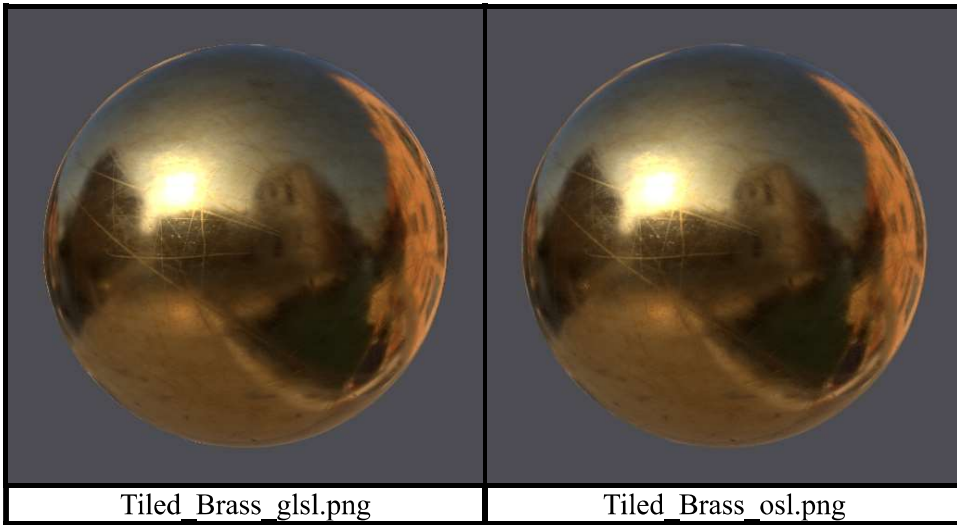
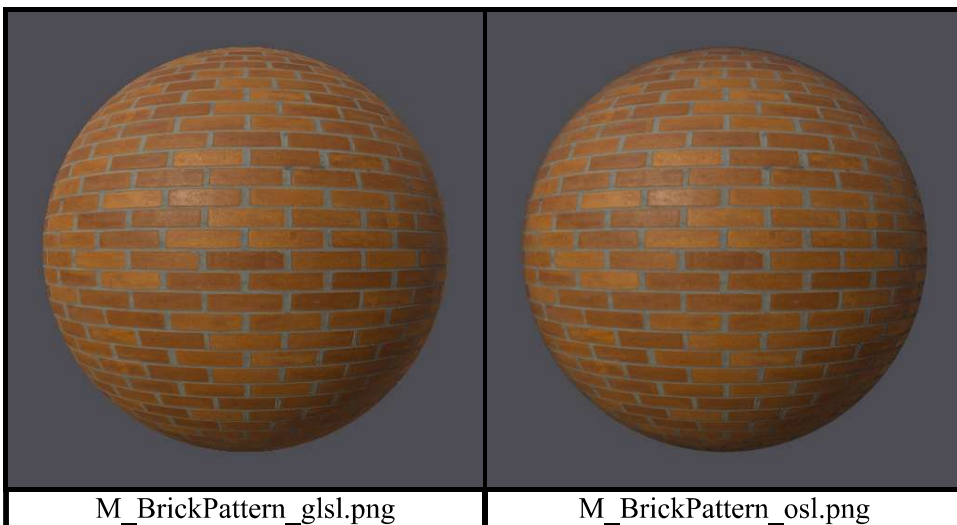


gsls (in: ../../build) vs osl (in: D:\GitHub\MaterialX\python\MaterialXTest)

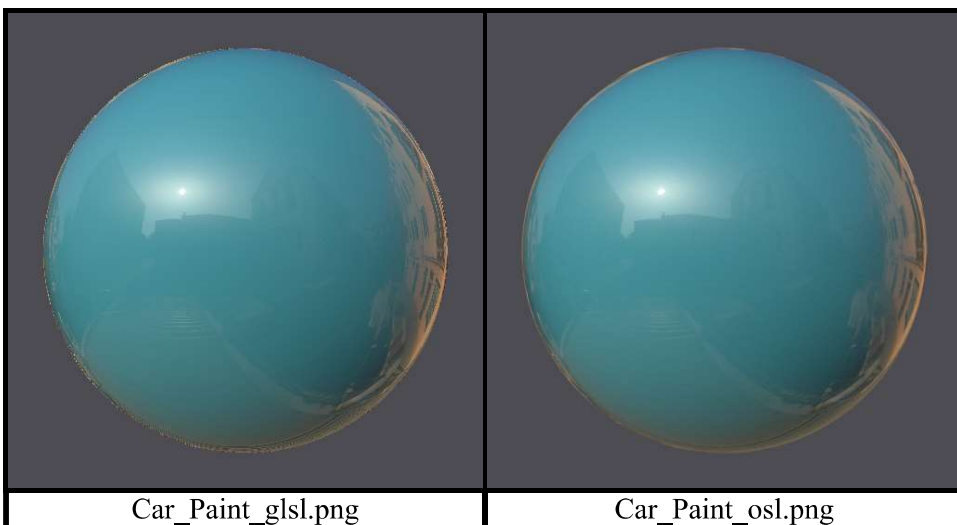
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



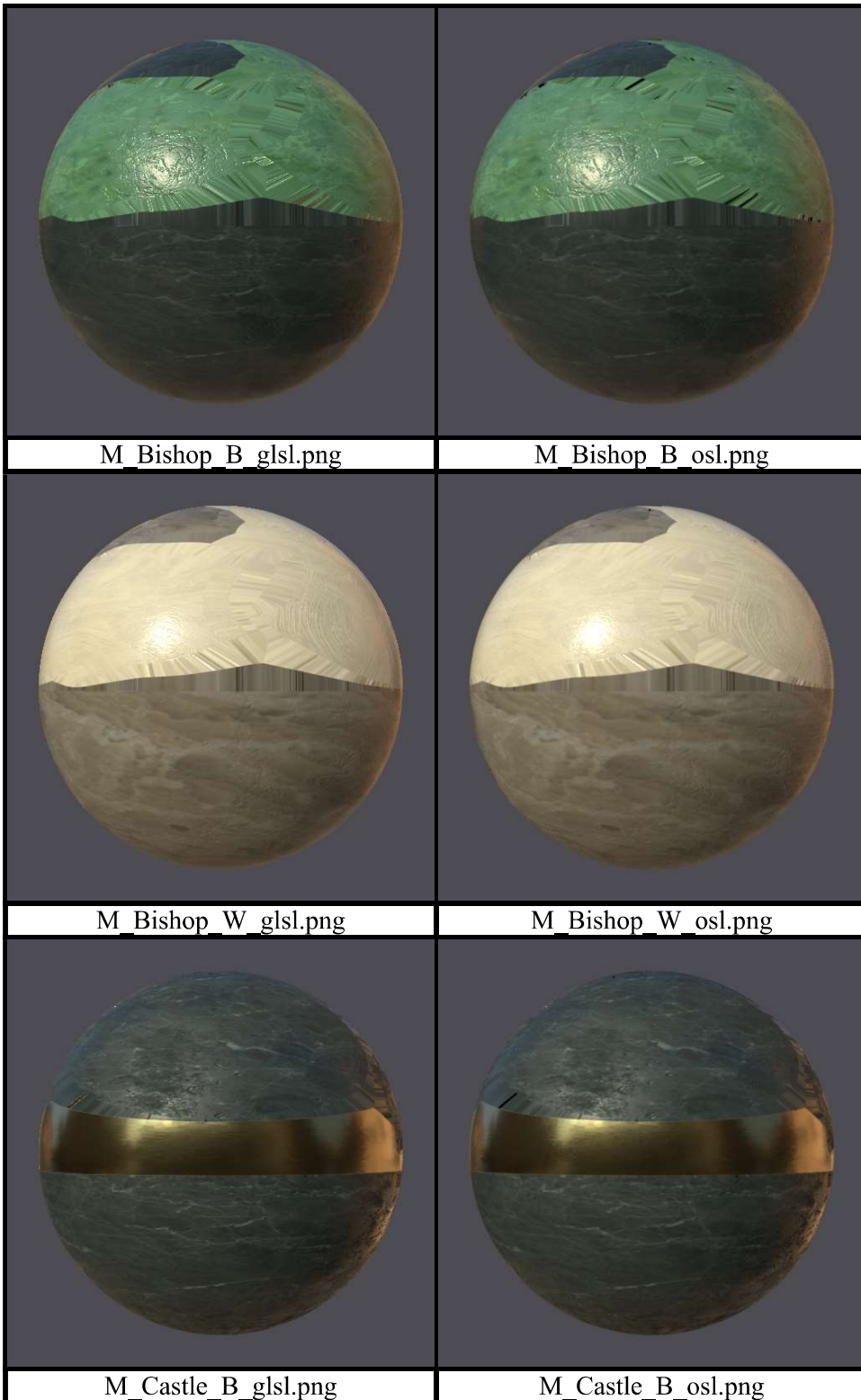
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

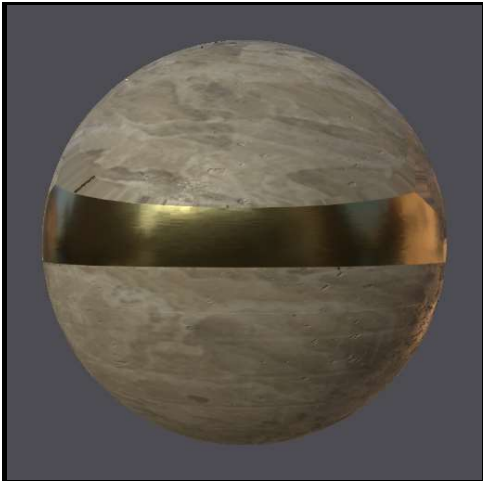
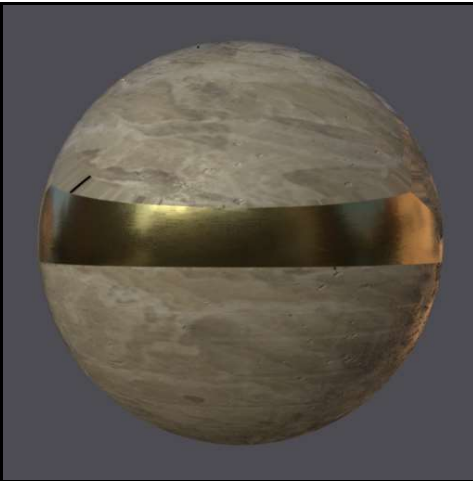
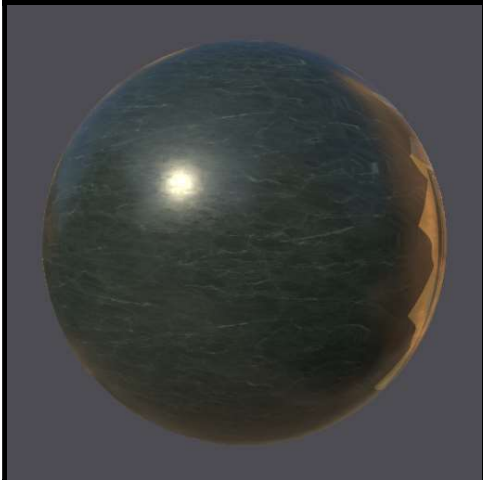
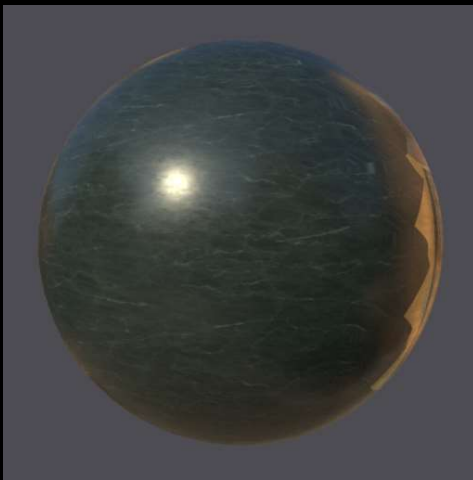
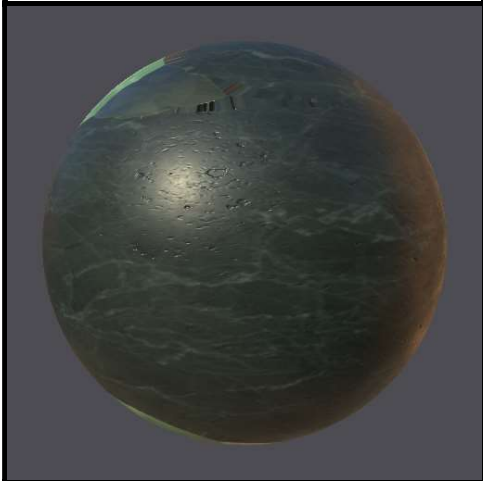
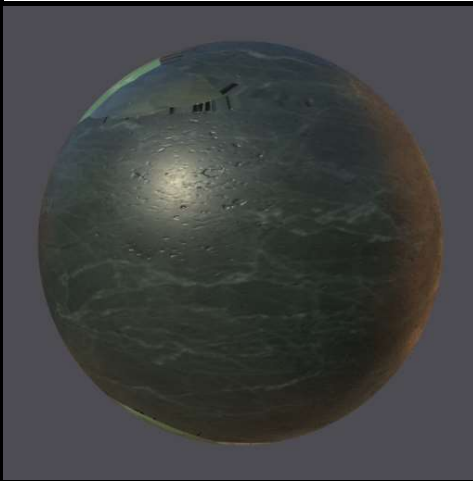


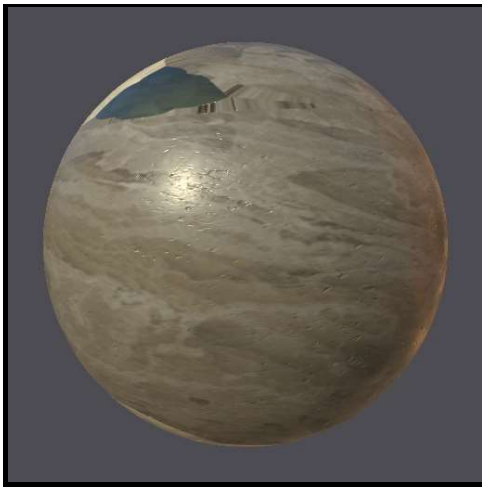
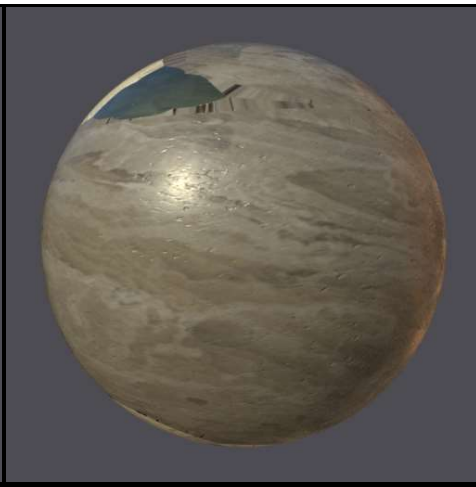
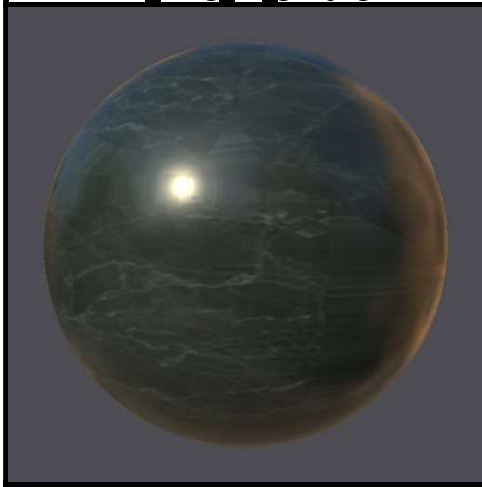
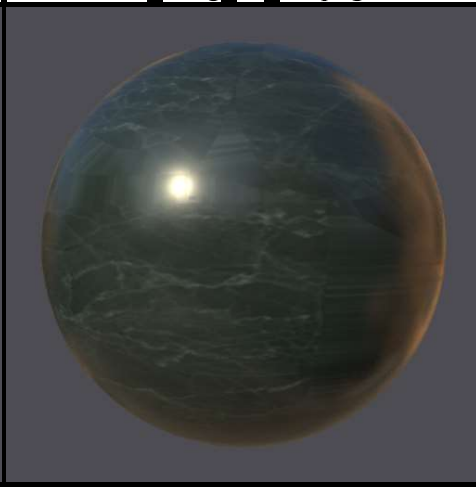
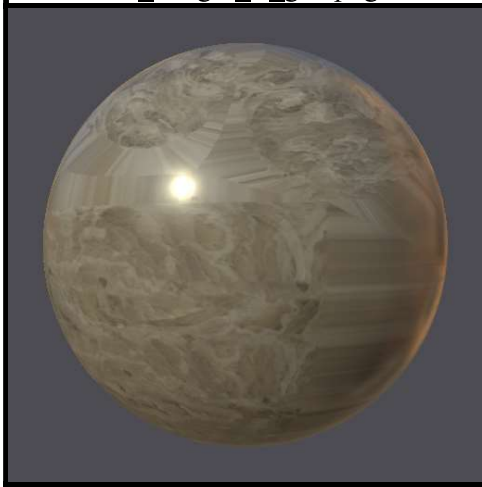
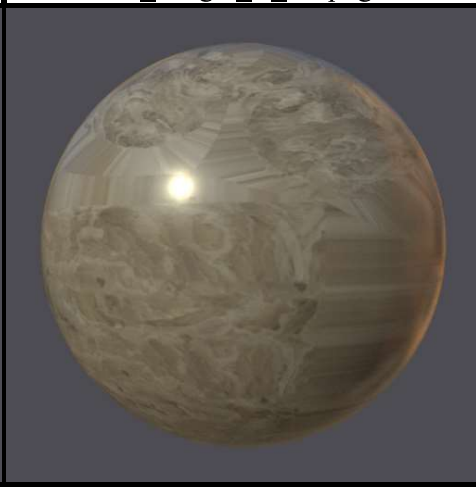
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

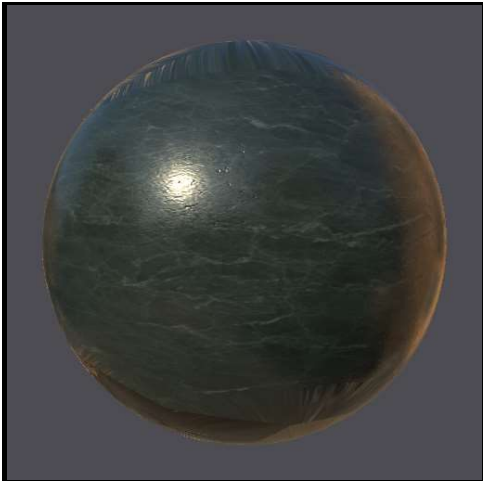
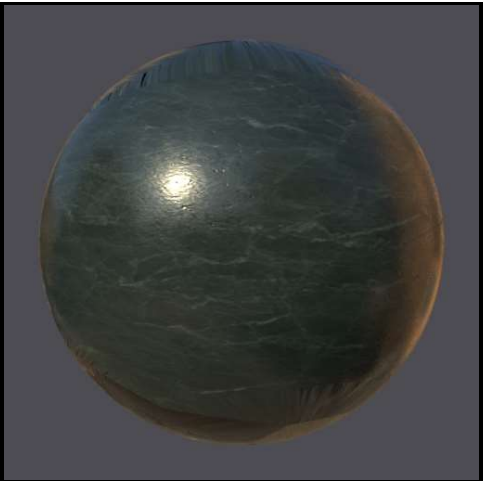
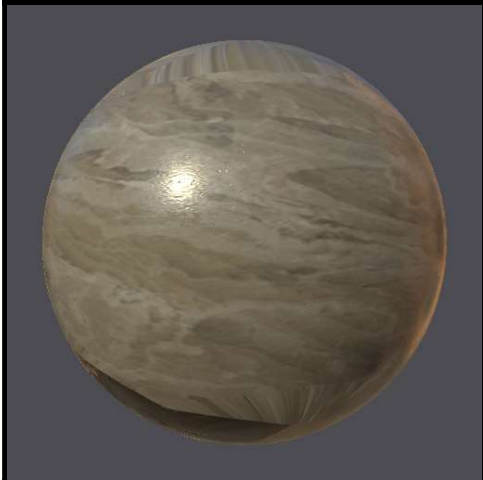
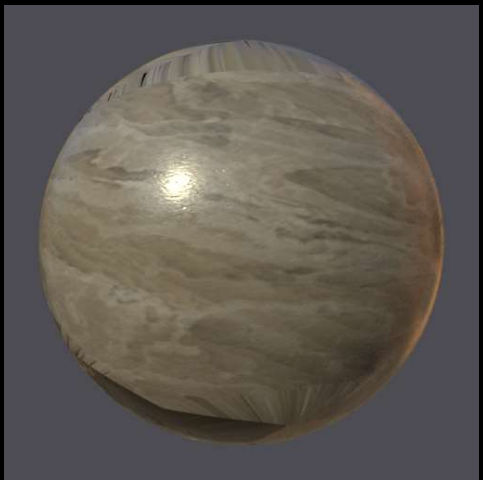
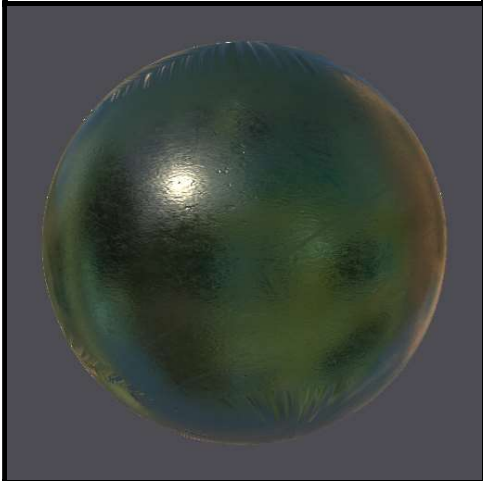
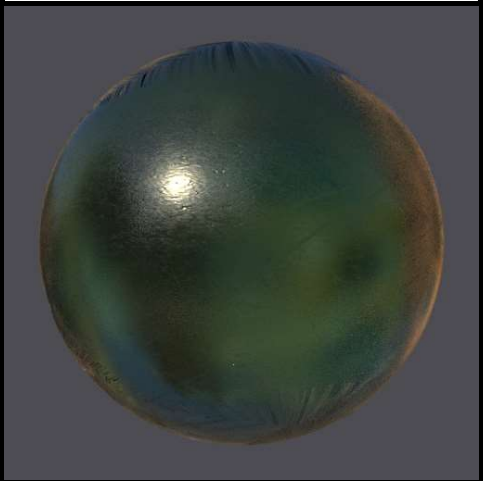


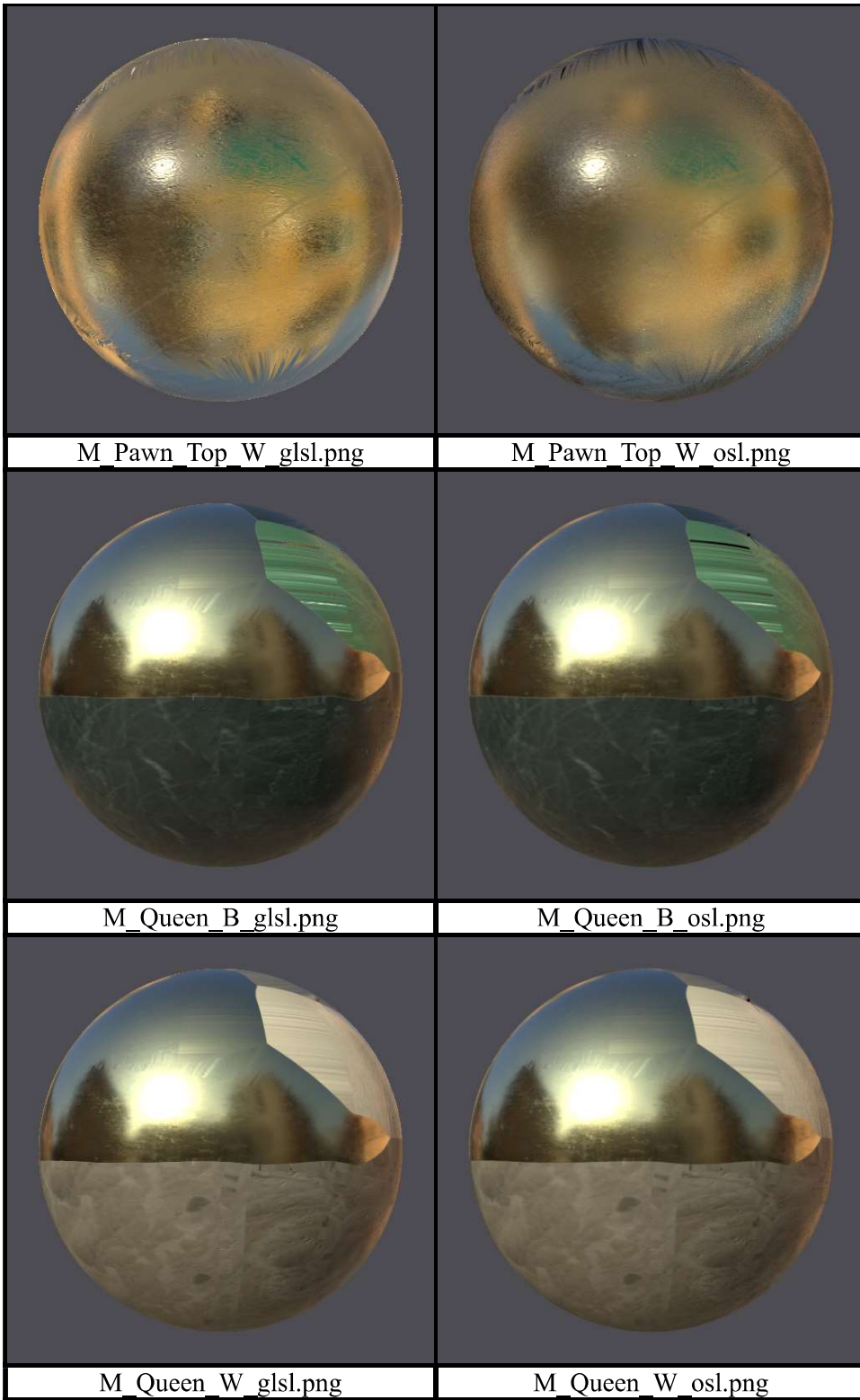
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



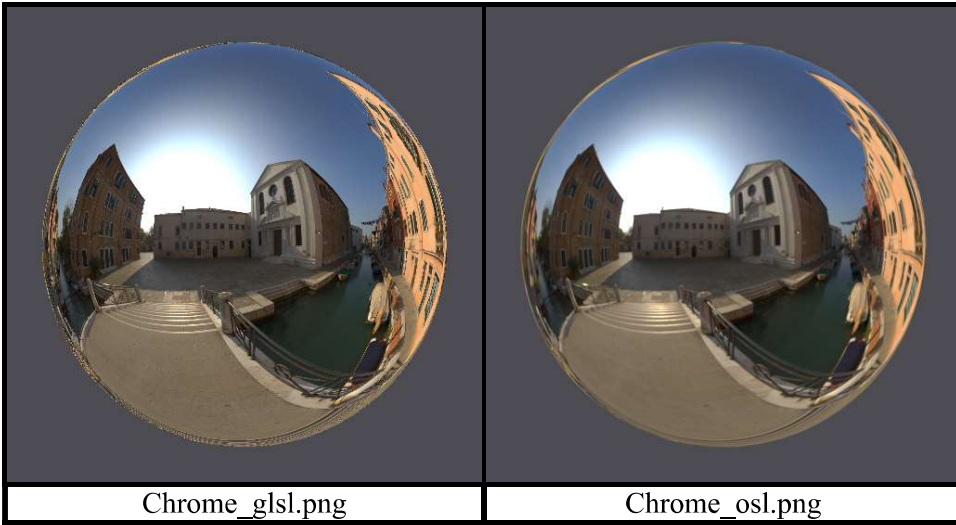
	
M_Castle_W_gsl.png	M_Castle_W_osl.png
	
M_Chessboard_gsl.png	M_Chessboard_osl.png
	
M_King_B_gsl.png	M_King_B_osl.png

	
M_King_W_gsl.png	M_King_W_osl.png
	
M_Knight_B_gsl.png	M_Knight_B_osl.png
	
M_Knight_W_gsl.png	M_Knight_W_osl.png

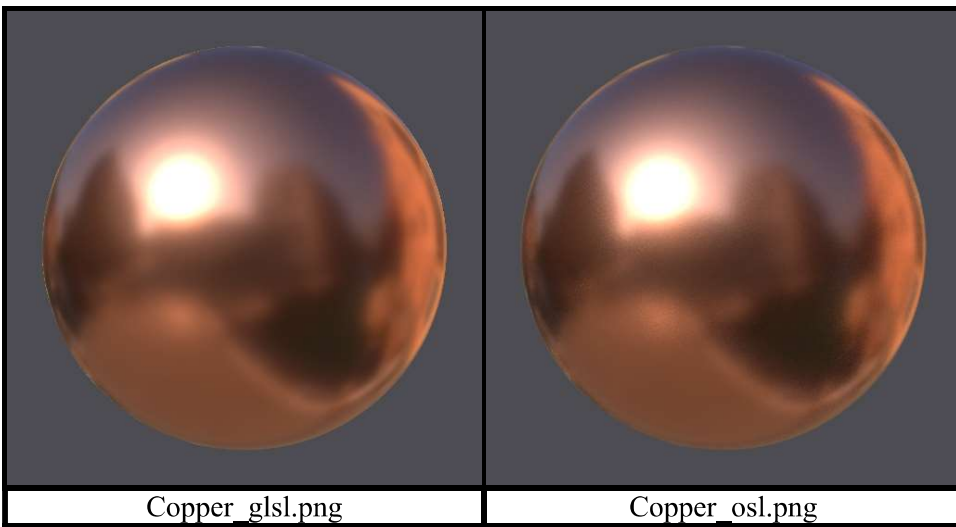
	
M Pawn Body B glsl.png	M Pawn Body B osl.png
	
M Pawn Body W glsl.png	M Pawn Body W osl.png
	
M Pawn Top B glsl.png	M Pawn Top B osl.png



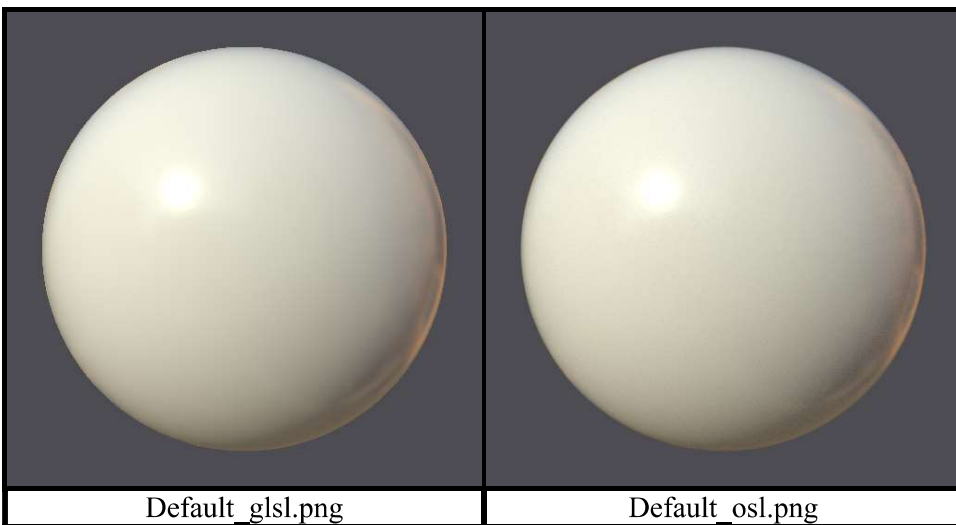
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



