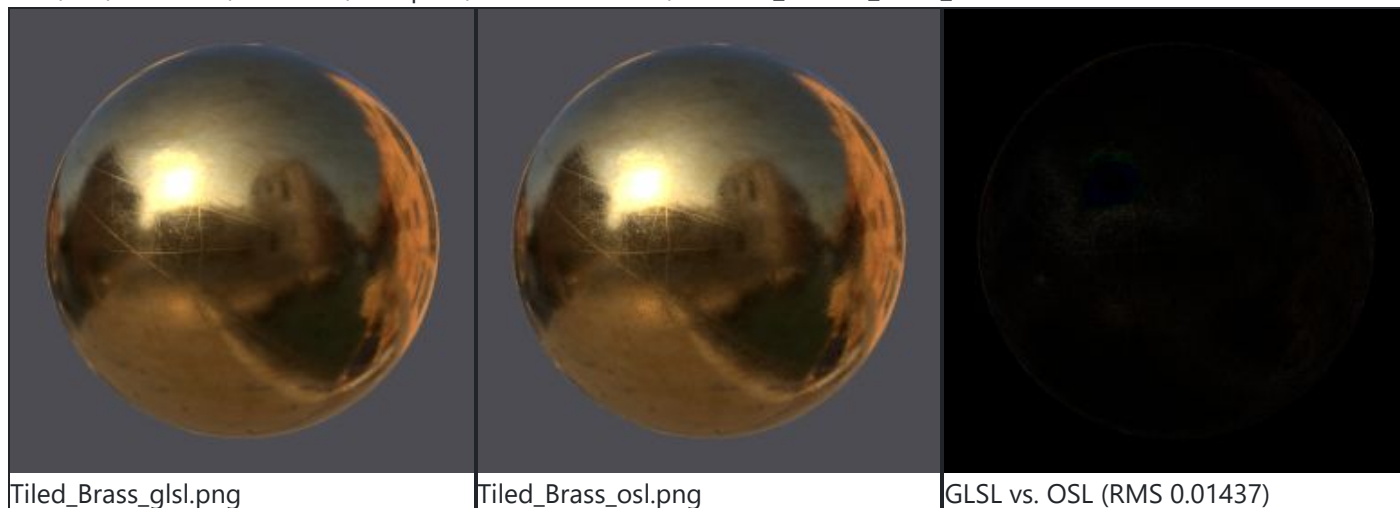


glsl (in: build\bin\resources) vs osl (in: build\bin\resources)

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



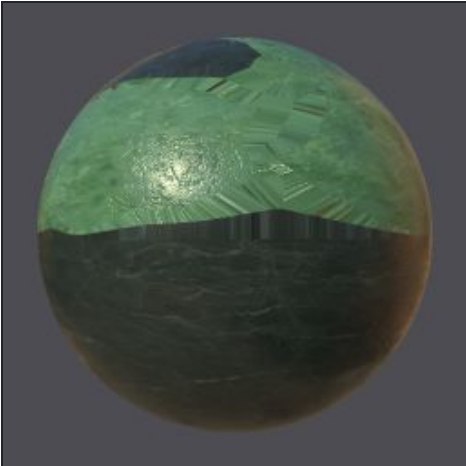
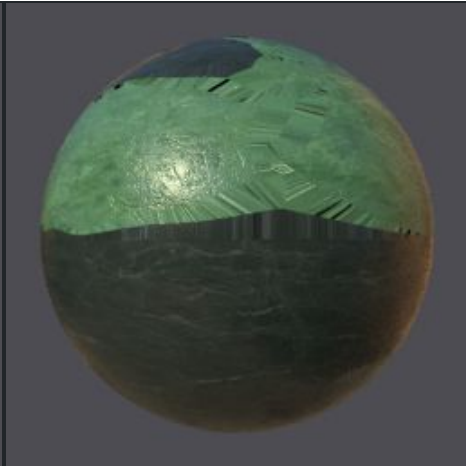
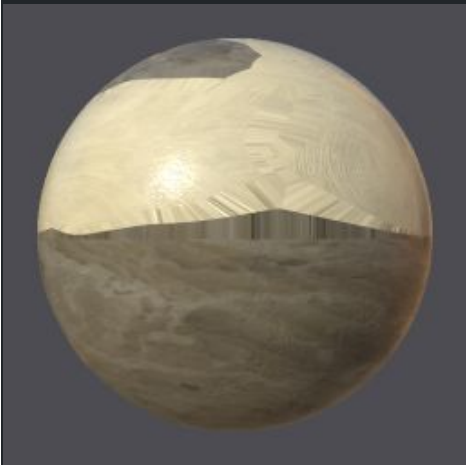
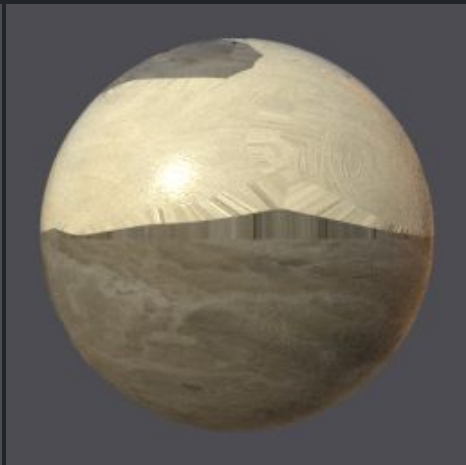
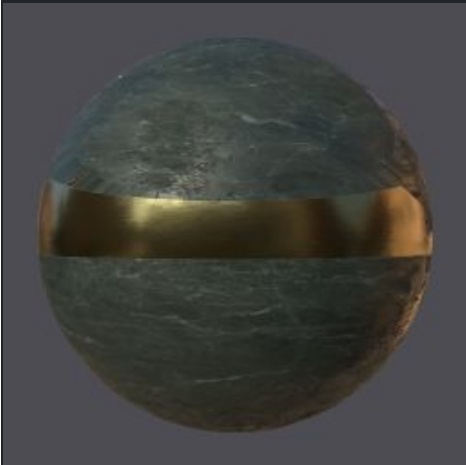
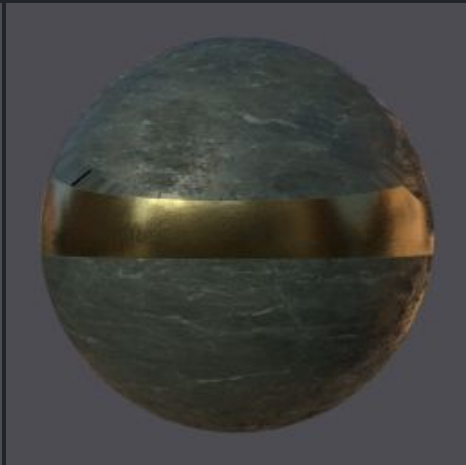
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

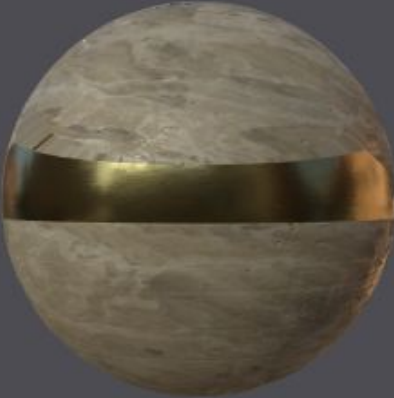
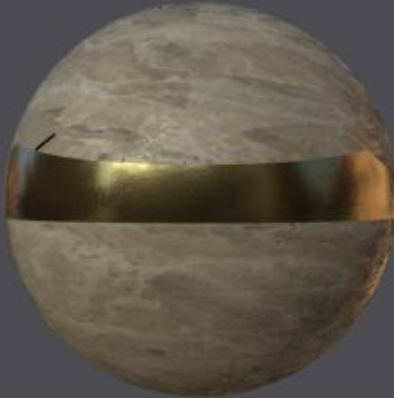
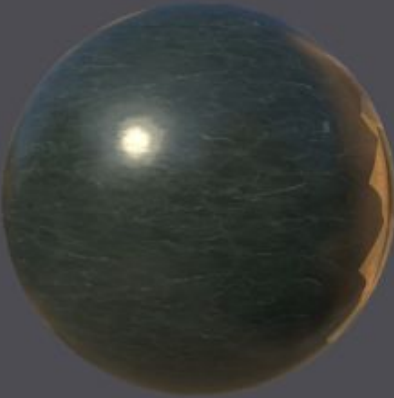
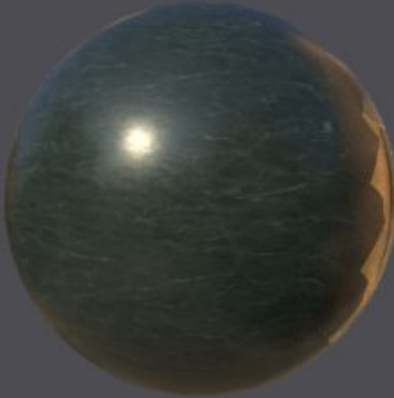
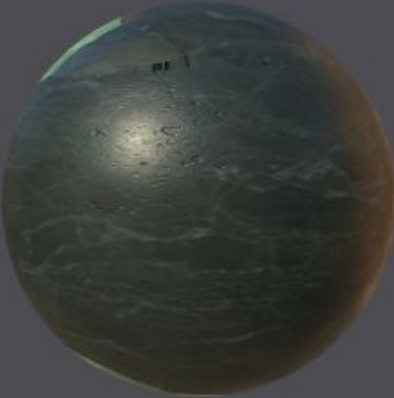
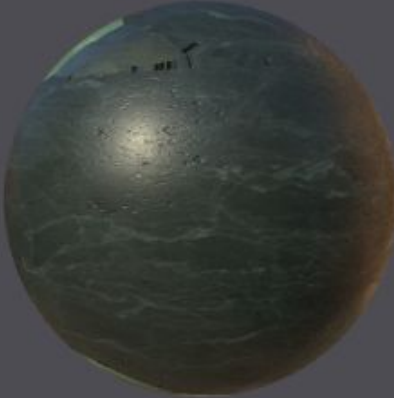


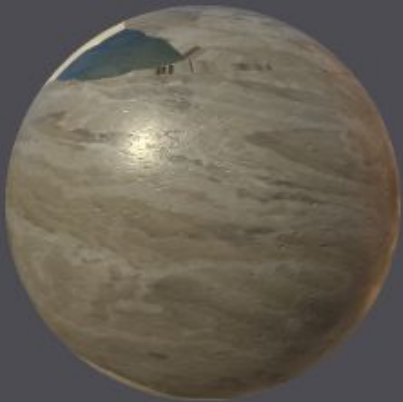
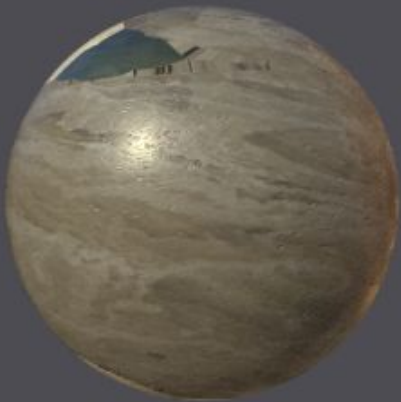
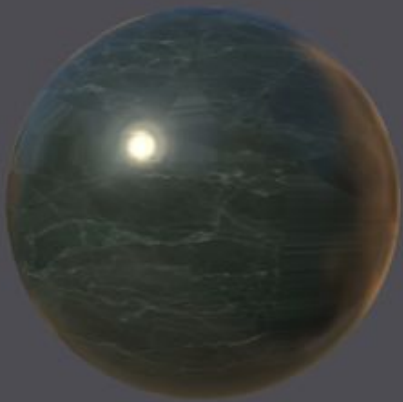
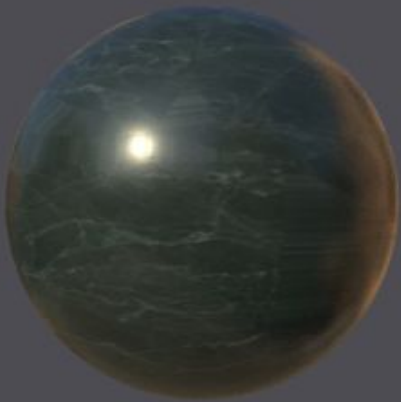
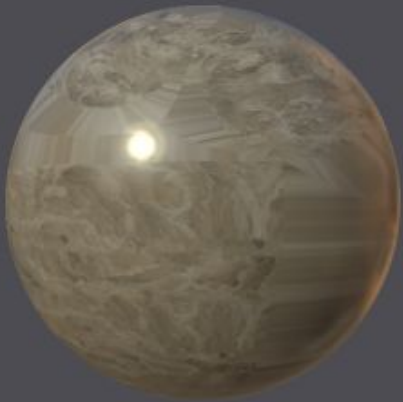
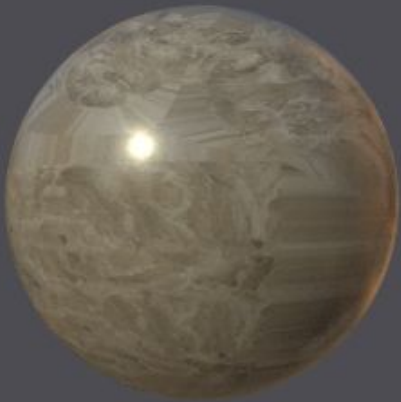
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

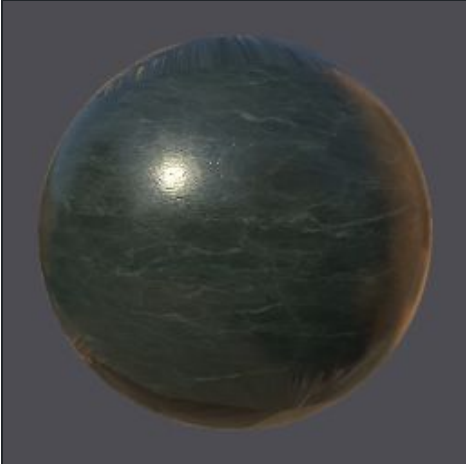
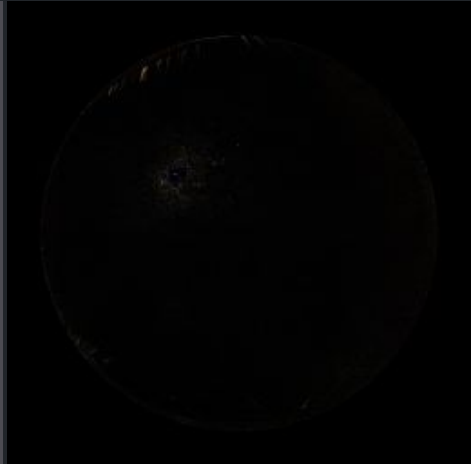
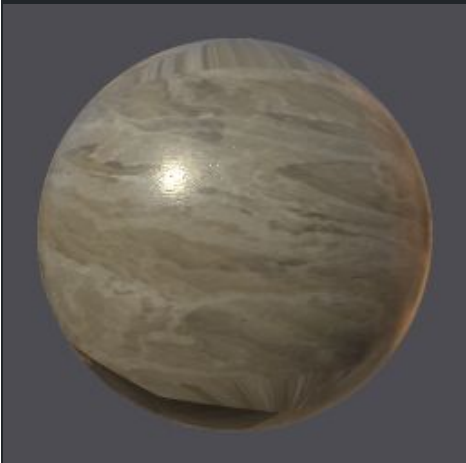
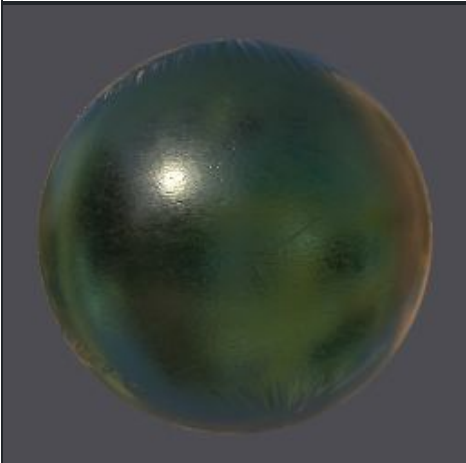
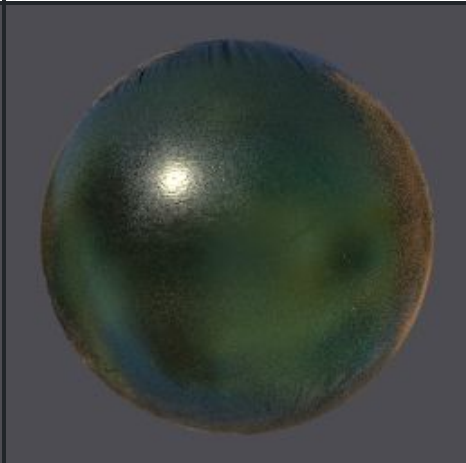
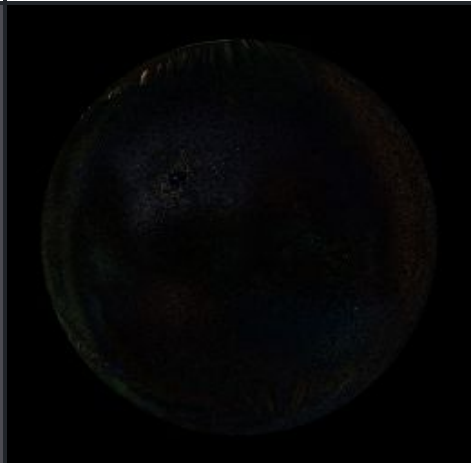


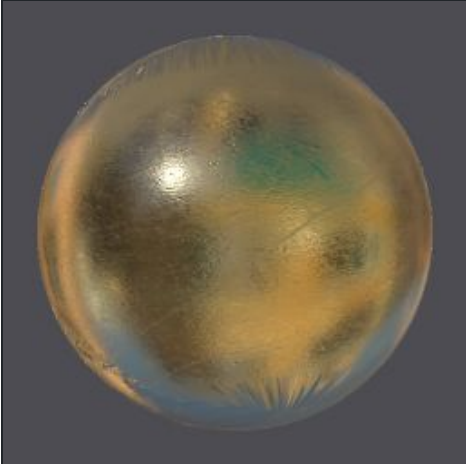
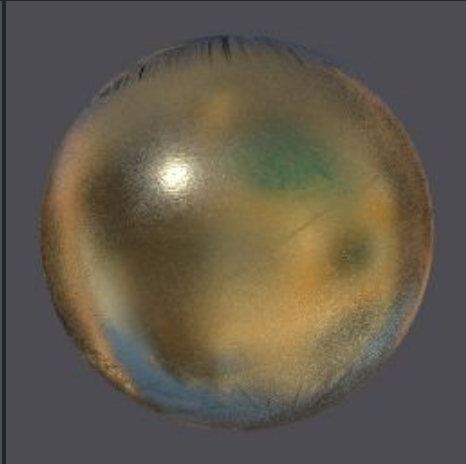
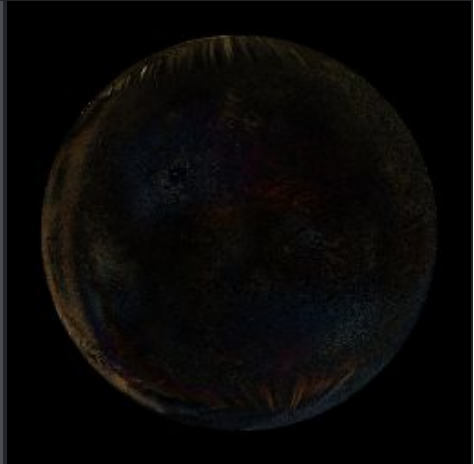
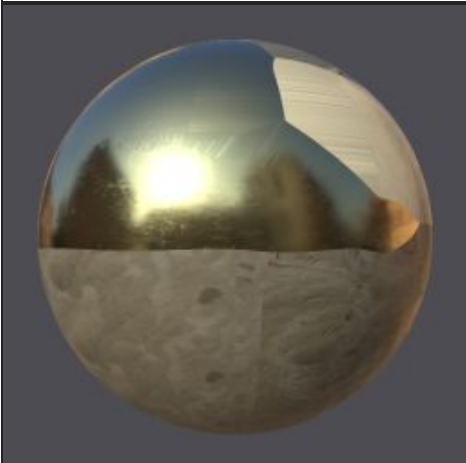
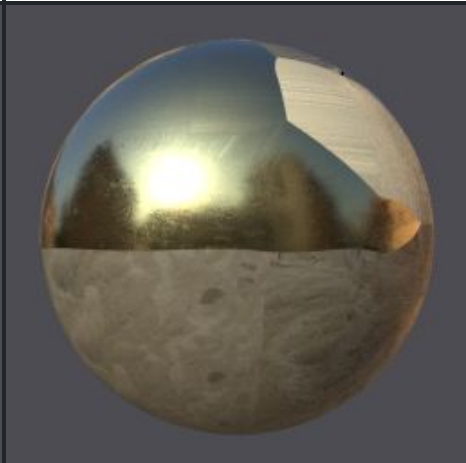
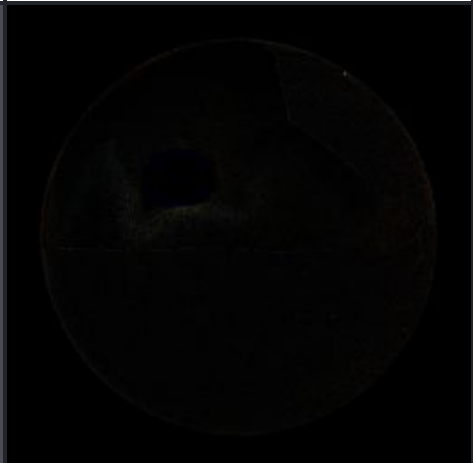
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:

		
M_Bishop_B_glsl.png	M_Bishop_B_osl.png	GLSL vs. OSL (RMS 0.02202)
		
M_Bishop_W_glsl.png	M_Bishop_W_osl.png	GLSL vs. OSL (RMS 0.01769)
		
M_Castle_B_glsl.png	M_Castle_B_osl.png	GLSL vs. OSL (RMS 0.01355)

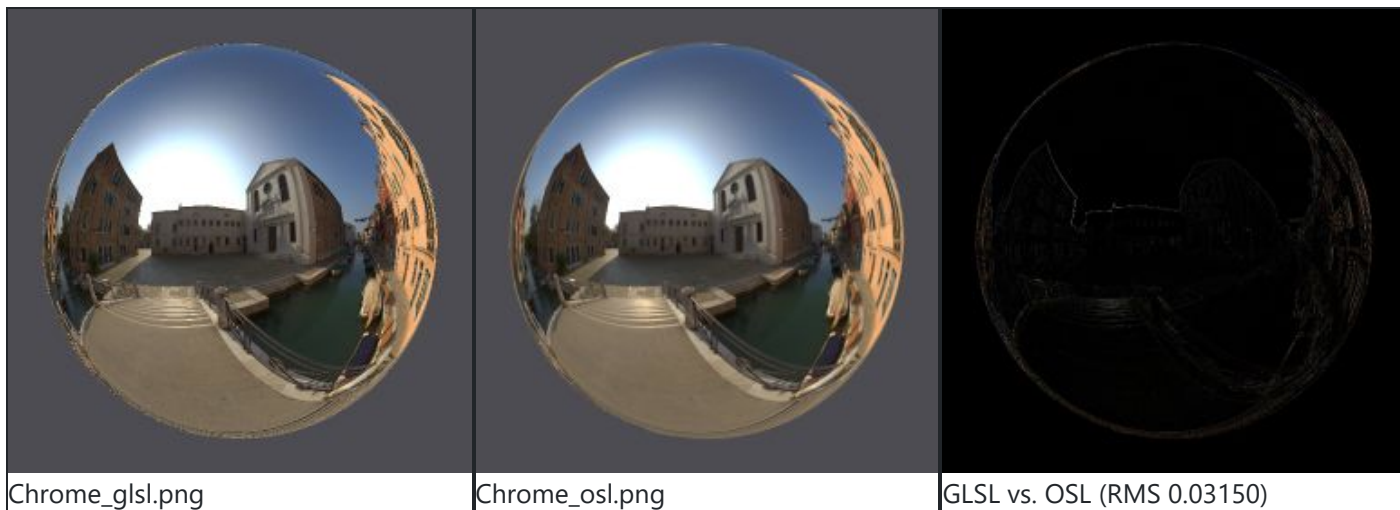
			M_Castle_W_gsl.pngM_Castle_W_osl.pngGLSL vs. OSL (RMS 0.01771)
			M_Chessboard_gsl.pngM_Chessboard_osl.pngGLSL vs. OSL (RMS 0.01021)
			M_King_B_gsl.pngM_King_B_osl.pngGLSL vs. OSL (RMS 0.01385)

		
M_King_W_glsl.png	M_King_W_osl.png	GLSL vs. OSL (RMS 0.01674)
		
M_Knight_B_glsl.png	M_Knight_B_osl.png	GLSL vs. OSL (RMS 0.00930)
		
M_Knight_W_glsl.png	M_Knight_W_osl.png	GLSL vs. OSL (RMS 0.01287)

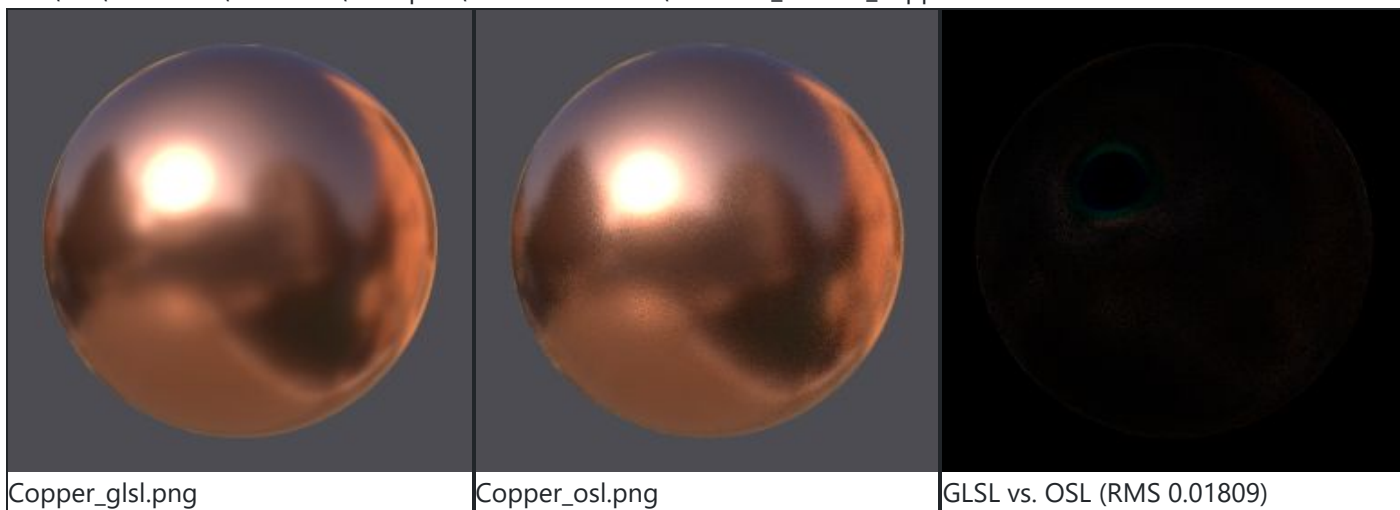
		
M_Pawn_Body_B_gsl.png	M_Pawn_Body_B_osl.png	GLSL vs. OSL (RMS 0.01375)
		
M_Pawn_Body_W_gsl.png	M_Pawn_Body_W_osl.png	GLSL vs. OSL (RMS 0.01534)
		
M_Pawn_Top_B_gsl.png	M_Pawn_Top_B_osl.png	GLSL vs. OSL (RMS 0.03275)

		
M_Pawn_Top_W_glsl.png	M_Pawn_Top_W_osl.png	GLSL vs. OSL (RMS 0.05164)
		
M_Queen_B_glsl.png	M_Queen_B_osl.png	GLSL vs. OSL (RMS 0.01696)
		
M_Queen_W_glsl.png	M_Queen_W_osl.png	GLSL vs. OSL (RMS 0.01668)

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



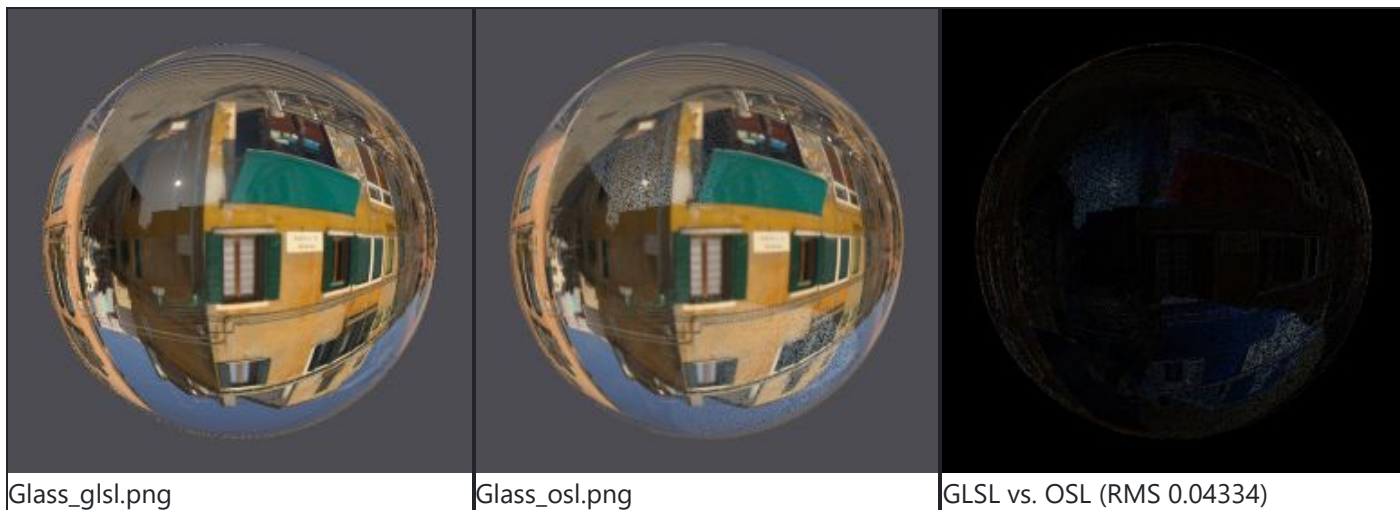
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



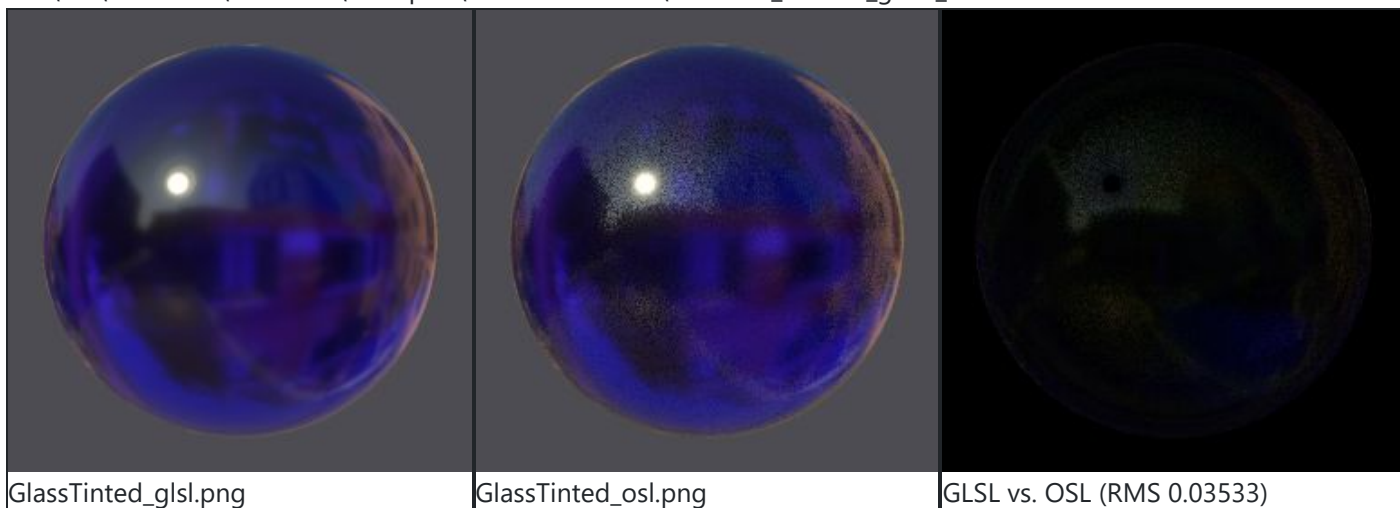
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



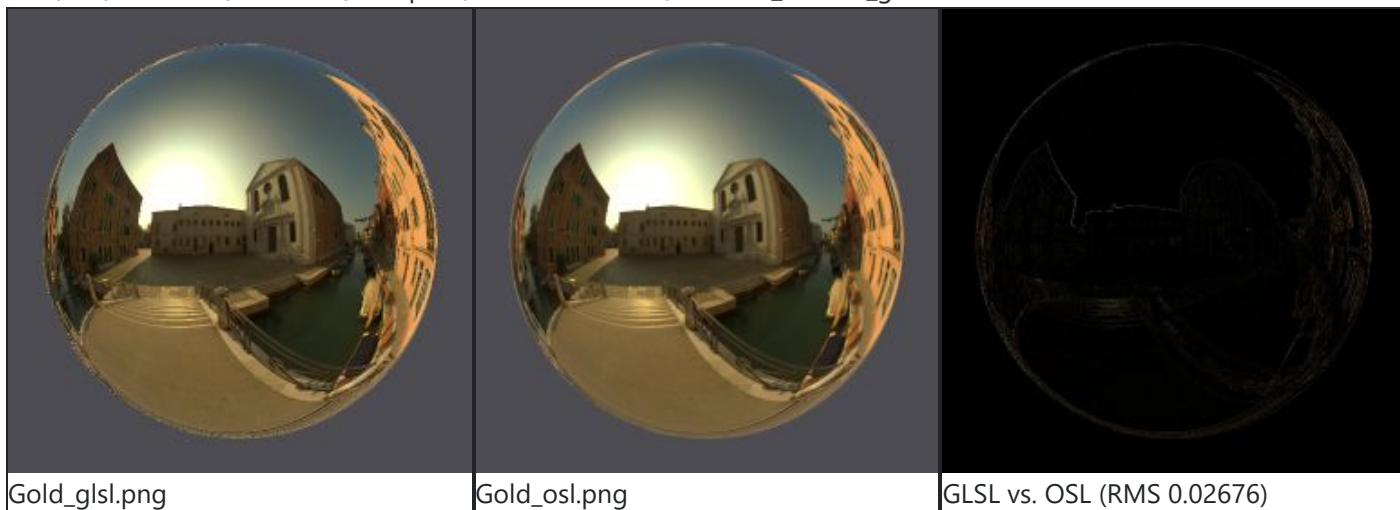
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



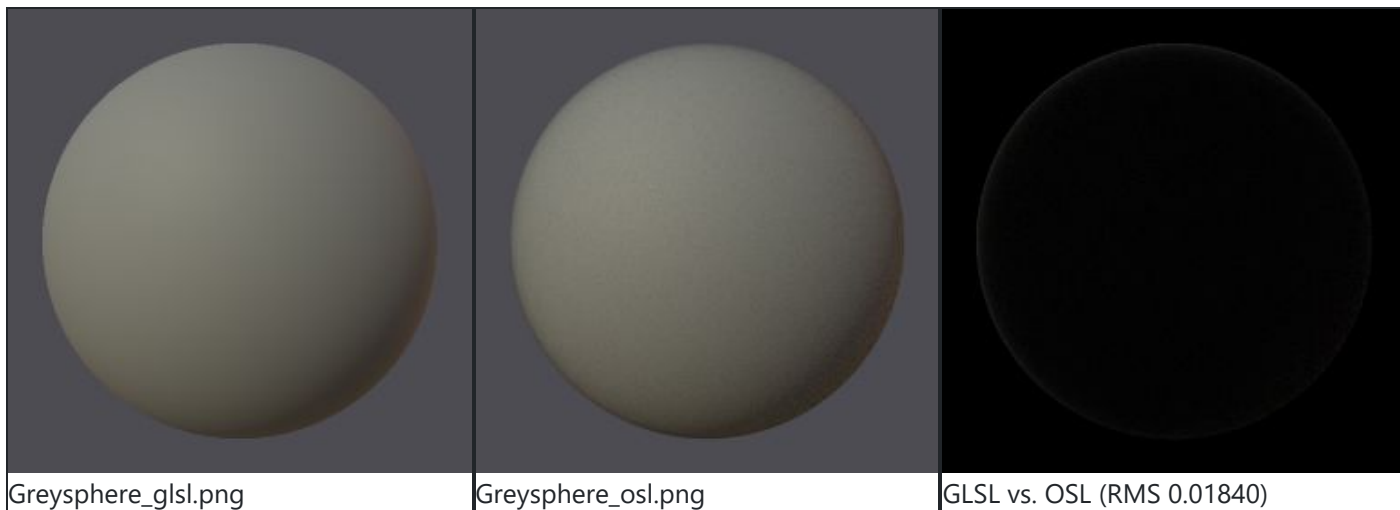
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



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



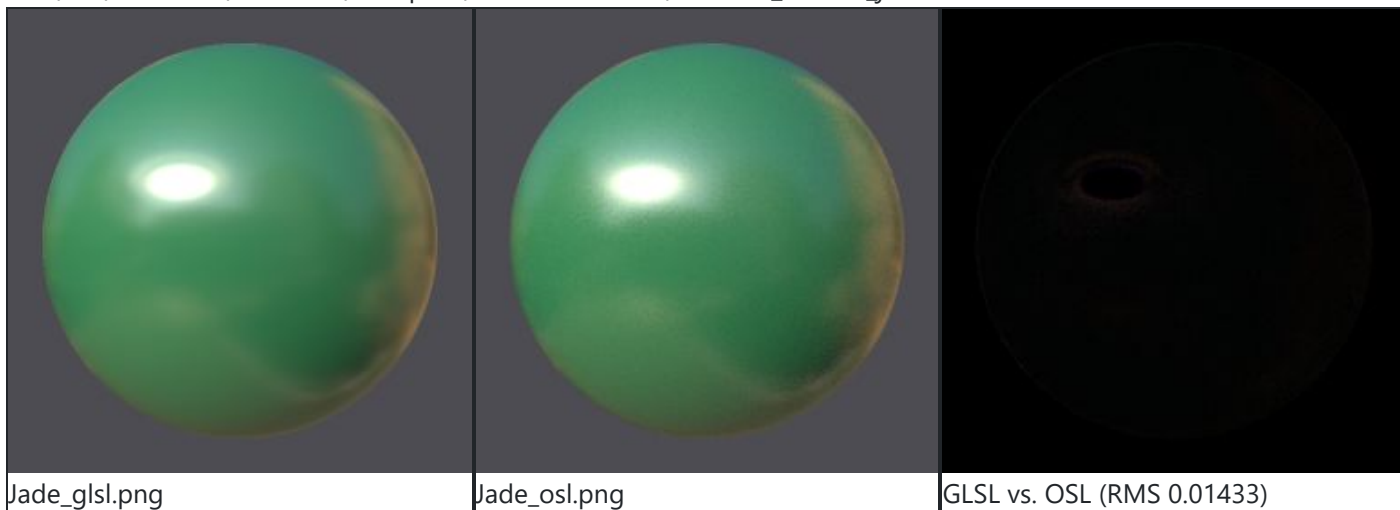
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



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



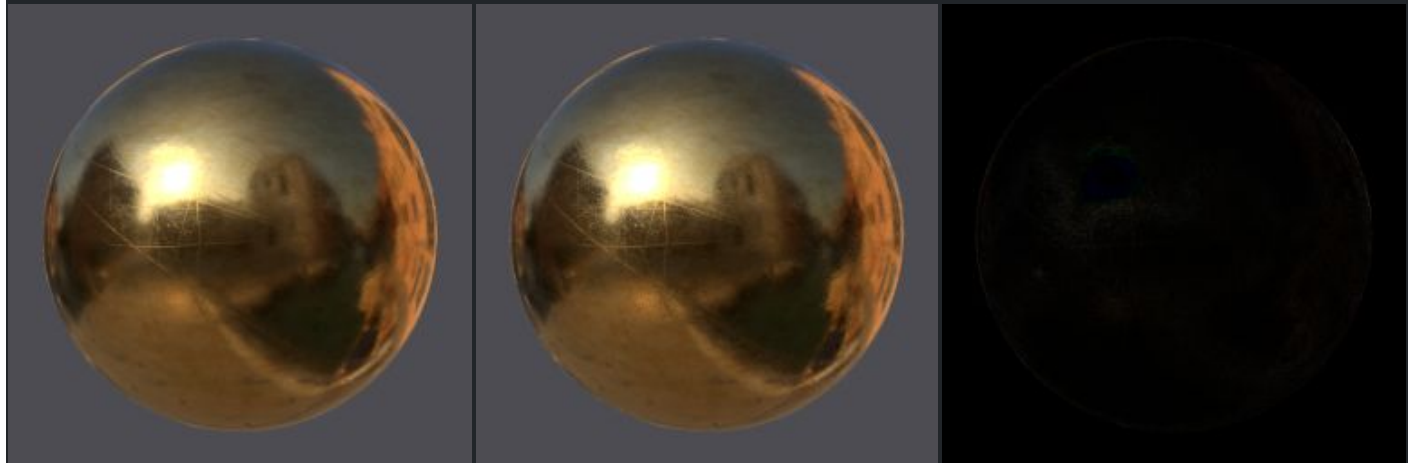
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:



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



Greysphere_Calibration_glsl.png	Greysphere_Calibration_osl.png	GLSL vs. OSR (RMS 0.01890)
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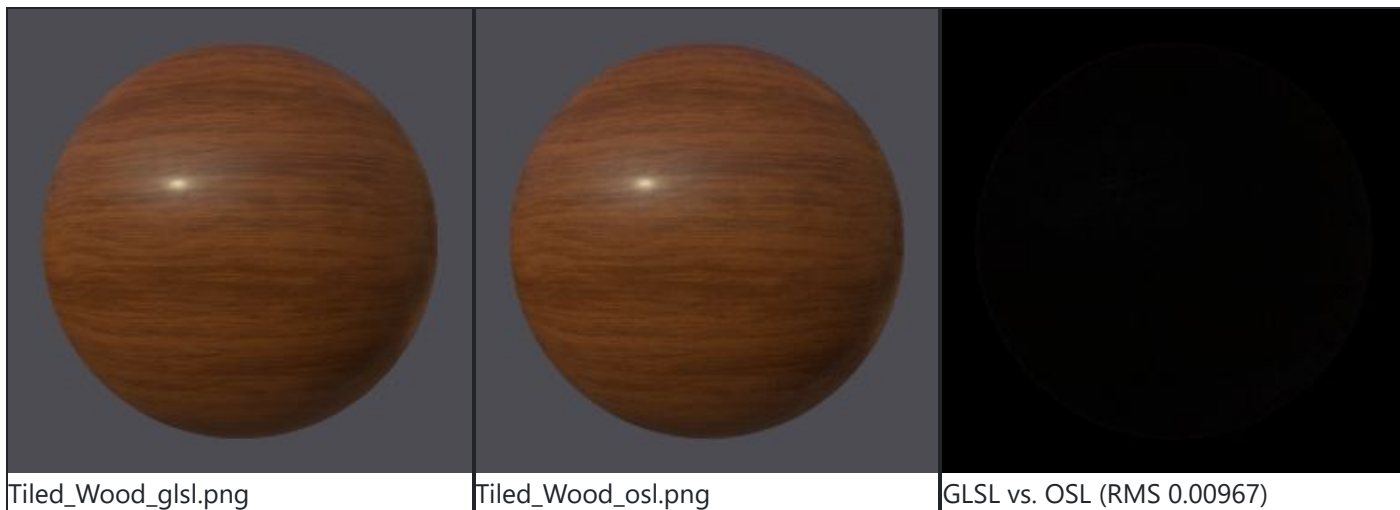


Tiled_Brass_glsl.png	Tiled_Brass_osl.png	GLSL vs. OSR (RMS 0.01437)
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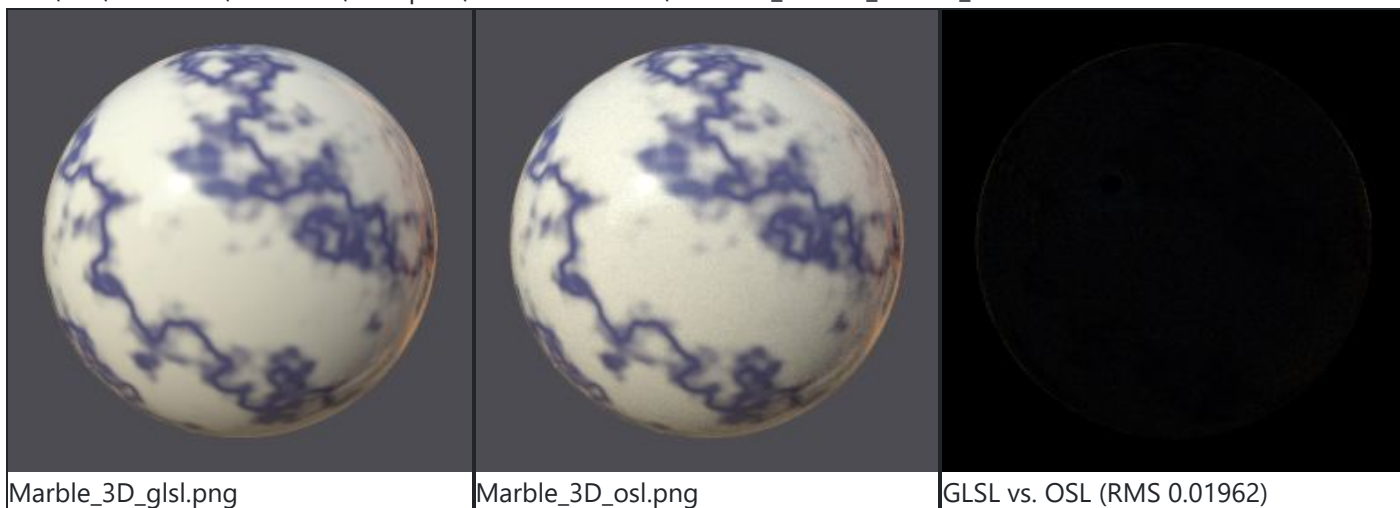
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:



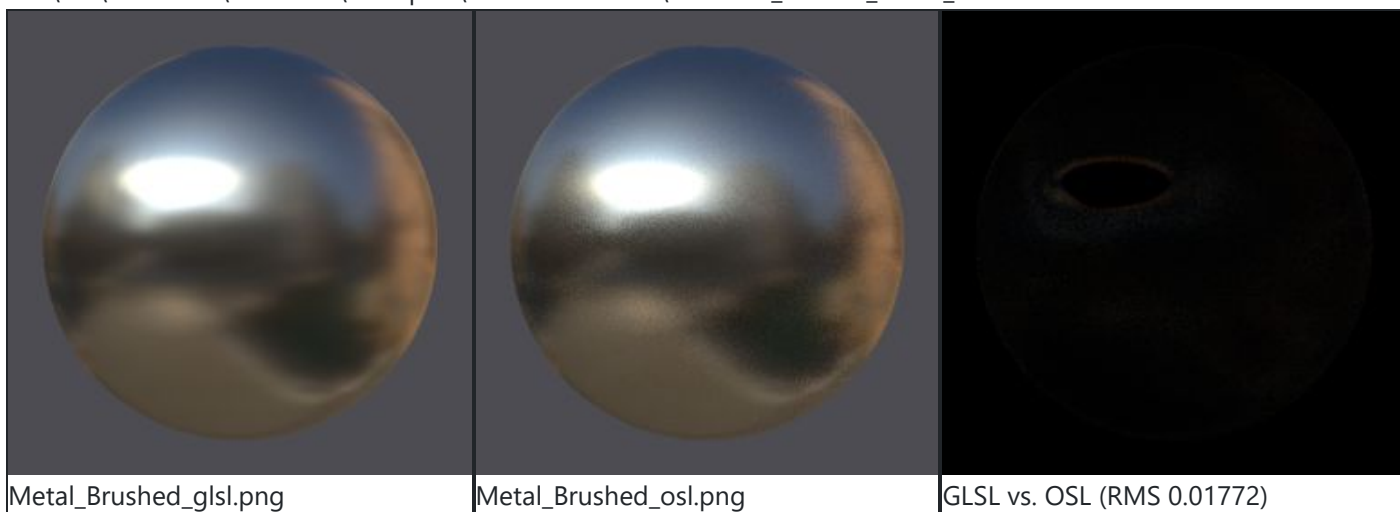
Greysphere_Calibration_glsl.png	Greysphere_Calibration_osl.png	GLSL vs. OSR (RMS 0.01890)
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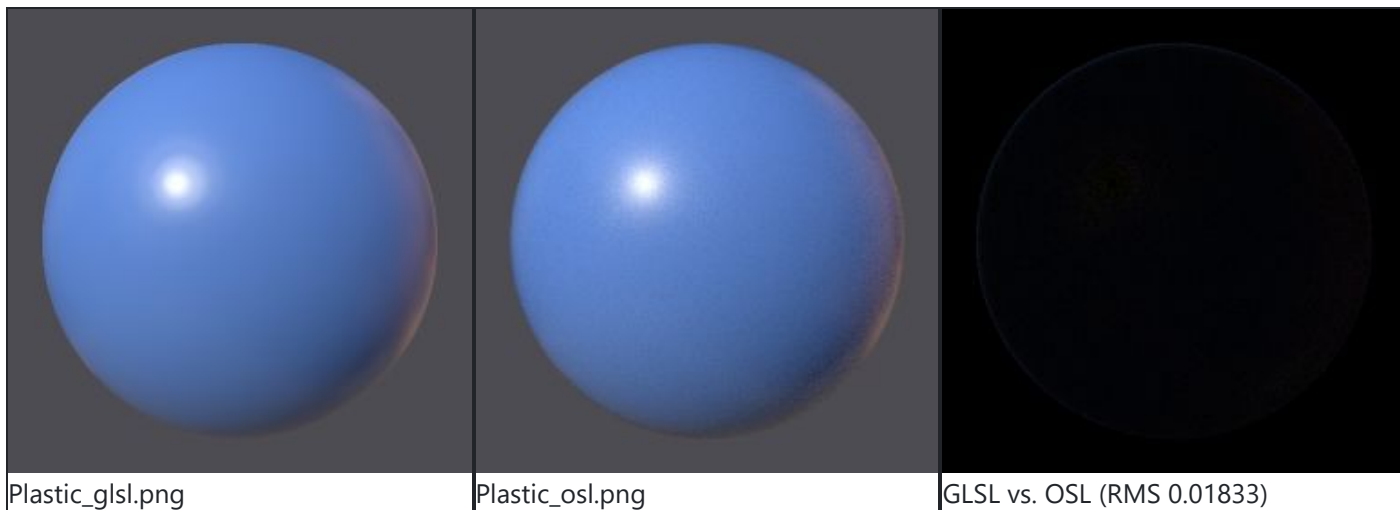
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



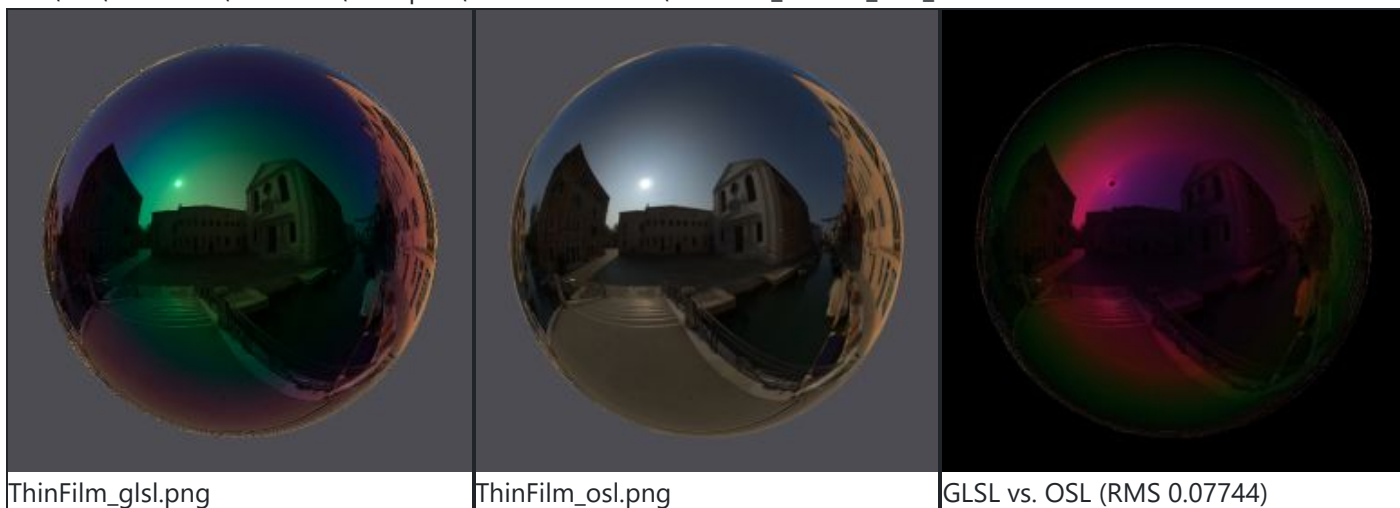
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



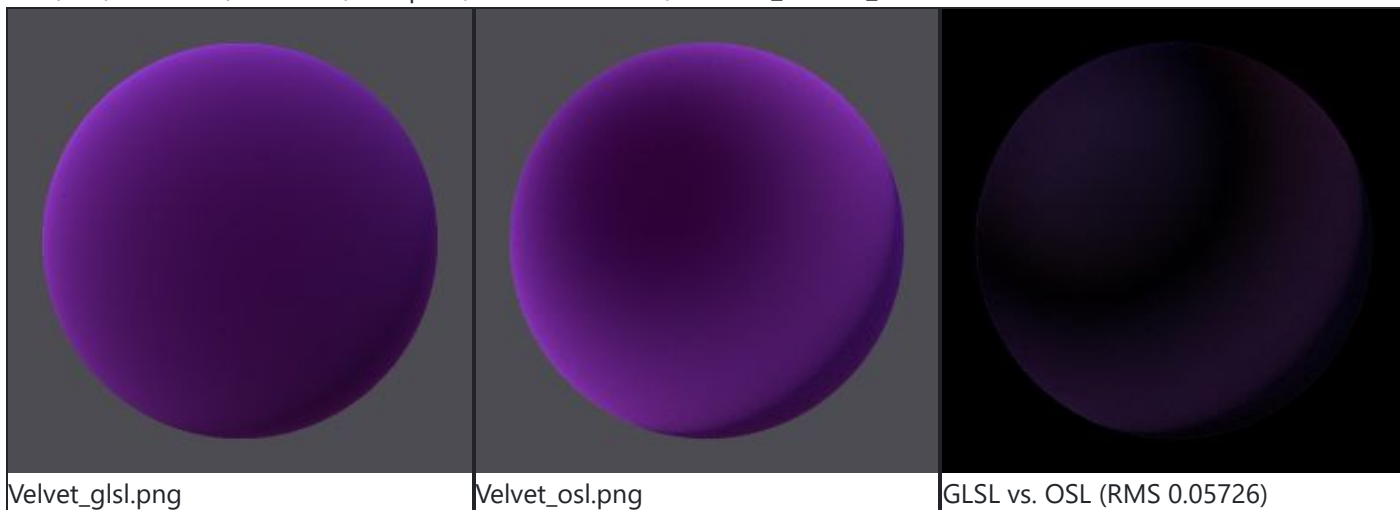
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



