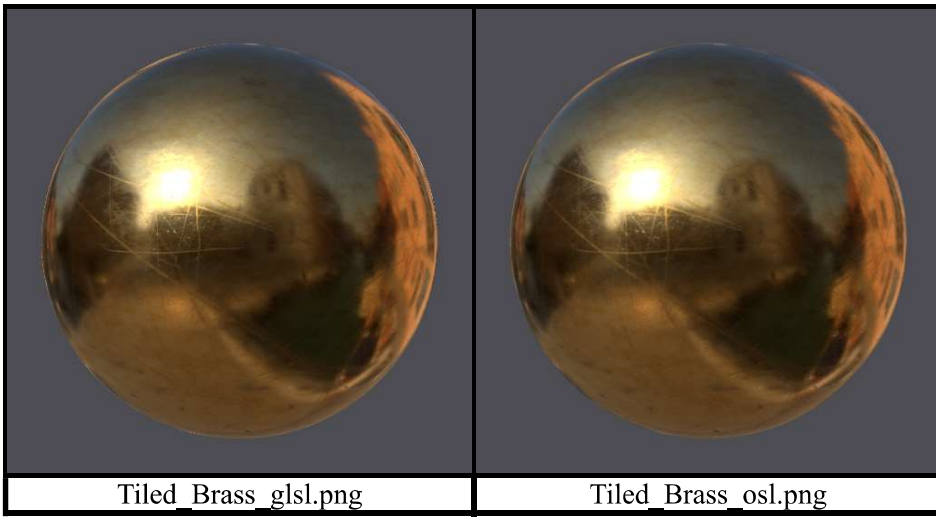
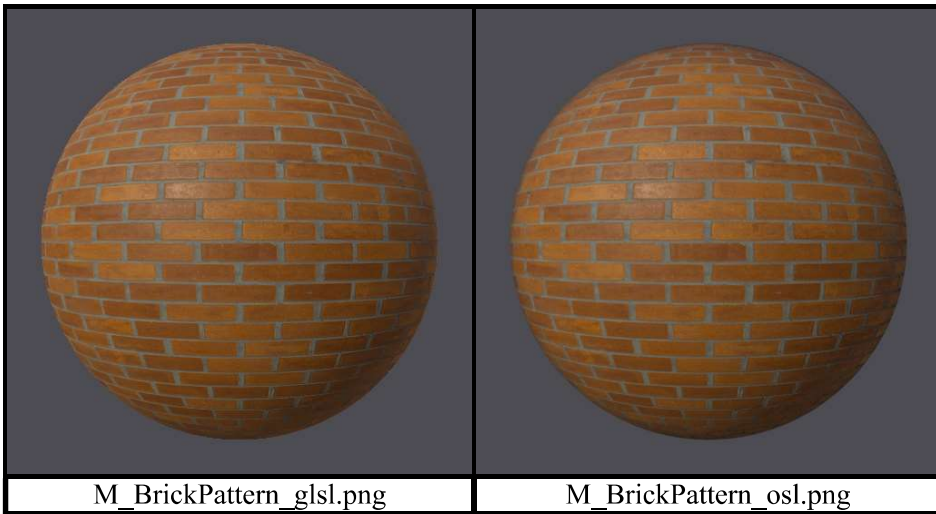


**gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)**

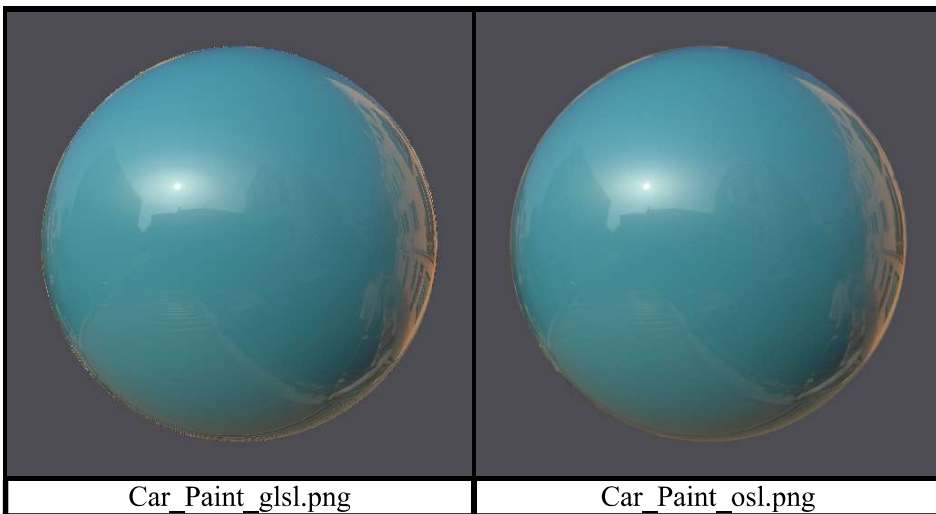
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_brass\_tiled:



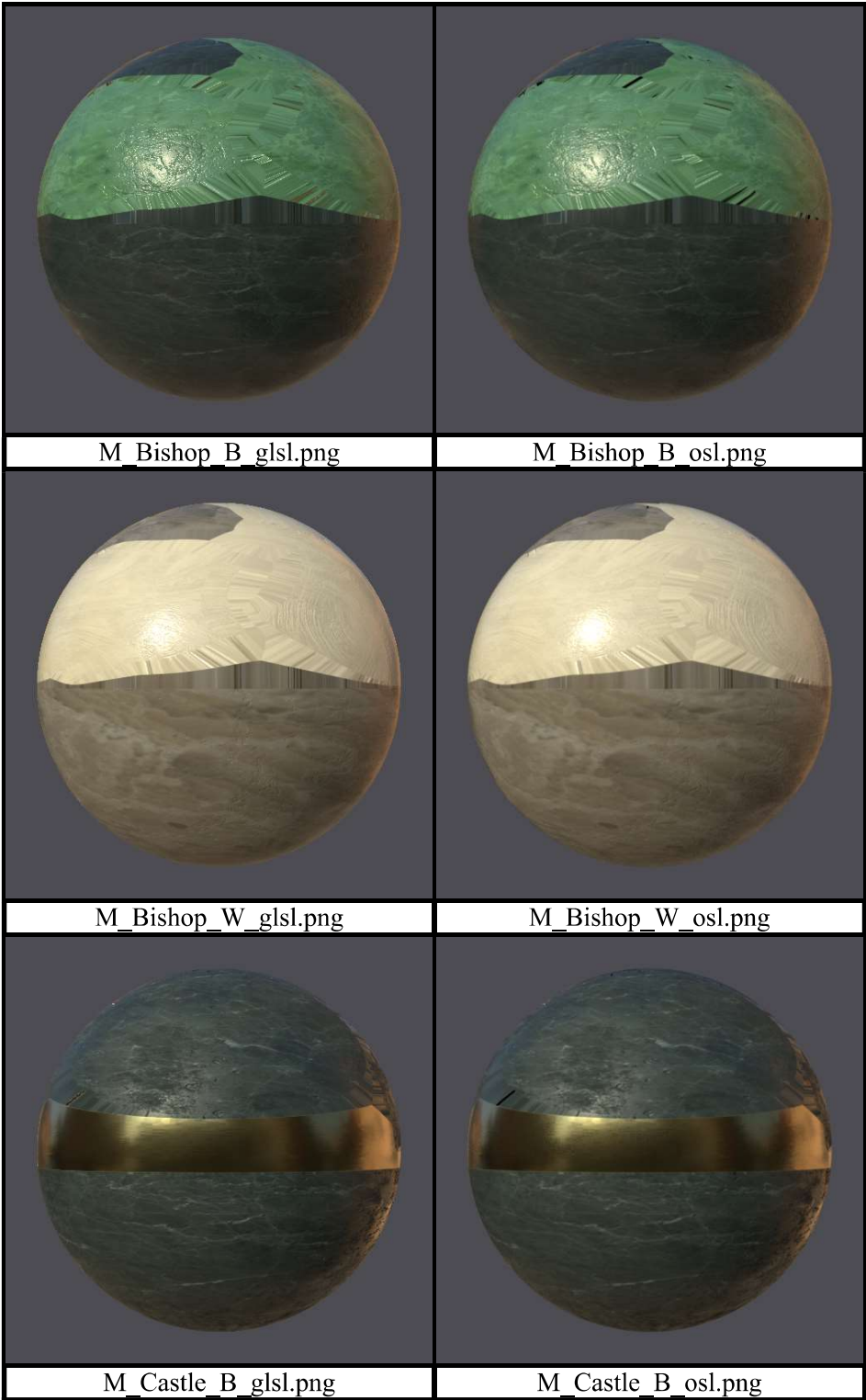
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_brick\_procedural:

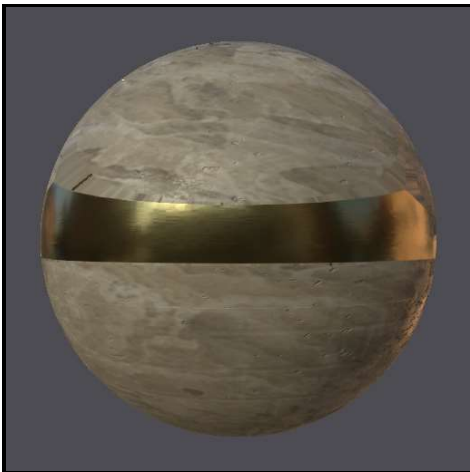
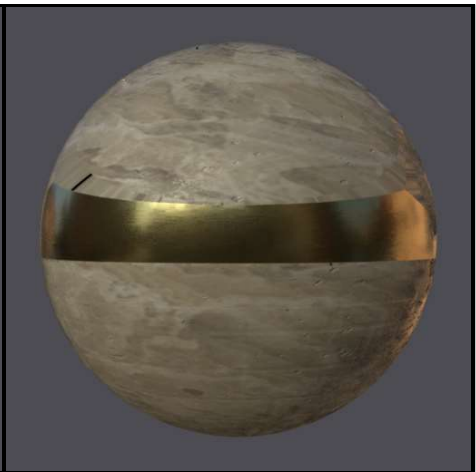
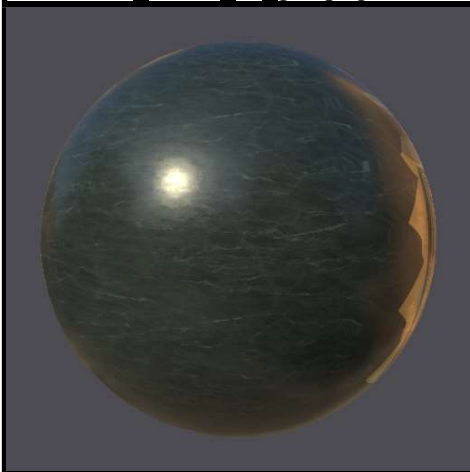
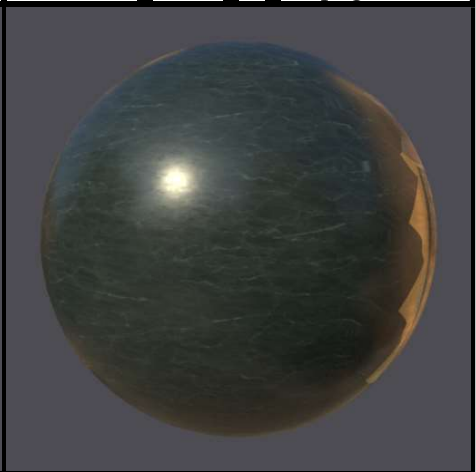
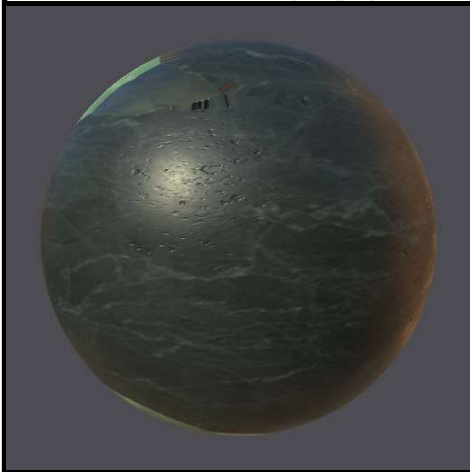
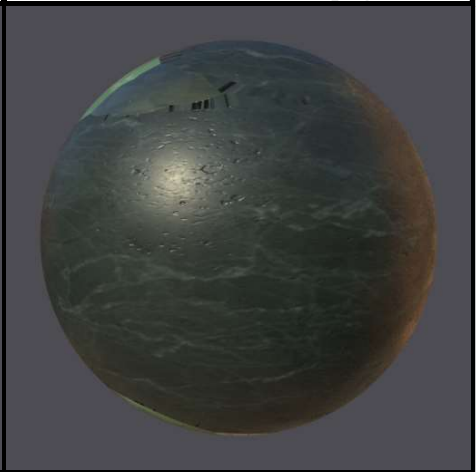


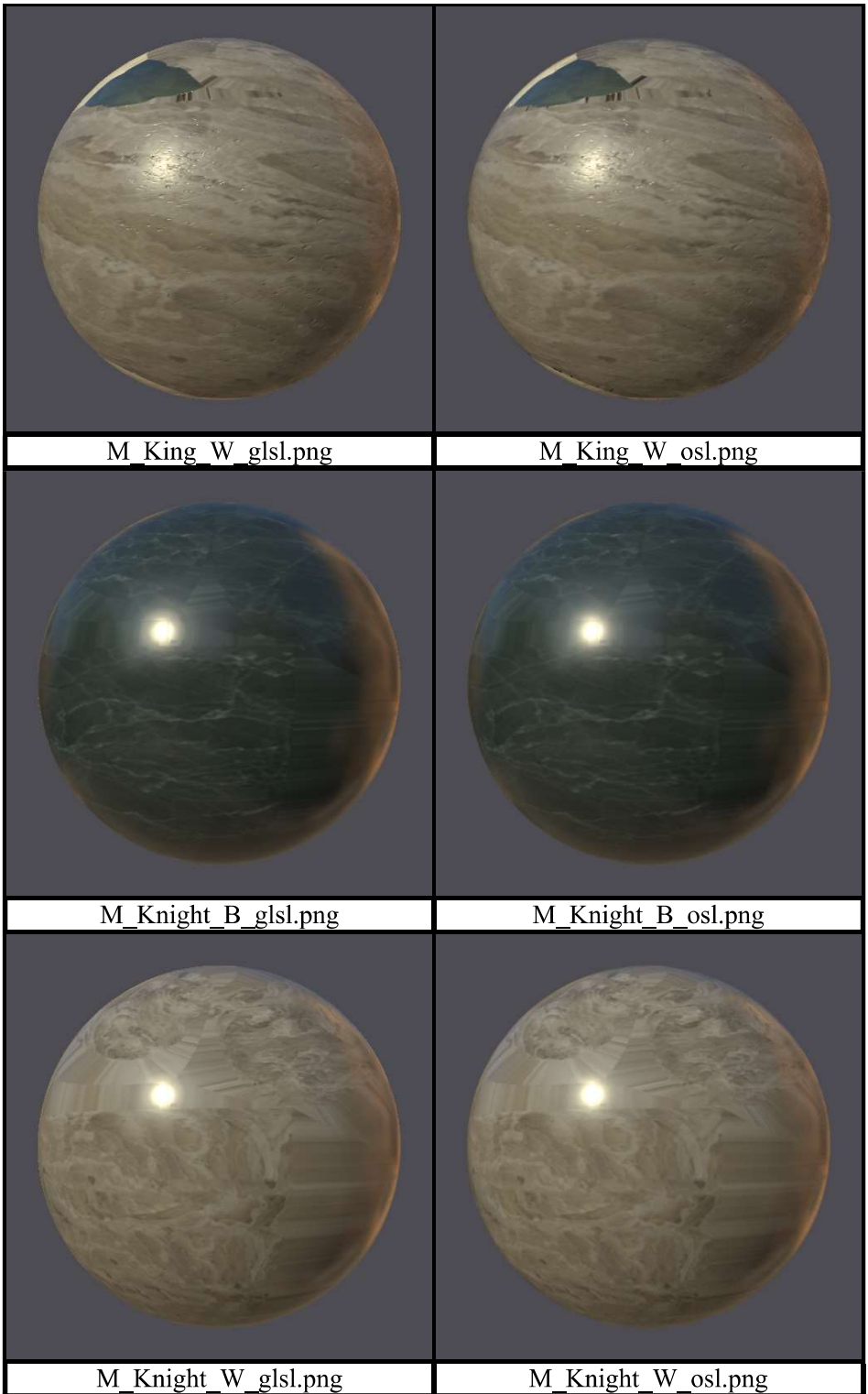
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_carpaint:

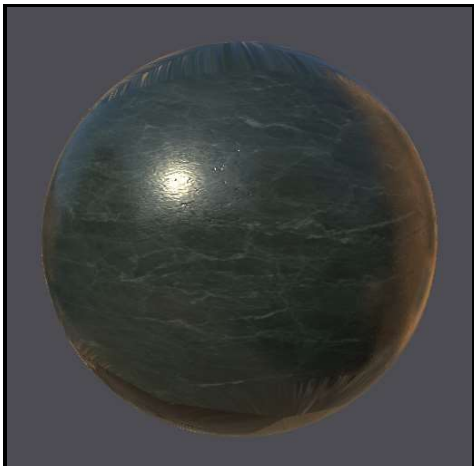
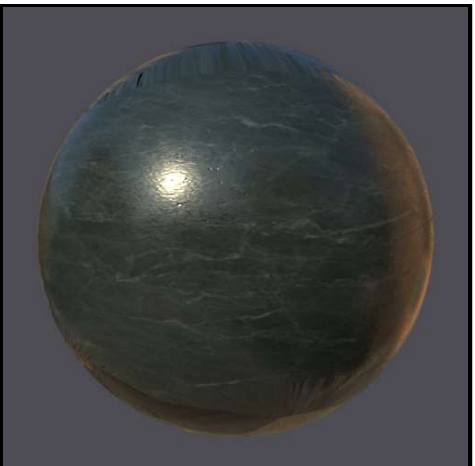
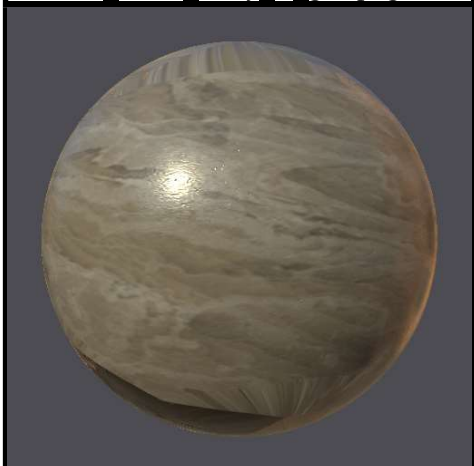
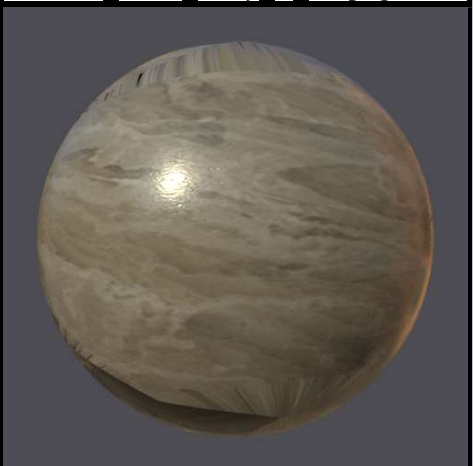
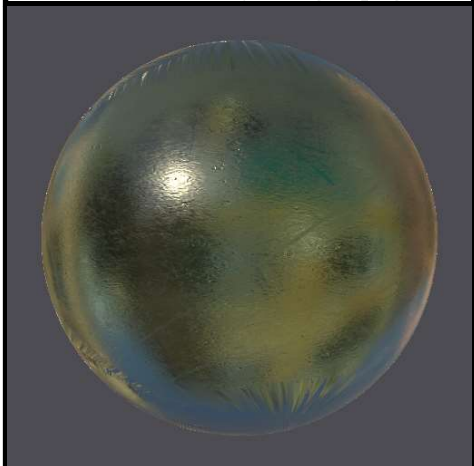
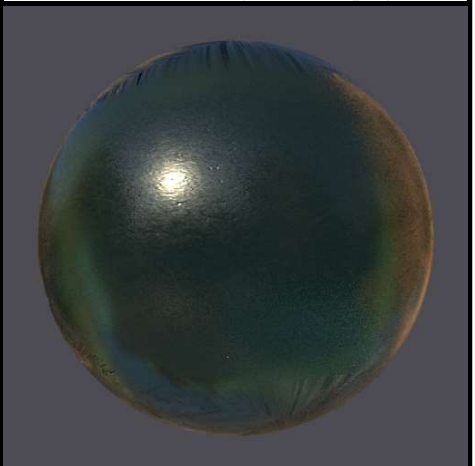


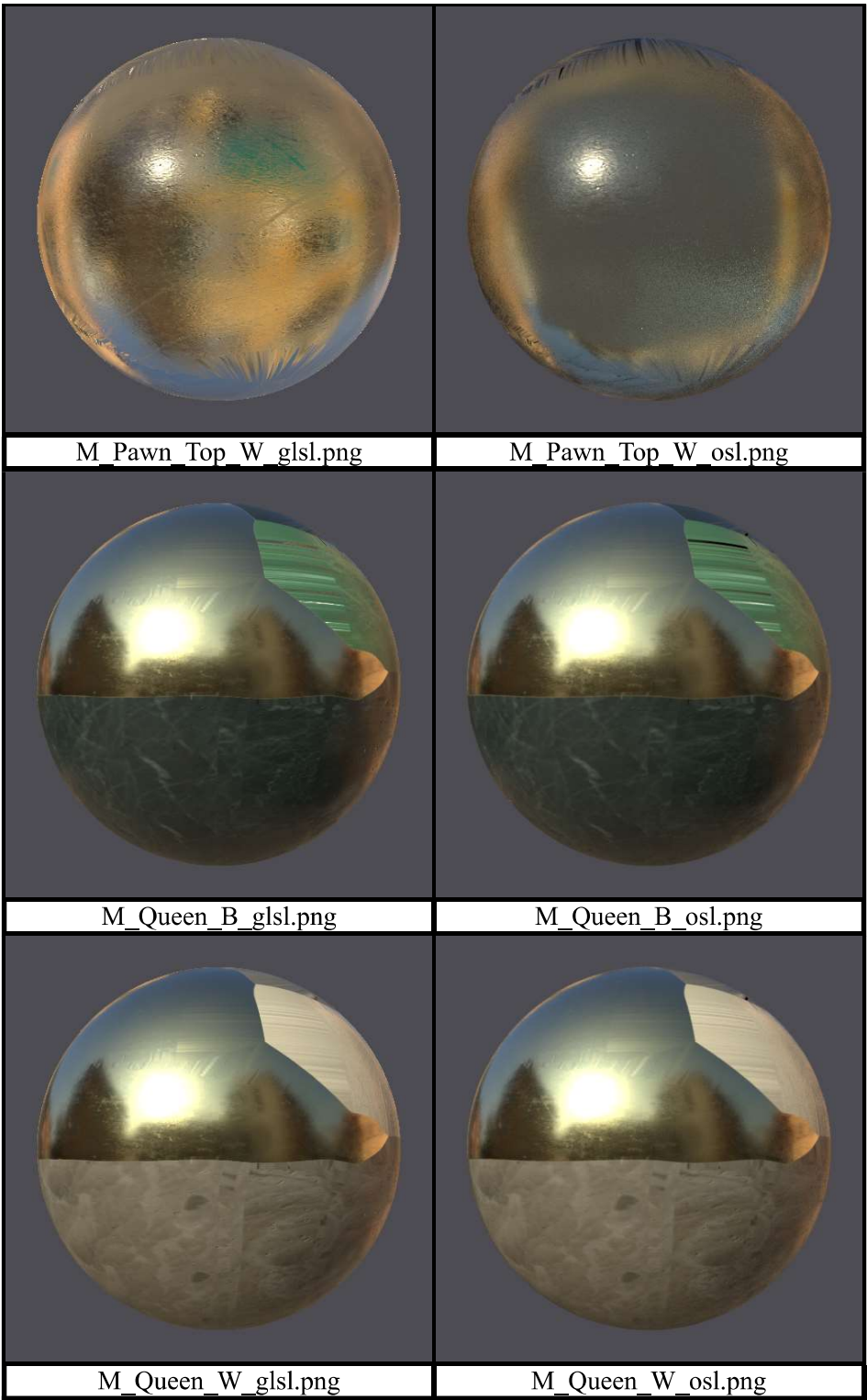
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_chess\_set:



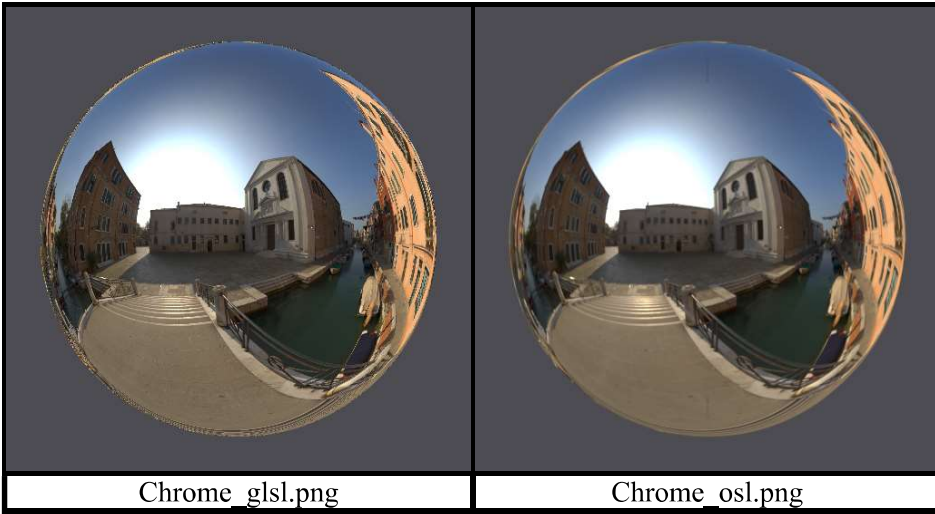
	
M_Castle_W_gsl.png	M_Castle_W_osl.png
	
M_Chessboard_gsl.png	M_Chessboard_osl.png
	
M_King_B_gsl.png	M_King_B_osl.png



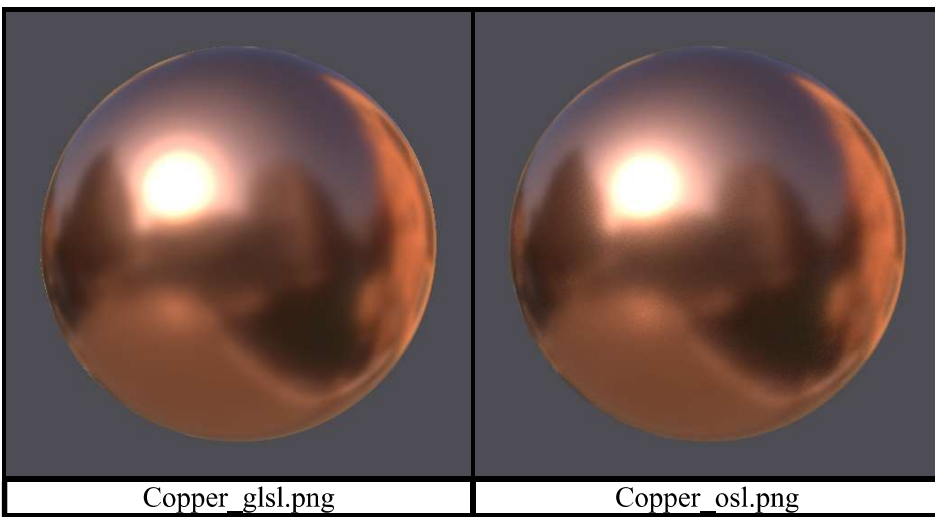
	
M Pawn Body B glsl.png	M Pawn Body B osl.png
	
M Pawn Body W glsl.png	M Pawn Body W osl.png
	
M Pawn Top B glsl.png	M Pawn Top B osl.png



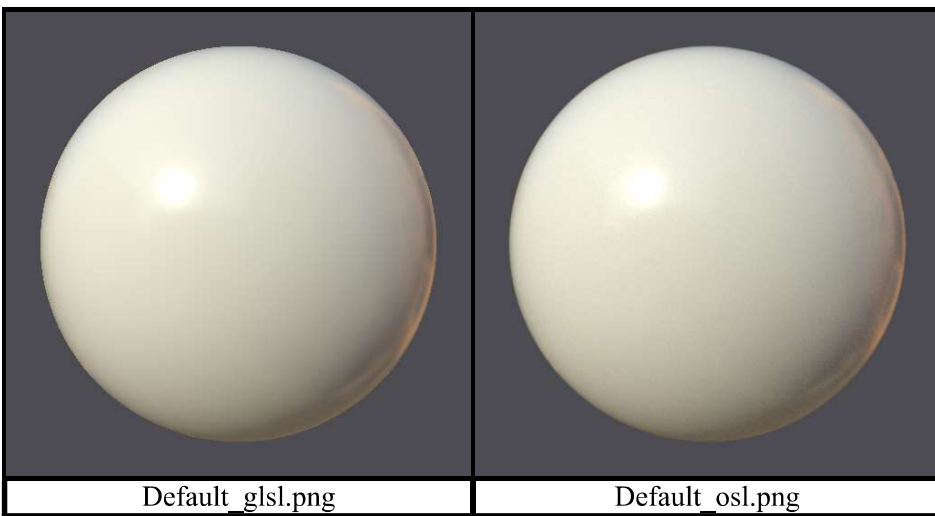
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_chrome:



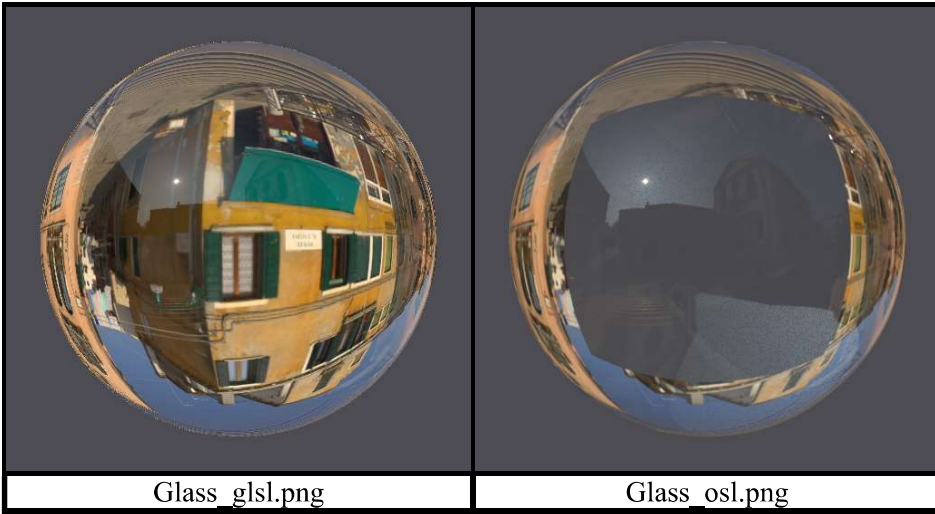
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_copper:



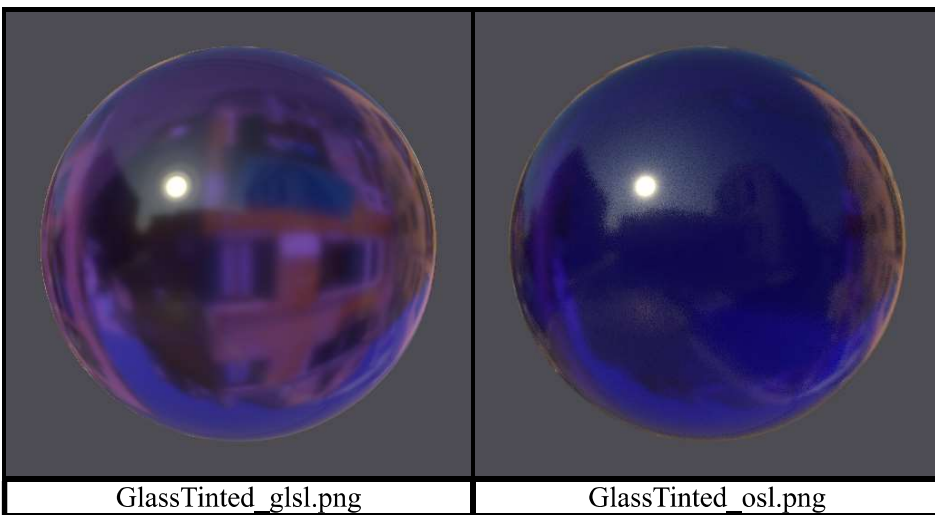
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_default:



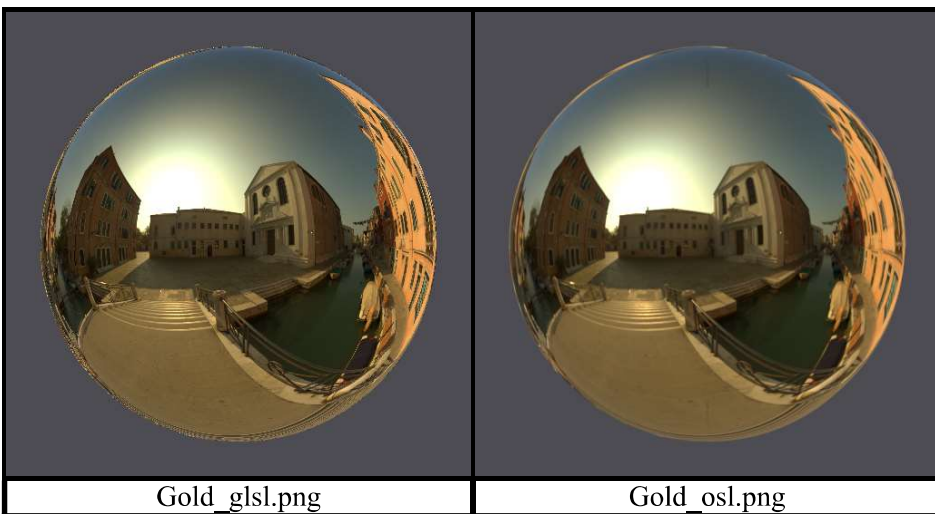
..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_glass:



..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_glass\_tinted:



..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_gold:

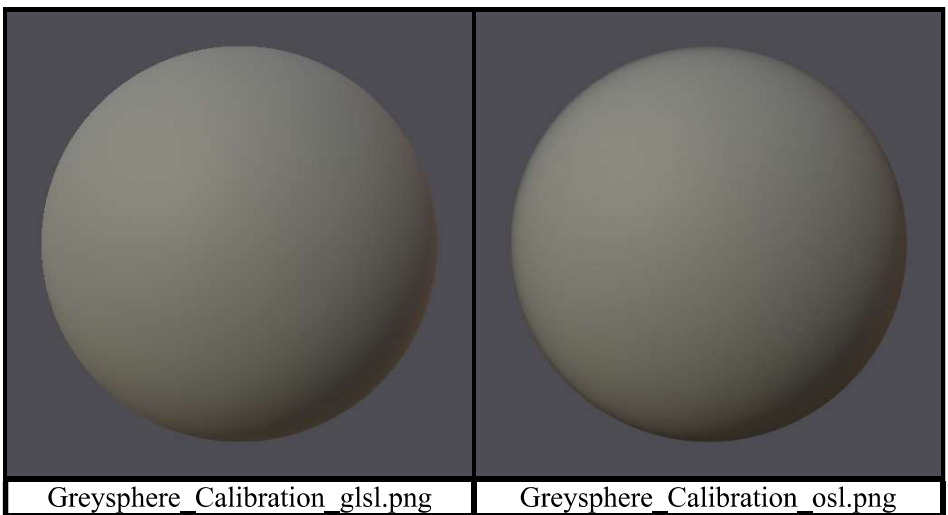


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere:

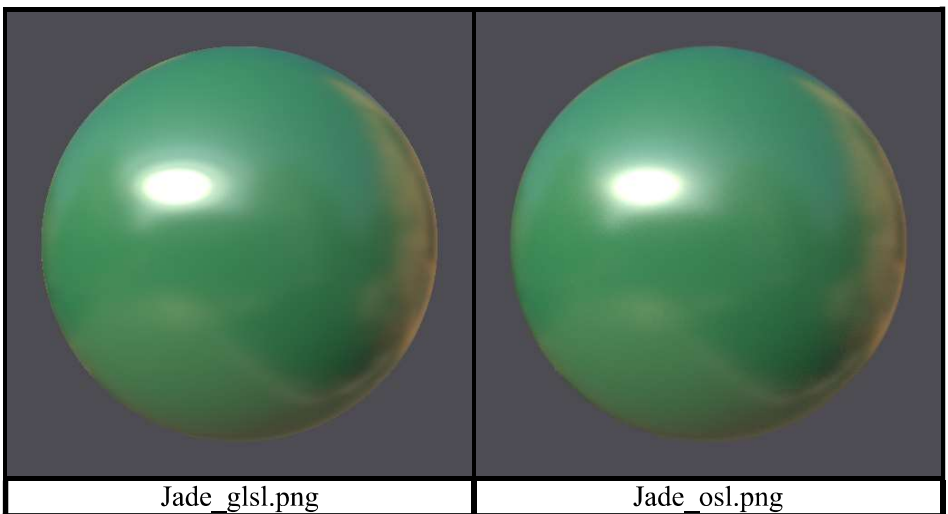




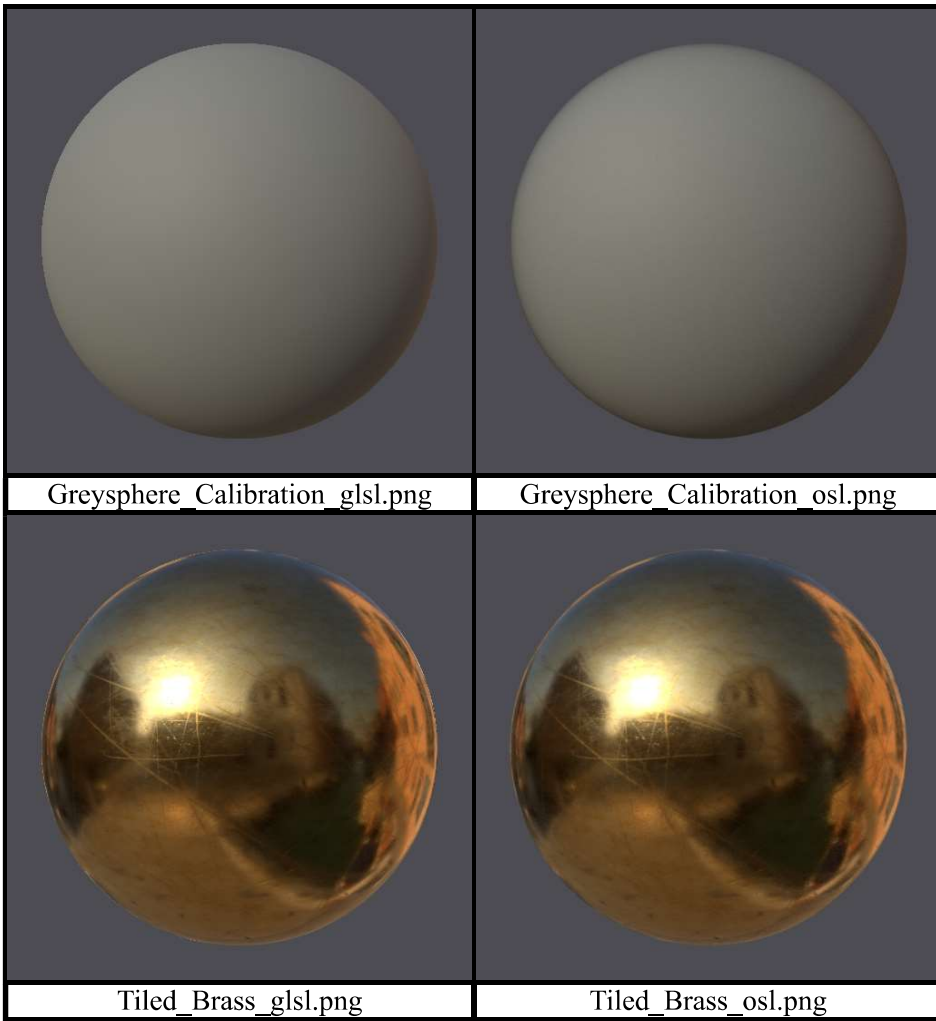
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere\_calibration:



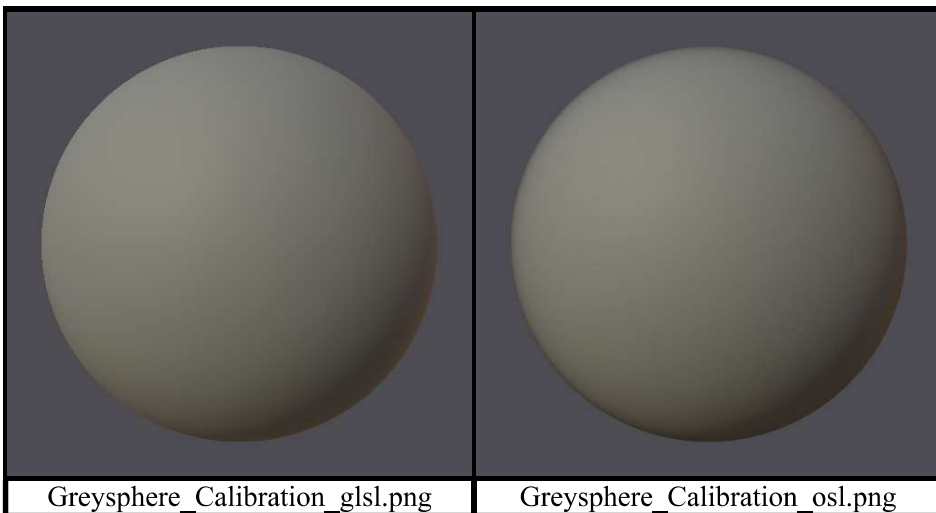
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_jade:

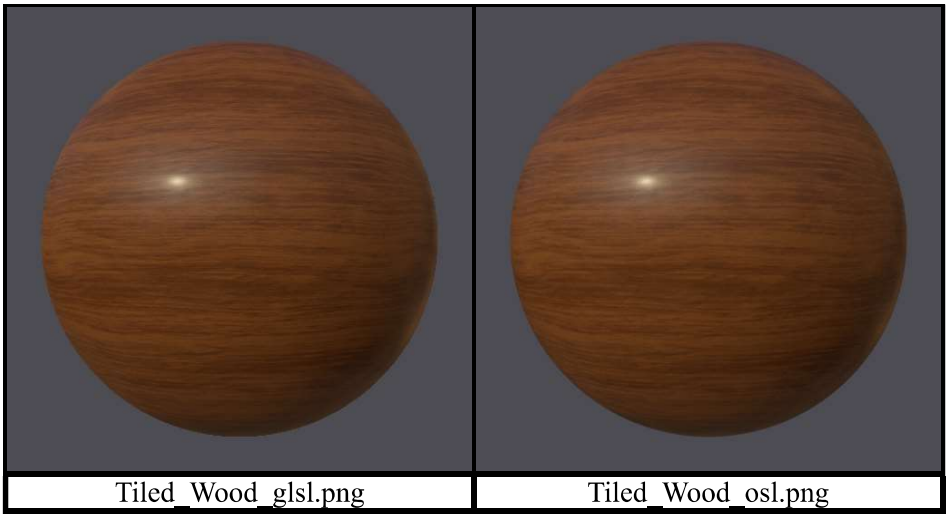


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_brass\_tiled:

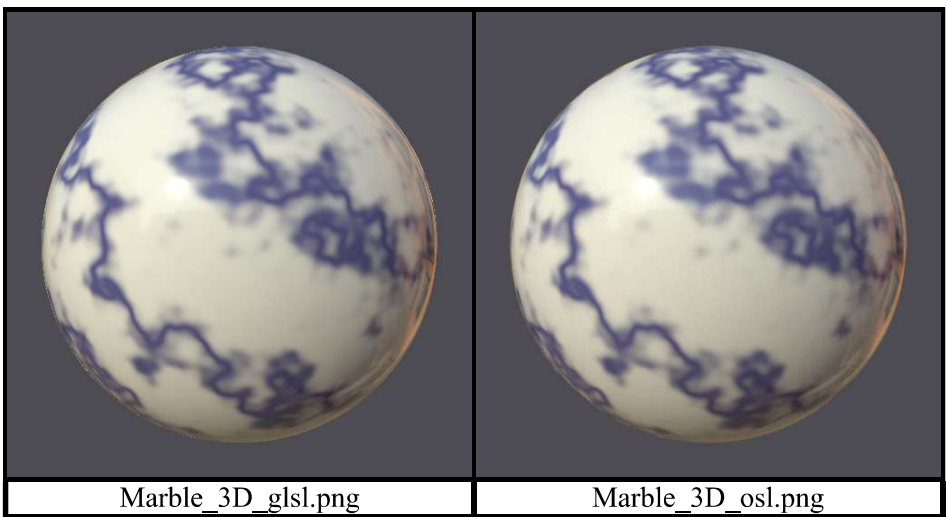


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_wood\_tiled:

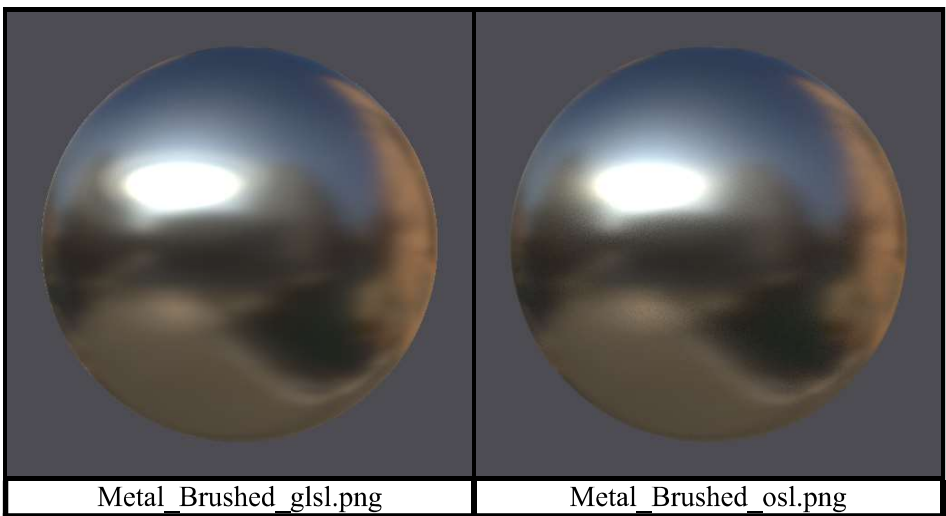




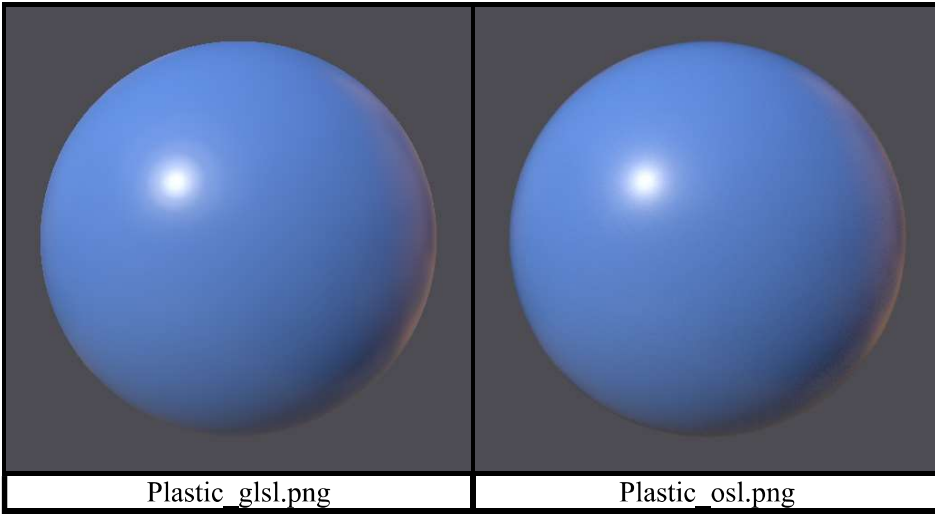
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_marble\_solid:



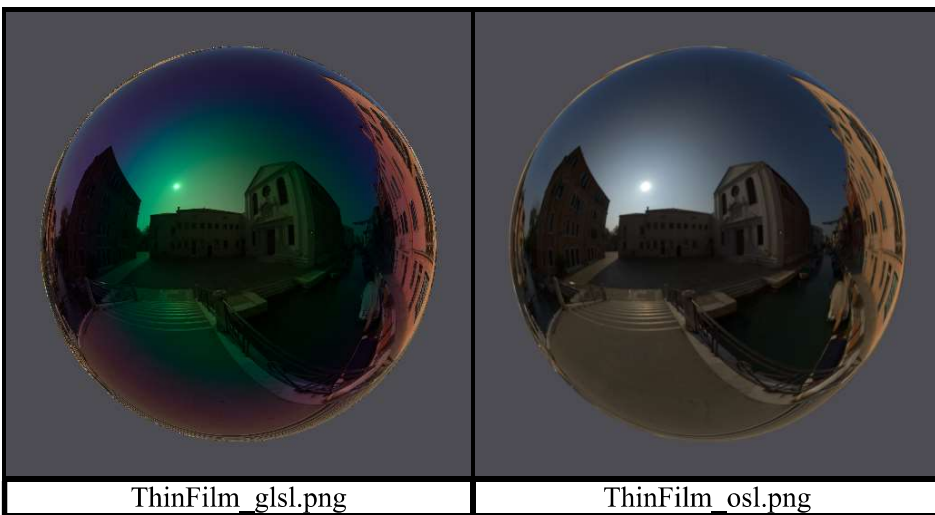
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_metal\_brushed:



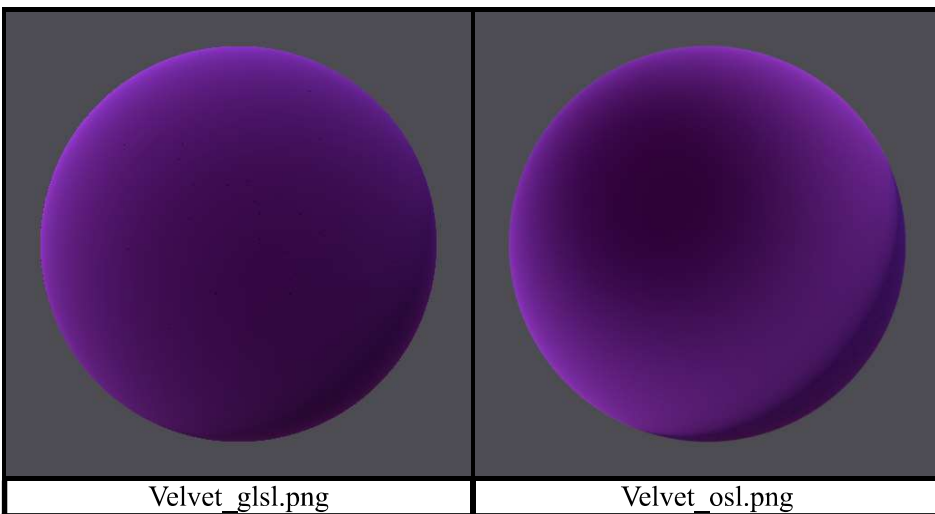
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_plastic:



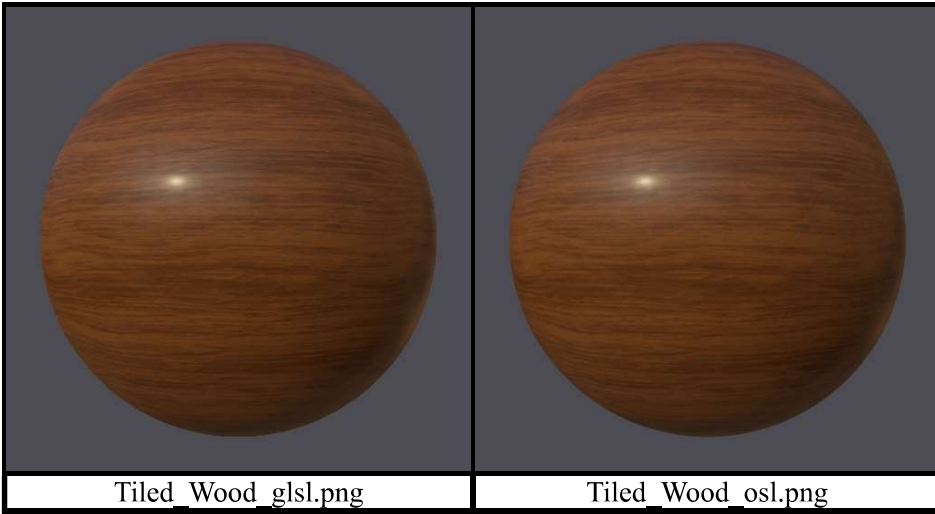
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_thin\_film:



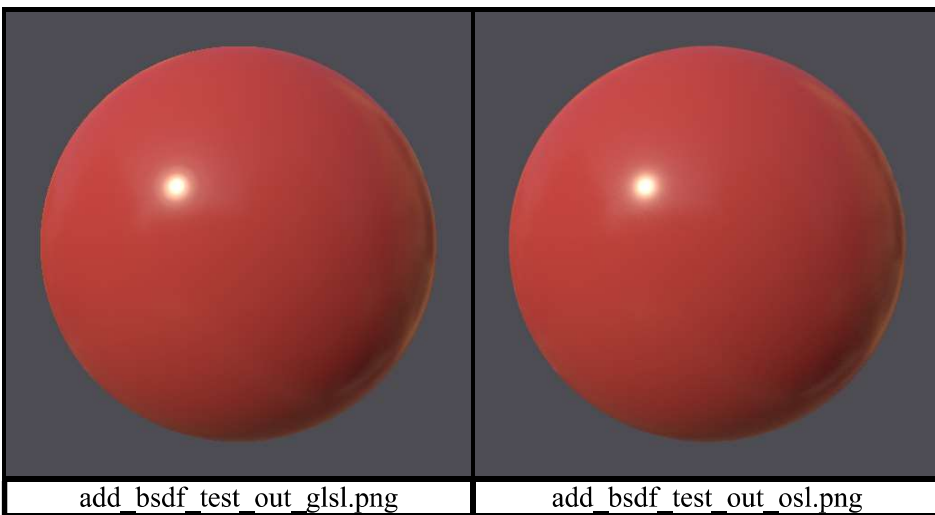
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_velvet:



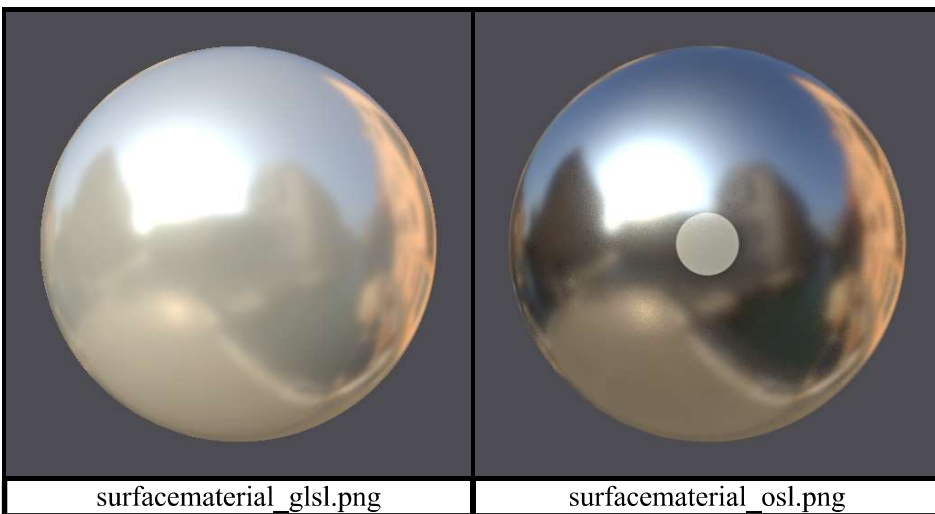
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard\_surface\_wood\_tiled:



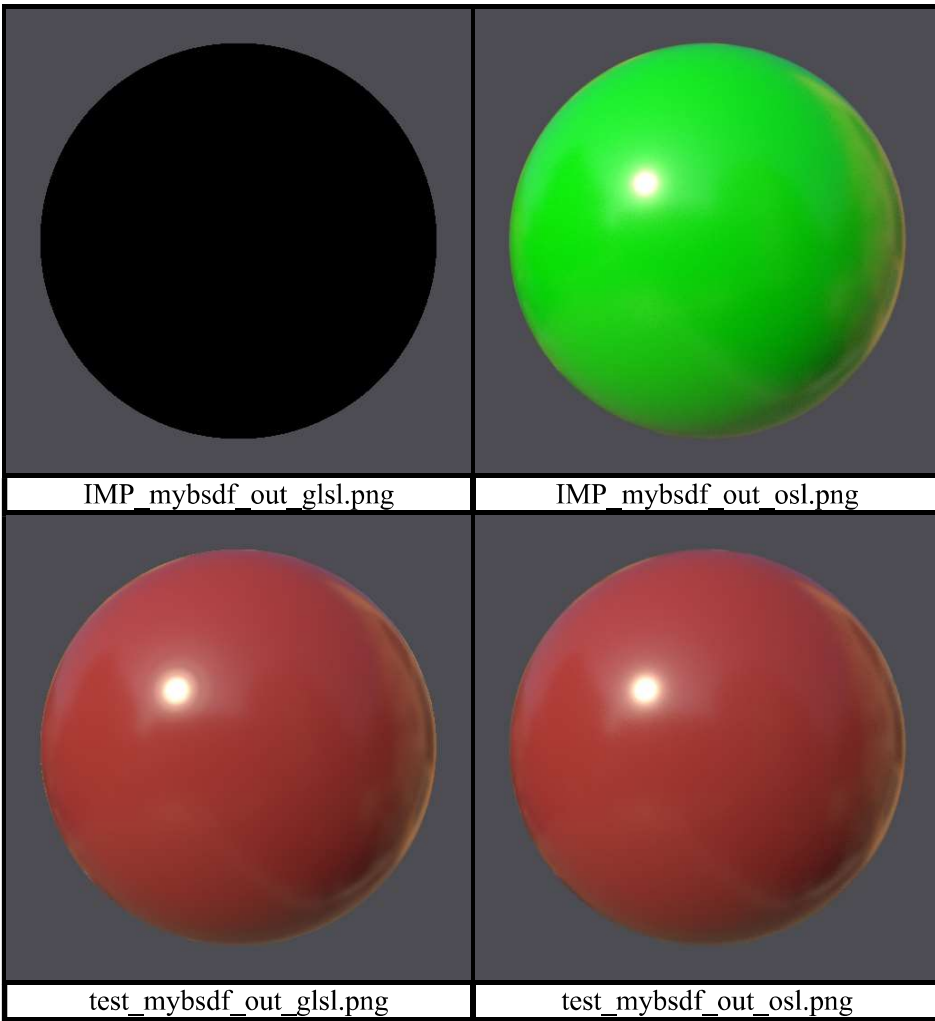
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add\_bsdf:



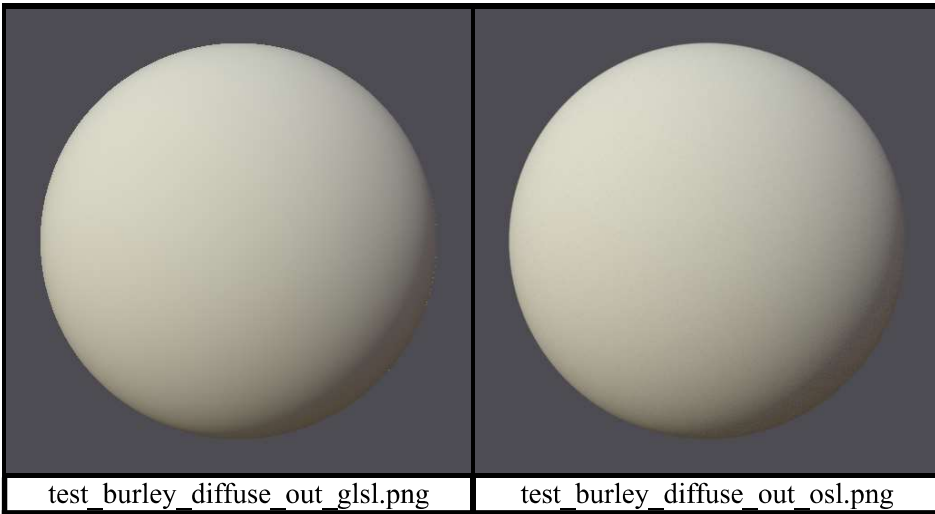
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\artistic\_ior:



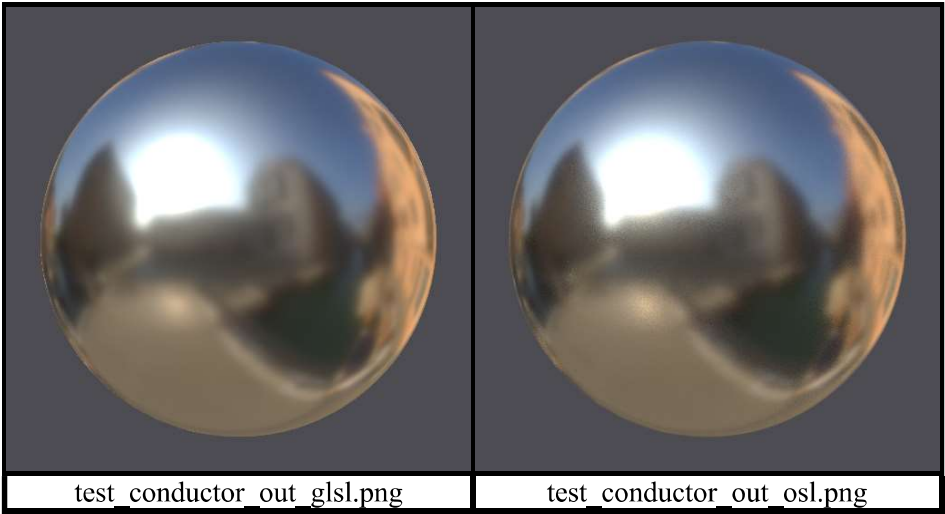
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf\_graph:



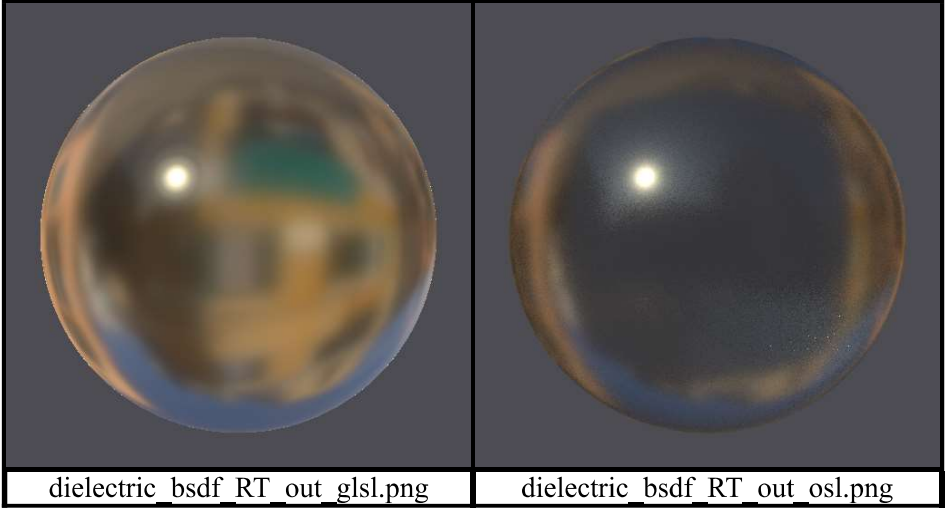
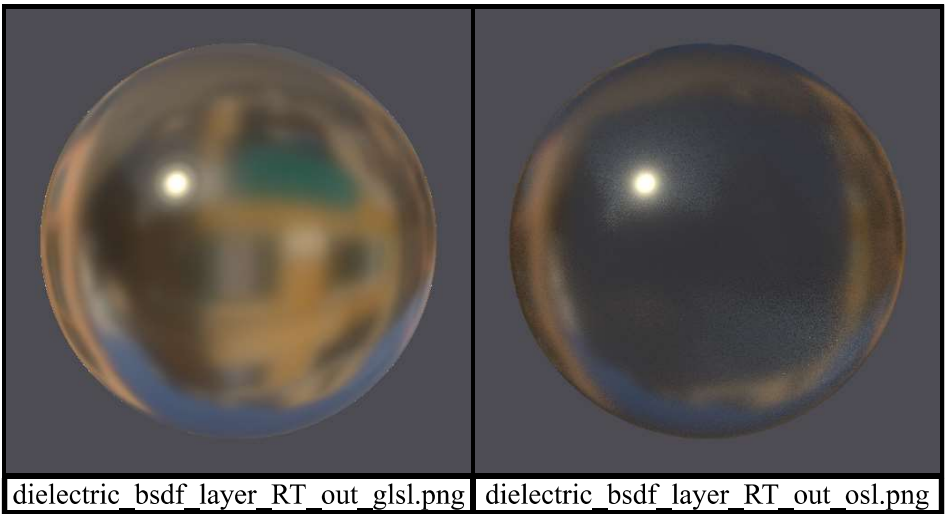
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley\_diffuse:

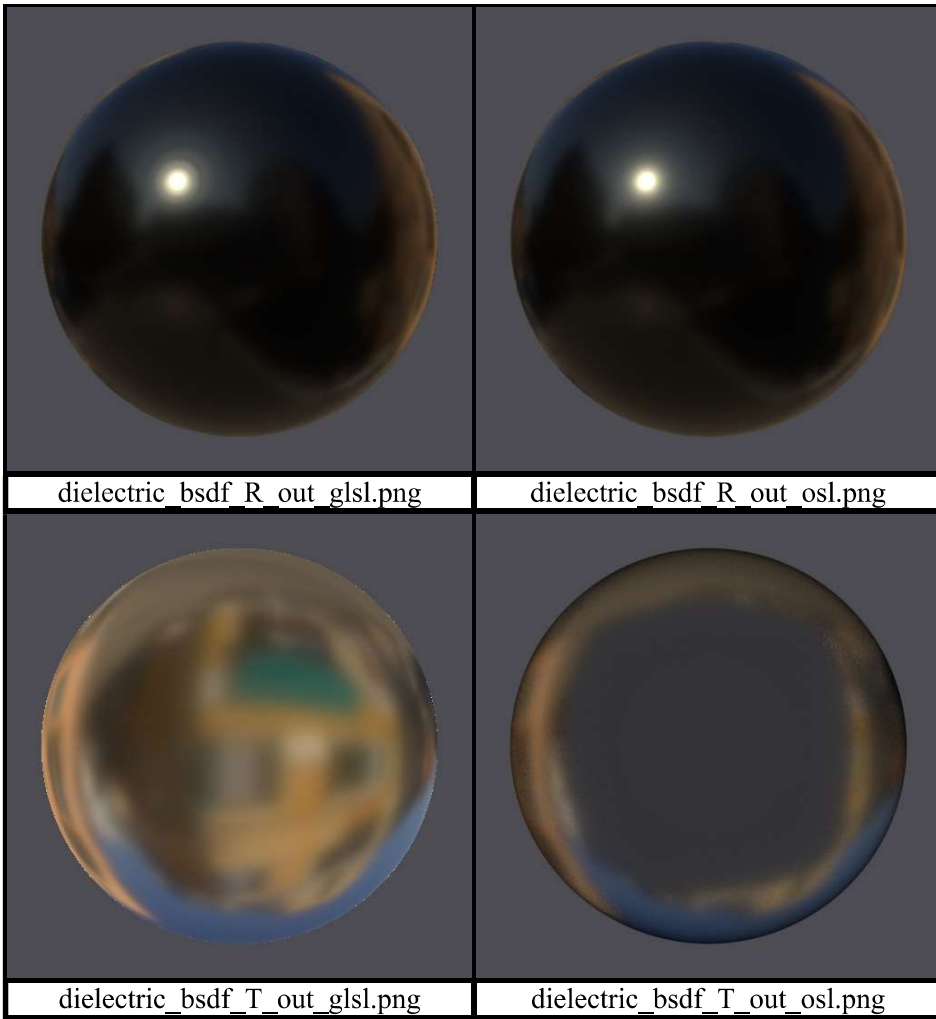


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

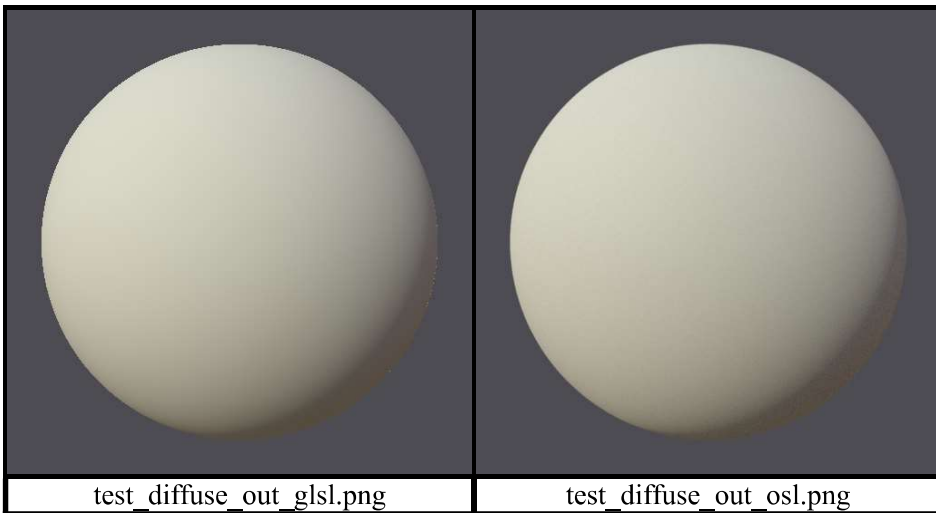


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:



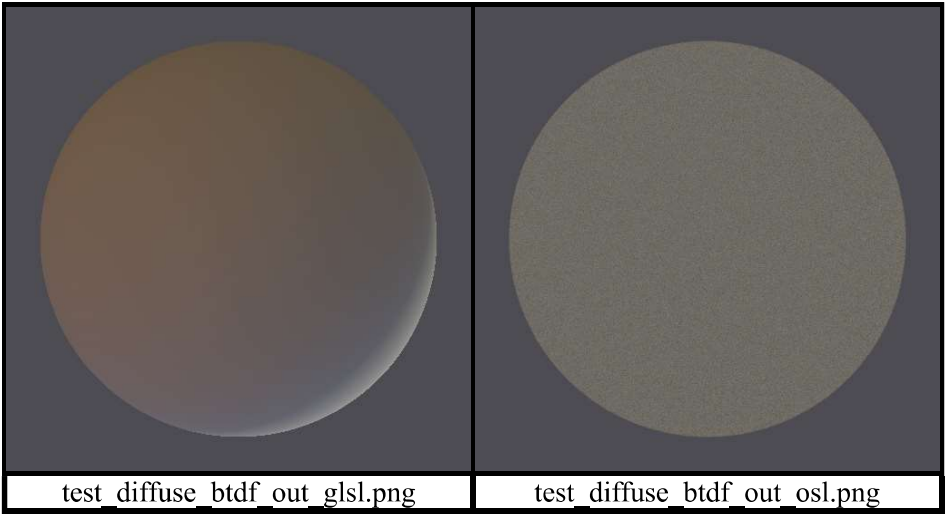


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse\_brdf:

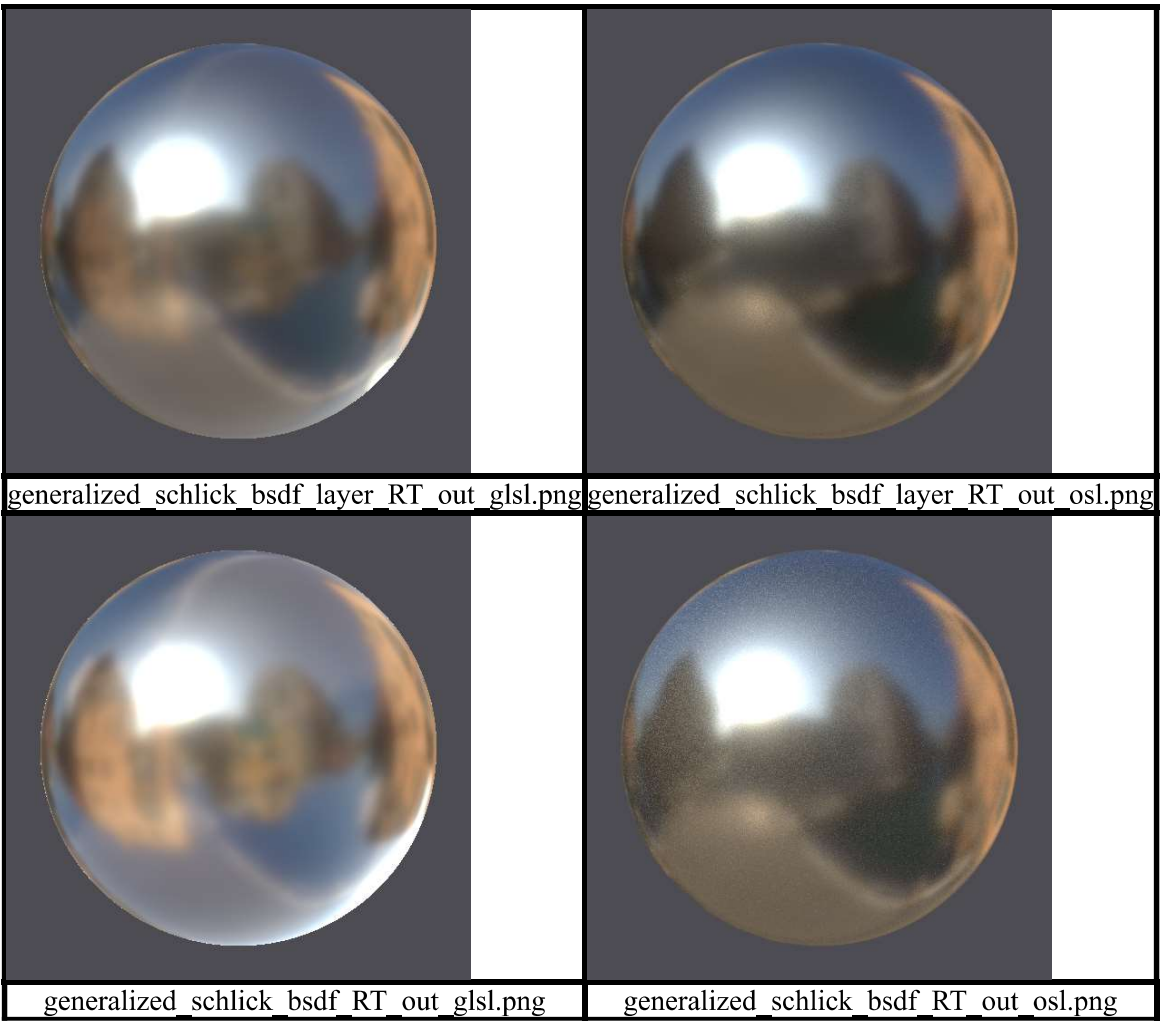


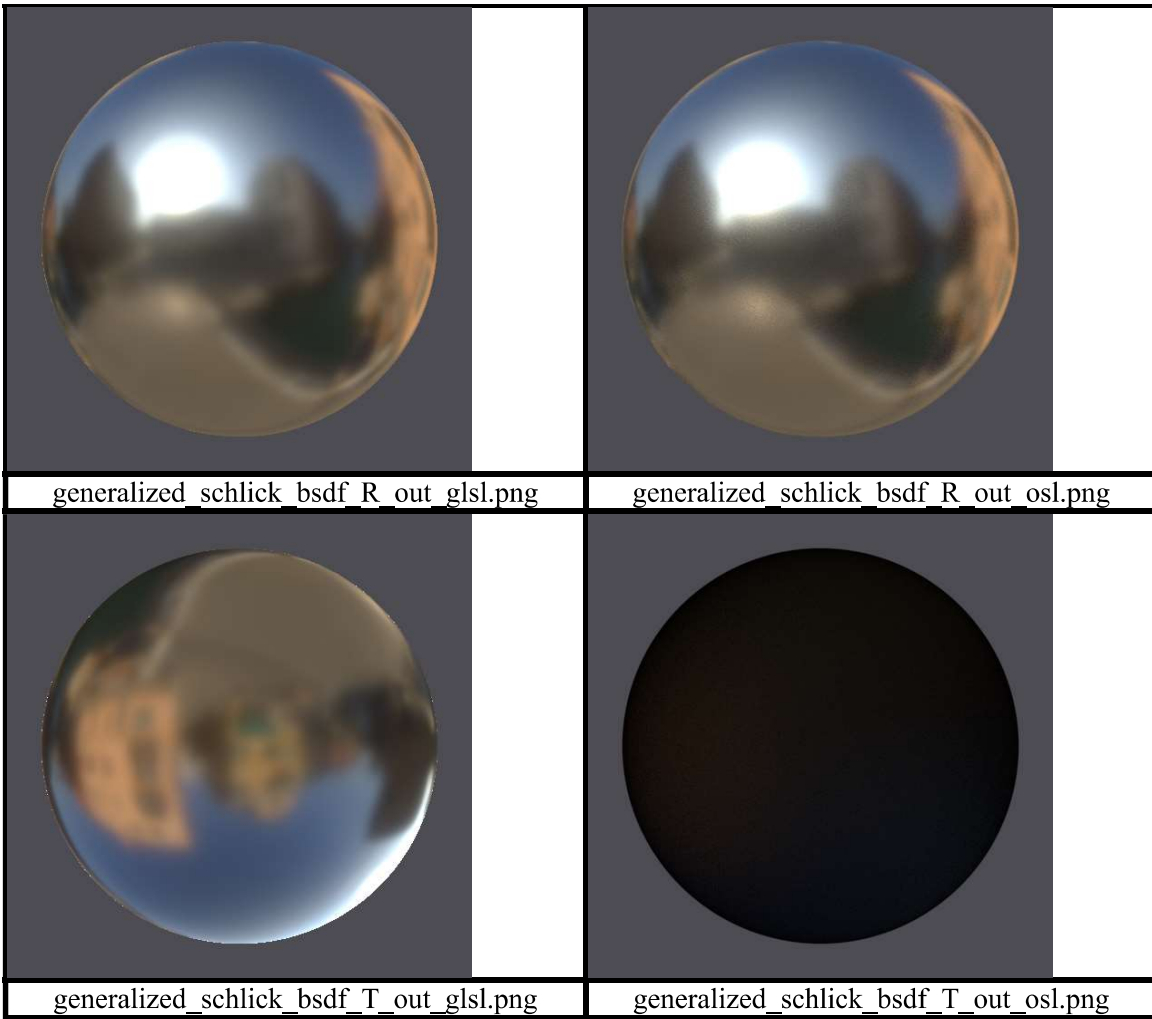
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse\_btfd:



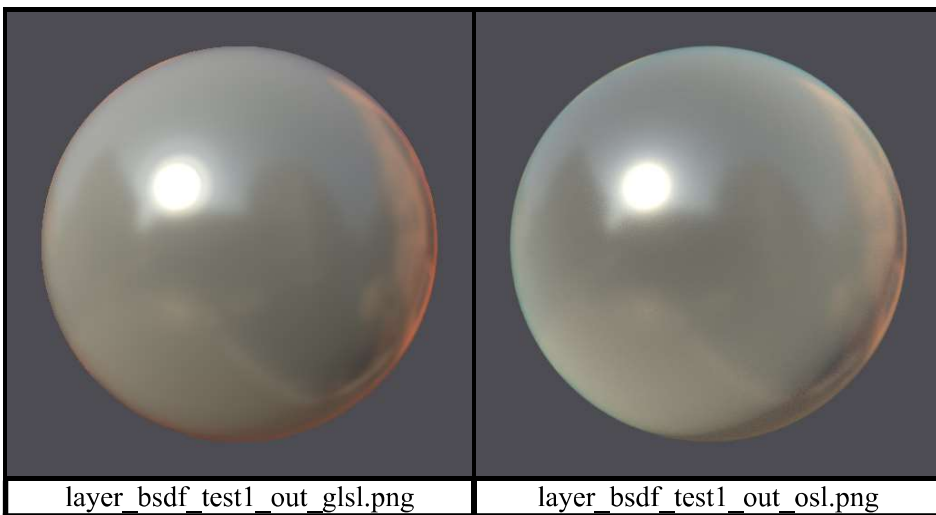


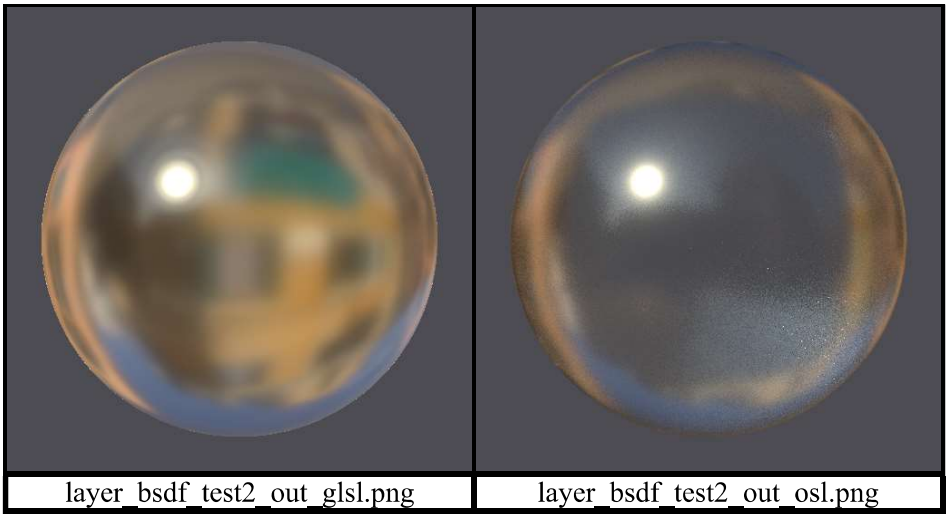
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized\_schlick:



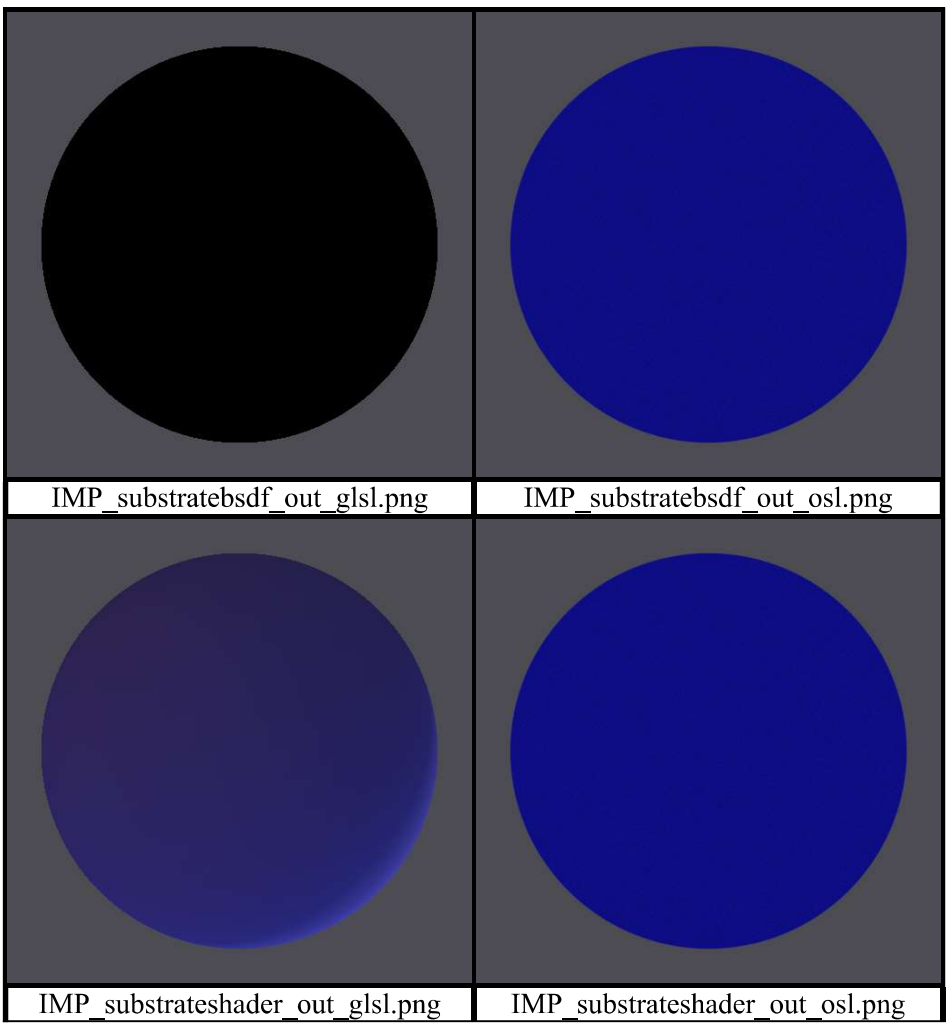


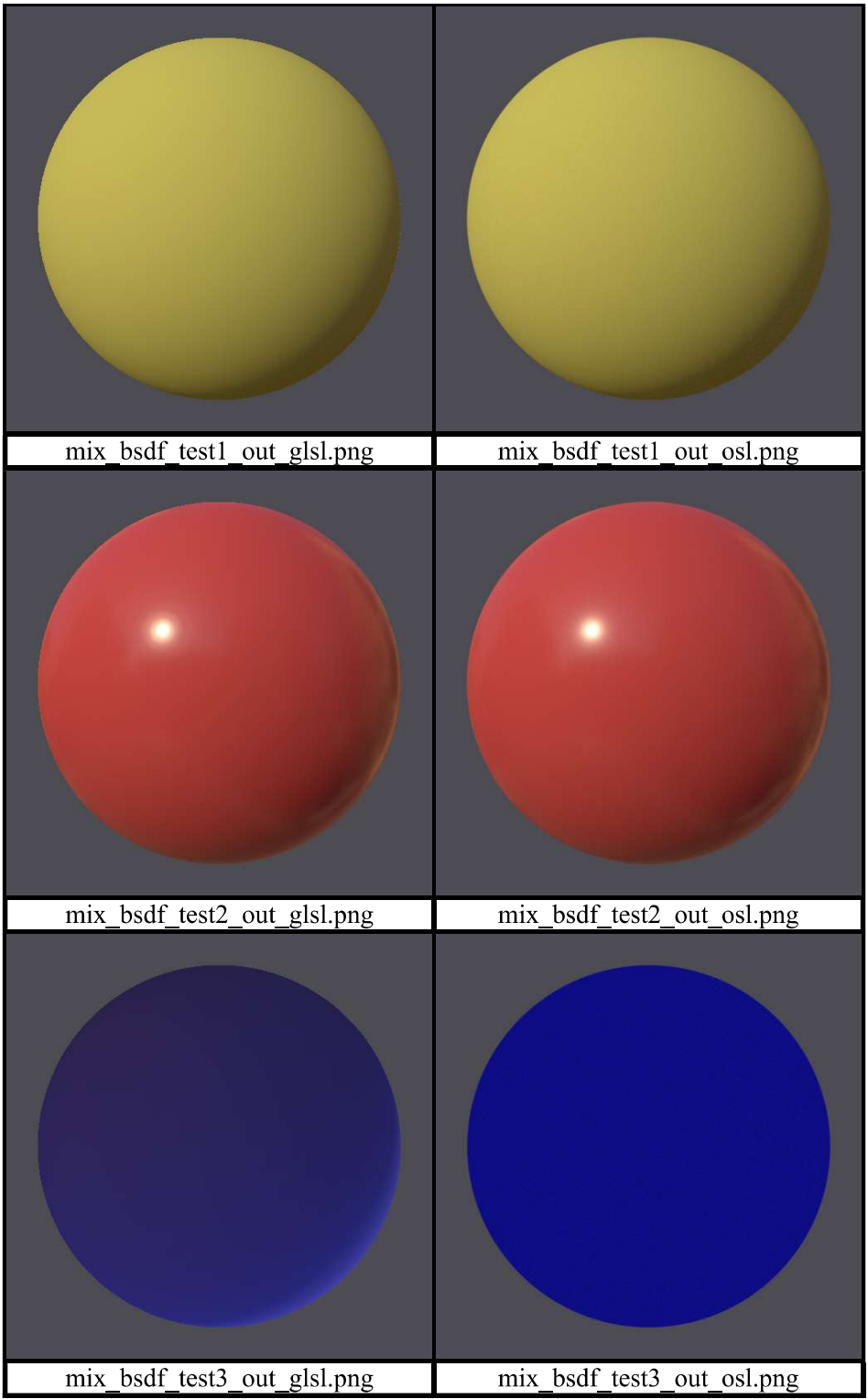
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer\_bsdf:



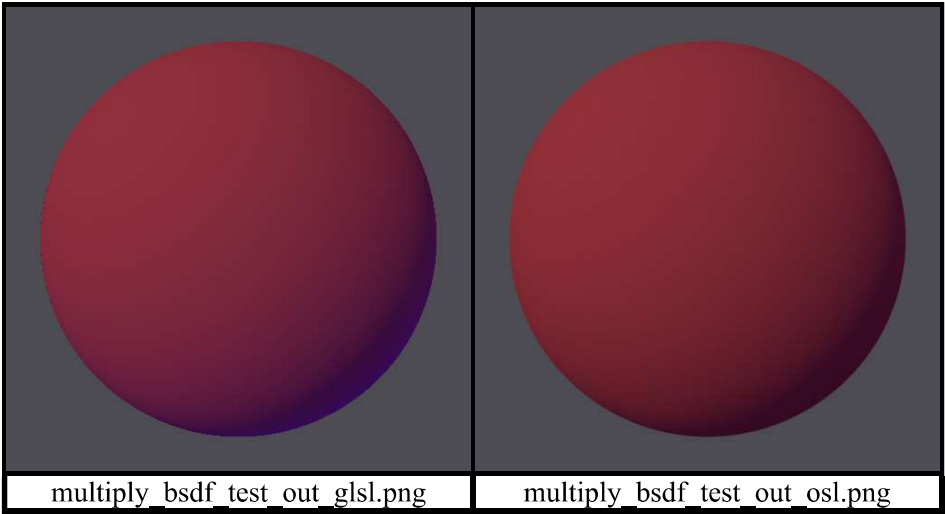


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix\_bsdf:

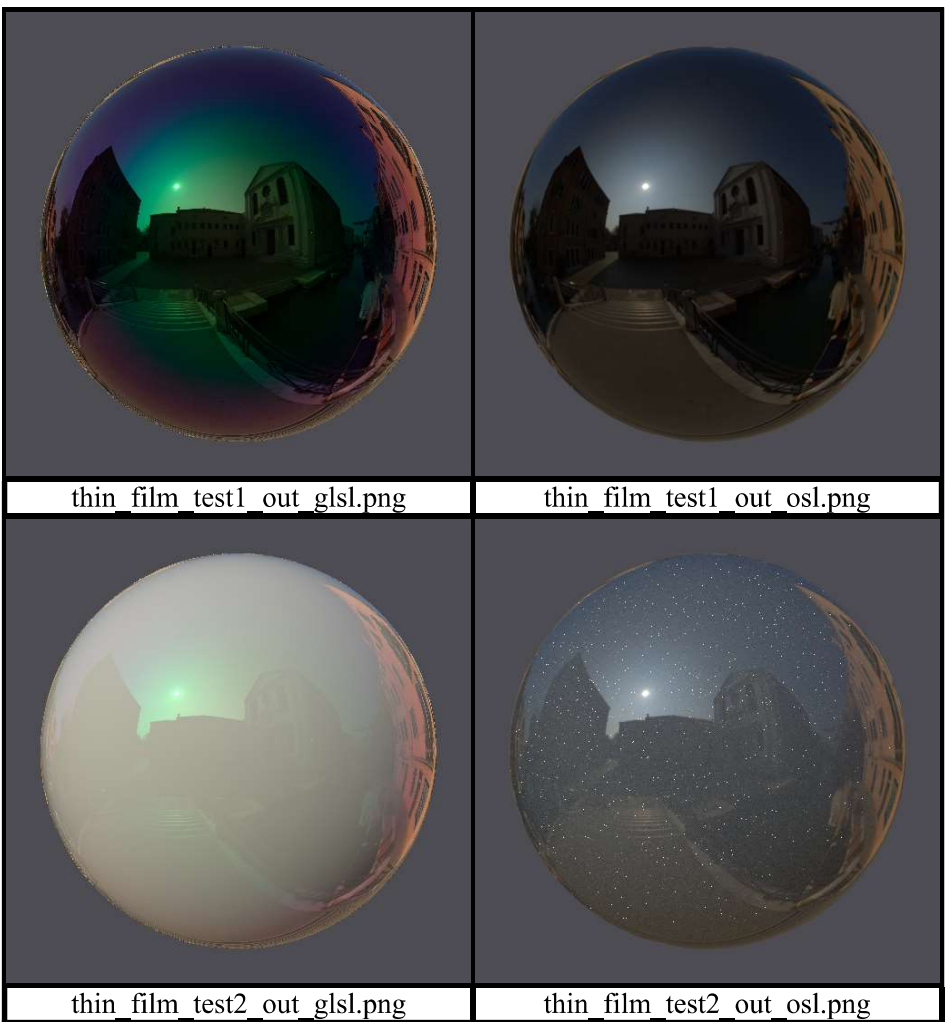


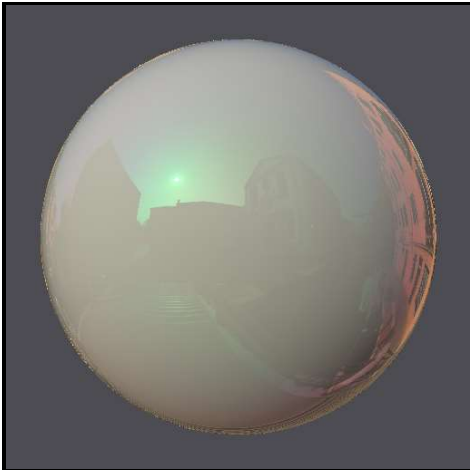

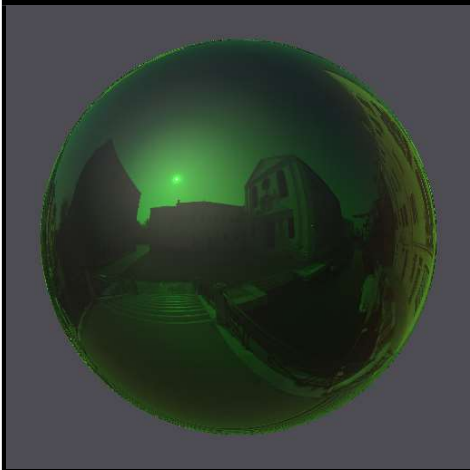
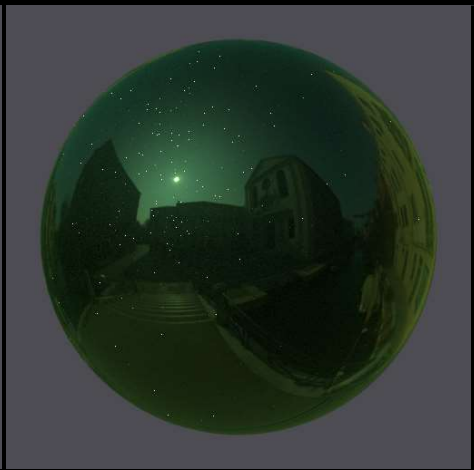
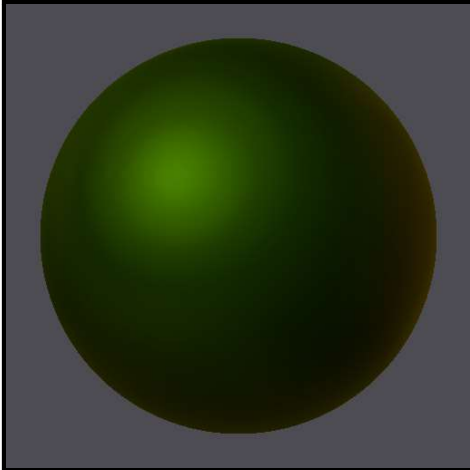
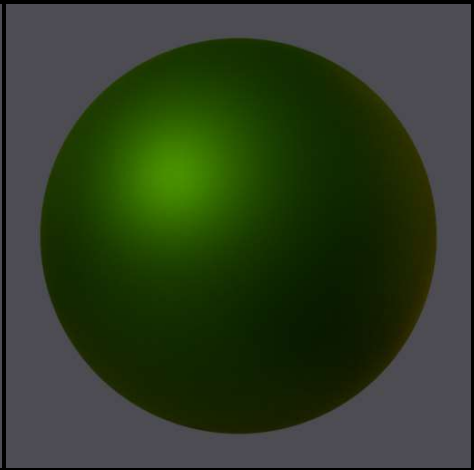


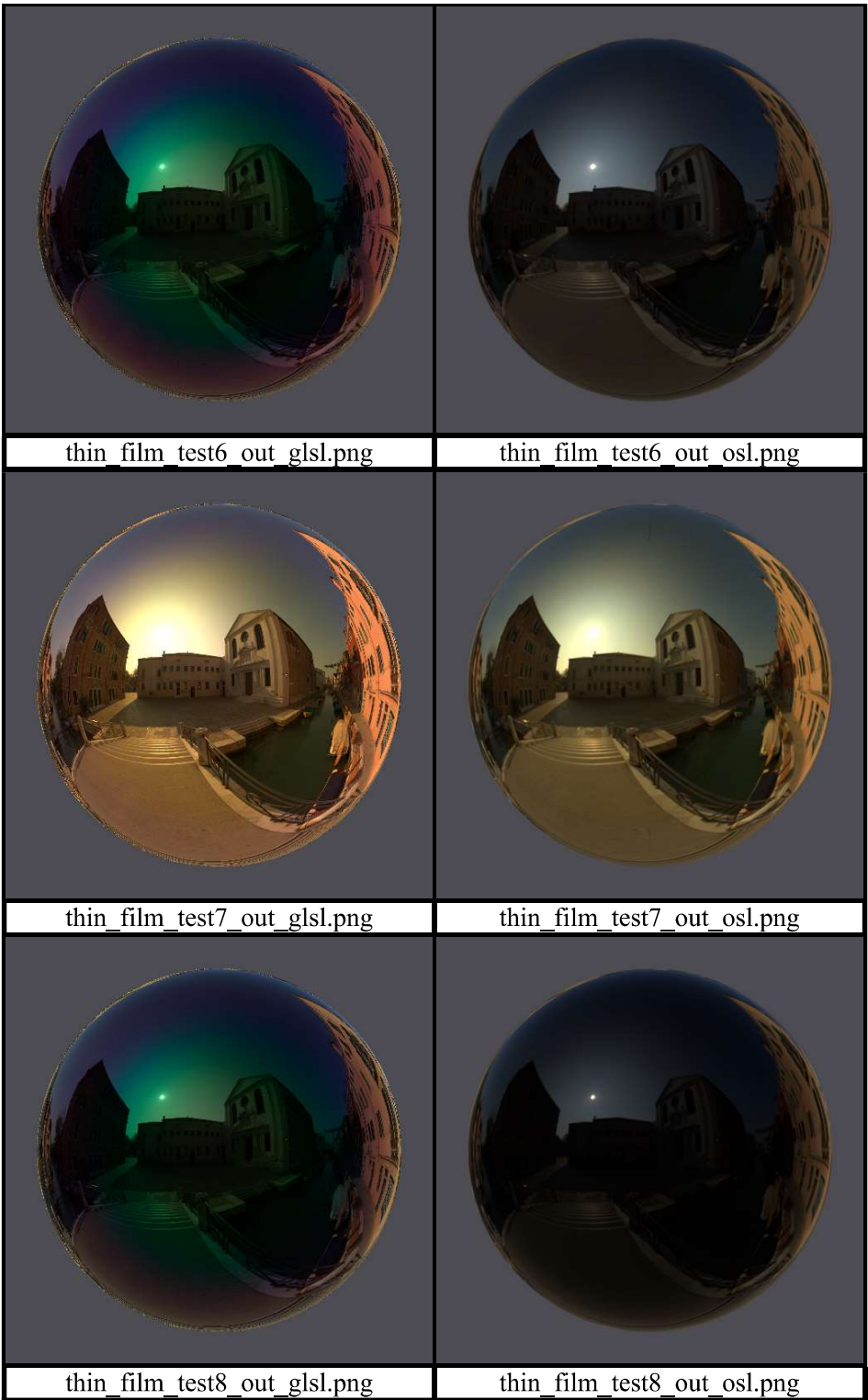
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply\_bsdf:



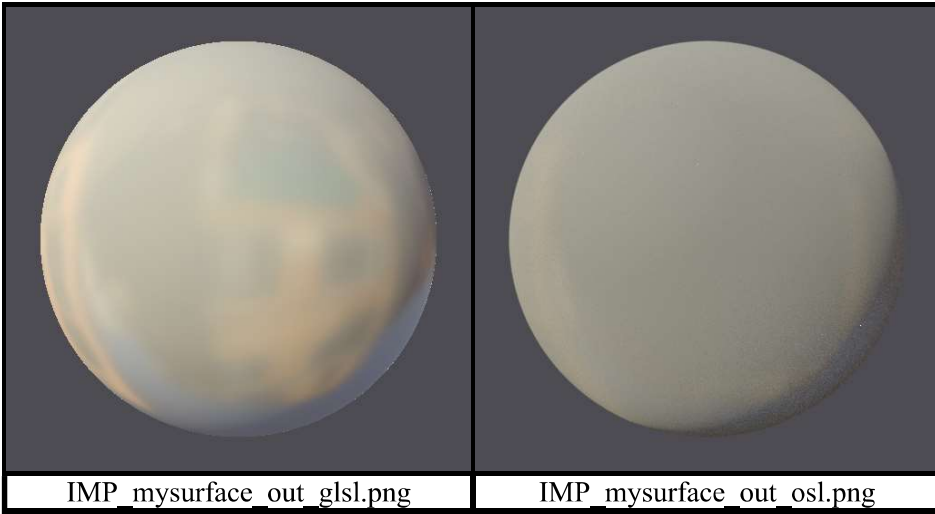
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin\_film\_bsdf:



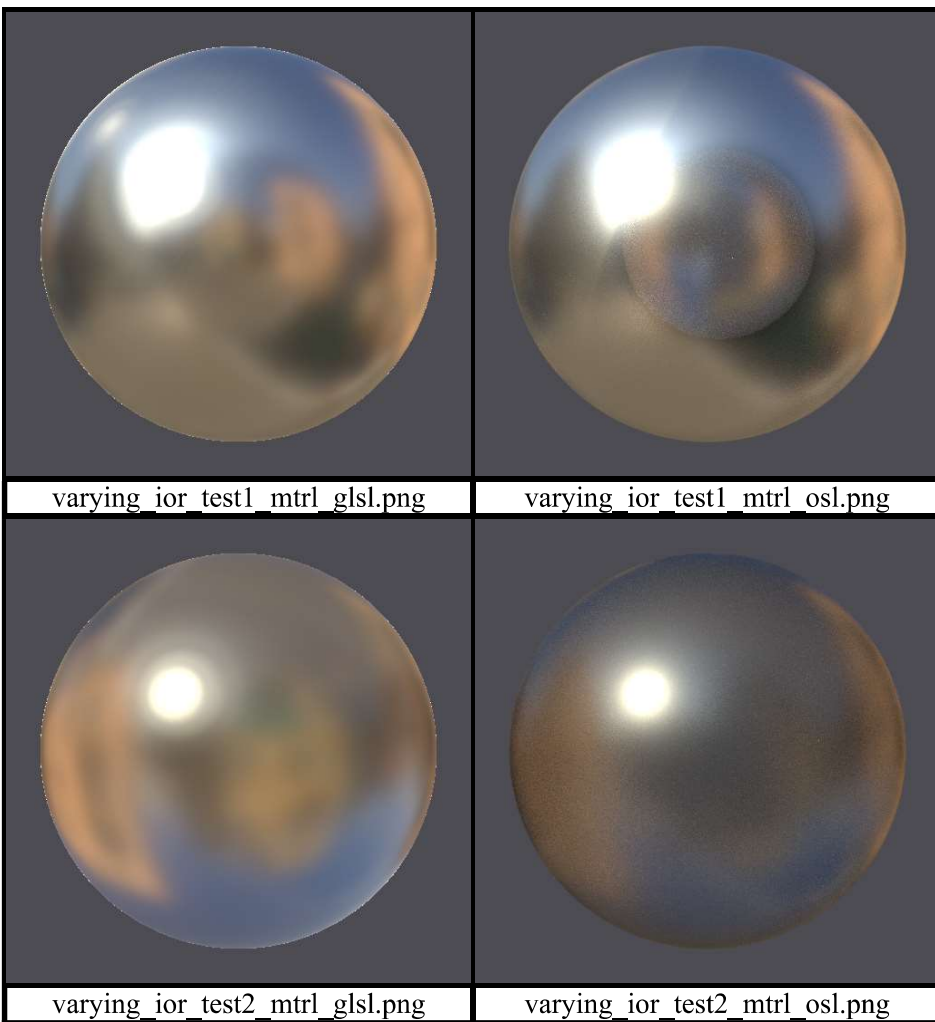
	
<p>thin_film_test3_out_glsl.png</p>	<p>thin_film_test3_out_osl.png</p>
	
<p>thin_film_test4_out_glsl.png</p>	<p>thin_film_test4_out_osl.png</p>
	
<p>thin_film_test5_out_glsl.png</p>	<p>thin_film_test5_out_osl.png</p>



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

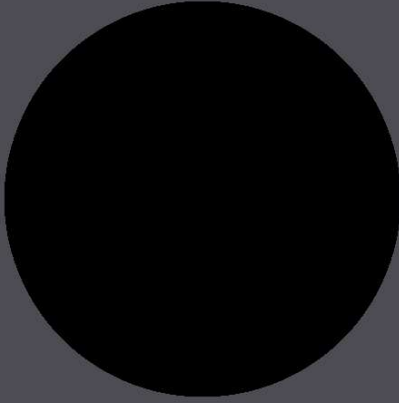

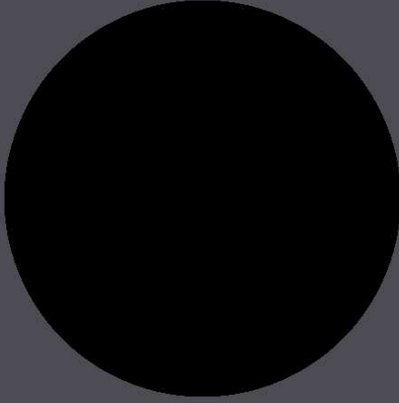
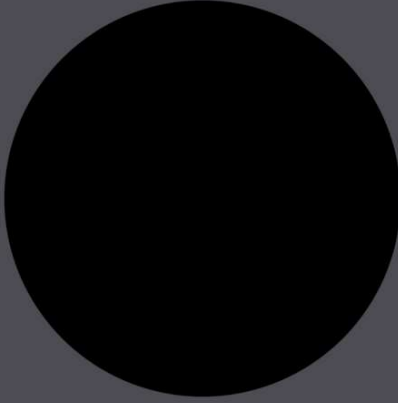
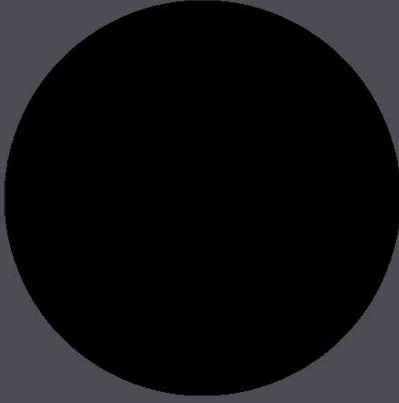
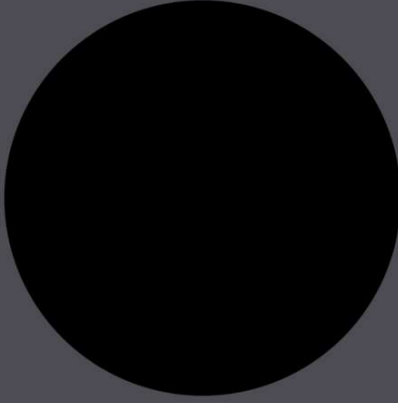


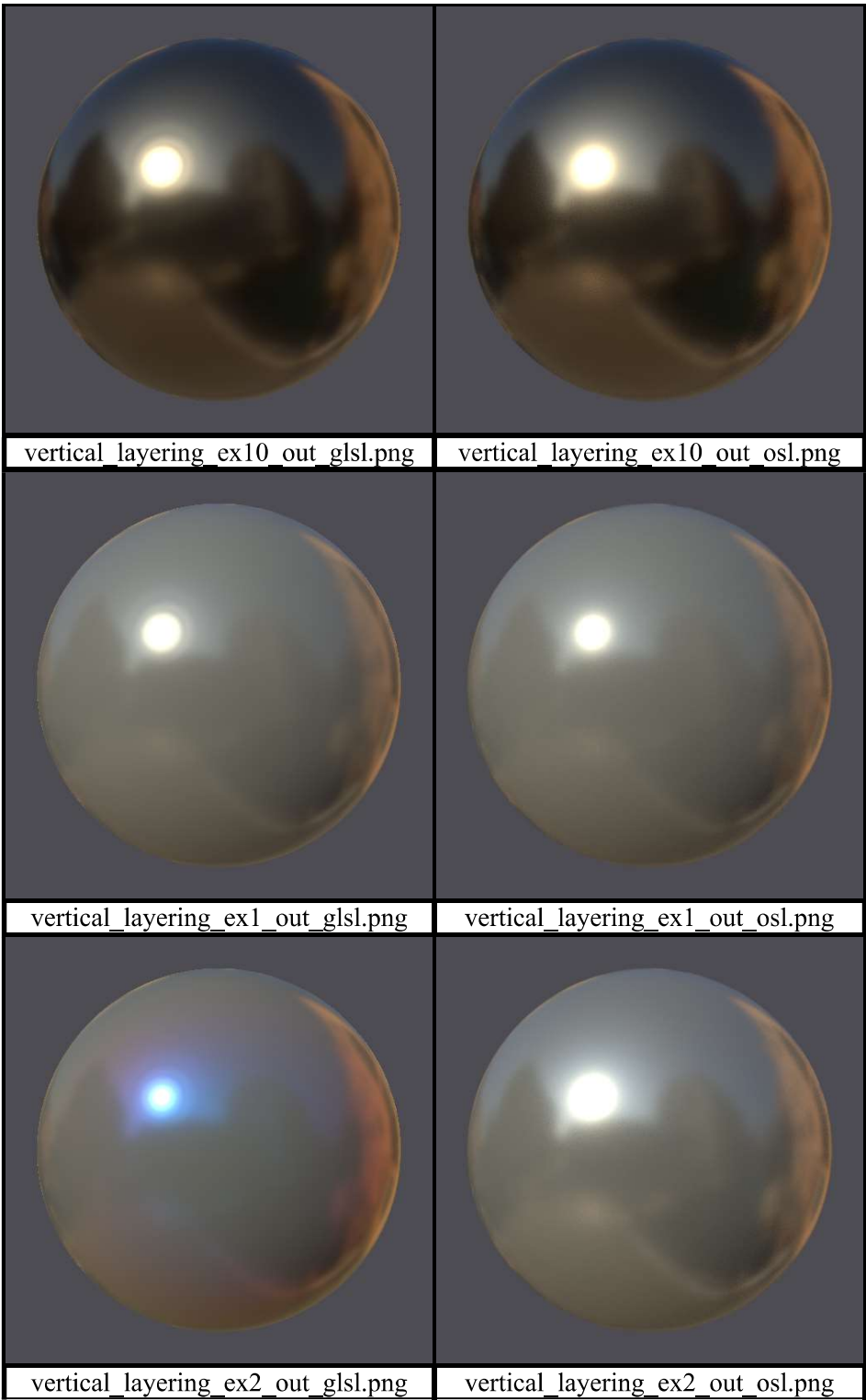
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying\_ior:

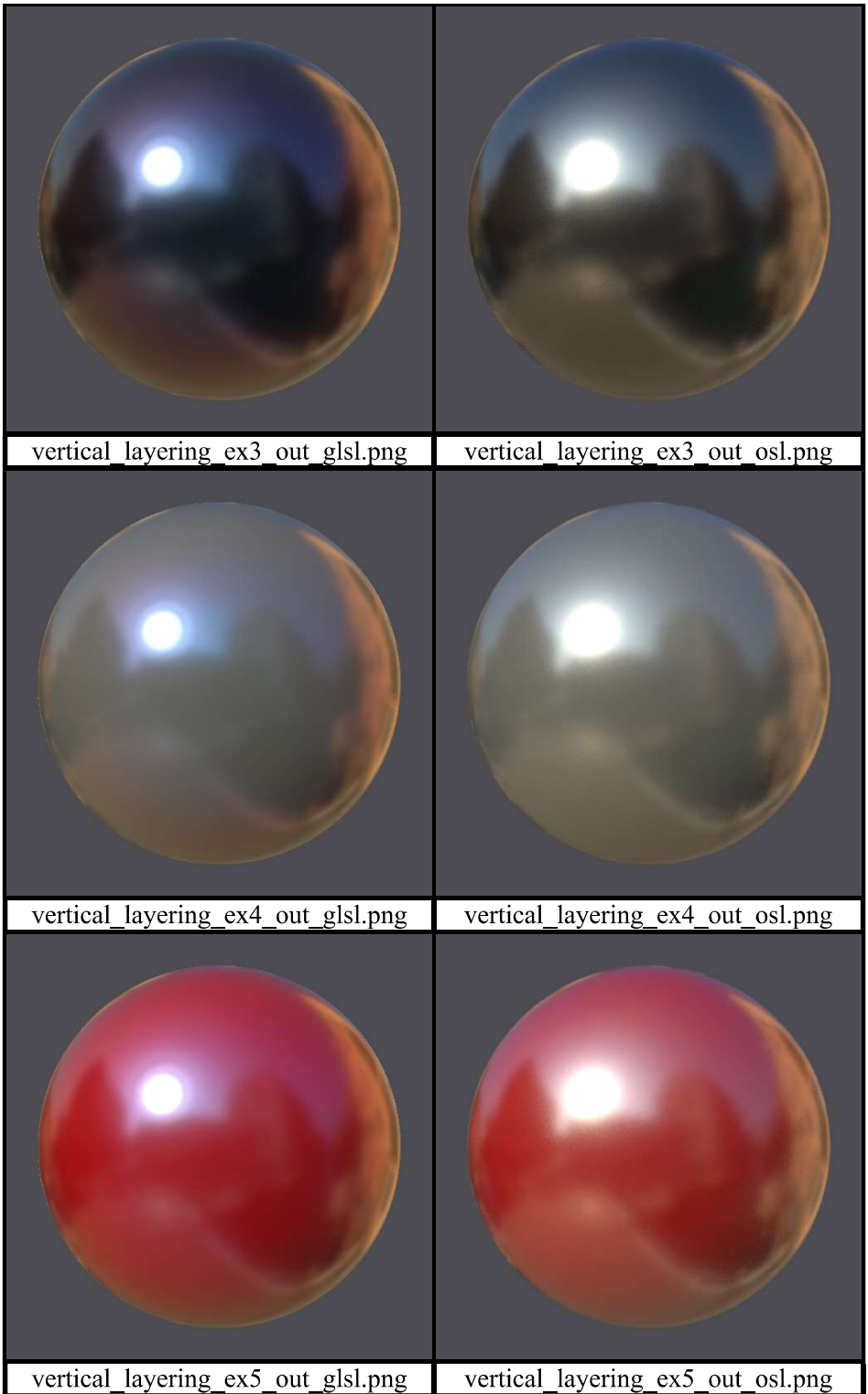


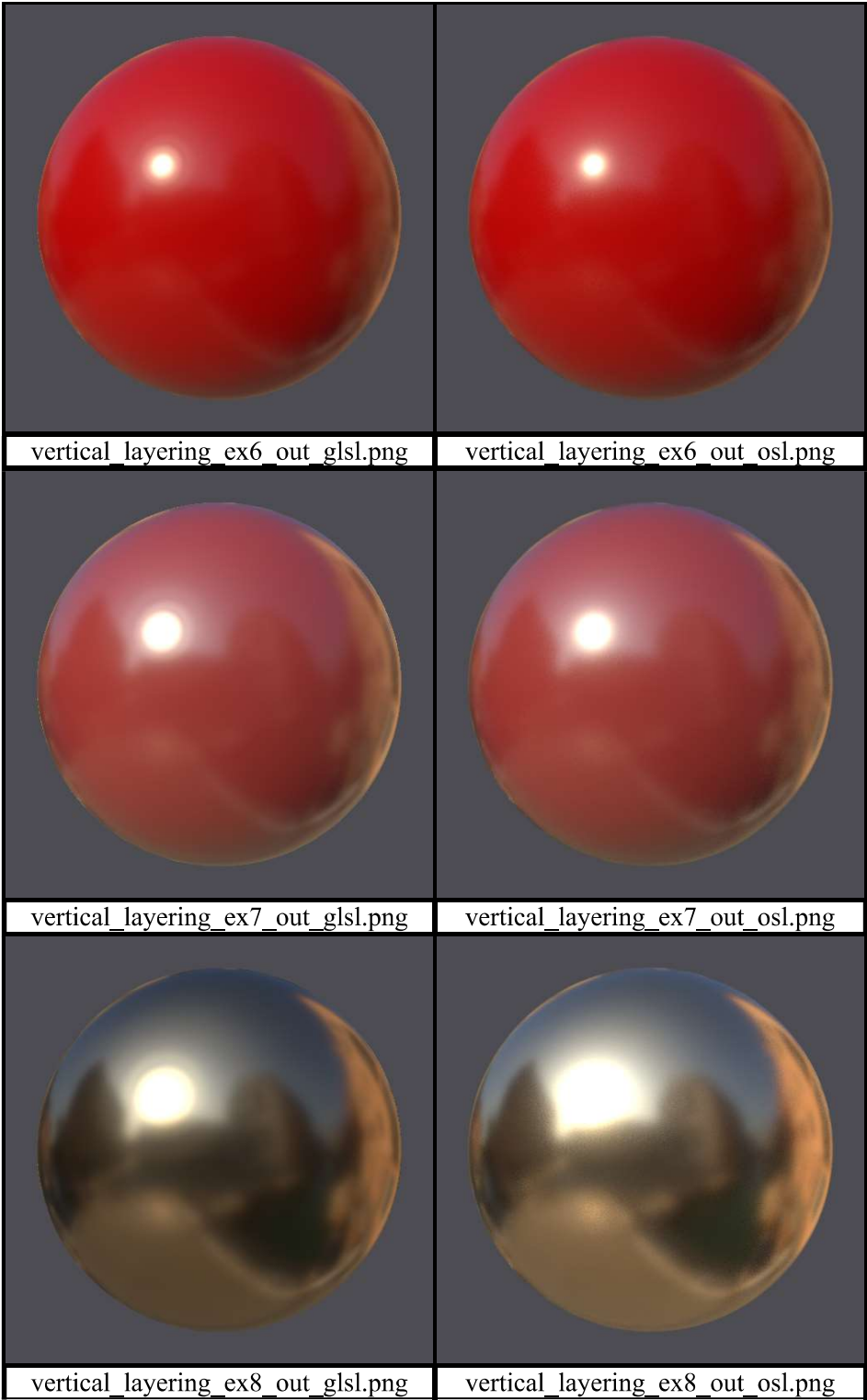
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical\_layering:

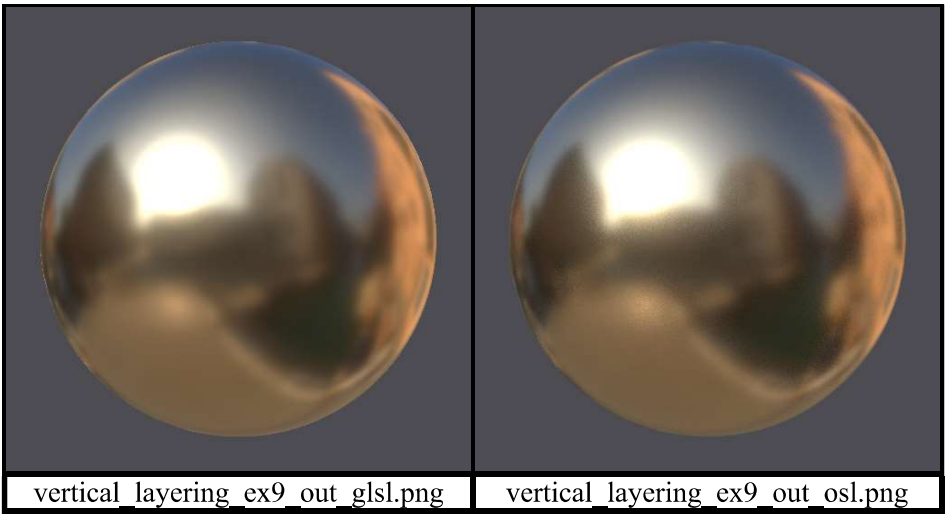


	
IMP_mybsdf_out_glsl.png	IMP_mybsdf_out_osl.png
	
NG_custom_layer_out_glsl.png	NG_custom_layer_out_osl.png
	
NG_scaled_layer_out_glsl.png	NG_scaled_layer_out_osl.png

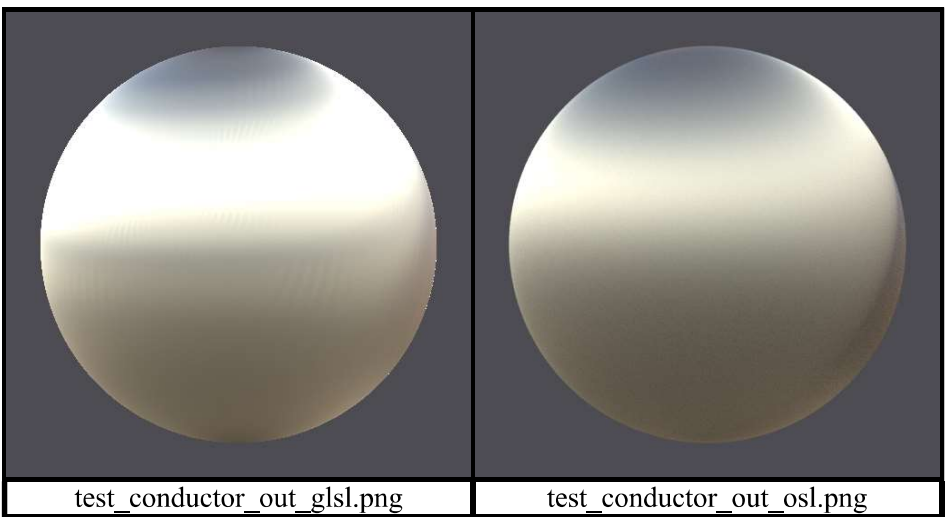




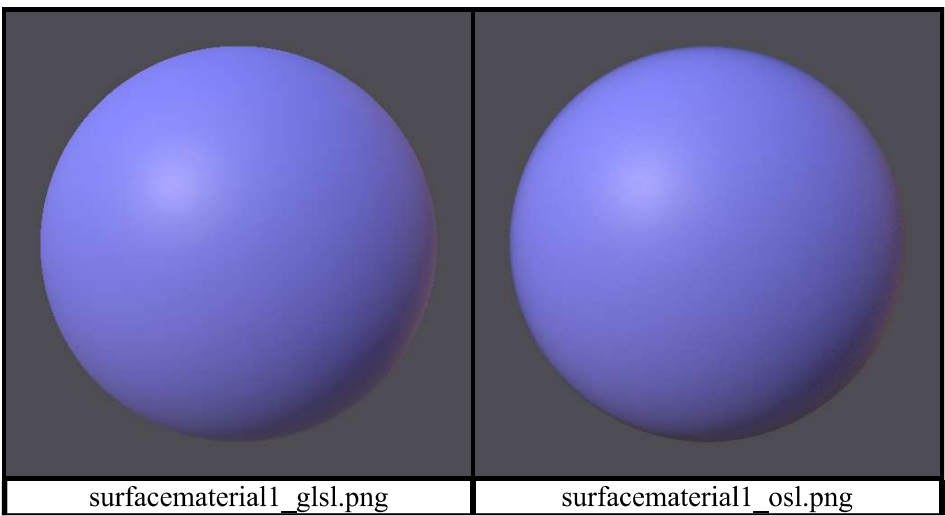


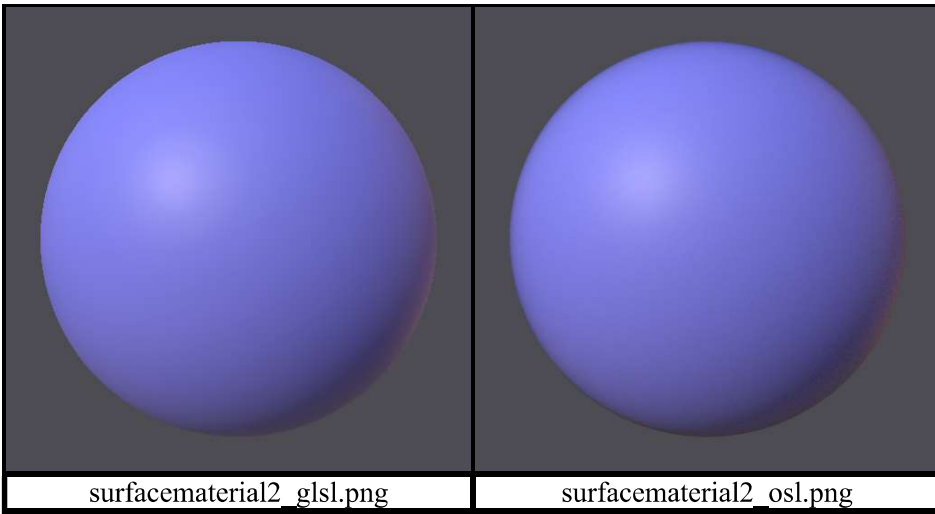


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\wedge\_conductor:

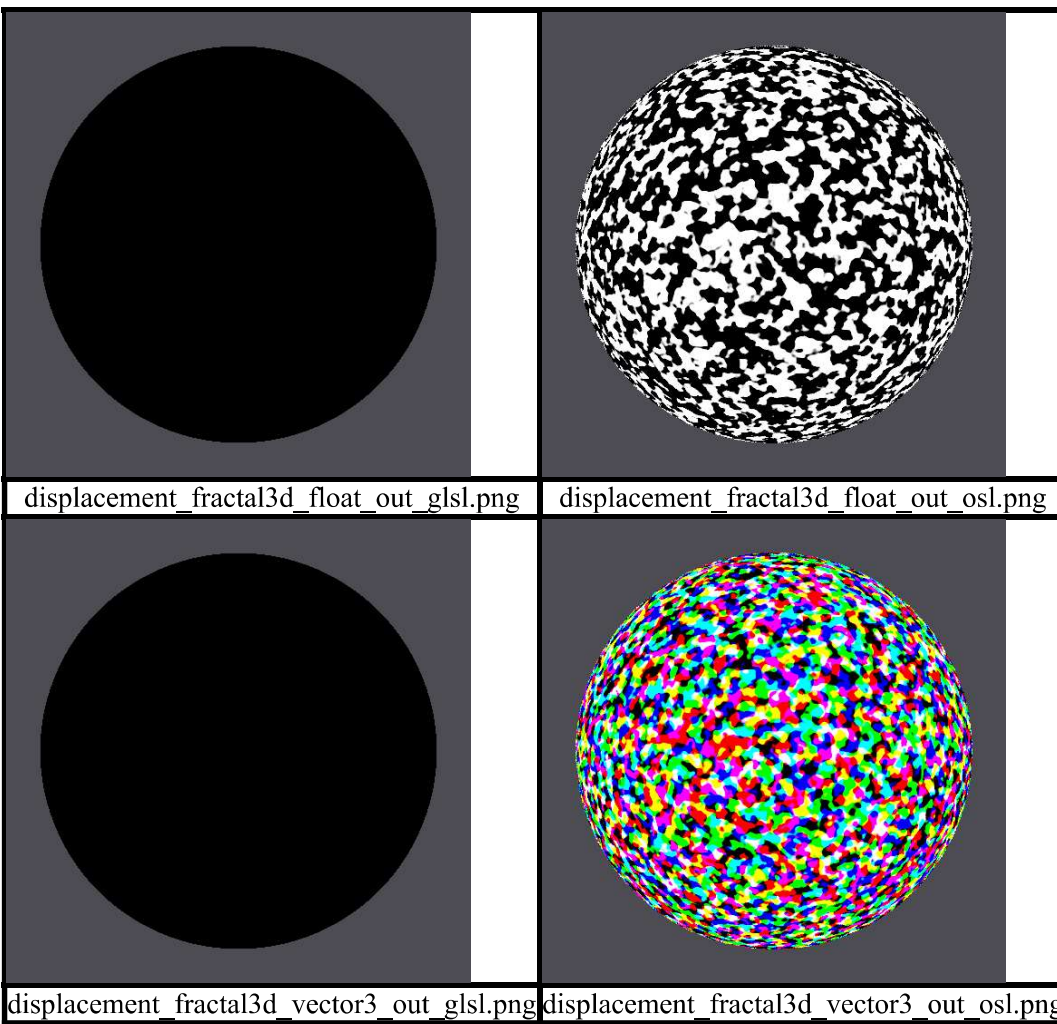


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced\_material:

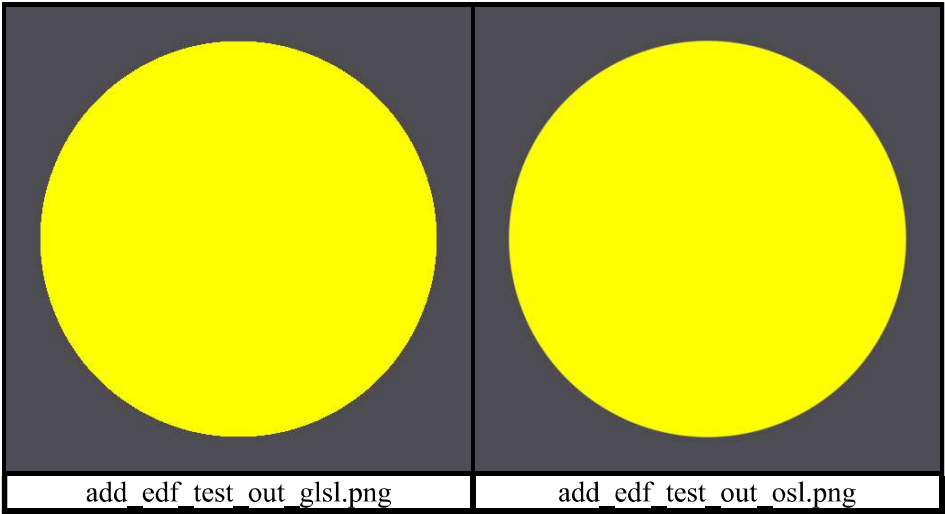




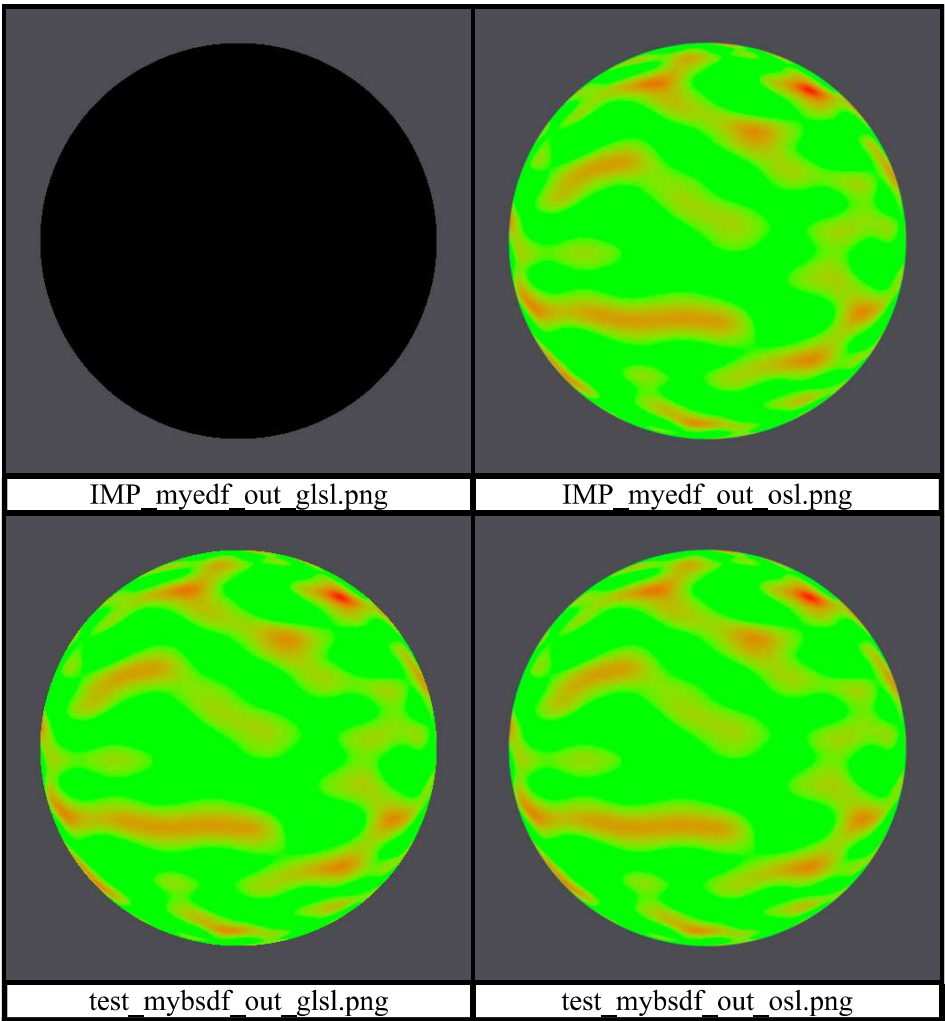
..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displacement:



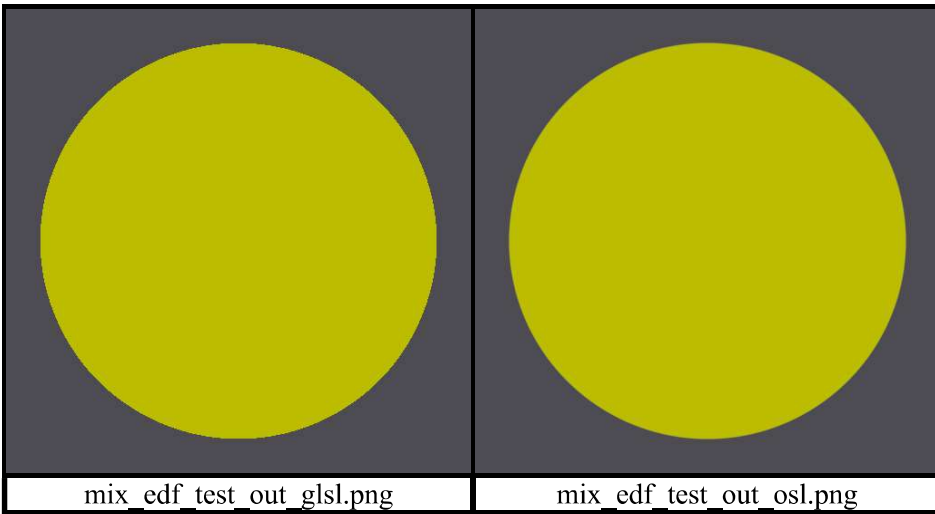
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add\_edf:



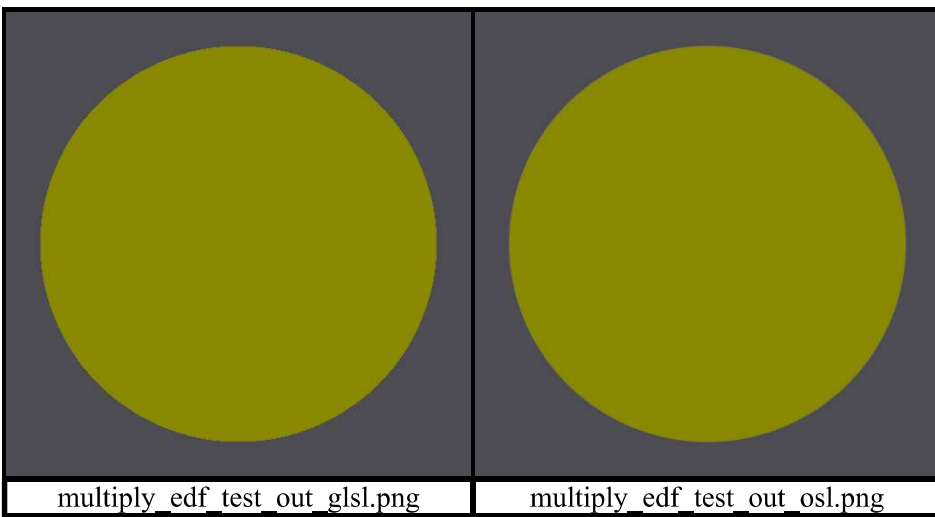
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf\_graph:



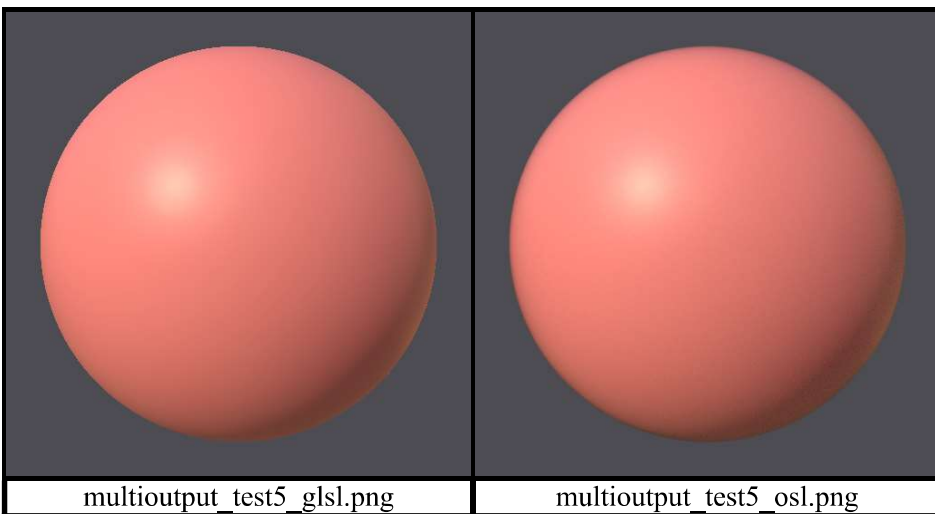
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\mix\_edf:



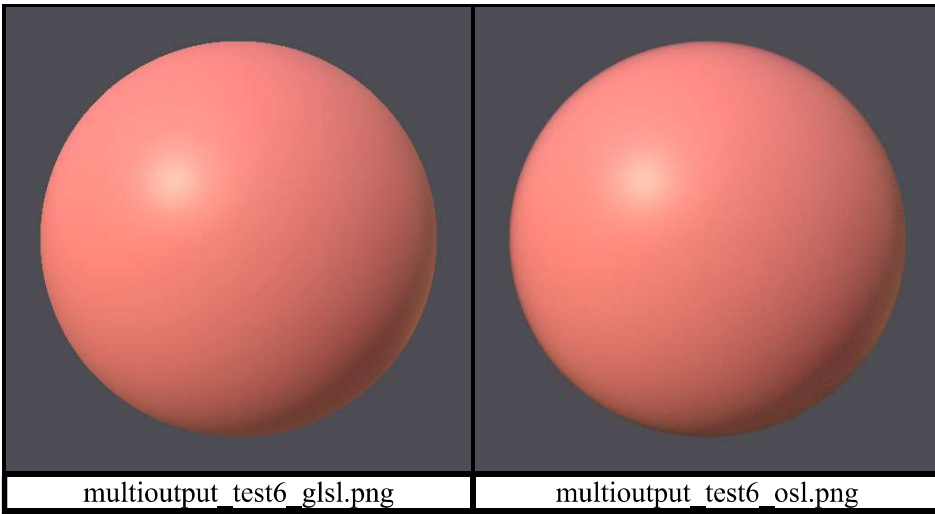
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\multiply\_edf:



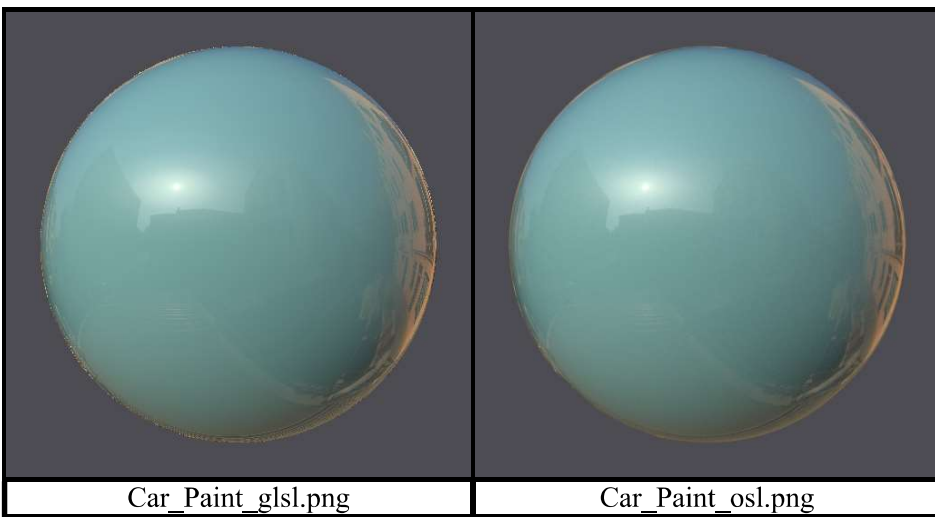
..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:



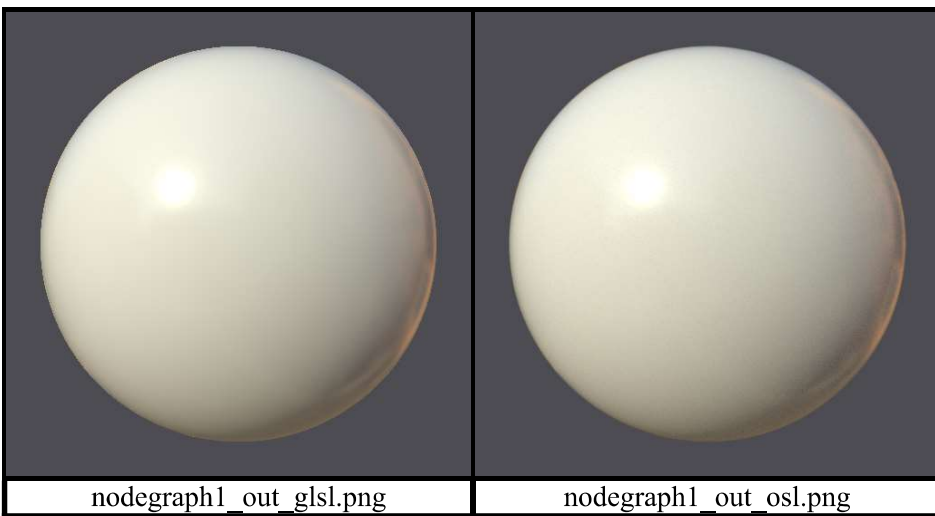




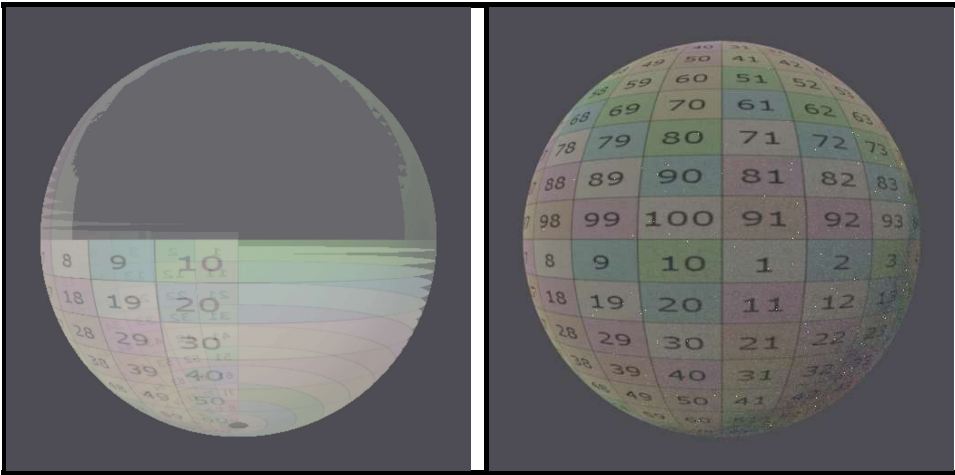
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\bindinput\_colorspace:



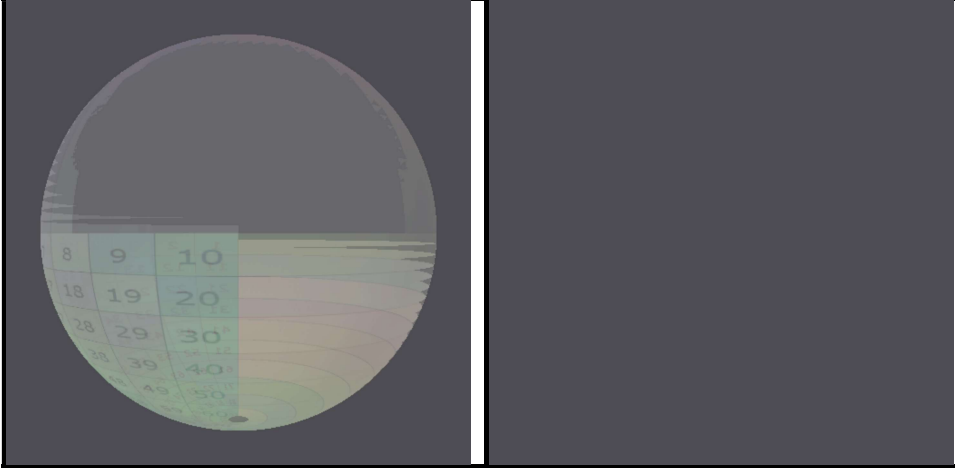
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\default\_material:



..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\gltf\_tests:

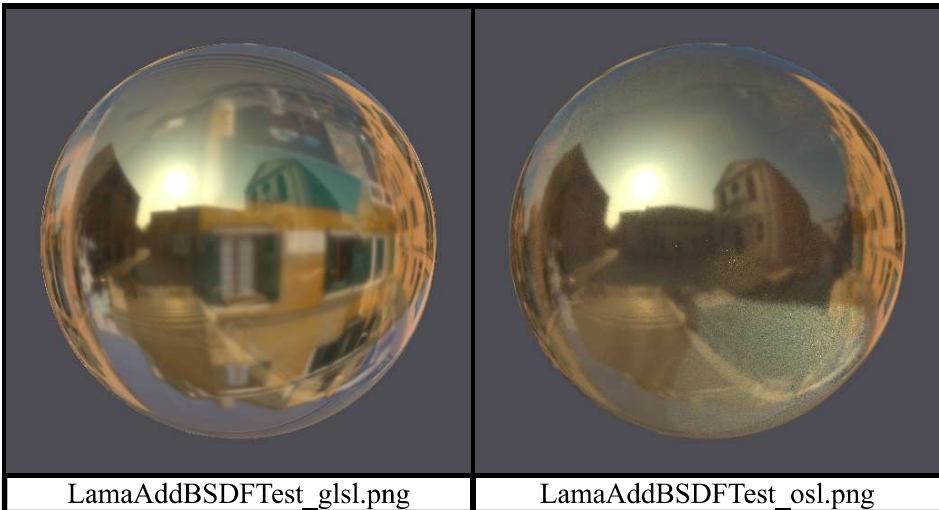


glTF const colorimage material glsl.png glTF const colorimage material osl.png



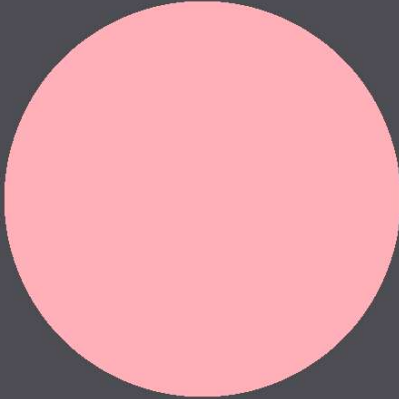
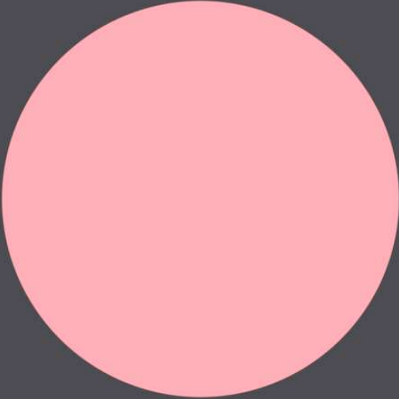




glTF geomcolorimage material glsl.png glTF geomcolorimage material osl.png



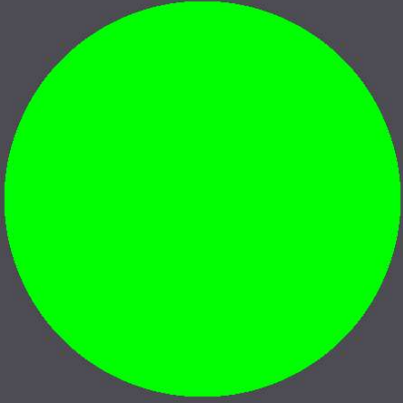
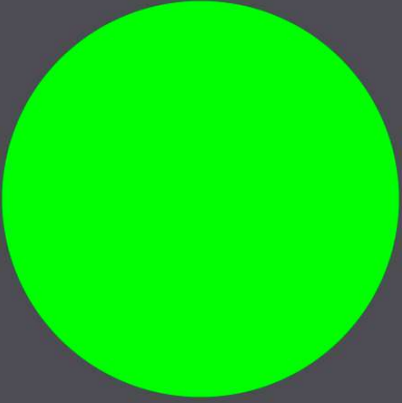


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\_tests:

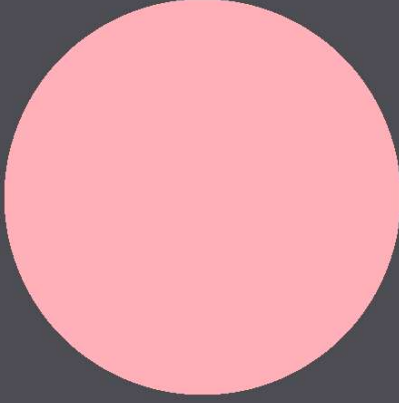
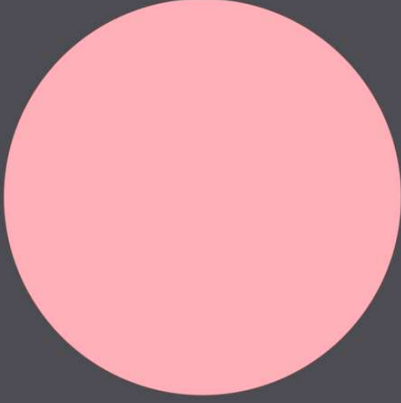


