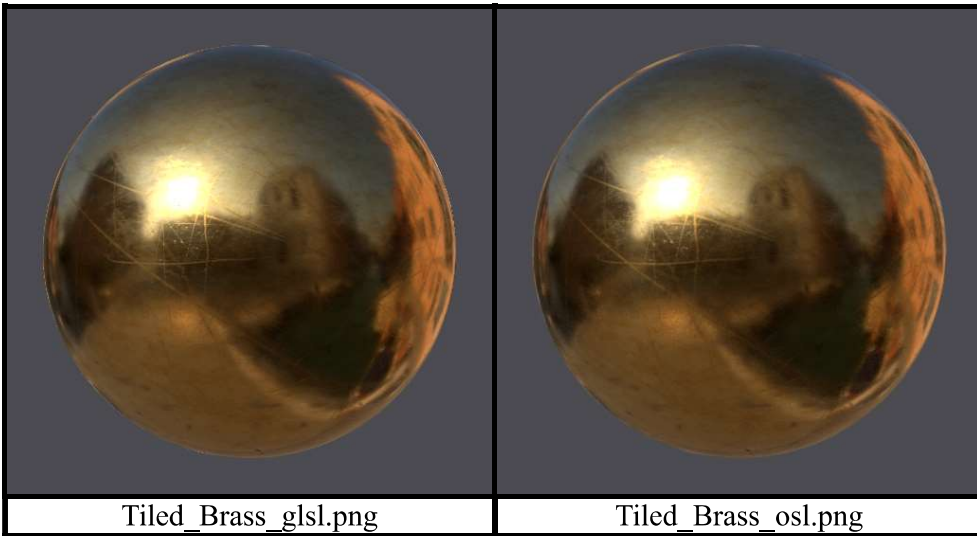
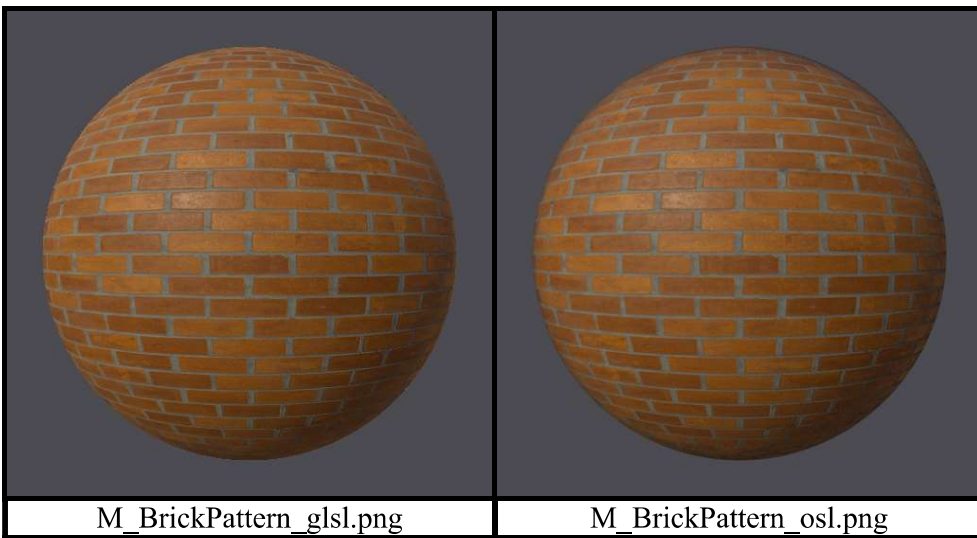


glsl (in: ../../build) vs osl (in: ../../build)

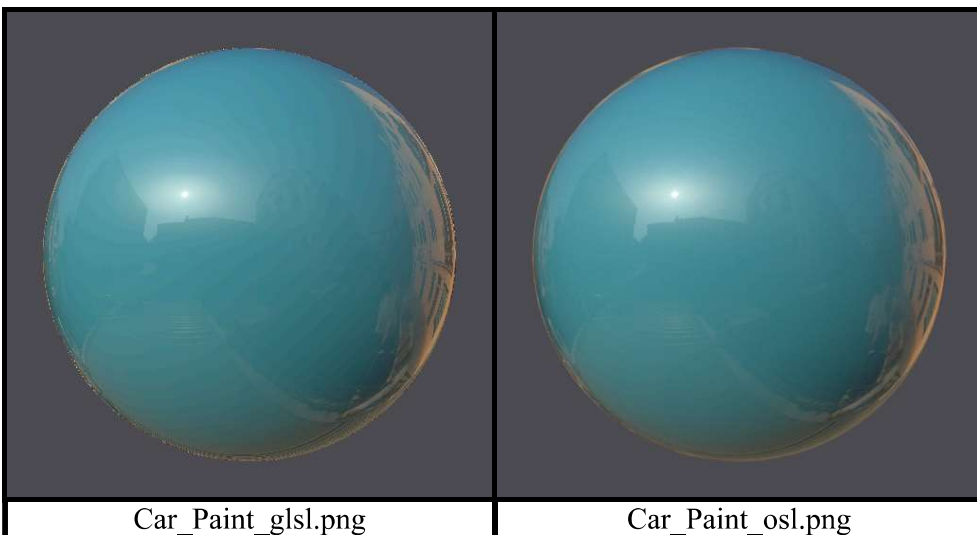
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



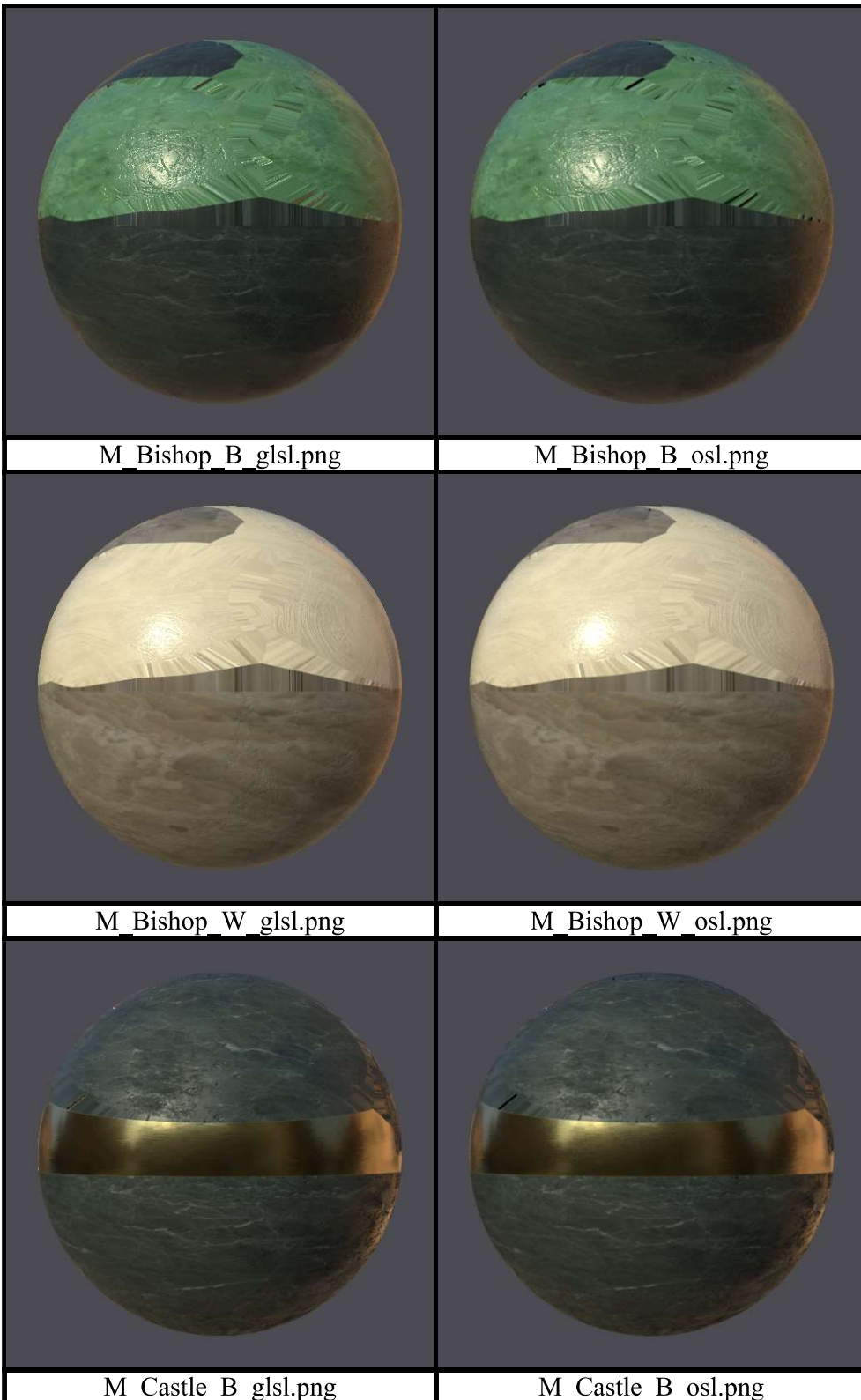
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

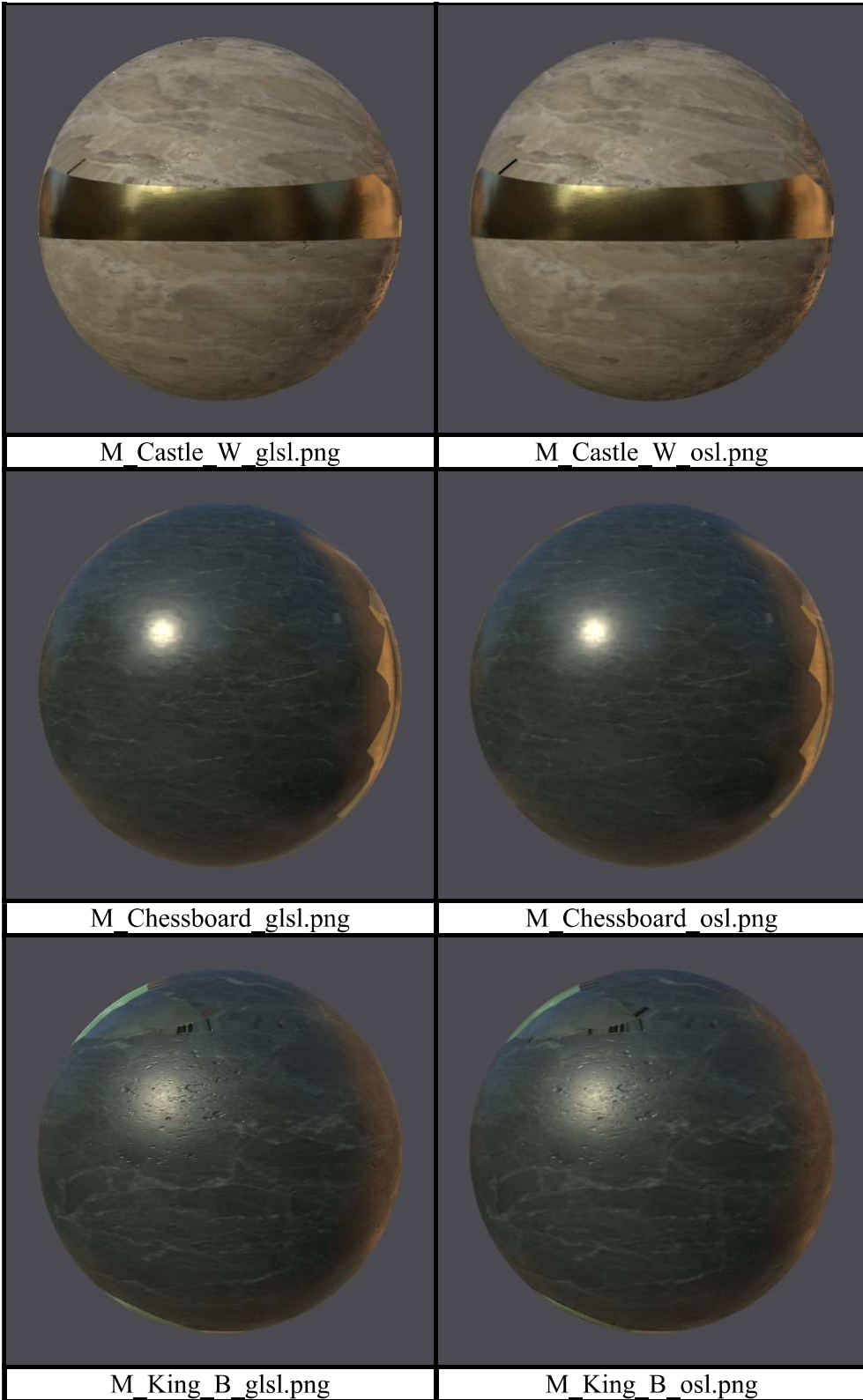


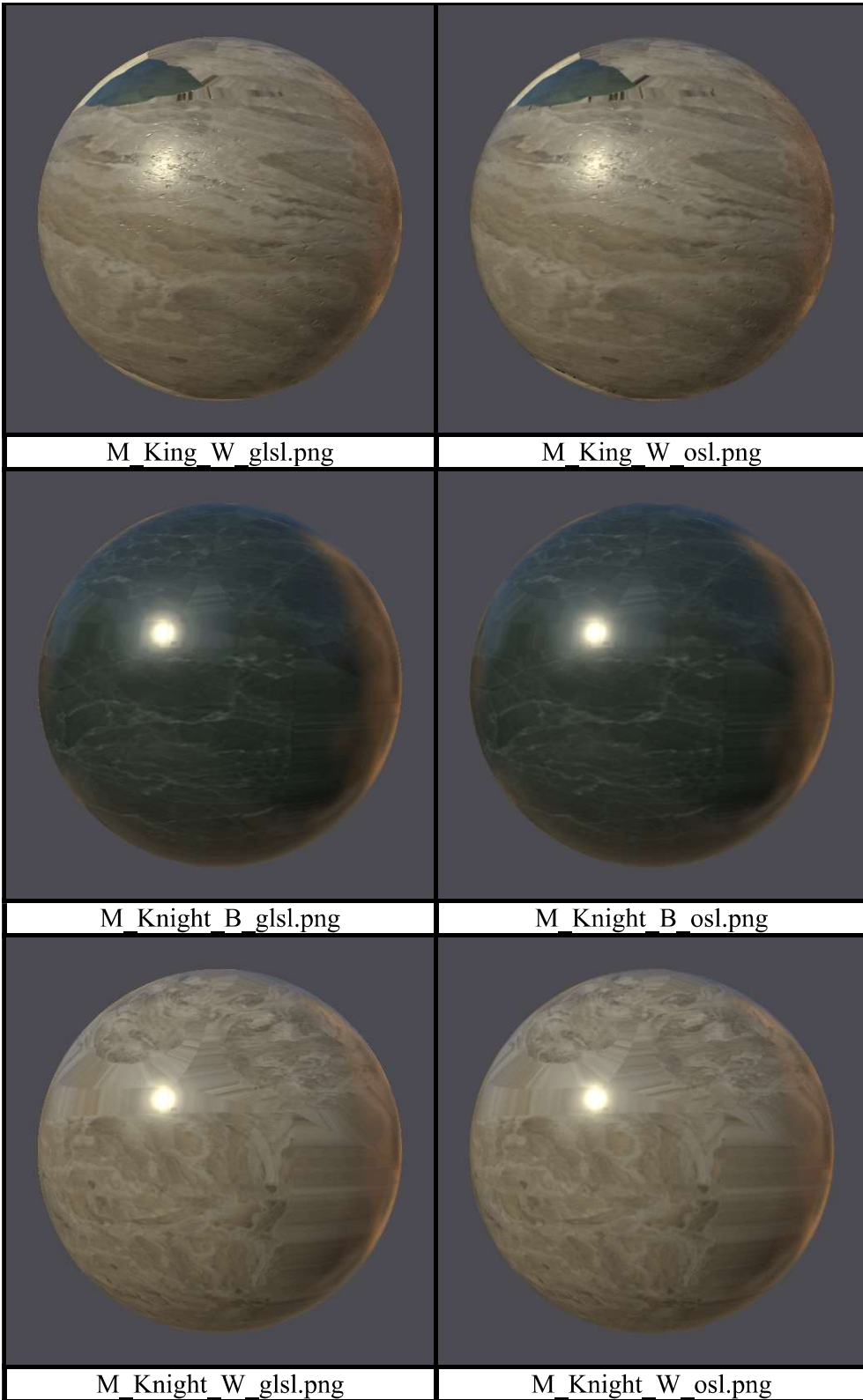
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

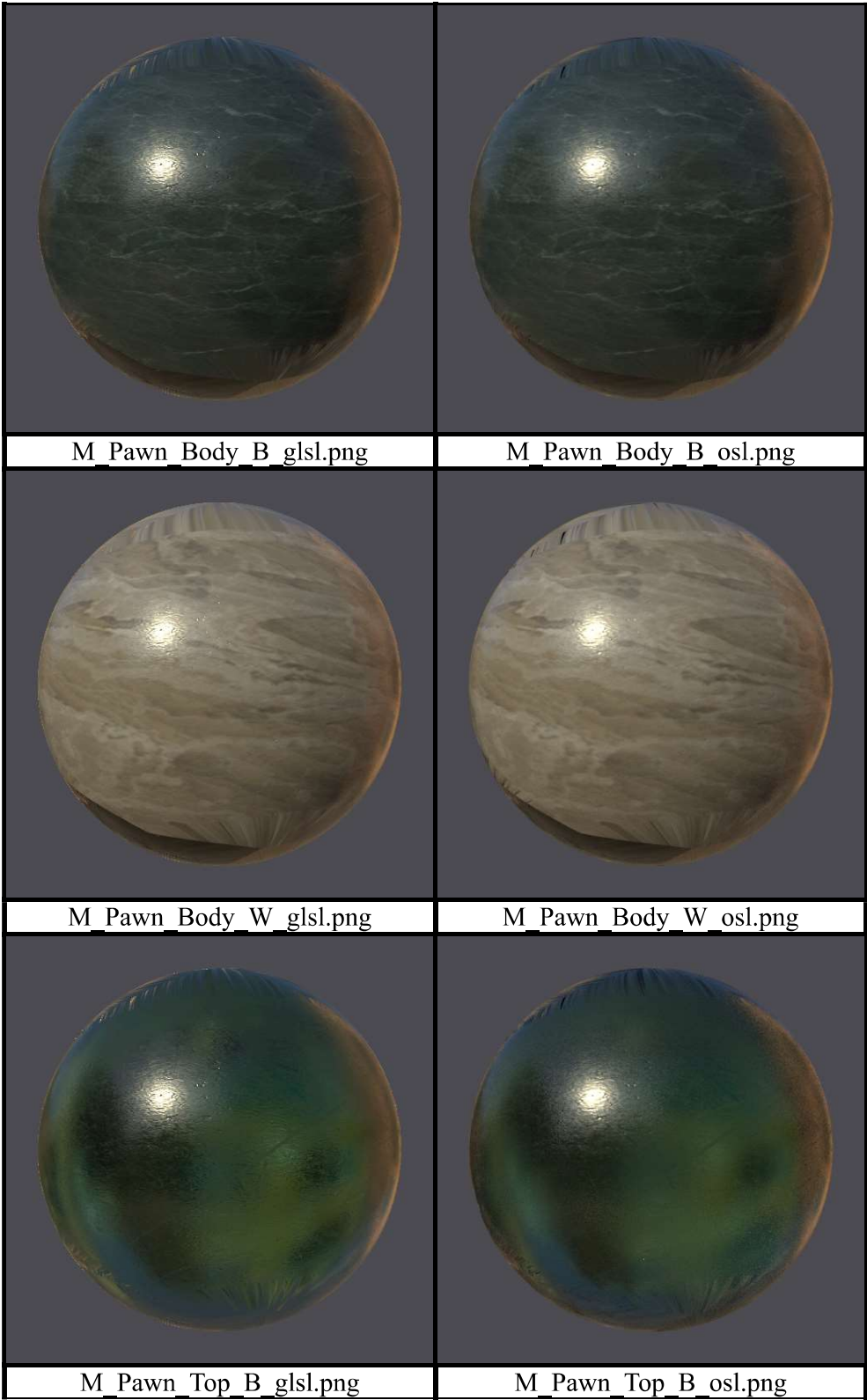


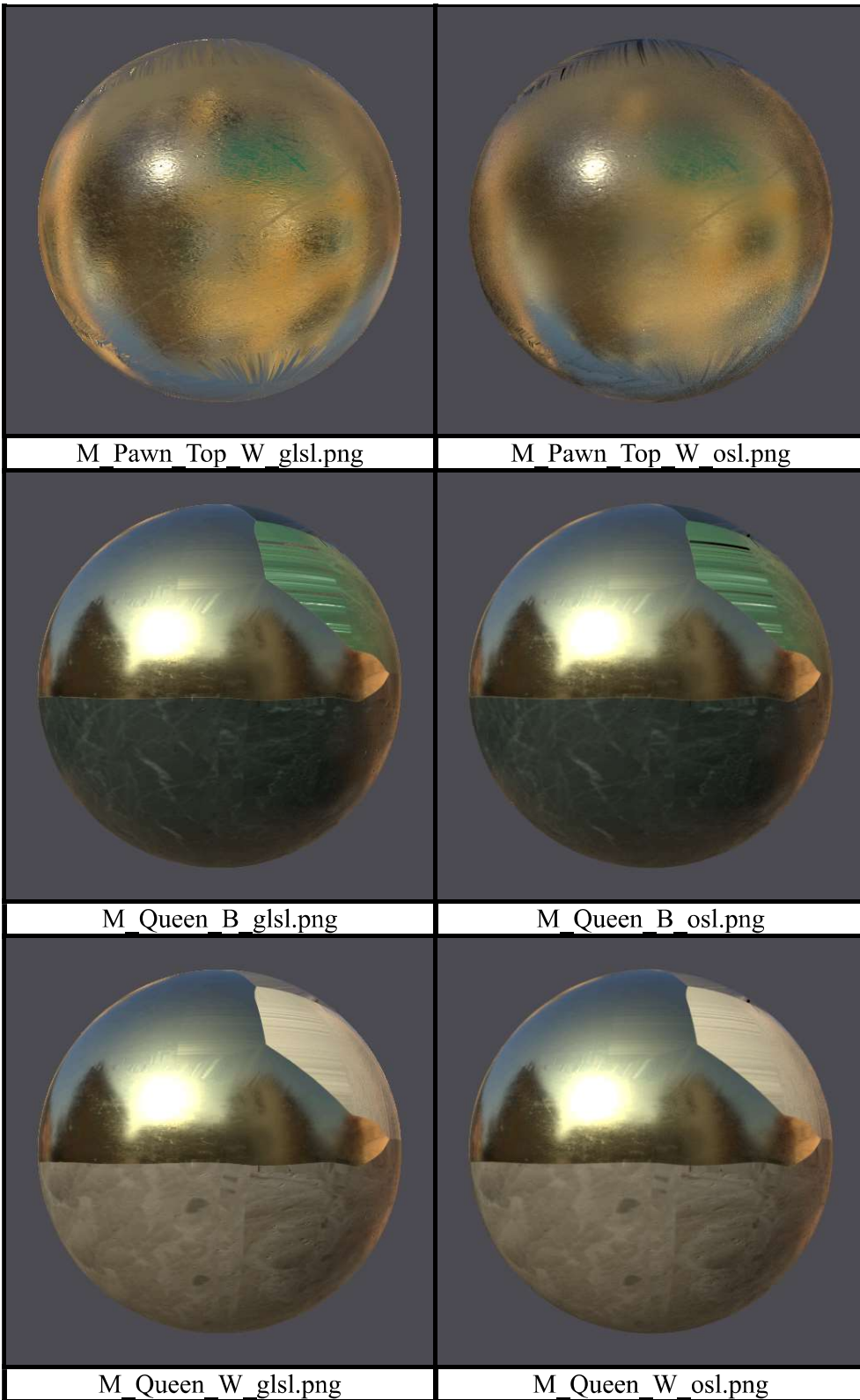
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



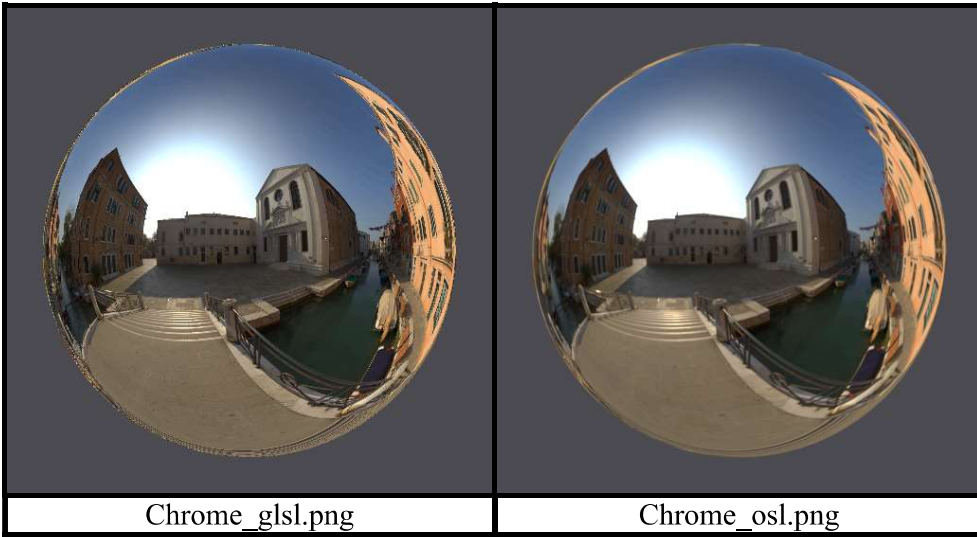




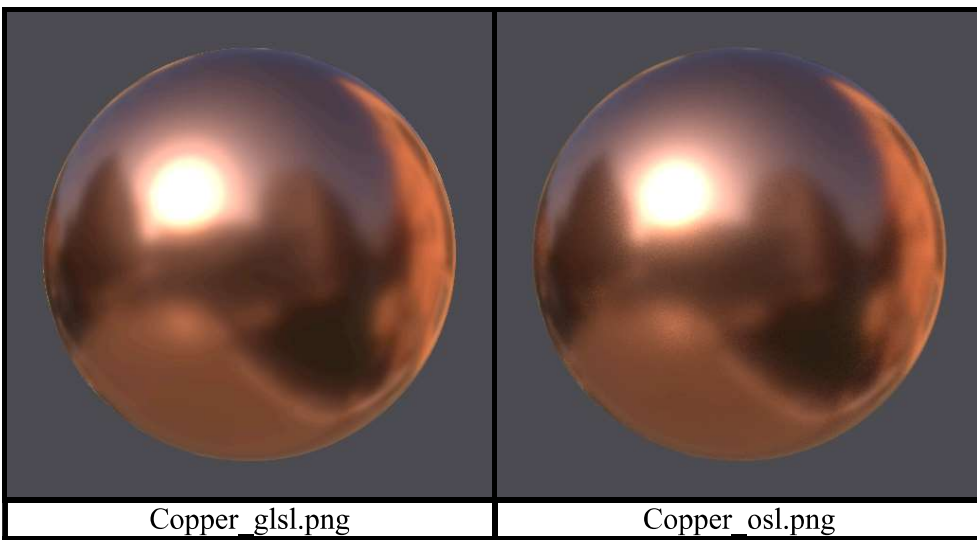




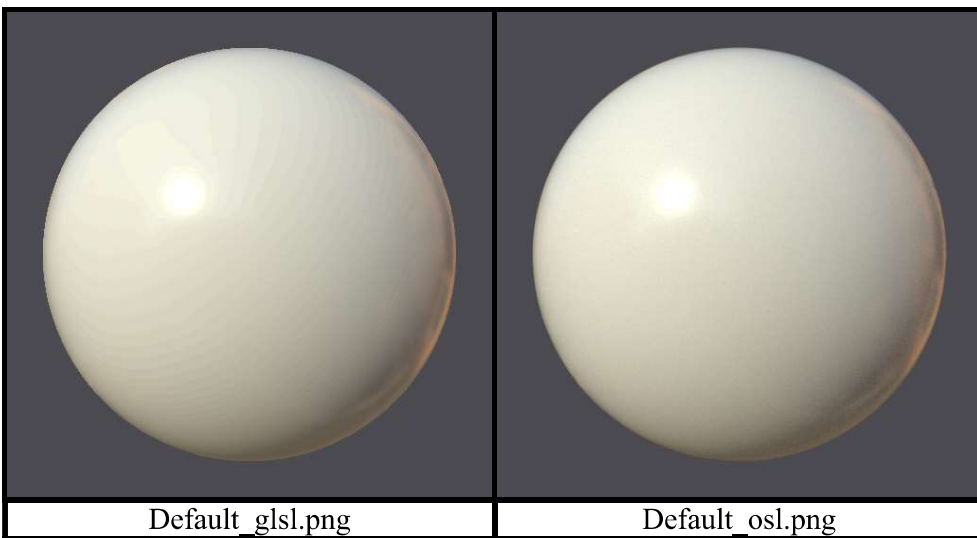
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



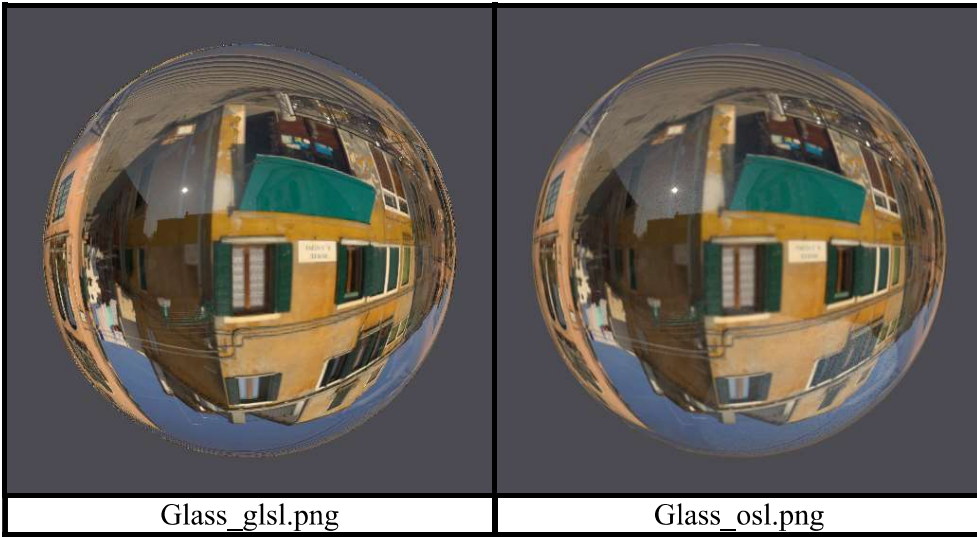
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



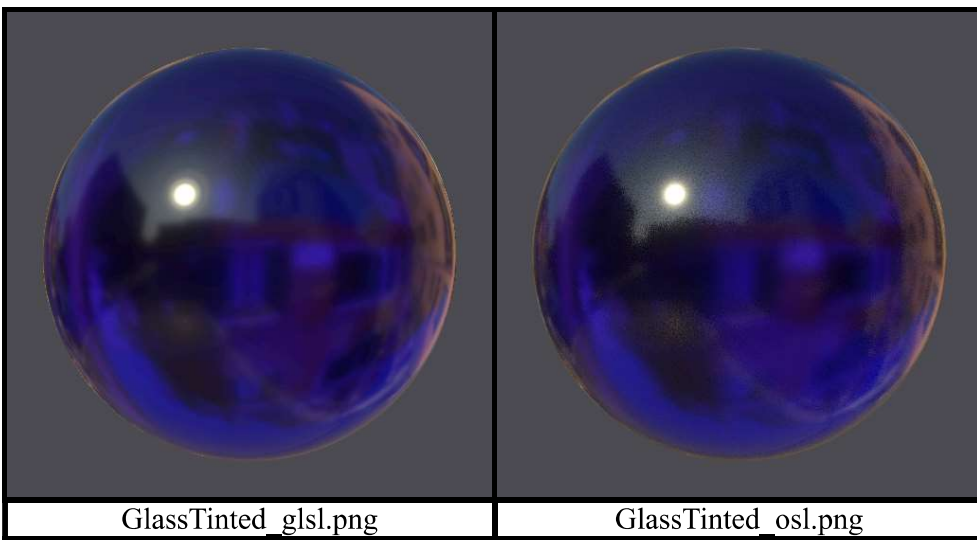
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



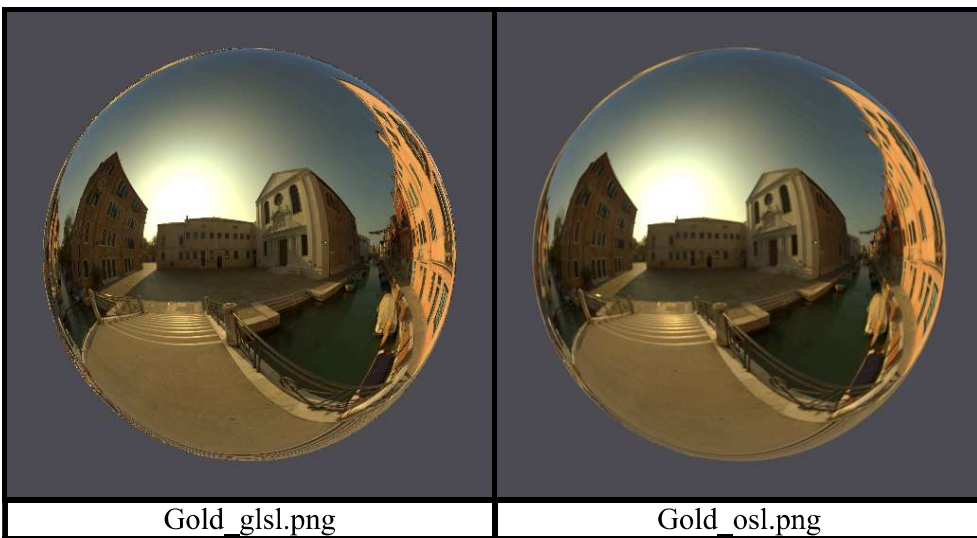
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



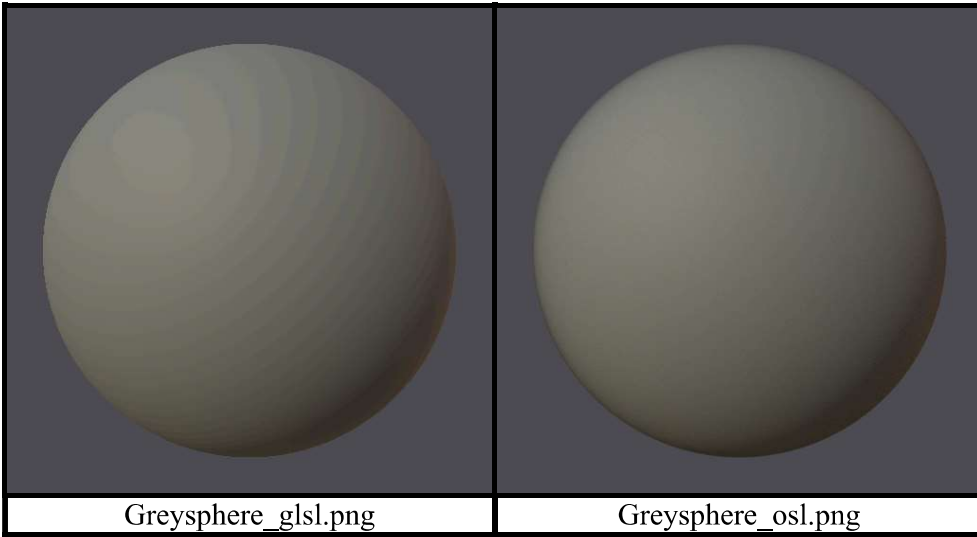
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



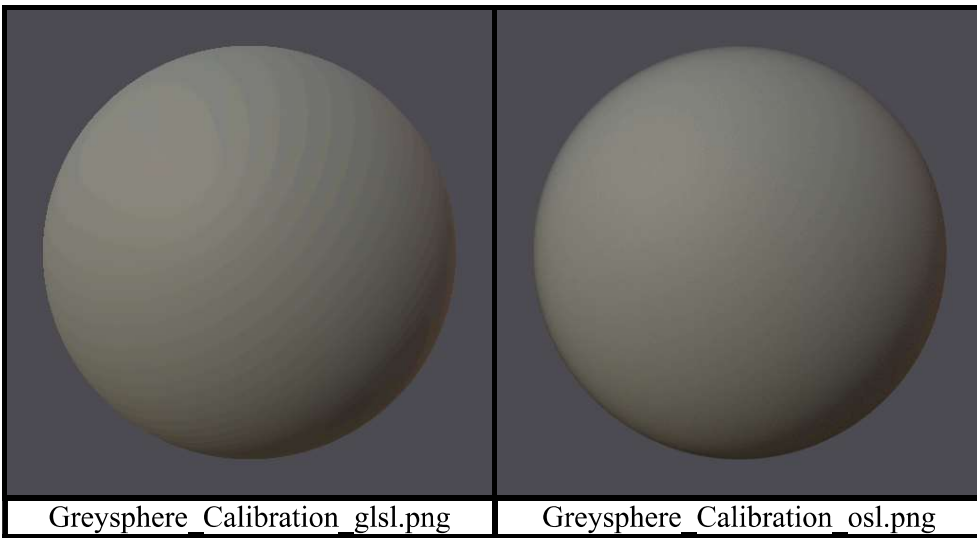
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