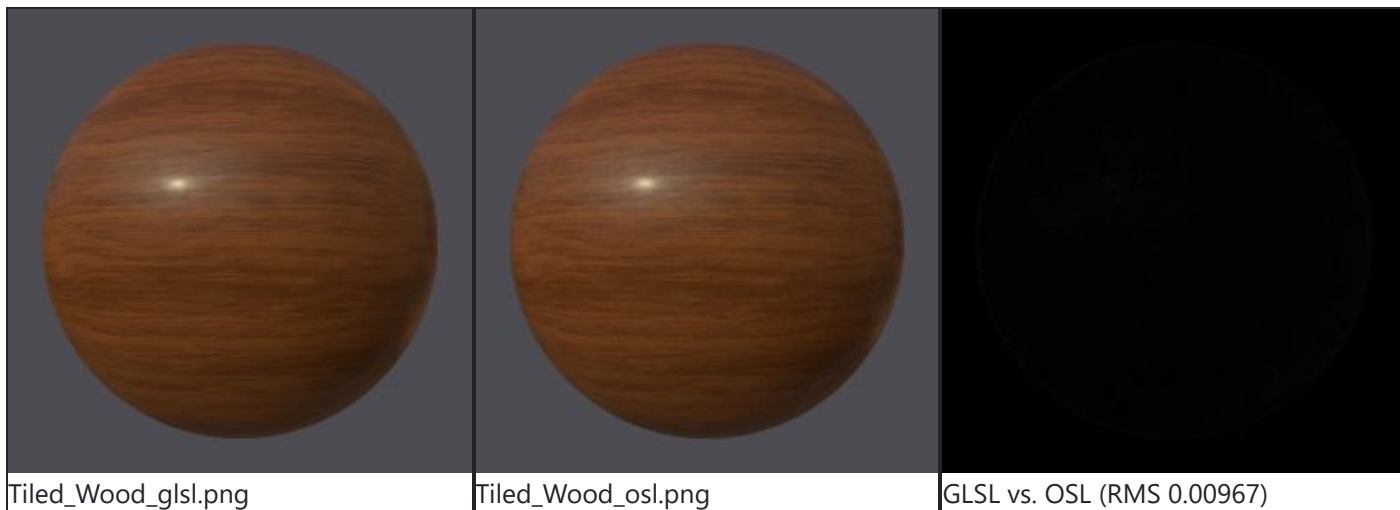
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



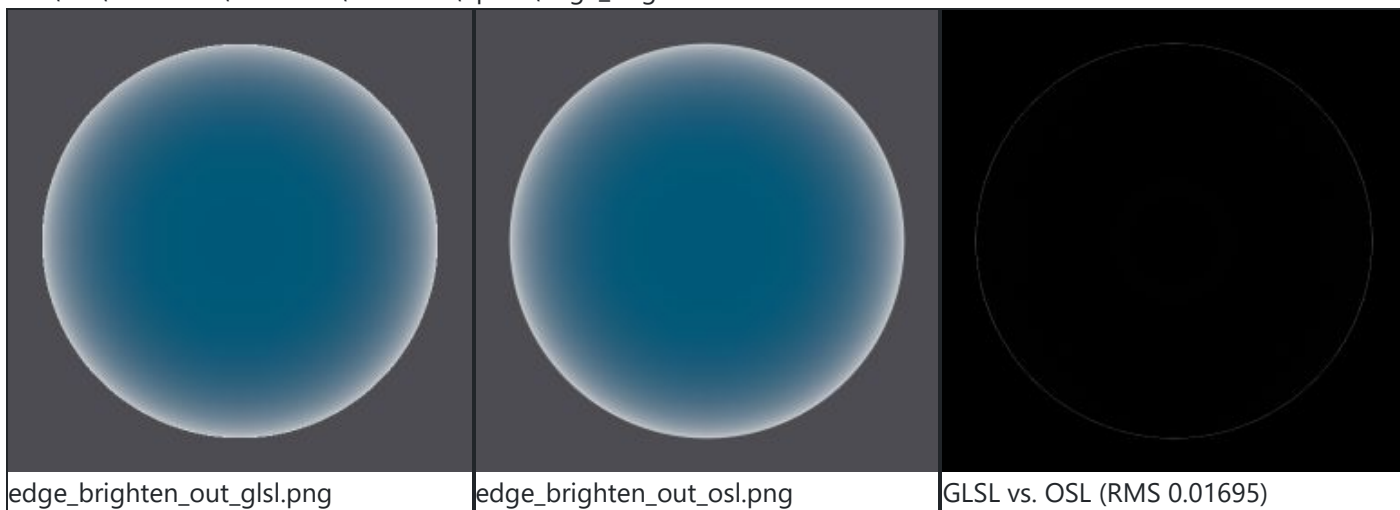
build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



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

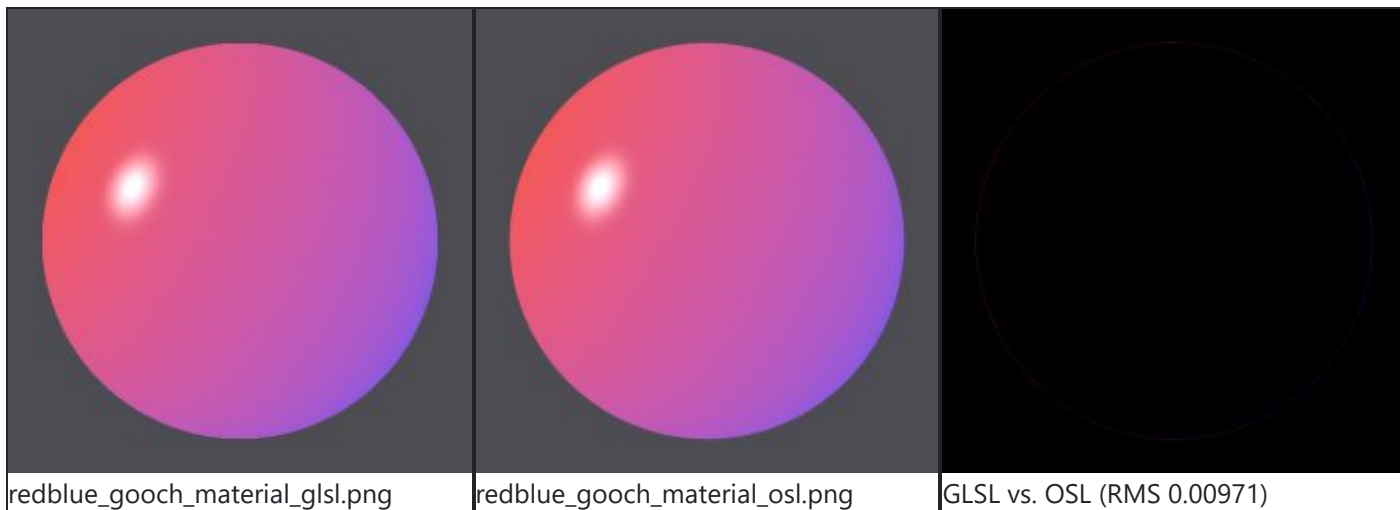


build\bin\resources\Materials\TestSuite\nprlib\edge_brighten:

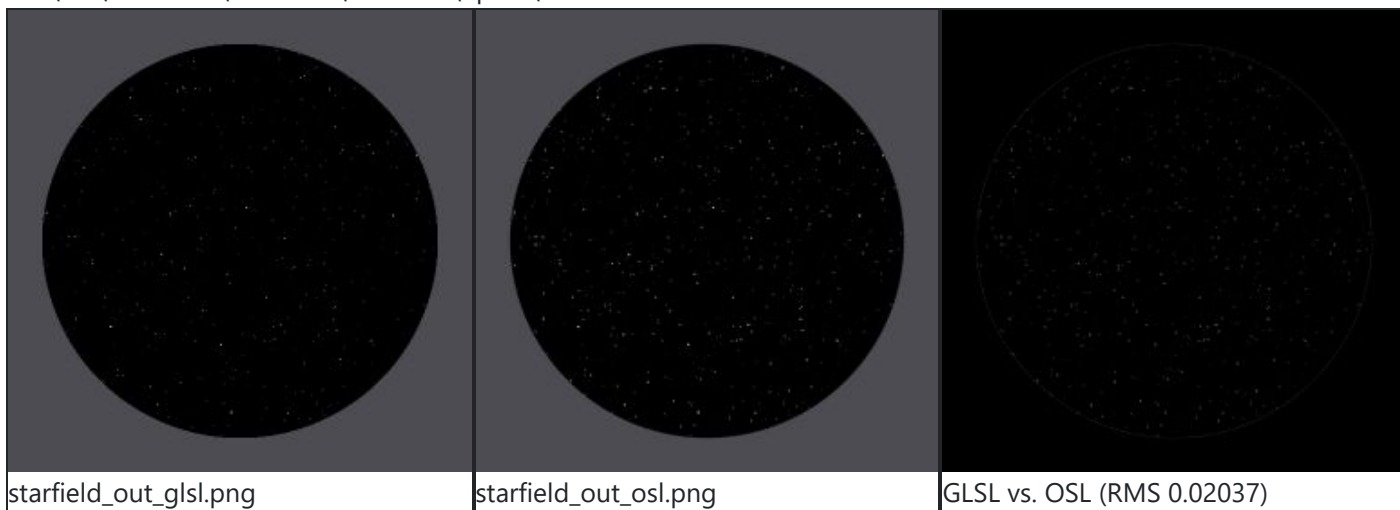


build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:





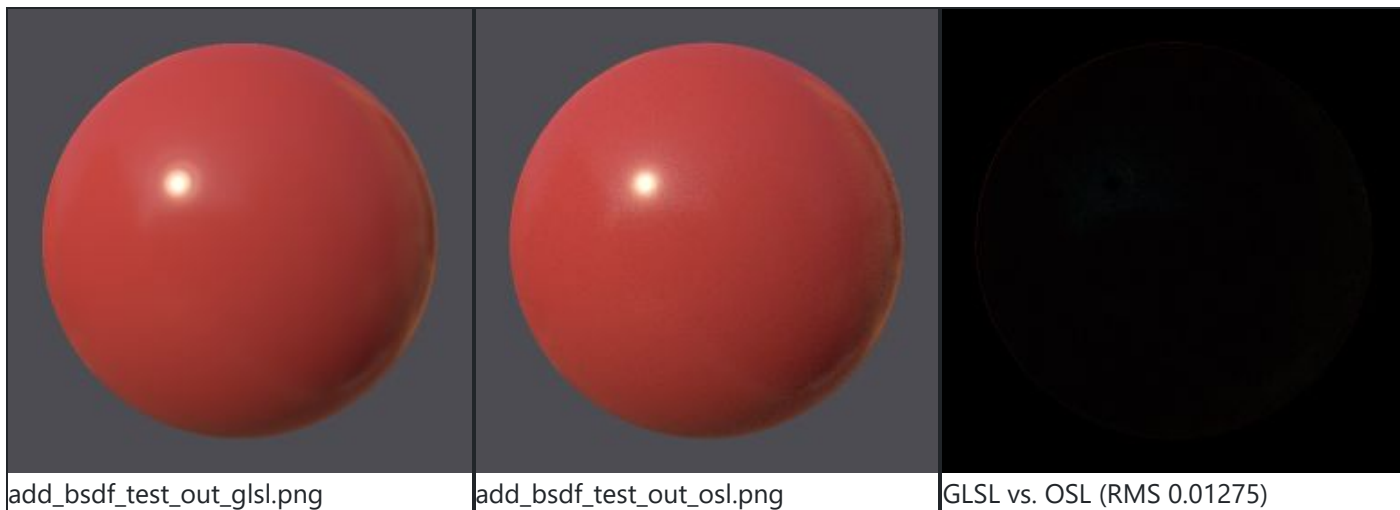
build\bin\resources\Materials\TestSuite\nprlib\starfield:



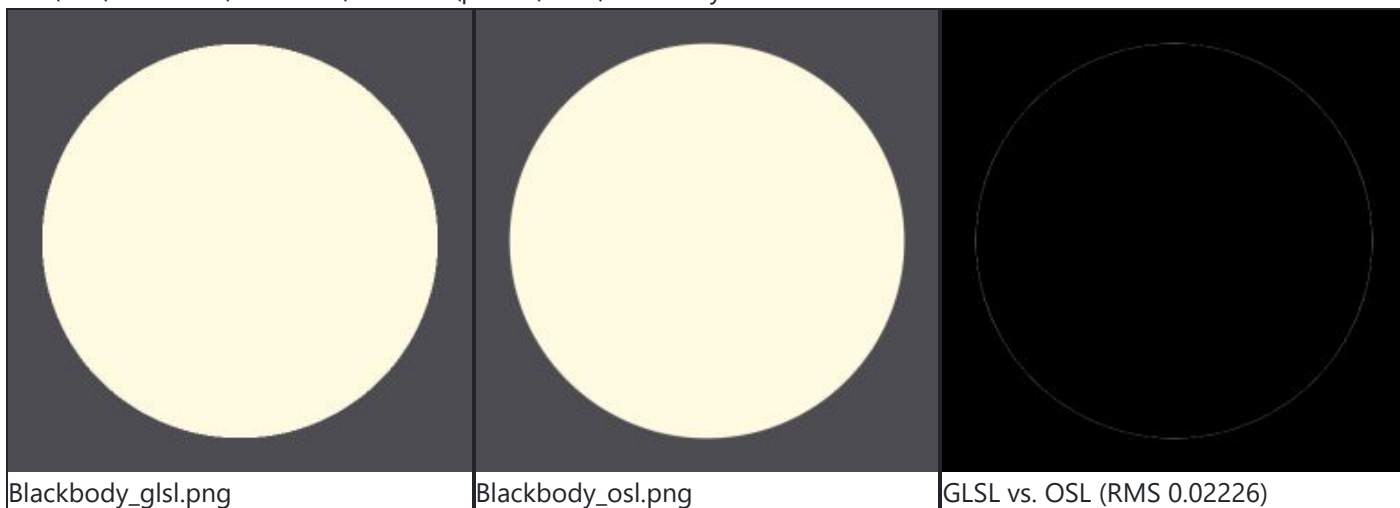
build\bin\resources\Materials\TestSuite\nprlib\toon_shade:



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



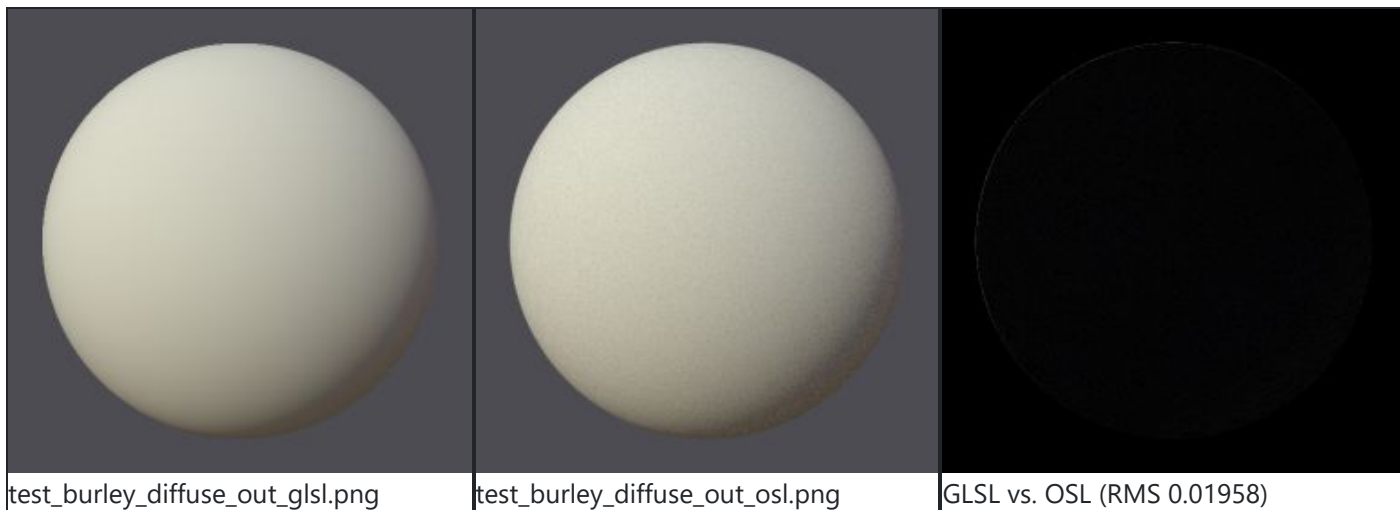
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\blackbody:



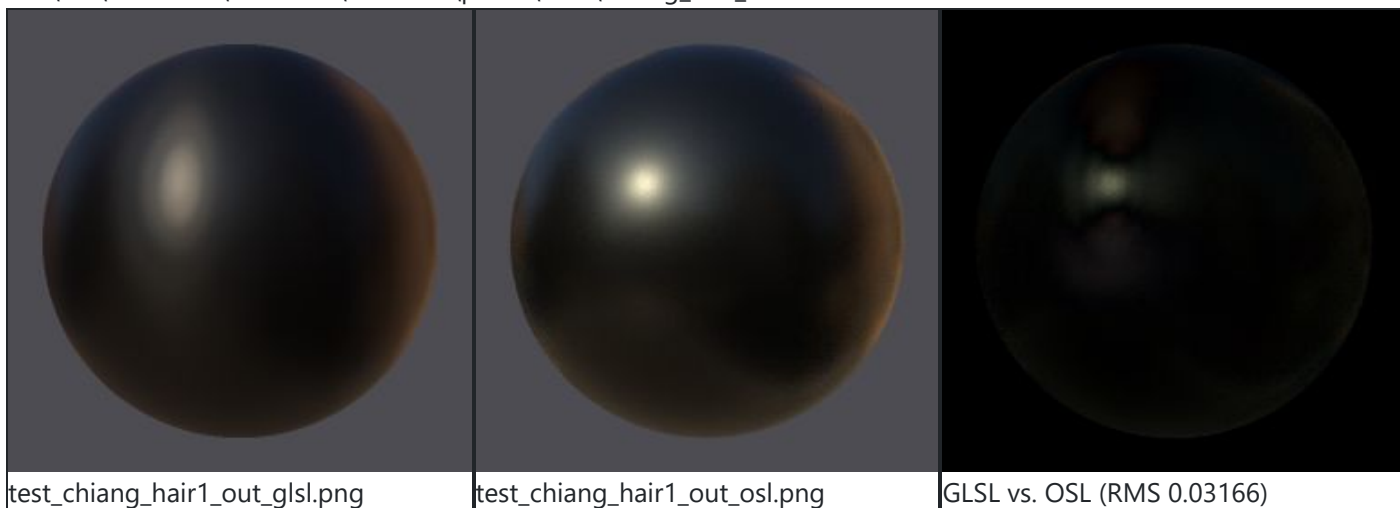
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



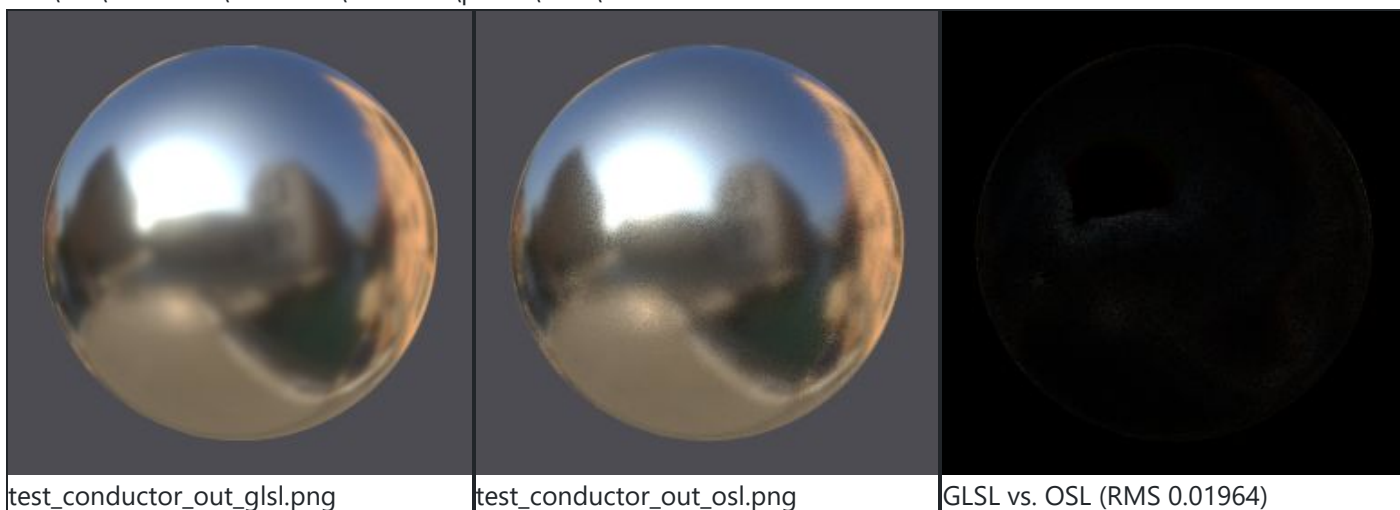
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:



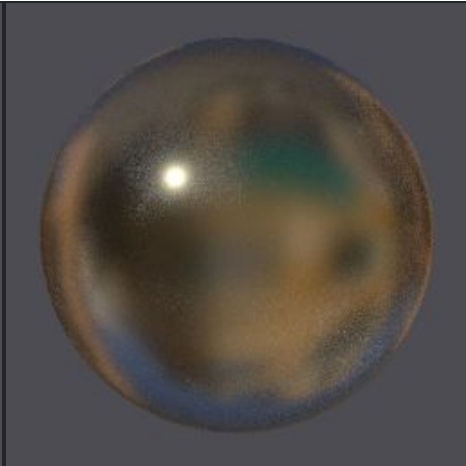
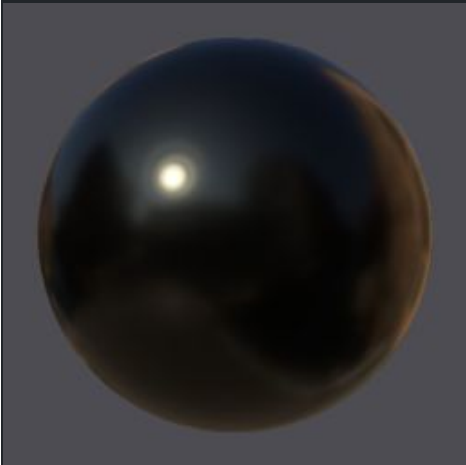
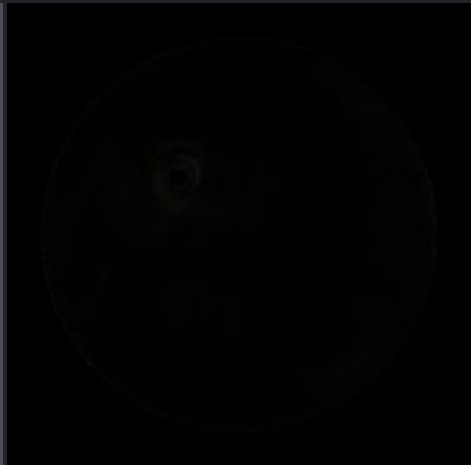
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\chiang_hair_bsdf:

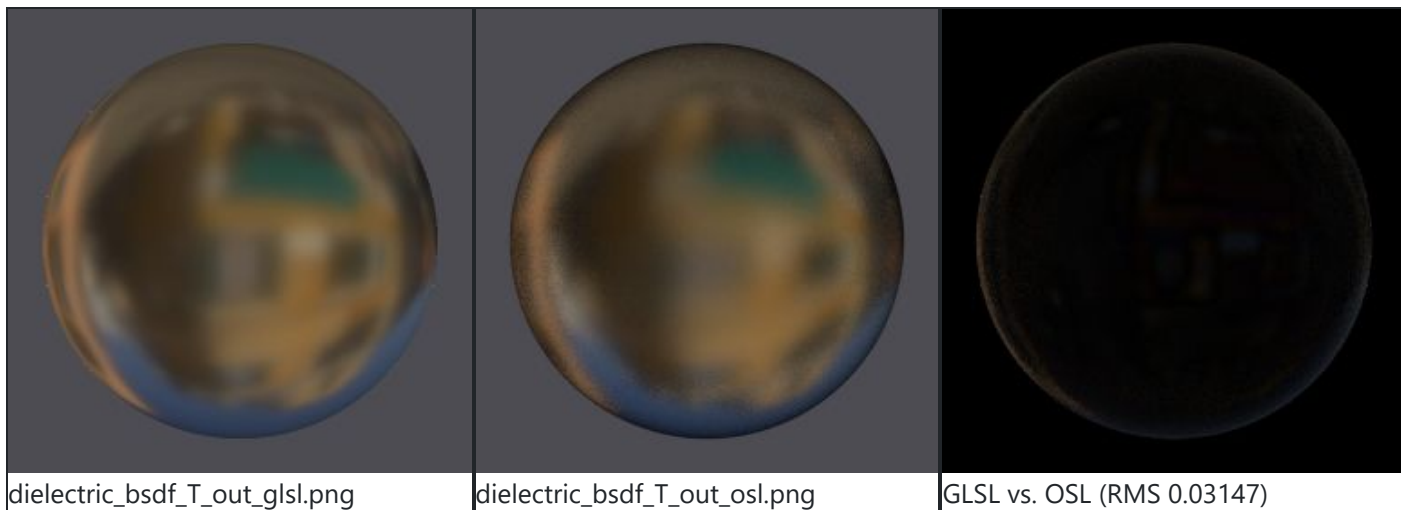


build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

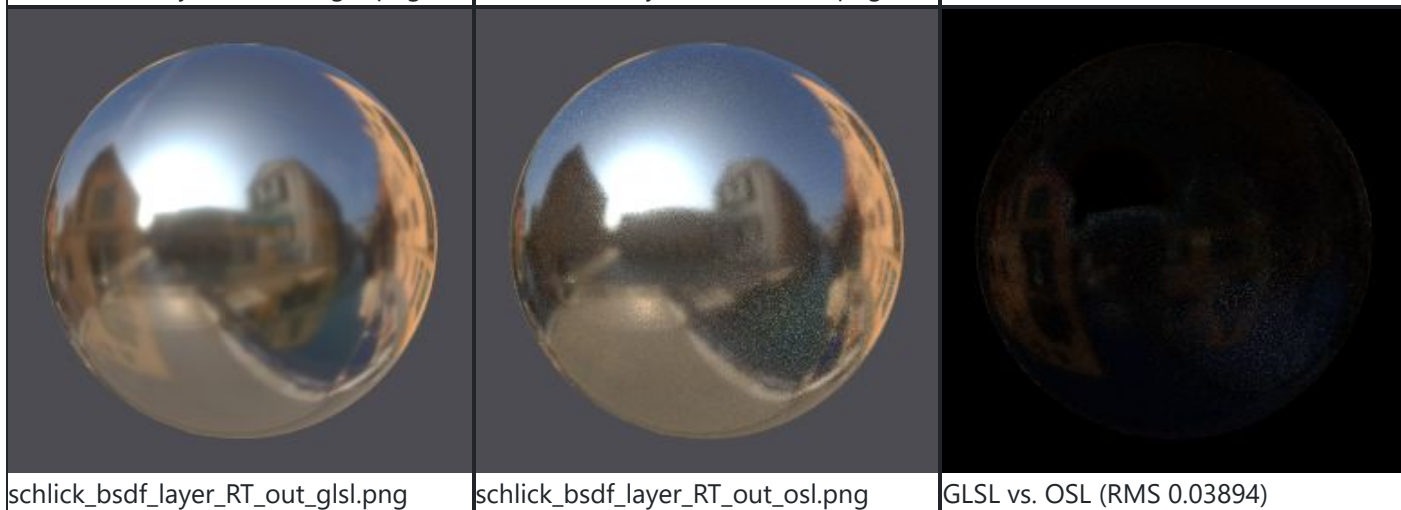
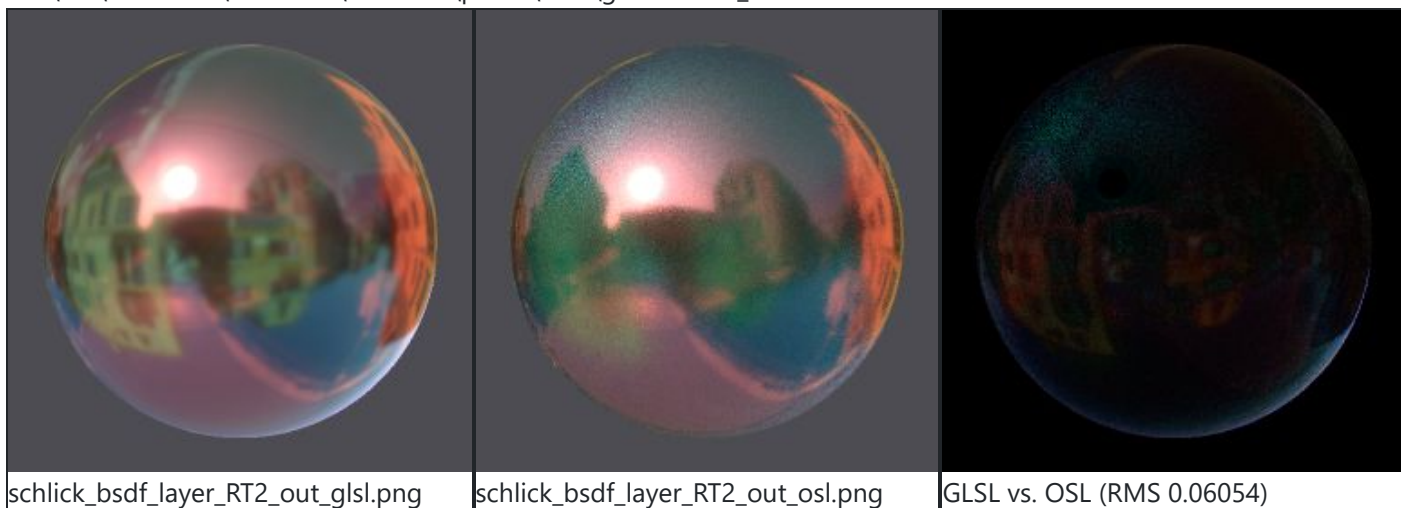


