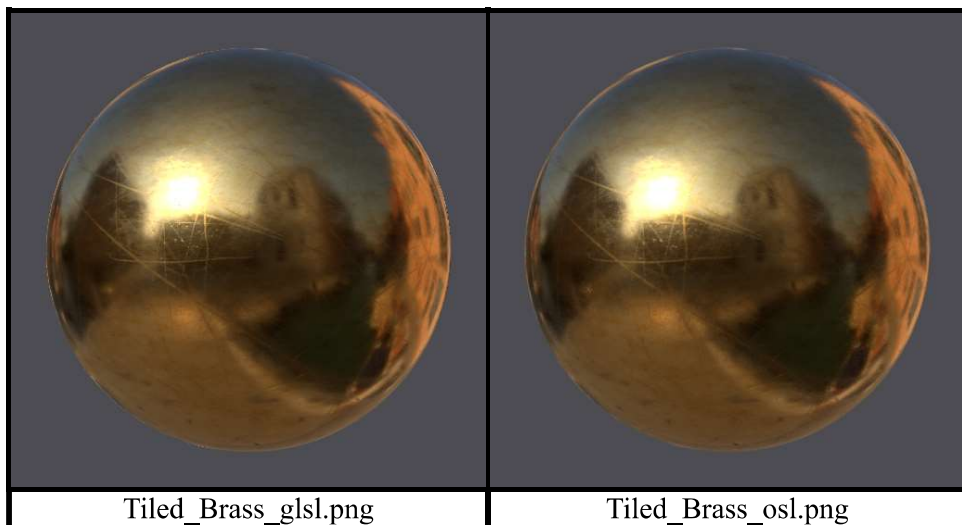
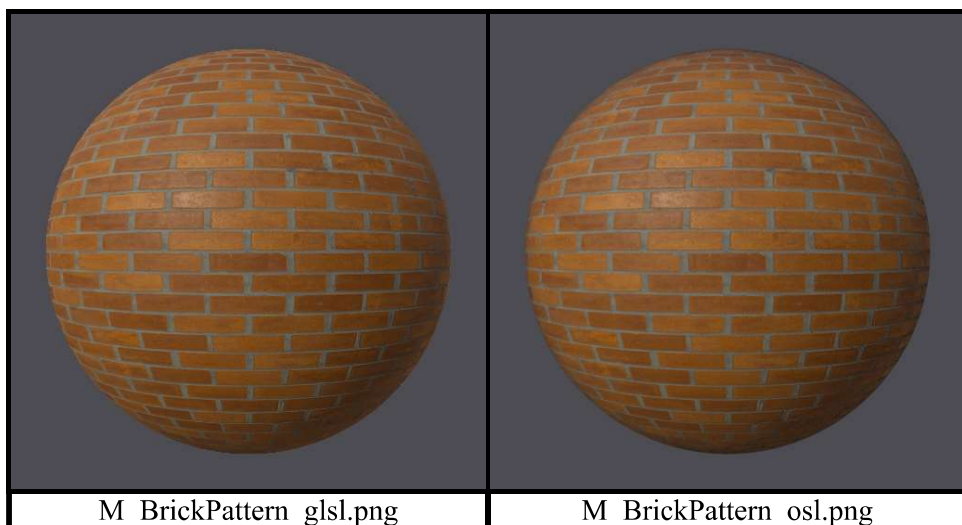


gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)

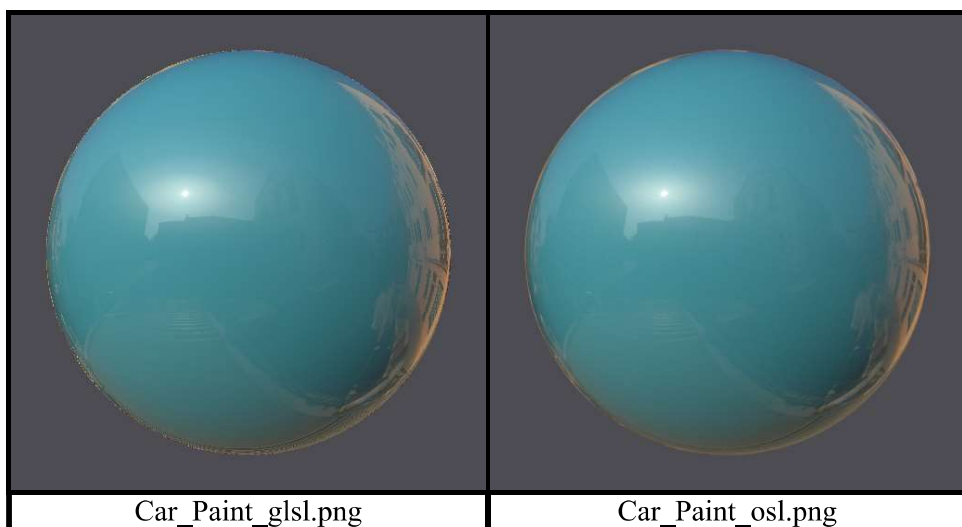
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



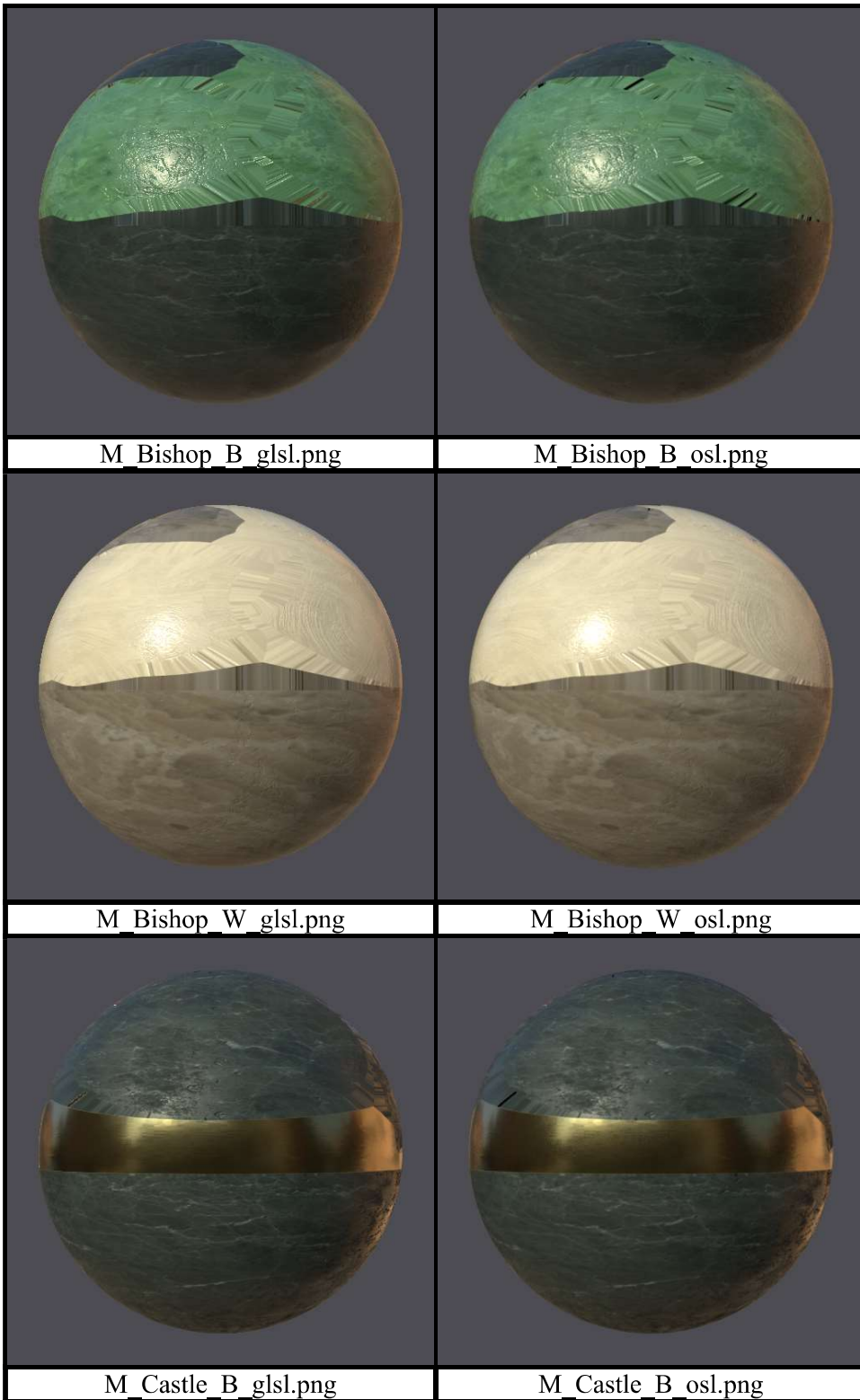
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

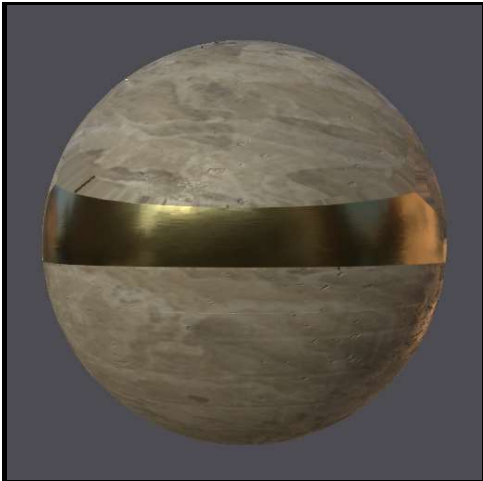
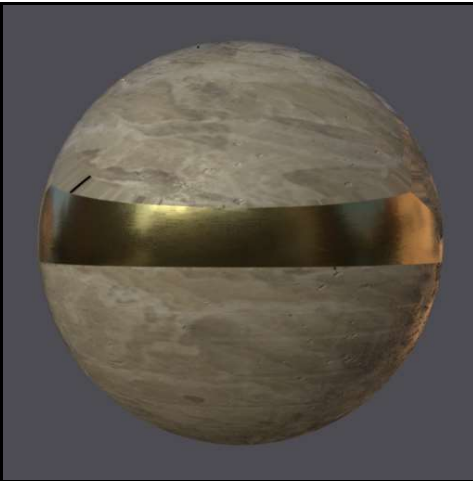
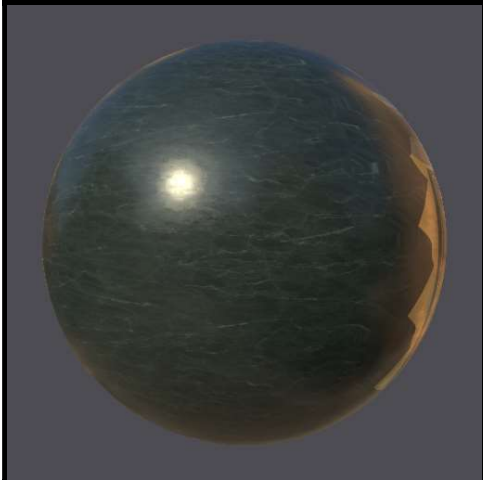
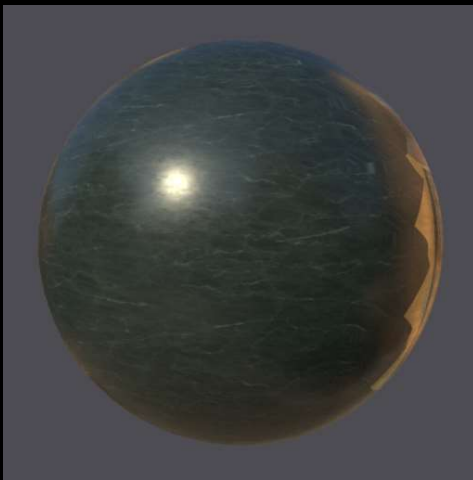
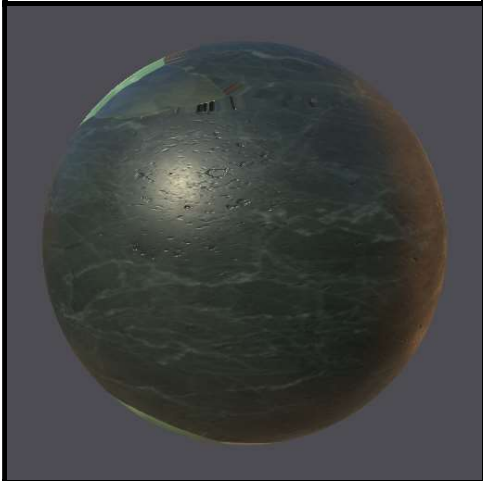
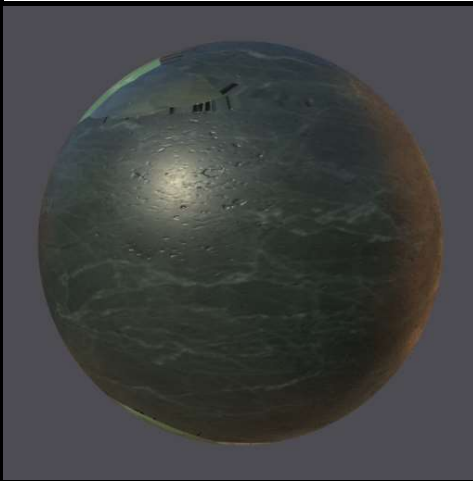


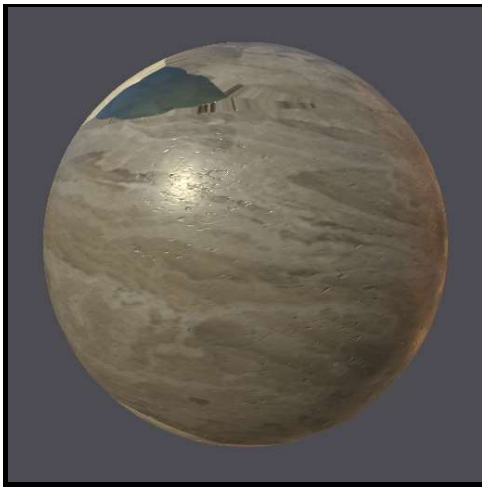
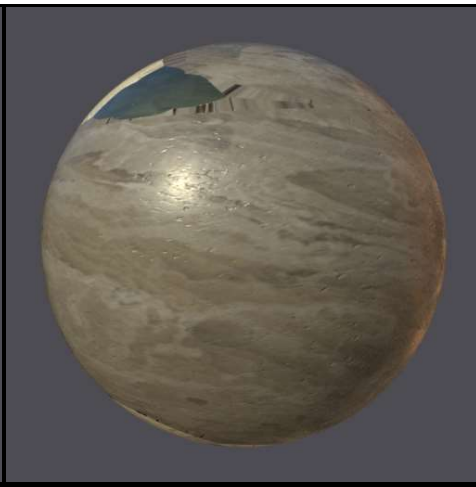
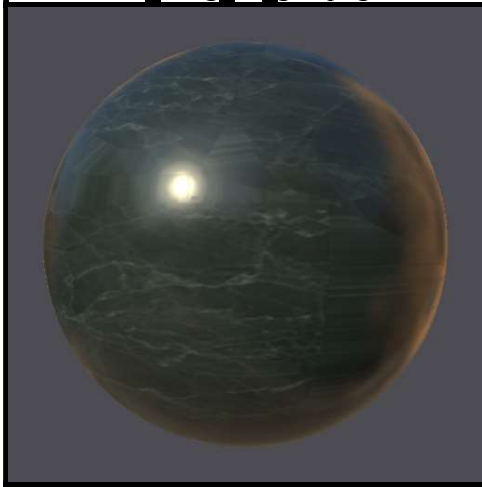
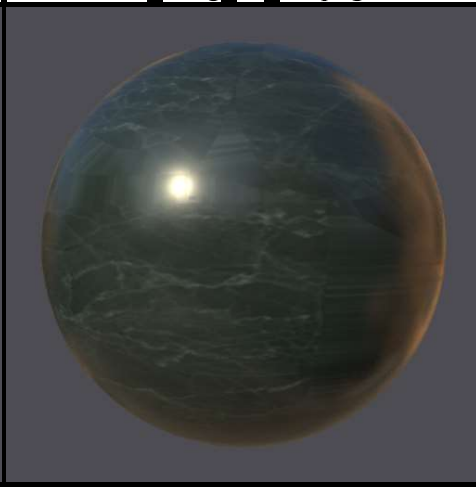
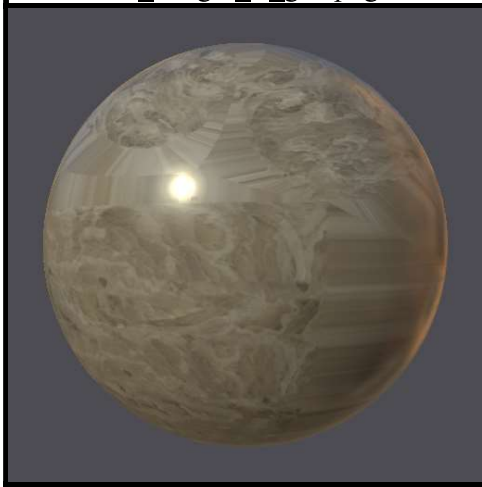
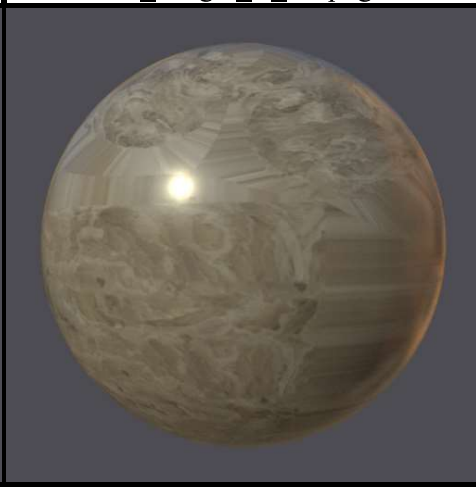
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

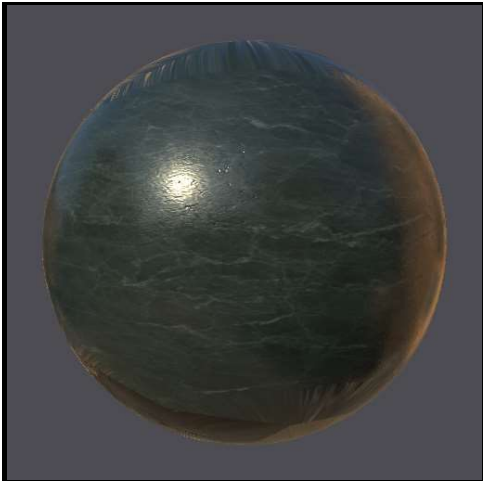
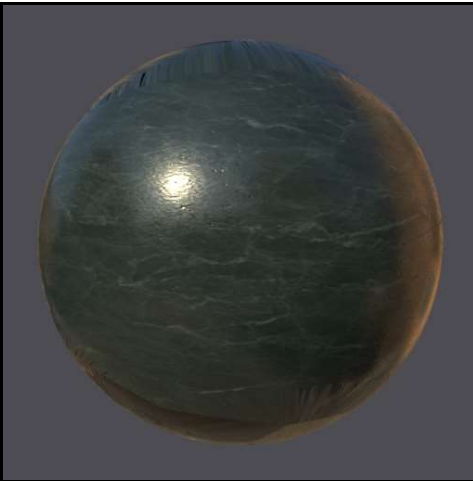
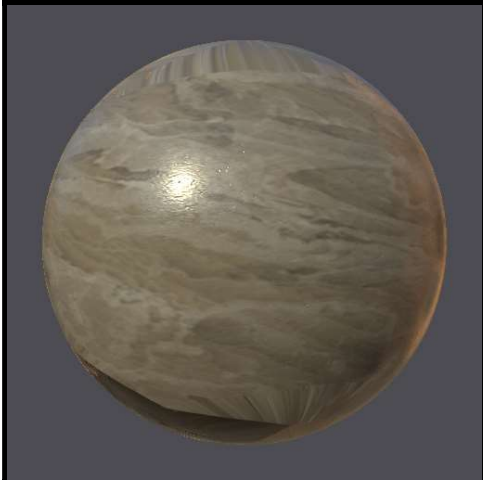
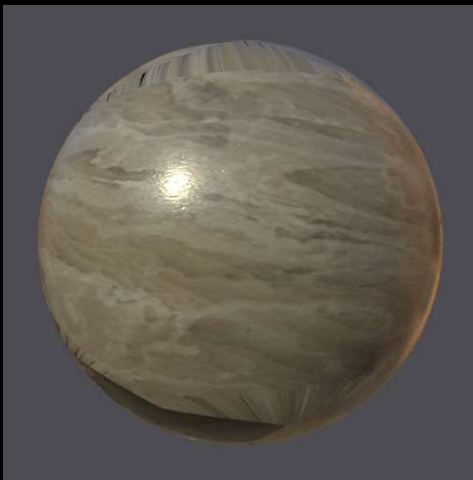
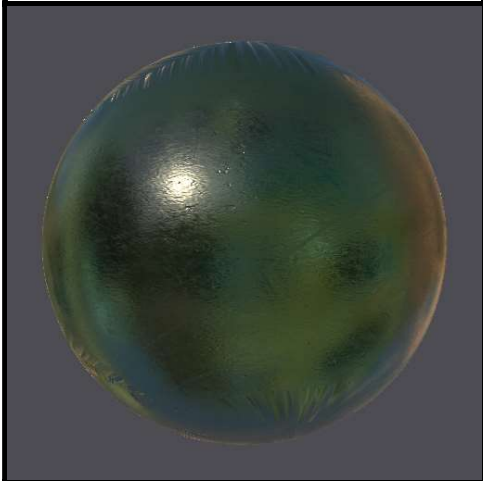
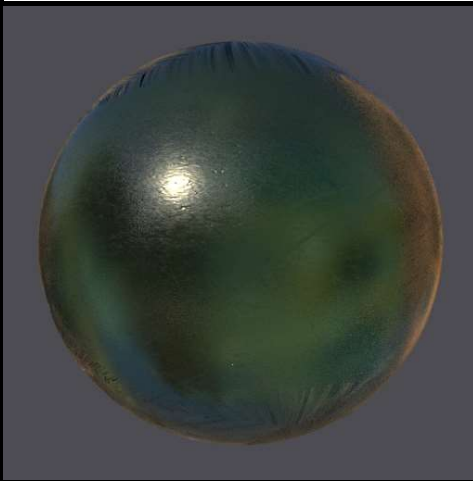


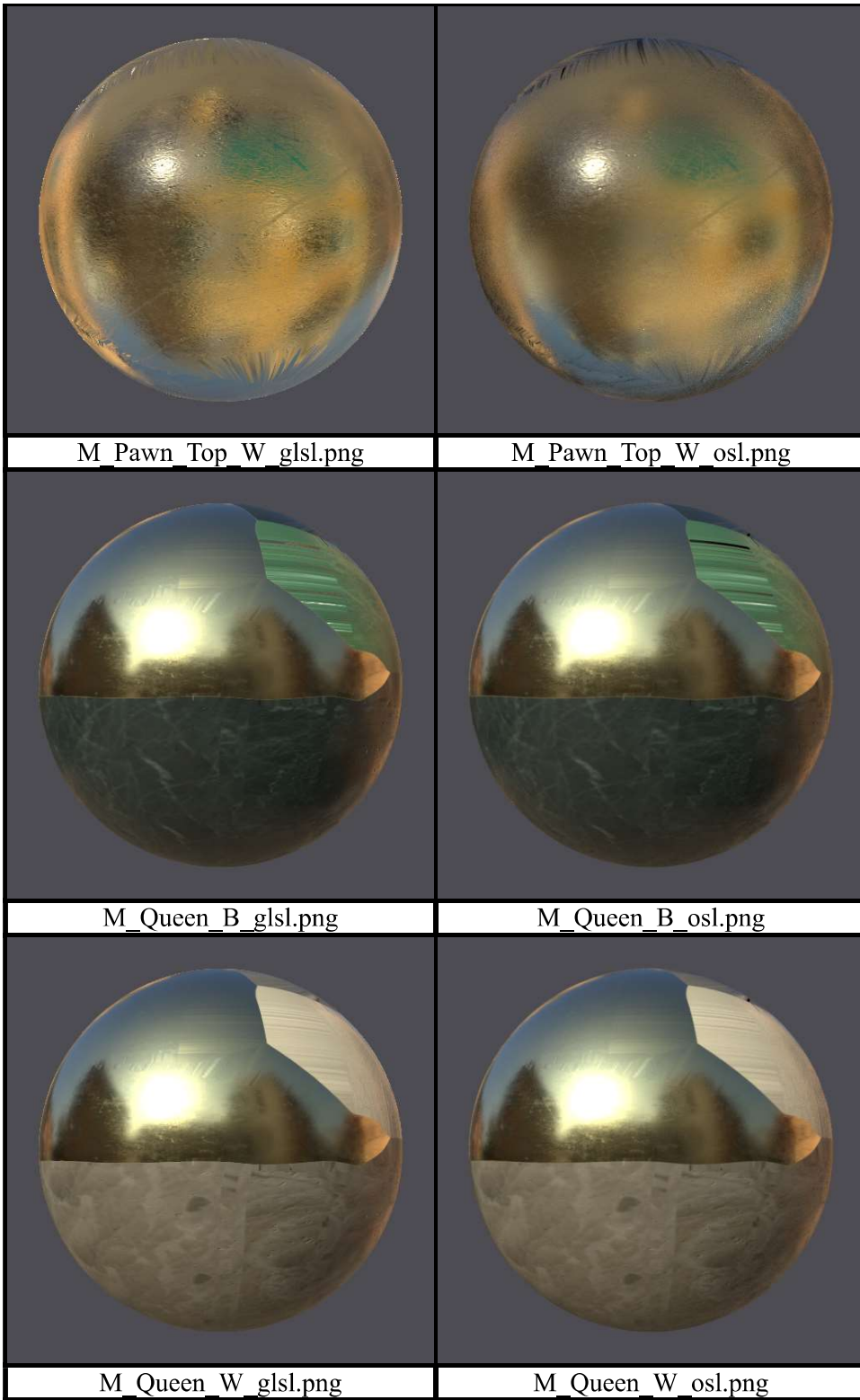
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



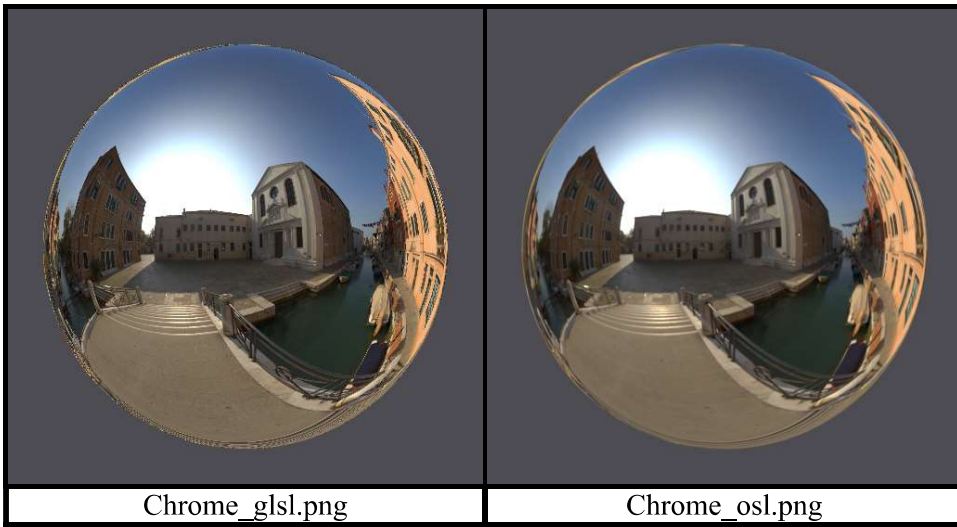
	
M_Castle_W_gsl.png	M_Castle_W_osl.png
	
M_Chessboard_gsl.png	M_Chessboard_osl.png
	
M_King_B_gsl.png	M_King_B_osl.png

	
M_King_W_glsl.png	M_King_W_osl.png
	
M_Knight_B_glsl.png	M_Knight_B_osl.png
	
M_Knight_W_glsl.png	M_Knight_W_osl.png

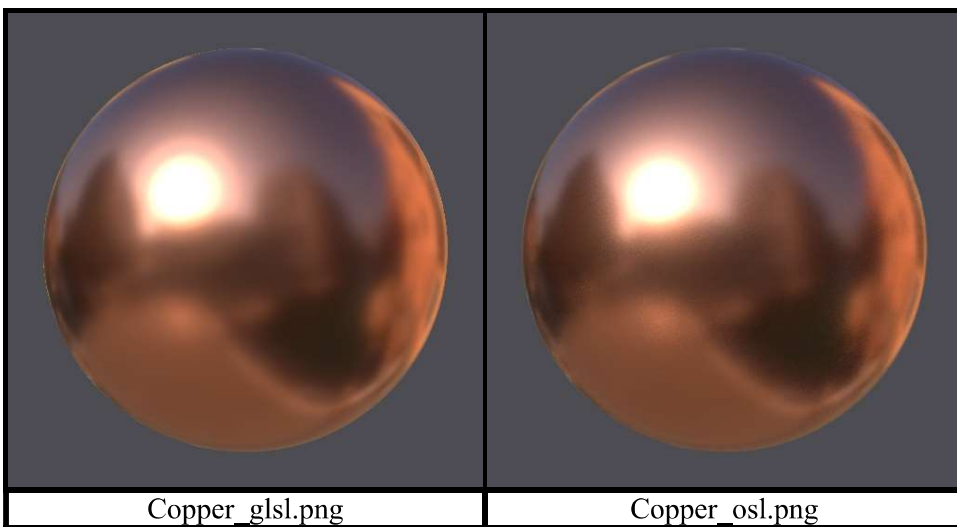
	
M Pawn Body B glsl.png	M Pawn Body B osl.png
	
M Pawn Body W glsl.png	M Pawn Body W osl.png
	
M Pawn Top B glsl.png	M Pawn Top B osl.png



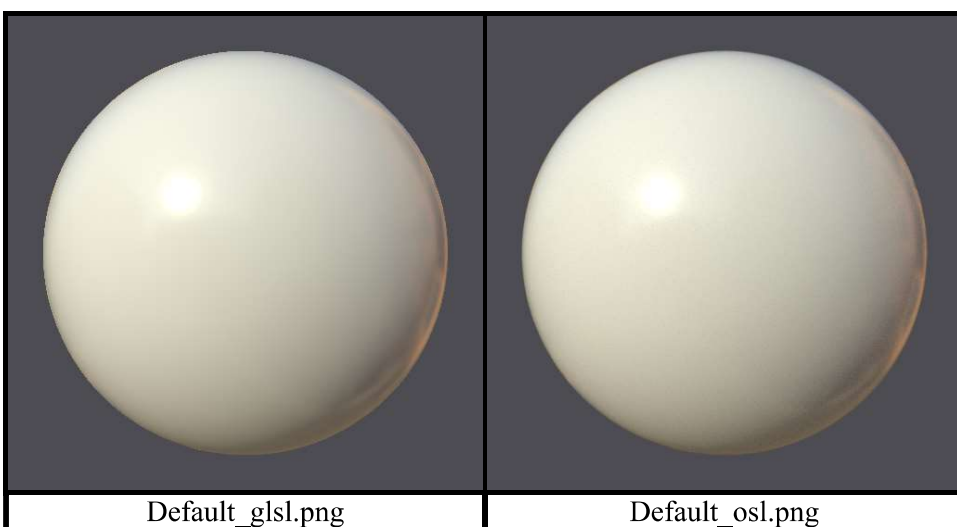
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



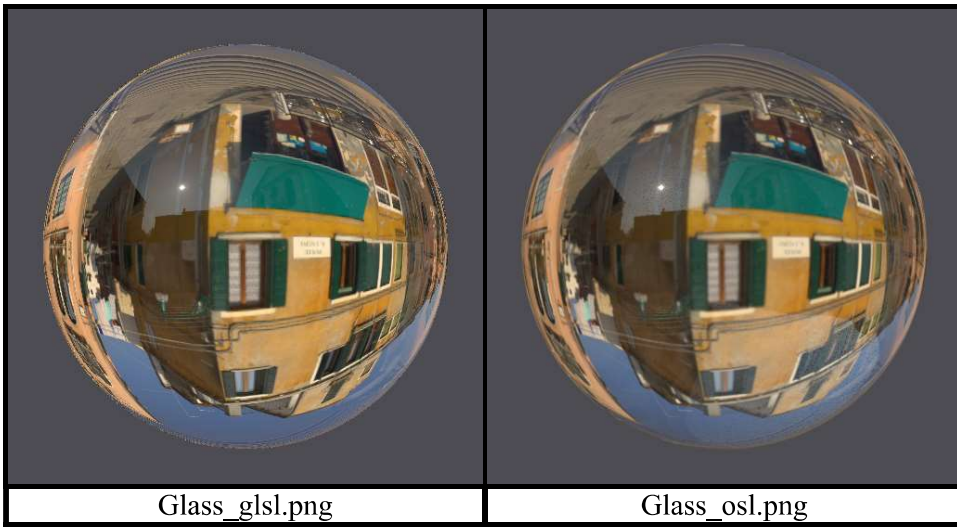
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



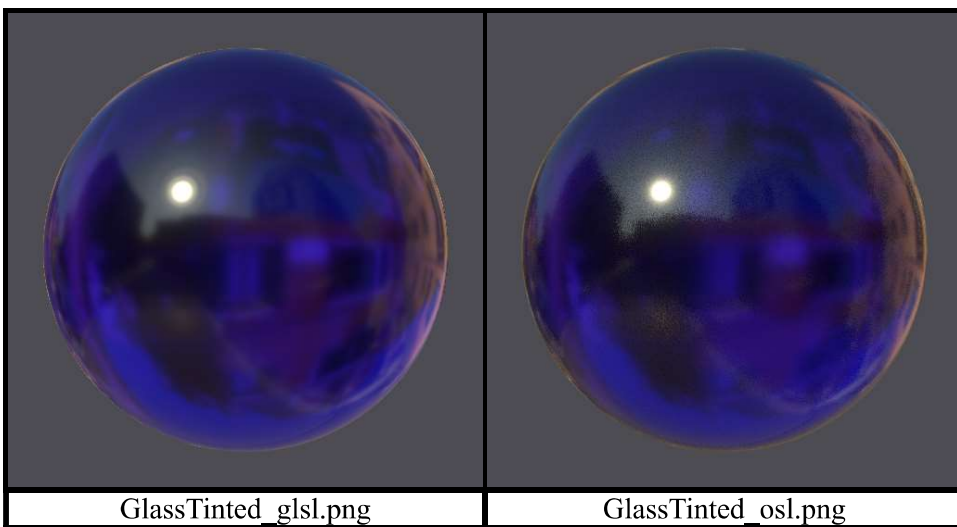
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