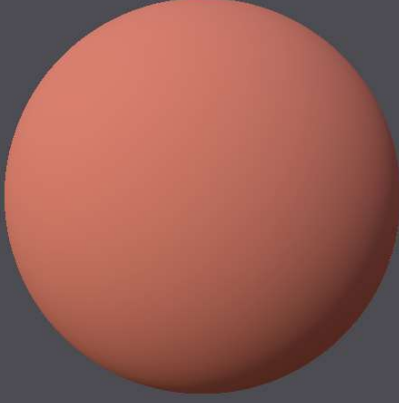



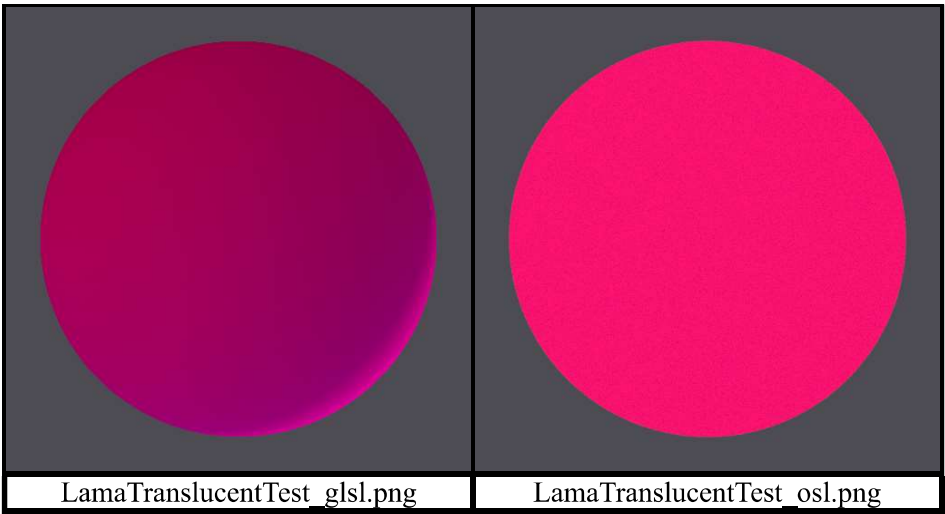
LamaAddBSDFTest glsl.png

LamaAddBSDFTest osl.png

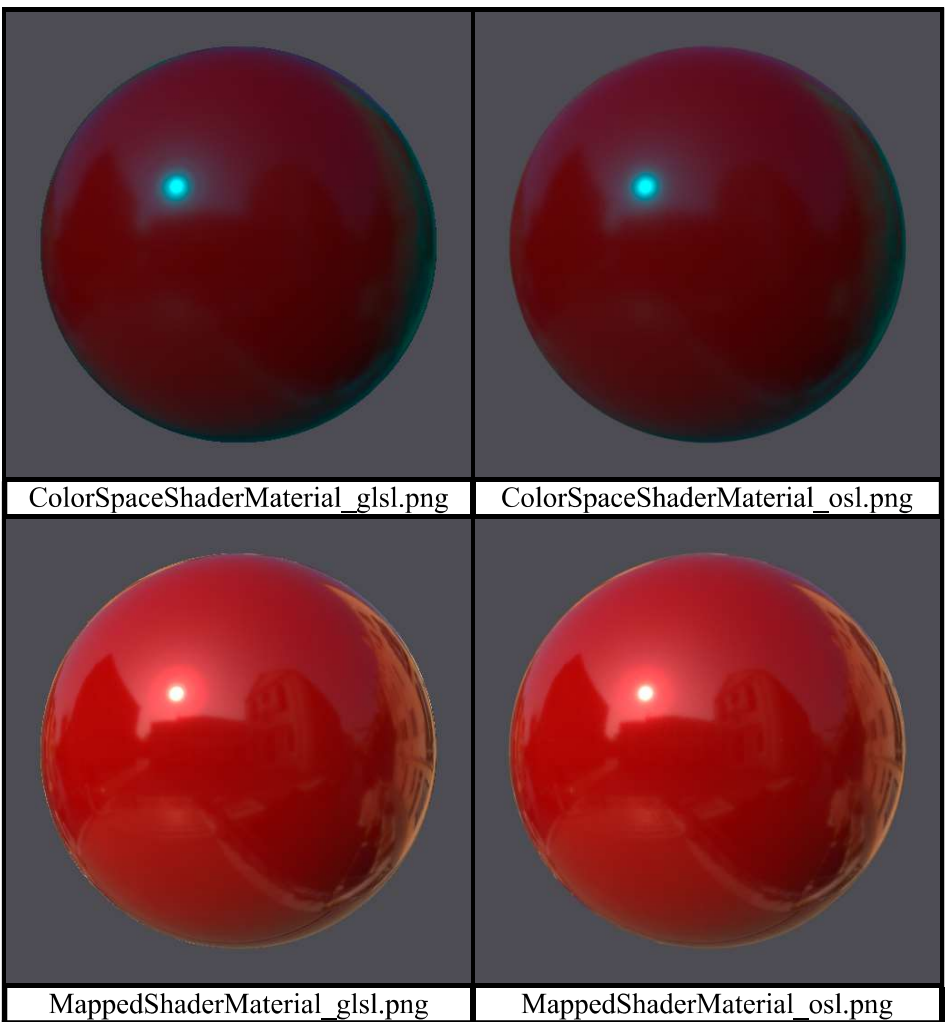
	
LamaAddEDFTest_gsl.png	LamaAddEDFTest_osl.png
	
LamaConductorTest_gsl.png	LamaConductorTest_osl.png
	
LamaDielectricTest_gsl.png	LamaDielectricTest_osl.png

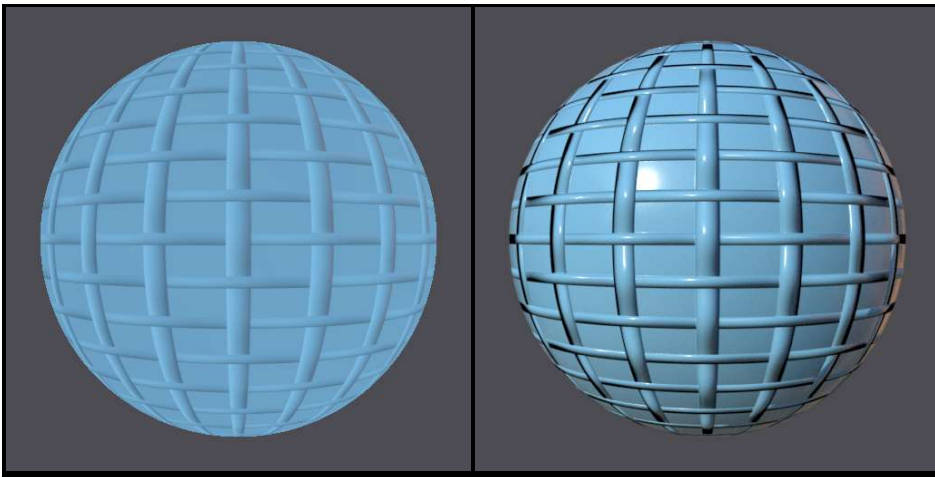
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png
	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png
	
LamaMixBSDFTest_gsl.png	LamaMixBSDFTest_osl.png

	
LamaMixEDFTest_gsl.png	LamaMixEDFTest_osl.png
	
LamaSheenTest_gsl.png	LamaSheenTest_osl.png
	
LamaSSSTest_gsl.png	LamaSSSTest_osl.png



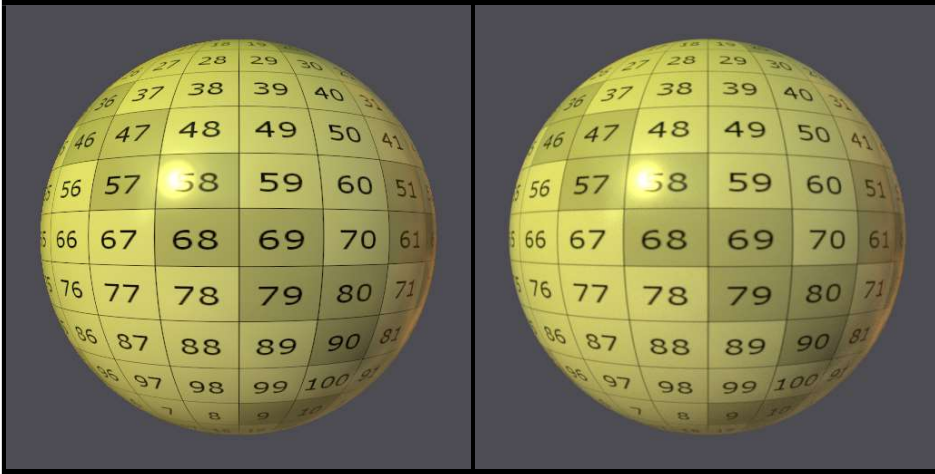
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped\_surfaceshader:





NormalMapMaterial\_gsl.png

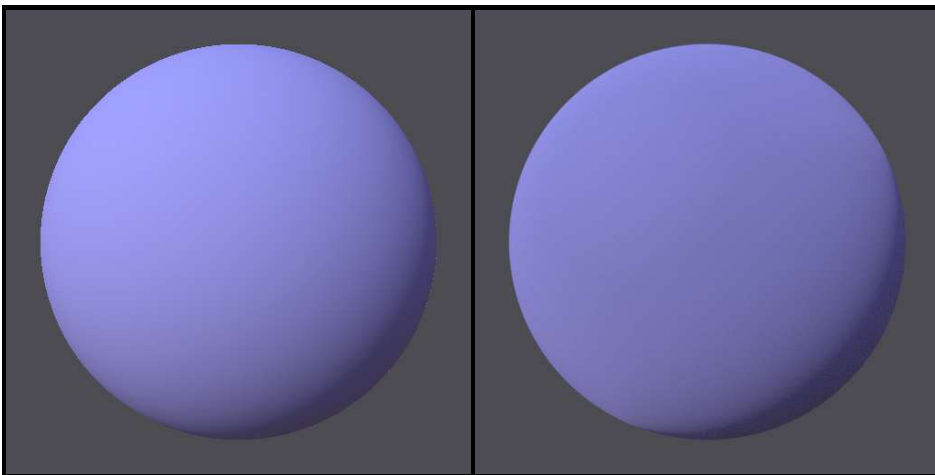
NormalMapMaterial\_osl.png



UnitMappedShaderMaterial\_gsl.png

UnitMappedShaderMaterial\_osl.png

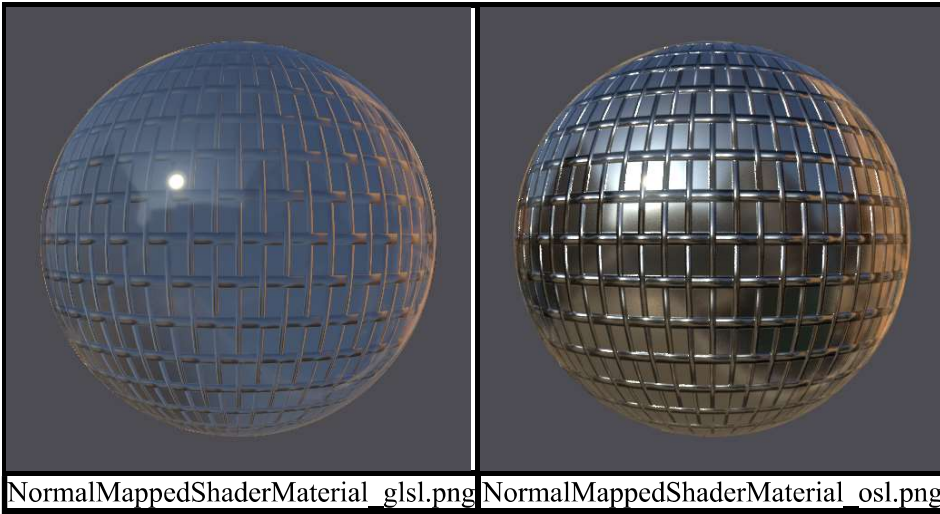
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph\_surfaceshader:



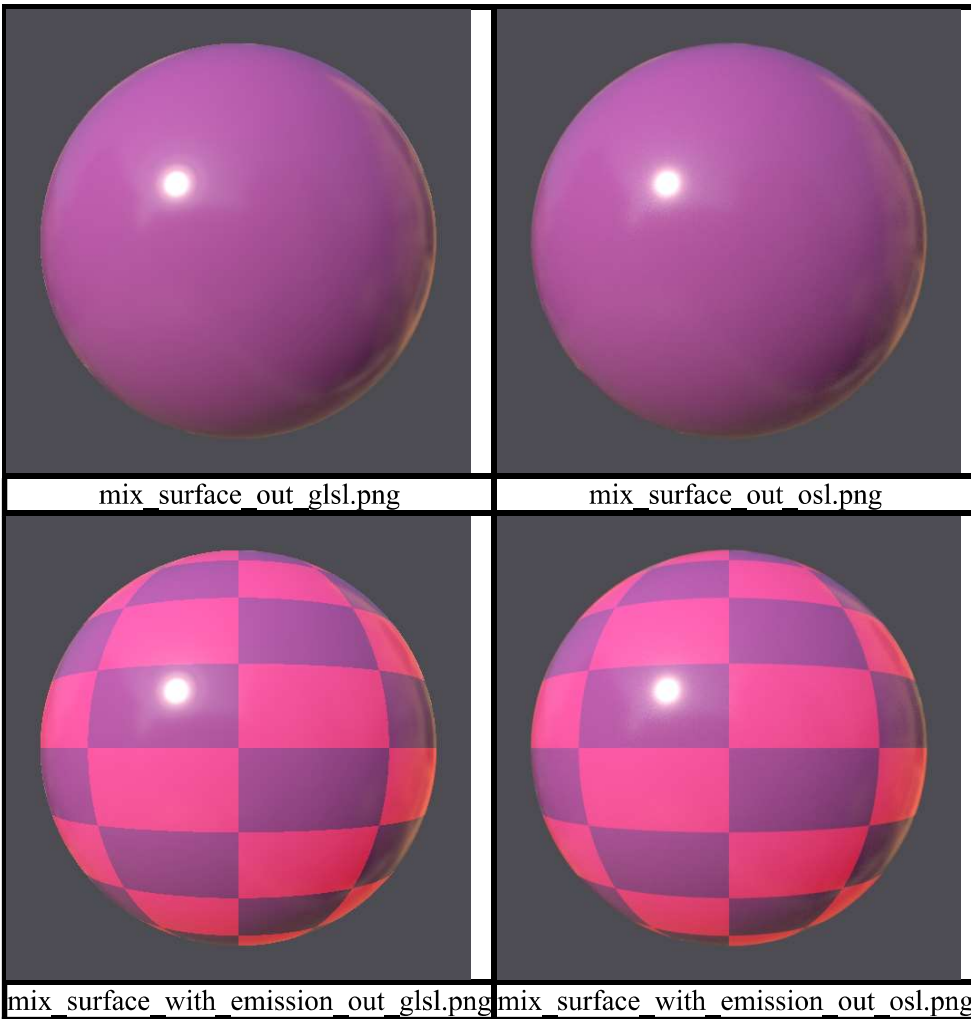
lighting1\_out\_gsl.png

lighting1\_out\_osl.png

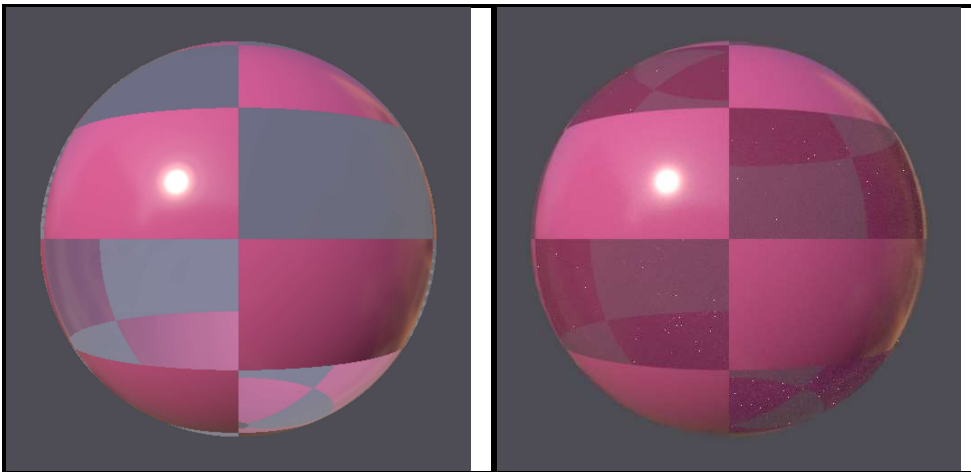
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped\_surfaceshader:



..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader\_ops:

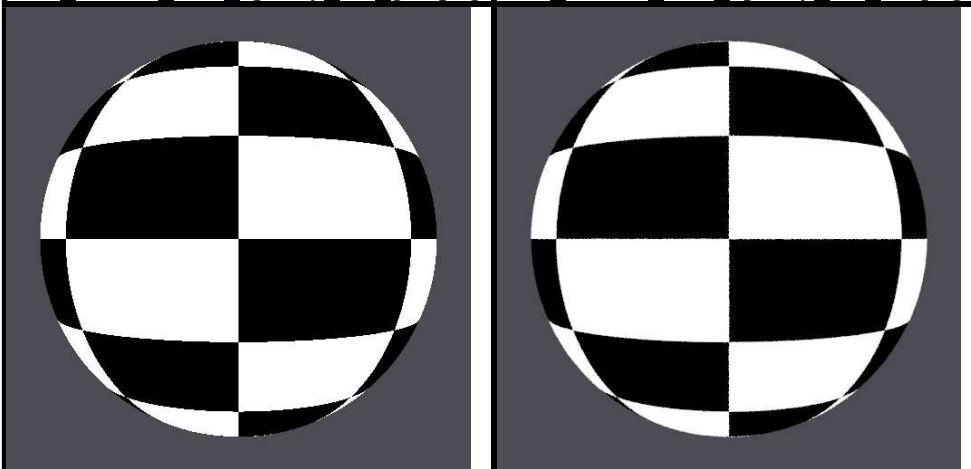






mix surface with opacity\_out\_gsl.png

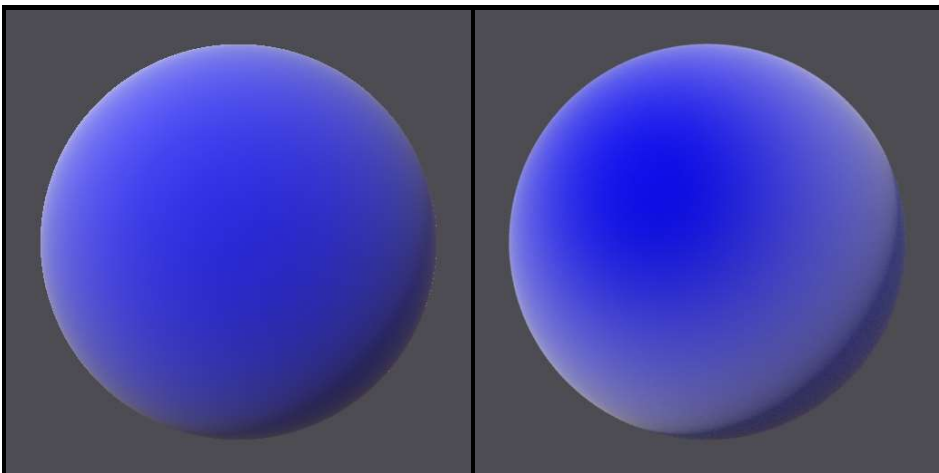
mix surface with opacity\_out\_osl.png



NG\_checker\_float\_out\_gsl.png

NG\_checker\_float\_out\_osl.png

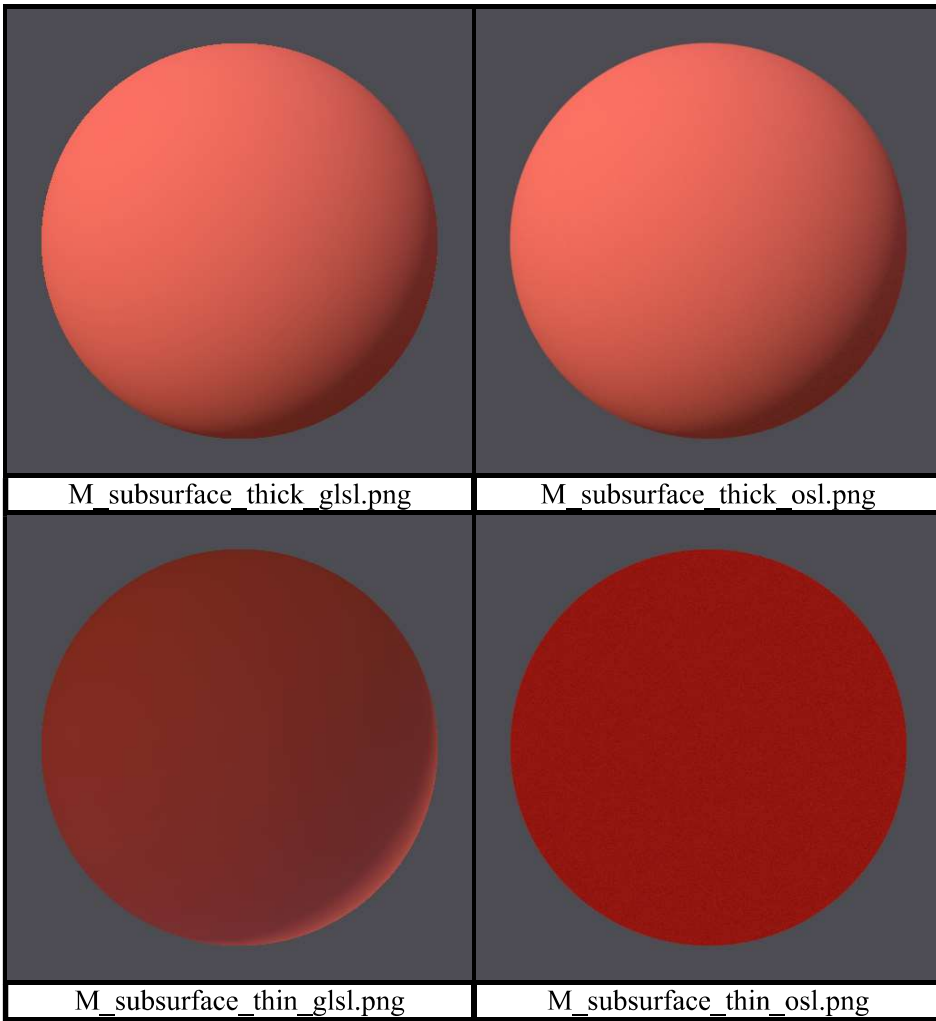
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



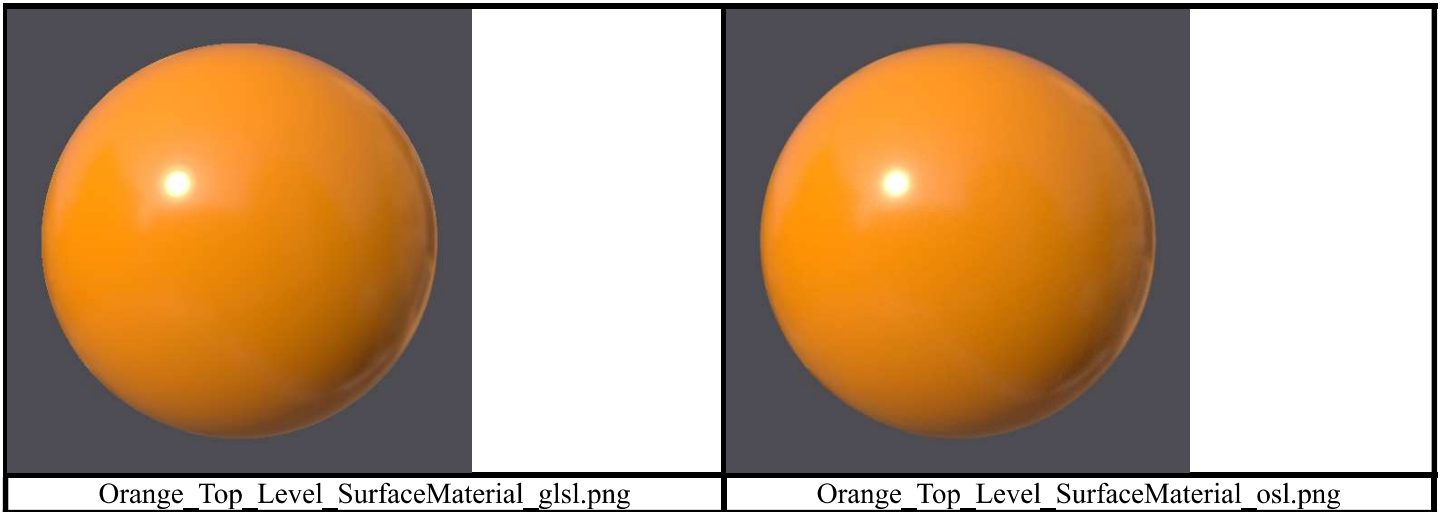
M\_sheen\_gsl.png

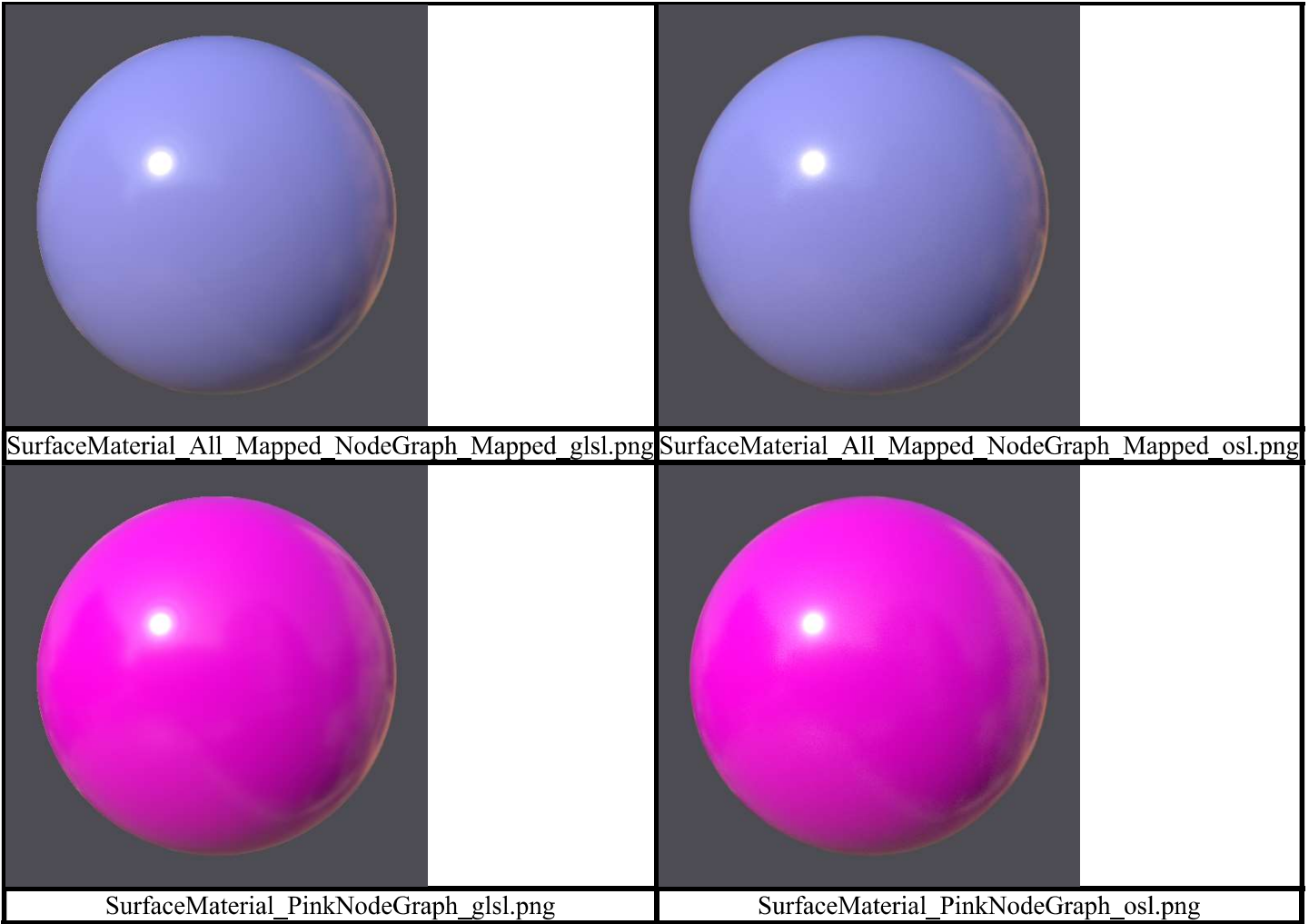
M\_sheen\_osl.png

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

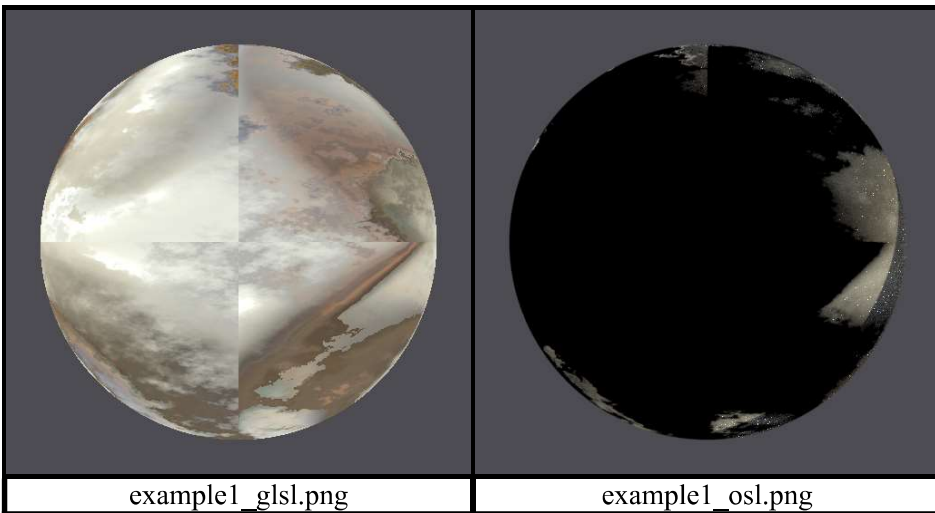




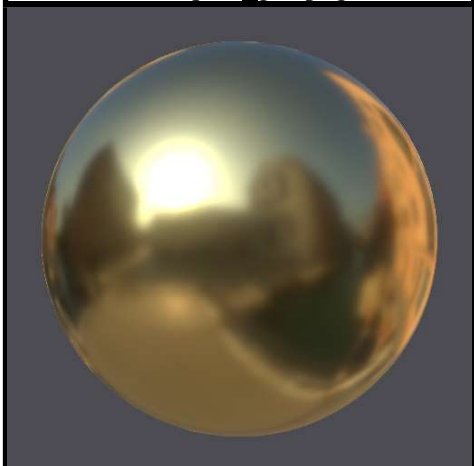
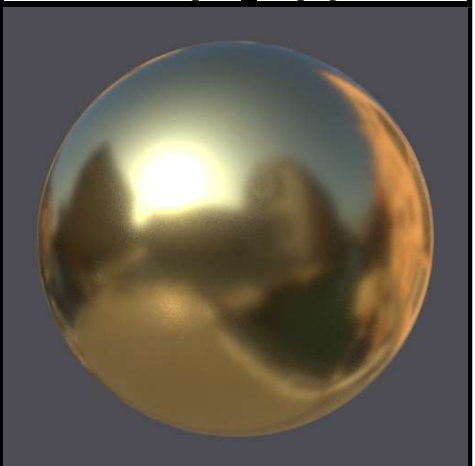


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceMaterial\_with\_graph:

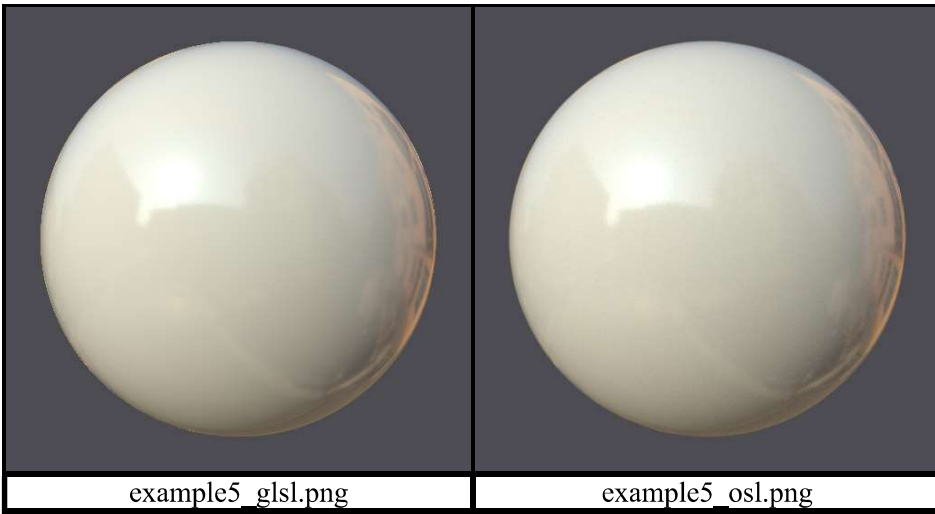




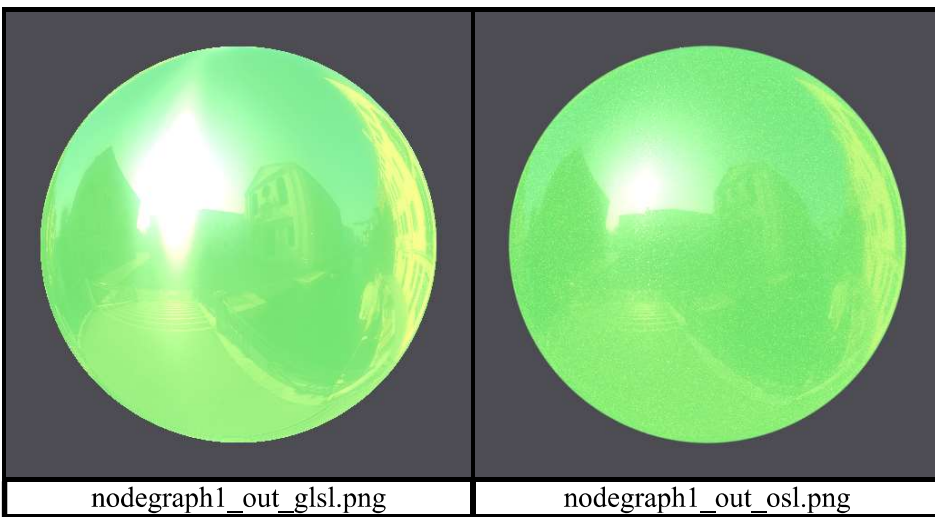
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceshader:



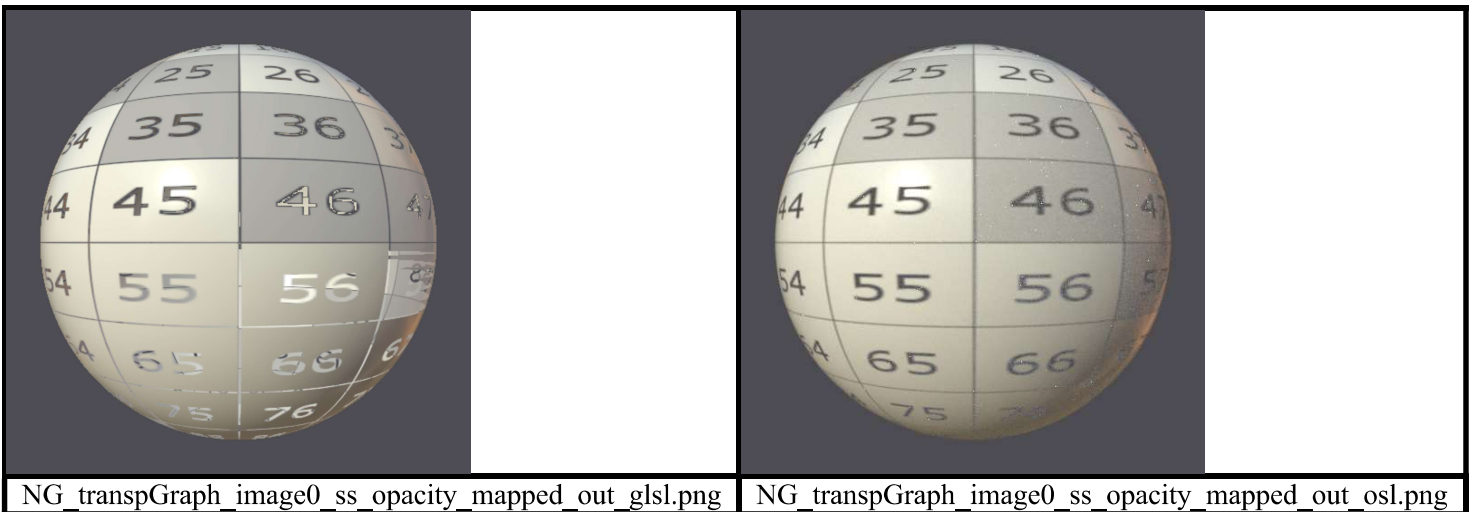
	
<p>example2_gsl.png</p>	<p>example2_osl.png</p>
	
<p>example3_gsl.png</p>	<p>example3_osl.png</p>
	
<p>example4_gsl.png</p>	<p>example4_osl.png</p>



..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface\_ops:

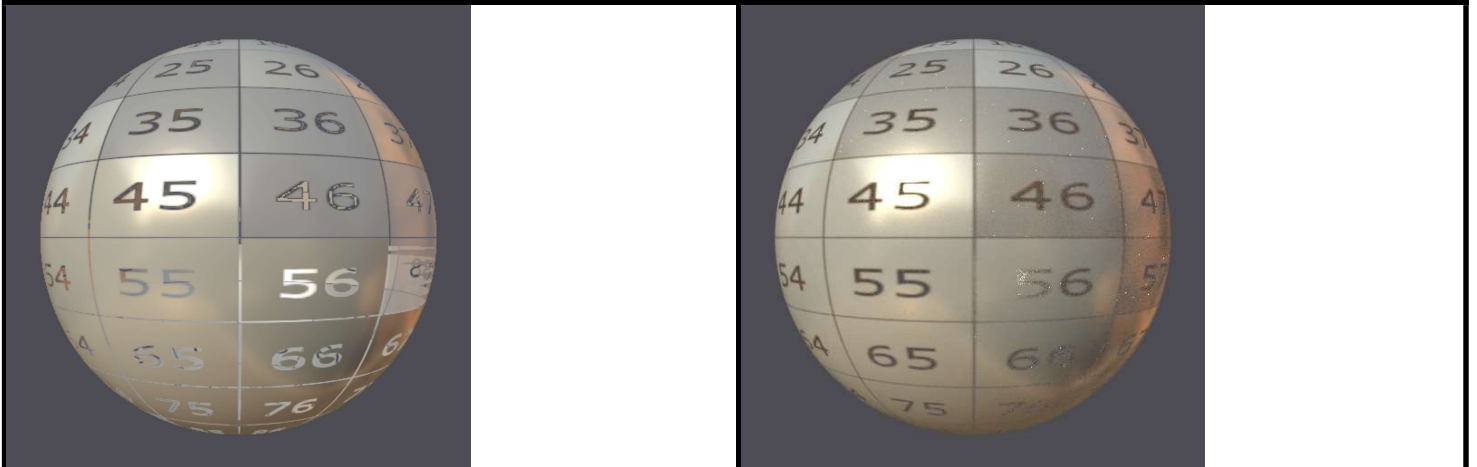


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency\_nodedef\_test:





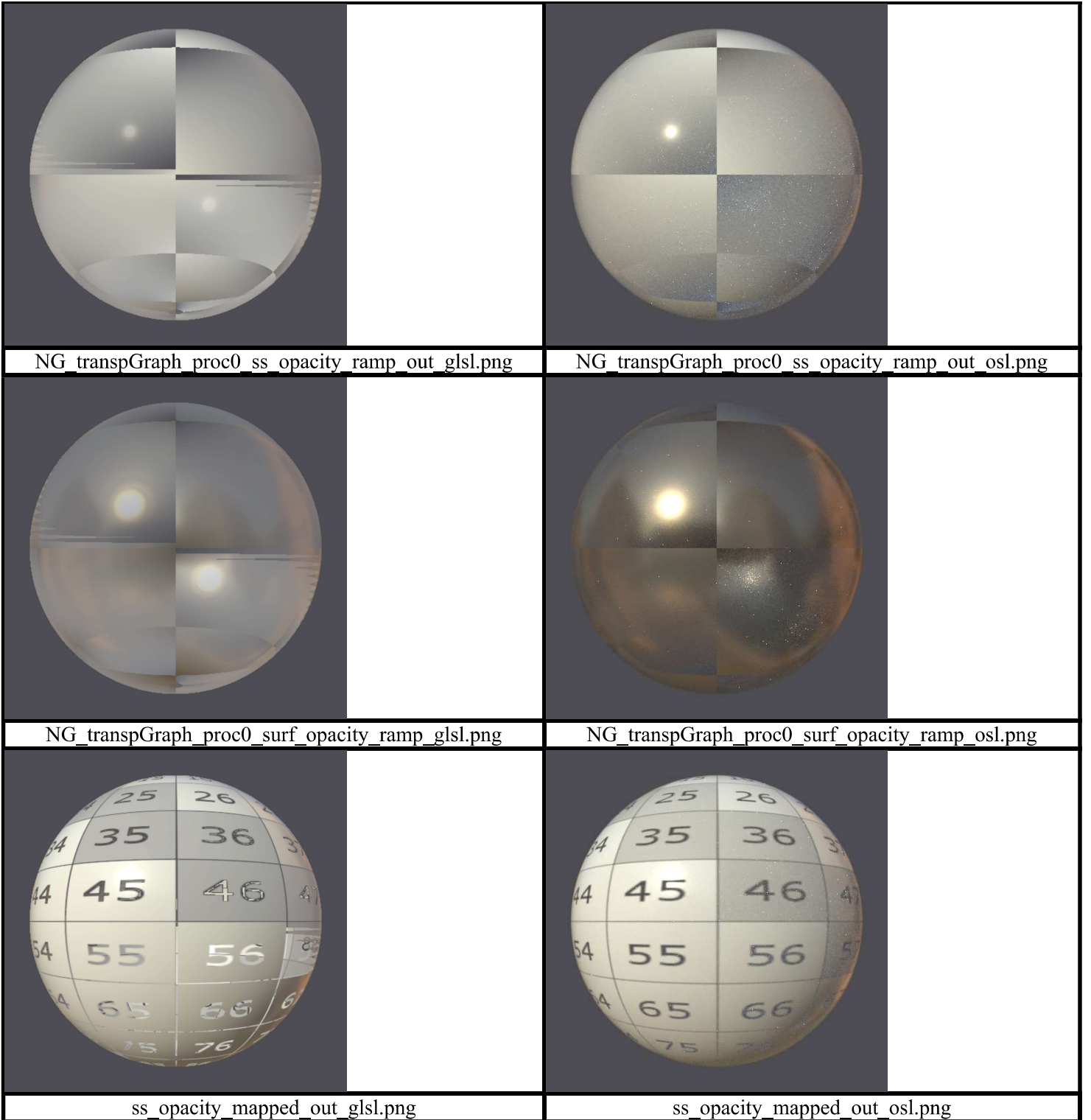
NG transpGraph image0 ss opacity unmapped out glsl.png NG transpGraph image0 ss opacity unmapped out osl.png

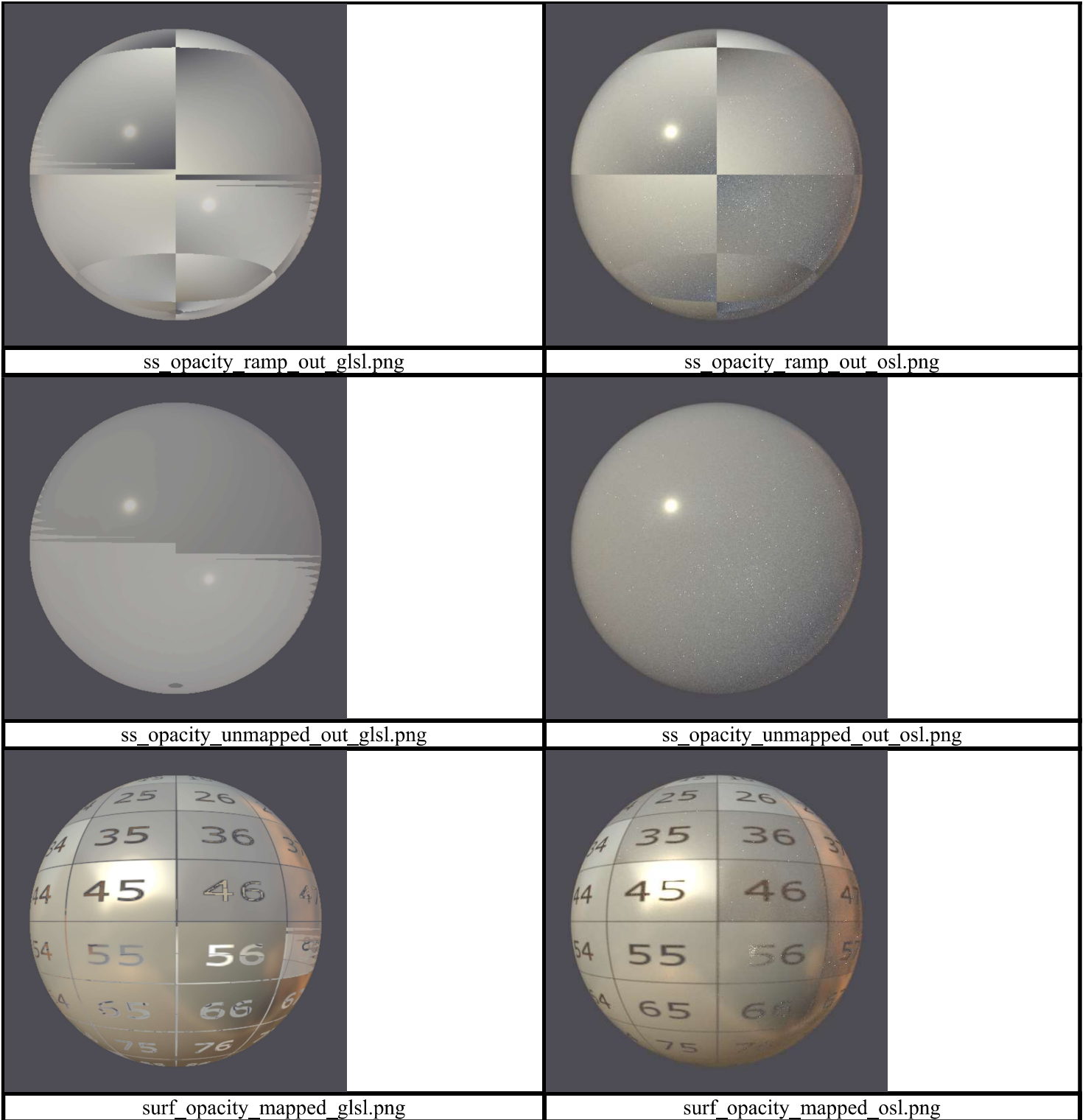


NG transpGraph image0 surf opacity mapped glsl.png NG transpGraph image0 surf opacity mapped osl.png

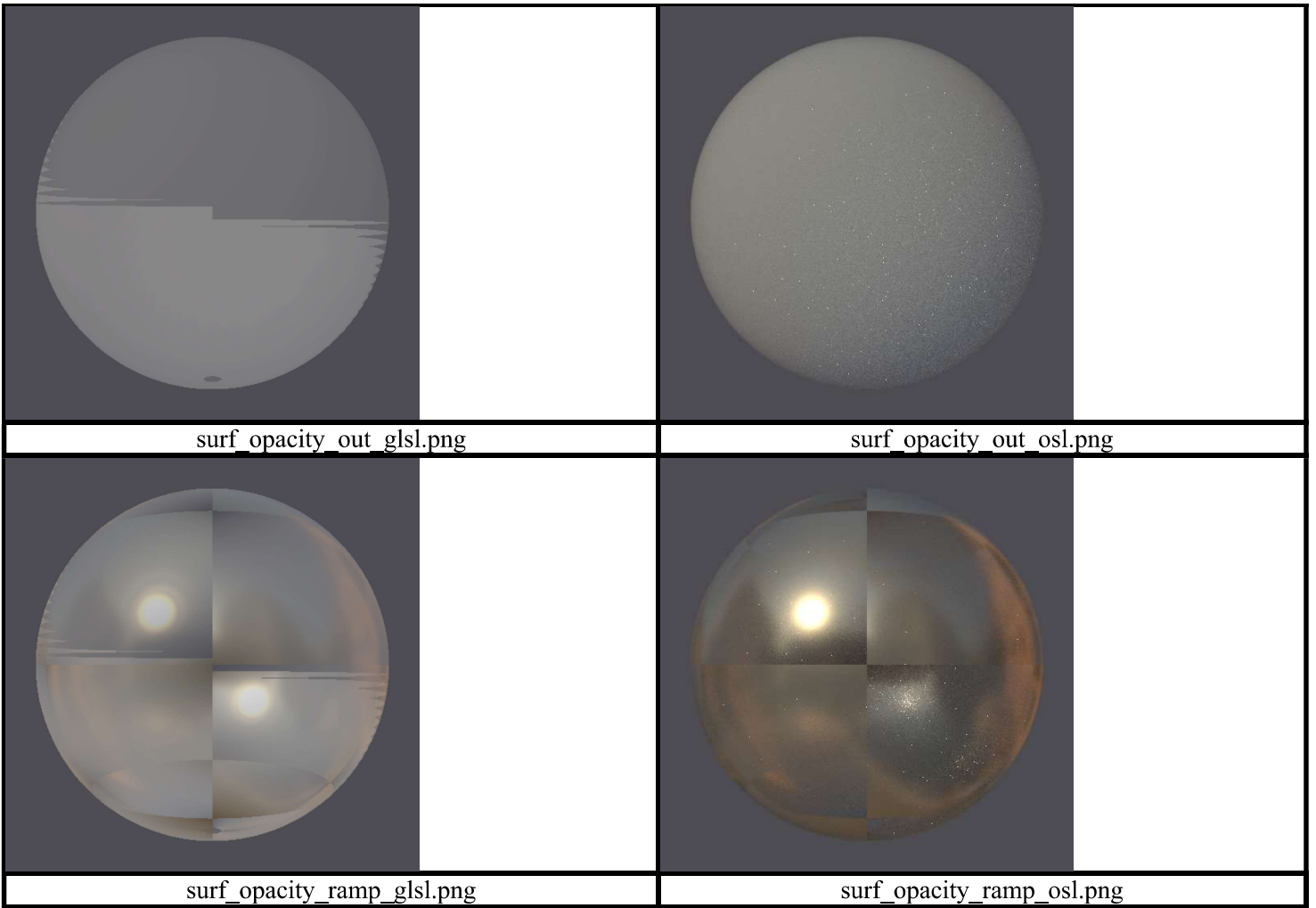


NG transpGraph image0 surf opacity\_out glsl.png NG transpGraph image0 surf opacity\_out osl.png

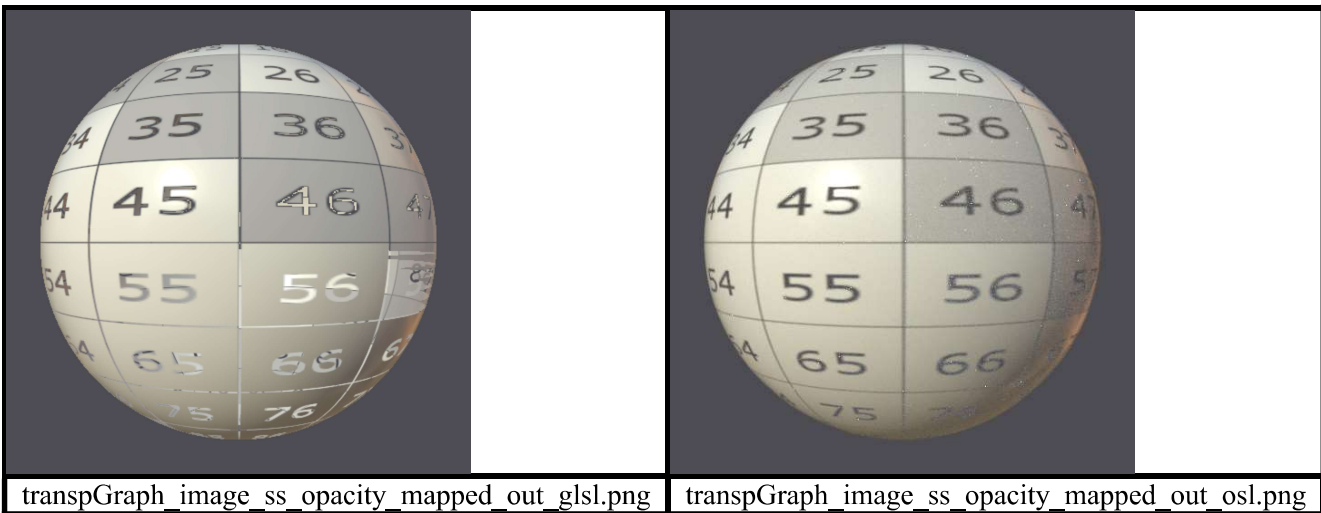


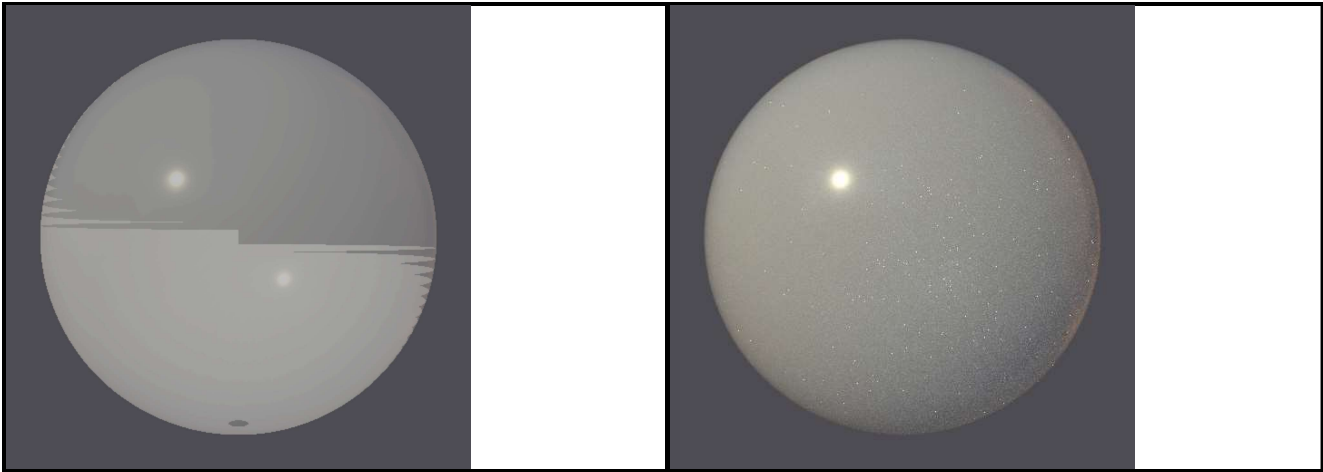






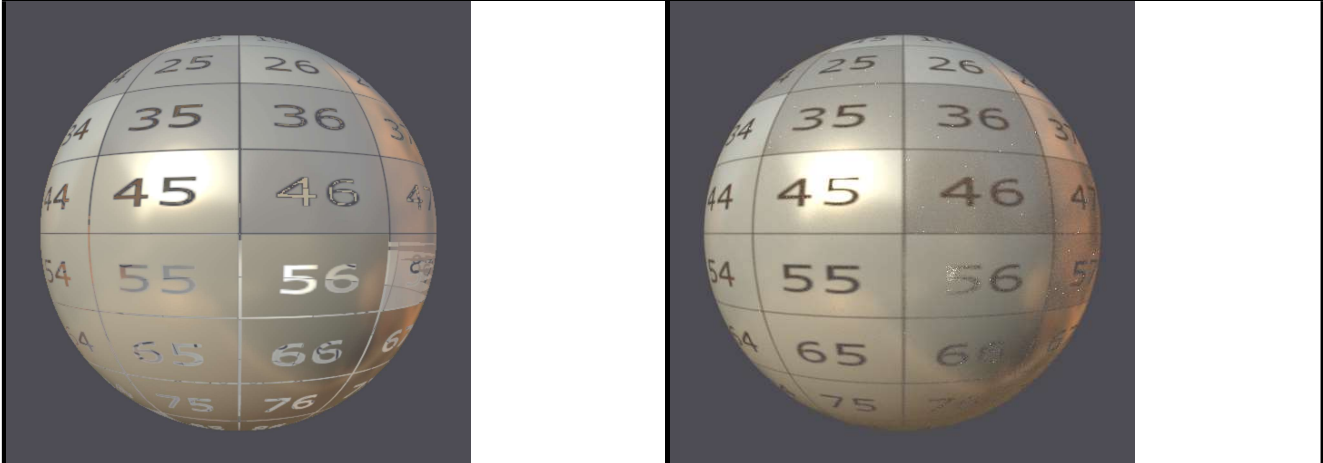
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency\_test:





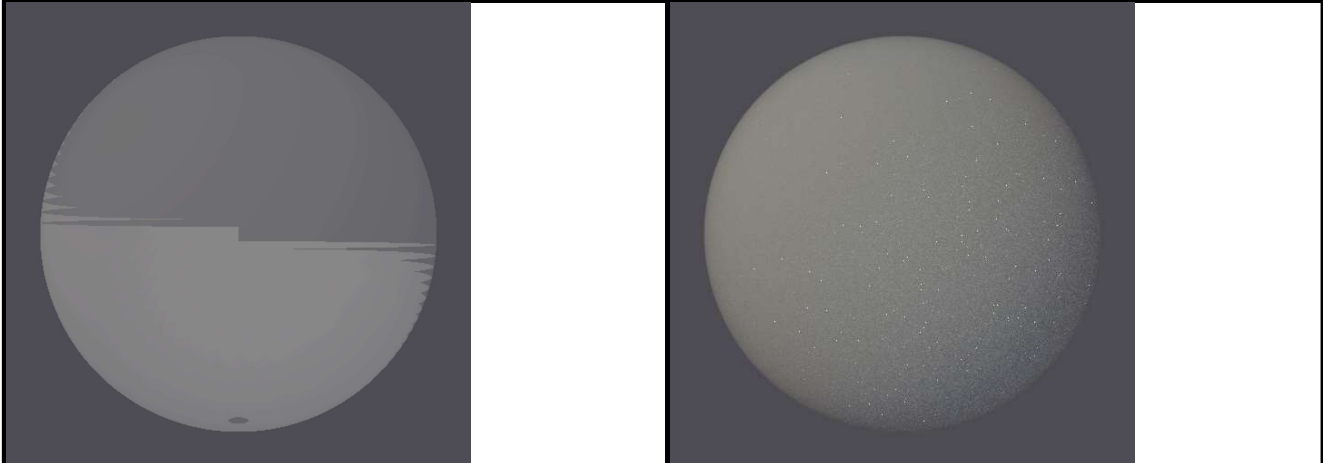
transpGraph\_image\_ss\_opacity\_unmapped\_out\_gsl.png

transpGraph\_image\_ss\_opacity\_unmapped\_out\_osl.png



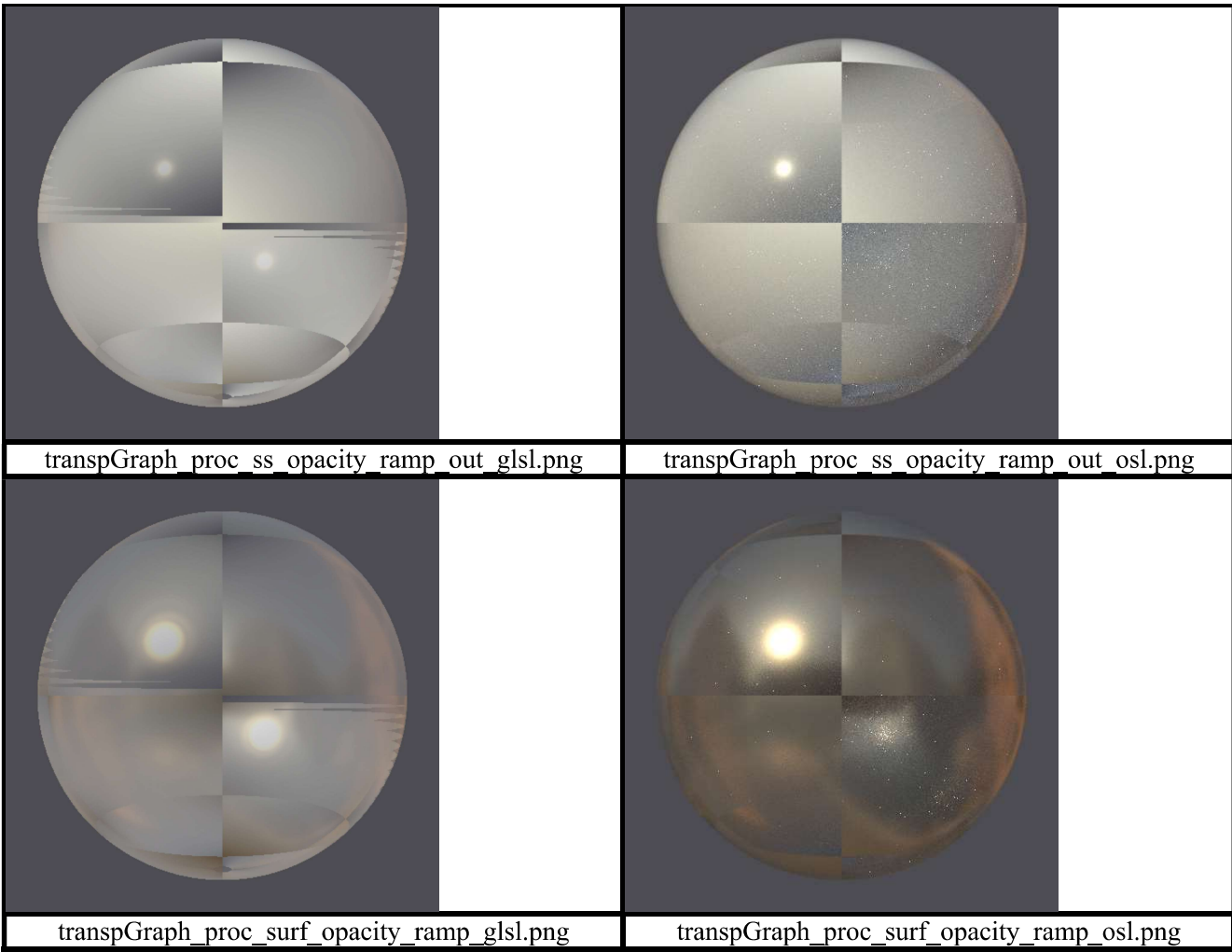
transpGraph\_image\_surf\_opacity\_mapped\_gsl.png

transpGraph\_image\_surf\_opacity\_mapped\_osl.png

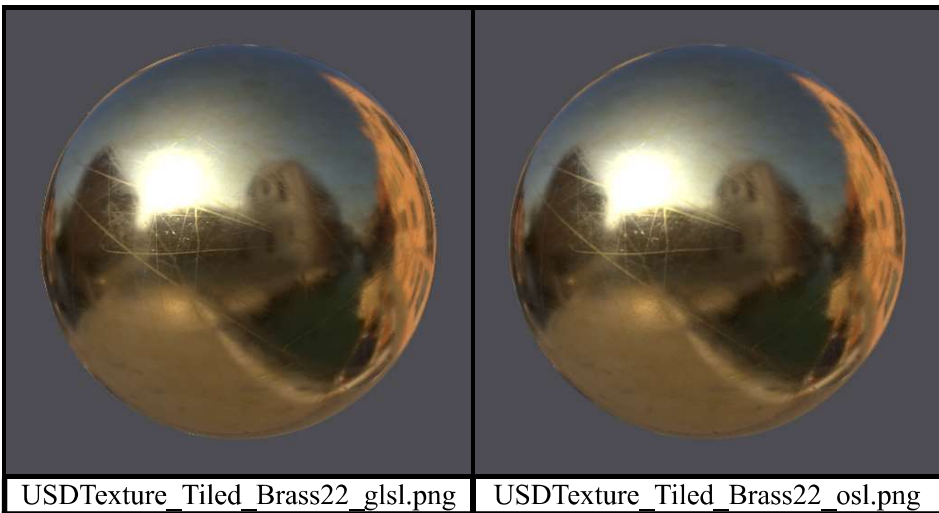


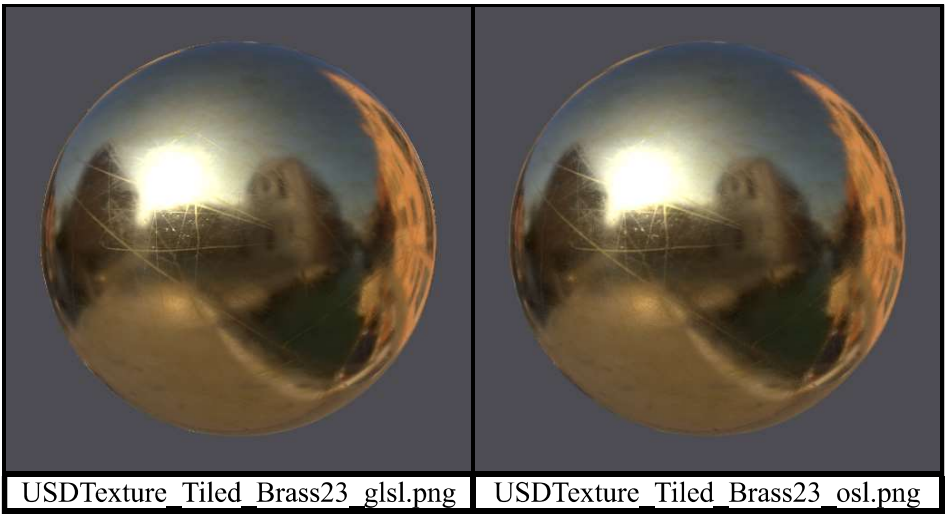
transpGraph\_image\_surf\_opacity\_out\_gsl.png

transpGraph\_image\_surf\_opacity\_out\_osl.png

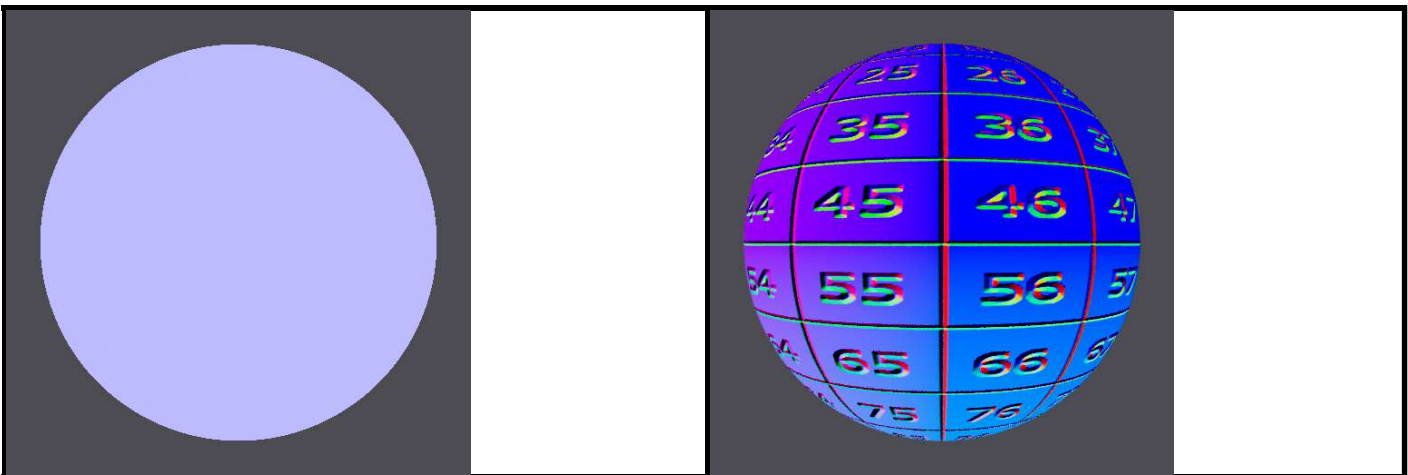


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd\_uv\_texture:

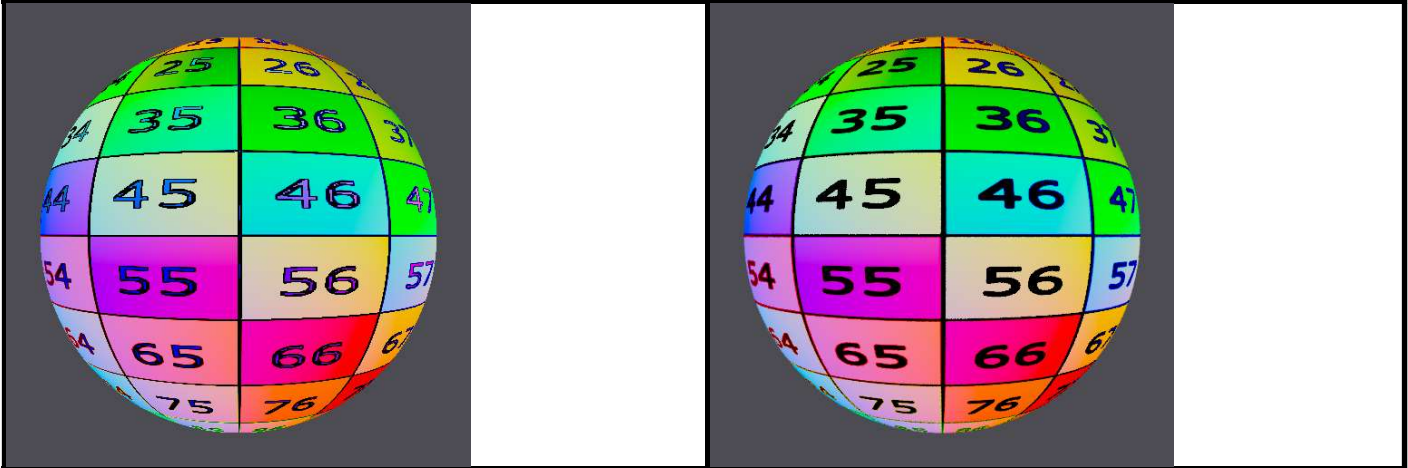




..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\color3\_vec3\_cm\_test:

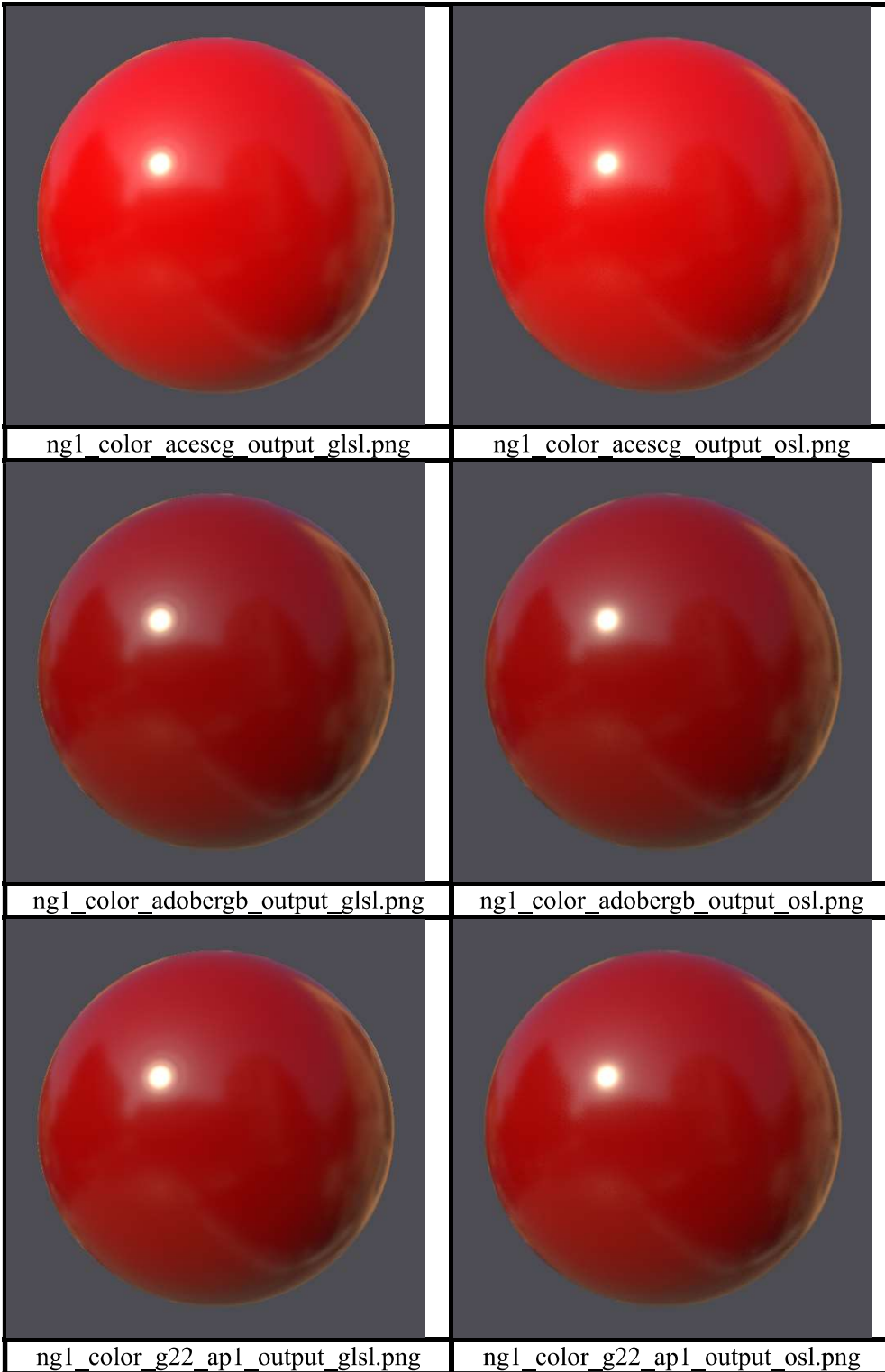


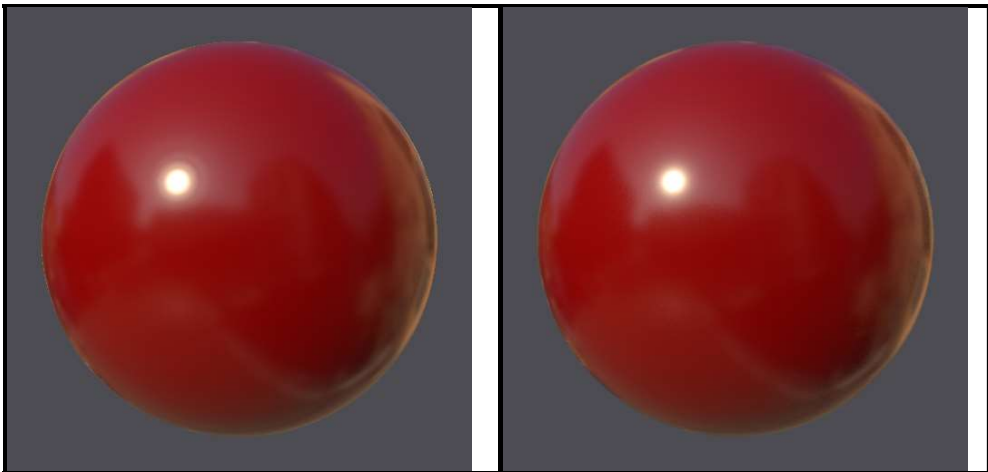
height\_to\_normal\_cm height\_normal\_map\_output glsl.png    height\_to\_normal\_cm height\_normal\_map\_output osl.png



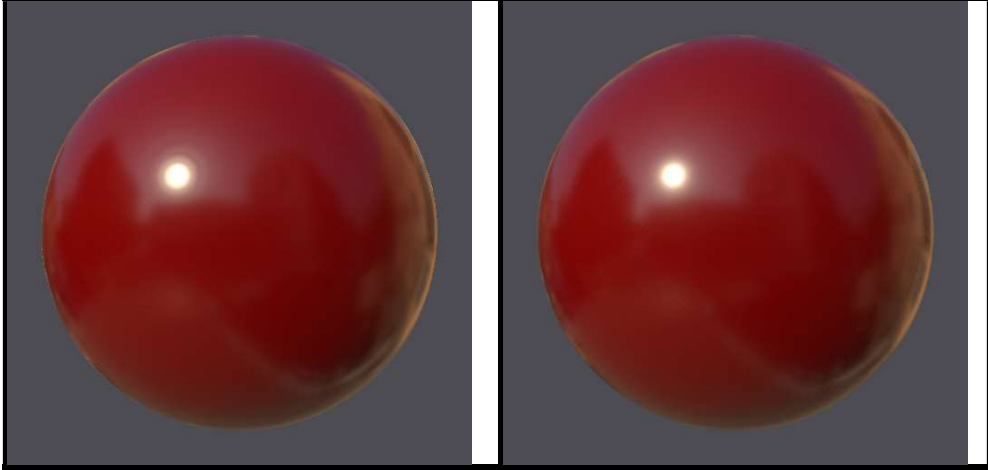
normalmap\_cm normal\_map\_output glsl.png    normalmap\_cm normal\_map\_output osl.png

..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\color\_management:

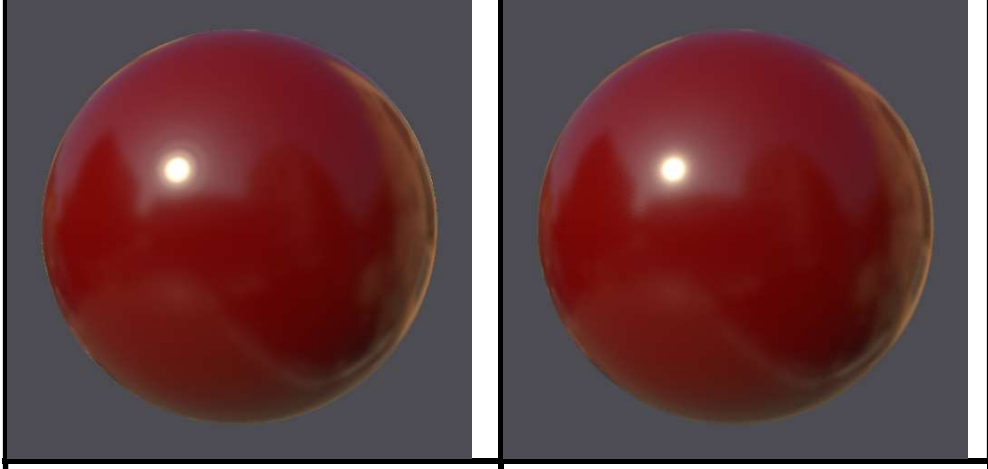




ngl\_color\_gamma18\_output\_glsl.png ngl\_color\_gamma18\_output\_osl.png



ngl\_color\_gamma22\_output\_glsl.png ngl\_color\_gamma22\_output\_osl.png



ngl\_color\_gamma24\_output\_glsl.png ngl\_color\_gamma24\_output\_osl.png



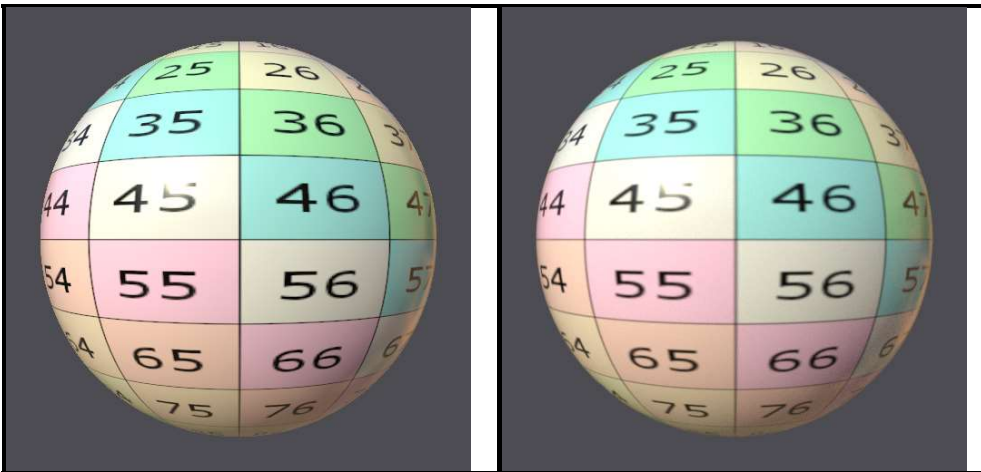
ngl\_color\_lin\_adobergb\_output\_gsl.png ngl\_color\_lin\_adobergb\_output\_osl.png



ngl\_color\_lin\_rec709\_output\_gsl.png ngl\_color\_lin\_rec709\_output\_osl.png

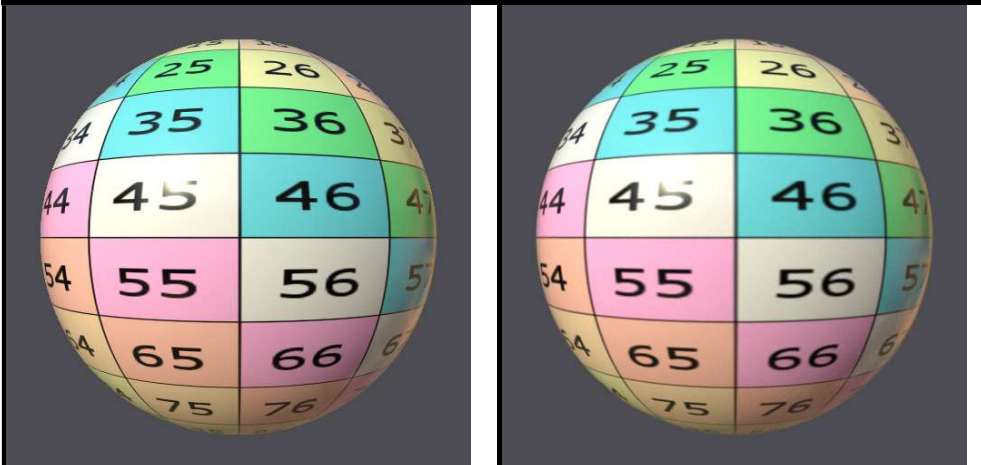


ngl\_color\_srgb\_texture\_output\_gsl.png ngl\_color\_srgb\_texture\_output\_osl.png



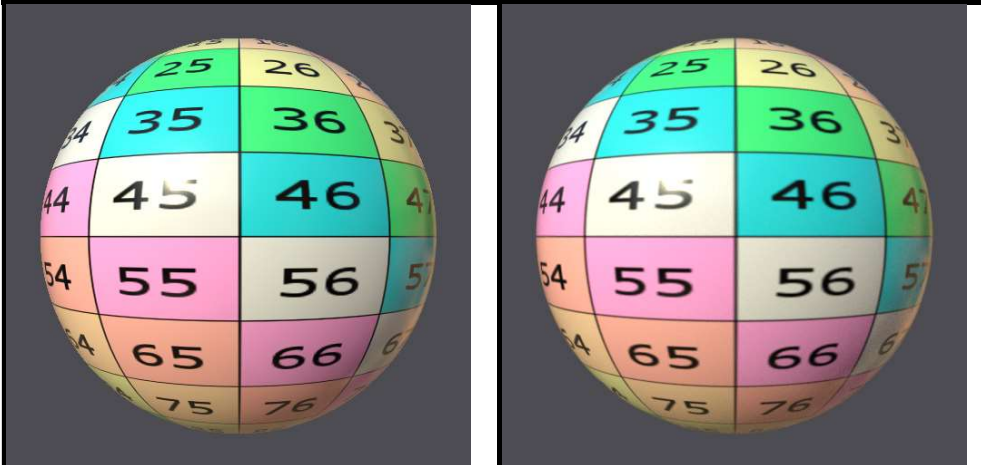
ngl\_image\_acescg\_output\_gsl.png

ngl\_image\_acescg\_output\_osl.png



ngl\_image\_adobergb\_output\_gsl.png

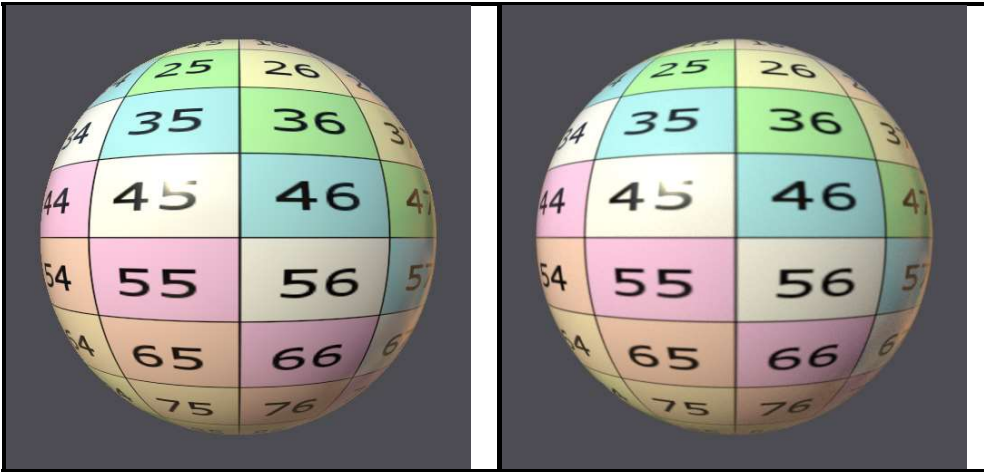
ngl\_image\_adobergb\_output\_osl.png



ngl\_image\_g22\_apl\_output\_gsl.png

ngl\_image\_g22\_apl\_output\_osl.png





ngl\_image\_gamma18\_output\_glsl.png

ngl\_image\_gamma18\_output\_osl.png



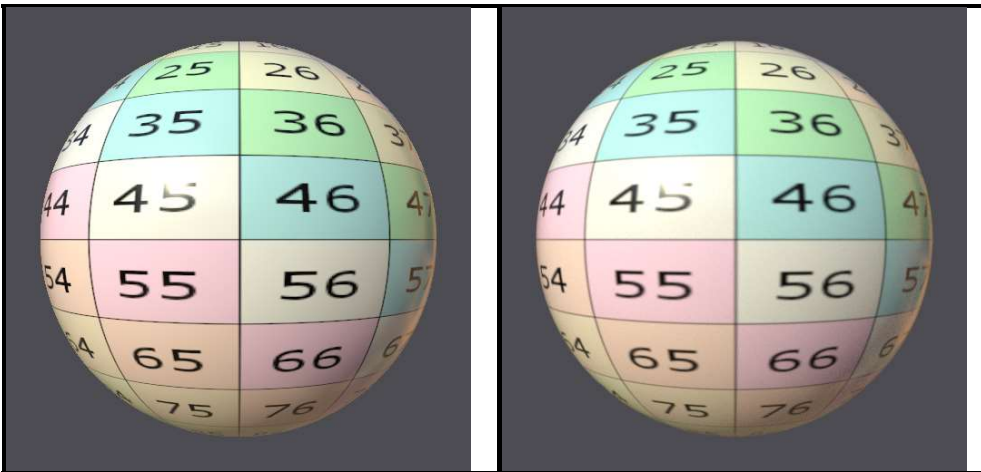
ngl\_image\_gamma22\_output\_glsl.png

ngl\_image\_gamma22\_output\_osl.png

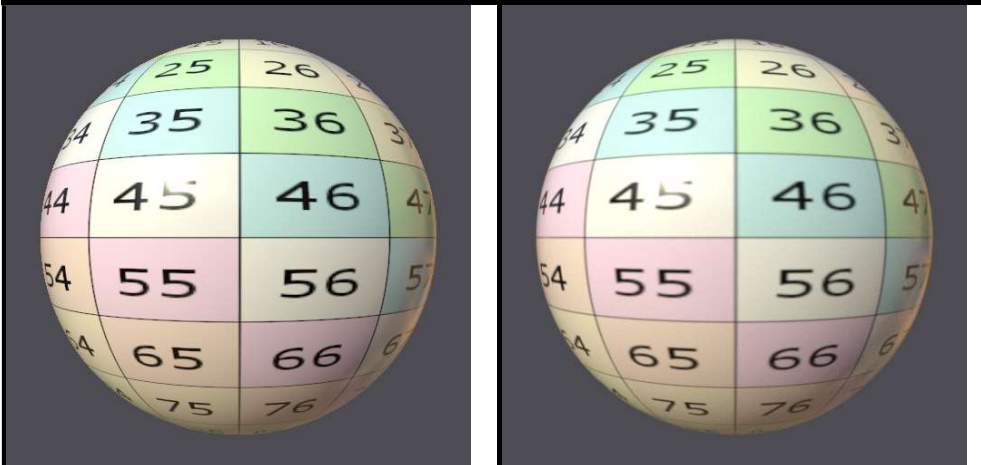


ngl\_image\_gamma24\_output\_glsl.png

ngl\_image\_gamma24\_output\_osl.png



ngl\_image\_lin\_adobergb\_output\_gsl.png ngl\_image\_lin\_adobergb\_output\_osl.png

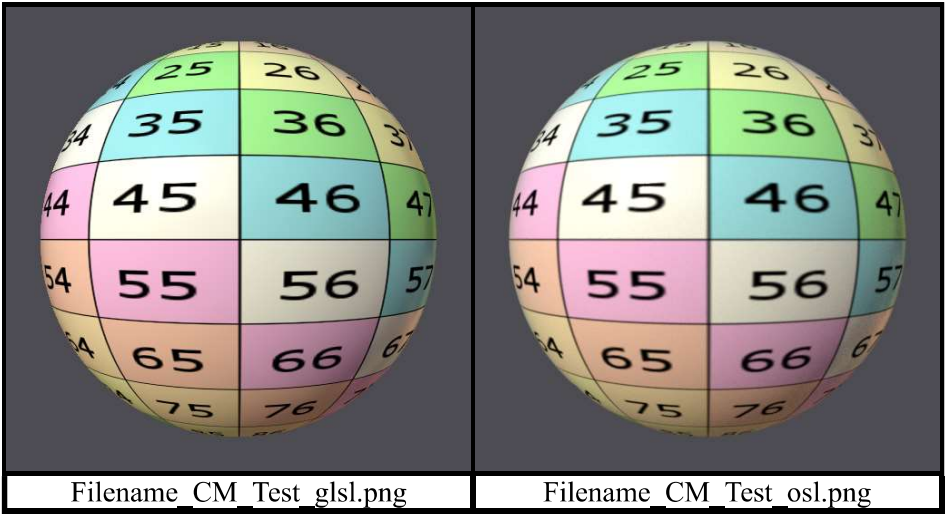


ngl\_image\_lin\_rec709\_output\_gsl.png ngl\_image\_lin\_rec709\_output\_osl.png

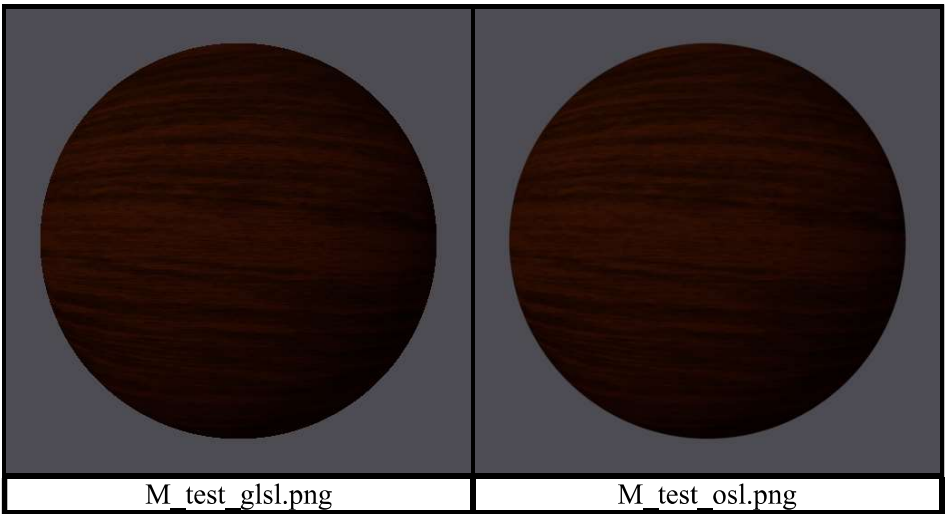


ngl\_image\_srgb\_texture\_output\_gsl.png ngl\_image\_srgb\_texture\_output\_osl.png

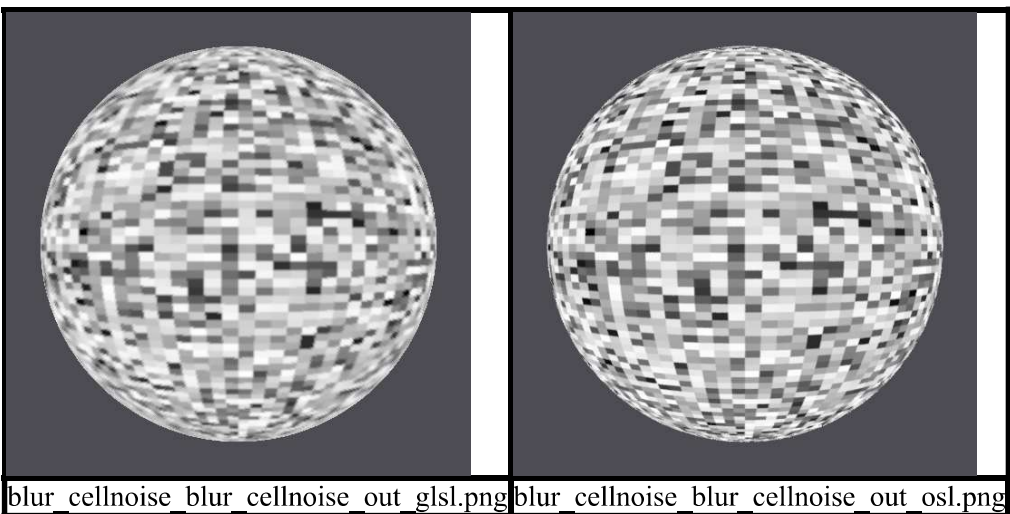
..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\filename\_cm\_test:

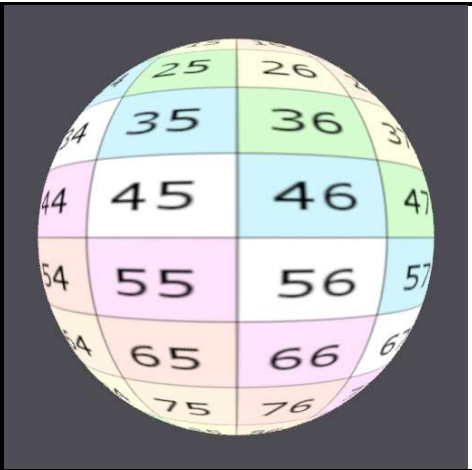
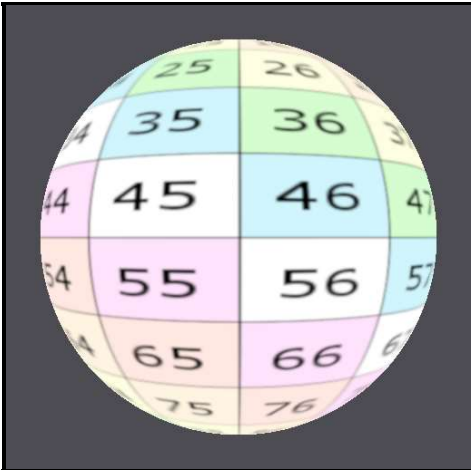


..\..\build\bin\resources\Materials\TestSuite\stdlib\color\_management\surface\_colorspace:



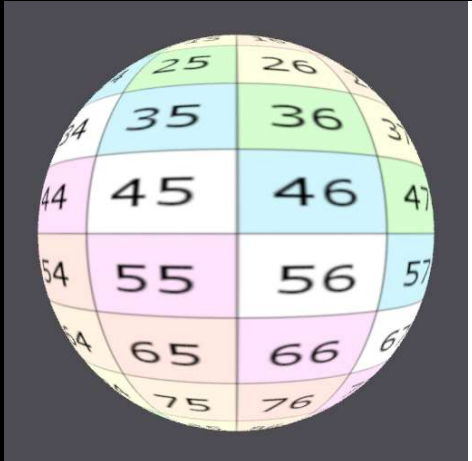
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





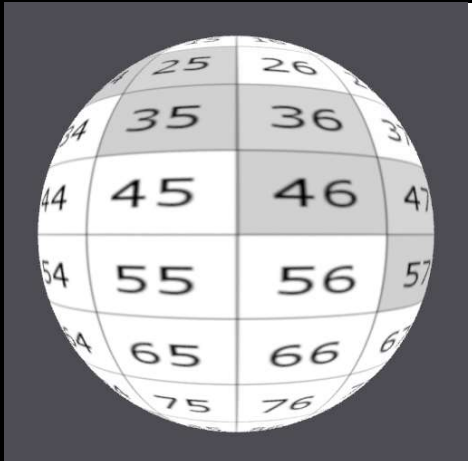
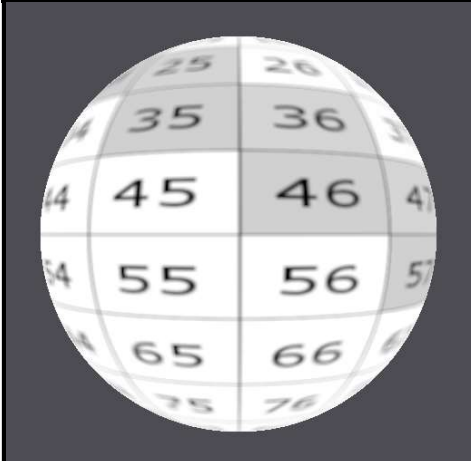
blur\_color3 blur\_color3\_out\_gsl.png

blur\_color3 blur\_color3\_out\_osl.png



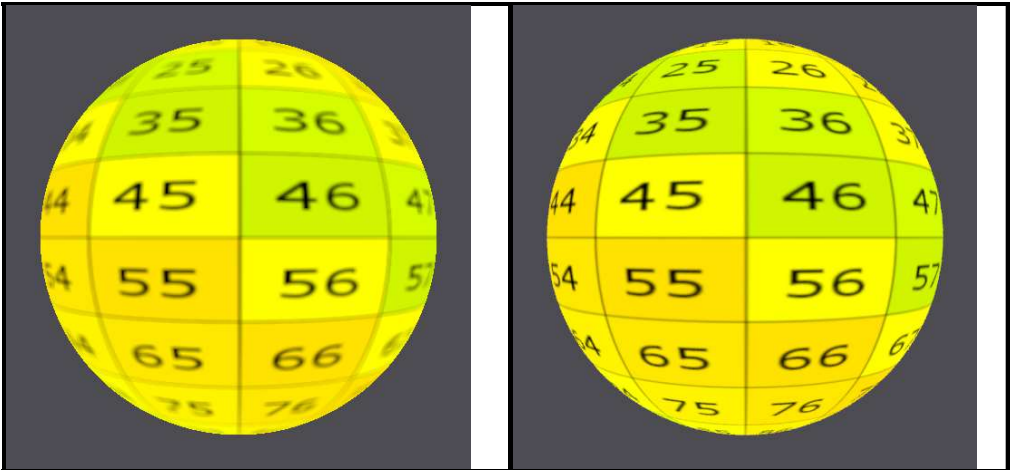
blur\_color4 blur\_color4\_out\_gsl.png

blur\_color4 blur\_color4\_out\_osl.png



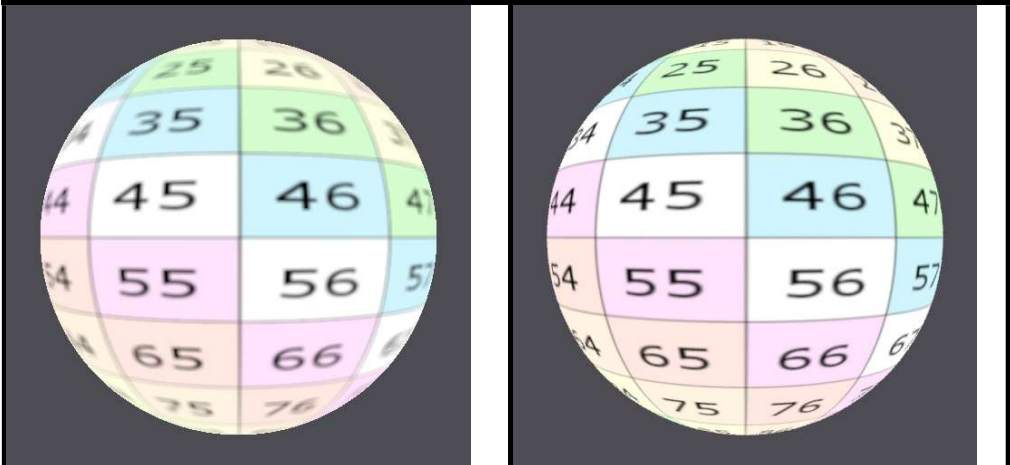
blur\_float blur\_float\_out\_gsl.png

blur\_float blur\_float\_out\_osl.png



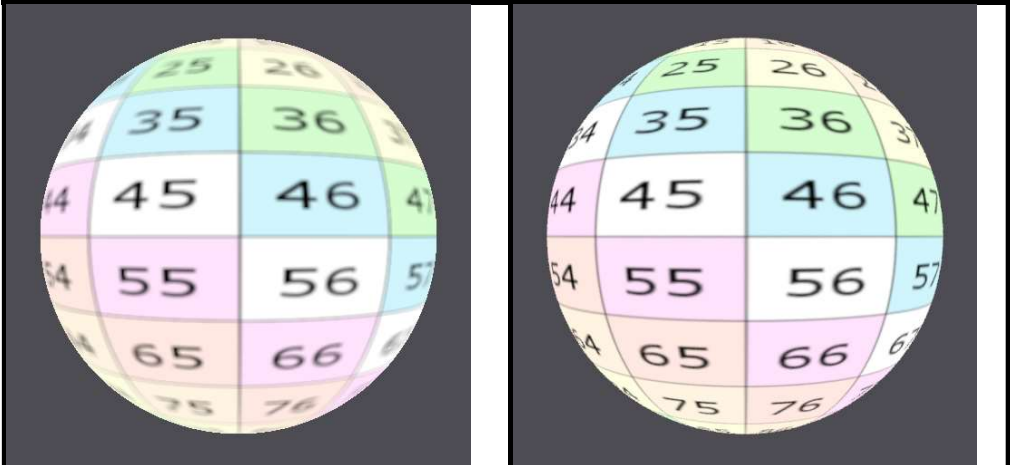
blur\_vector2\_blur\_vector2\_out\_gsl.png

blur\_vector2\_blur\_vector2\_out\_osl.png



blur\_vector3\_blur\_vector3\_out\_gsl.png

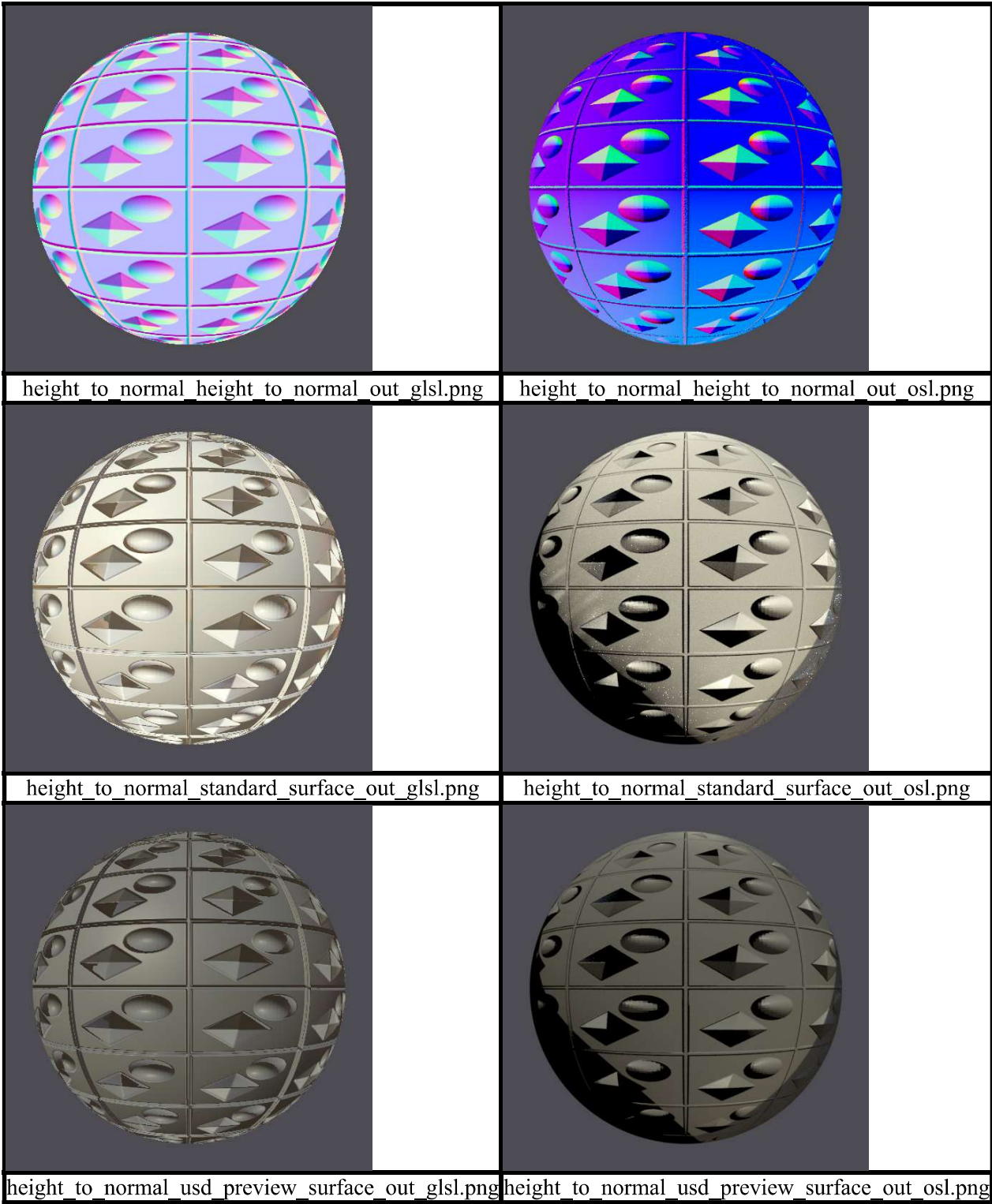
blur\_vector3\_blur\_vector3\_out\_osl.png



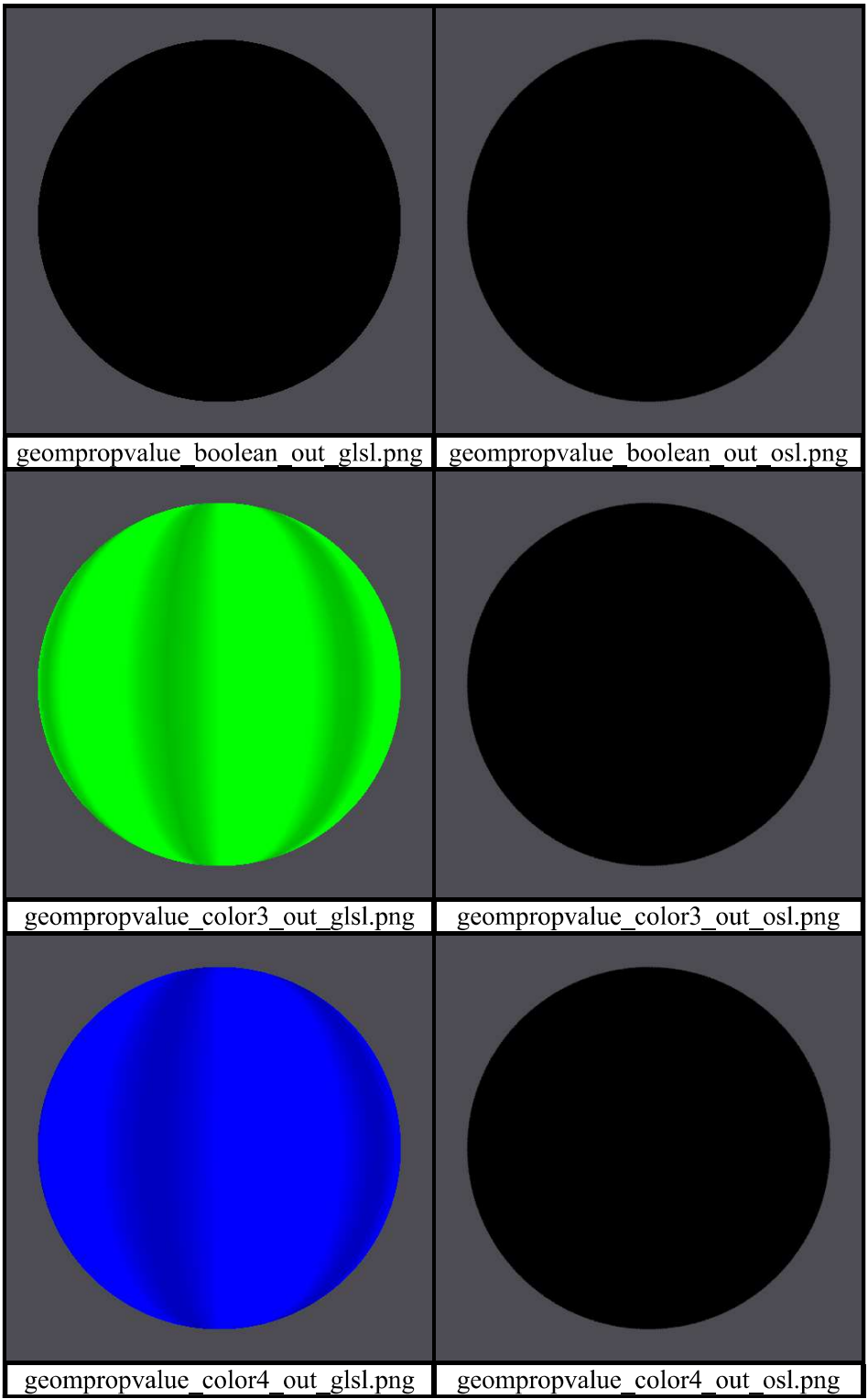
blur\_vector4\_blur\_vector4\_out\_gsl.png

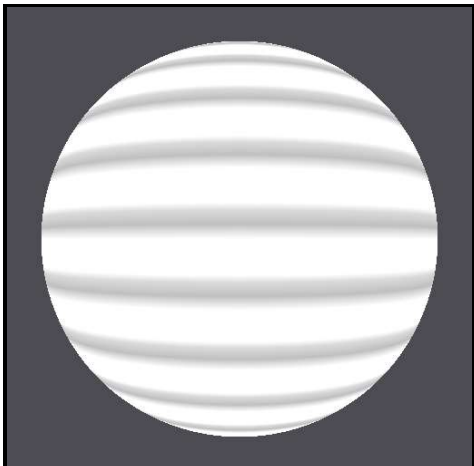
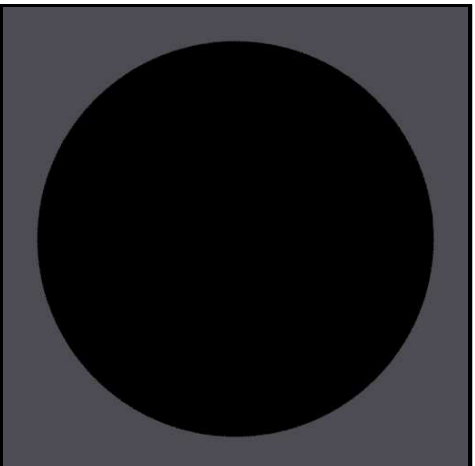
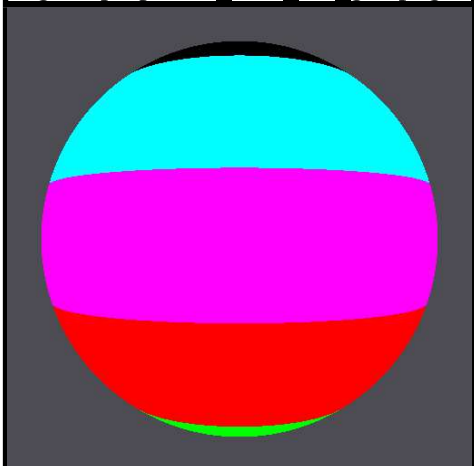
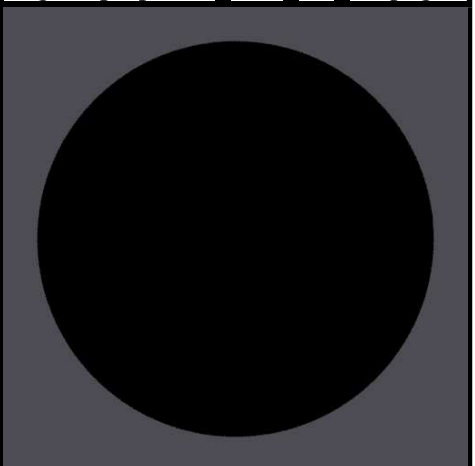
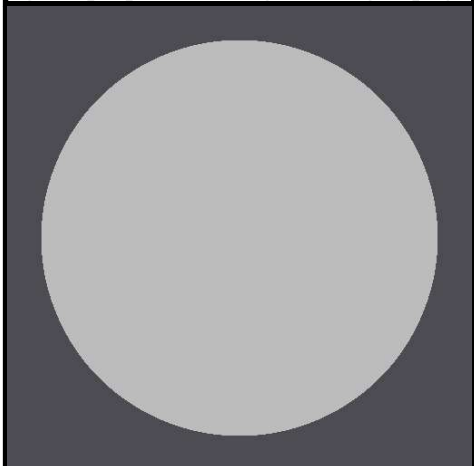
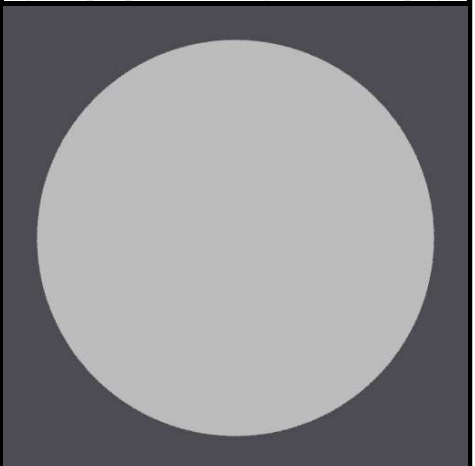
blur\_vector4\_blur\_vector4\_out\_osl.png

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

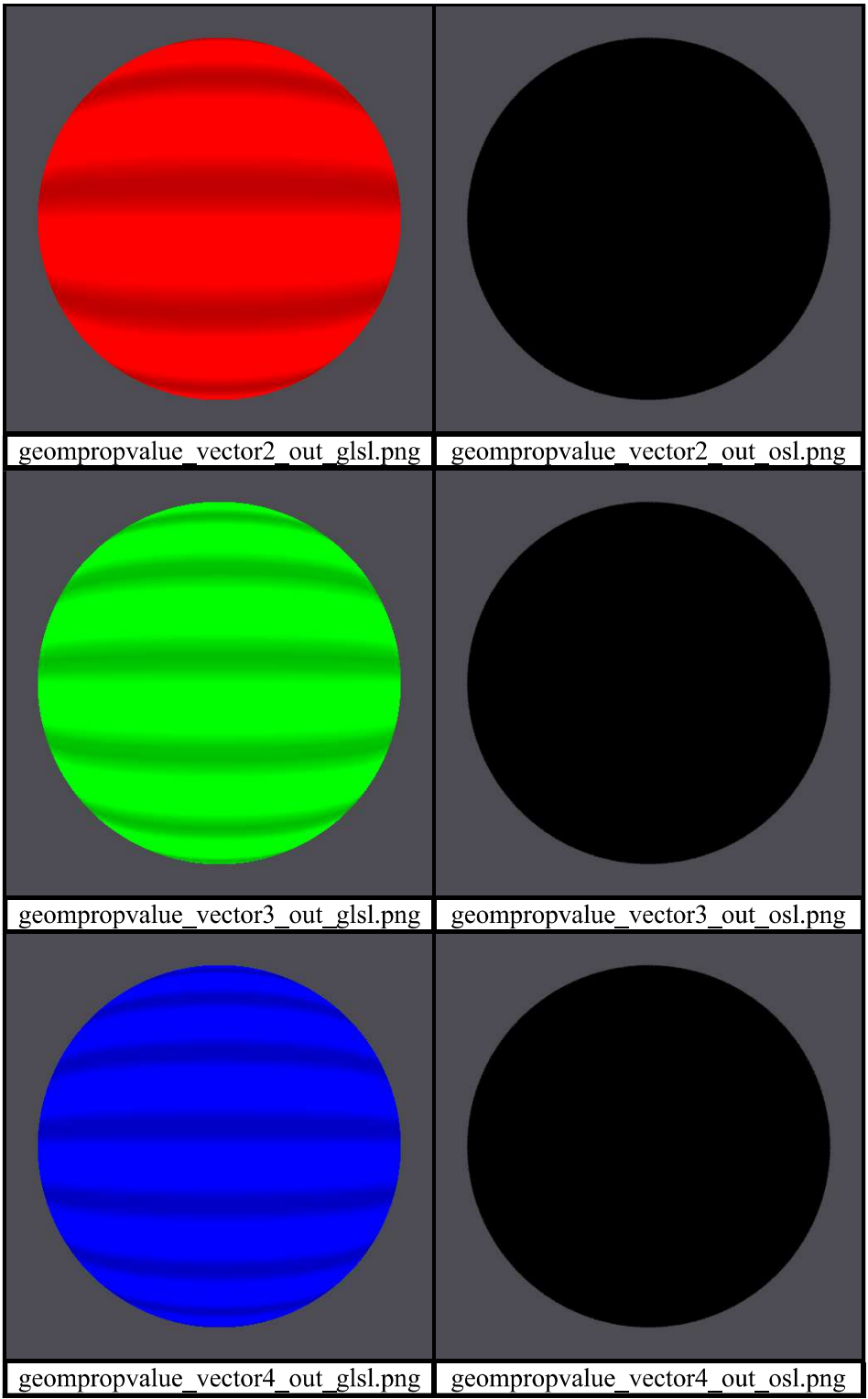


..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:

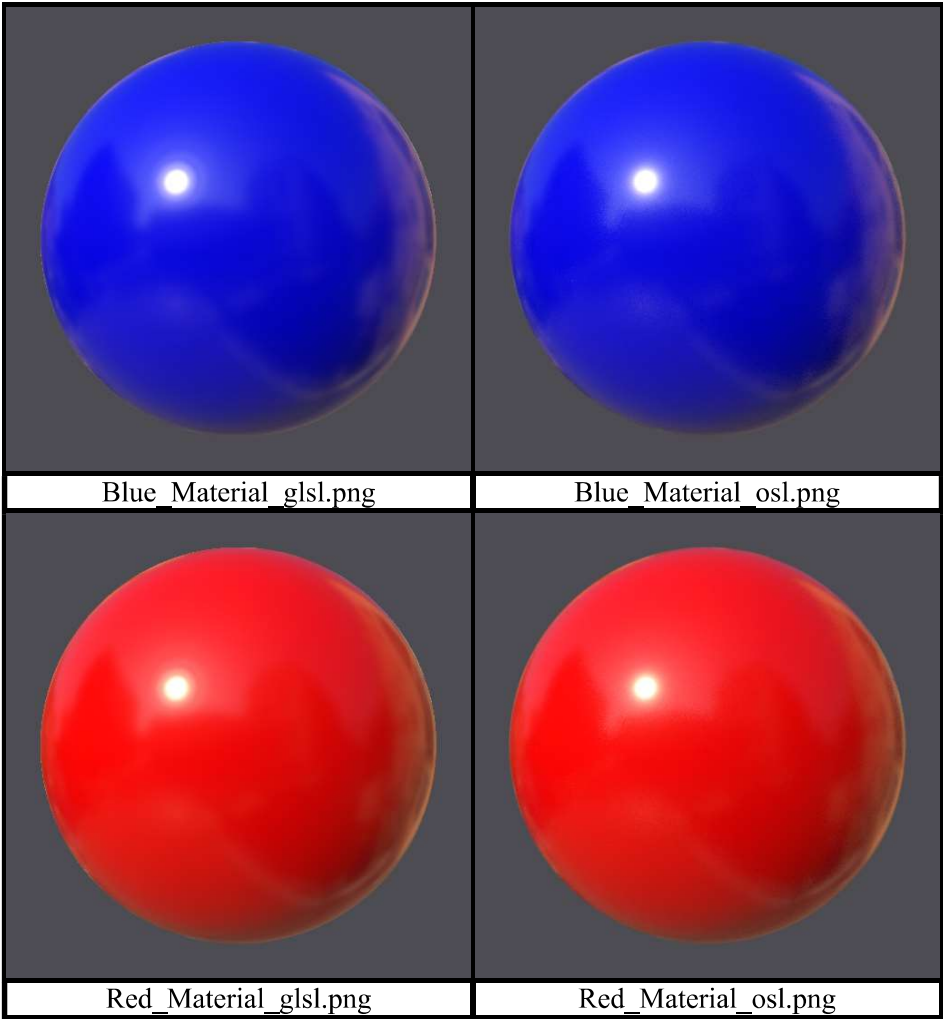


	
<code>geompropvalue_float_out_glsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_glsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_glsl.png</code>	<code>geompropvalue_string_out_osl.png</code>

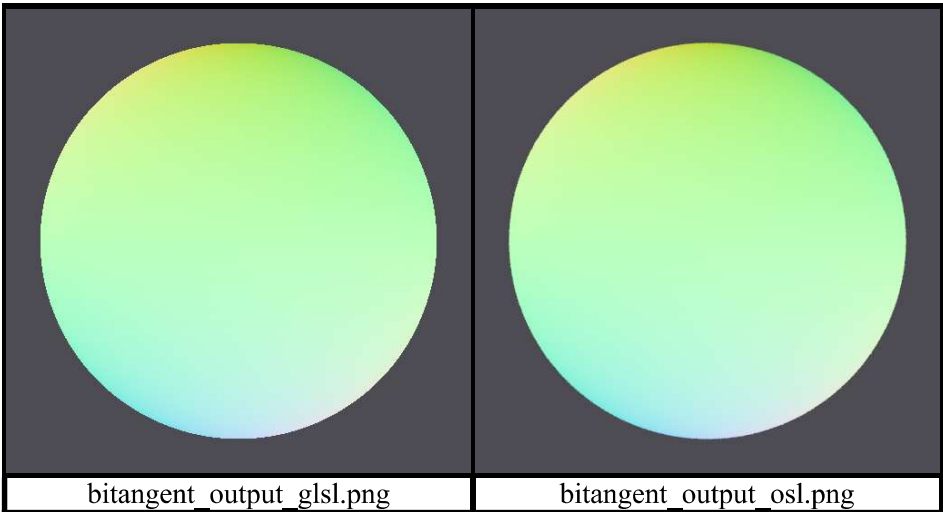


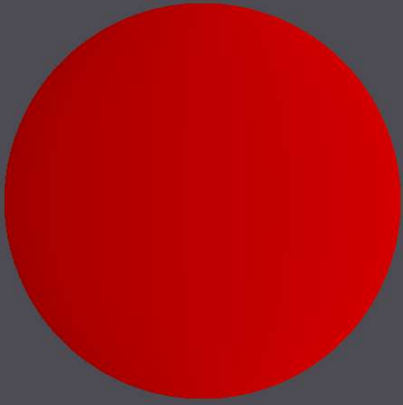
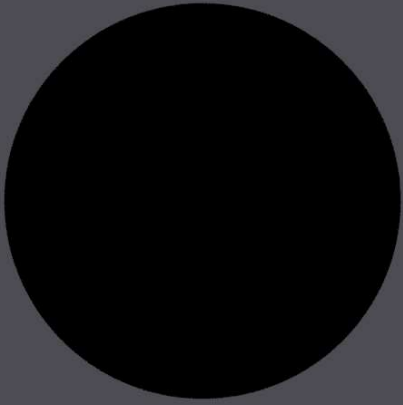

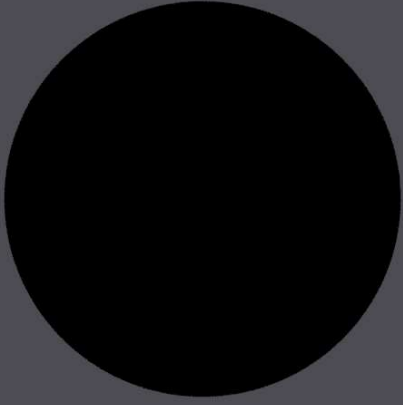

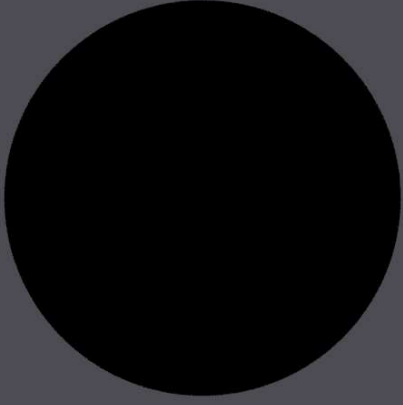


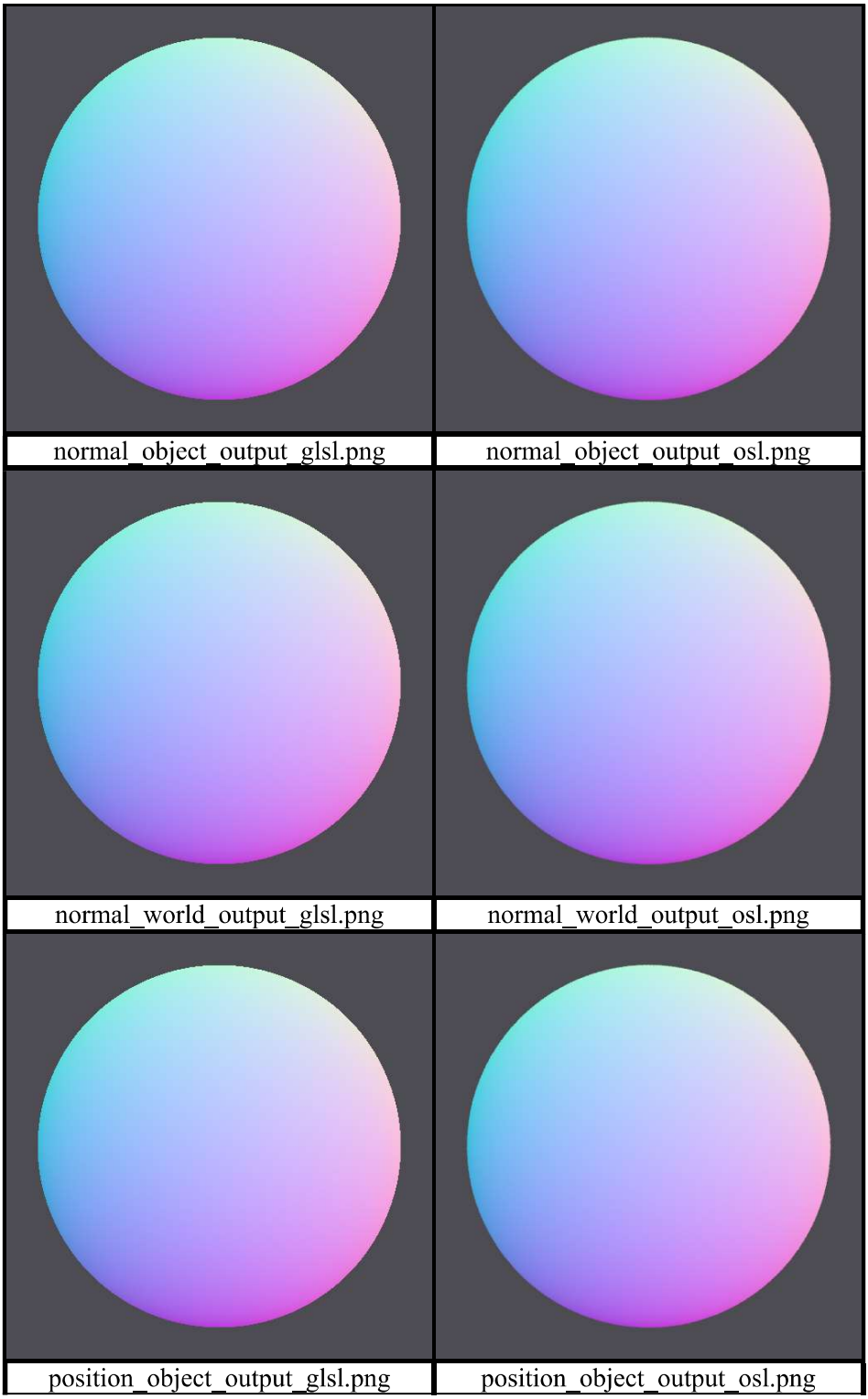
..\build\bin\resources\Materials\TestSuite\stdlib\geometric\look\_assignment\_order:

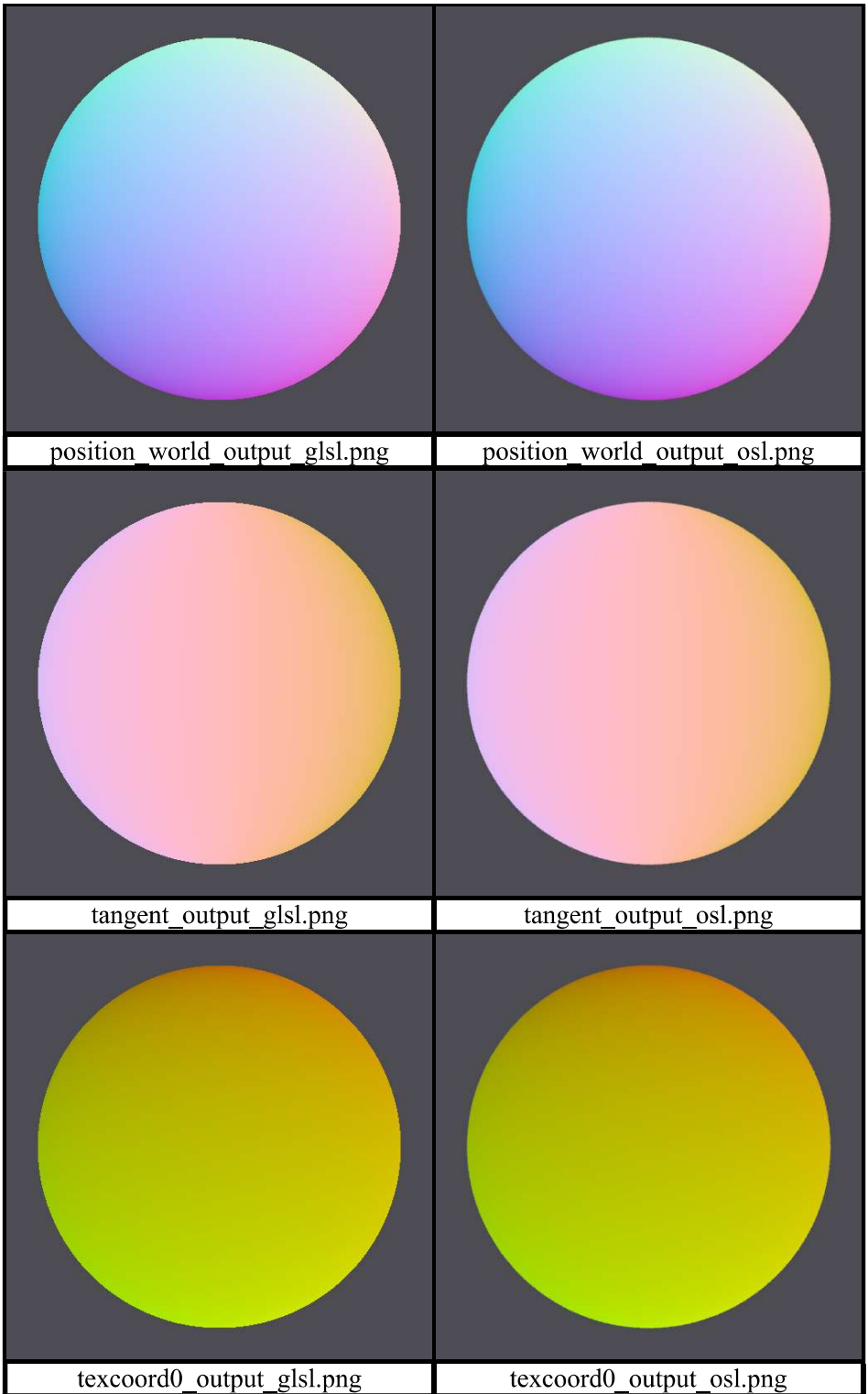


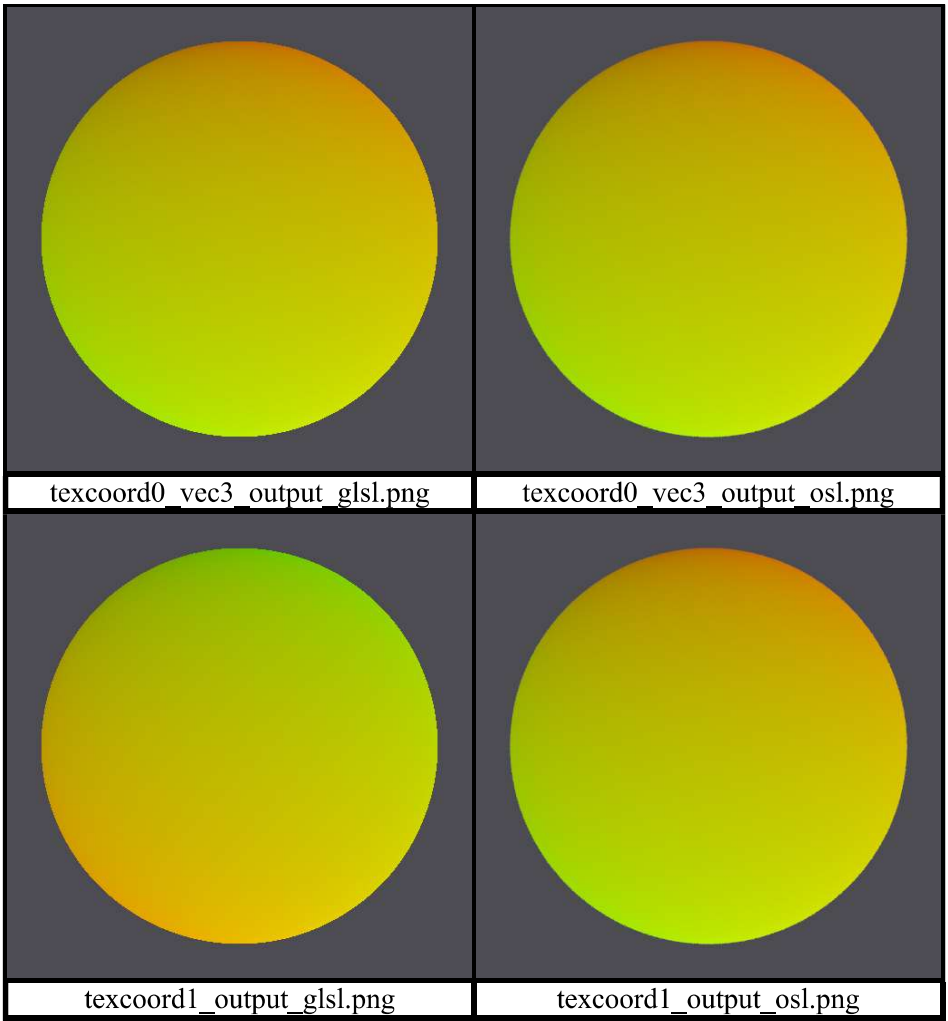
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\streams:



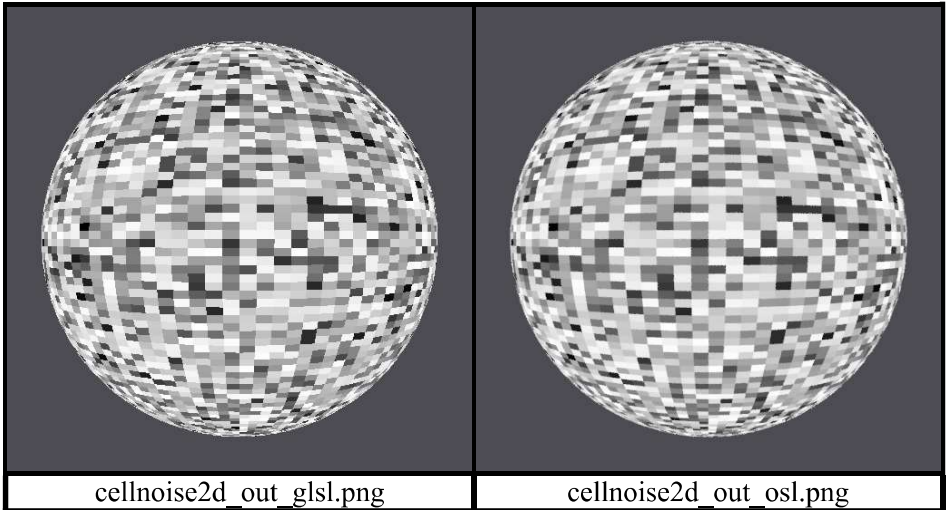
	
color_float_output_gsl.png	color_float_output_osl.png
	
color_vec3_output_gsl.png	color_vec3_output_osl.png
	
color_vec4_output_gsl.png	color_vec4_output_osl.png

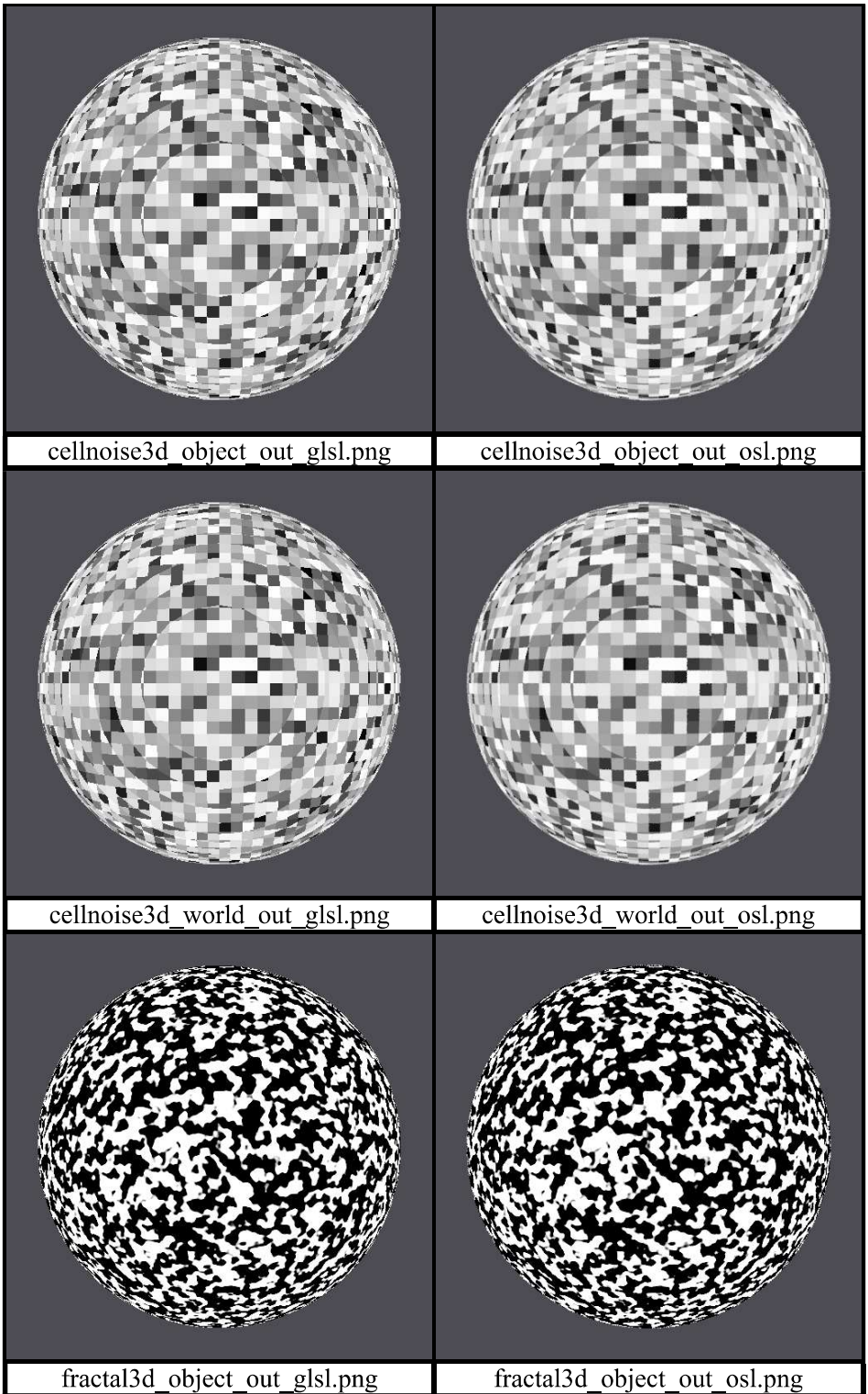


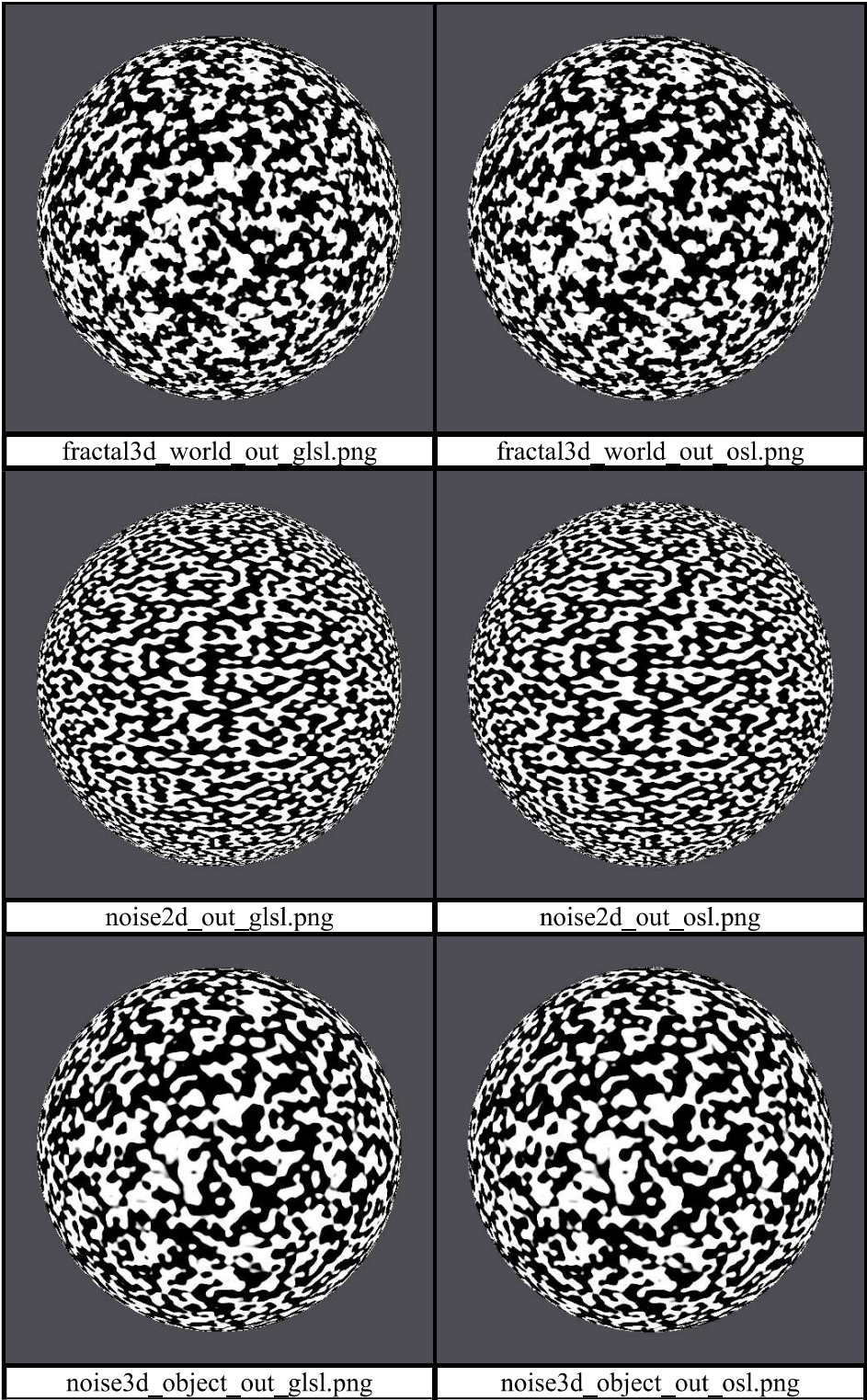




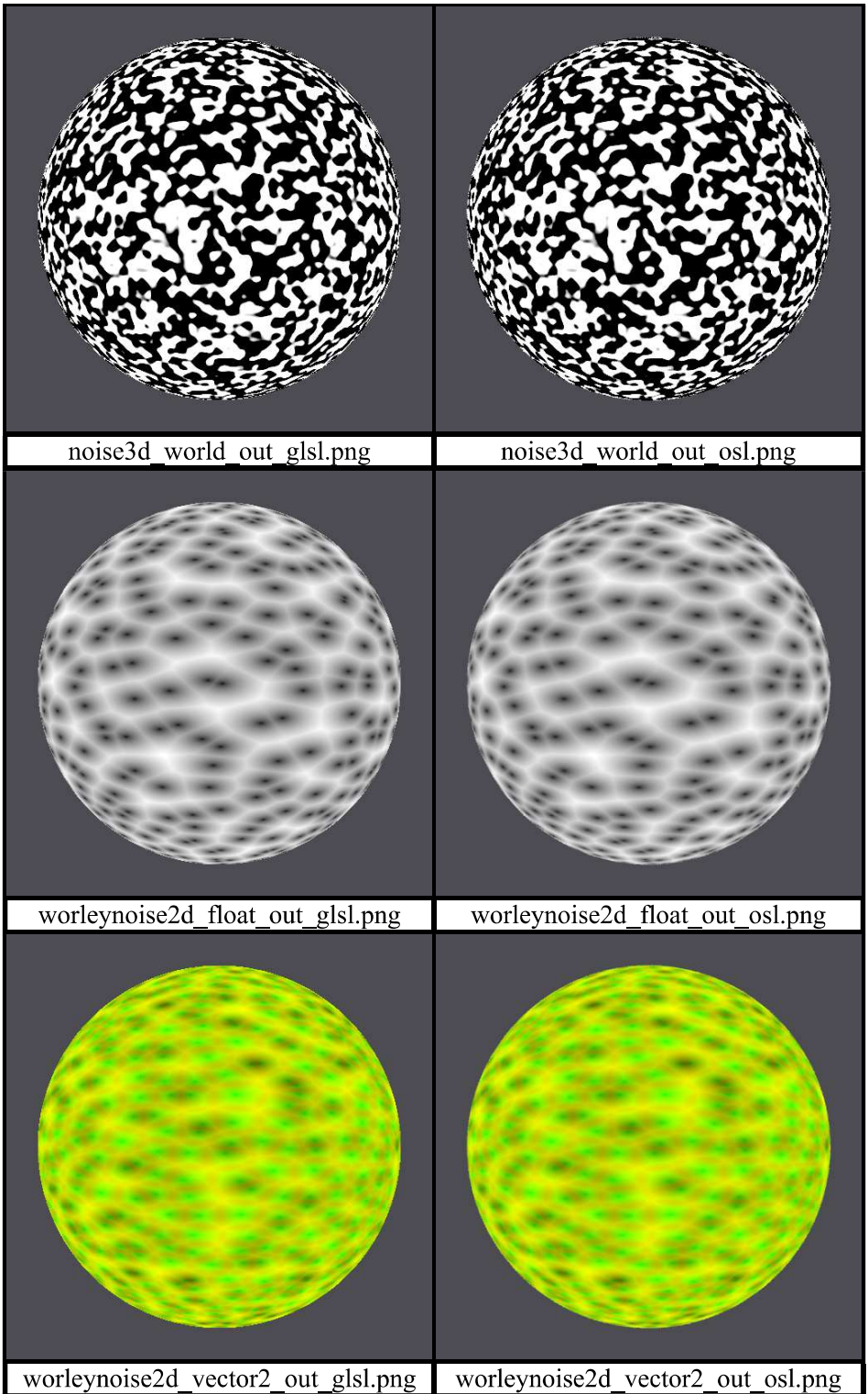
..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\noise:

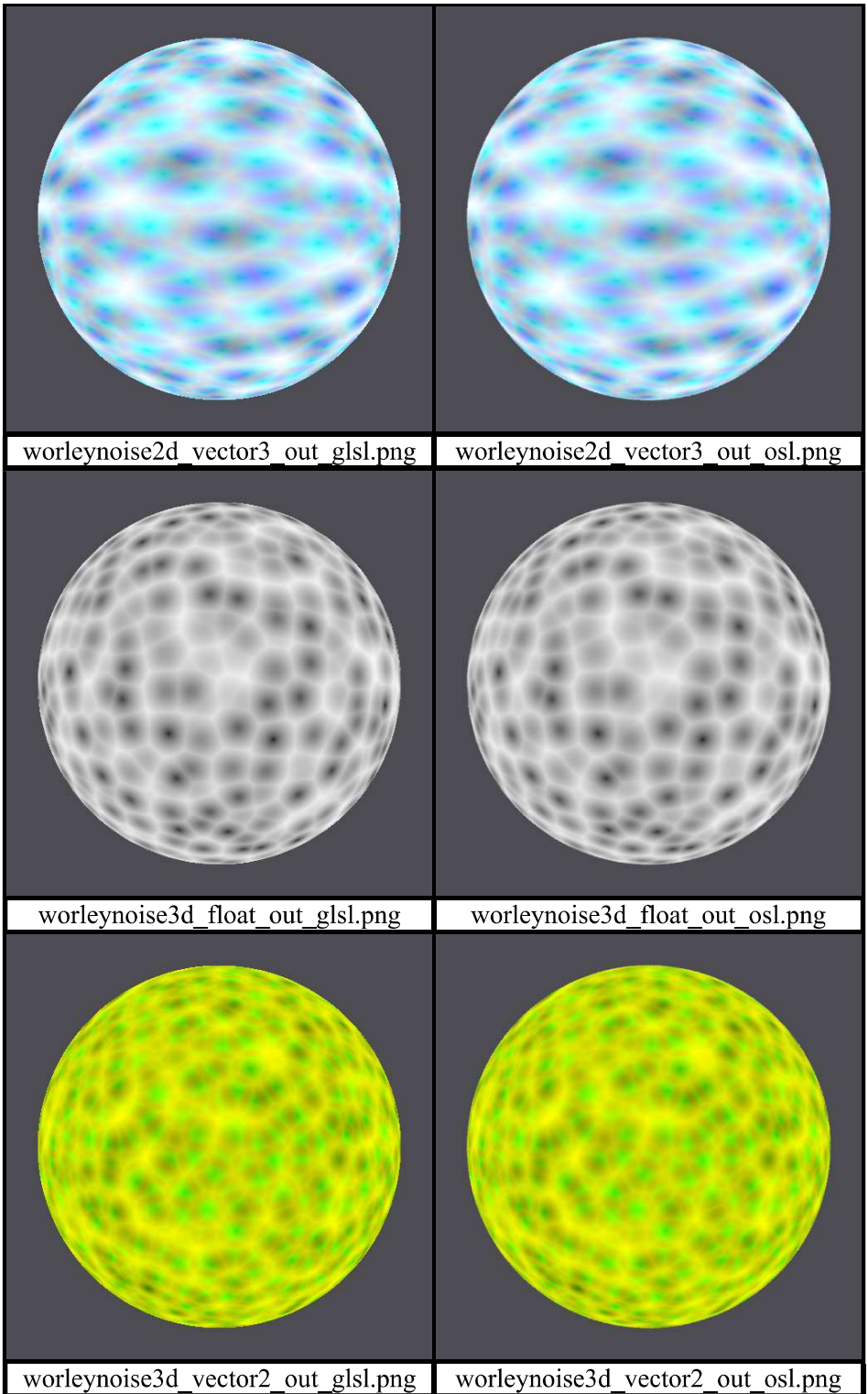


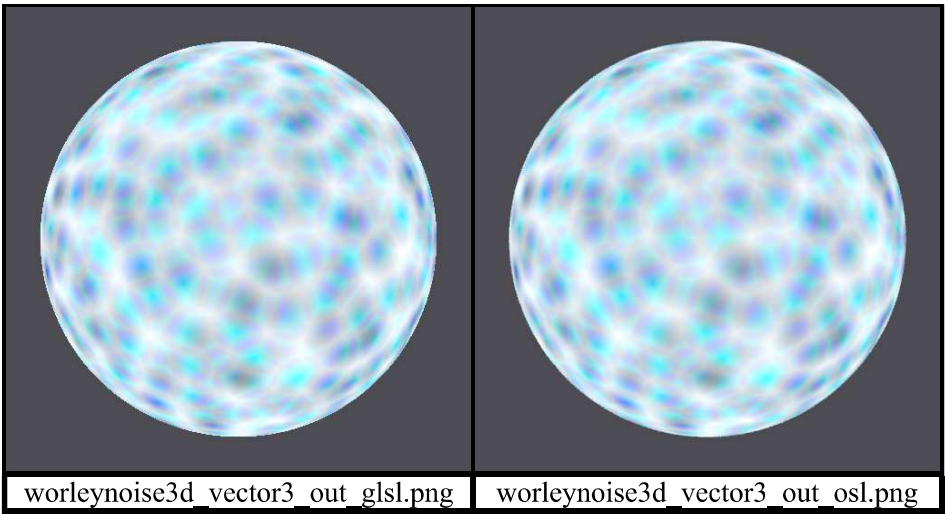




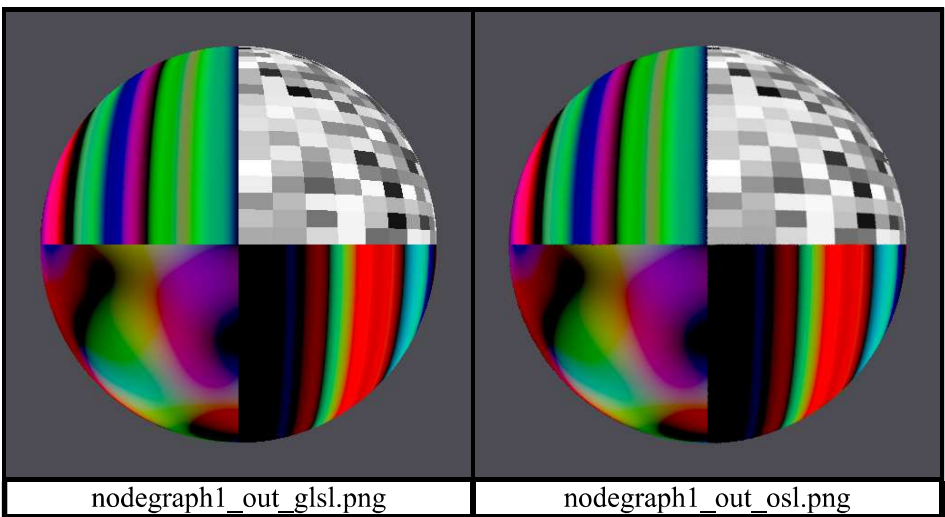








..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\procedural:



..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\shared\_function:

