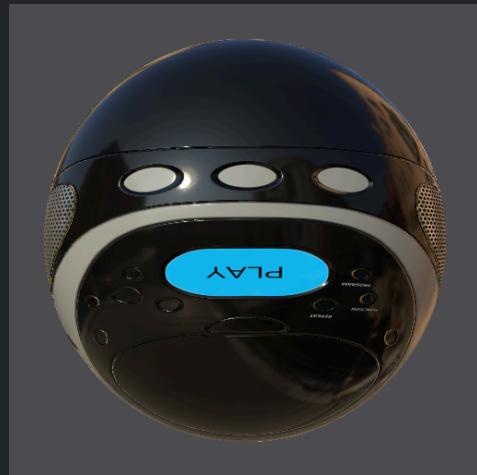


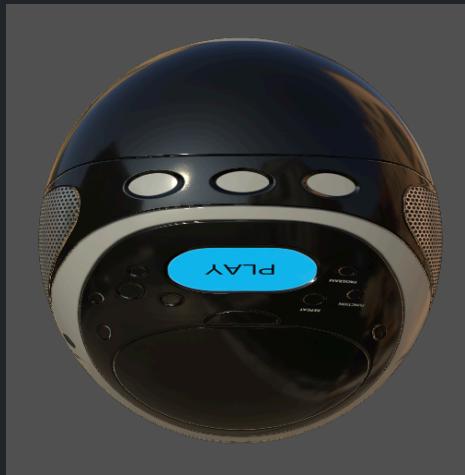
MaterialX RTS Comparison

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

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\GltfPbr\gltf_pbr_boombox:



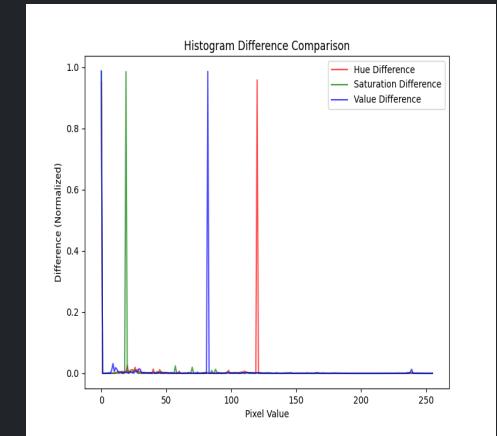
Material_boombox_glsl.png



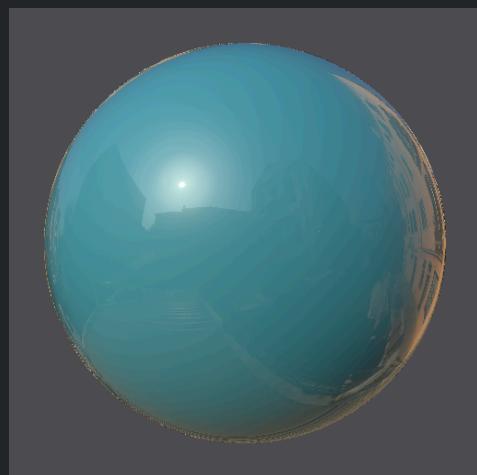
Material_boombox_glslfx.png



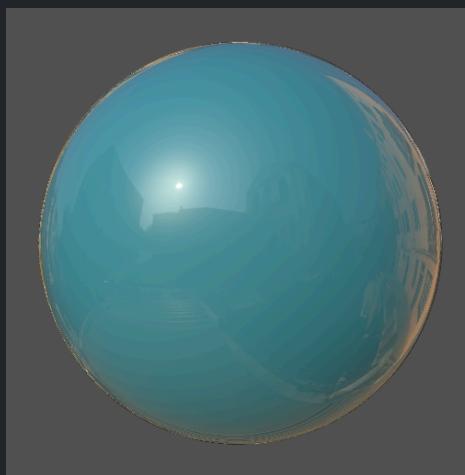
GLSL vs. GLSLFX



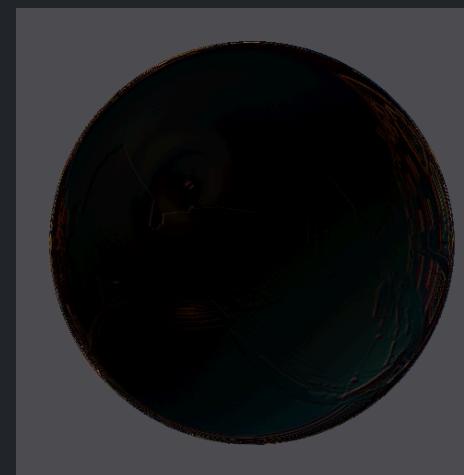
Histogram: GLSL vs. GLSLFX



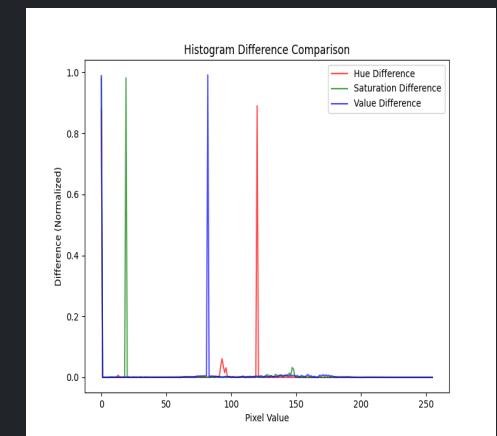
PBR_Car_Paint_glsl.png



PBR_Car_Paint_glslfx.png



GLSL vs. GLSLFX

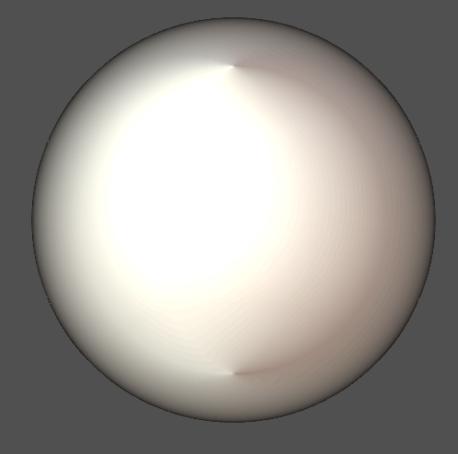


Histogram: GLSL vs. GLSLFX

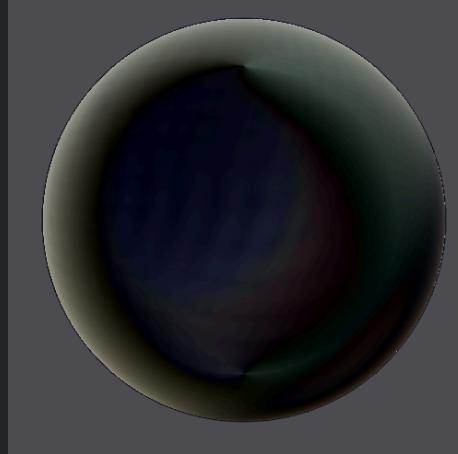
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\GltfPbr\gltf_pbr_default:



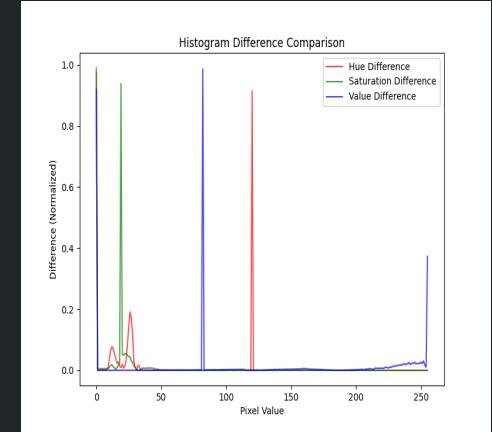
Default_glsl.png



Default_glslfx.png

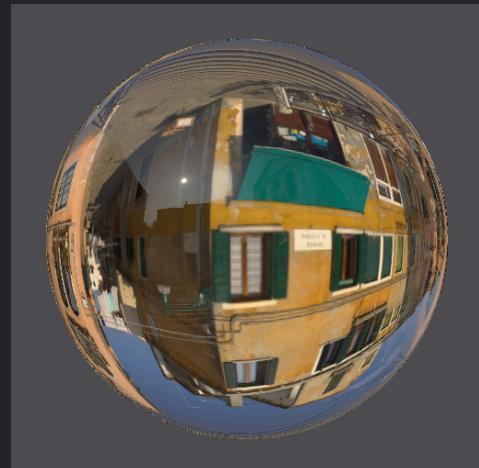


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\GltfPbr\gltf_pbr_glass:



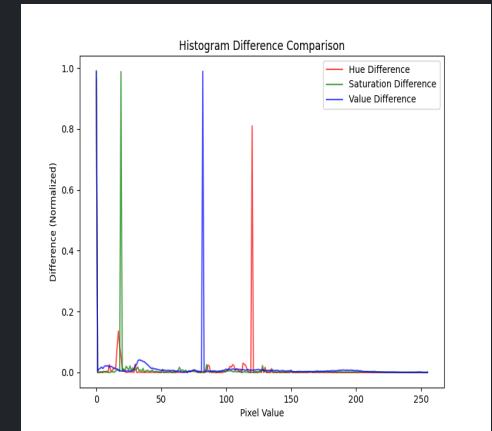
PBR_Glass_glsl.png



PBR_Glass_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\GltfPbr\gltf_pbr_gold:



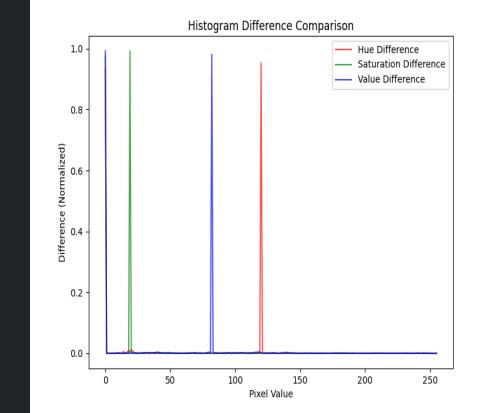
PBR_Gold_glsl.png



PBR_Gold_glslfx.png

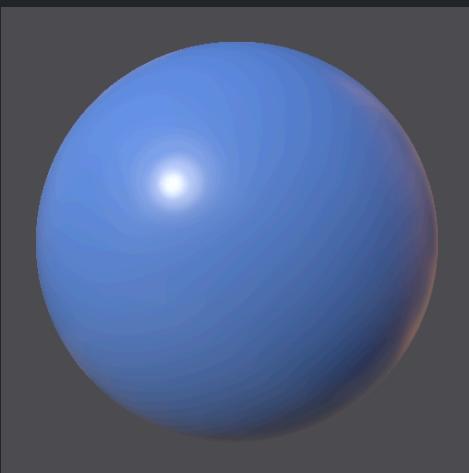


GLSL vs. GLSLFX

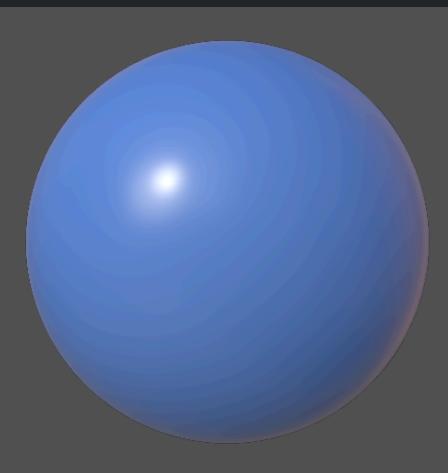


Histogram: GLSL vs. GLSLFX

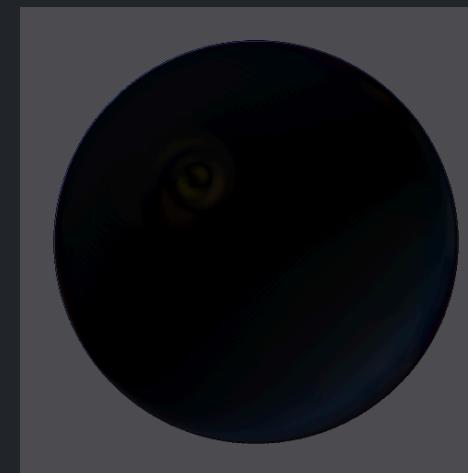
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\GltfPbr\gltf_pbr_plastic:



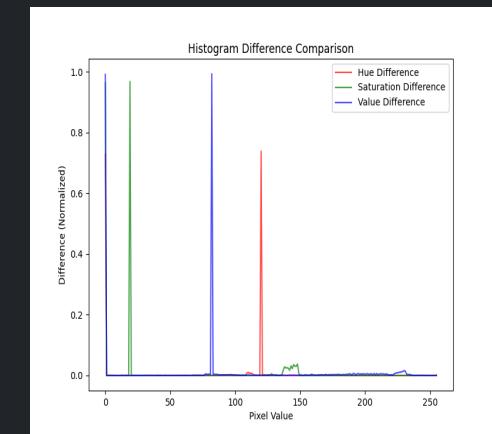
PBR_Plastic_glsl.png



PBR_Plastic_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

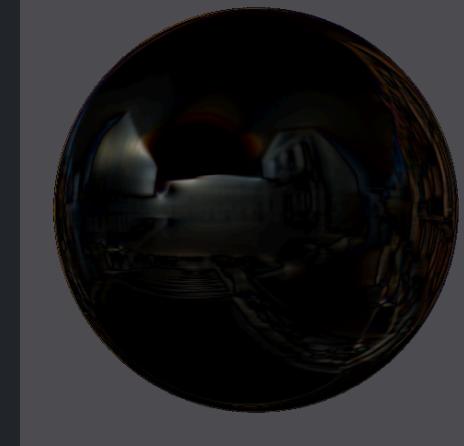
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\OpenPbr\open_pbr_aluminum_brushed:



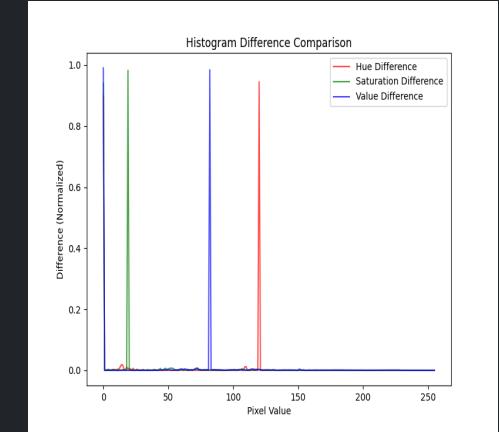
Aluminum_Brushed_glsl.png



Aluminum_Brushed_glslfx.png

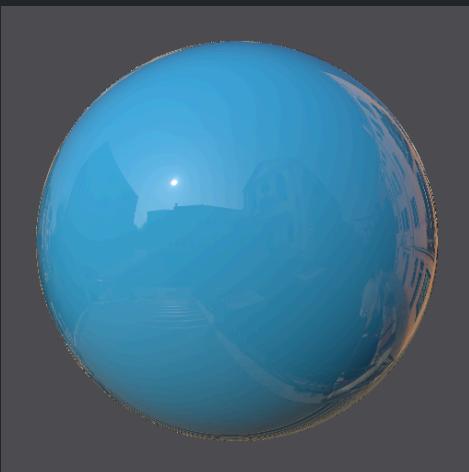


GLSL vs. GLSLFX

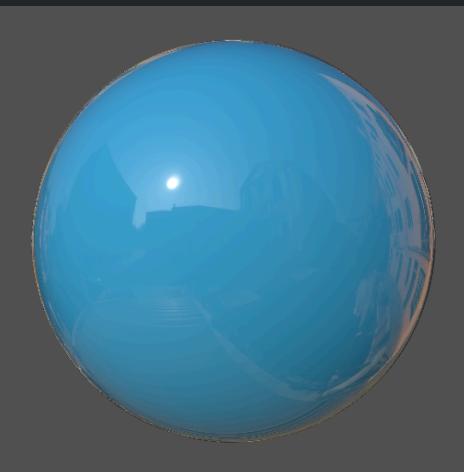


Histogram: GLSL vs. GLSLFX

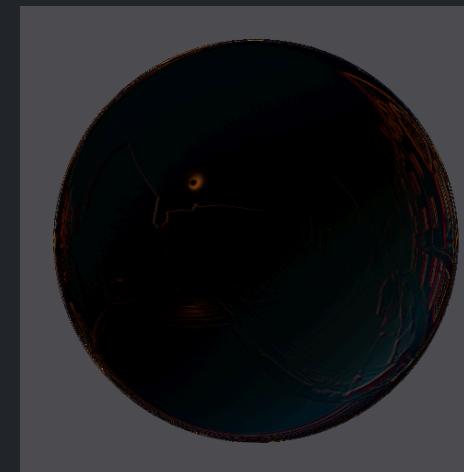
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\OpenPbr\open_pbr_carpaint:



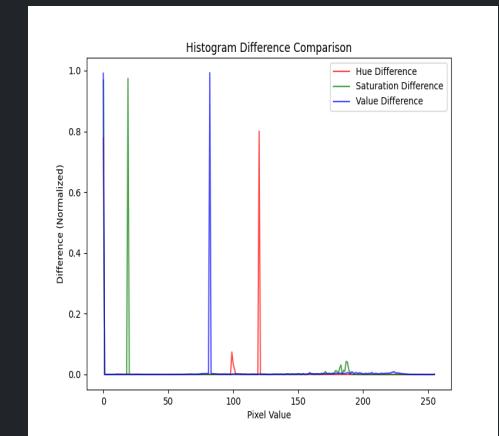
Car_Paint_glsl.png



Car_Paint_glslfx.png

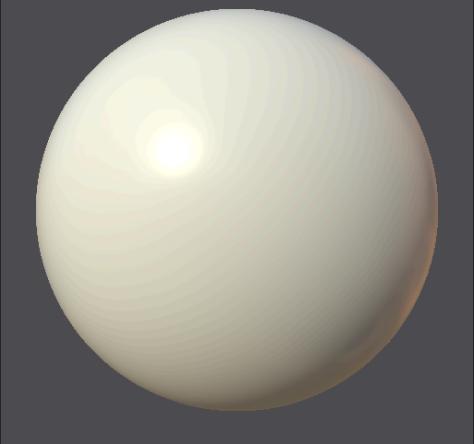


GLSL vs. GLSLFX

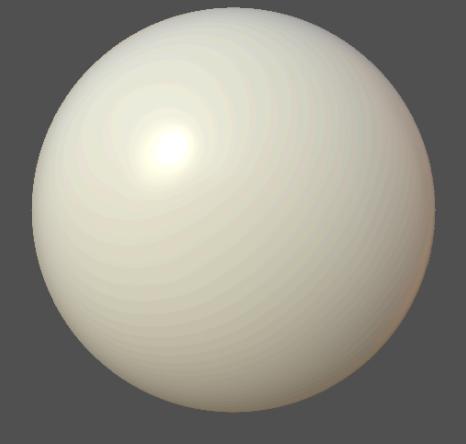


Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\OpenPbr\open_pbr_default:



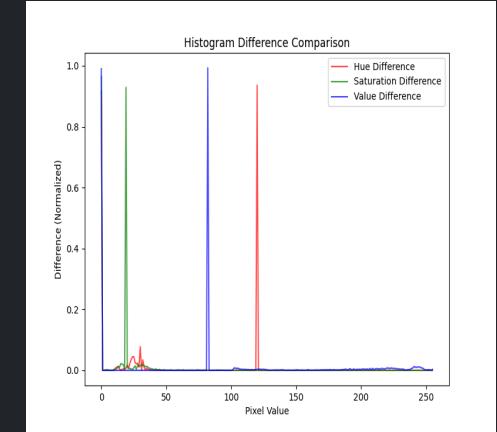
Default_glsl.png



Default_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\OpenPbr\open_pbr_glass:



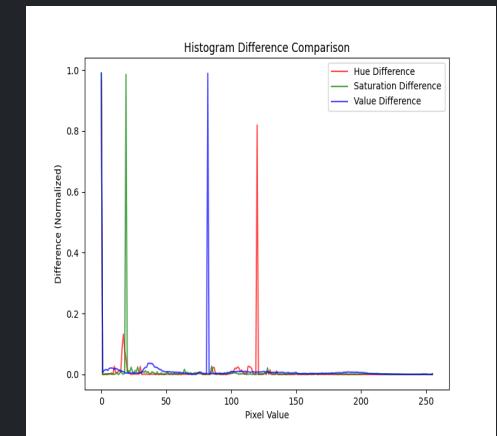
Glass_glsl.png



Glass_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\OpenPbr\open_pbr_honey:



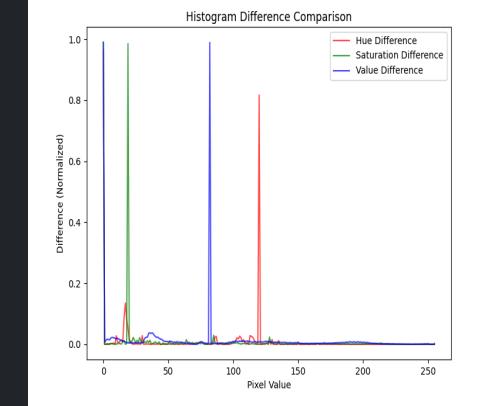
Honey_glsl.png



Honey_glslfx.png

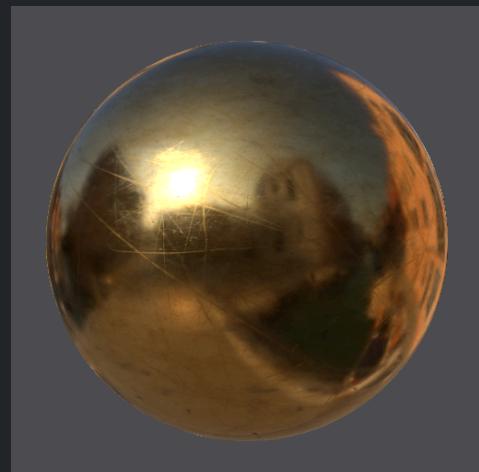


GLSL vs. GLSLFX

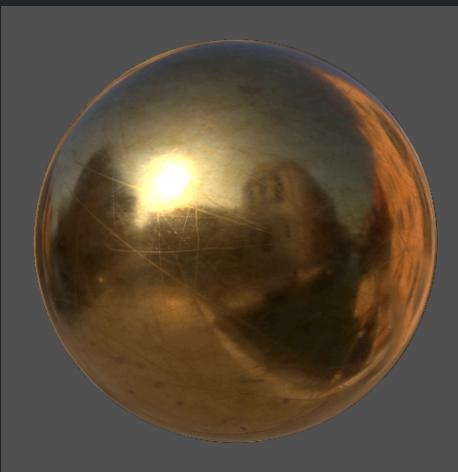


Histogram: GLSL vs. GLSLFX

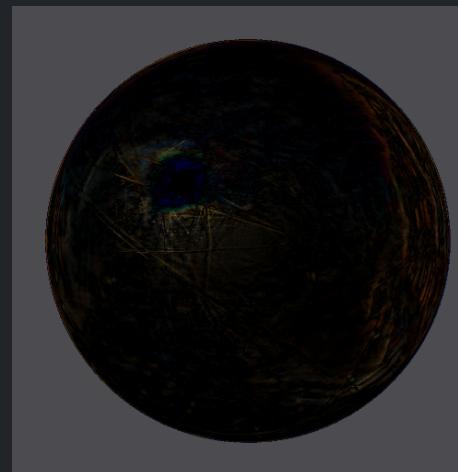
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



