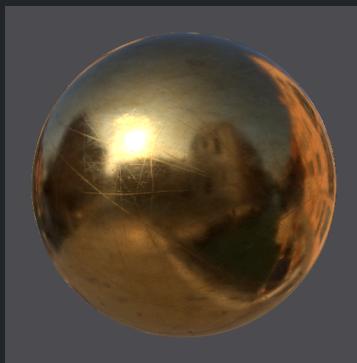


MaterialX RTS Comparison

**glsl (in: D:\Work\materialx\bernard_MaterialX_3\build\bin) vs glslfx (in: D:\Work\materialx\bernard_MaterialX_3\build\bin) vs osl
(in: D:\Work\materialx\bernard_MaterialX_3\build\bin)**

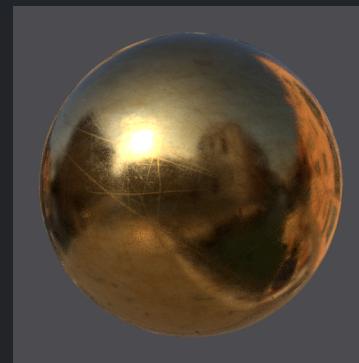
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



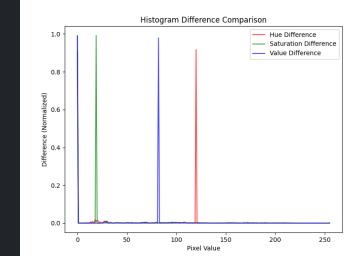
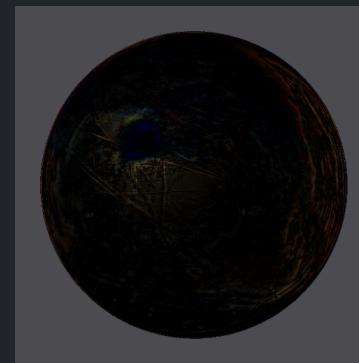
Tiled_Brass_glsl.png



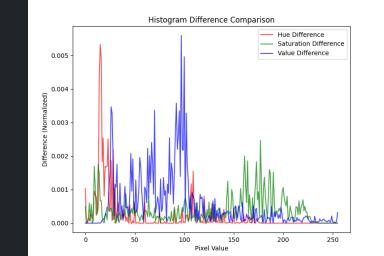
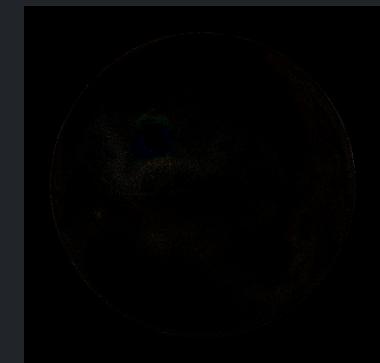
Tiled_Brass_glslfx.png



Tiled_Brass_osl.png



GLSL vs. GLSLFX (RMS
0.01119)

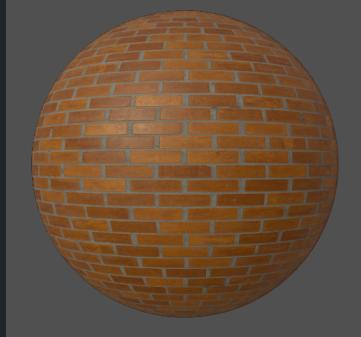


GLSL vs. OSL (RMS
0.00395)

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:



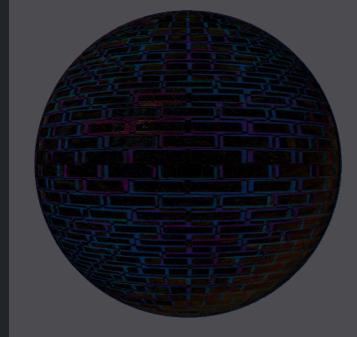
M_BrickPattern_glsl.png



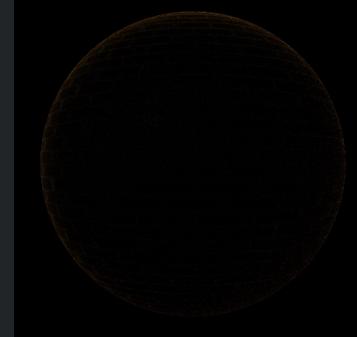
M_BrickPattern_glslfx.png



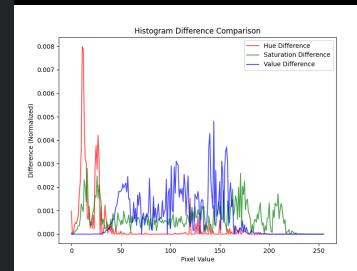
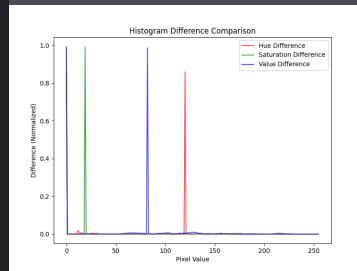
M_BrickPattern_osl.png



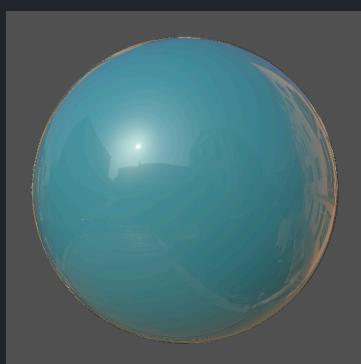
GLSL vs. GLSLFX (RMS
0.01260)



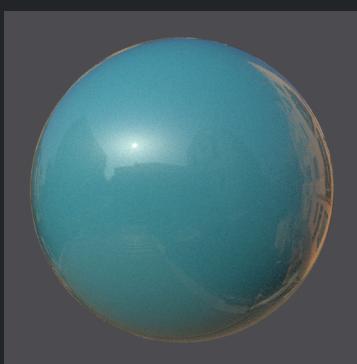
GLSL vs. OSL (RMS
0.00500)



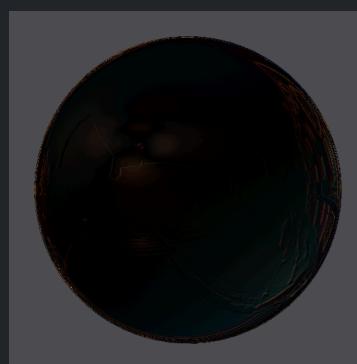
Car_Paint_glsl.png



Car_Paint_glslfx.png



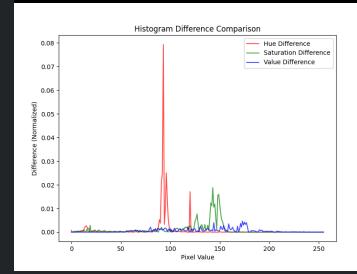
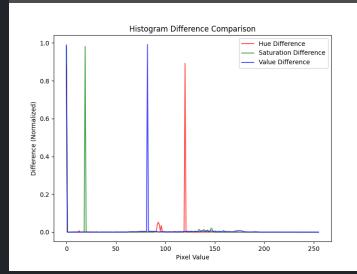
Car_Paint_osl.png

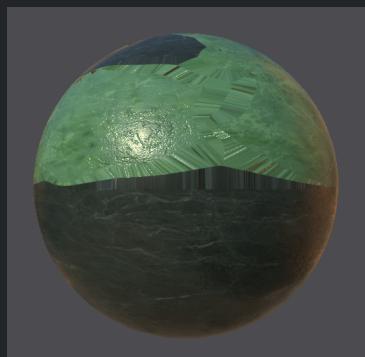


GLSL vs. GLSLFX (RMS
0.01133)

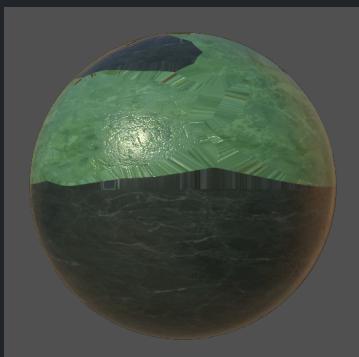


GLSL vs. OSL (RMS
0.00513)





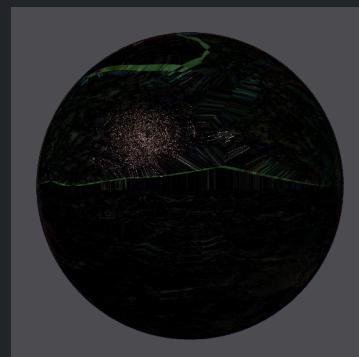
M_Bishop_B_glsl.png



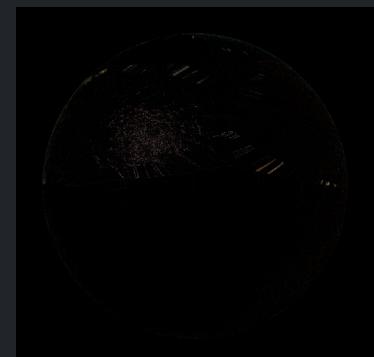
M_Bishop_B_glslfx.png



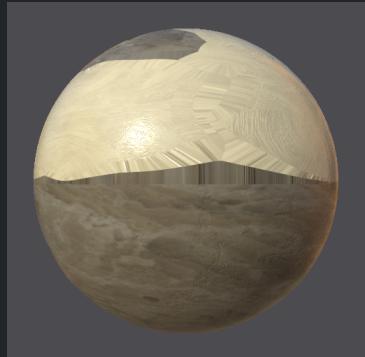
M_Bishop_B_osl.png



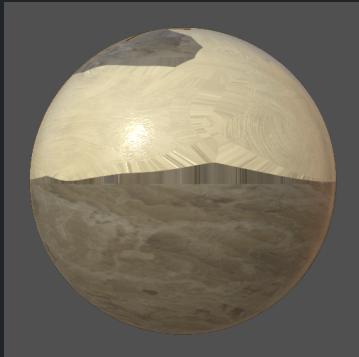
GLSL vs. GLSLFX (RMS
0.01150)