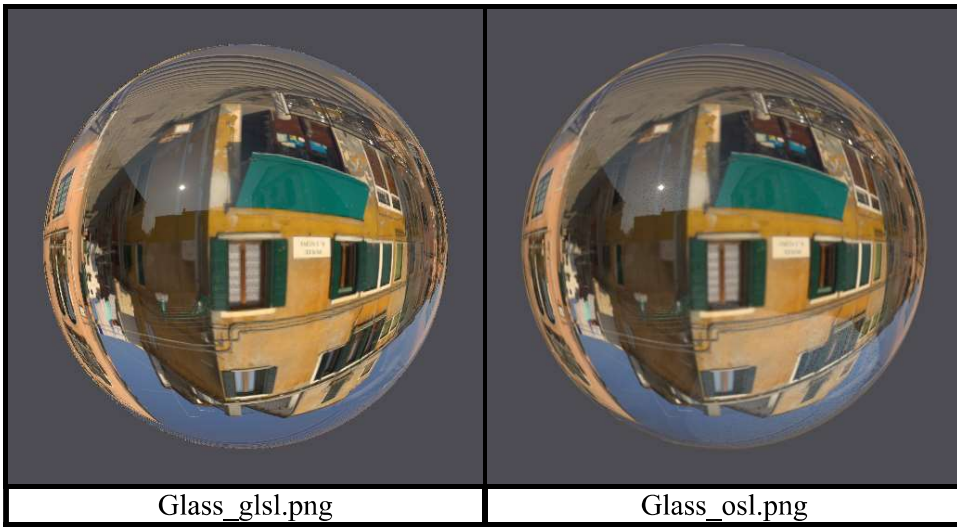
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



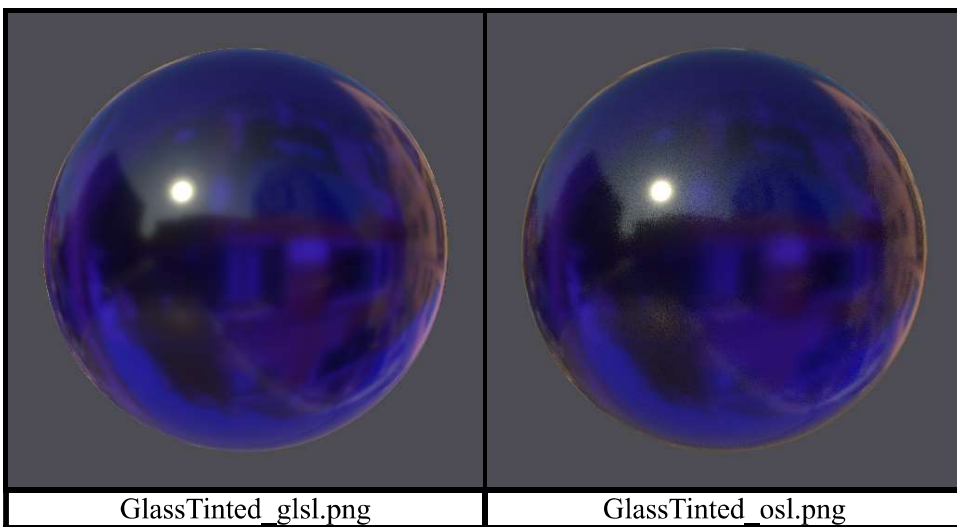
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



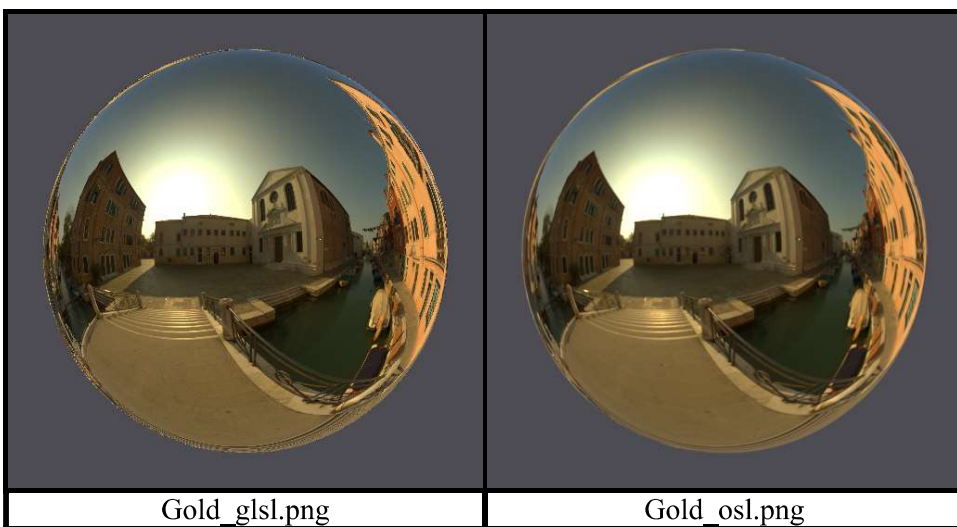
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



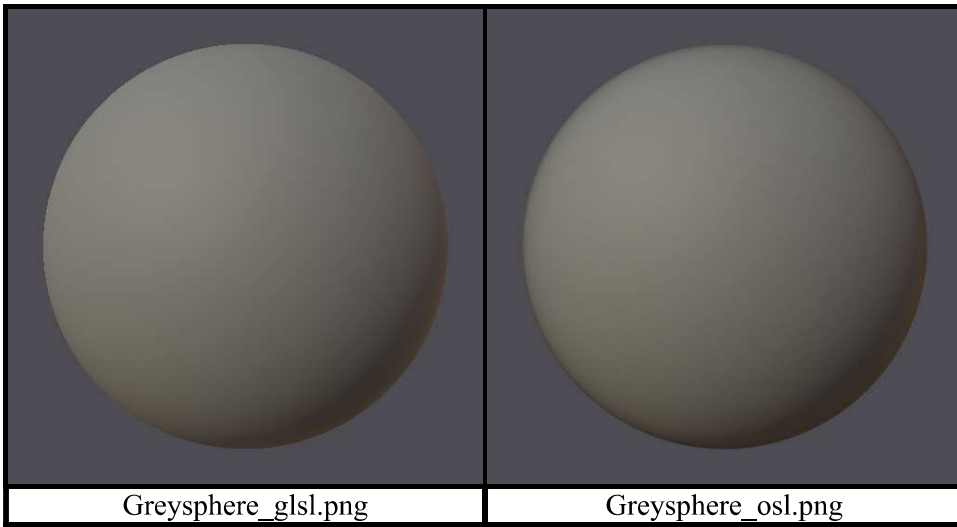
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



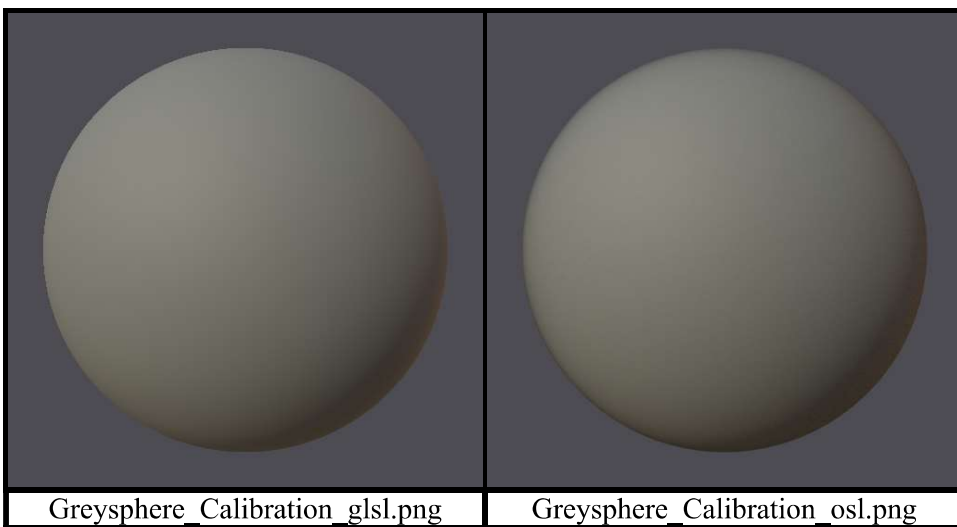
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



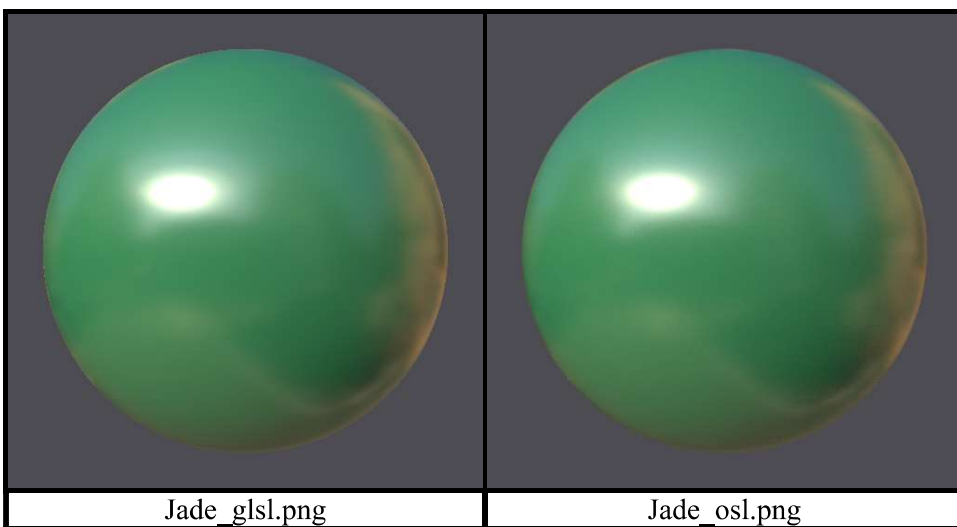
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



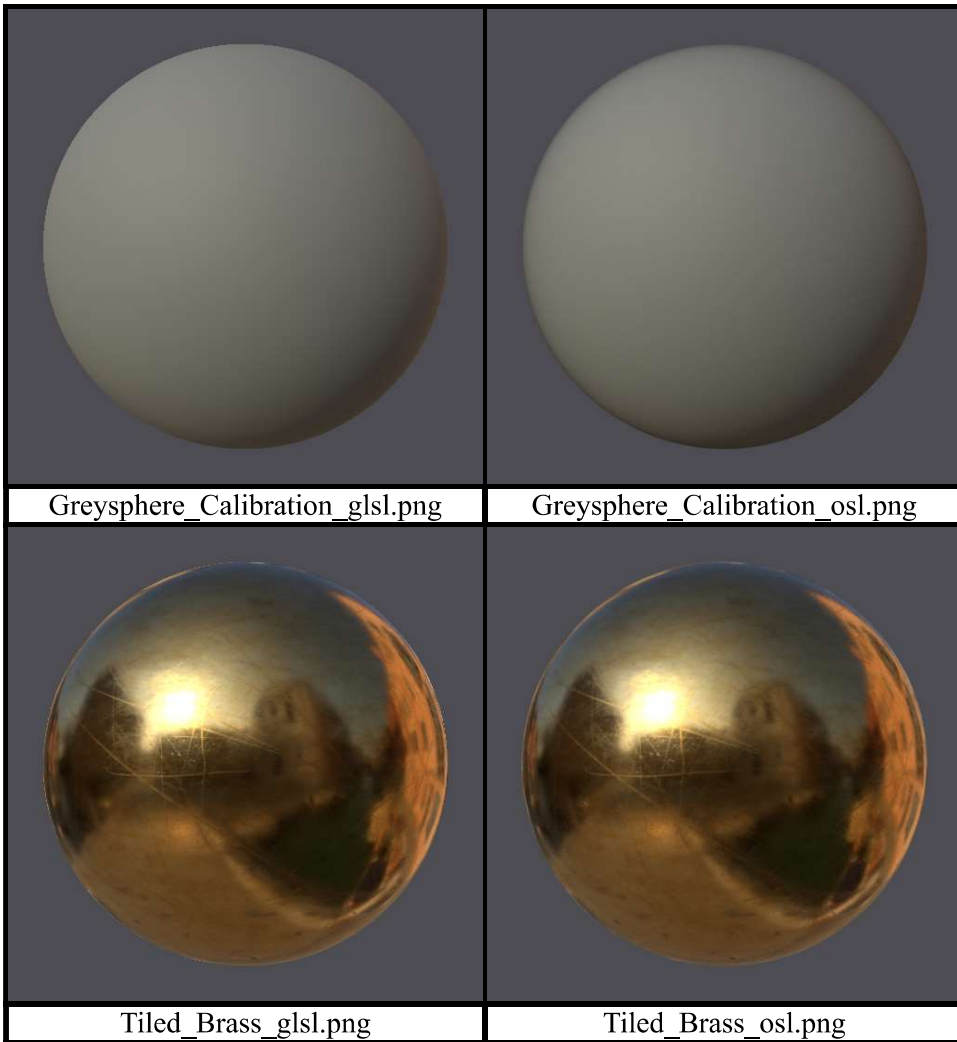
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



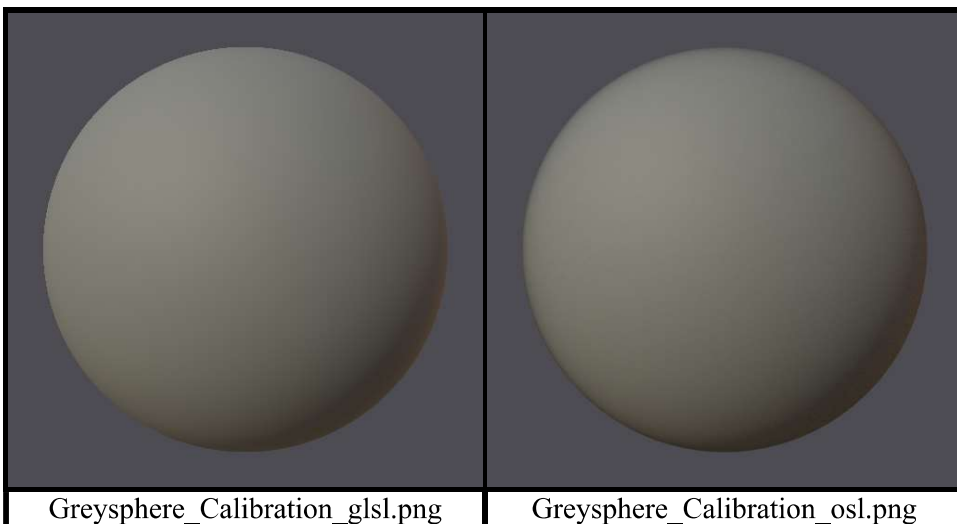
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

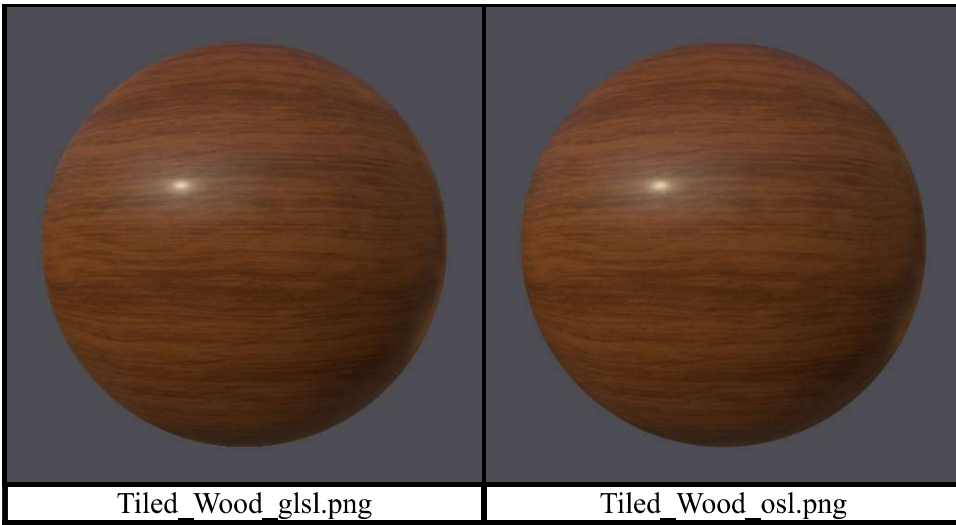


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

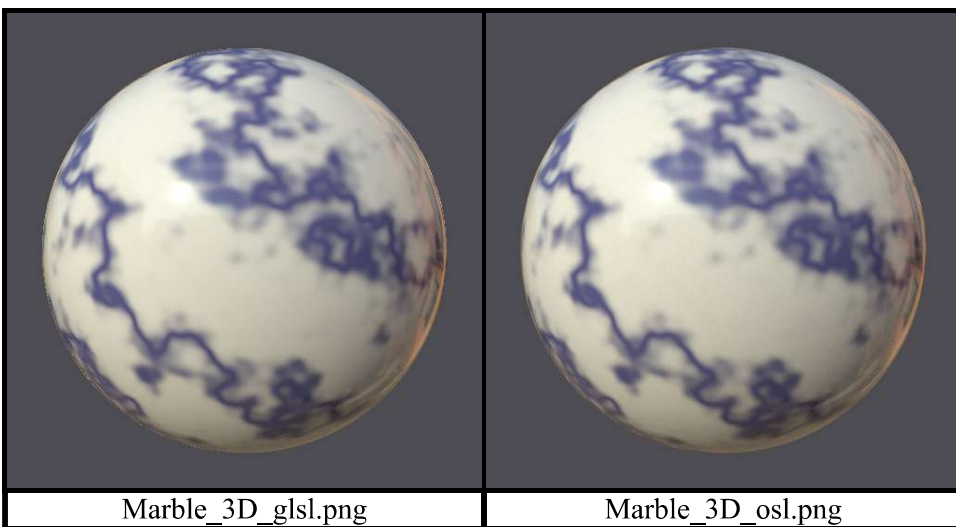


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

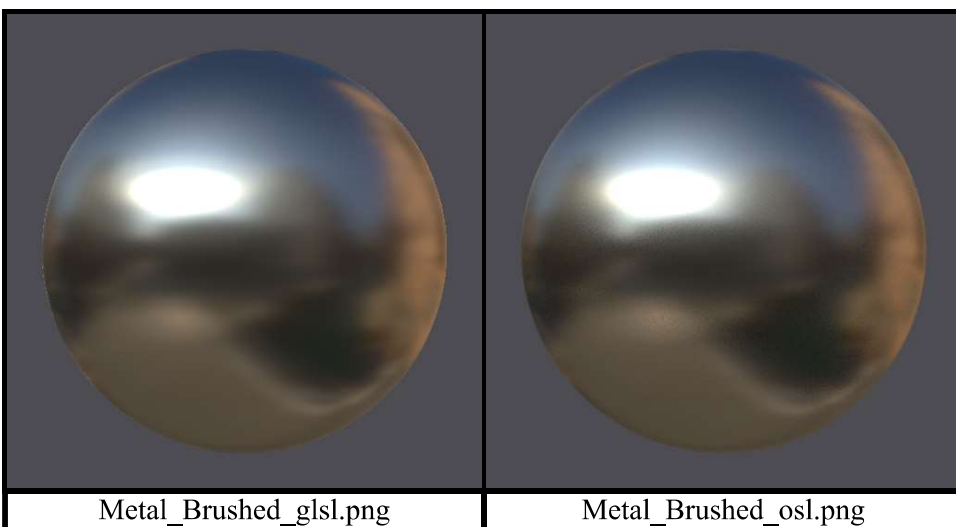




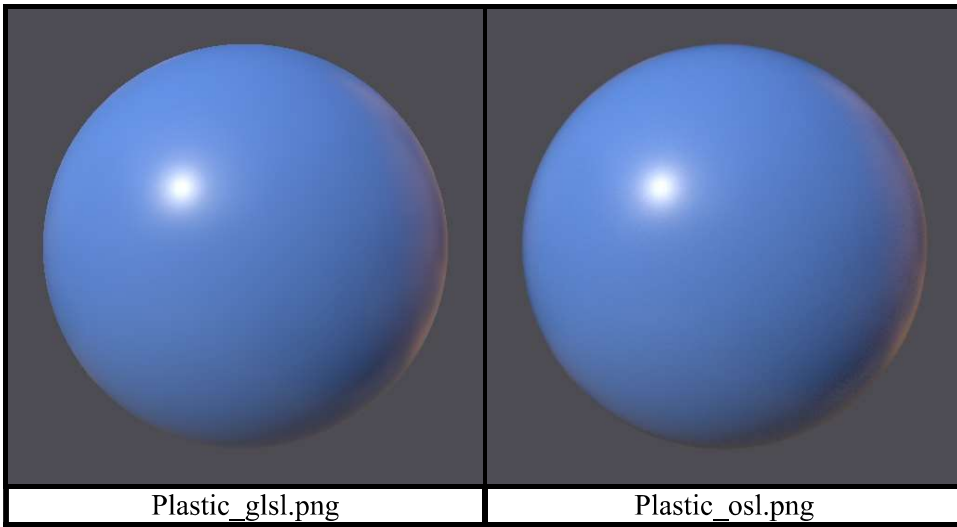
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



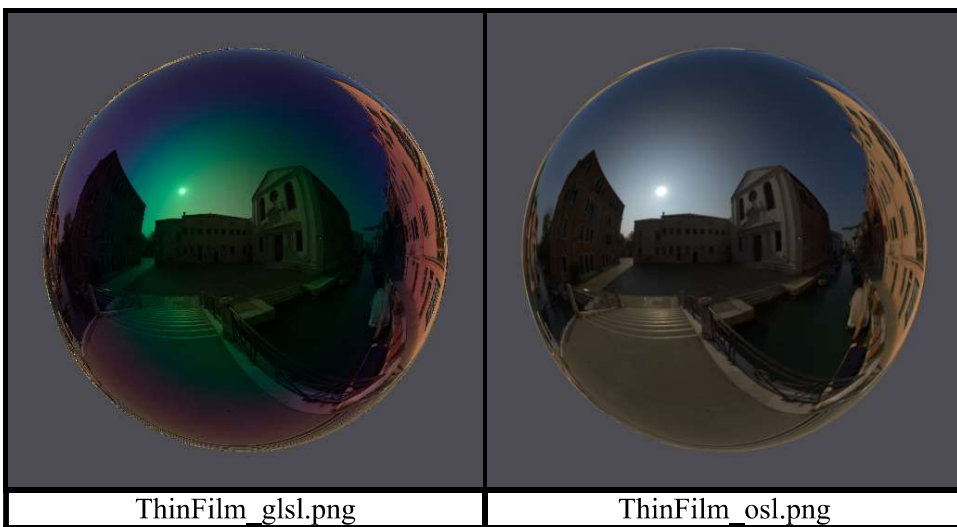
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



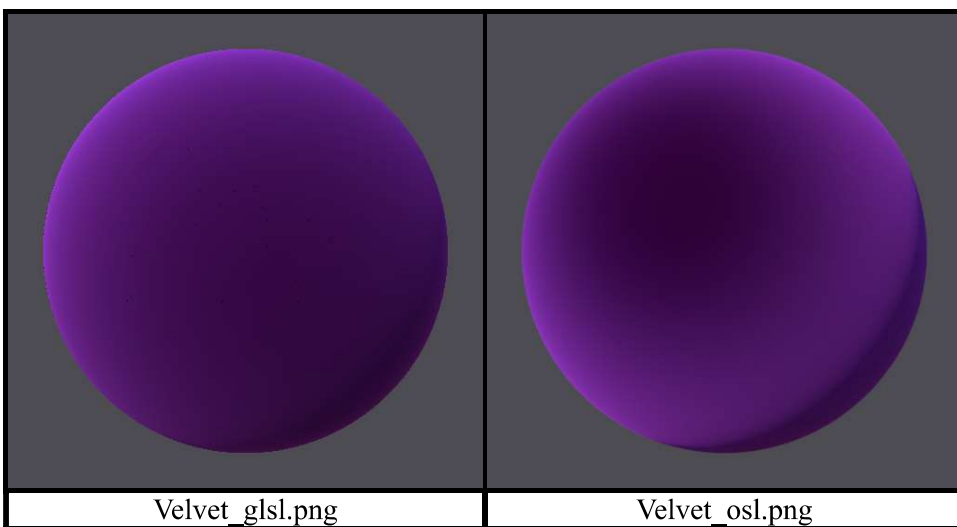
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



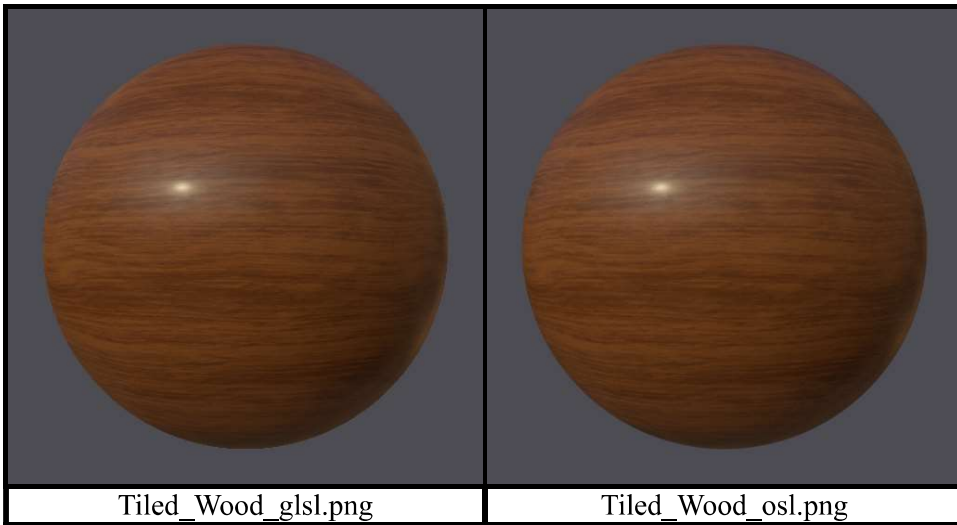
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



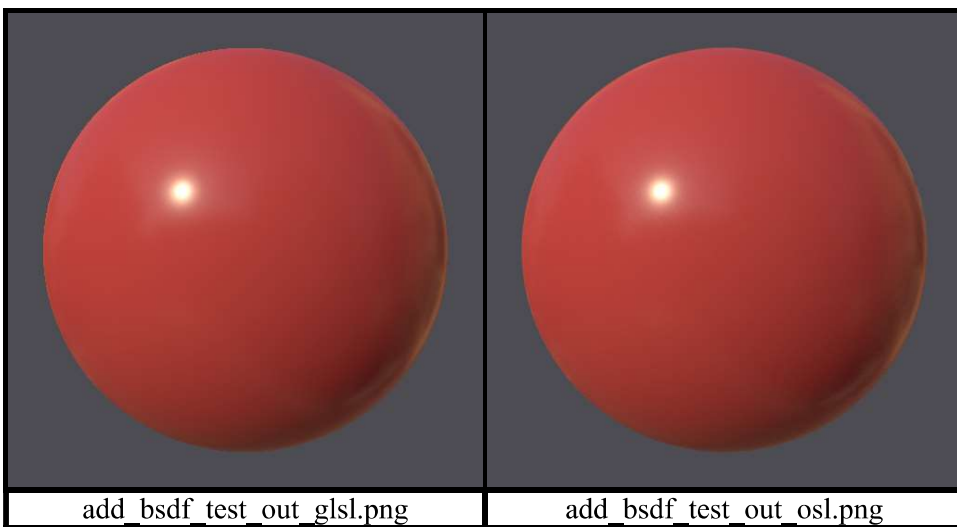
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



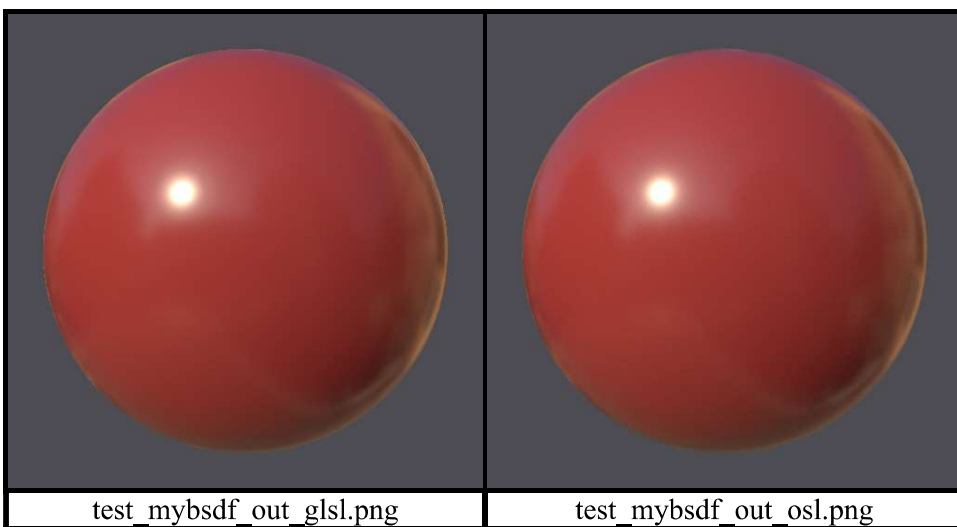
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:



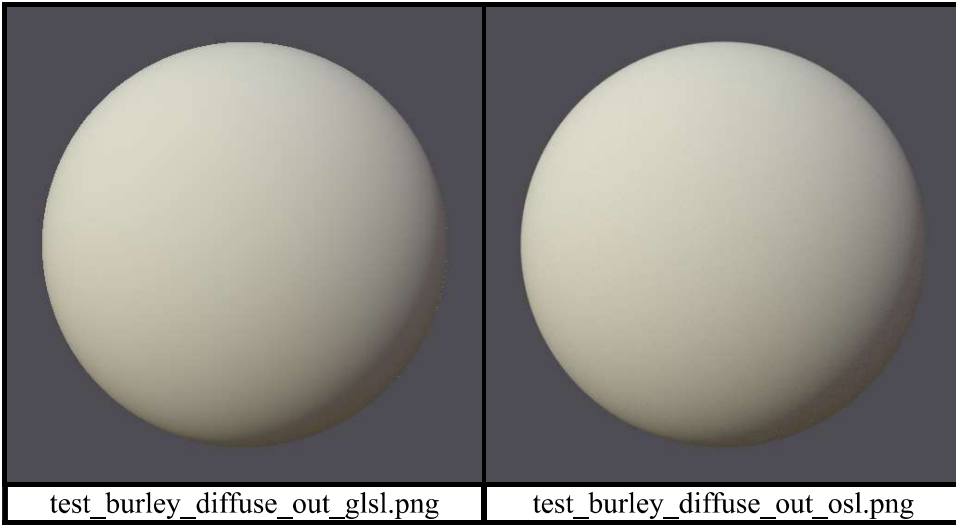
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



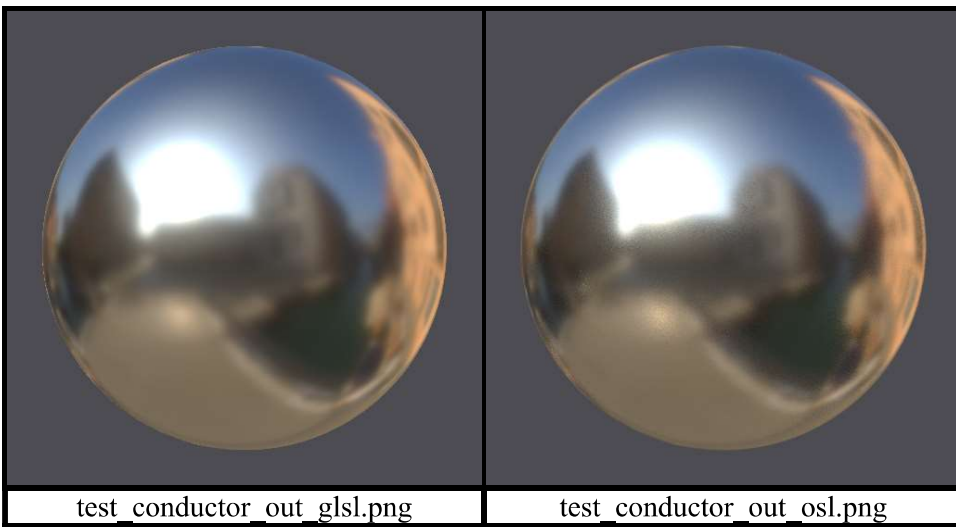
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



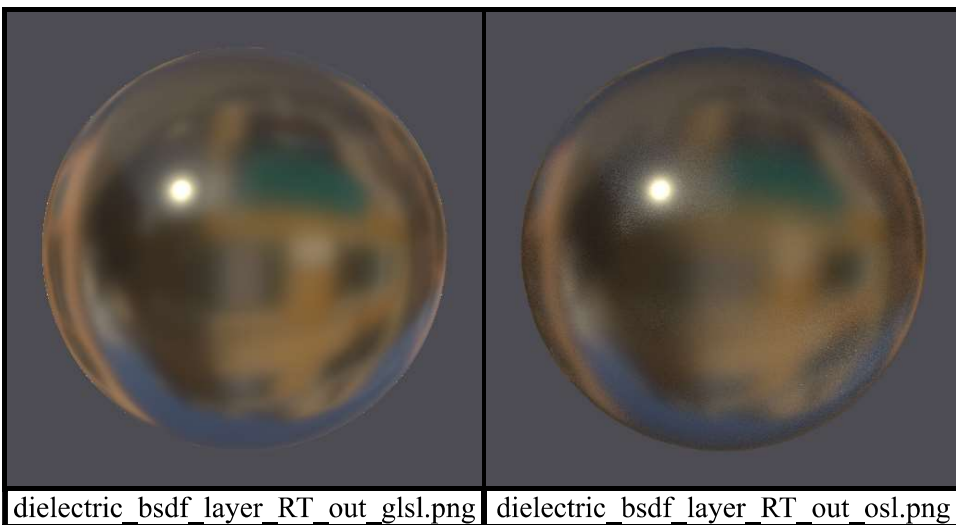
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:

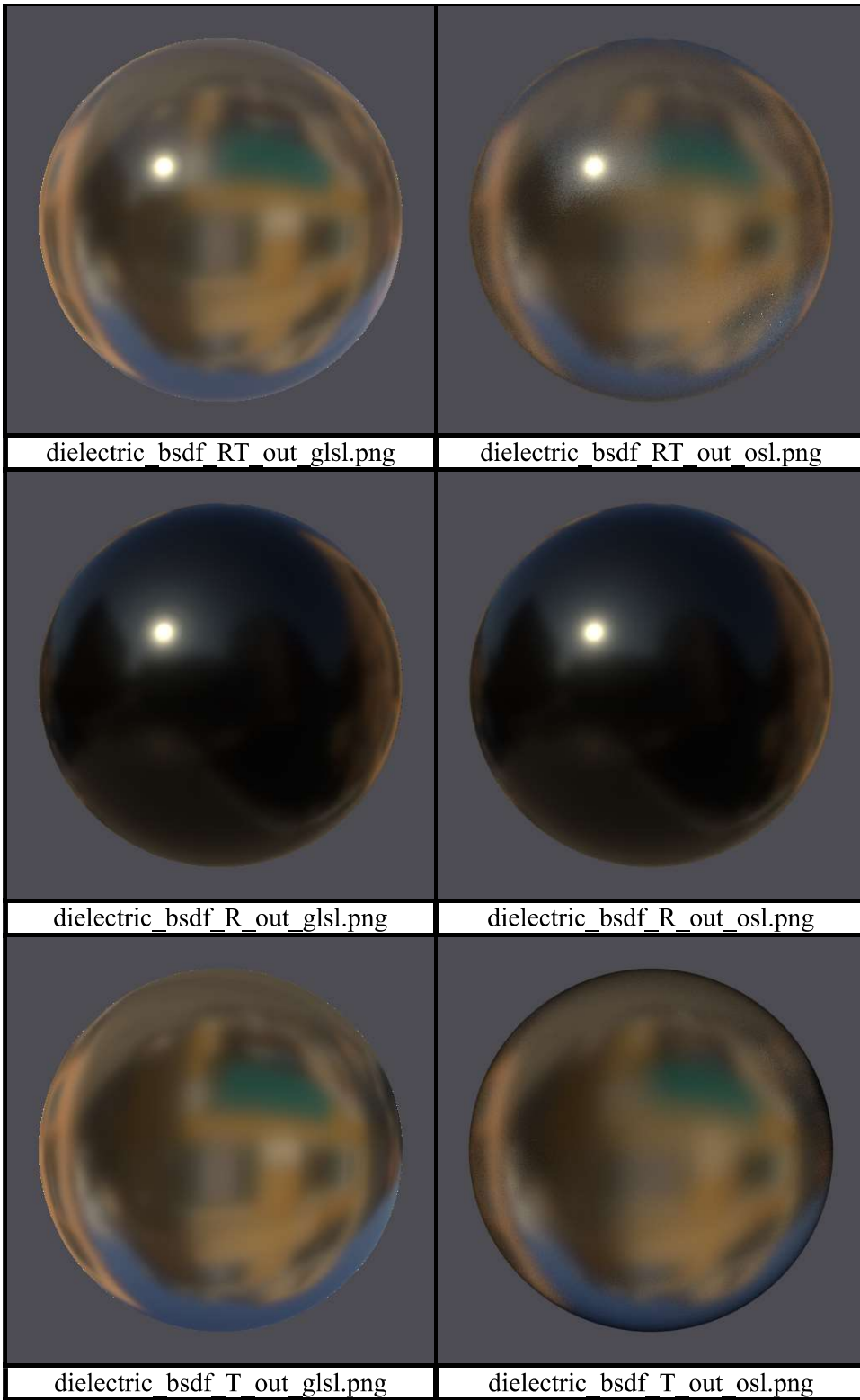


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

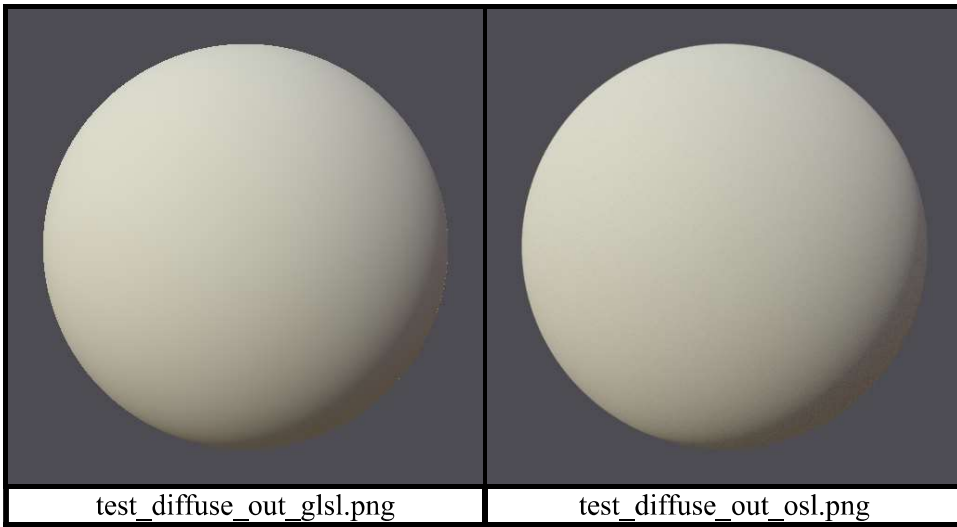


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

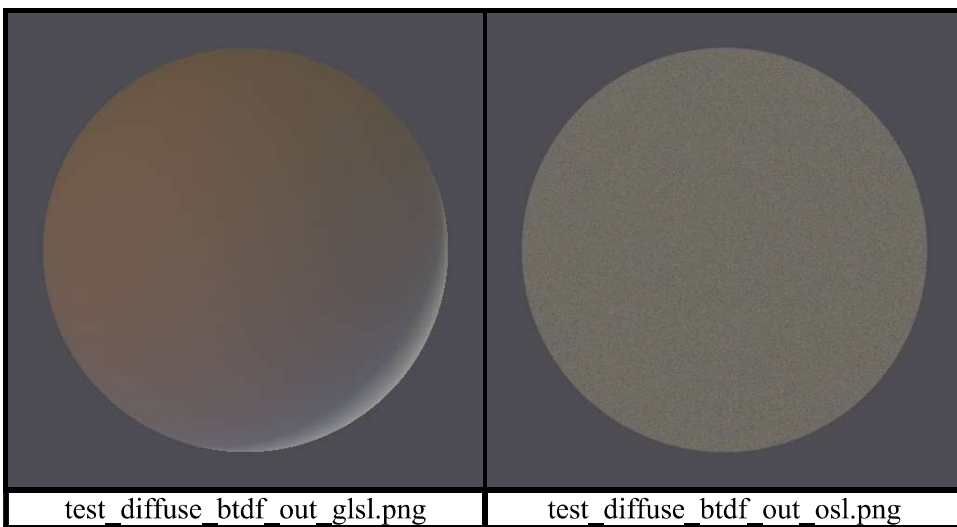




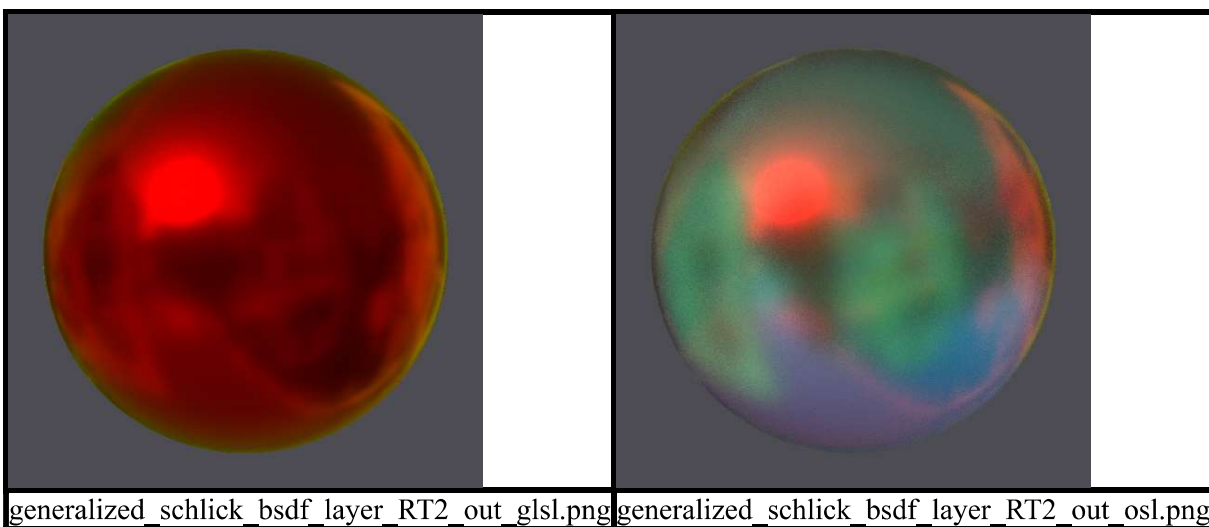
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse_brd:

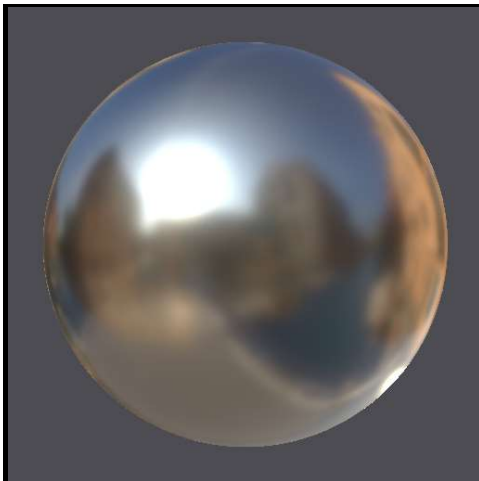



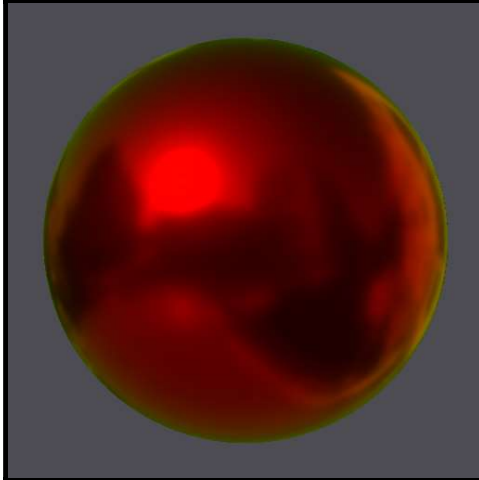

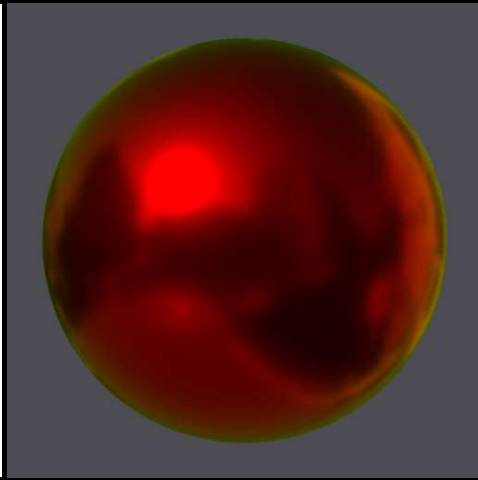

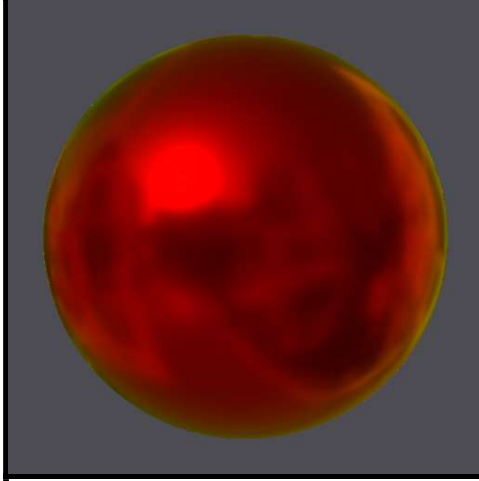

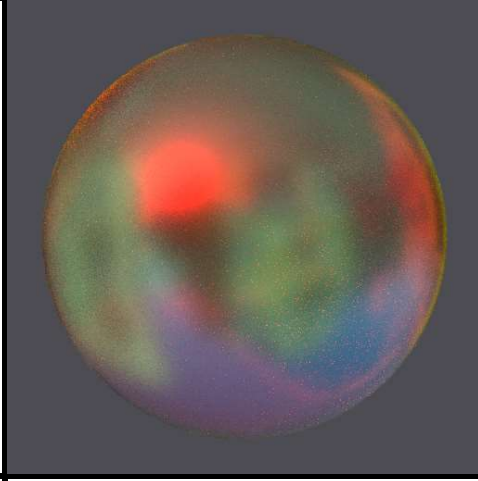







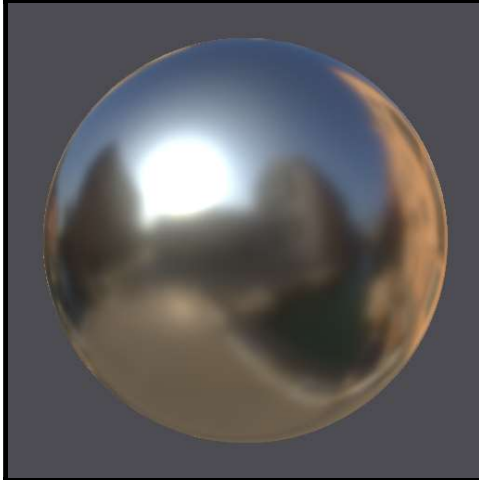

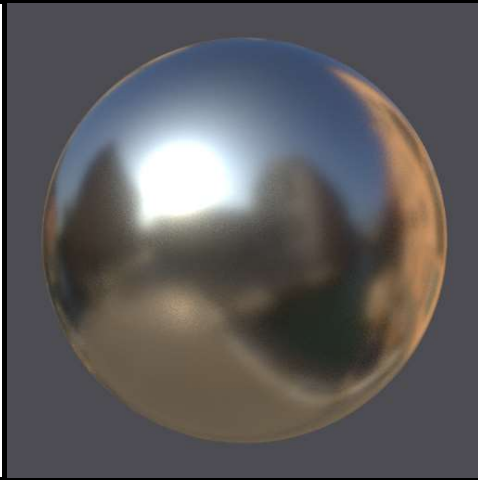



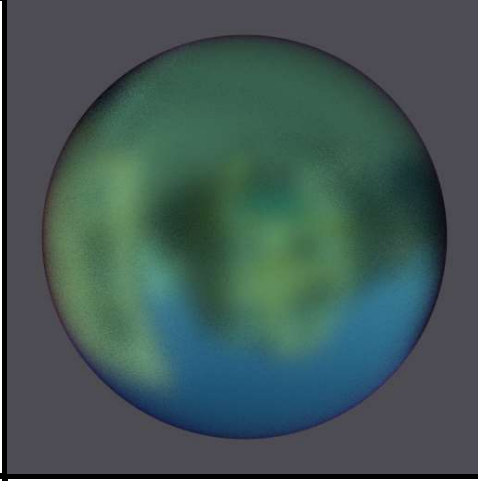

..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\diffuse_btfd:

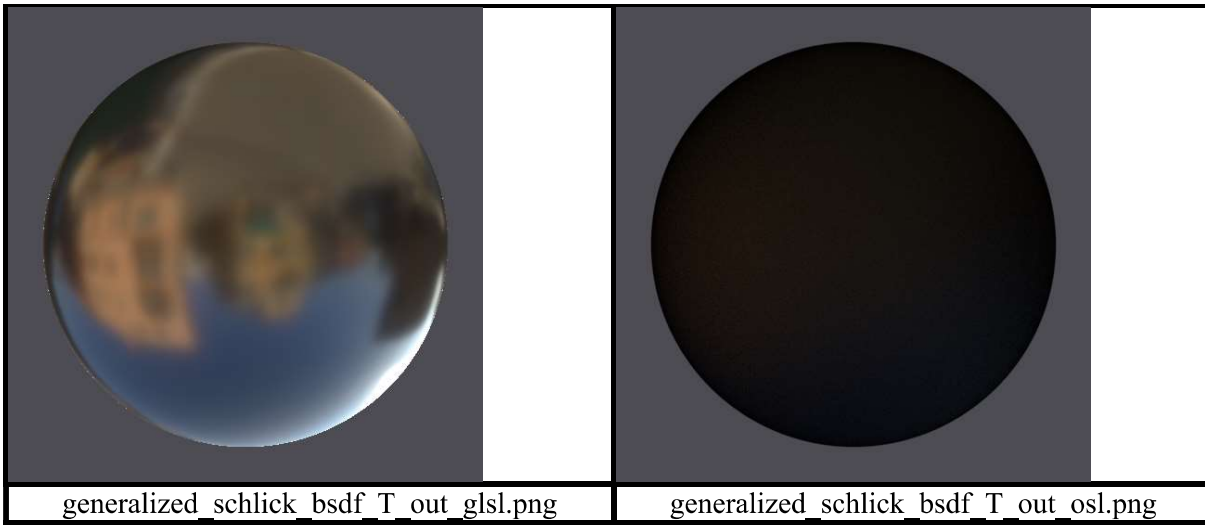


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:

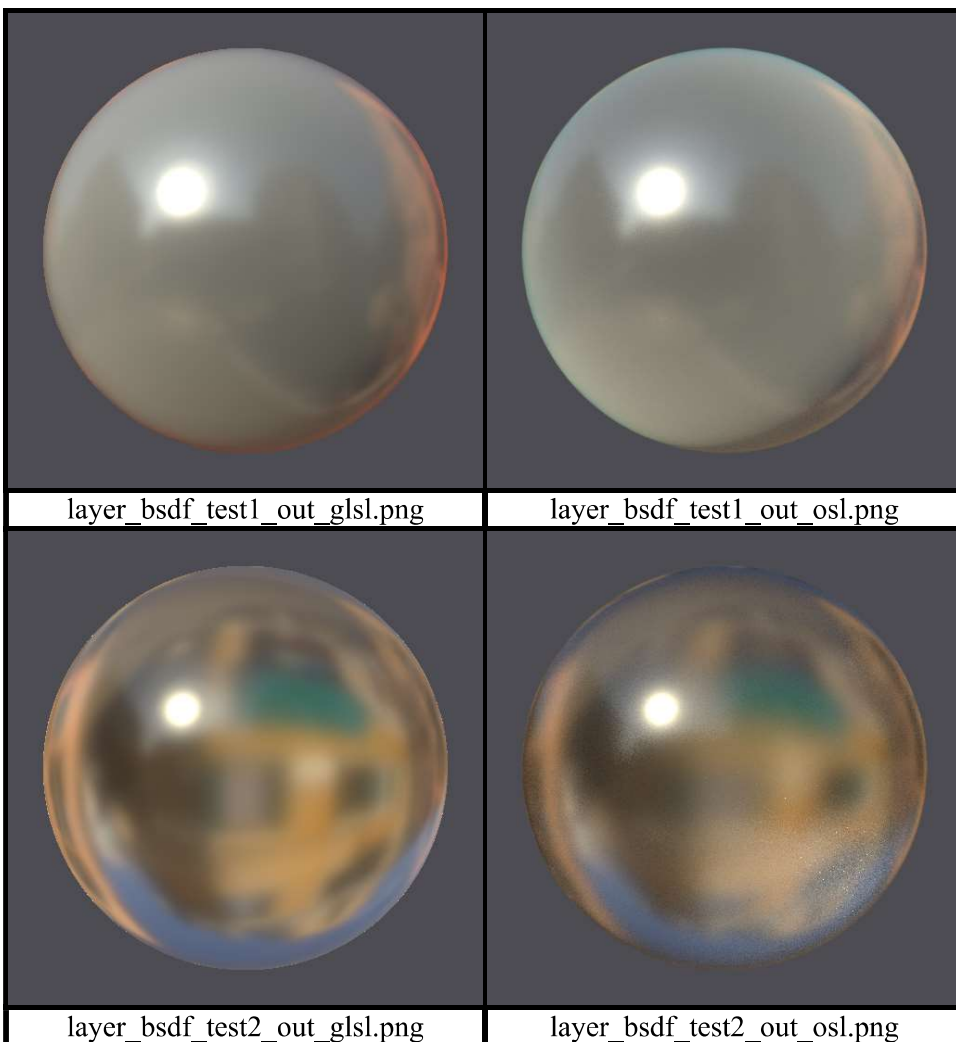


			
<code>generalized schlick bsdf layer RT out glsl.png</code>		<code>generalized schlick bsdf layer RT out osl.png</code>	
			
<code>generalized_schlick_bsdf_R2_out_glsl.png</code>		<code>generalized_schlick_bsdf_R2_out_osl.png</code>	
			
<code>generalized_schlick_bsdf_RT2_out_glsl.png</code>		<code>generalized_schlick_bsdf_RT2_out_osl.png</code>	

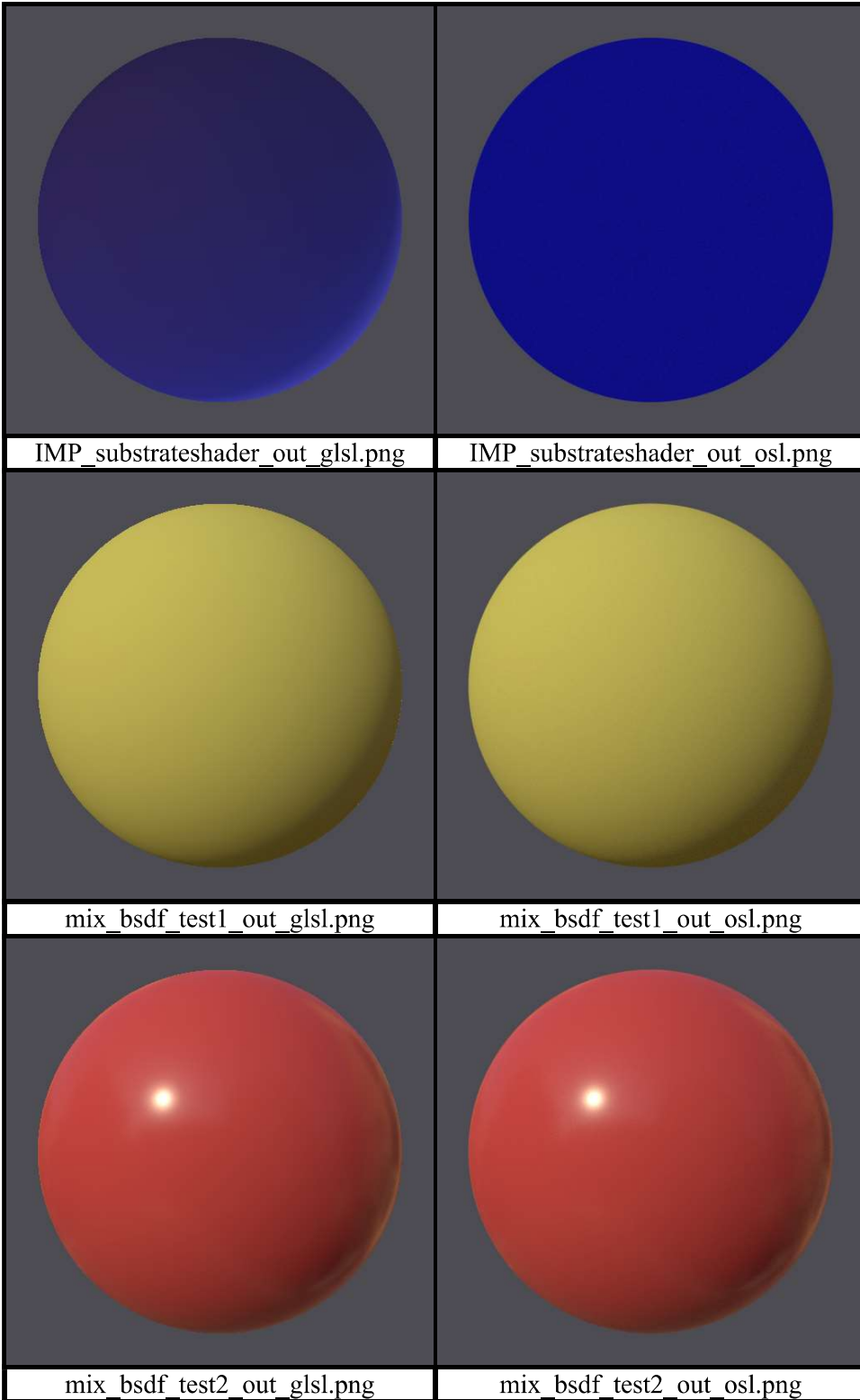
			
<p>generalized_schlick_bsdf_RT_out_gsl.png</p>		<p>generalized_schlick_bsdf_RT_out_osl.png</p>	
			
<p>generalized_schlick_bsdf_R_out_gsl.png</p>		<p>generalized_schlick_bsdf_R_out_osl.png</p>	
			
<p>generalized_schlick_bsdf_T2_out_gsl.png</p>		<p>generalized_schlick_bsdf_T2_out_osl.png</p>	