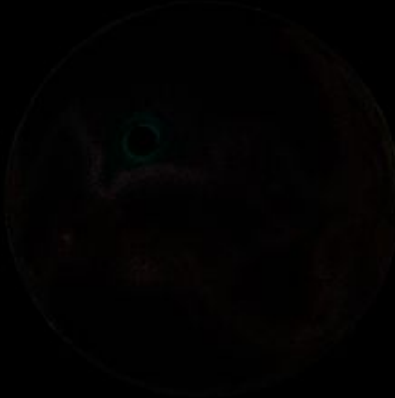
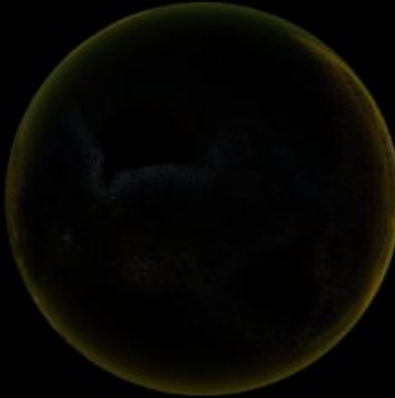
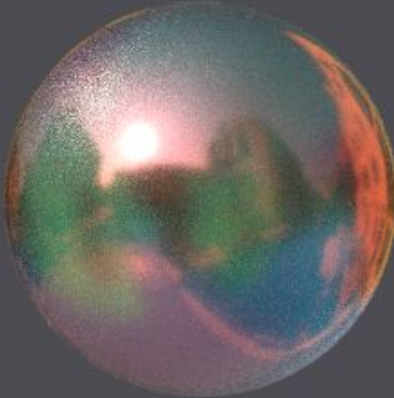
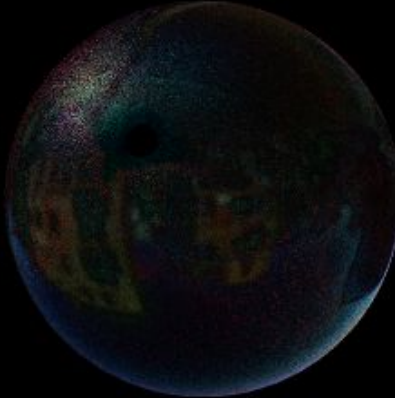
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

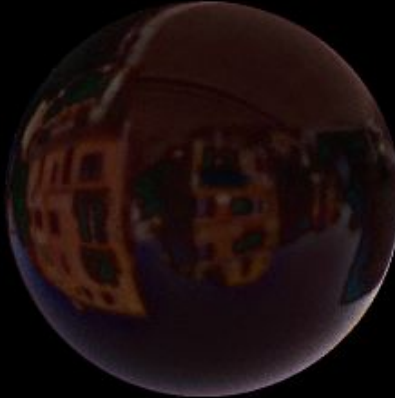
		
dielectric_bsdf_layer_RT_out_gsl.png	dielectric_bsdf_layer_RT_out_osl.png	GLSL vs. OSL (RMS 0.03117)
		
dielectric_bsdf_RT_out_gsl.png	dielectric_bsdf_RT_out_osl.png	GLSL vs. OSL (RMS 0.03233)
		
dielectric_bsdf_R_out_gsl.png	dielectric_bsdf_R_out_osl.png	GLSL vs. OSL (RMS 0.00777)

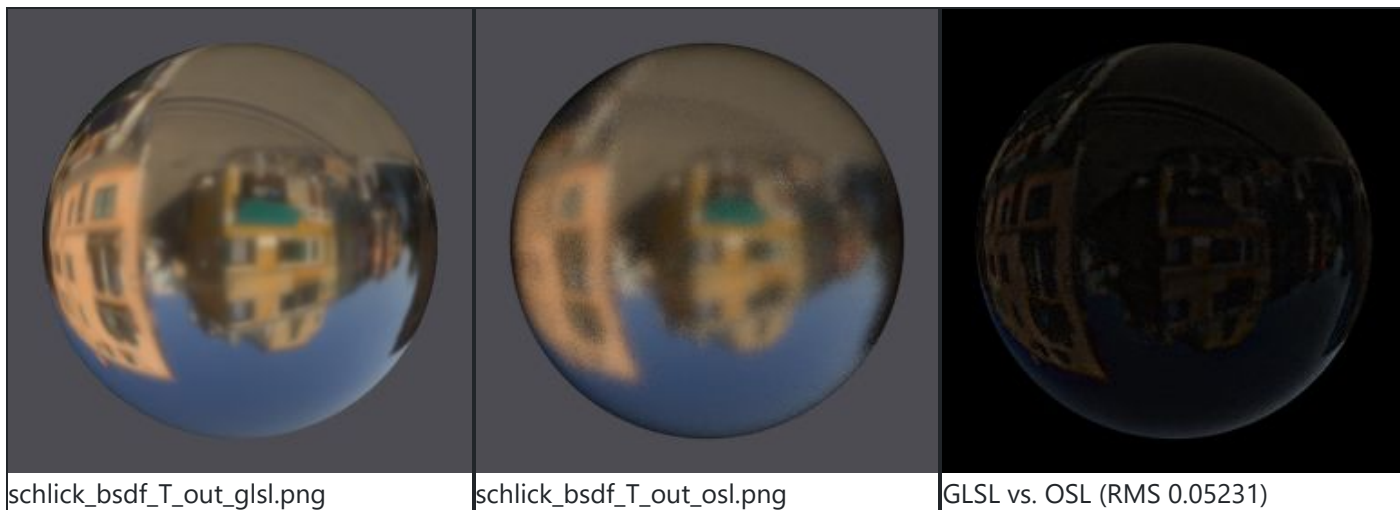


build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:

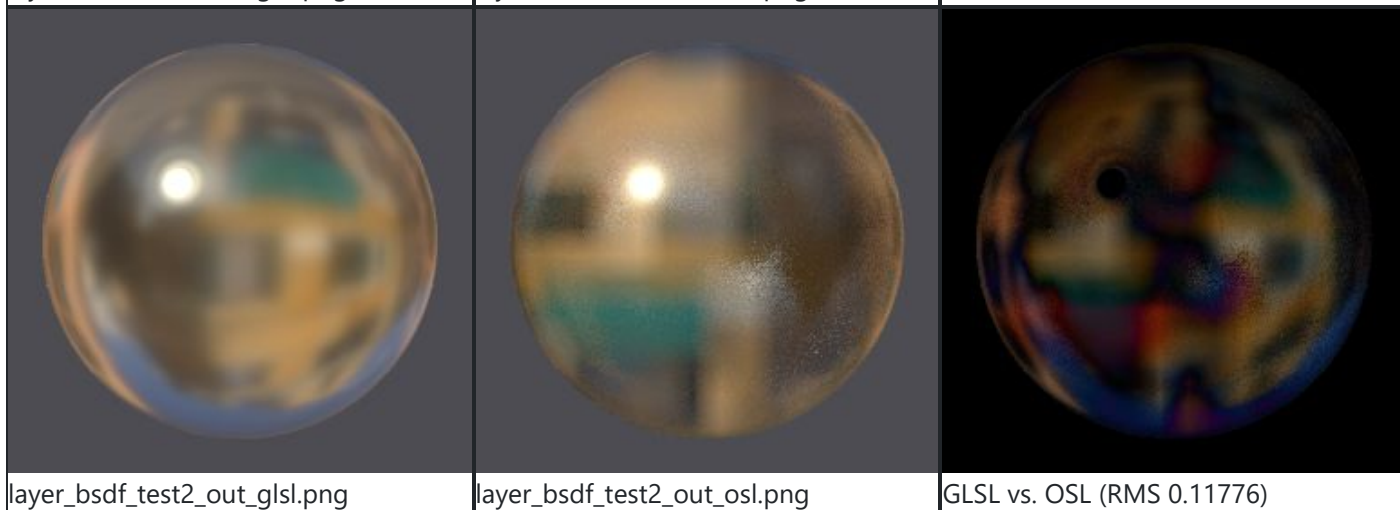
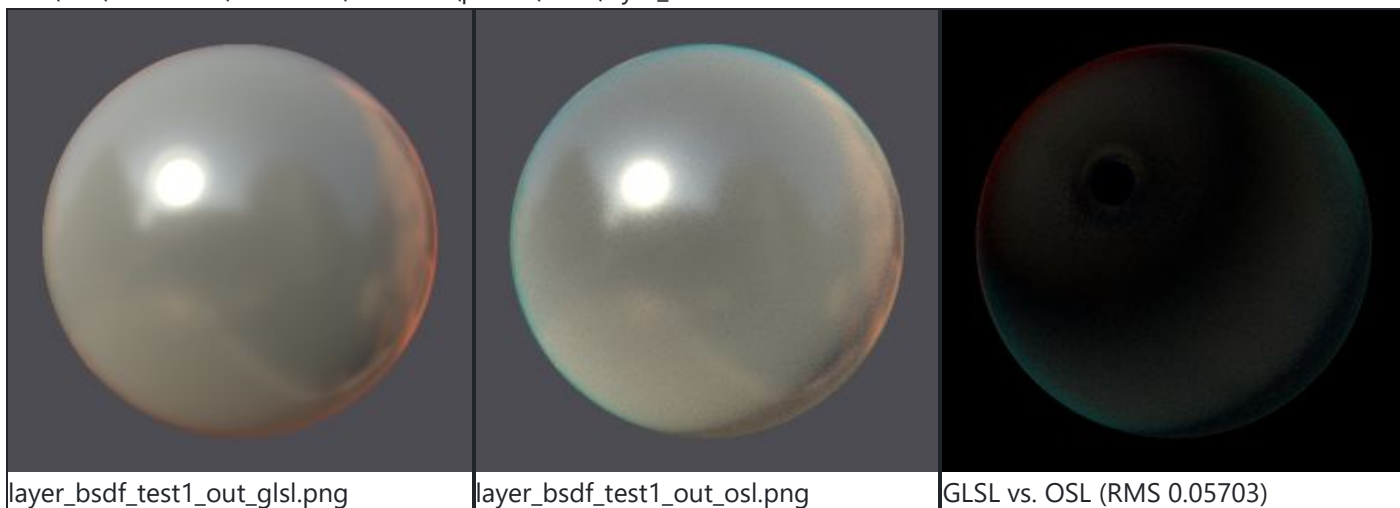


		
schlick_bsdf_R2_out_glsl.png	schlick_bsdf_R2_out_osl.png	GLSL vs. OSL (RMS 0.01220)
		
schlick_bsdf_R3_out_glsl.png	schlick_bsdf_R3_out_osl.png	GLSL vs. OSL (RMS 0.03882)
		
schlick_bsdf_RT2_out_glsl.png	schlick_bsdf_RT2_out_osl.png	GLSL vs. OSL (RMS 0.08515)

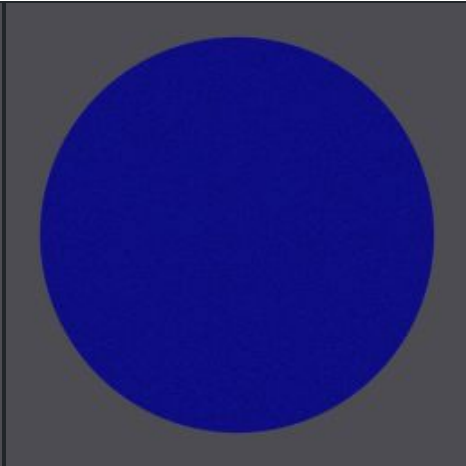
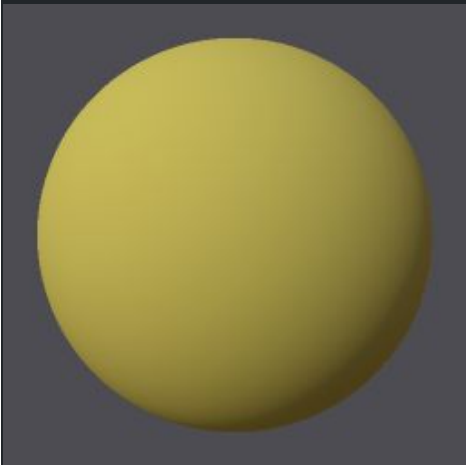
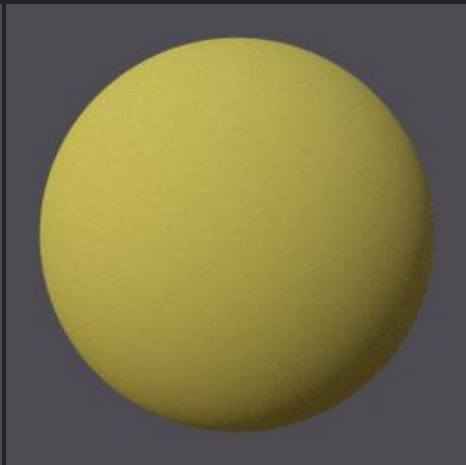
		
schlick_bsdf_RT_out_glsl.png	schlick_bsdf_RT_out_osl.png	GLSL vs. OSL (RMS 0.05520)
		
schlick_bsdf_R_out_glsl.png	schlick_bsdf_R_out_osl.png	GLSL vs. OSL (RMS 0.01621)
		
schlick_bsdf_T2_out_glsl.png	schlick_bsdf_T2_out_osl.png	GLSL vs. OSL (RMS 0.09177)

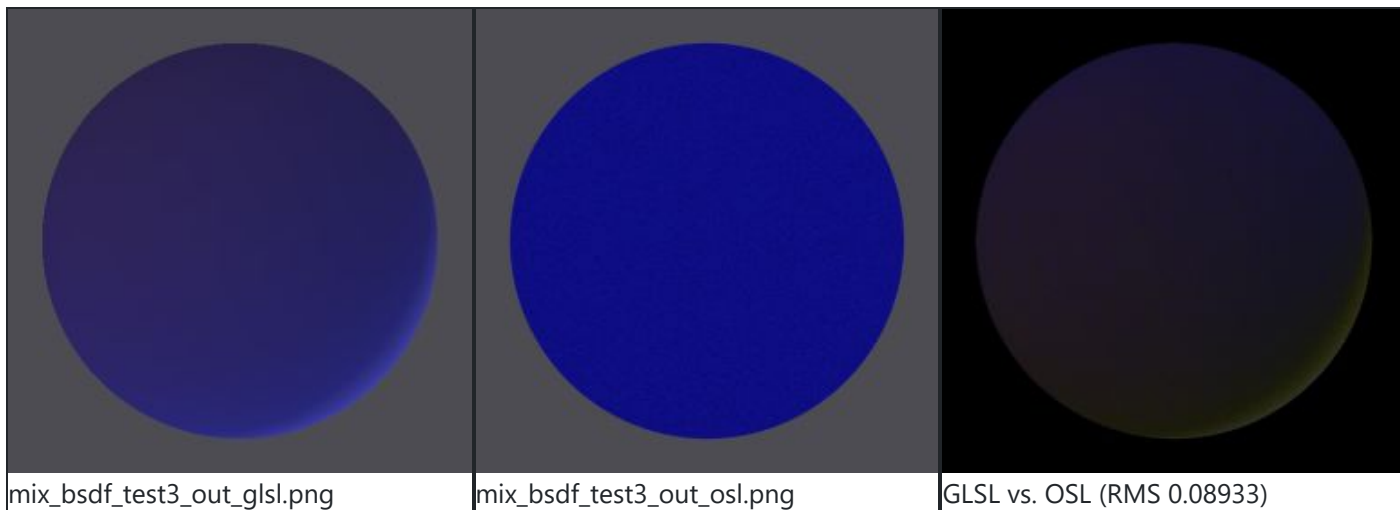


build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

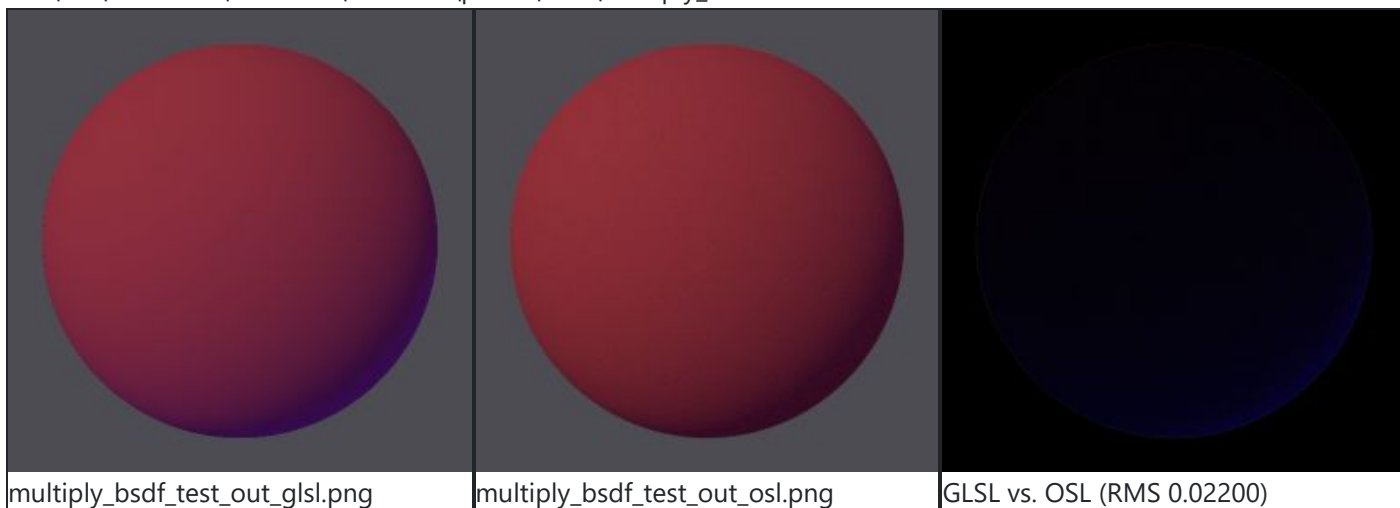


build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

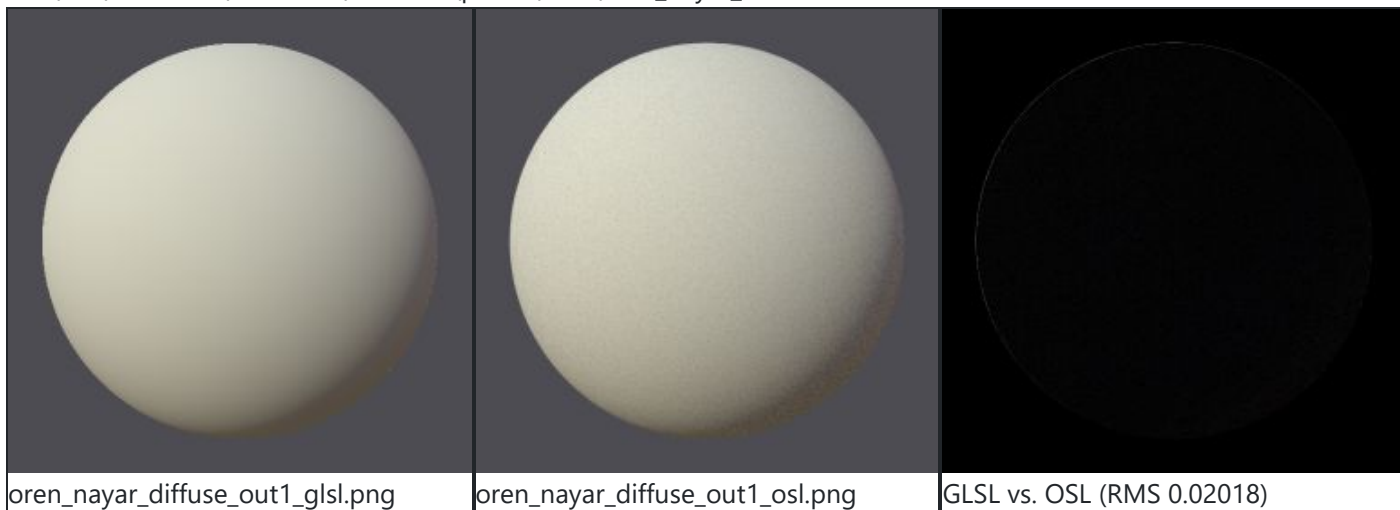
		
IMP_substrateshader_out_glsl.png	IMP_substrateshader_out_osl.png	GLSL vs. OSL (RMS 0.08933)
		
mix_bsdf_test1_out_glsl.png	mix_bsdf_test1_out_osl.png	GLSL vs. OSL (RMS 0.01506)
		
mix_bsdf_test2_out_glsl.png	mix_bsdf_test2_out_osl.png	GLSL vs. OSL (RMS 0.01255)

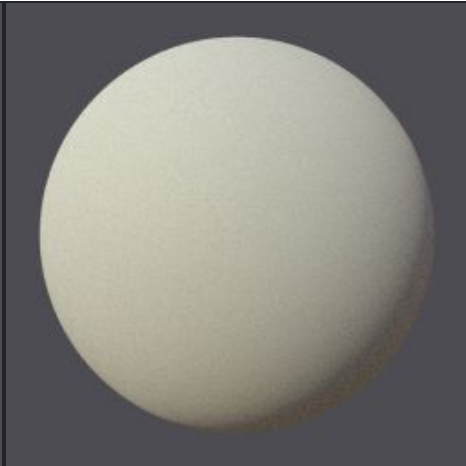


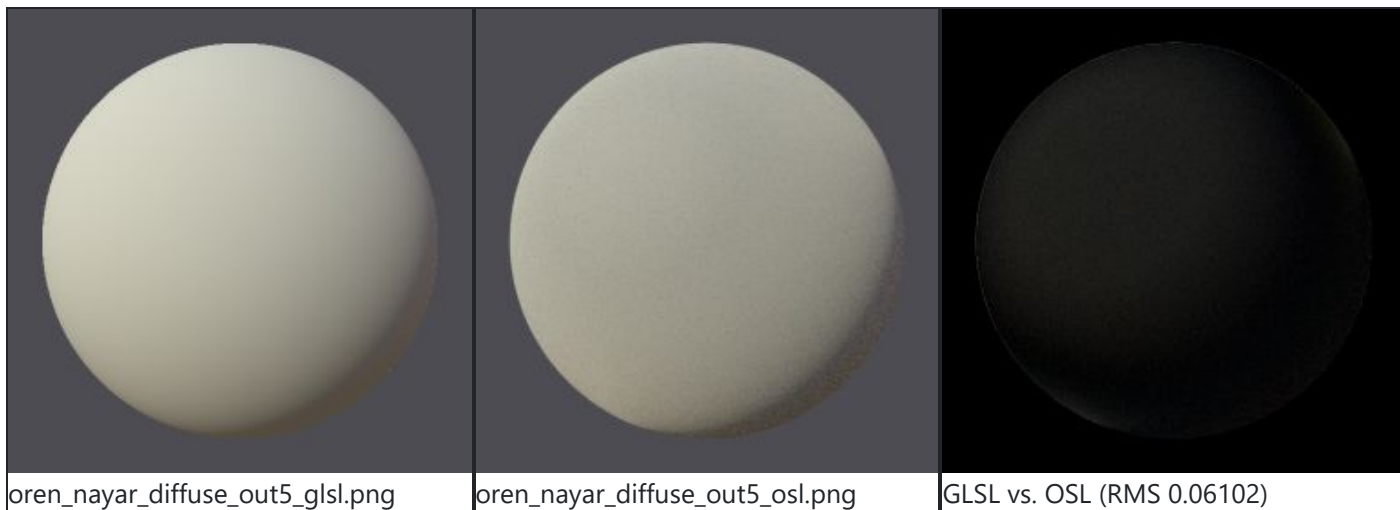
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:



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



		
oren_nayar_diffuse_out2_glsl.png	oren_nayar_diffuse_out2_osl.png	GLSL vs. OSL (RMS 0.02380)
		
oren_nayar_diffuse_out3_glsl.png	oren_nayar_diffuse_out3_osl.png	GLSL vs. OSL (RMS 0.03682)
		
oren_nayar_diffuse_out4_glsl.png	oren_nayar_diffuse_out4_osl.png	GLSL vs. OSL (RMS 0.05138)



build\bin\resources\Materials\TestSuite\pbrlib\bsdf\sheen_bsdf:



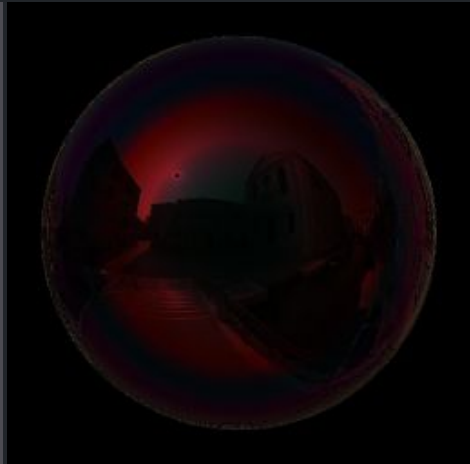
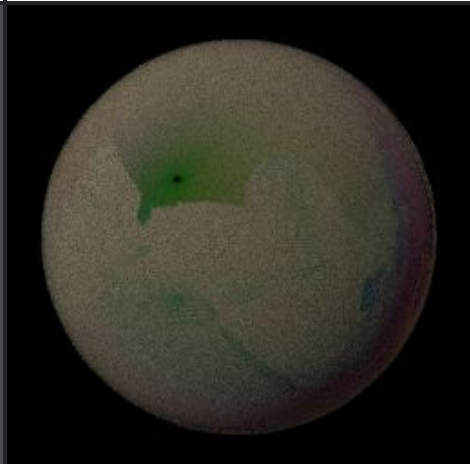
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\subsurface_bsdf:

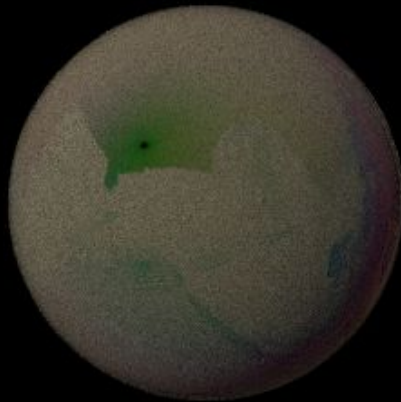
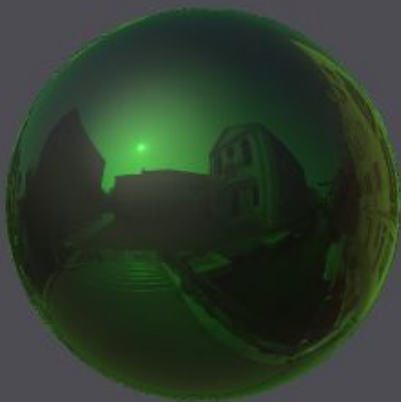
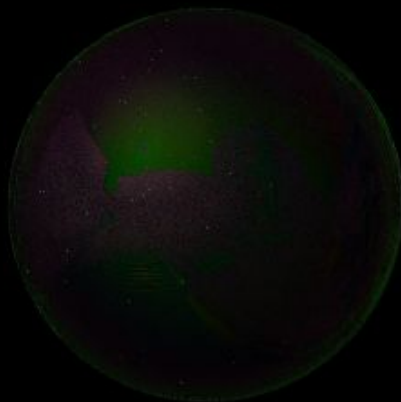
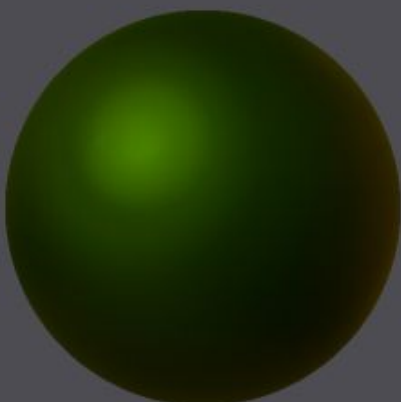
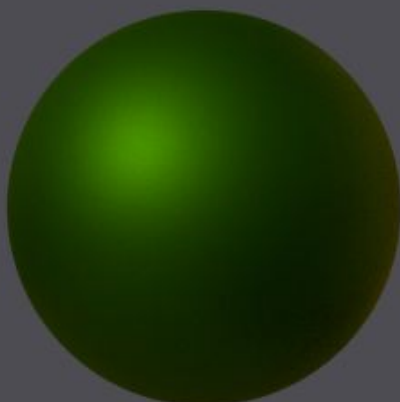
		
subsurface_1_common_out_gsl.png	subsurface_1_common_out_osl.png	GLSL vs. OSL (RMS 0.01447)
		
subsurface_2_radius_0_01_out_gsl.png	subsurface_2_radius_0_01_out_osl.png	GLSL vs. OSL (RMS 0.01447)
		
subsurface_2_radius_0_025_out_gsl.png	subsurface_2_radius_0_025_out_osl.png	GLSL vs. OSL (RMS 0.01447)

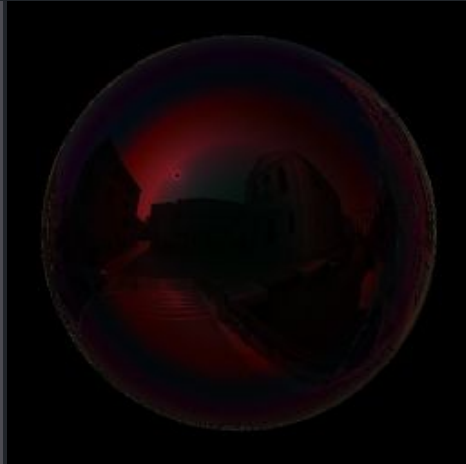
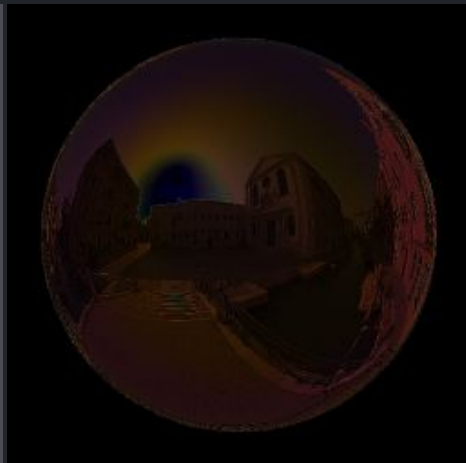
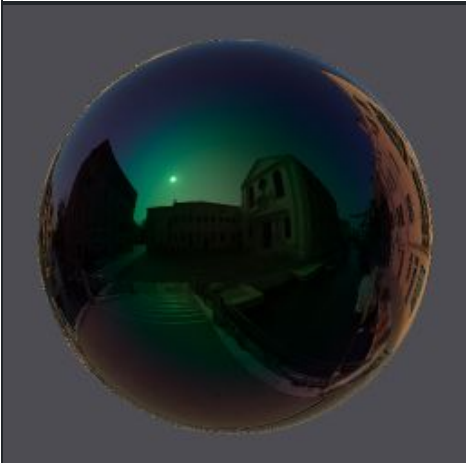
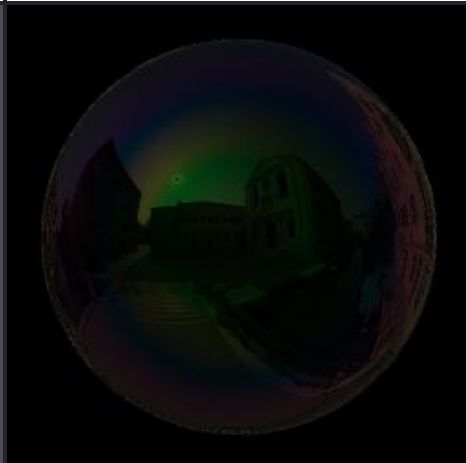
		
subsurface_2_radius_5_0_out_glsl.png	subsurface_2_radius_5_0_out_osl.png	GLSL vs. OSL (RMS 0.01447)
		
subsurface_3_weighted_out_glsl.png	subsurface_3_weighted_out_osl.png	GLSL vs. OSL (RMS 0.00870)
		
subsurface_4_backward_out_glsl.png	subsurface_4_backward_out_osl.png	GLSL vs. OSL (RMS 0.01447)

		
subsurface_4_forward_out_gsl.png	subsurface_4_forward_out_osl.png	GLSL vs. OSL (RMS 0.01447)

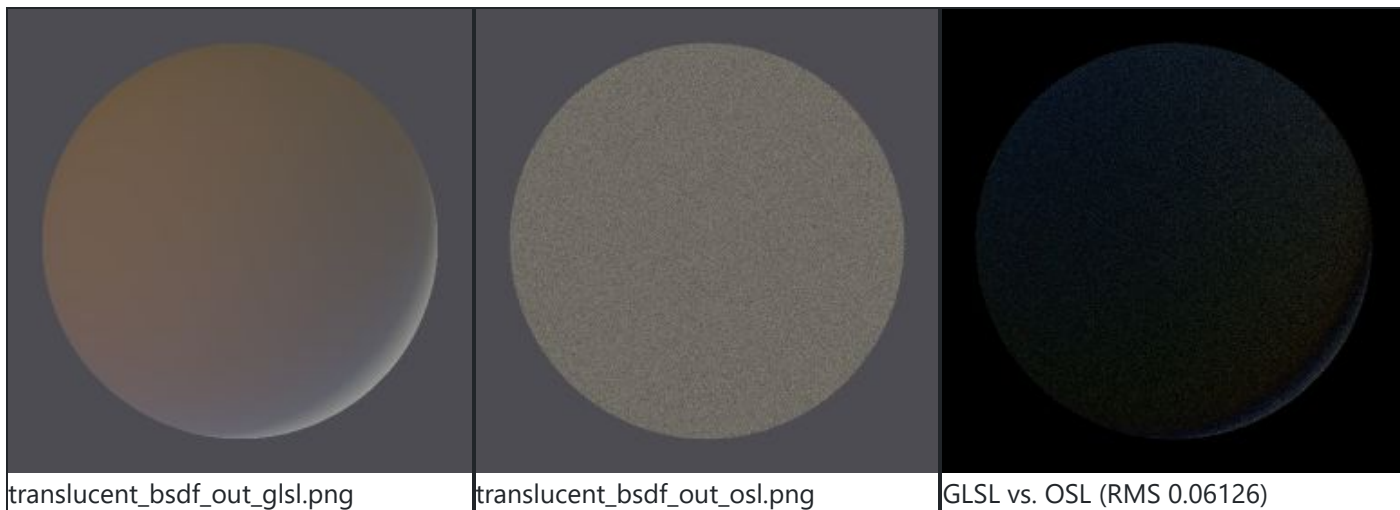
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:

		
thin_film_test1_out_gsl.png	thin_film_test1_out_osl.png	GLSL vs. OSL (RMS 0.05227)
		
thin_film_test2_out_gsl.png	thin_film_test2_out_osl.png	GLSL vs. OSL (RMS 0.20953)

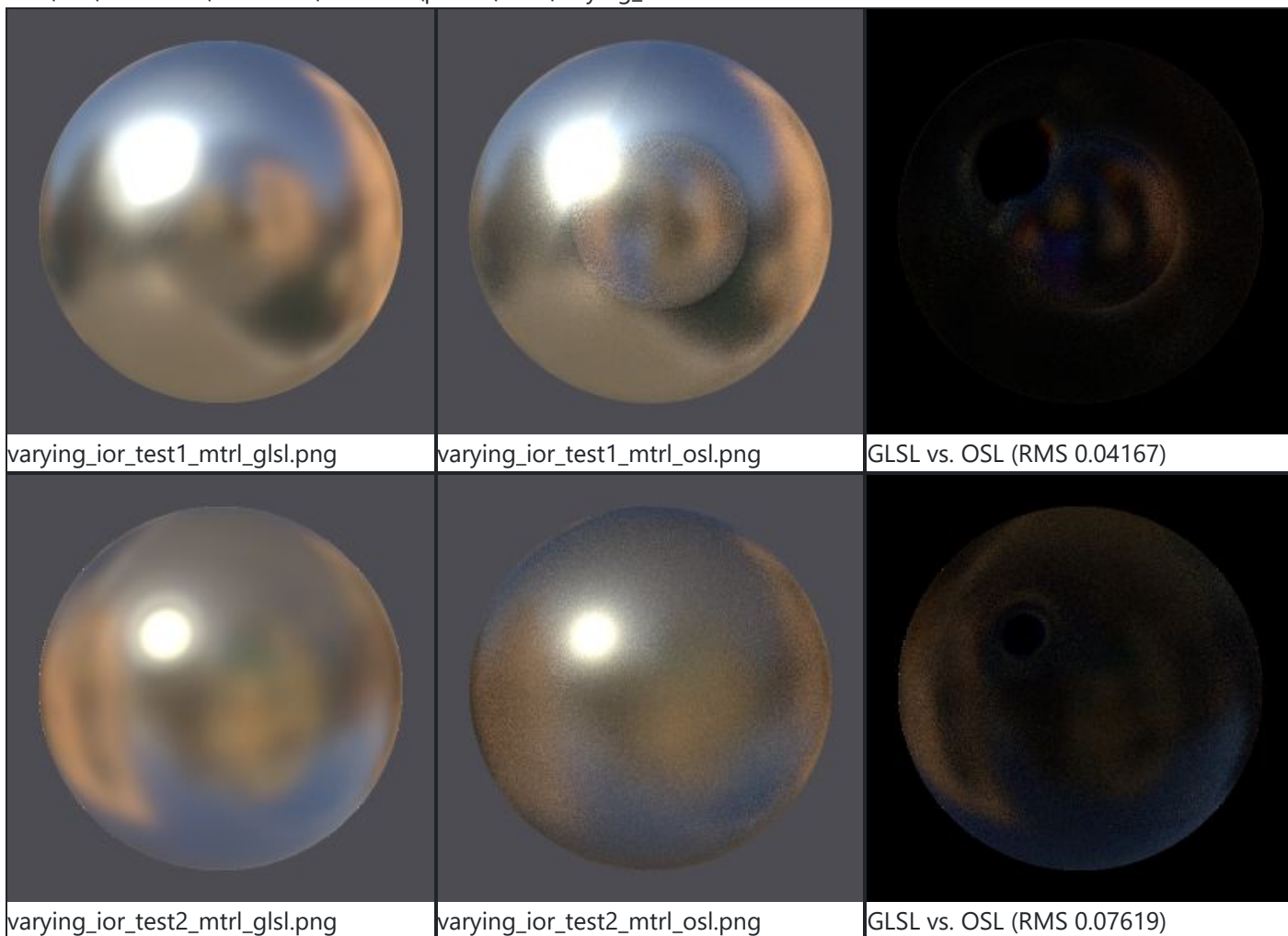
		
thin_film_test3_out_glsl.png	thin_film_test3_out_osl.png	GLSL vs. OSL (RMS 0.20953)
		
thin_film_test4_out_glsl.png	thin_film_test4_out_osl.png	GLSL vs. OSL (RMS 0.04940)
		
thin_film_test5_out_glsl.png	thin_film_test5_out_osl.png	GLSL vs. OSL (RMS 0.01689)

		
thin_film_test6_out_glsl.png	thin_film_test6_out_osl.png	GLSL vs. OSL (RMS 0.04721)
		
thin_film_test7_out_glsl.png	thin_film_test7_out_osl.png	GLSL vs. OSL (RMS 0.06985)
		
thin_film_test8_out_glsl.png	thin_film_test8_out_osl.png	GLSL vs. OSL (RMS 0.05491)

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

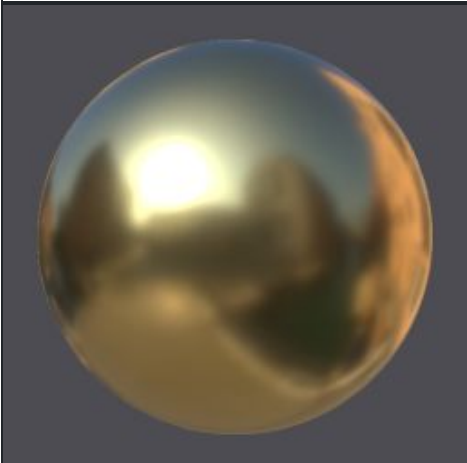
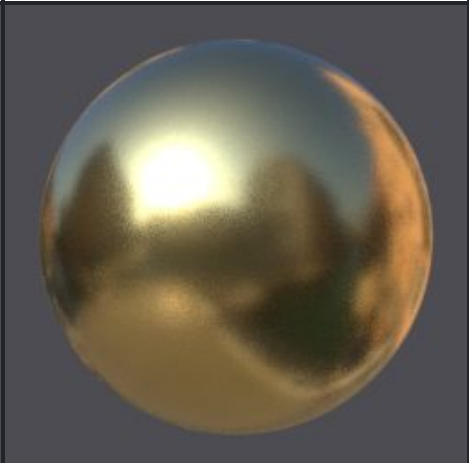
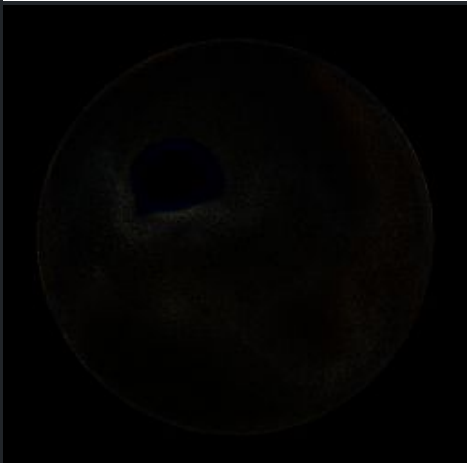


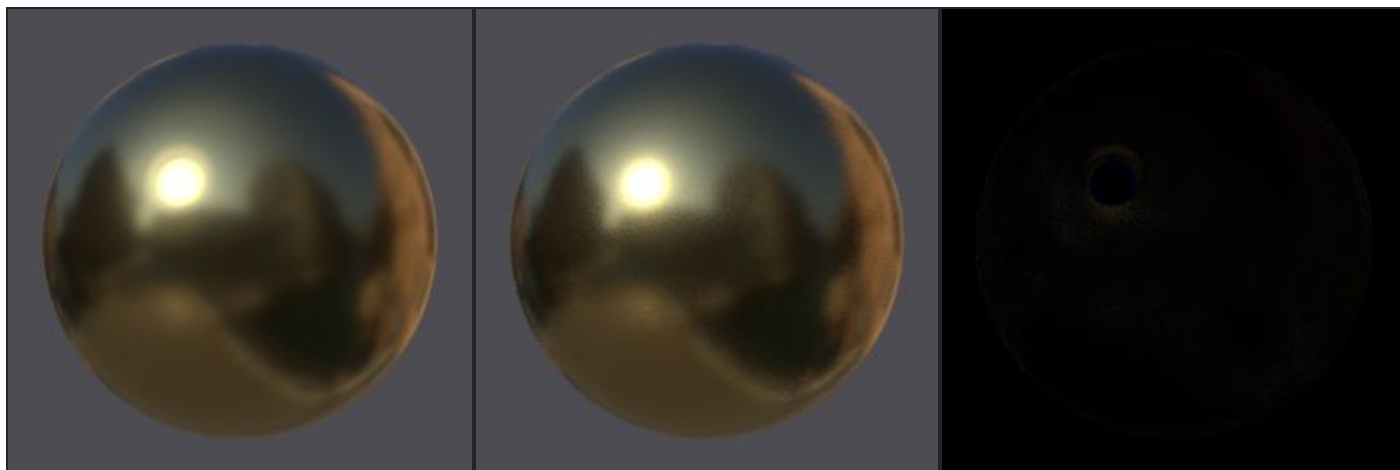
build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:



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

		
vertical_layering_ex1_out_glsl.png	vertical_layering_ex1_out_osl.png	GLSL vs. OSL (RMS 0.01315)
		
vertical_layering_ex2_out_glsl.png	vertical_layering_ex2_out_osl.png	GLSL vs. OSL (RMS 0.01731)
		
vertical_layering_ex3_out_glsl.png	vertical_layering_ex3_out_osl.png	GLSL vs. OSL (RMS 0.01573)

		
vertical_layering_ex4_out_glsl.png	vertical_layering_ex4_out_osl.png	GLSL vs. OSL (RMS 0.01463)
		
vertical_layering_ex5_out_glsl.png	vertical_layering_ex5_out_osl.png	GLSL vs. OSL (RMS 0.01948)
		
vertical_layering_ex6_out_glsl.png	vertical_layering_ex6_out_osl.png	GLSL vs. OSL (RMS 0.01927)

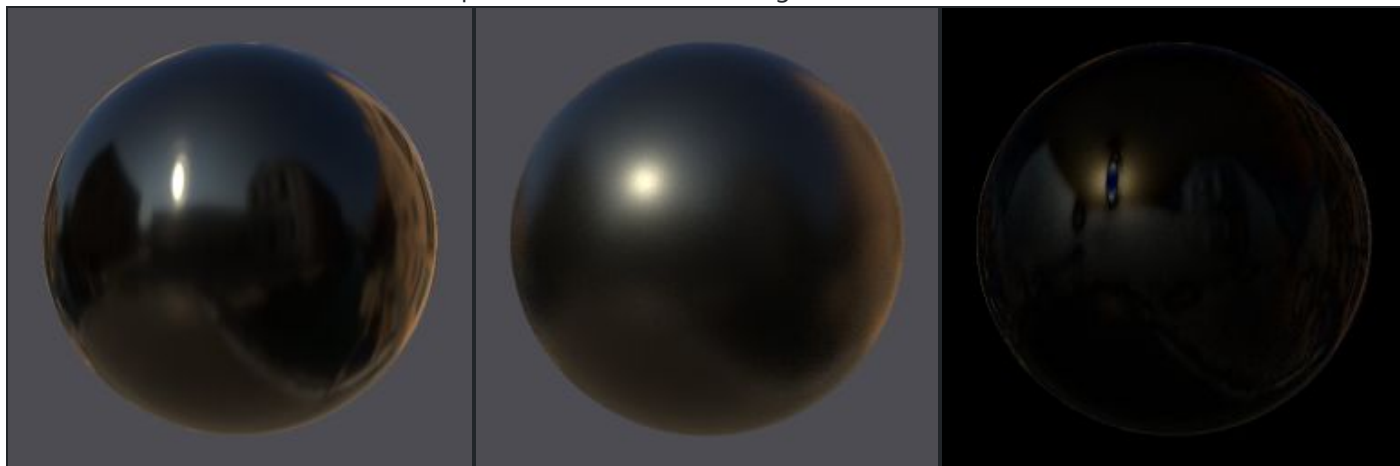


vertical_layering_ex7_out_gsl.png

vertical_layering_ex7_out_osl.png

GLSL vs. OSL (RMS 0.01337)

build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\chiang_hair_surfaceshader:

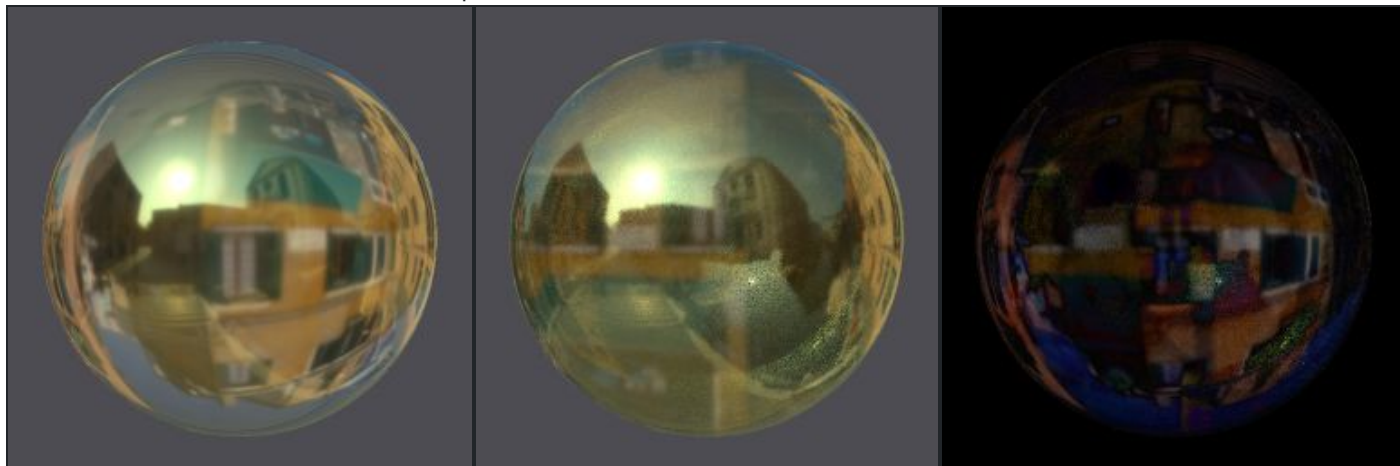


simple_hair_default_gsl.png

simple_hair_default_osl.png

GLSL vs. OSL (RMS 0.03941)

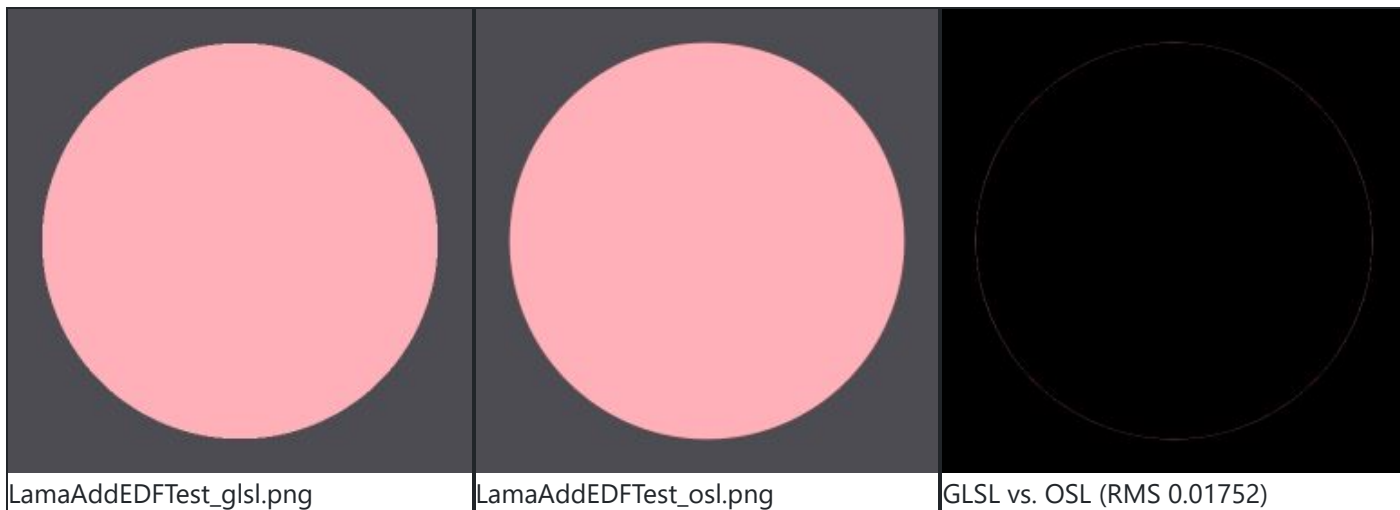
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:



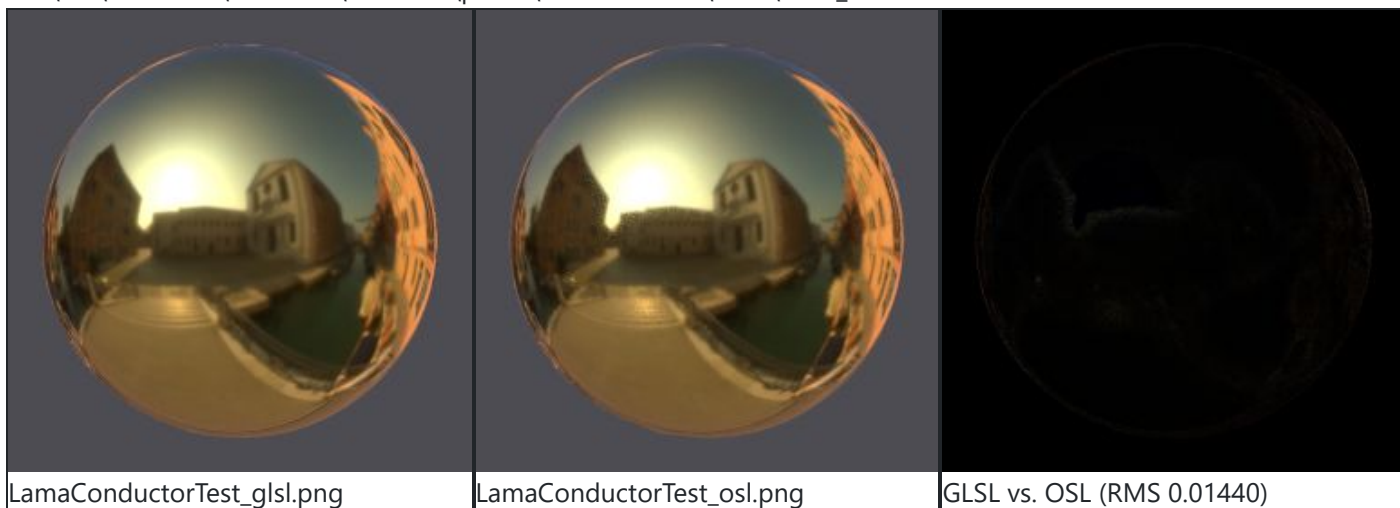
LamaAddBSDFTest_gsl.png

LamaAddBSDFTest_osl.png

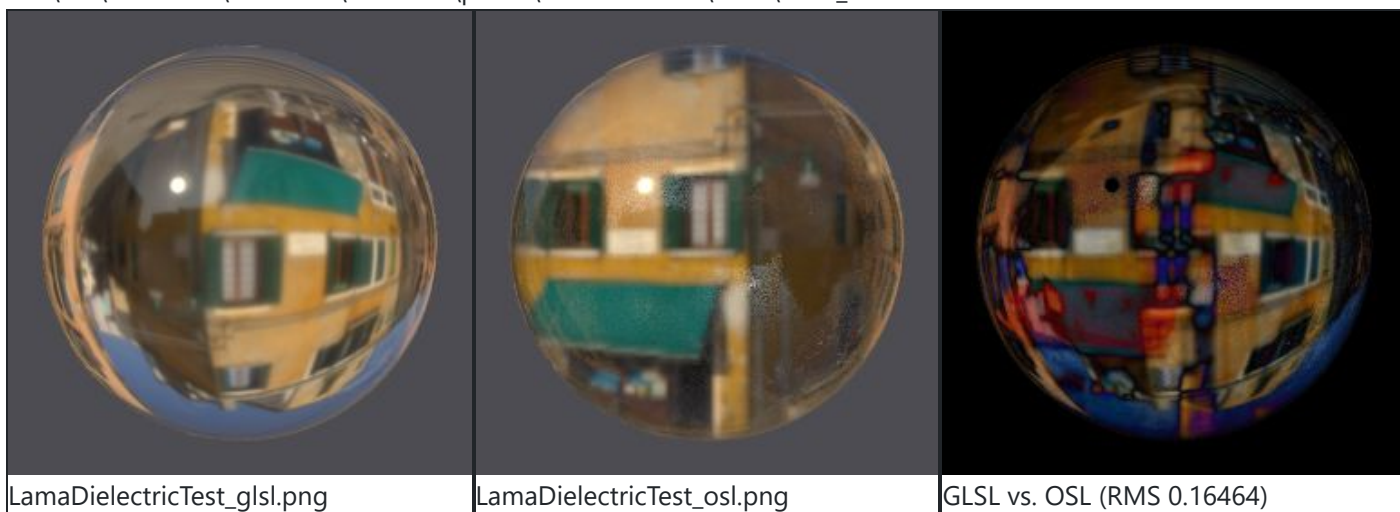
GLSL vs. OSL (RMS 0.08573)



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:

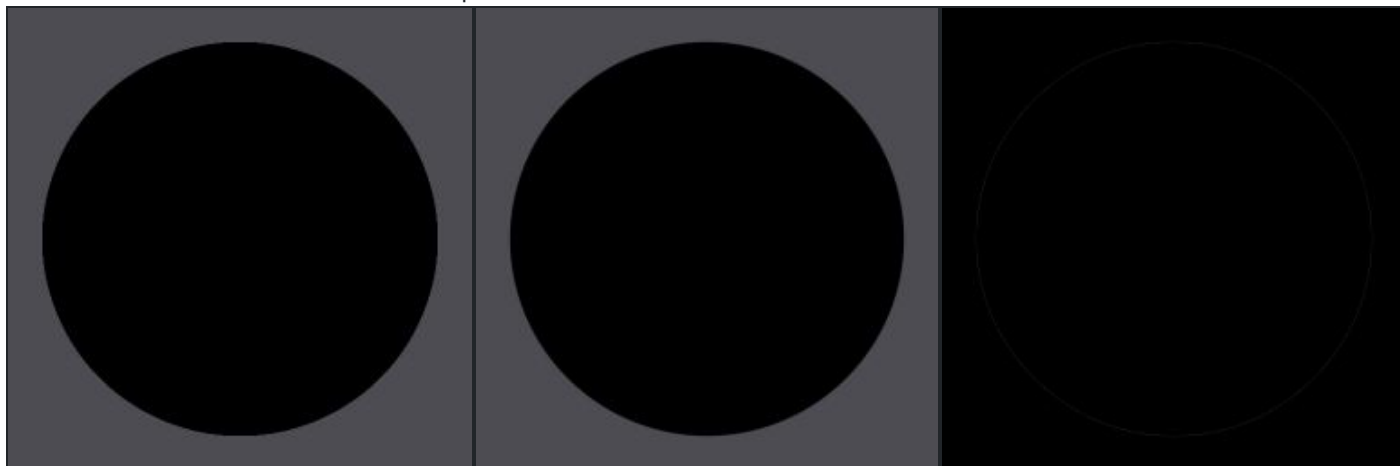


LamaDiffuseTest_glsl.png

LamaDiffuseTest_osl.png

GLSL vs. OSL (RMS 0.01181)

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

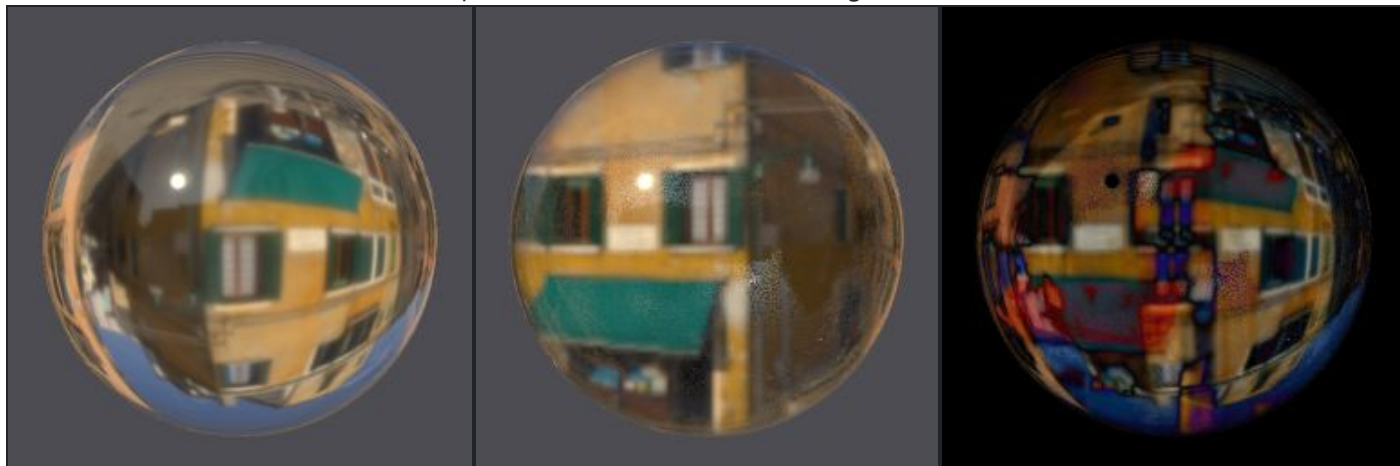


LamaEmissionTest_glsl.png

LamaEmissionTest_osl.png

GLSL vs. OSL (RMS 0.00770)

build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_generalized_schlick:



LamaGeneralizedSchlickTest_glsl.png

LamaGeneralizedSchlickTest_osl.png

GLSL vs. OSL (RMS 0.16731)

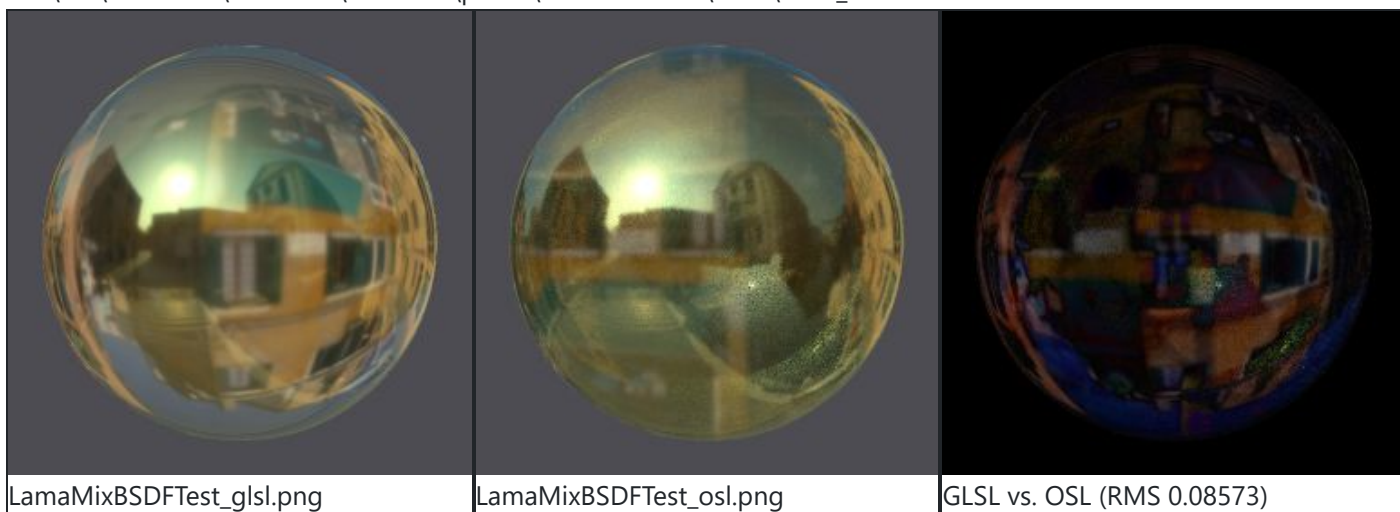
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_iridescence:

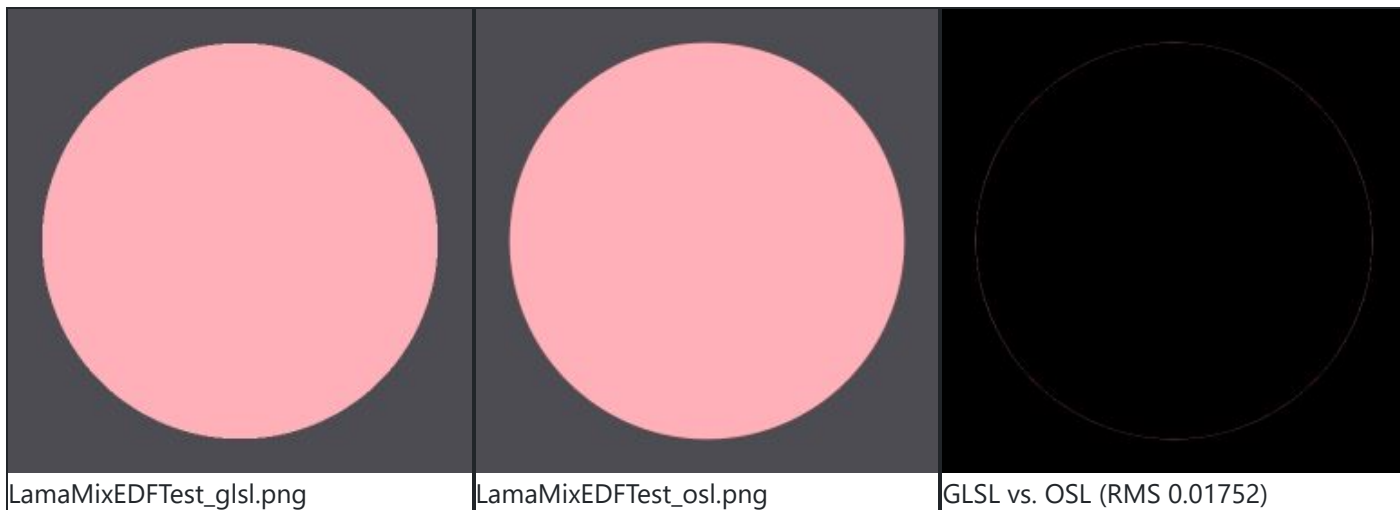


build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_layer:

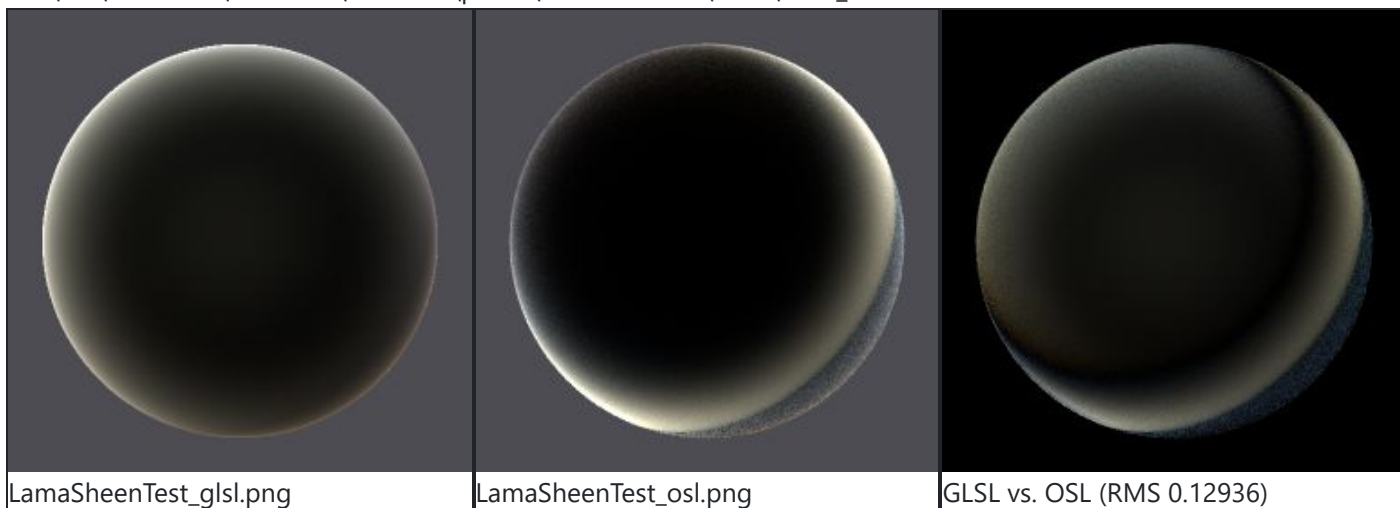


build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_mix:

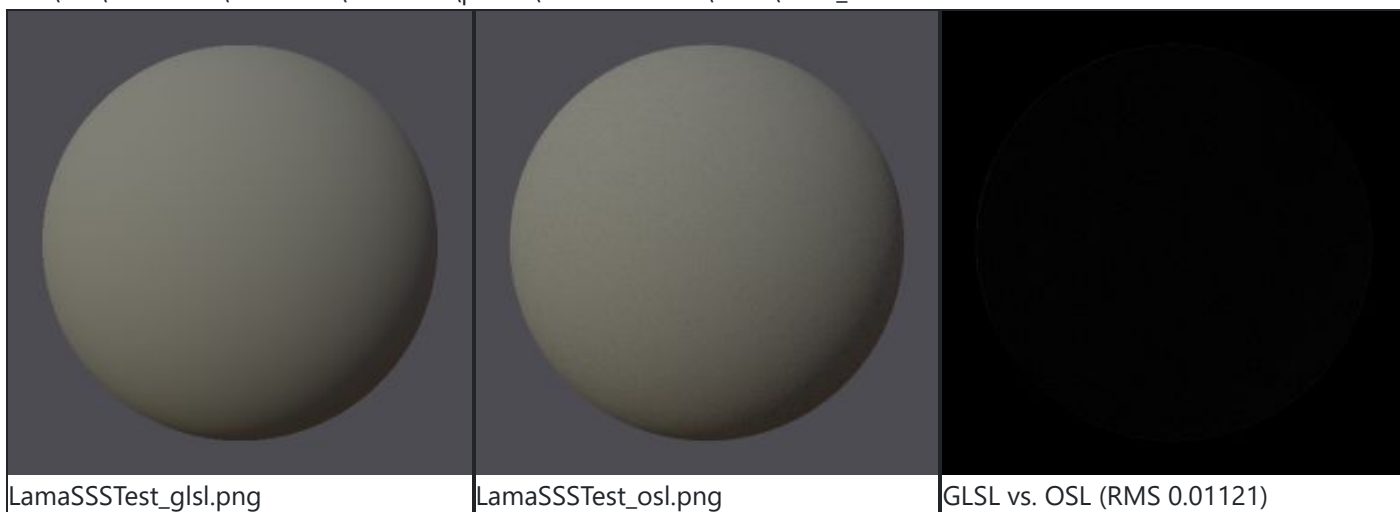




build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sheen:



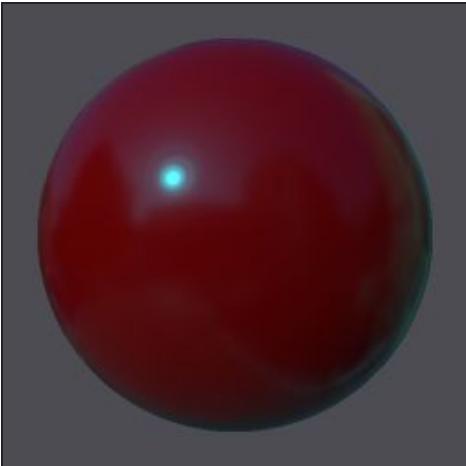
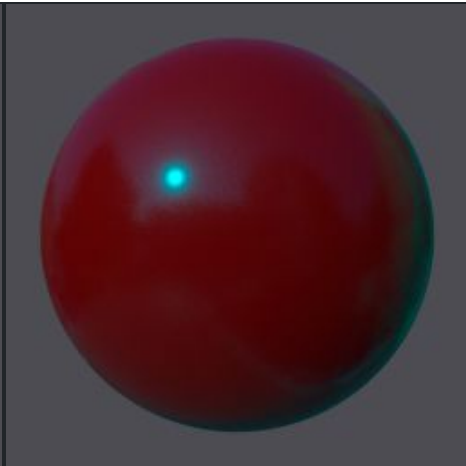
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sss:

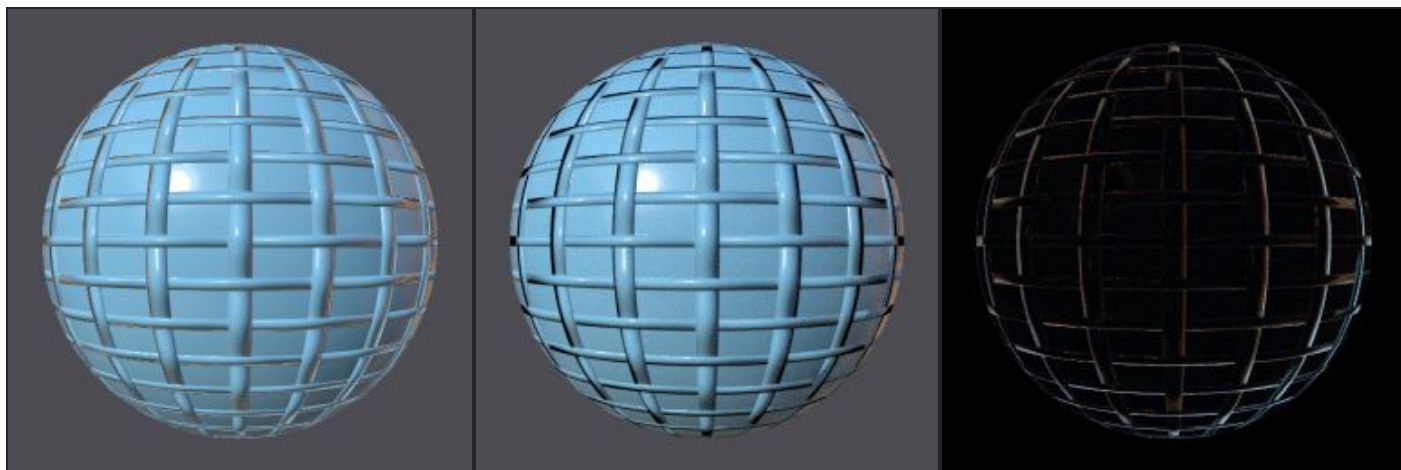


build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_translucent:

		
LamaTranslucentTest_gsl.png	LamaTranslucentTest_osl.png	GLSL vs. OSL (RMS 0.06391)

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

		
ColorSpaceShaderMaterial_gsl.png	ColorSpaceShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.01625)
		
MappedShaderMaterial_gsl.png	MappedShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.01372)



NormalMapMaterial_glsl.png

NormalMapMaterial_osl.png

GLSL vs. OSL (RMS 0.08188)



UnitMappedShaderMaterial_glsl.png

UnitMappedShaderMaterial_osl.png

GLSL vs. OSL (RMS 0.02920)

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

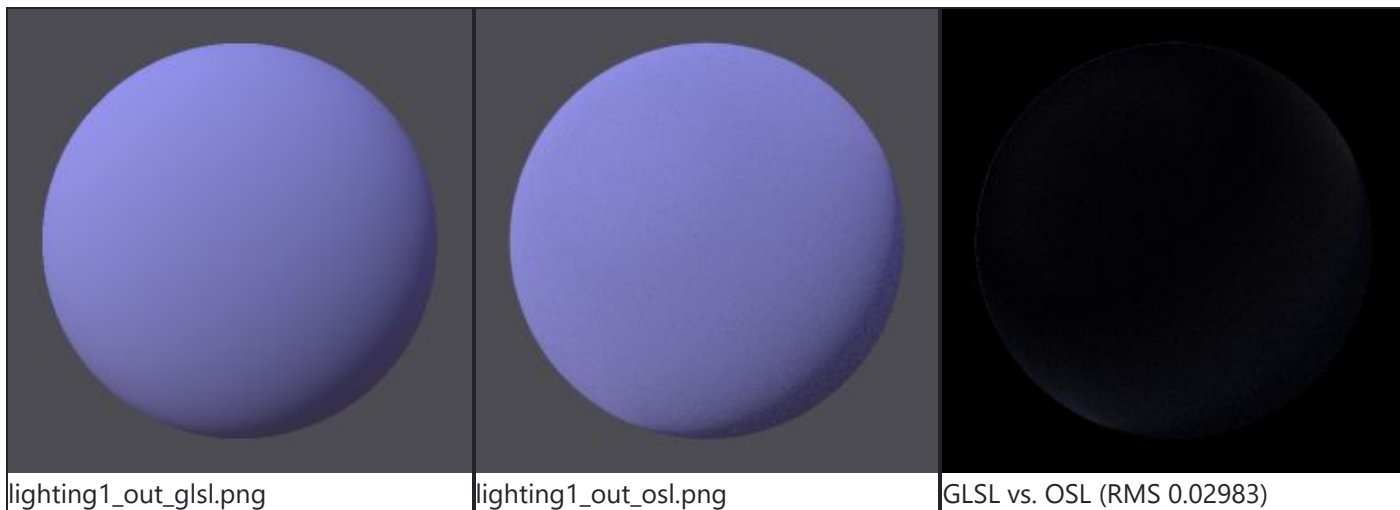


N_surfacematerial_glsl.png

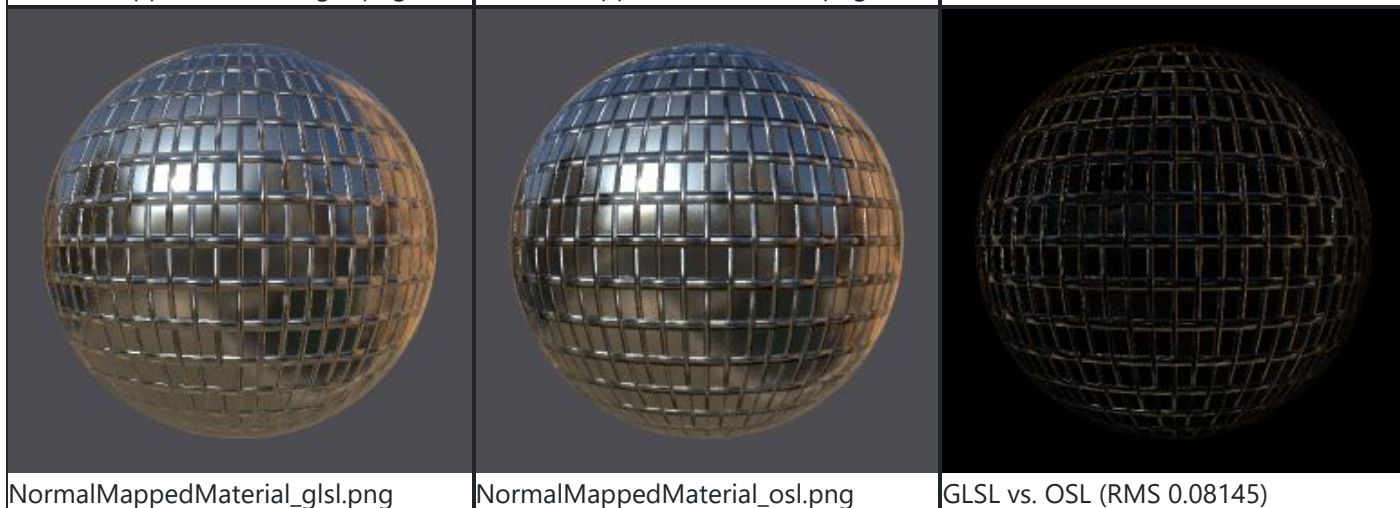
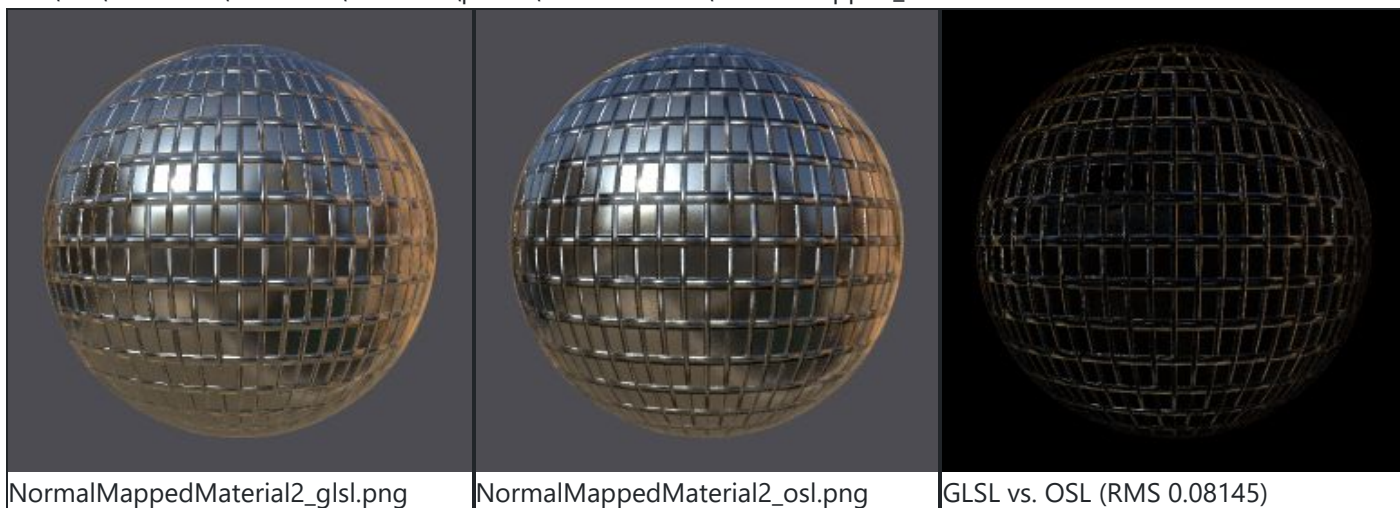
N_surfacematerial_osl.png

GLSL vs. OSL (RMS 0.02997)

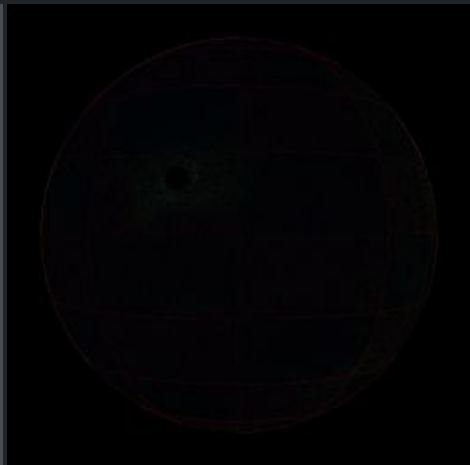
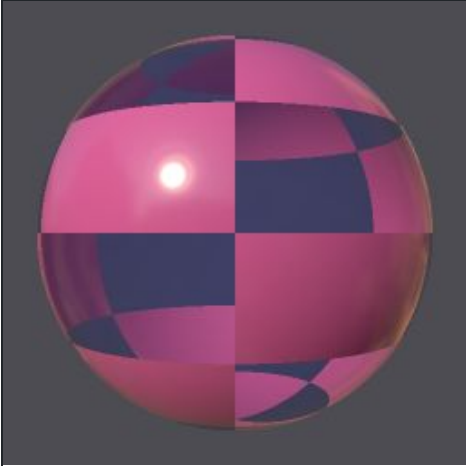
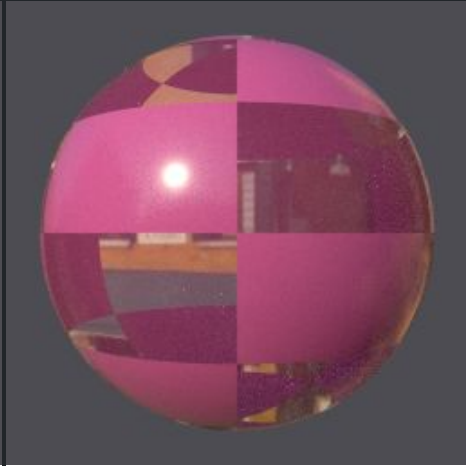
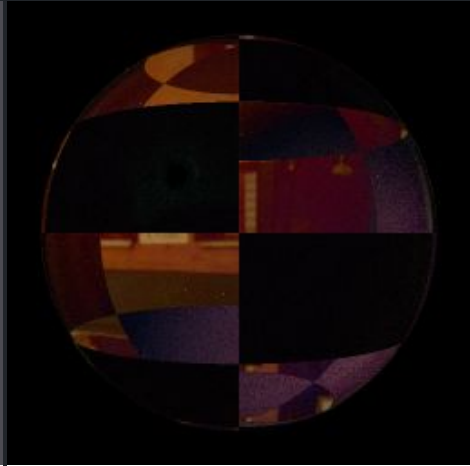
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:

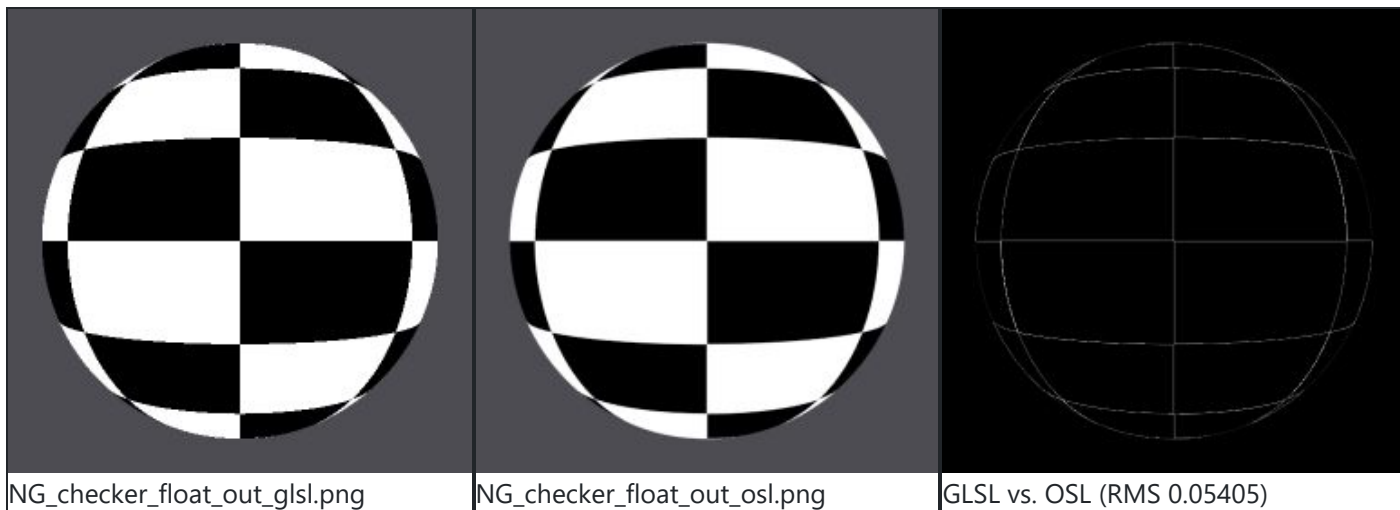


build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:

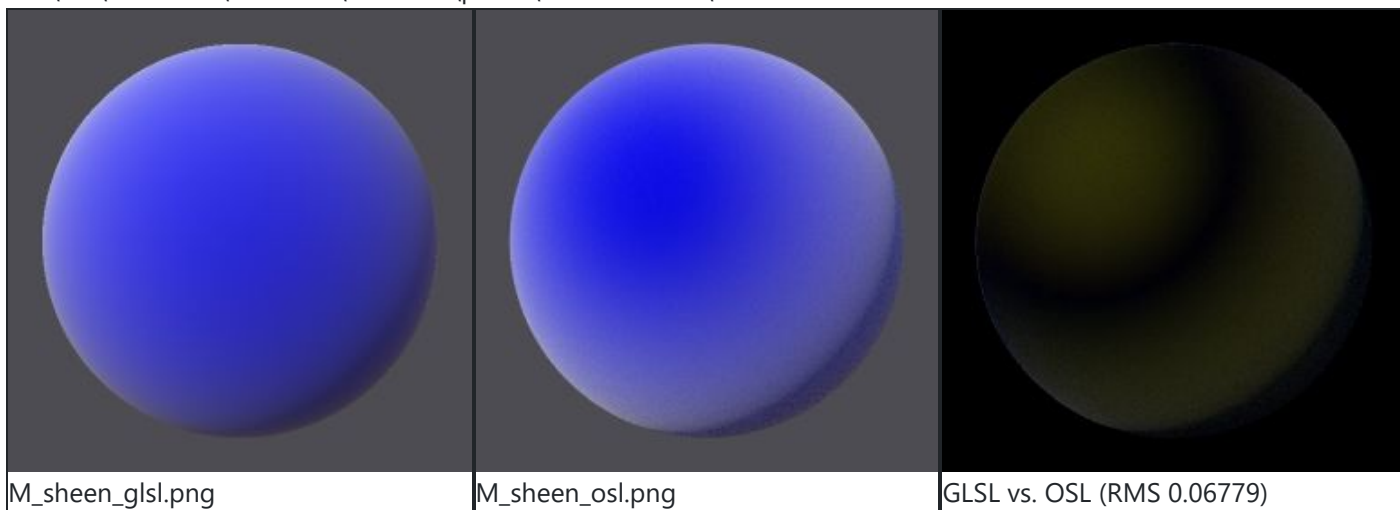


build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:

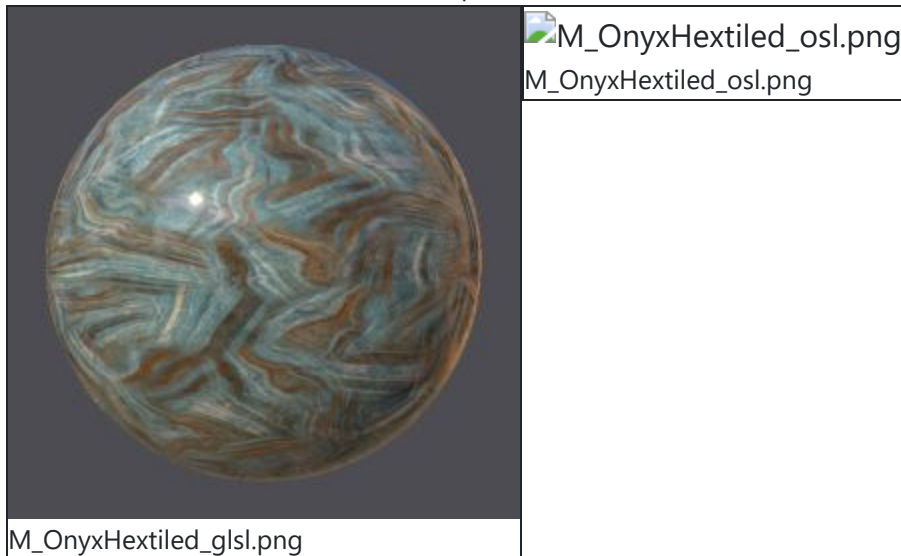
		
mix_surface_out_glsl.png	mix_surface_out_osl.png	GLSL vs. OSL (RMS 0.01634)
		
mix_surface_with_emission_out_glsl.png	mix_surface_with_emission_out_osl.png	GLSL vs. OSL (RMS 0.01807)
		
mix_surface_with_opacity_out_glsl.png	mix_surface_with_opacity_out_osl.png	GLSL vs. OSL (RMS 0.08391)



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



build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\standard_surface_onyx_hextiled:



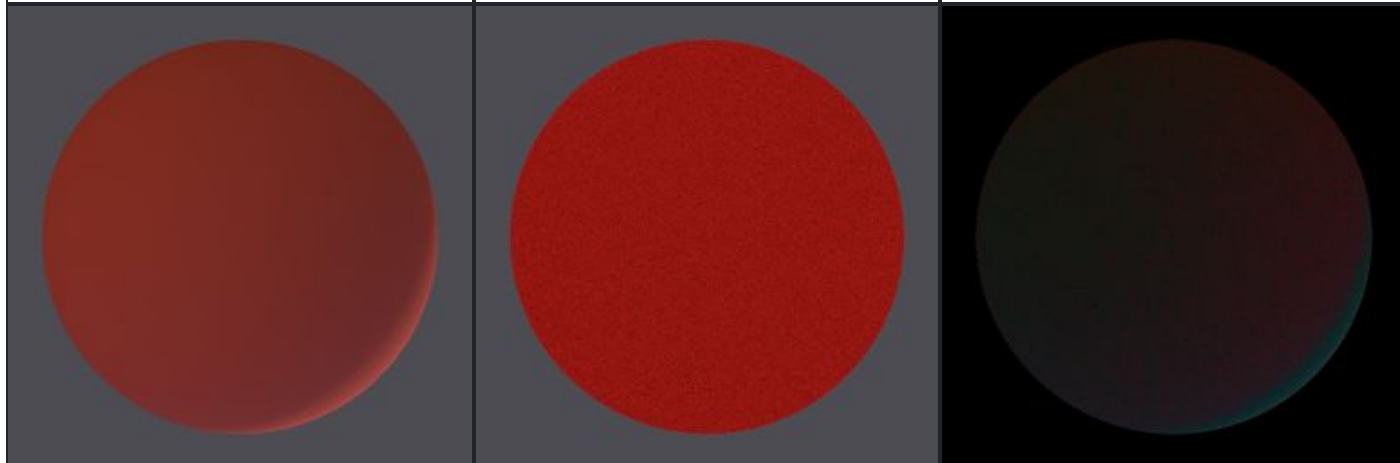
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\subsurface:



M_subsurface_thick_glsl.png

M_subsurface_thick_osl.png

GLSL vs. OSL (RMS 0.01447)

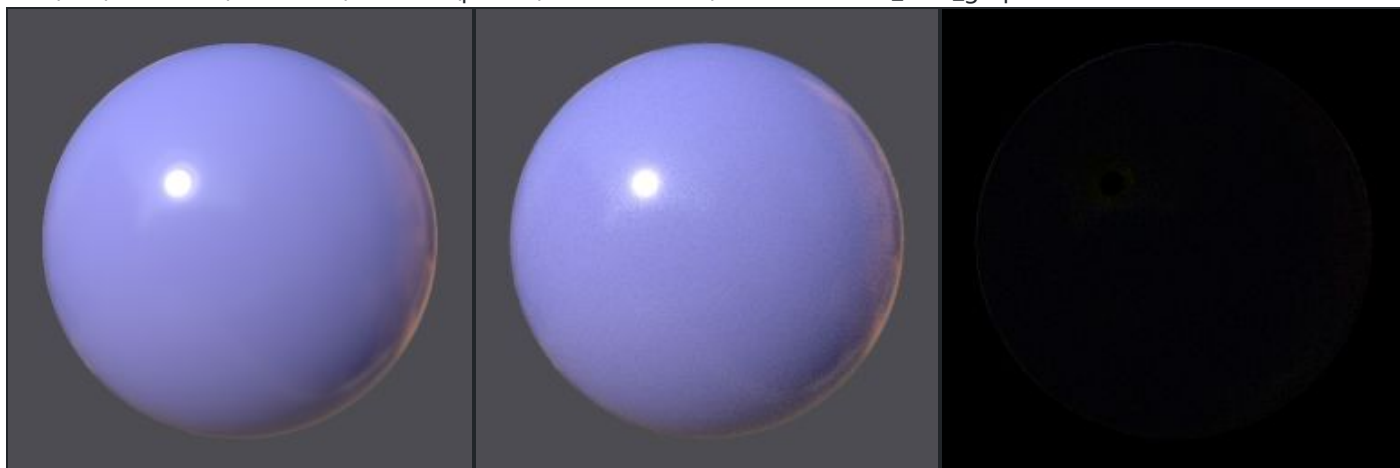


M_subsurface_thin_glsl.png

M_subsurface_thin_osl.png

GLSL vs. OSL (RMS 0.07588)

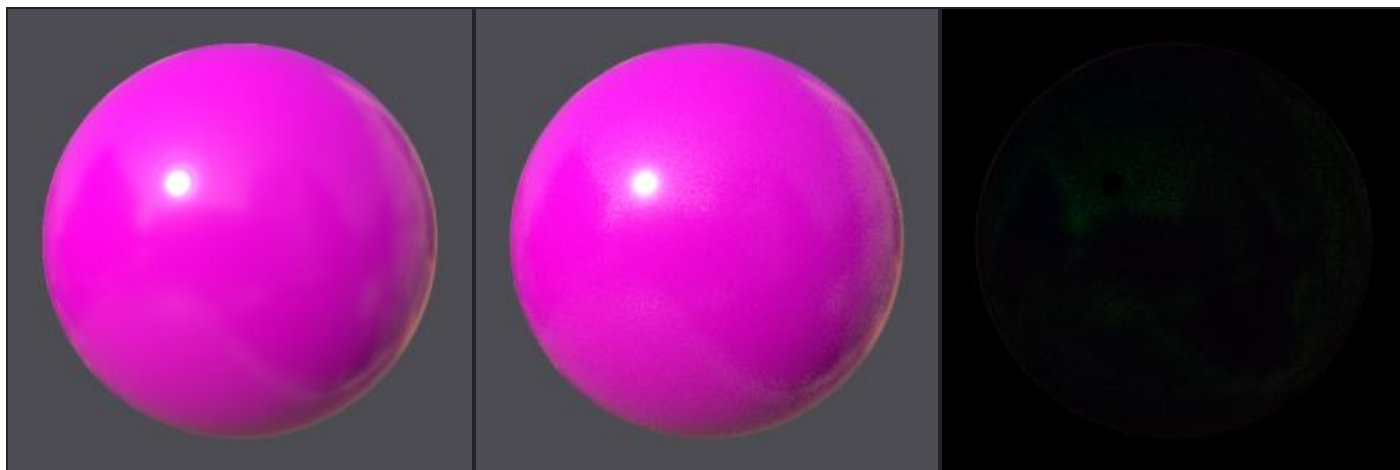
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:



M_Blue_glsl.png

M_Blue_osl.png

GLSL vs. OSL (RMS 0.01790)



M_Magenta_gsl.png

M_Magenta_osl.png

GLSL vs. OSL (RMS 0.02311)

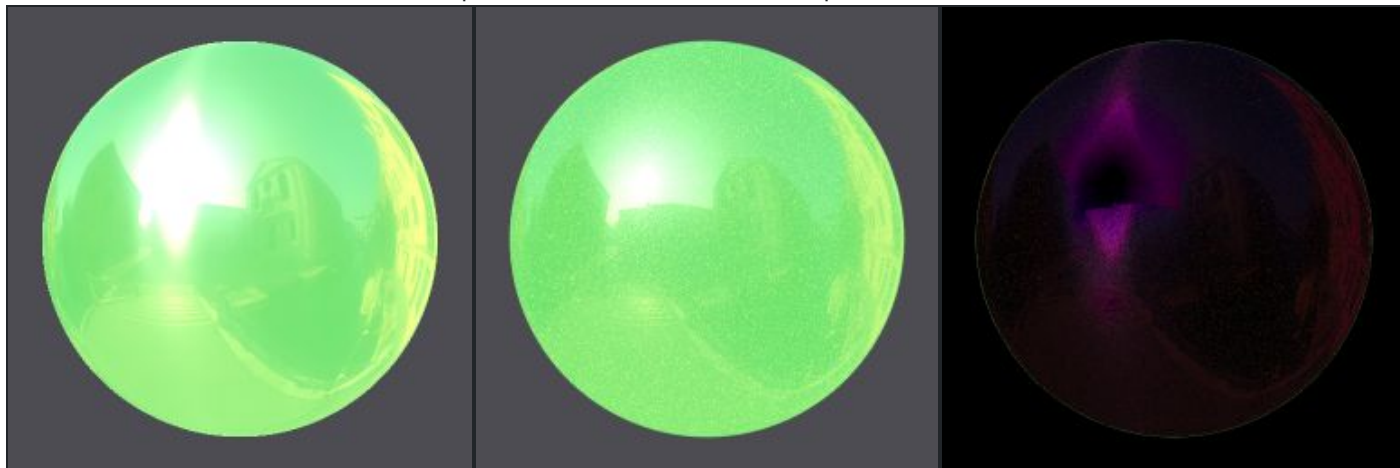


M_Orange_gsl.png

M_Orange_osl.png

GLSL vs. OSL (RMS 0.01855)

build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface_ops:



nodegraph1_out_gsl.png

nodegraph1_out_osl.png

GLSL vs. OSL (RMS 0.06719)

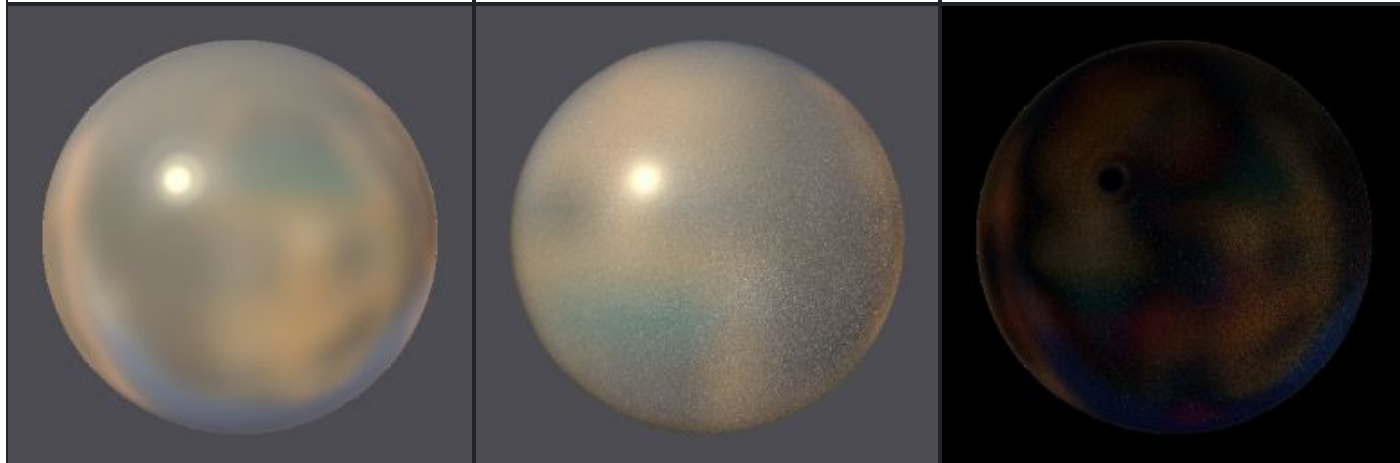
build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_hints:



geom_hint_glsl.png

geom_hint_osl.png

GLSL vs. OSL (RMS 0.11066)

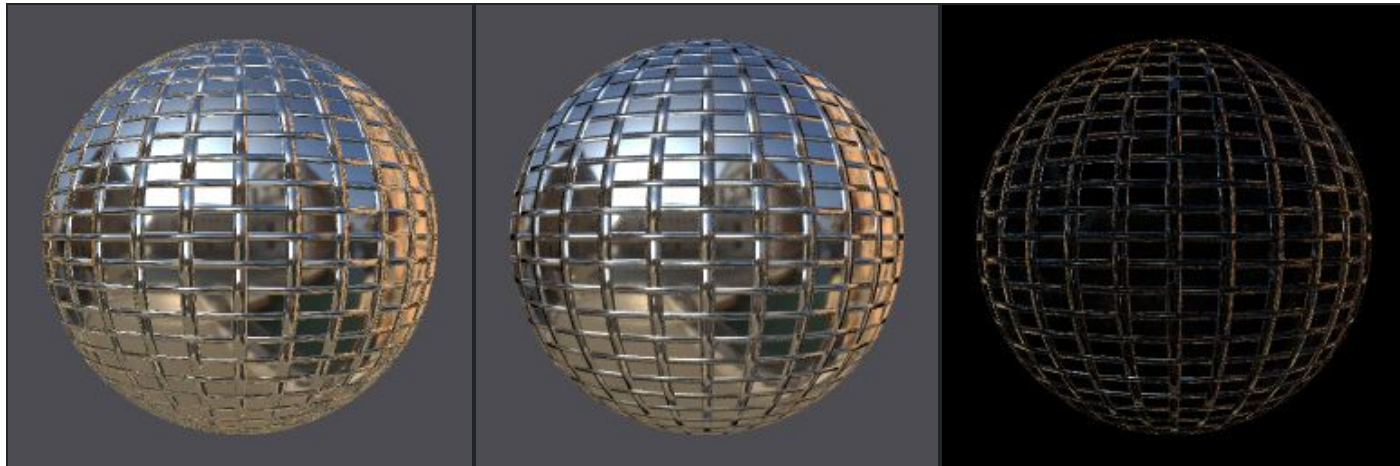


transp_hint_glsl.png

transp_hint_osl.png

GLSL vs. OSL (RMS 0.06719)

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

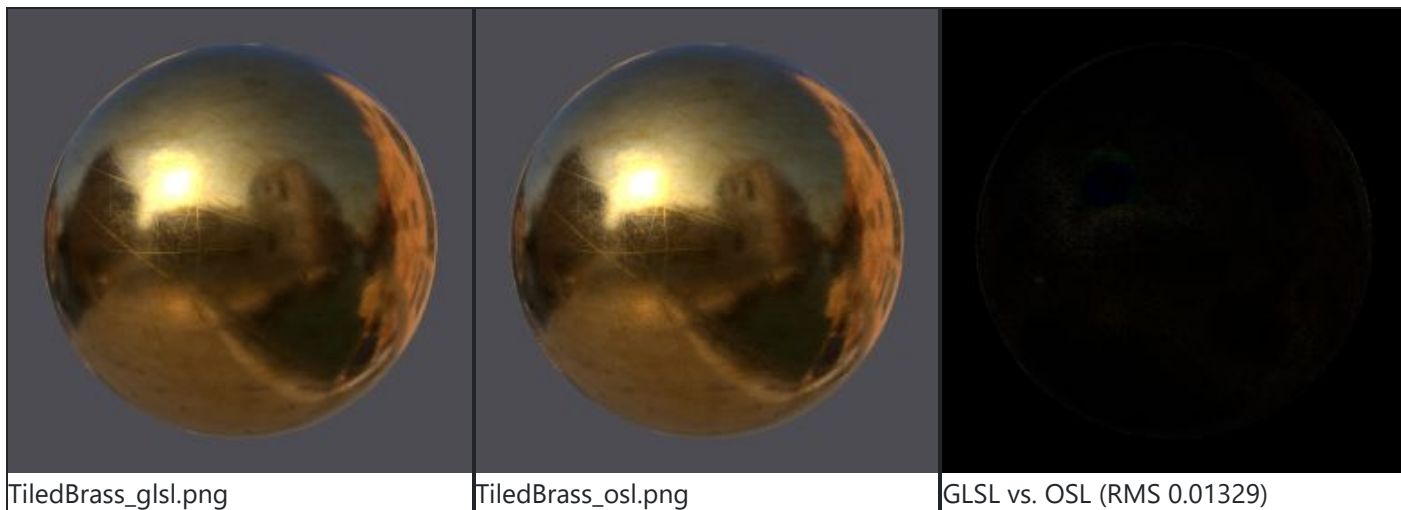


N_material_glsl.png

N_material_osl.png

GLSL vs. OSL (RMS 0.10470)

build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_uv_texture:

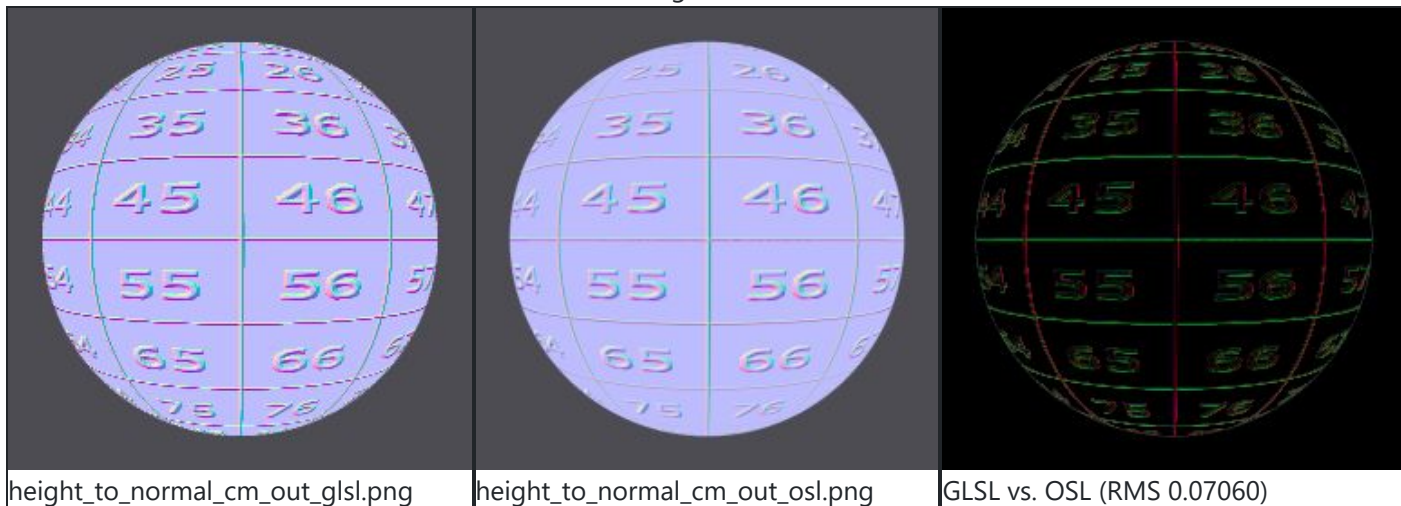


TiledBrass_gsl.png

TiledBrass_osl.png

GLSL vs. OSL (RMS 0.01329)

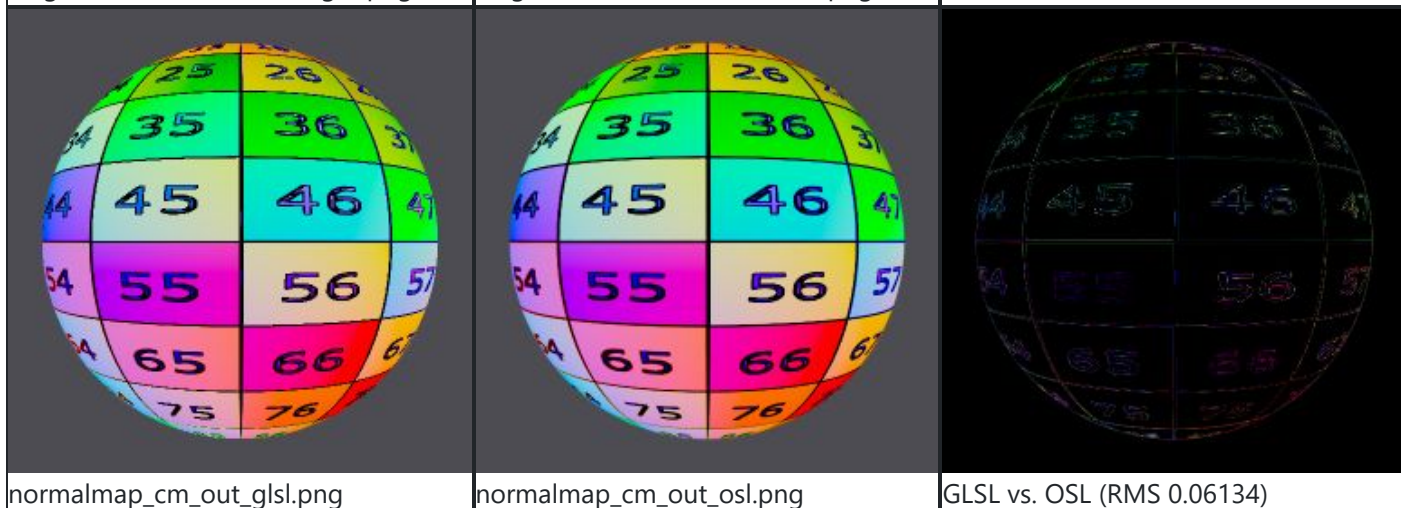
build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:



height_to_normal_cm_out_gsl.png

height_to_normal_cm_out_osl.png

GLSL vs. OSL (RMS 0.07060)

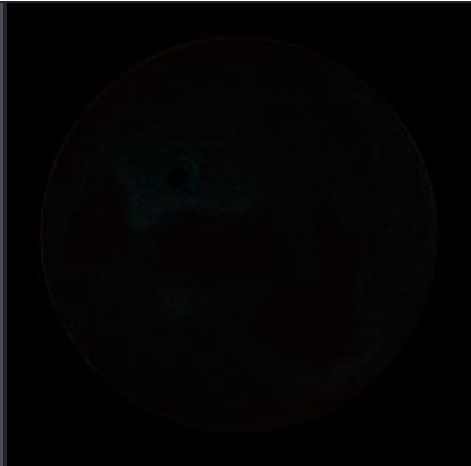


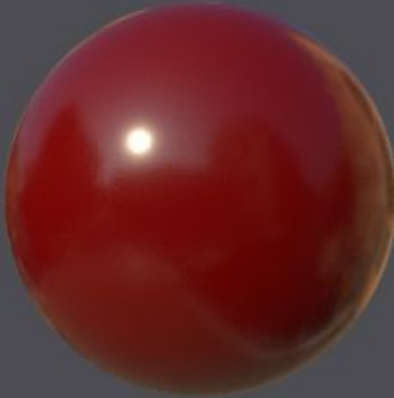
normalmap_cm_out_gsl.png

normalmap_cm_out_osl.png

GLSL vs. OSL (RMS 0.06134)

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

		
ng1_color_acescg_out_glsl.png	ng1_color_acescg_out_osl.png	GLSL vs. OSL (RMS 0.01775)
		
ng1_color_adobergb_out_glsl.png	ng1_color_adobergb_out_osl.png	GLSL vs. OSL (RMS 0.01243)
		
ng1_color_g22_ap1_out_glsl.png	ng1_color_g22_ap1_out_osl.png	GLSL vs. OSL (RMS 0.01305)

		
ng1_color_gamma18_out_glsl.png	ng1_color_gamma18_out_osl.png	GLSL vs. OSL (RMS 0.01221)
		
ng1_color_gamma22_out_glsl.png	ng1_color_gamma22_out_osl.png	GLSL vs. OSL (RMS 0.01134)
		
ng1_color_gamma24_out_glsl.png	ng1_color_gamma24_out_osl.png	GLSL vs. OSL (RMS 0.01093)

		
ng1_color_lin_adobergb_out_glsl.png	ng1_color_lin_adobergb_out_osl.png	GLSL vs. OSL (RMS 0.01669)
		
ng1_color_lin_displayp3_out_glsl.png	ng1_color_lin_displayp3_out_osl.png	GLSL vs. OSL (RMS 0.01583)
		
ng1_color_lin_rec709_out_glsl.png	ng1_color_lin_rec709_out_osl.png	GLSL vs. OSL (RMS 0.01454)

		
ng1_color_srgb_displayp3_out_gsl.png	ng1_color_srgb_displayp3_out_osl.png	GLSL vs. OSL (RMS 0.01184)
		
ng1_color_srgb_texture_out_gsl.png	ng1_color_srgb_texture_out_osl.png	GLSL vs. OSL (RMS 0.01128)
		
ng1_image_acescg_out_gsl.png	ng1_image_acescg_out_osl.png	GLSL vs. OSL (RMS 0.02964)

		
ng1_image_adobergb_out_gsl.png	ng1_image_adobergb_out_osl.png	GLSL vs. OSL (RMS 0.03029)
		
ng1_image_g22_ap1_out_gsl.png	ng1_image_g22_ap1_out_osl.png	GLSL vs. OSL (RMS 0.03029)
		
ng1_image_gamma18_out_gsl.png	ng1_image_gamma18_out_osl.png	GLSL vs. OSL (RMS 0.03011)

		
ng1_image_gamma22_out_glsl.png	ng1_image_gamma22_out_osl.png	GLSL vs. OSL (RMS 0.03050)
		
ng1_image_gamma24_out_glsl.png	ng1_image_gamma24_out_osl.png	GLSL vs. OSL (RMS 0.03070)
		
ng1_image_lin_adobergb_out_glsl.png	ng1_image_lin_adobergb_out_osl.png	GLSL vs. OSL (RMS 0.02976)



ng1_image_lin_displayp3_out_glsl.png

ng1_image_lin_displayp3_out_osl.png

GLSL vs. OSL (RMS 0.02977)



ng1_image_lin_rec709_out_glsl.png

ng1_image_lin_rec709_out_osl.png

GLSL vs. OSL (RMS 0.02985)



ng1_image_srgb_displayp3_out_glsl.png

ng1_image_srgb_displayp3_out_osl.png

GLSL vs. OSL (RMS 0.02980)

g



ng1_image_srgb_texture_out_glsl.png	ng1_image_srgb_texture_out_osl.png	GLSL vs. OSL (RMS 0.02997)
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build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:



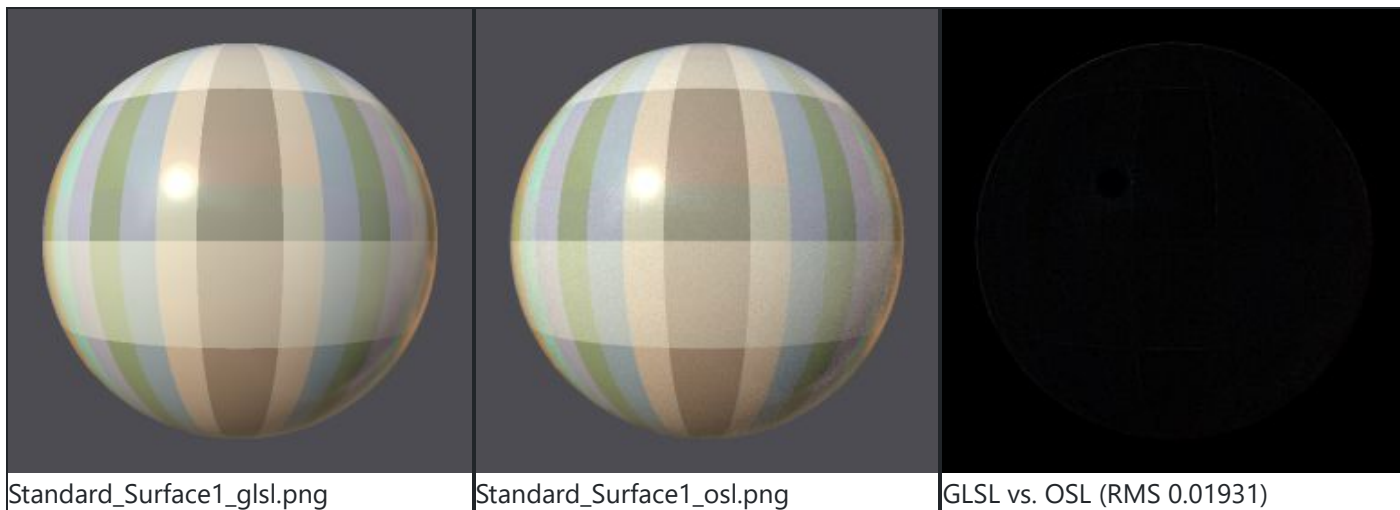
Filename_CM_Test_glsl.png	Filename_CM_Test_osl.png	GLSL vs. OSL (RMS 0.03645)
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build\bin\resources\Materials\TestSuite\stdlib\color_management\native_color_management:

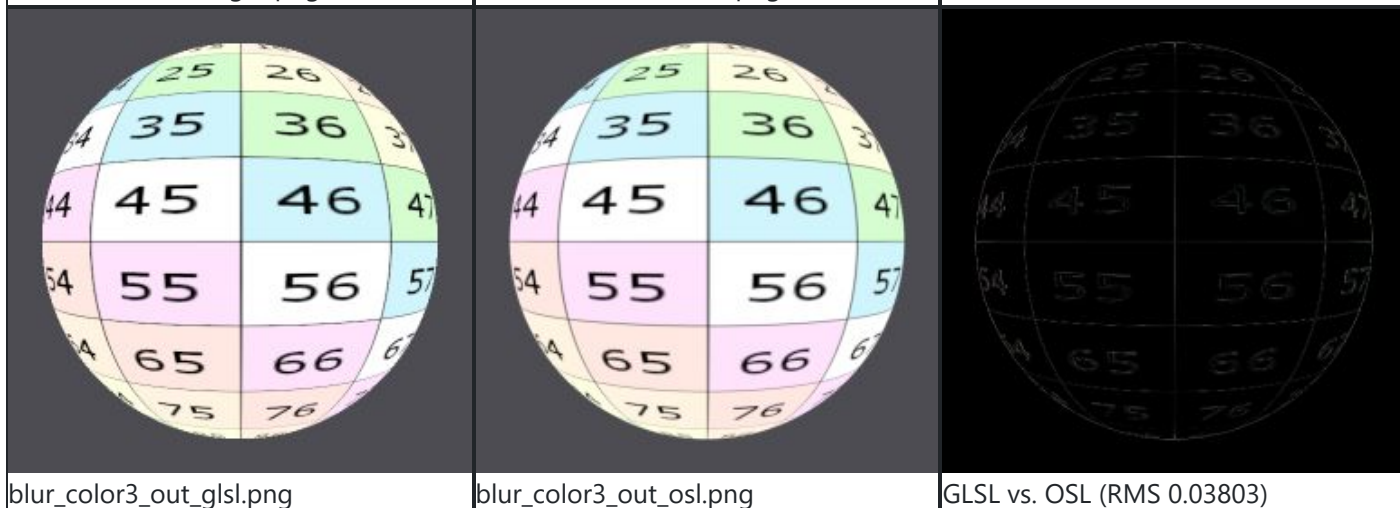
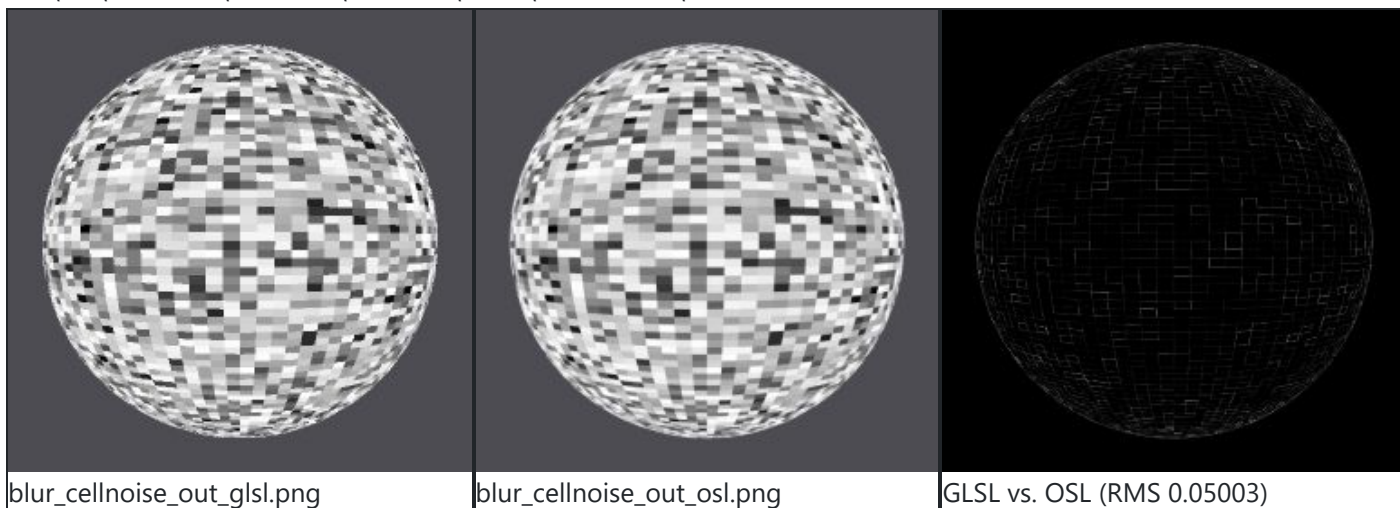


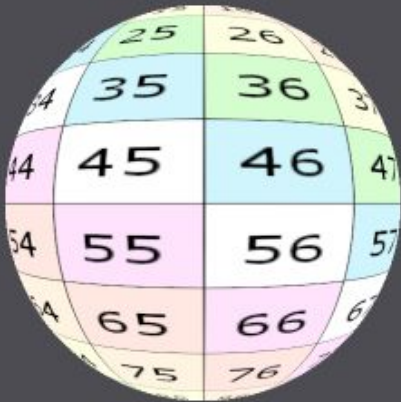
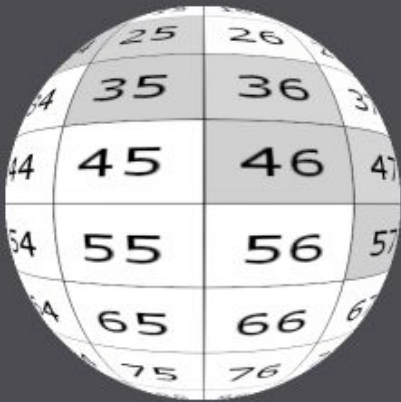
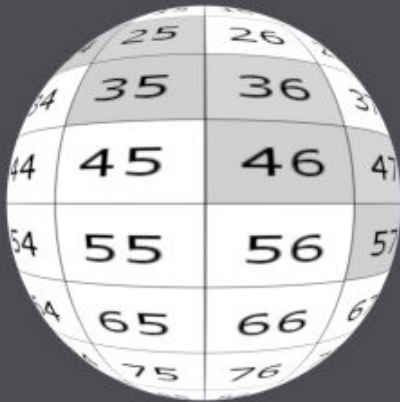
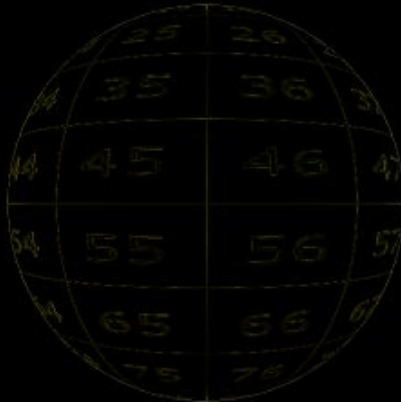
Standard_Surface1_glsl.png	Standard_Surface1_osl.png	GLSL vs. OSL (RMS 0.01850)
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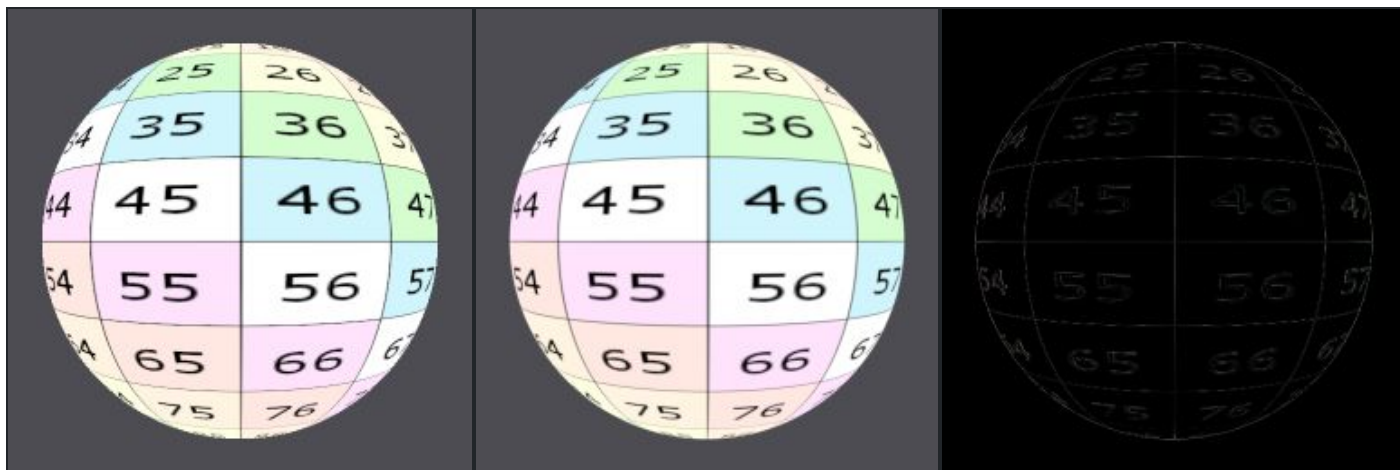
build\bin\resources\Materials\TestSuite\stdlib\color_management\ocio_color_management:



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



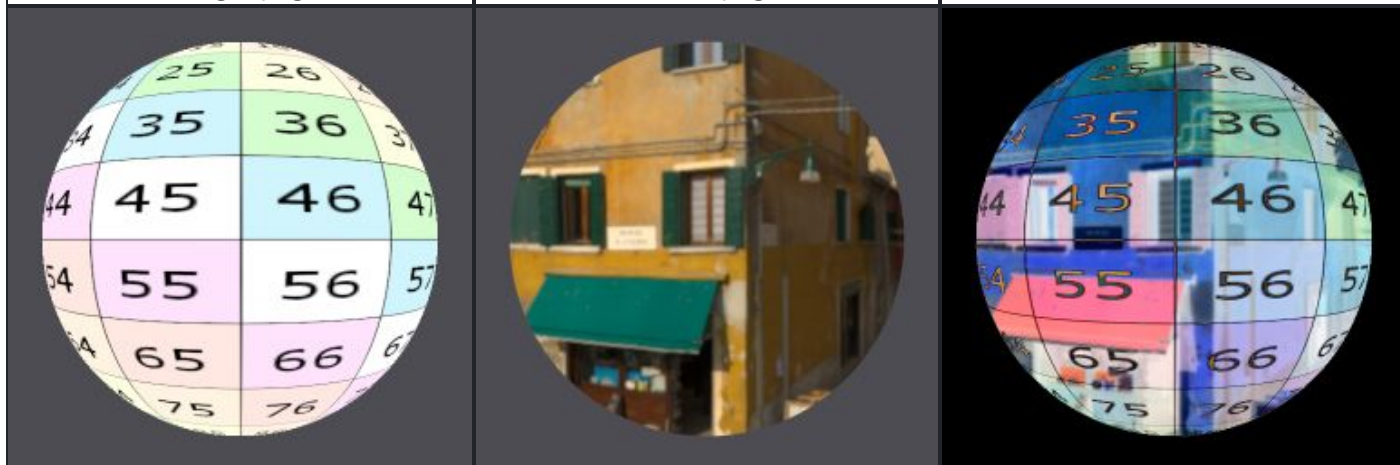
		
blur_color4_out_glsl.png	blur_color4_out_osl.png	GLSL vs. OSL (RMS 0.47075)
		
blur_float_out_glsl.png	blur_float_out_osl.png	GLSL vs. OSL (RMS 0.03828)
		
blur_vector2_out_glsl.png	blur_vector2_out_osl.png	GLSL vs. OSL (RMS 0.02843)



blur_vector3_out_glsl.png

blur_vector3_out_osl.png

GLSL vs. OSL (RMS 0.03803)



blur_vector4_out_glsl.png

blur_vector4_out_osl.png

GLSL vs. OSL (RMS 0.47075)

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



NG_heighttonormal_ss_out_glsl.png

NG_heighttonormal_ss_out_osl.png

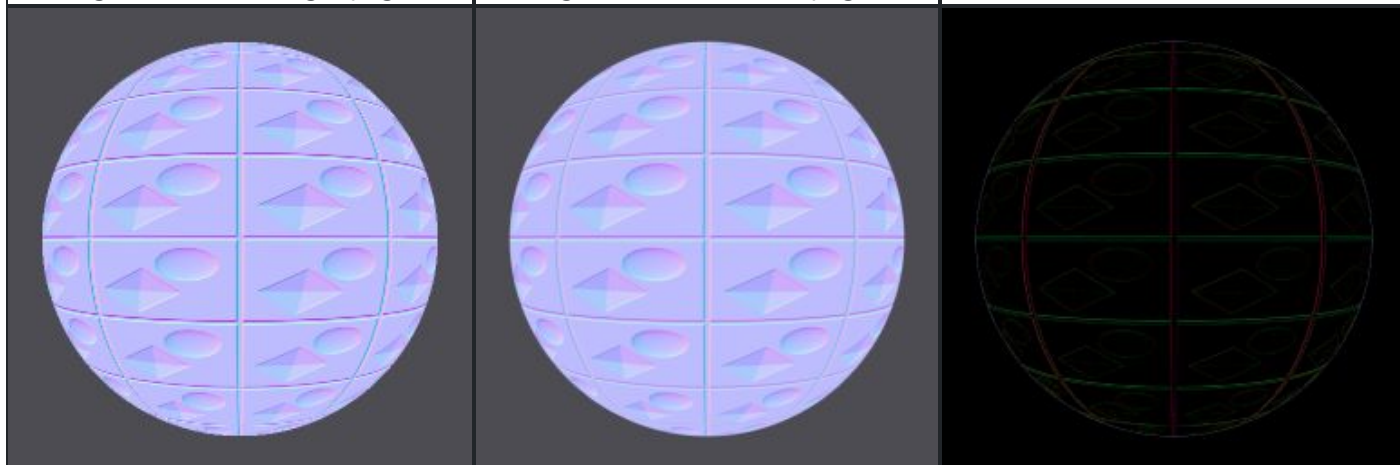
GLSL vs. OSL (RMS 0.06454)



NG_heighttonormal_usd_glsl.png

NG_heighttonormal_usd_osl.png

GLSL vs. OSL (RMS 0.03911)

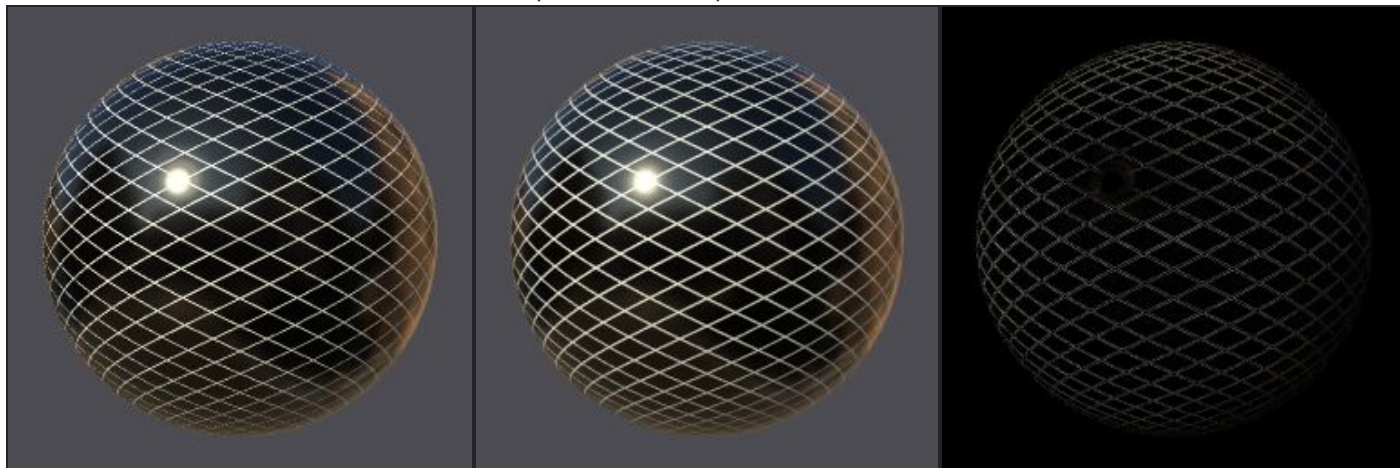


NG_heighttonormal_vec_out_glsl.png

NG_heighttonormal_vec_out_osl.png

GLSL vs. OSL (RMS 0.03172)

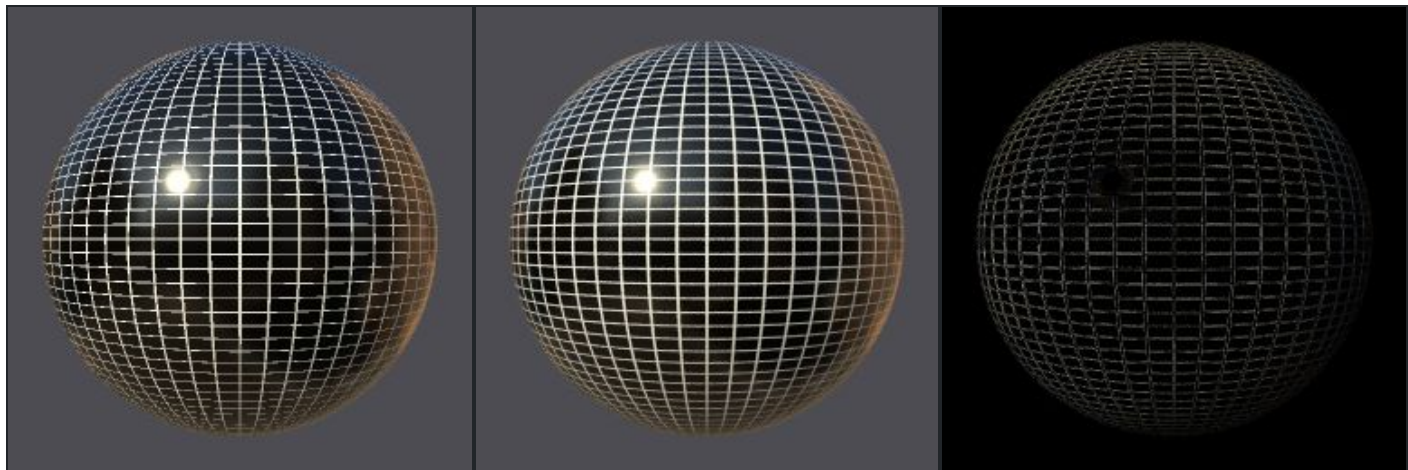
build\bin\resources\Materials\TestSuite\stdlib\procedural\linepattern:



test_crosshatch_glsl.png

test_crosshatch_osl.png

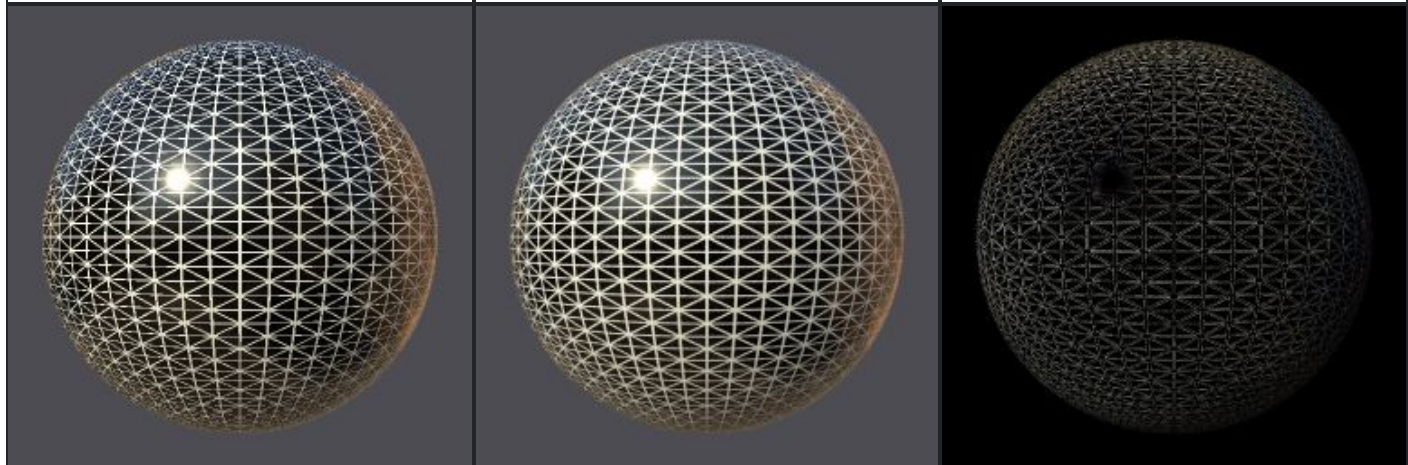
GLSL vs. OSL (RMS 0.09618)



test_grid_glsl.png

test_grid_osl.png

GLSL vs. OSL (RMS 0.11185)



test_union_glsl.png

test_union_osl.png

GLSL vs. OSL (RMS 0.13883)

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



test_tiledcircles_glsl.png

test_tiledcircles_osl.png

GLSL vs. OSL (RMS 0.06765)

		
test_tiledcloverleaves_glsl.png	test_tiledcloverleaves_osl.png	GLSL vs. OSL (RMS 0.06752)
		
test_tiledhexagons_glsl.png	test_tiledhexagons_osl.png	GLSL vs. OSL (RMS 0.06714)