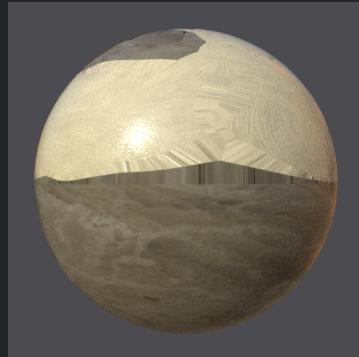
GLSL vs. OSL (RMS
0.00425)



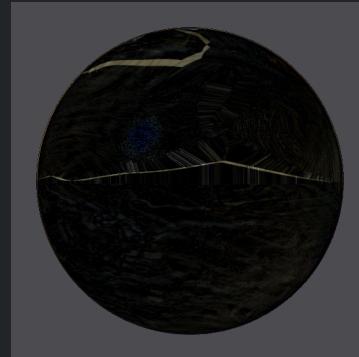
M_Bishop_W_glsl.png



M_Bishop_W_glslfx.png



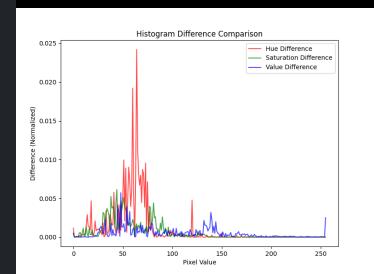
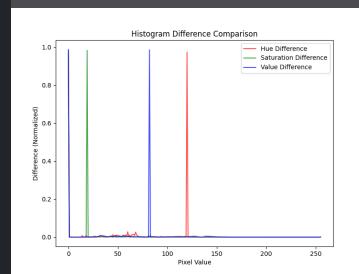
M_Bishop_W_osl.png

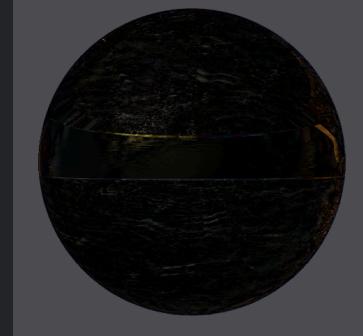
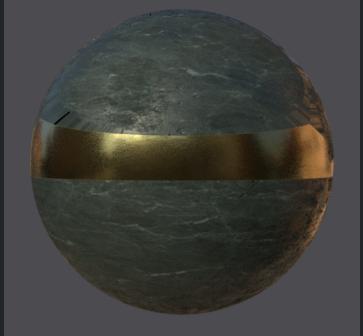
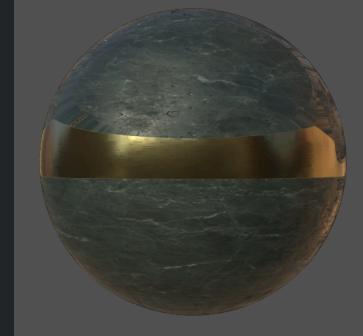
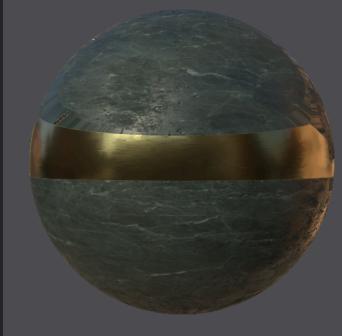


GLSL vs. GLSLFX (RMS
0.01226)



GLSL vs. OSL (RMS
0.00505)





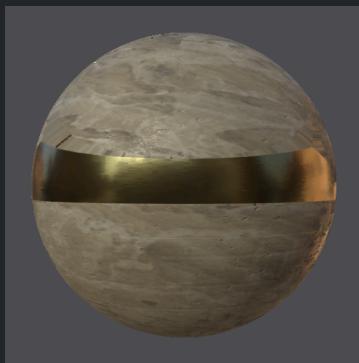
M_Castle_B_glsl.png

M_Castle_B_glslx.png

M_Castle_B_osl.png

GLSL vs. GLSLFX (RMS
0.01163)

GLSL vs. OSL (RMS
0.00385)



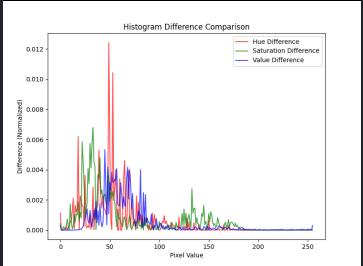
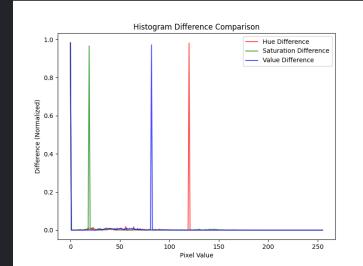
M_Castle_W_glsl.png

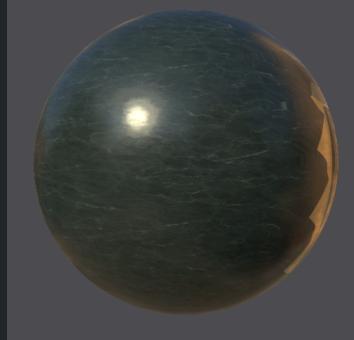
M_Castle_W_glslx.png

M_Castle_W_osl.png

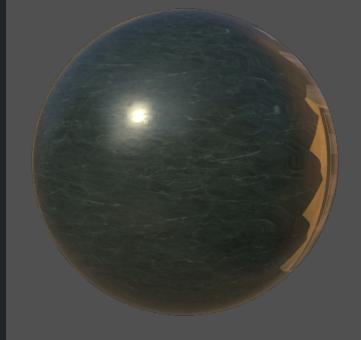
GLSL vs. GLSLFX (RMS
0.01230)

GLSL vs. OSL (RMS
0.00491)

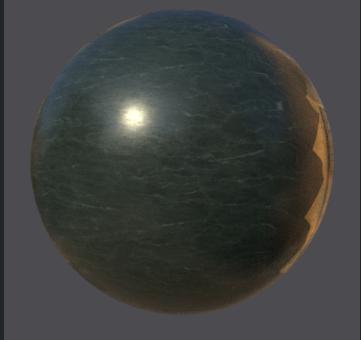




M_Chessboard_glsl.png



M_Chessboard_glsLfx.png



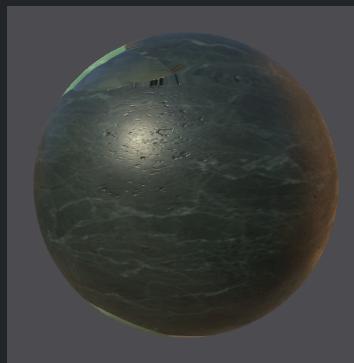
M_Chessboard_osl.png



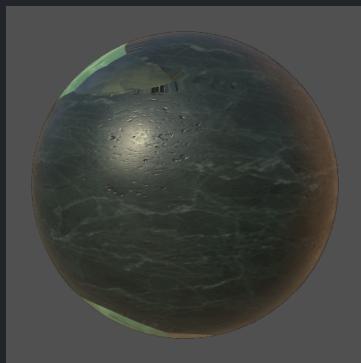
GLSL vs. GLSLFX (RMS
0.01080)



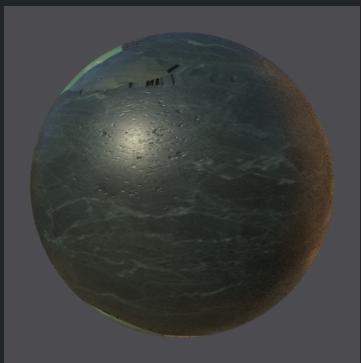
GLSL vs. OSL (RMS
0.00311)



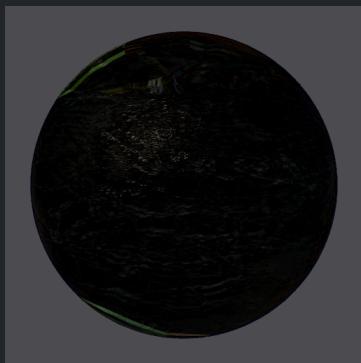
M_King_B_glsl.png



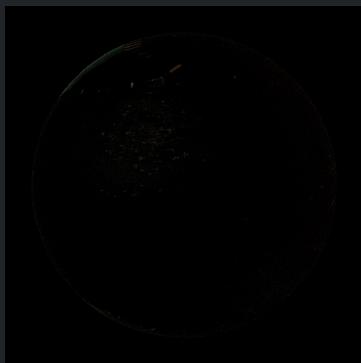
M_King_B_glsLfx.png



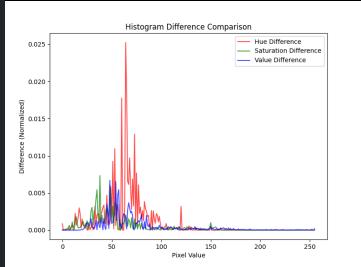
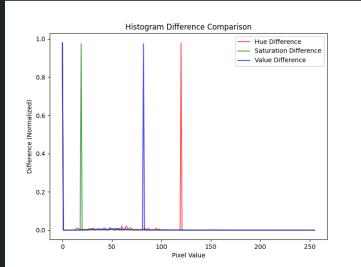
M_King_B_osl.png

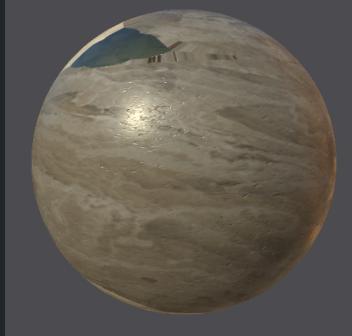


GLSL vs. GLSLFX (RMS
0.01118)

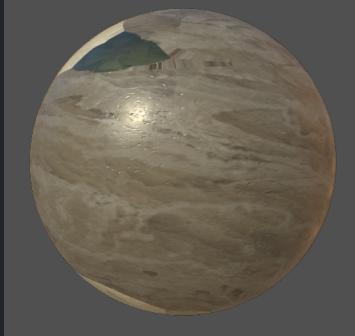


GLSL vs. OSL (RMS
0.00366)

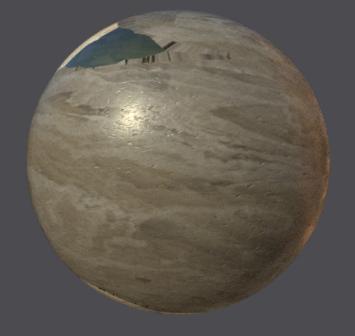




M_King_W_glsl.png



M_King_W_glslfx.png



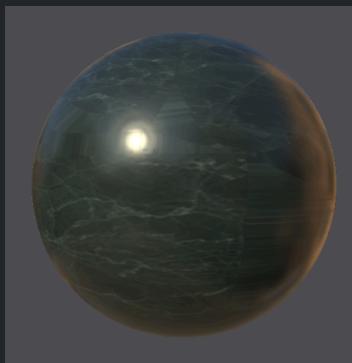
M_King_W_osl.png



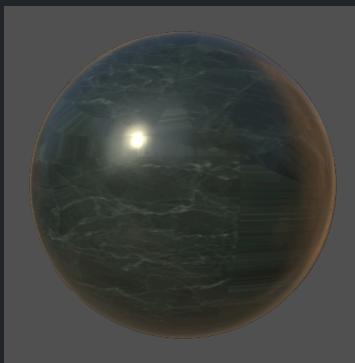
GLSL vs. GLSLFX (RMS
0.01224)



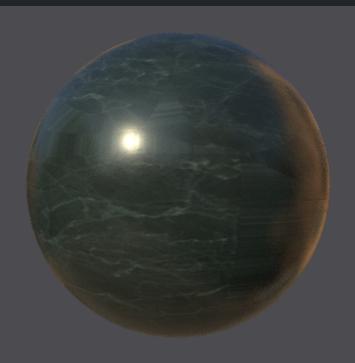
GLSL vs. OSL (RMS
0.00463)



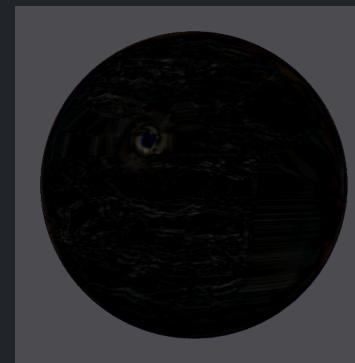
M_Knight_B_glsl.png



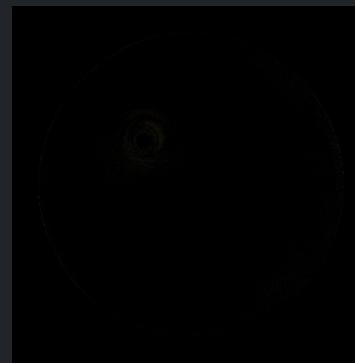
M_Knight_B_glslfx.png



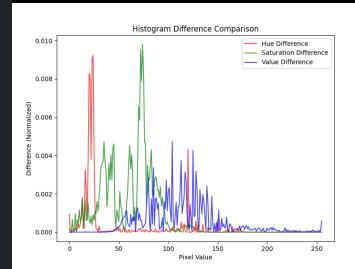
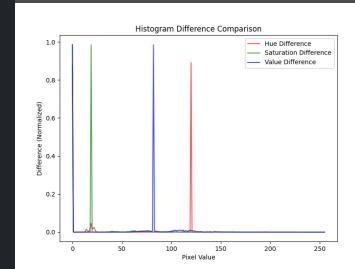
M_Knight_B_osl.png

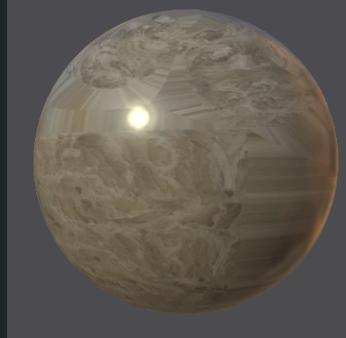


GLSL vs. GLSLFX (RMS
0.01071)

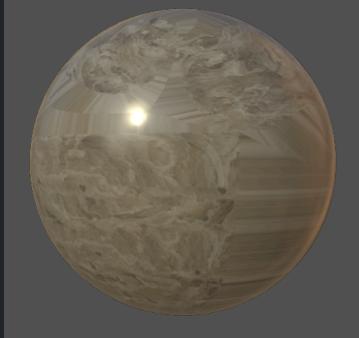


GLSL vs. OSL (RMS
0.00290)

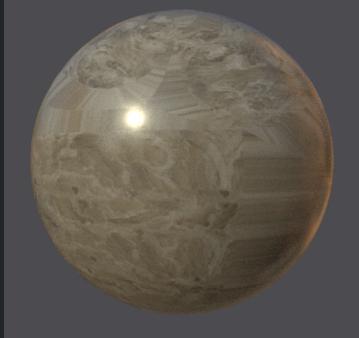




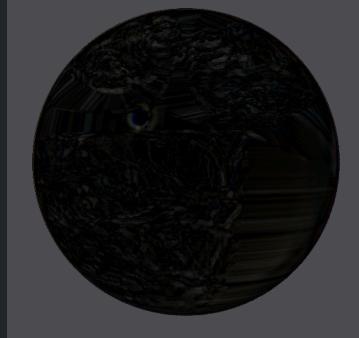
M_Knight_W_glsl.png



M_Knight_W_glslfx.png



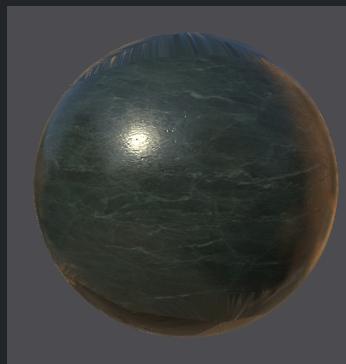
M_Knight_W_osl.png



GLSL vs. GLSLFX (RMS
0.01214)



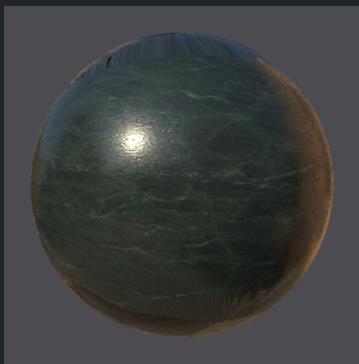
GLSL vs. OSL (RMS
0.00407)



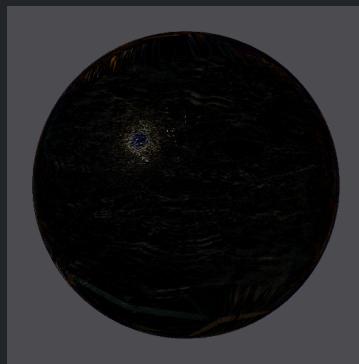
M_Pawn_Body_B_glsl.png



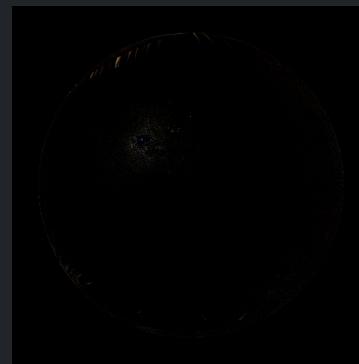
M_Pawn_Body_B_glslfx.png



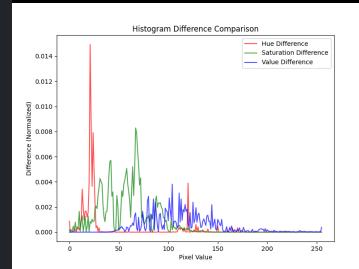
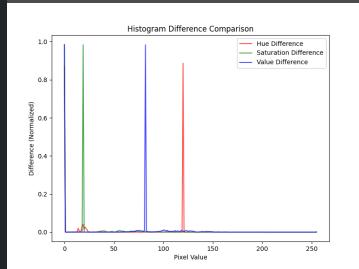
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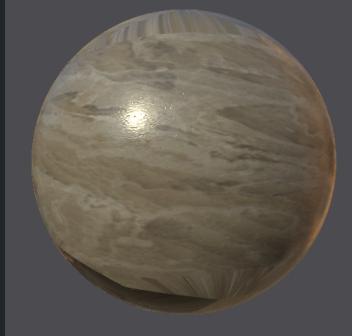


GLSL vs. GLSLFX (RMS
0.01101)

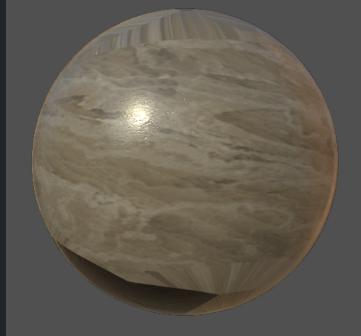


GLSL vs. OSL (RMS
0.00331)

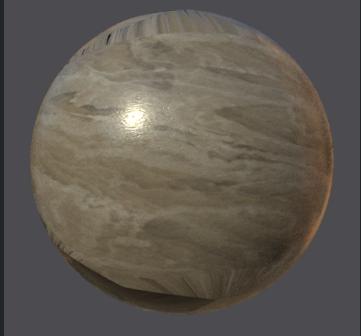




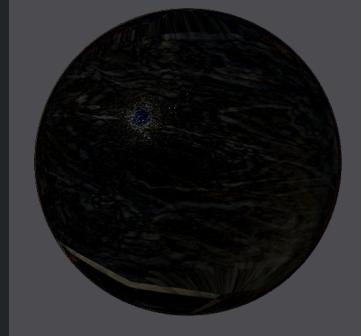
M_Pawn_Body_W_glsl.png



M_Pawn_Body_W_glsLfx.png



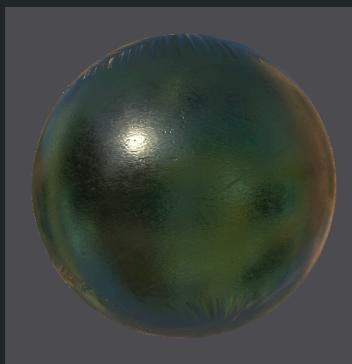
M_Pawn_Body_W_osl.png



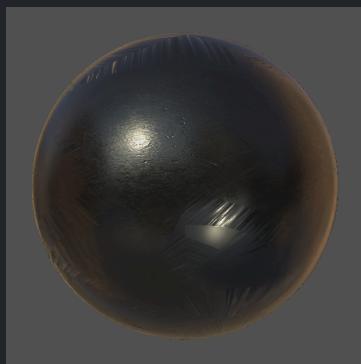
GLSL vs. GLSLFX (RMS
0.01210)



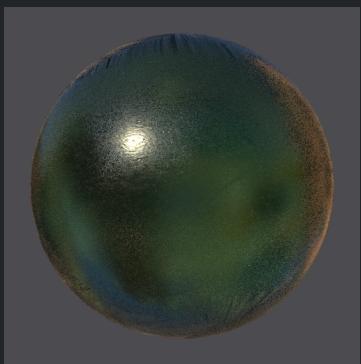
GLSL vs. OSL (RMS
0.00423)



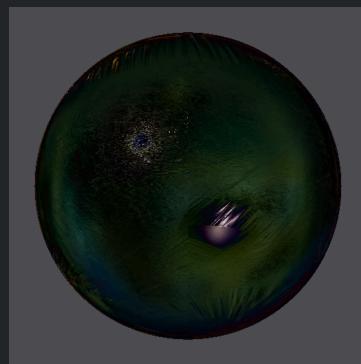
M_Pawn_Top_B_glsl.png



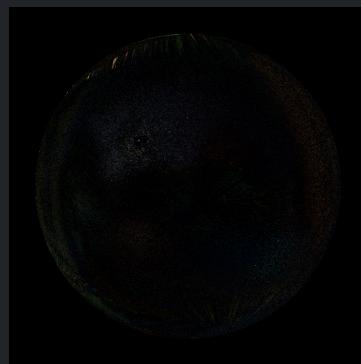
M_Pawn_Top_B_glsLfx.png



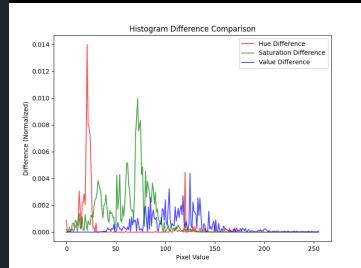
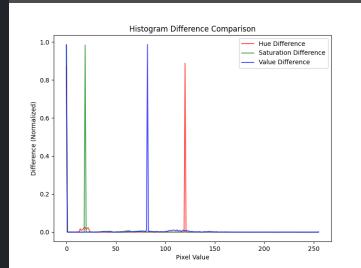
M_Pawn_Top_B_osl.png

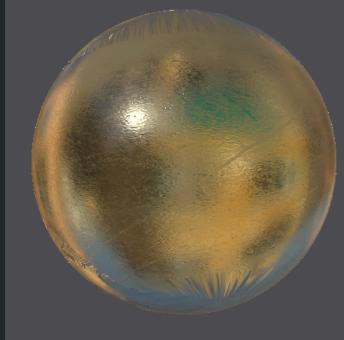


GLSL vs. GLSLFX (RMS
0.01347)

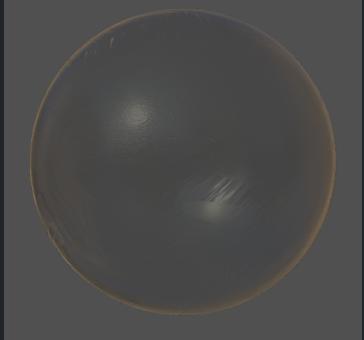


GLSL vs. OSL (RMS
0.00728)

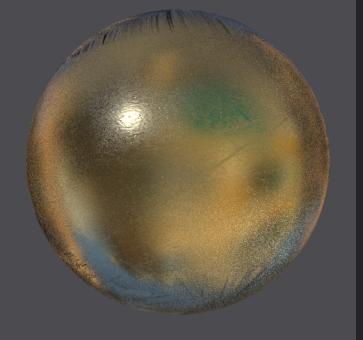




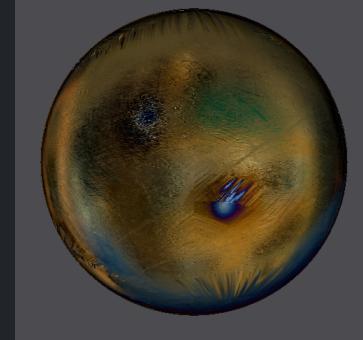
M_Pawn_Top_W_glsl.png



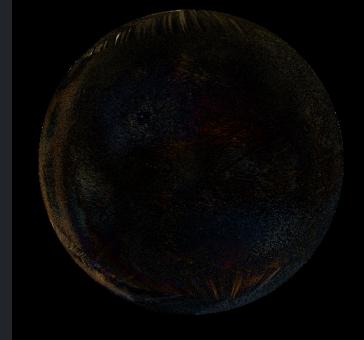
M_Pawn_Top_W_glslfx.png



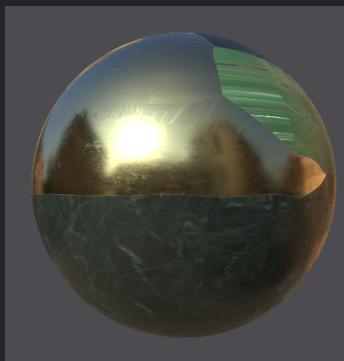
M_Pawn_Top_W_osl.png



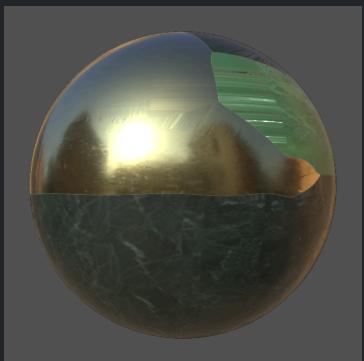
GLSL vs. GLSLFX (RMS
0.01395)



GLSL vs. OSL (RMS
0.00852)



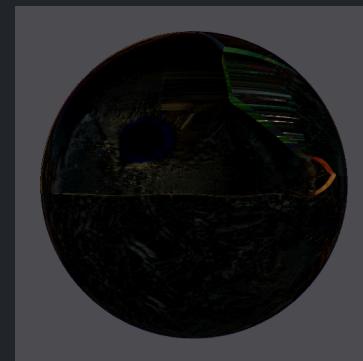
M_Queen_B_glsl.png



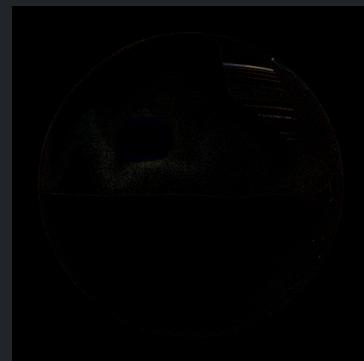
M_Queen_B_glslfx.png



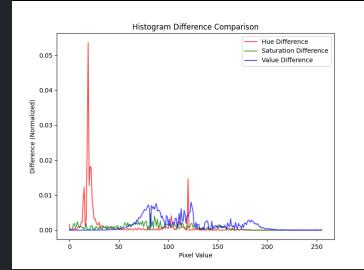
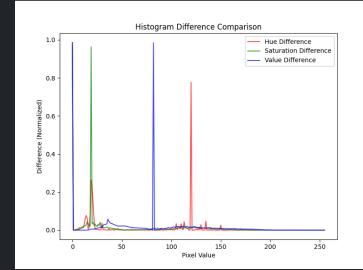
M_Queen_B_osl.png

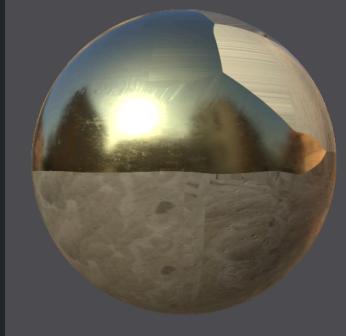


GLSL vs. GLSLFX (RMS
0.01131)

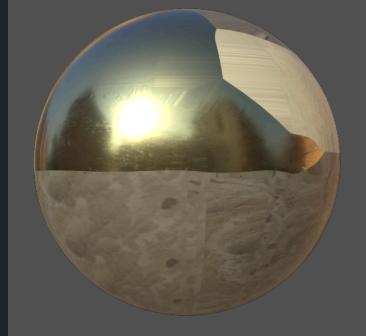


GLSL vs. OSL (RMS
0.00405)

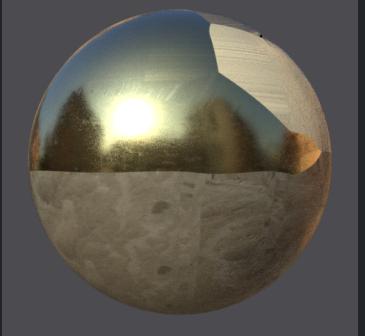




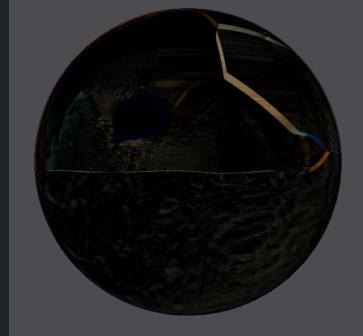
M_Queen_W_gls.png



M_Queen_W_glsfx.png



M_Queen_W_osl.png



GLSL vs. GLSLFX (RMS
0.01187)



GLSL vs. OSL (RMS
0.00465)

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



Chrome_gls.png



Chrome_glsfx.png



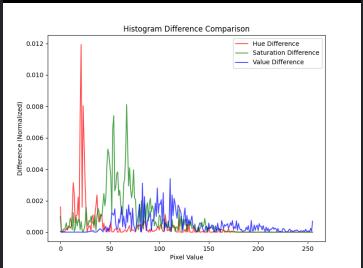
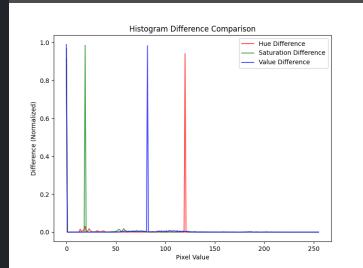
Chrome_osl.png



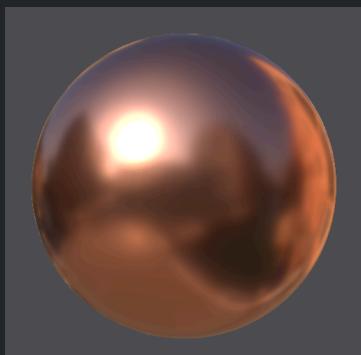
GLSL vs. GLSLFX (RMS
0.01132)



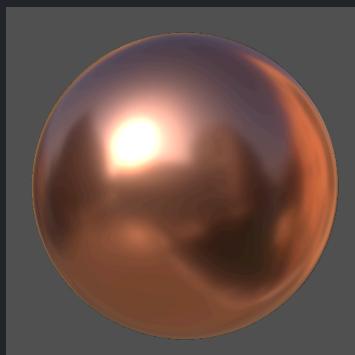
GLSL vs. OSL (RMS
0.00466)



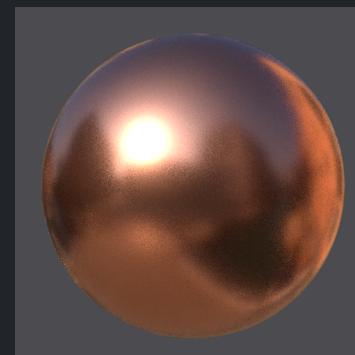
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



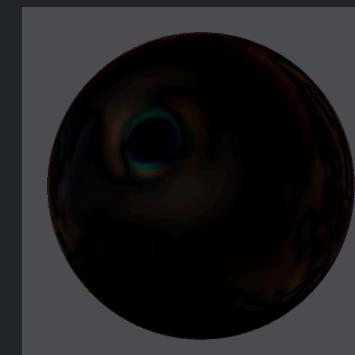
Copper_gls.png



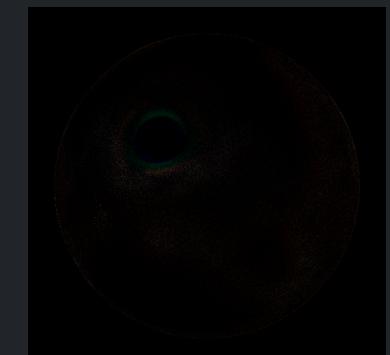
Copper_glsfx.png



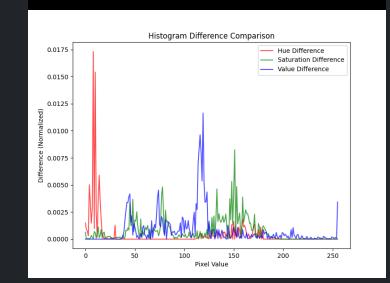
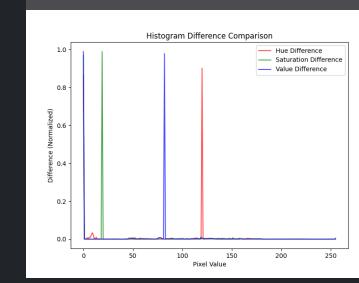
Copper_osl.png



GLSL vs. GLSLFX (RMS
0.01098)



GLSL vs. OSL (RMS
0.00500)



D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



Default_gls.png



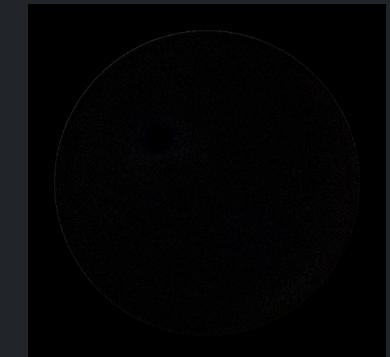
Default_glsfx.png



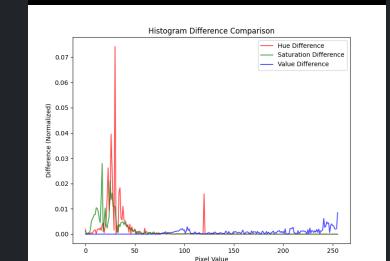
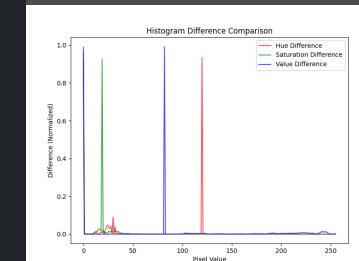
Default_osl.png



GLSL vs. GLSLFX (RMS
0.01098)



GLSL vs. OSL (RMS
0.00500)



Default_glsl.png



Default_glslfx.png



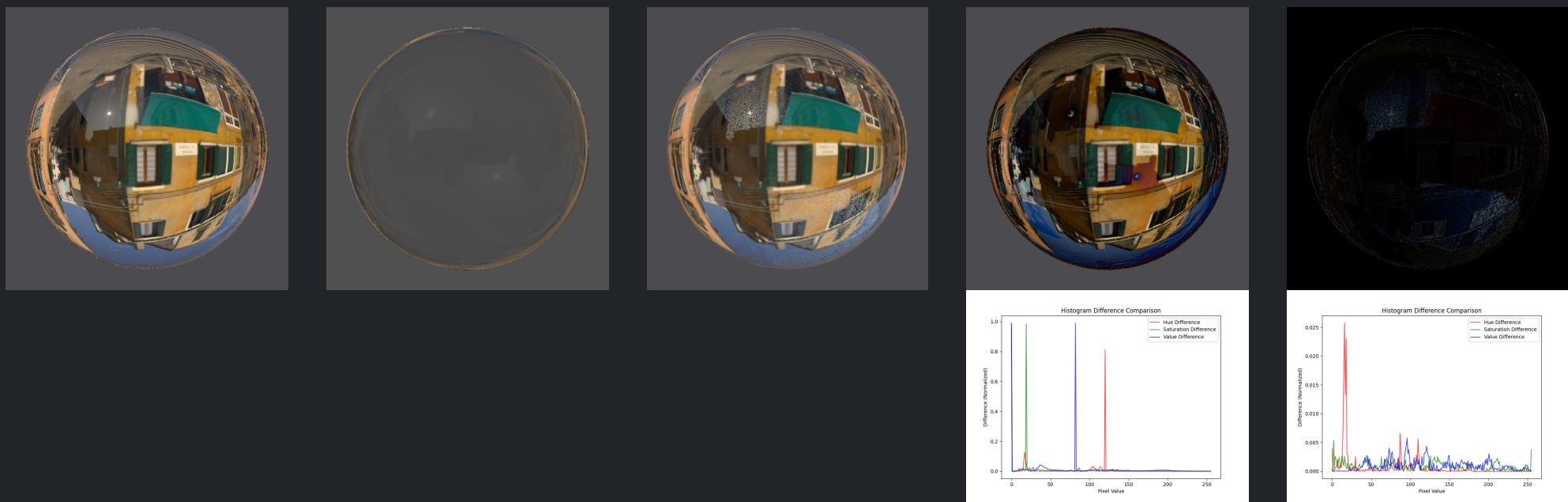
Default_osl.png



GLSL vs. GLSLFX (RMS
0.01223)

GLSL vs. OSL (RMS
0.00612)

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



Glass_glsl.png

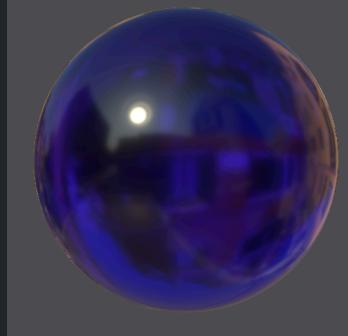
Glass_glslfx.png

Glass_osl.png

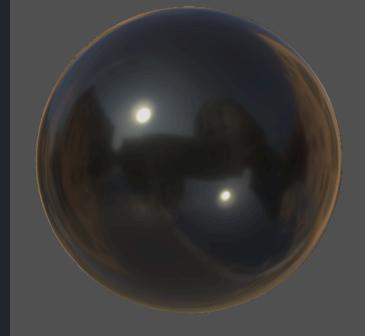
GLSL vs. GLSLFX (RMS
0.01377)

GLSL vs. OSL (RMS
0.00710)

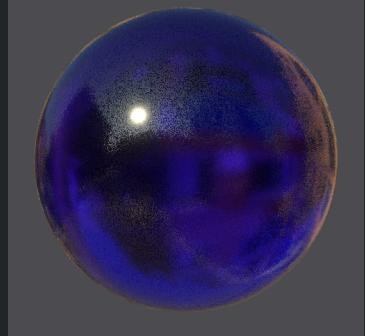
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



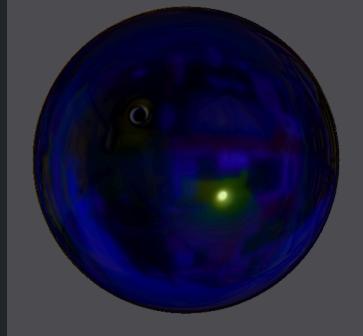
GlassTinted_glsl.png



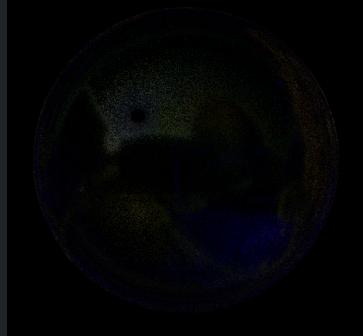
GlassTinted_glslfx.png



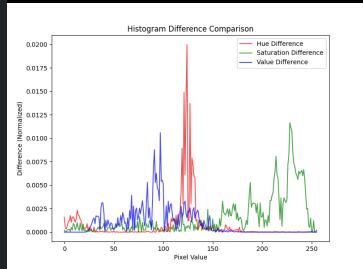
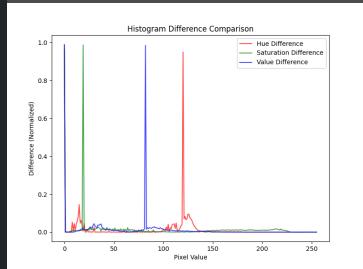
GlassTinted_osl.png



GLSL vs. GLSLFX (RMS
0.01245)



GLSL vs. OSL (RMS
0.00674)



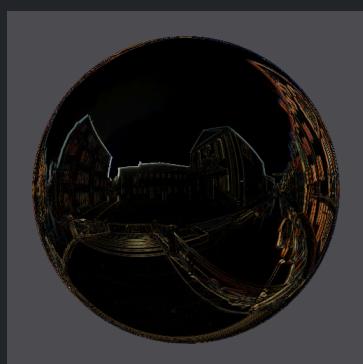
Gold_glsl.png



Gold_glslfx.png



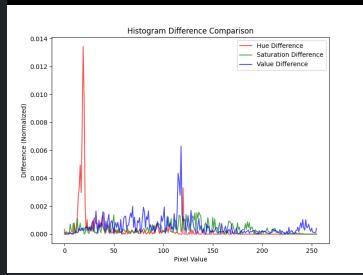
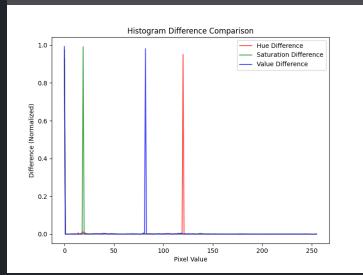
Gold_osl.png



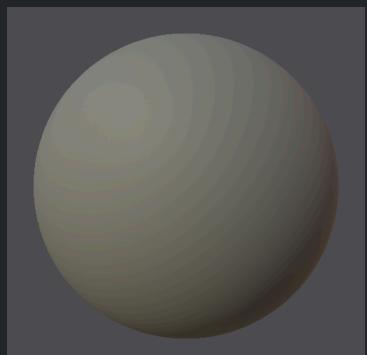
GLSL vs. GLSLFX (RMS
0.01124)



GLSL vs. OSL (RMS
0.00426)



D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



Greysphere_glsl.png



Greysphere_glslx.png



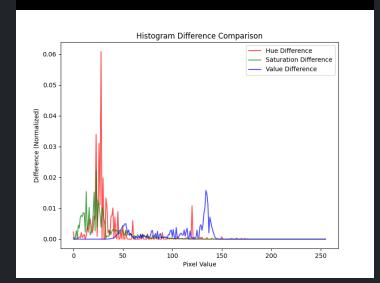
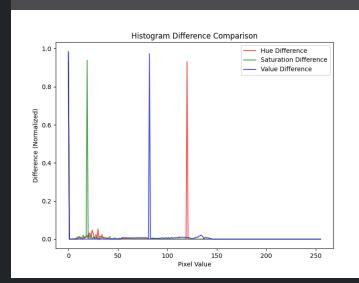
Greysphere_osl.png



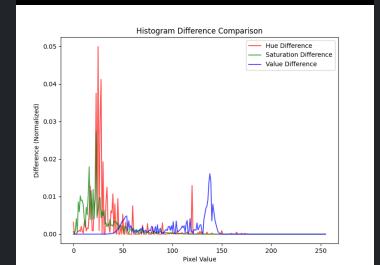
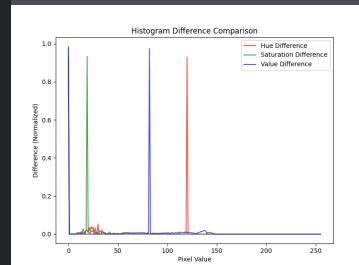
GLSL vs. GLSLFX (RMS
0.01124)



GLSL vs. OSL (RMS
0.00508)

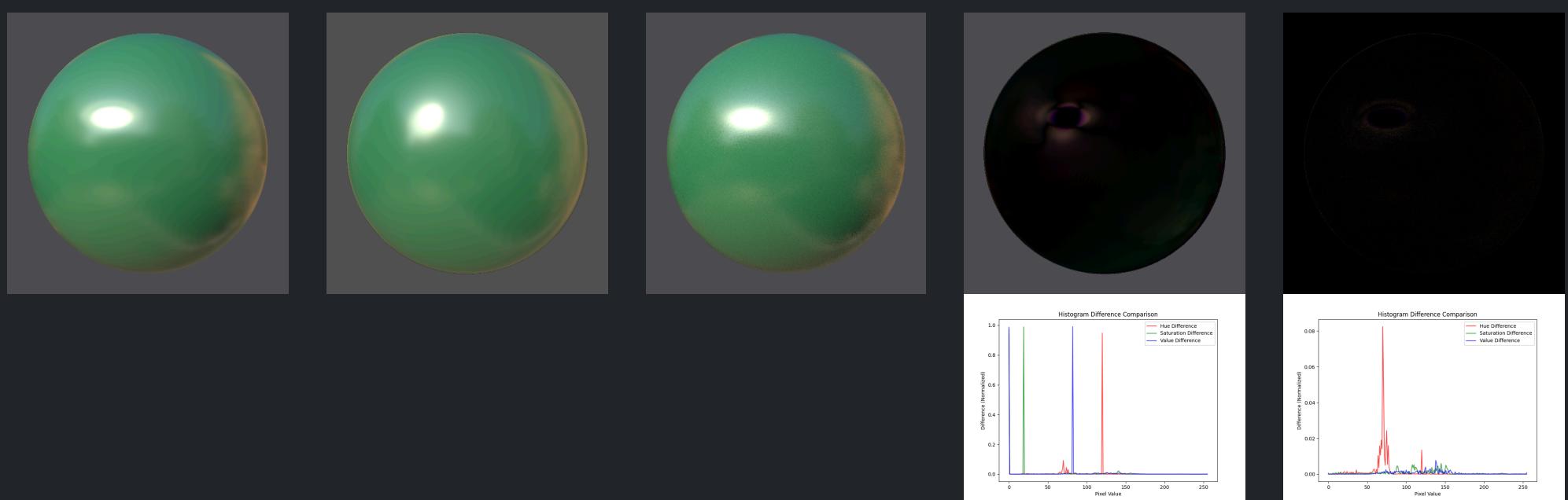


D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:

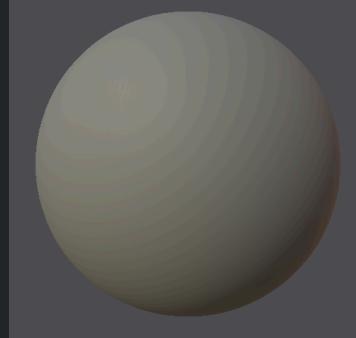


Greysphere_Calibration_glsl.png	Greysphere_Calibration_glslfx.png	Greysphere_Calibration_osl.png	GLSL vs. GLSLFX (RMS 0.01128)	GLSL vs. OSL (RMS 0.00516)
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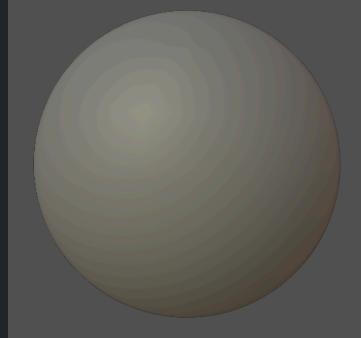
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:



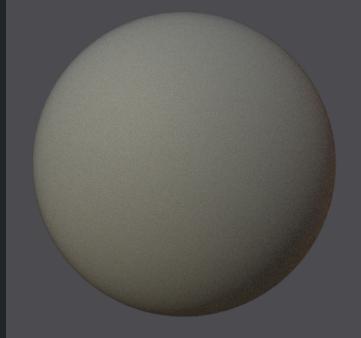
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:



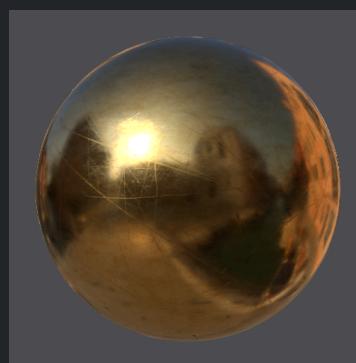
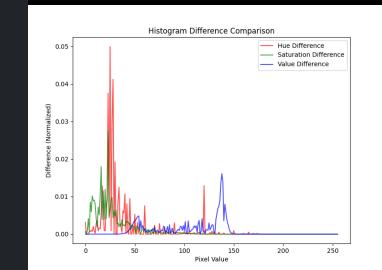
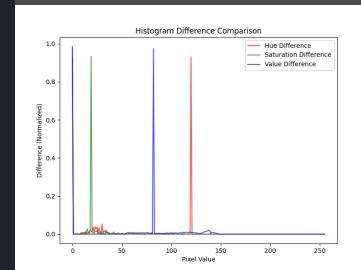
Greysphere_Calibration_glsl.png



Greysphere_Calibration_glslfx.png



Greysphere_Calibration_osl.png



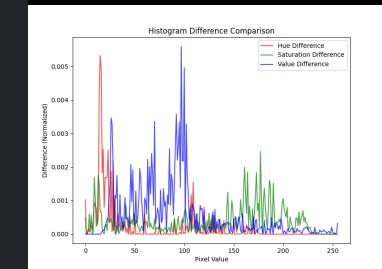
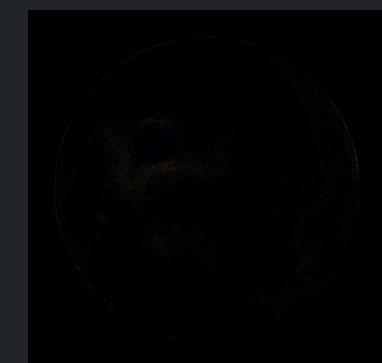
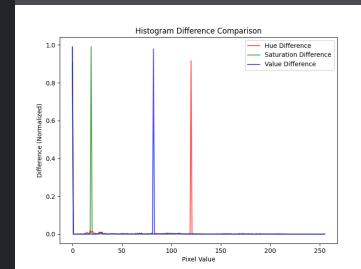
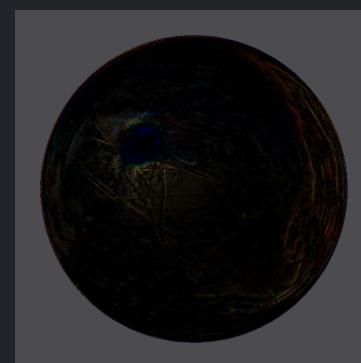
Tiled_Brass_glsl.png

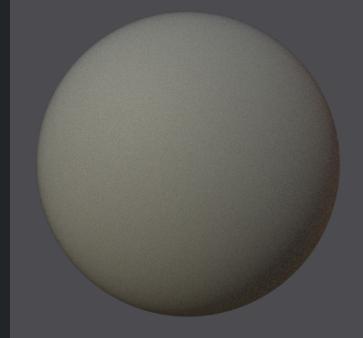
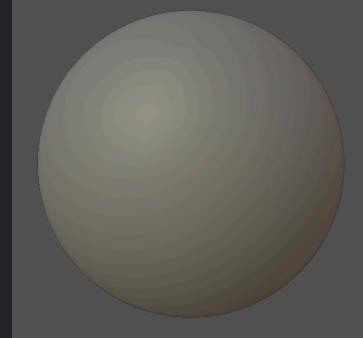
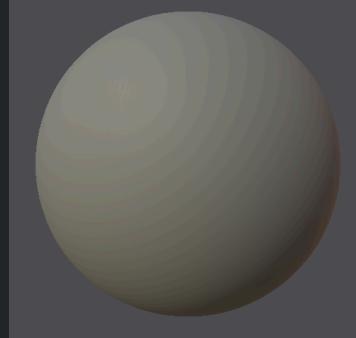


Tiled_Brass_glslfx.png



Tiled_Brass_osl.png





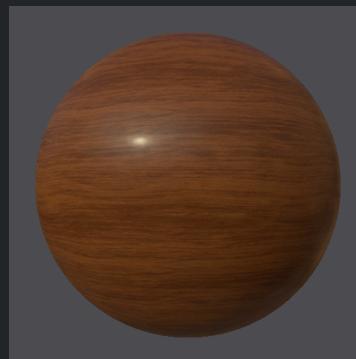
Greysphere_Calibration_glsl.png

Greysphere_Calibration_glslfx.png

Greysphere_Calibration_osl.png

GLSL vs.
GLSLFX (RMS
0.01128)

GLSL vs. OSL
(RMS 0.00516)



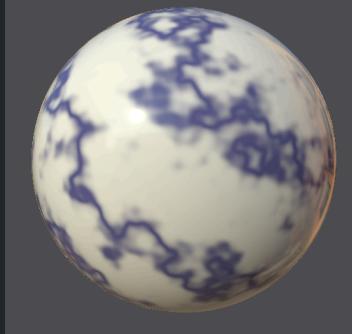
Tiled_Wood_glsl.png

Tiled_Wood_glslfx.png

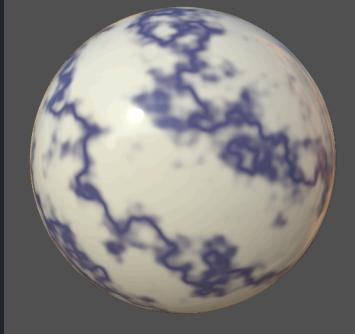
Tiled_Wood_osl.png

GLSL vs. GLSLFX (RMS
0.01135)

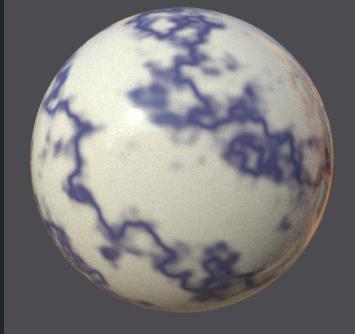
GLSL vs. OSL (RMS
0.00314)



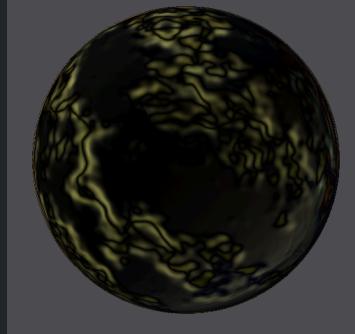
Marble_3D_glsl.png



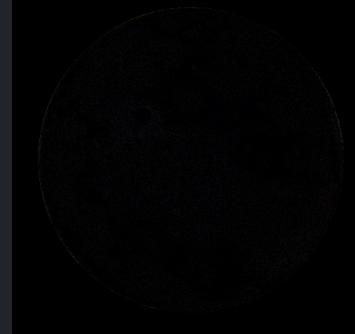
Marble_3D_glslfx.png



Marble_3D_osl.png



GLSL vs. GLSLFX (RMS
0.01288)



GLSL vs. OSL (RMS
0.00569)



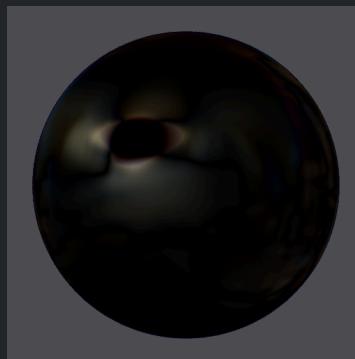
Metal_Brushed_glsl.png



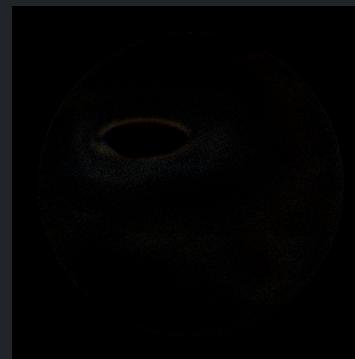
Metal_Brushed_glslfx.png



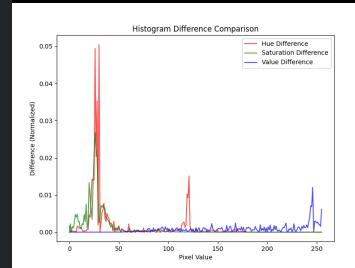
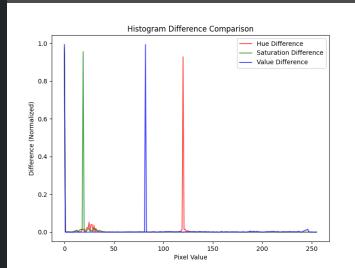
Metal_Brushed_osl.png



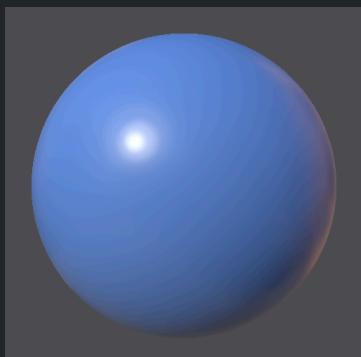
GLSL vs. GLSLFX (RMS
0.01154)



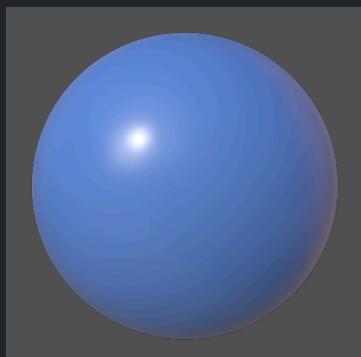
GLSL vs. OSL (RMS
0.00495)



