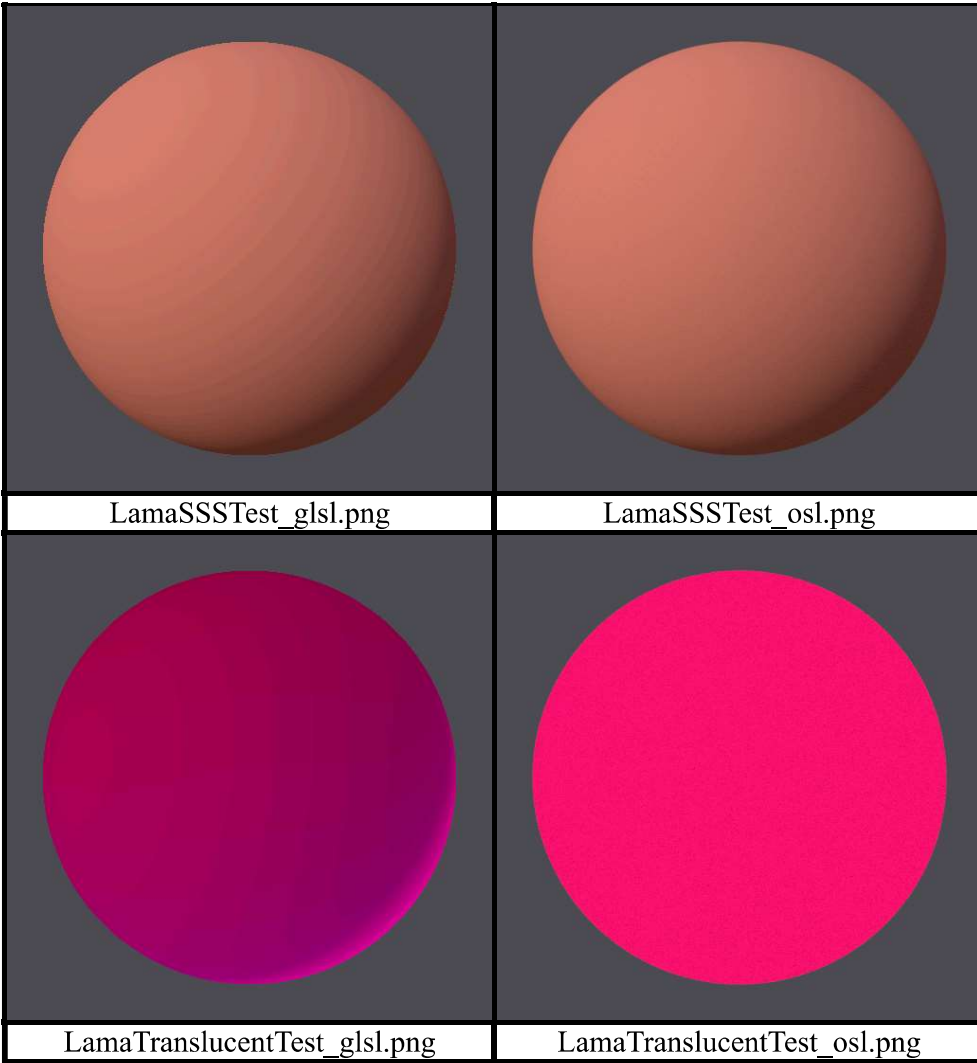


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\_tests:

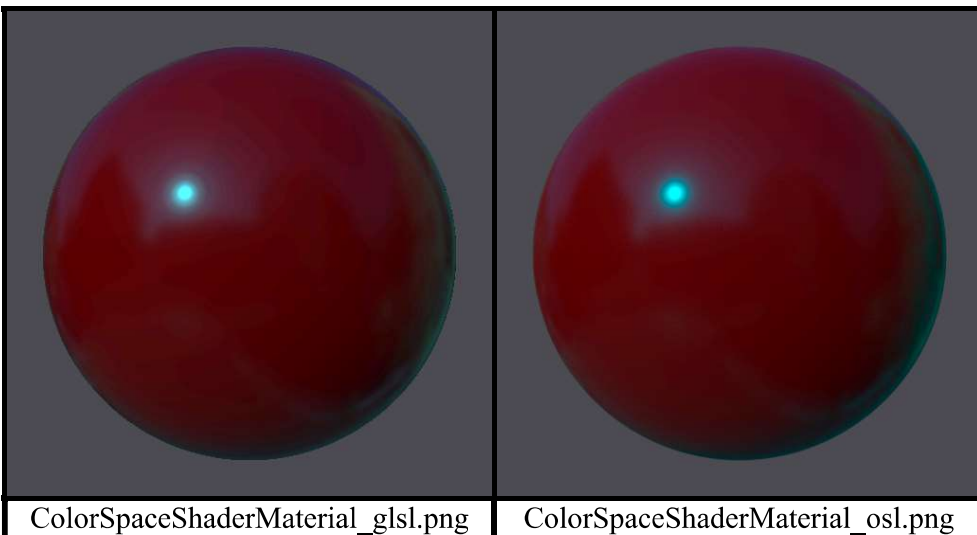
	
LamaAddBSDFTest_glsl.png	LamaAddBSDFTest_osl.png
	
LamaAddEDFTest_glsl.png	LamaAddEDFTest_osl.png
	
LamaConductorTest_glsl.png	LamaConductorTest_osl.png

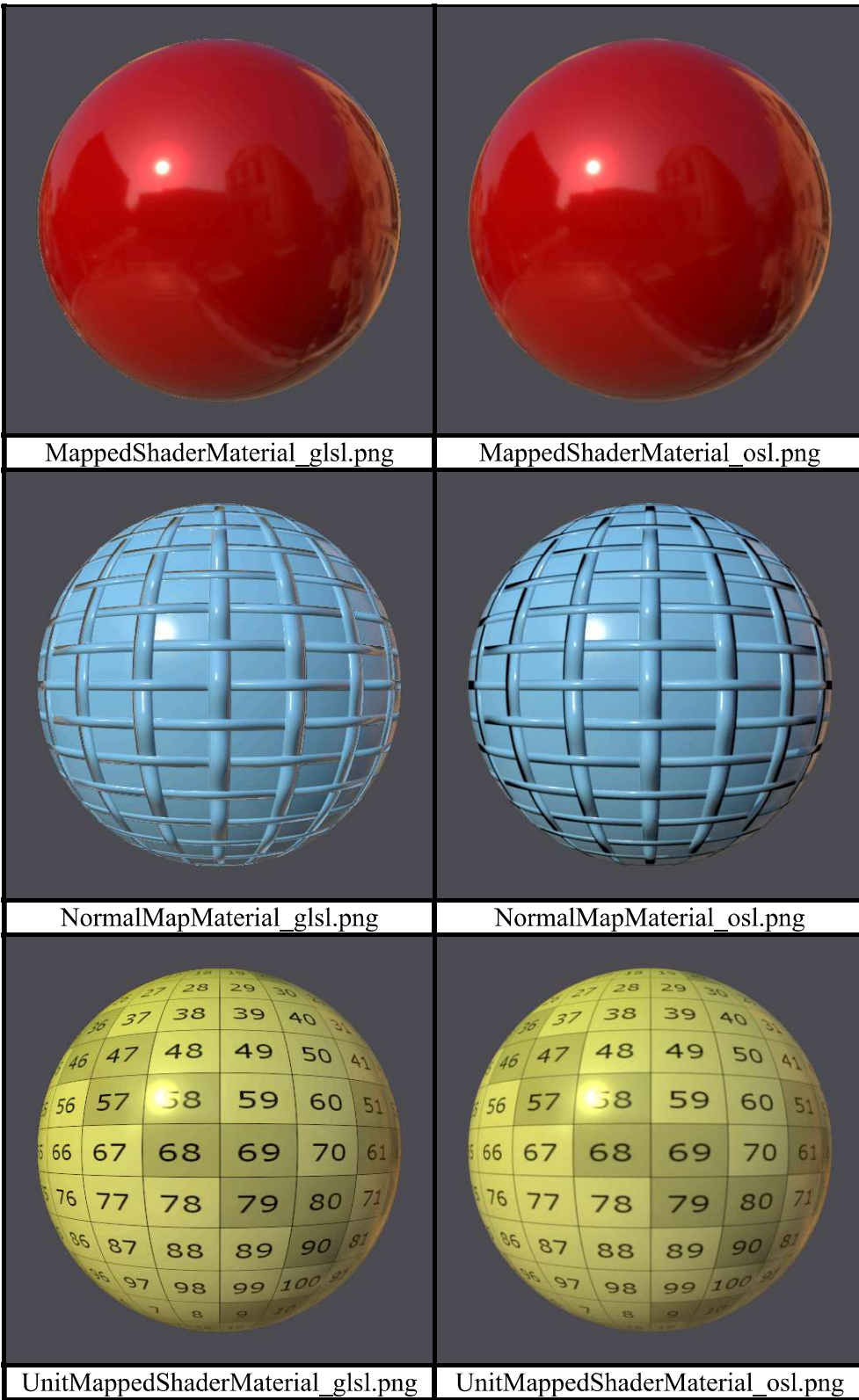
	
LamaDielectricTest_gsl.png	LamaDielectricTest_osl.png
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png
	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png

	
LamaMixBSDFTest_gslsl.png	LamaMixBSDFTest_osl.png
	
LamaMixEDFTest_gslsl.png	LamaMixEDFTest_osl.png
	
LamaSheenTest_gslsl.png	LamaSheenTest_osl.png



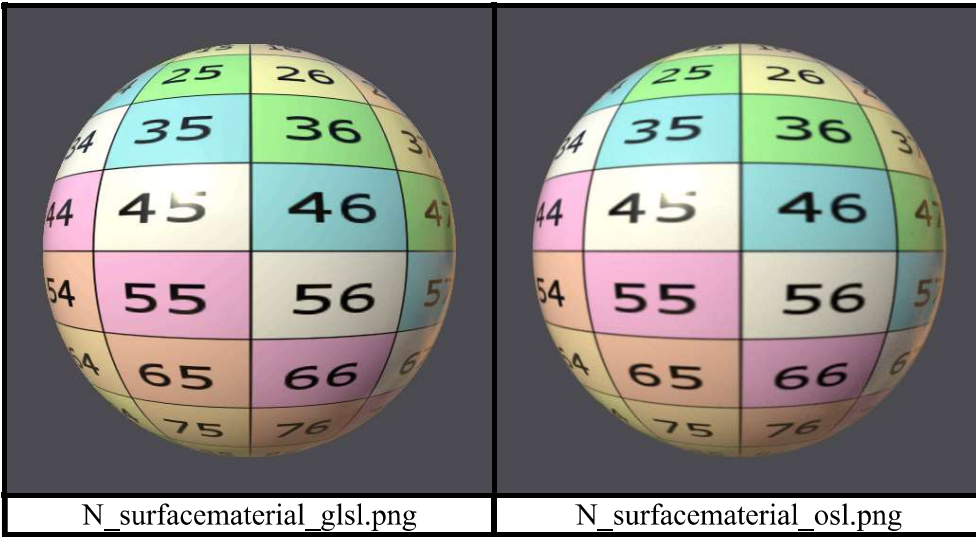
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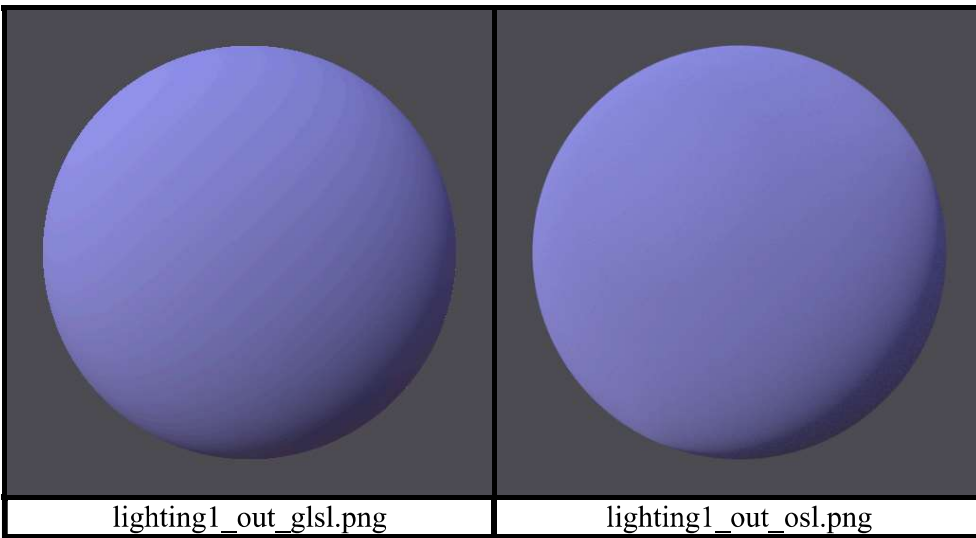


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\network\_surfaceshader:

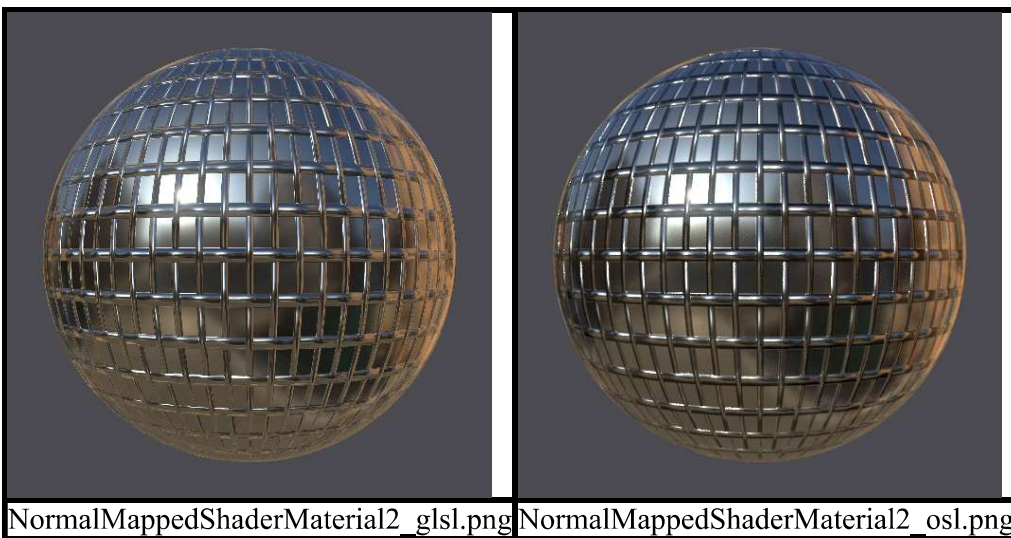


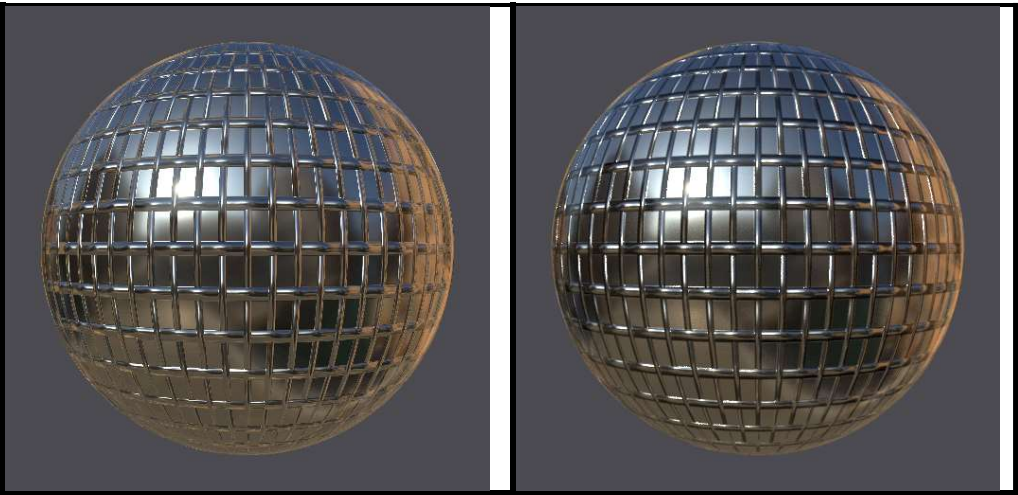


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph\_surfaceshader:



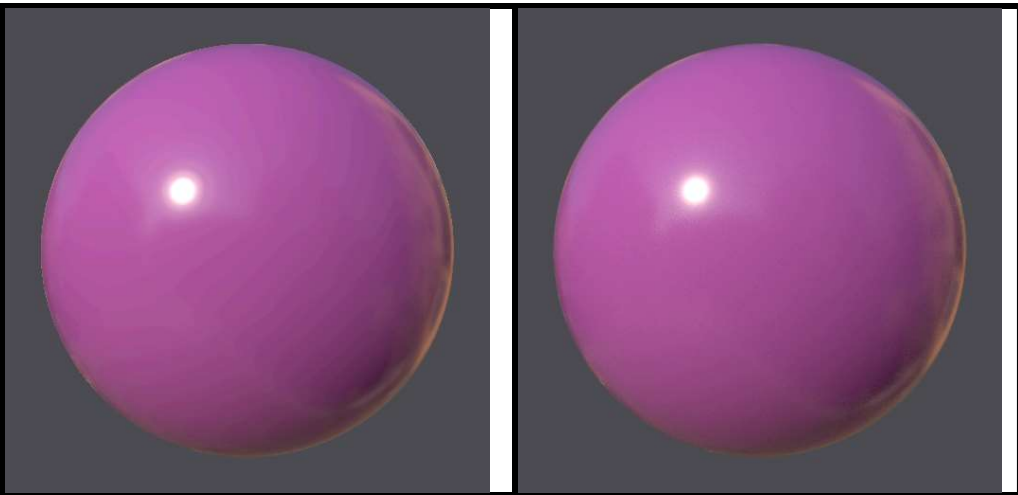
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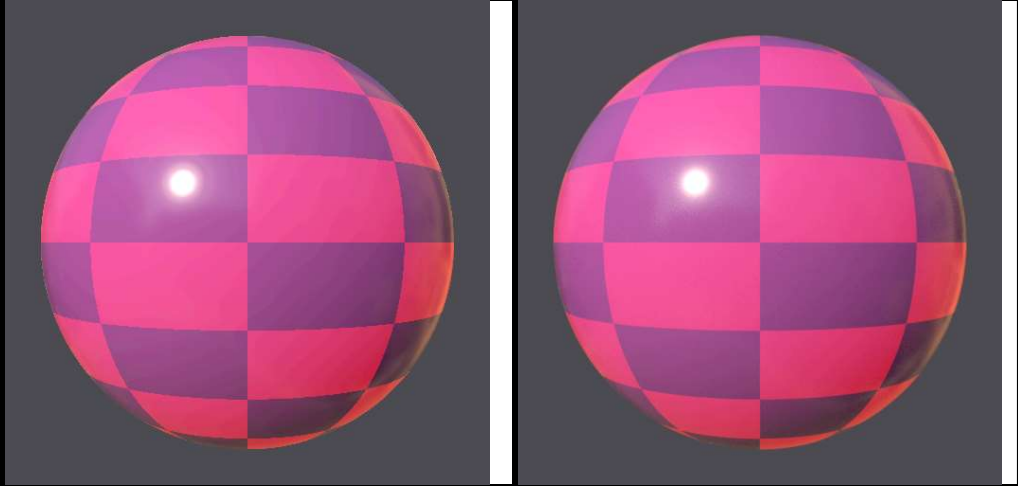


NormalMappedShaderMaterial\_gsl.png NormalMappedShaderMaterial\_osl.png

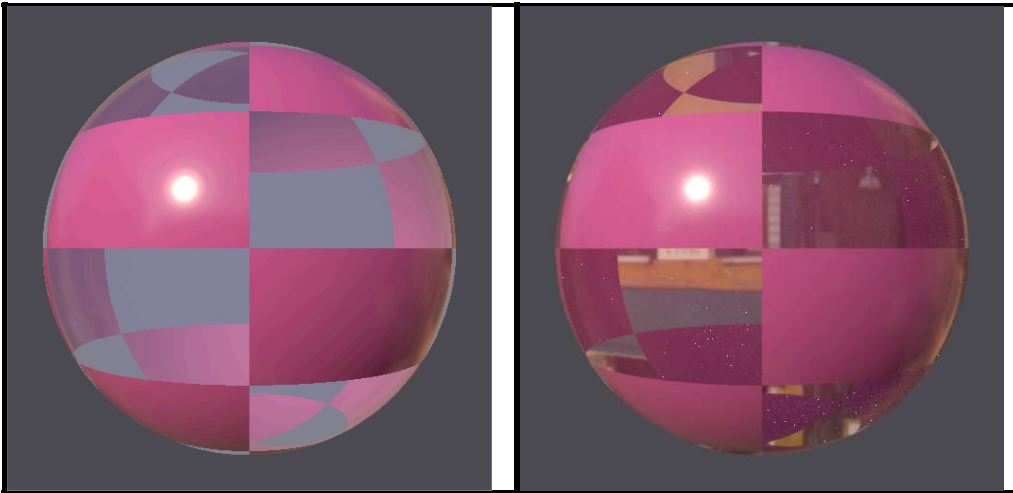
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mix\_surface\_out\_gsl.png mix\_surface\_out\_osl.png

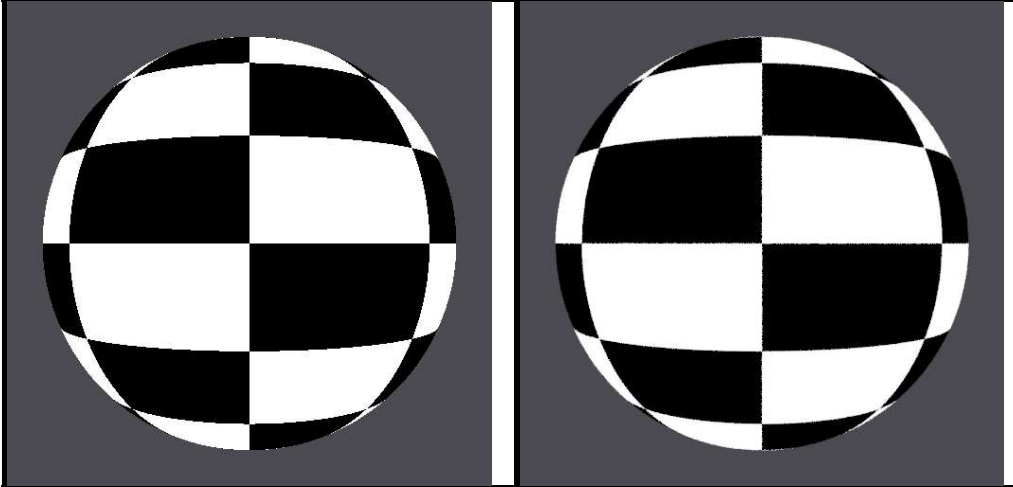


mix surface with emission out gsl.png mix surface with emission out osl.png



mix\_surface\_with\_opacity\_out\_glsl.png

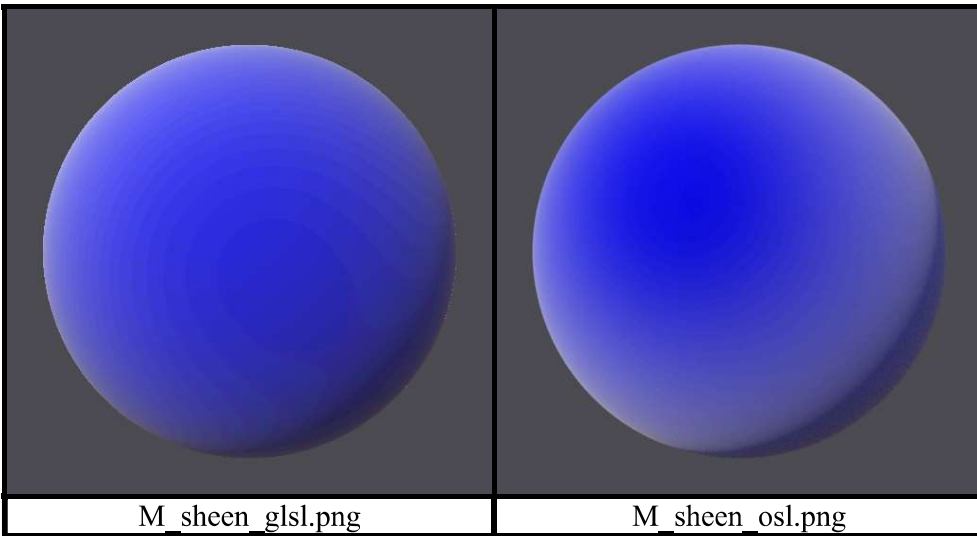
mix\_surface\_with\_opacity\_out\_osl.png



NG\_checker\_float\_out\_glsl.png

NG\_checker\_float\_out\_osl.png

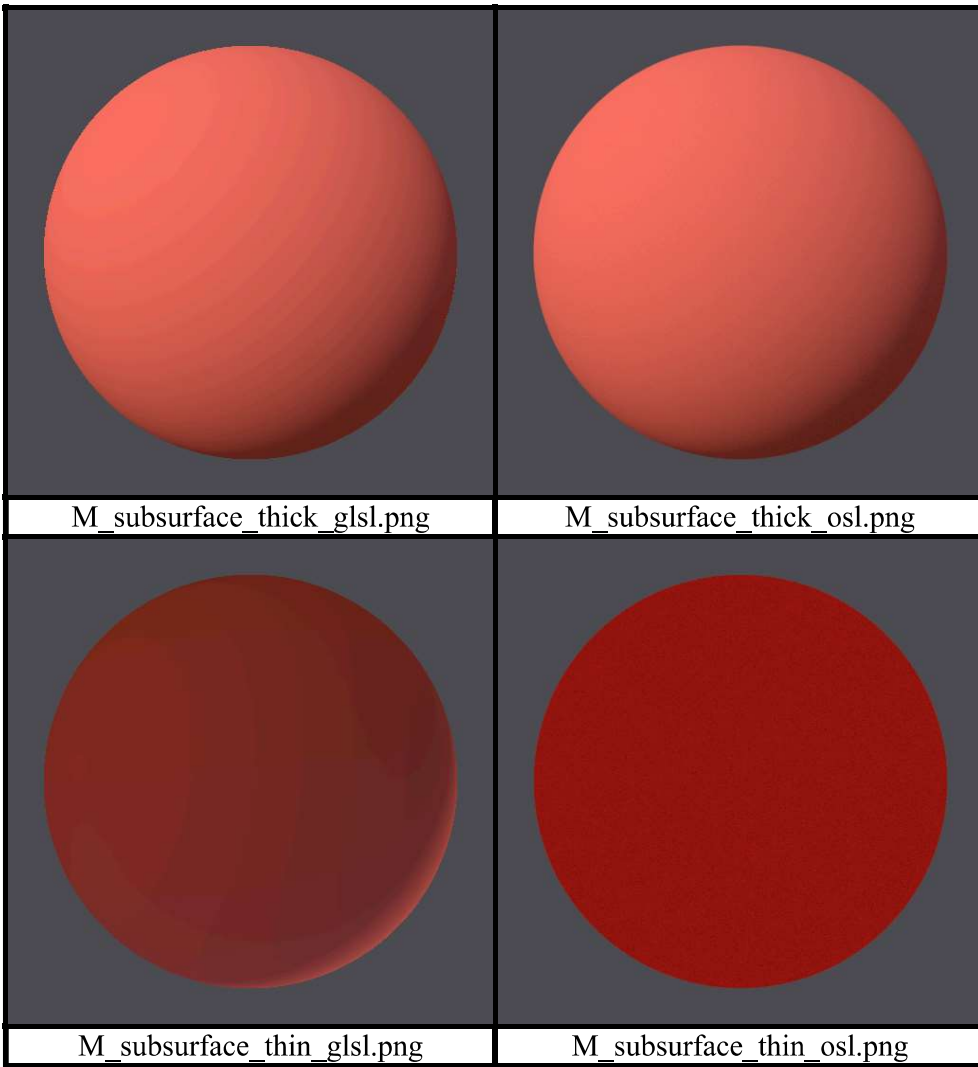
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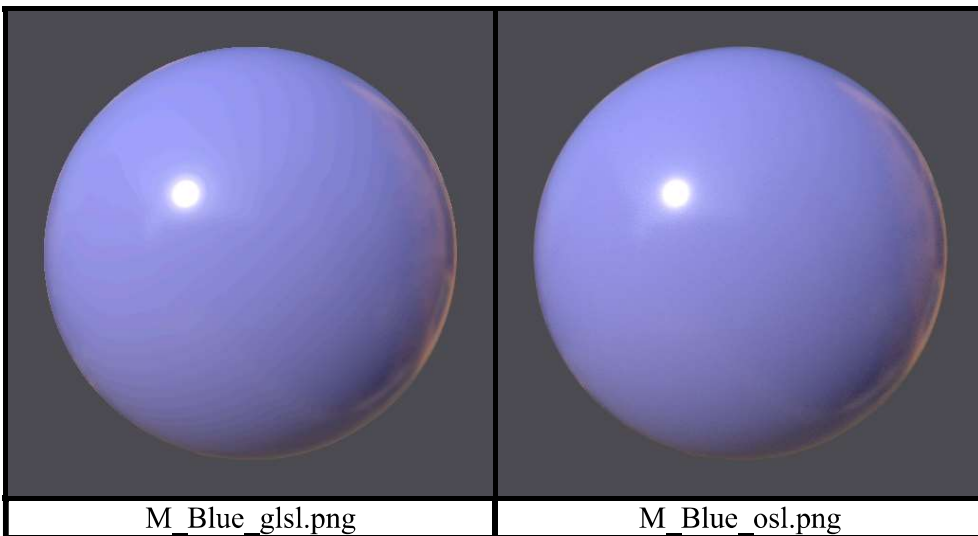
M\_sheen\_glsl.png

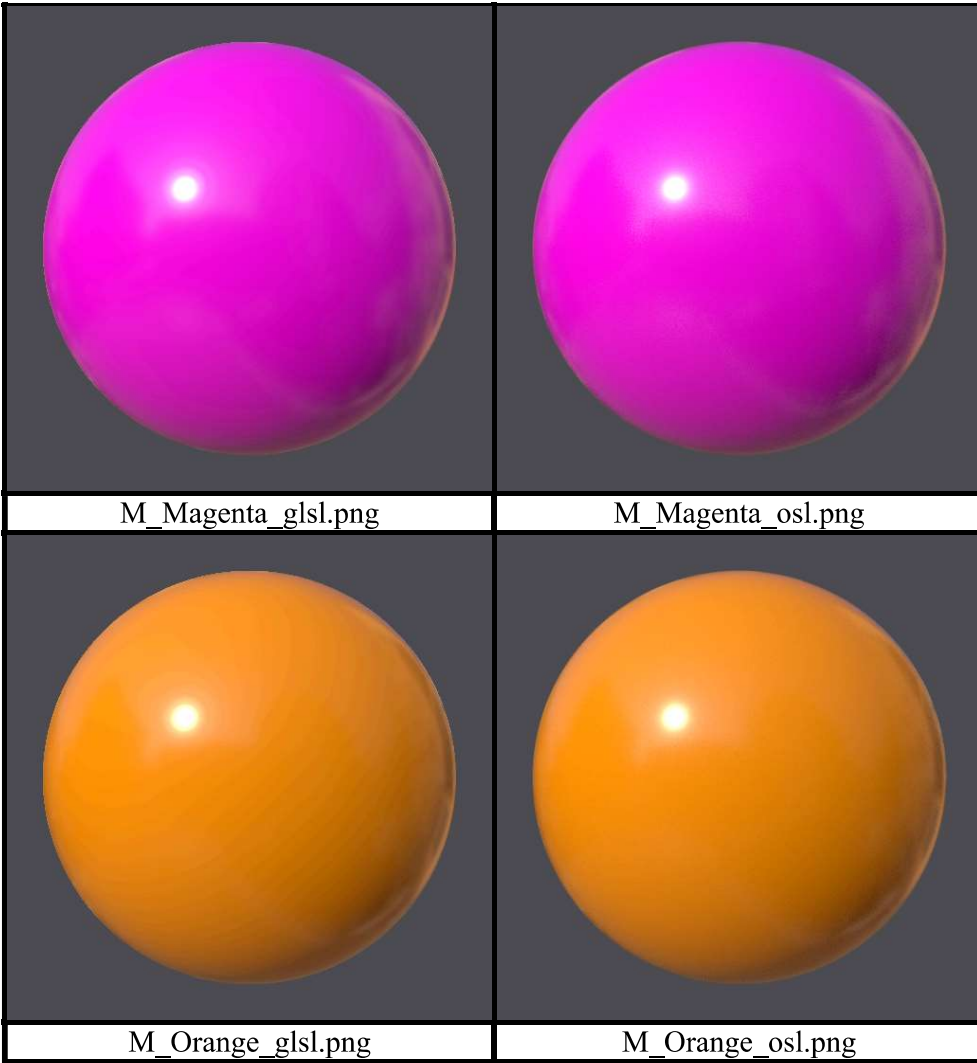
M\_sheen\_osl.png

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

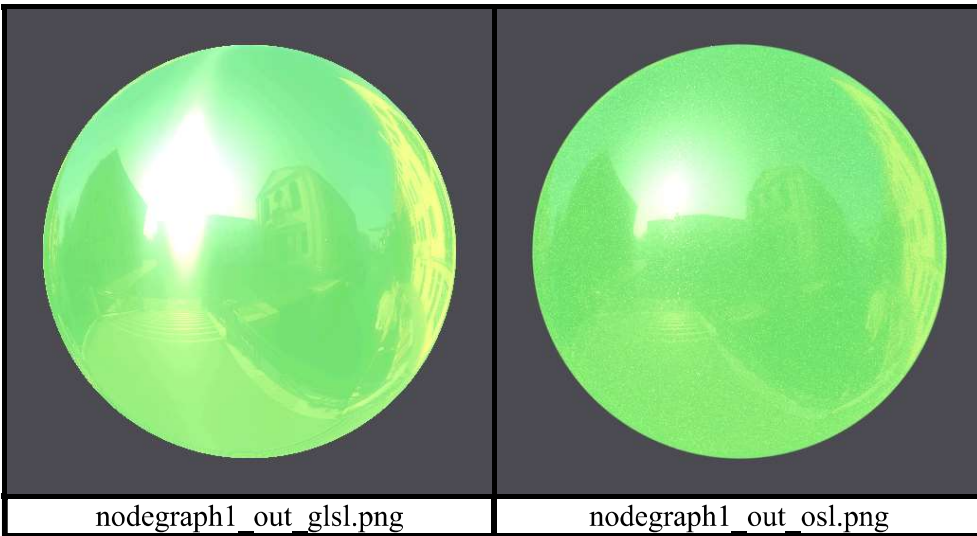


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial\_with\_graph:

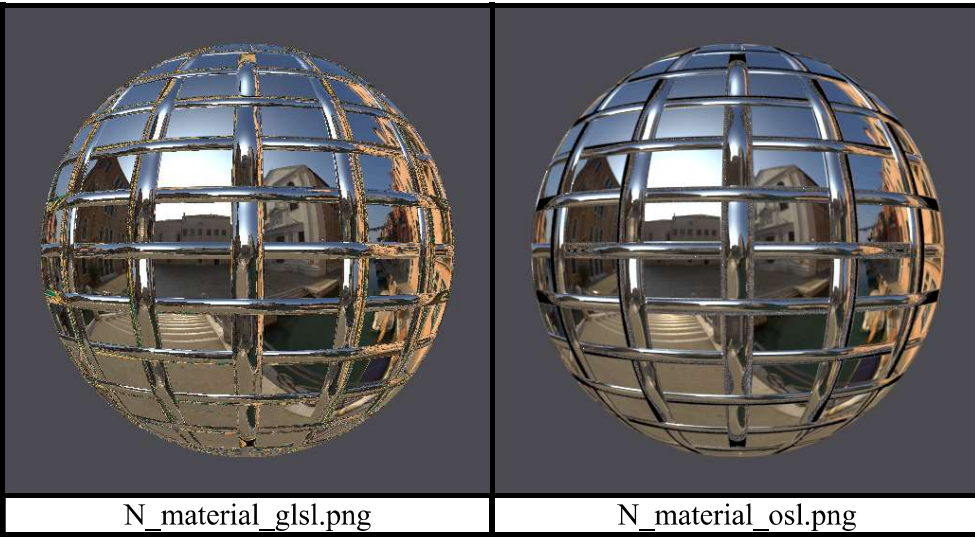




..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface\_ops:



..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd\_normal\_map:



..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd\_uv\_texture:

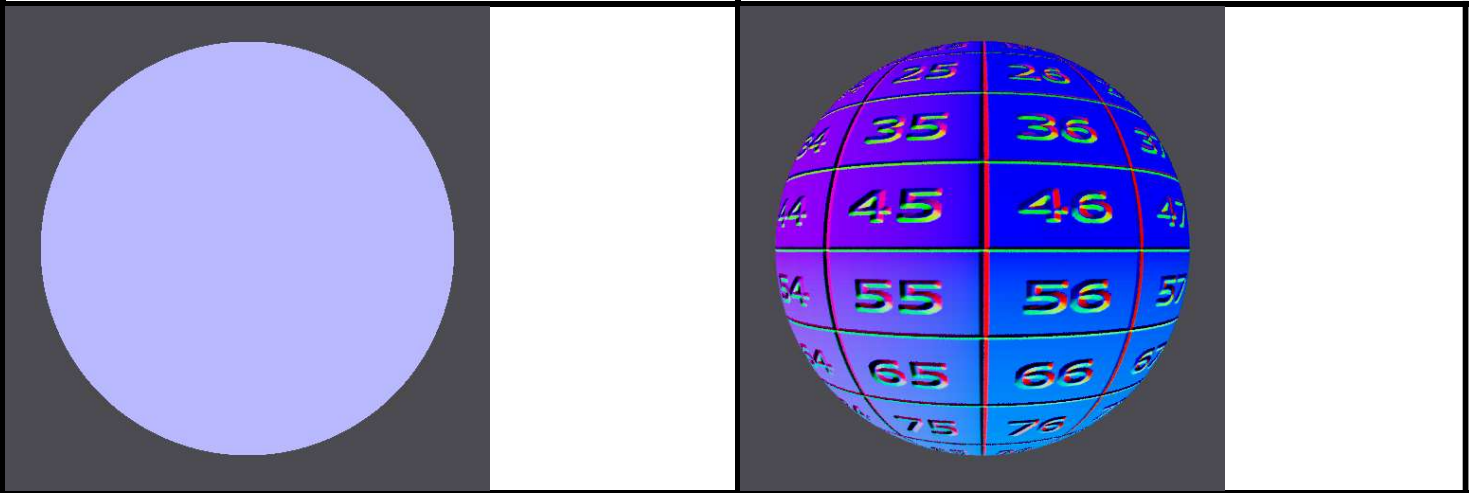


USDTexture_Tiled_Brass22_glsl.png	USDTexture_Tiled_Brass22_osl.png
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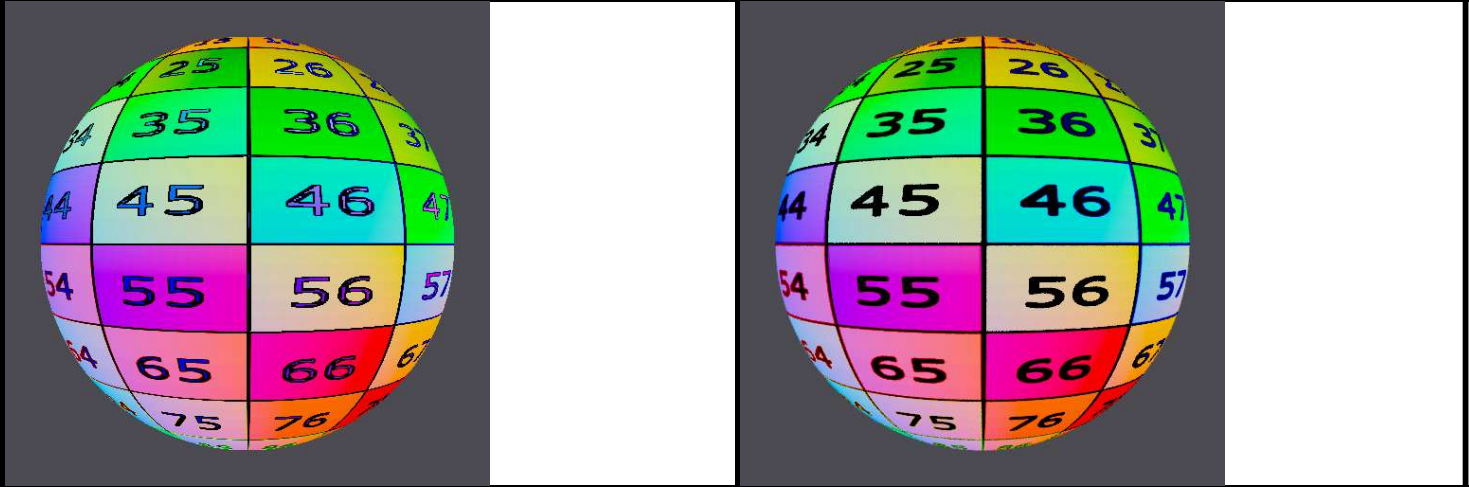


USDTexture_Tiled_Brass23_glsl.png	USDTexture_Tiled_Brass23_osl.png
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..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\color3\_vec3\_cm\_test:



height\_to\_normal\_cm height\_normal\_map\_output\_gsl.png height\_to\_normal\_cm height\_normal\_map\_output\_osl.png