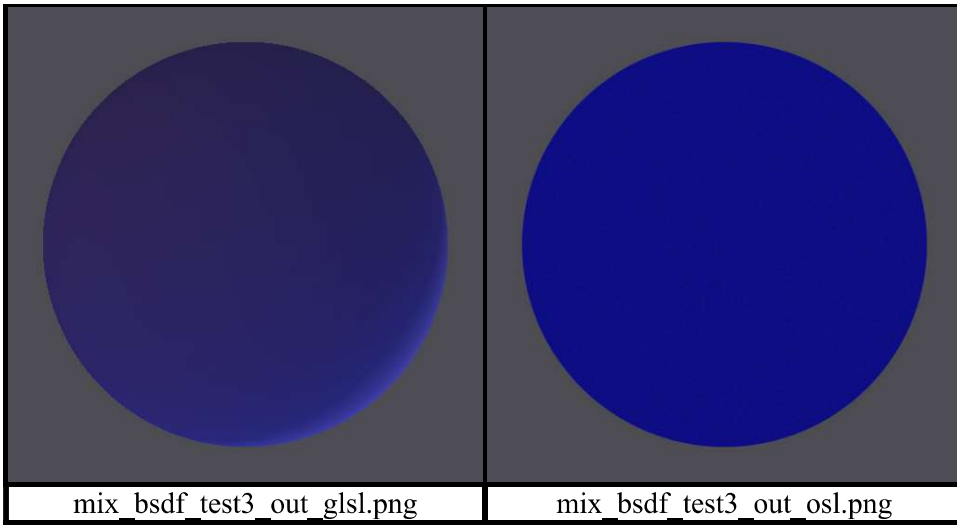


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

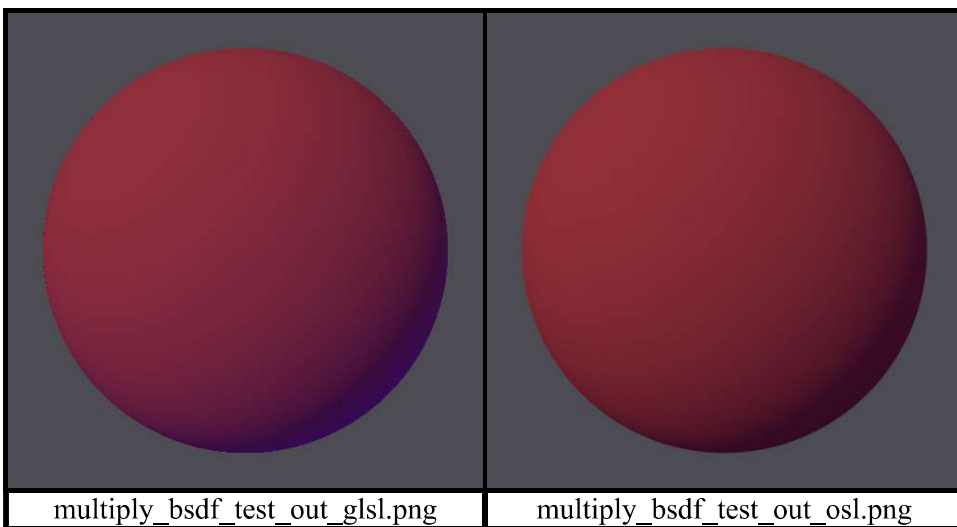


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

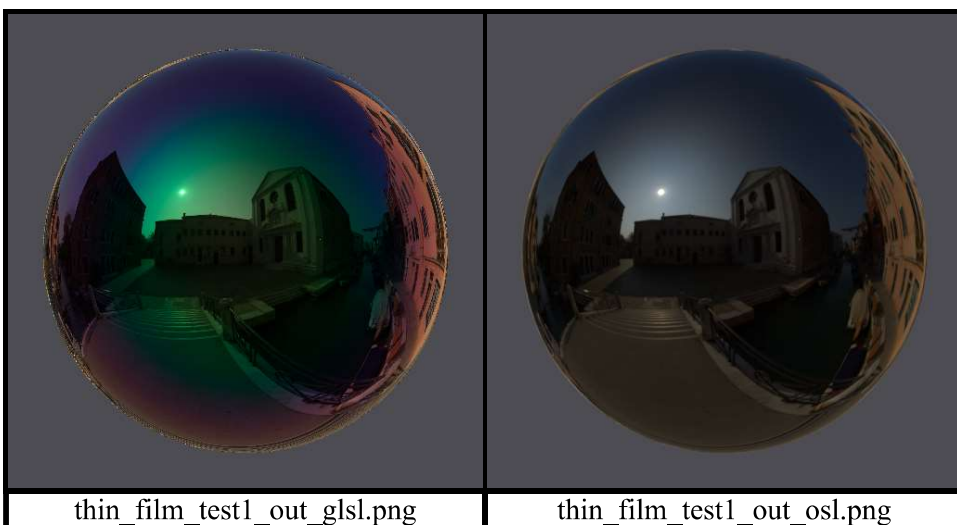


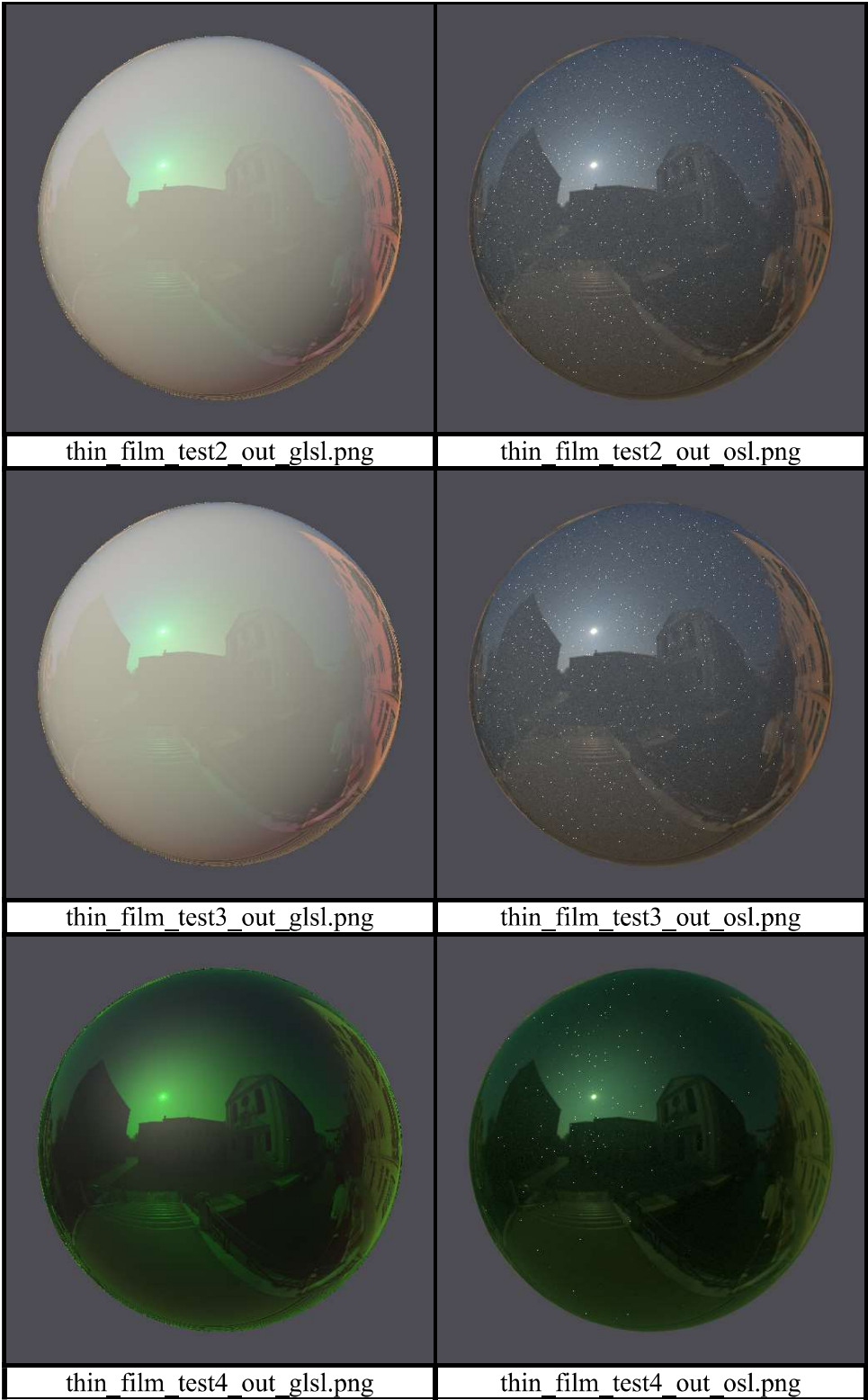


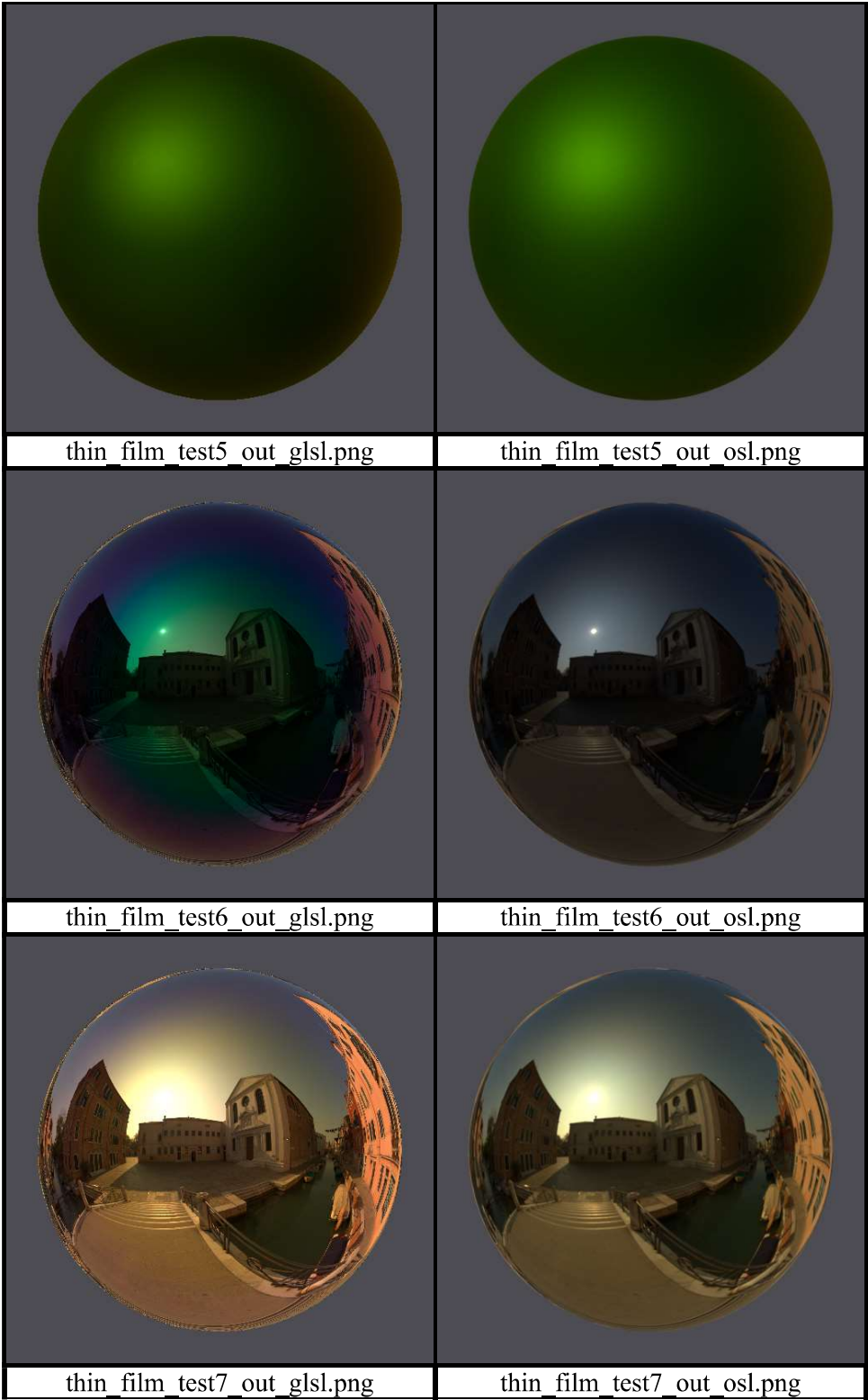
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:

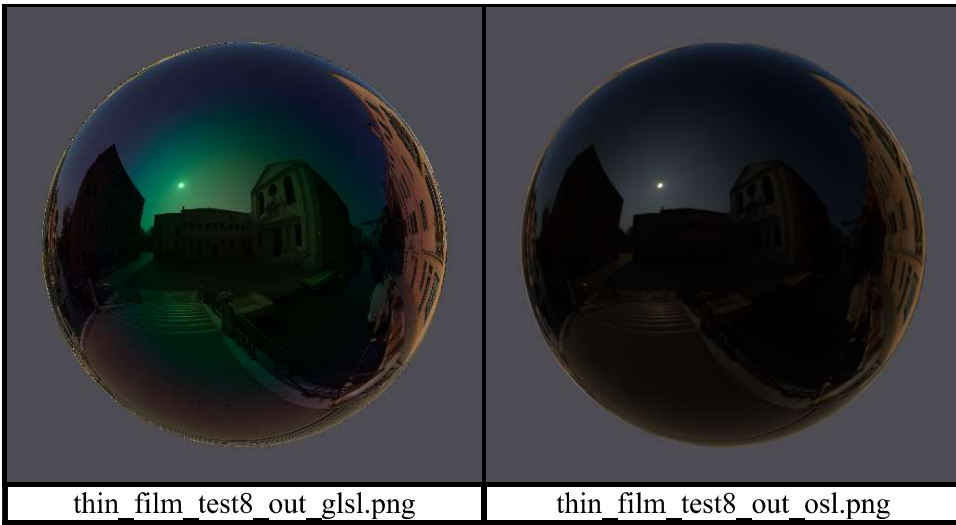


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:

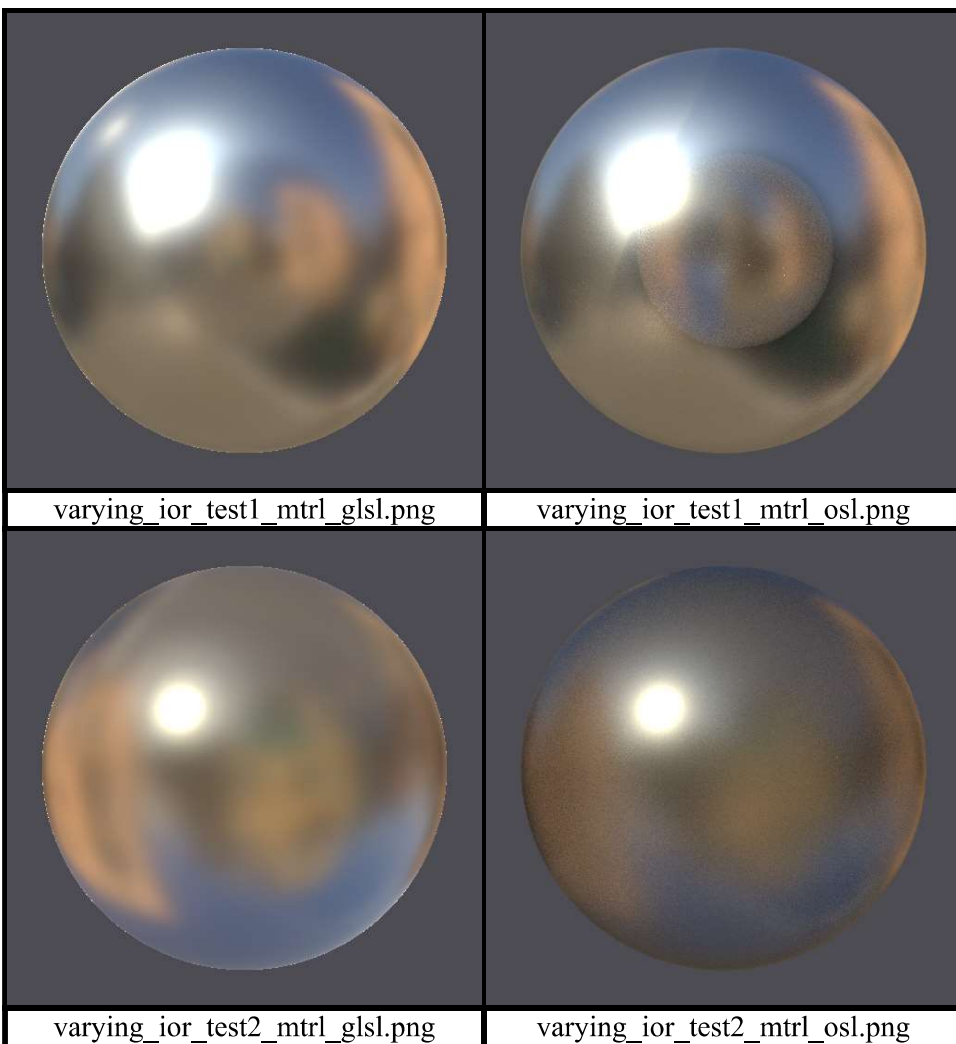




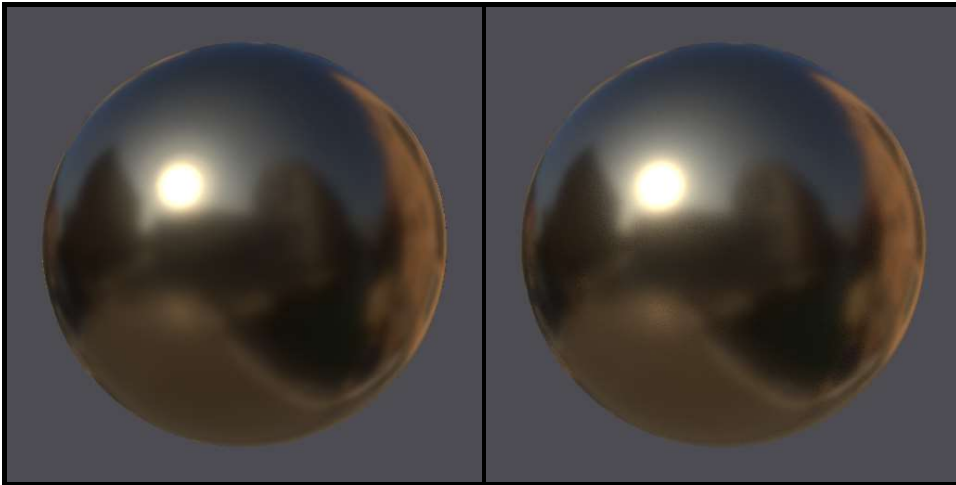




..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\varying_ior:

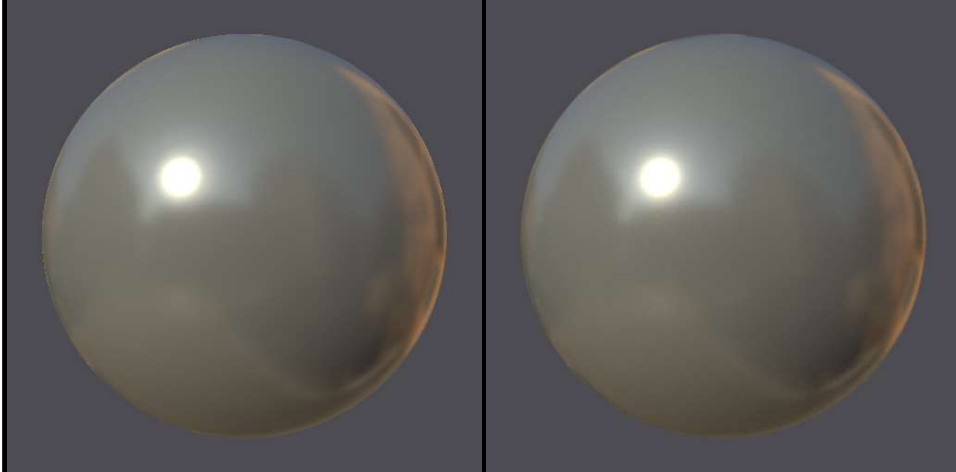


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:



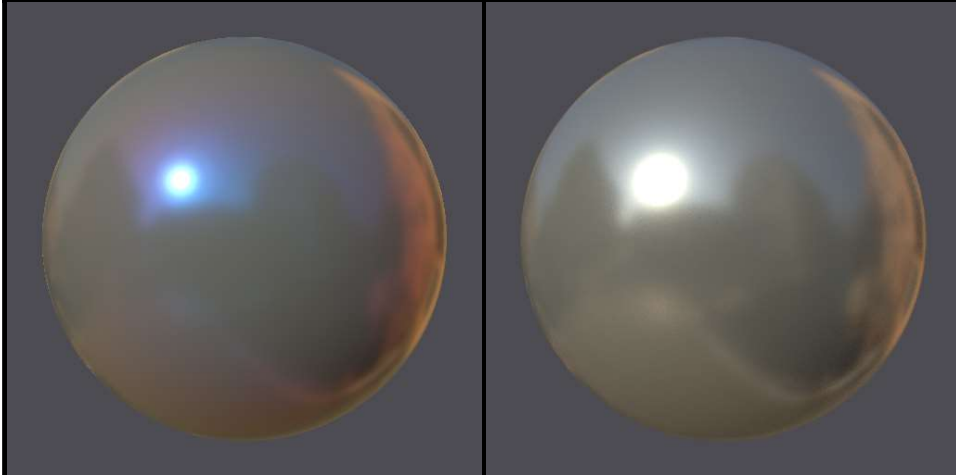
vertical_layering_ex10_out_glsl.png

vertical_layering_ex10_out_osl.png



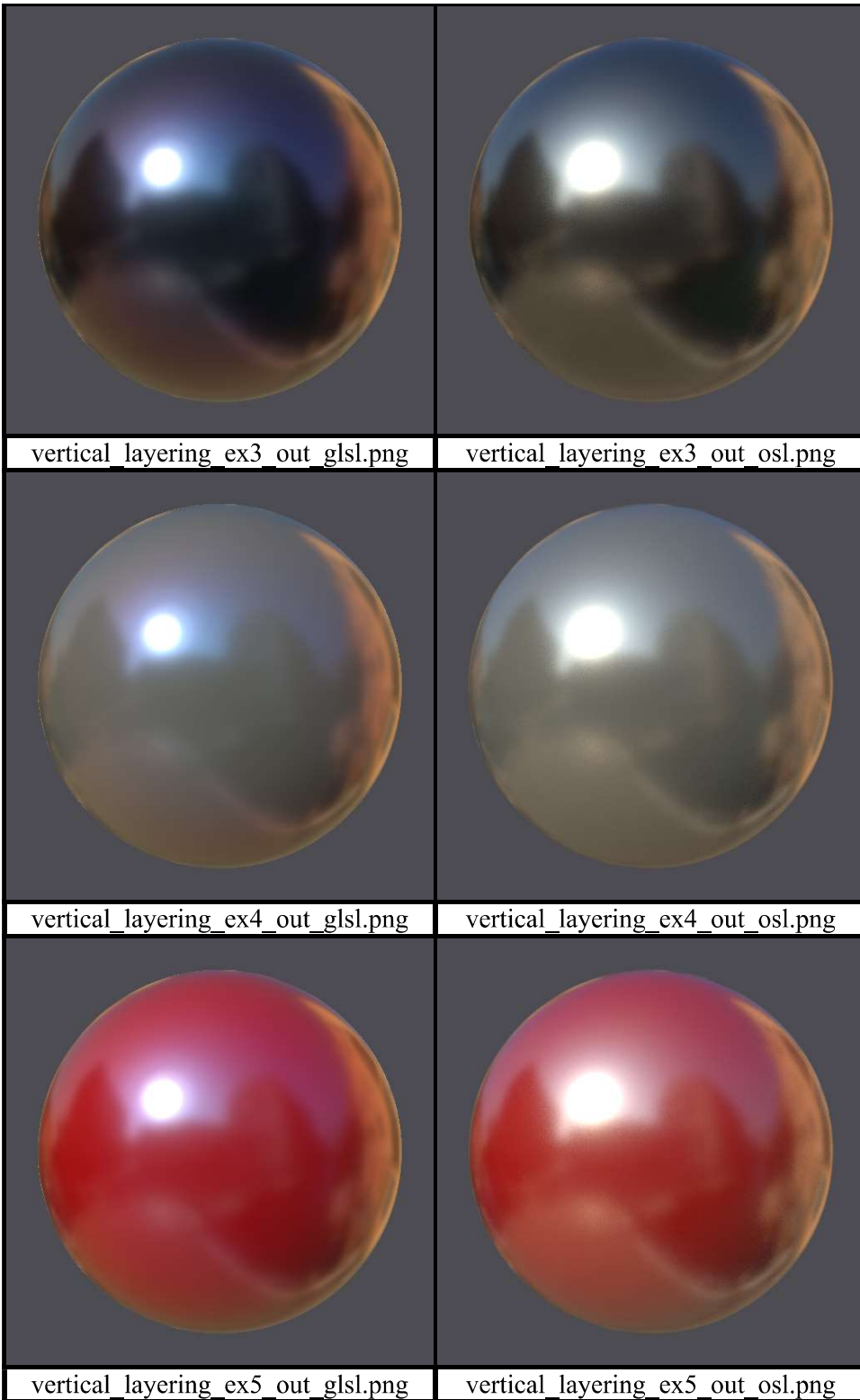
vertical_layering_ex1_out_glsl.png

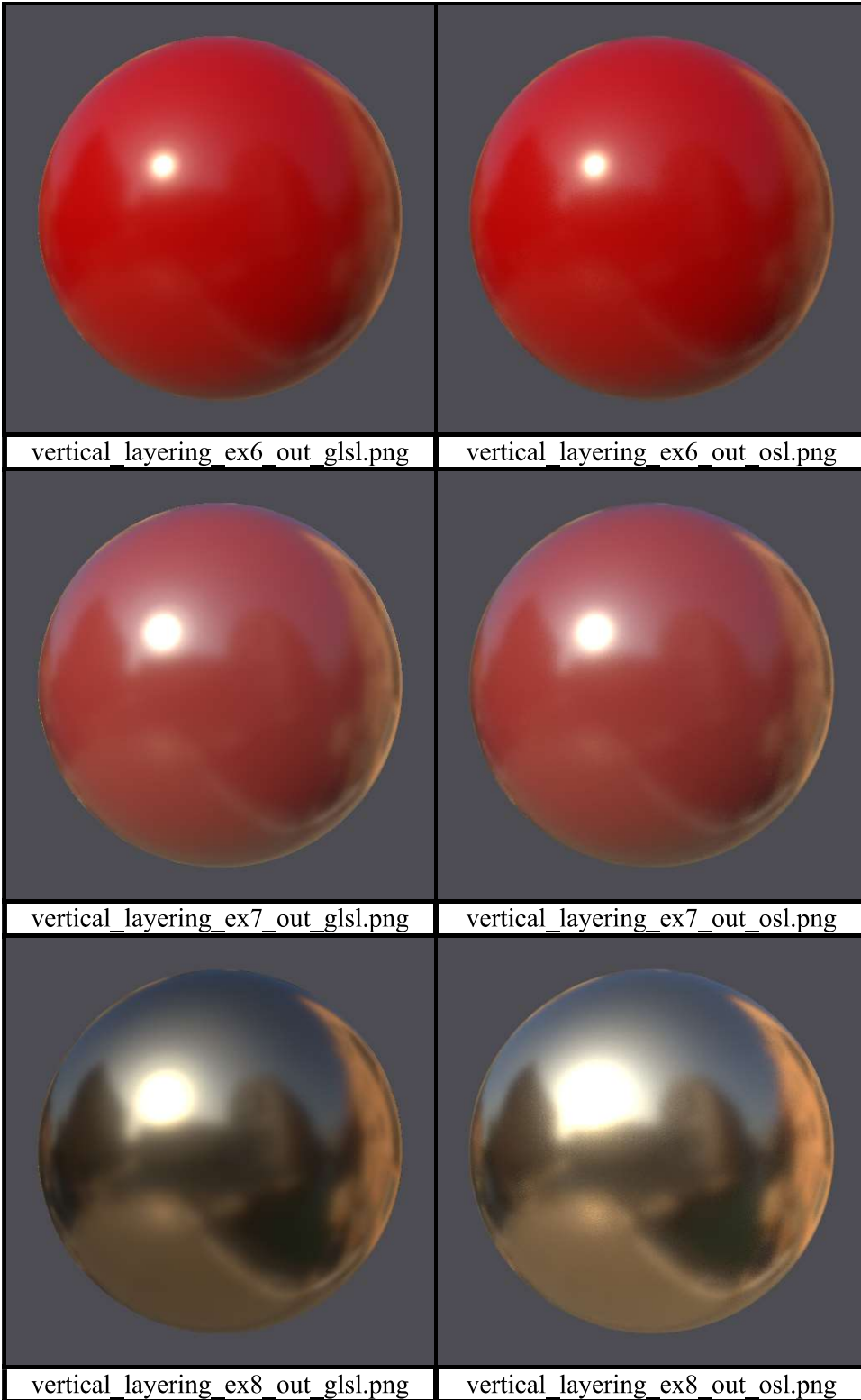
vertical_layering_ex1_out_osl.png

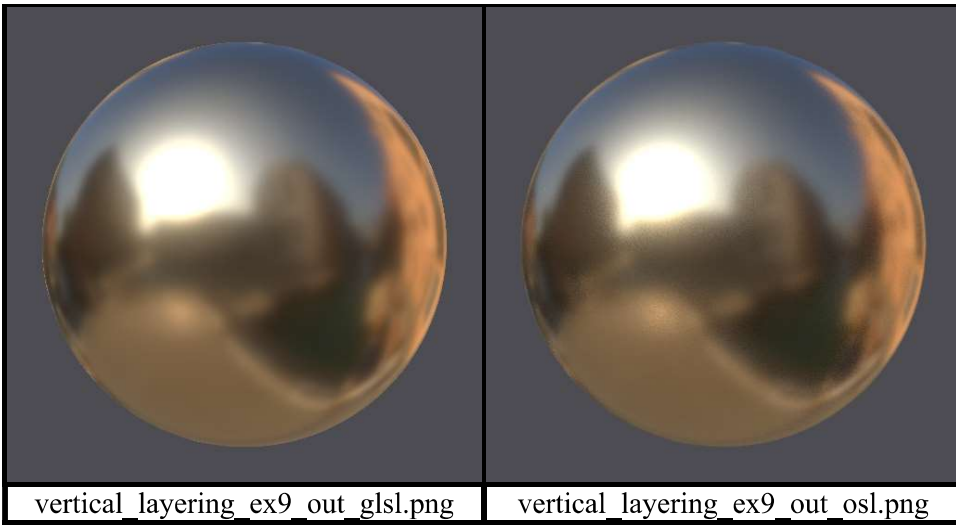


vertical_layering_ex2_out_glsl.png

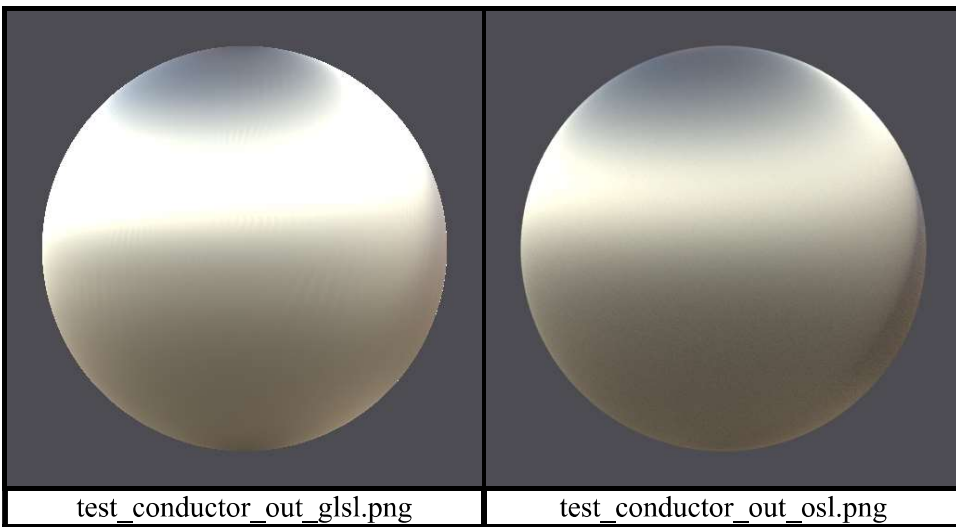
vertical_layering_ex2_out_osl.png



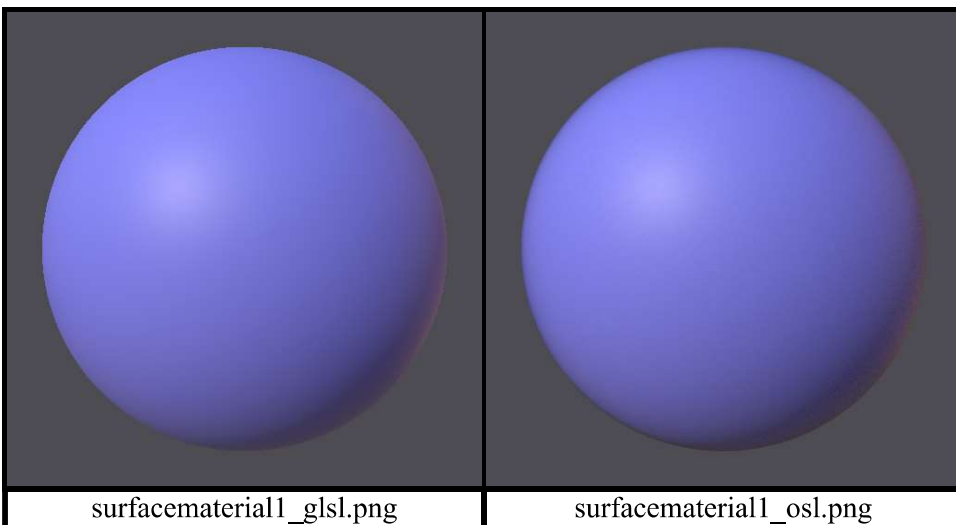


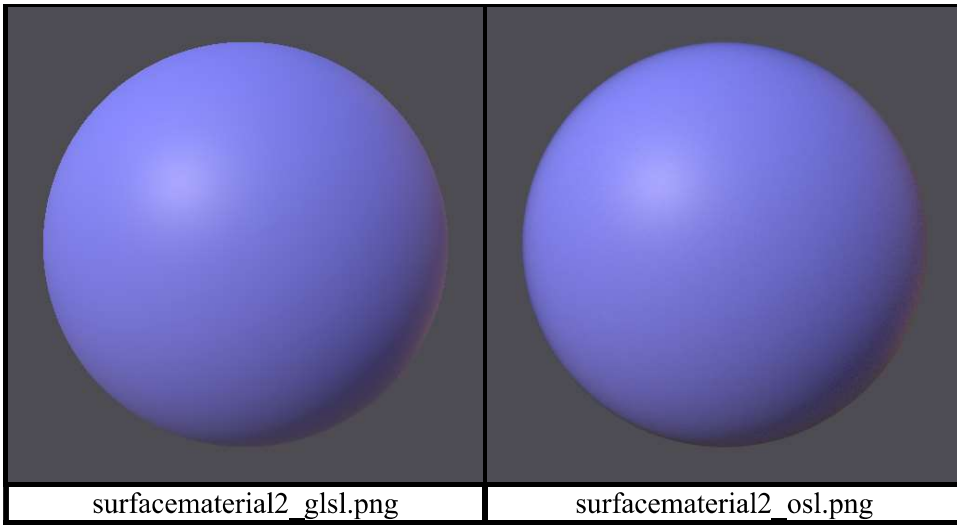


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\wedge_conductor:

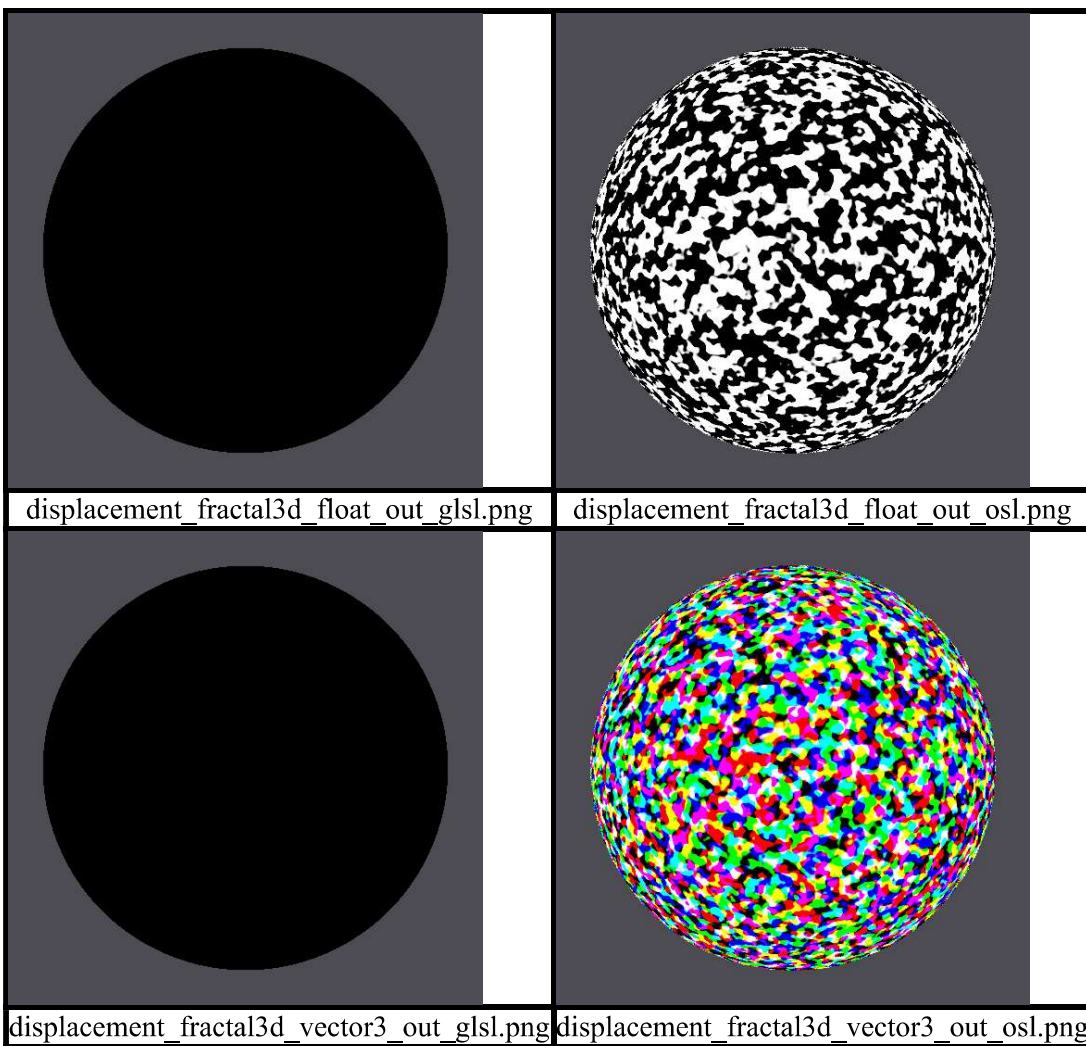


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced_material:

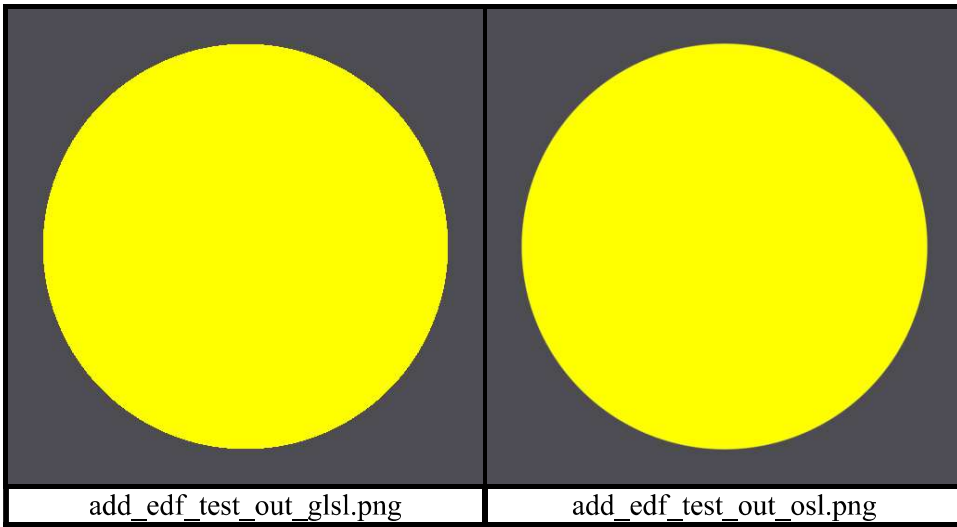




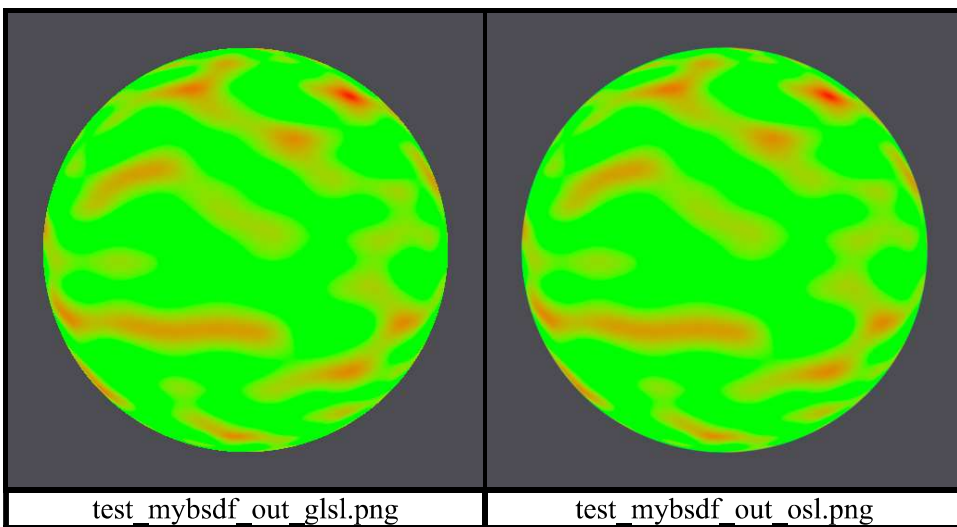
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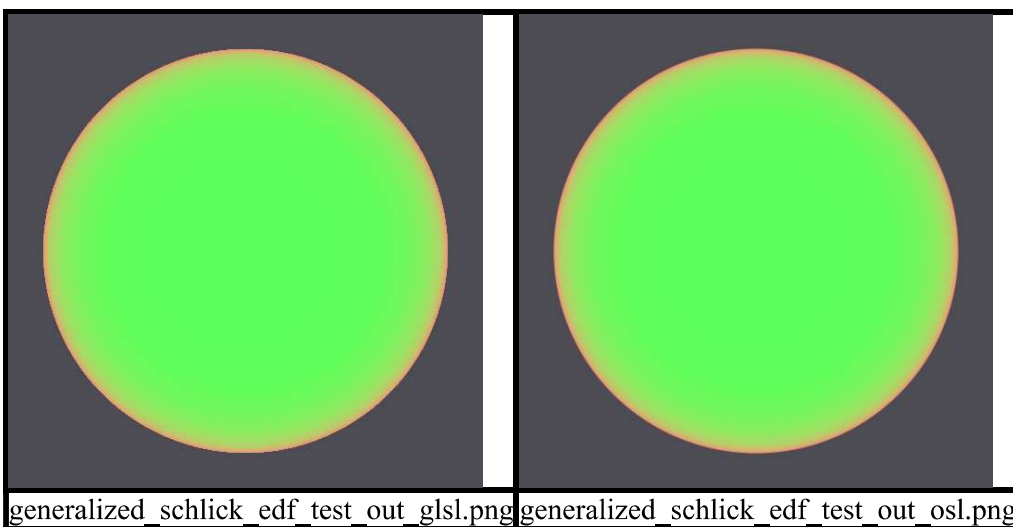
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add_edf:



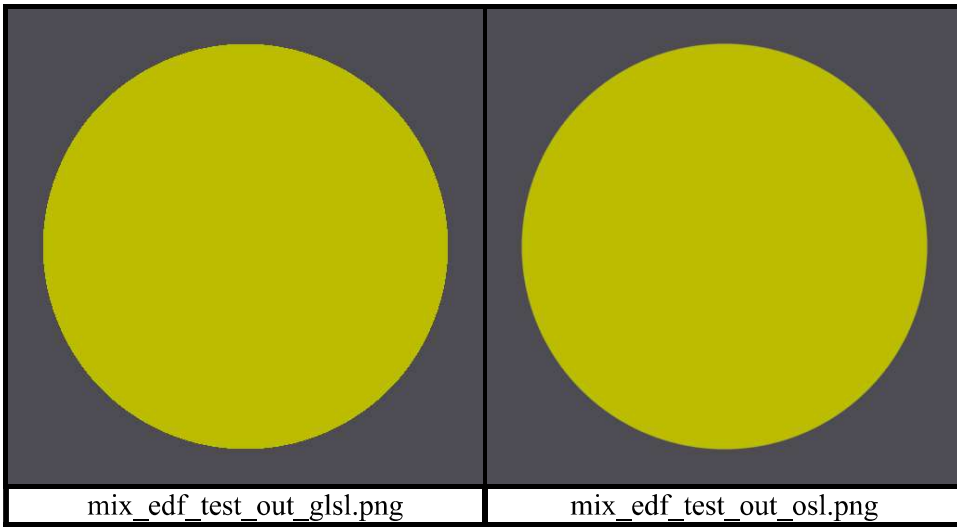
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\edf_graph:



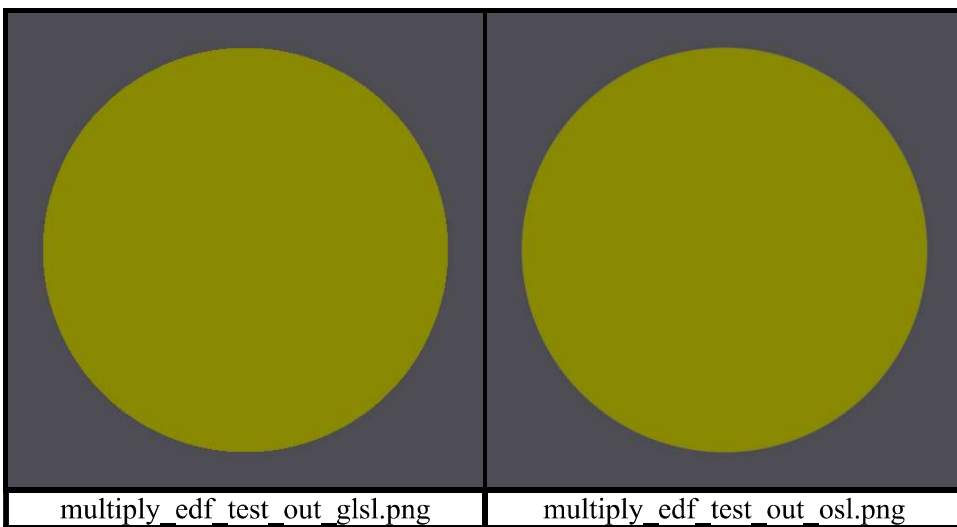
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\generalized_schlick_edf:



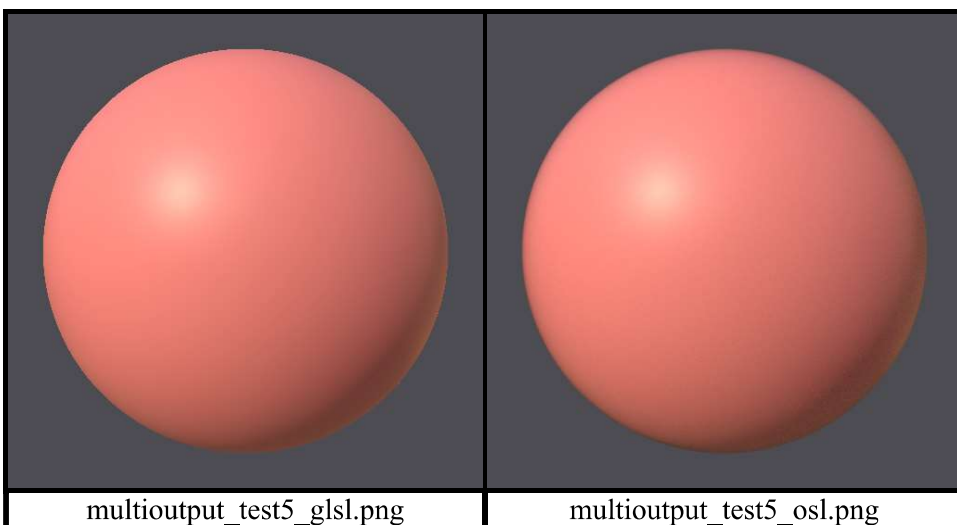
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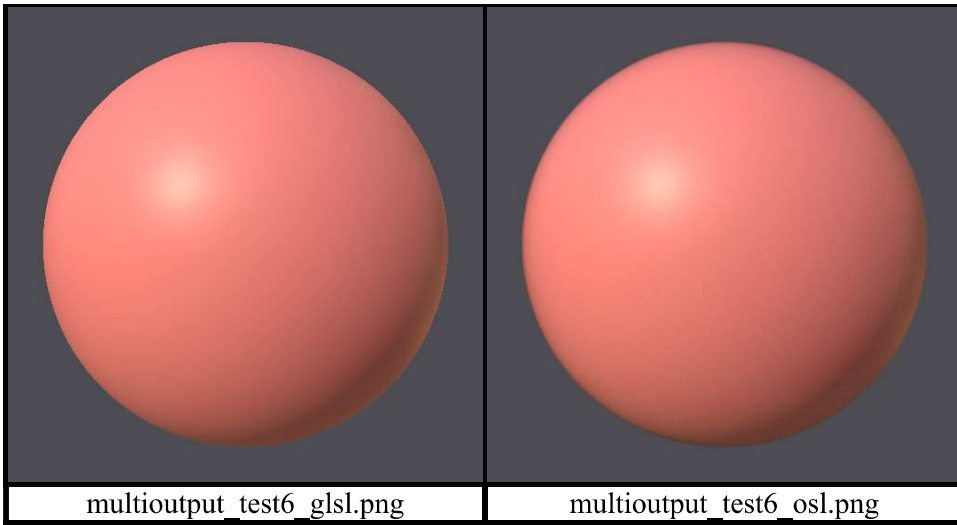


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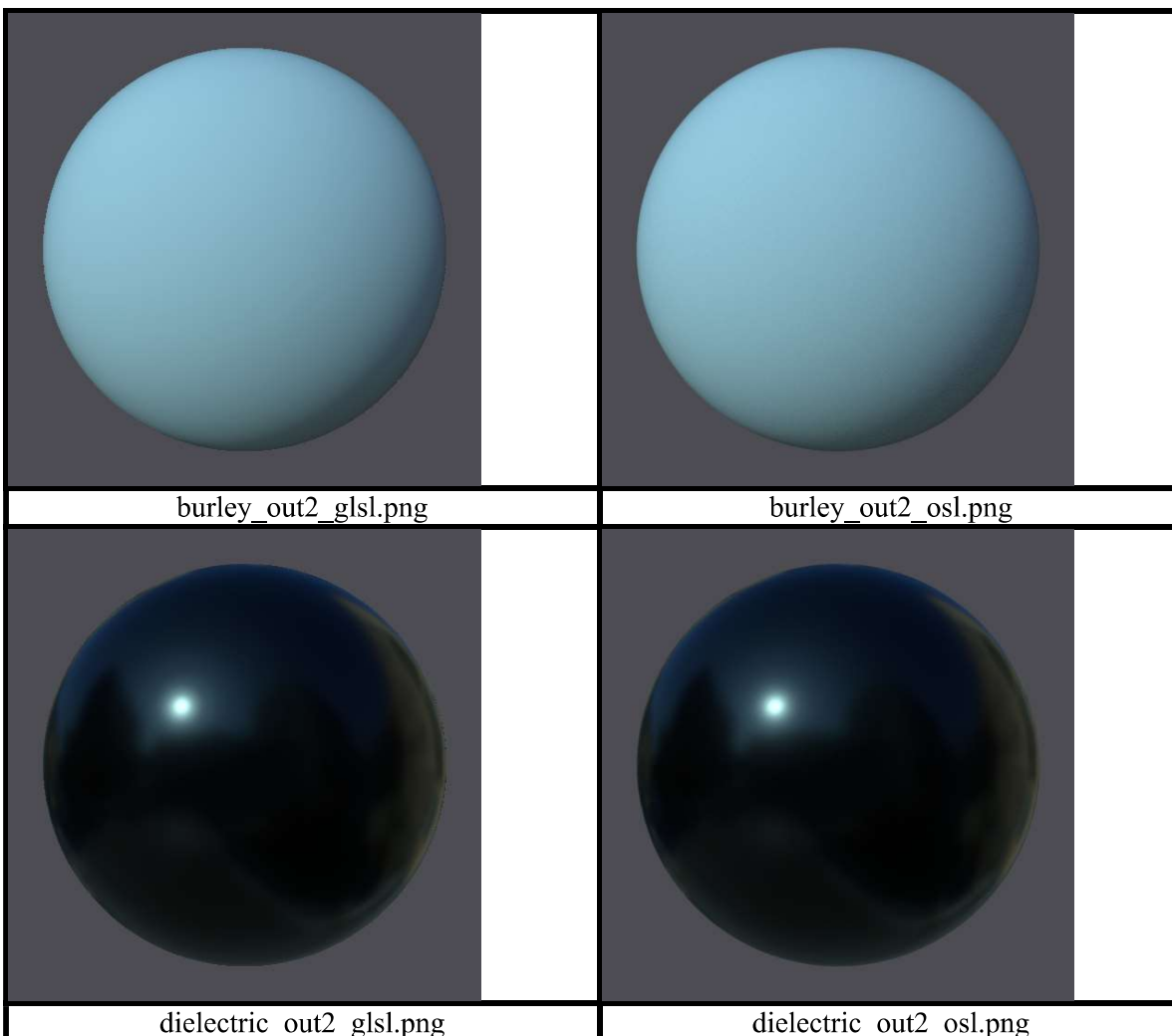


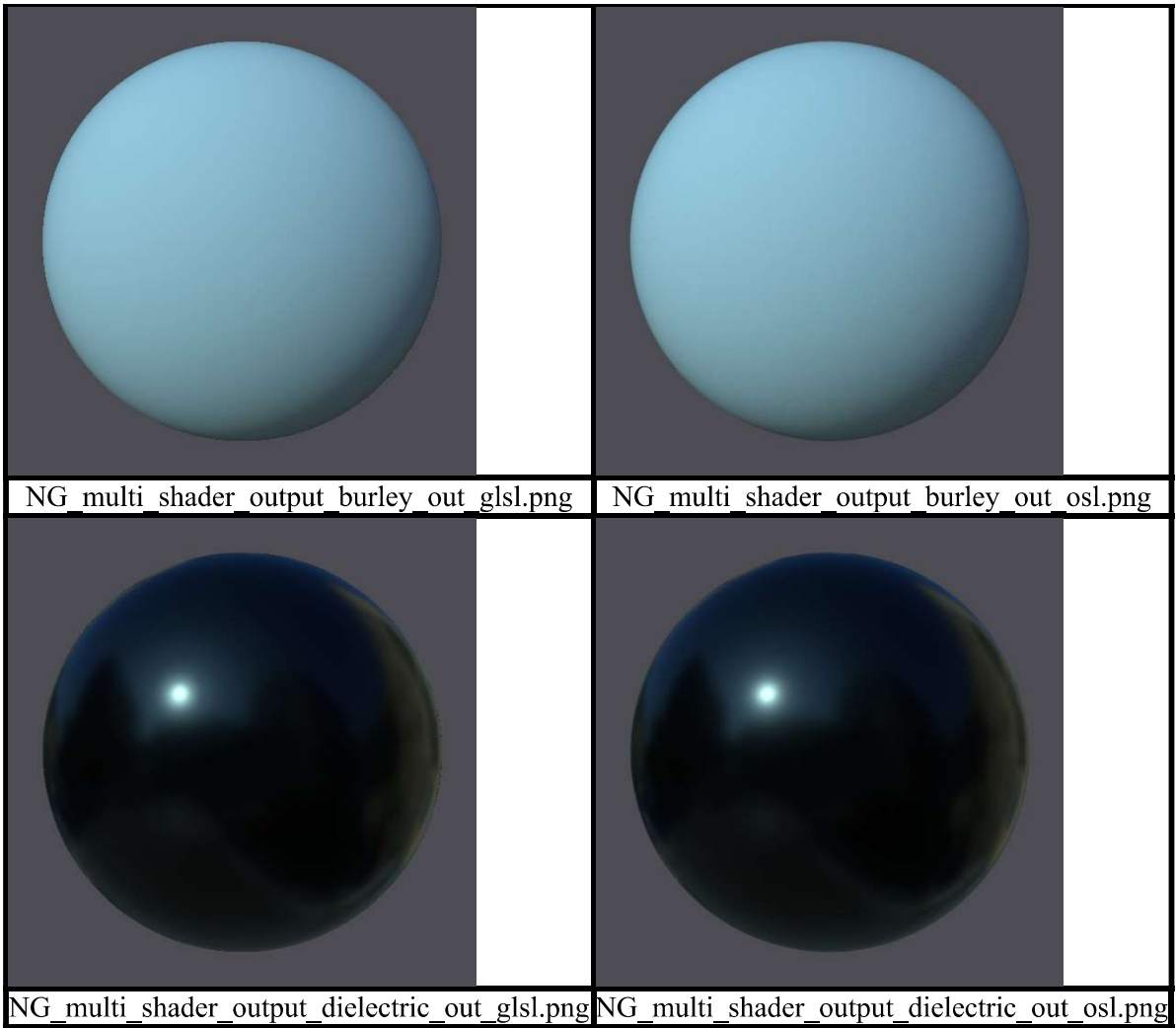
..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:



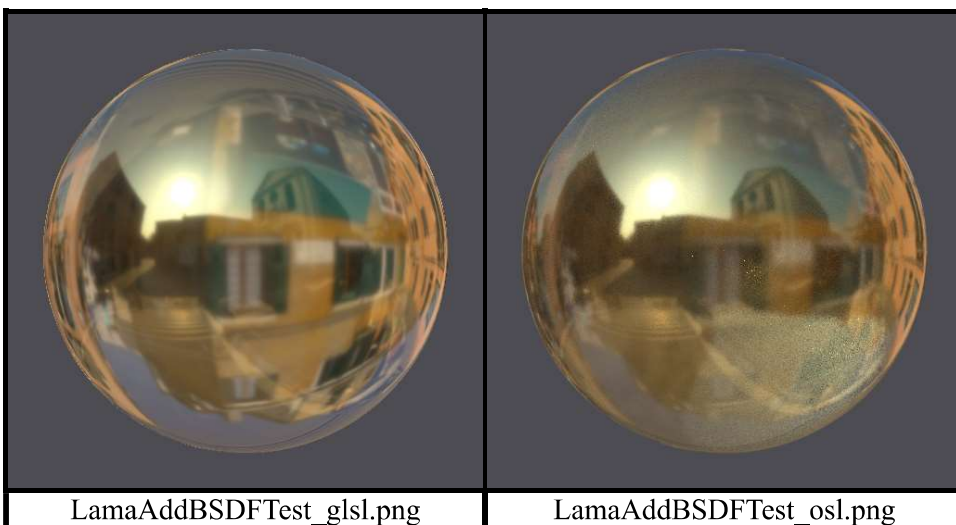


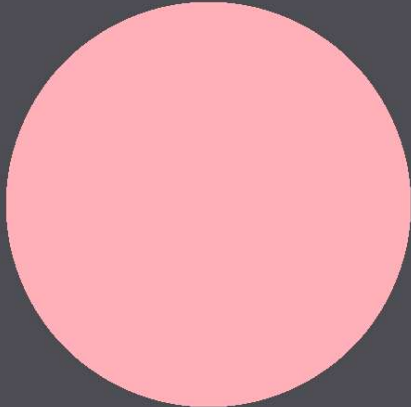
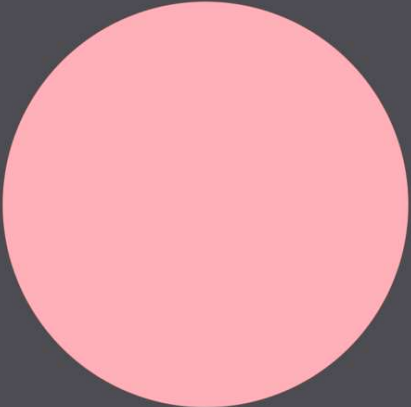




..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multishaderoutput:



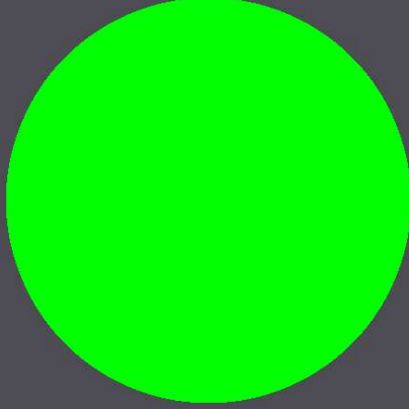
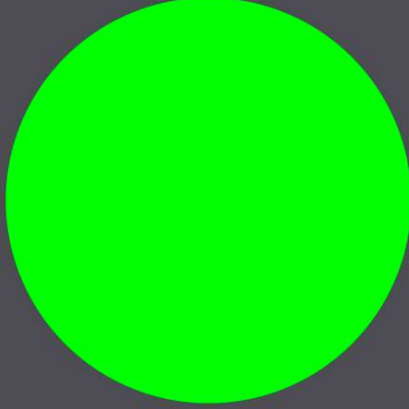




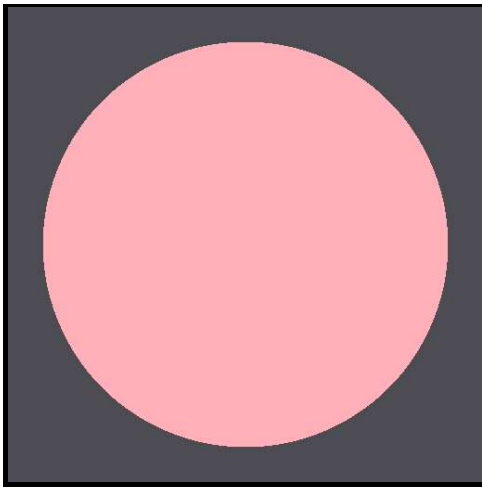
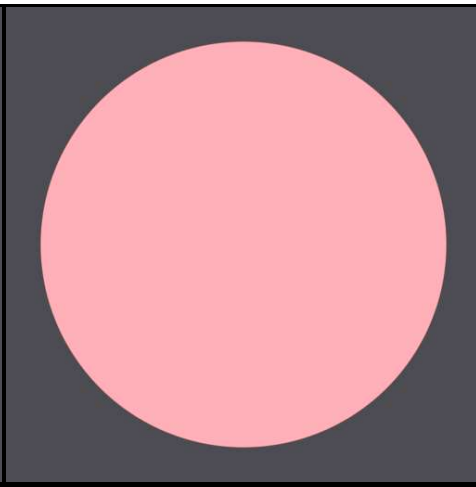