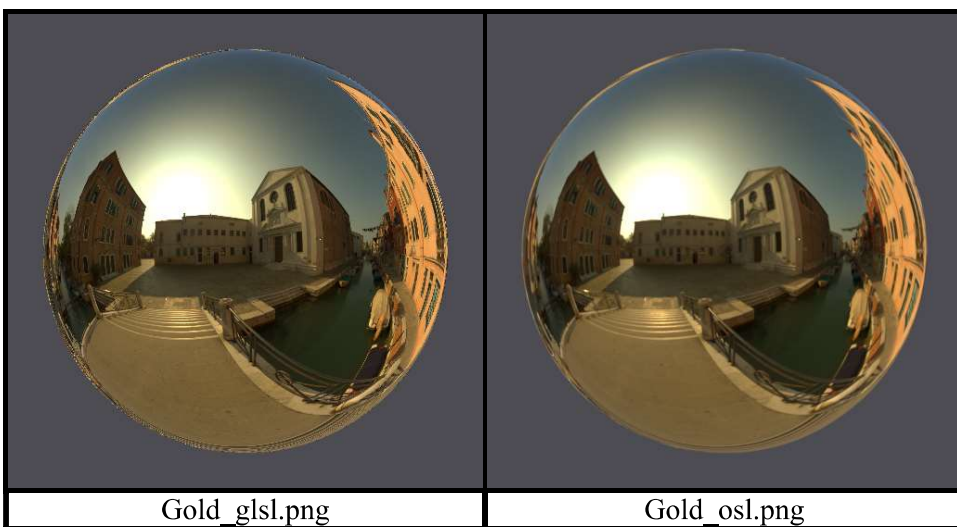
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



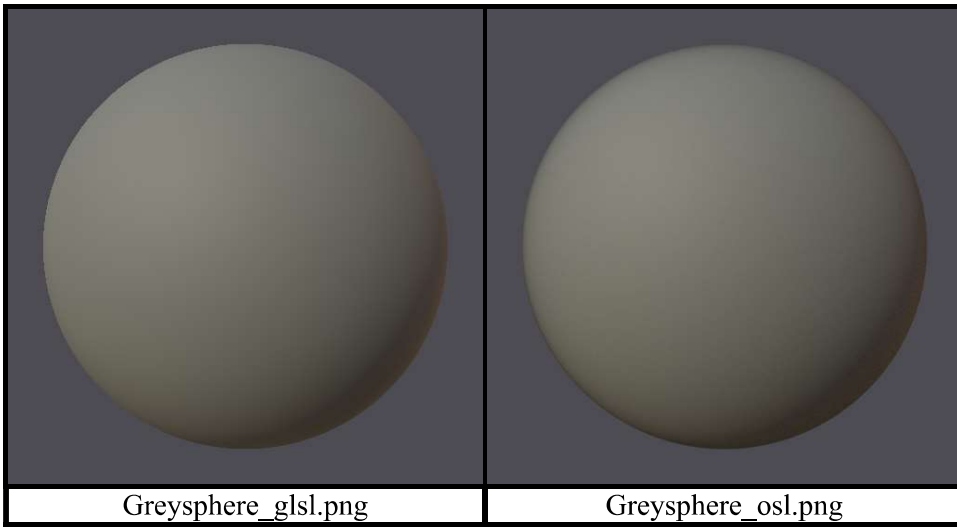
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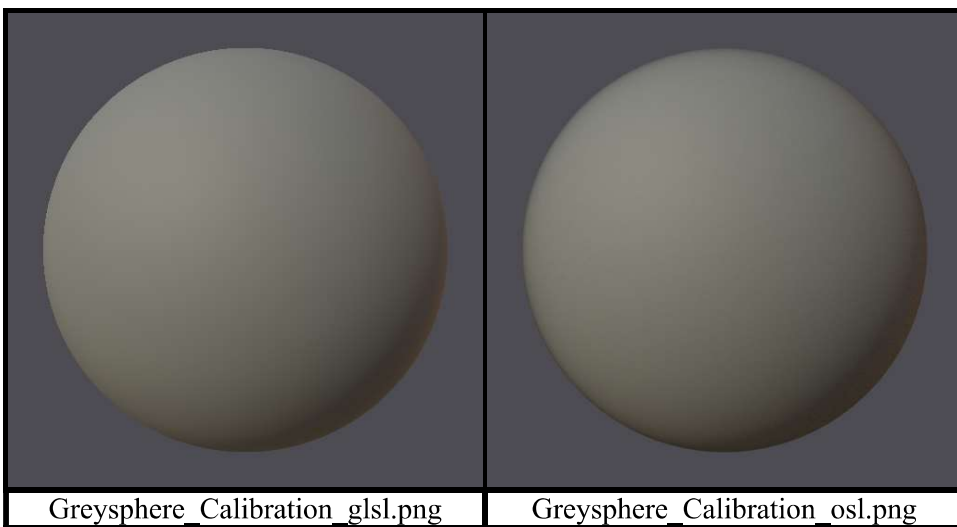
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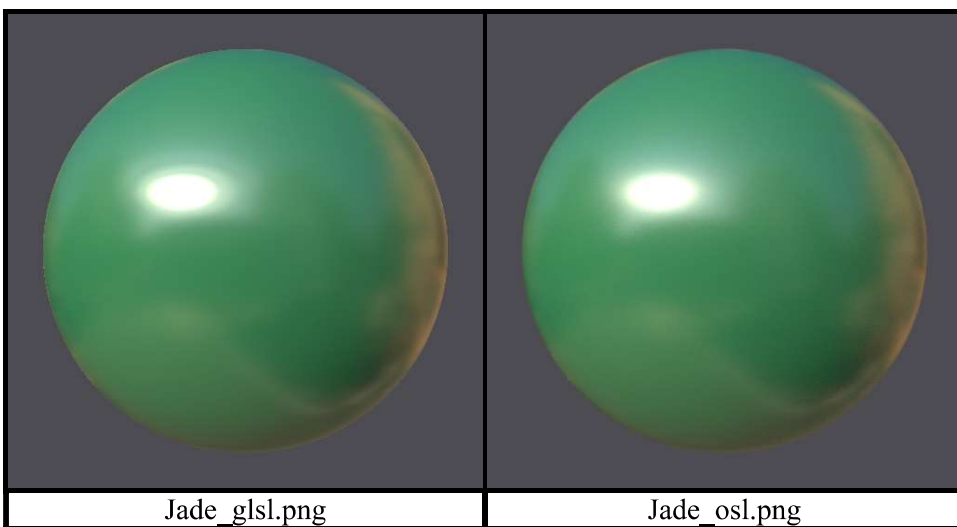
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



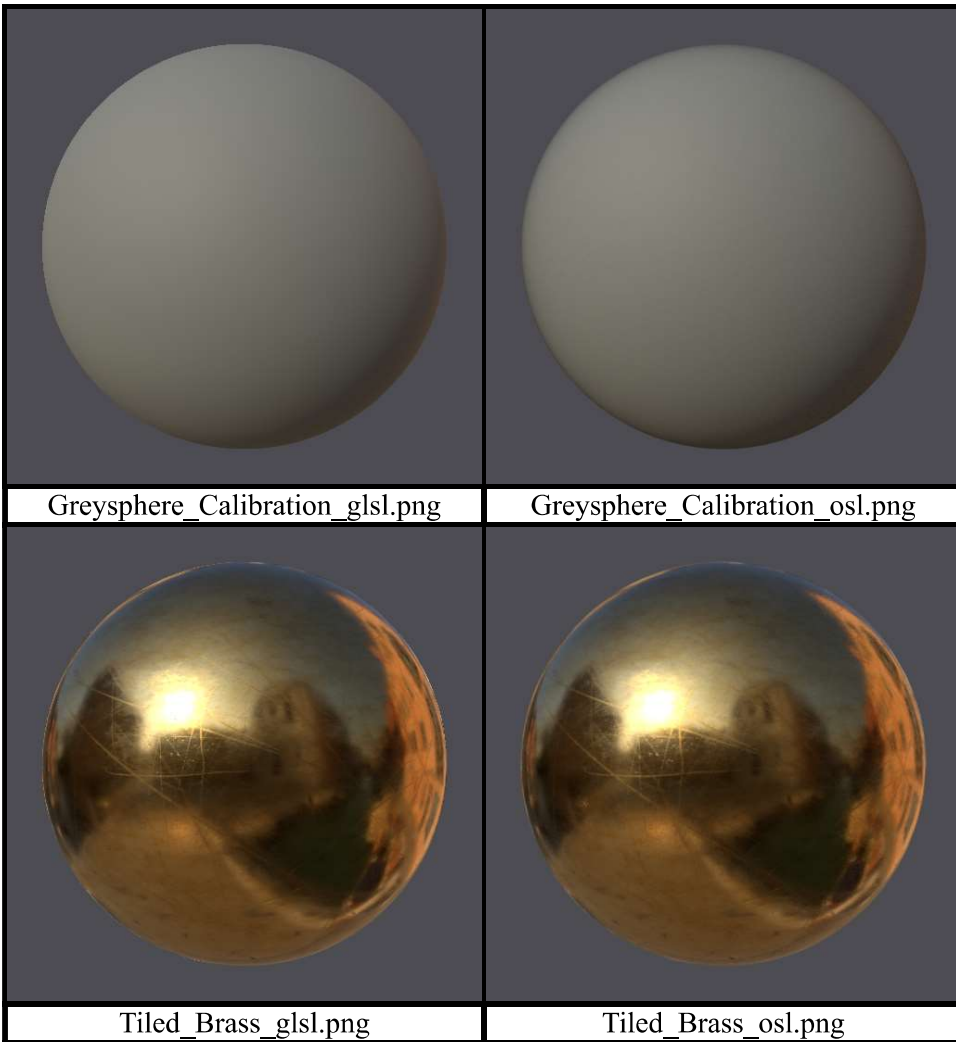
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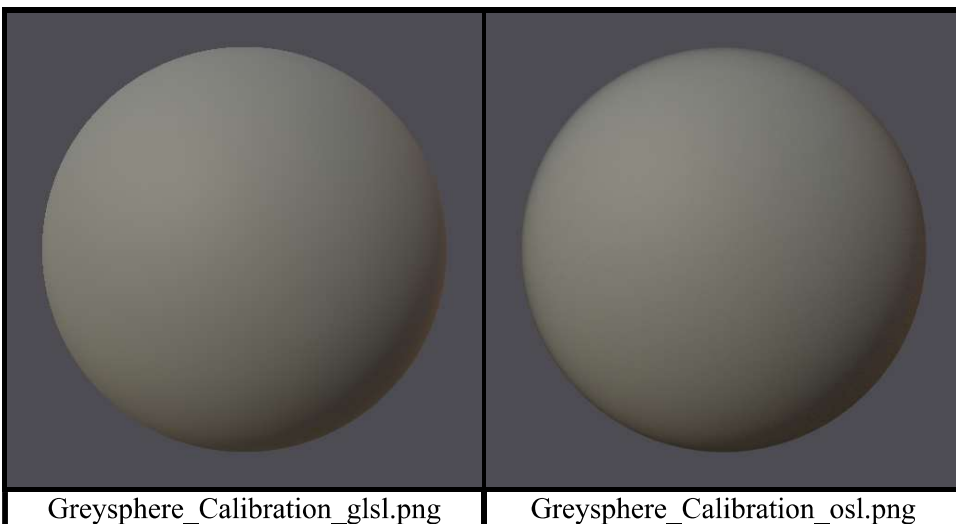
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

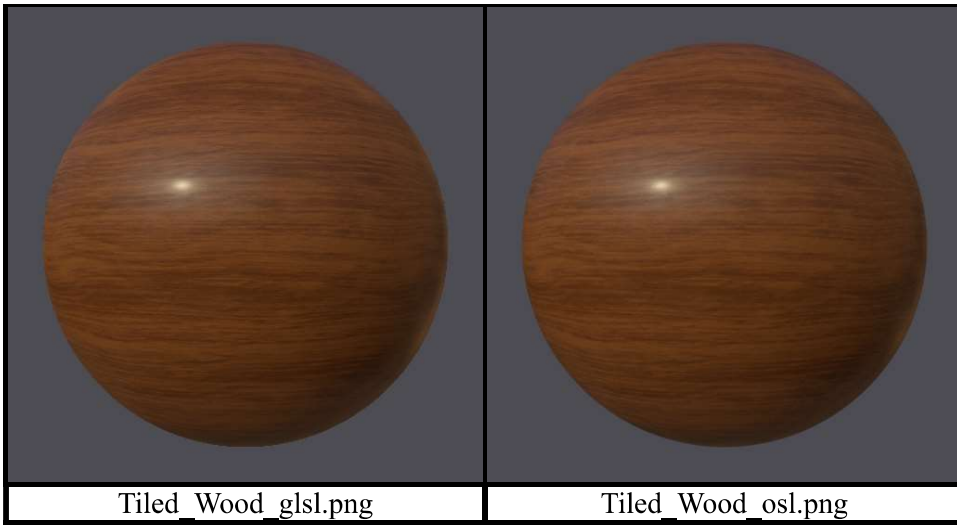


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

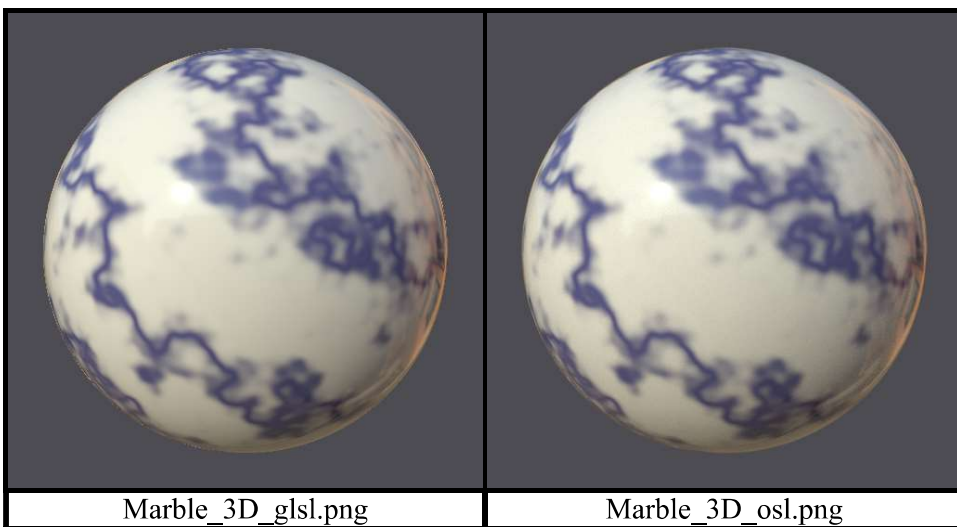


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

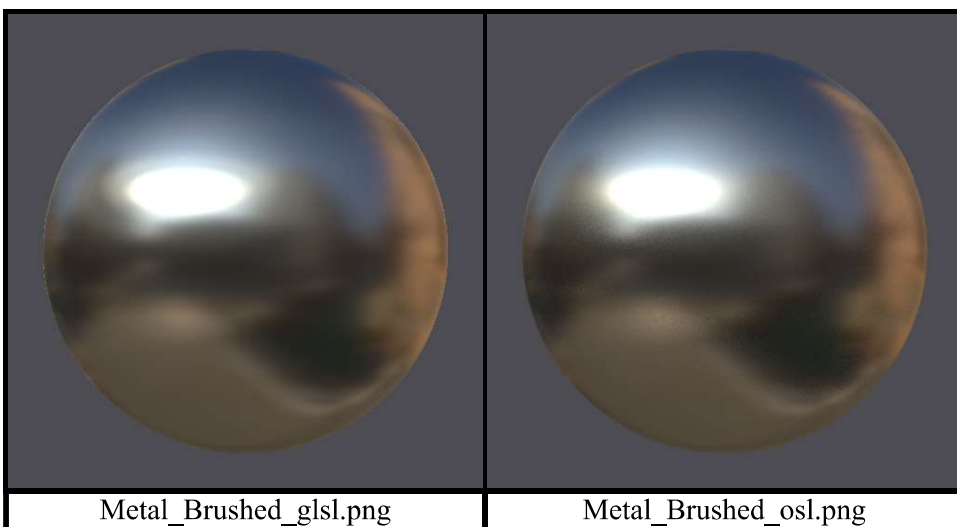




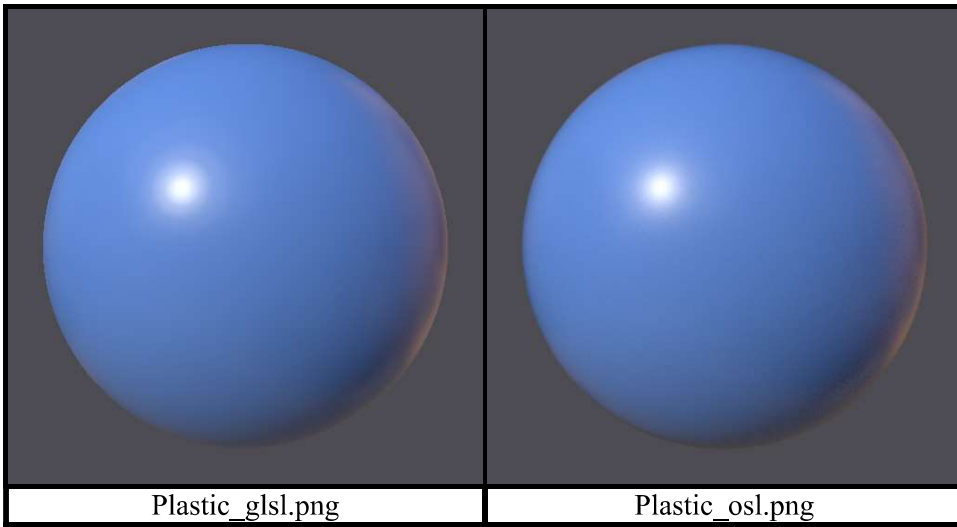
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



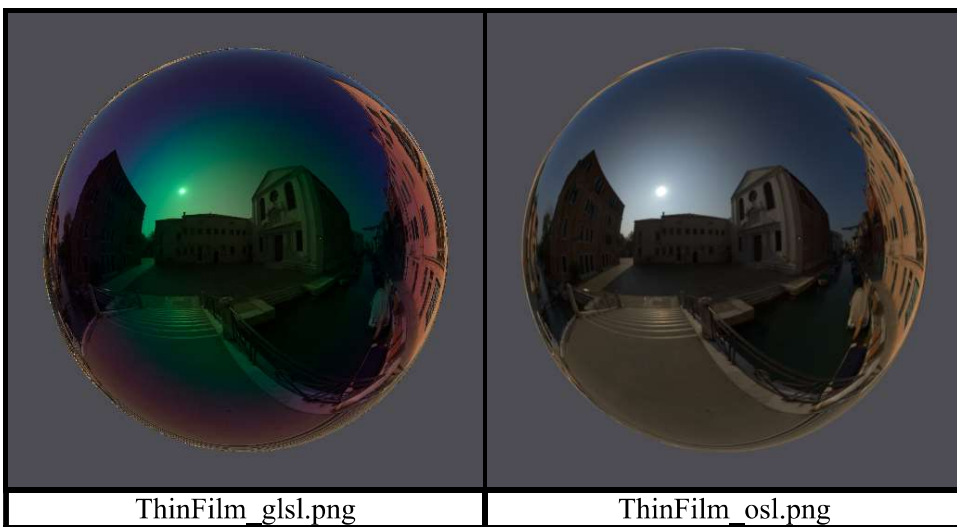
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



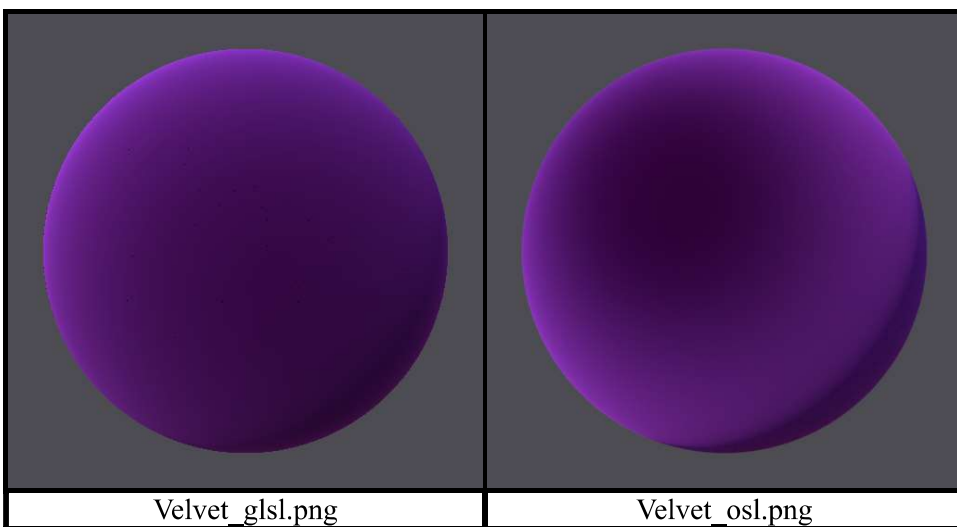
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



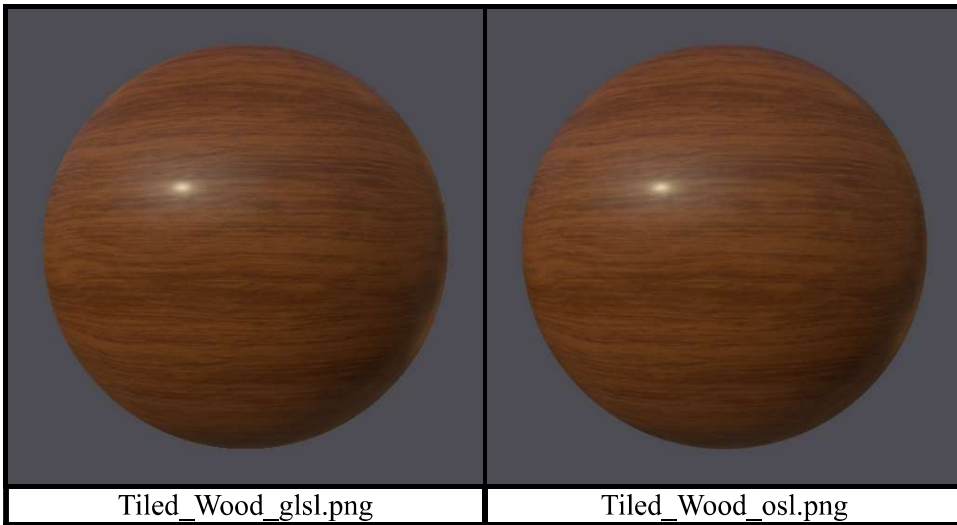
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



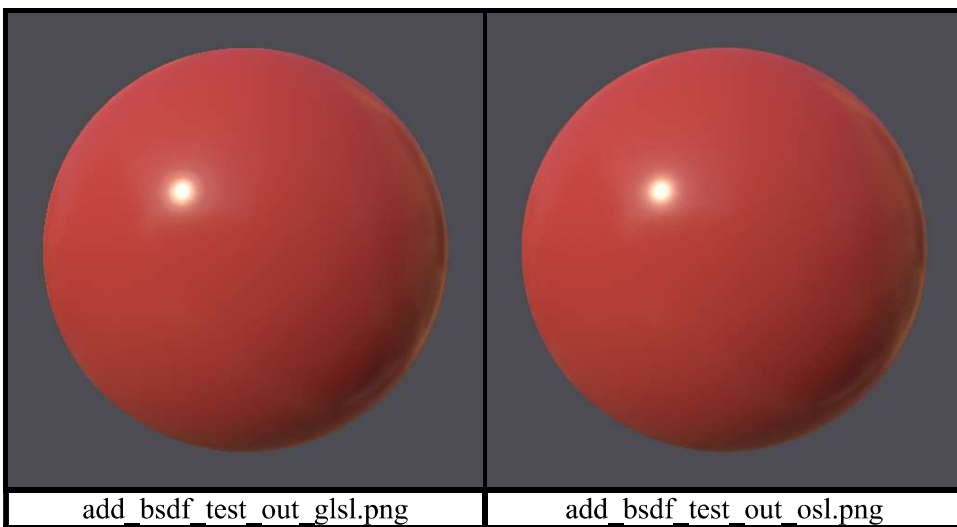
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



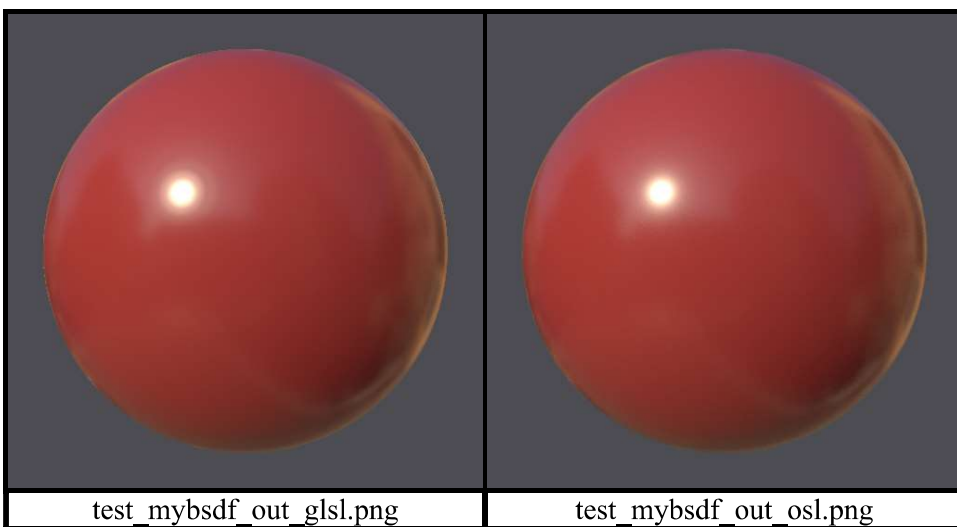
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:



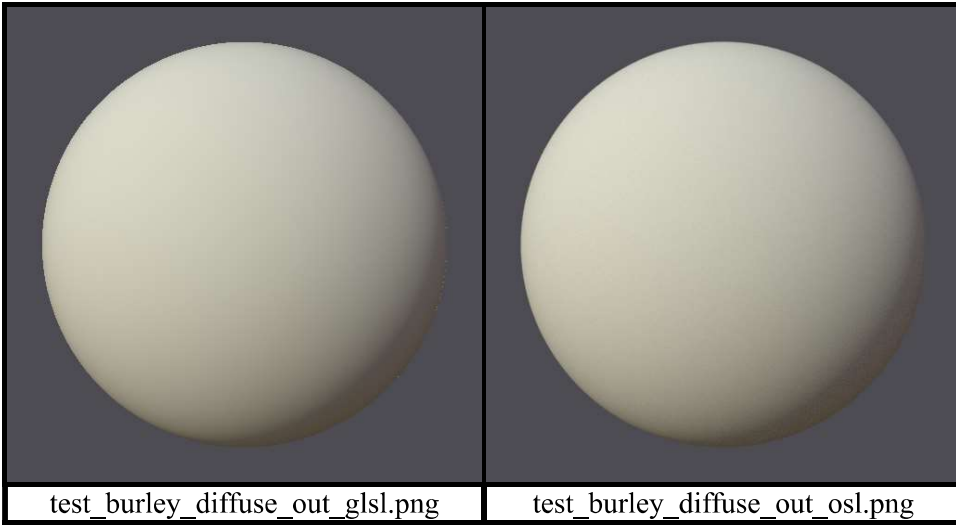
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



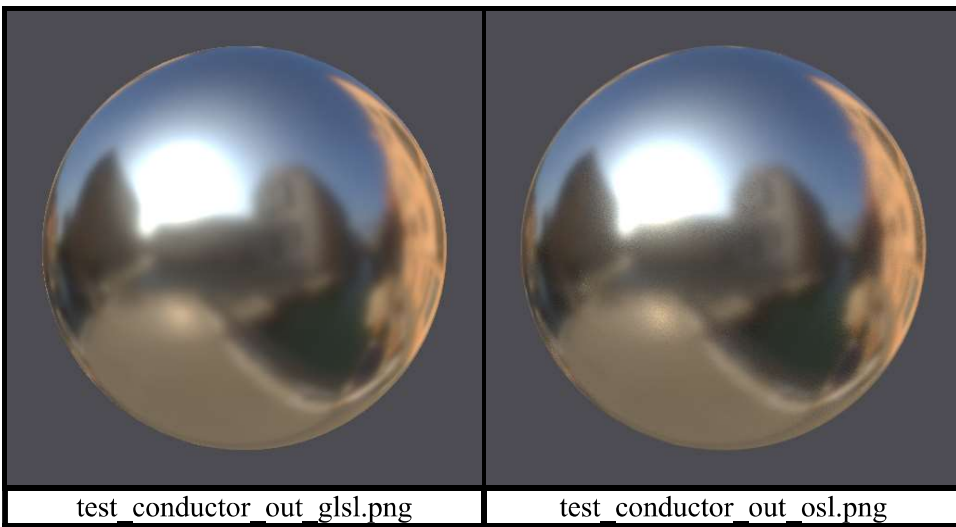
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



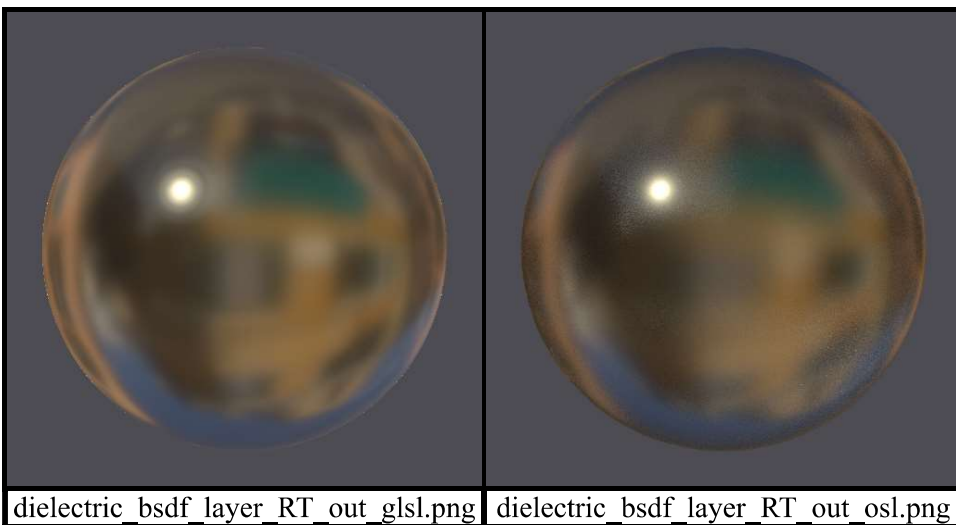
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:

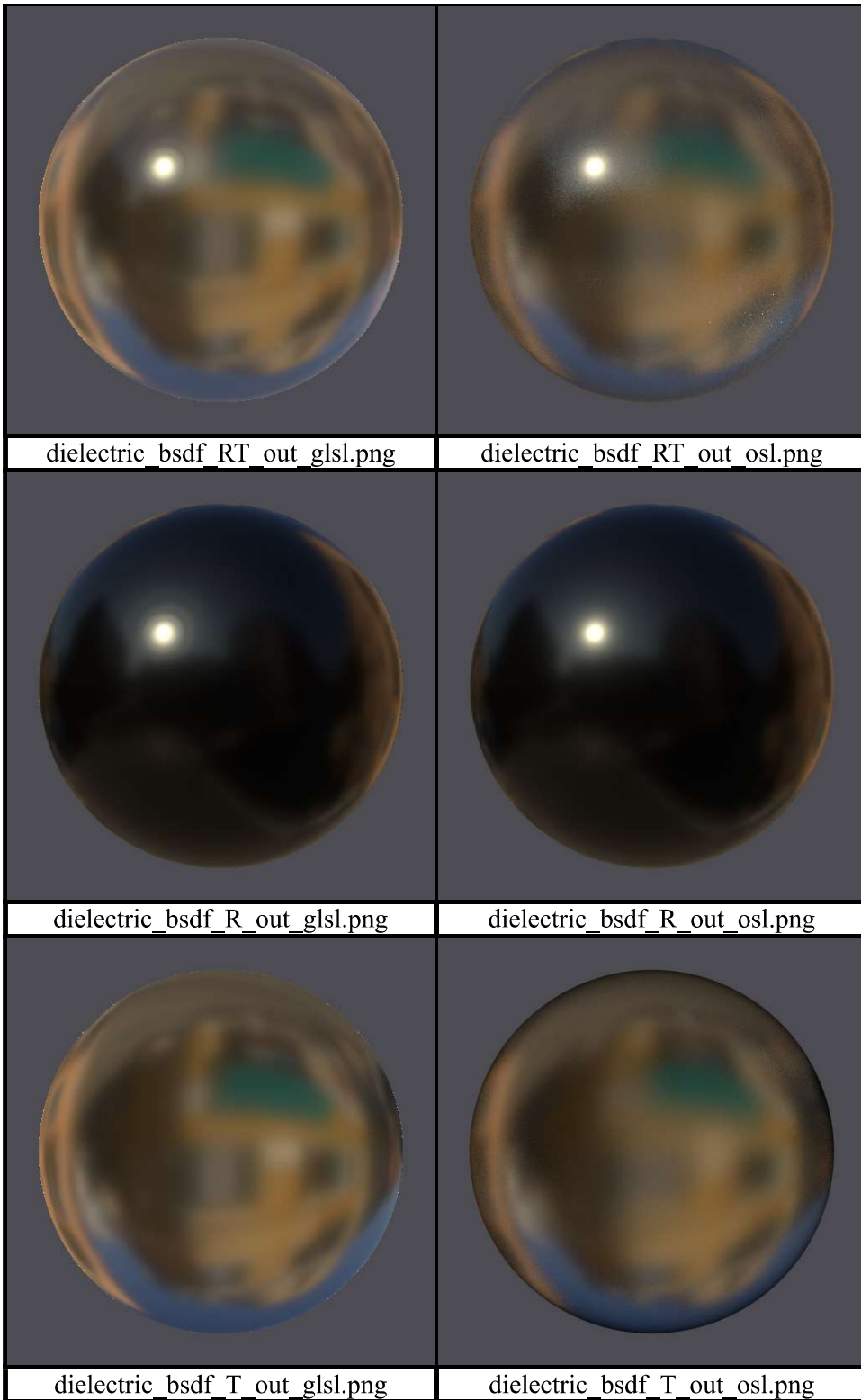


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

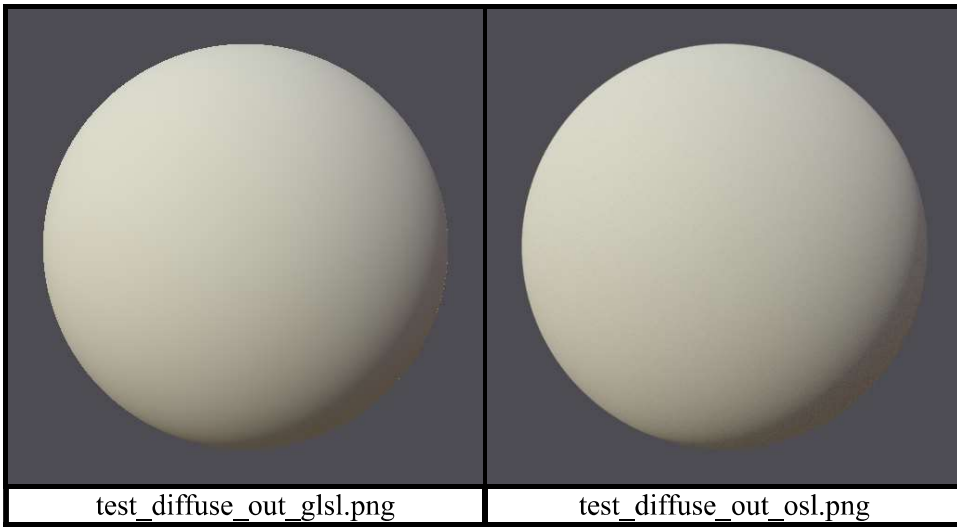


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

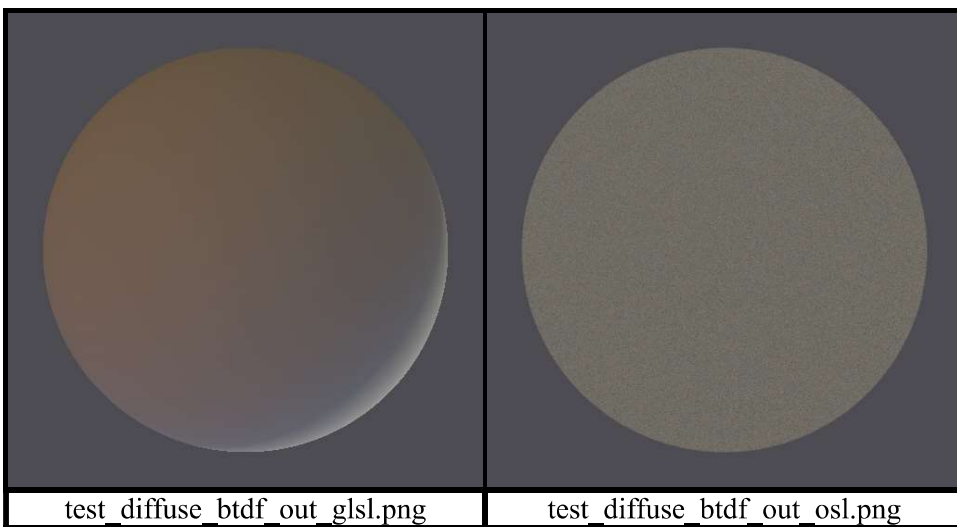




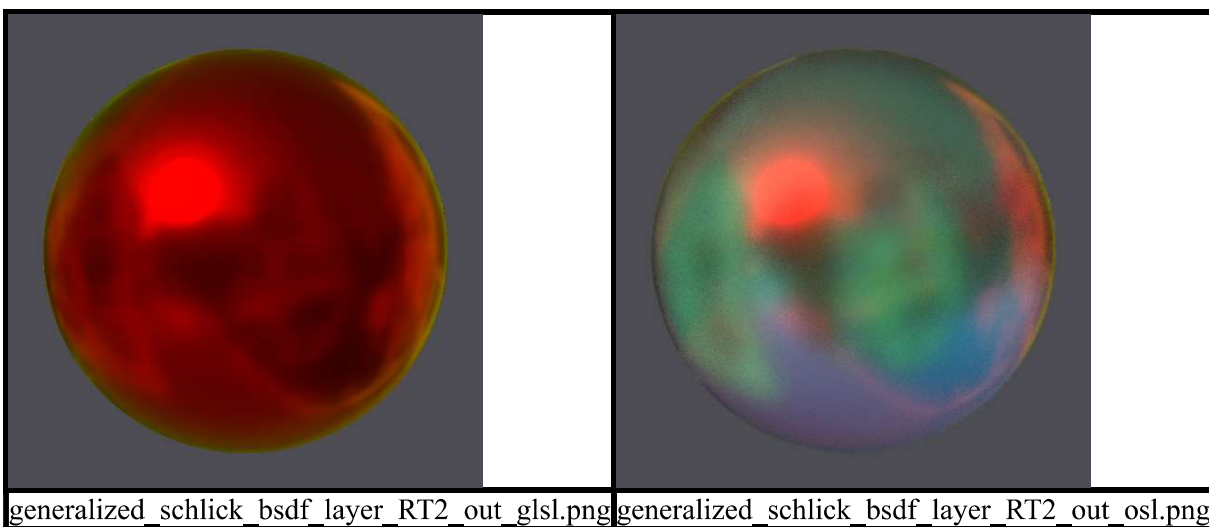
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse_brdf:





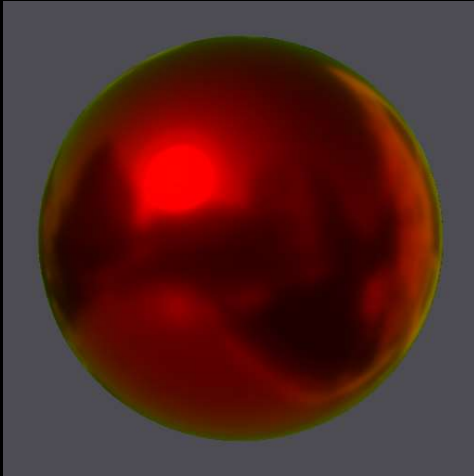

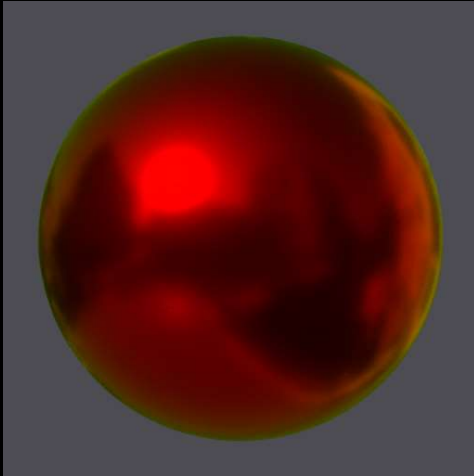

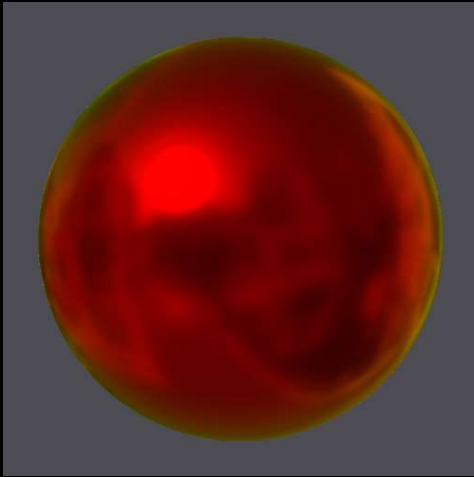









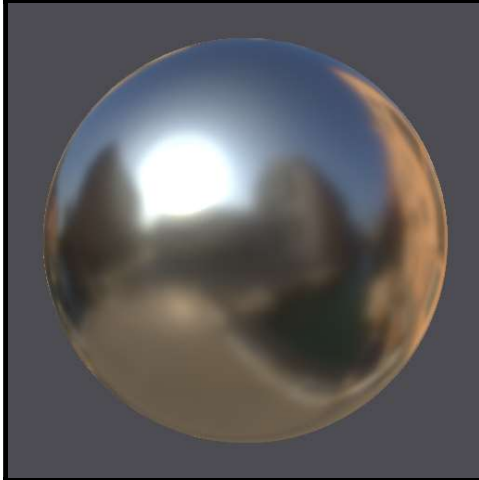

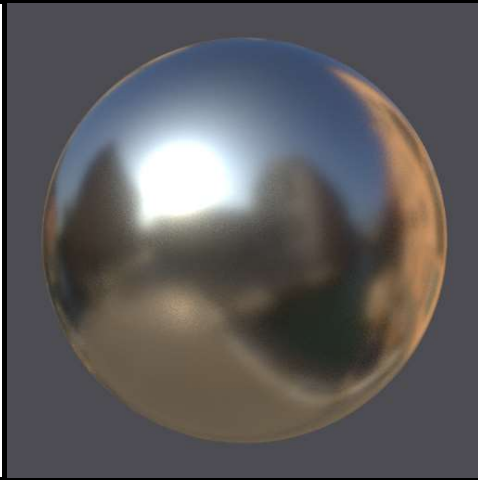



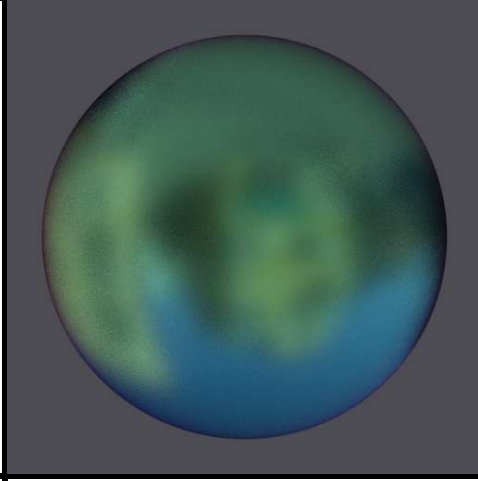

..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse_btfd:

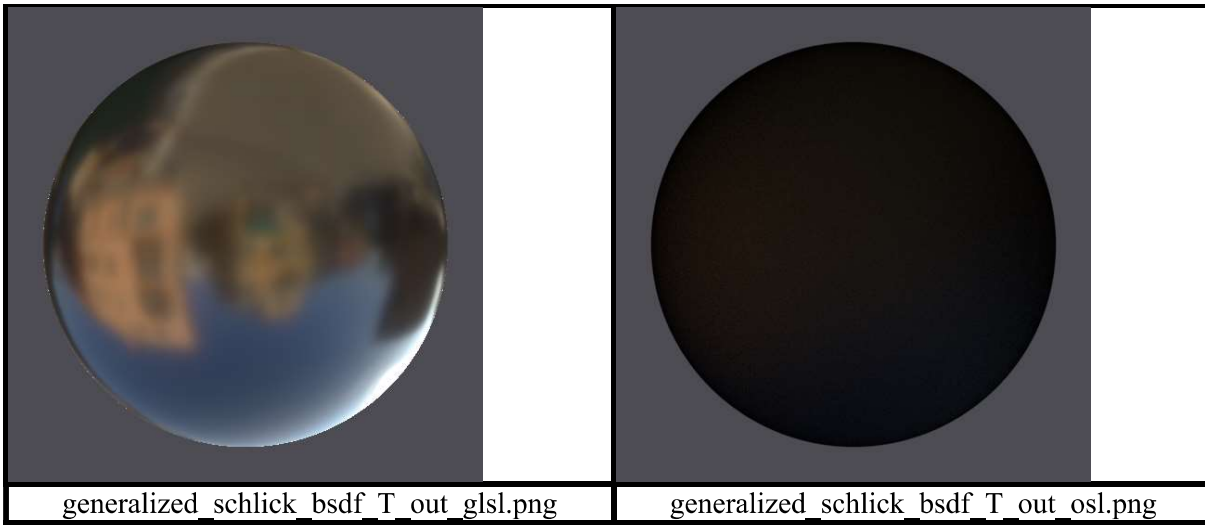


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:

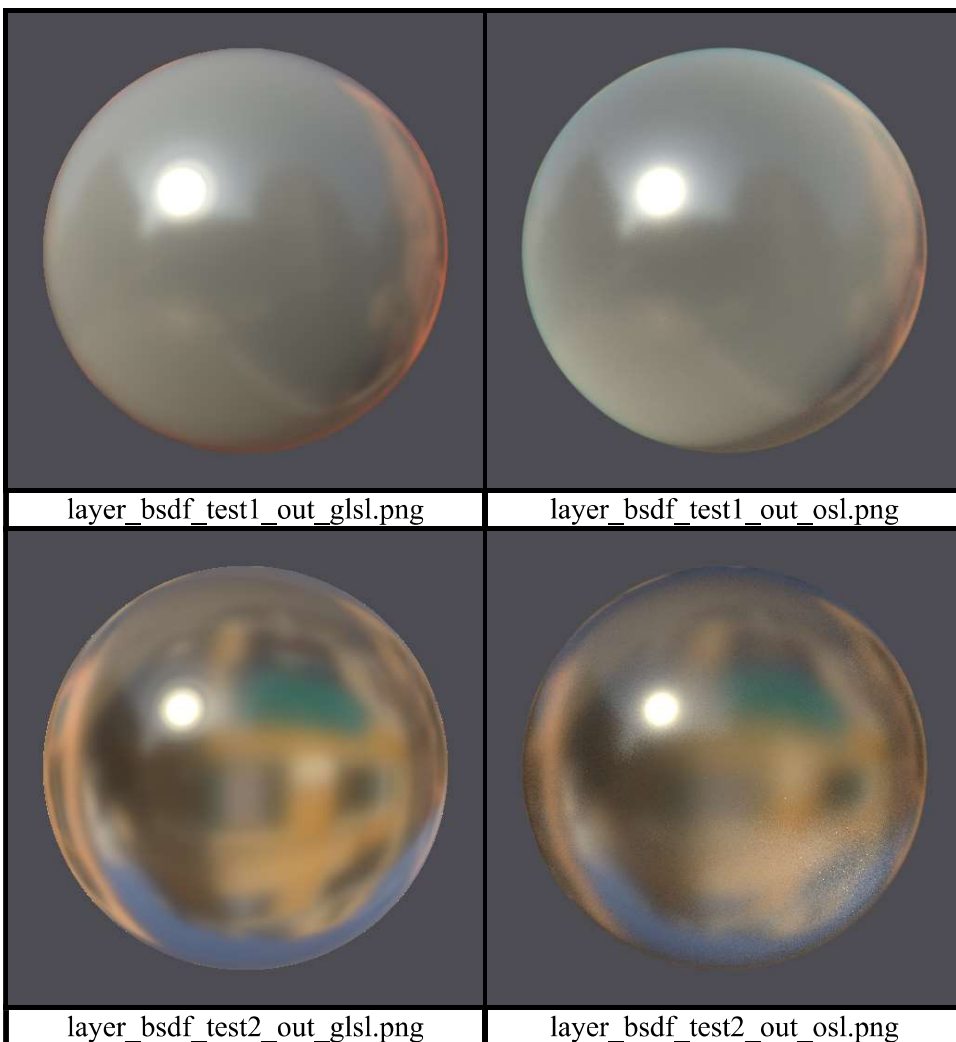


			
<code>generalized schlick bsdf layer RT out glsl.png</code>		<code>generalized schlick bsdf layer RT out osl.png</code>	
			
<code>generalized_schlick_bsdf_R2_out_glsl.png</code>		<code>generalized_schlick_bsdf_R2_out_osl.png</code>	
			
<code>generalized schlick bsdf RT2_out_glsl.png</code>		<code>generalized schlick bsdf RT2_out_osl.png</code>	

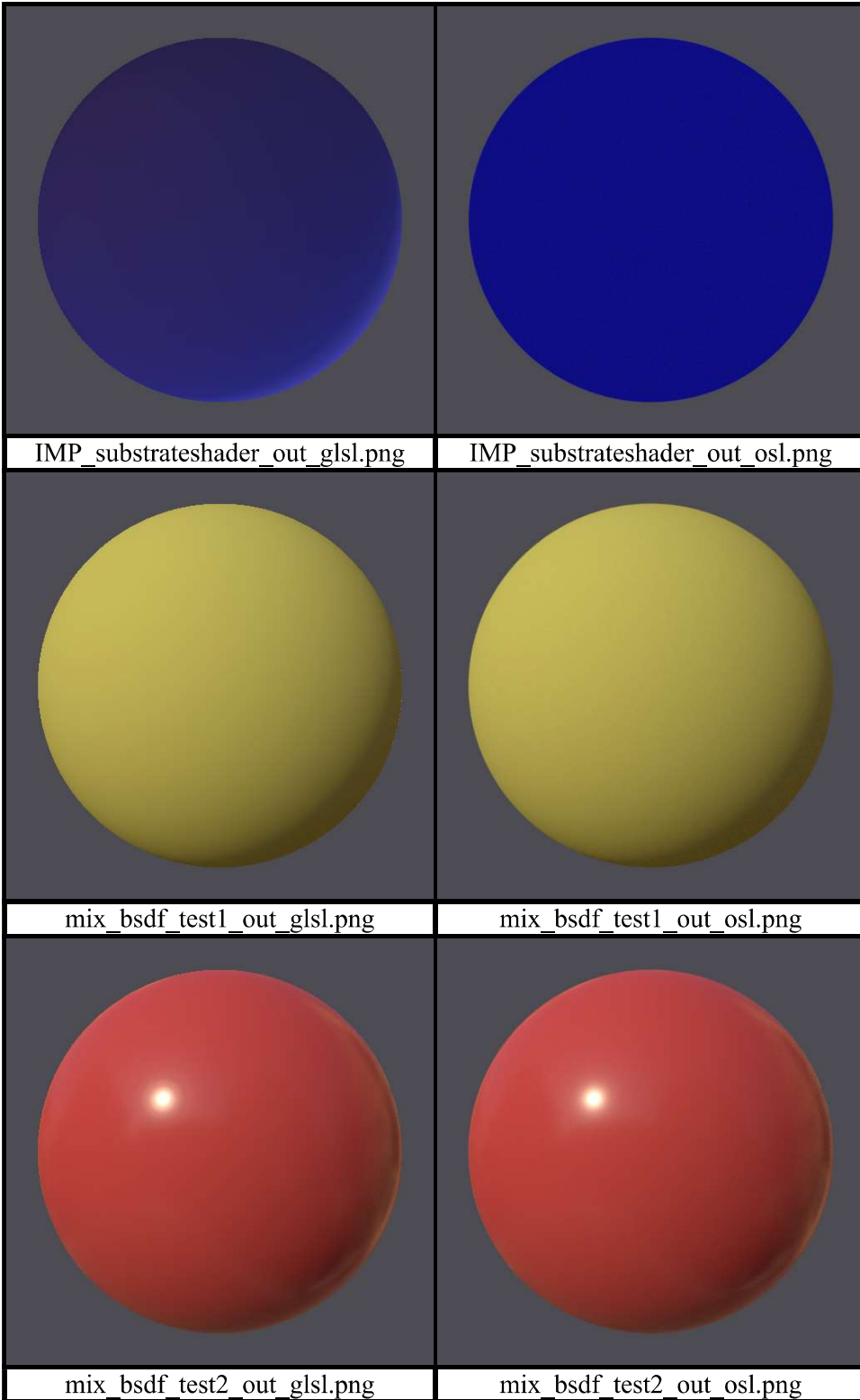
			
<code>generalized_schlick_bsdf_RT_out_gsl.png</code>		<code>generalized_schlick_bsdf_RT_out_osl.png</code>	
			
<code>generalized_schlick_bsdf_R_out_gsl.png</code>		<code>generalized_schlick_bsdf_R_out_osl.png</code>	
			
<code>generalized_schlick_bsdf_T2_out_gsl.png</code>		<code>generalized_schlick_bsdf_T2_out_osl.png</code>	

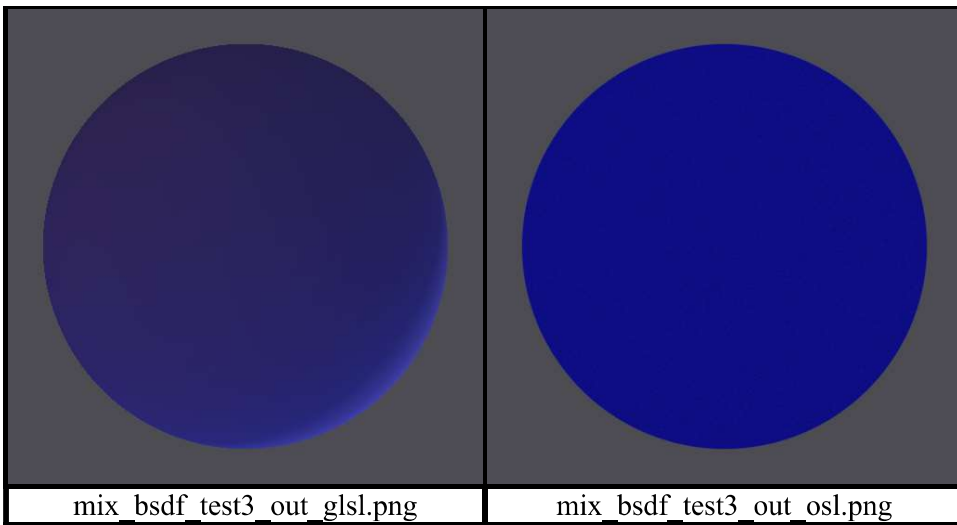


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

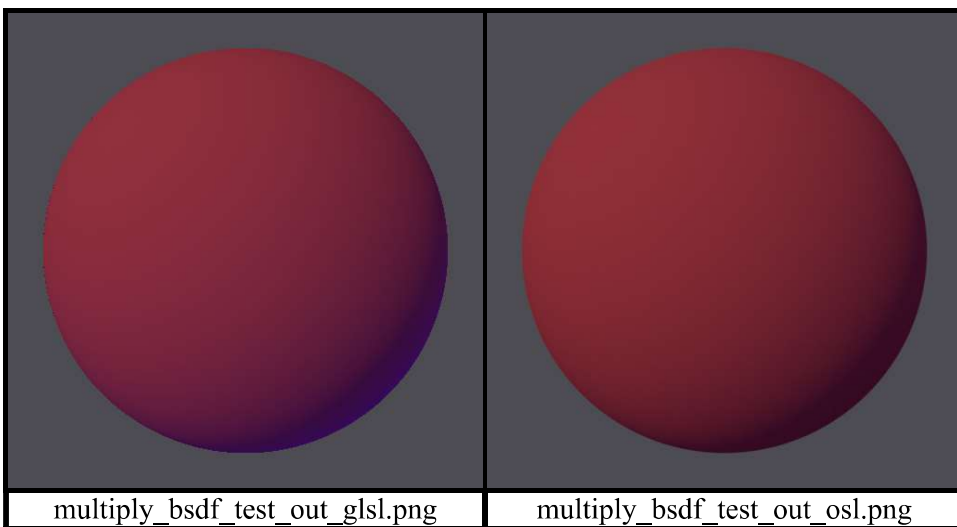


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

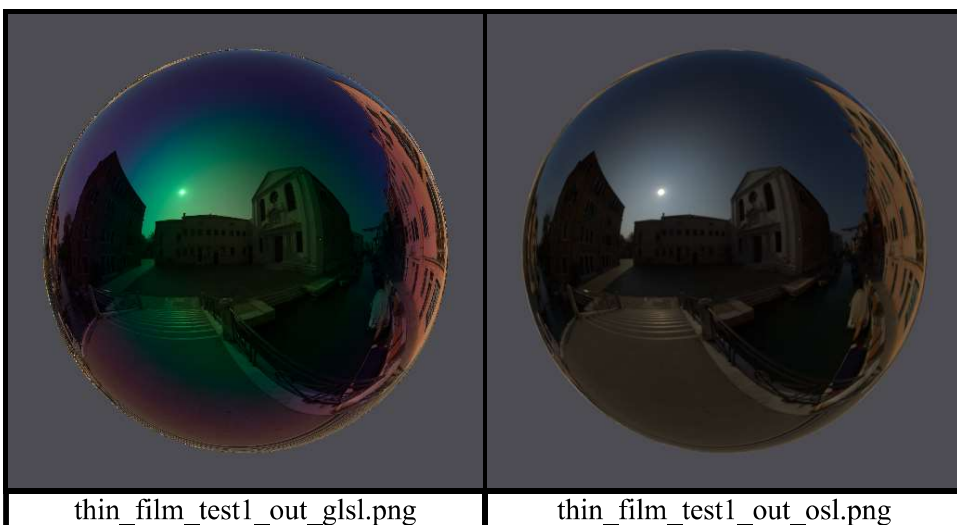


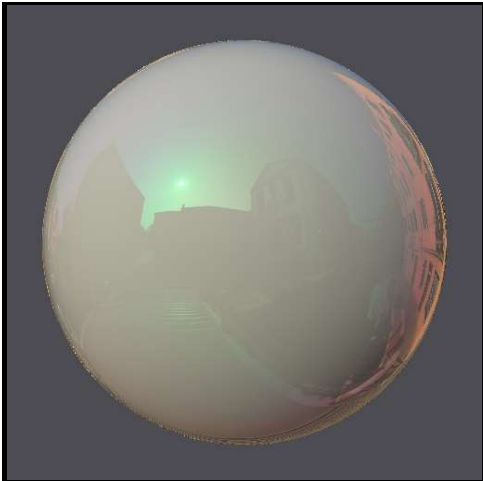

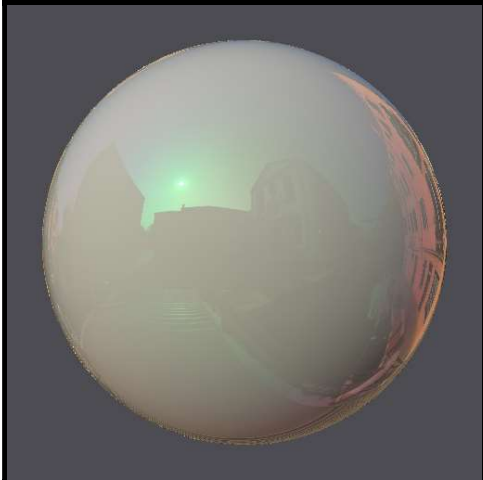

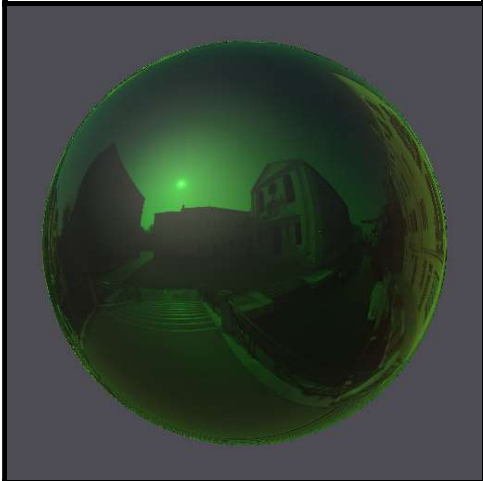
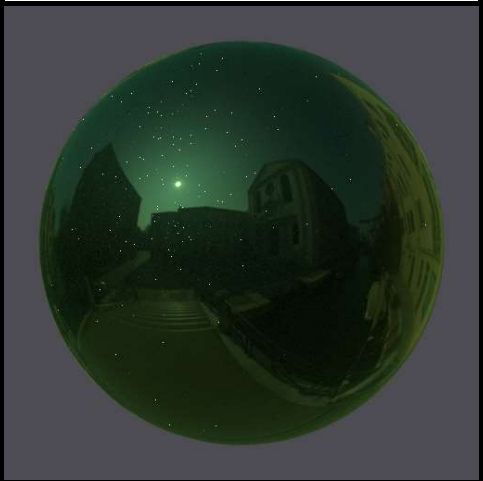


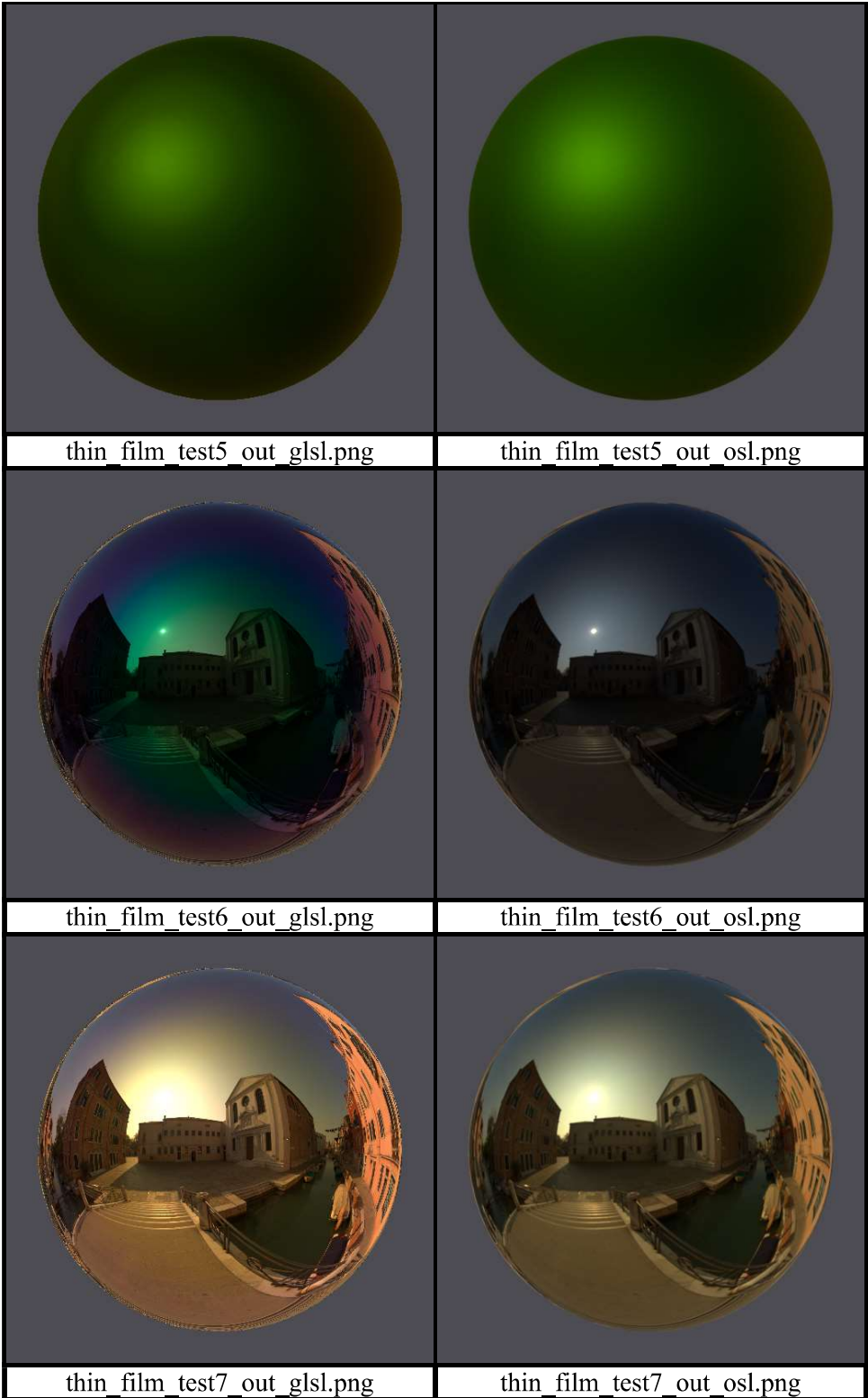
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:

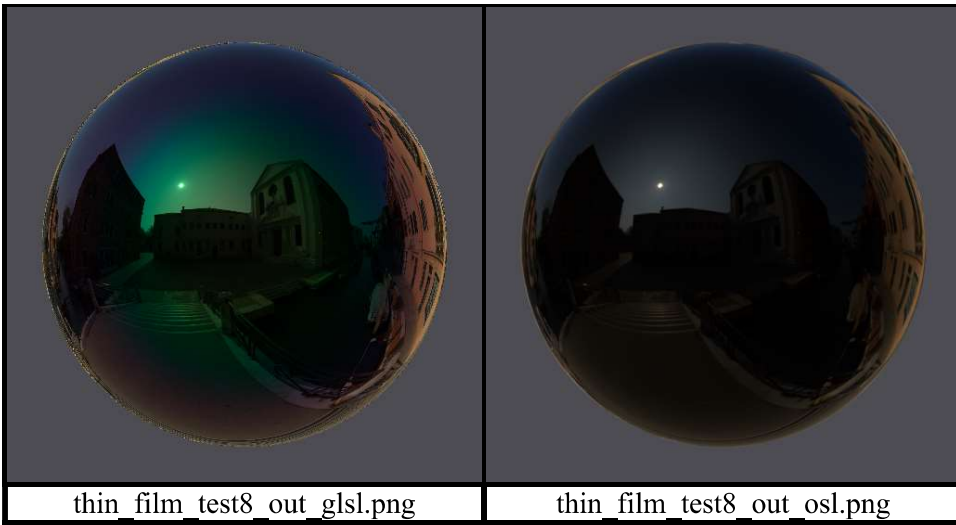


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:

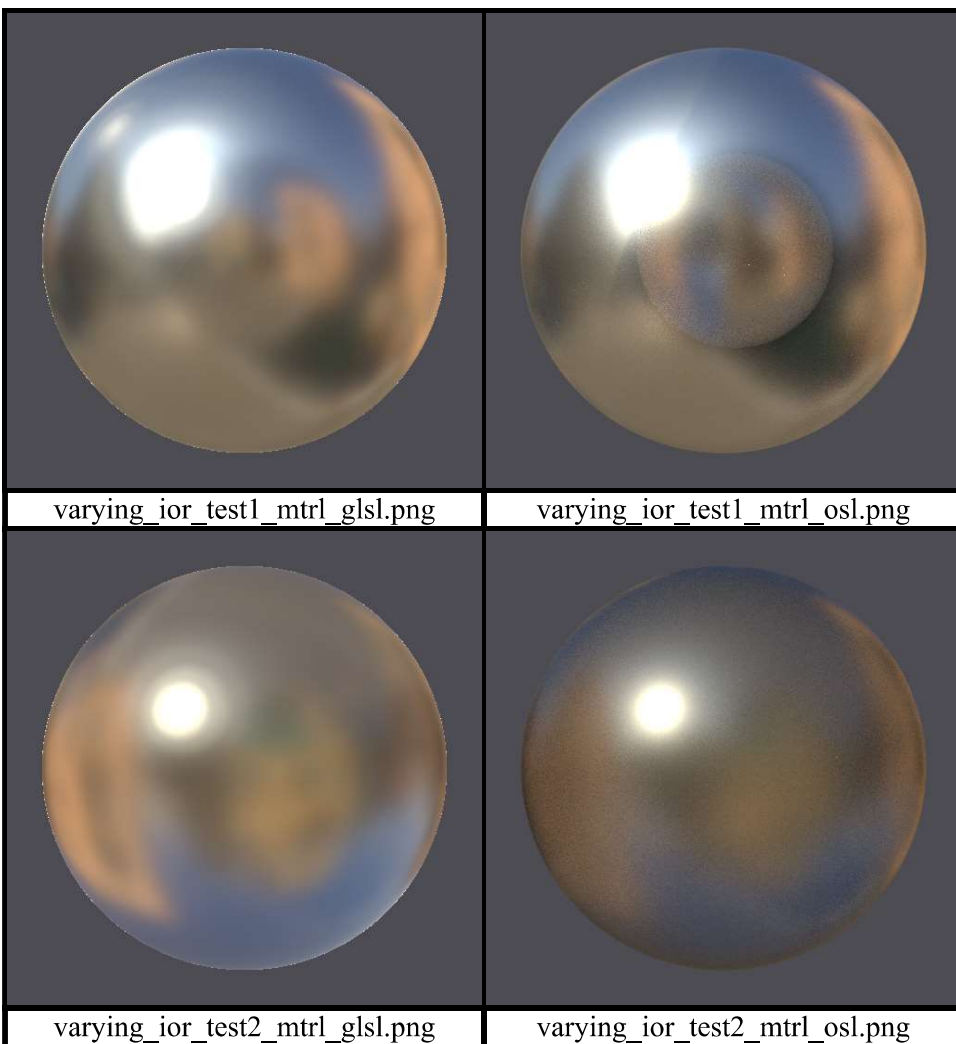


 A sphere with a thin film effect, showing a bright green light source and a dark scene reflected on its surface.	 A sphere with a thin film effect, showing a bright white light source and a dark scene reflected on its surface.
<p>thin_film_test2_out_glsl.png</p>	<p>thin_film_test2_out_osl.png</p>
 A sphere with a thin film effect, showing a bright green light source and a dark scene reflected on its surface.	 A sphere with a thin film effect, showing a bright white light source and a dark scene reflected on its surface.
<p>thin_film_test3_out_glsl.png</p>	<p>thin_film_test3_out_osl.png</p>
 A sphere with a thin film effect, showing a bright green light source and a dark scene reflected on its surface.	 A sphere with a thin film effect, showing a bright white light source and a dark scene reflected on its surface.
<p>thin_film_test4_out_glsl.png</p>	<p>thin_film_test4_out_osl.png</p>

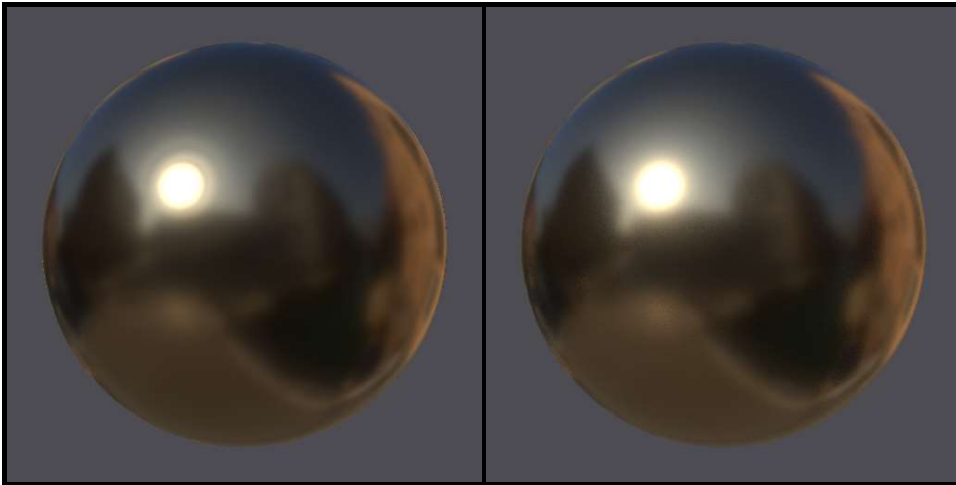




..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:

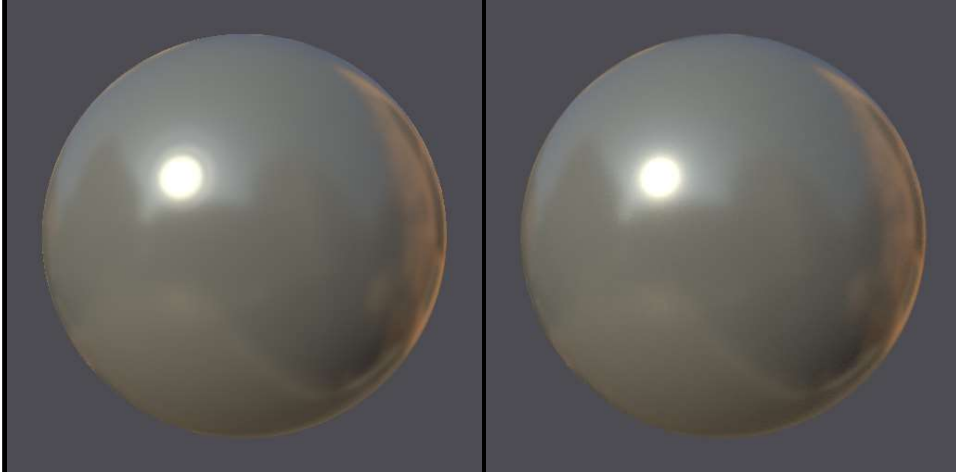


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:



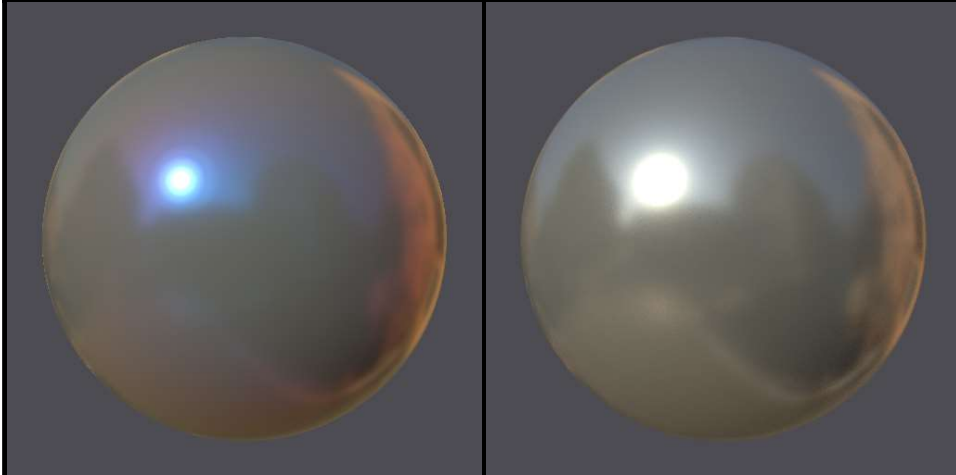
vertical_layering_ex10_out_glsl.png

vertical_layering_ex10_out_osl.png



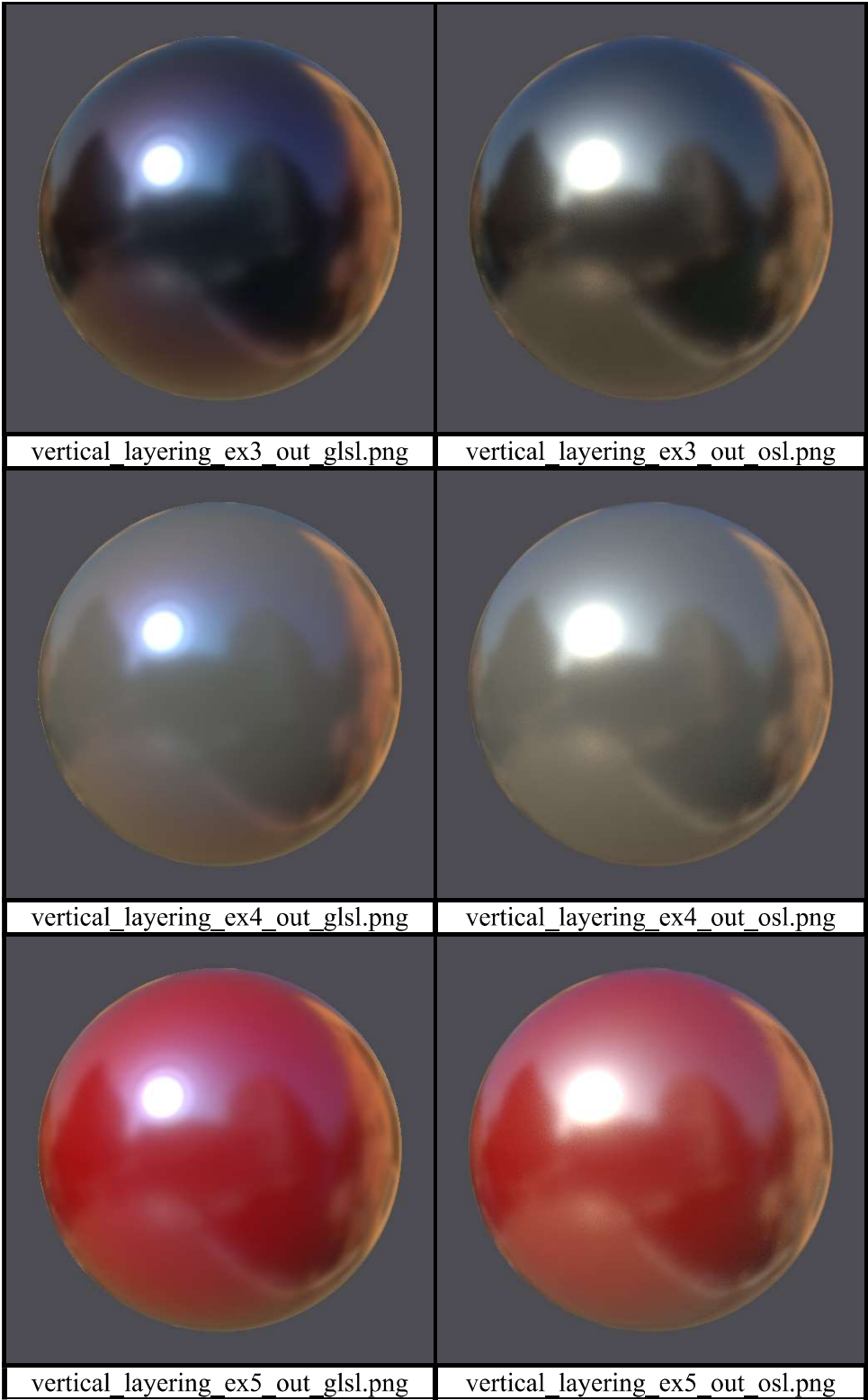
vertical_layering_ex1_out_glsl.png

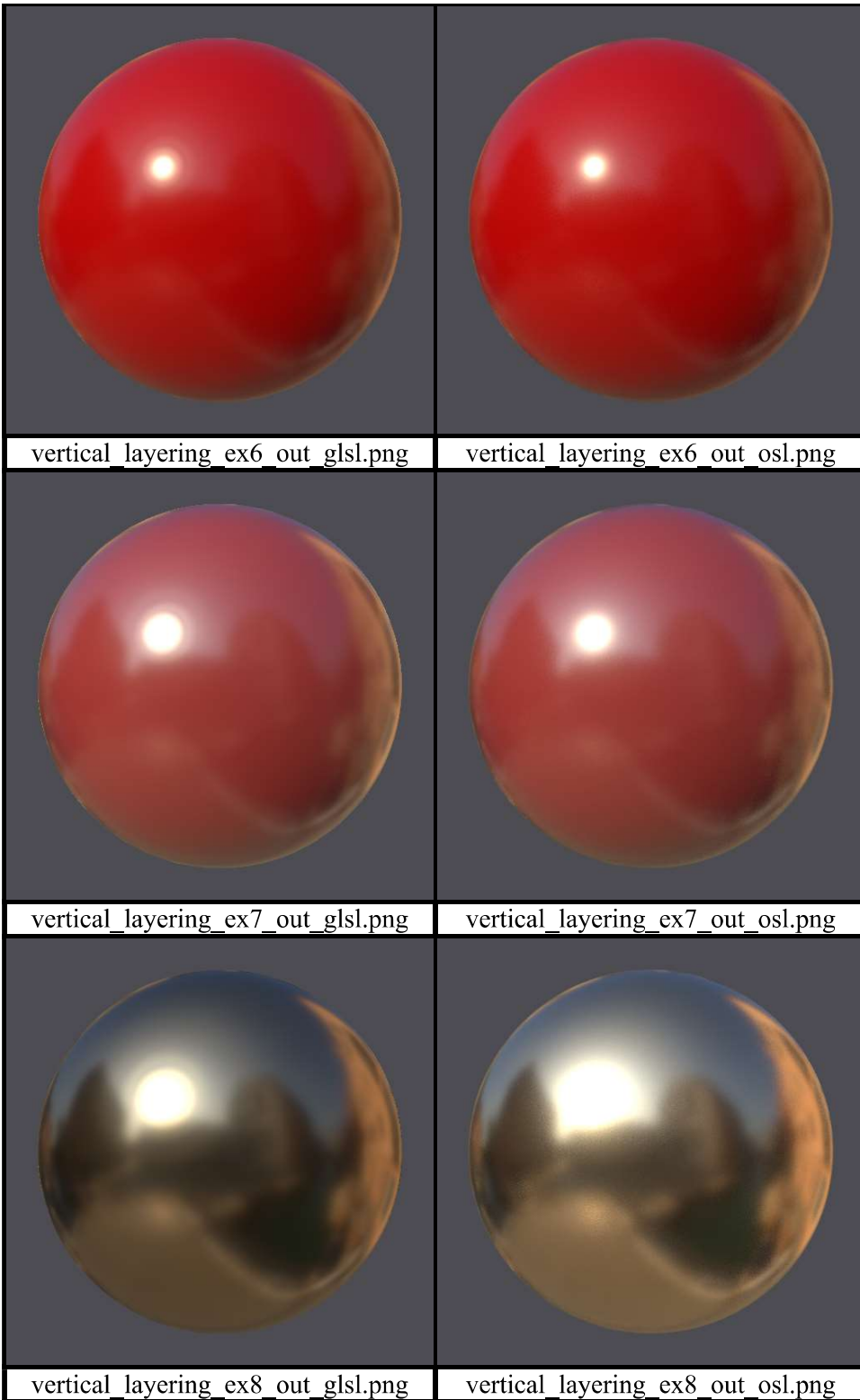
vertical_layering_ex1_out_osl.png

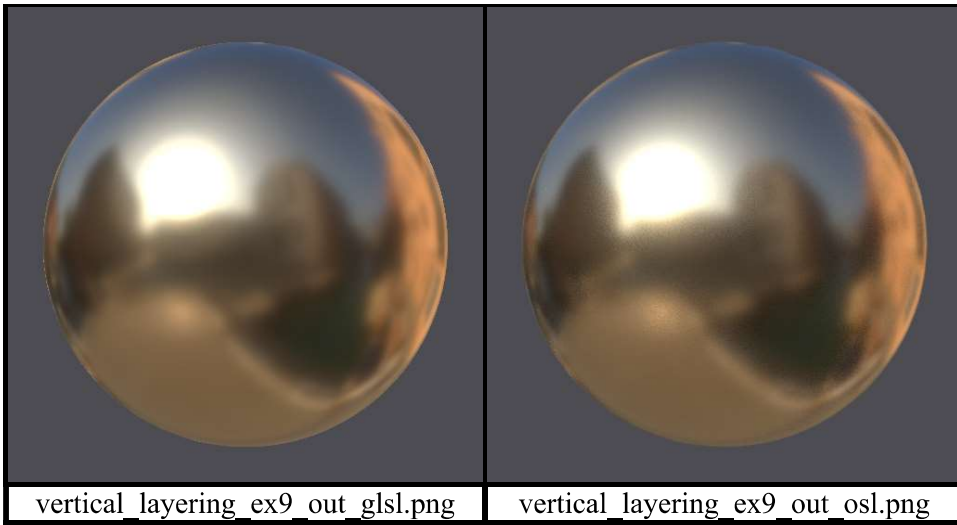


vertical_layering_ex2_out_glsl.png

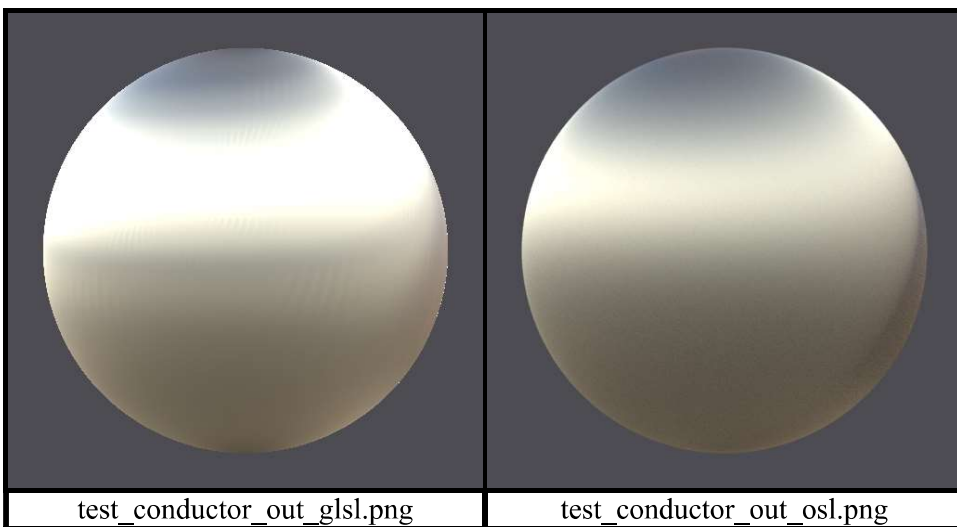
vertical_layering_ex2_out_osl.png



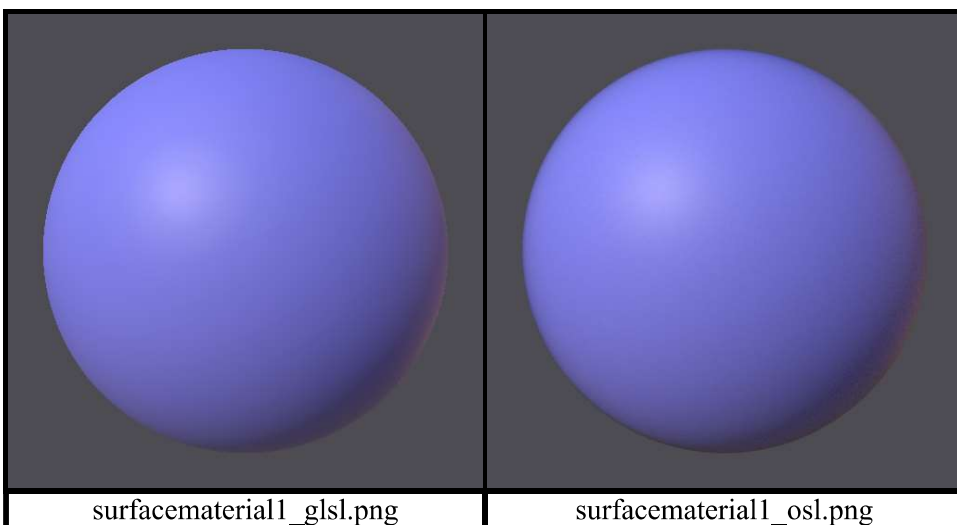


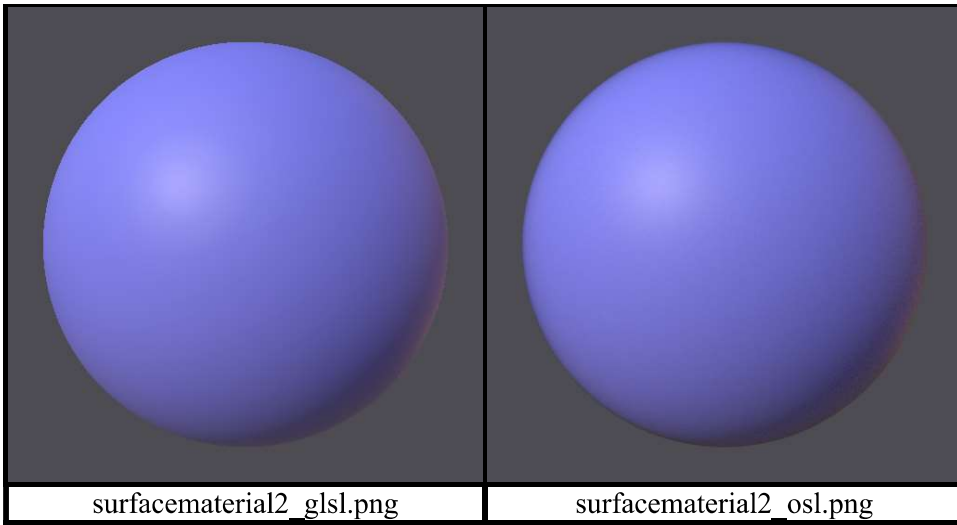


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\wedge_conductor:

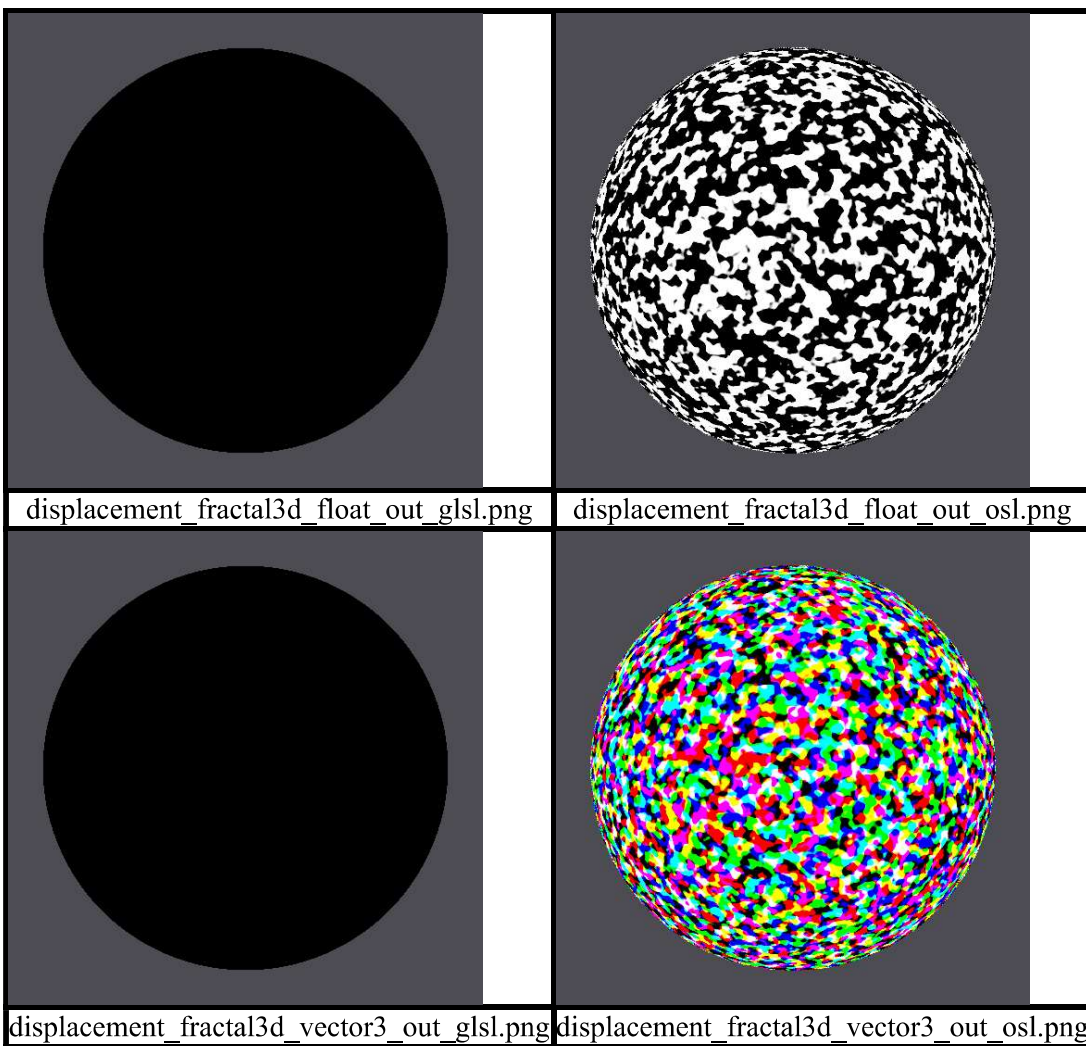


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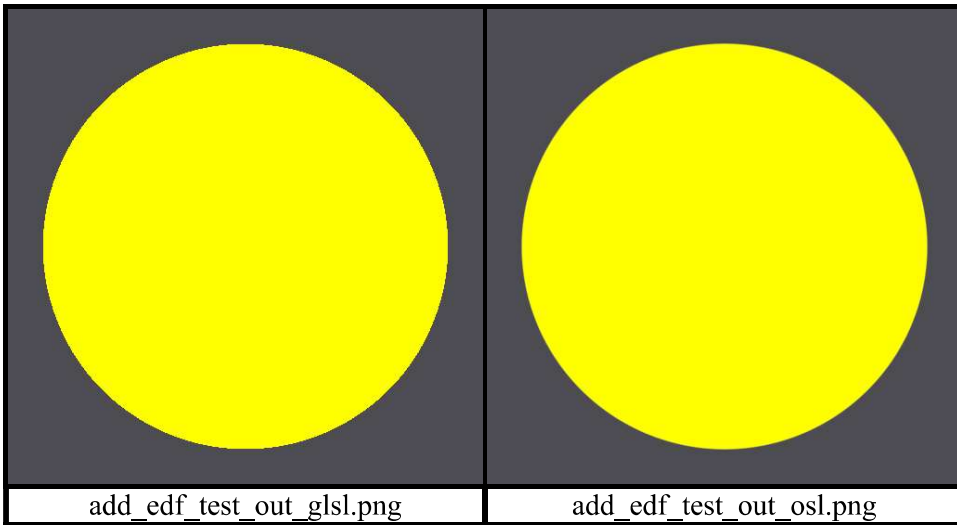




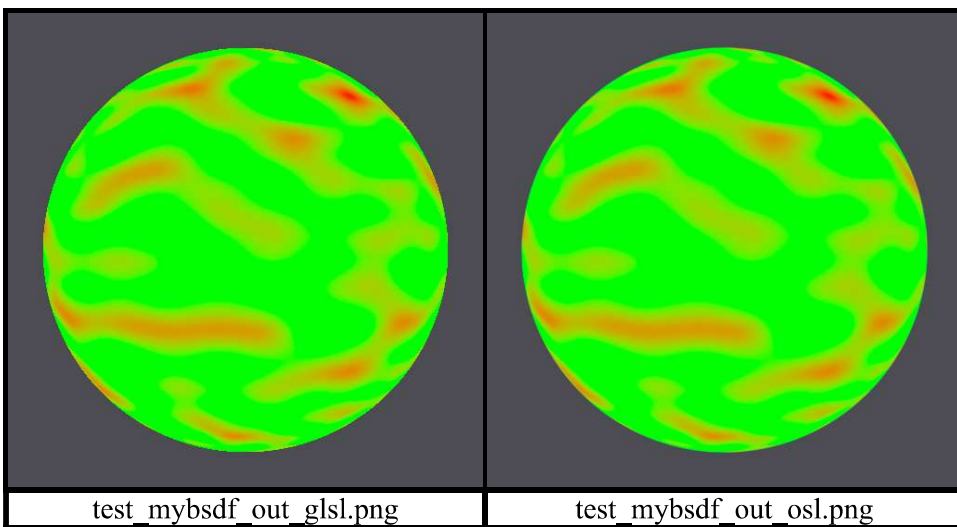
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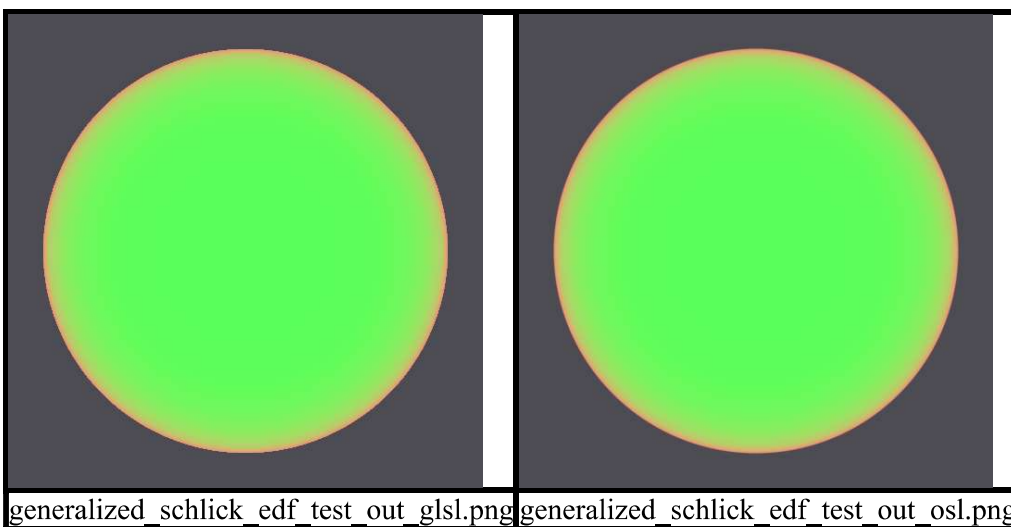
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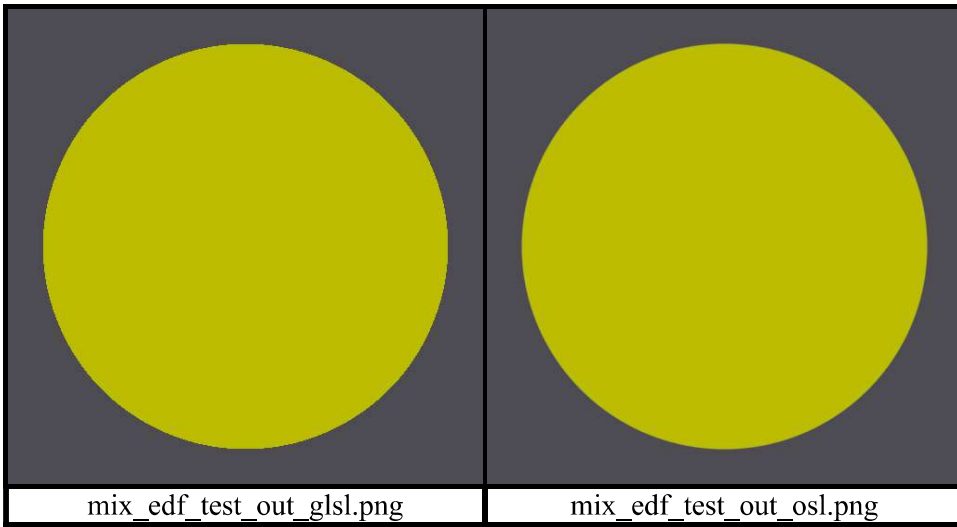
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf_graph:



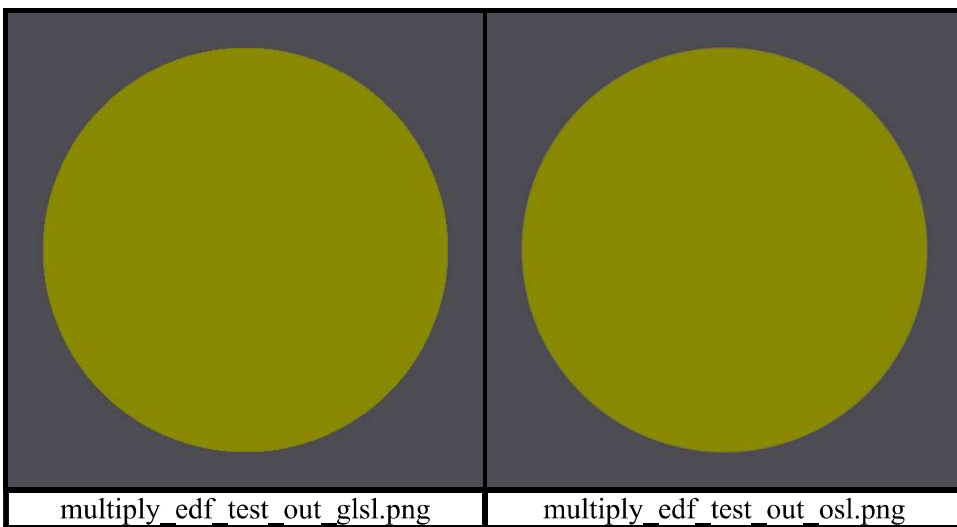
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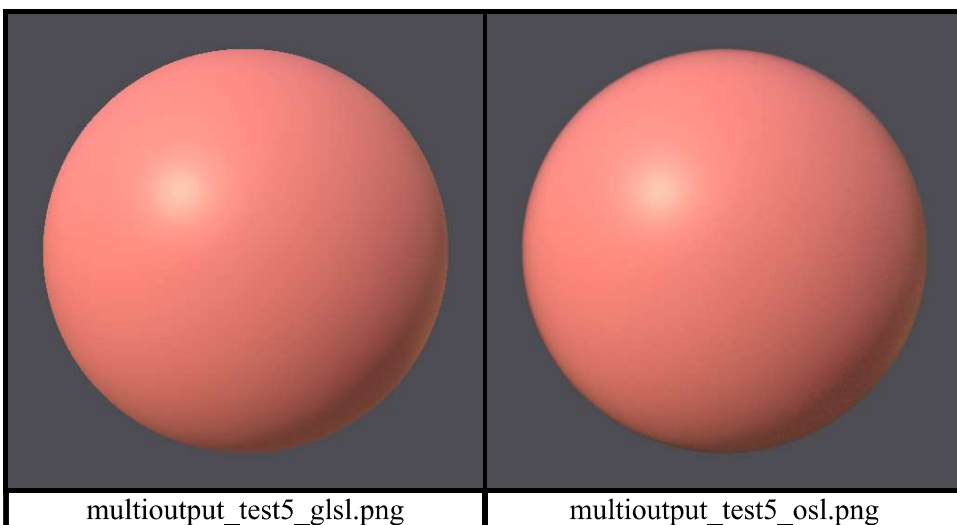
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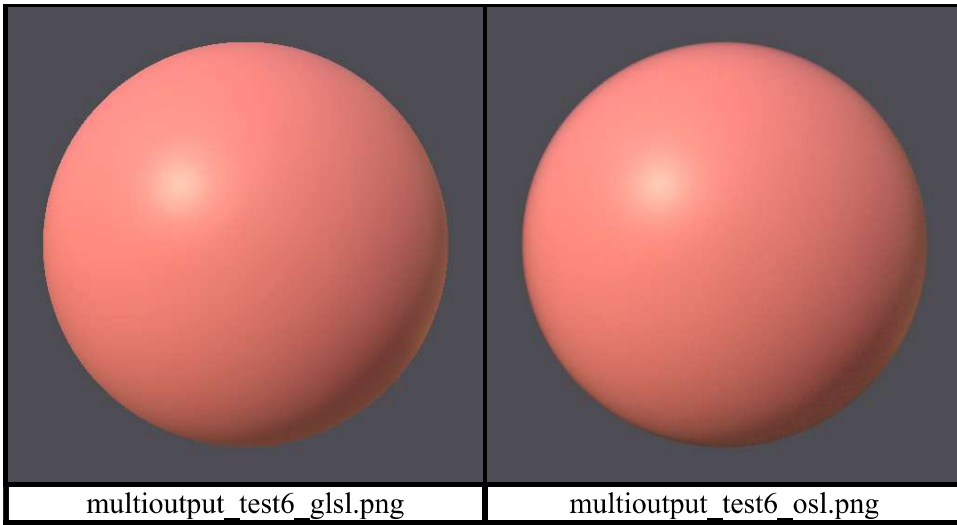


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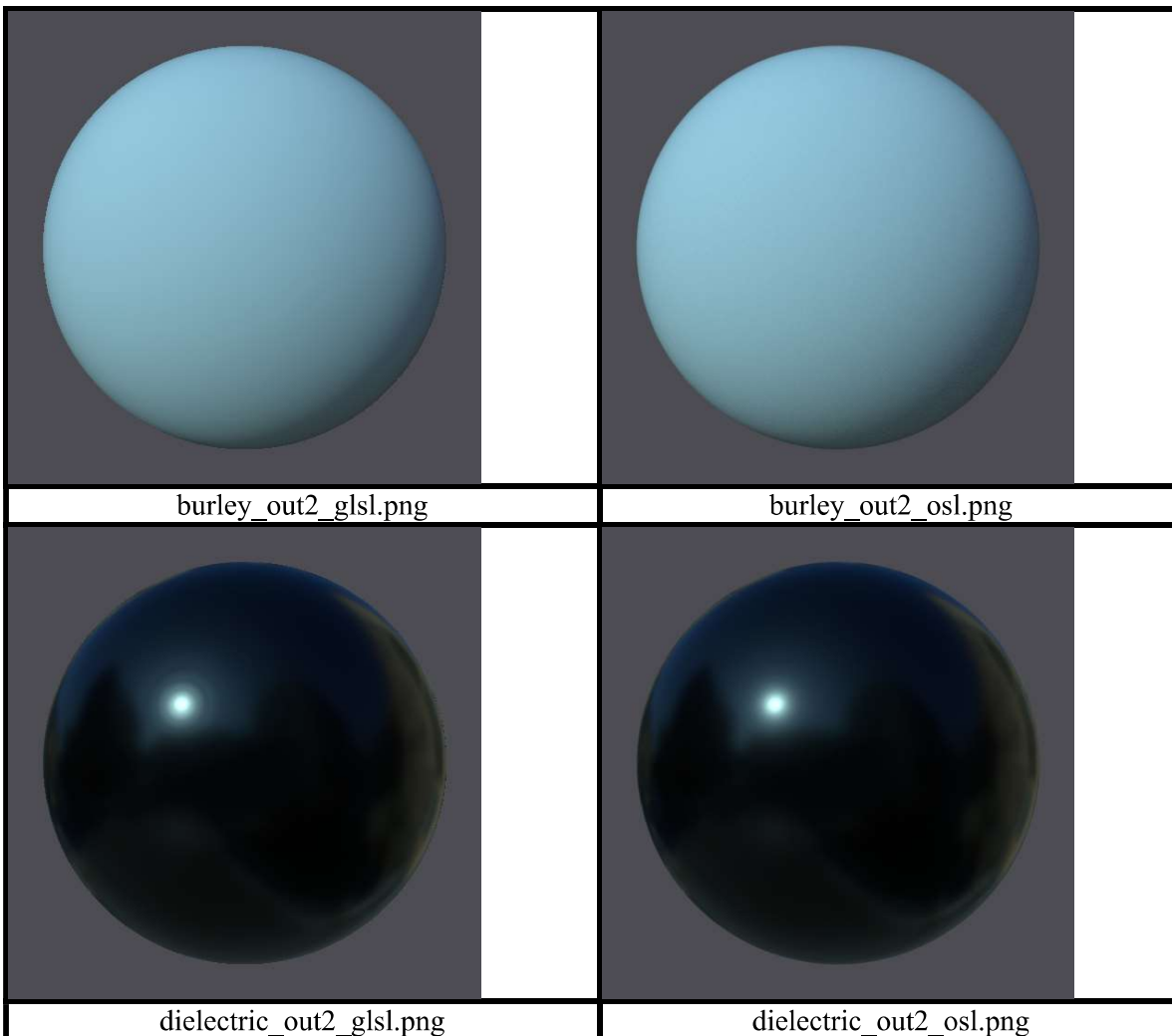


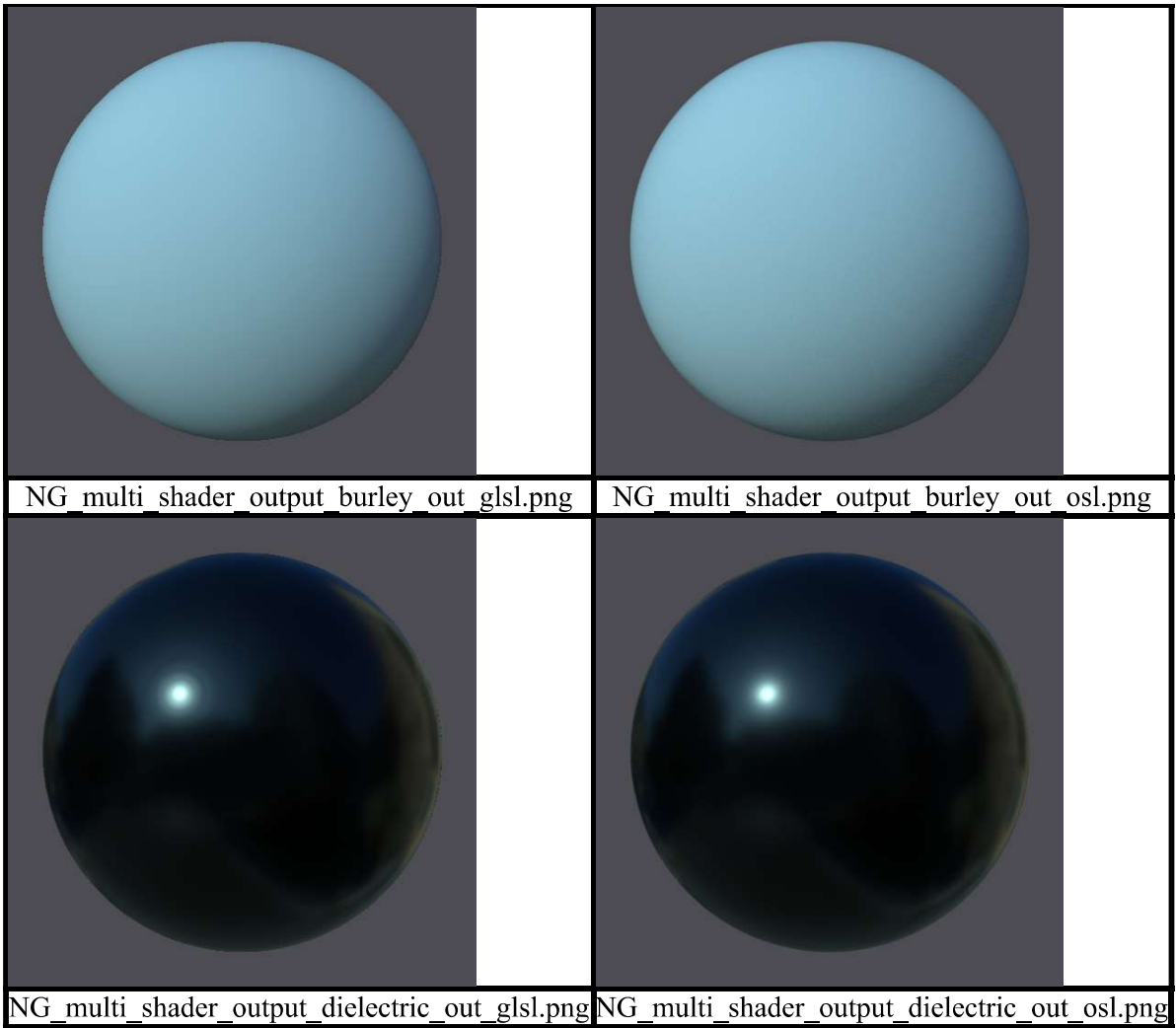
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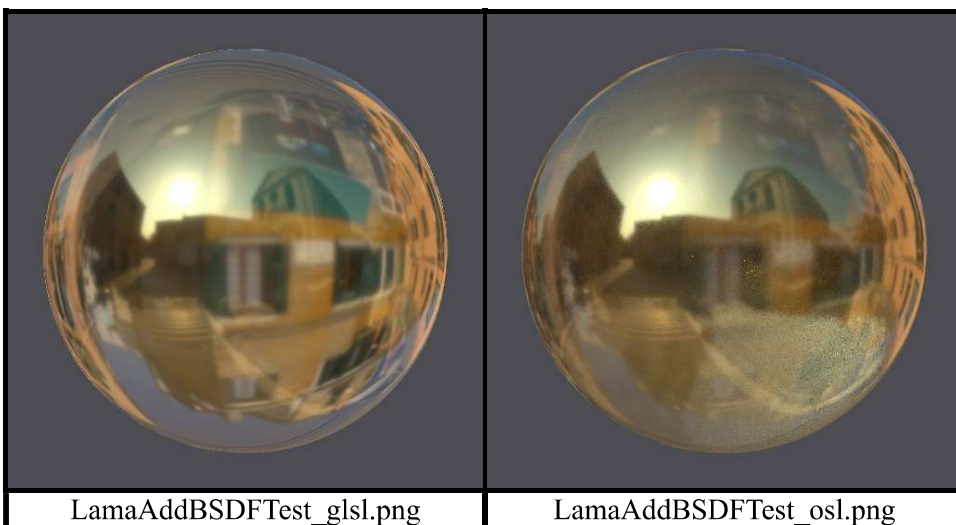


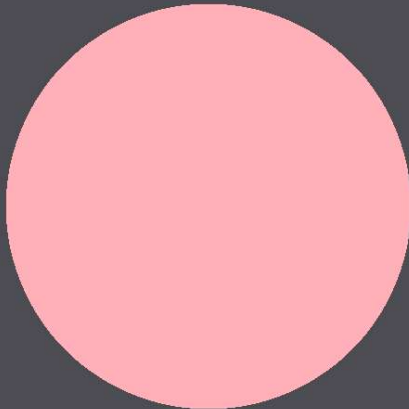
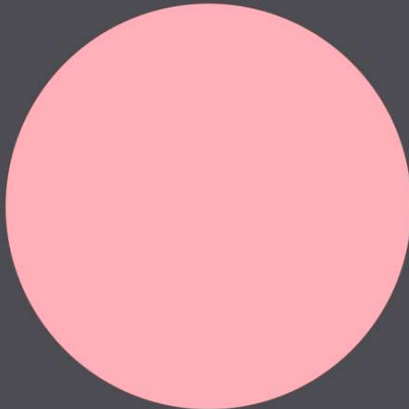




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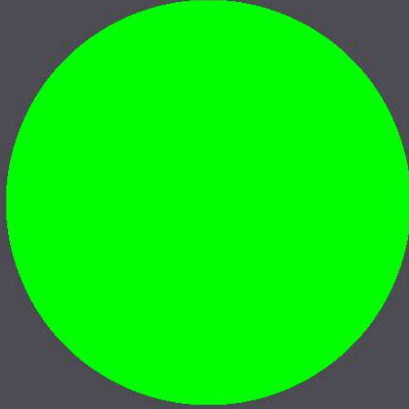
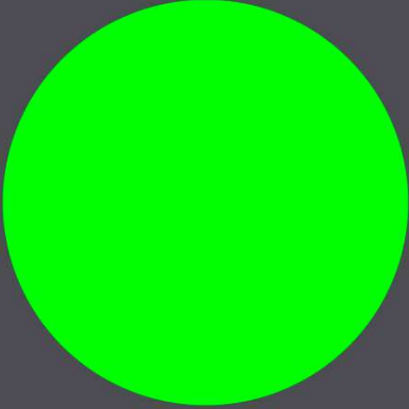




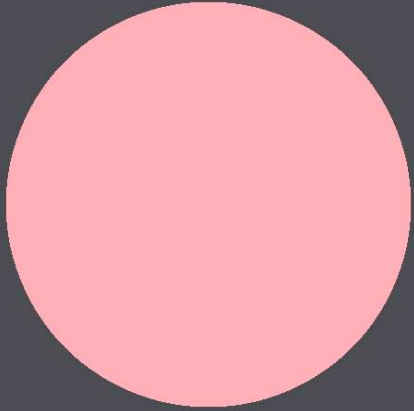
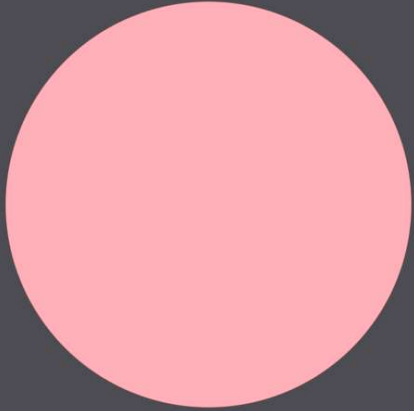






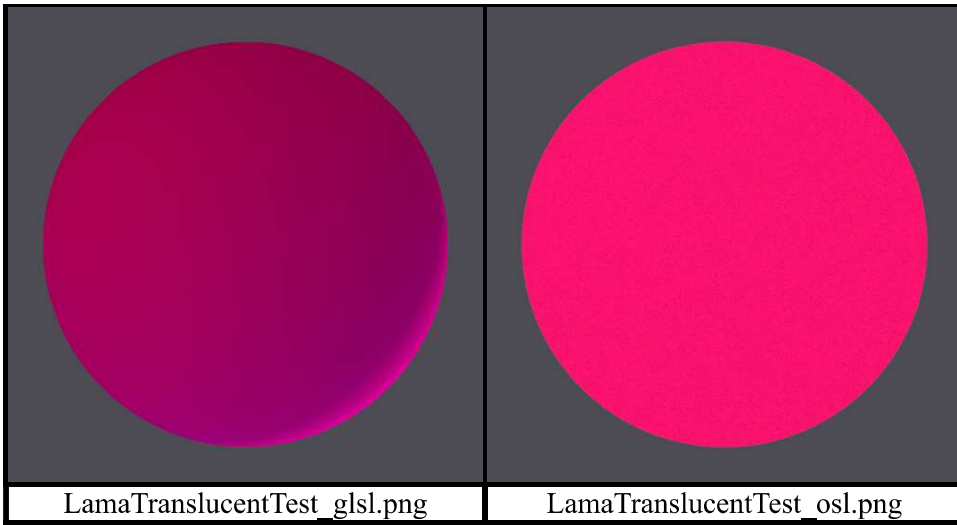
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama_tests:



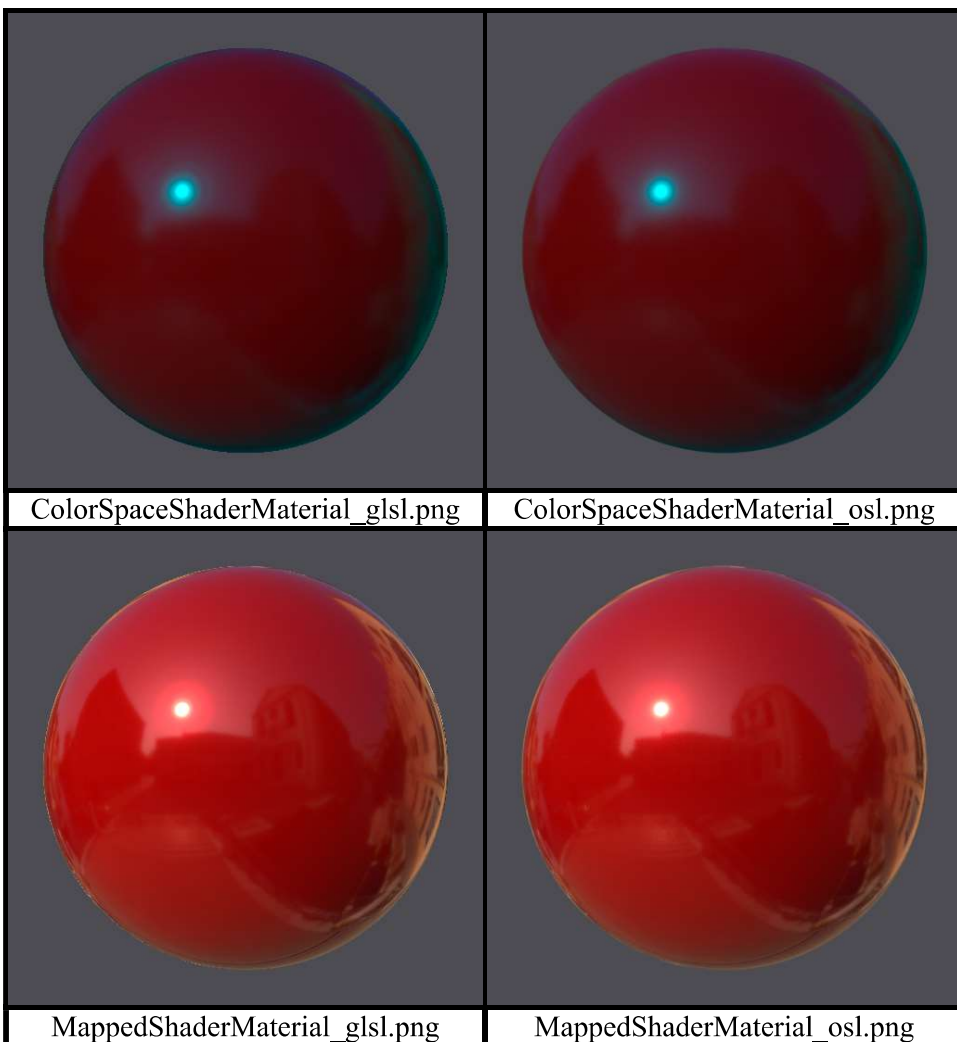
	
<p>LamaAddEDFTest_gsl.png</p>	<p>LamaAddEDFTest_osl.png</p>
	
<p>LamaConductorTest_gsl.png</p>	<p>LamaConductorTest_osl.png</p>
	
<p>LamaDielectricTest_gsl.png</p>	<p>LamaDielectricTest_osl.png</p>

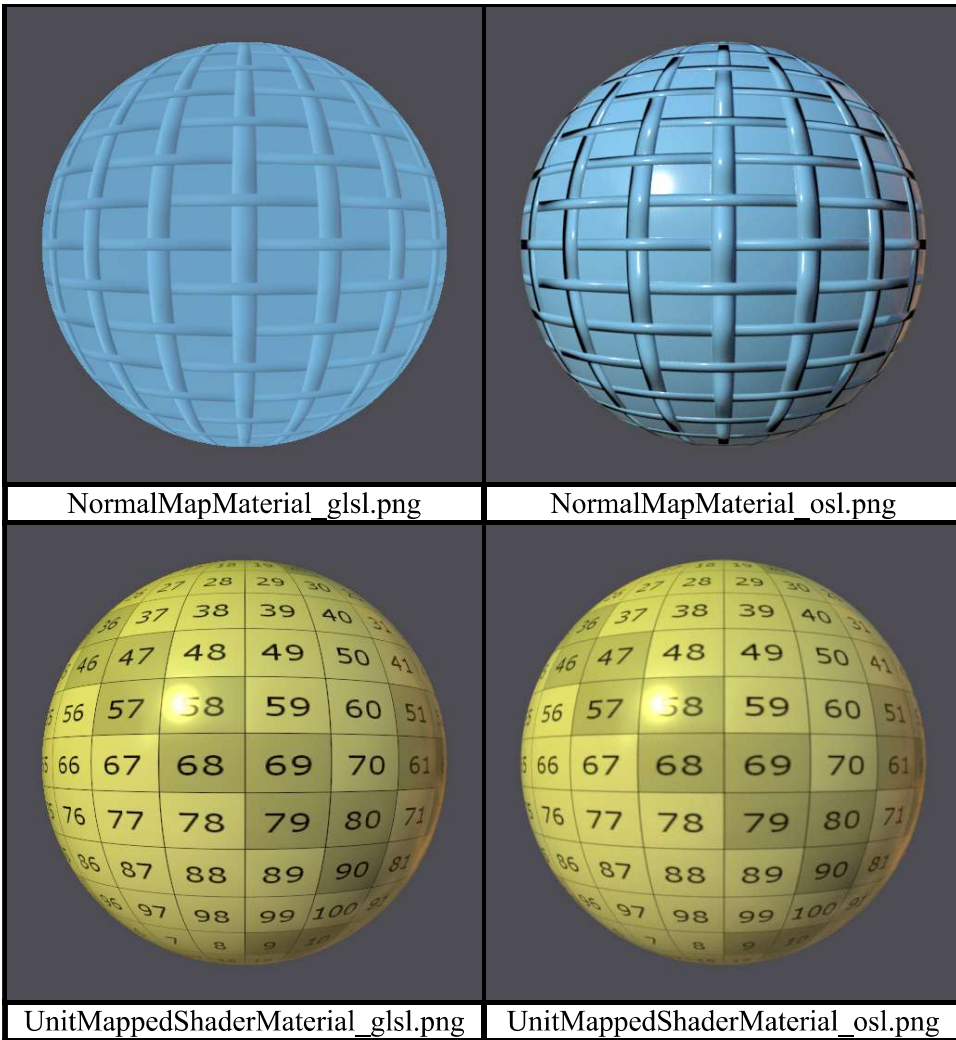
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png
	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png
	
LamaMixBSDFTest_gsl.png	LamaMixBSDFTest_osl.png

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

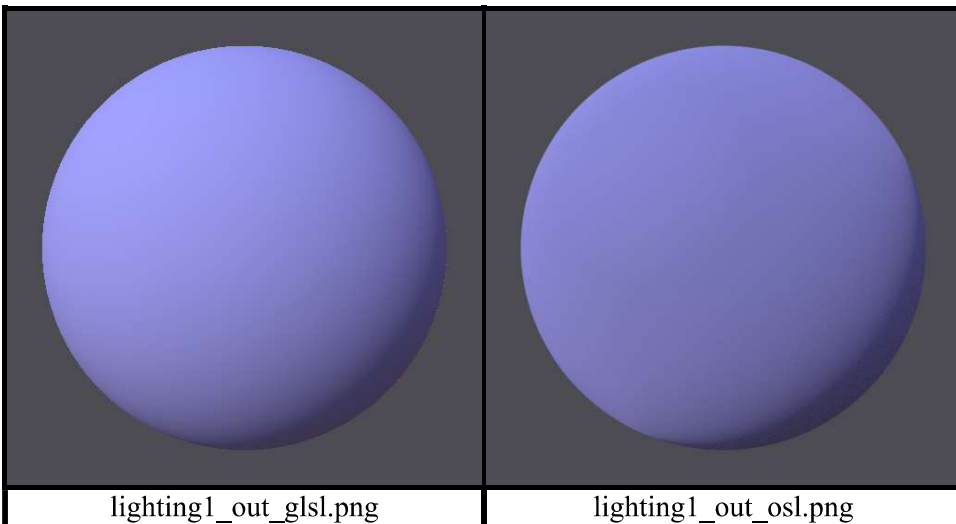


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

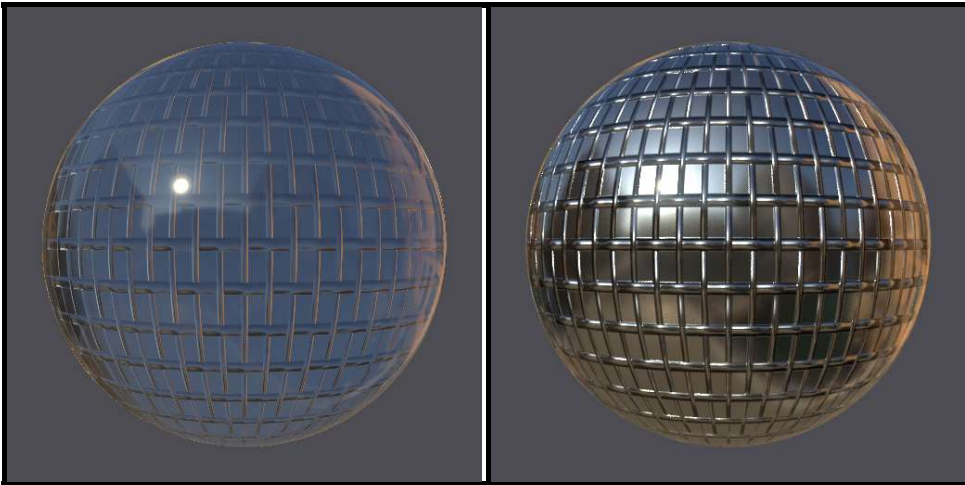




..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:



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



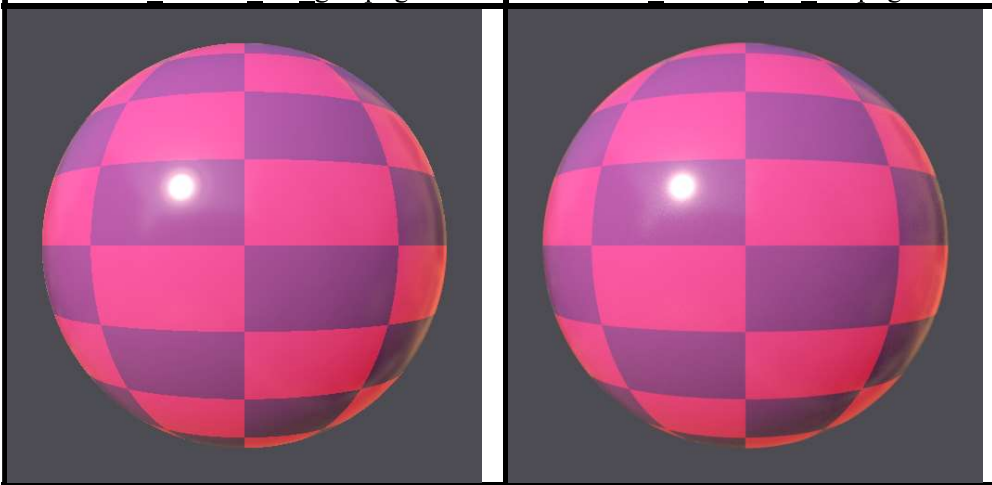
NormalMappedShaderMaterial_gsl.png NormalMappedShaderMaterial_osl.png

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

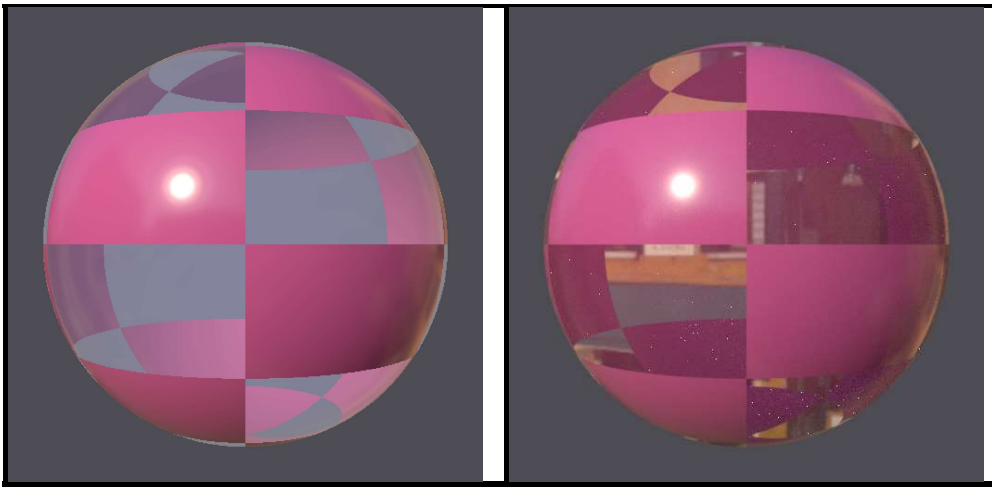


mix surface out gsl.png

mix surface out osl.png

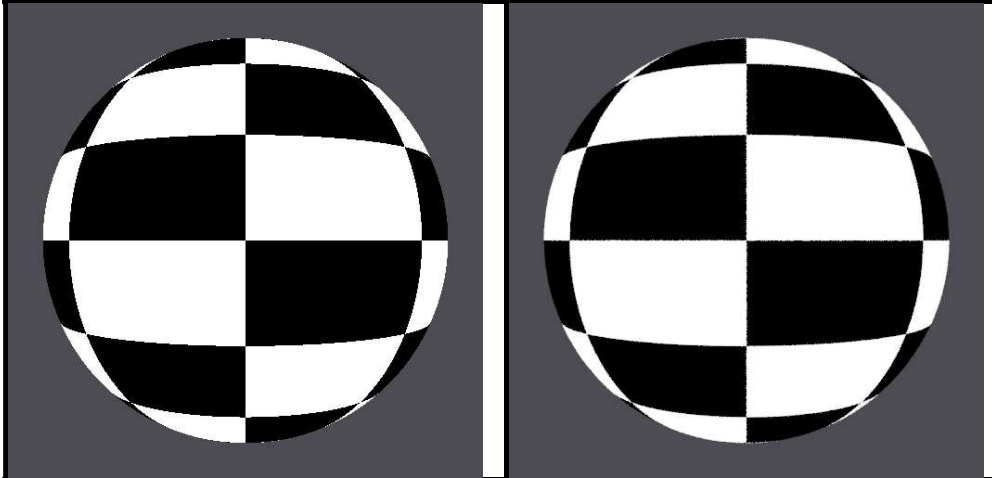


mix surface with emission out gsl.png mix surface with emission out osl.png



mix surface with opacity out glsl.png

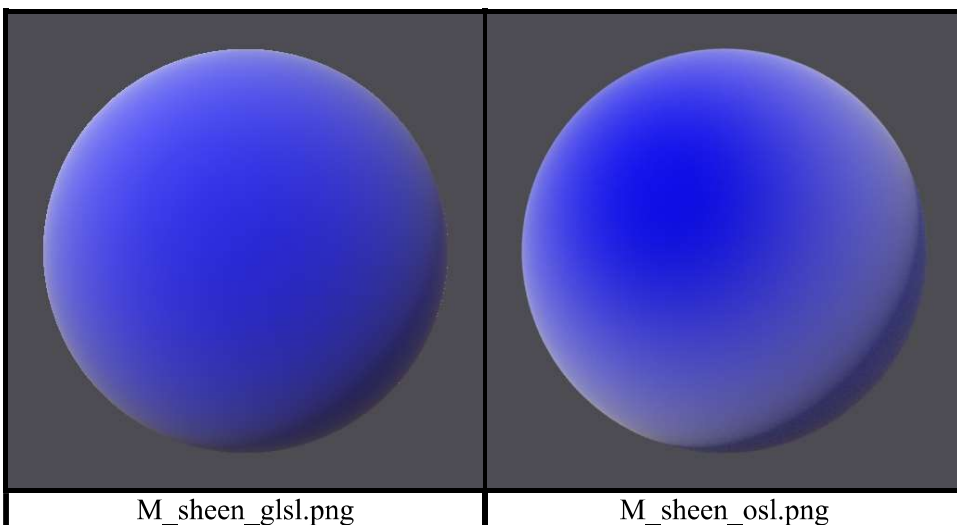
mix surface with opacity out osl.png



NG_checker_float_out_glsl.png

NG_checker_float_out_osl.png

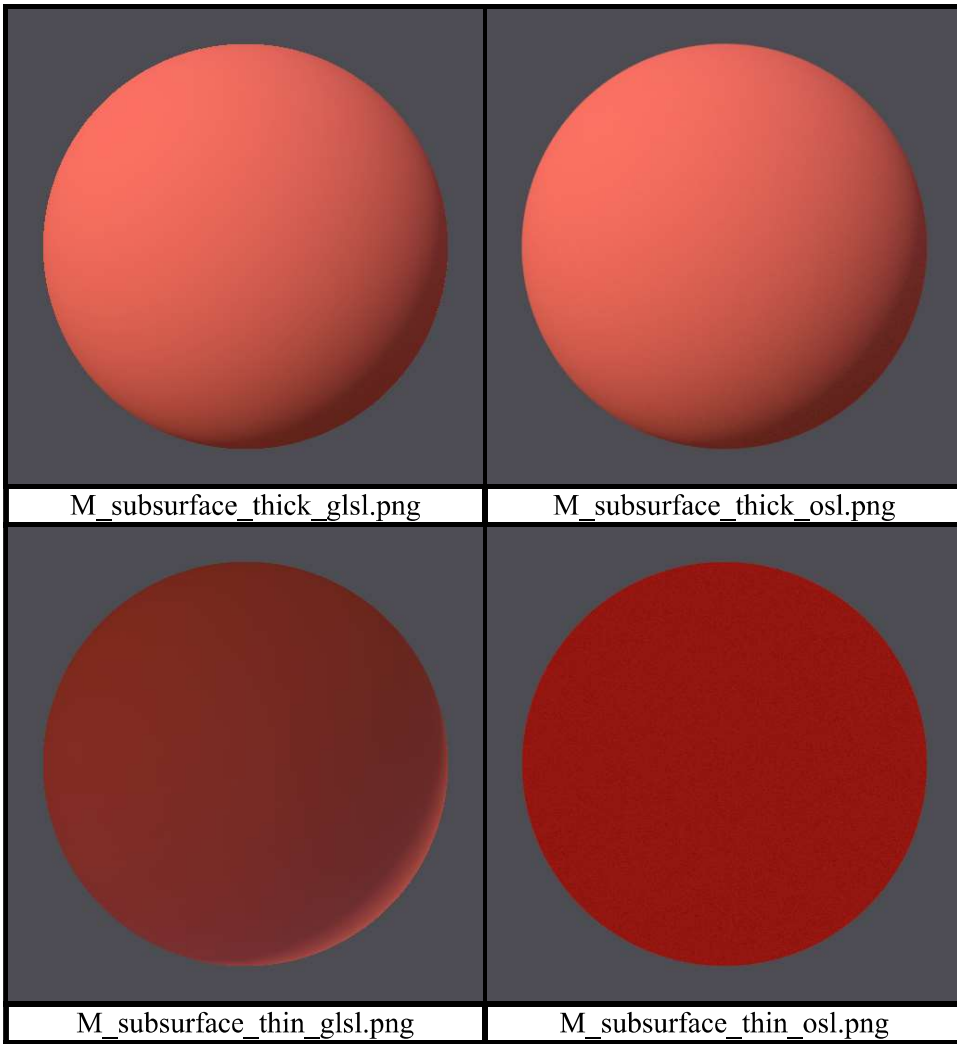
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



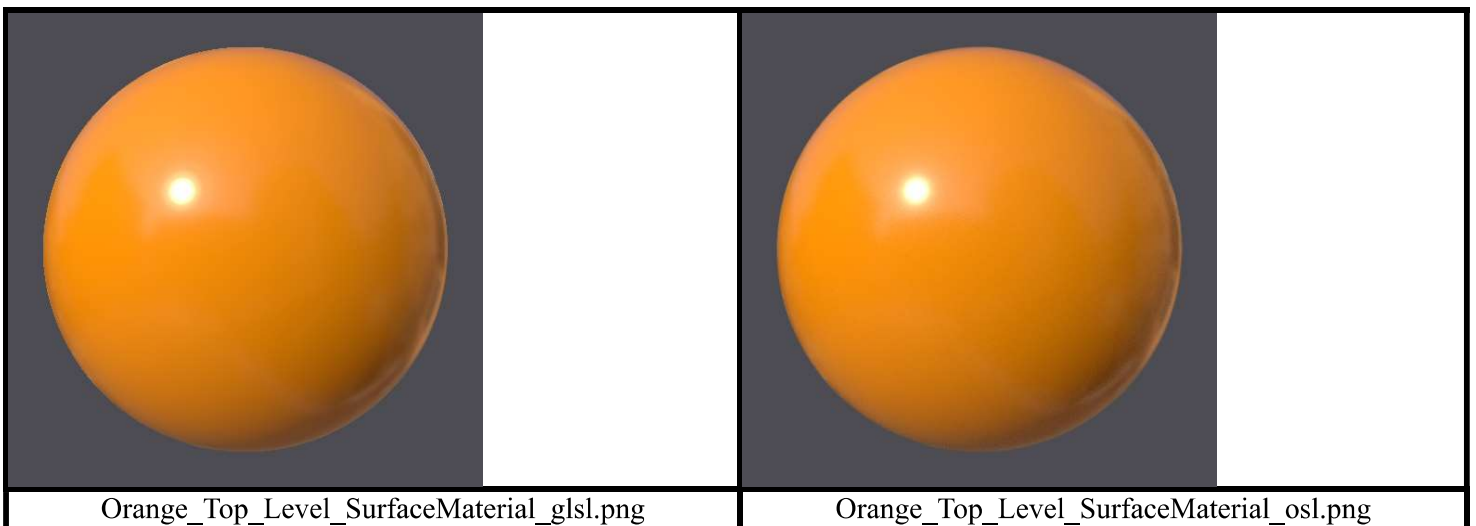
M_sheen_glsl.png

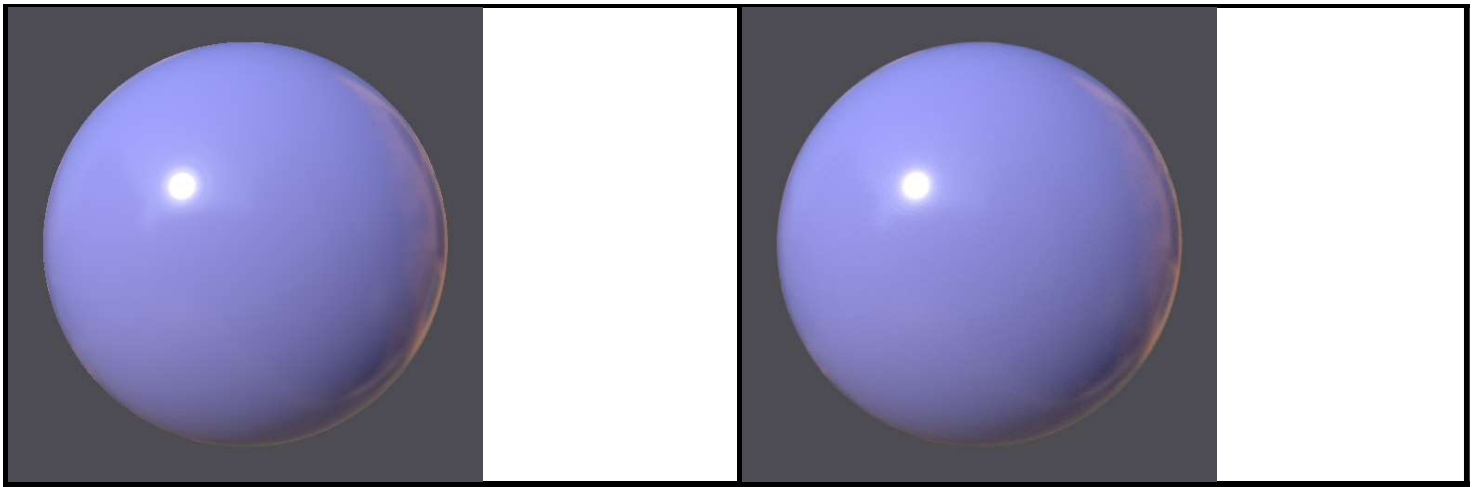
M_sheen_osl.png

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

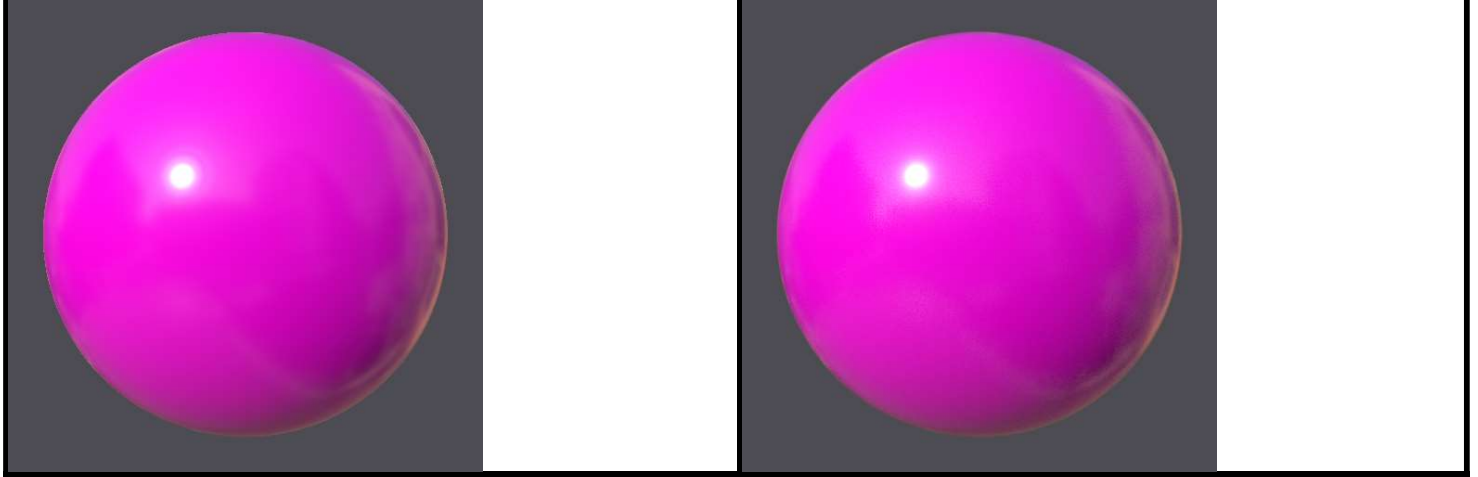


..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:



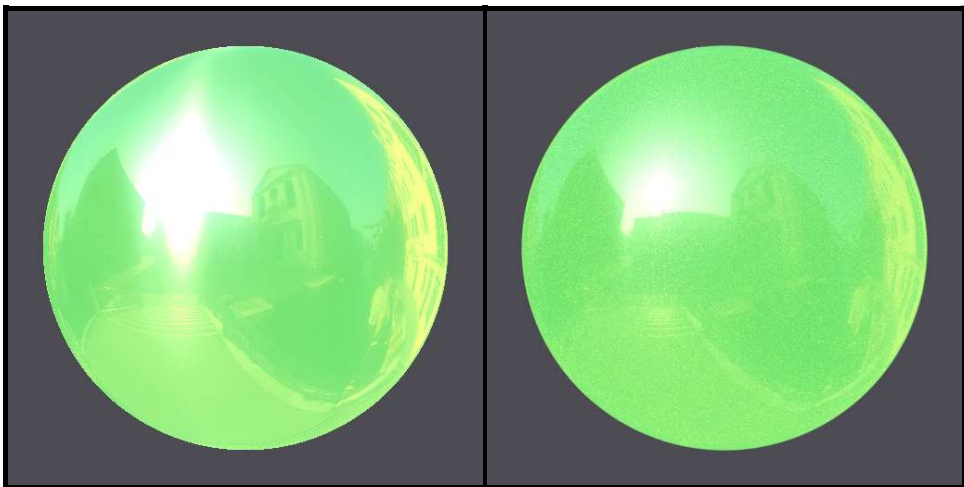


SurfaceMaterial_All_Mapped_NodeGraph_Mapped_gsl.png SurfaceMaterial_All_Mapped_NodeGraph_Mapped_osl.png



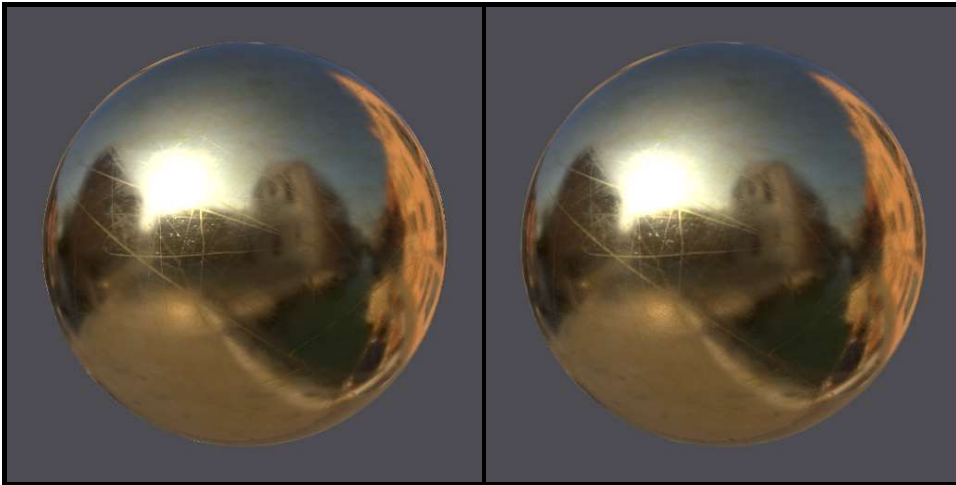
SurfaceMaterial_PinkNodeGraph_gsl.png SurfaceMaterial_PinkNodeGraph_osl.png

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



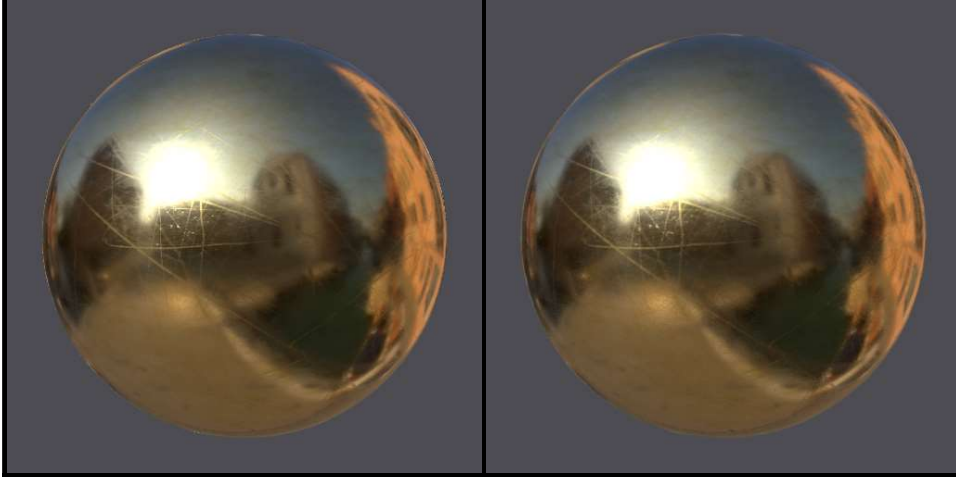
nodegraph1_out_gsl.png nodegraph1_out_osl.png

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



USDTexture_Tiled_Brass22_gsl.png

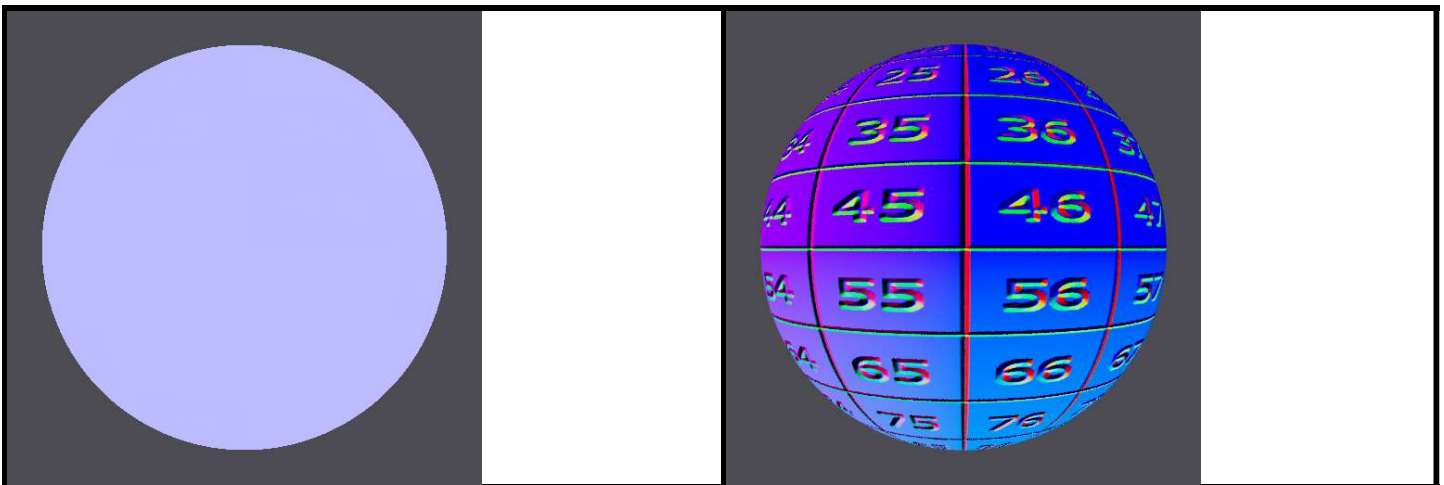
USDTexture_Tiled_Brass22_osl.png



USDTexture_Tiled_Brass23_gsl.png

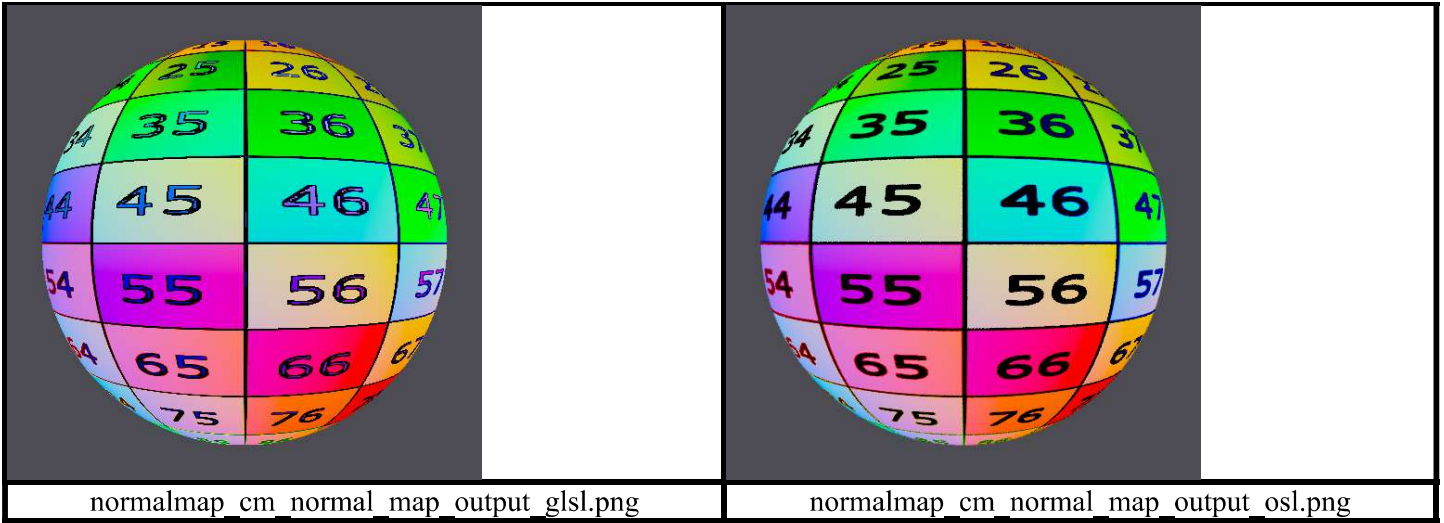
USDTexture_Tiled_Brass23_osl.png

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

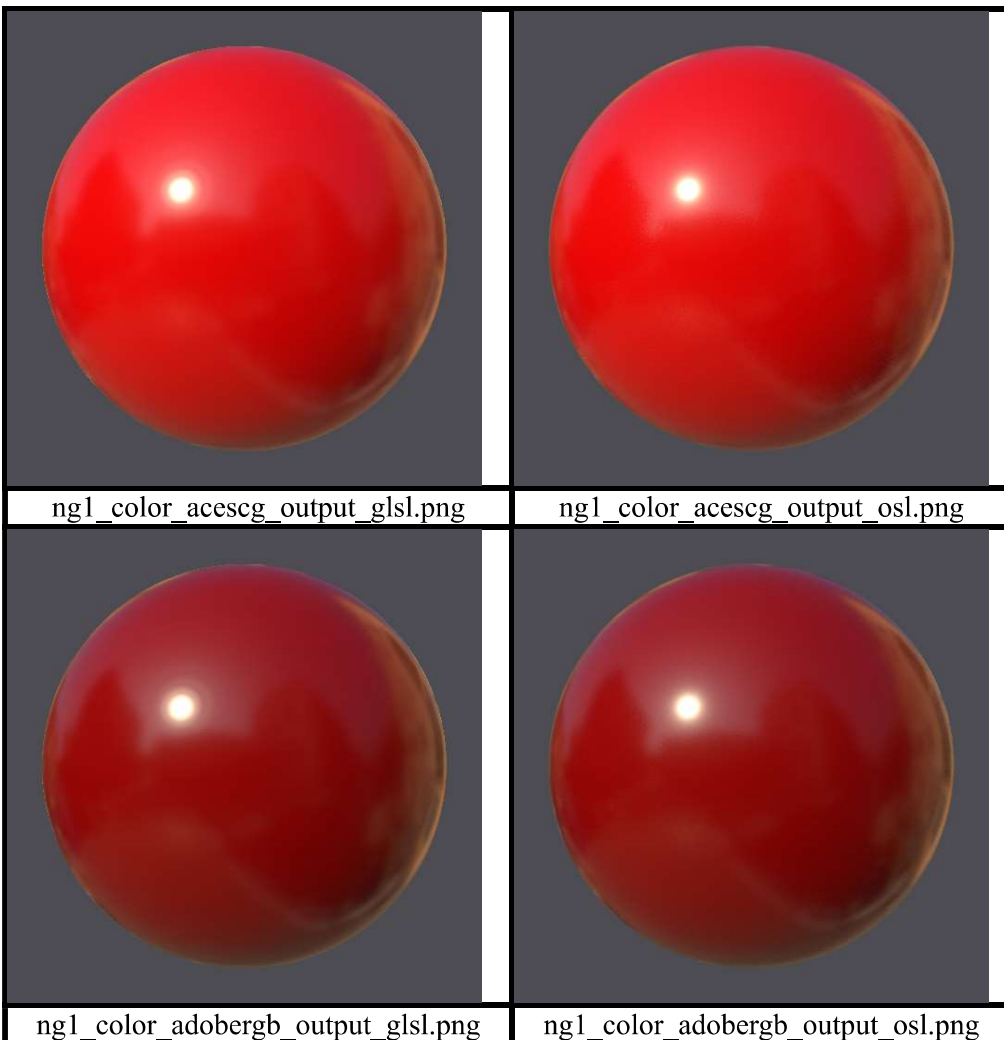


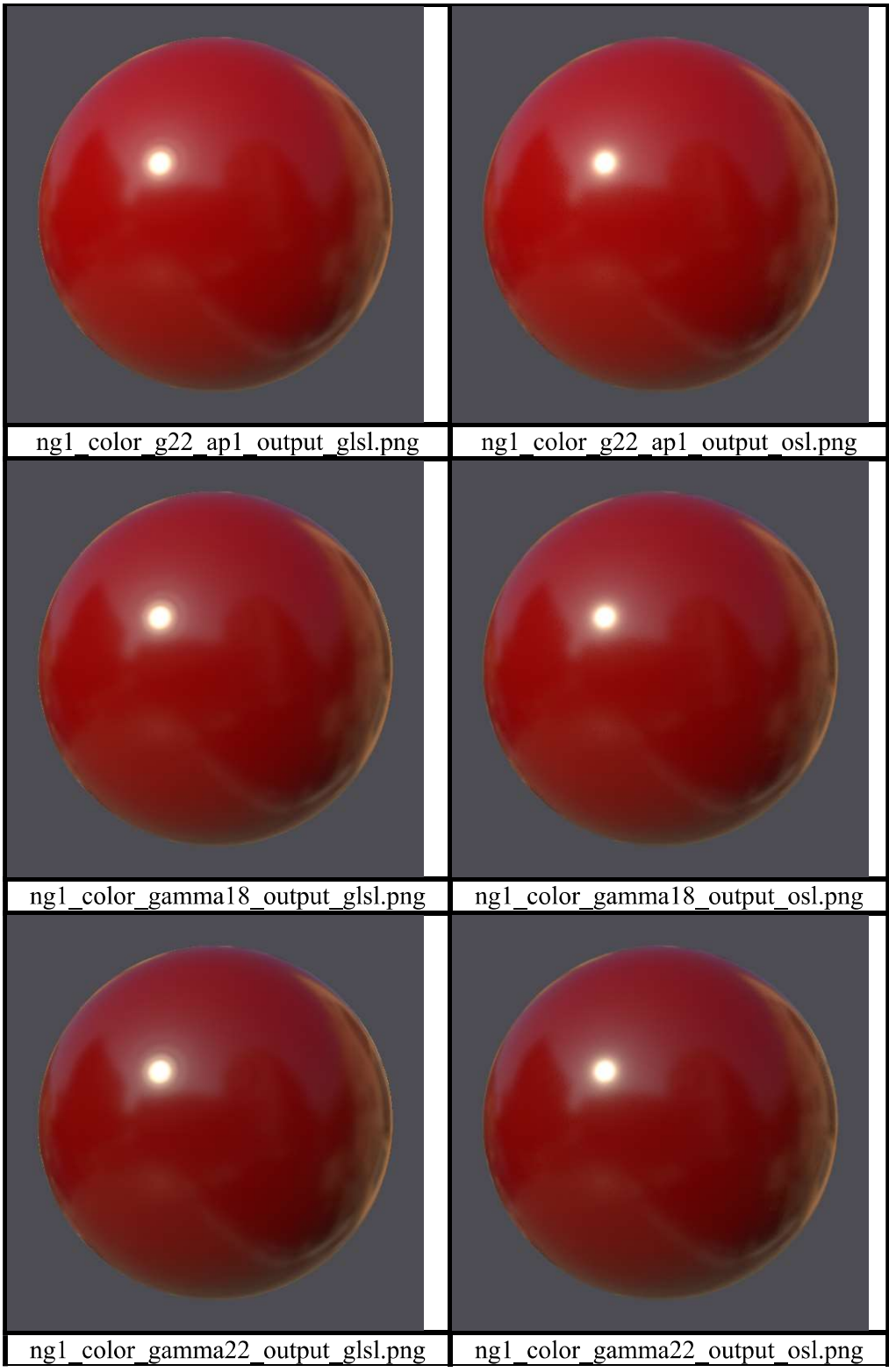
height to normal cm height normal map output gsl.png

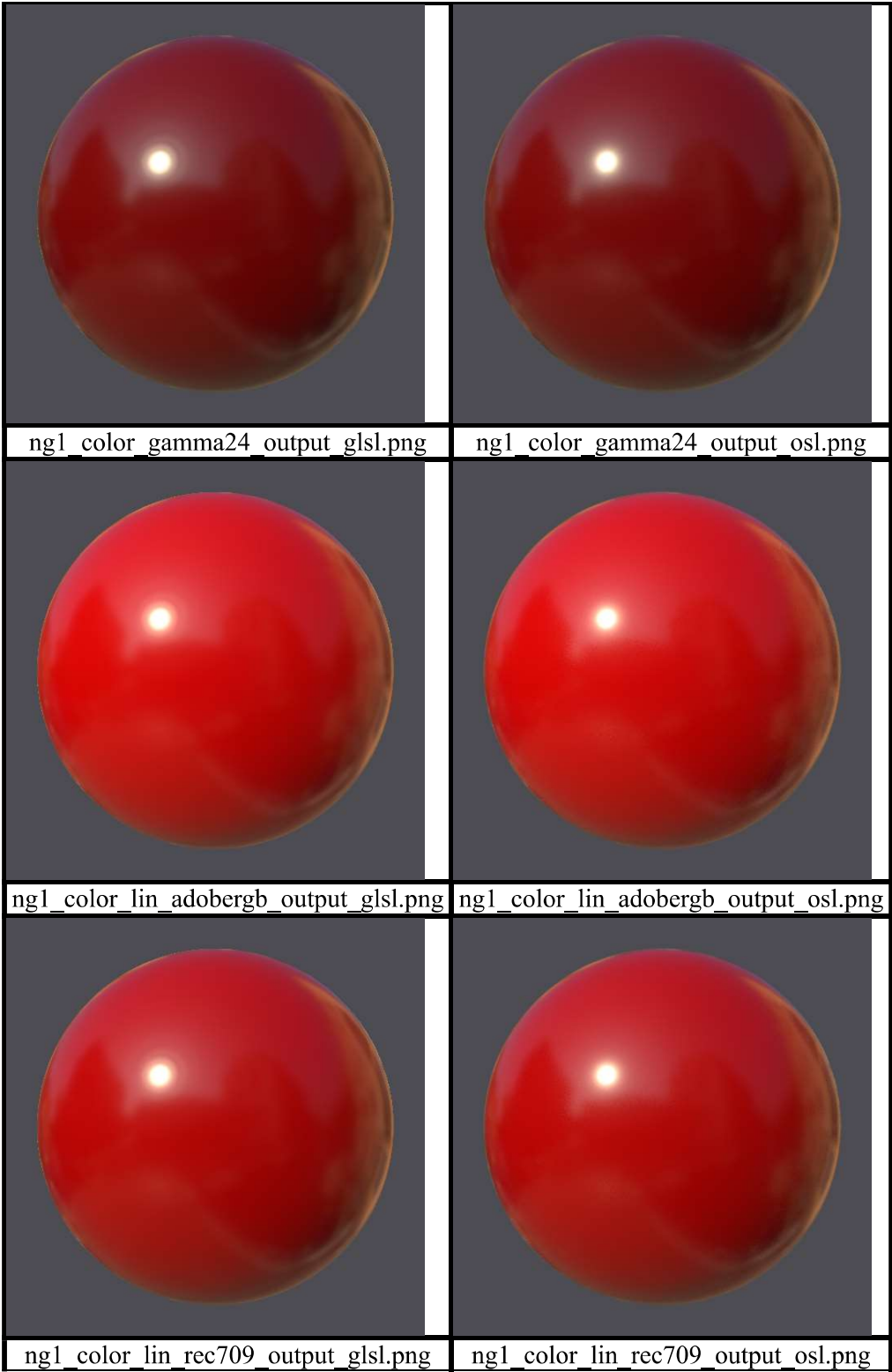
height to normal cm height normal map output osl.png



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









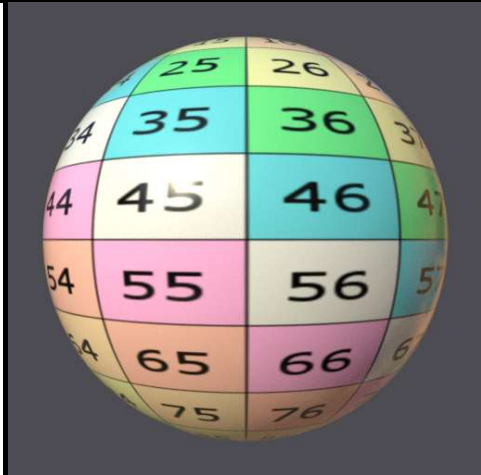
ngl_color_srgb_texture_output_glsl.png

ngl_color_srgb_texture_output_osl.png



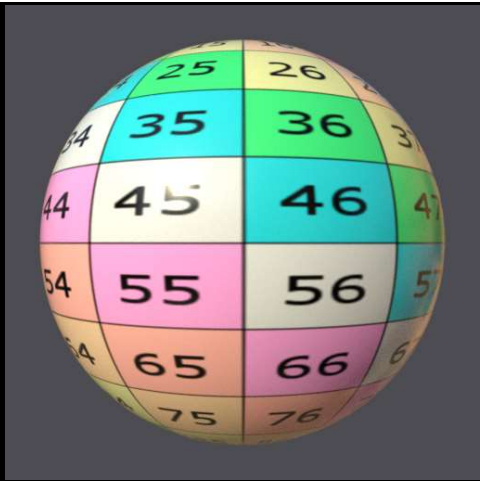
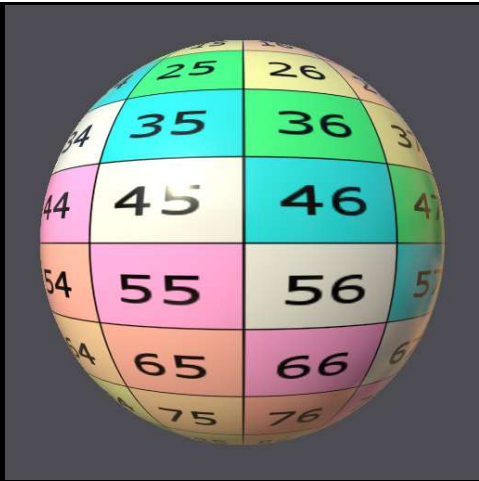
ngl_image_acescg_output_glsl.png

ngl_image_acescg_output_osl.png



ngl_image_adobergb_output_glsl.png

ngl_image_adobergb_output_osl.png



ngl_image_g22_ap1_output_gsl.png

ngl_image_g22_ap1_output_osl.png



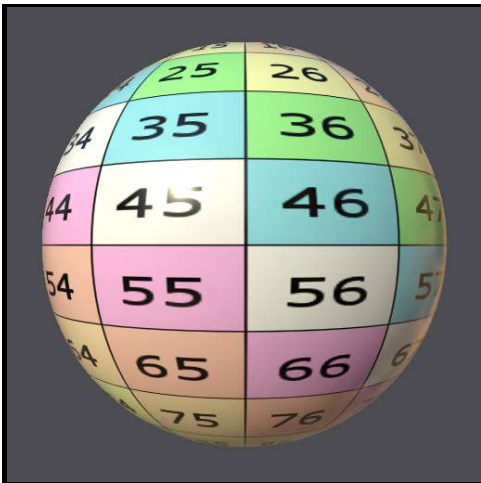
ngl_image_gamma18_output_gsl.png

ngl_image_gamma18_output_osl.png

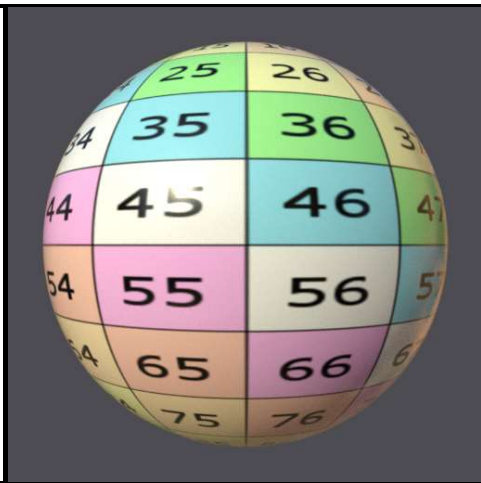


ngl_image_gamma22_output_gsl.png

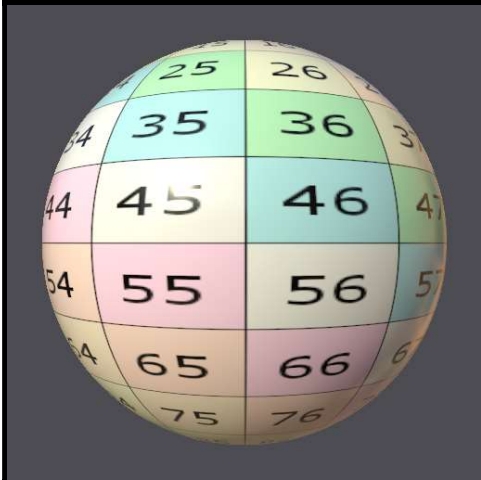
ngl_image_gamma22_output_osl.png



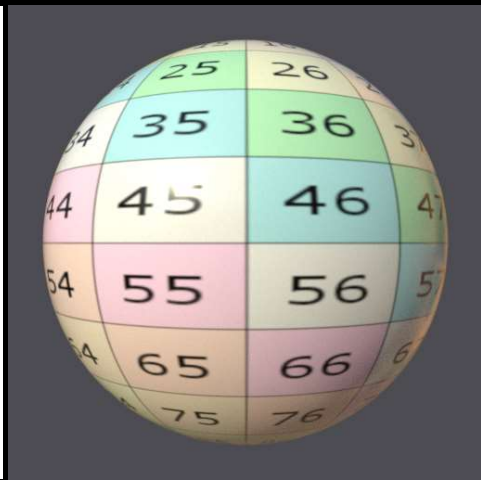
ngl_image_gamma24_output_glsl.png



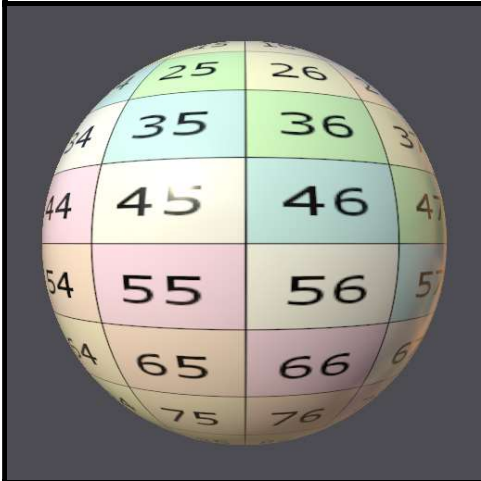
ngl_image_gamma24_output_osl.png



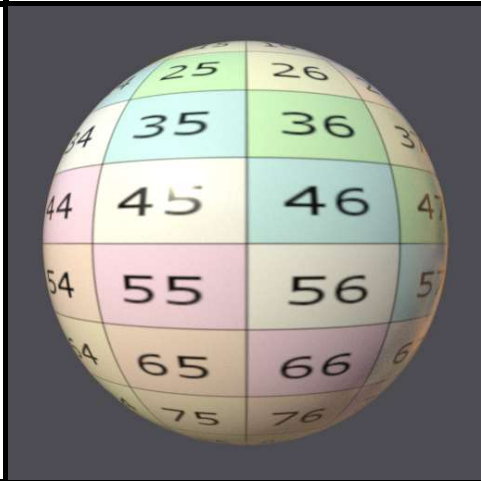
ngl_image_lin_adobergb_output_glsl.png



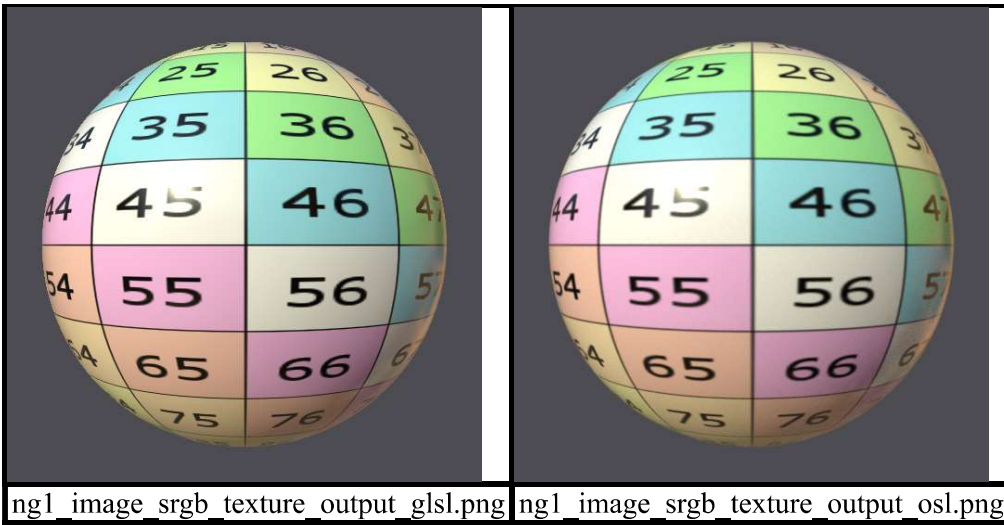
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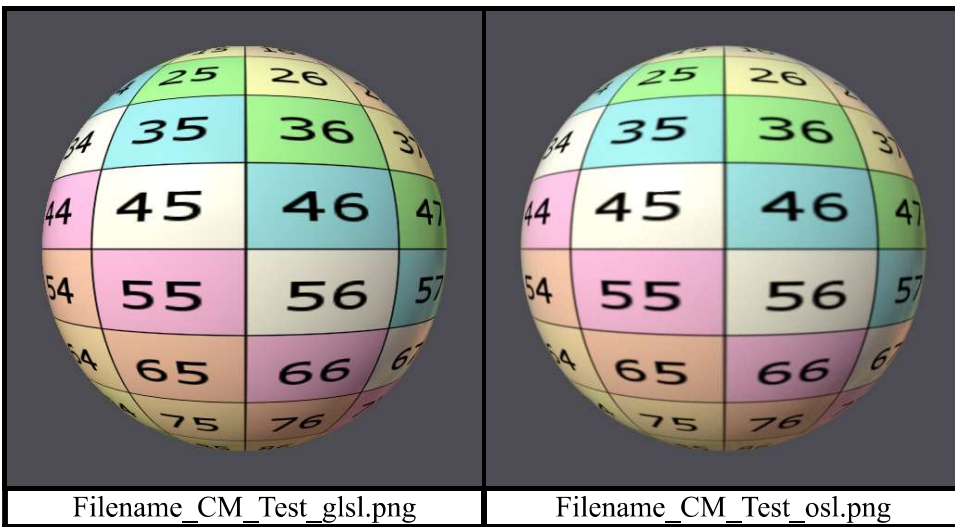
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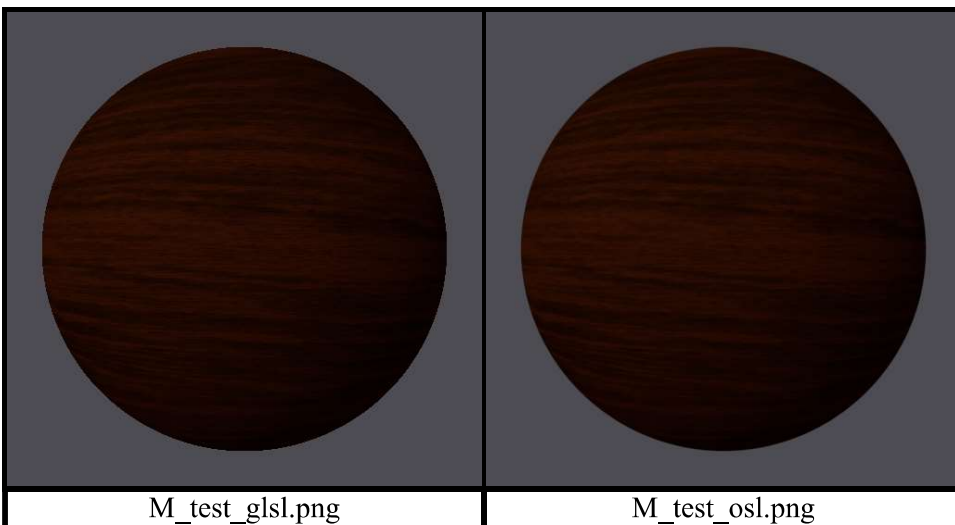
ngl_image_lin_rec709_output_osl.png



