

# OSL for Artists (and developers)



OSL dot-matrix text shader by Michael Anders  
<https://github.com/varkenvarken/osl-shaders>

# What use is OSL?

- Extend Cycles with new nodes/functionality
- Get additional procedural textures as plugins
- Even completely new tools are already available this way
- You can get out-of-the-box solutions or small building blocks

# Practical Part / Showcase

# OSL Resources

- <http://www.openshading.com/>  
Tutorials and News on OSL and Cycles by Thomas Dinges
- <https://www.smashwords.com/books/view/368598>  
Open Shading Language for Blender – A Practical Primer by Michael Anders  
(Must-read if you want to dive into OSL coding, includes lots of finished shaders)
- <https://github.com/sambler/osl-shaders>  
Huge collection of OSL shaders that are ready to use
- <https://github.com/GottfriedHofmann/osl-lib>  
WIP of small and useful tools and procedural textures for Cycles
- <http://blenderartists.org/forum/forumdisplay.php?47-Coding>  
Has two sections dedicated to OSL, you will find useful shaders in both
- <http://cgcookie.com/blender/cgc-courses/introduction-to-osl-in-blender-cycles/>  
OSL coding intro
- <http://blendersushi.blogspot.de/>  
Follow Jimmy Gunawan on his journey through OSL

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**Michel Anders**



**Open Shading Language  
for Blender  
A practical primer**

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