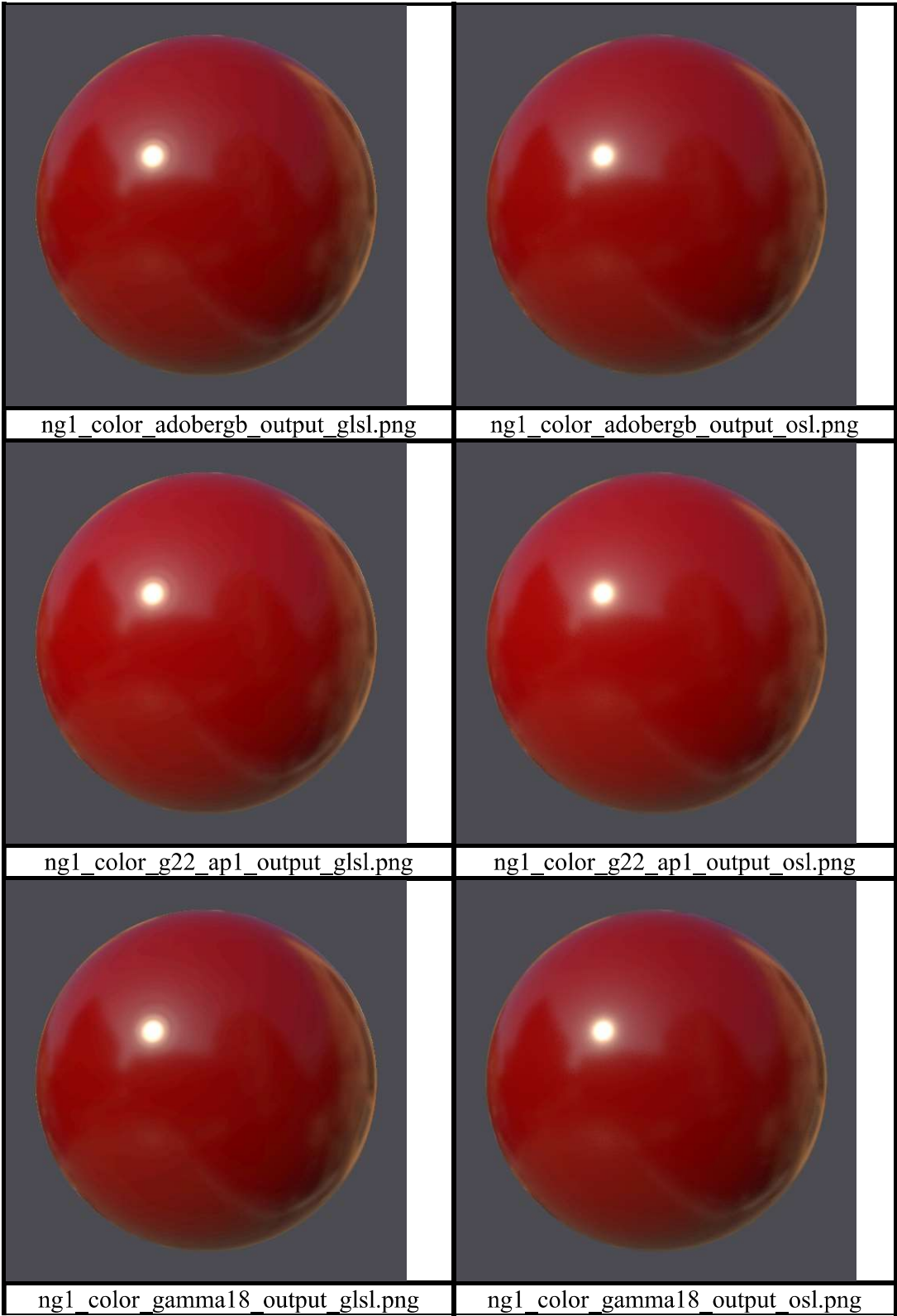


normalmap\_cm normal\_map\_output\_gsl.png normalmap\_cm normal\_map\_output\_osl.png

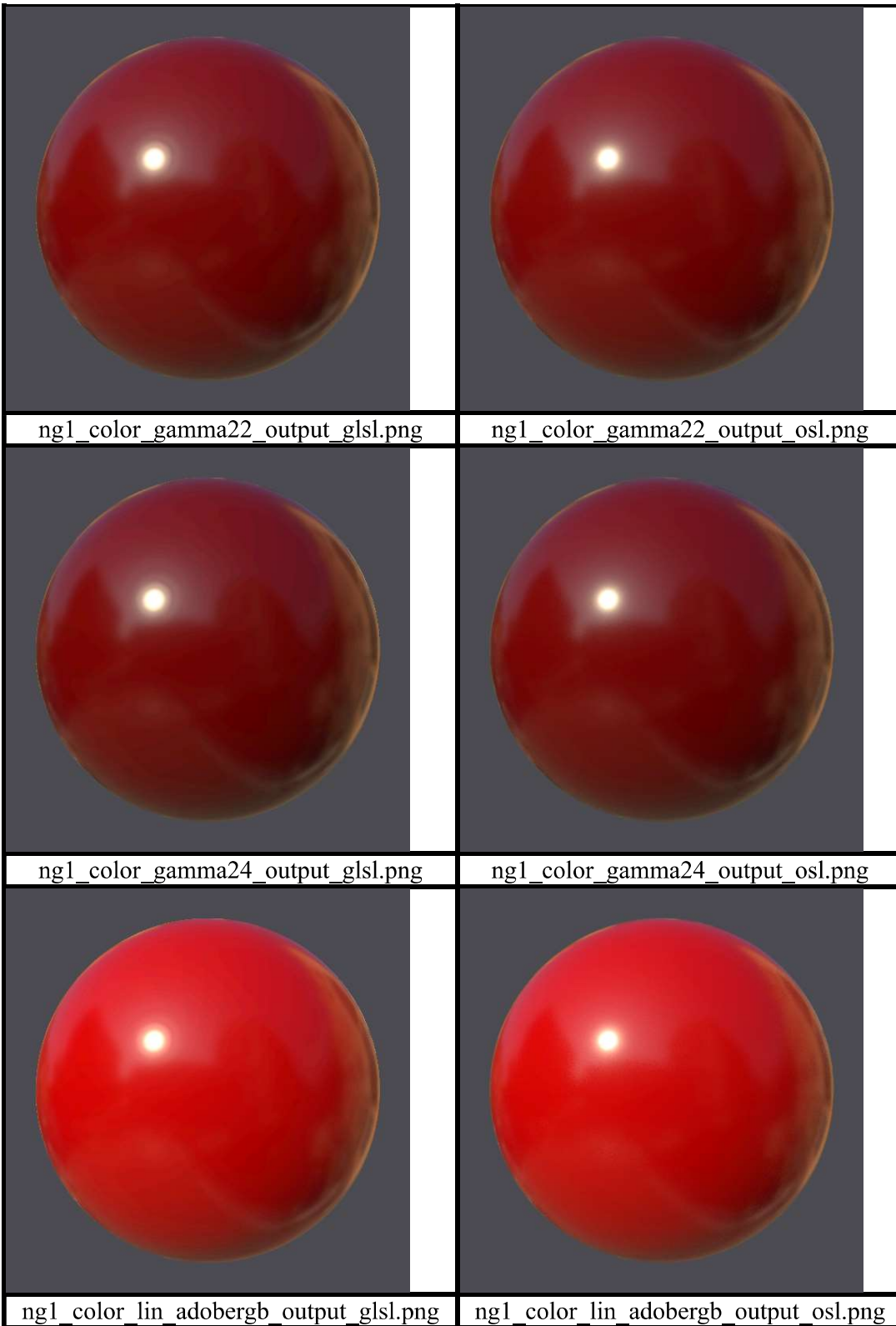
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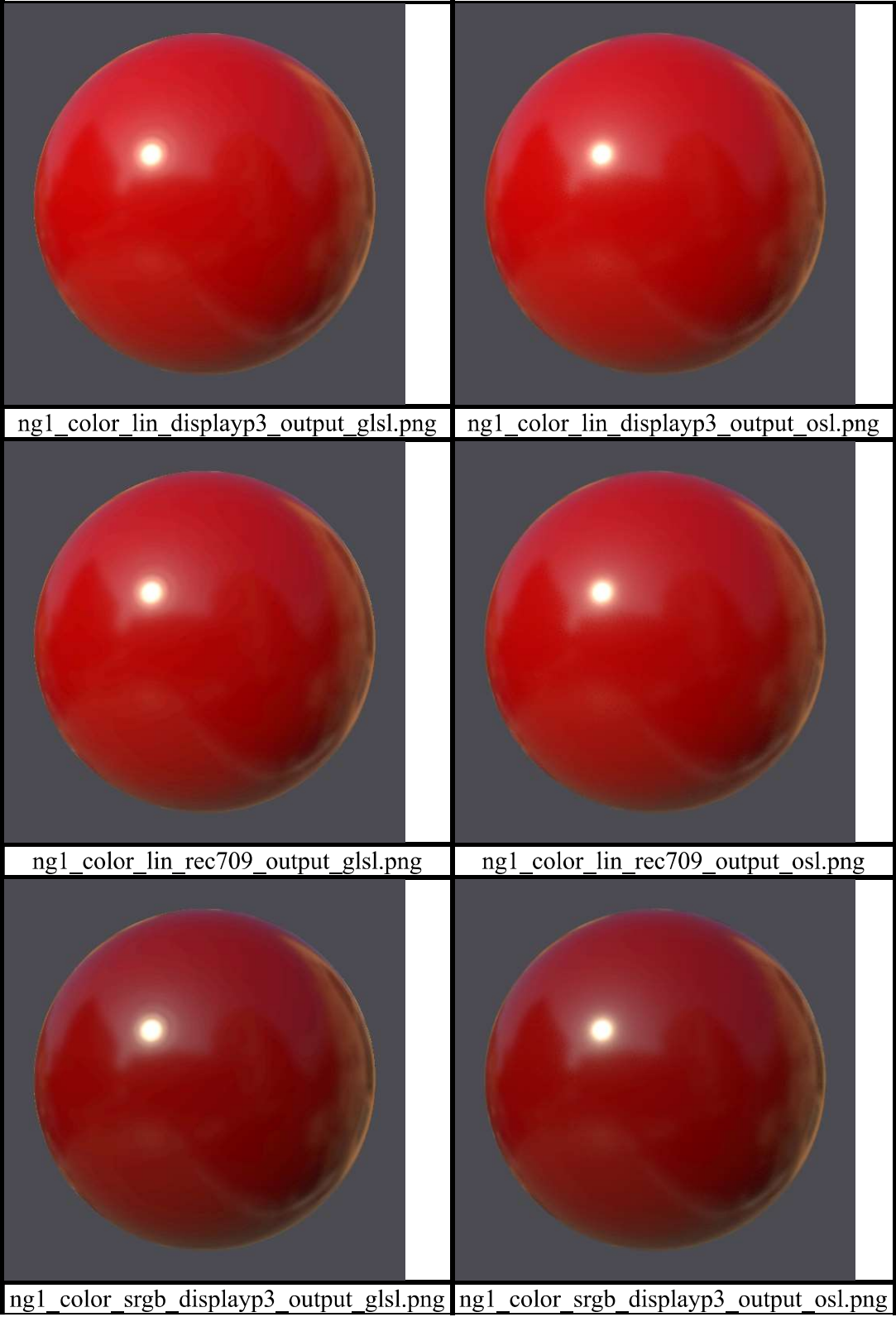


ngl\_color\_acescg\_output\_gsl.png ngl\_color\_acescg\_output\_osl.png











ngl\_color\_srgb\_texture\_output\_glsl.png

ngl\_color\_srgb\_texture\_output\_osl.png



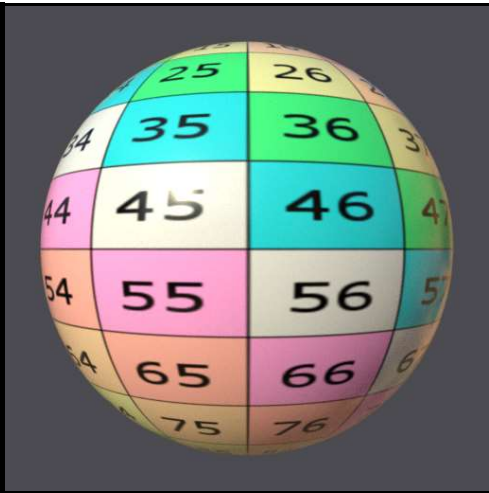
ngl\_image\_acescg\_output\_glsl.png

ngl\_image\_acescg\_output\_osl.png



ngl\_image\_adobergb\_output\_glsl.png

ngl\_image\_adobergb\_output\_osl.png



ngl\_image\_g22\_ap1\_output\_gsl.png

ngl\_image\_g22\_ap1\_output\_osl.png



ngl\_image\_gamma18\_output\_gsl.png

ngl\_image\_gamma18\_output\_osl.png



ngl\_image\_gamma22\_output\_gsl.png

ngl\_image\_gamma22\_output\_osl.png



ngl\_image\_gamma24\_output\_glsl.png

ngl\_image\_gamma24\_output\_osl.png



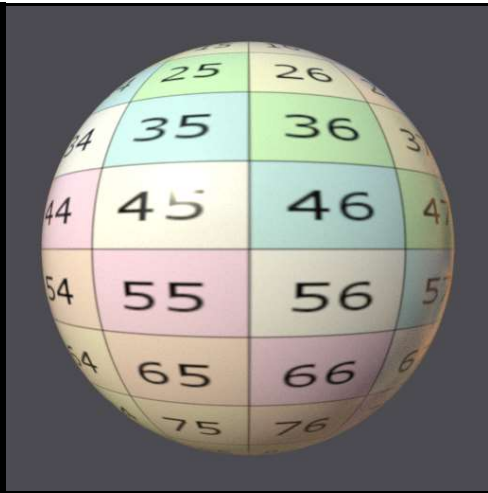
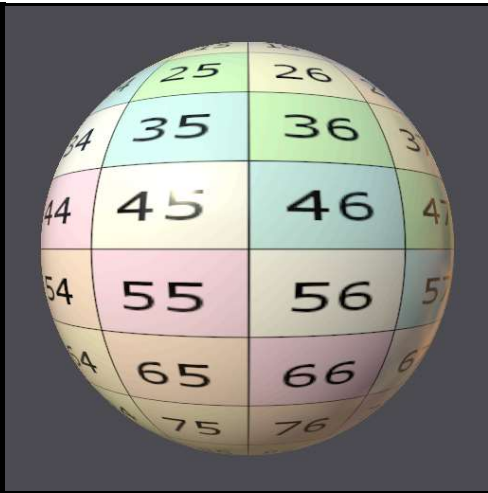
ngl\_image\_lin\_adobergb\_output\_glsl.png