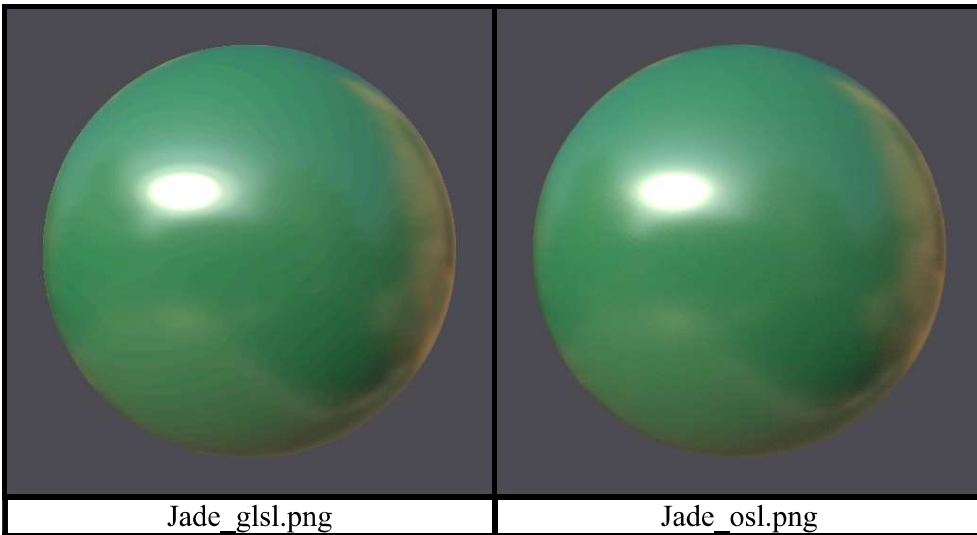
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



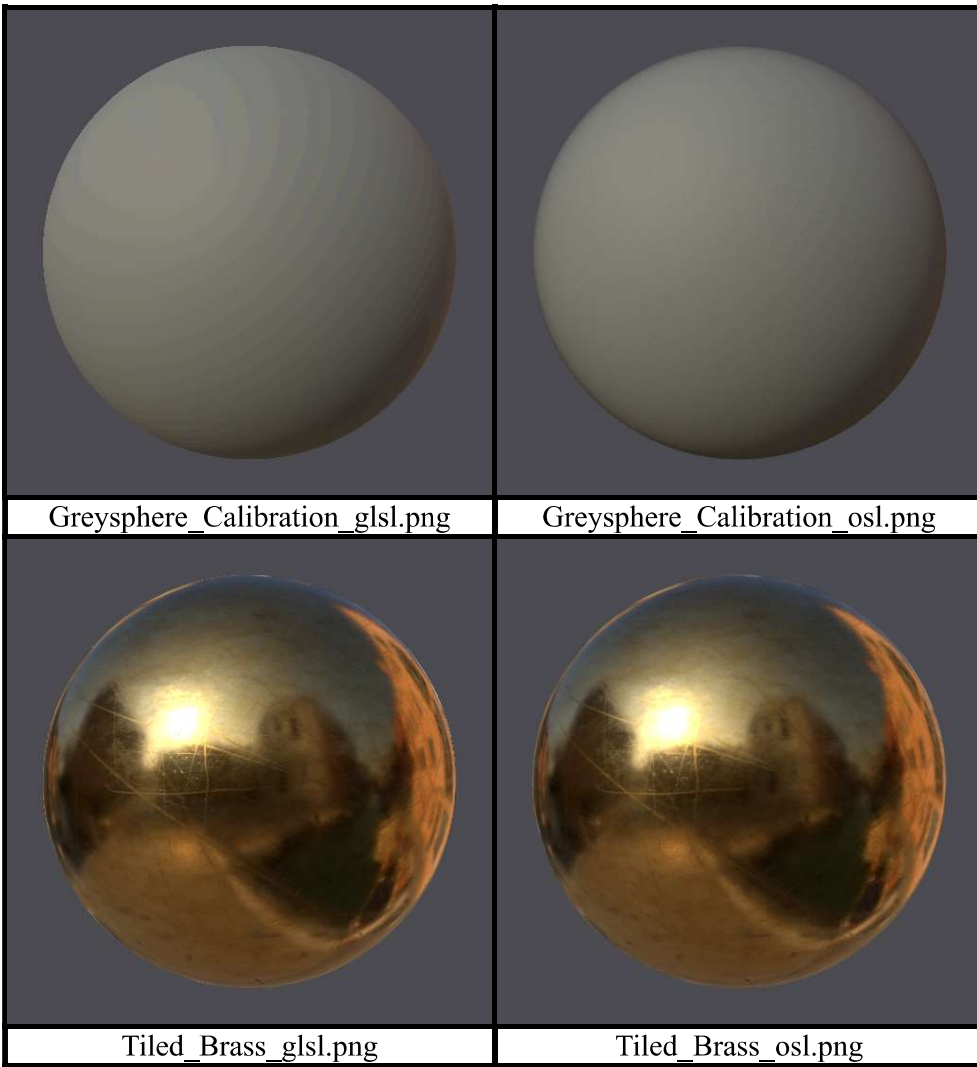
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



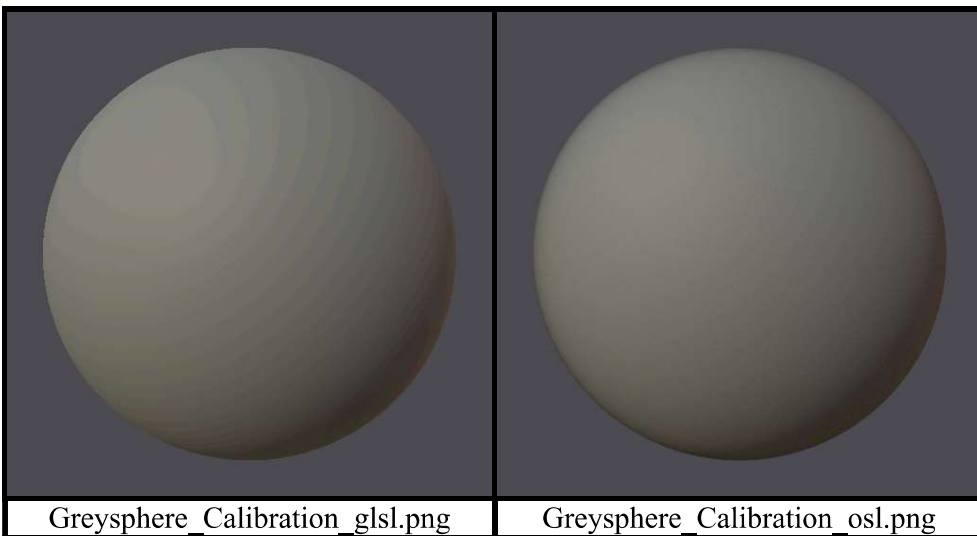
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

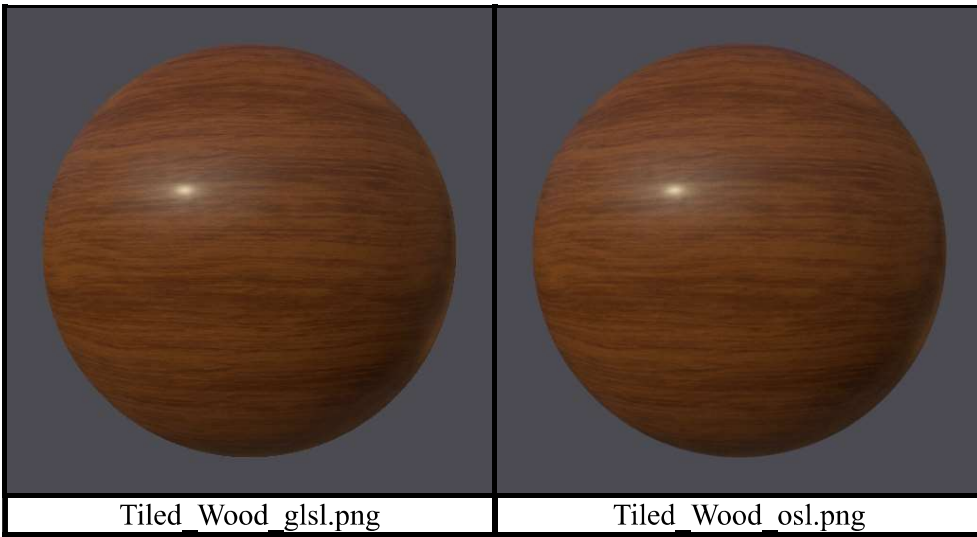


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

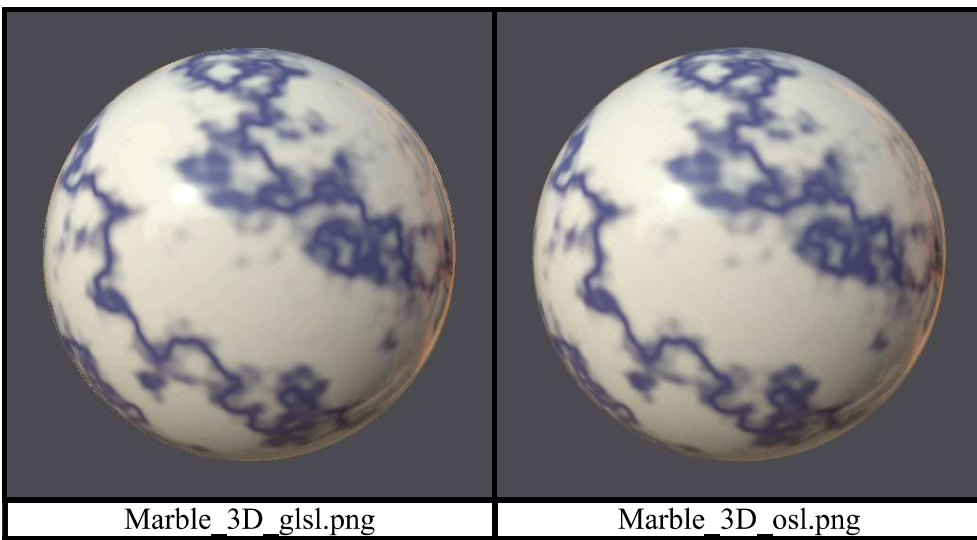


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

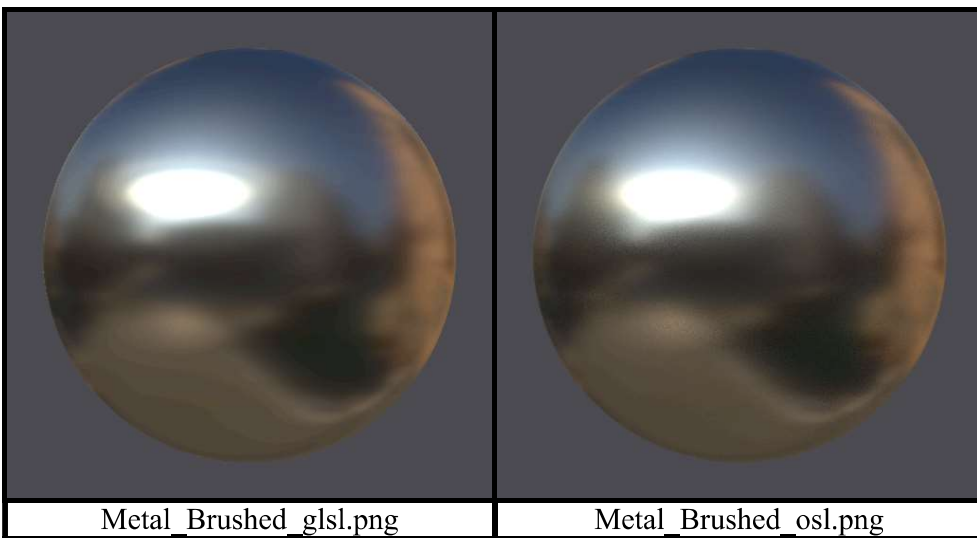




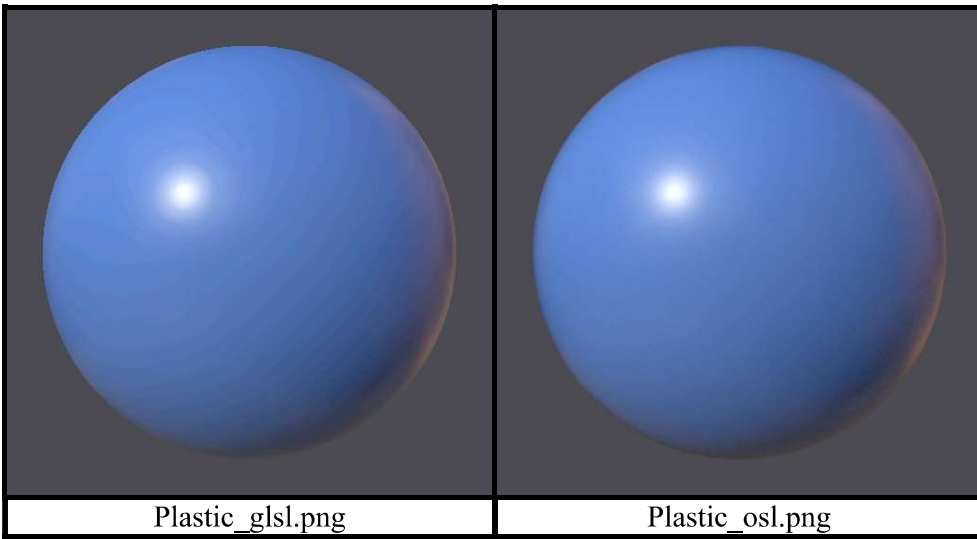
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



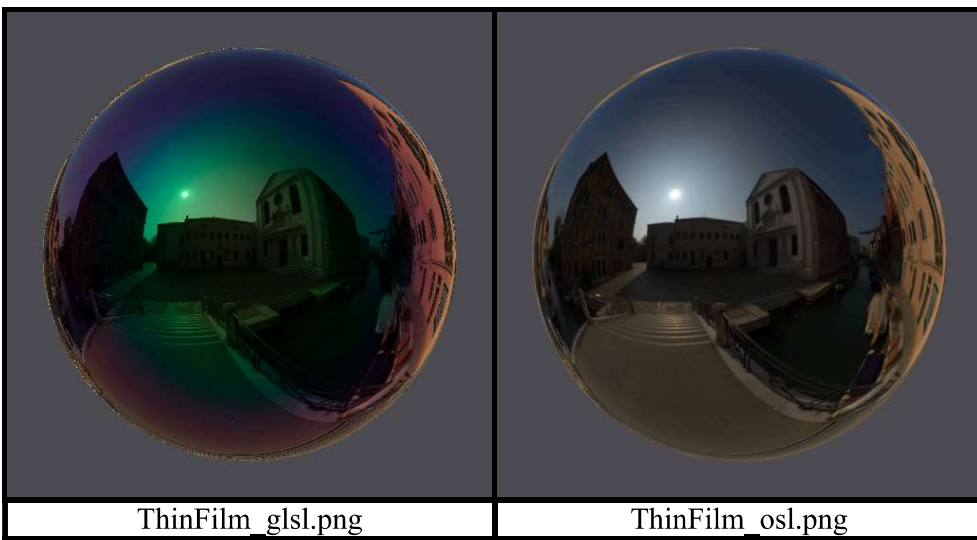
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



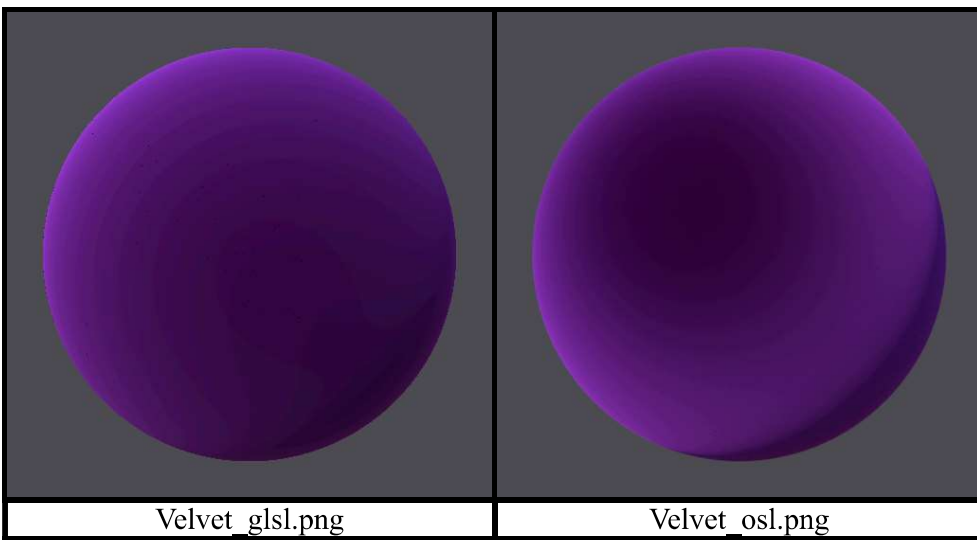
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



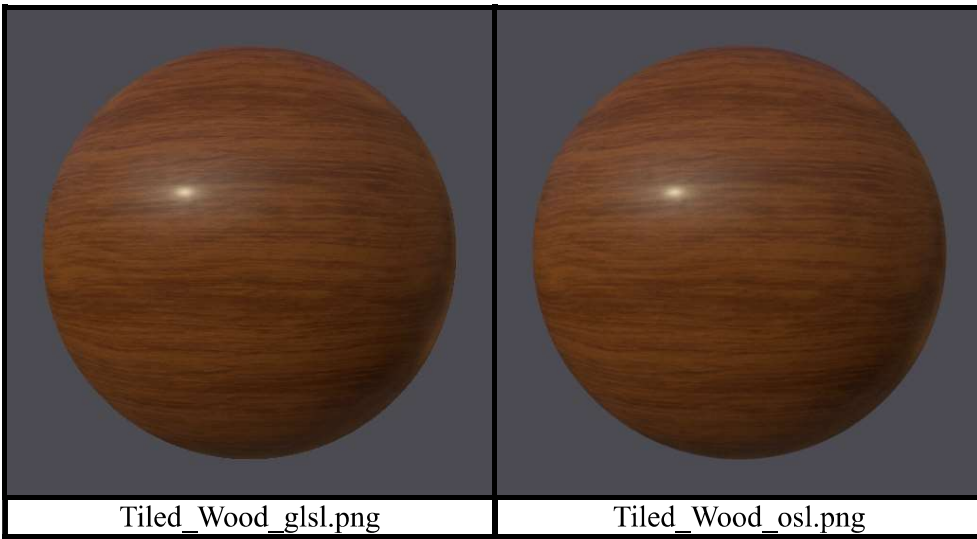
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



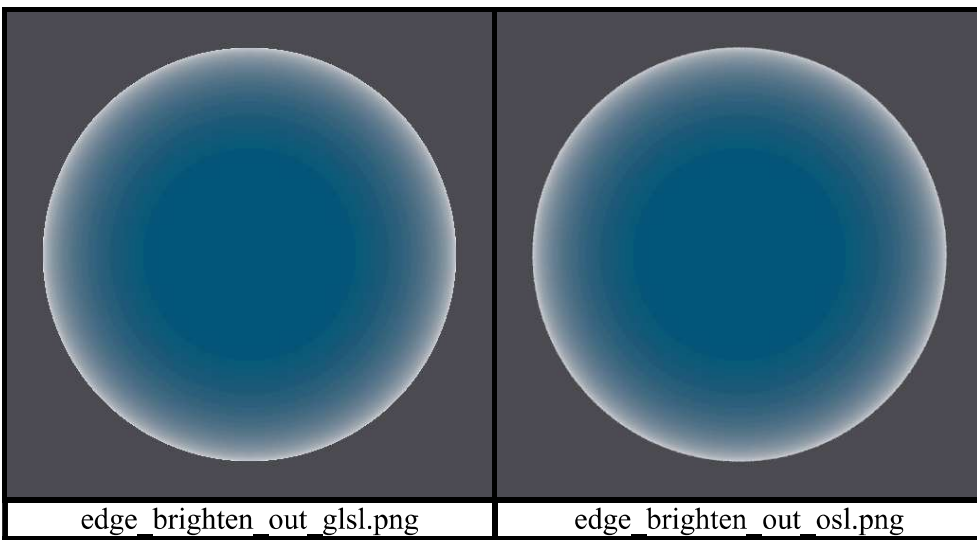
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



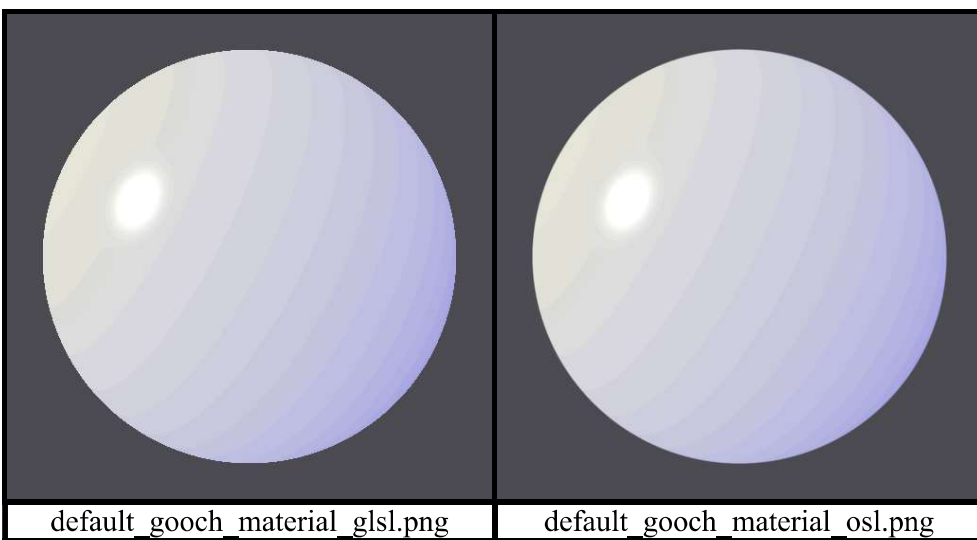
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:

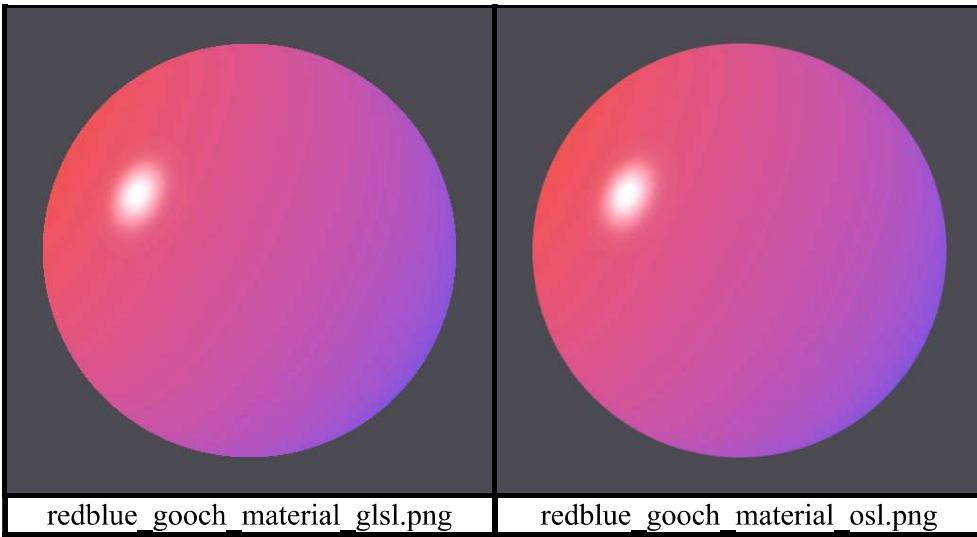


..\..\build\bin\resources\Materials\TestSuite\mprlib\edge_brighten:

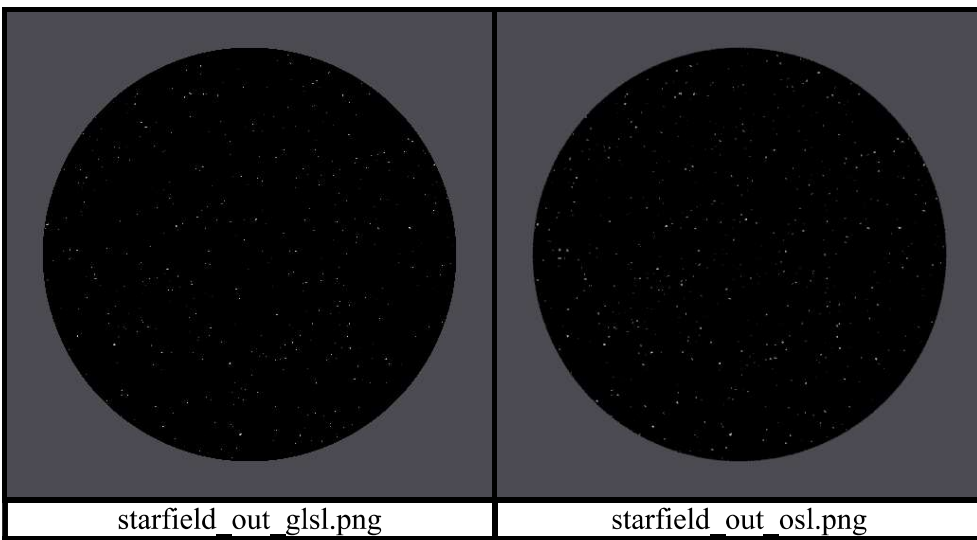


..\..\build\bin\resources\Materials\TestSuite\mprlib\gooch_shade:

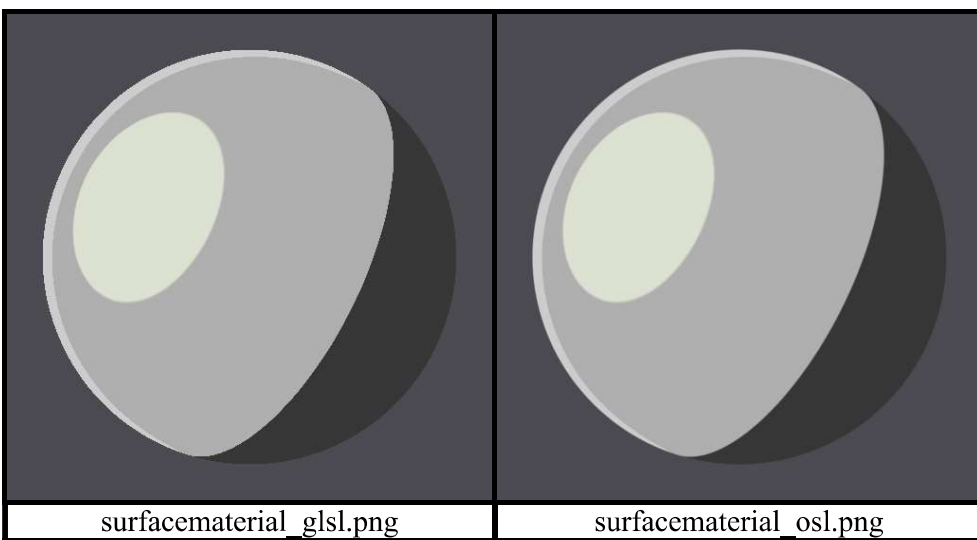




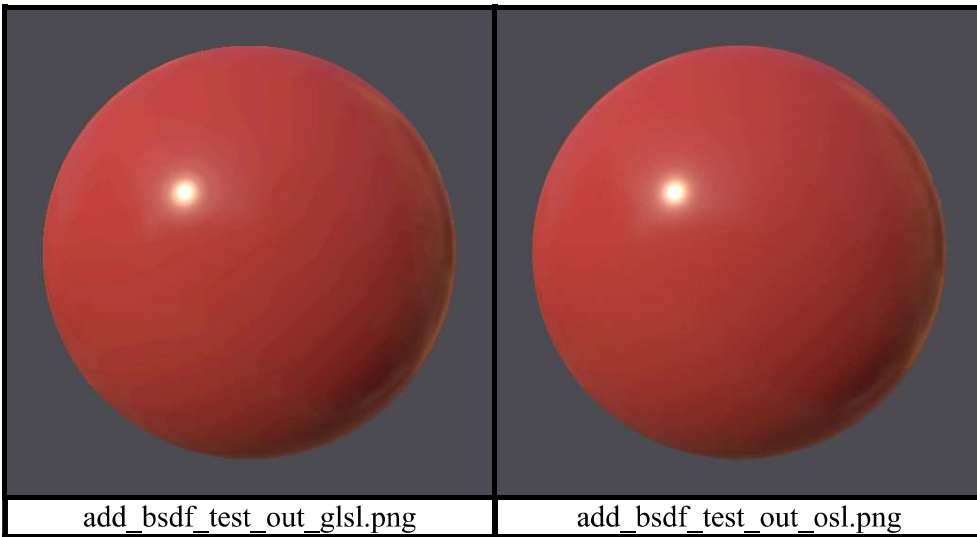
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



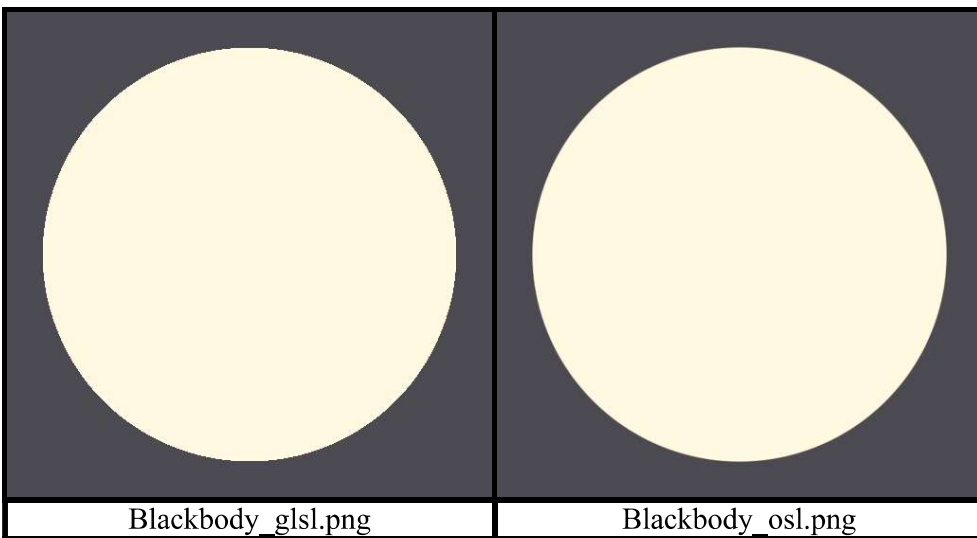
..\..\build\bin\resources\Materials\TestSuite\nprlib\toon_shade:



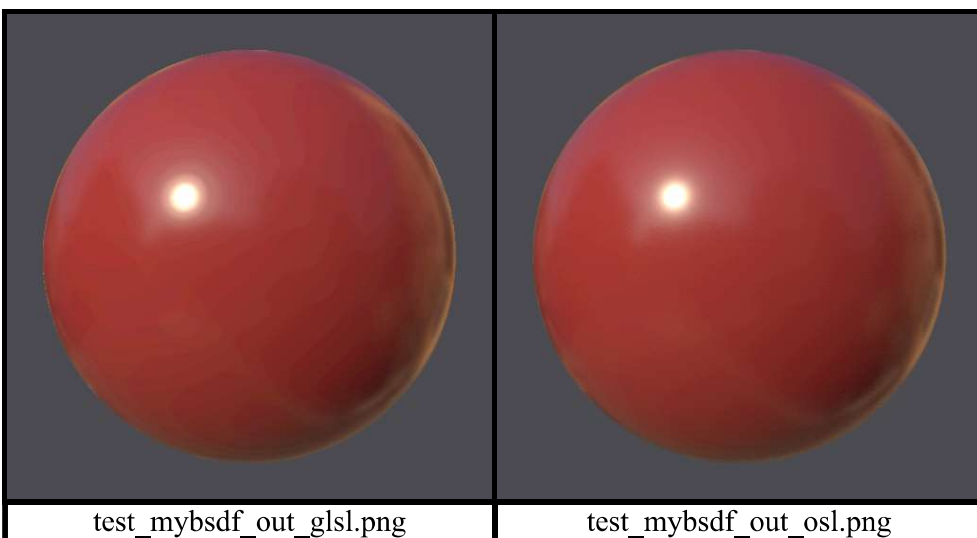
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



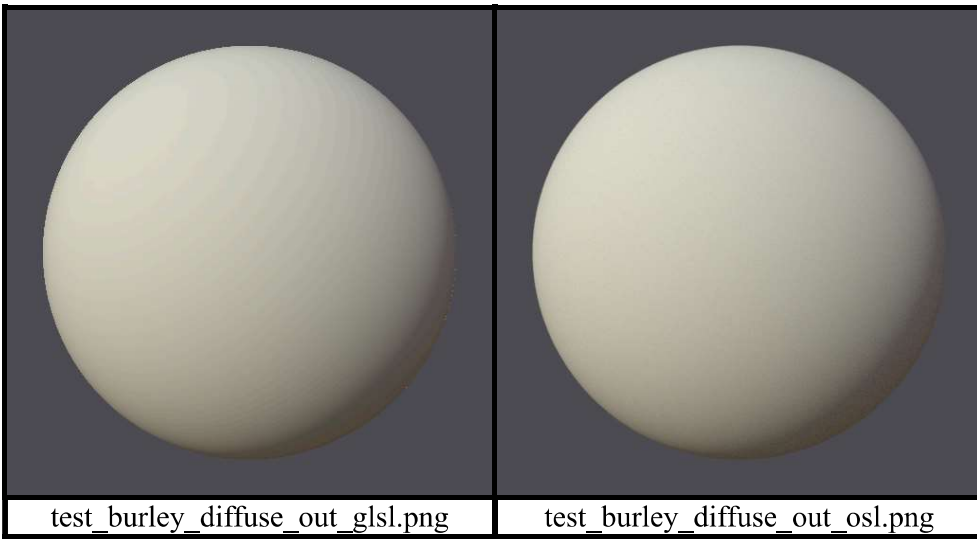
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\blackbody:



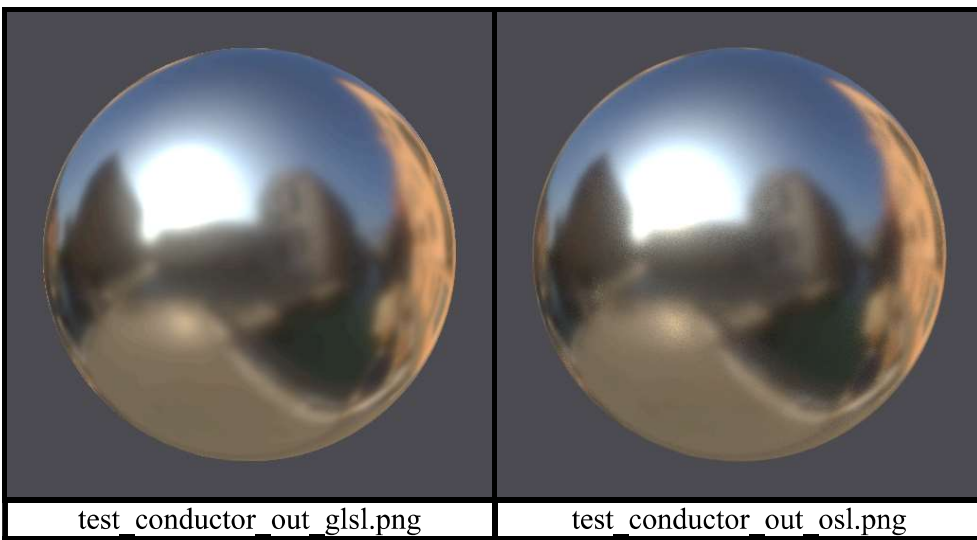
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



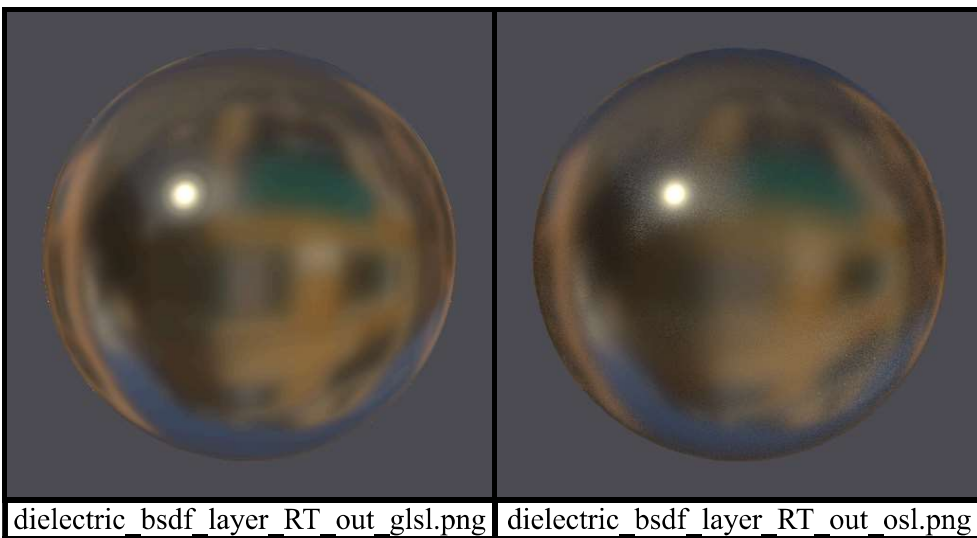
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:

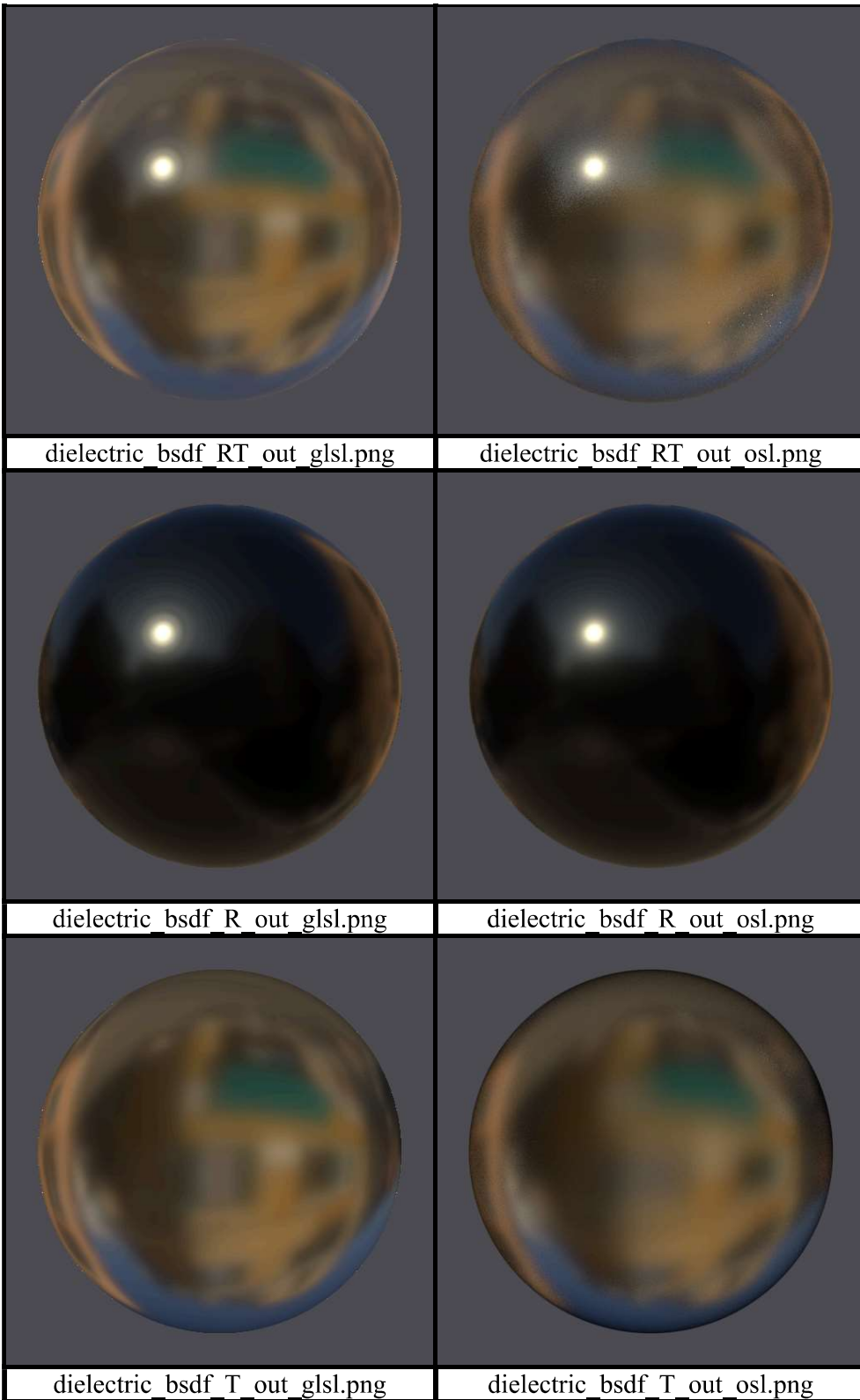


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

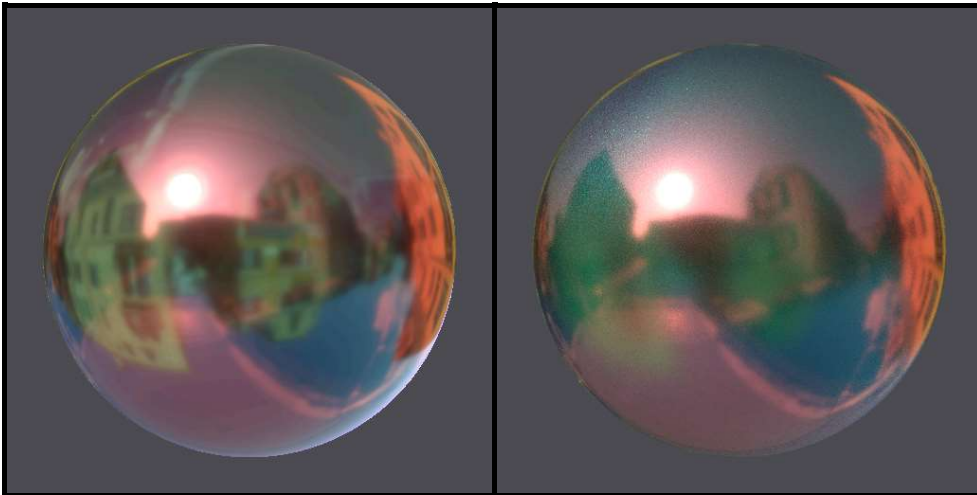


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:





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



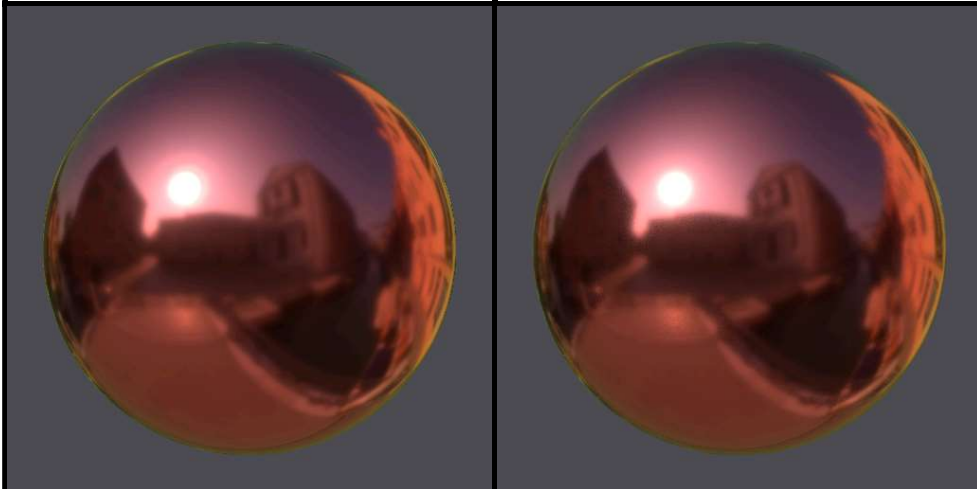
schlick_bsdf_layer_RT2_out_gsl.png

schlick_bsdf_layer_RT2_out_osl.png



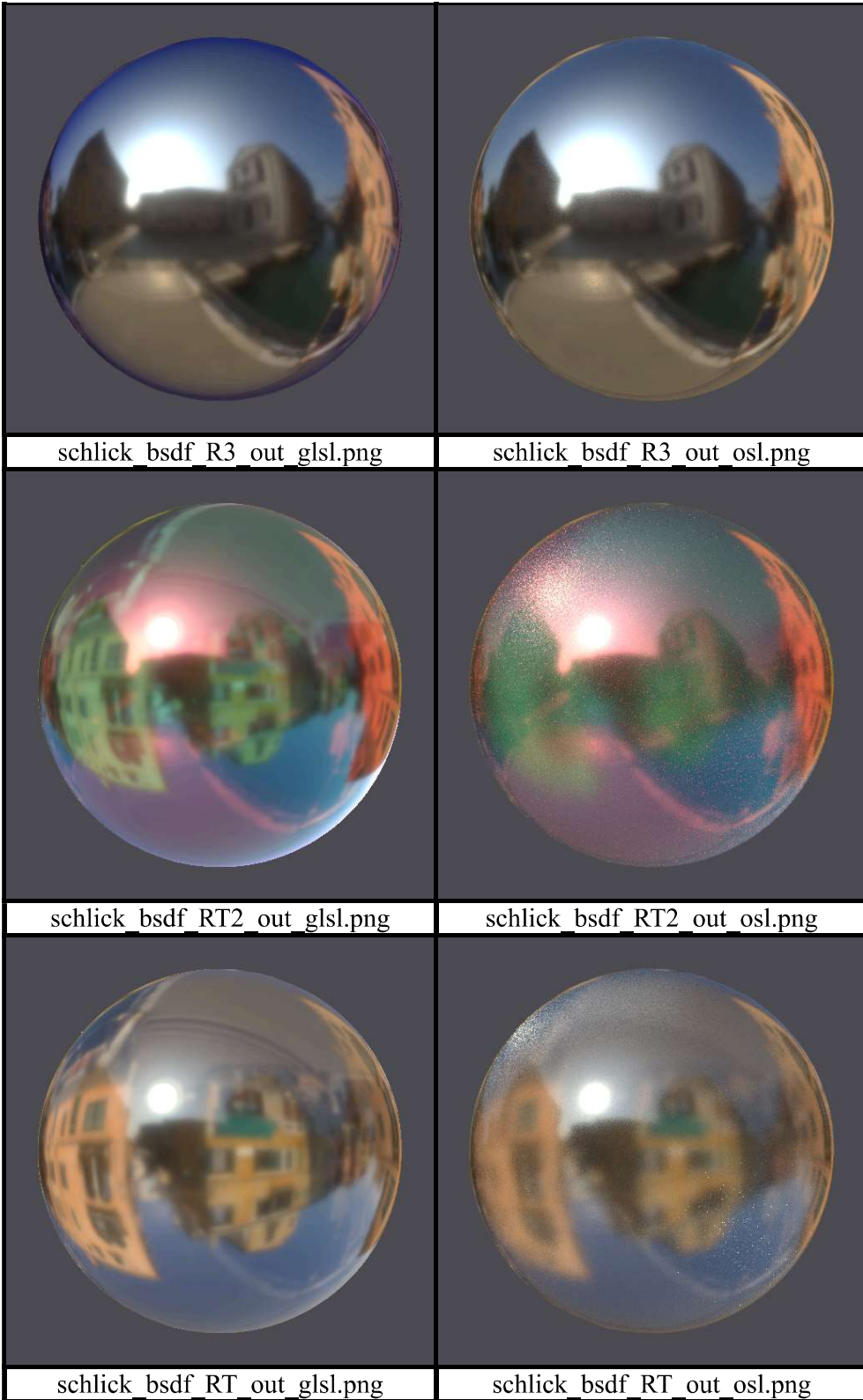
schlick_bsdf_layer_RT_out_gsl.png

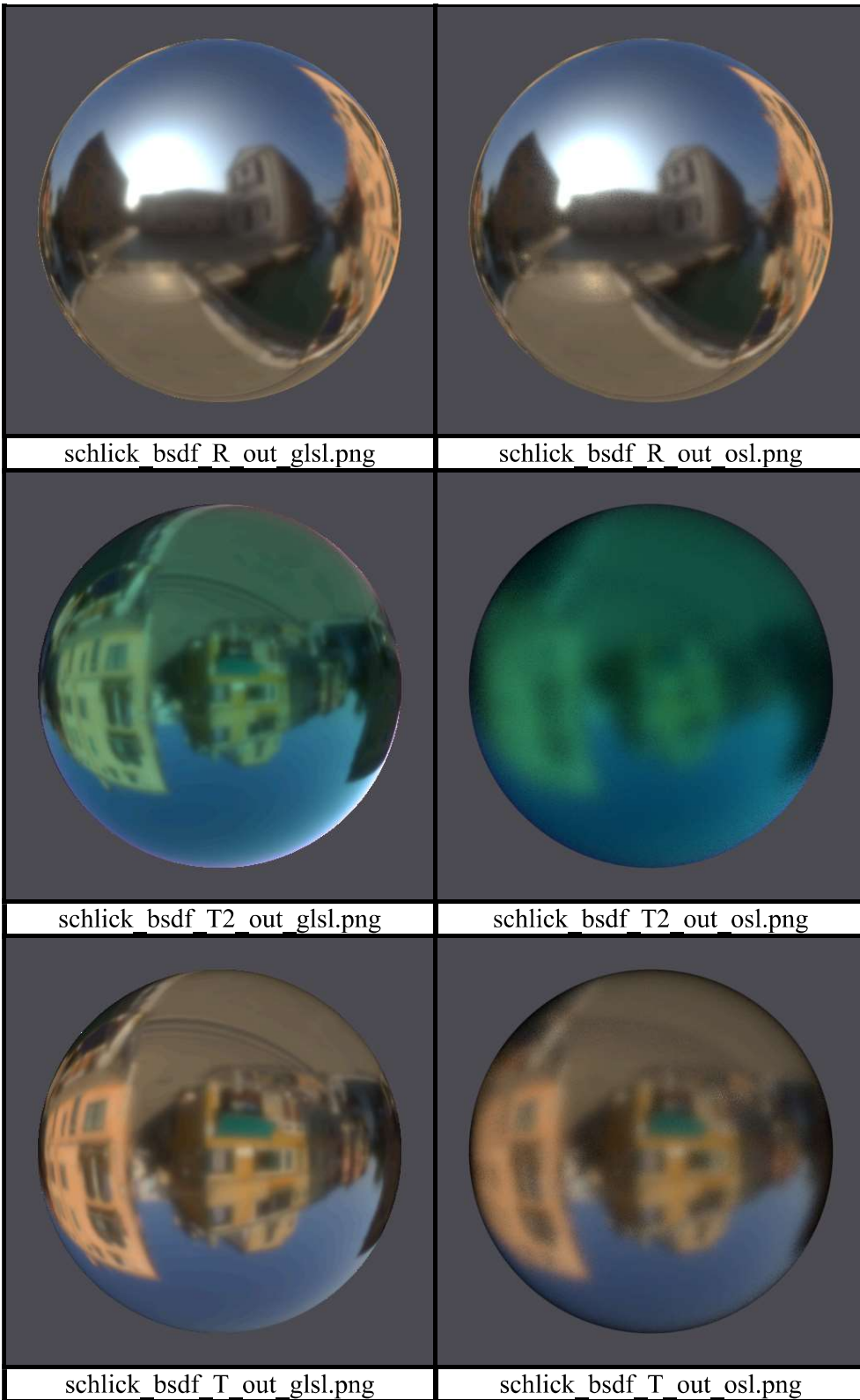
schlick_bsdf_layer_RT_out_osl.png



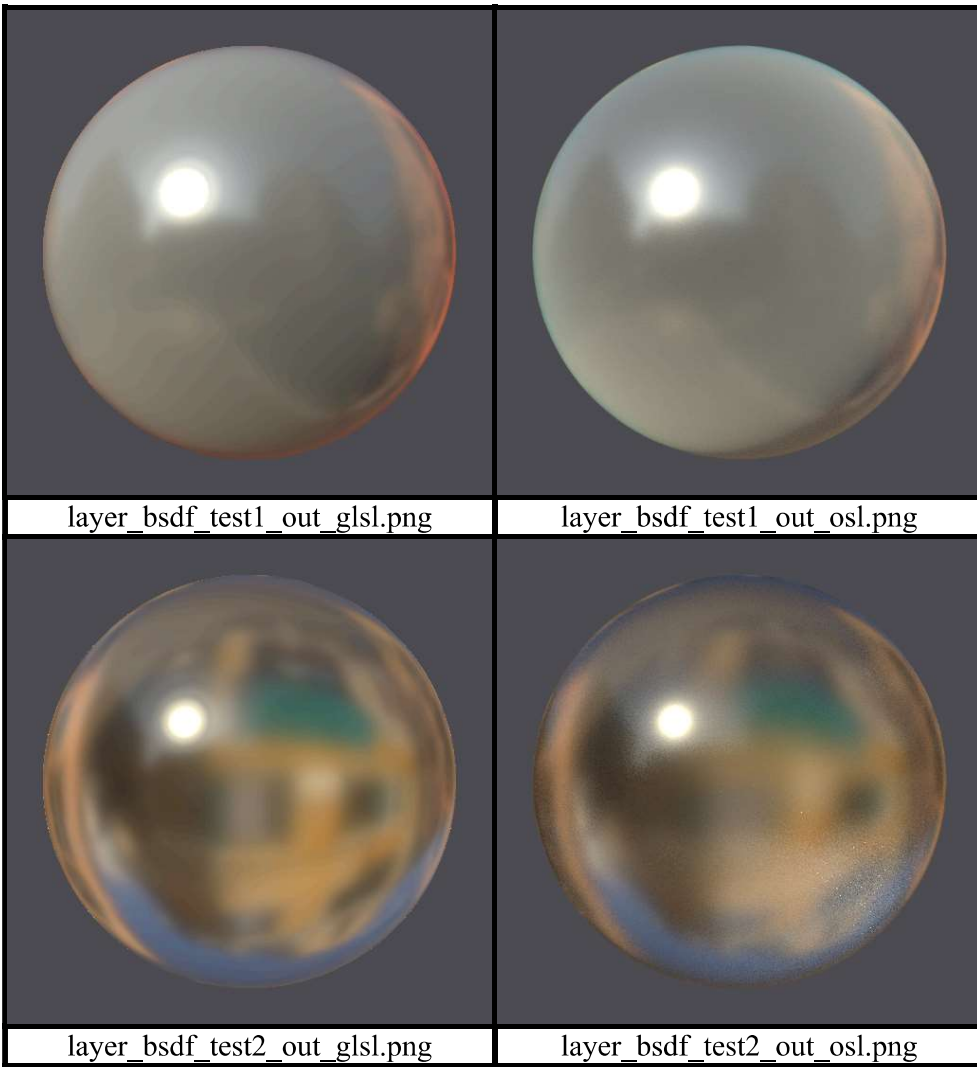
schlick_bsdf_R2_out_gsl.png

schlick_bsdf_R2_out_osl.png

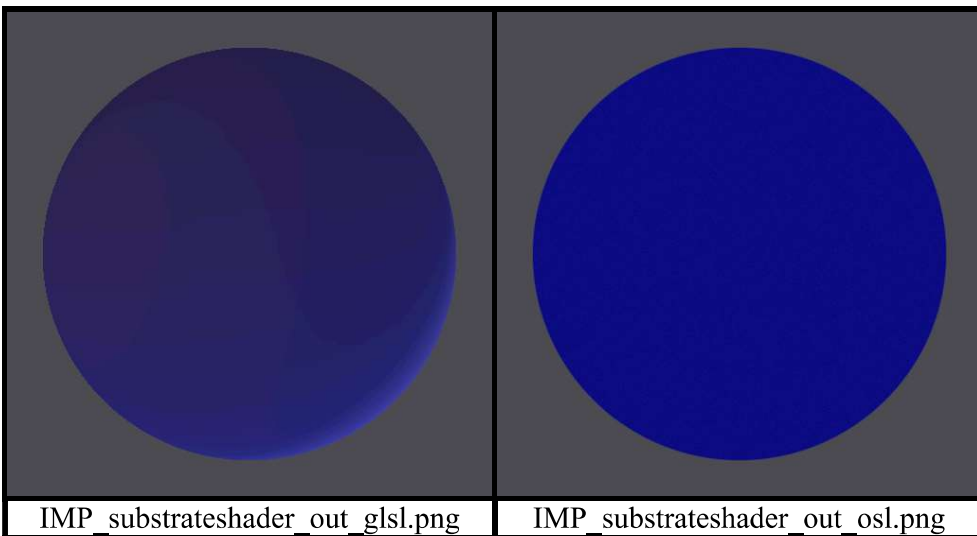


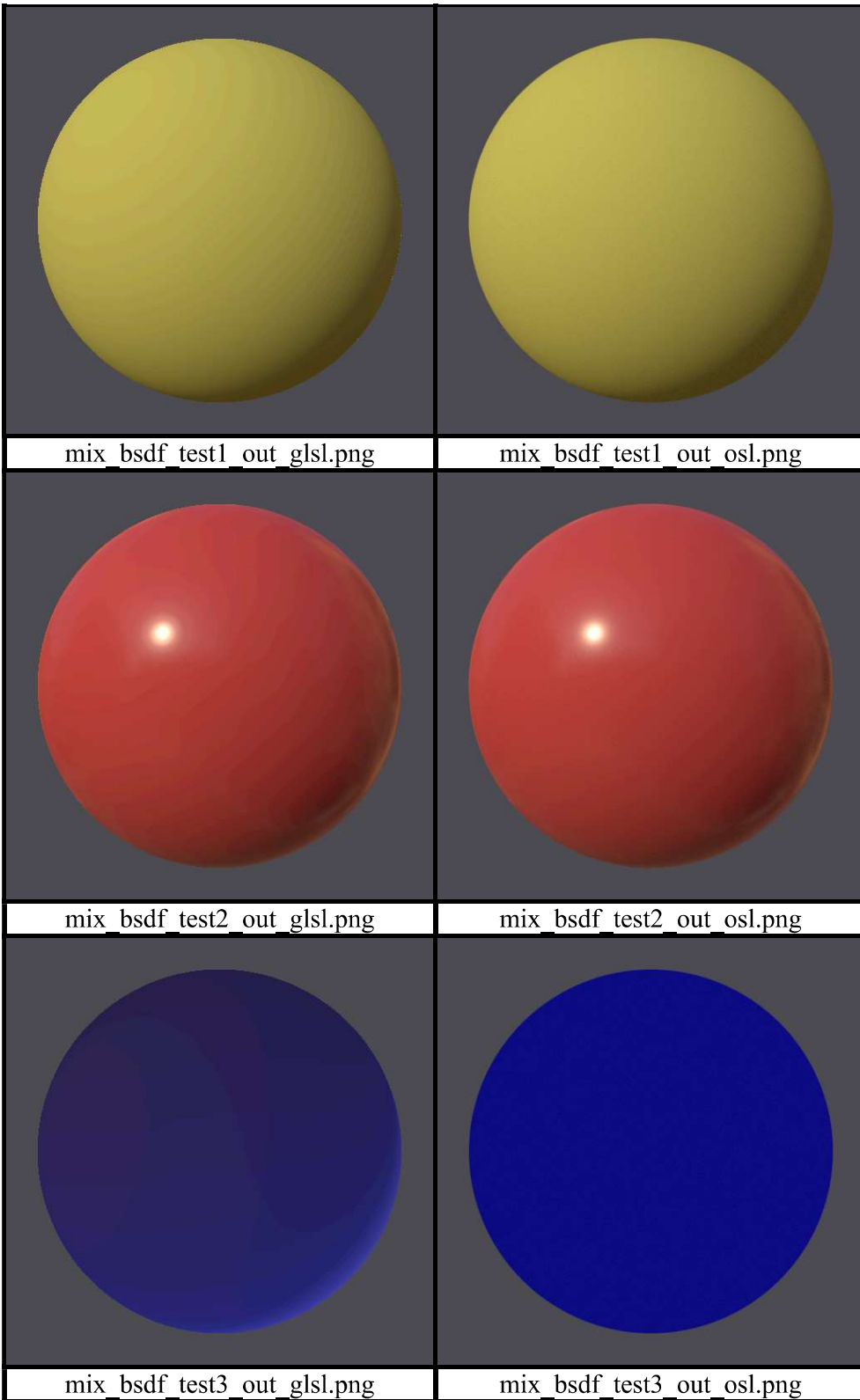


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

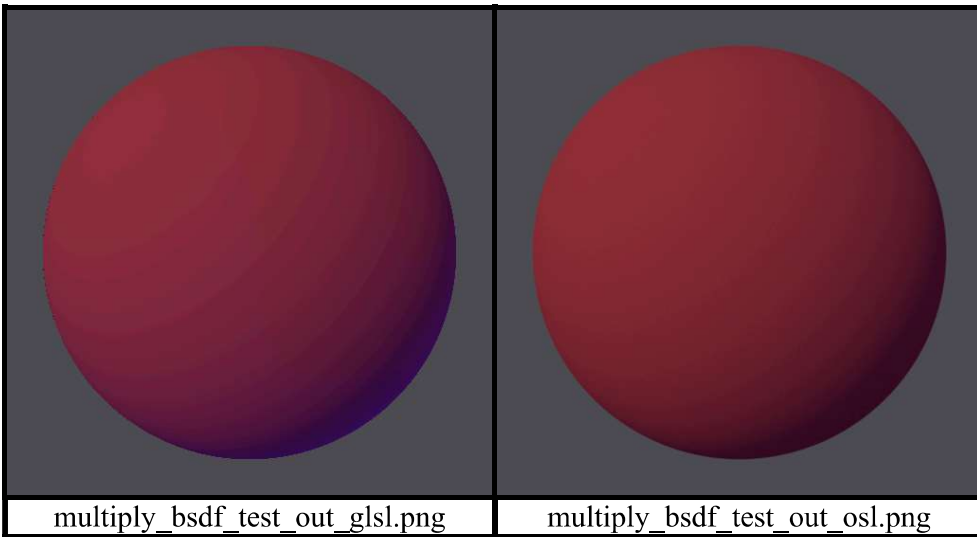


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

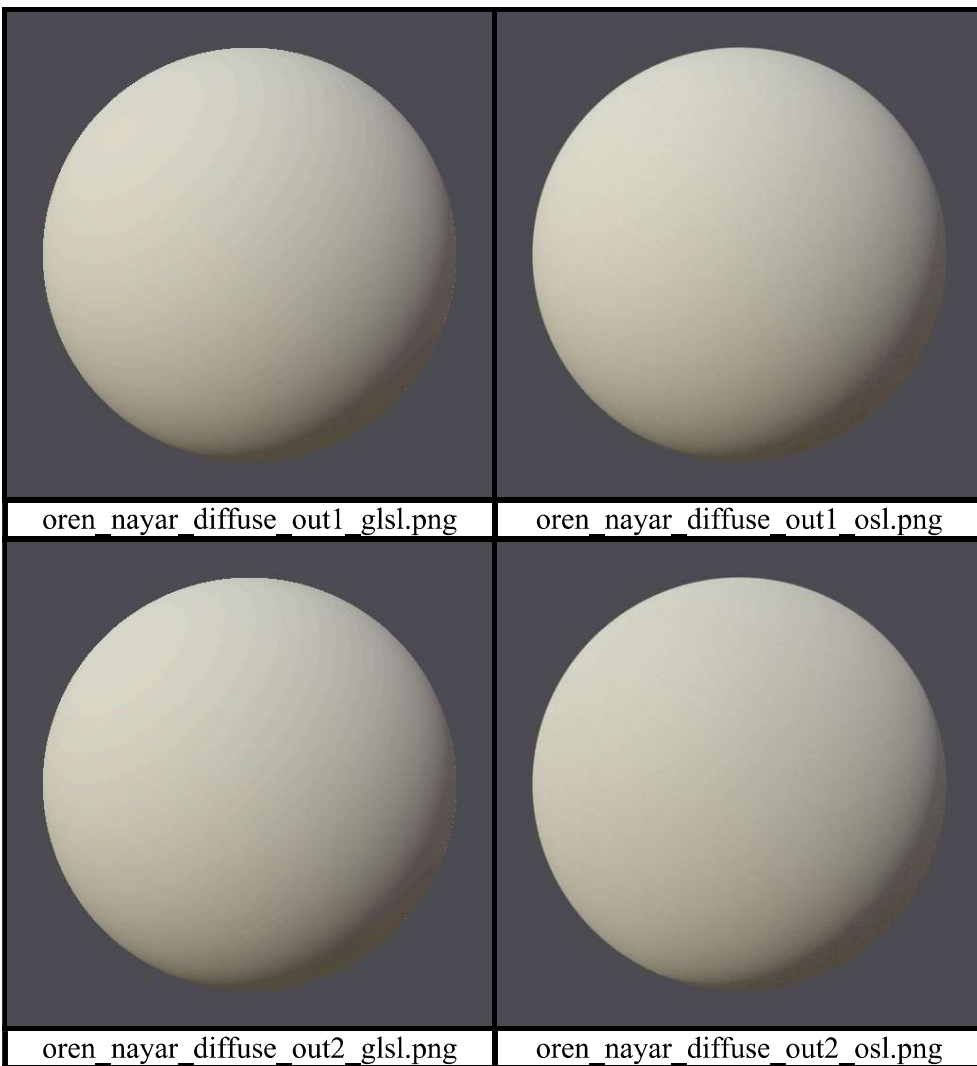


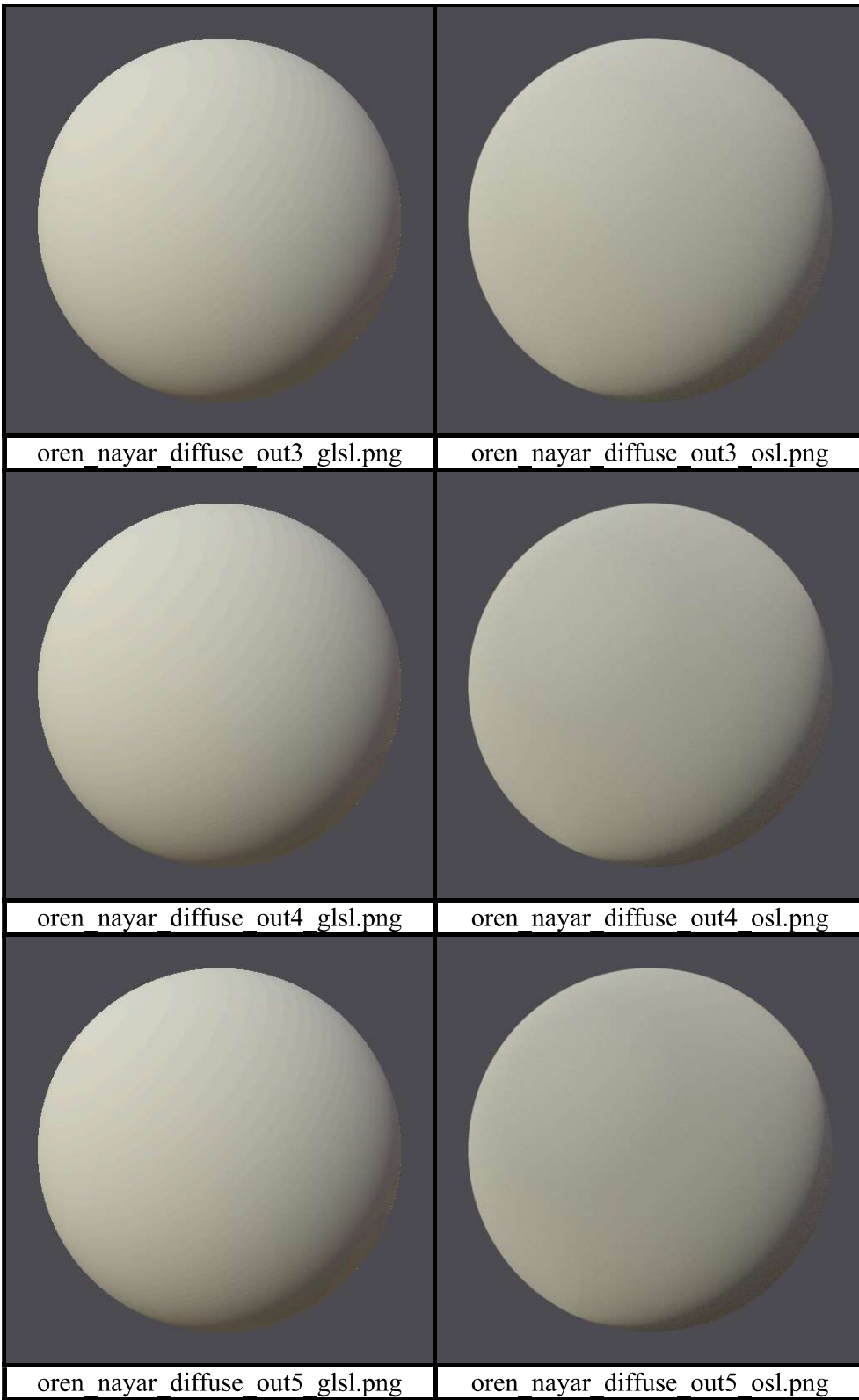


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:

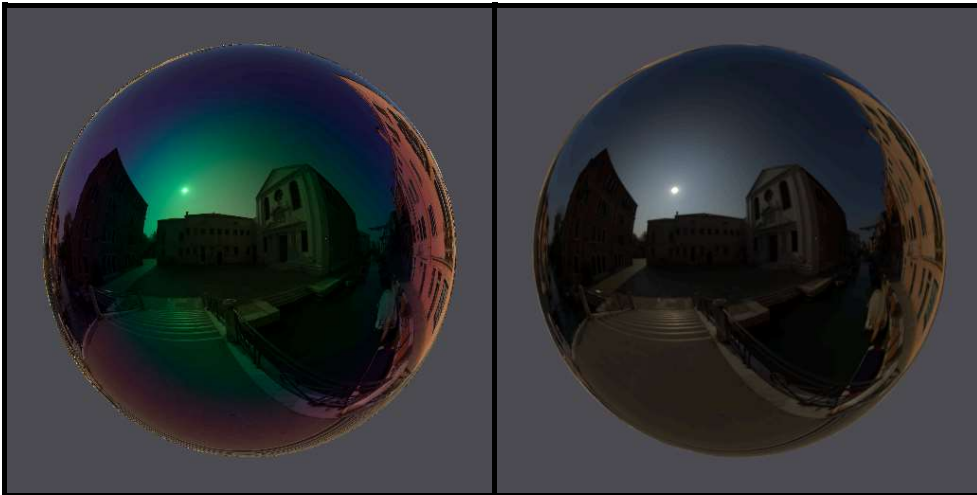


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\oren_nayar_diffuse:



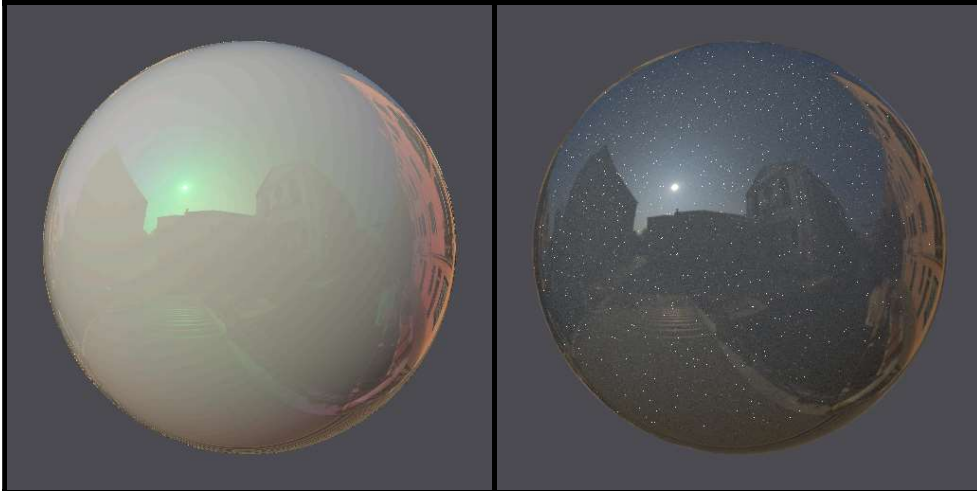


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:



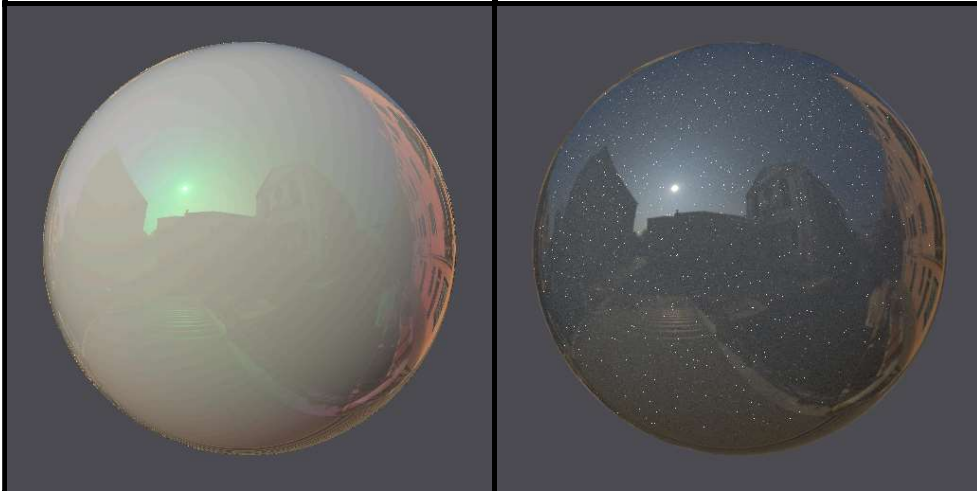
thin_film_test1_out_gsl.png

thin_film_test1_out_osl.png



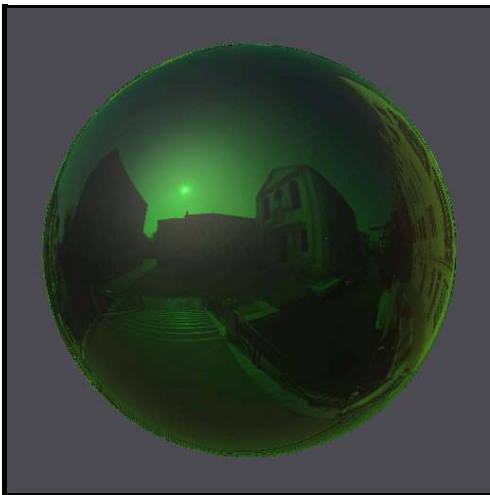
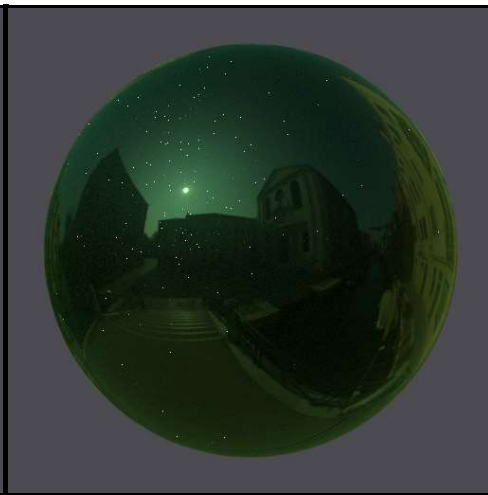
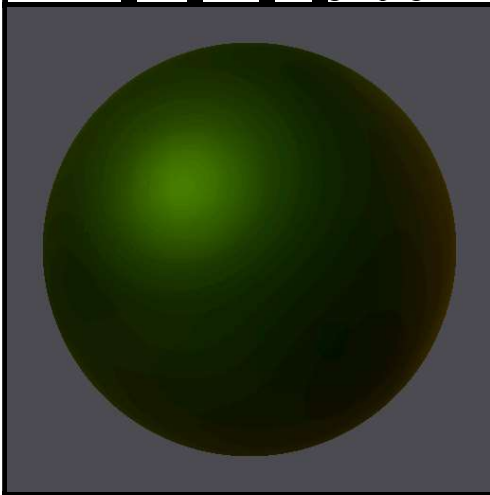
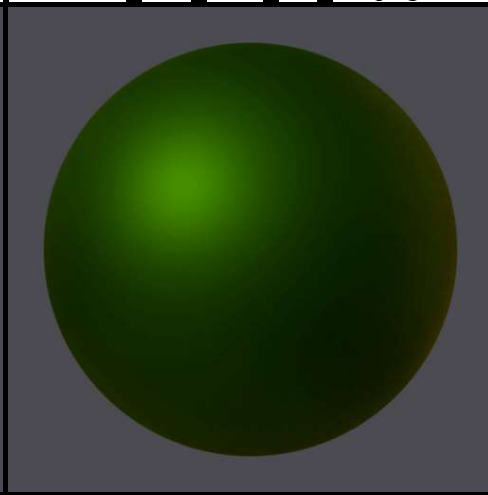


thin_film_test2_out_gsl.png

thin_film_test2_out_osl.png



thin_film_test3_out_gsl.png

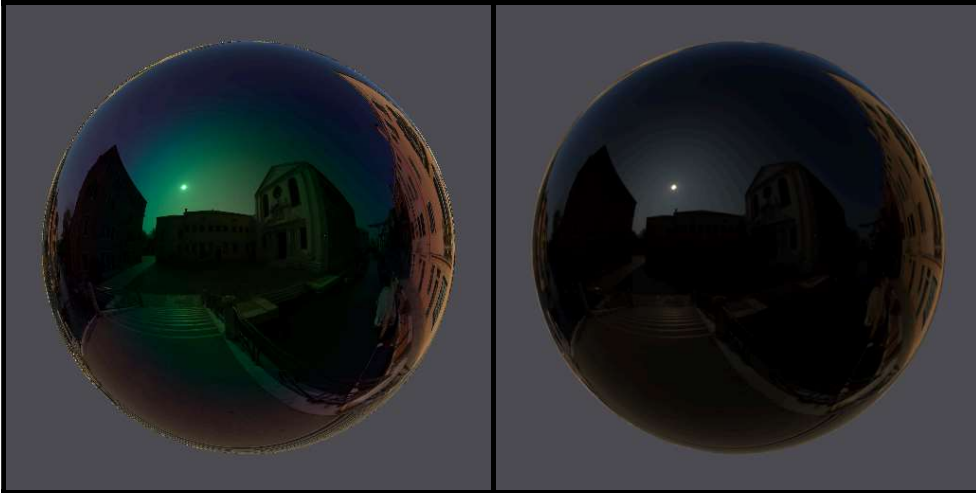
thin_film_test3_out_osl.png

	
<p>thin film test4 out glsl.png</p>	<p>thin film test4 out osl.png</p>
	
<p>thin film test5 out glsl.png</p>	<p>thin film test5 out osl.png</p>
	
<p>thin film test6 out glsl.png</p>	<p>thin film test6 out osl.png</p>



thin film test7 out glsl.png

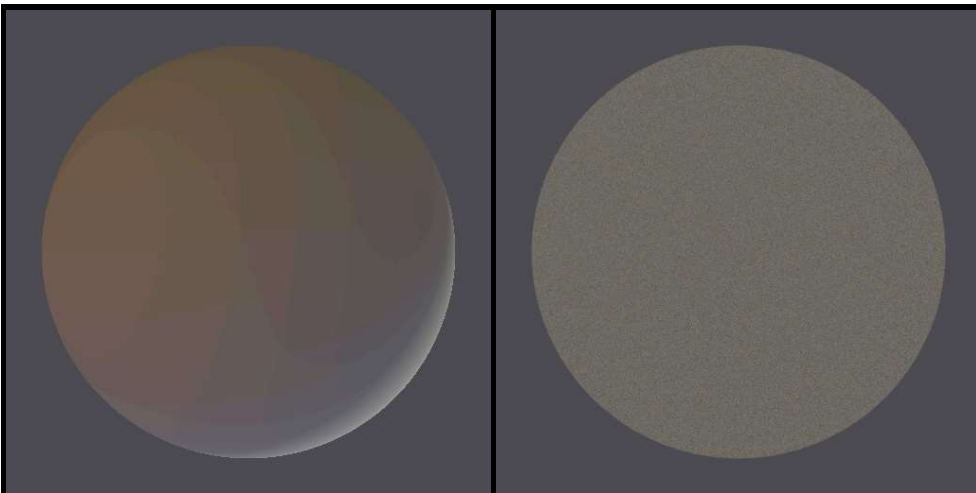
thin film test7 out osl.png



thin film test8 out glsl.png

thin film test8 out osl.png

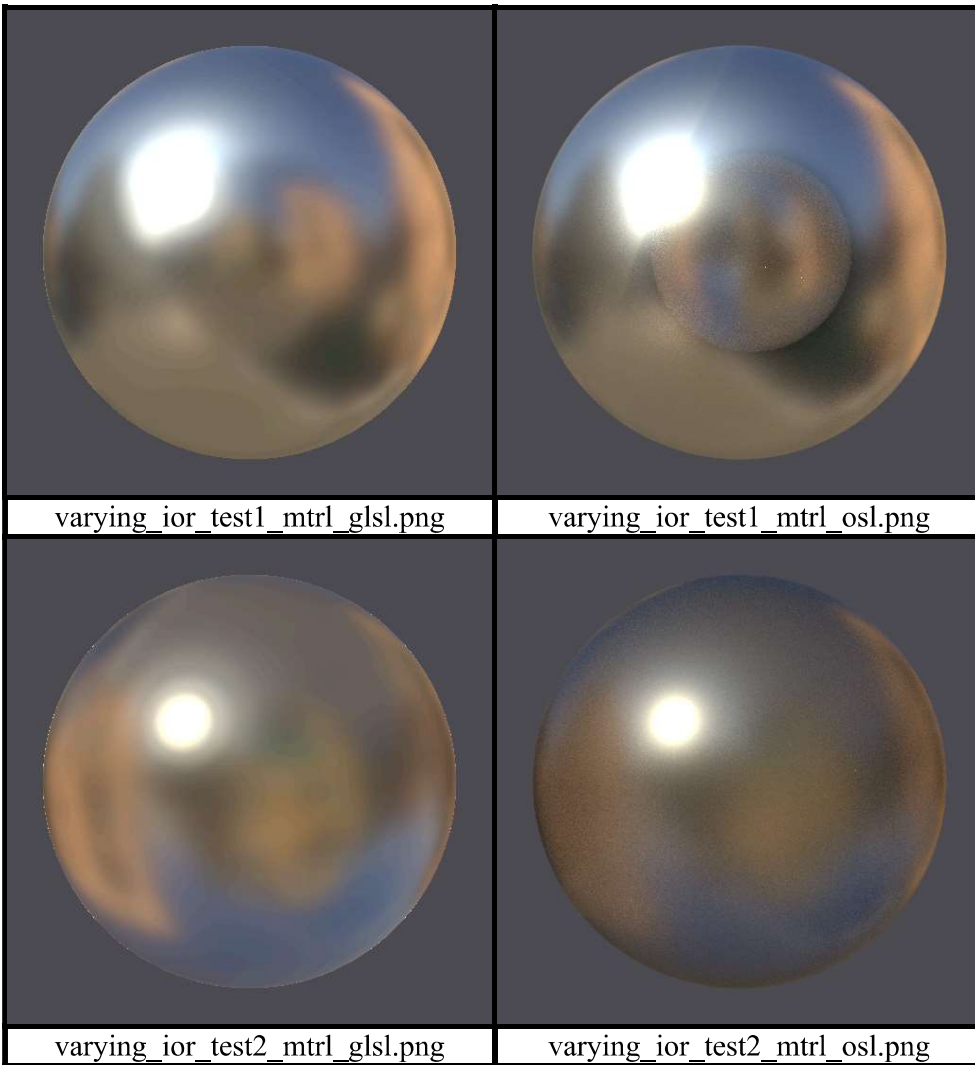
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\translucent_bsdf:



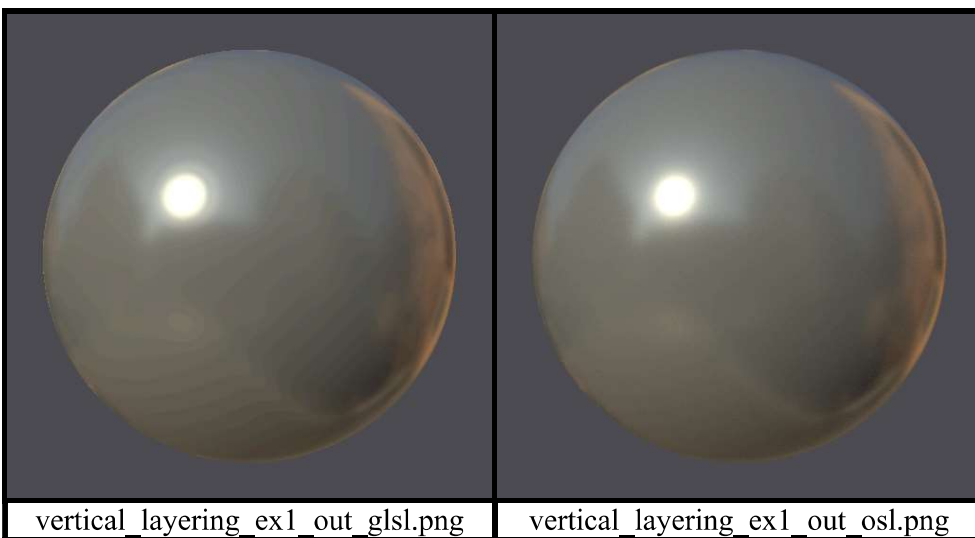
translucent bsdf out glsl.png

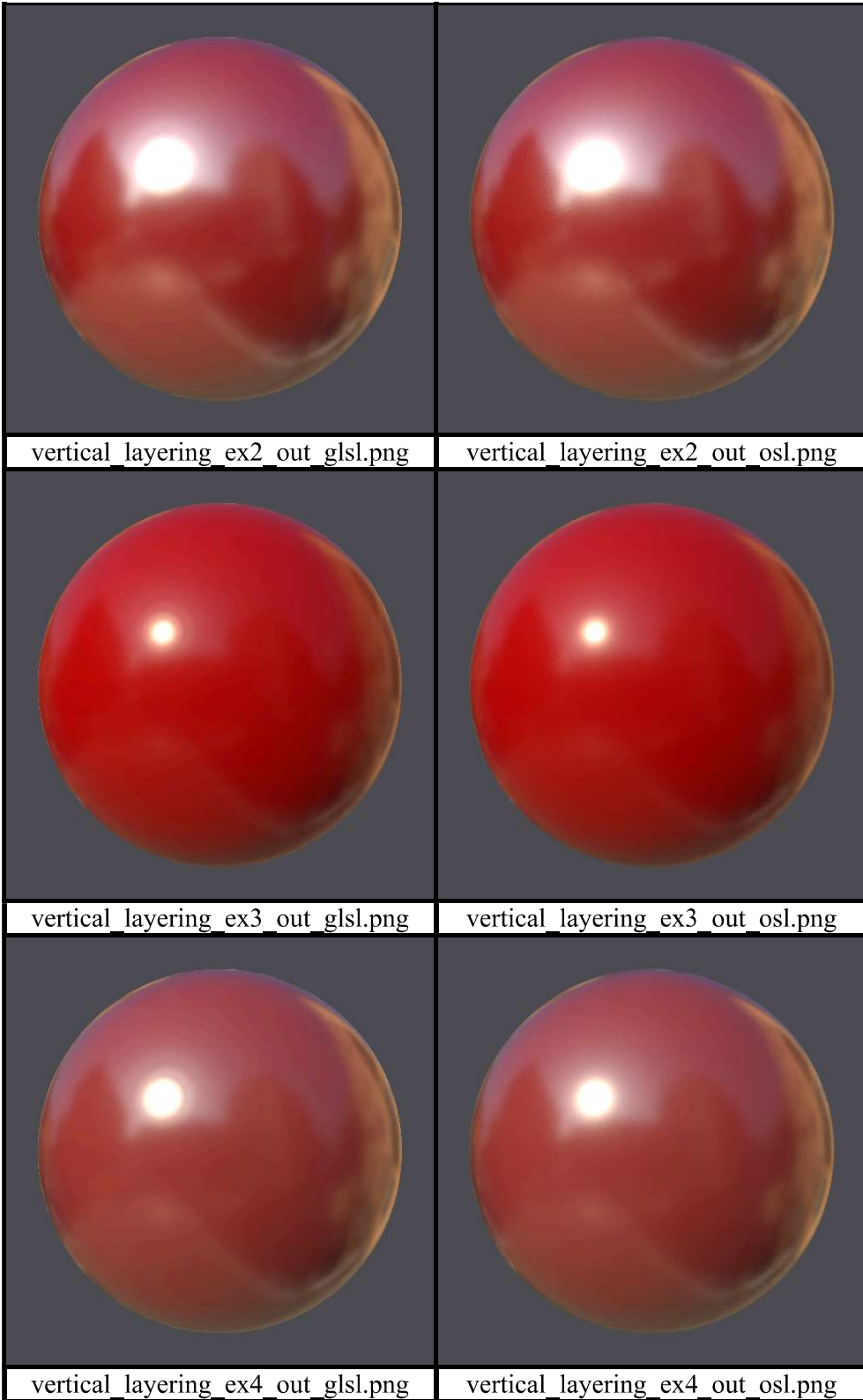
translucent bsdf out osl.png

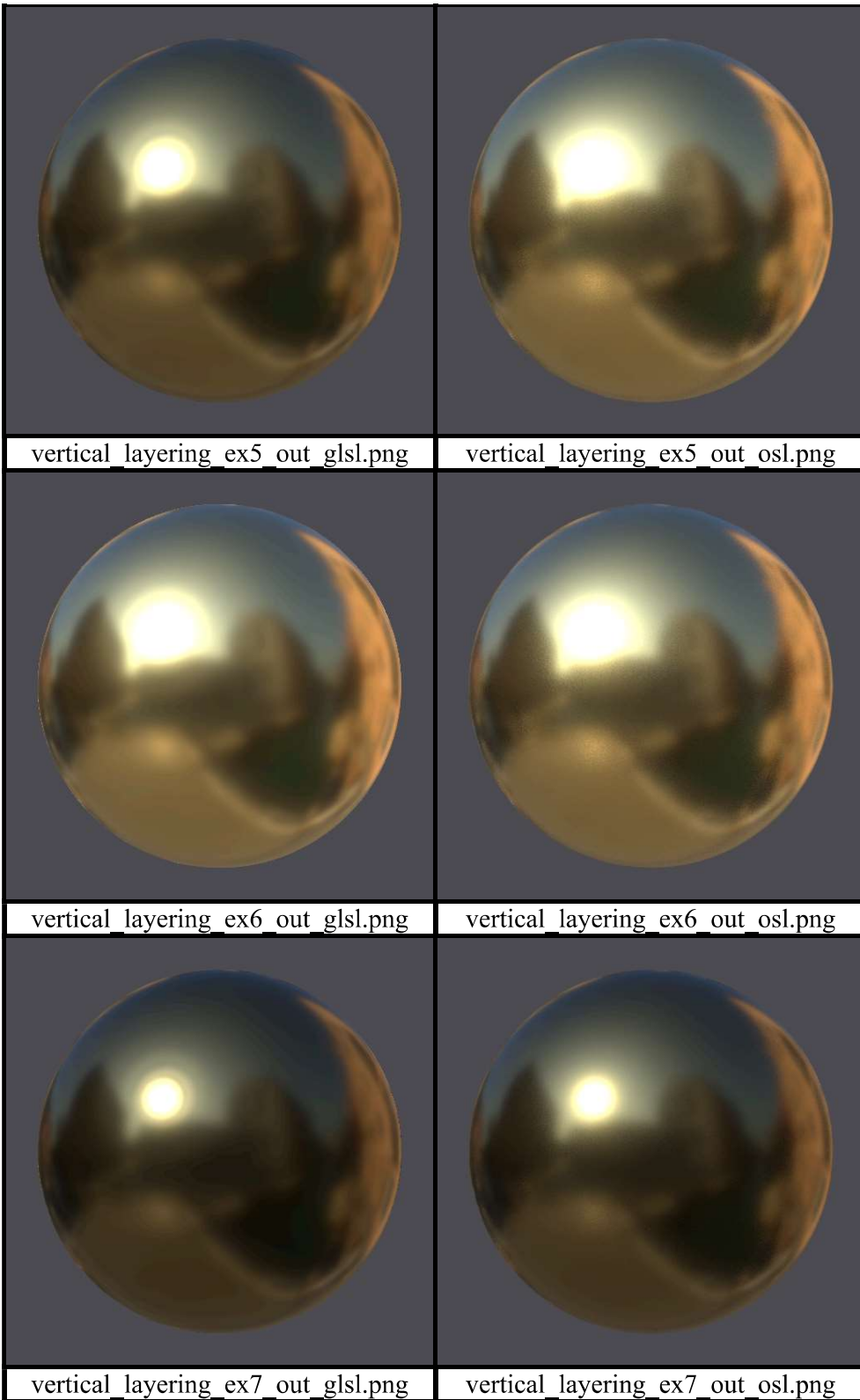
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:



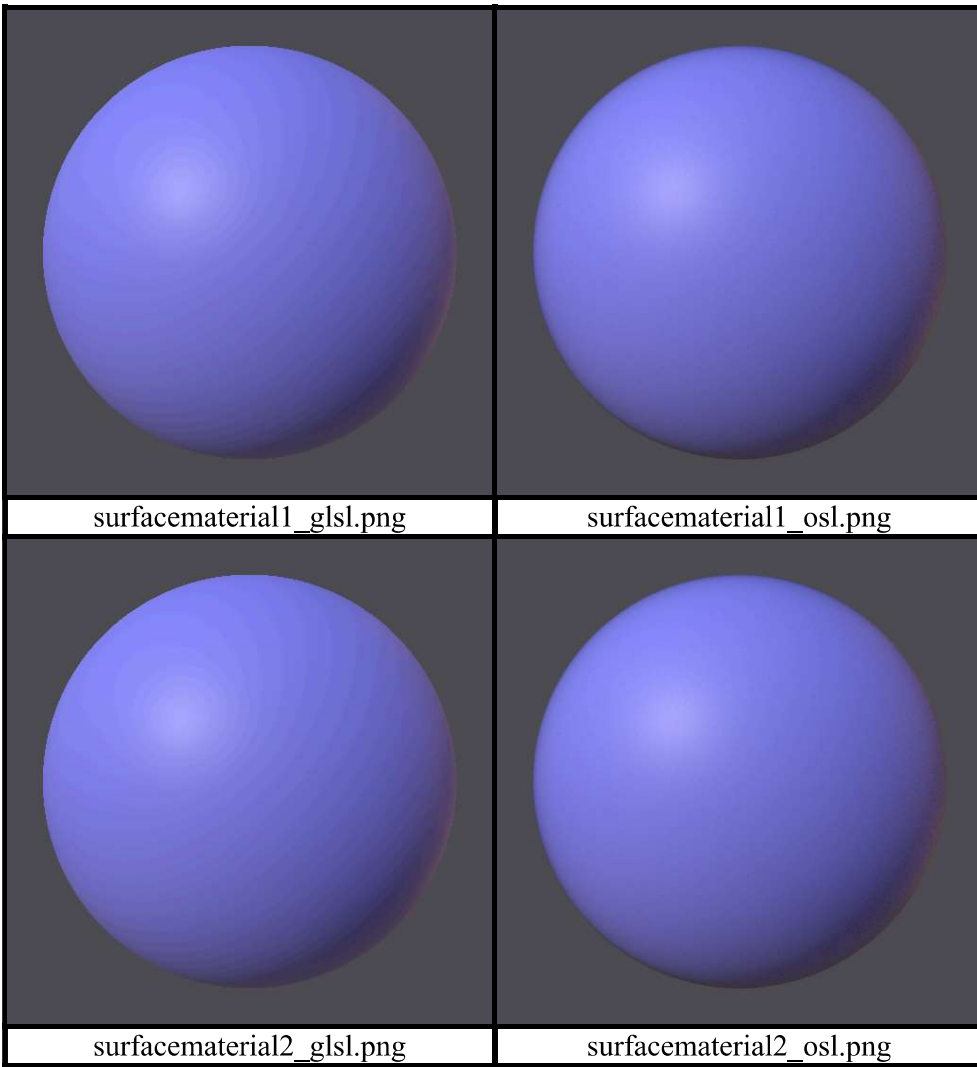
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:



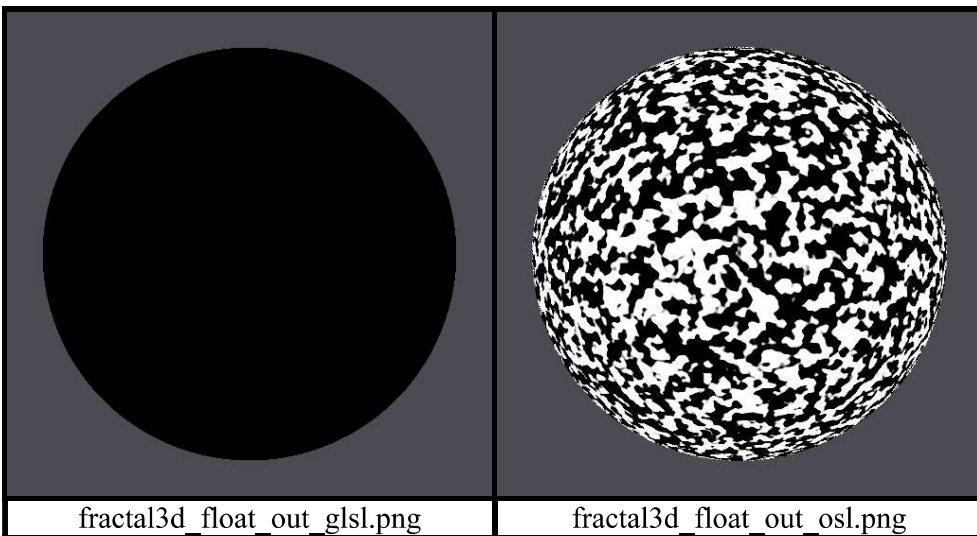


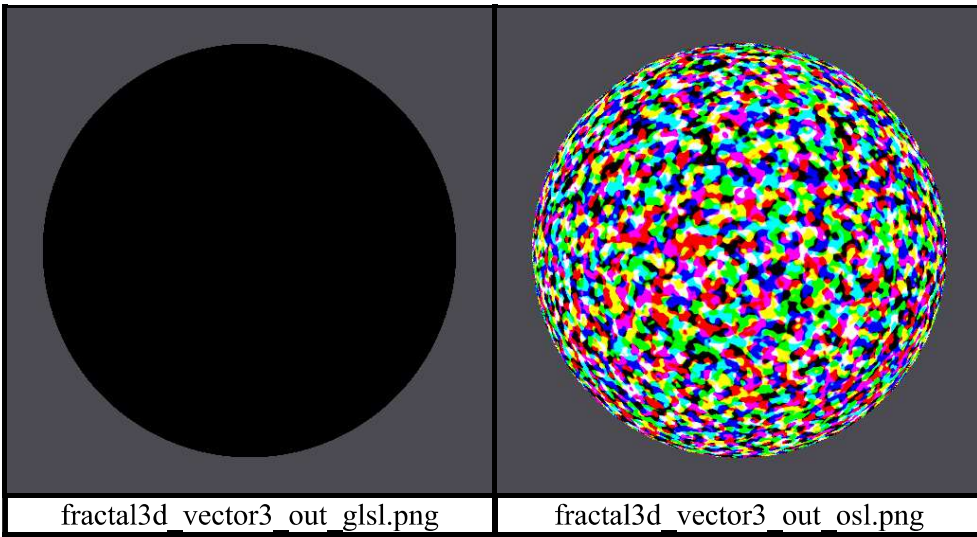


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced_material:

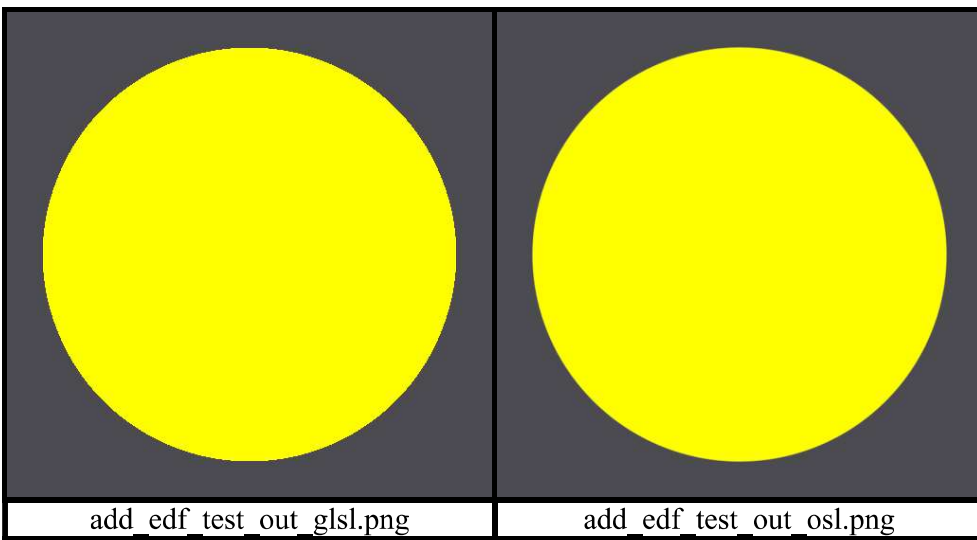


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displacement:

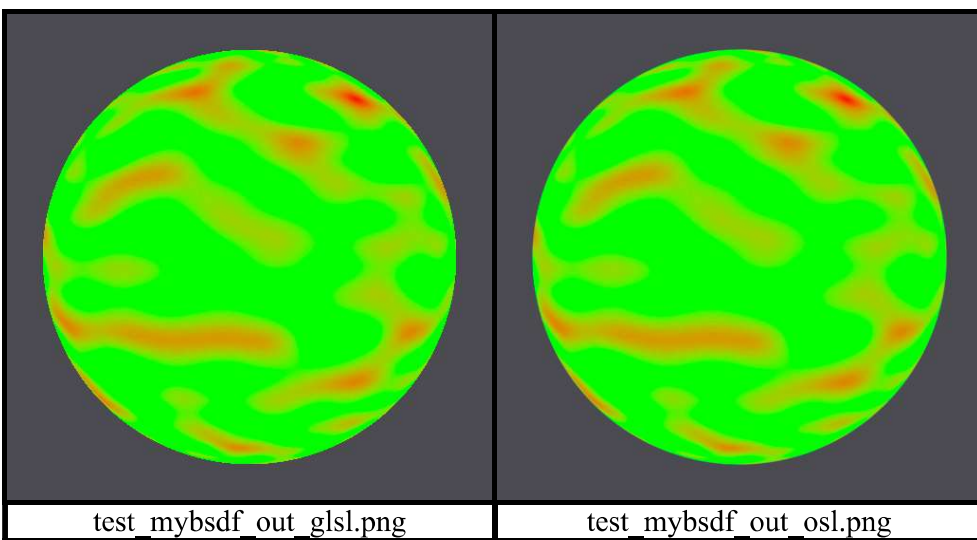




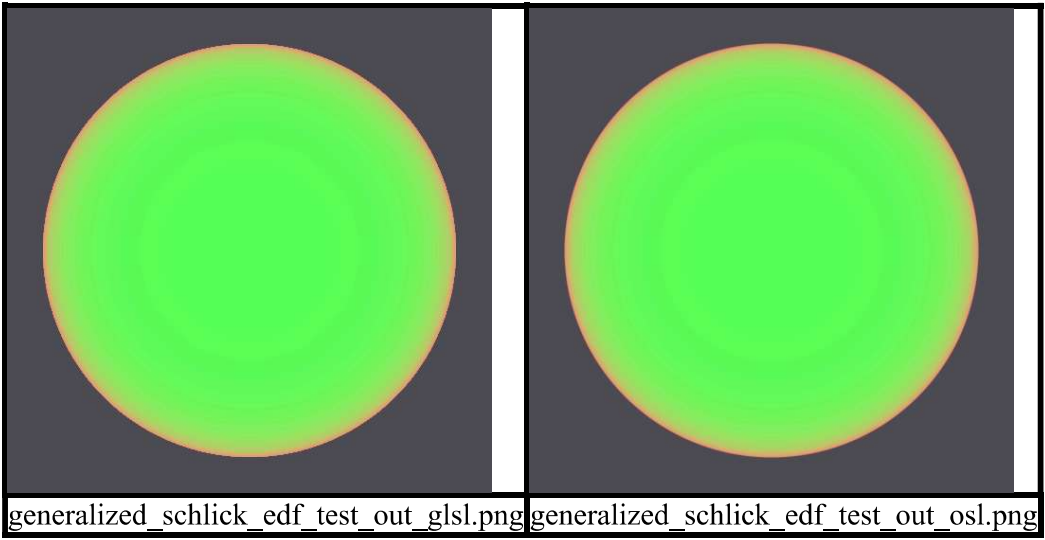
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add_edf:



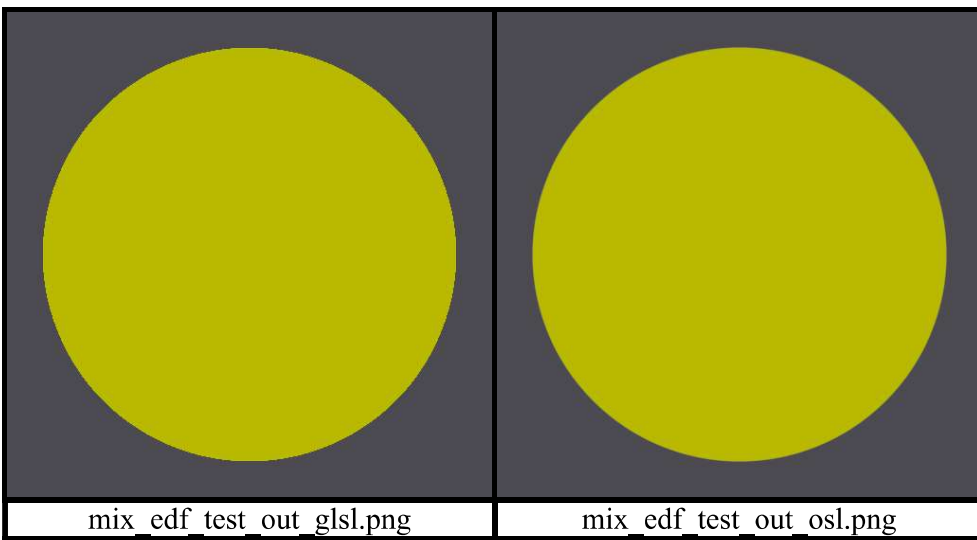
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf_graph:



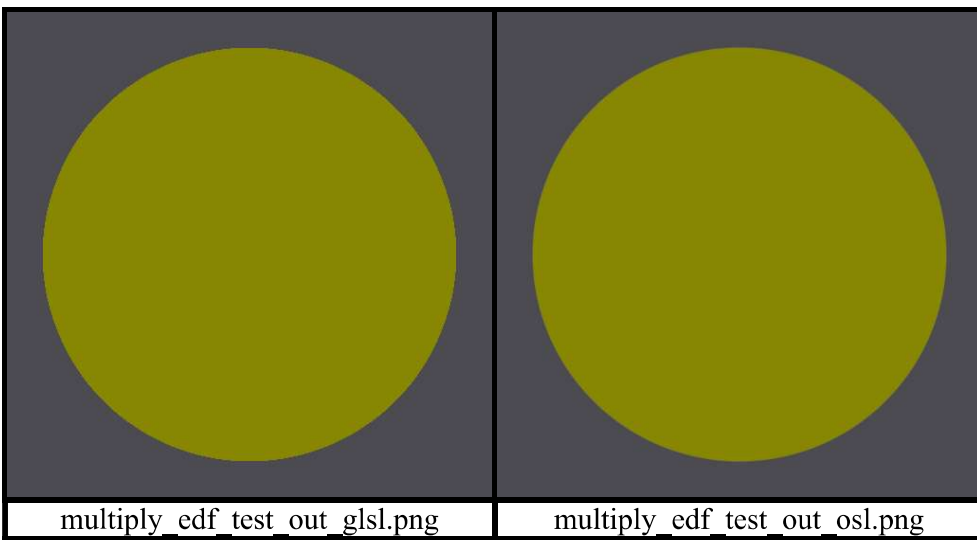
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\generalized_schlick_edf:



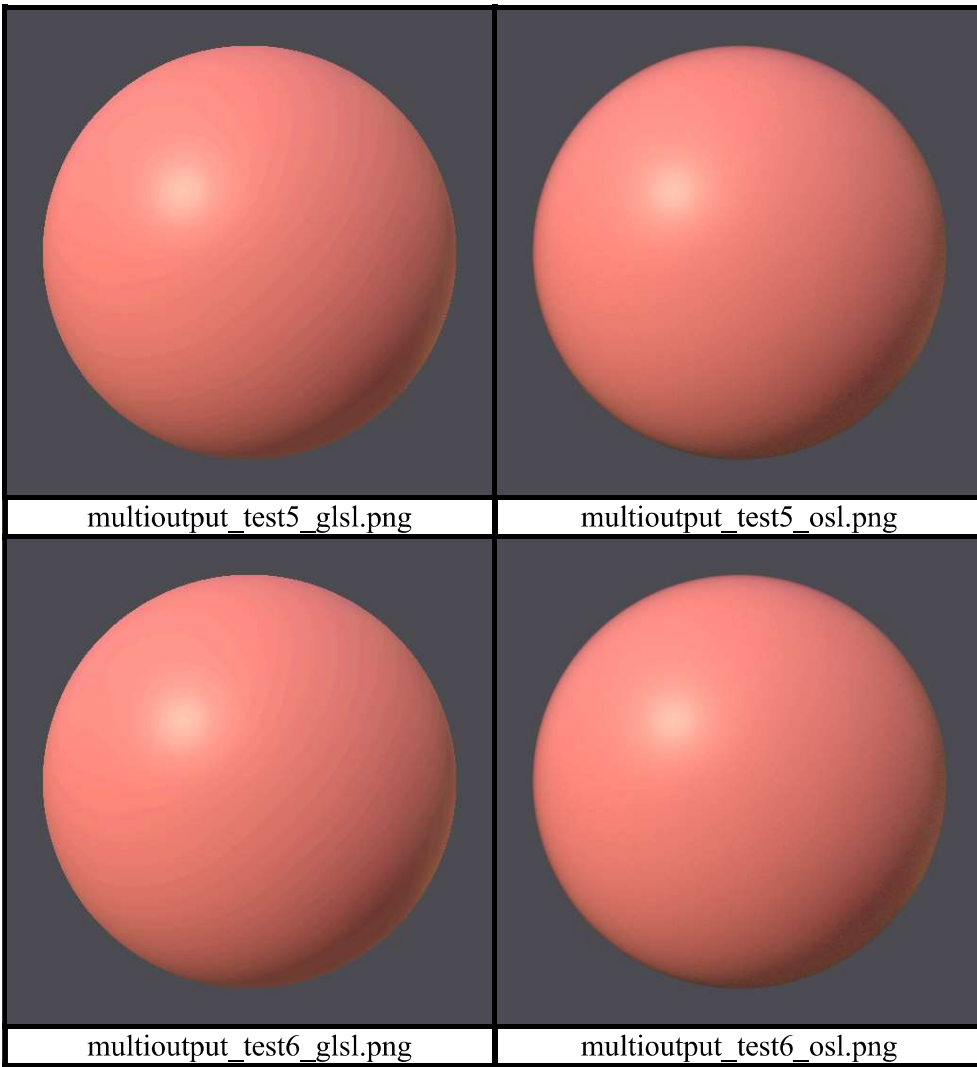
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\mix_edf:



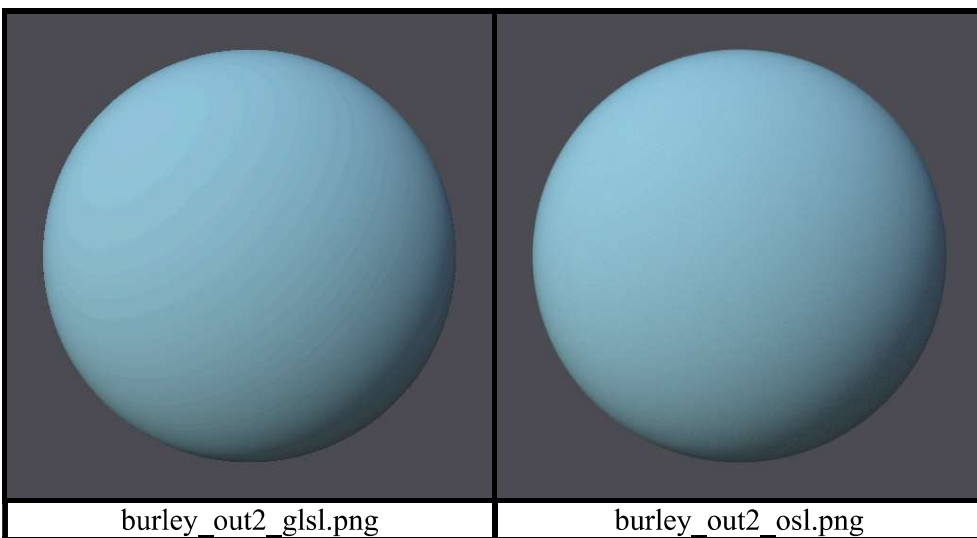
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\multiply_edf:

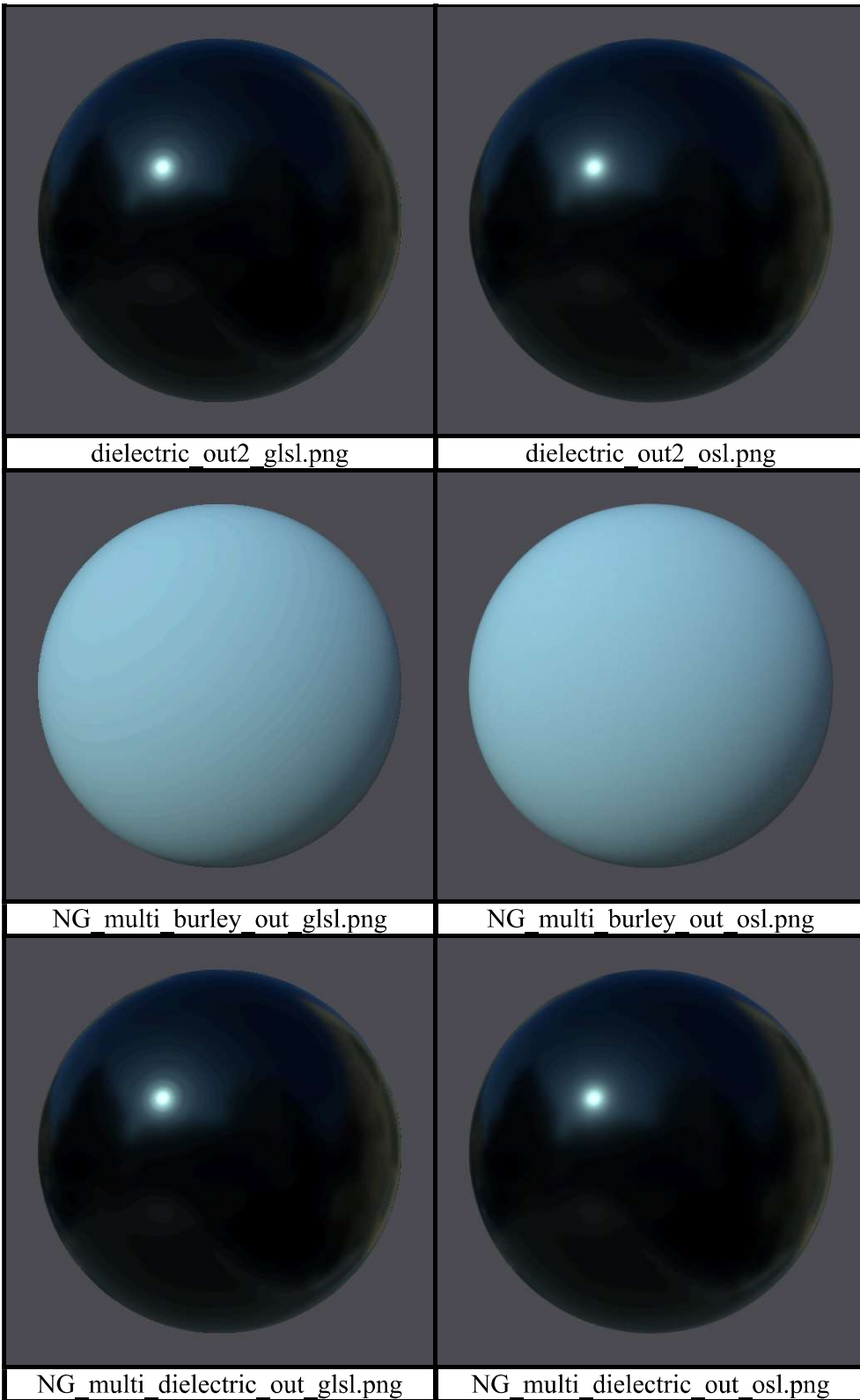


..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:

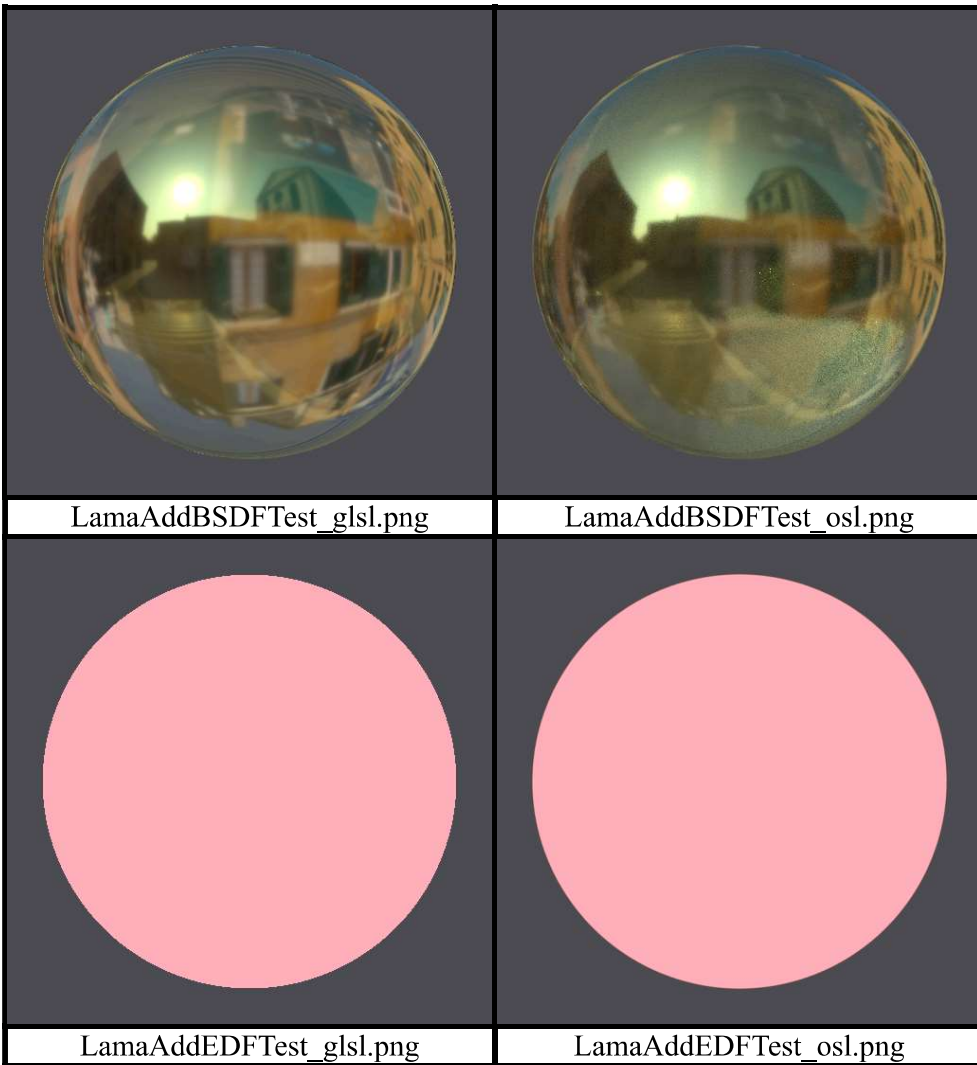


..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multishaderoutput:

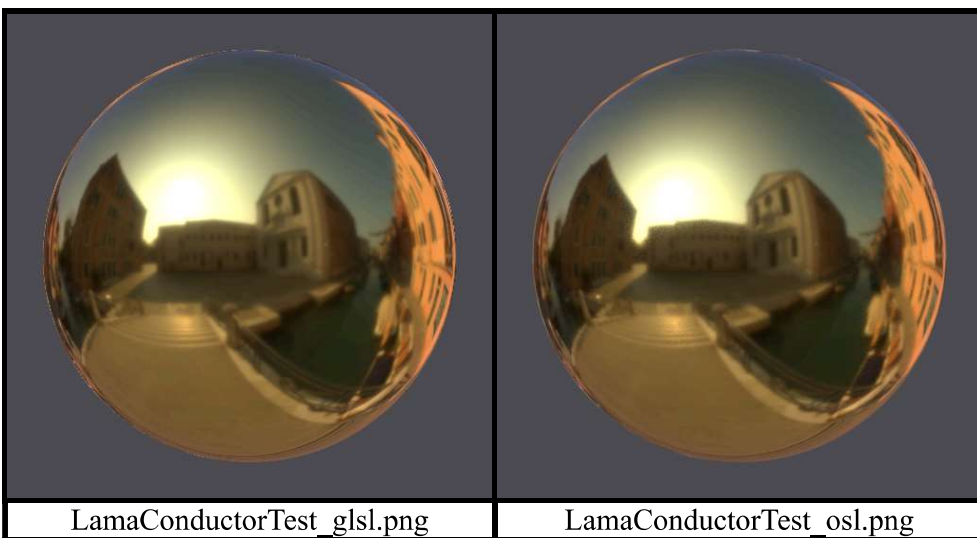




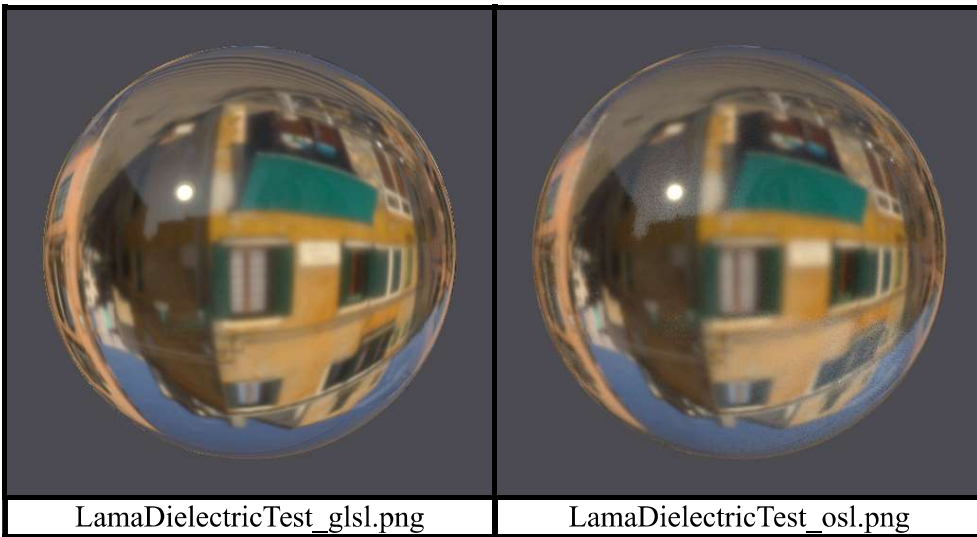
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:



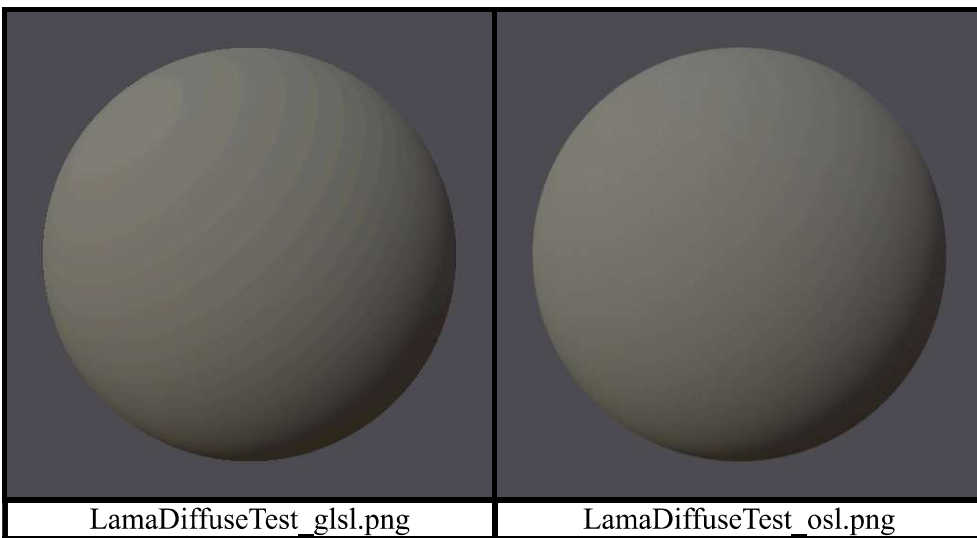
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_conductor:



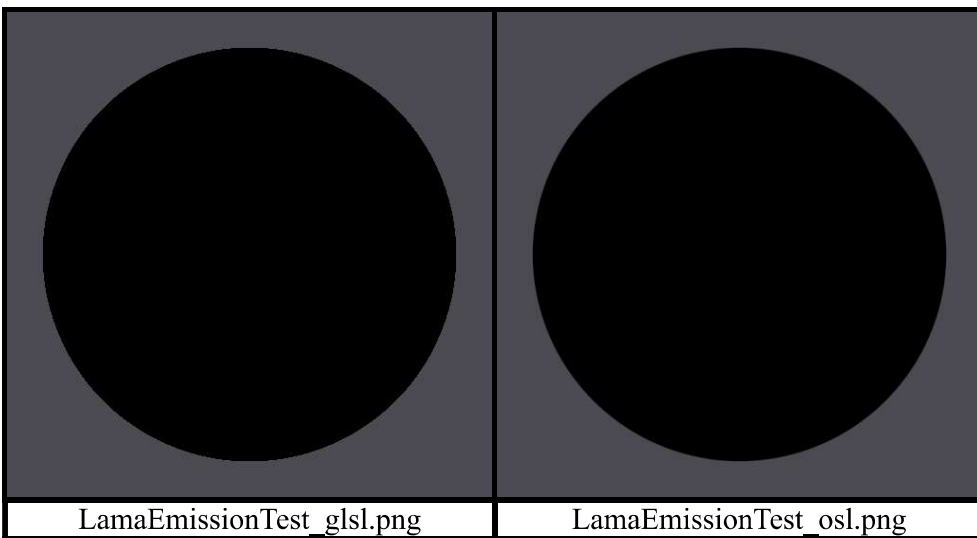
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_dielectric:



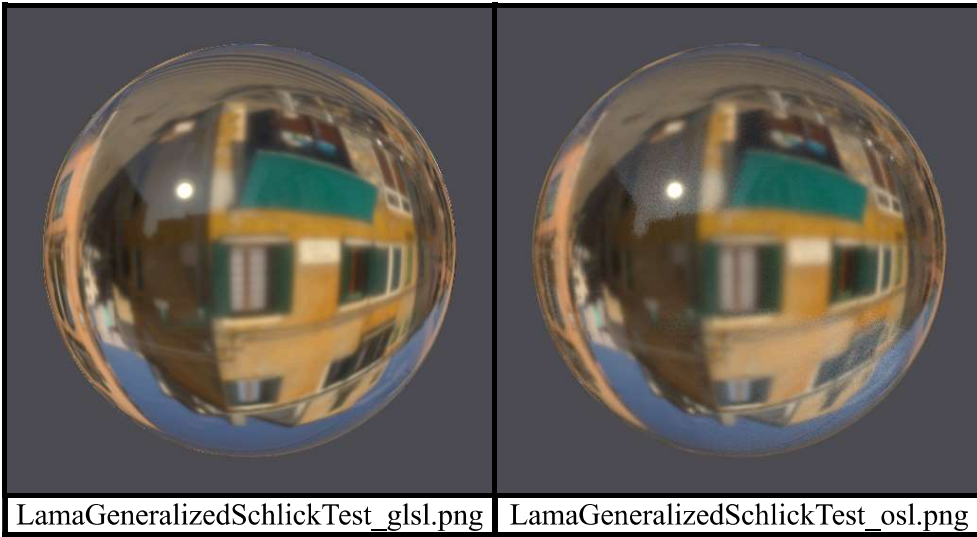
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_diffuse:



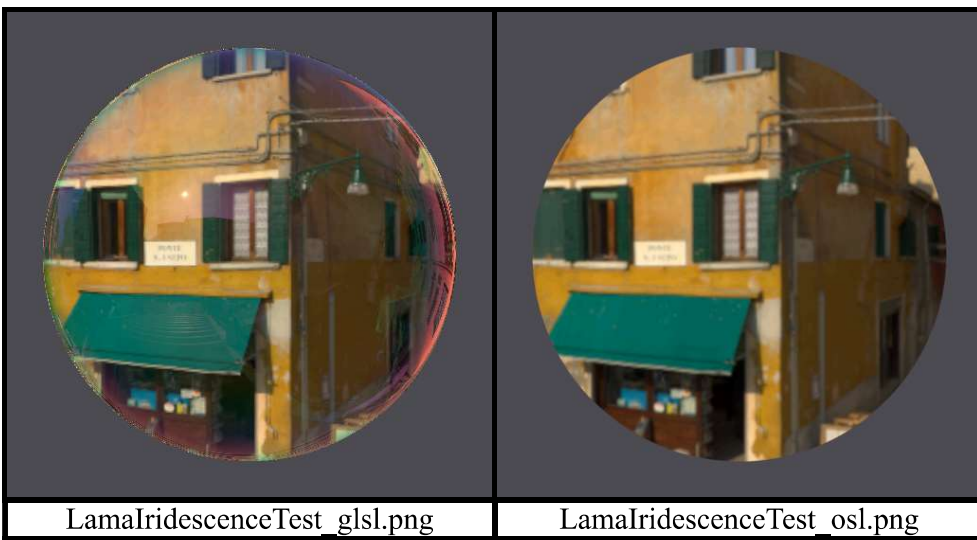
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_emission:



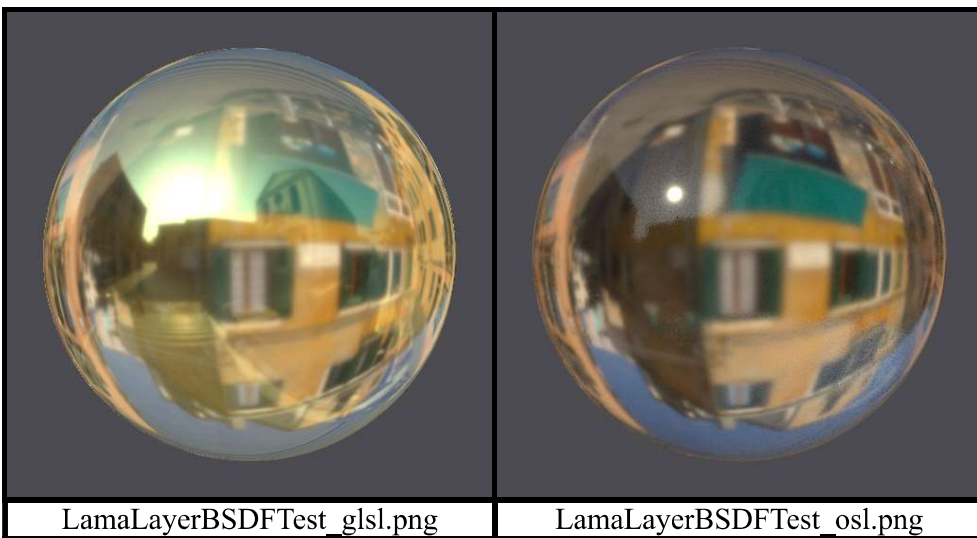
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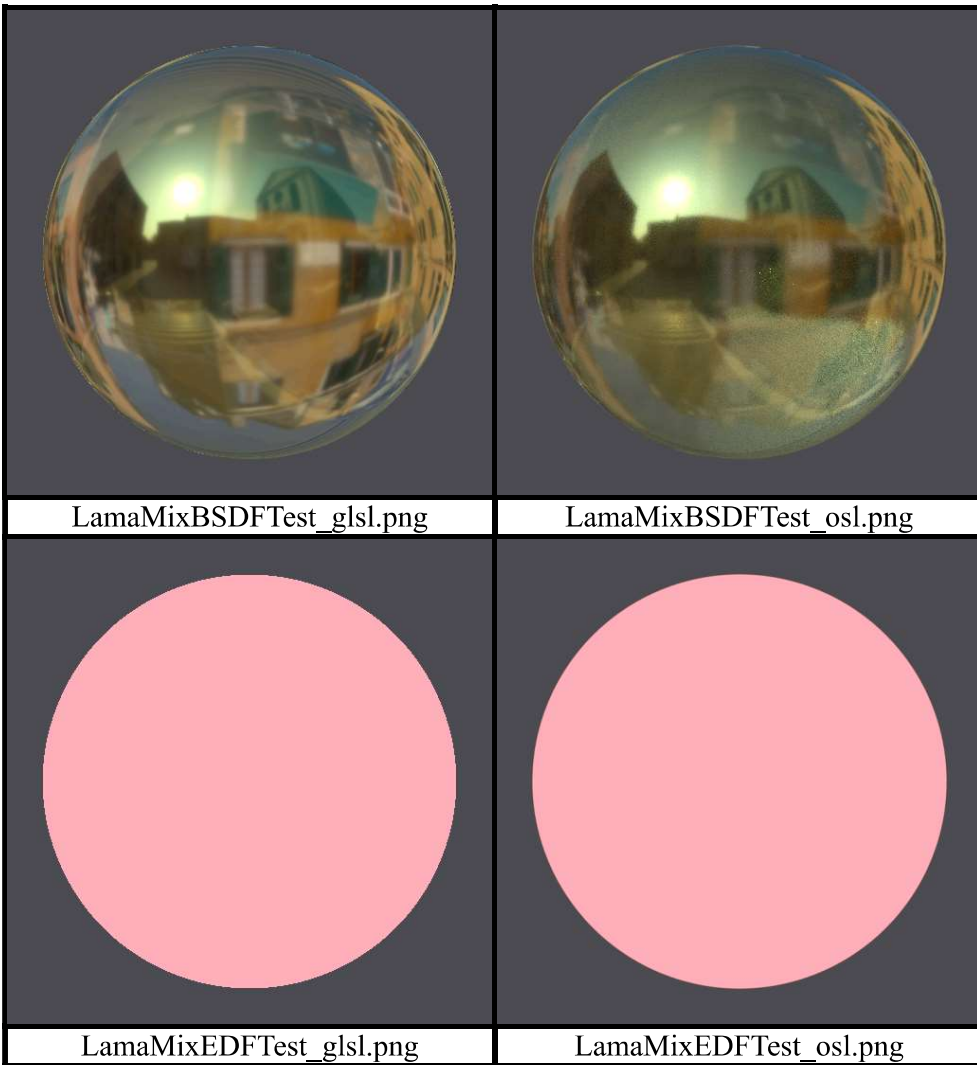
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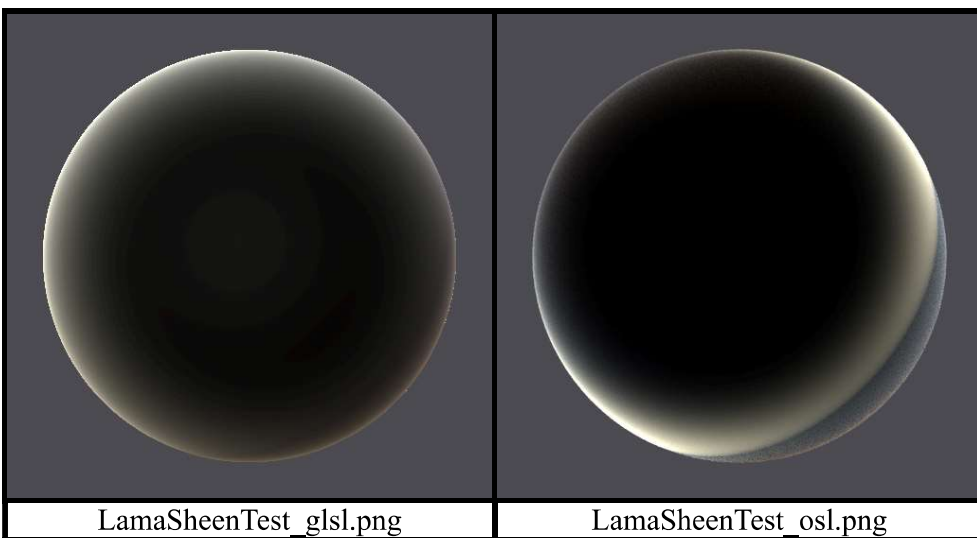
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_layer:



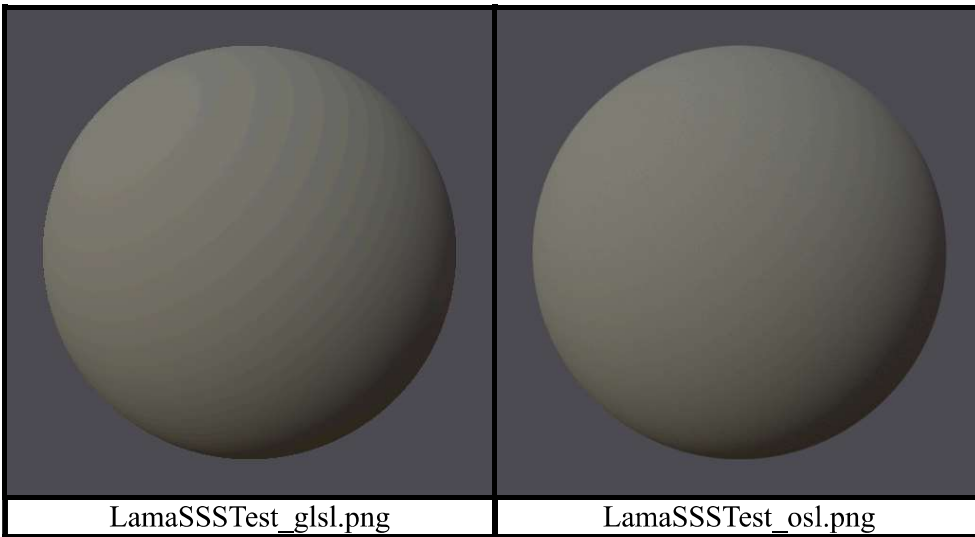
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_mix:



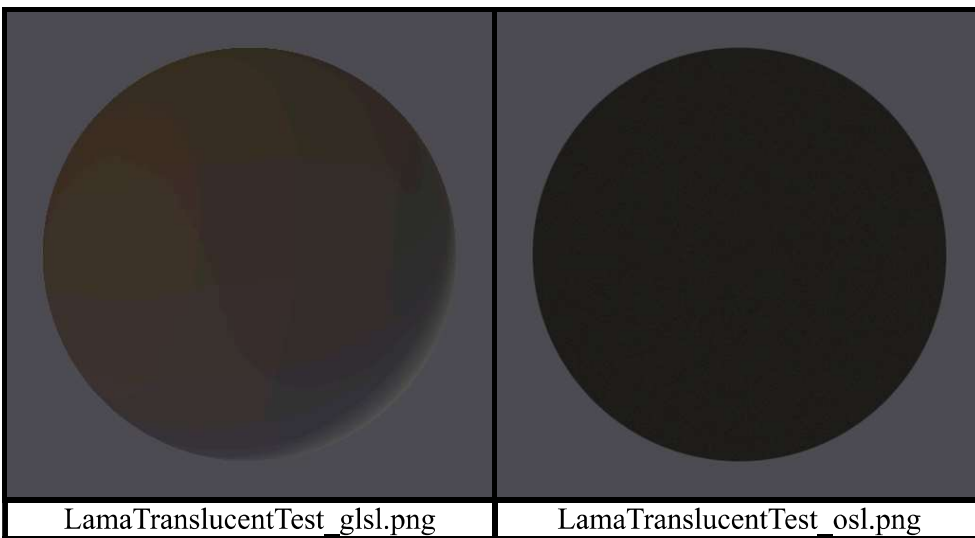
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sheen:



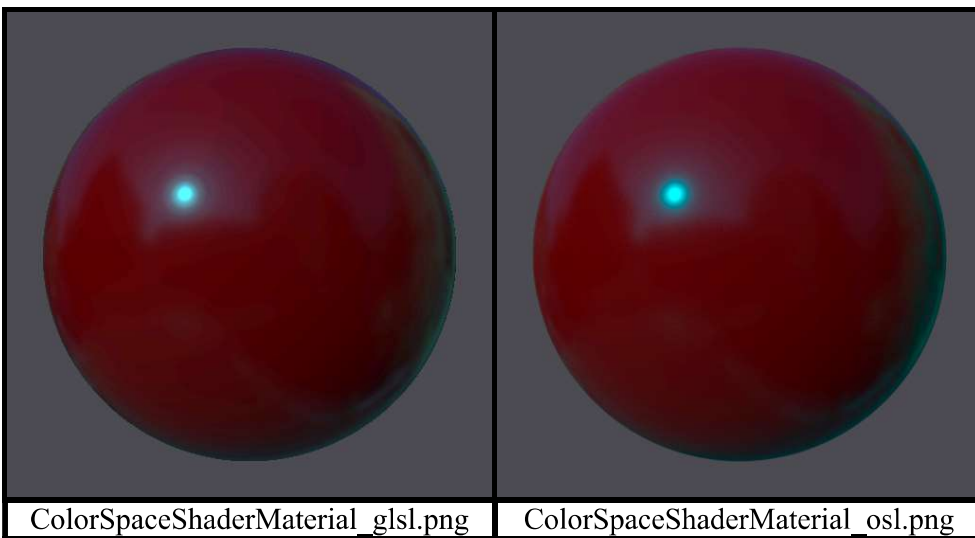
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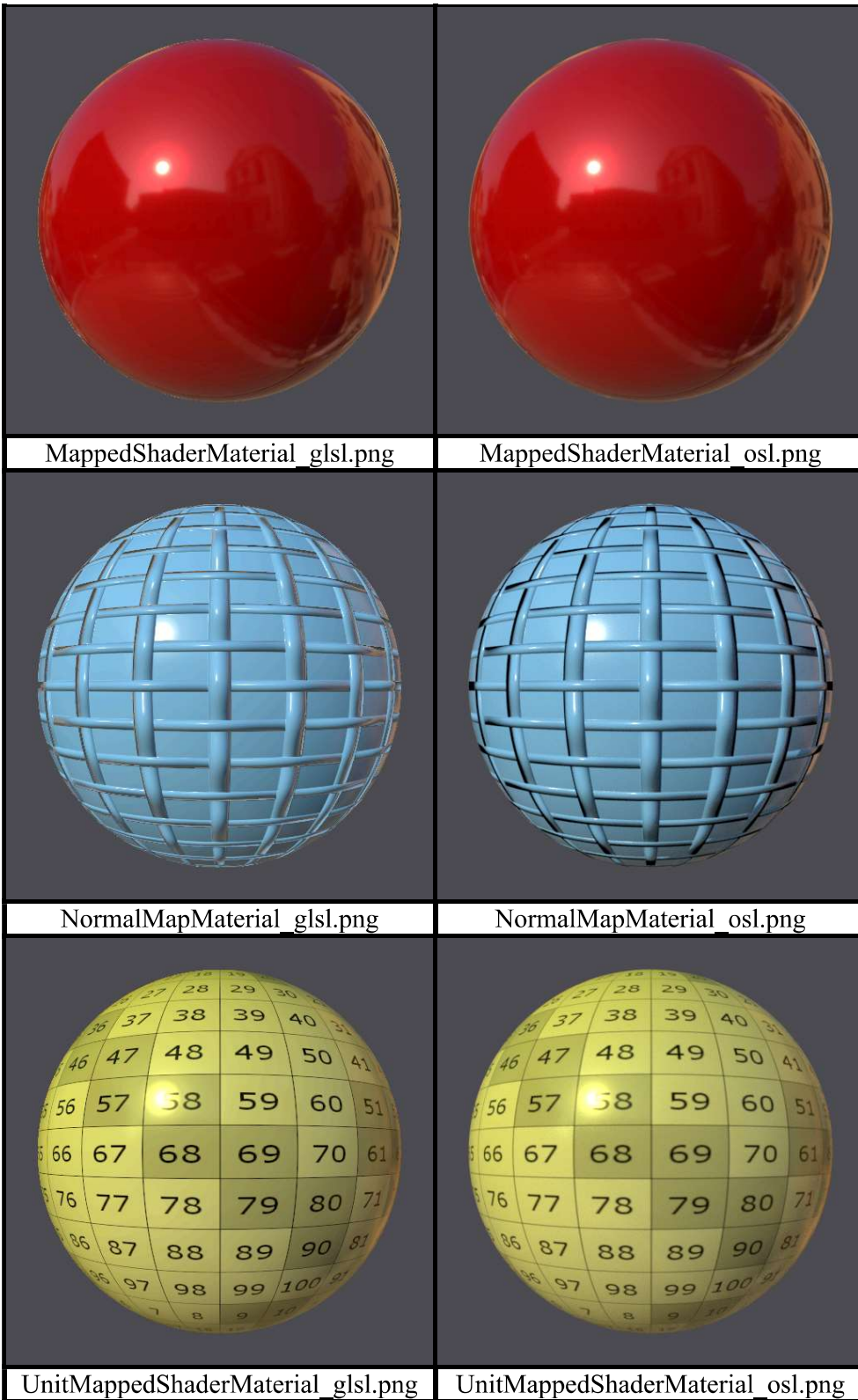


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_translucent:

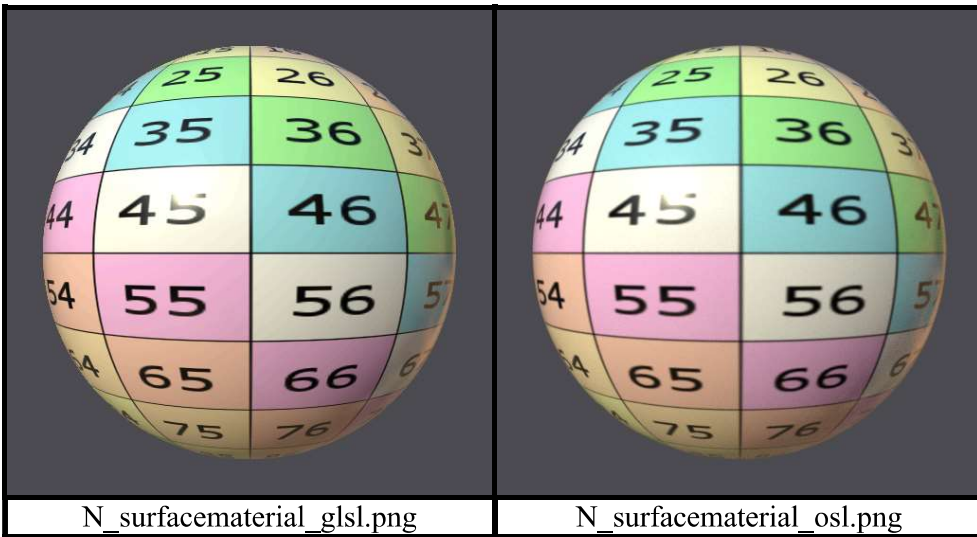


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

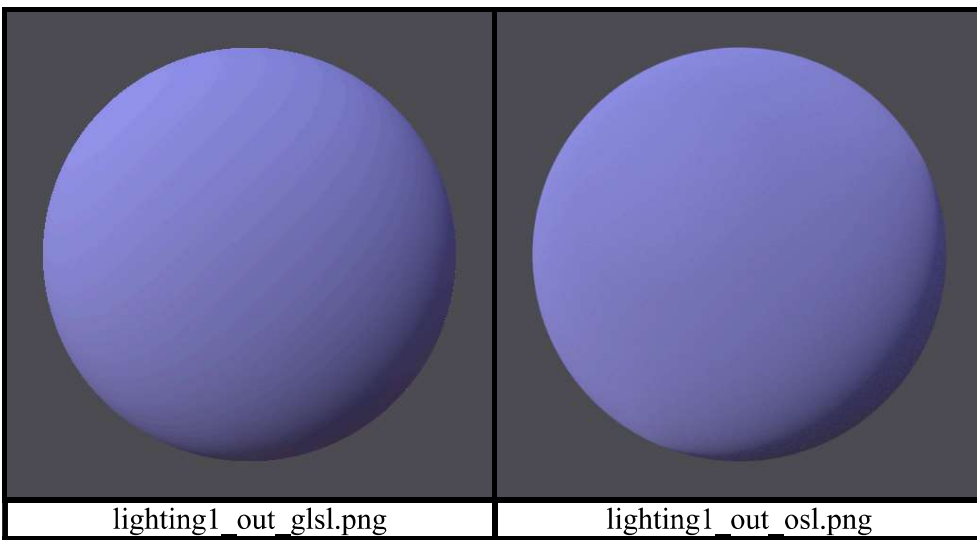




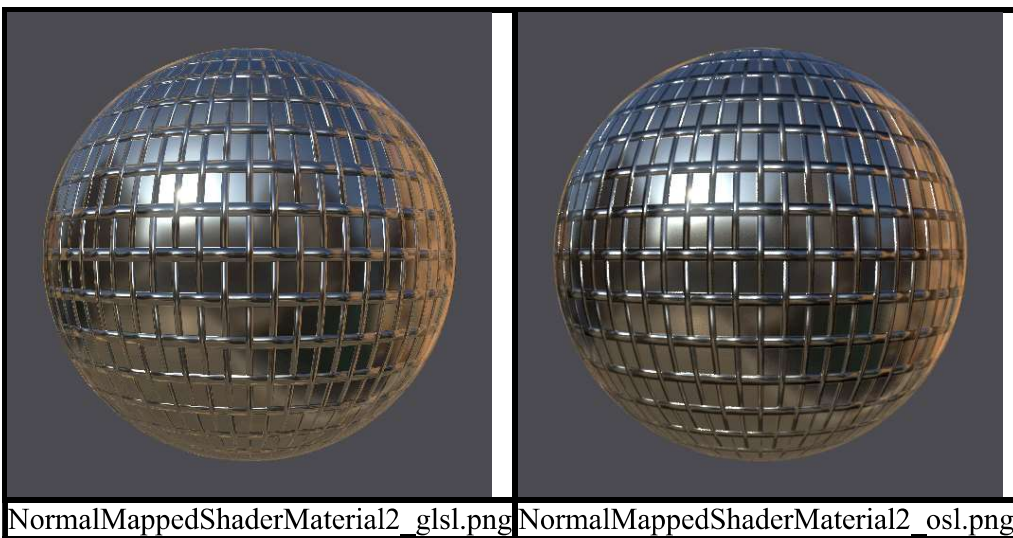
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\network_surfaceshader:

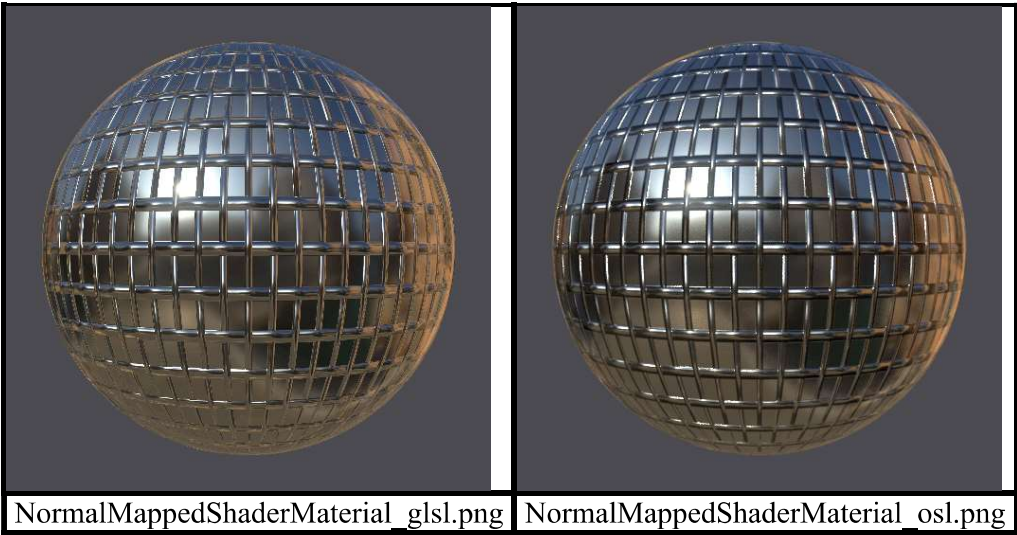


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:

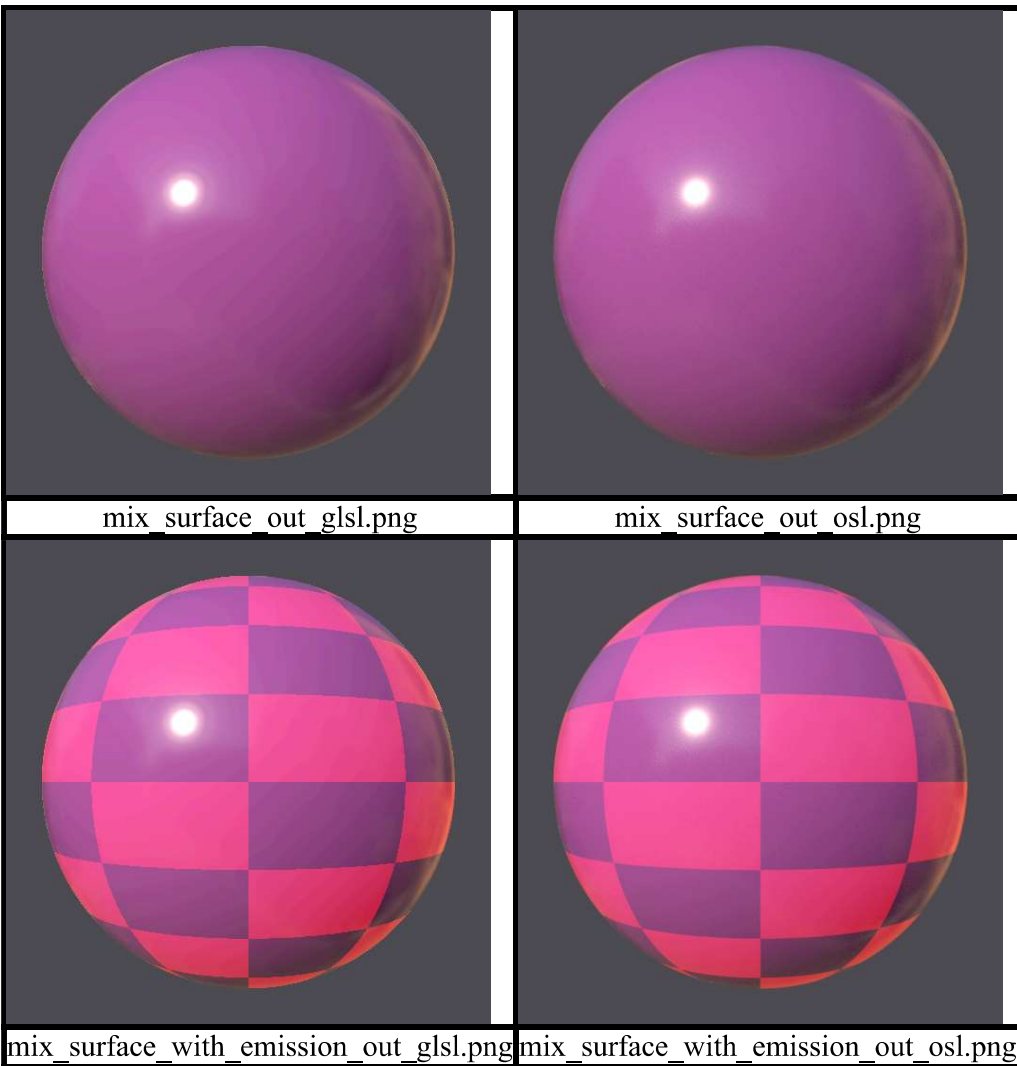


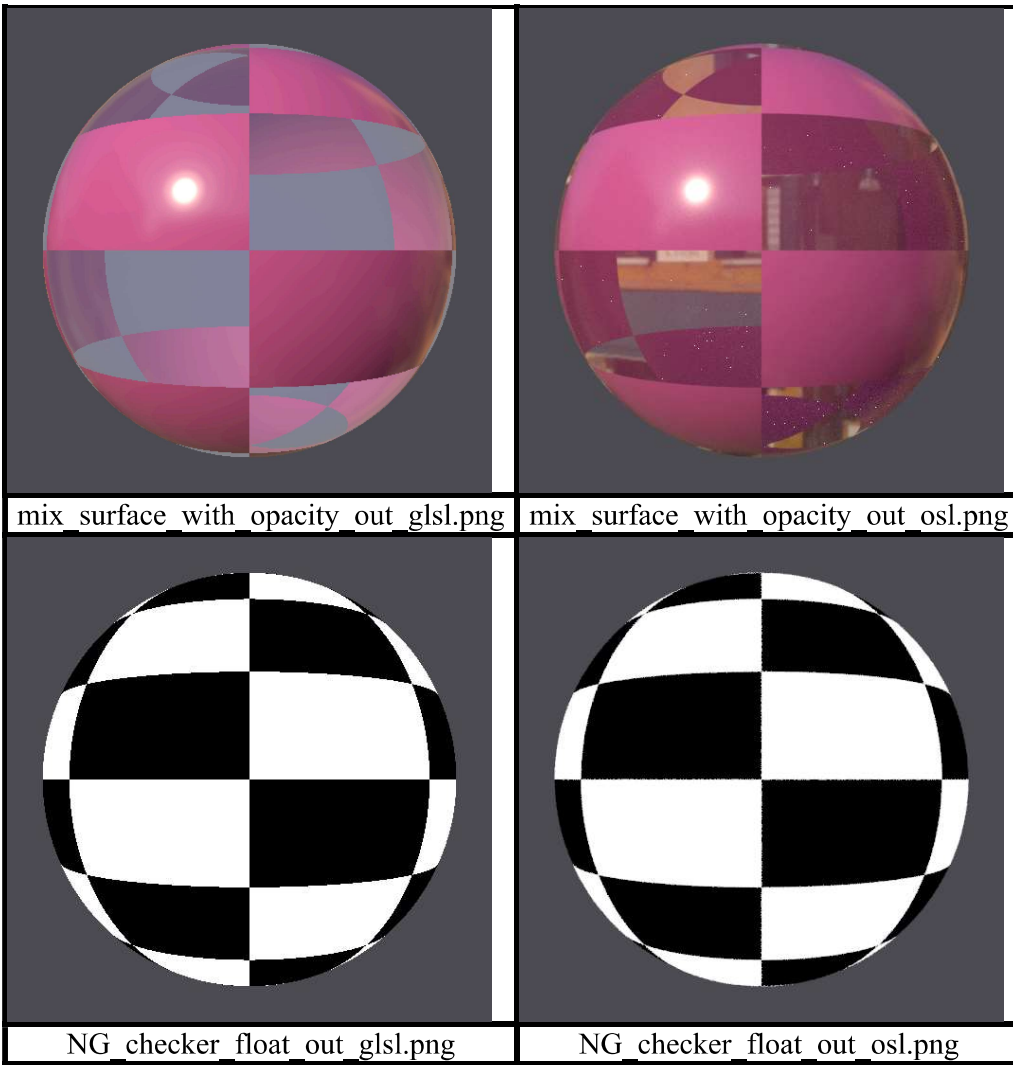
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:



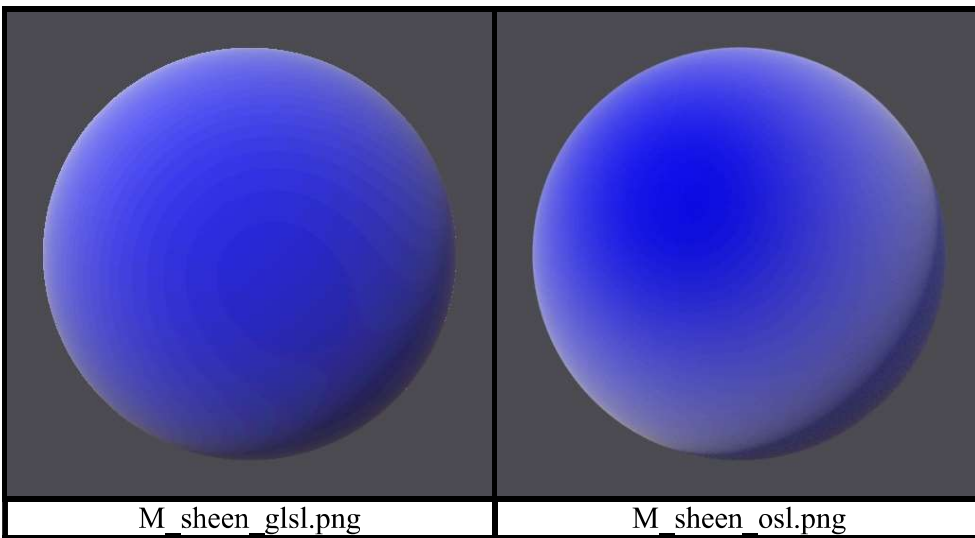


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:





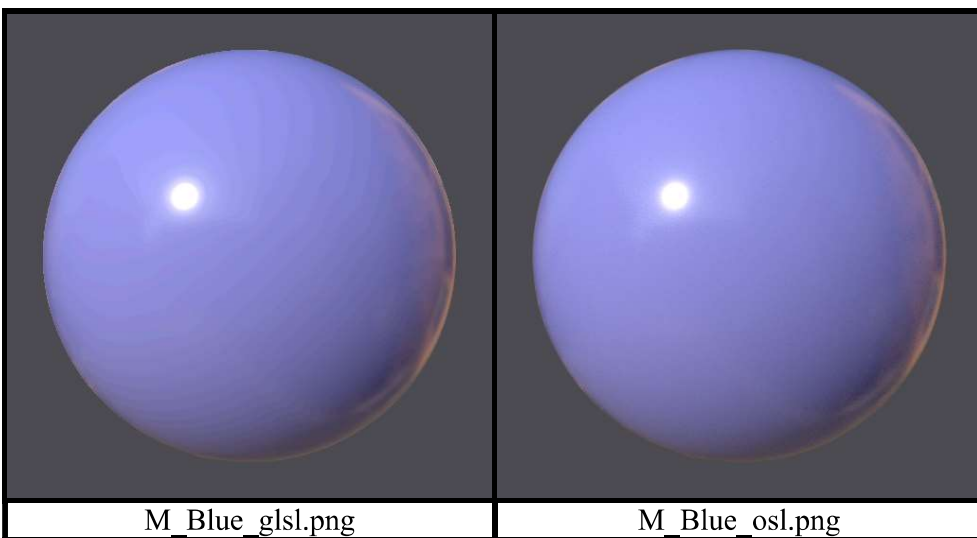
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



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

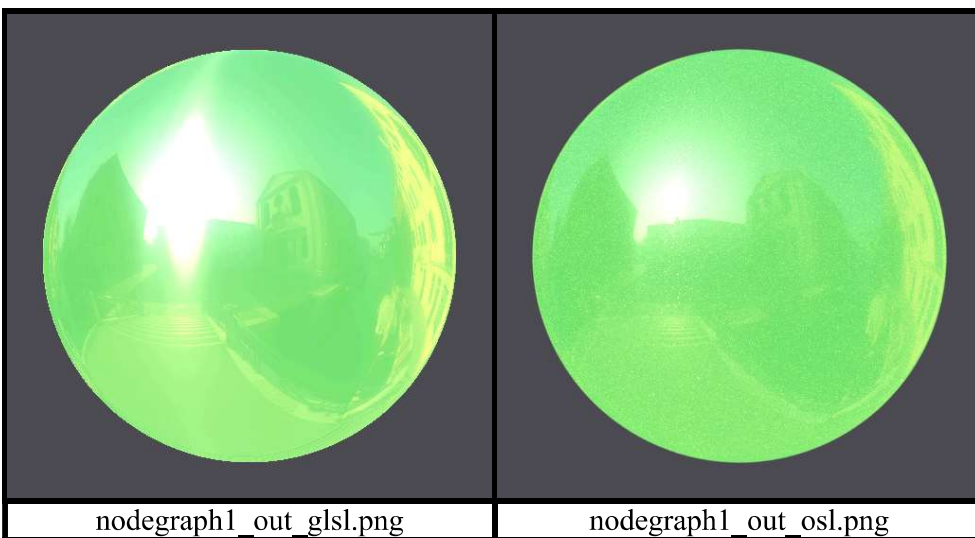


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:

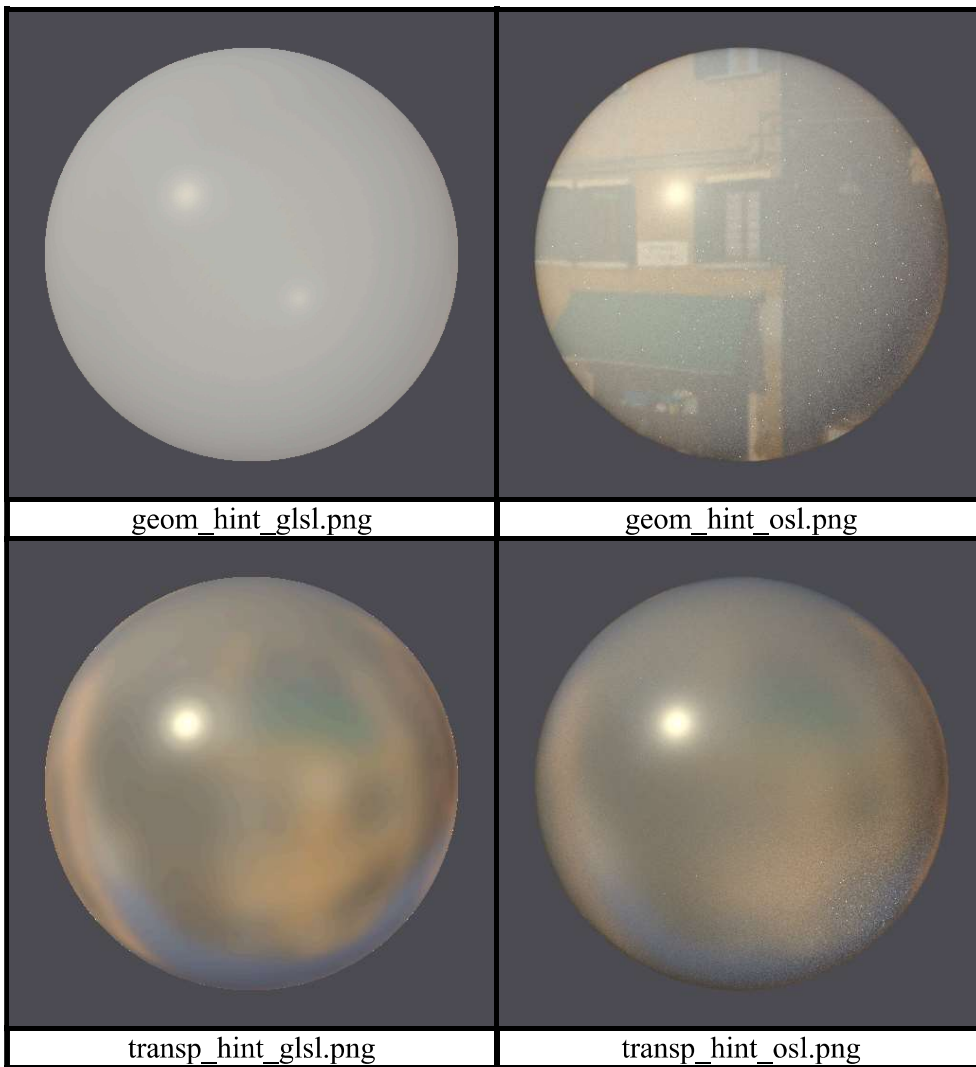




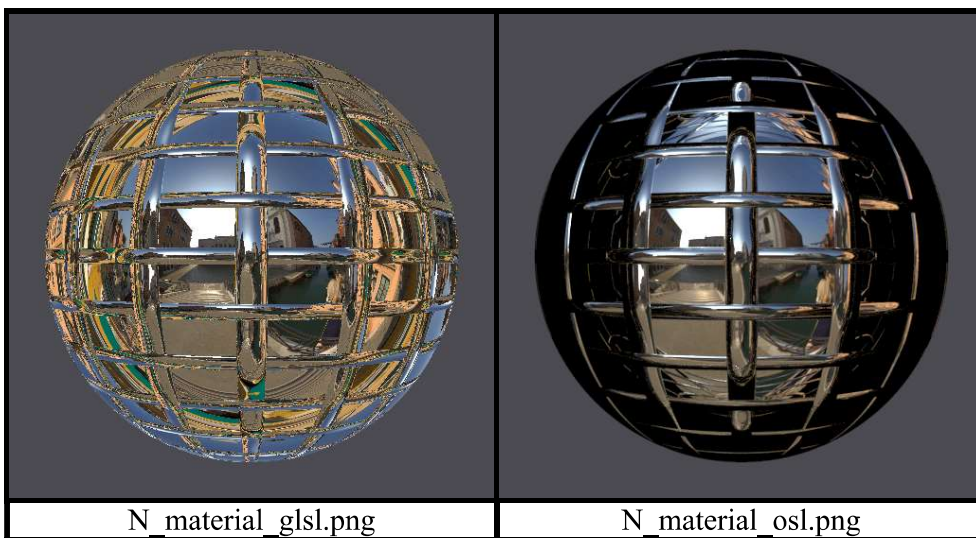
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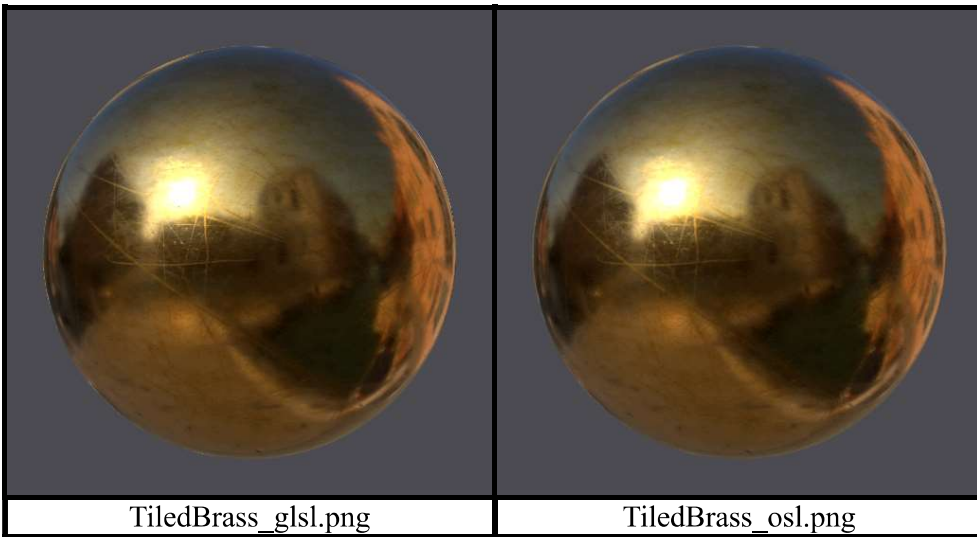
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_hints:



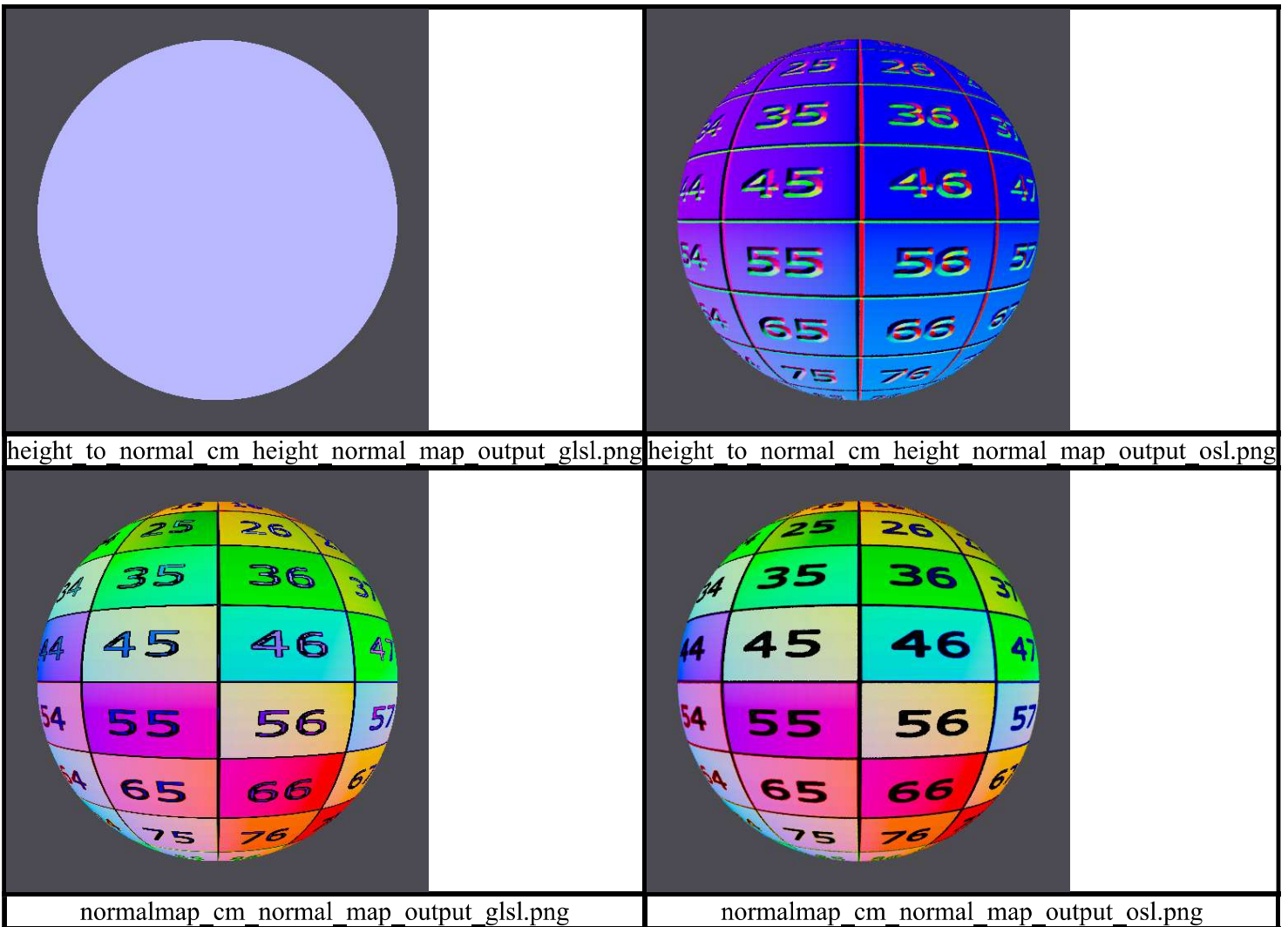
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_normal_map:



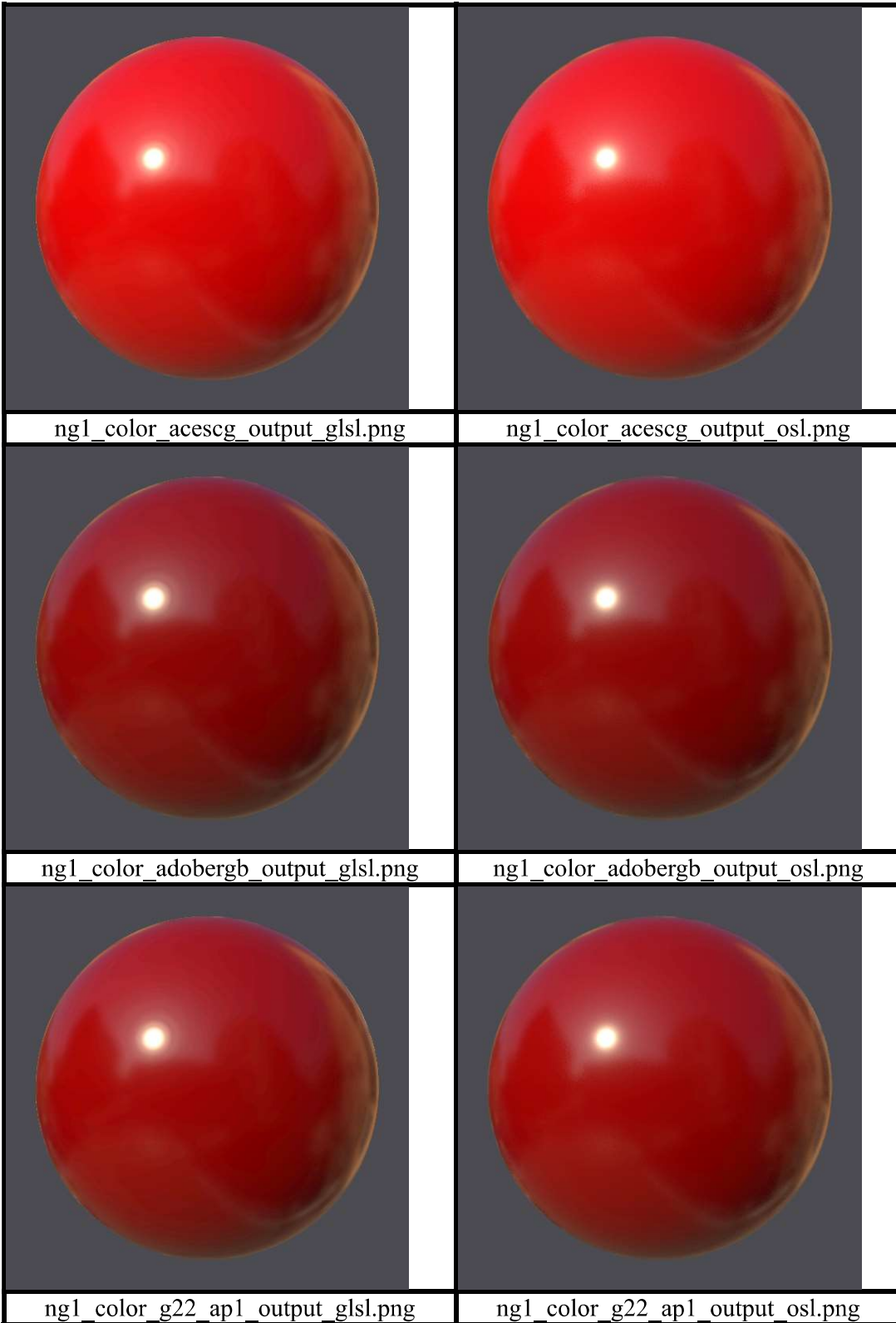
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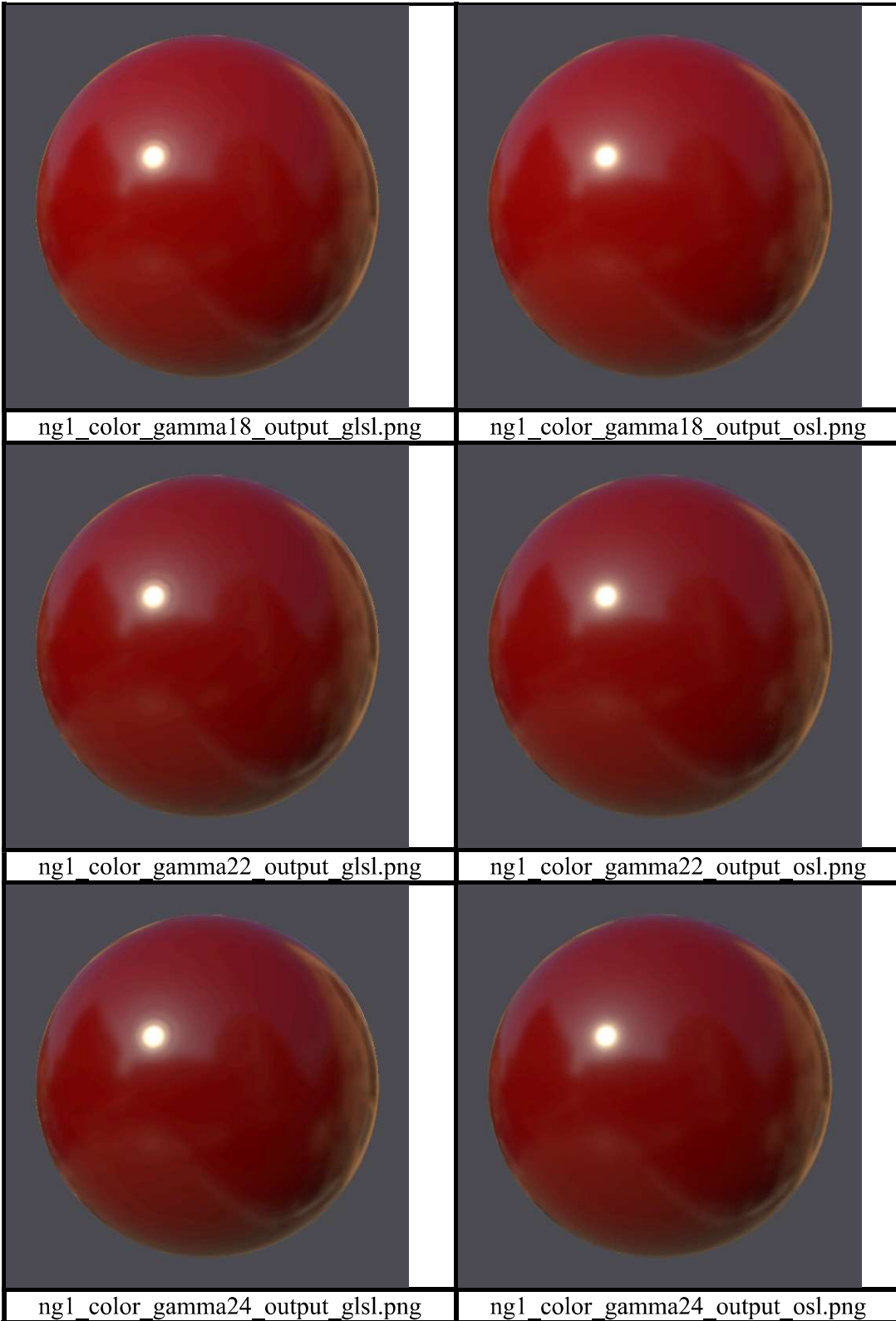


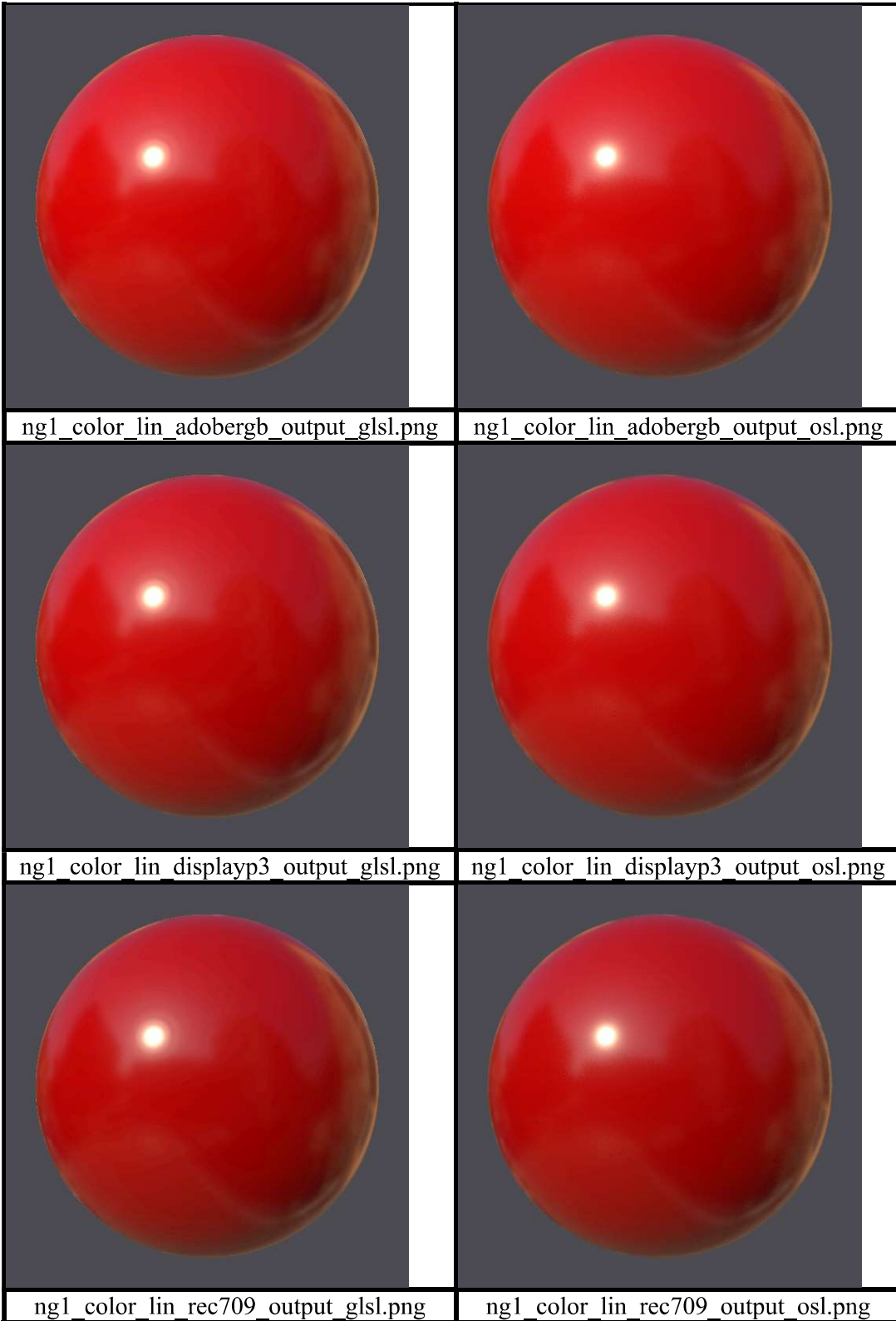
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:

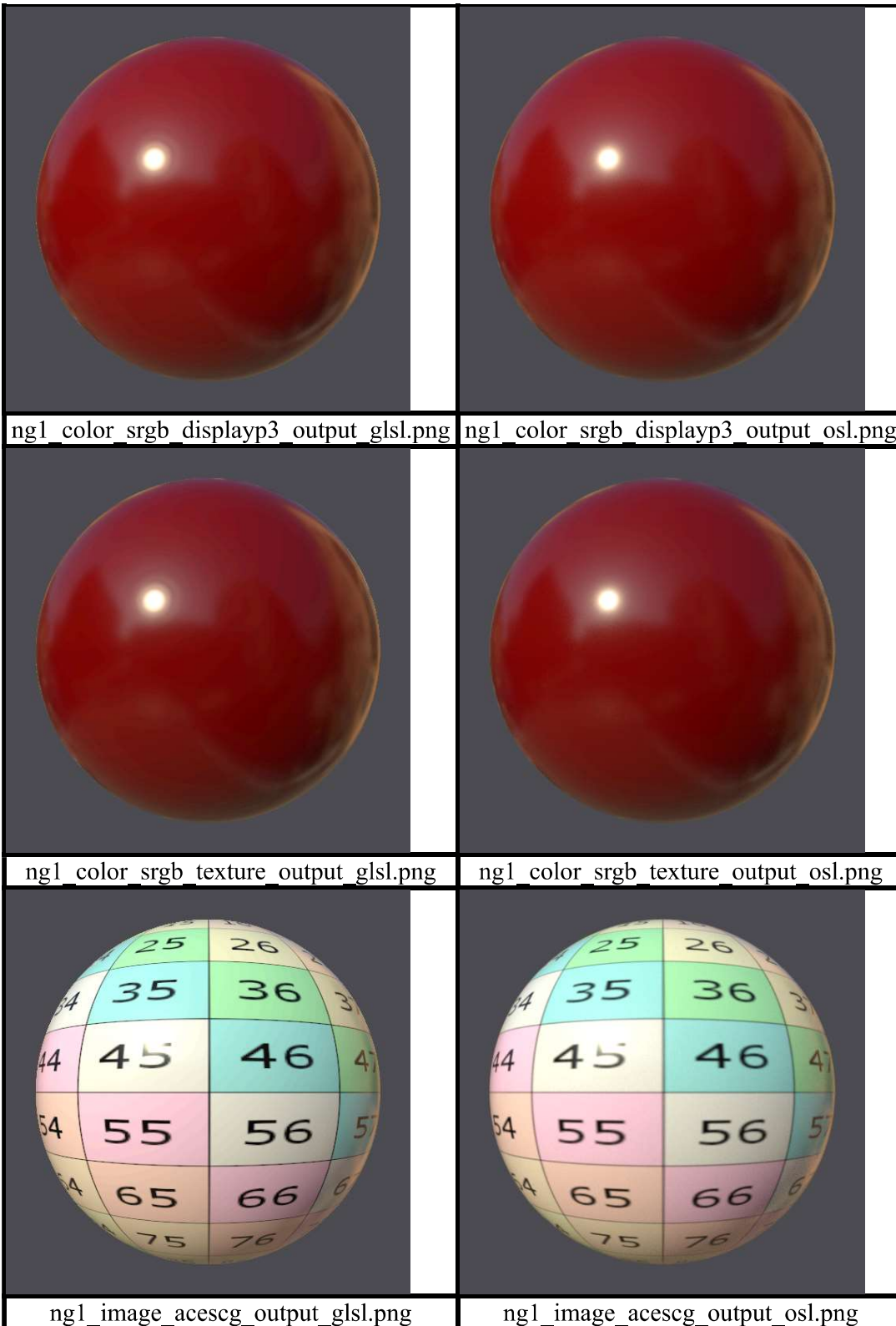


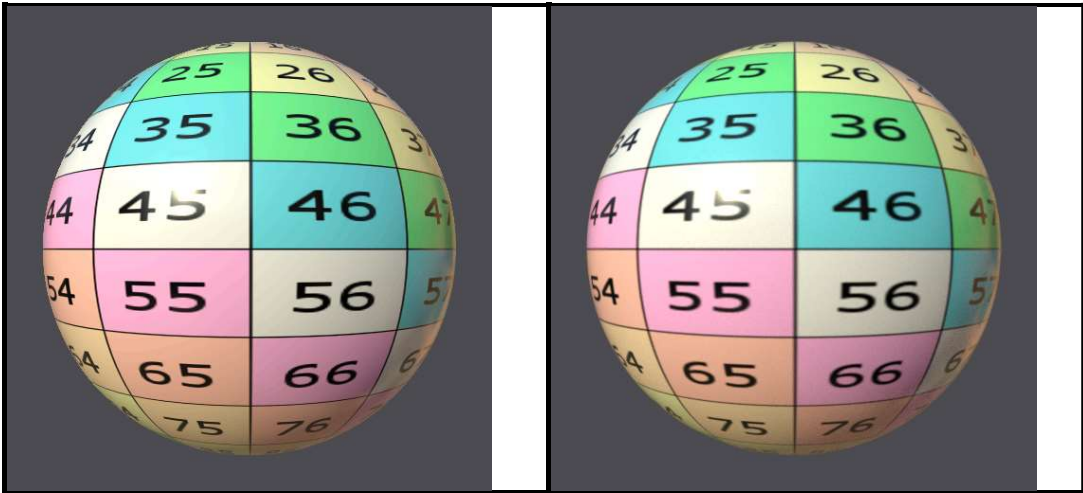
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:





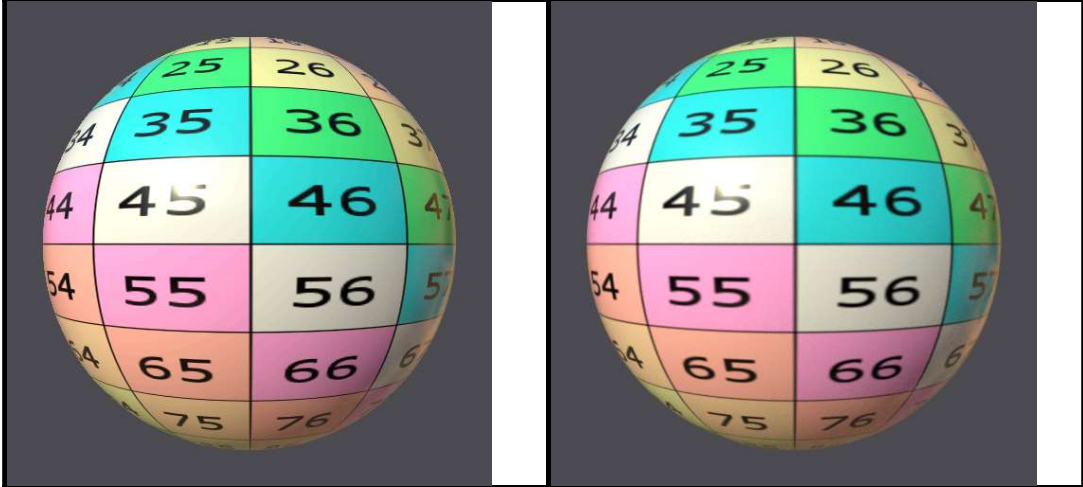






ngl_image_adobergb_output_gsl.png

ngl_image_adobergb_output_osl.png



ngl_image_g22_apl_output_gsl.png

ngl_image_g22_apl_output_osl.png



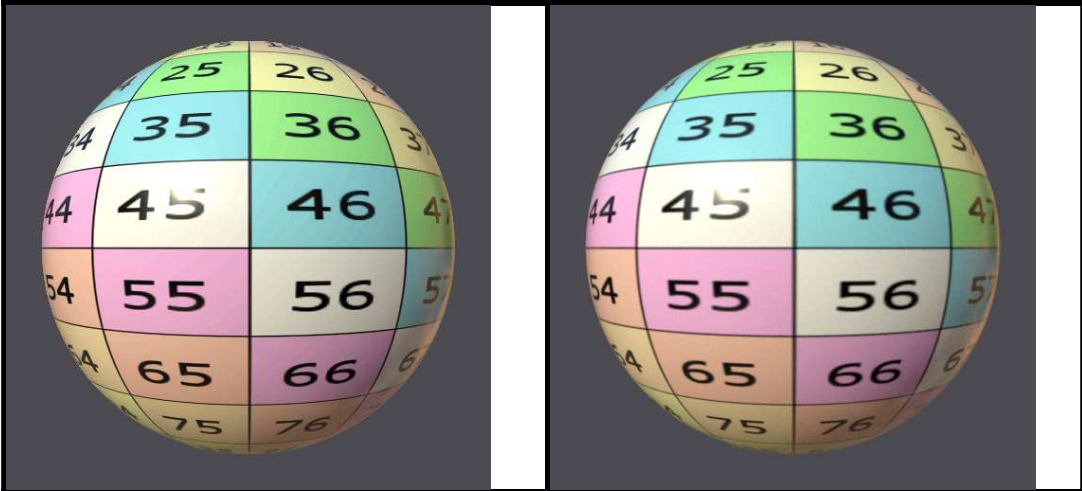
ngl_image_gamma18_output_gsl.png

ngl_image_gamma18_output_osl.png



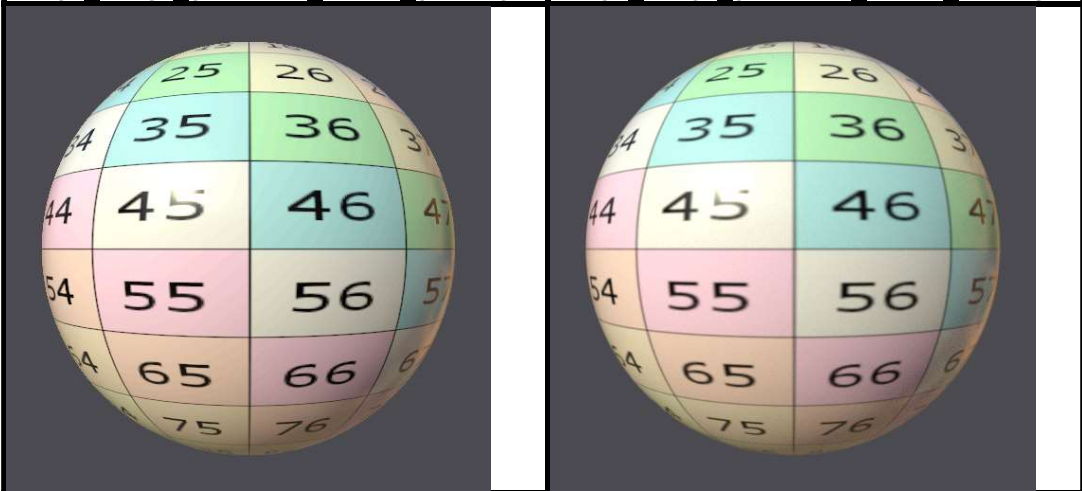
ngl_image_gamma22_output_gsl.png

ngl_image_gamma22_output_osl.png



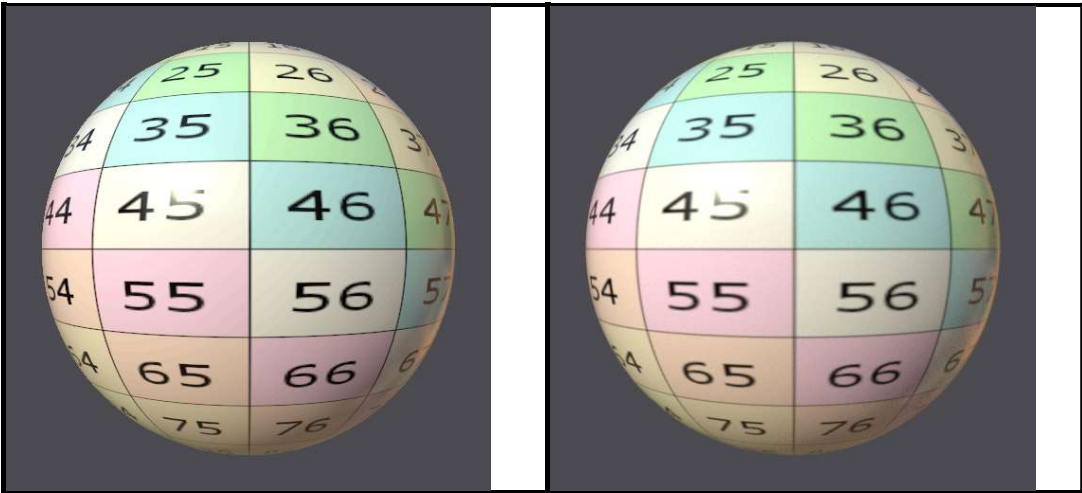
ngl_image_gamma24_output_gsl.png

ngl_image_gamma24_output_osl.png



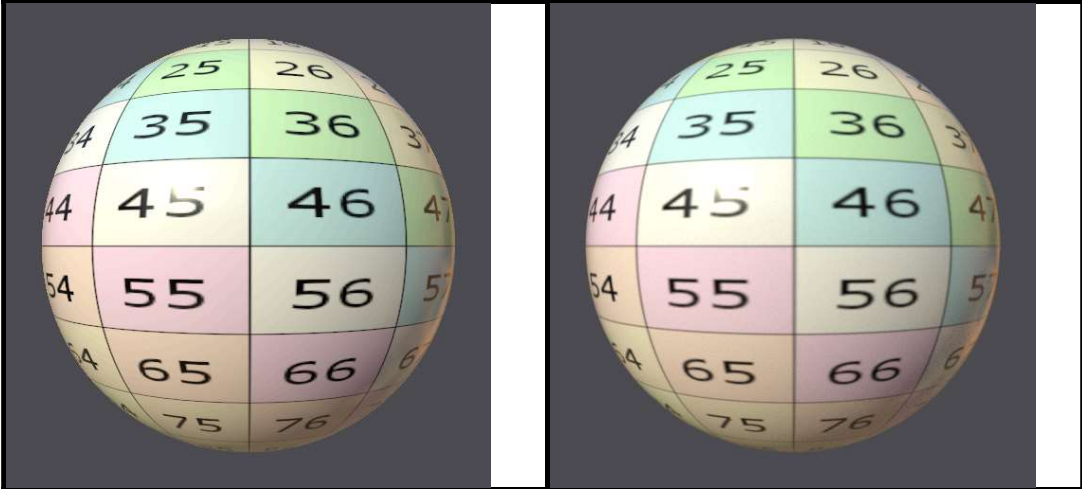
ngl_image_lin_adobergb_output_gsl.png

ngl_image_lin_adobergb_output_osl.png



ngl_image lin display3 output glsl.png

ngl_image lin display3 output osl.png



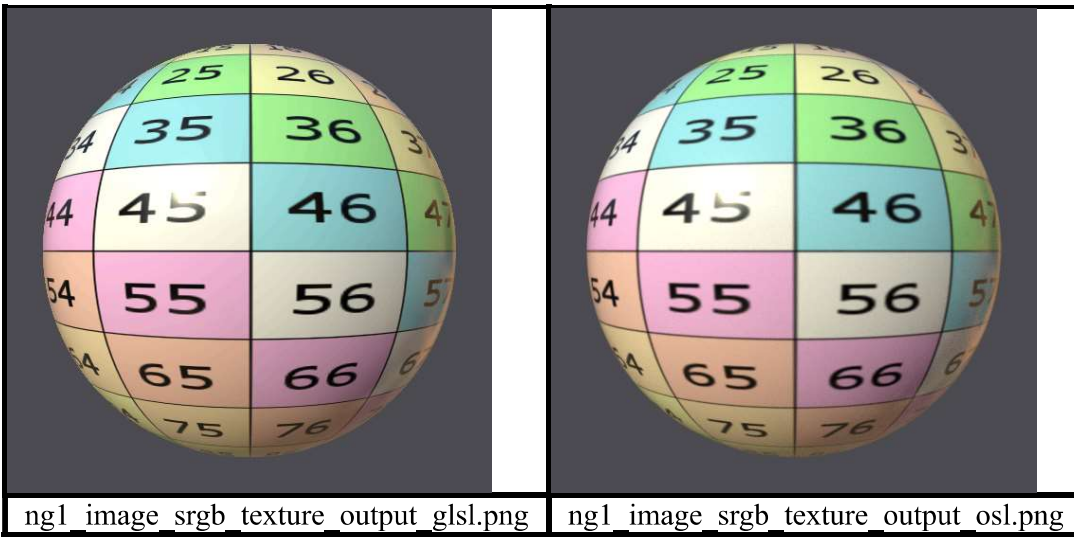
ngl_image lin rec709 output glsl.png

ngl_image lin rec709 output osl.png

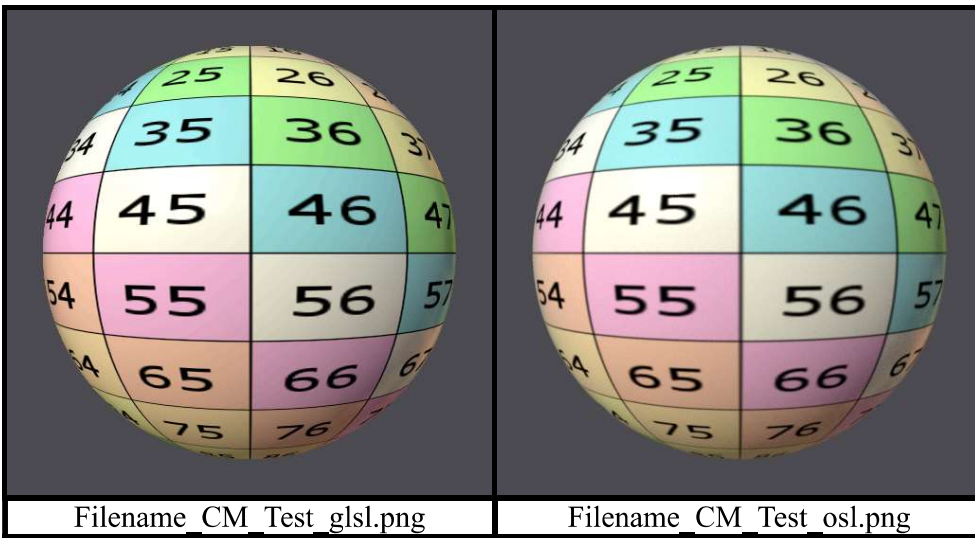


ngl_image srgb display3 output glsl.png

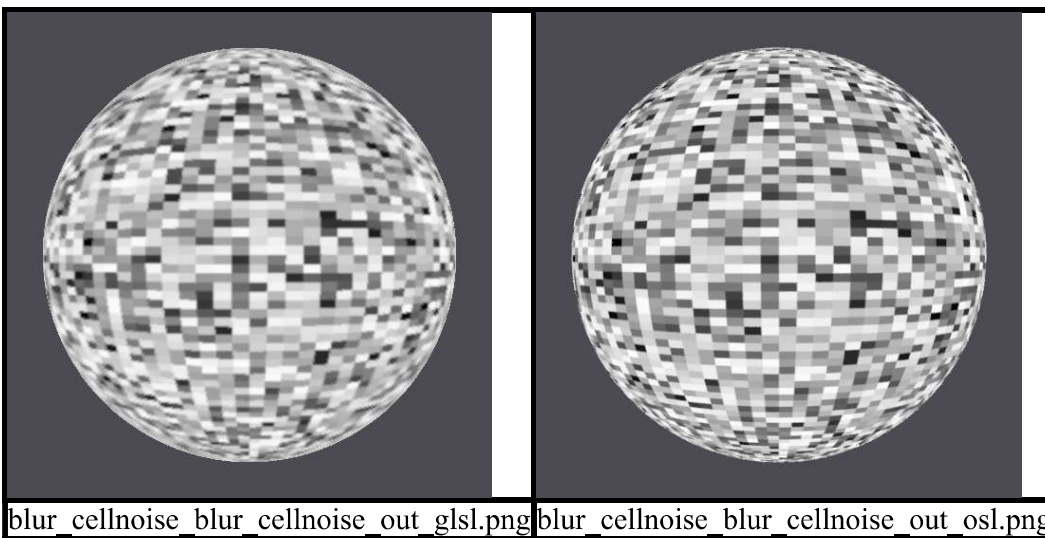
ngl_image srgb display3 output osl.png

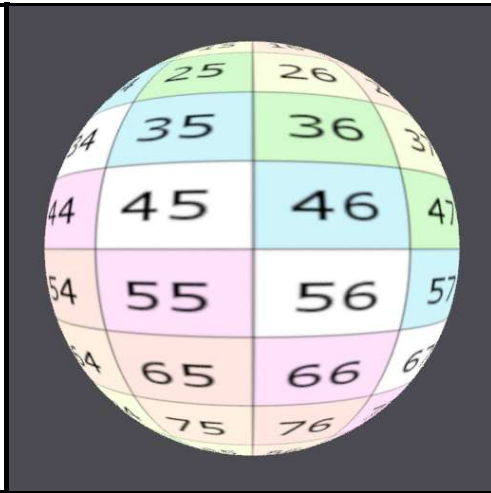
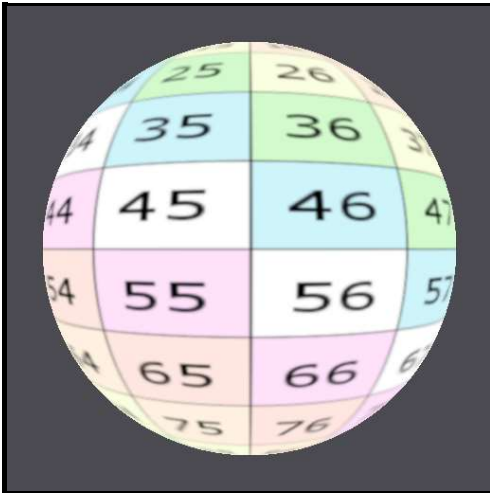


..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:



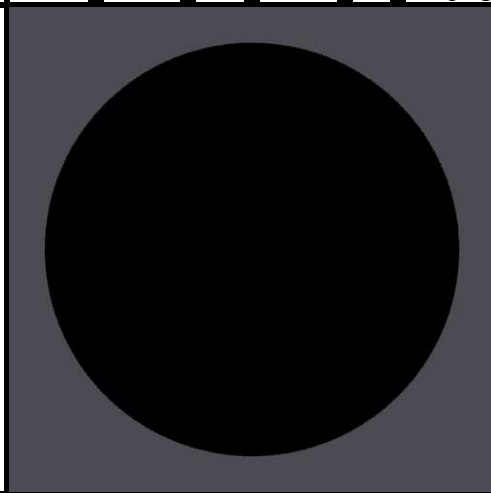
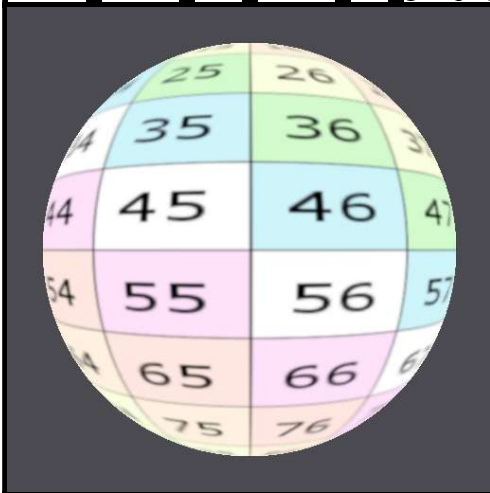
..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





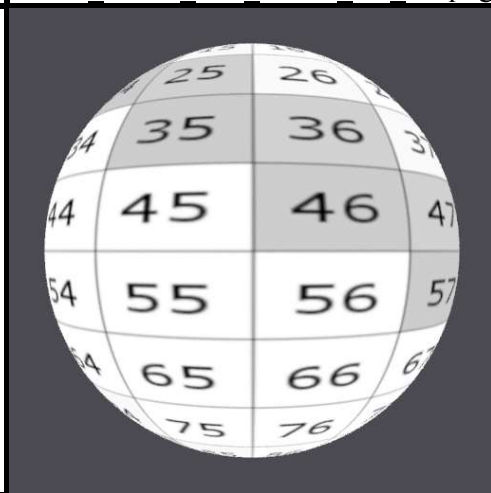
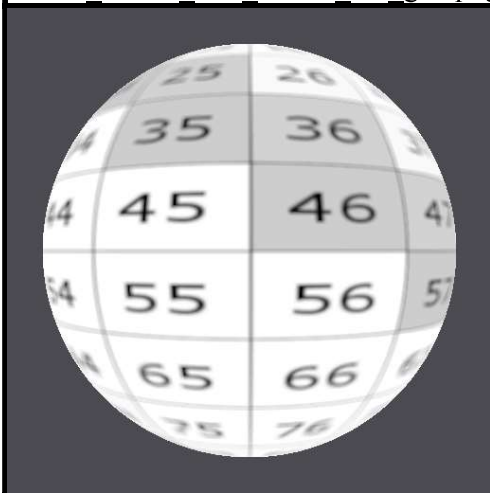
blur color3 blur color3 out glsl.png

blur color3 blur color3 out osl.png



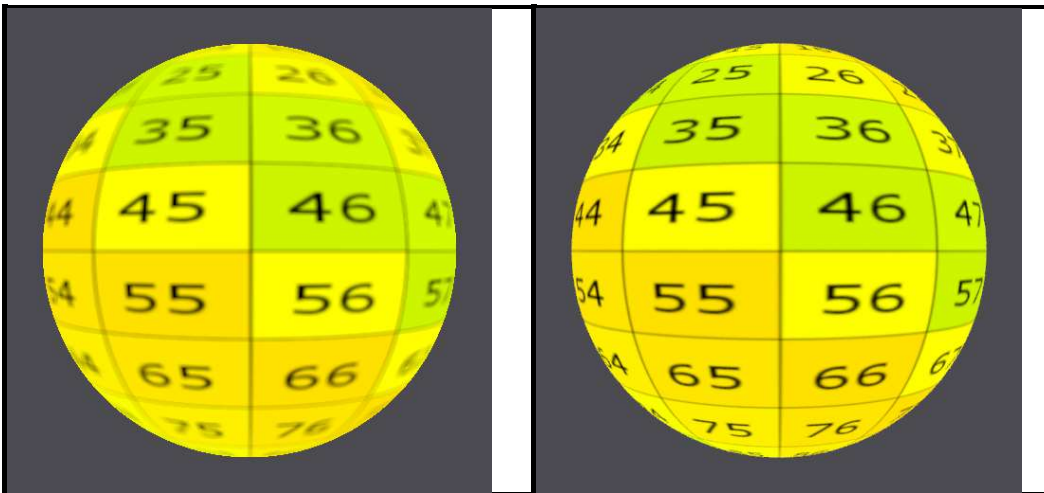
blur color4 blur color4 out glsl.png

blur color4 blur color4 out osl.png



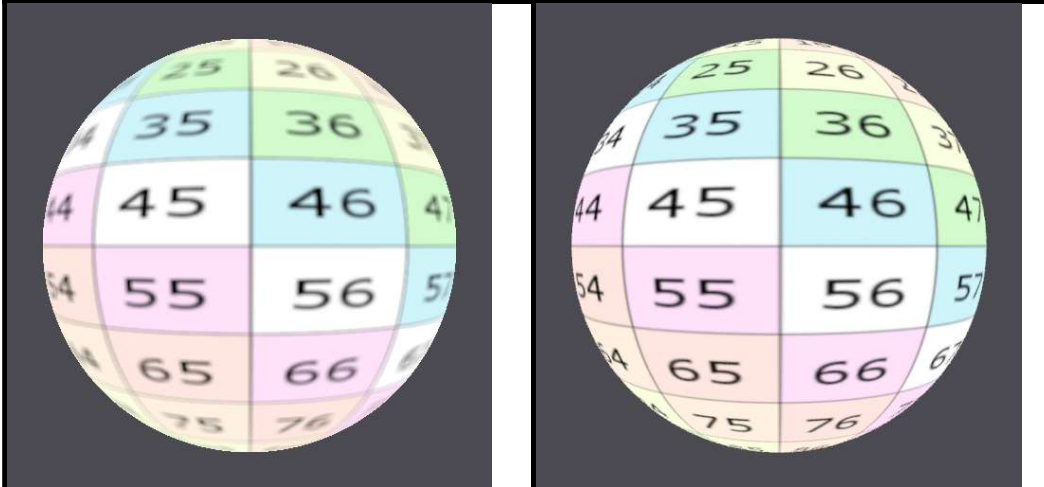
blur float blur float out glsl.png

blur float blur float out osl.png



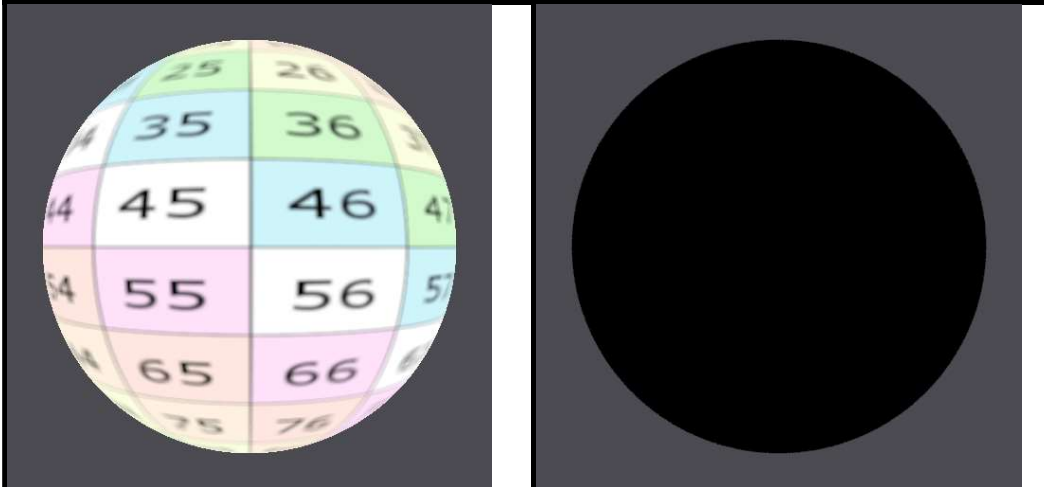
blur vector2 blur vector2 out glsl.png

blur vector2 blur vector2 out osl.png



blur vector3 blur vector3 out glsl.png

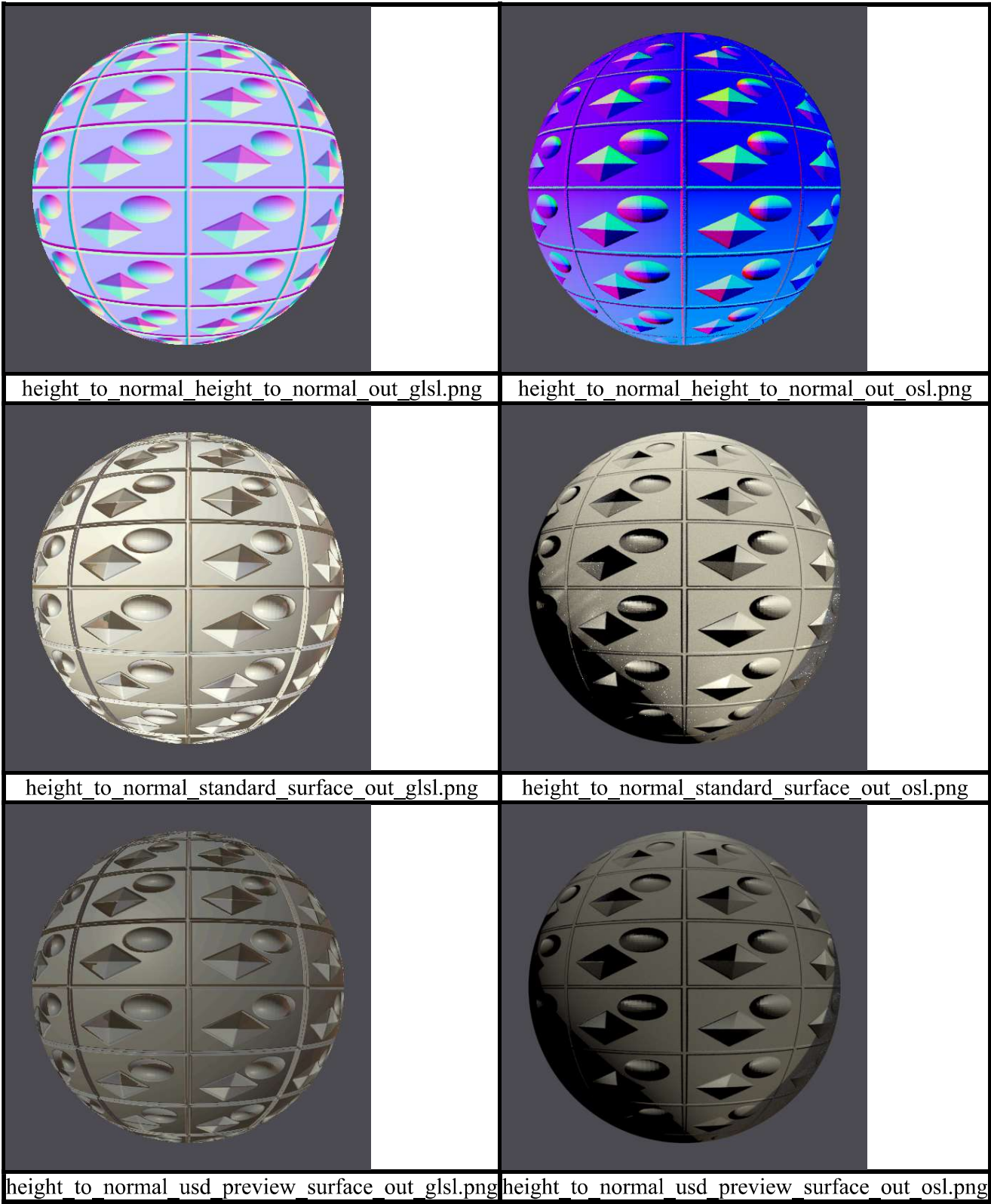
blur vector3 blur vector3 out osl.png



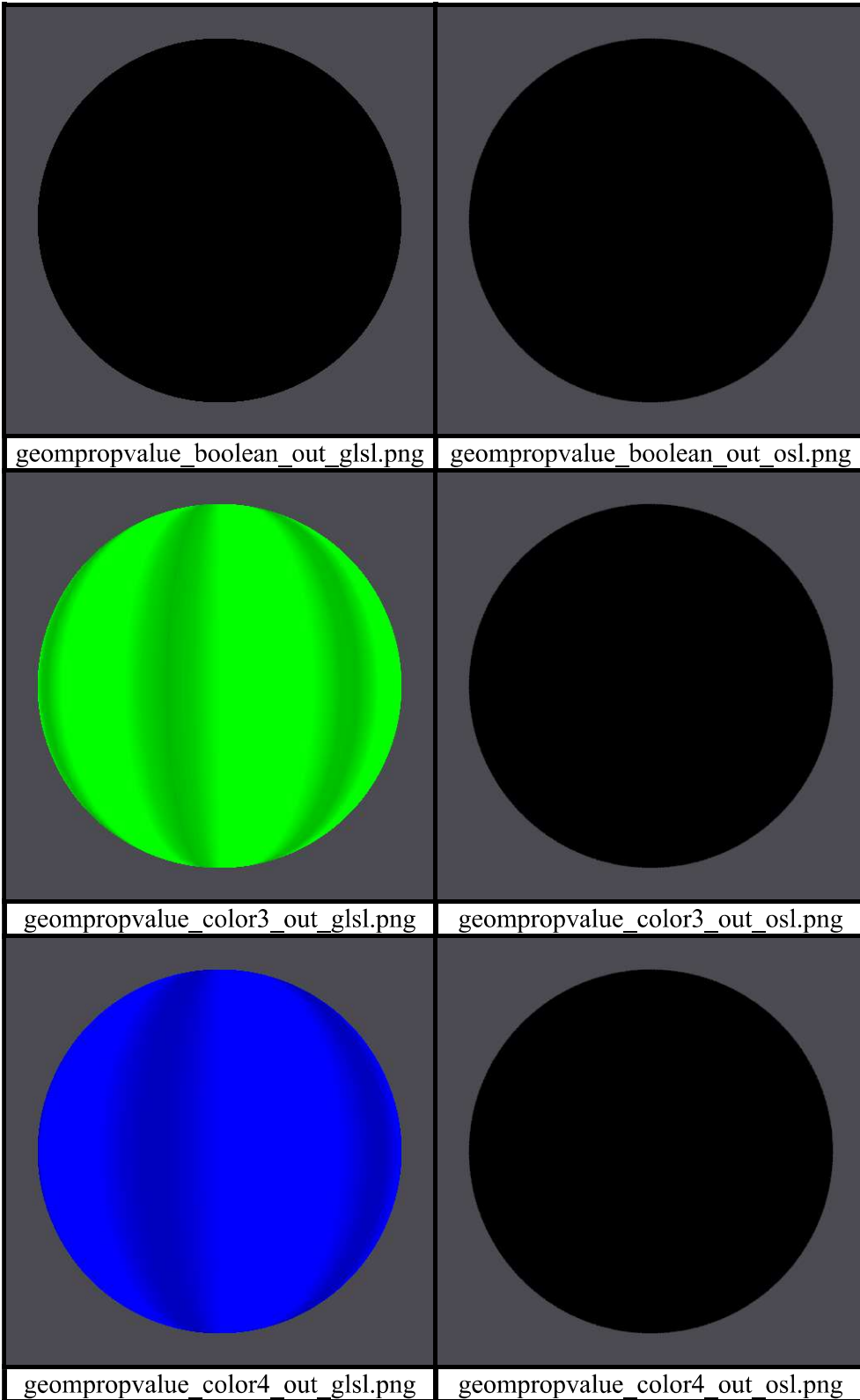
blur vector4 blur vector4 out glsl.png

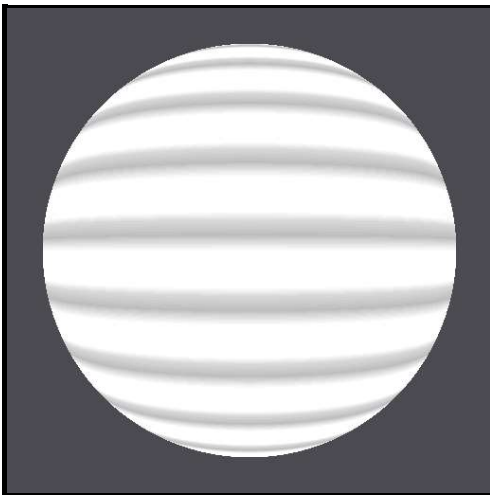
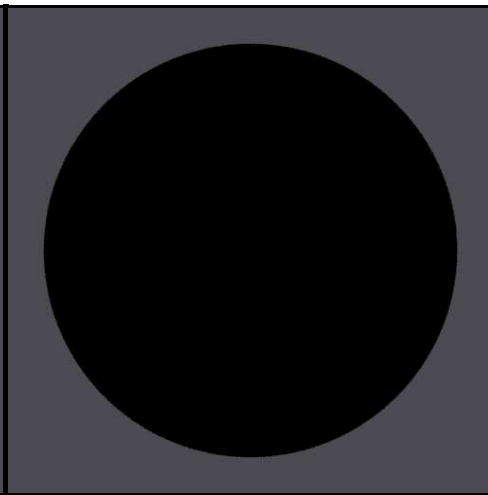
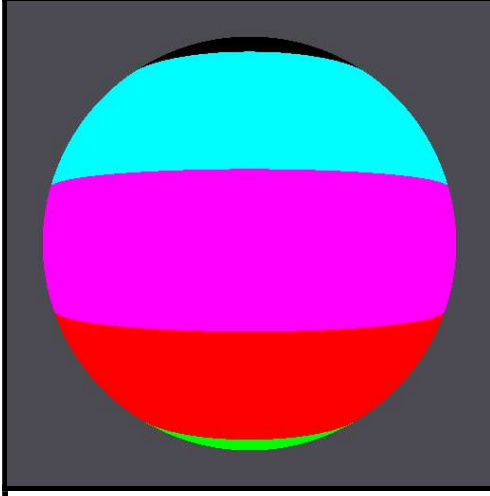
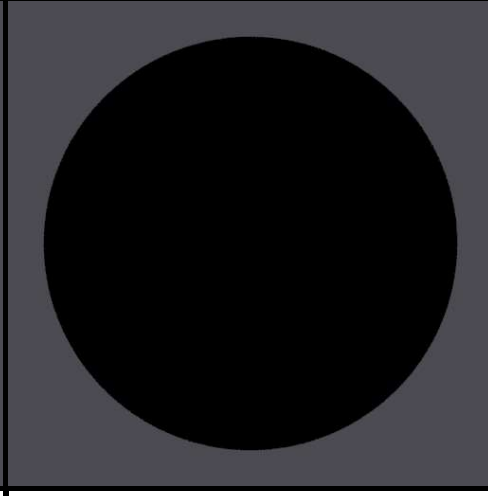
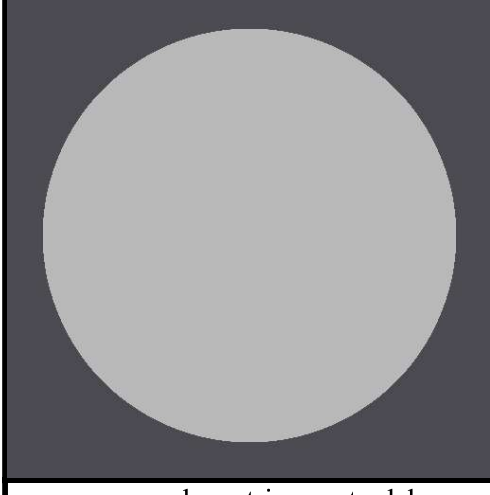
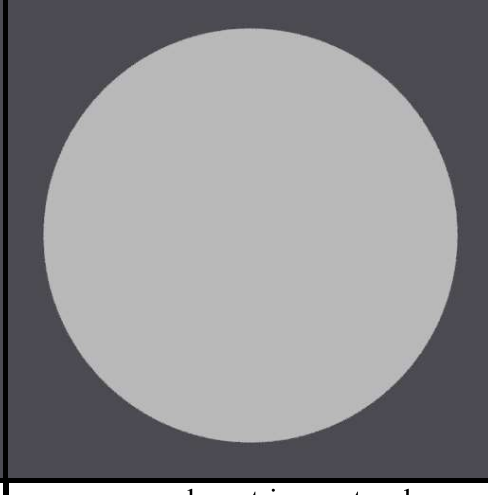
blur vector4 blur vector4 out osl.png

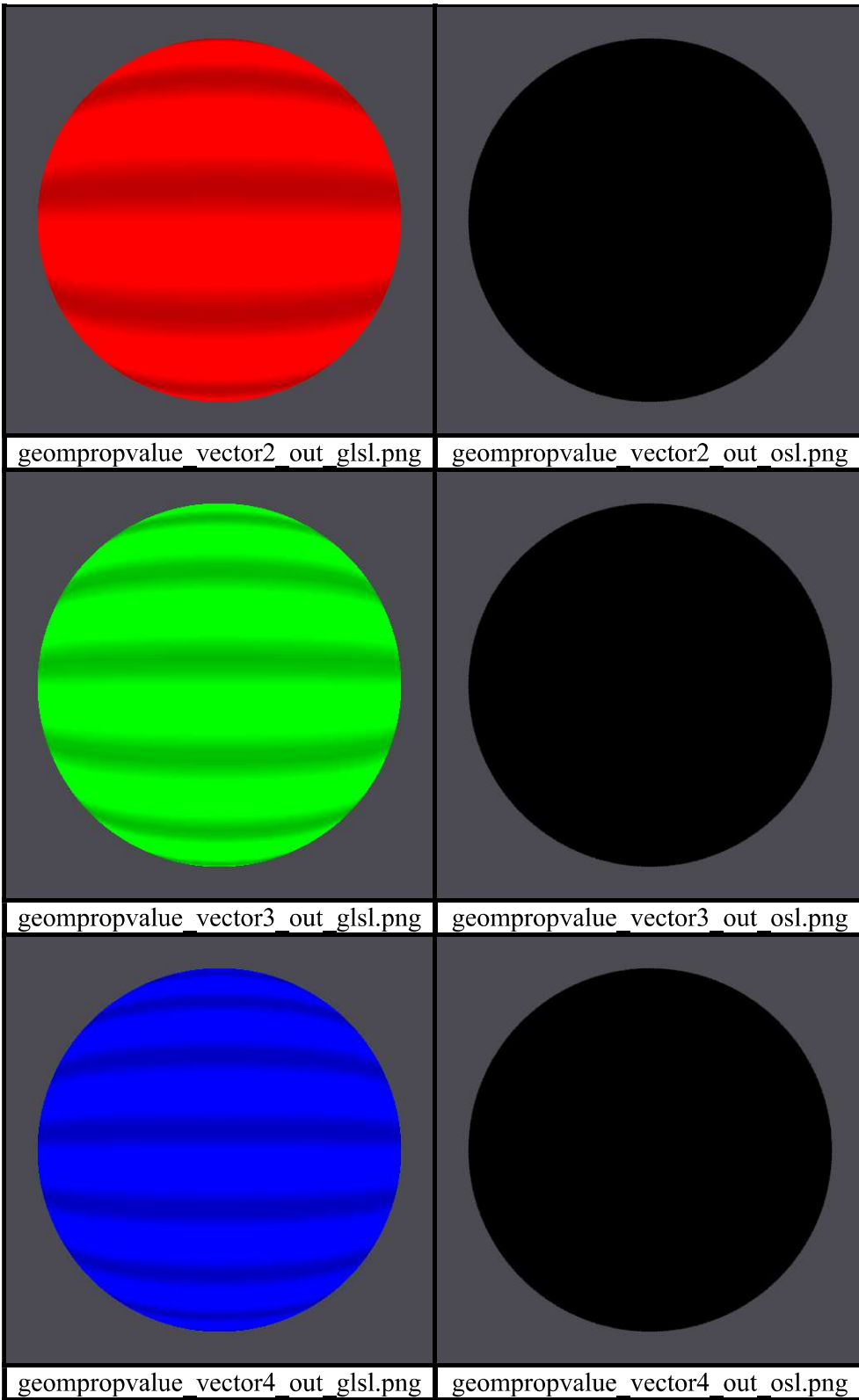
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:



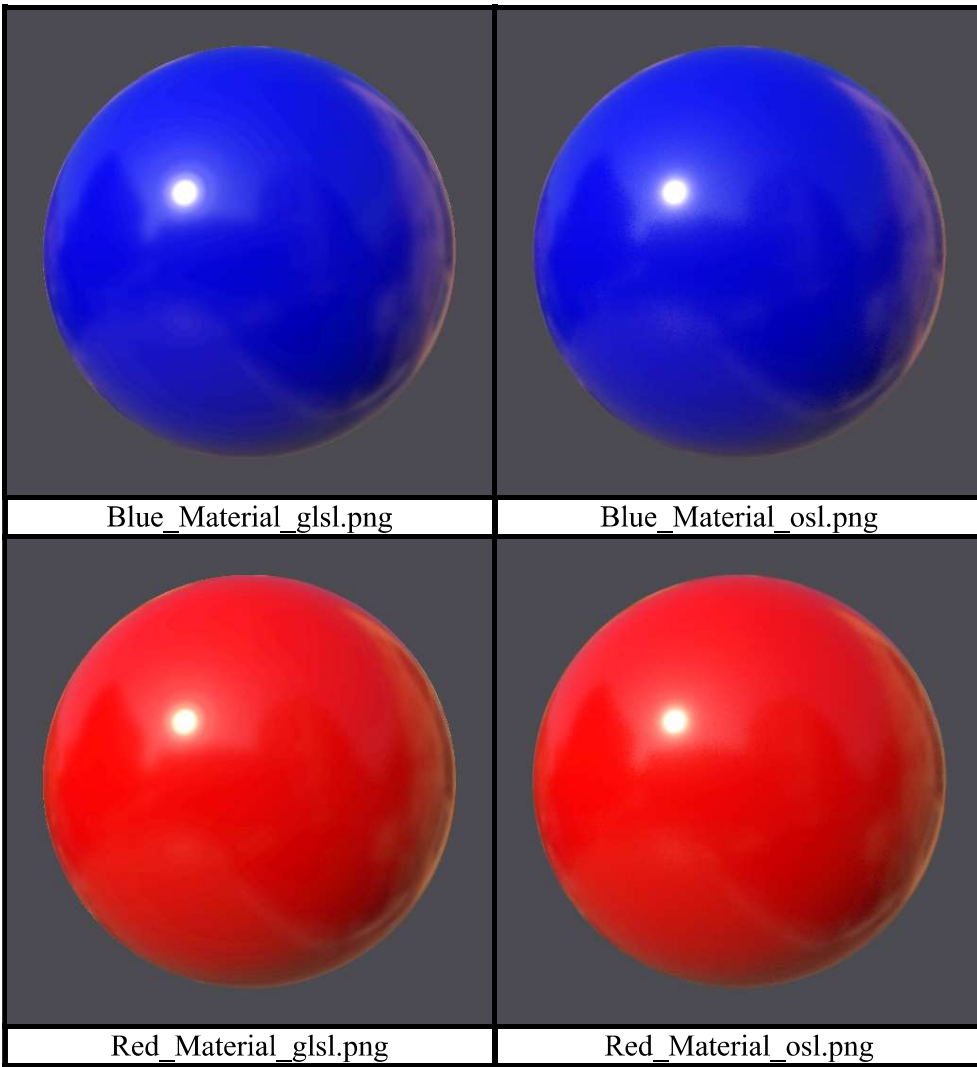
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:



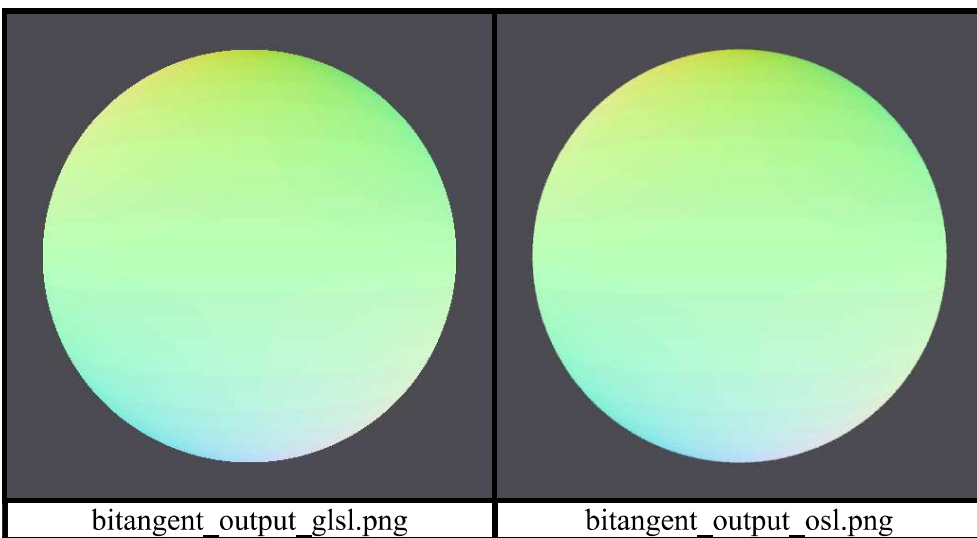
	
<code>geompropvalue float out glsl.png</code>	<code>geompropvalue float out osl.png</code>
	
<code>geompropvalue integer out glsl.png</code>	<code>geompropvalue integer out osl.png</code>
	
<code>geompropvalue string out glsl.png</code>	<code>geompropvalue string out osl.png</code>

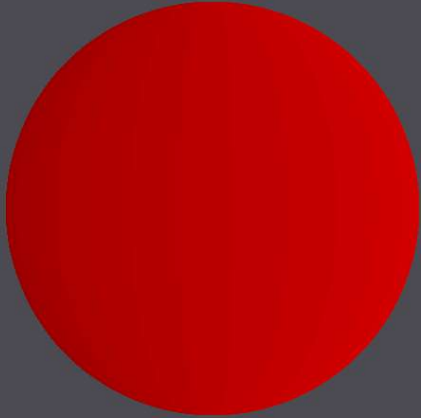
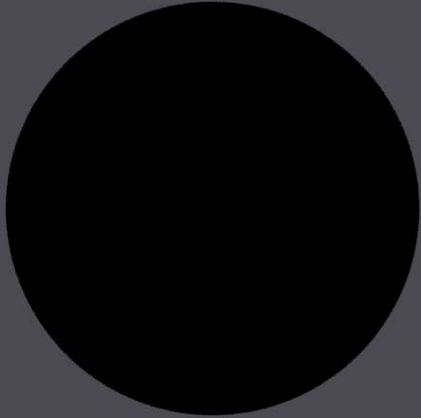

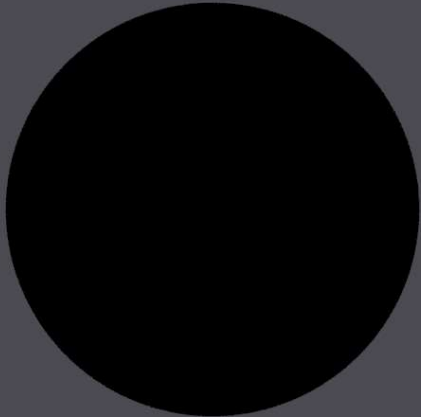

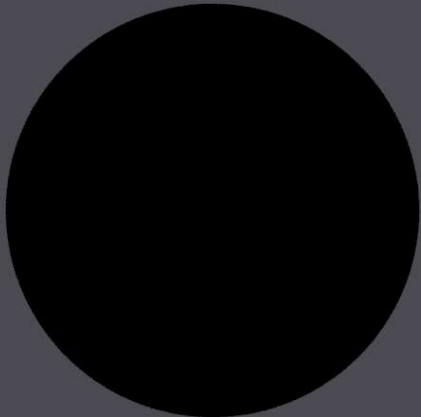


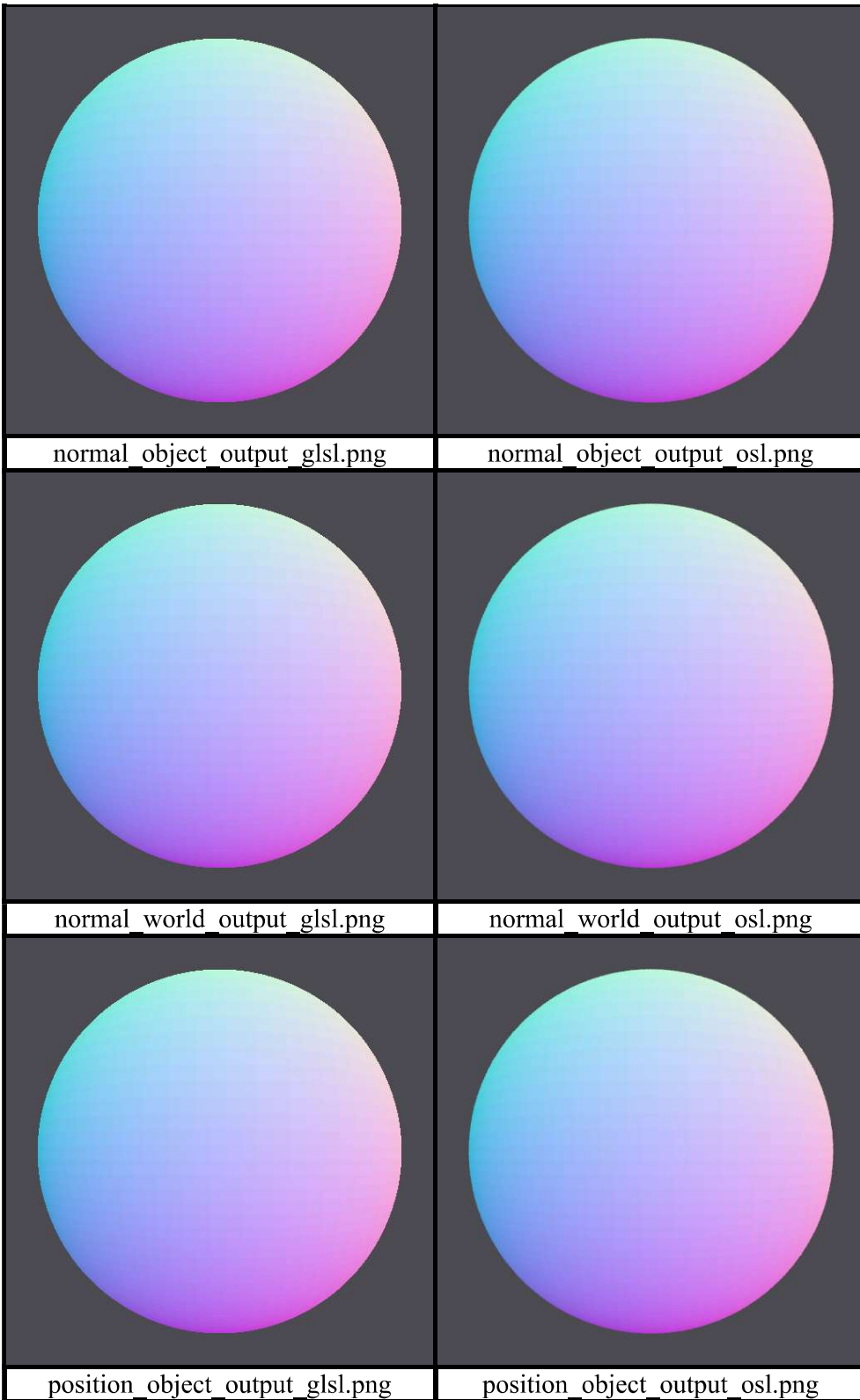
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\look_assignment_order:

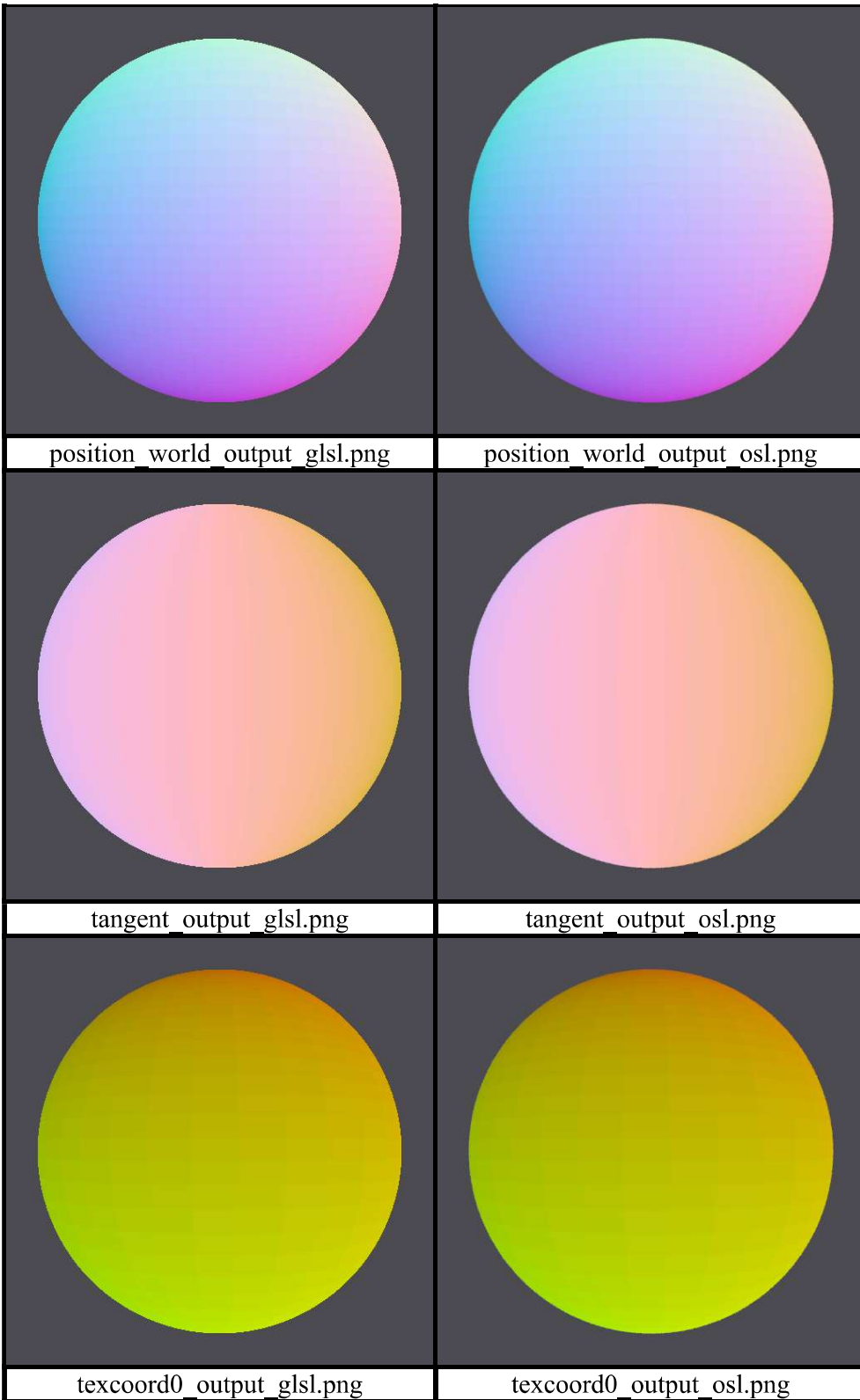


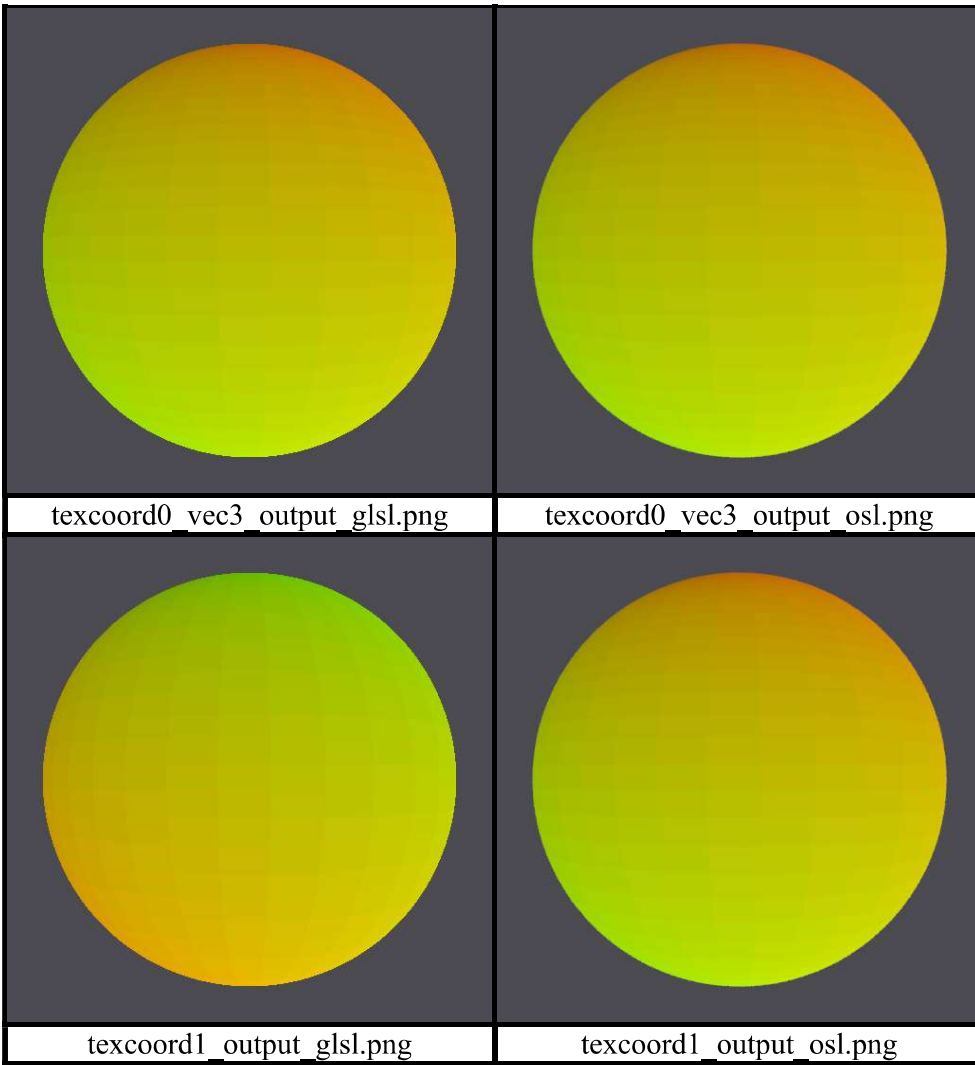
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\streams:



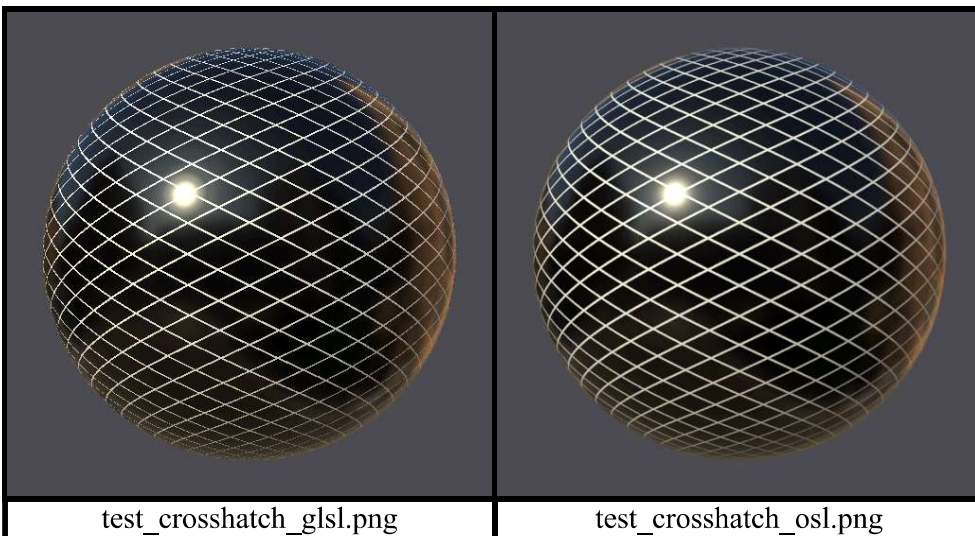
	
<code>color float output glsl.png</code>	<code>color float output osl.png</code>
	
<code>color vec3 output glsl.png</code>	<code>color vec3 output osl.png</code>
	
<code>color vec4 output glsl.png</code>	<code>color vec4 output osl.png</code>

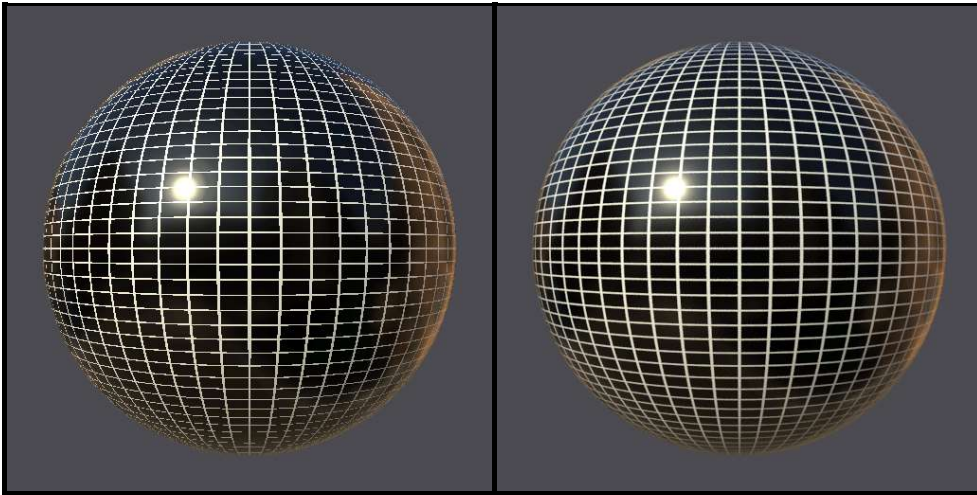






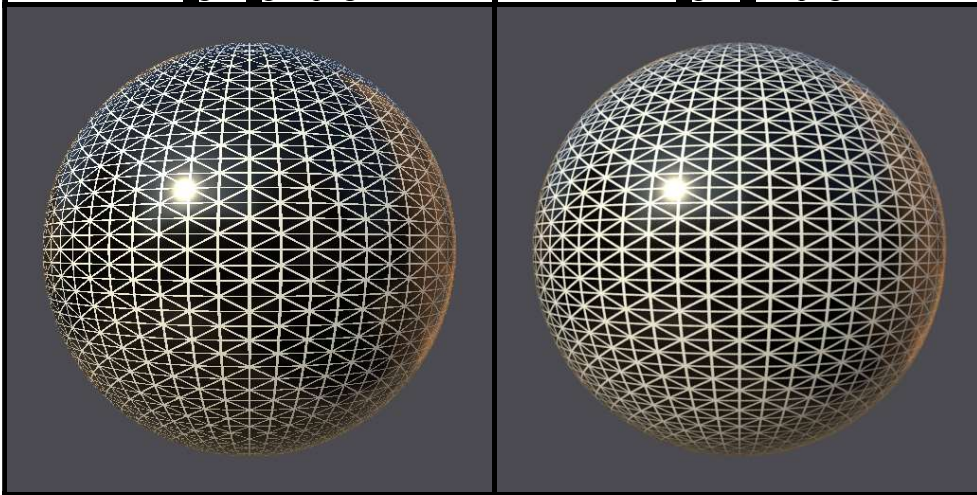
..\..\build\bin\resources\Materials\TestSuite\stdlib\procedural\linepattern:





test_grid_gsl.png

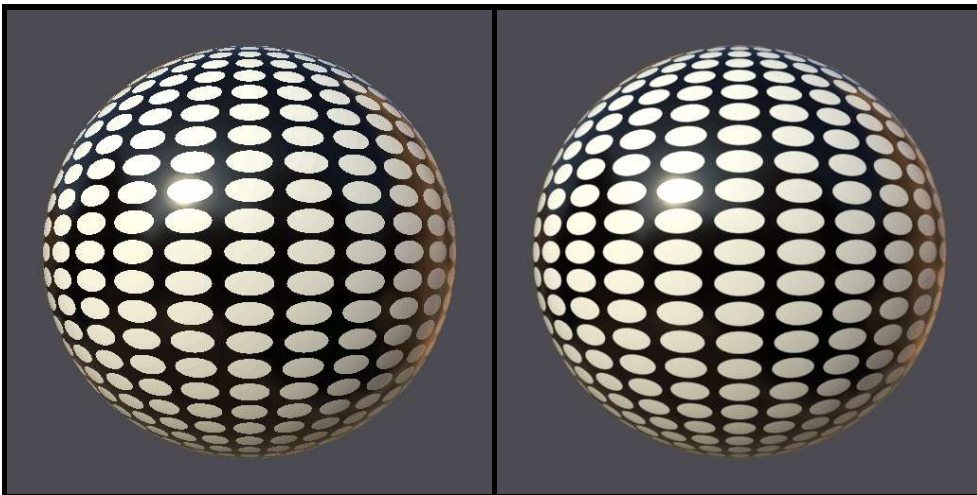
test_grid_osl.png



test_union_gsl.png

test_union_osl.png

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



test_tiledcircles_gsl.png

test_tiledcircles_osl.png