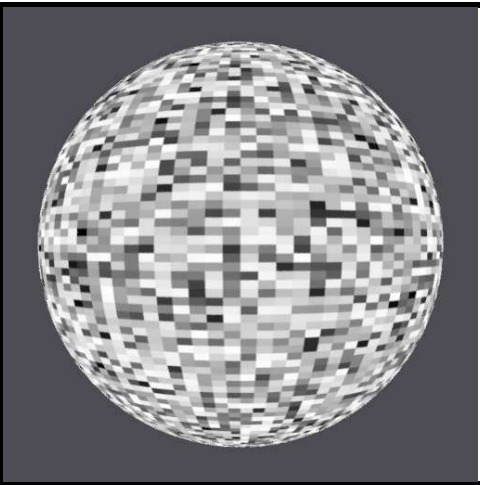
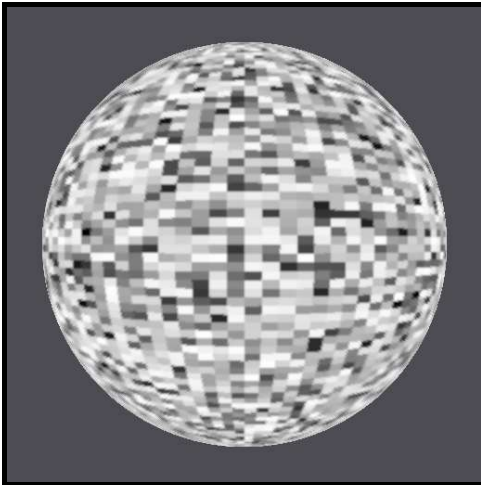
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..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\surface_colorspace:

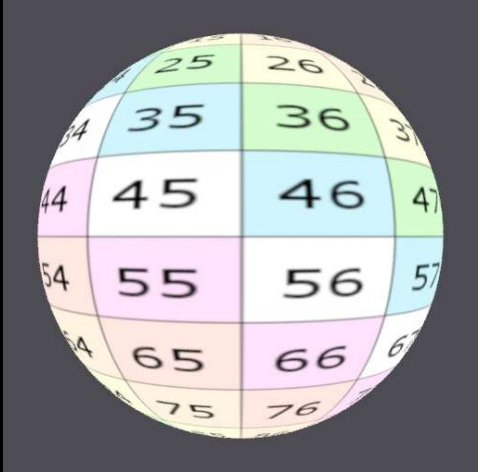
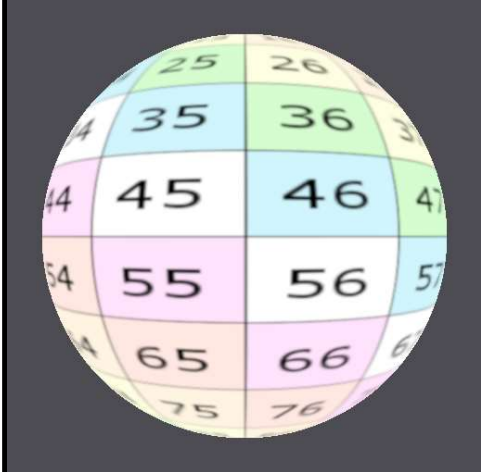


..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:



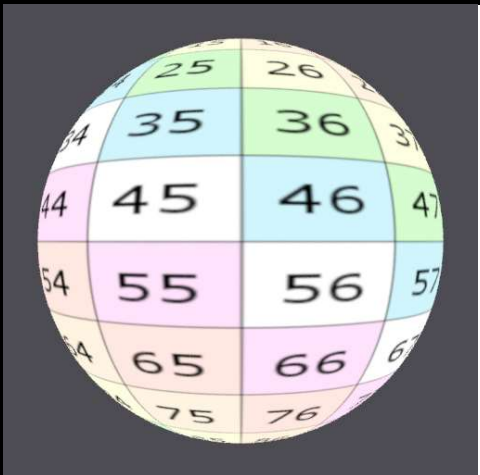
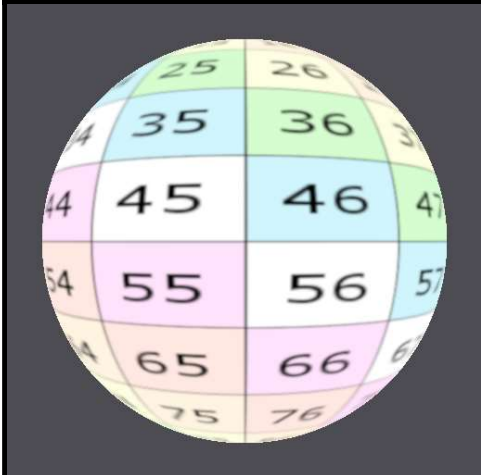
blur_cellnoise_blur_cellnoise_out_gsl.png

blur_cellnoise_blur_cellnoise_out_osl.png



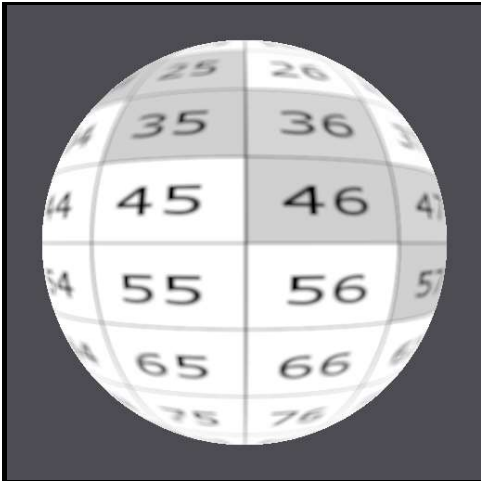
blur_color3_blur_color3_out_gsl.png

blur_color3_blur_color3_out_osl.png

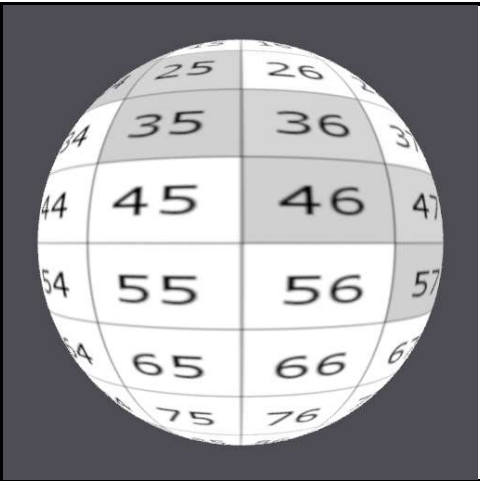


blur_color4_blur_color4_out_gsl.png

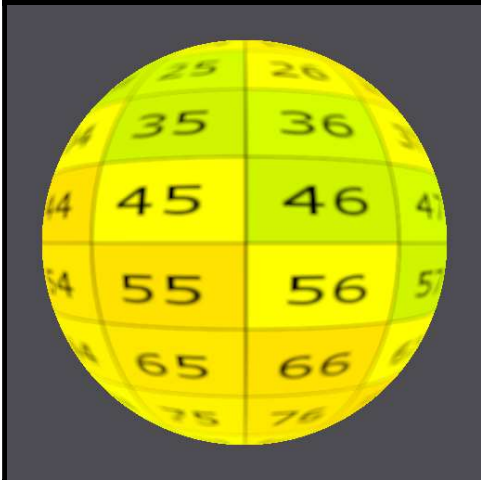
blur_color4_blur_color4_out_osl.png



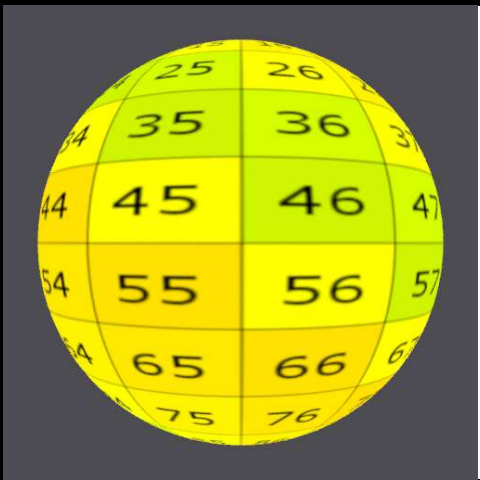
blur float blur float out glsl.png



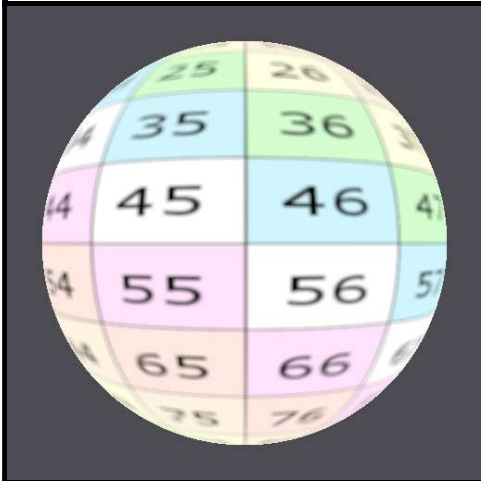
blur float blur float out osl.png



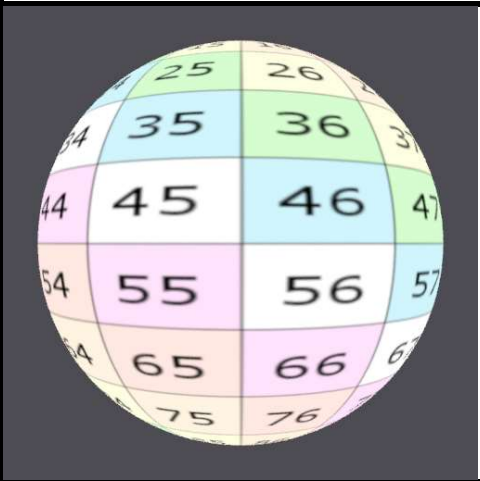
blur_vector2 blur_vector2_out glsl.png



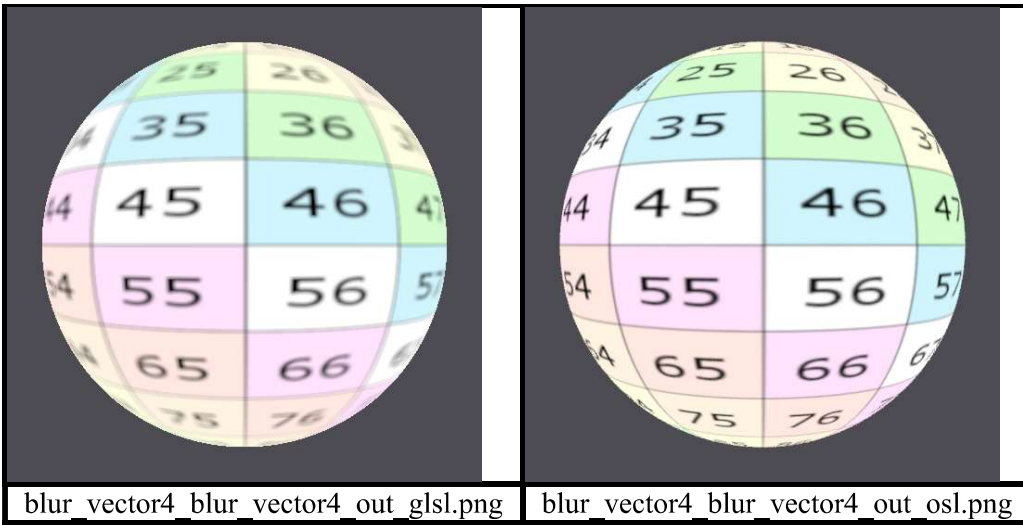
blur_vector2 blur_vector2_out osl.png



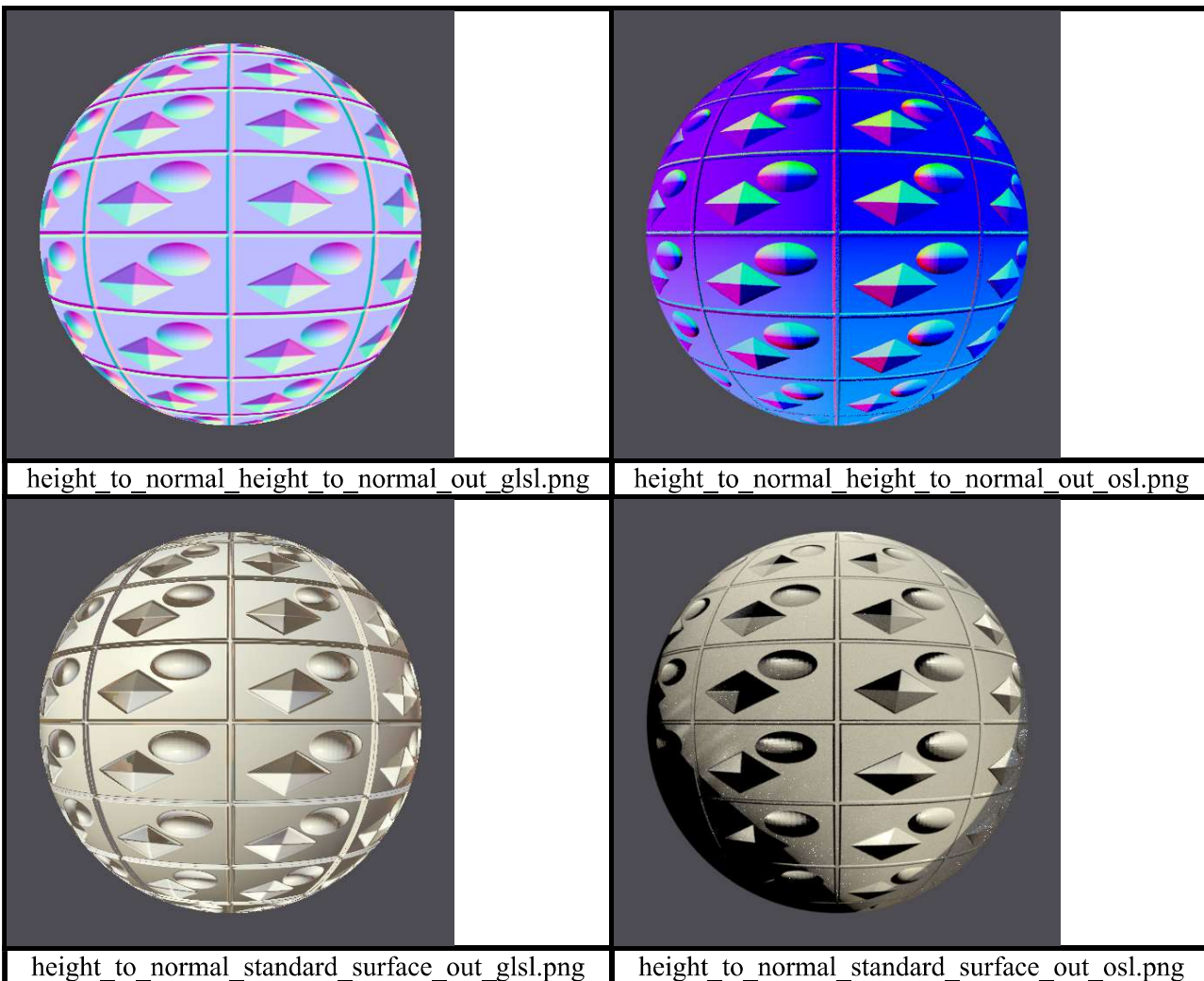
blur_vector3 blur_vector3_out glsl.png

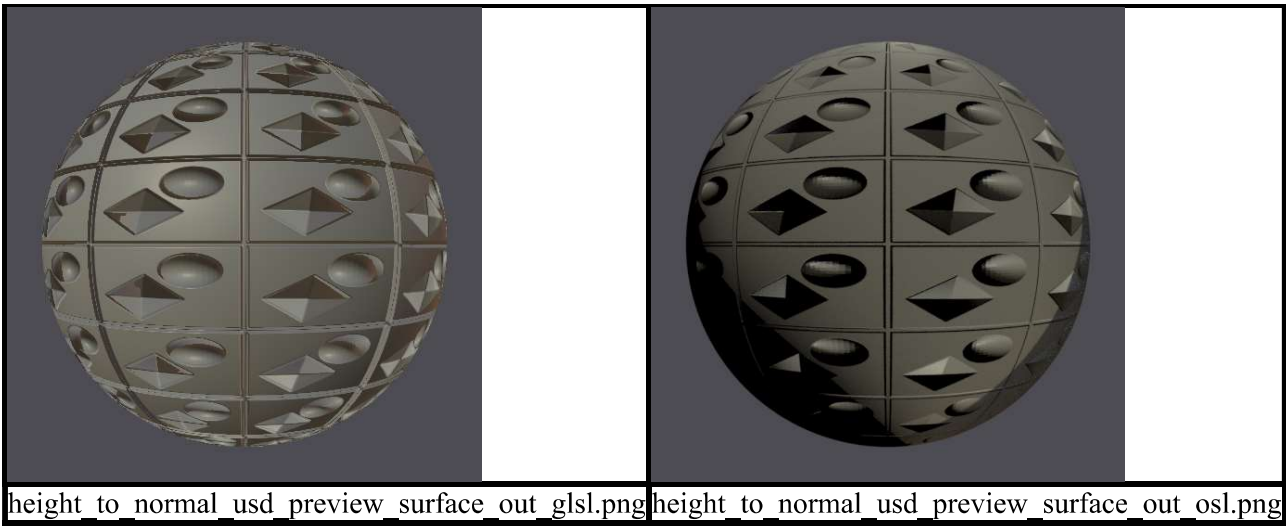


blur_vector3 blur_vector3_out osl.png

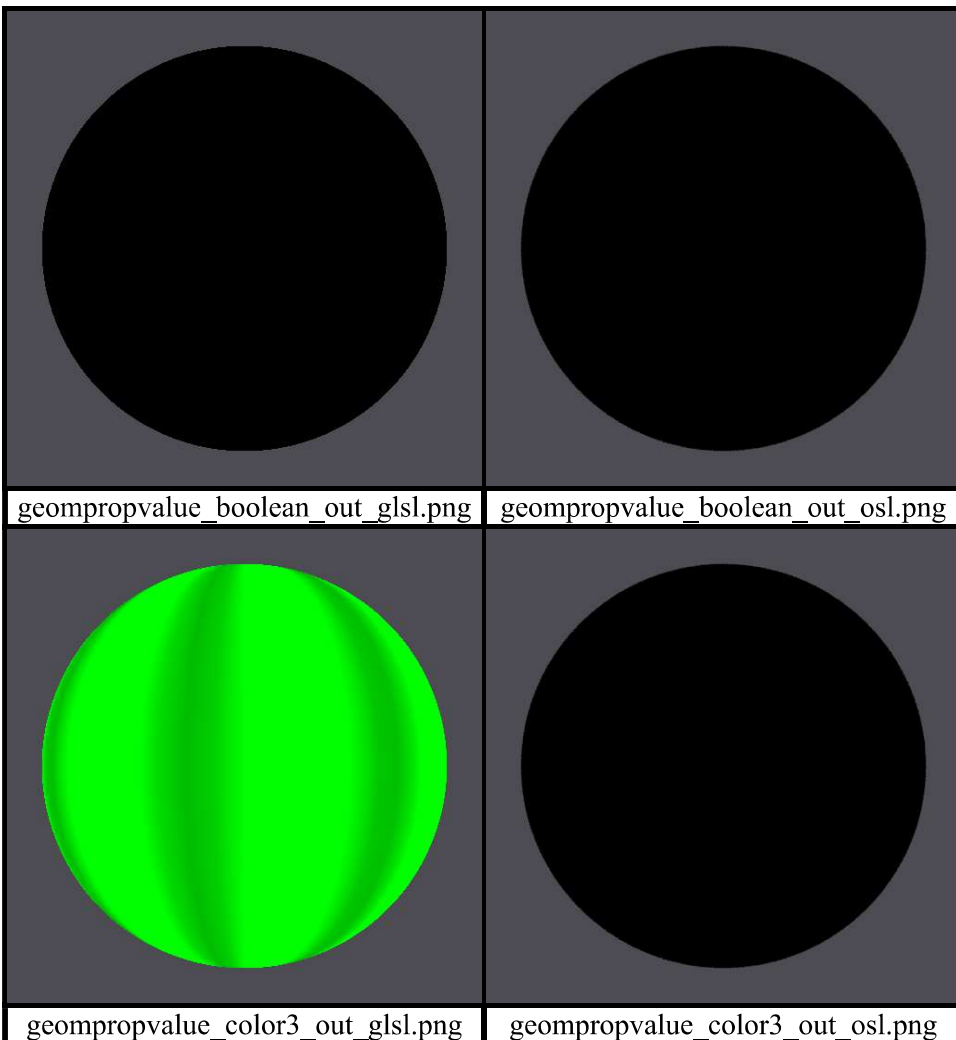


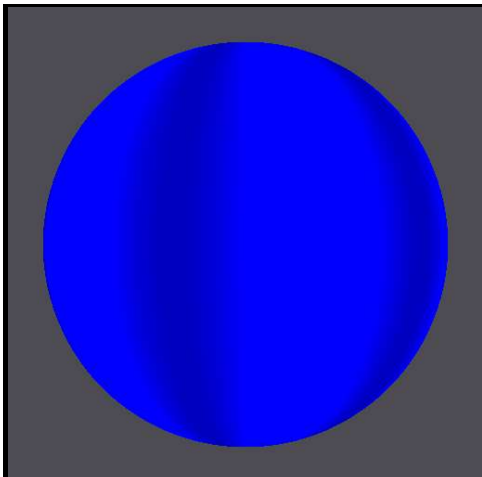
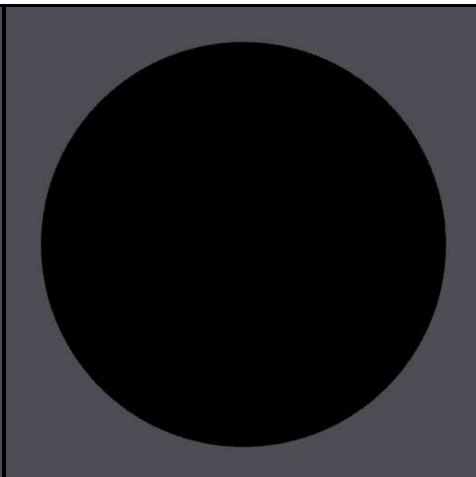
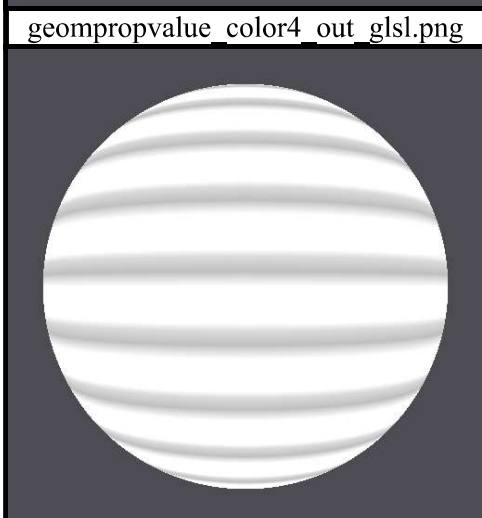
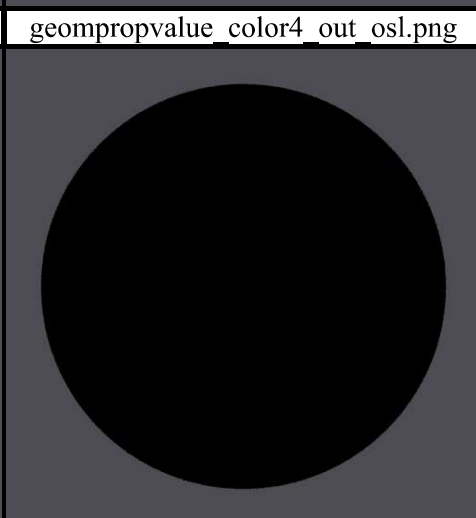

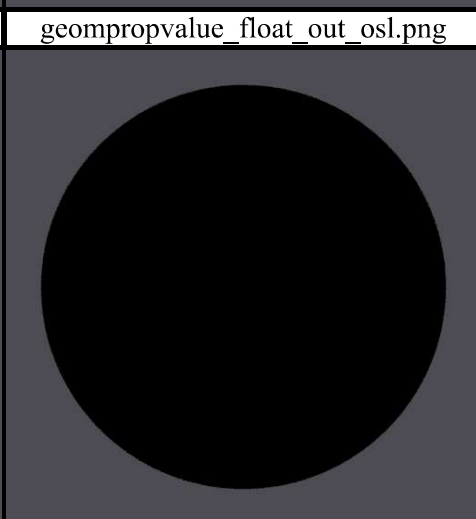
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:

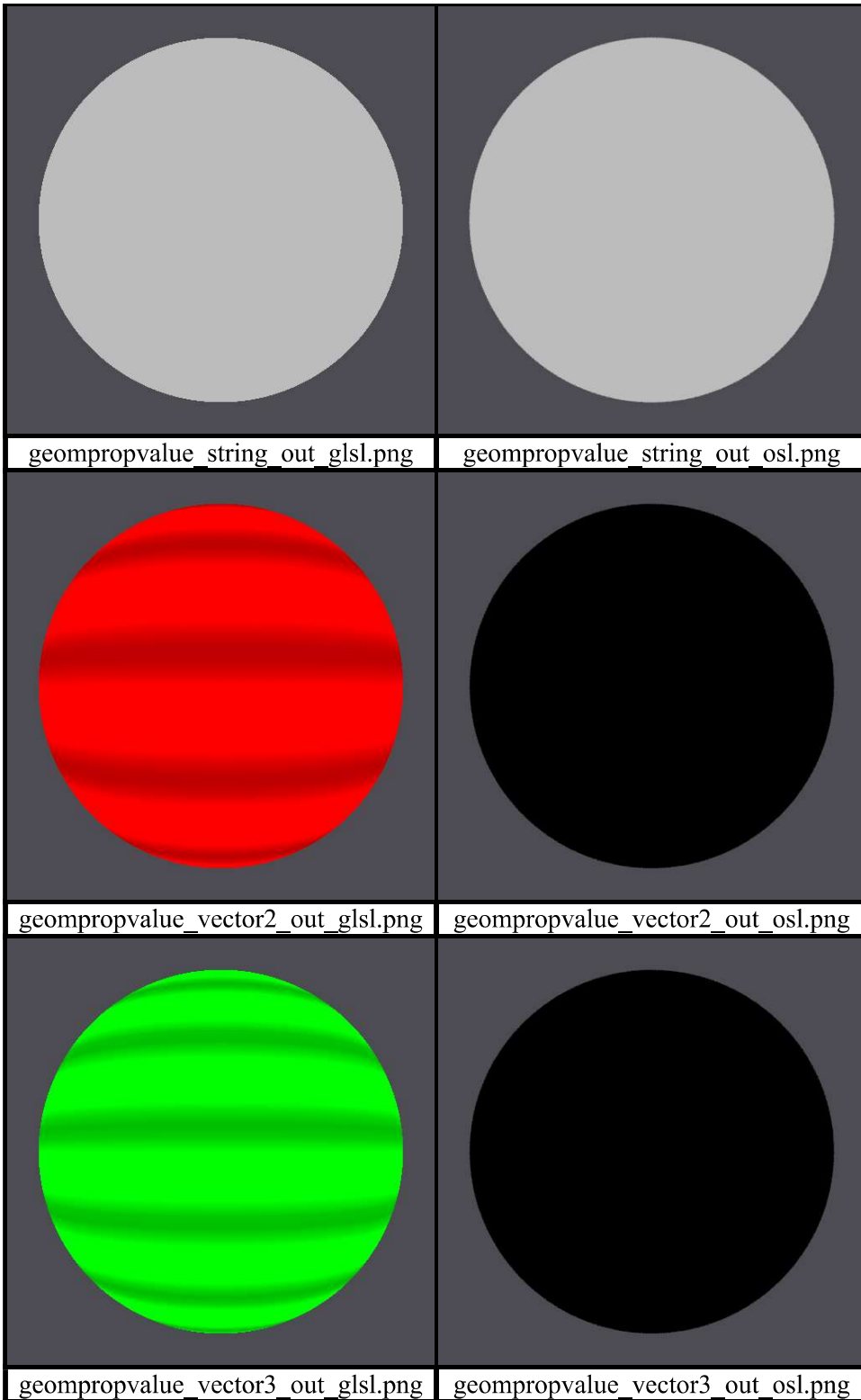


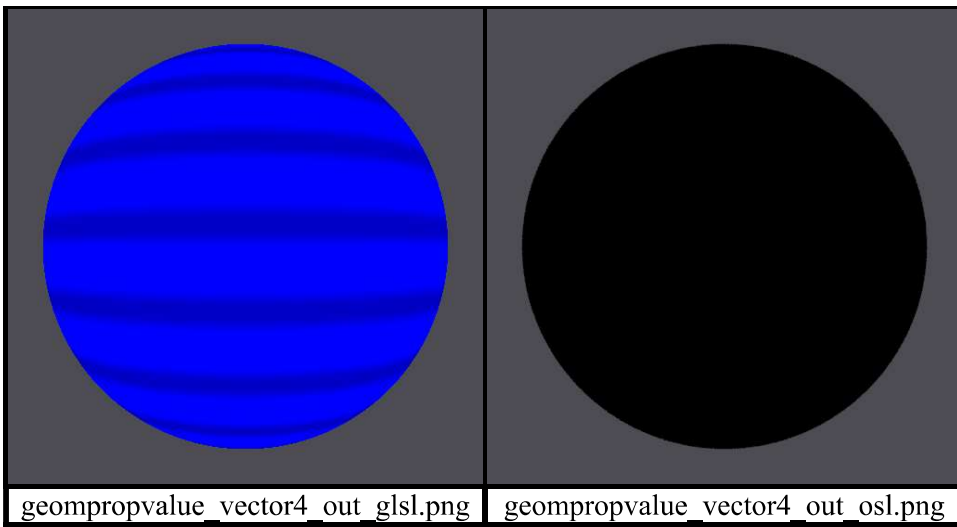


..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:

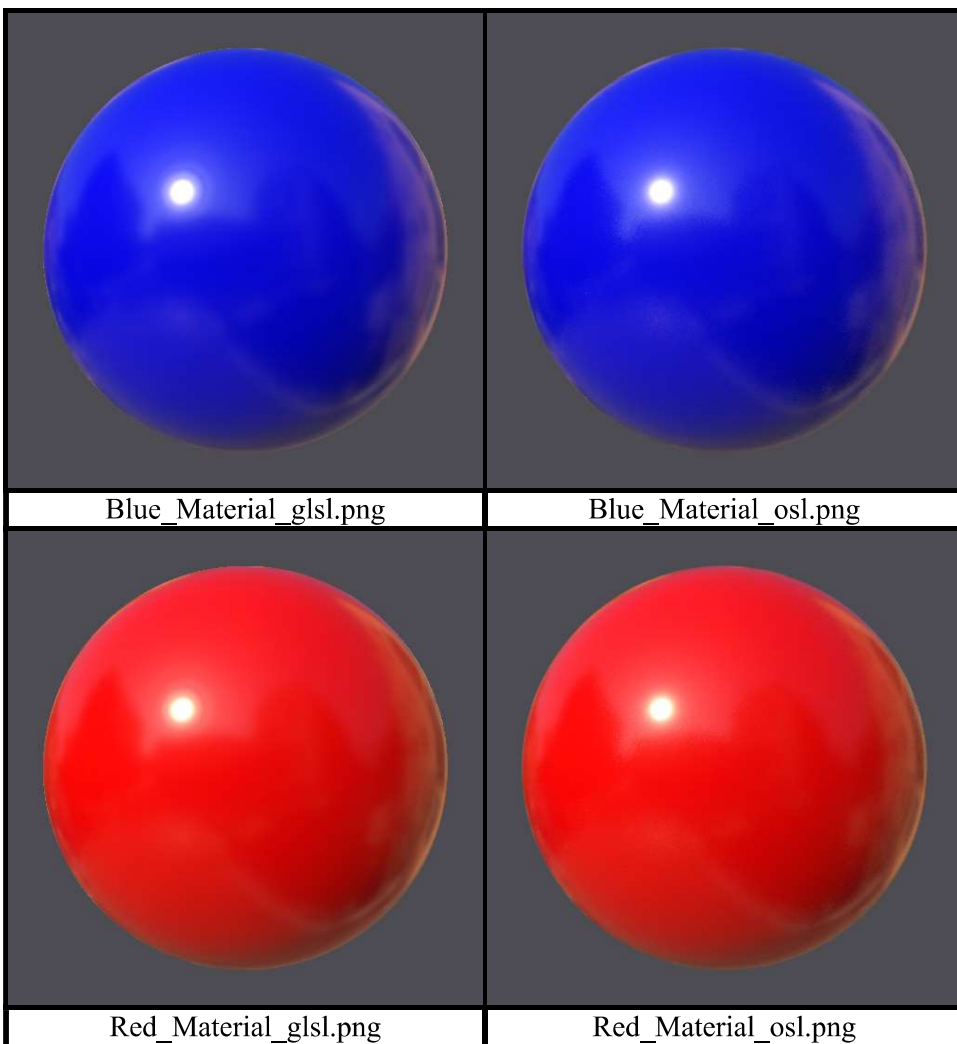


	
<code>geompropvalue_color4_out_gsl.png</code>	<code>geompropvalue_color4_out_osl.png</code>
	
<code>geompropvalue_float_out_gsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_gsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>



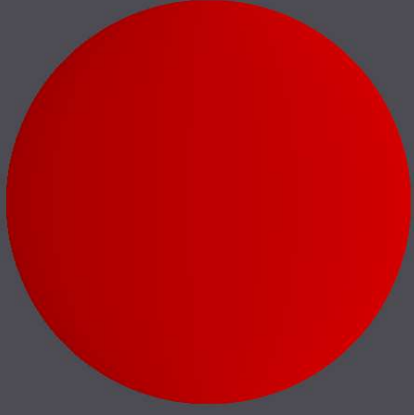
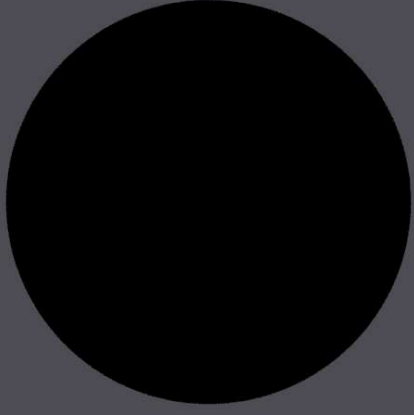

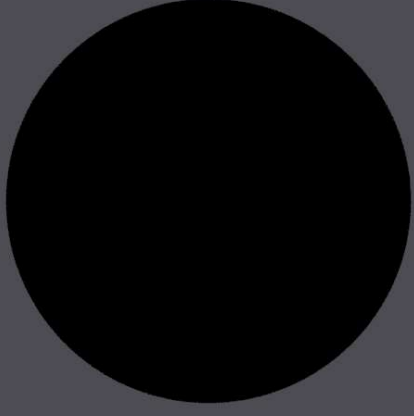


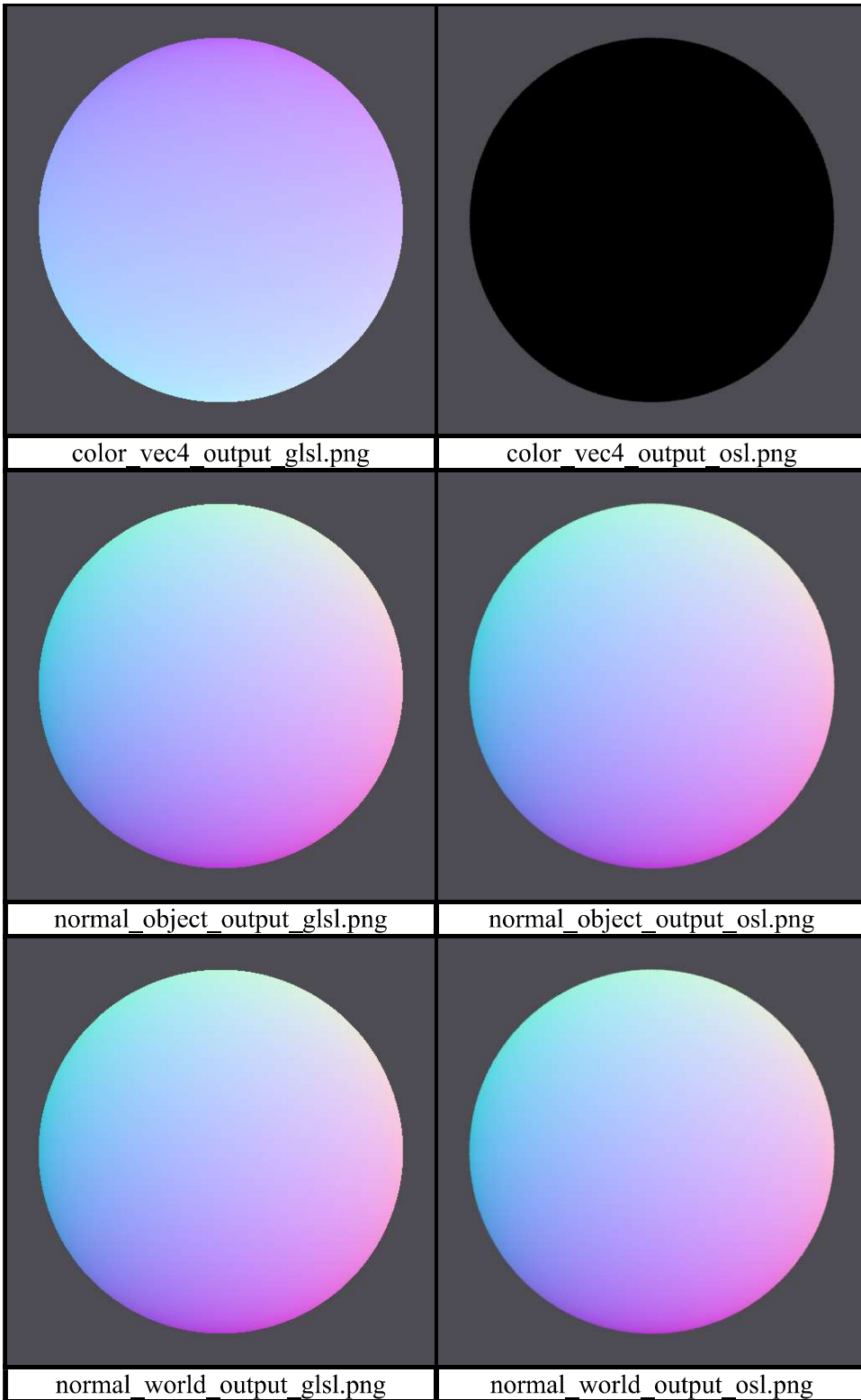


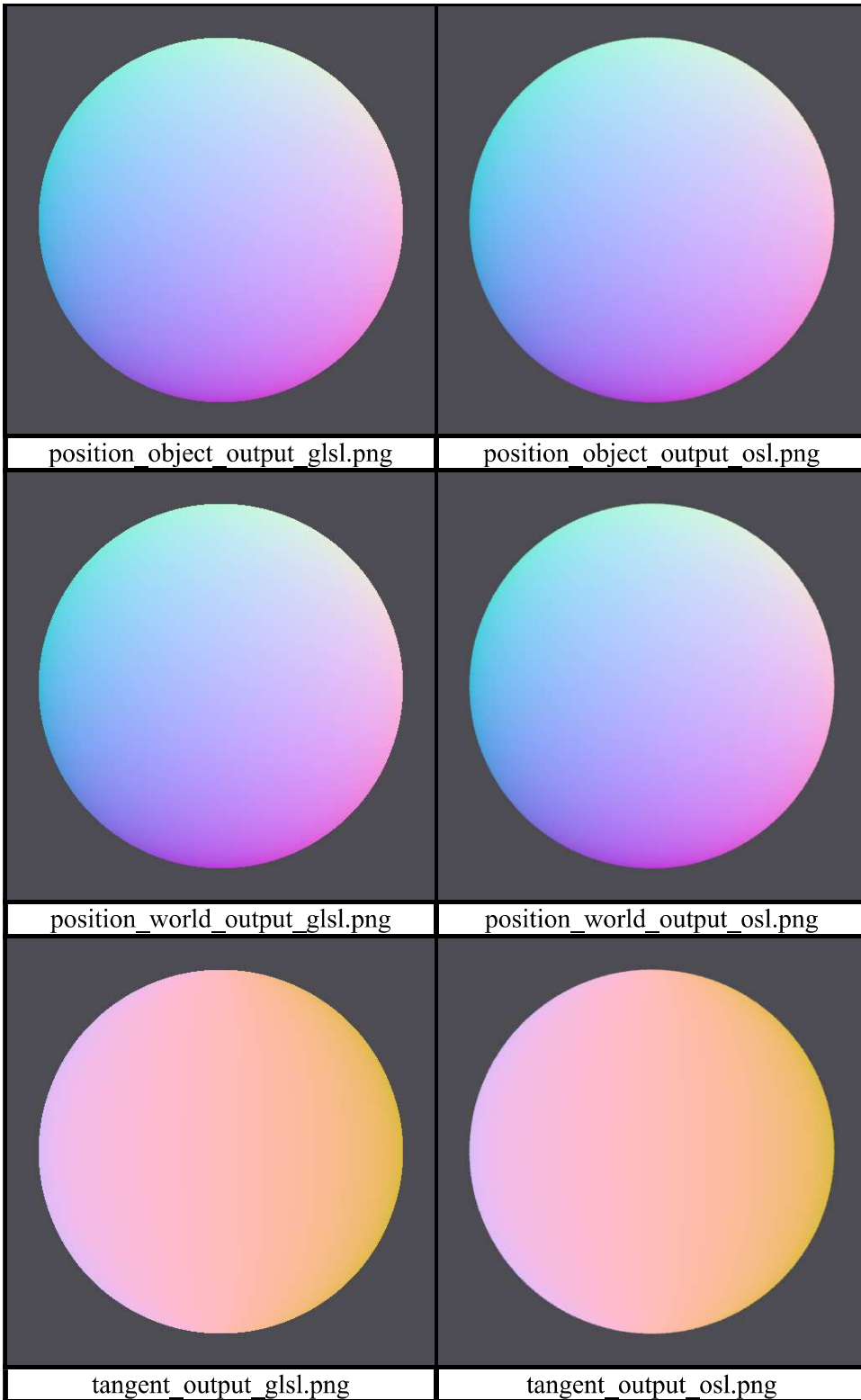
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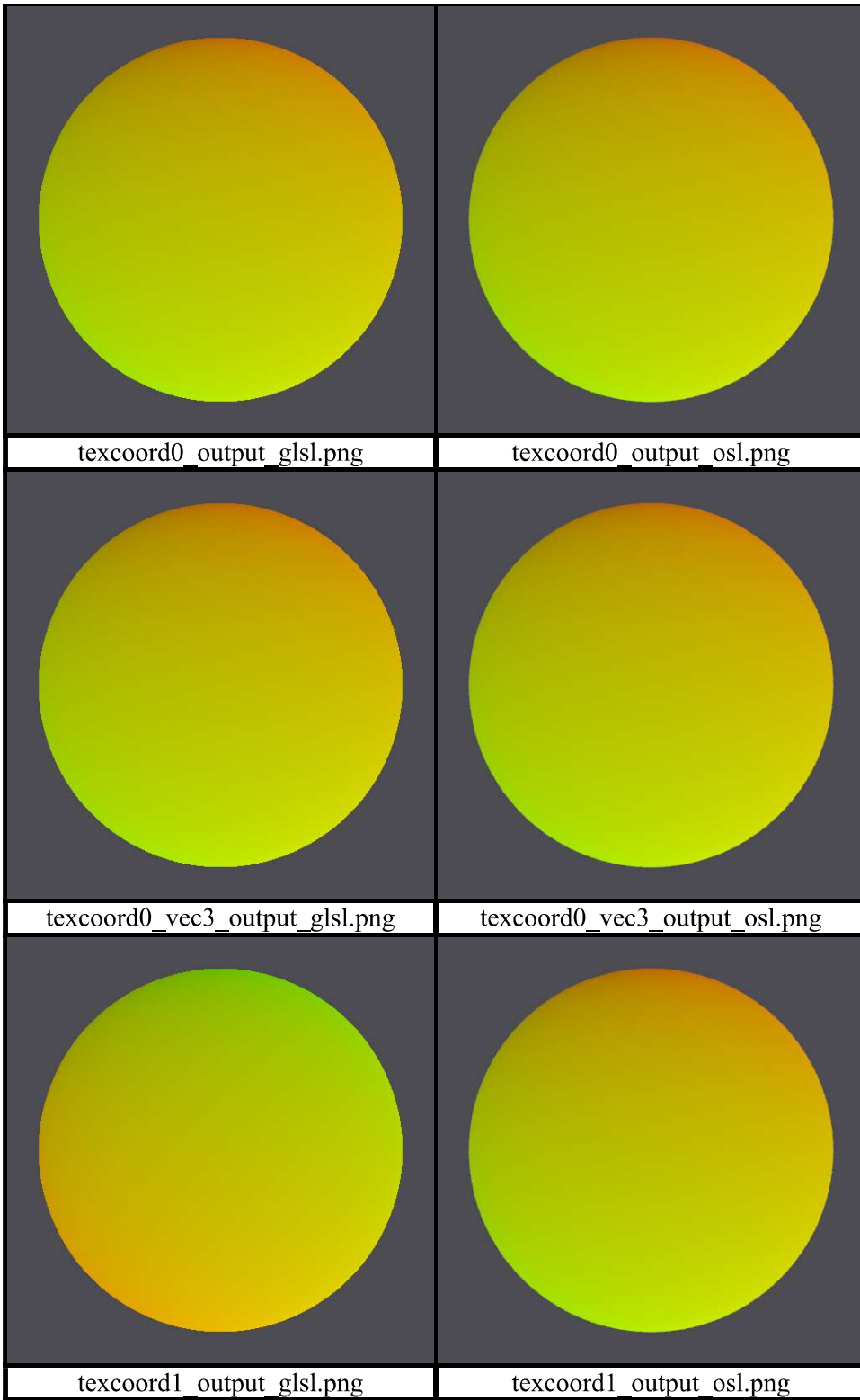


..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\streams:

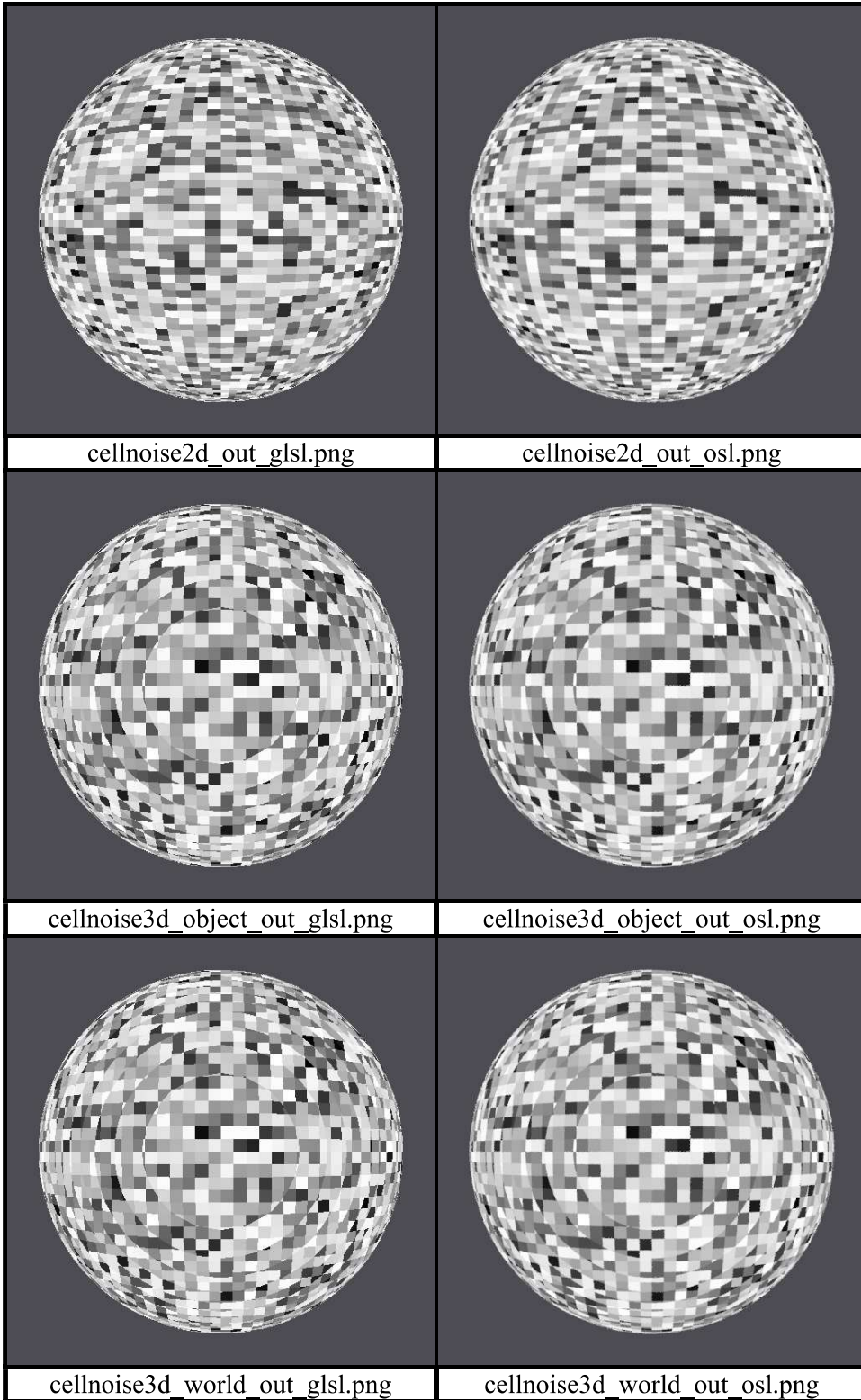
	
bitangent_output_gsl.png	bitangent_output_osl.png
	
color_float_output_gsl.png	color_float_output_osl.png
	
color_vec3_output_gsl.png	color_vec3_output_osl.png

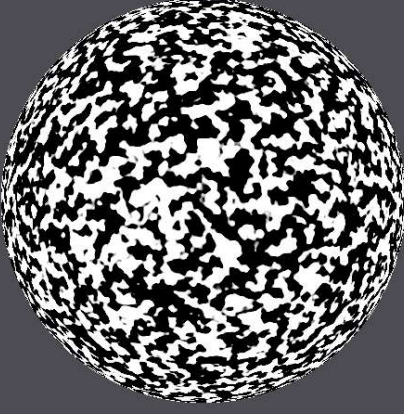
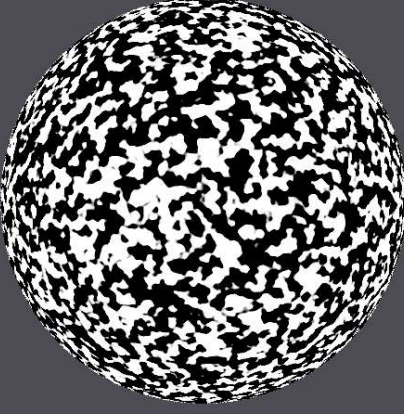
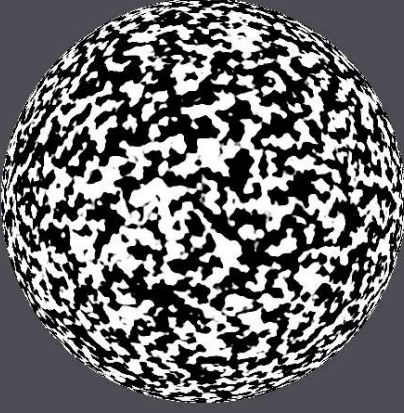
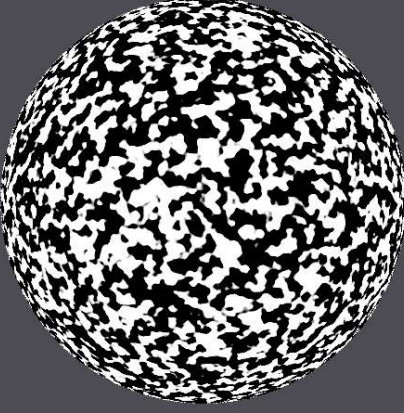
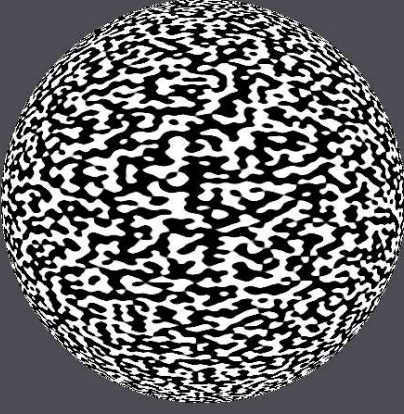
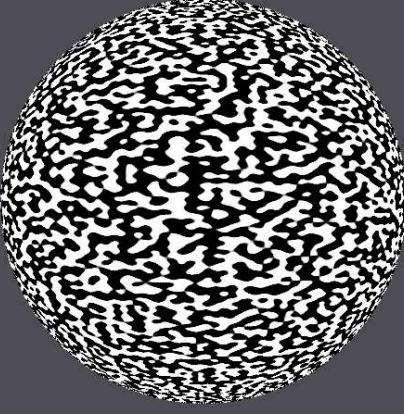


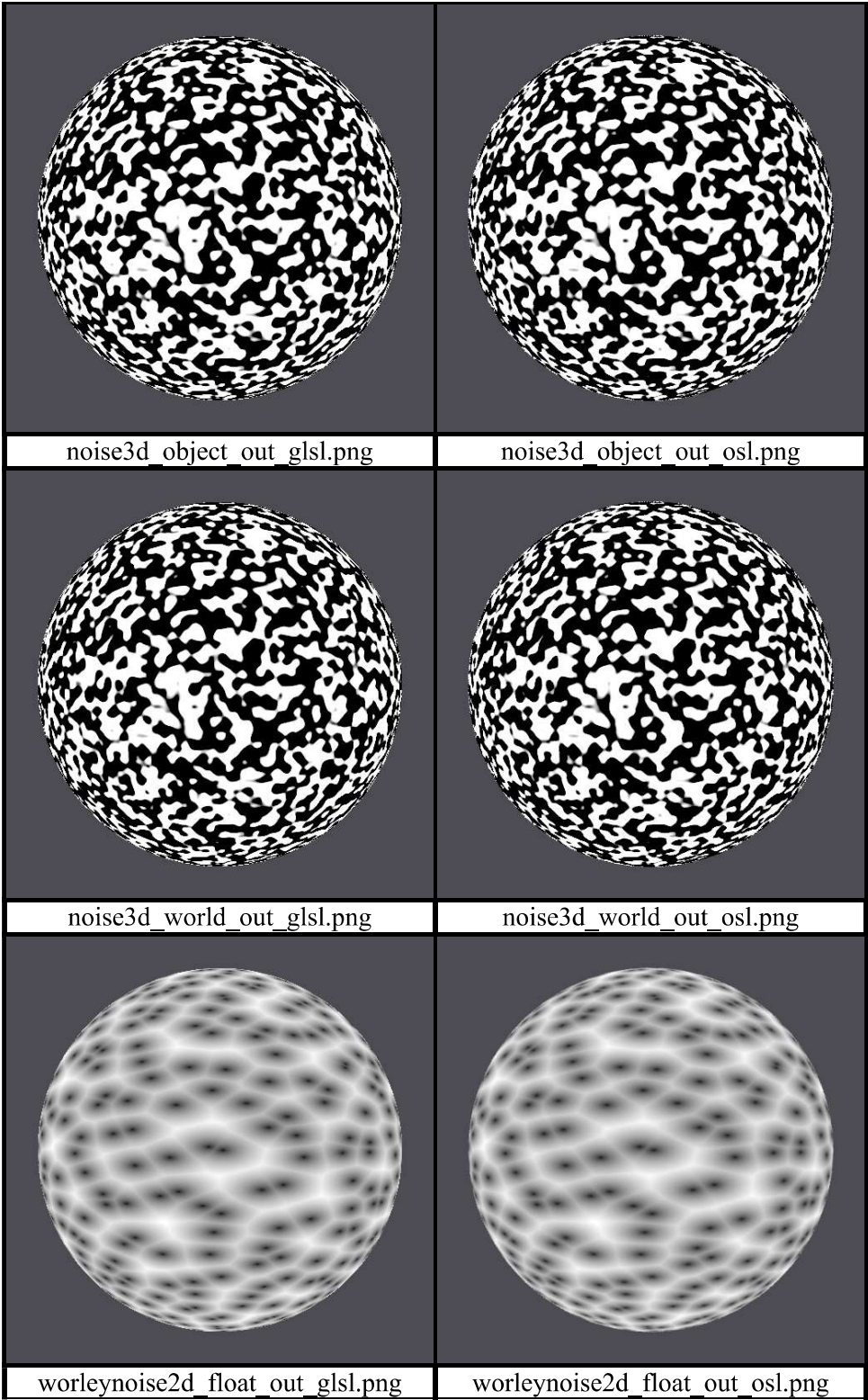


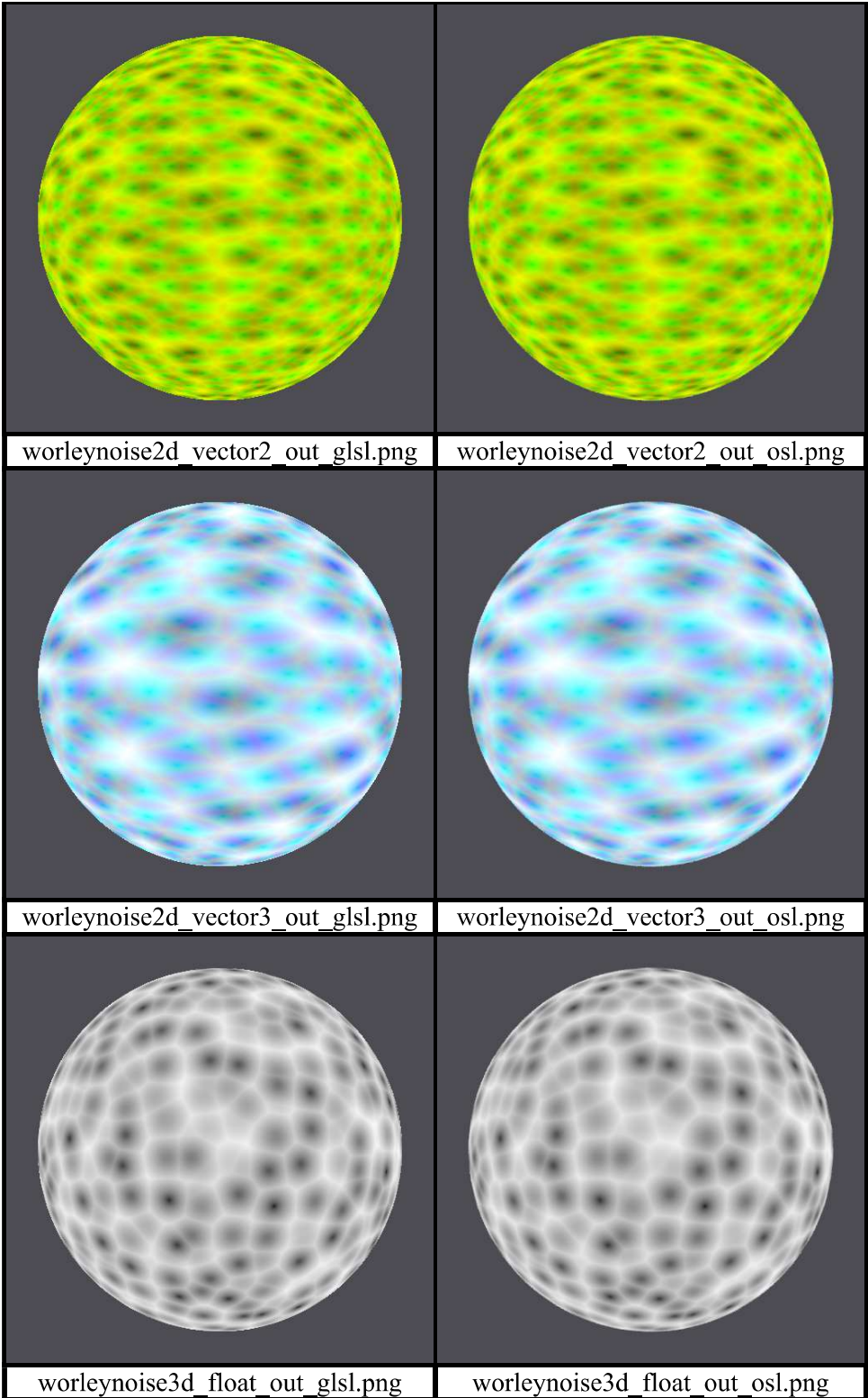


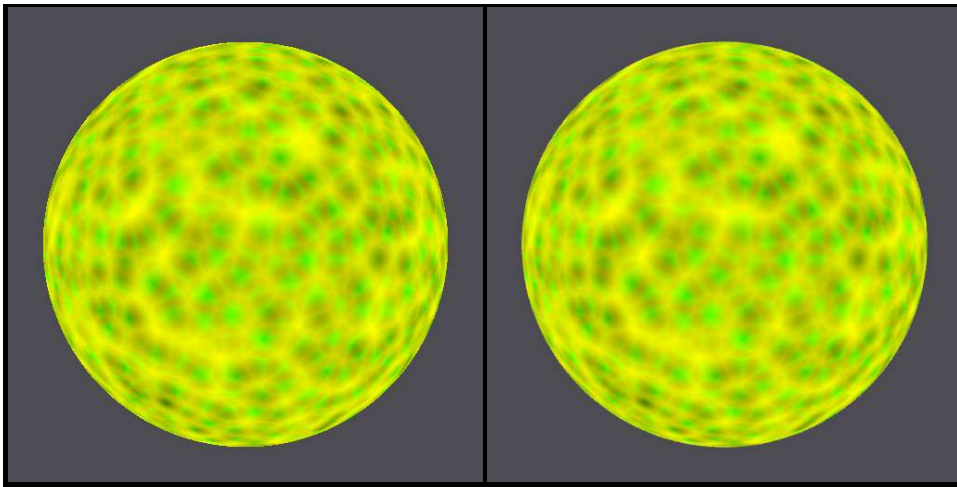
..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\noise:



	
fractal3d object out glsl.png	fractal3d object out osl.png
	
fractal3d world out glsl.png	fractal3d world out osl.png
	
noise2d out glsl.png	noise2d out osl.png

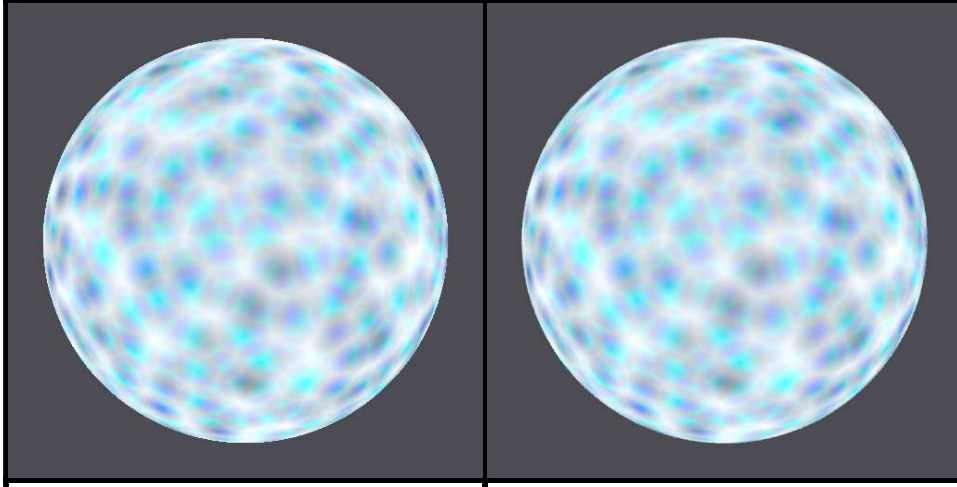






worleynoise3d_vector2_out_glsl.png

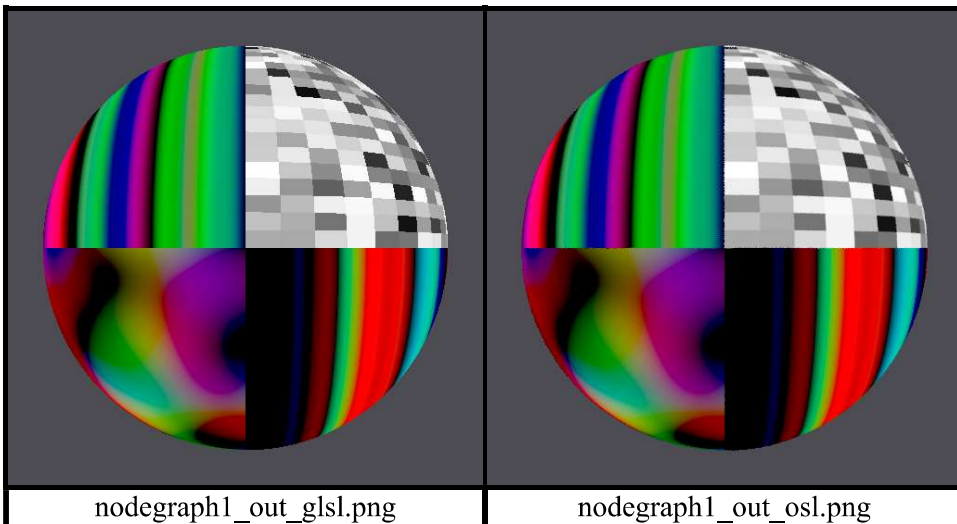
worleynoise3d_vector2_out_osl.png



worleynoise3d_vector3_out_glsl.png

worleynoise3d_vector3_out_osl.png

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



nodegraph1_out_glsl.png

nodegraph1_out_osl.png

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