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

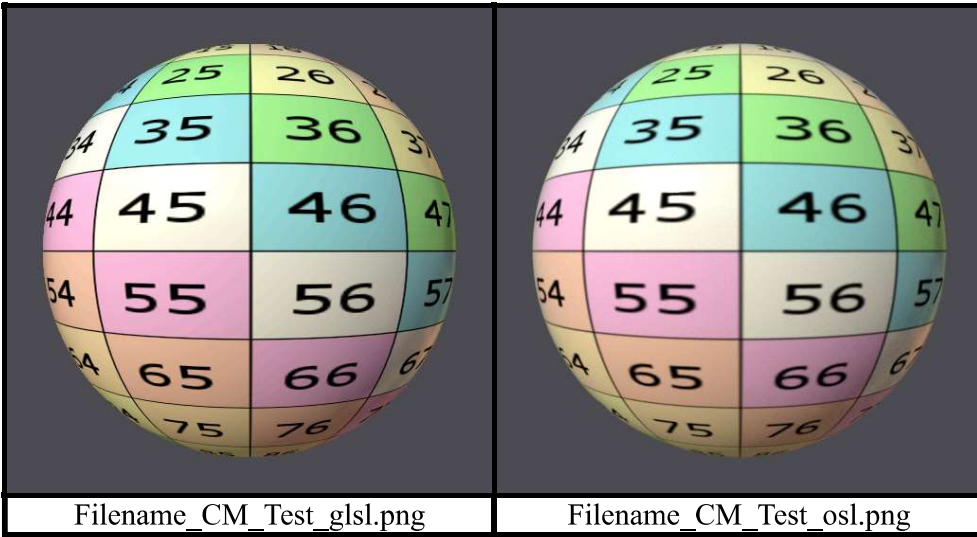
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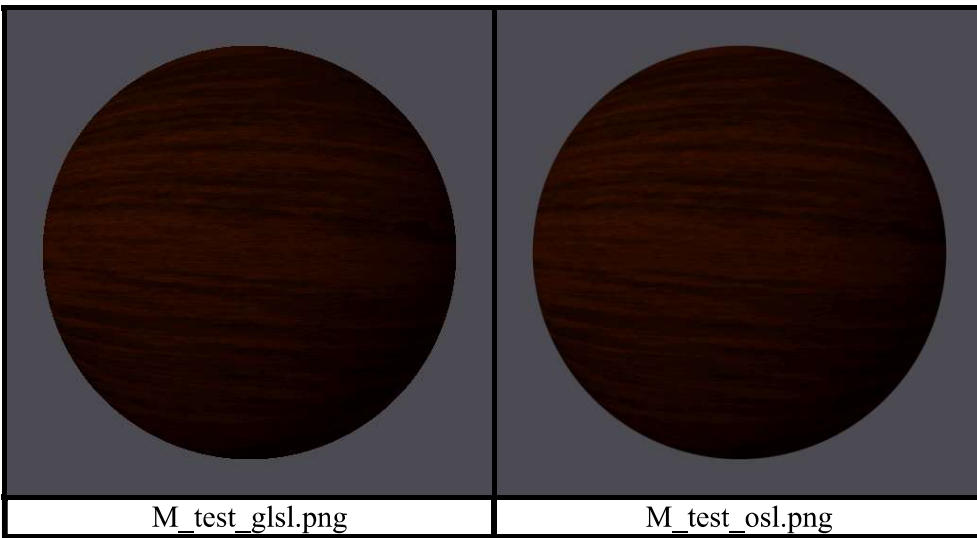
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ngl\_image\_srgb\_texture\_output\_osl.png

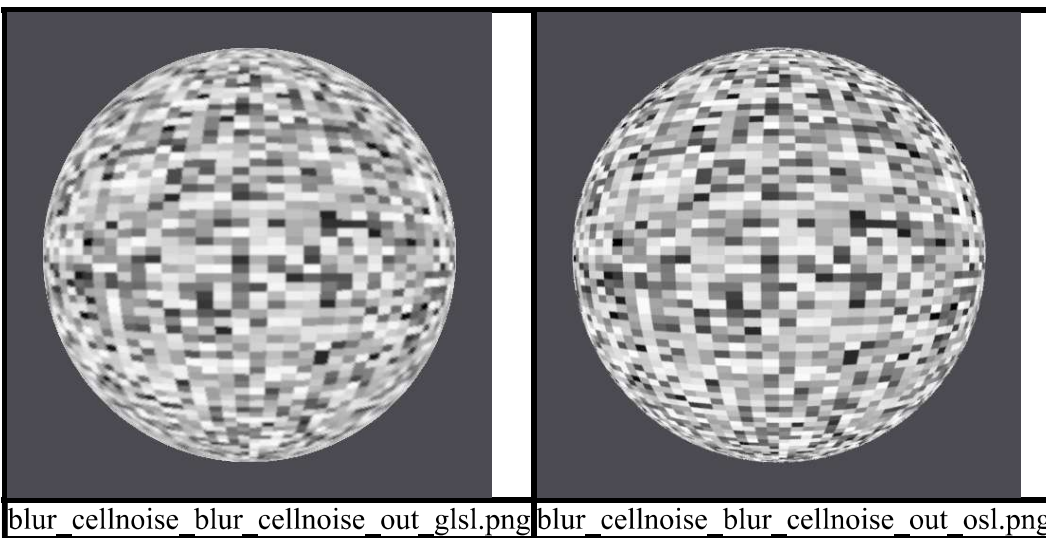
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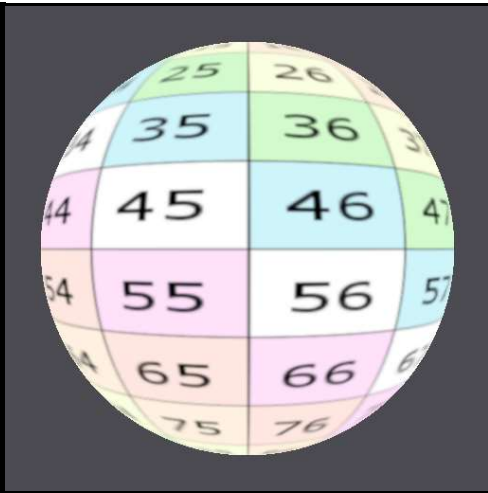


..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\surface\_colorspace:

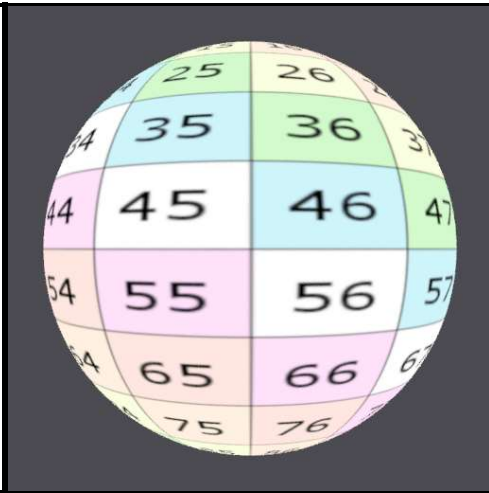


..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:

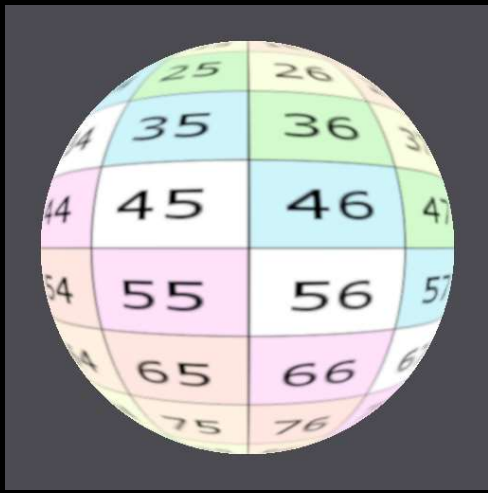




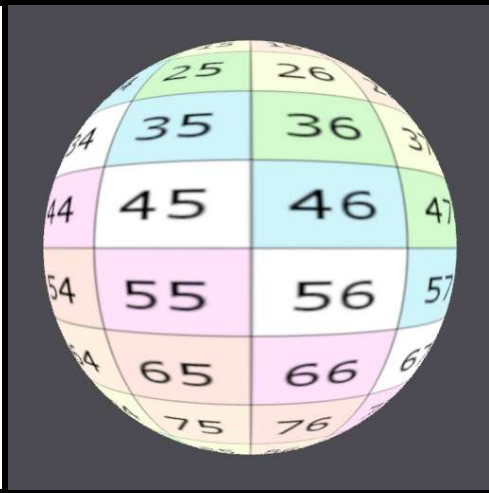
blur\_color3\_blur\_color3\_out\_gsl.png



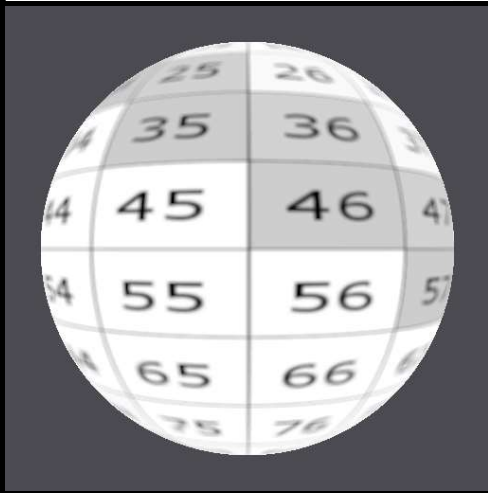
blur\_color3\_blur\_color3\_out\_osl.png



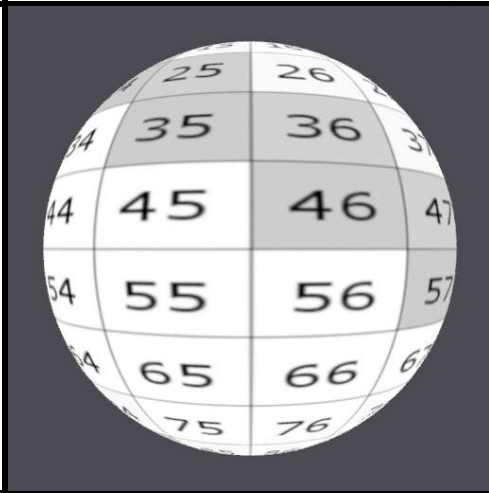
blur\_color4\_blur\_color4\_out\_gsl.png



blur\_color4\_blur\_color4\_out\_osl.png

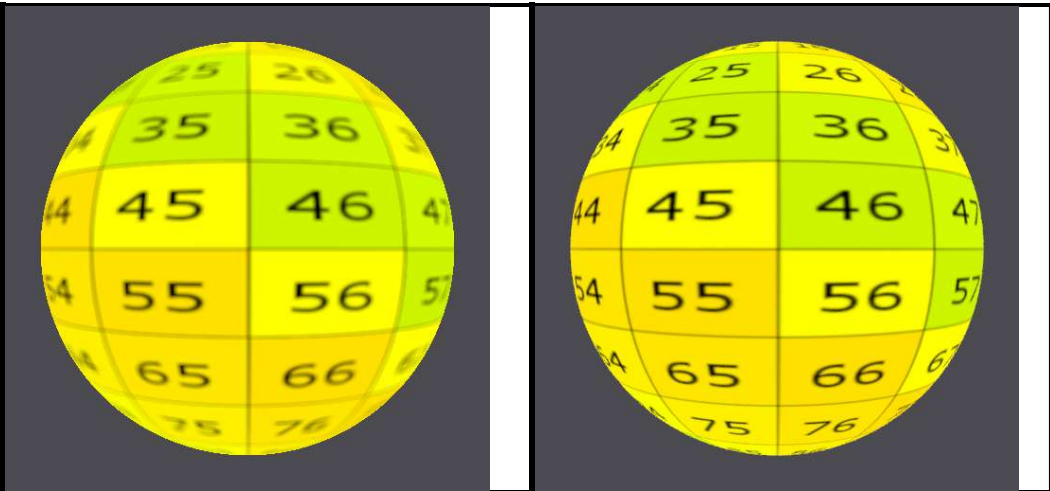


blur\_float\_blur\_float\_out\_gsl.png



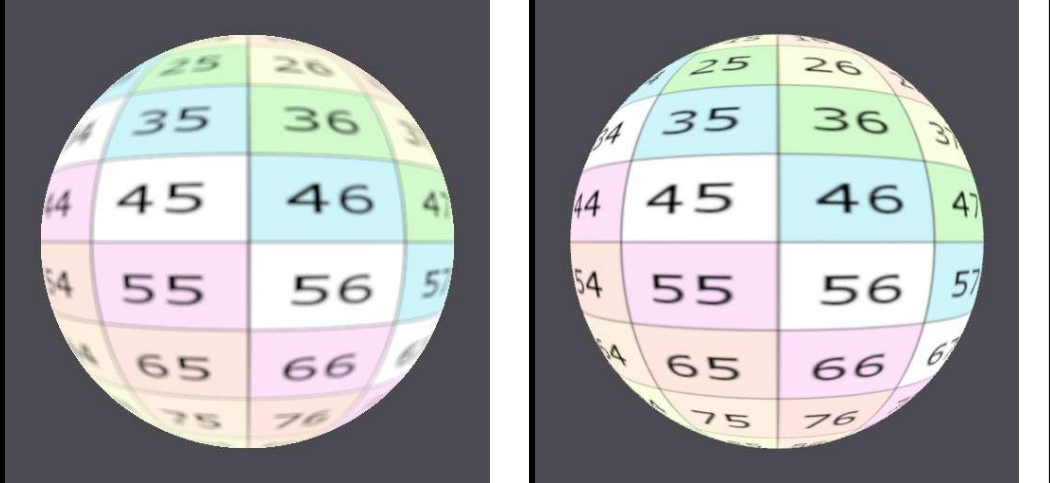
blur\_float\_blur\_float\_out\_osl.png





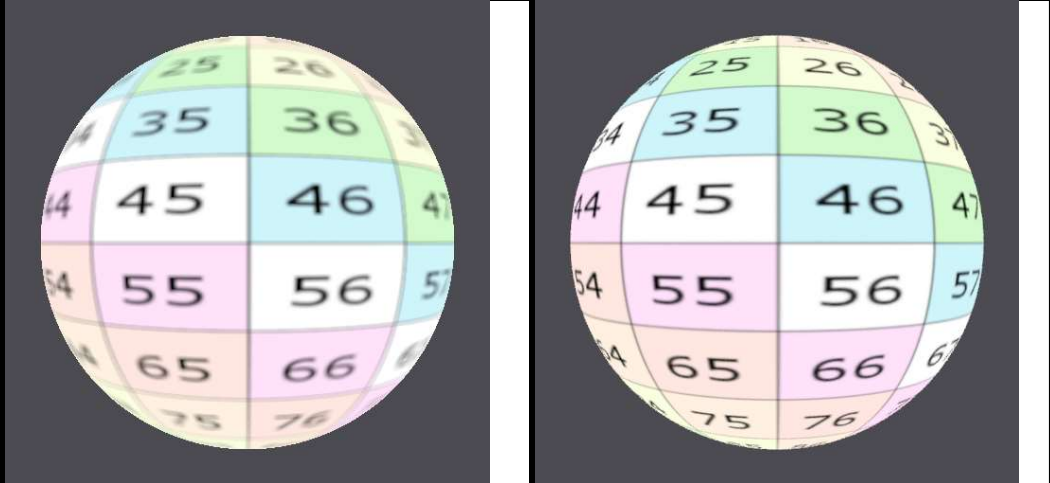
blur\_vector2\_blur\_vector2\_out\_gsl.png

blur\_vector2\_blur\_vector2\_out\_osl.png



blur\_vector3\_blur\_vector3\_out\_gsl.png

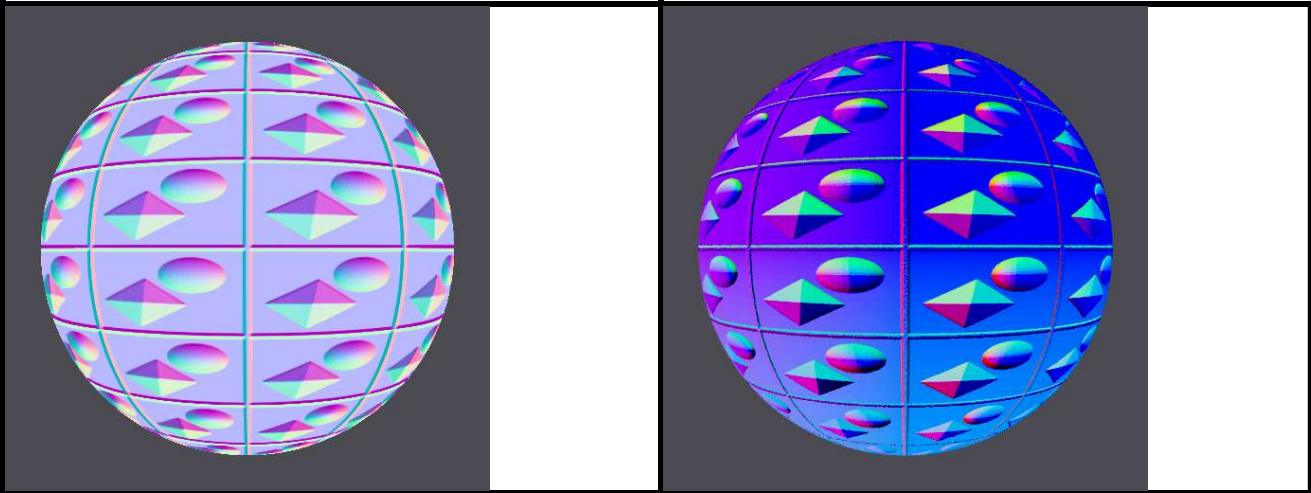
blur\_vector3\_blur\_vector3\_out\_osl.png



blur\_vector4\_blur\_vector4\_out\_gsl.png

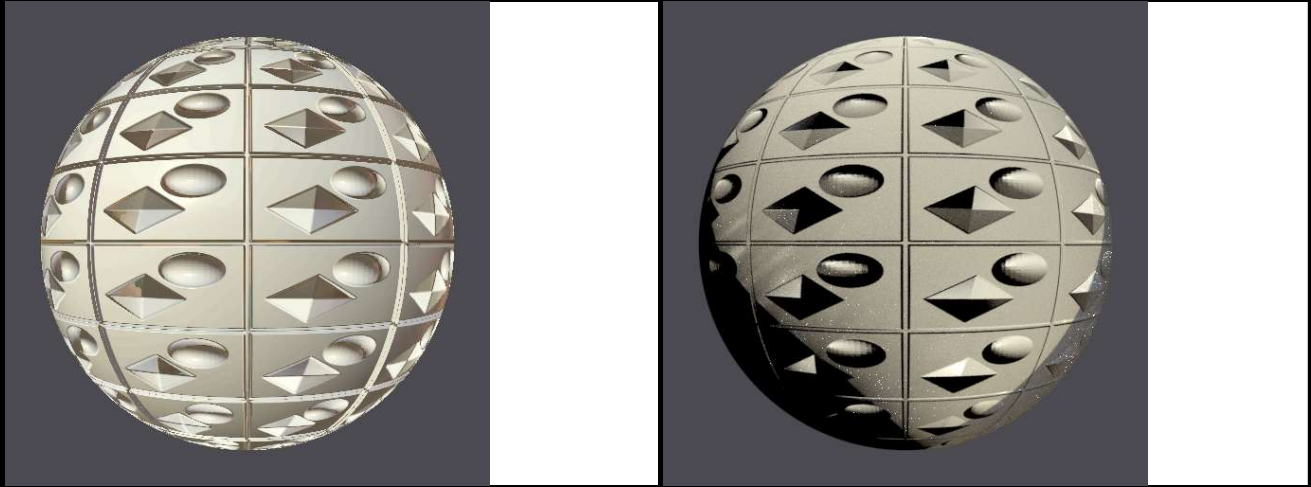
blur\_vector4\_blur\_vector4\_out\_osl.png

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



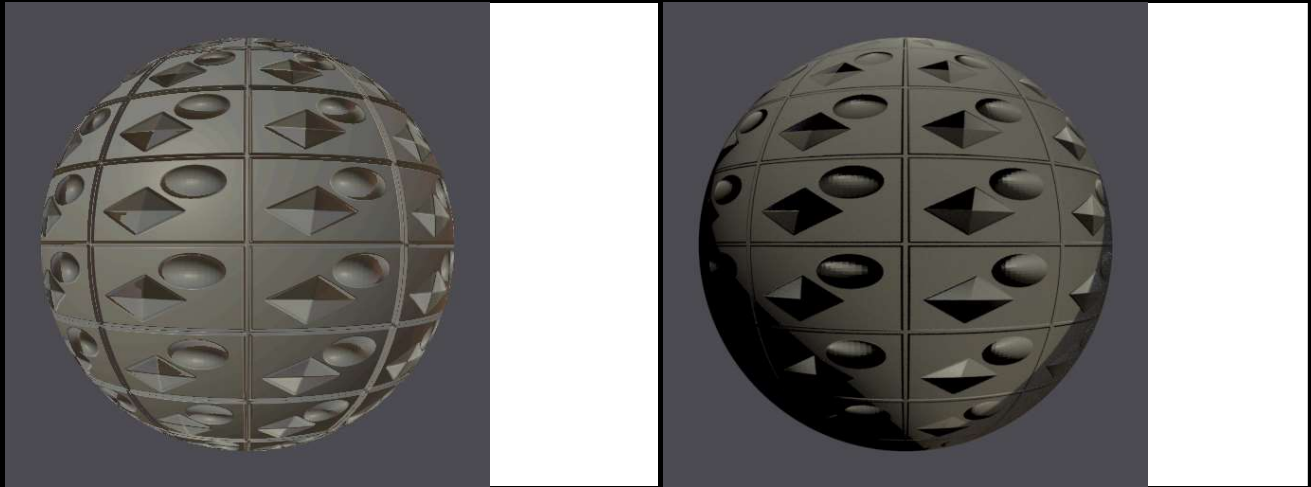
height\_to\_normal\_height\_to\_normal\_out\_glsl.png

height\_to\_normal\_height\_to\_normal\_out\_osl.png



height\_to\_normal\_standard\_surface\_out\_glsl.png

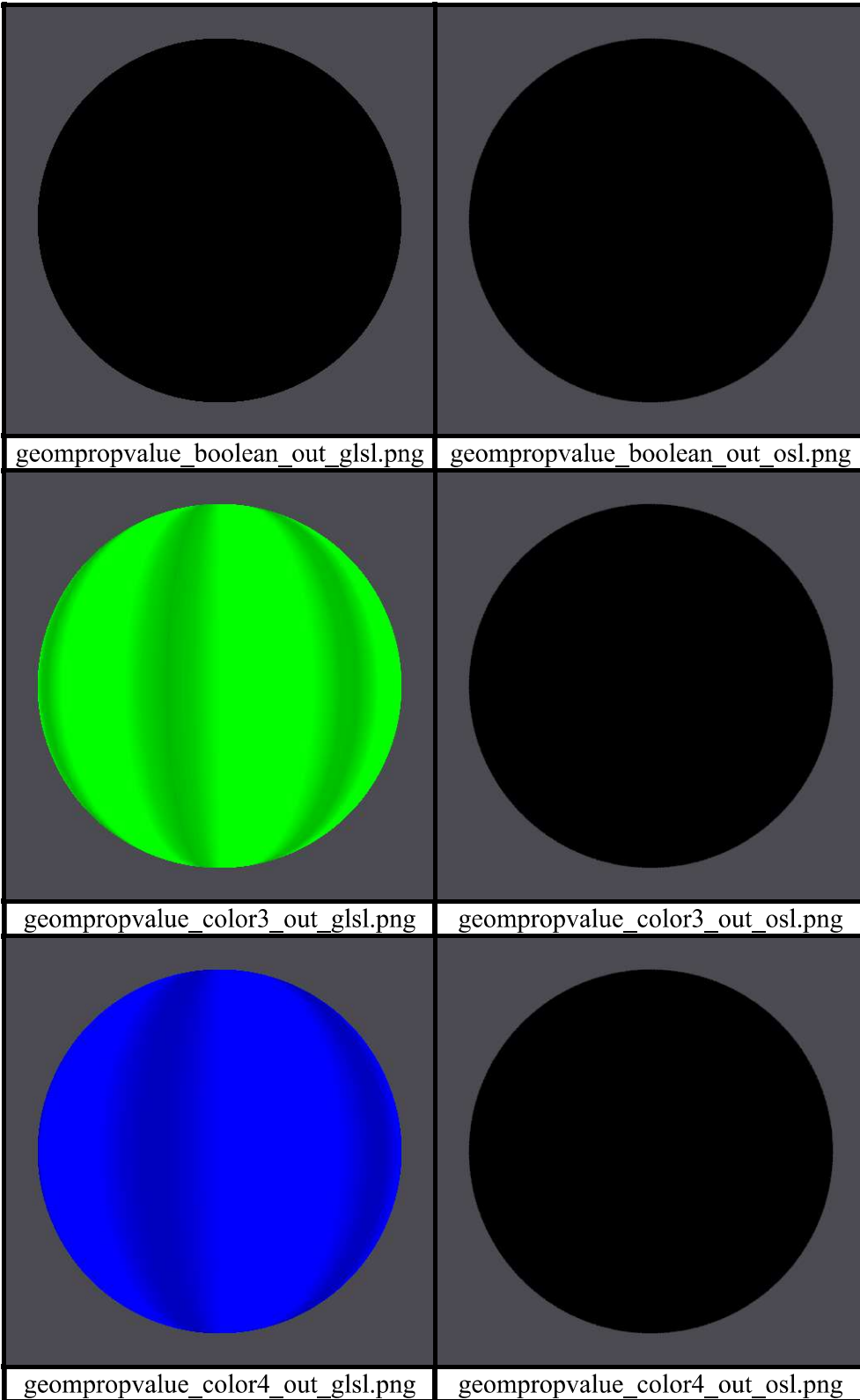
height\_to\_normal\_standard\_surface\_out\_osl.png

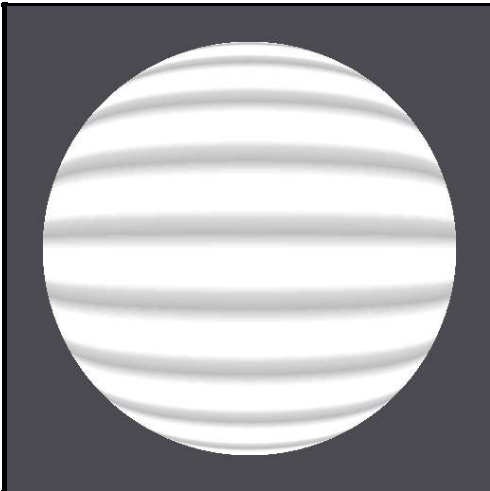
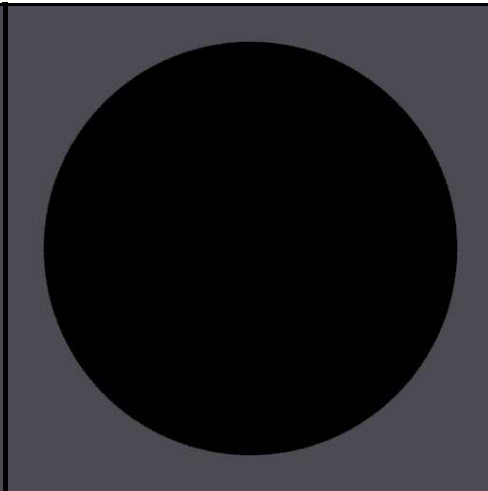
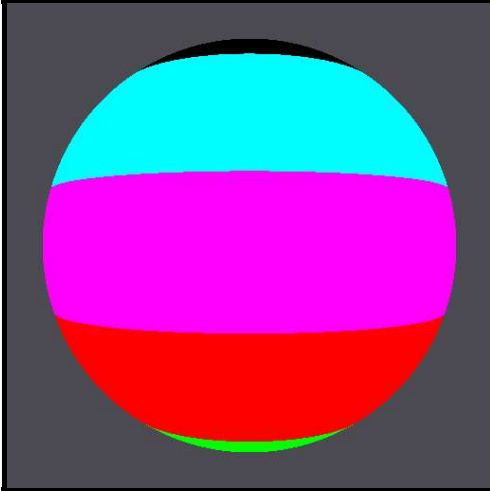
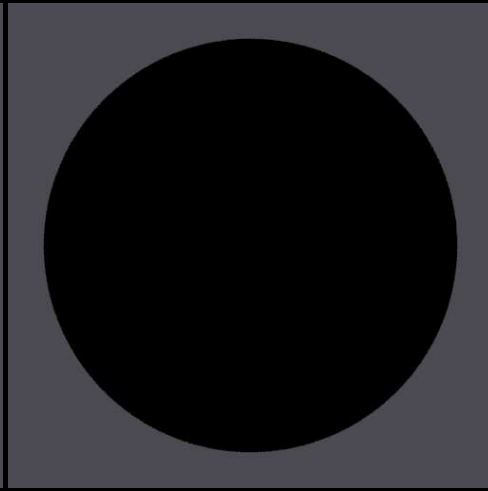
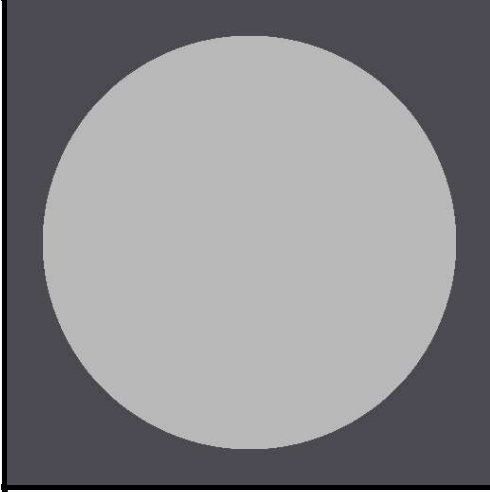
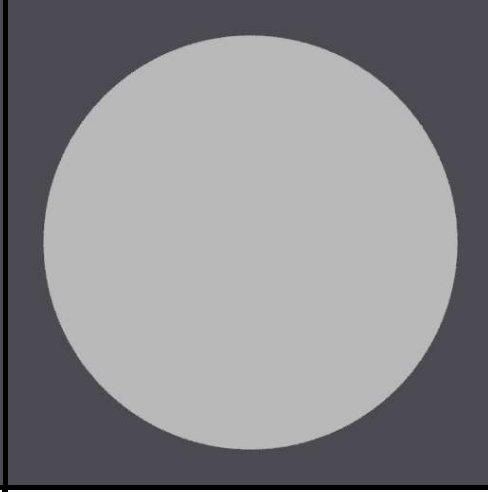