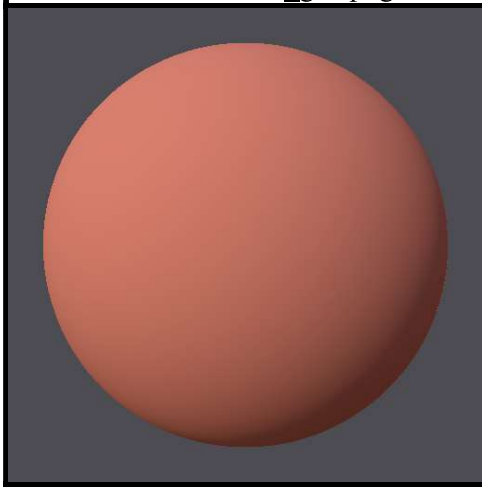



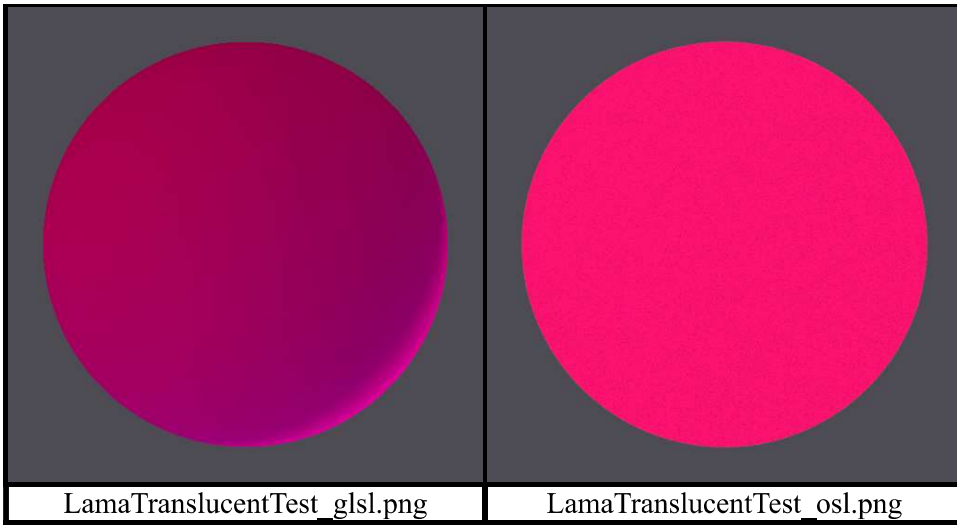
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama_tests:



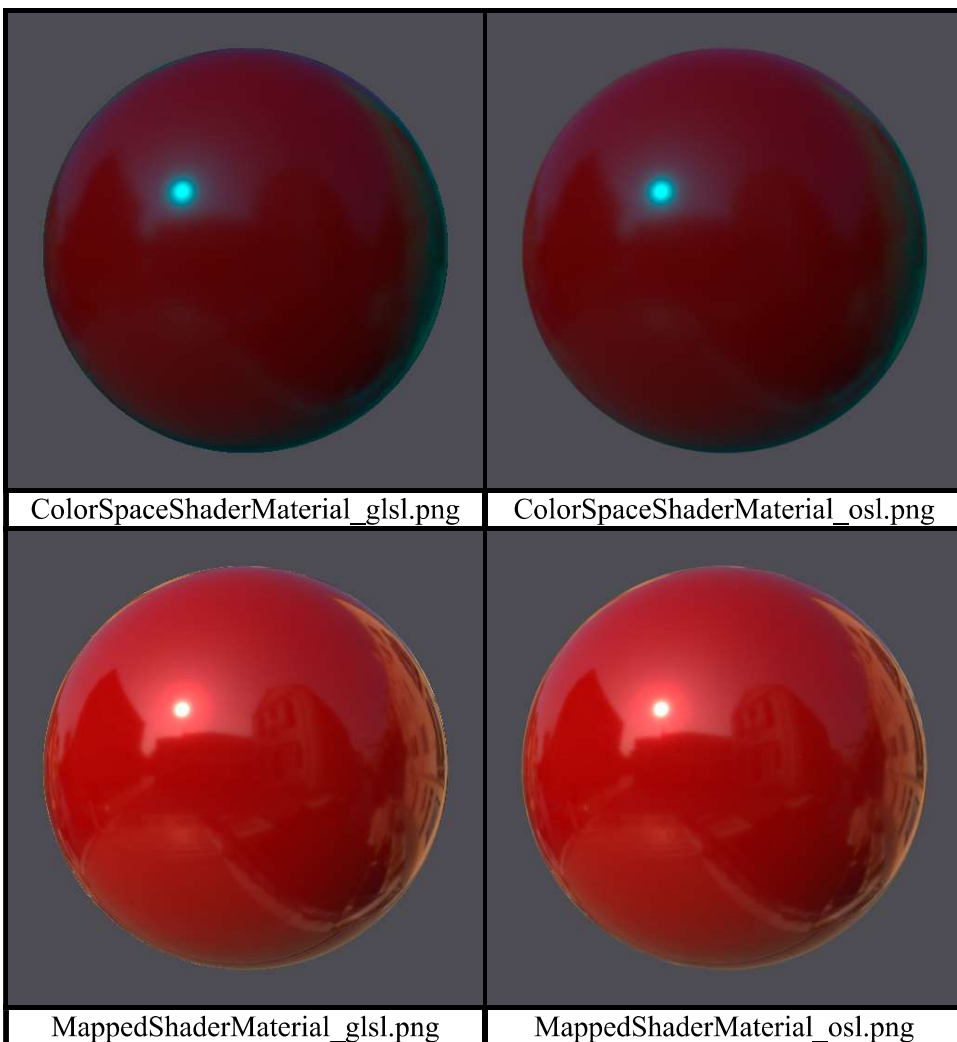
	
<p>LamaAddEDFTest_gsl.png</p>	<p>LamaAddEDFTest_osl.png</p>
	
<p>LamaConductorTest_gsl.png</p>	<p>LamaConductorTest_osl.png</p>
	
<p>LamaDielectricTest_gsl.png</p>	<p>LamaDielectricTest_osl.png</p>

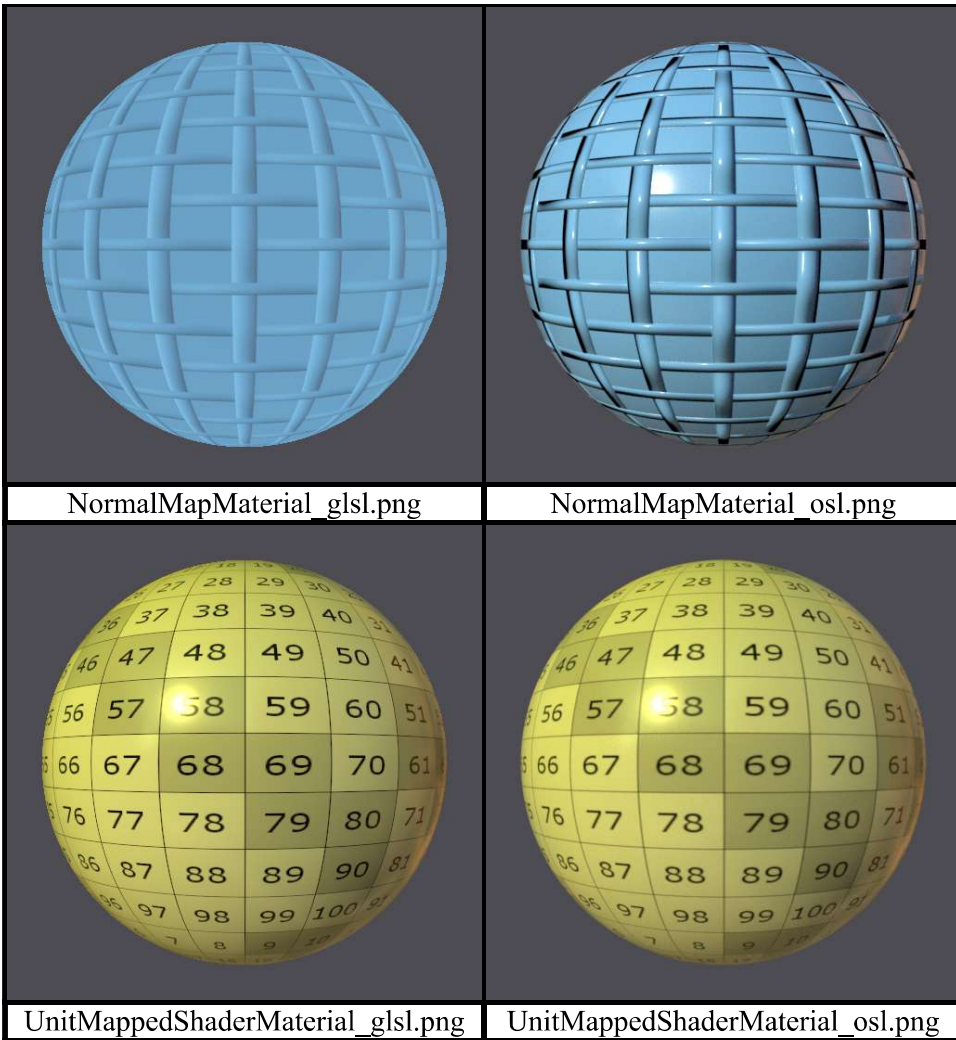
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png
	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png
	
LamaMixBSDFTest_gsl.png	LamaMixBSDFTest_osl.png

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

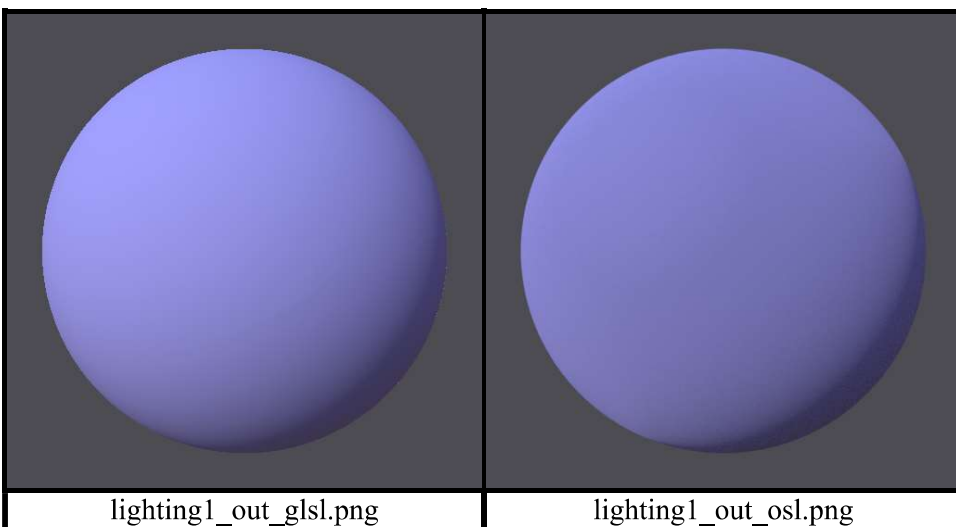


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

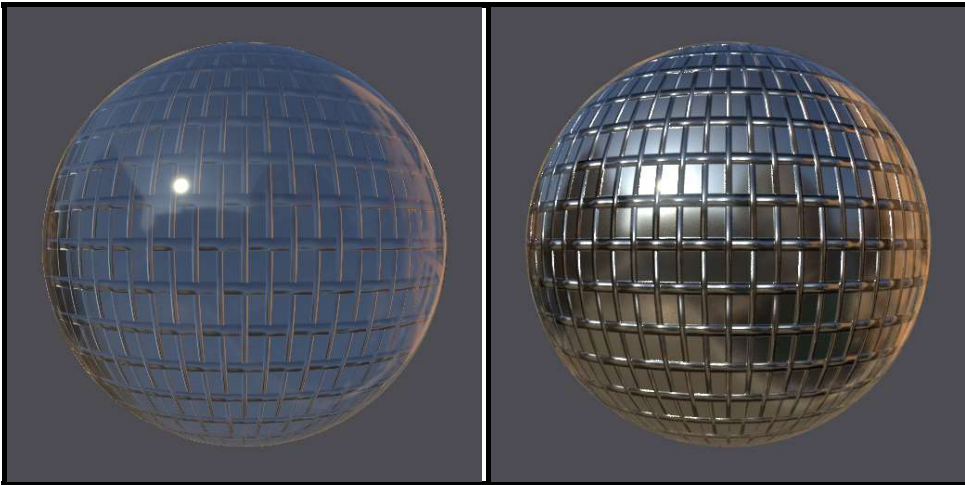




..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:



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



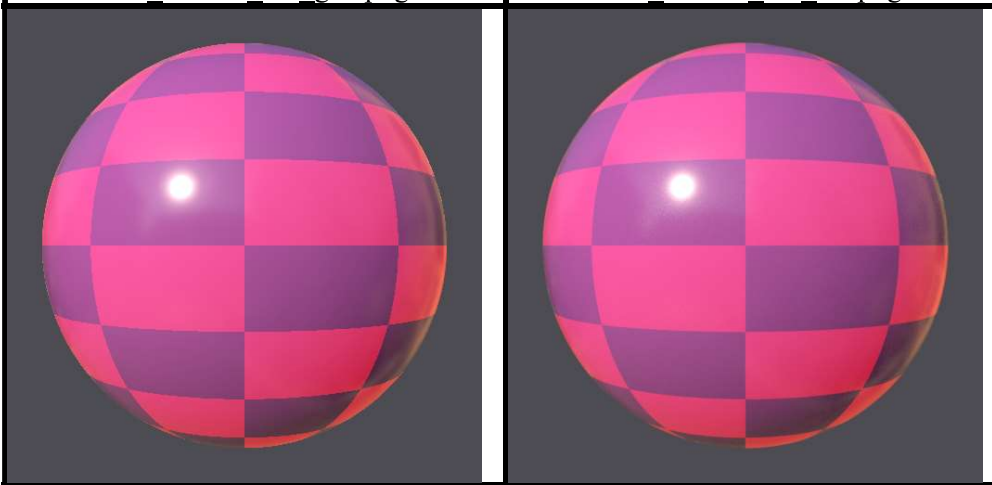
NormalMappedShaderMaterial_gsl.png NormalMappedShaderMaterial_osl.png

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

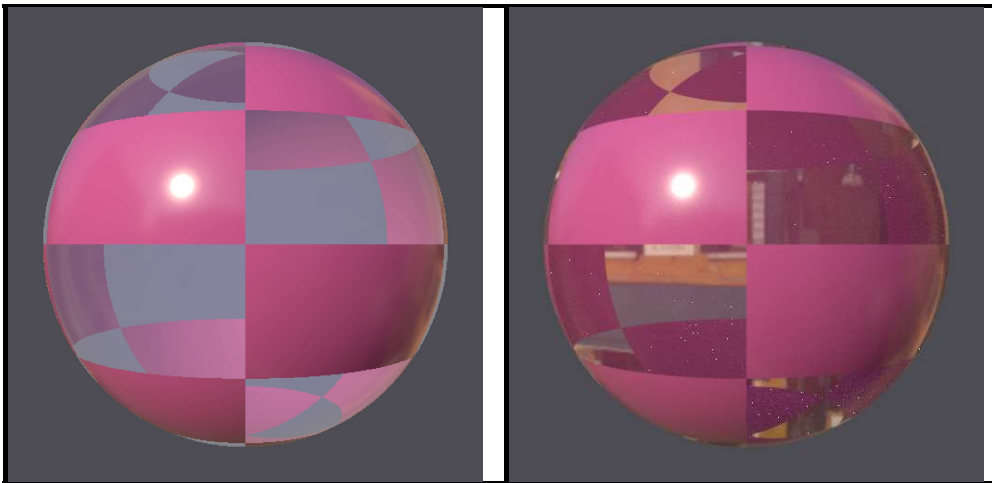


mix_surface_out_gsl.png

mix_surface_out_osl.png

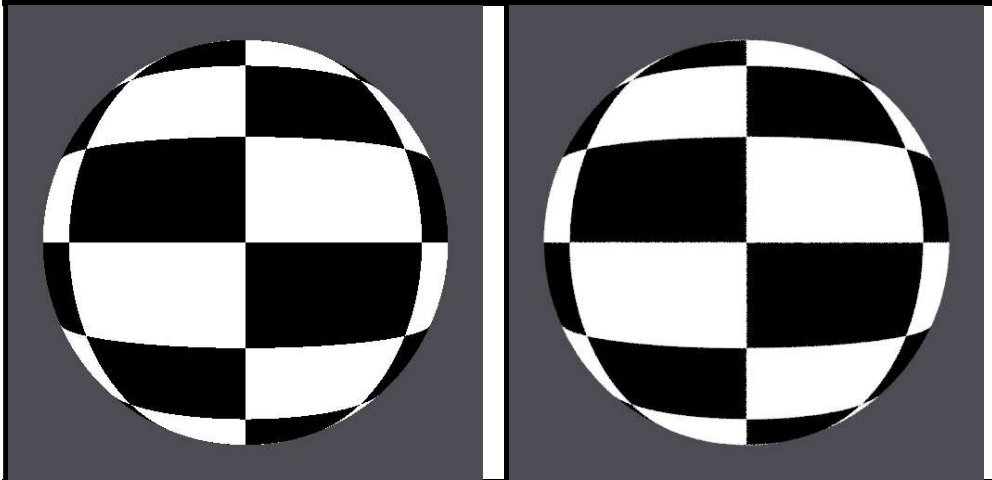


mix_surface_with_emission_out_gsl.png mix_surface_with_emission_out_osl.png



mix surface with opacity out glsl.png

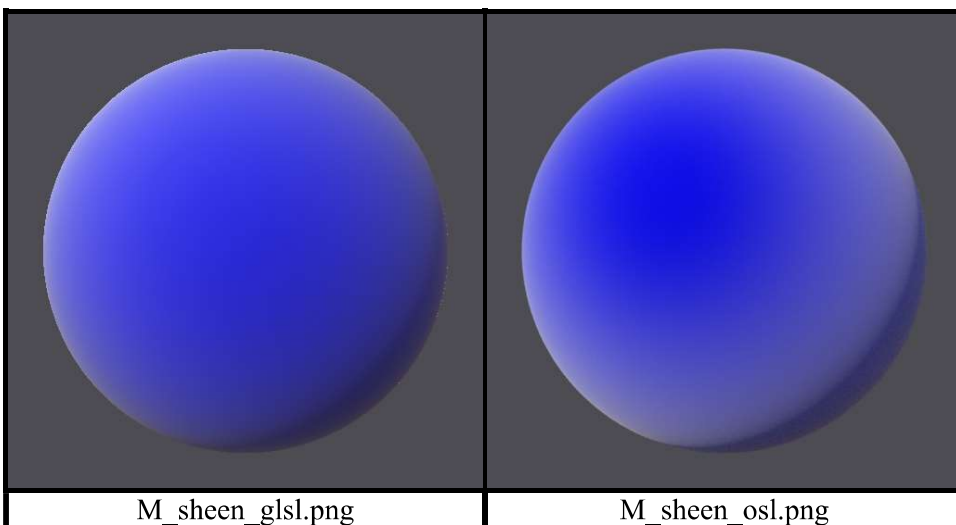
mix surface with opacity out osl.png



NG_checker_float_out_glsl.png

NG_checker_float_out_osl.png

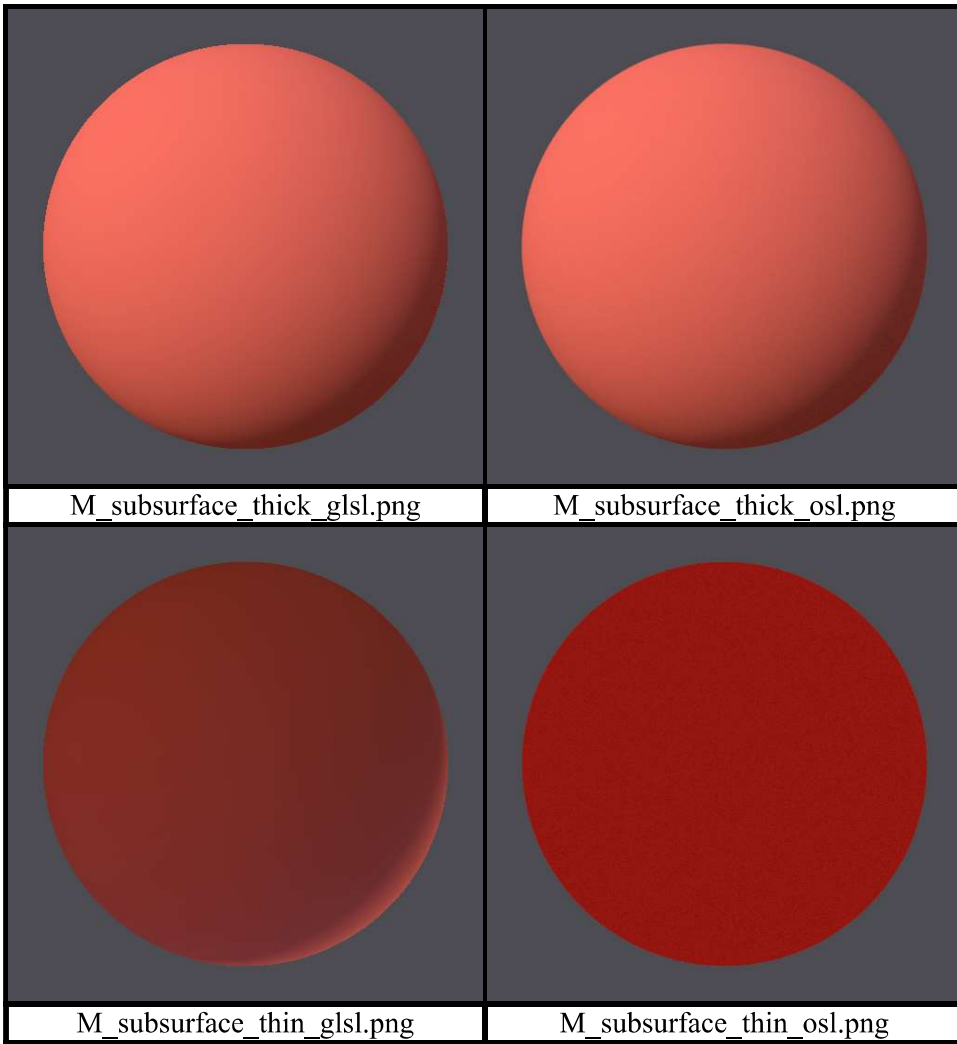
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



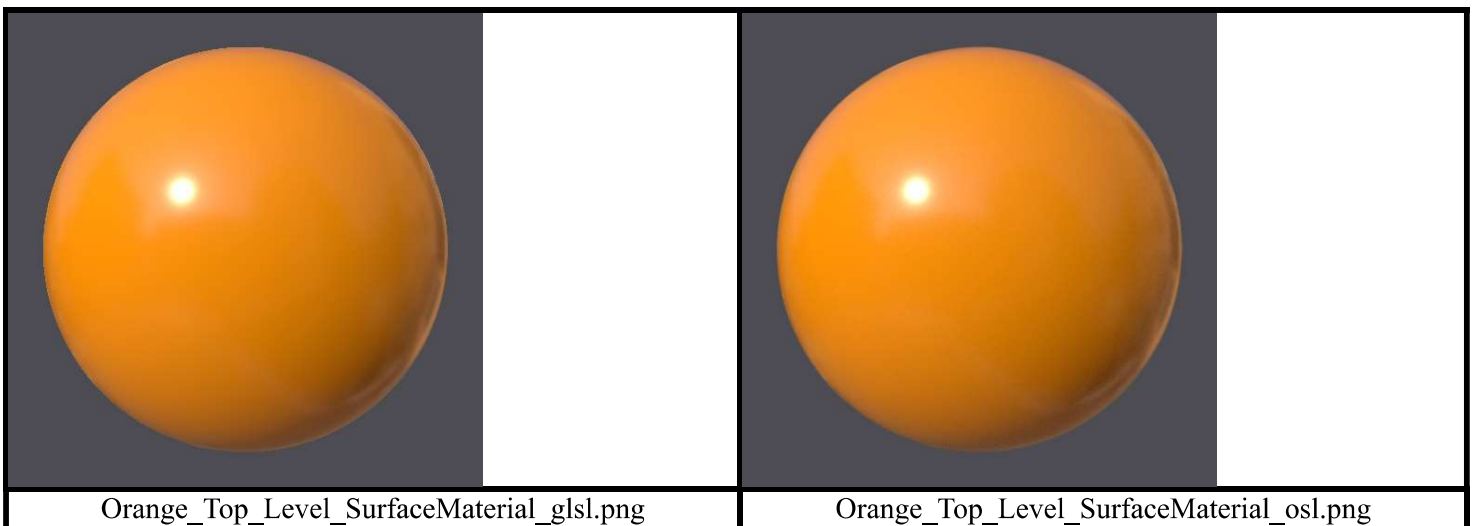
M_sheen_glsl.png

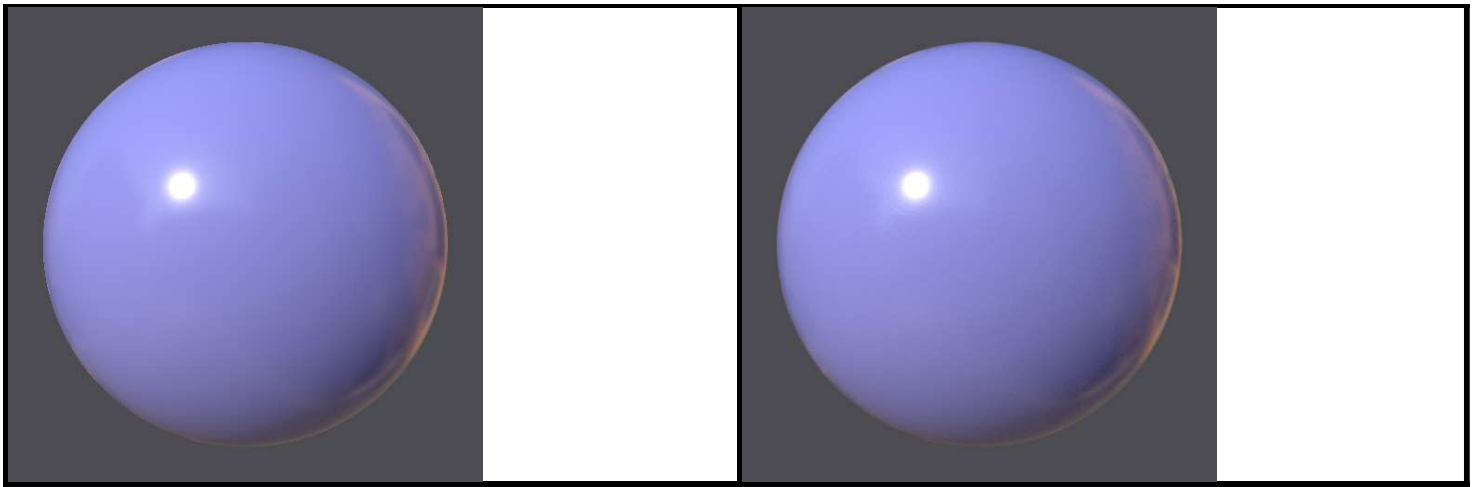
M_sheen_osl.png

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

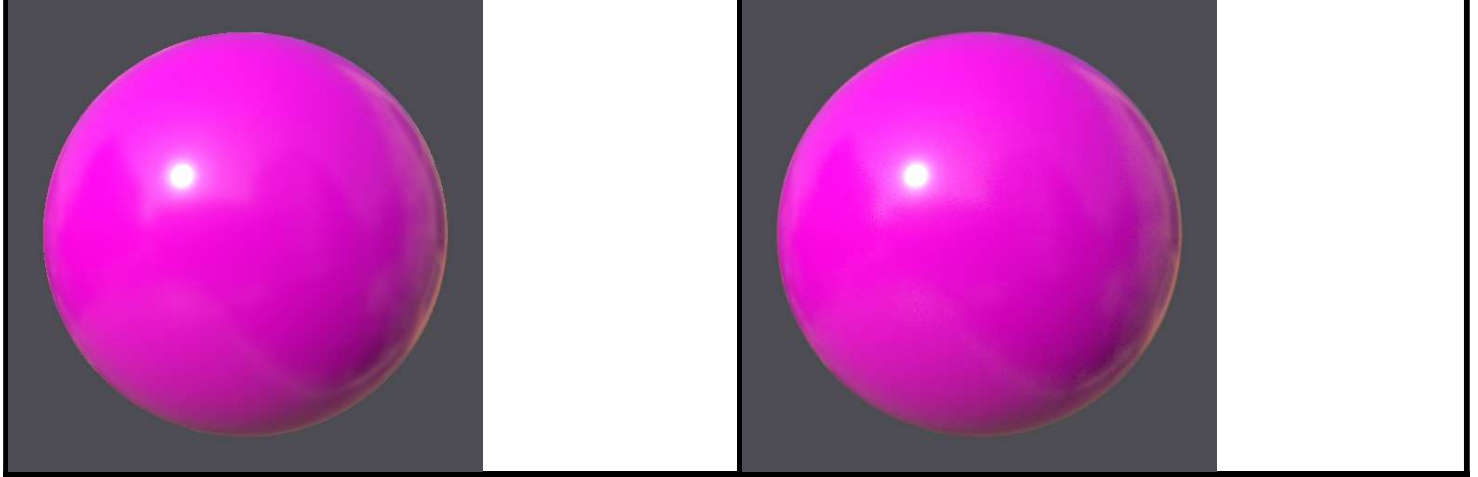


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:



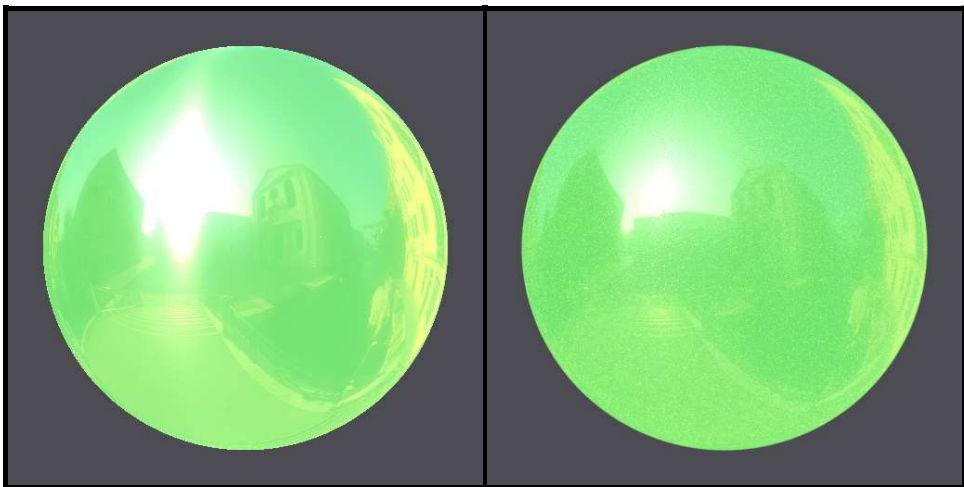


SurfaceMaterial All Mapped NodeGraph Mapped_gsl.png SurfaceMaterial All Mapped NodeGraph Mapped_osl.png