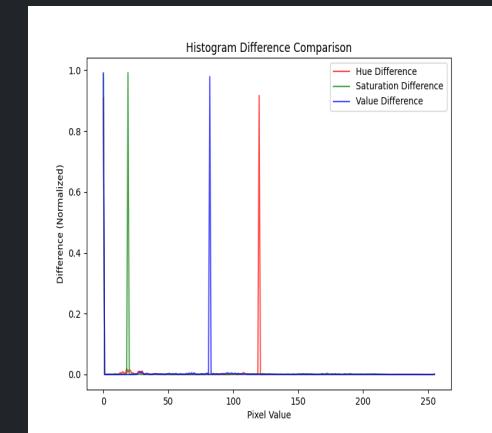
Tiled_Brass_glsl.png



Tiled_Brass_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

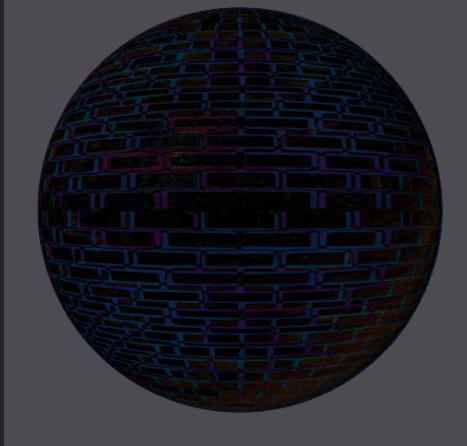
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:



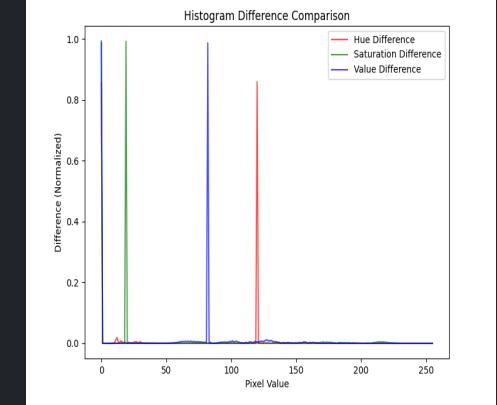
M_BrickPattern_glsl.png



M_BrickPattern_glslfx.png

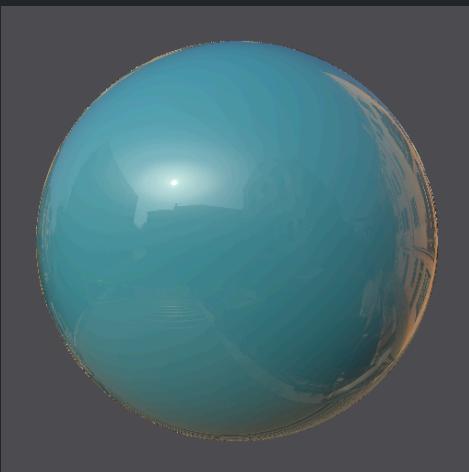


GLSL vs. GLSLFX

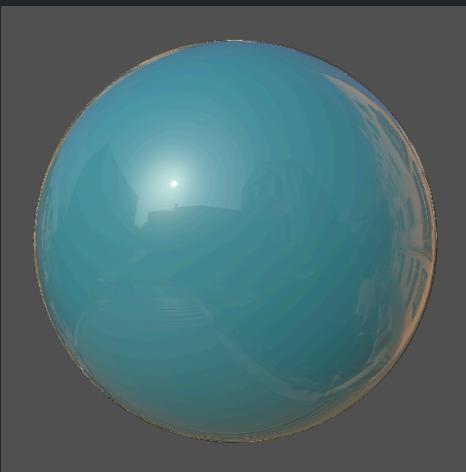


Histogram: GLSL vs. GLSLFX

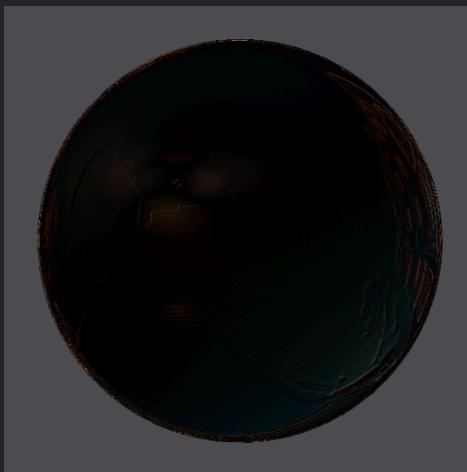
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:



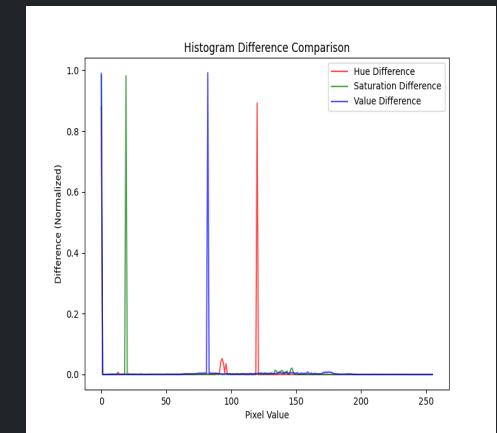
Car_Paint_glsl.png



Car_Paint_glslfx.png

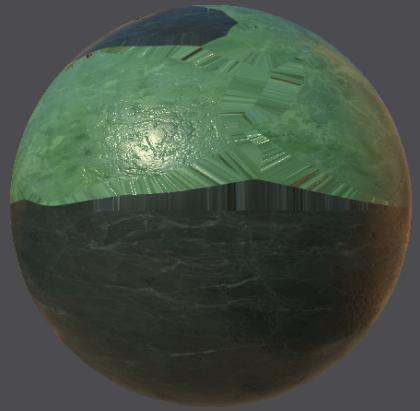


GLSL vs. GLSLFX

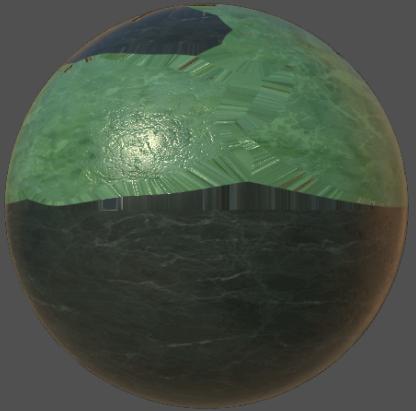


Histogram: GLSL vs. GLSLFX

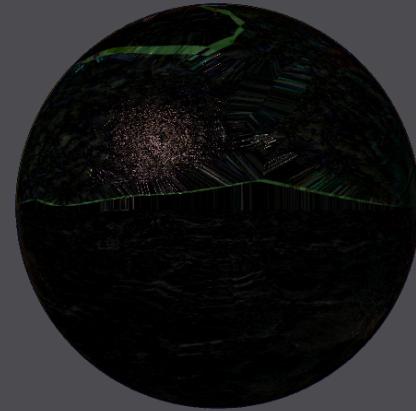
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



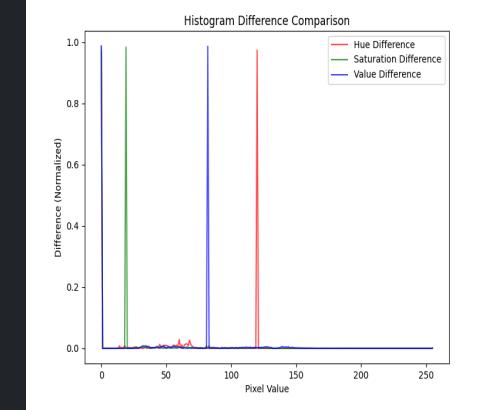
M_Bishop_B_glsl.png



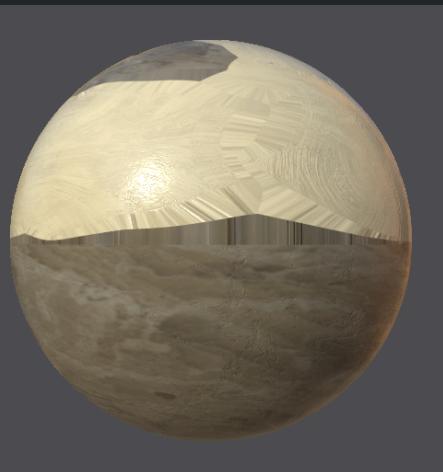
M_Bishop_B_glslfx.png



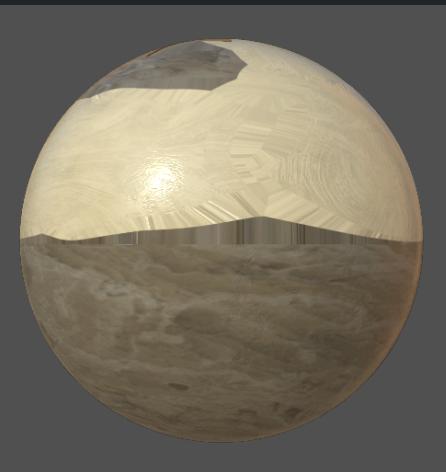
GLSL vs. GLSLFX



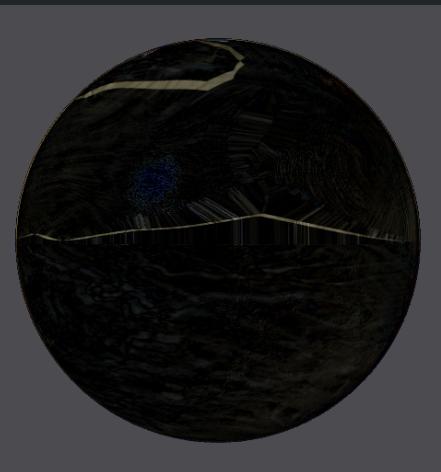
Histogram: GLSL vs. GLSLFX



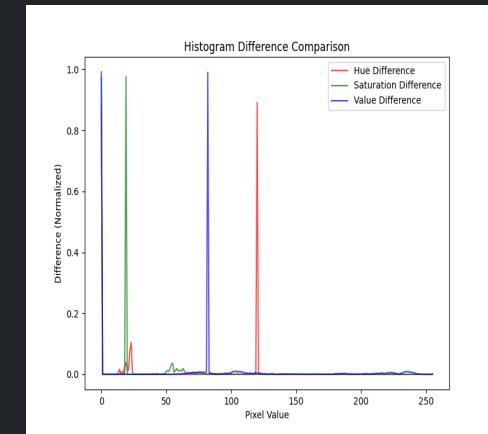
M_Bishop_W_glsl.png



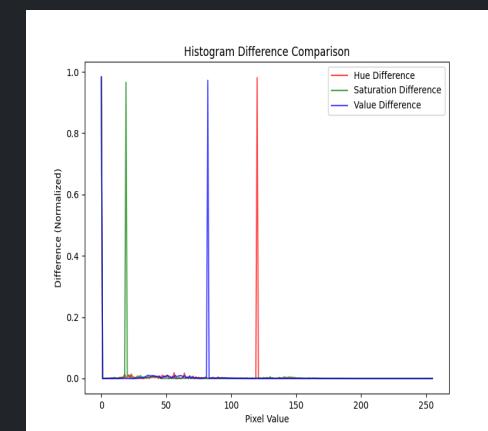
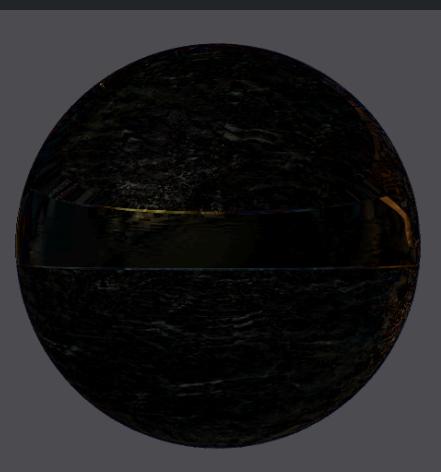
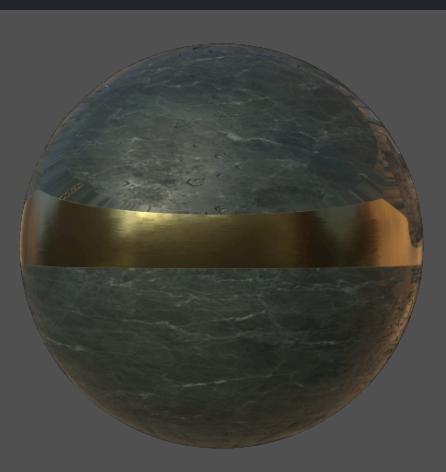
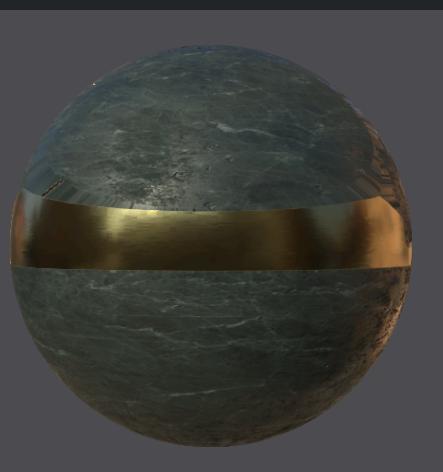
M_Bishop_W_glslfx.png



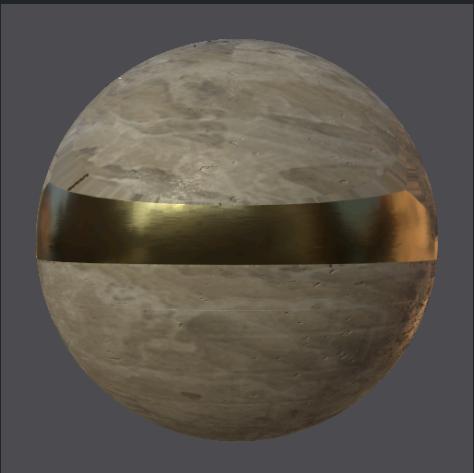
GLSL vs. GLSLFX



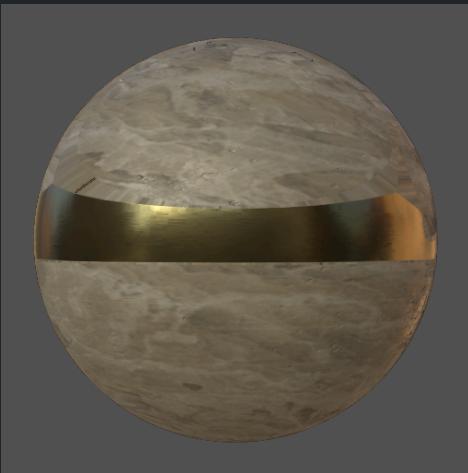
Histogram: GLSL vs. GLSLFX



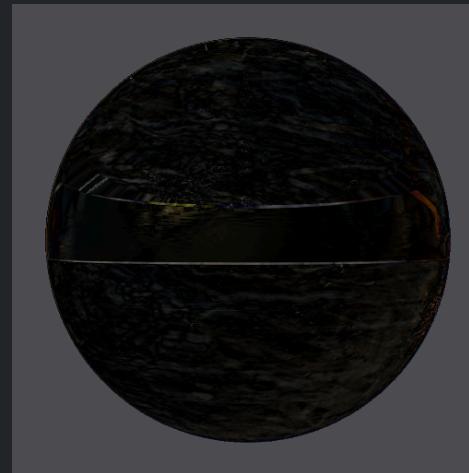
M_Castle_B_glsl.png



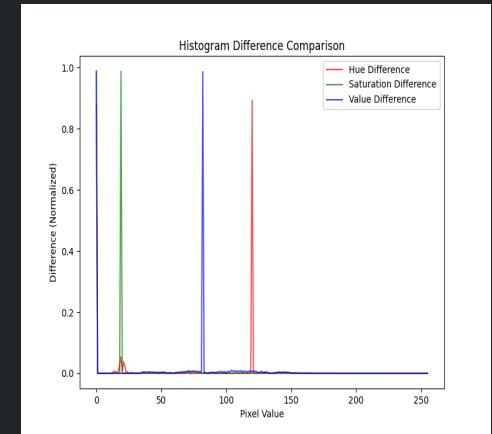
M_Castle_B_glslfx.png



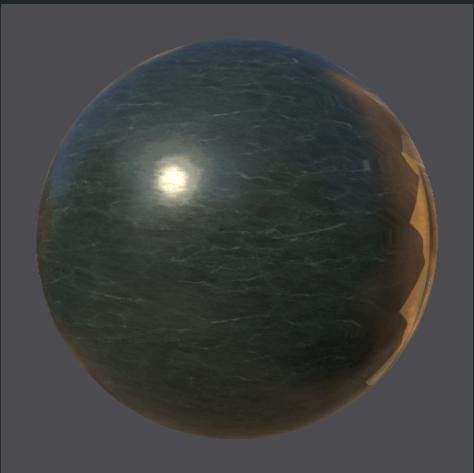
GLSL vs. GLSLFX



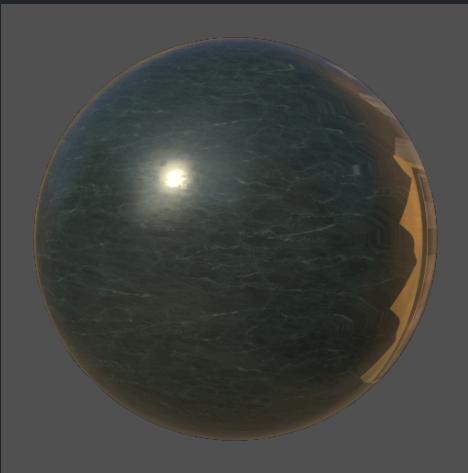
Histogram: GLSL vs. GLSLFX



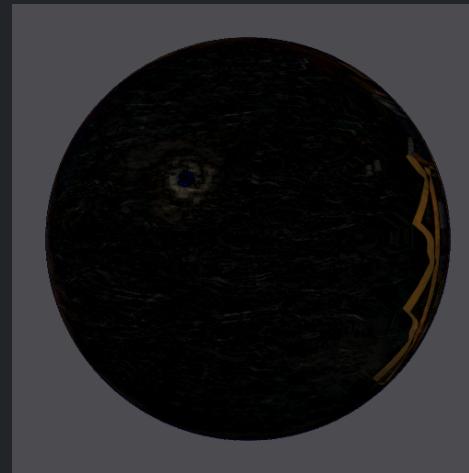
M_Castle_W_glsl.png



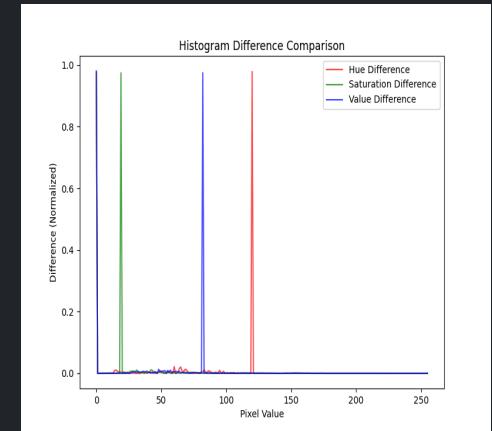
M_Castle_W_glslfx.png



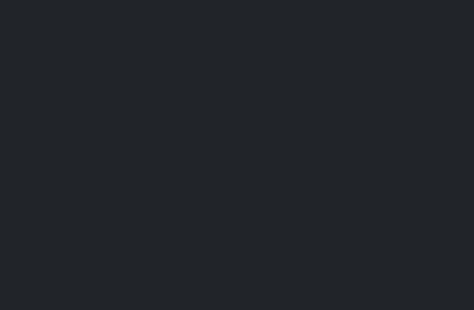
GLSL vs. GLSLFX



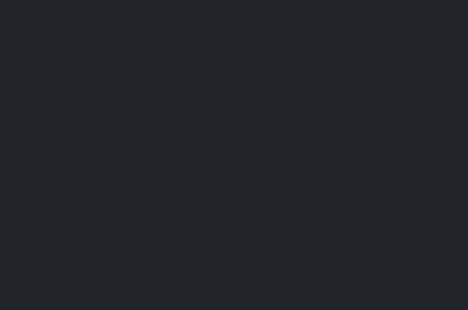
Histogram: GLSL vs. GLSLFX



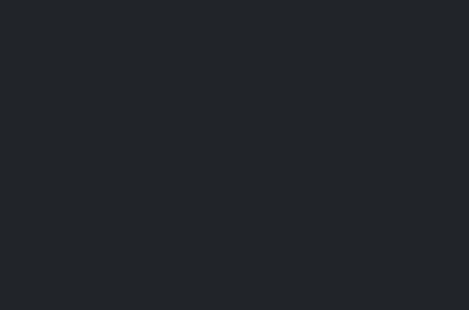
M_Chessboard_glsl.png



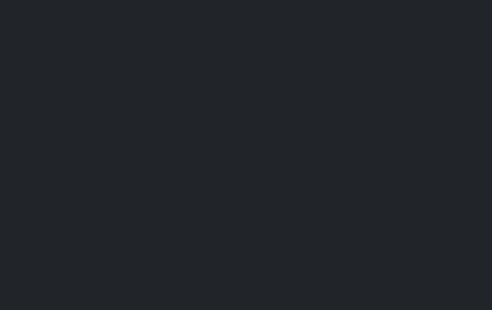
M_Chessboard_glslfx.png

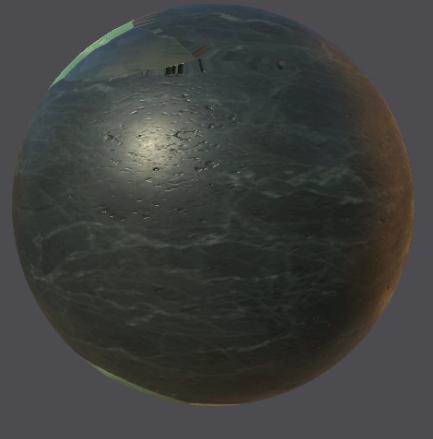


GLSL vs. GLSLFX

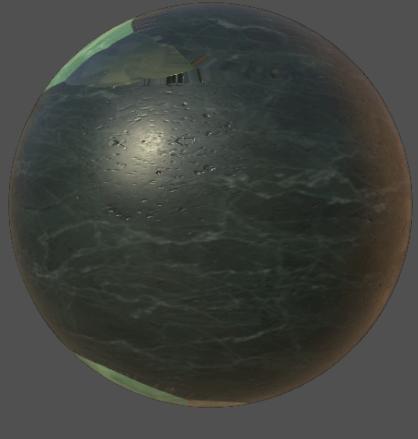


Histogram: GLSL vs. GLSLFX

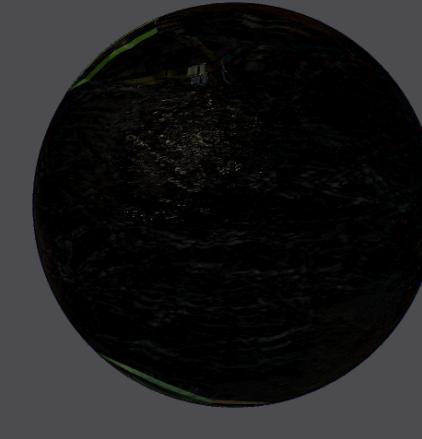




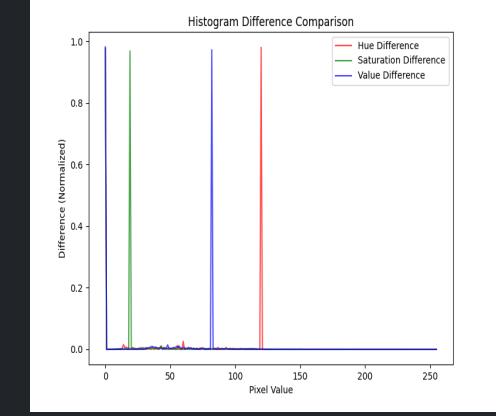
M_King_B_glsl.png



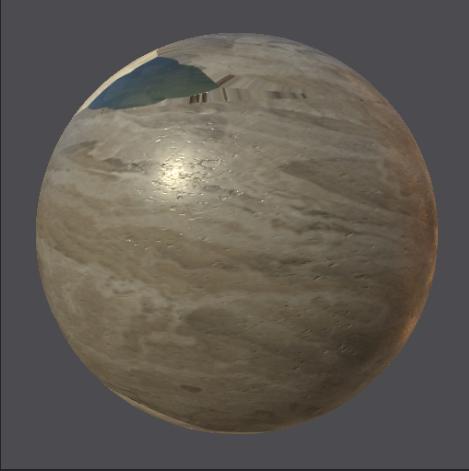
M_King_B_glslfx.png



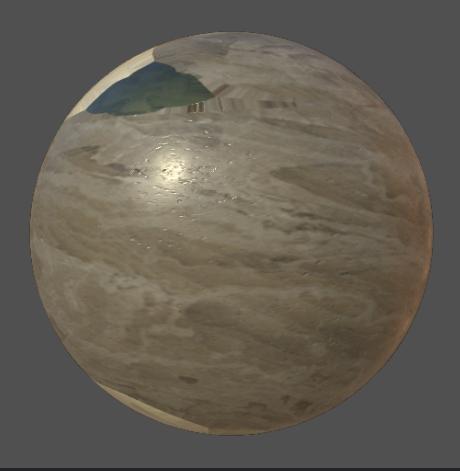
GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



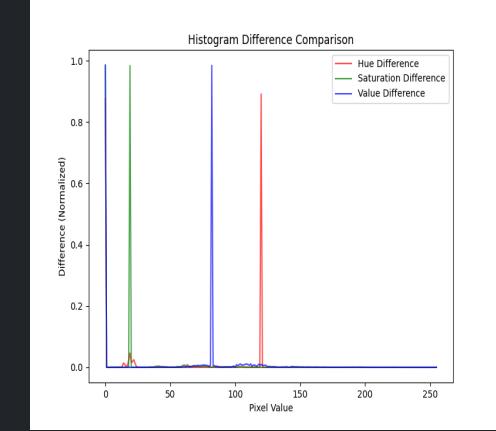
M_King_W_glsl.png



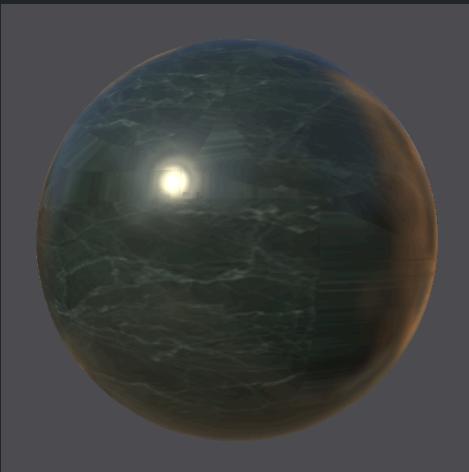
M_King_W_glslfx.png



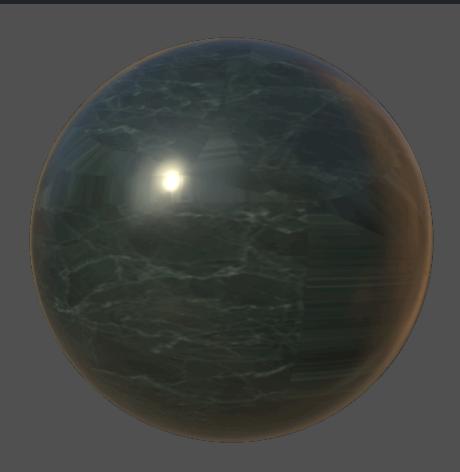
GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



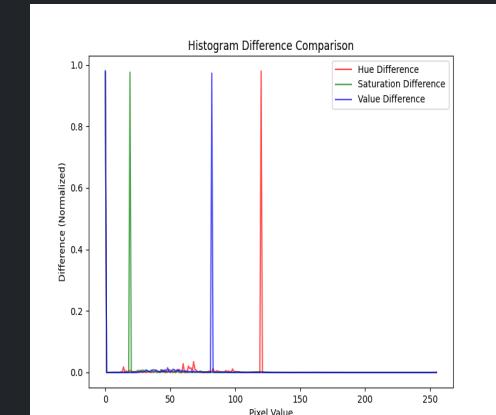
M_King_W_glsl.png



M_King_W_glslfx.png

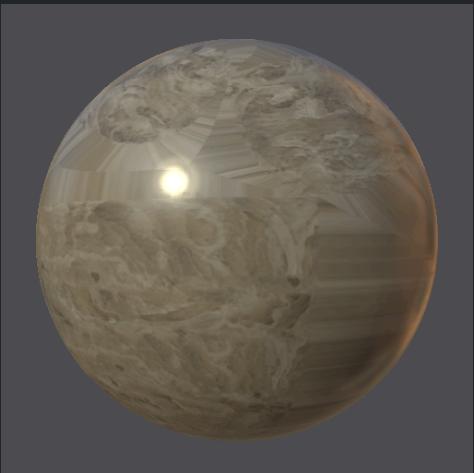


GLSL vs. GLSLFX

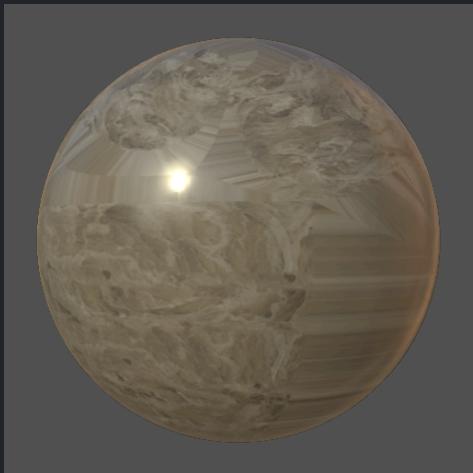


GLSL vs. GLSLFX

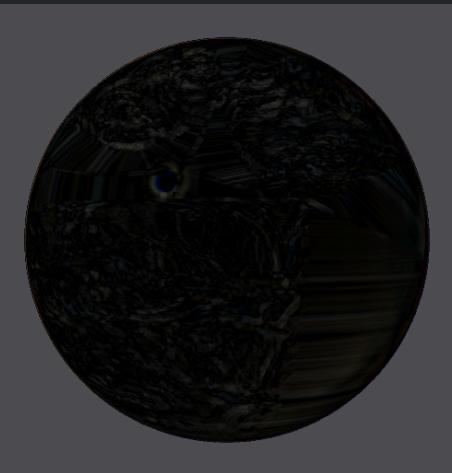
M_Knight_B_glsl.png



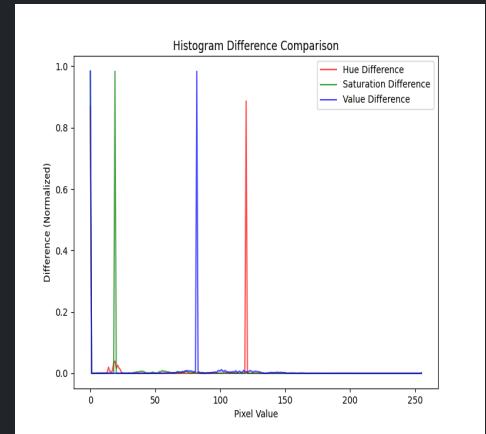
M_Knight_B_glslfx.png



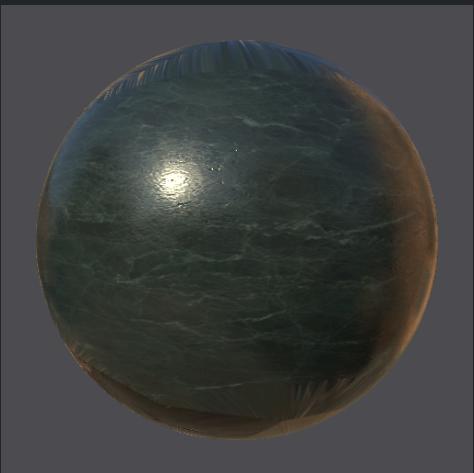
GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



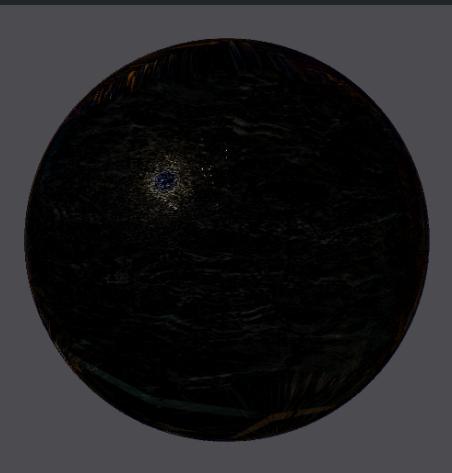
M_Knight_W_glsl.png



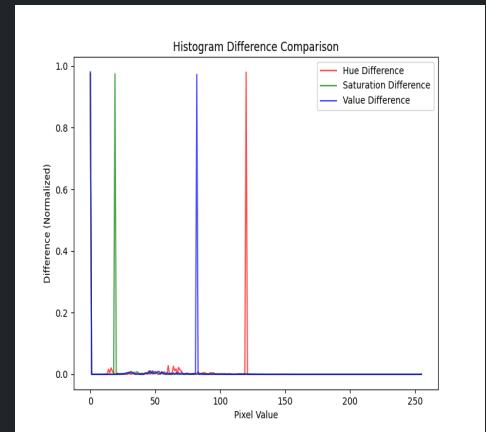
M_Knight_W_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

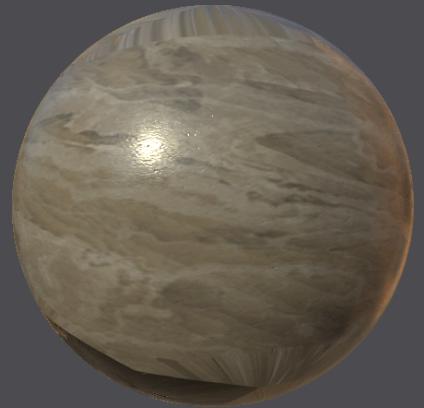


M_Pawn_Body_B_glsl.png

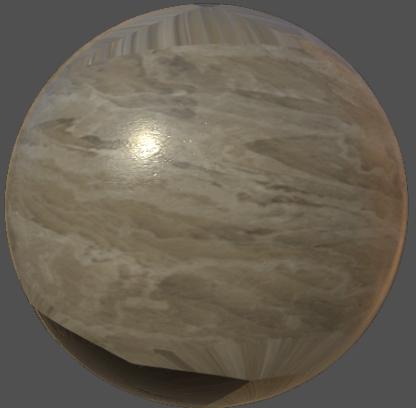
M_Pawn_Body_B_glslfx.png

GLSL vs. GLSLFX

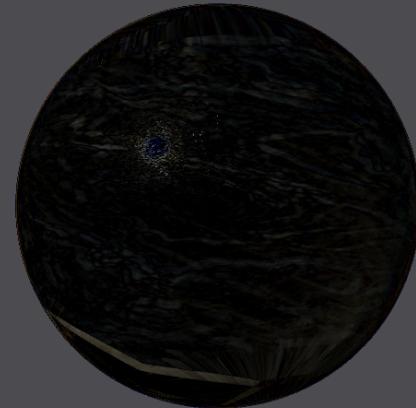
Histogram: GLSL vs. GLSLFX



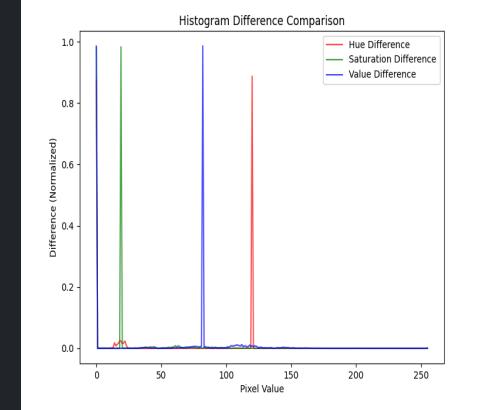
M_Pawn_Body_W_glsl.png



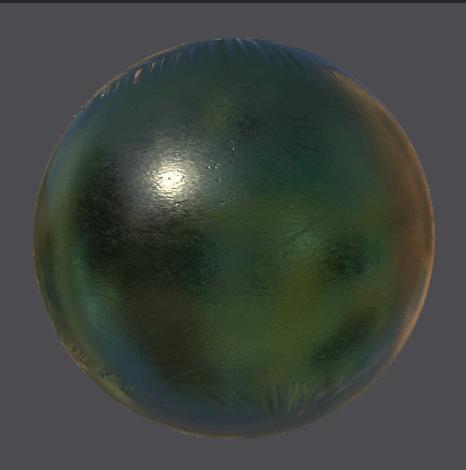
M_Pawn_Body_W_glslfx.png



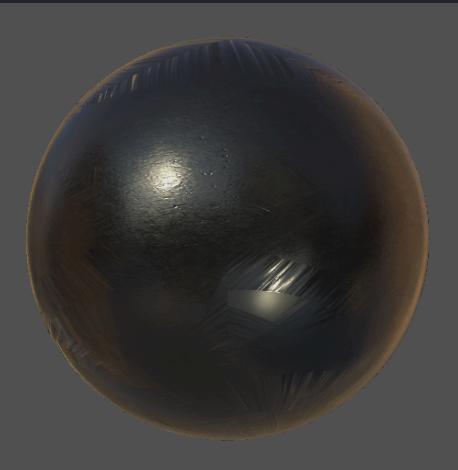
GLSL vs. GLSLFX



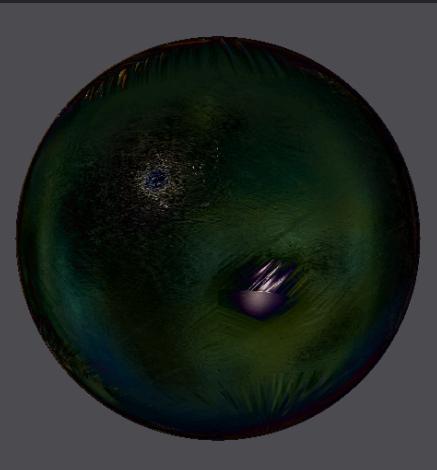
Histogram: GLSL vs. GLSLFX



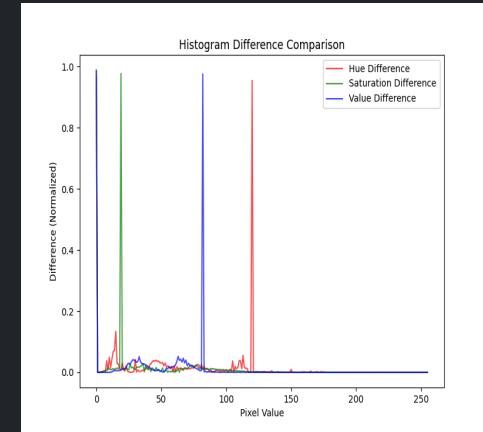
M_Pawn_Top_B_glsl.png



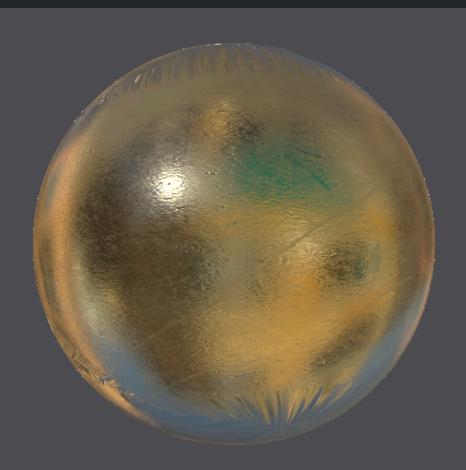
M_Pawn_Top_B_glslfx.png



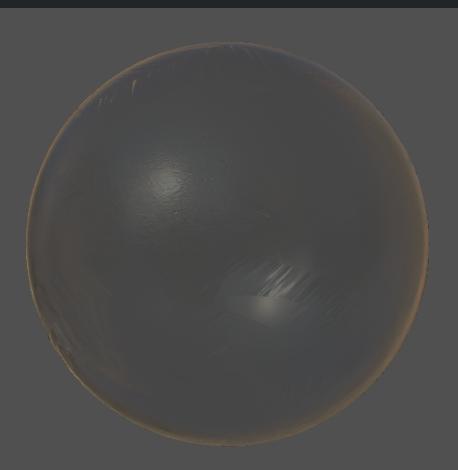
GLSL vs. GLSLFX



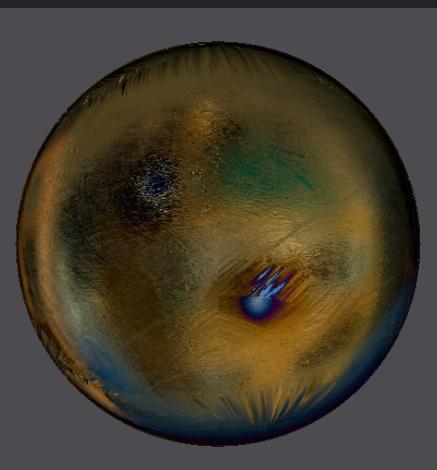
Histogram: GLSL vs. GLSLFX



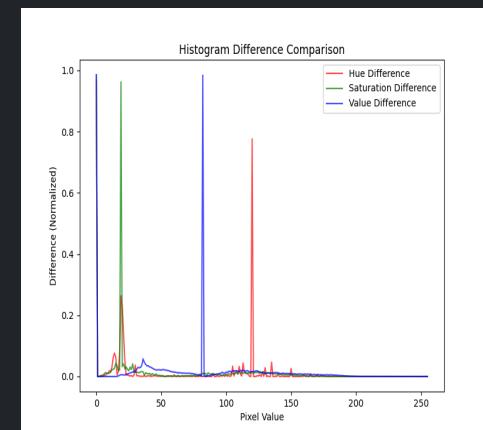
M_Pawn_Body_G_glsl.png



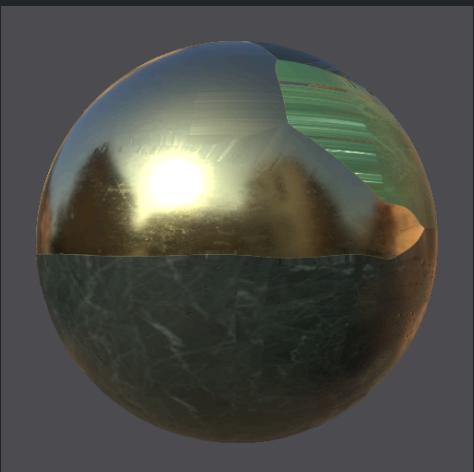
M_Pawn_Body_G_glslfx.png



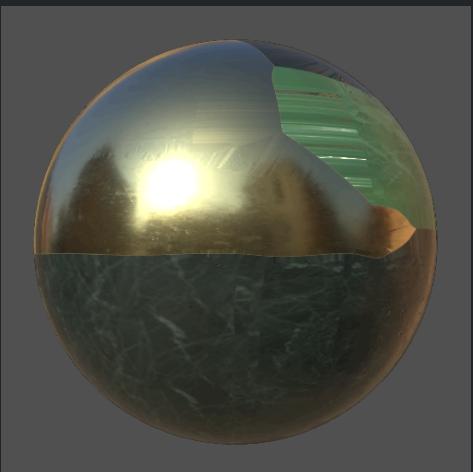
GLSL vs. GLSLFX



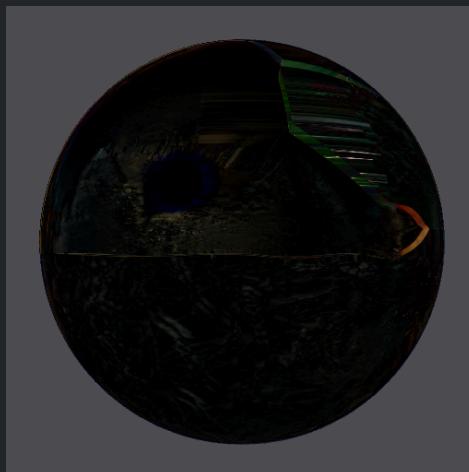
M_Pawn_Top_W_glsl.png



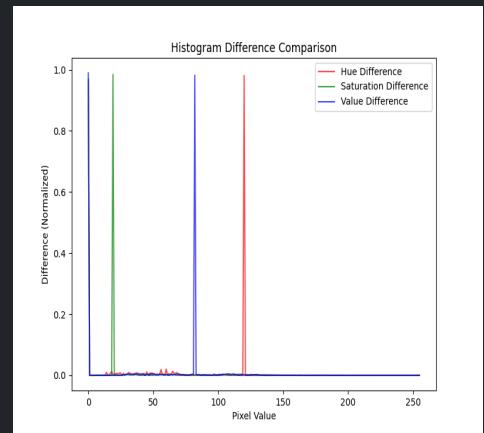
M_Pawn_Top_W_glslfx.png



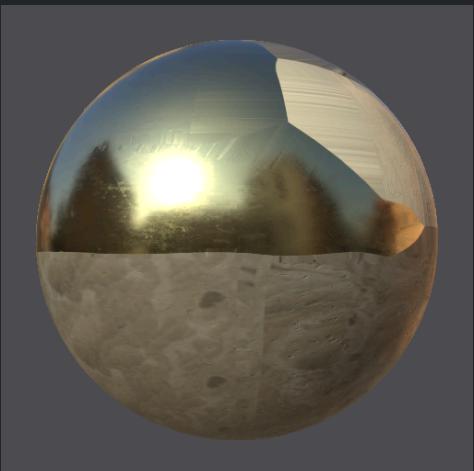
GLSL vs. GLSLFX



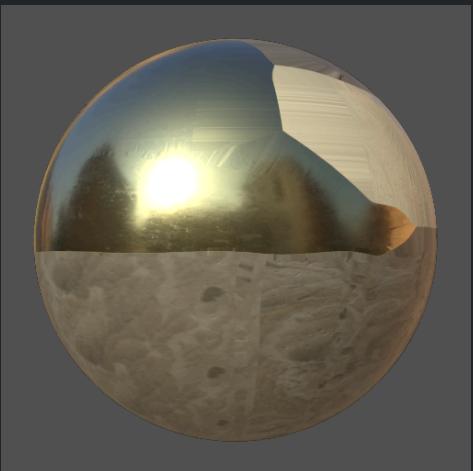
Histogram: GLSL vs. GLSLFX



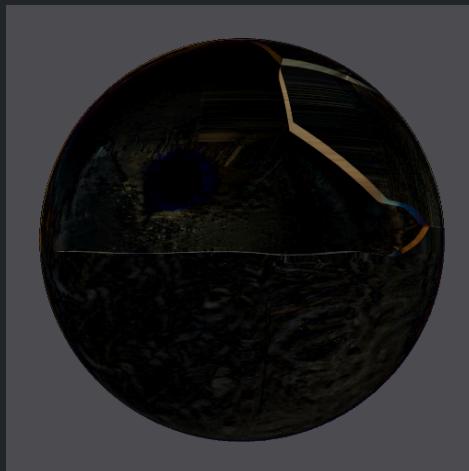
M_Queen_B_glsl.png



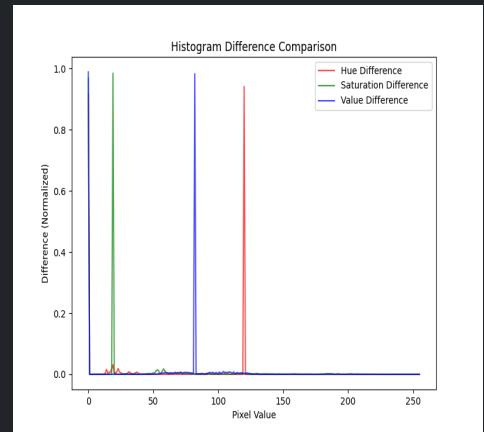
M_Queen_B_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



M_Queen_W_glsl.png

M_Queen_W_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

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



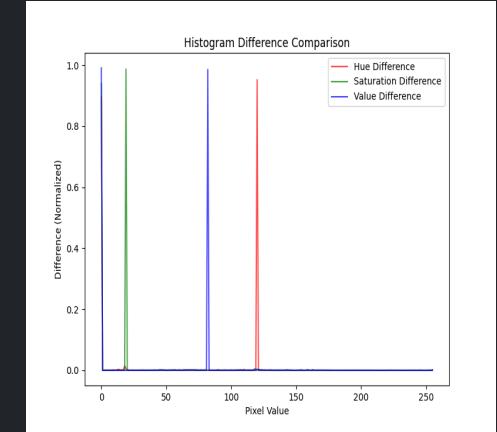
Chrome_glsl.png



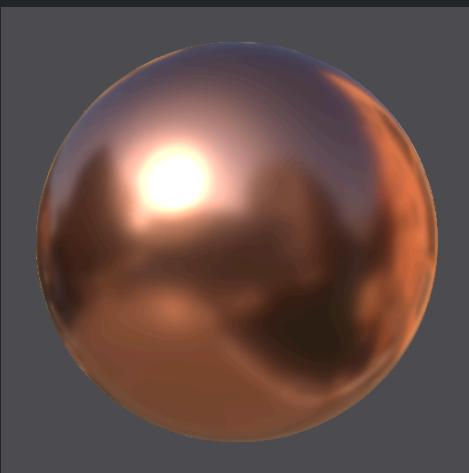
Chrome_glslfx.png



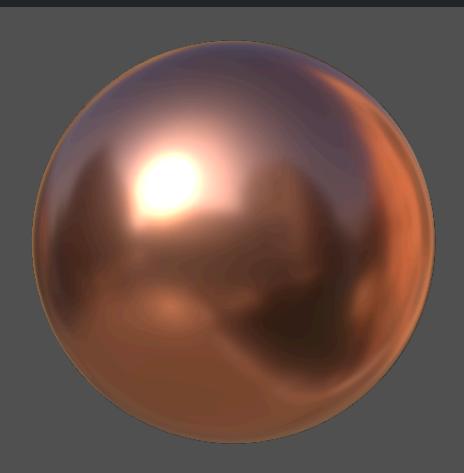
GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



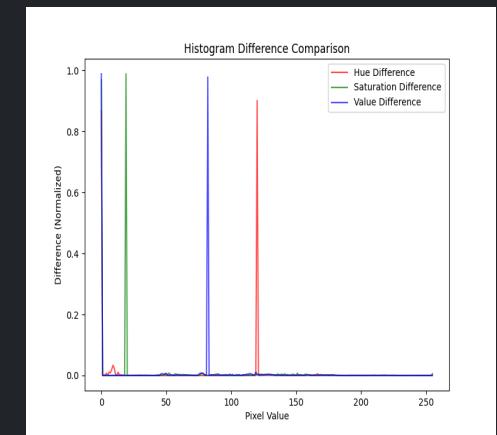
Copper_glsl.png



Copper_glslfx.png

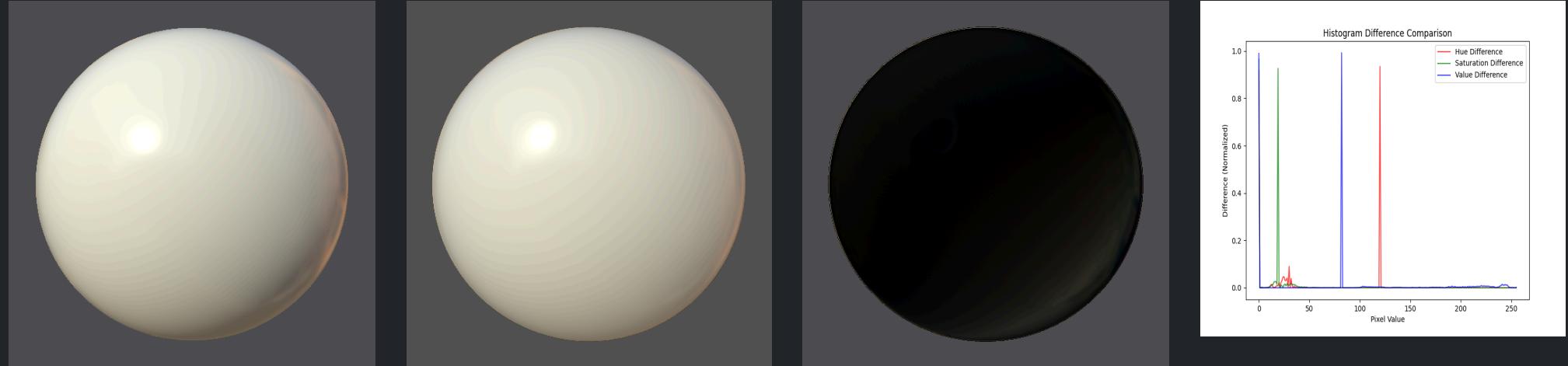


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

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



Default_glsl.png

Default_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

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



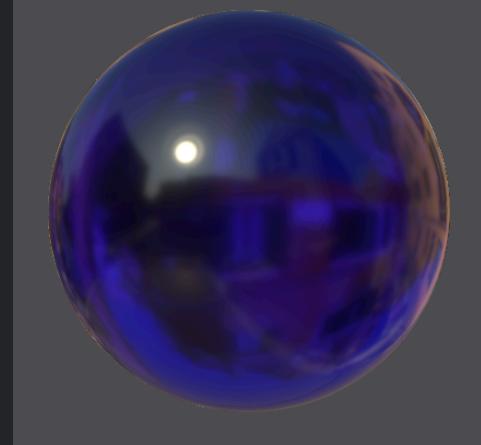
Glass_glsl.png

Glass_glslfx.png

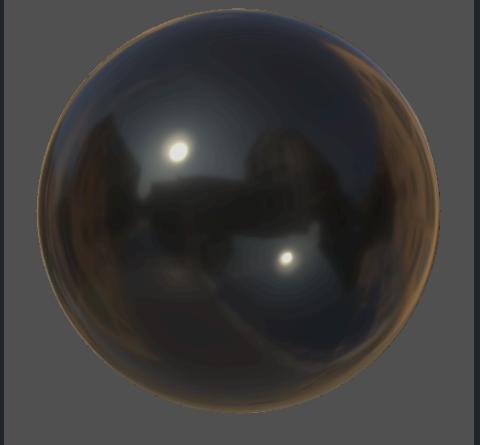
GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

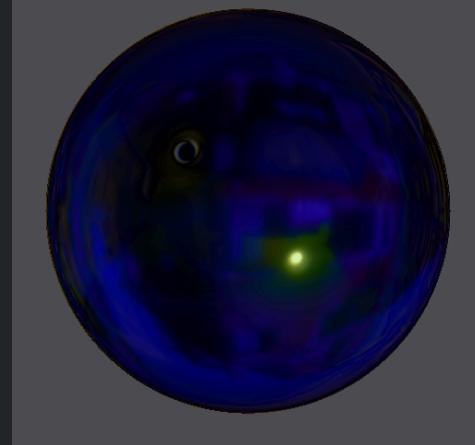
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



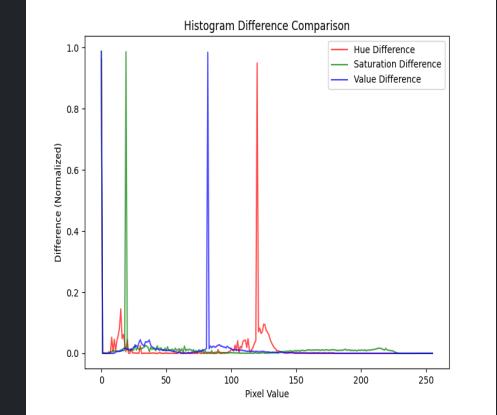
GlassTinted_glsl.png



GlassTinted_glslfx.png

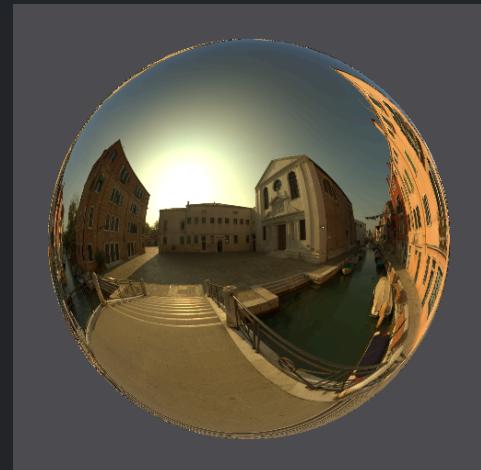


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

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



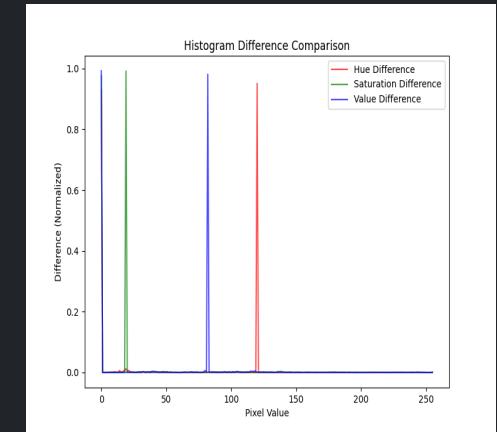
Gold_glsl.png



Gold_glslfx.png

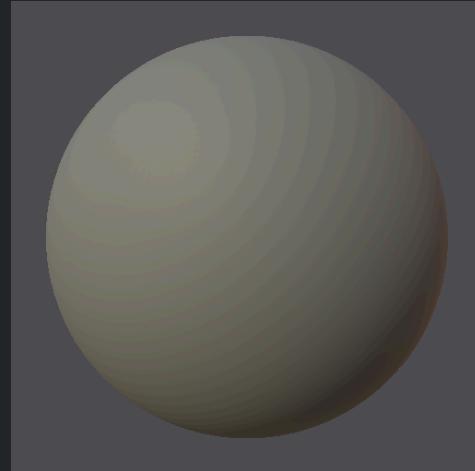


GLSL vs. GLSLFX

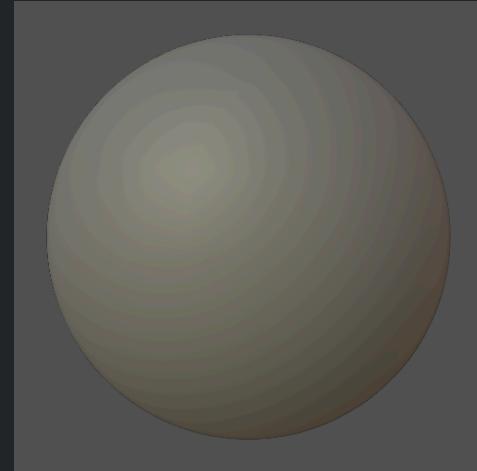


Histogram: GLSL vs. GLSLFX

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



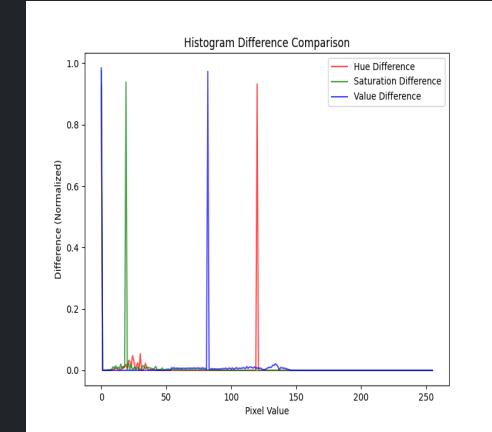
Greysphere_glsli.png



Greysphere_glslfx.png



GLSL vs. GLSLFX

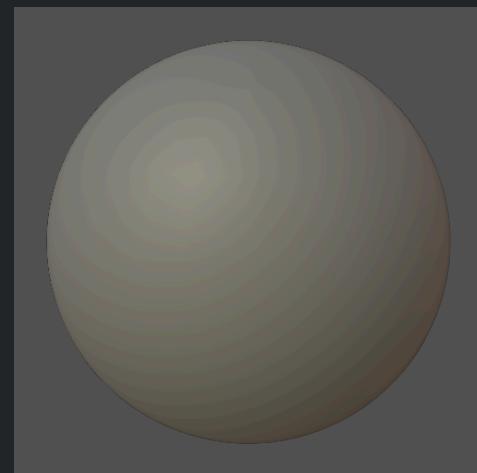


Histogram: GLSL vs. GLSLFX

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



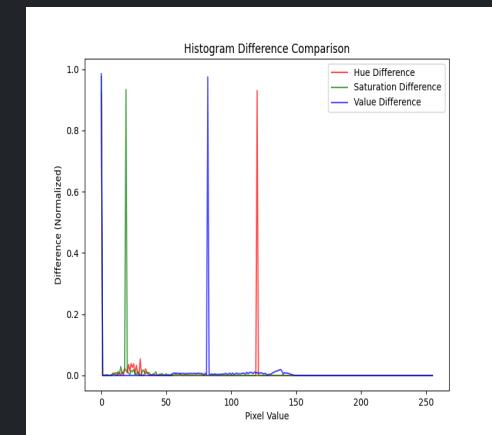
Greysphere_Calibration_glsli.png



Greysphere_Calibration_glslfx.png

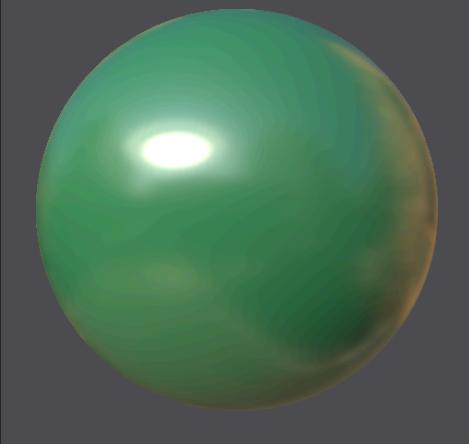


GLSL vs. GLSLFX

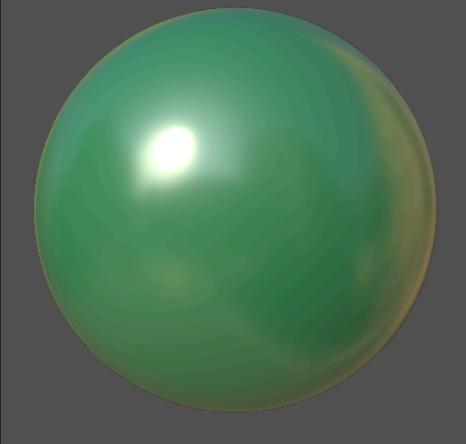


Histogram: GLSL vs. GLSLFX

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



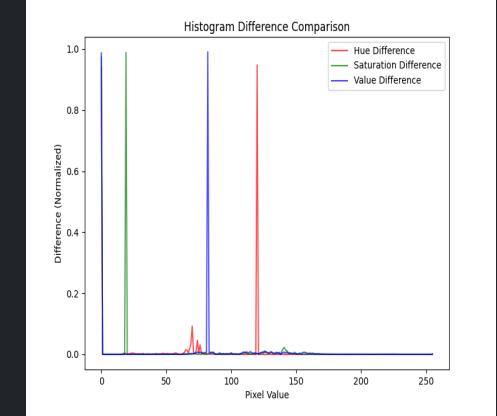
Jade_glsl.png



Jade_glslfx.png

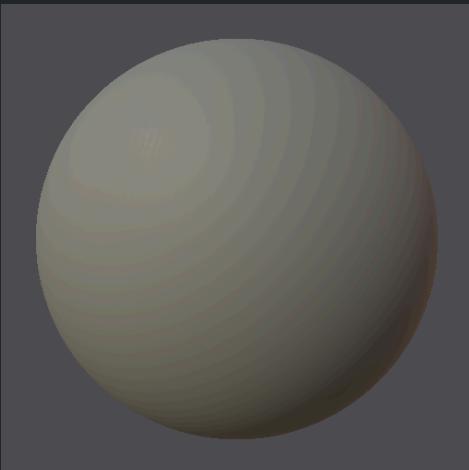


GLSL vs. GLSLFX

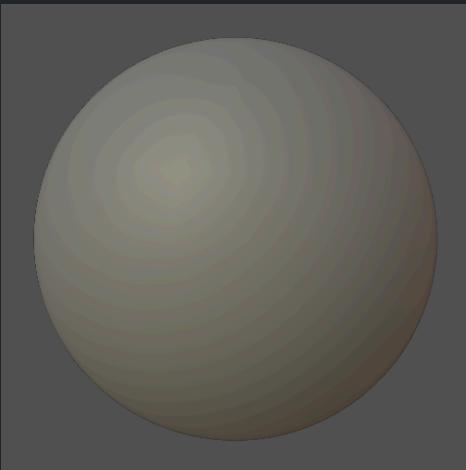


Histogram: GLSL vs. GLSLFX

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



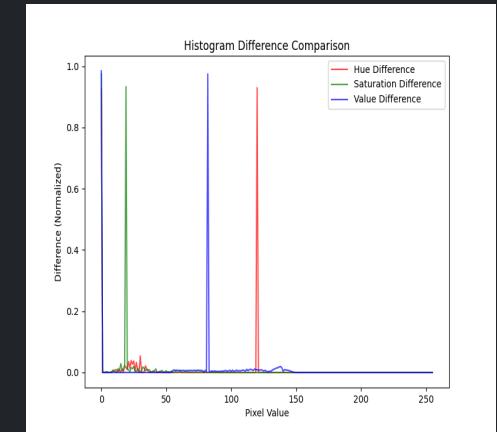
Greysphere_Calibration_glsl.png



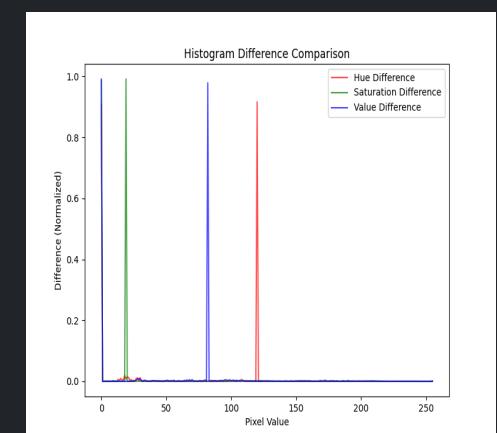
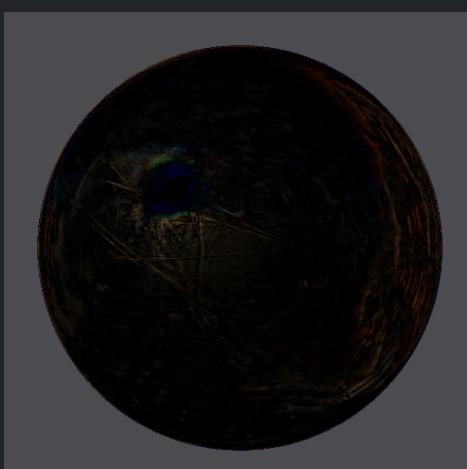
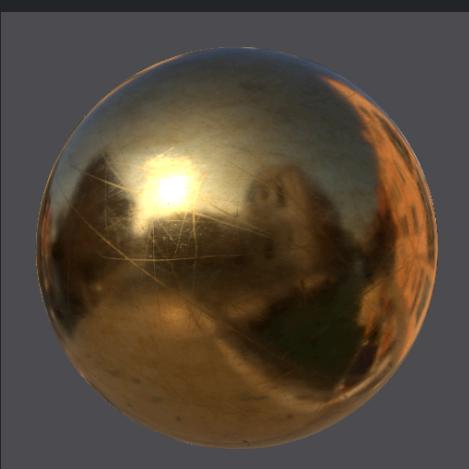
Greysphere_Calibration_glslfx.png



GLSL vs. GLSLFX

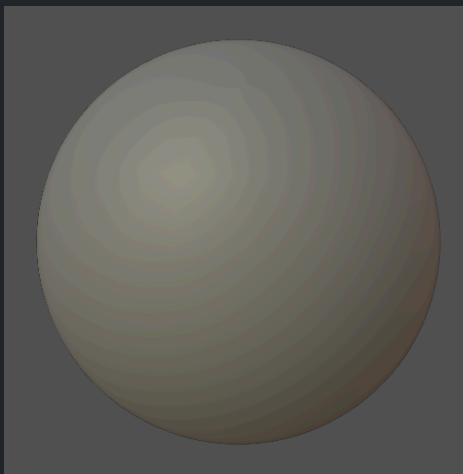
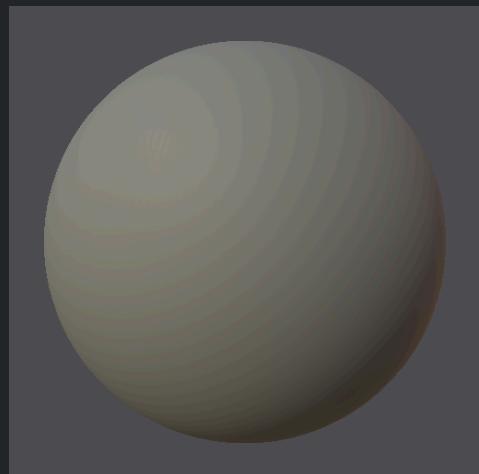


Histogram: GLSL vs. GLSLFX

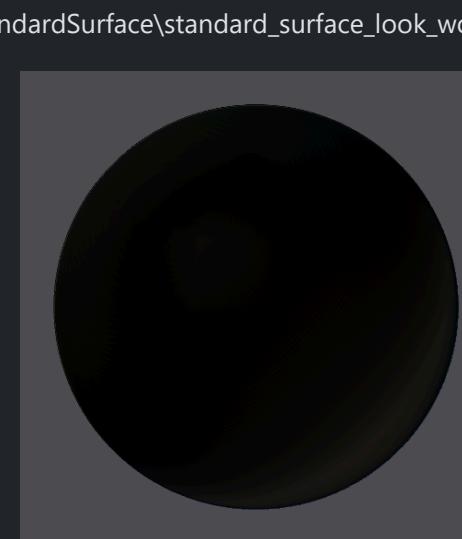


Tiled_Brass_glsl.png

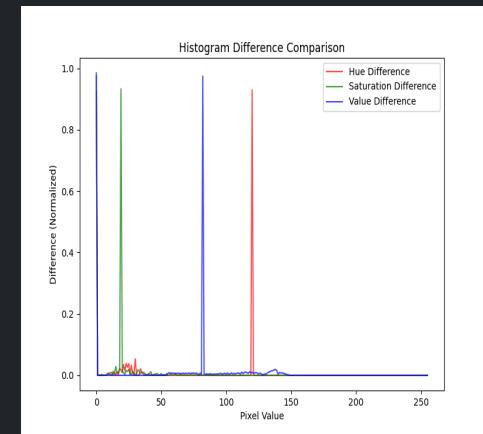
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

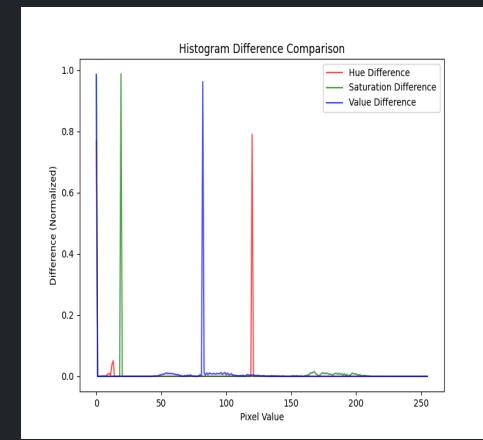
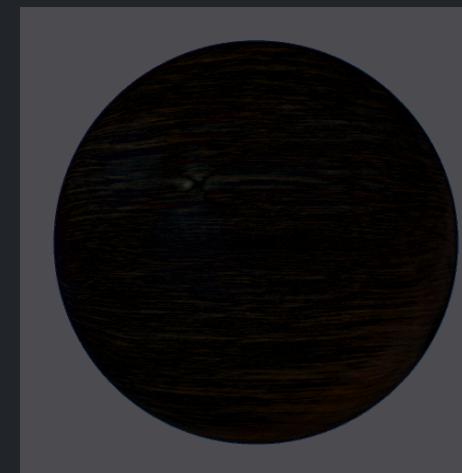
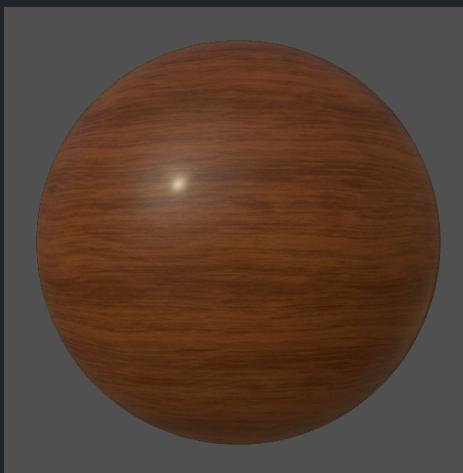
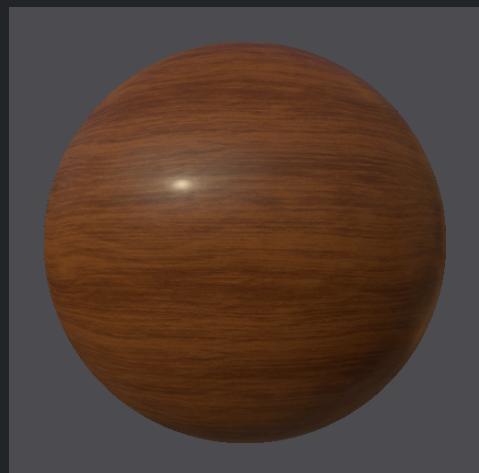


Greysphere_Calibration_glsl.png

Greysphere_Calibration_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



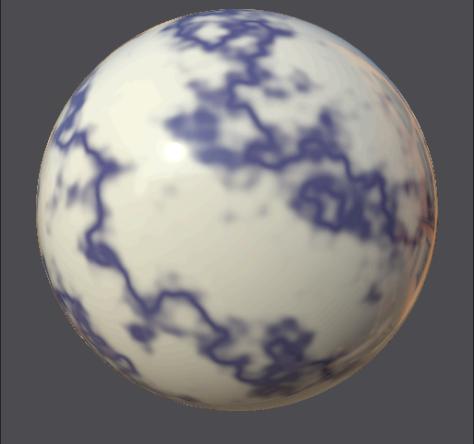
Tiled_Wood_glsl.png

Tiled_Wood_glslfx.png

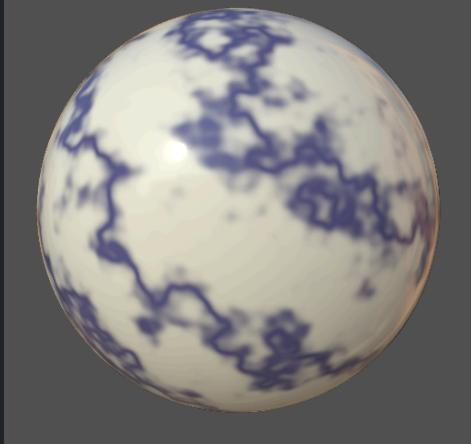
GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

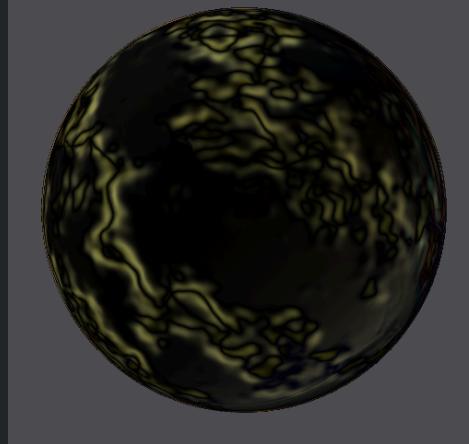
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



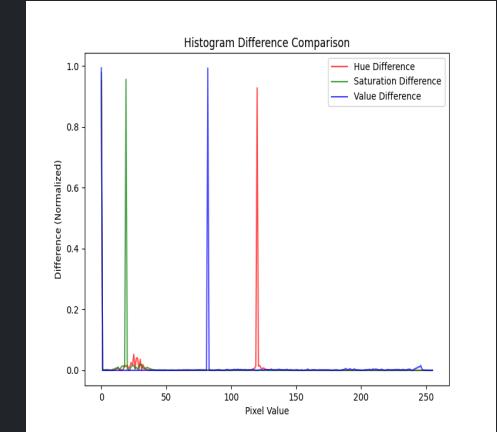
Marble_3D_glsl.png



Marble_3D_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

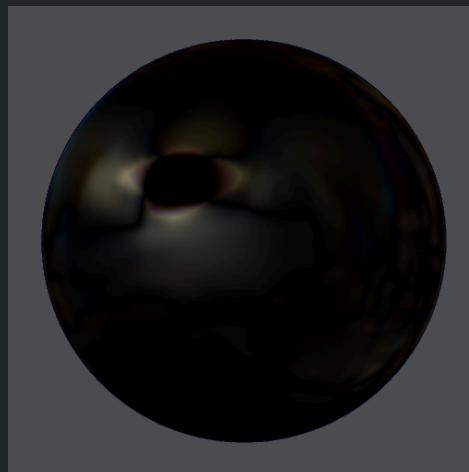
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



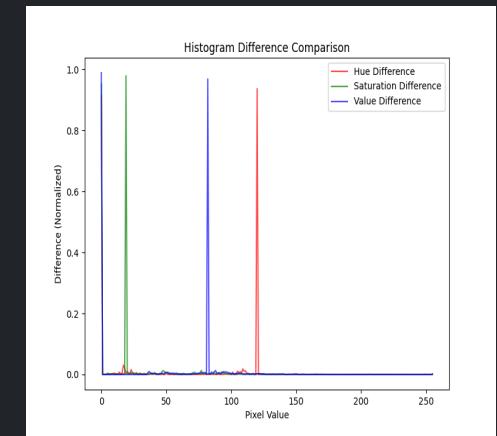
Metal_Brushed_glsl.png



Metal_Brushed_glslfx.png

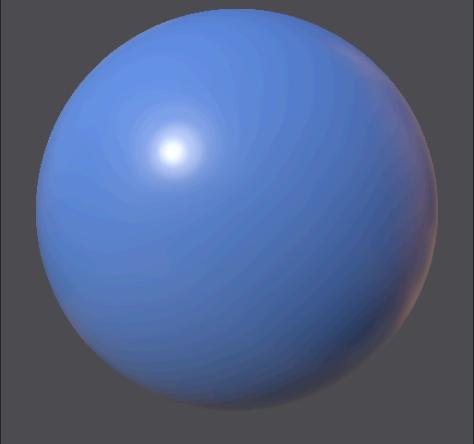


GLSL vs. GLSLFX

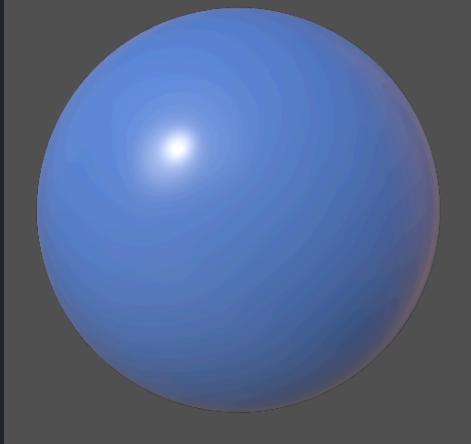


Histogram: GLSL vs. GLSLFX

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



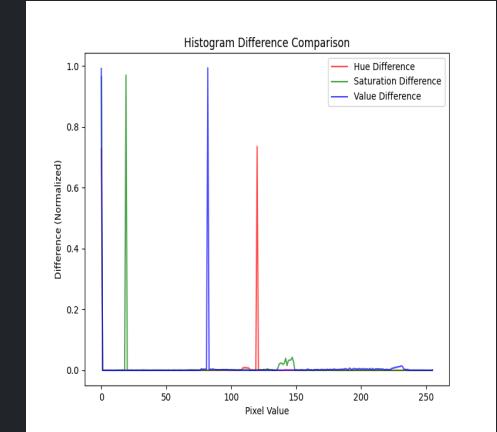
Plastic_glsl.png



Plastic_gslfx.png

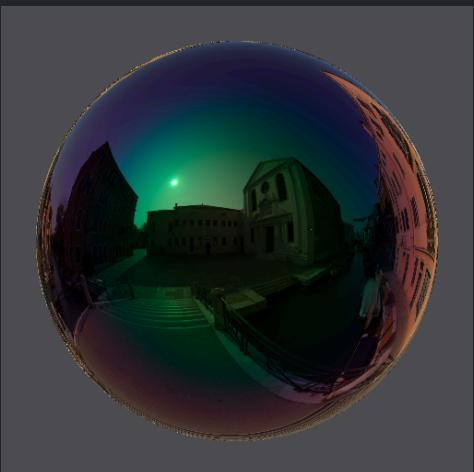


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

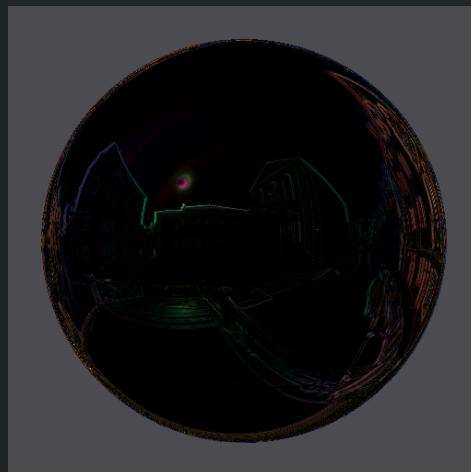
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



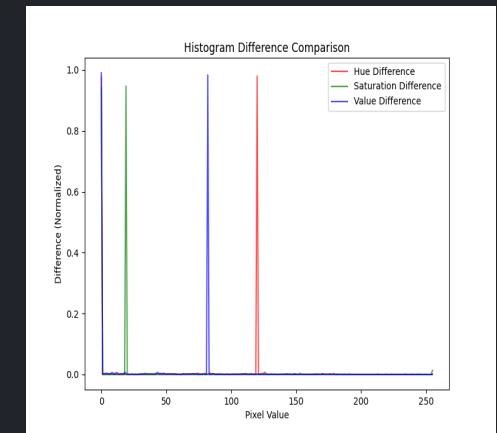
ThinFilm_glsl.png



ThinFilm_gslfx.png

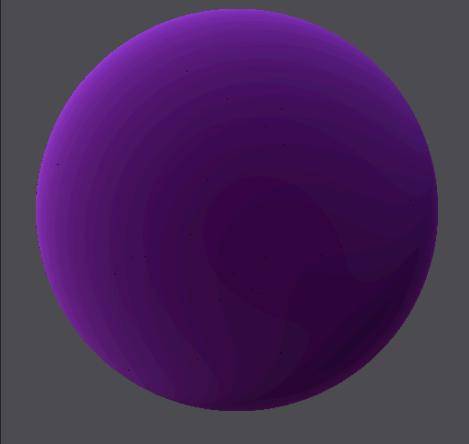


GLSL vs. GLSLFX

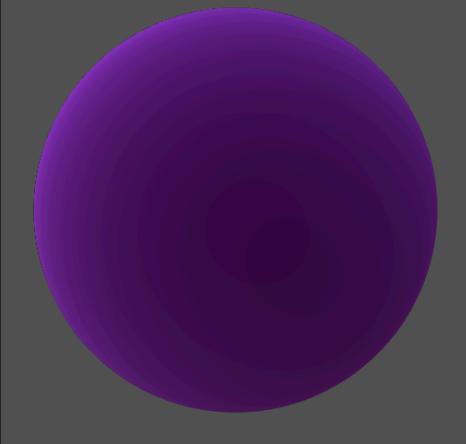


Histogram: GLSL vs. GLSLFX

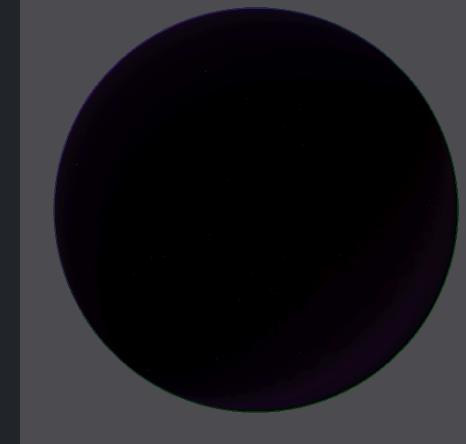
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



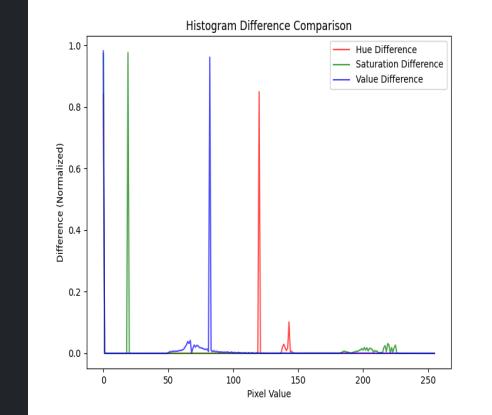
Velvet_glsl.png



Velvet_glslfx.png

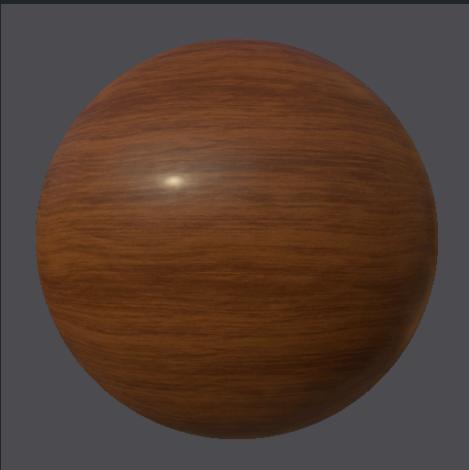


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

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



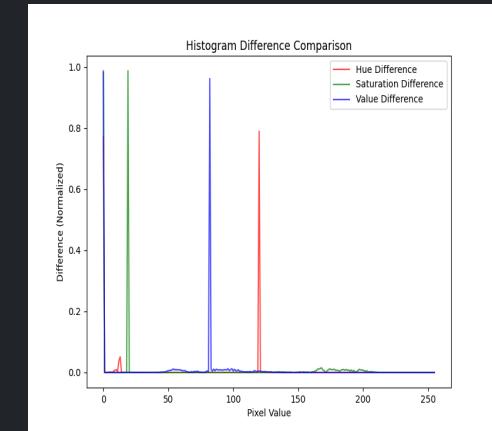
Tiled_Wood_glsl.png



Tiled_Wood_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:



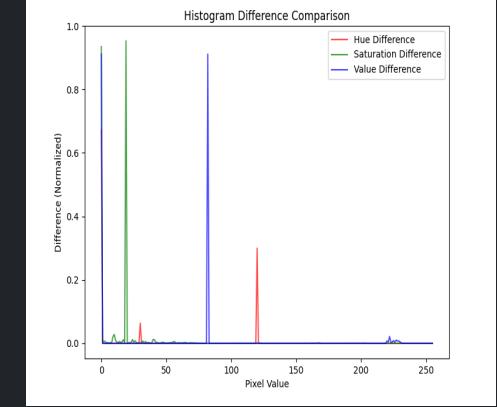
default_gooch_material_glsl.png



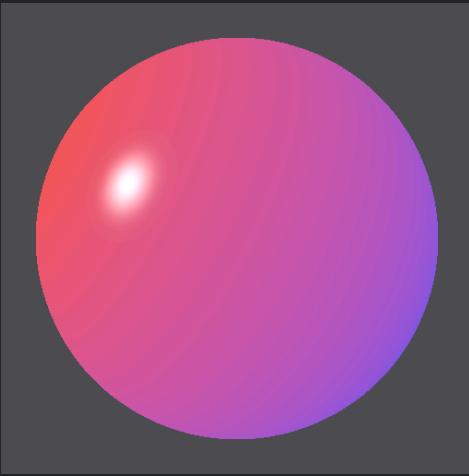
default_gooch_material_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



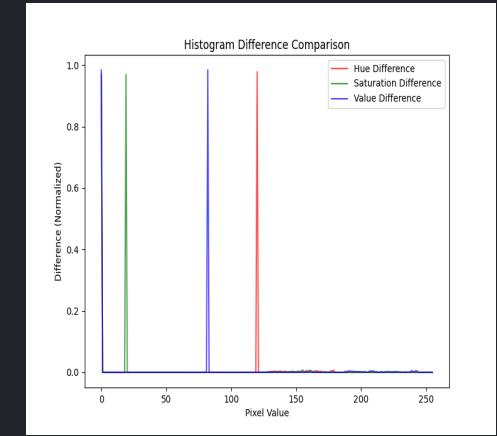
redblue_gooch_material_glsl.png



redblue_gooch_material_glslfx.png

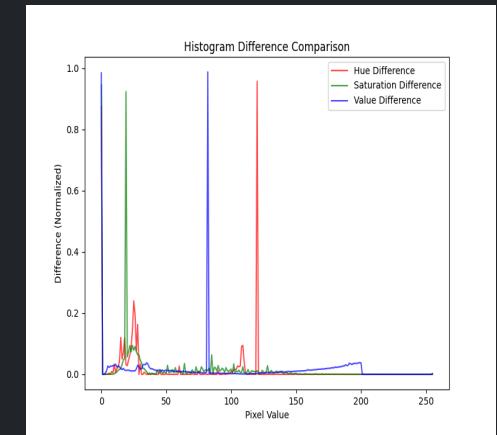
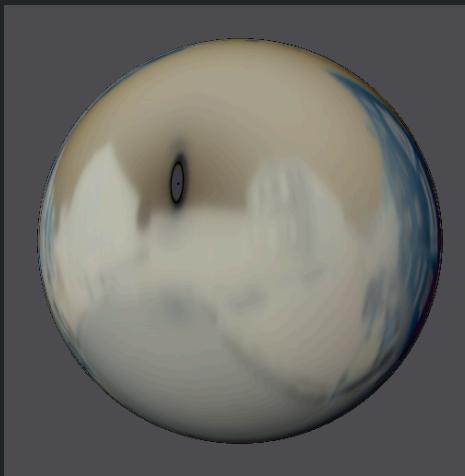
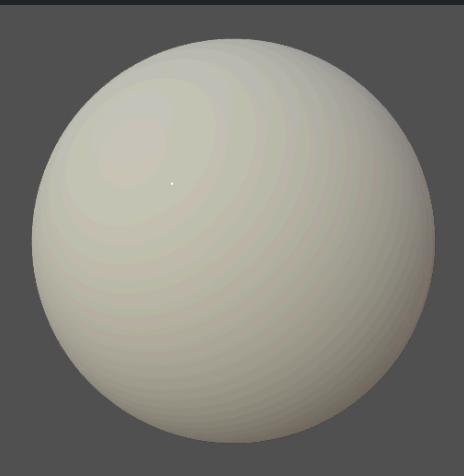
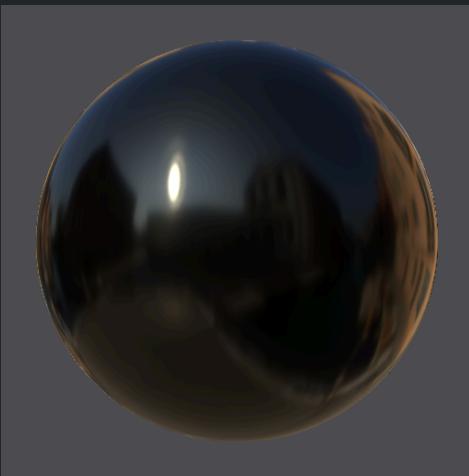


GLSL vs. GLSLFX



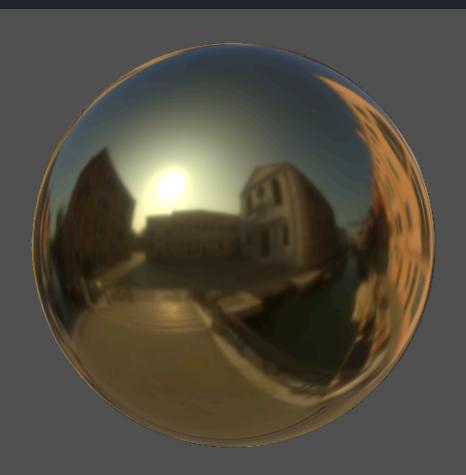
Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\chiang_hair_surfaceshader:



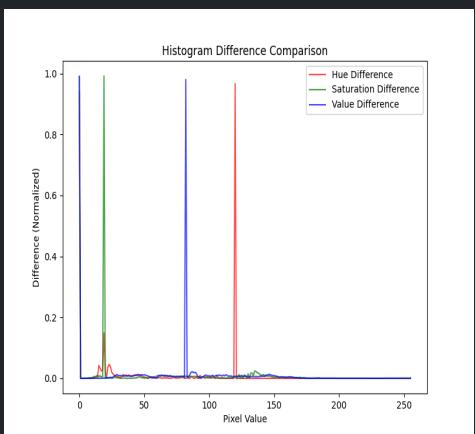
simple_hair_default_glsl.png

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:

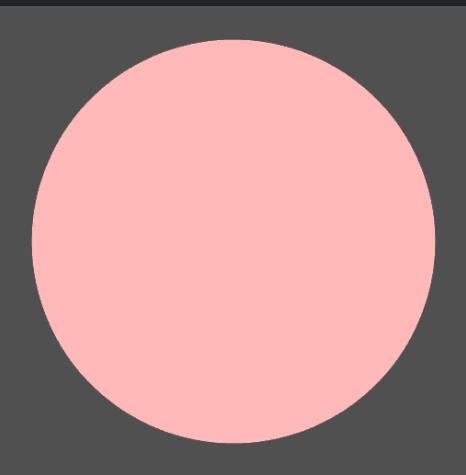
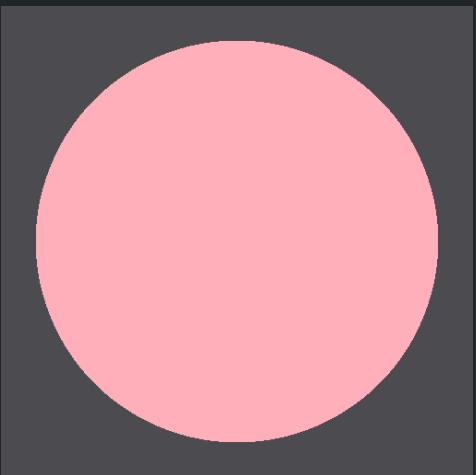


GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

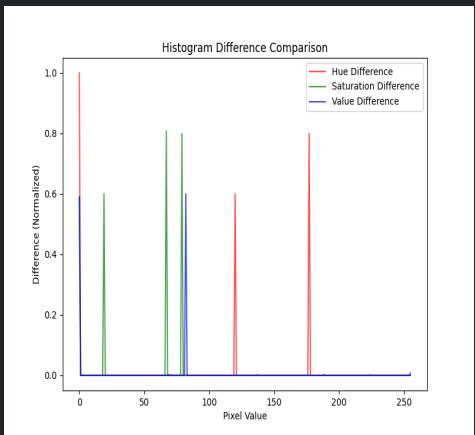


LamaAddBSDFTest_glsl.png



GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



LamaAddEDFTest_glsl.png

LamaAddEDFTest_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

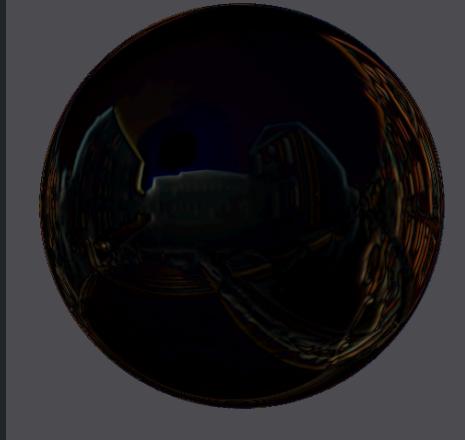
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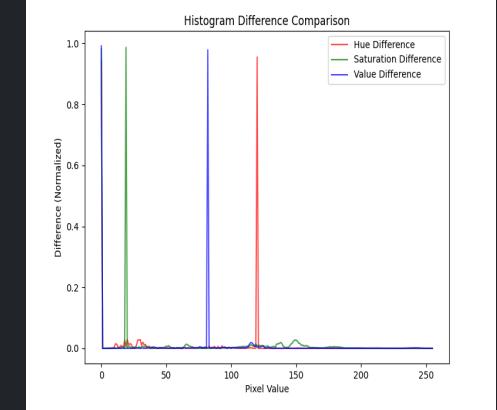
LamaConductorTest_glsl.png



LamaConductorTest_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_dielectric:



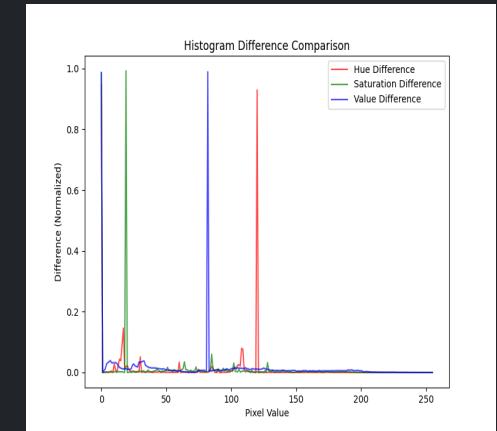
LamaDielectricTest_glsl.png



LamaDielectricTest_glslfx.png

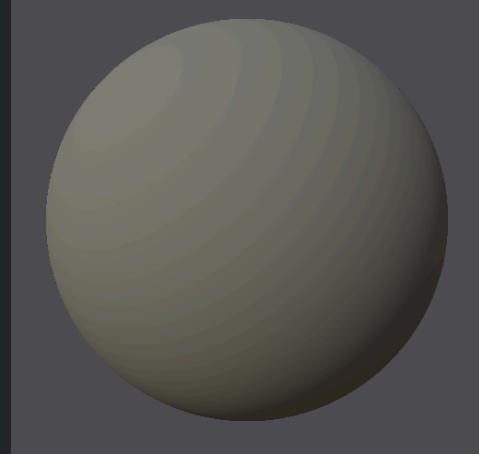


GLSL vs. GLSLFX

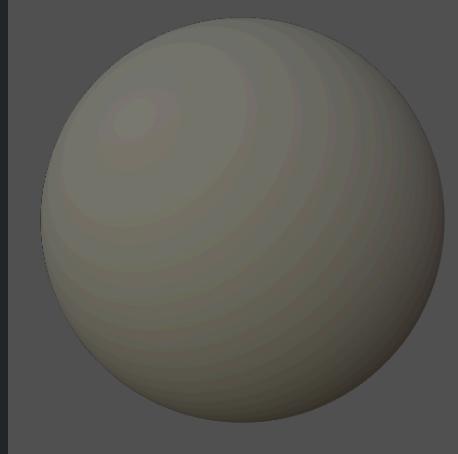


Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_diffuse:



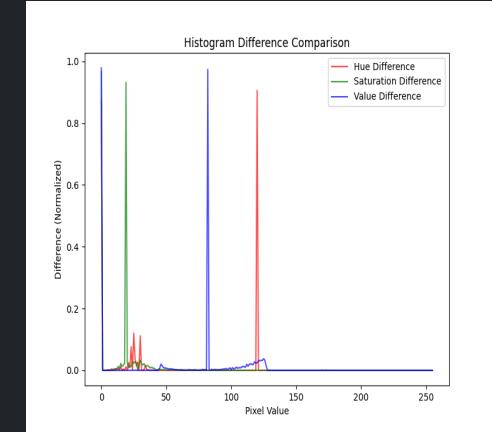
LamaDiffuseTest_glsl.png



LamaDiffuseTest_glslfx.png

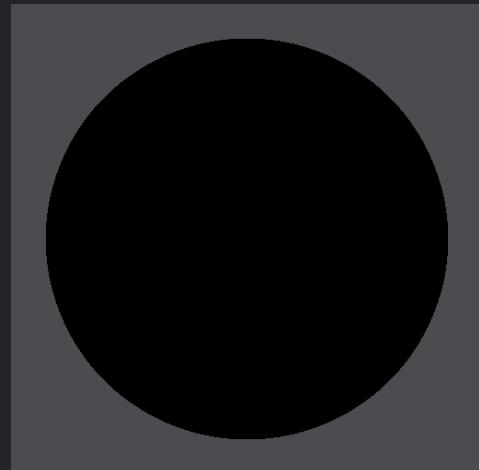


GLSL vs. GLSLFX

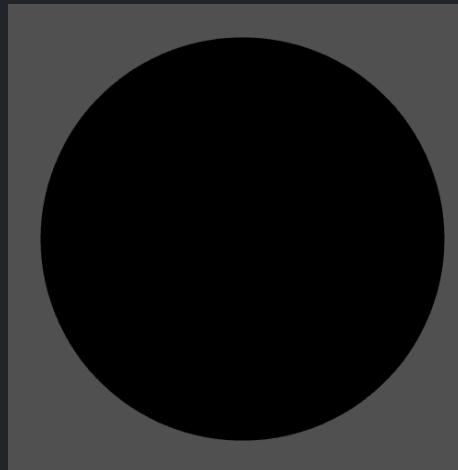


Histogram: GLSL vs. GLSLFX

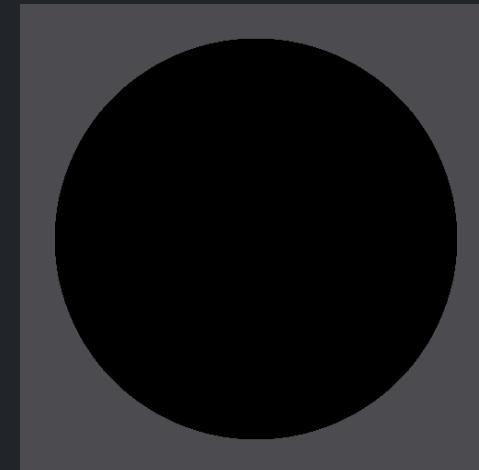
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_emission:



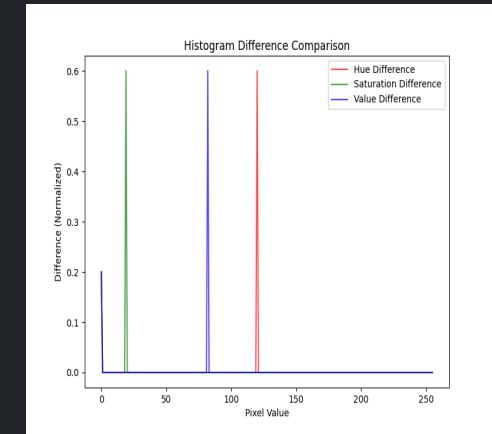
LamaEmissionTest_glsl.png



LamaEmissionTest_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_generalized_schlick:



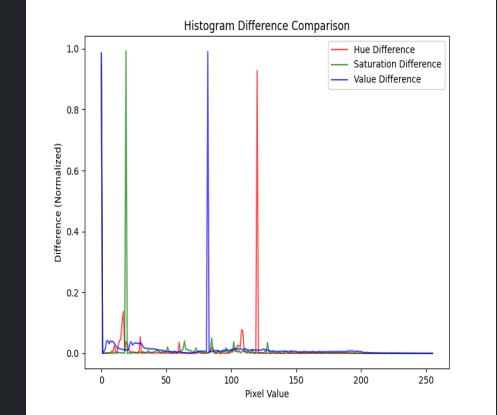
LamaGeneralizedSchlickTest_glsl.png



LamaGeneralizedSchlickTest_glslfx.png



GLSL vs. GLSLFX

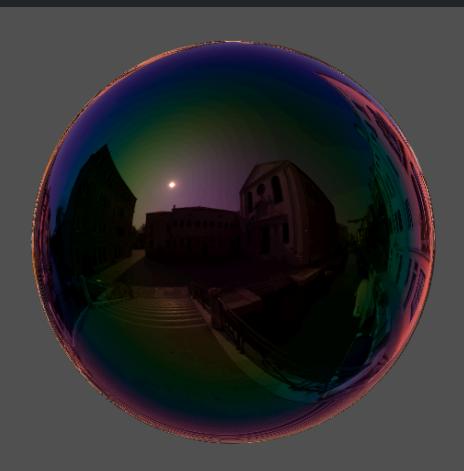


Histogram: GLSL vs. GLSLFX

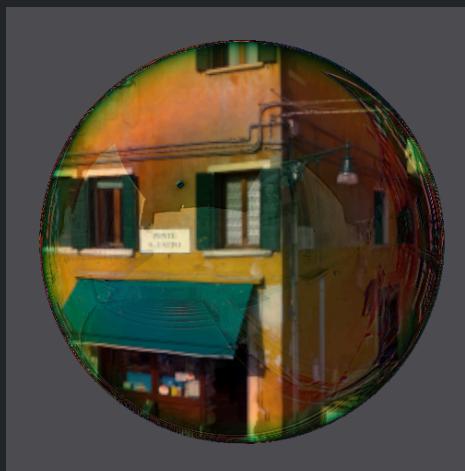
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_iridescence:



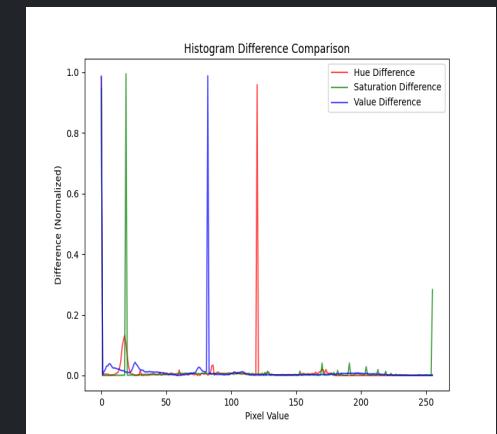
LamalridescenceTest_glsl.png



LamalridescenceTest_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

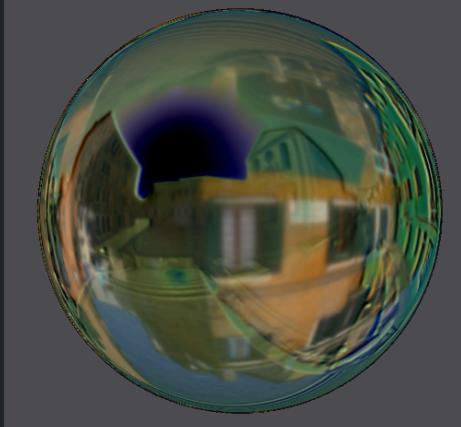
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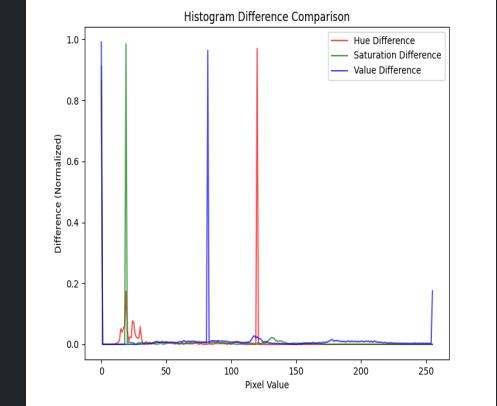
LamaLayerBSDFTTest_glsl.png



LamaLayerBSDFTTest_glslfx.png



GLSL vs. GLSLFX

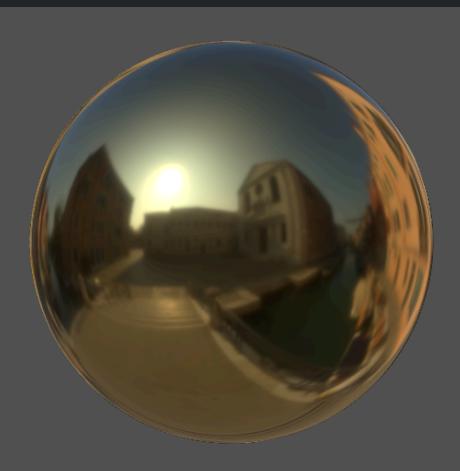


Histogram: GLSL vs. GLSLFX

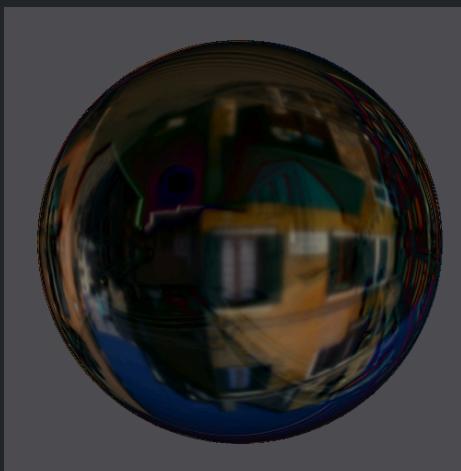
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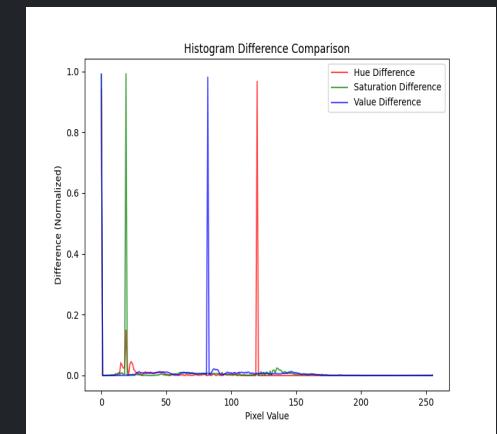
LamaMixBSDFTTest_glsl.png



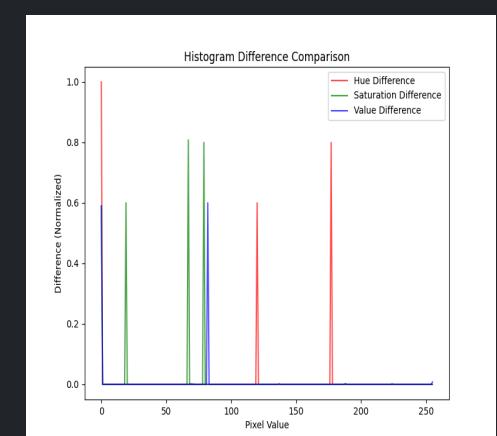
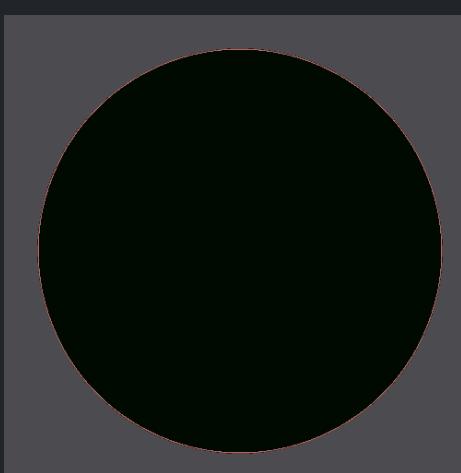
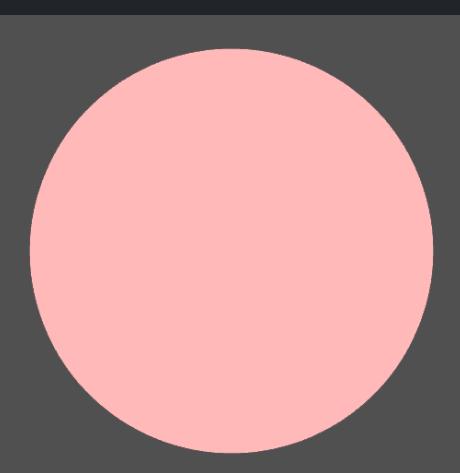
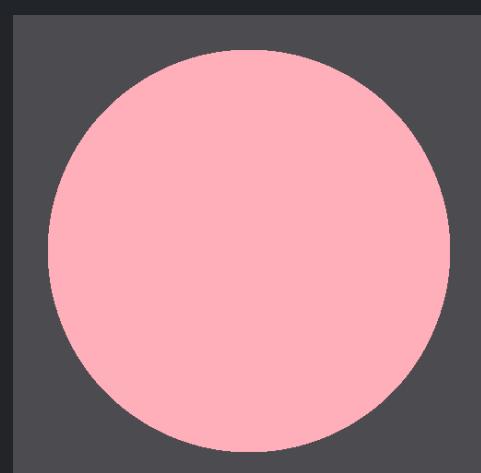
LamaMixBSDFTTest_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



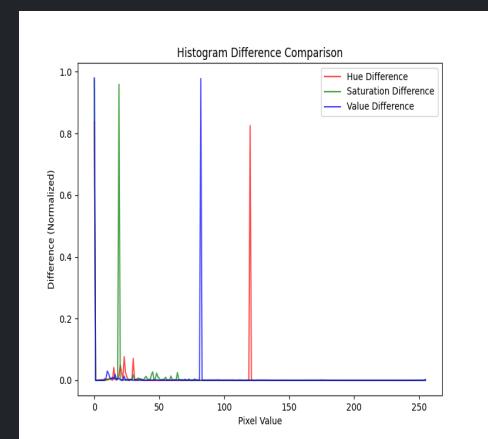
LamaMixEDFTest_glsl.png

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sheen:



GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



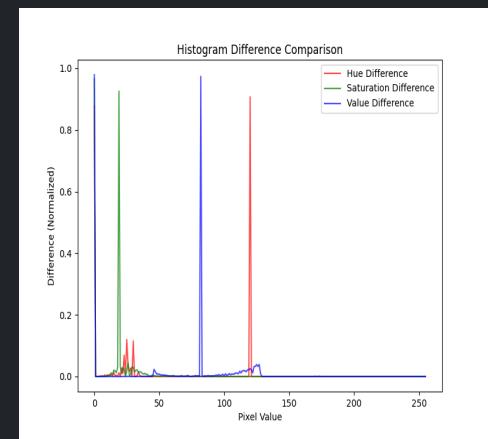
LamaSheenTest_glsl.png

LamaSheenTest_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sss:



LamaSSSTest_glsl.png

LamaSSSTest_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

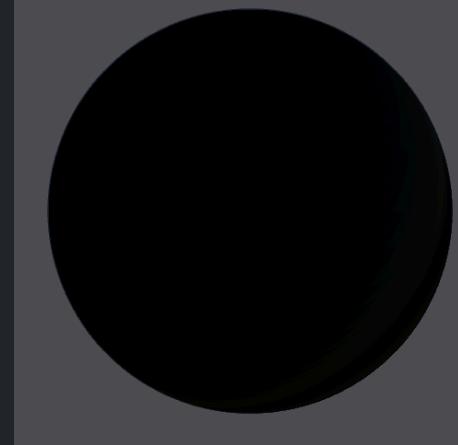
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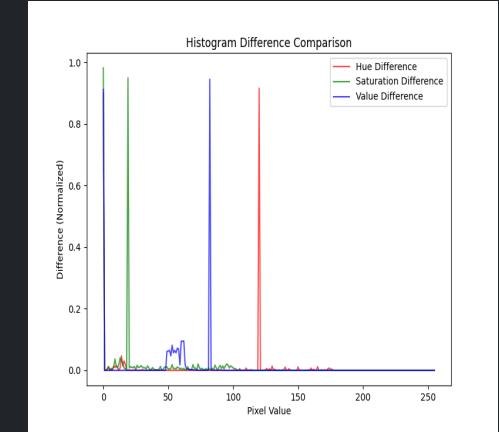
LamaTranslucentTest_glsl.png



LamaTranslucentTest_glslfx.png

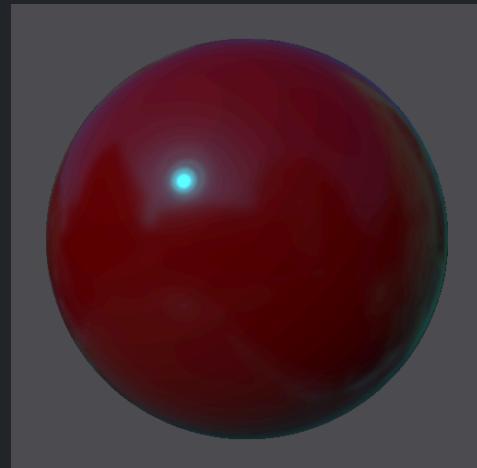


GLSL vs. GLSLFX

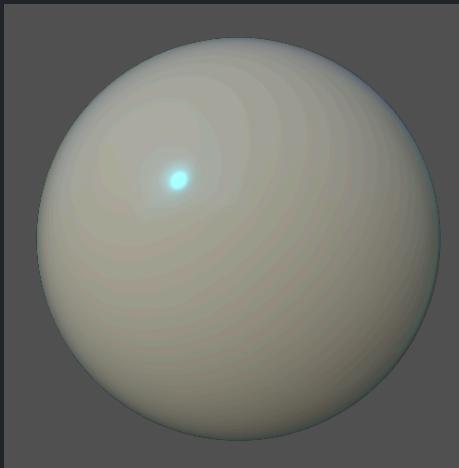


Histogram: GLSL vs. GLSLFX

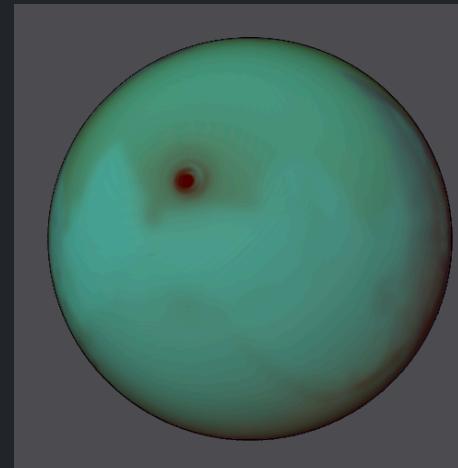
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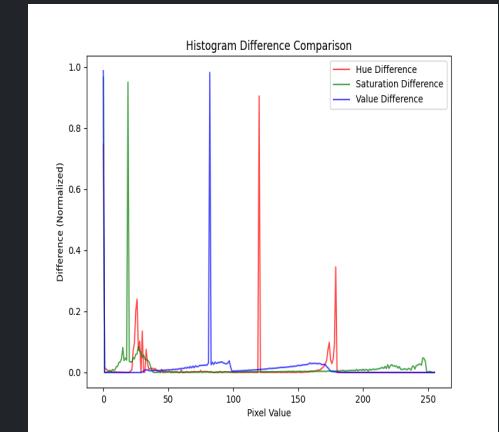
ColorSpaceShaderMaterial_glsl.png