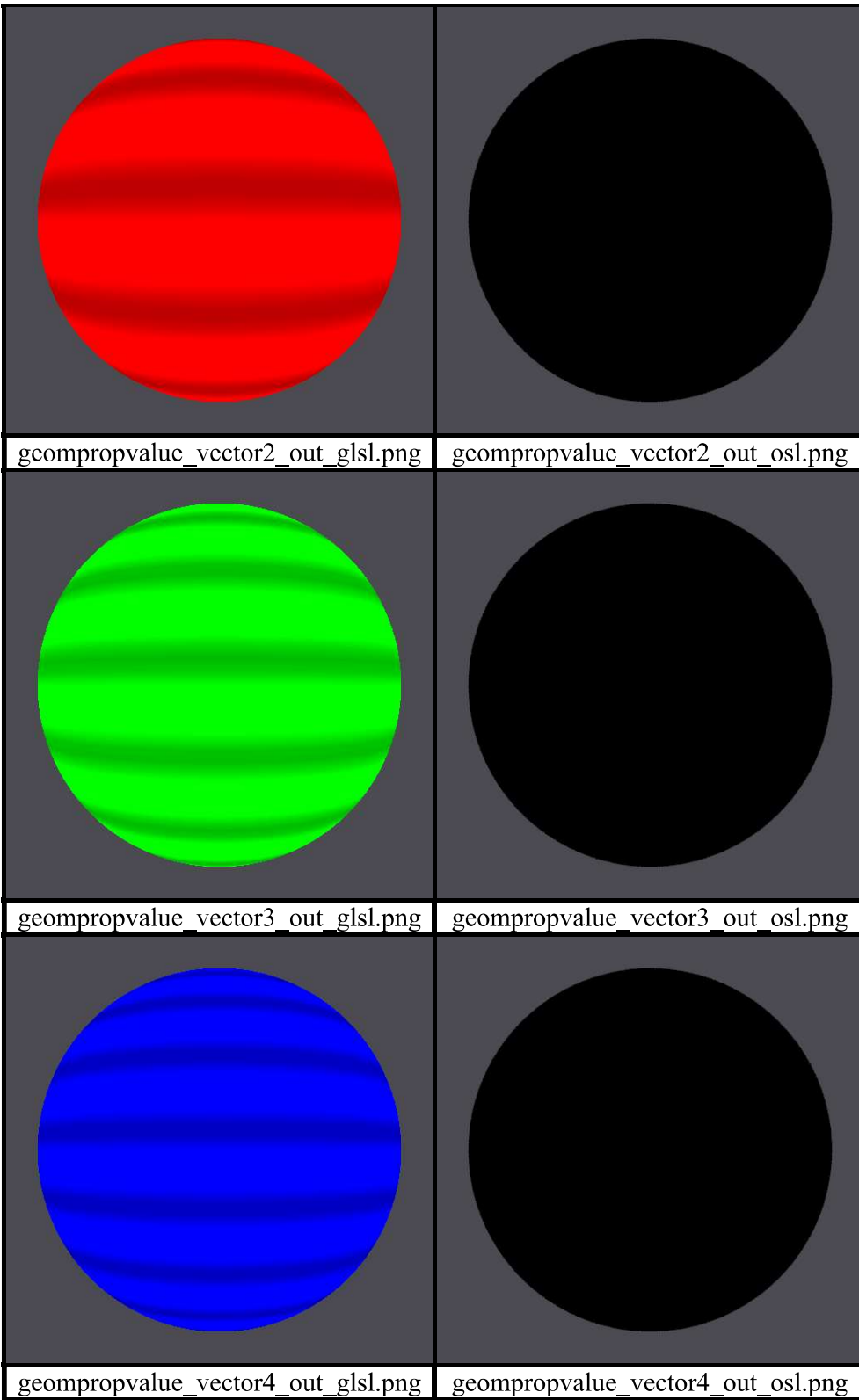
height\_to\_normal\_usd\_preview\_surface\_out\_glsl.png

height\_to\_normal\_usd\_preview\_surface\_out\_osl.png

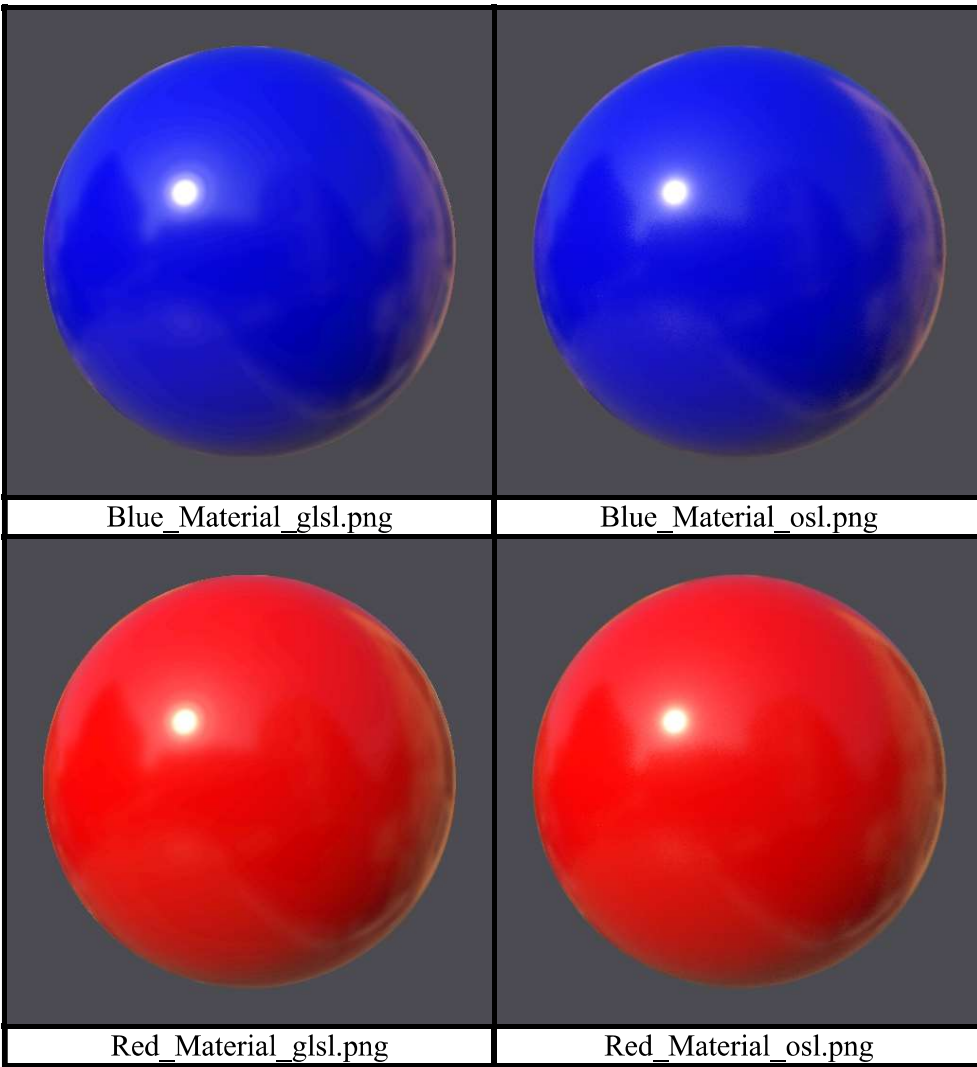
..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:



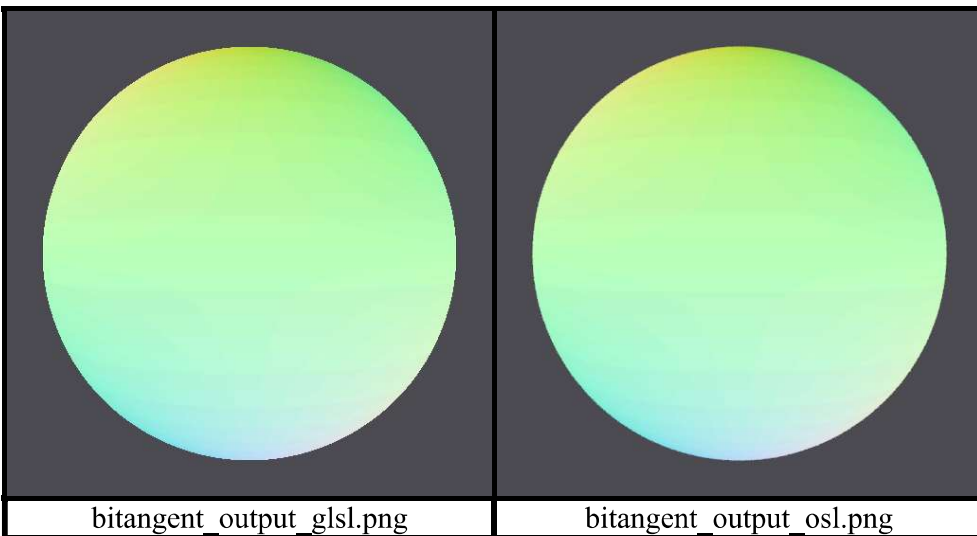
	
<code>geompropvalue_float_out_gsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_gsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_gsl.png</code>	<code>geompropvalue_string_out_osl.png</code>

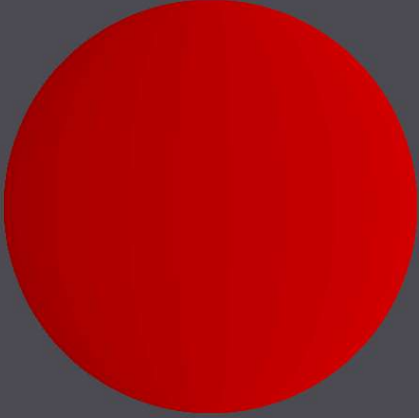
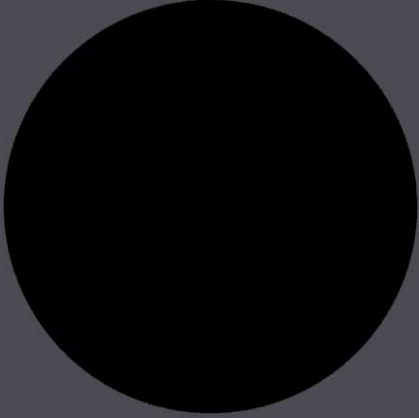