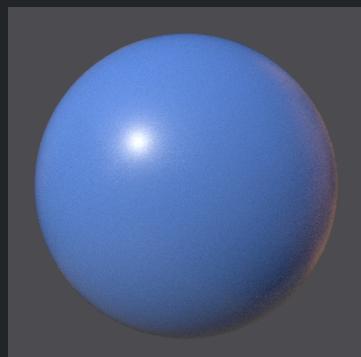
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



Plastic_glsl.png



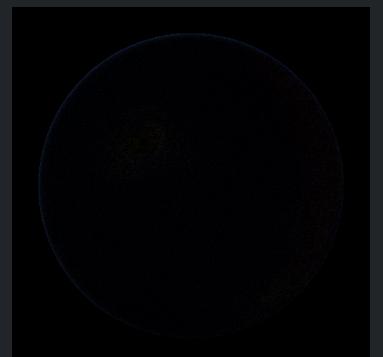
Plastic_glslfx.png



Plastic_osl.png

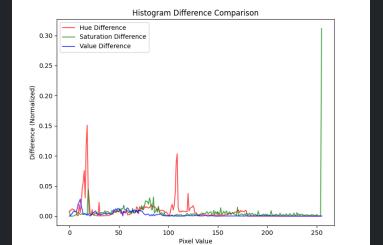
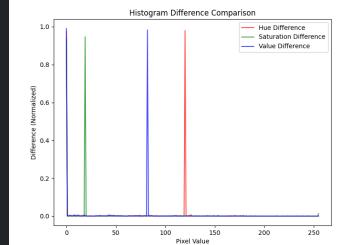
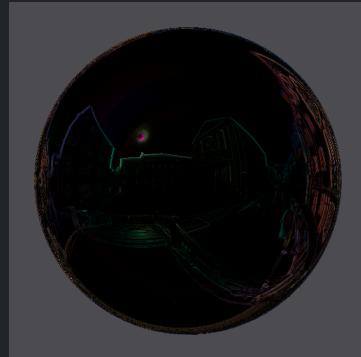


GLSL vs. GLSLFX (RMS
0.01140)

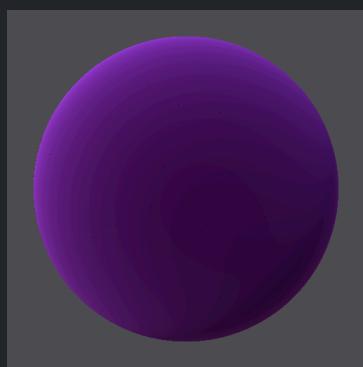


GLSL vs. OSL (RMS
0.00539)

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



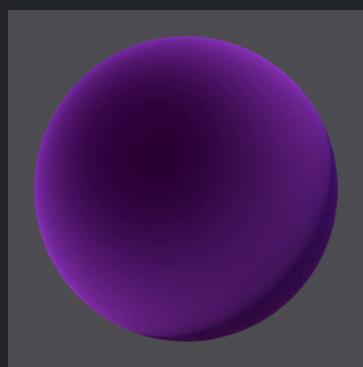
ThinFilm_glsl.png



ThinFilm_glslfx.png



ThinFilm_osl.png



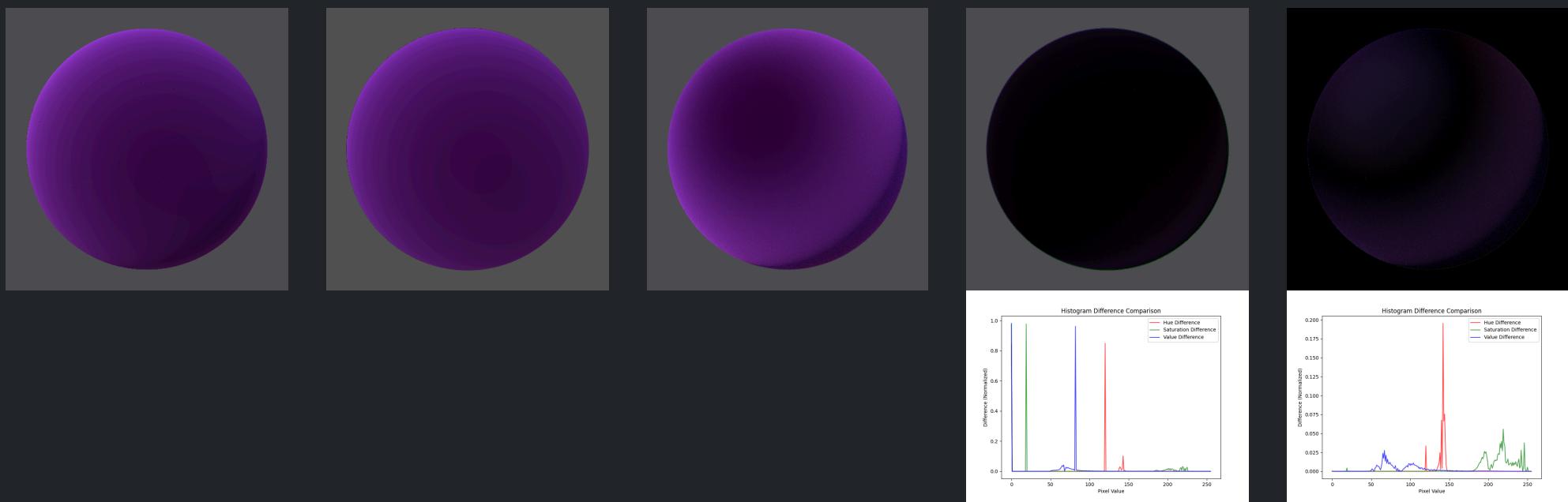
GLSL vs. GLSLFX (RMS

0.01065)

GLSL vs. OSL (RMS

0.00900)

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



Velvet_glsl.png

Velvet_glslfx.png

Velvet_osl.png

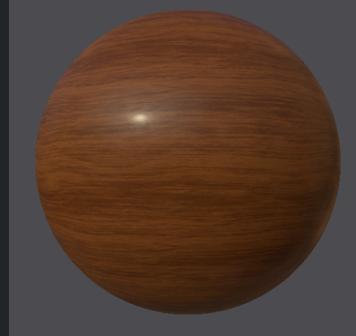
GLSL vs. GLSLFX (RMS

0.01067)

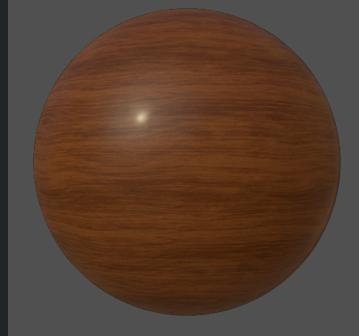
GLSL vs. OSL (RMS

0.00969)

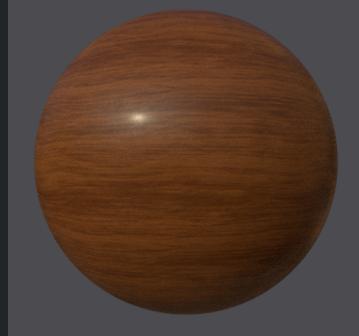
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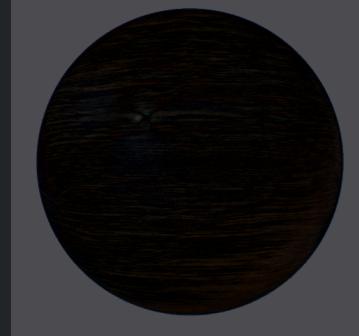
Tiled_Wood_glsI.png



Tiled_Wood_glsIfx.png



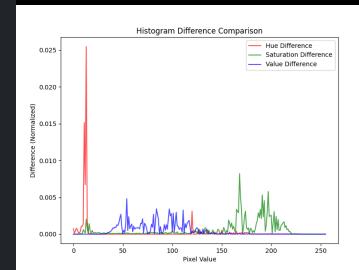
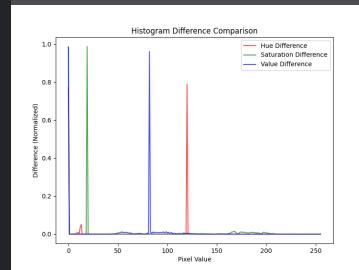
Tiled_Wood_osl.png



GLSL vs. GLSLFX (RMS
0.01135)



GLSL vs. OSL (RMS
0.00314)



default_gooch_material_glsI.png



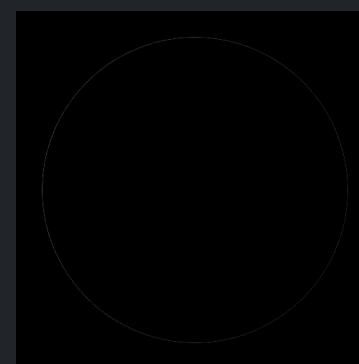
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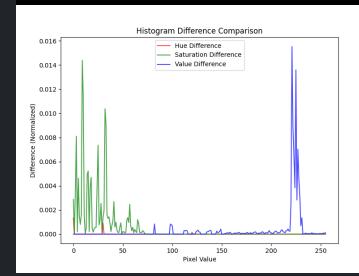
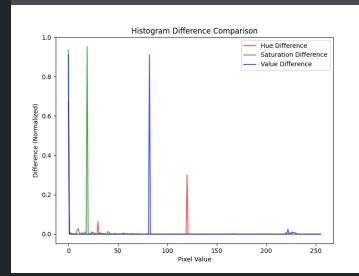
default_gooch_material_osl.png



GLSL vs.
GLSLFX (RMS
0.00941)



GLSL vs. OSL
(RMS 0.00118)



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