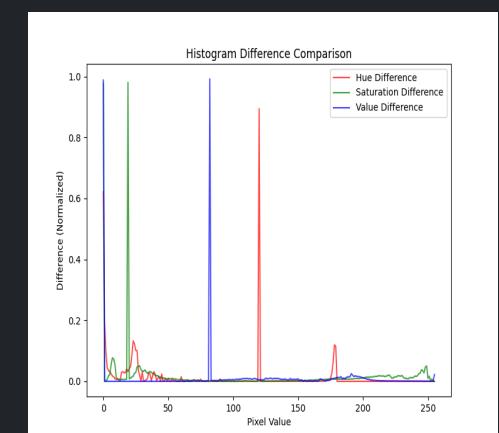
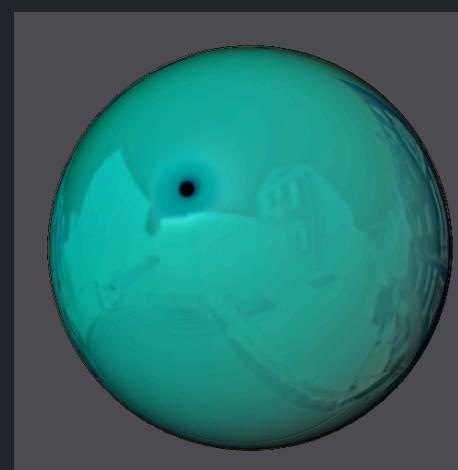
ColorSpaceShaderMaterial_glslfx.png



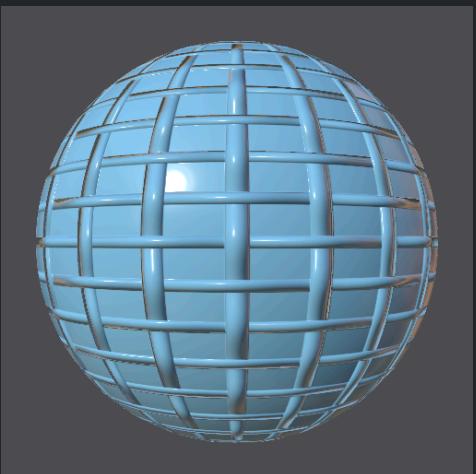
GLSL vs. GLSLFX



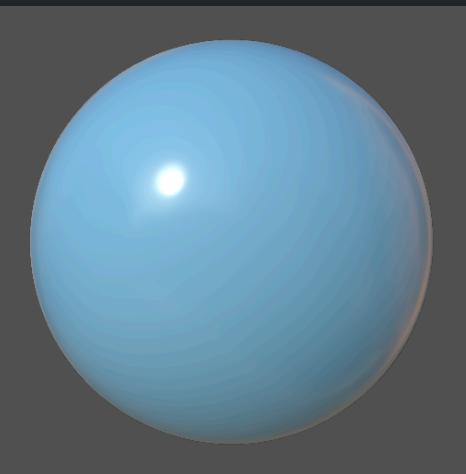
Histogram: GLSL vs. GLSLFX



MappedShaderMaterial_glsl.png



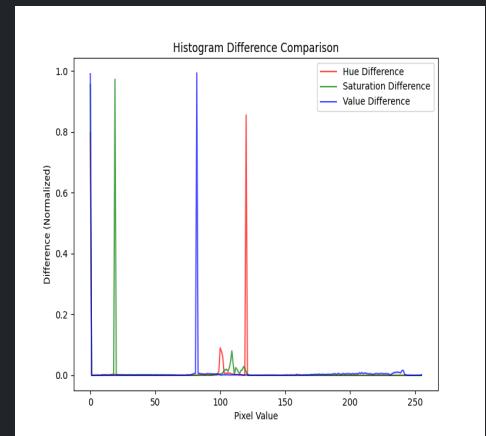
MappedShaderMaterial_glslfx.png



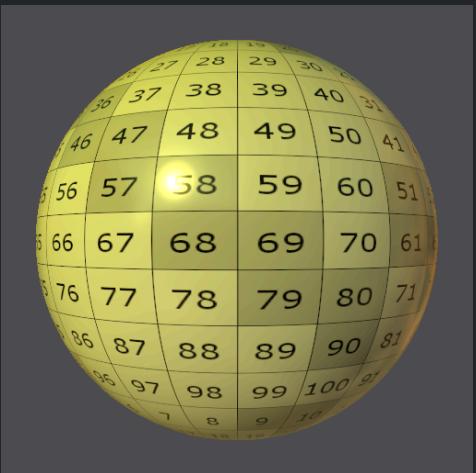
GLSL vs. GLSLFX



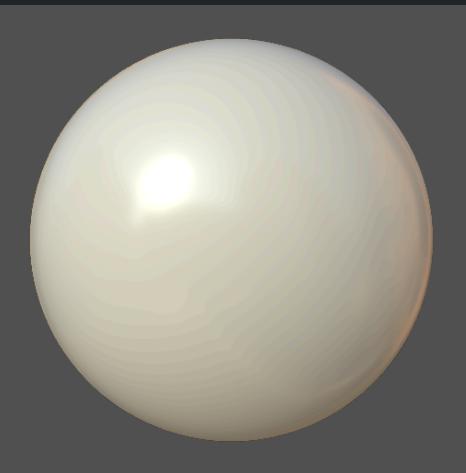
Histogram: GLSL vs. GLSLFX



NormalMapMaterial_glsl.png



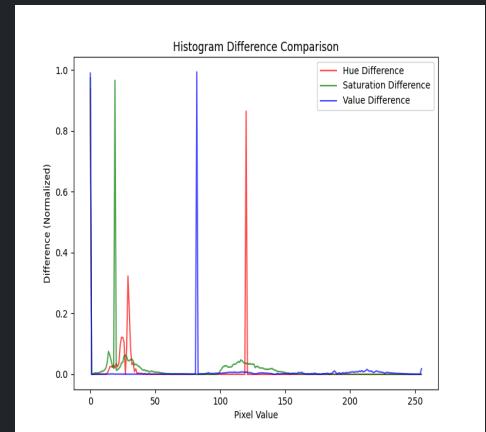
NormalMapMaterial_glslfx.png



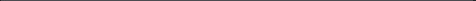
GLSL vs. GLSLFX



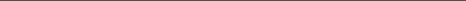
Histogram: GLSL vs. GLSLFX



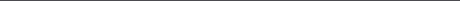
UnitMappedShaderMaterial_glsl.png



UnitMappedShaderMaterial_glslfx.png

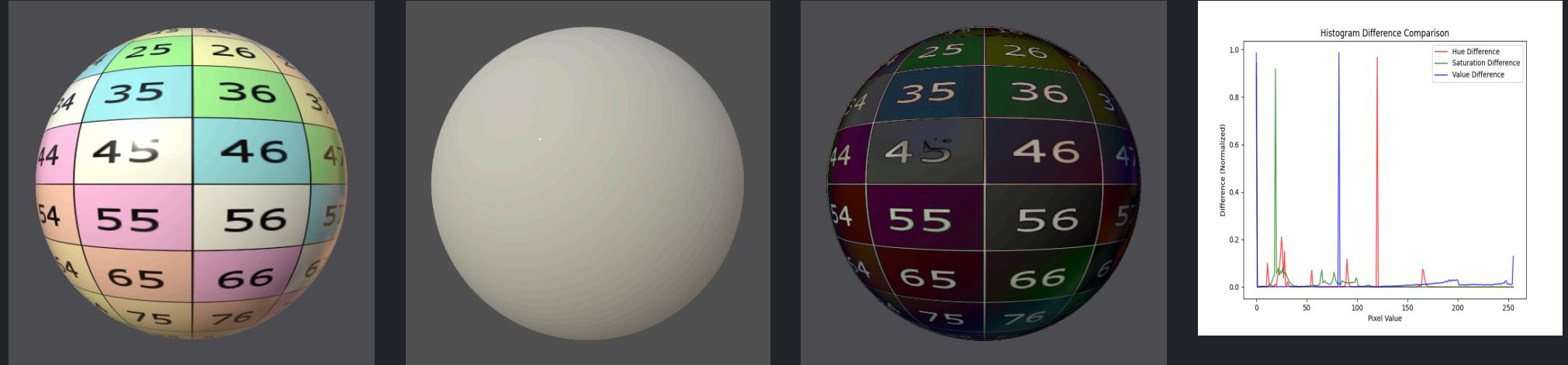


GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\network_surfaceshader:



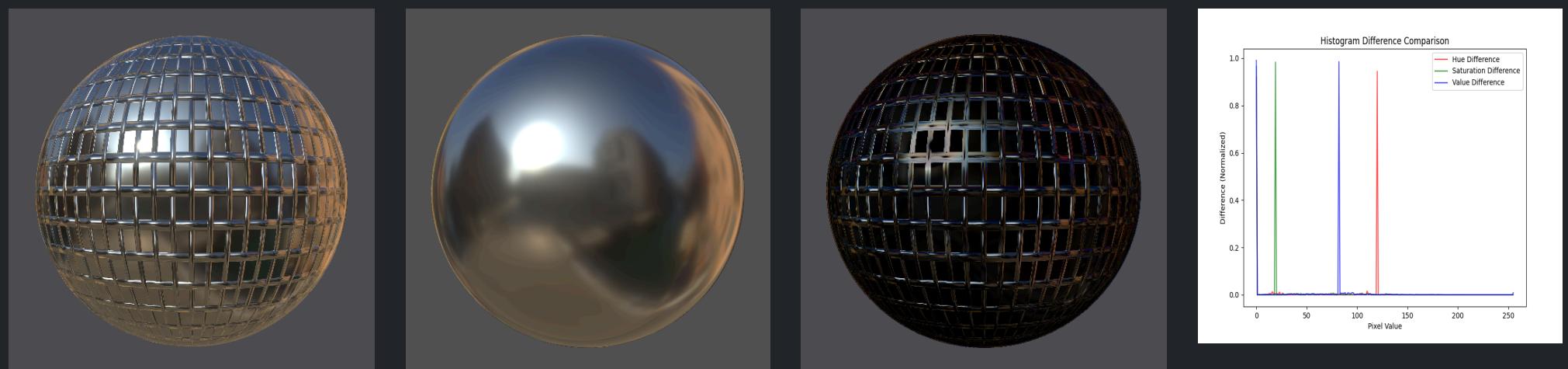
N_surfacematerial_glsl.png

N_surfacematerial_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbllib\surfaceshader\normalmapped_surfaceshader:

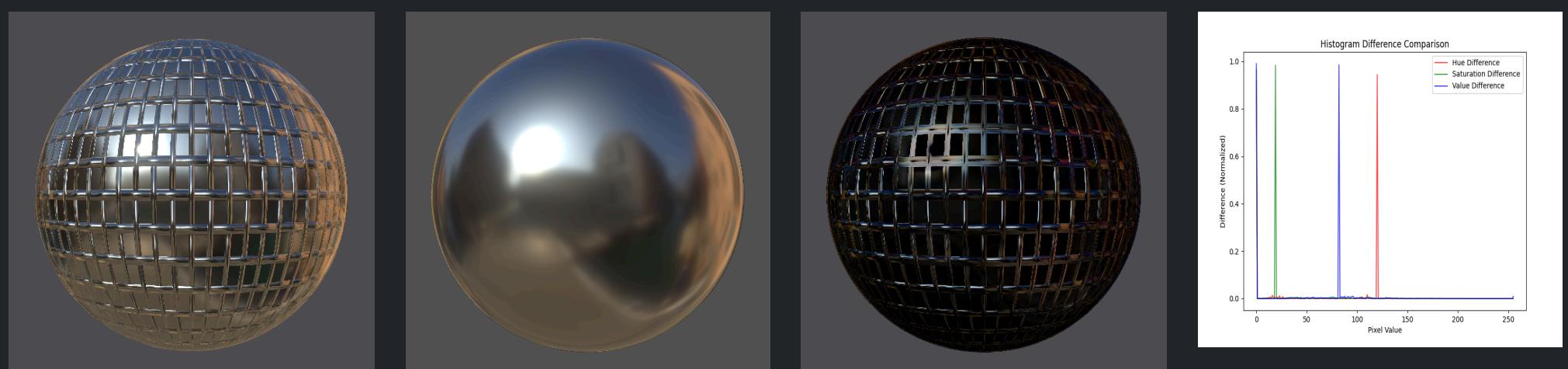


NormalMappedMaterial2_glsl.png

NormalMappedMaterial2_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

NormalMappedMaterial_glsl.png

NormalMappedMaterial_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

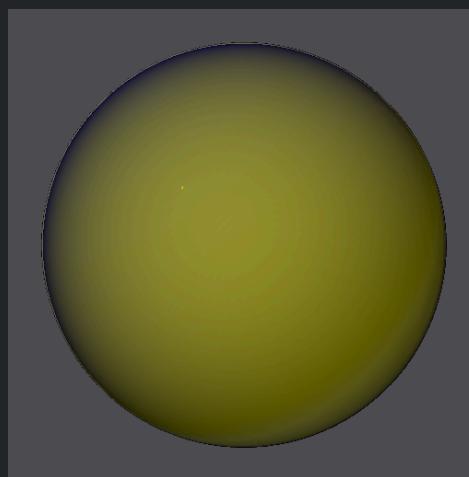
D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



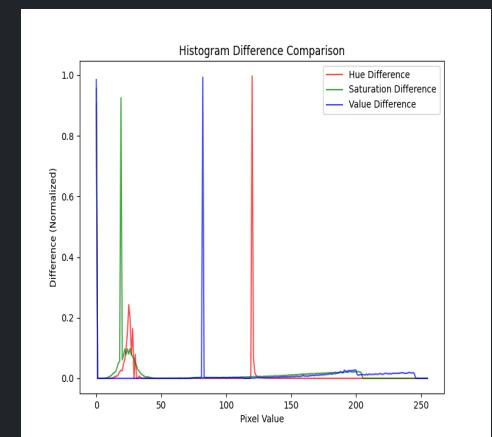
M_sheen_glsl.png



M_sheen_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\subsurface:



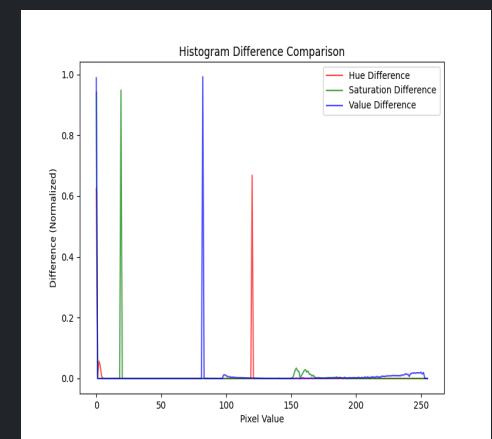
M_subsurface_thick_glsl.png



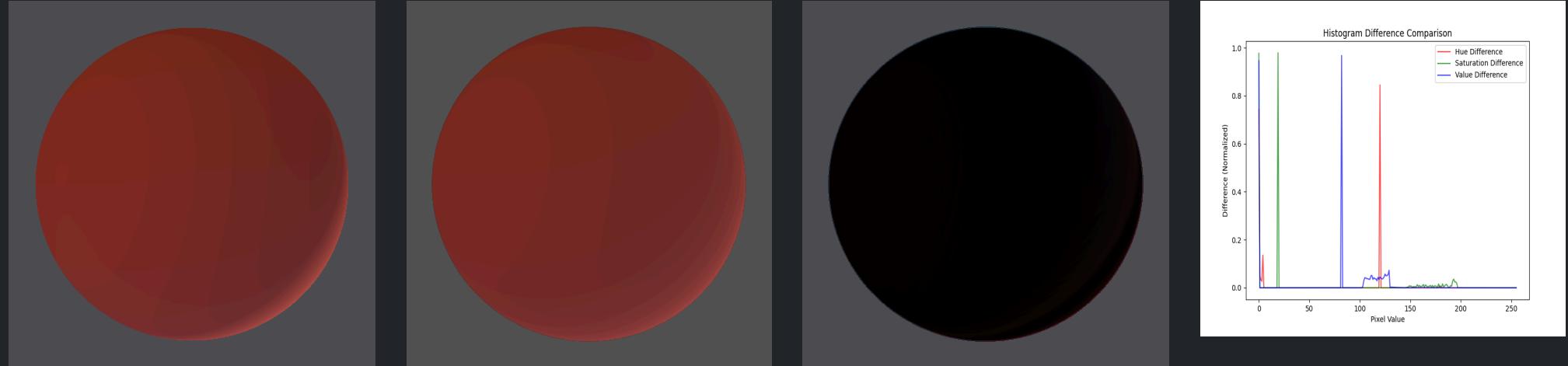
M_subsurface_thick_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX

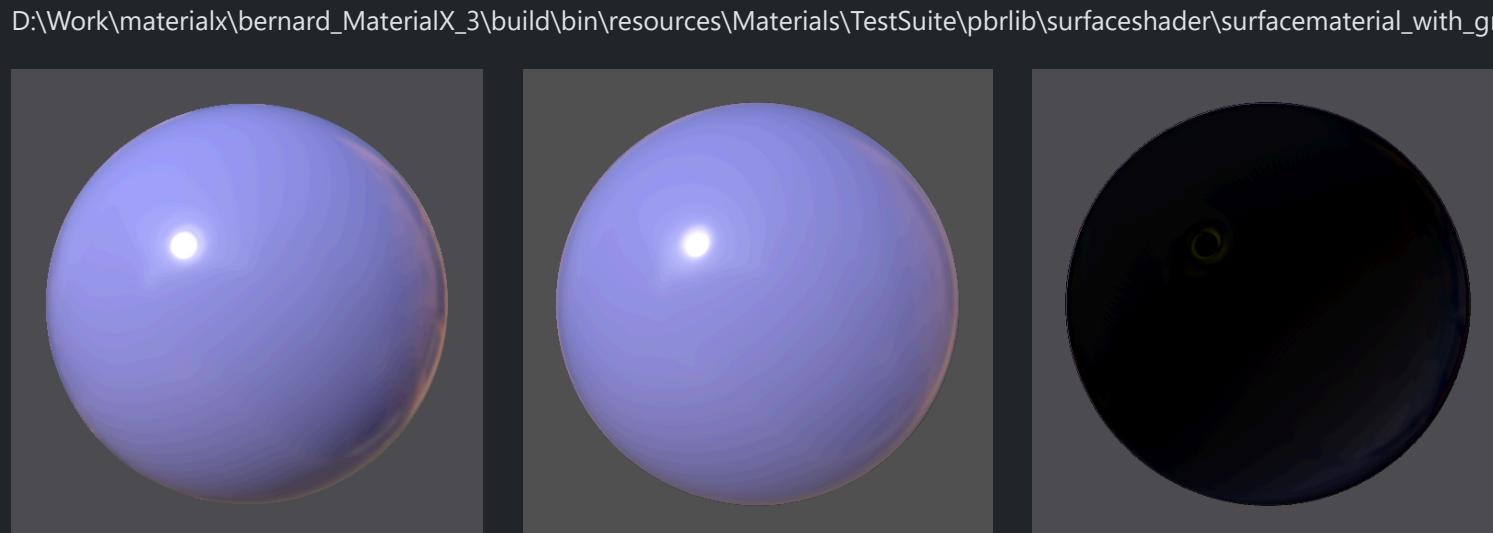


M_subsurface_thin_glsl.png

M_subsurface_thin_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



M_Blue_glsl.png

M_Blue_glslfx.png

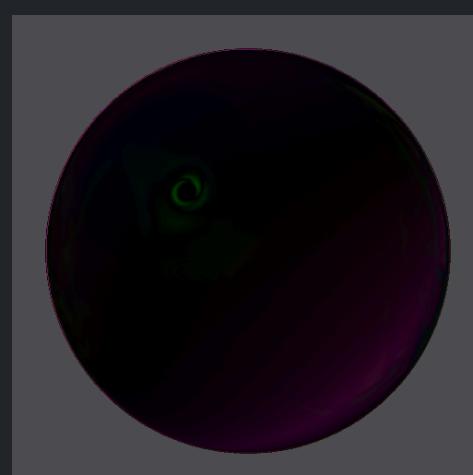
GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



M_Pink_glsl.png

M_Pink_glslfx.png



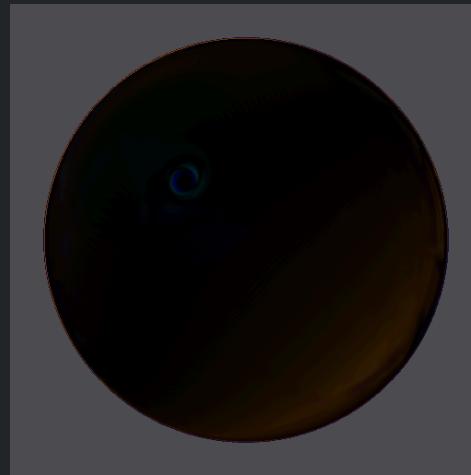
M_Magenta_glsl.png



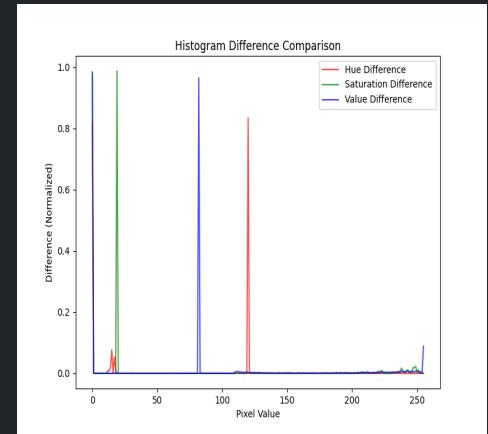
M_Magenta_glslfx.png



GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



M_Orange_glsl.png



M_Orange_glslfx.png



GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

D:\Work\materialx\bernard_MaterialX_3\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_hints:

geom_hint_glsl.png

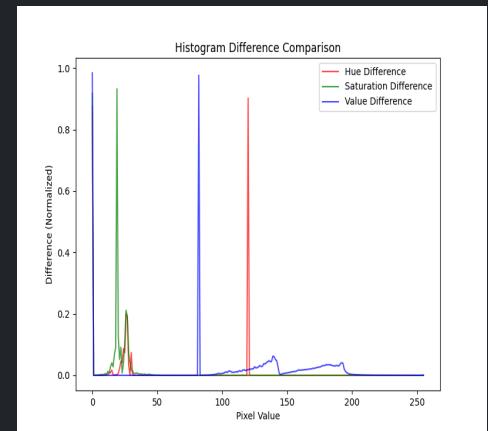


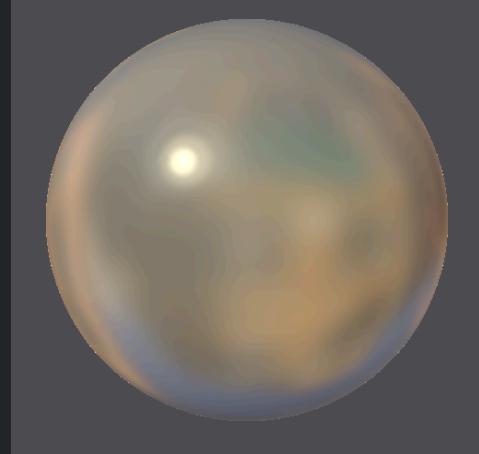
geom_hint_glslfx.png



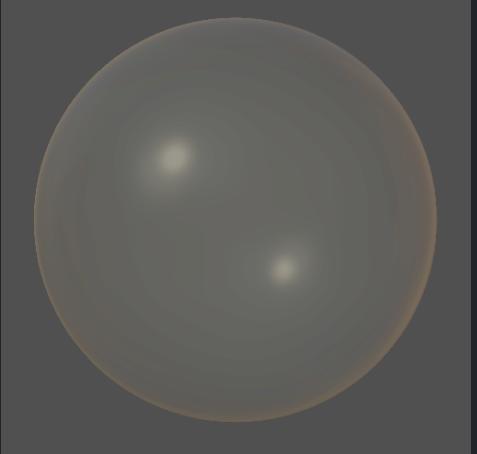
GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

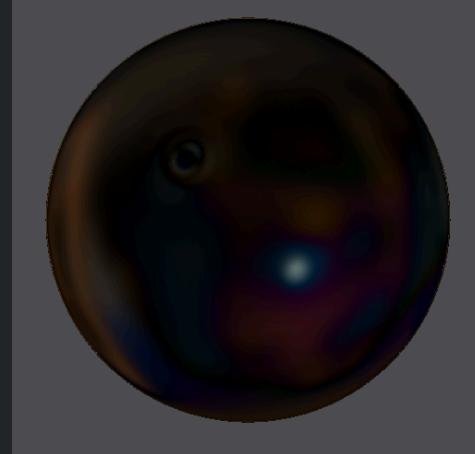




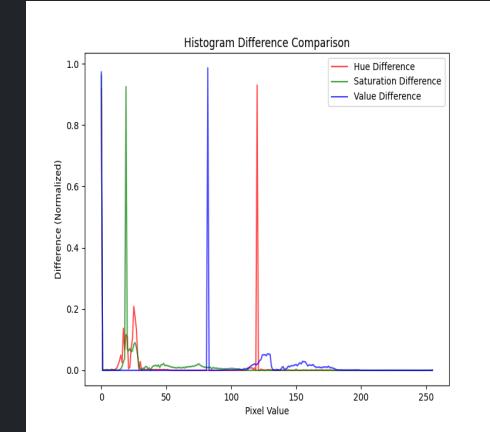
transp_hint_glsllib.png



transp_hint_glsllfx.png

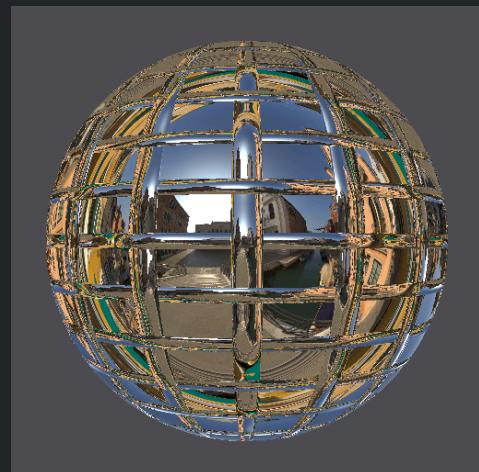


GLSL vs. GLSLFX

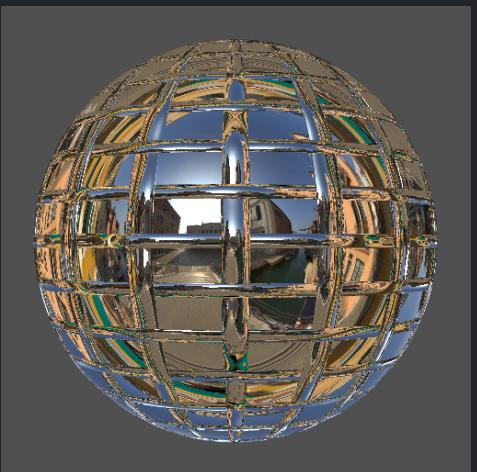


Histogram: GLSL vs. GLSLFX

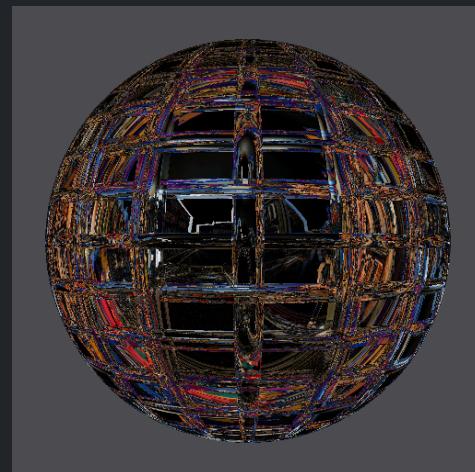
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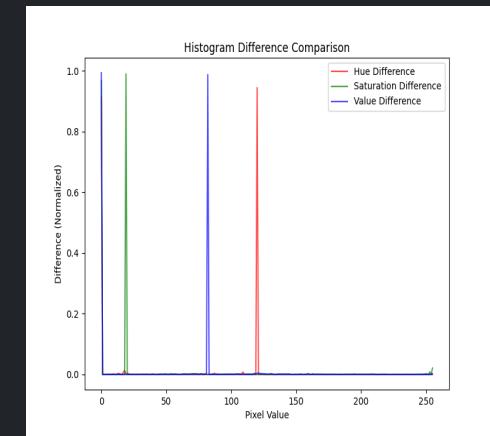
N_material_glsllib.png



N_material_glsllfx.png

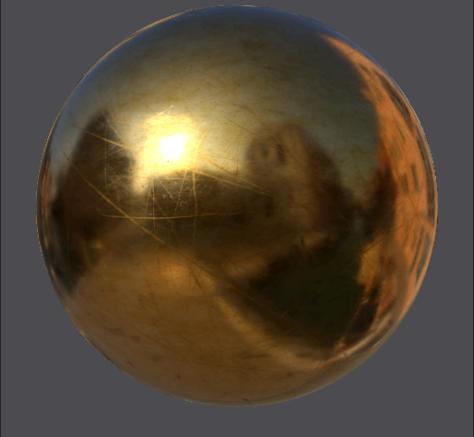


GLSL vs. GLSLFX

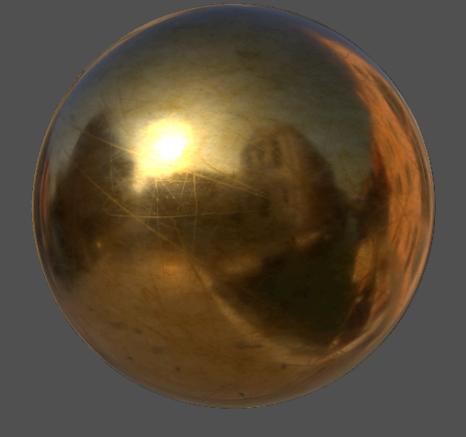


Histogram: GLSL vs. GLSLFX

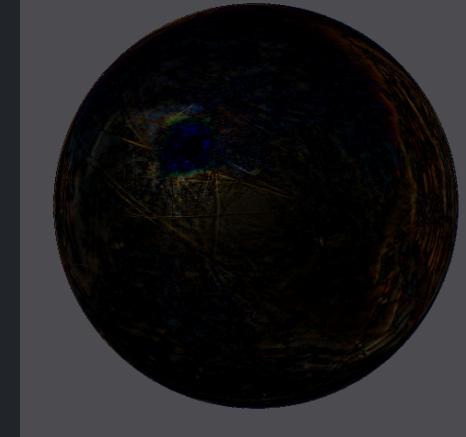
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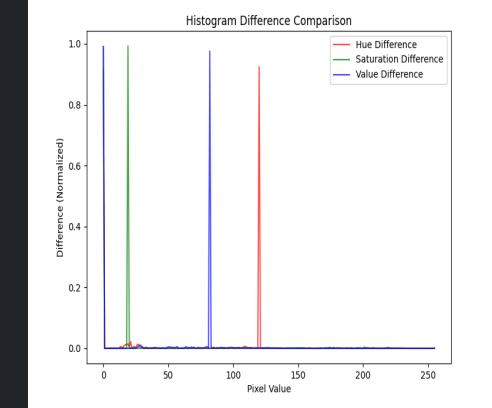
TiledBrass_glsl.png



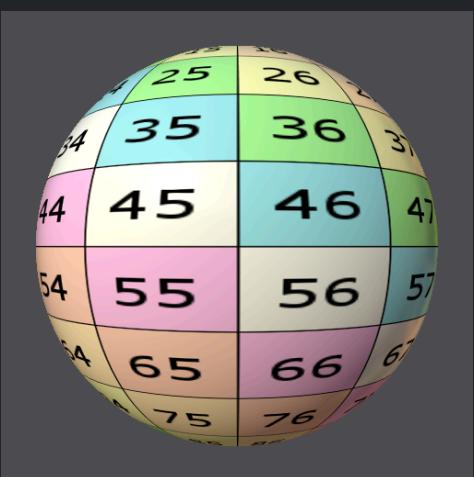
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GLSL vs. GLSLFX



Histogram: GLSL vs. GLSLFX



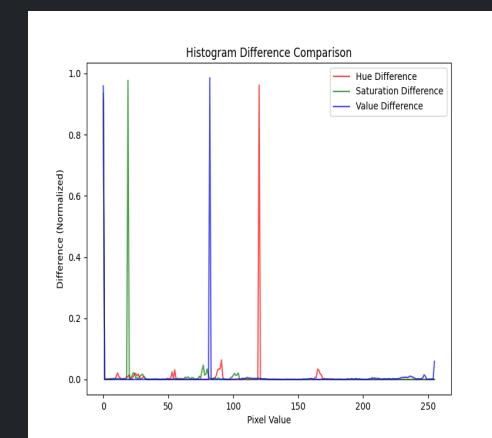
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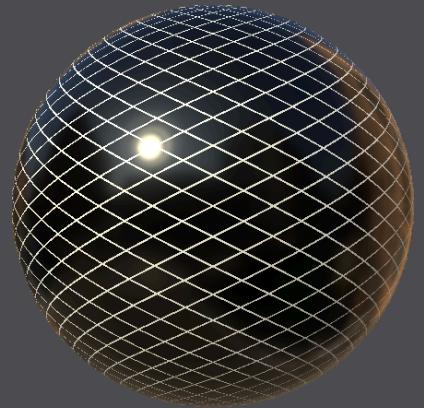


GLSL vs. GLSLFX

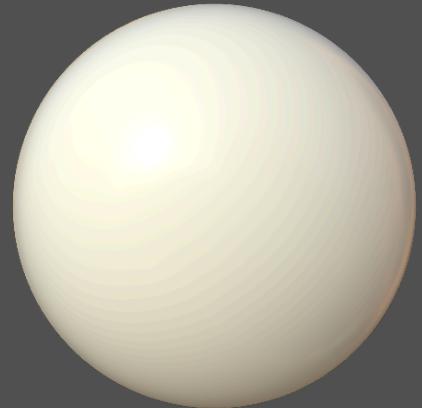


Histogram: GLSL vs. GLSLFX

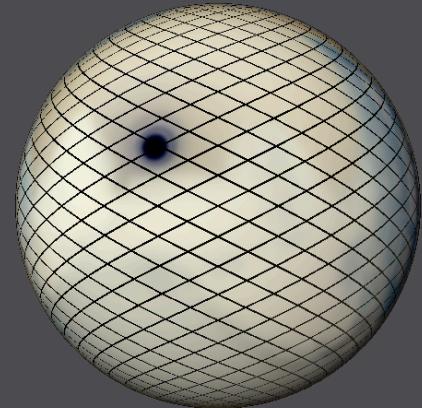
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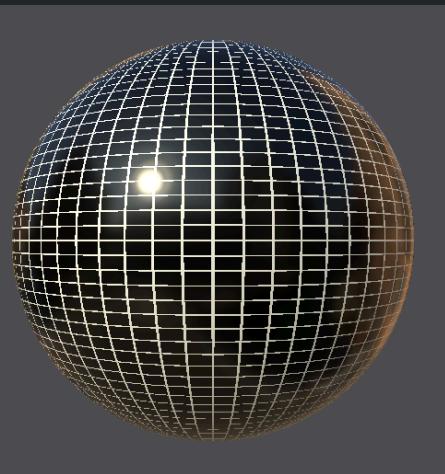
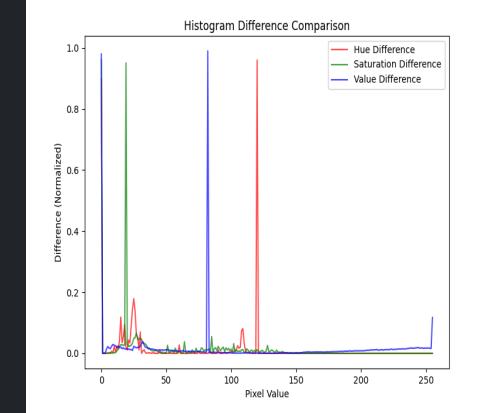
test_crosshatch_glsl.png



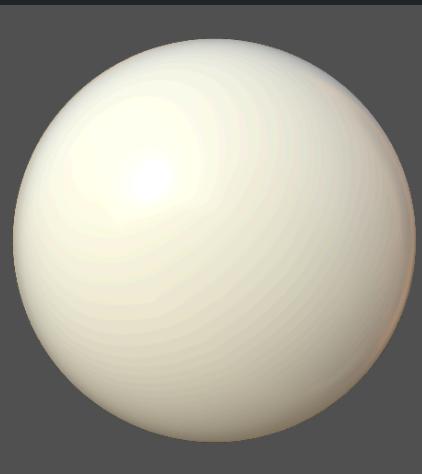
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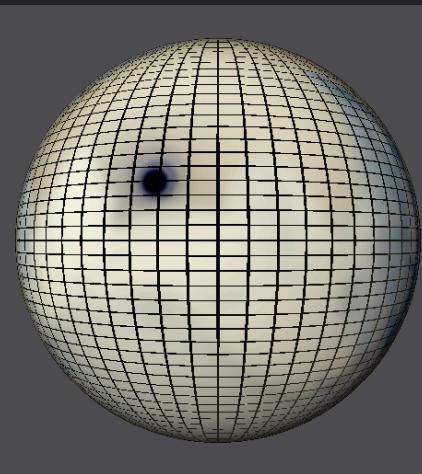
GLSL vs. GLSLFX



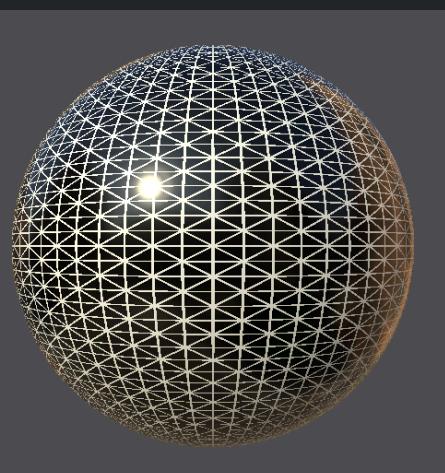
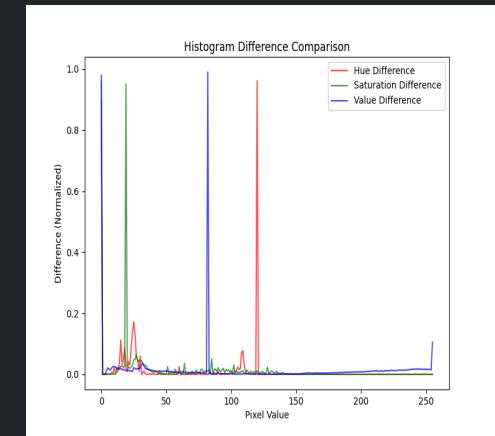
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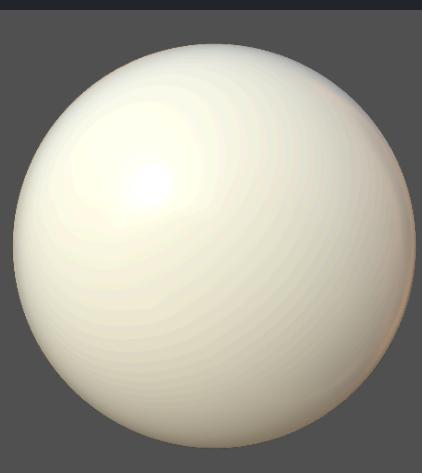
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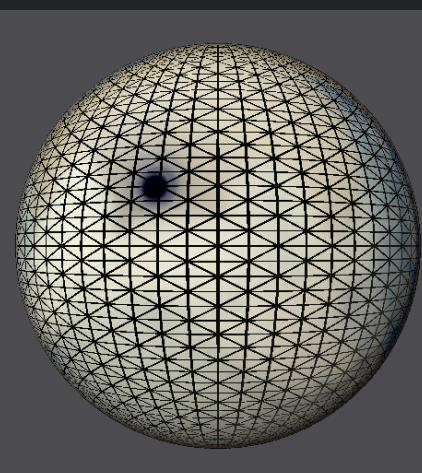
GLSL vs. GLSLFX



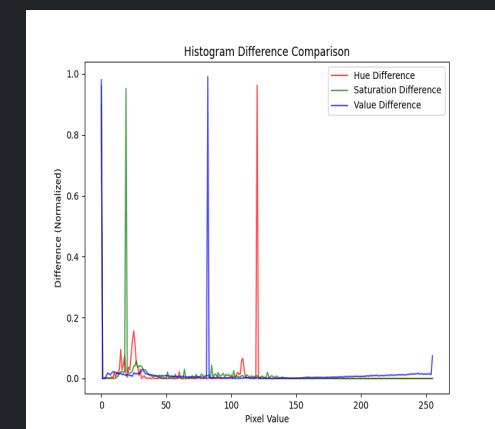
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test_tinytri_glslfx.png

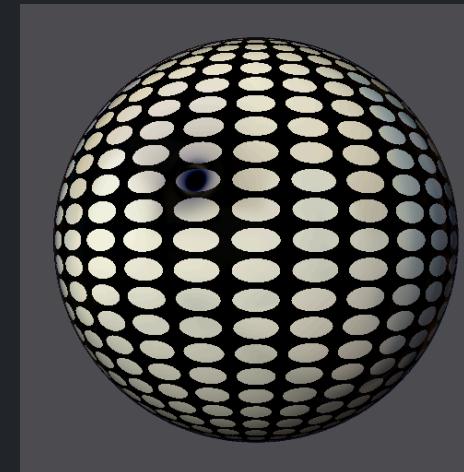
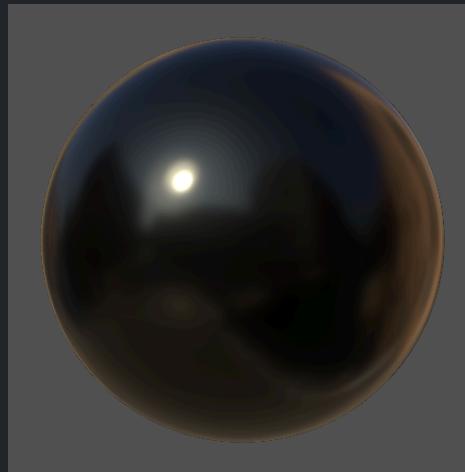


GLSL vs. GLSLFX

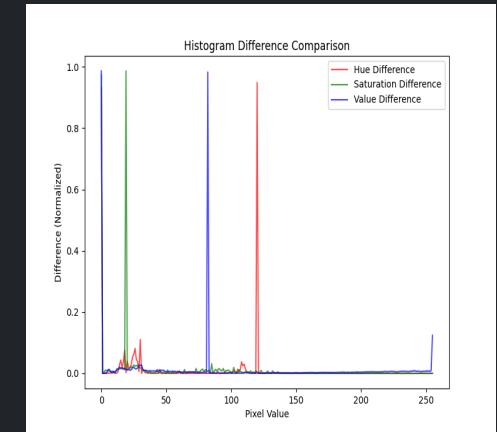


test_union_glsl.png

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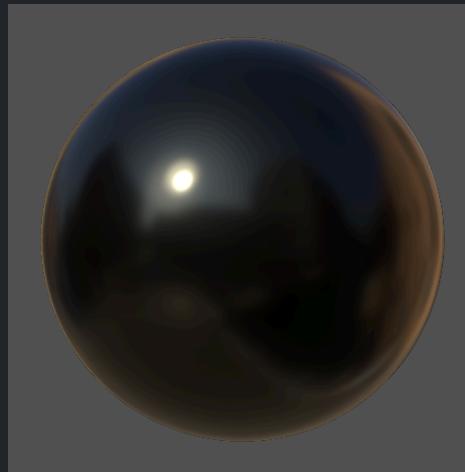
Histogram: GLSL vs. GLSLFX



test_tiledcircles_glsl.png

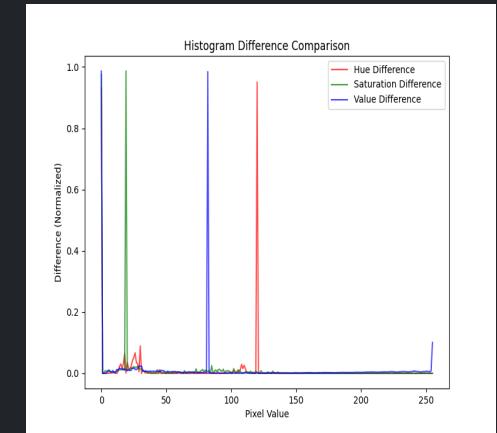


test_tiledcircles_glslfx.png



GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

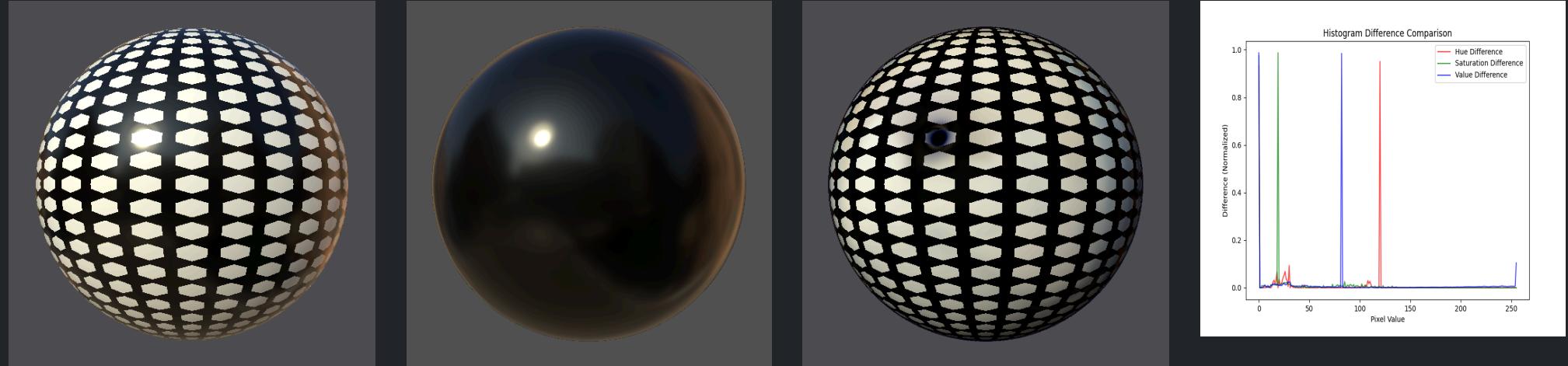


test_tiledcloverleafs_glsl.png

test_tiledcloverleafs_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX



test_tiledhexagons_glsl.png

test_tiledhexagons_glslfx.png

GLSL vs. GLSLFX

Histogram: GLSL vs. GLSLFX

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