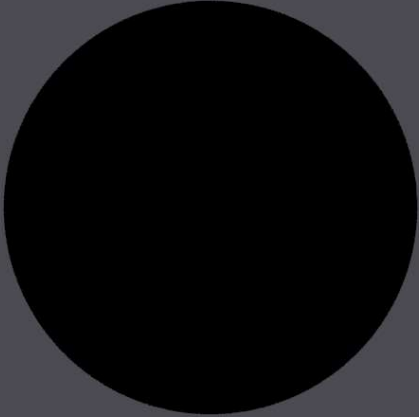

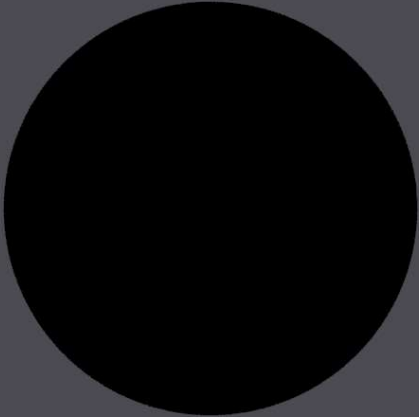


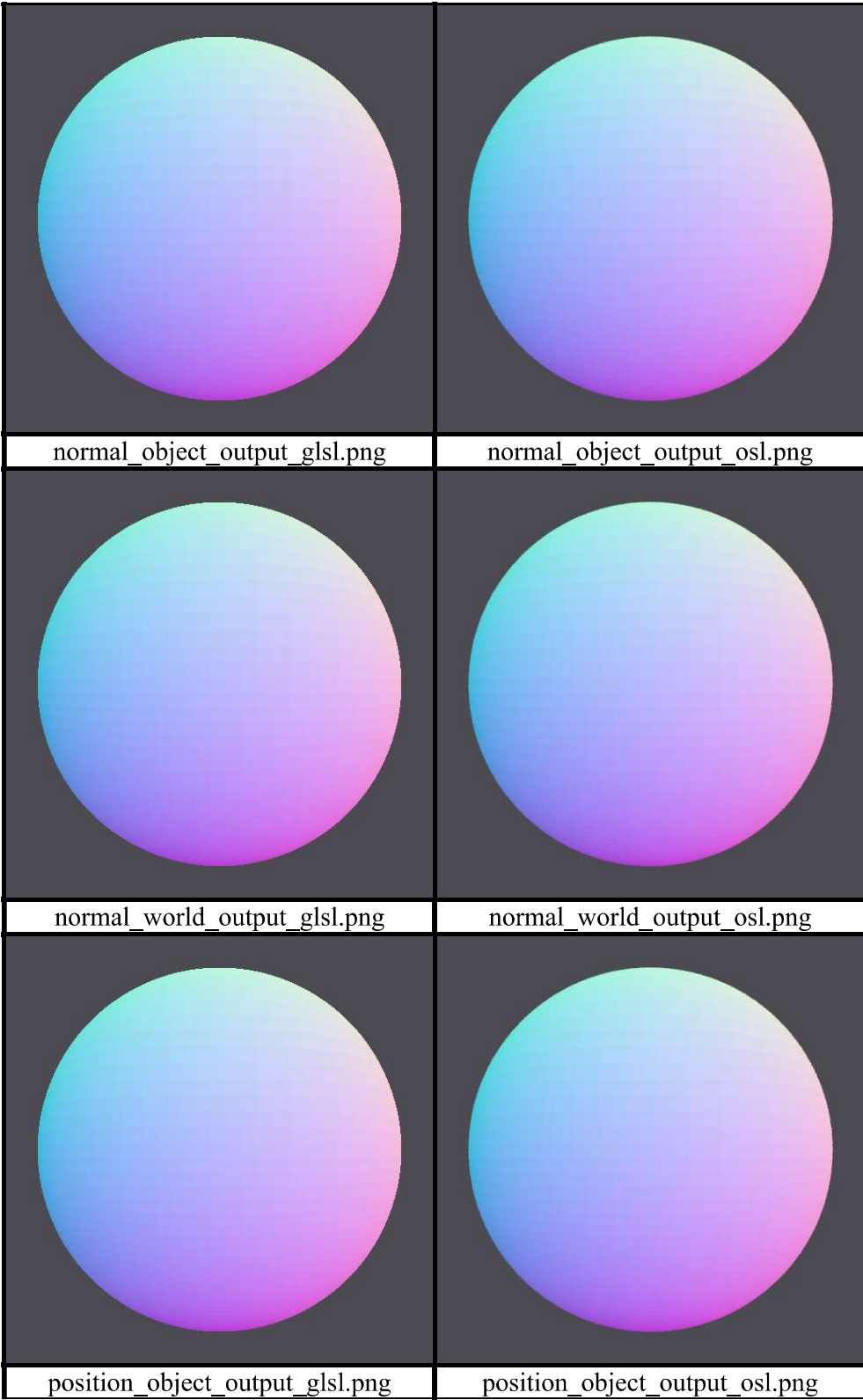
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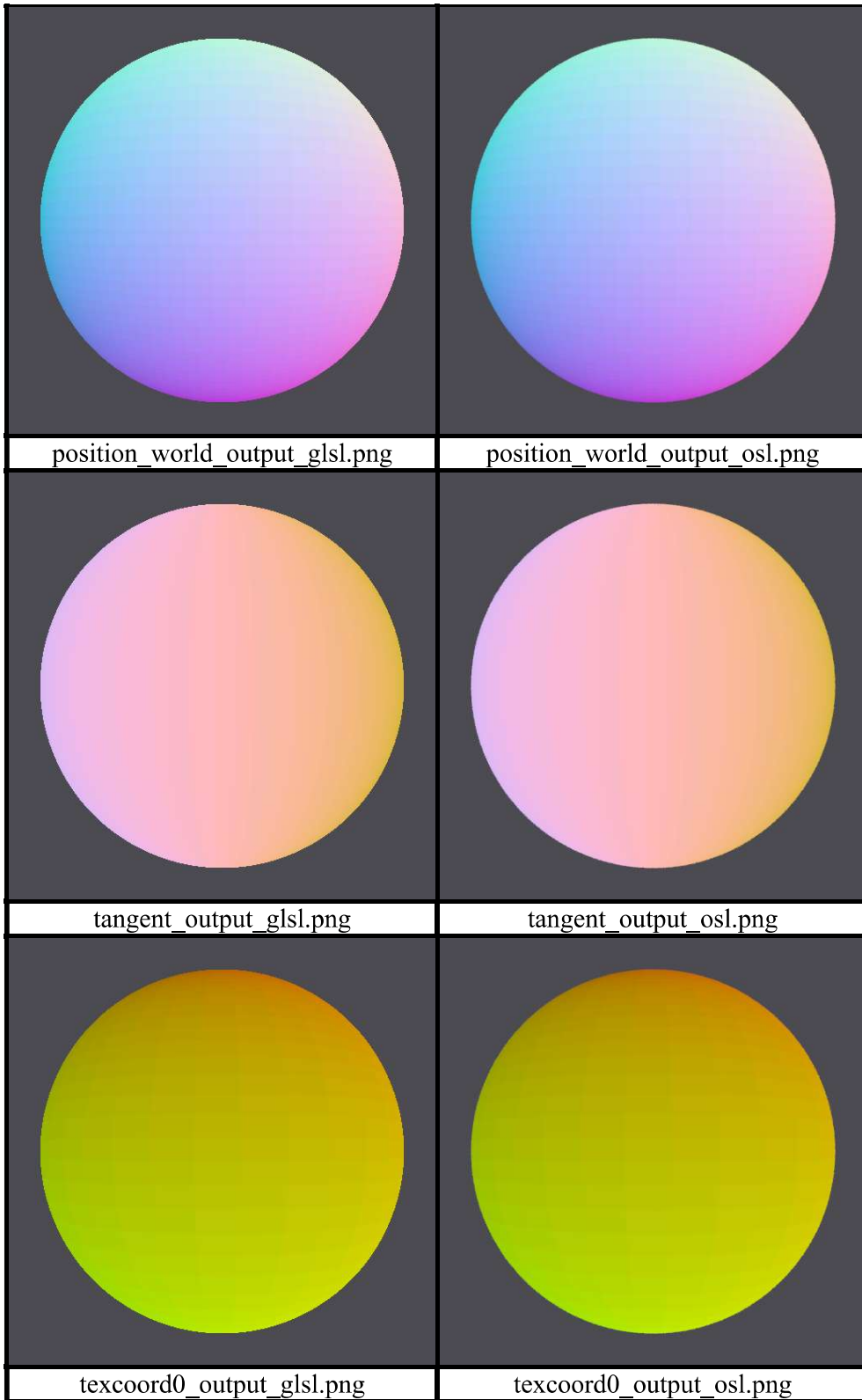
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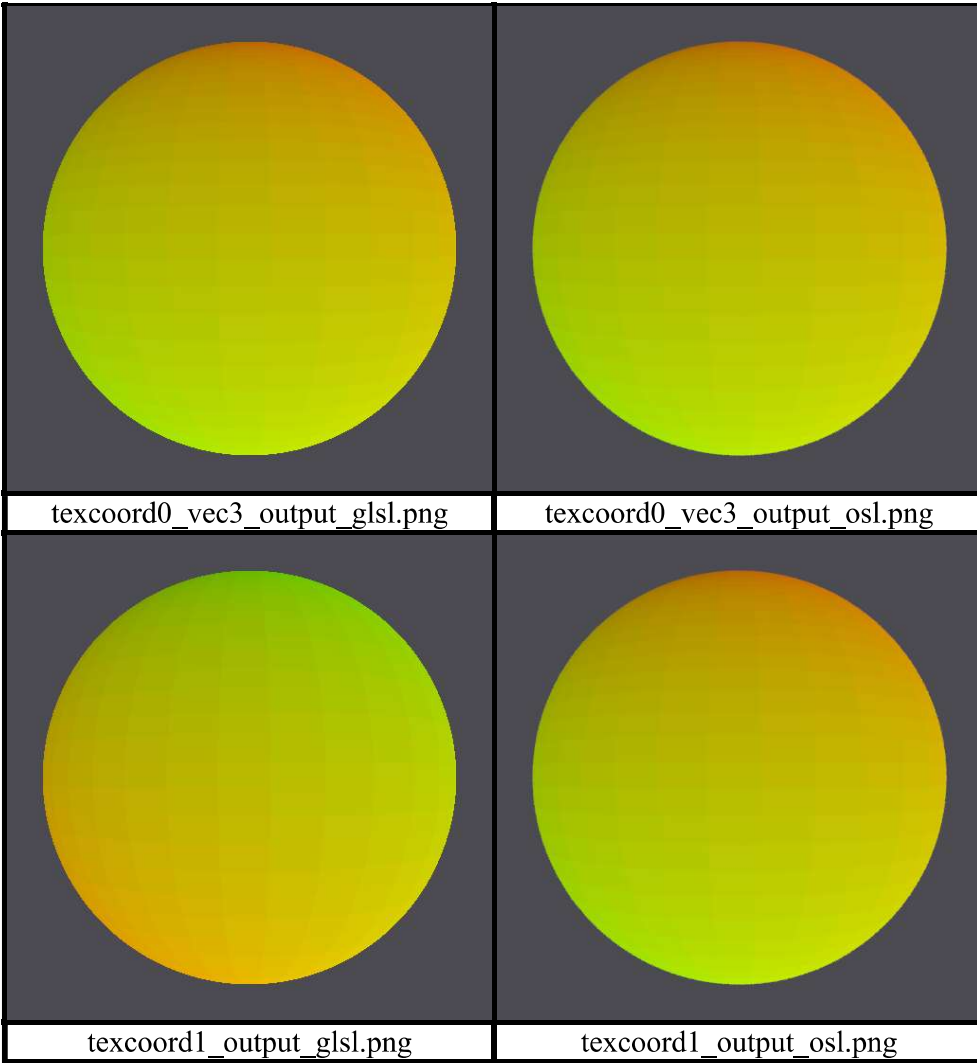


	
<code>color_float_output_glsl.png</code>	<code>color_float_output_osl.png</code>
	
<code>color_vec3_output_glsl.png</code>	<code>color_vec3_output_osl.png</code>
	
<code>color_vec4_output_glsl.png</code>	<code>color_vec4_output_osl.png</code>

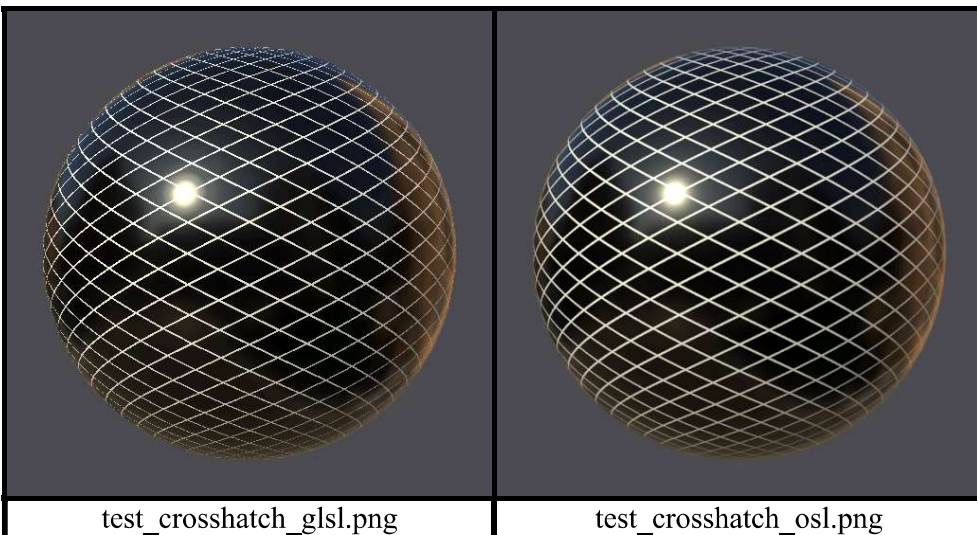


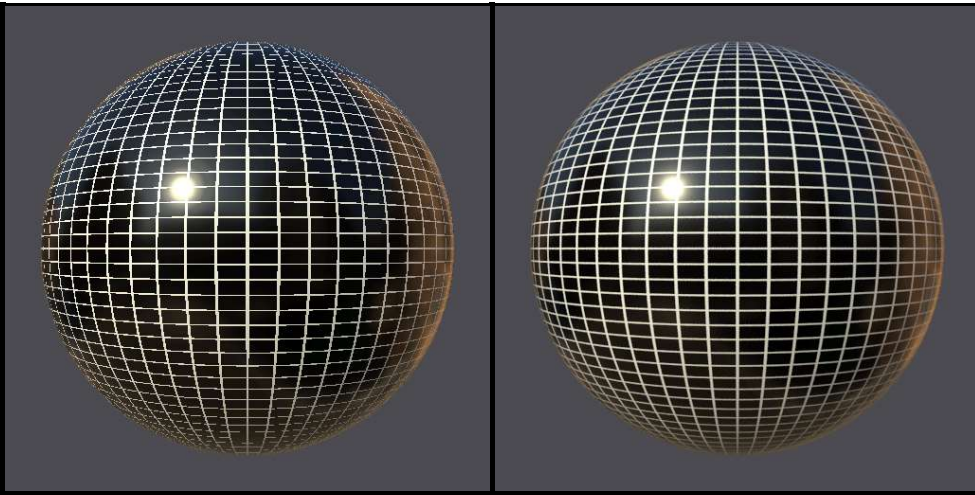






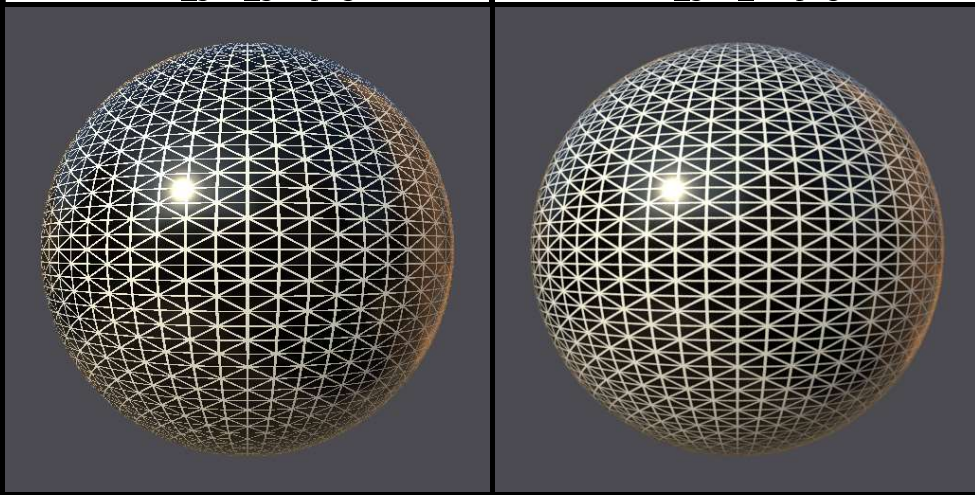
..\..\build\bin\resources\Materials\TestSuite\stdlib\procedural\linepattern:





test\_grid\_gsl.png

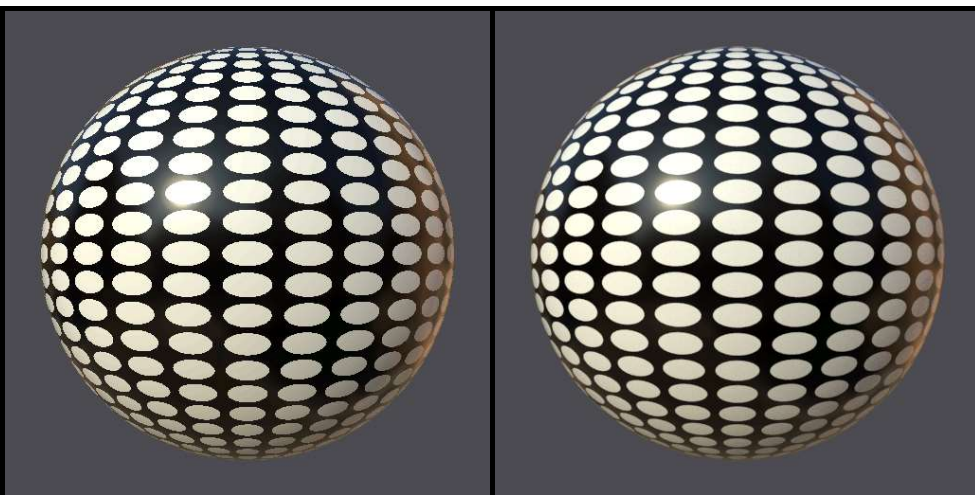
test\_grid\_osl.png



test\_union\_gsl.png

test\_union\_osl.png

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



test\_tiledcircles\_gsl.png

test\_tiledcircles\_osl.png