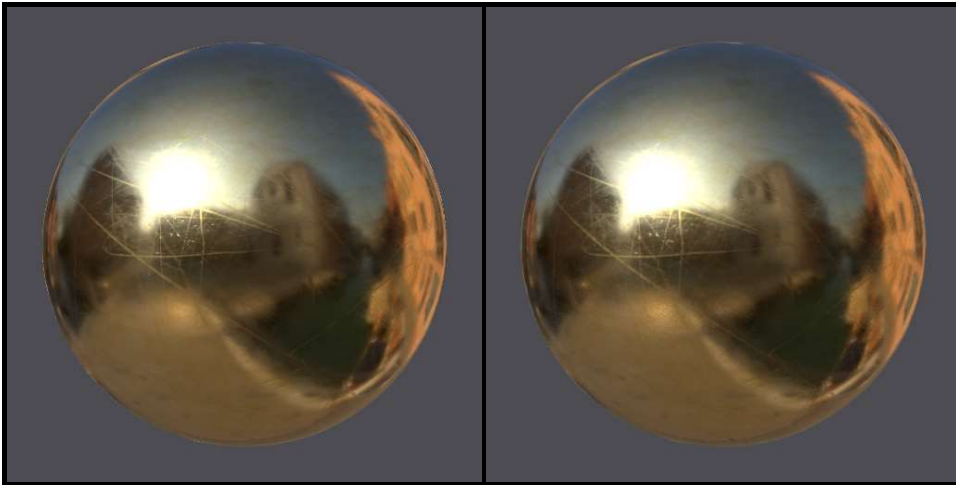
SurfaceMaterial_PinkNodeGraph_gsl.png SurfaceMaterial_PinkNodeGraph_osl.png

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



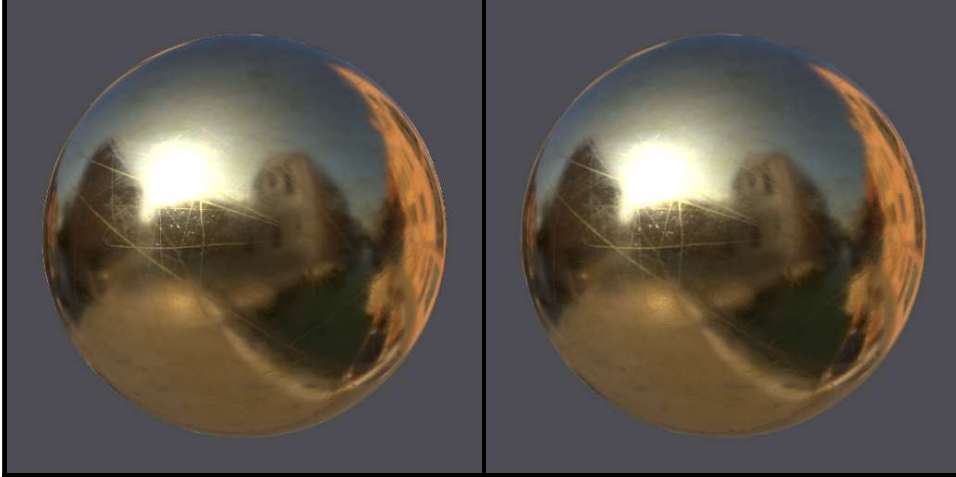
nodegraph1_out_gsl.png nodegraph1_out_osl.png

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



USDTexture_Tiled_Brass22_gsl.png

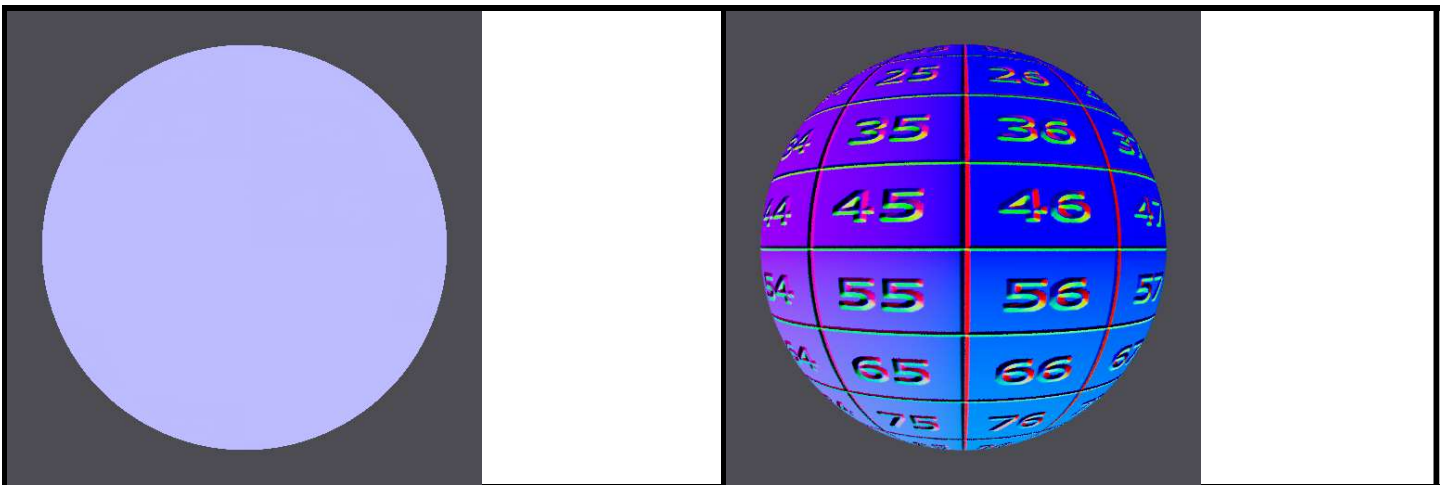
USDTexture_Tiled_Brass22_osl.png



USDTexture_Tiled_Brass23_gsl.png

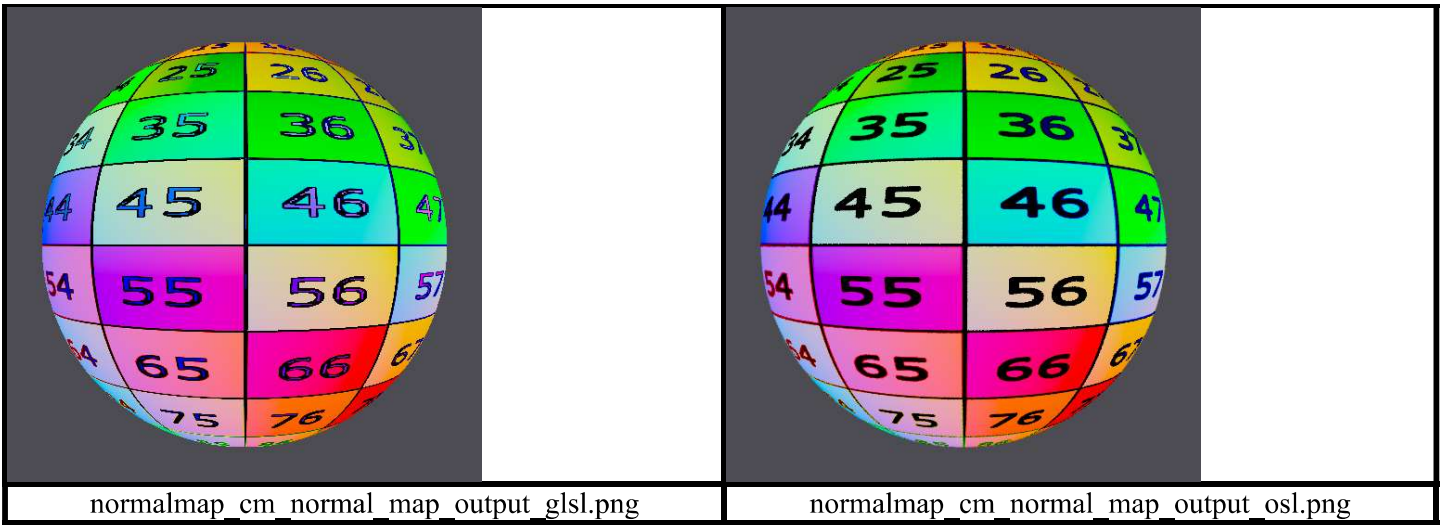
USDTexture_Tiled_Brass23_osl.png

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

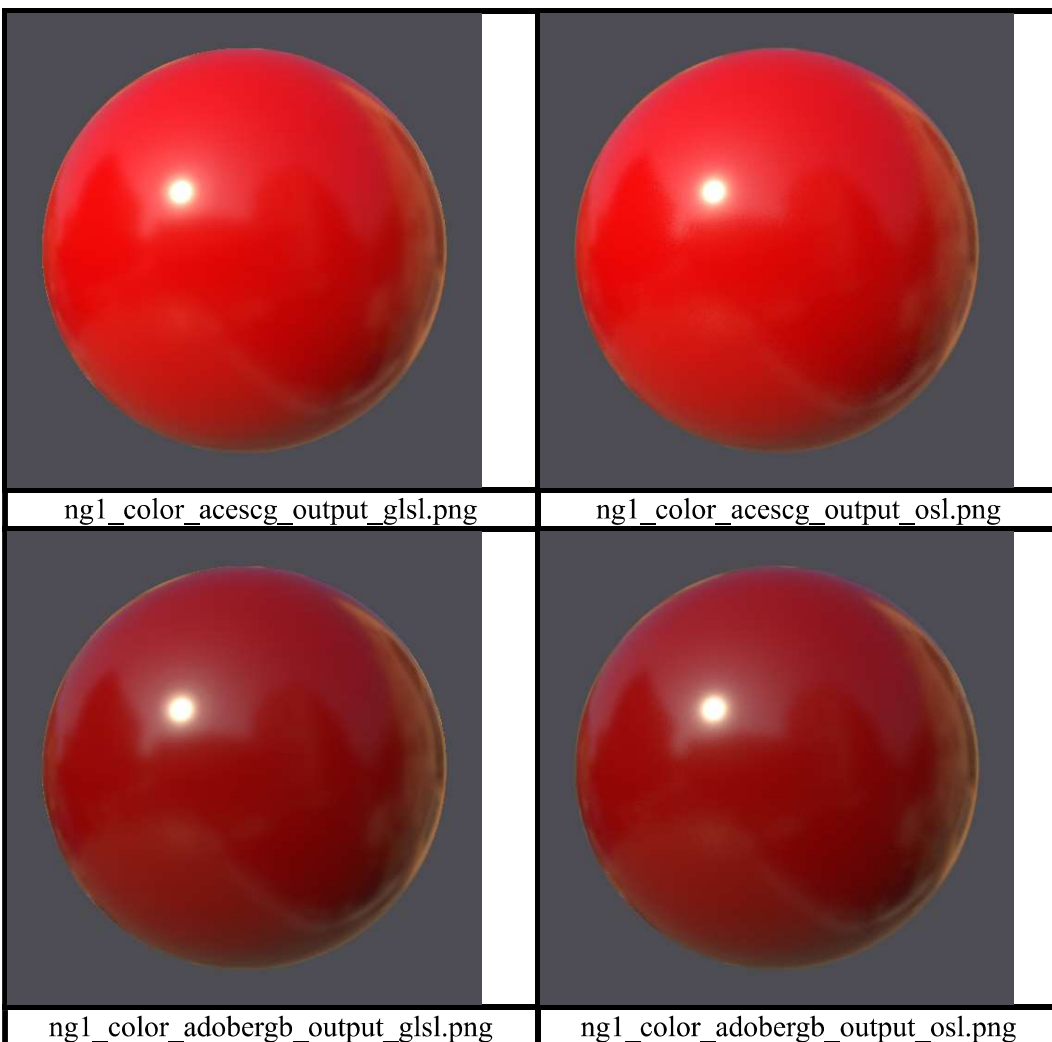





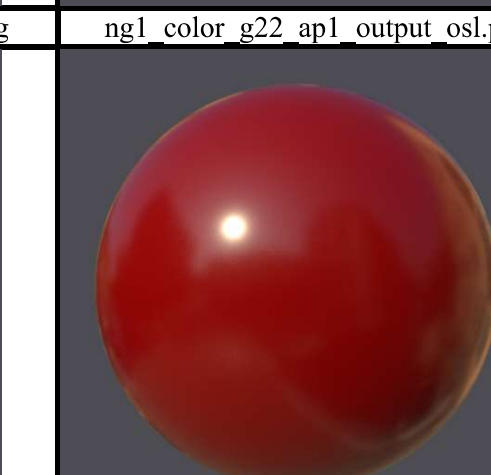


height to normal cm height normal map output gsl.png







height to normal cm height normal map output osl.png

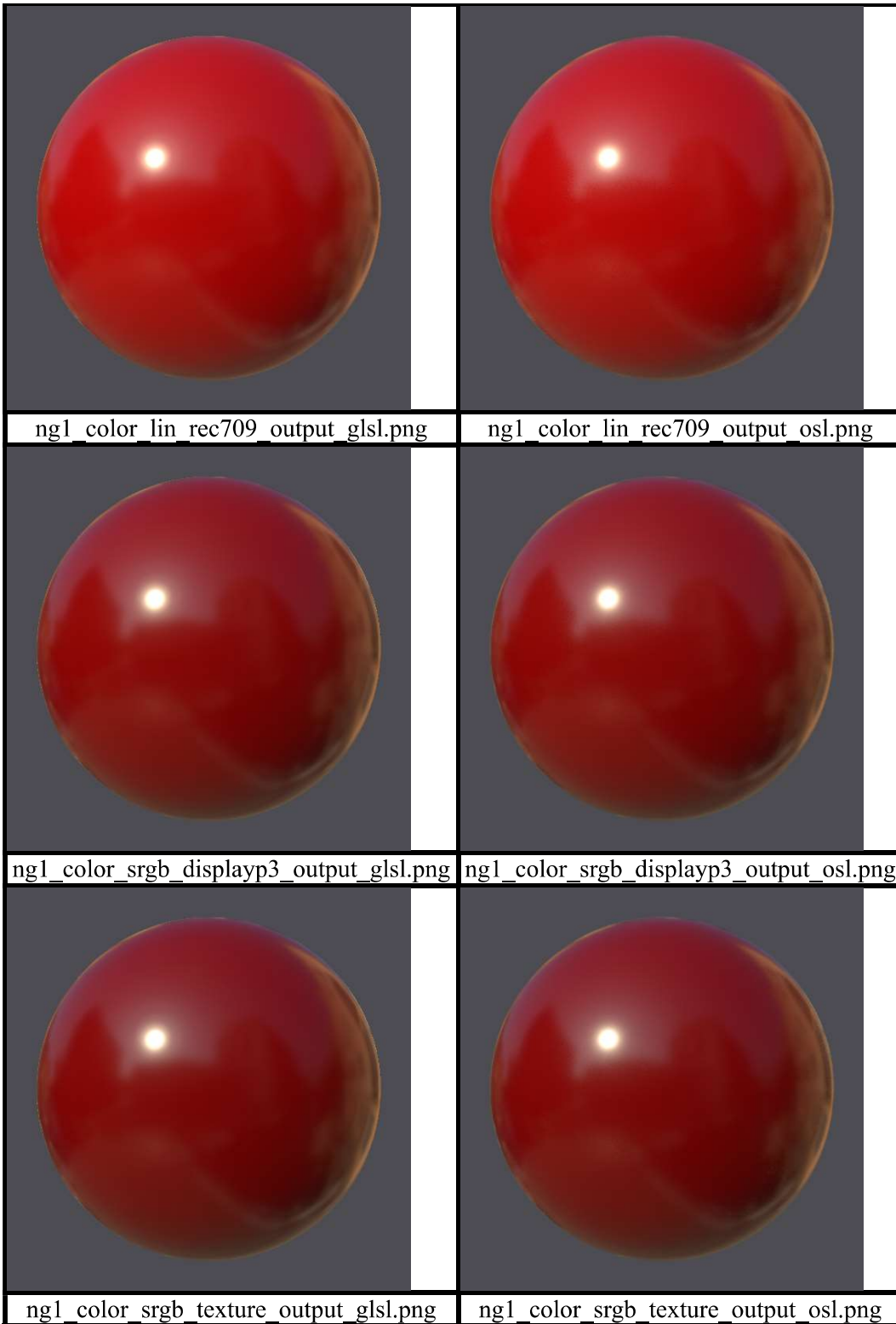


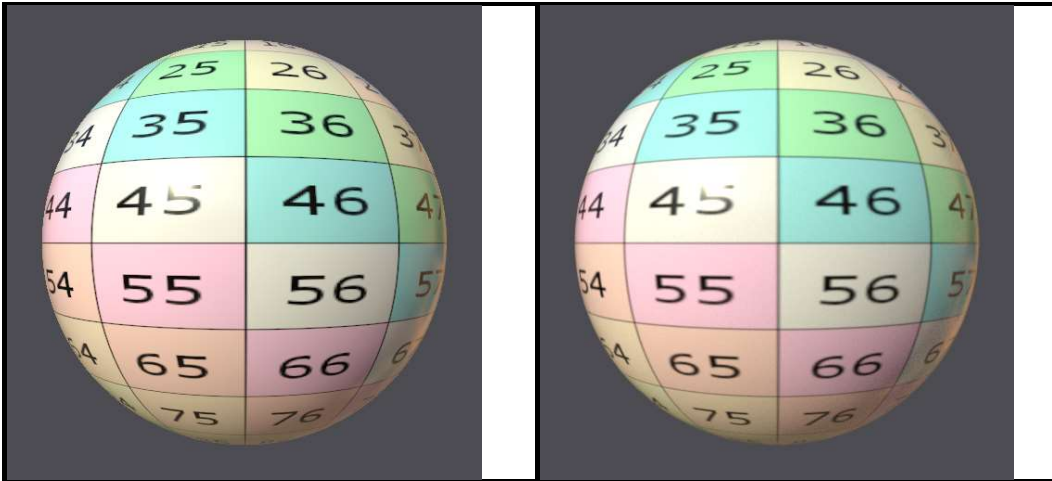
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:



	
<p>ngl_color_g22_ap1_output_glsl.png</p>	<p>ngl_color_g22_ap1_output_osl.png</p>
	
<p>ngl_color_gamma18_output_glsl.png</p>	<p>ngl_color_gamma18_output_osl.png</p>
	
<p>ngl_color_gamma22_output_glsl.png</p>	<p>ngl_color_gamma22_output_osl.png</p>

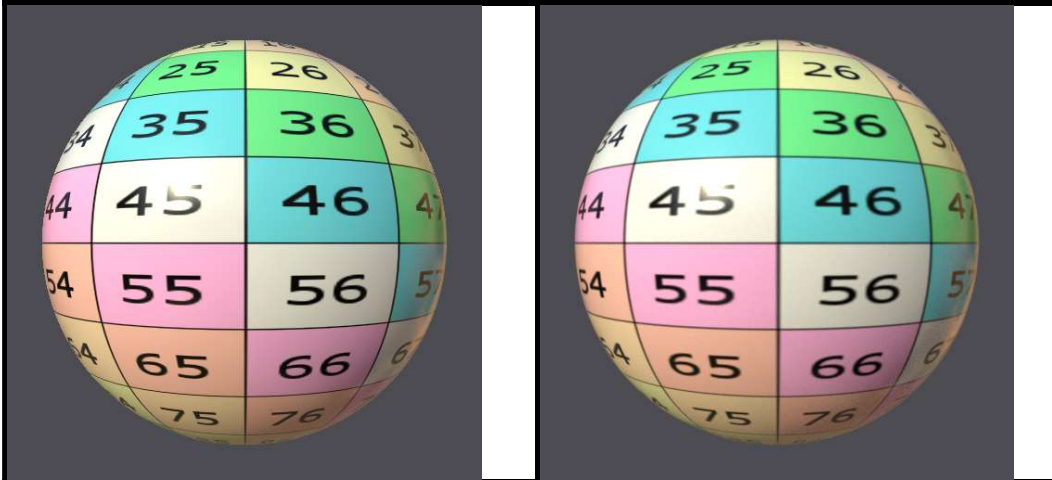
	
<code>ngl_color_gamma24_output_gsl.png</code>	<code>ngl_color_gamma24_output_osl.png</code>
	
<code>ngl_color_lin_adobergb_output_gsl.png</code>	<code>ngl_color_lin_adobergb_output_osl.png</code>
	
<code>ngl_color_lin_displayp3_output_gsl.png</code>	<code>ngl_color_lin_displayp3_output_osl.png</code>





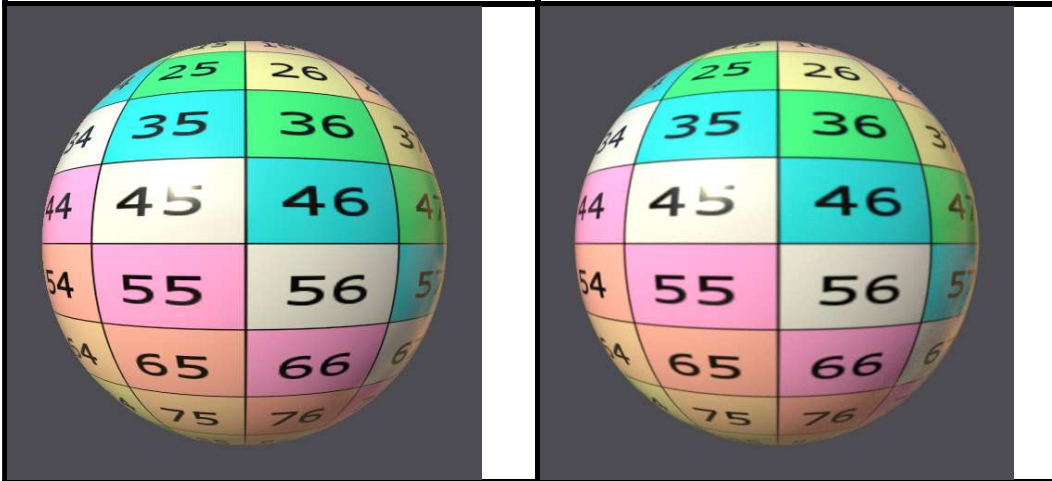
ngl_image_acescg_output_gsl.png

ngl_image_acescg_output_osl.png



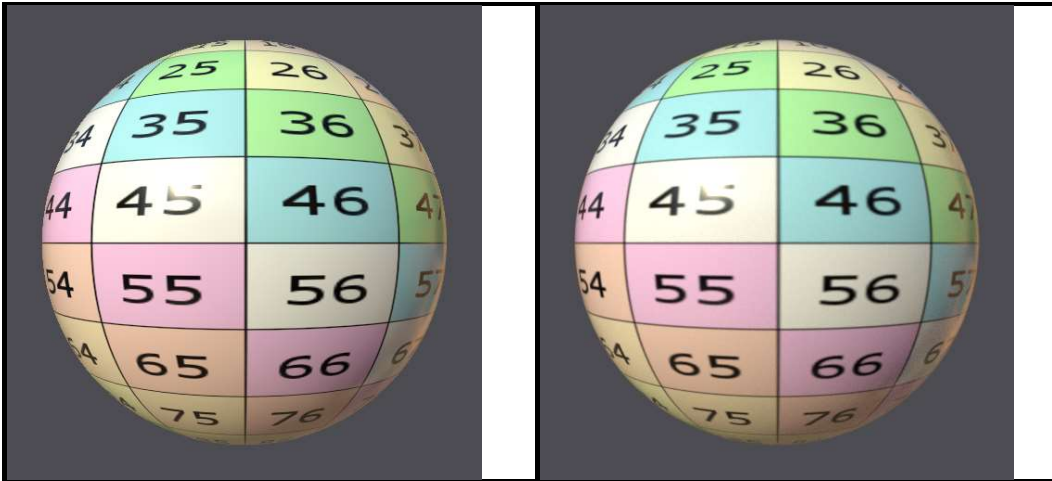
ngl_image_adobergb_output_gsl.png

ngl_image_adobergb_output_osl.png



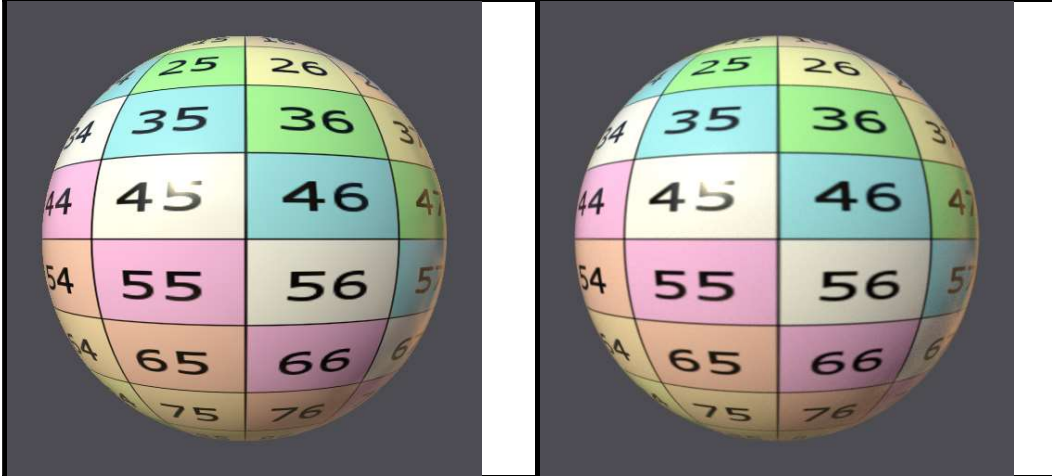
ngl_image_g22_ap1_output_gsl.png

ngl_image_g22_ap1_output_osl.png



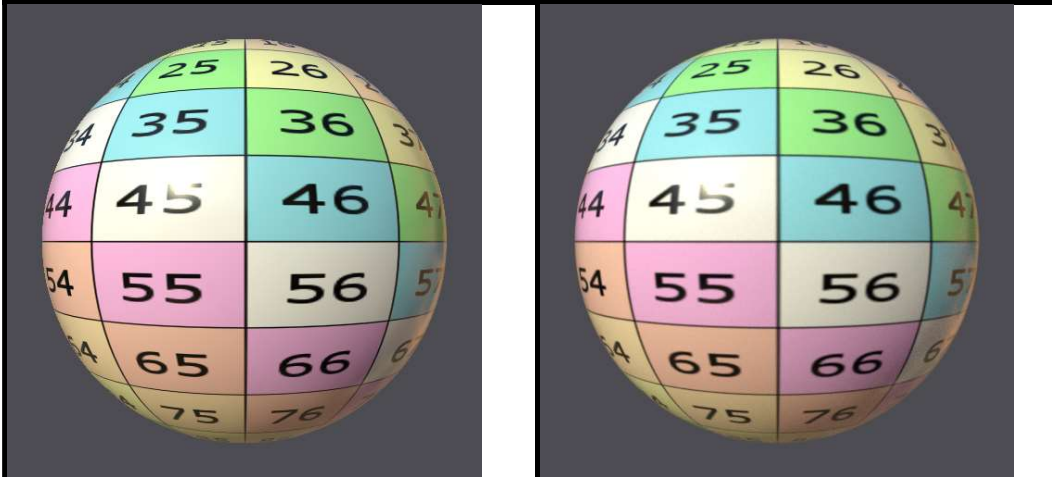
ngl_image_gamma18_output_glsl.png

ngl_image_gamma18_output_osl.png



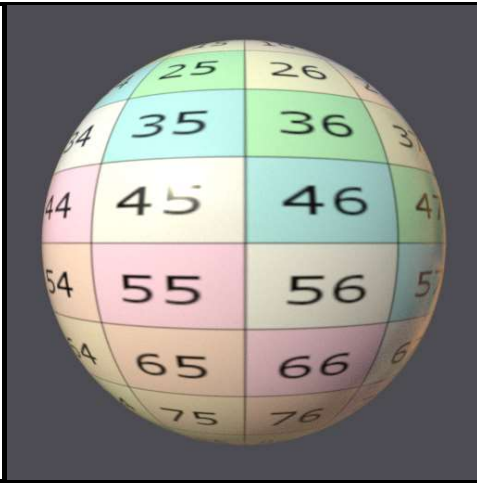
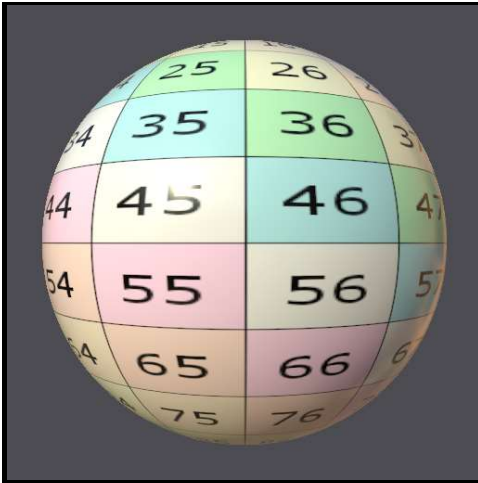
ngl_image_gamma22_output_glsl.png

ngl_image_gamma22_output_osl.png



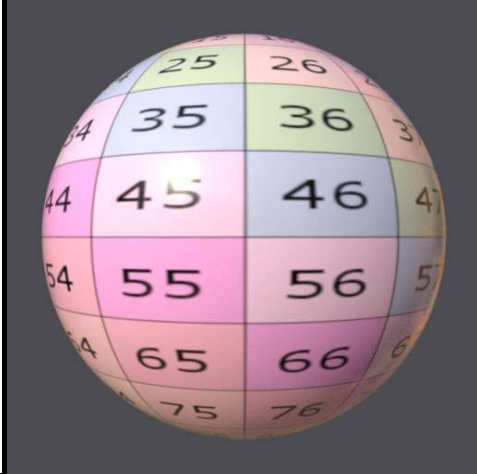
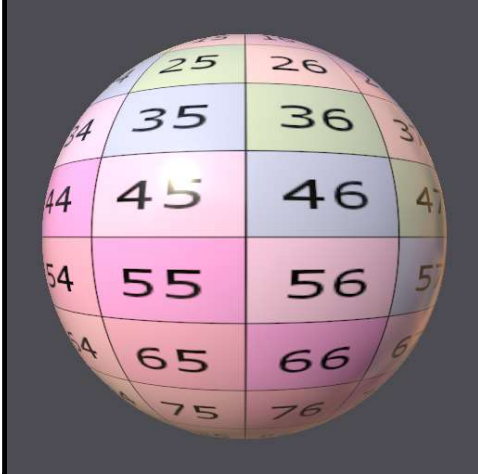
ngl_image_gamma24_output_glsl.png

ngl_image_gamma24_output_osl.png



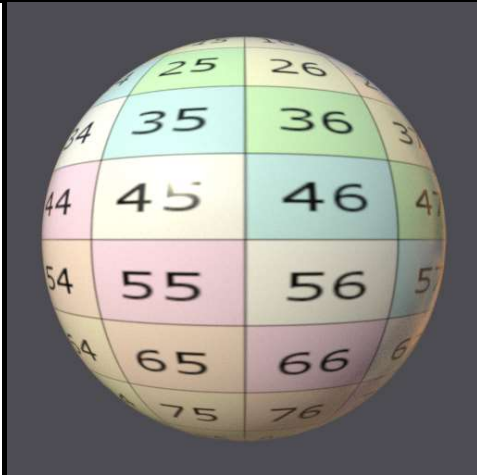
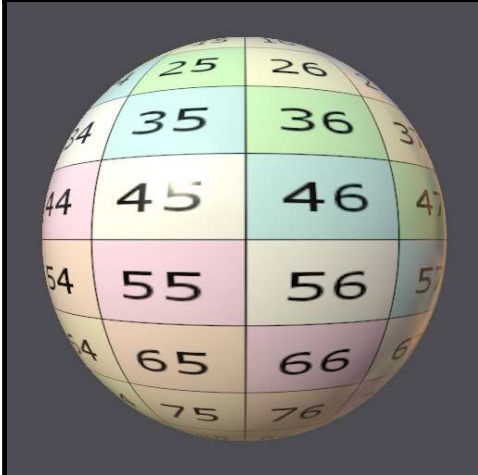
ngl_image_lin adobergb_output glsl.png

ngl_image_lin adobergb_output osl.png



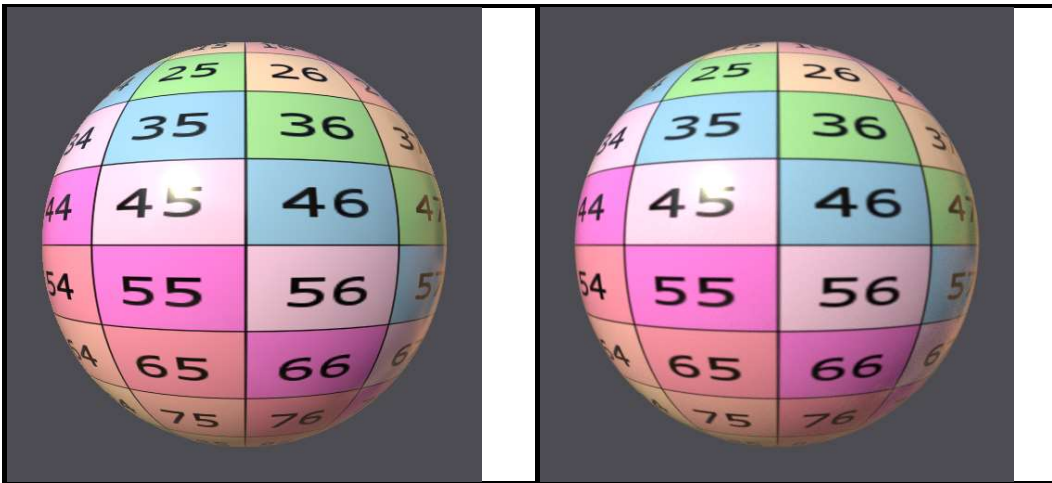
ngl_image_lin_displayp3_output glsl.png

ngl_image_lin_displayp3_output osl.png

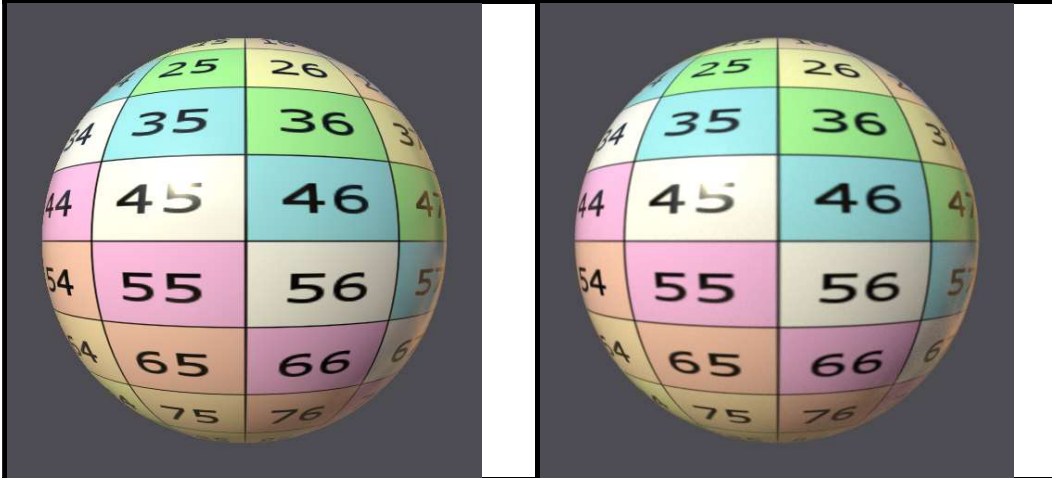


ngl_image_lin_rec709_output glsl.png

ngl_image_lin_rec709_output osl.png

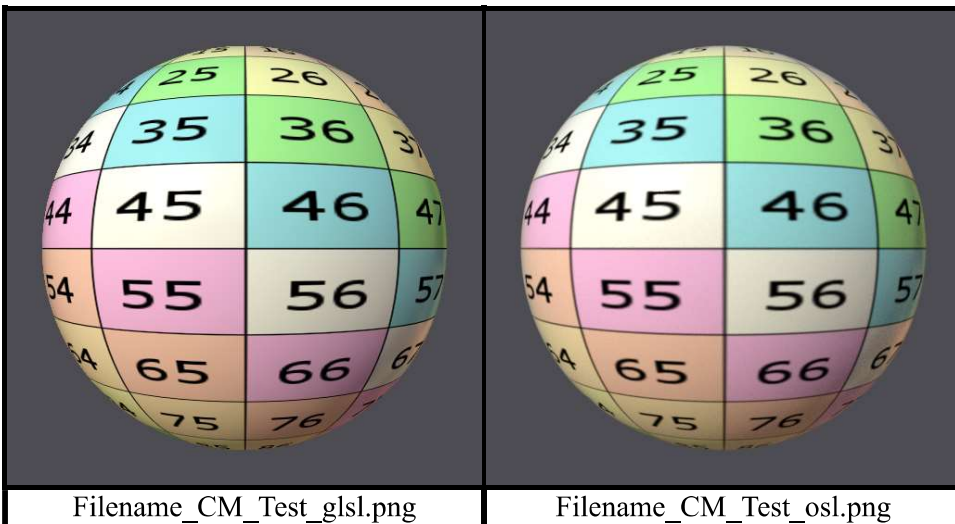


ngl_image_srgb_displayp3_output_gsl.png ngl_image_srgb_displayp3_output_osl.png

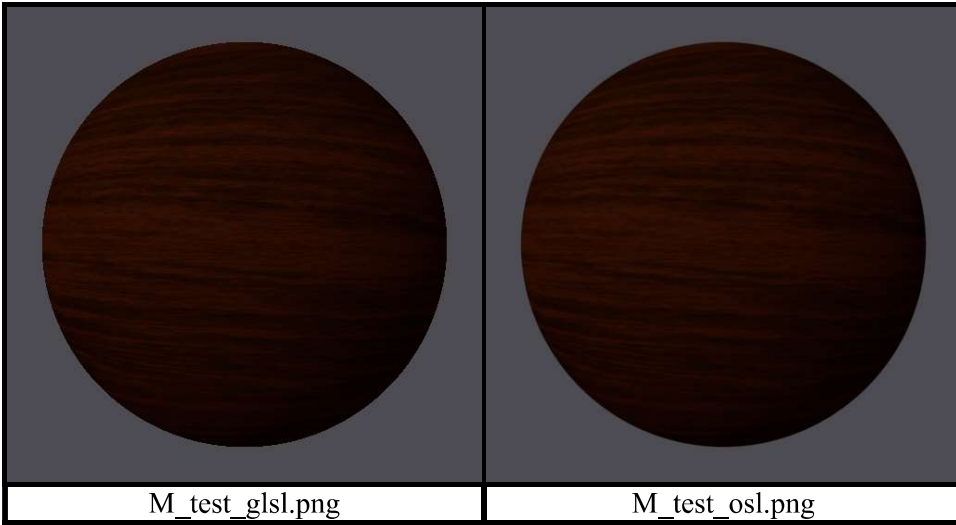


ngl_image_srgb_texture_output_gsl.png ngl_image_srgb_texture_output_osl.png

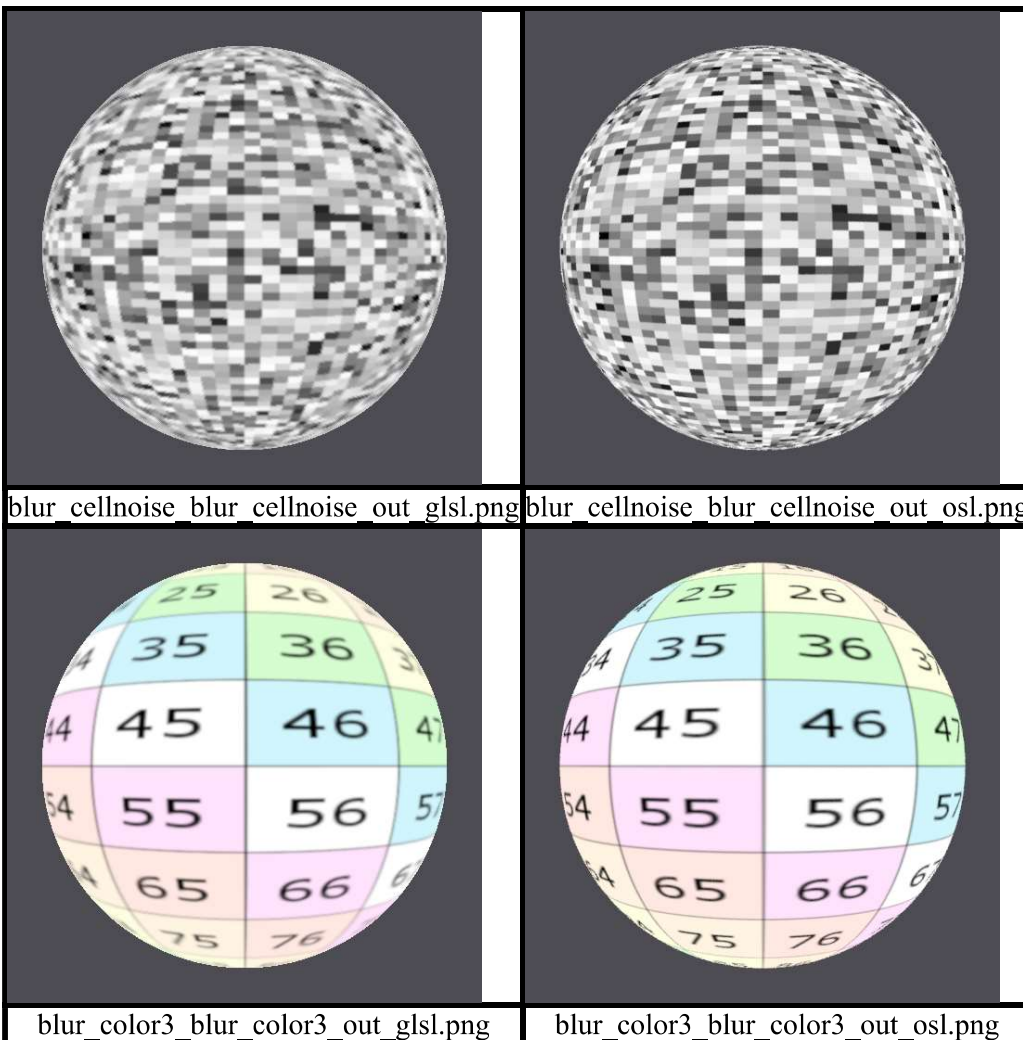
..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:

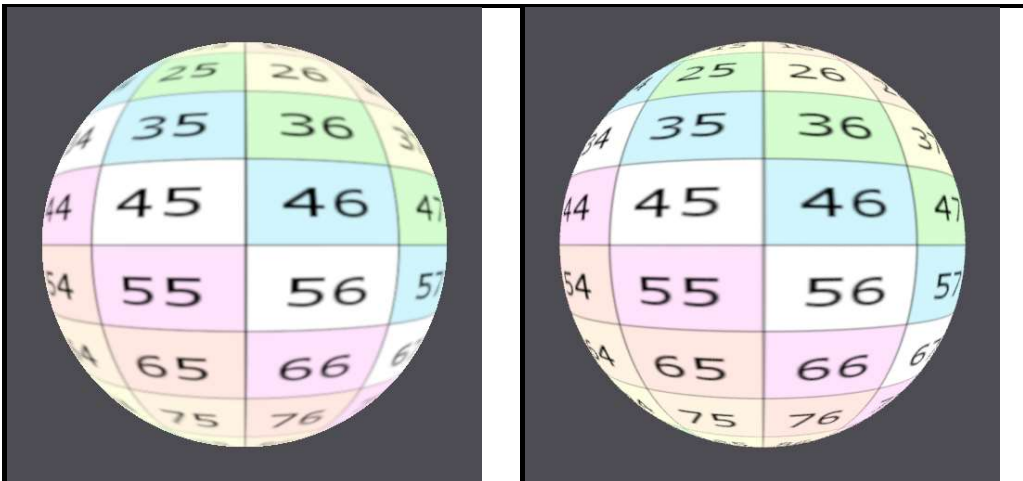


..\build\bin\resources\Materials\TestSuite\stdlib\color_management\surface_colorspace:



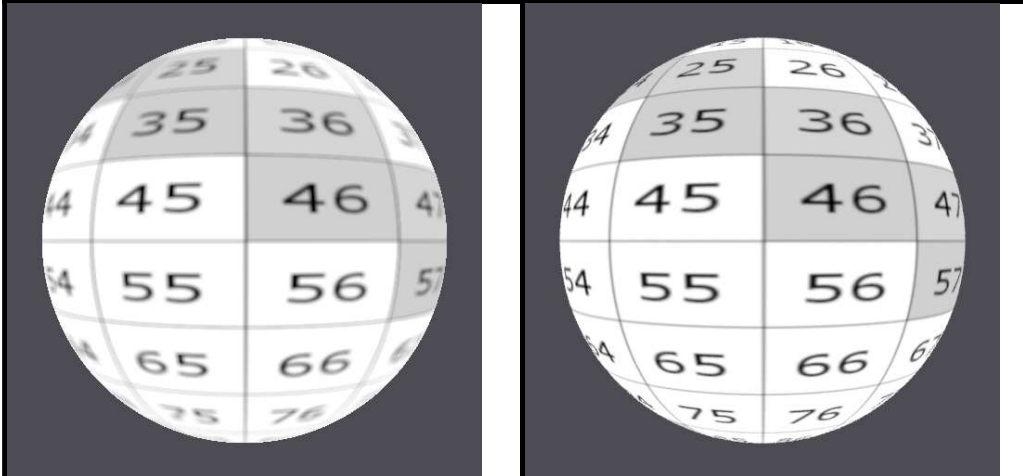
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





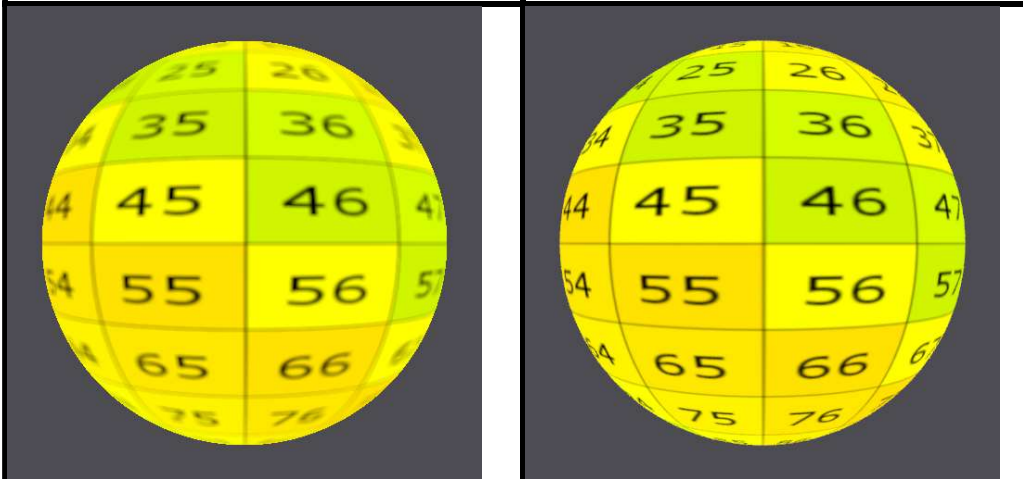
blur_color4_blur_color4_out_gsl.png

blur_color4_blur_color4_out_osl.png



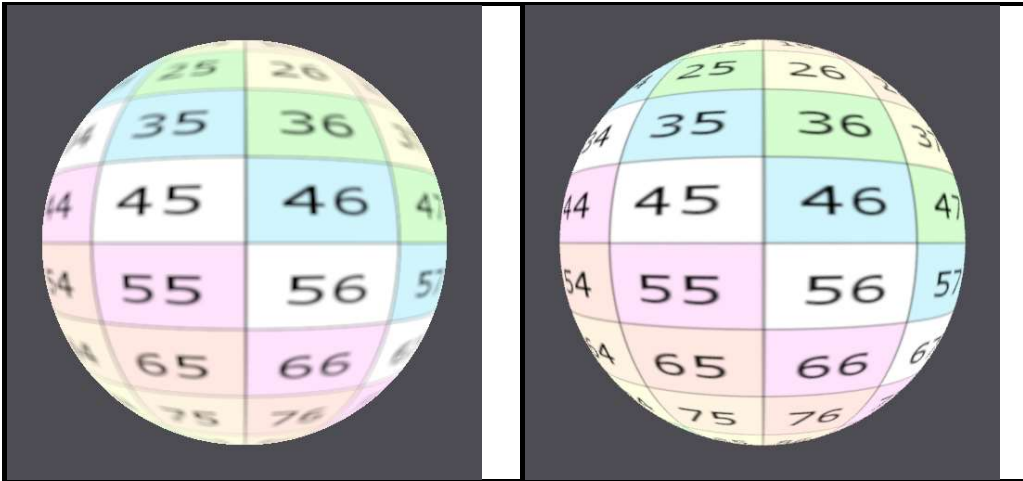
blur_float_blur_float_out_gsl.png

blur_float_blur_float_out_osl.png



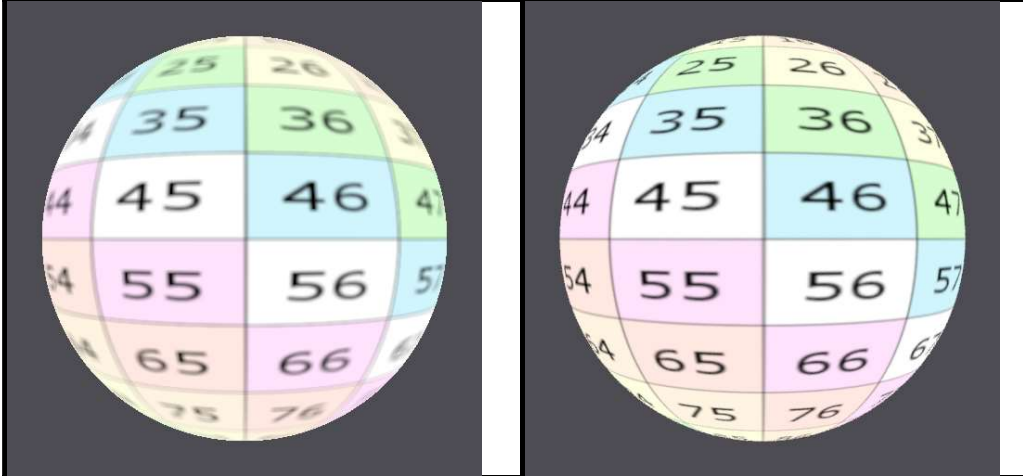
blur_vector2_blur_vector2_out_gsl.png

blur_vector2_blur_vector2_out_osl.png



blur_vector3_blur_vector3_out_glsl.png

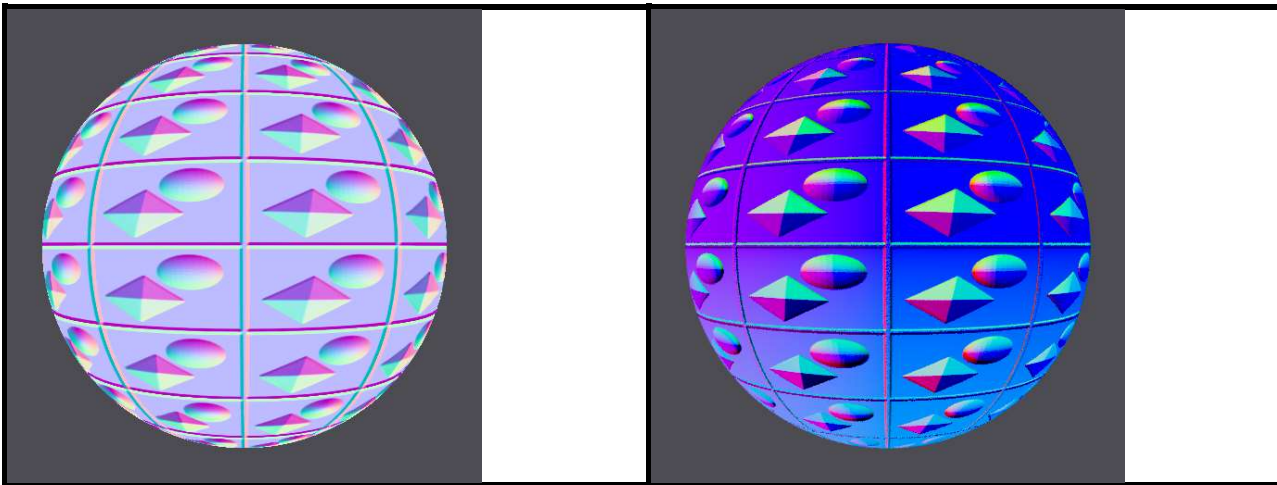
blur_vector3_blur_vector3_out_osl.png



blur_vector4_blur_vector4_out_glsl.png

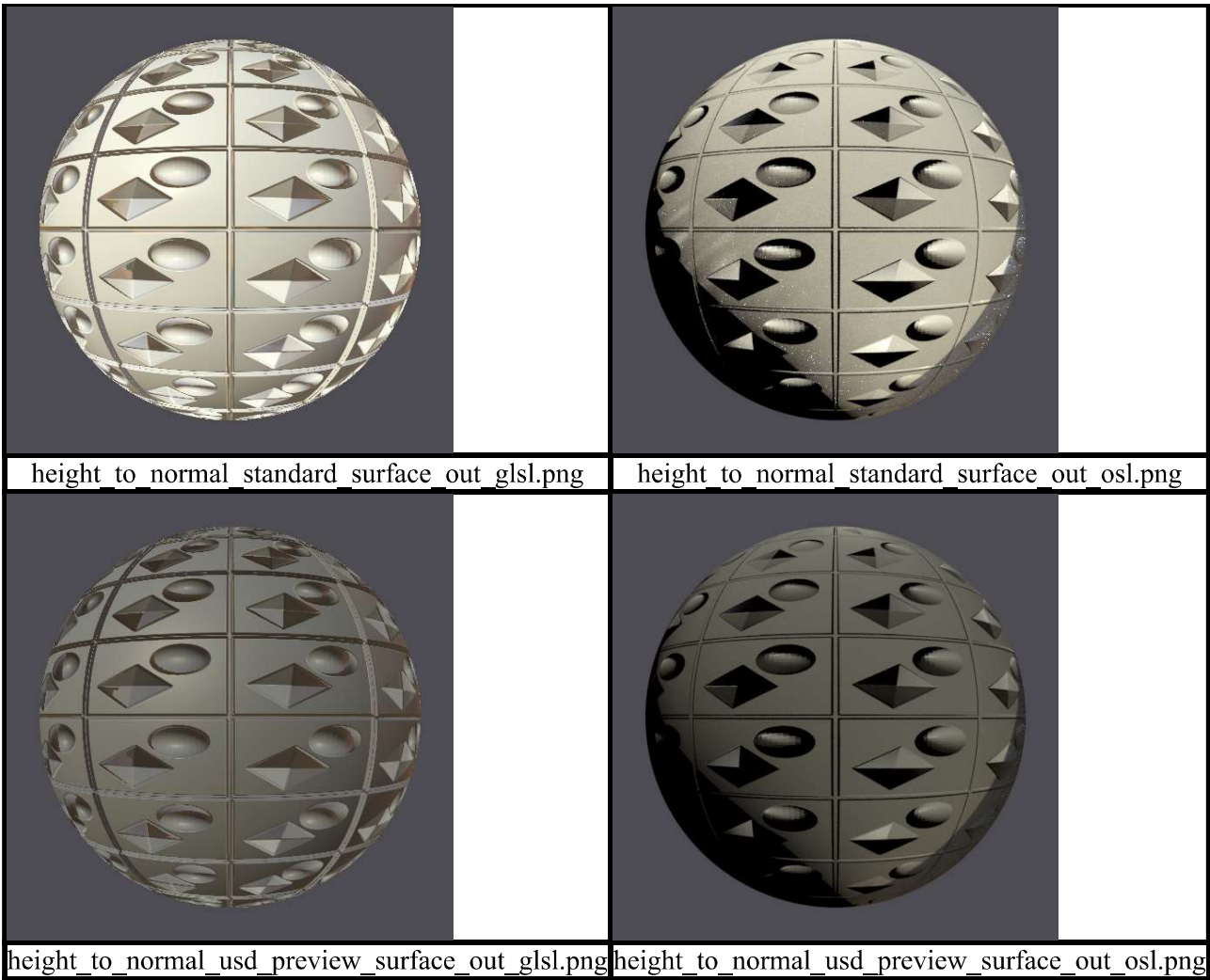
blur_vector4_blur_vector4_out_osl.png

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

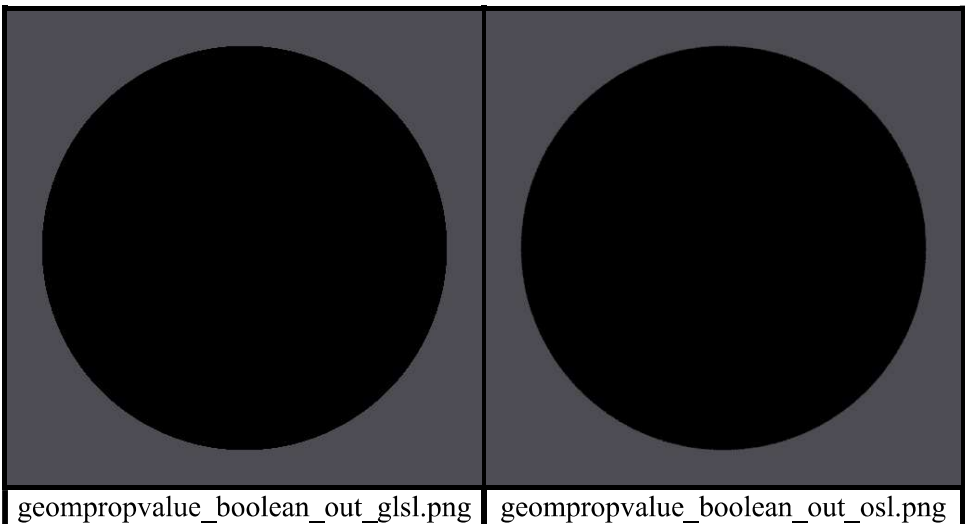


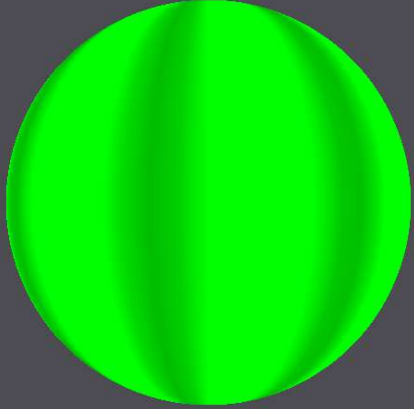
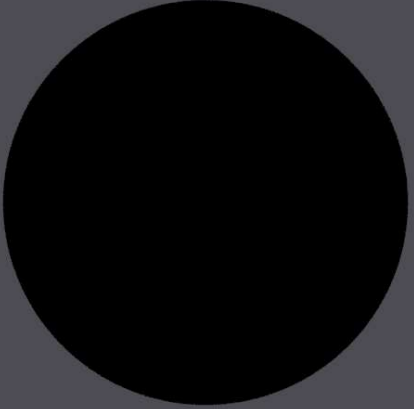
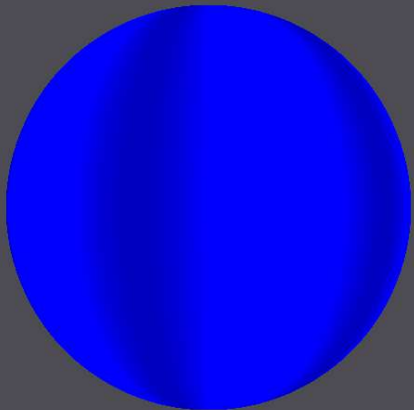
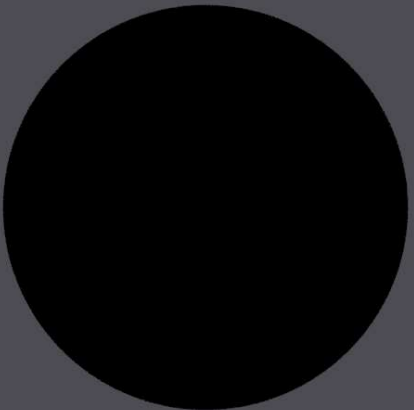

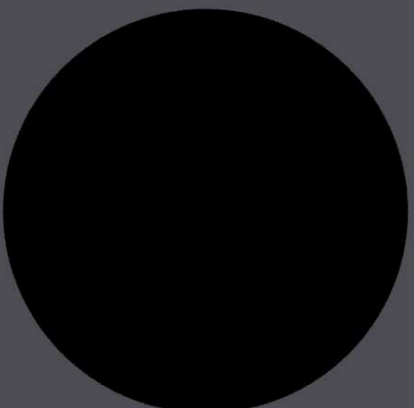
height_to_normal_height_to_normal_out_glsl.png

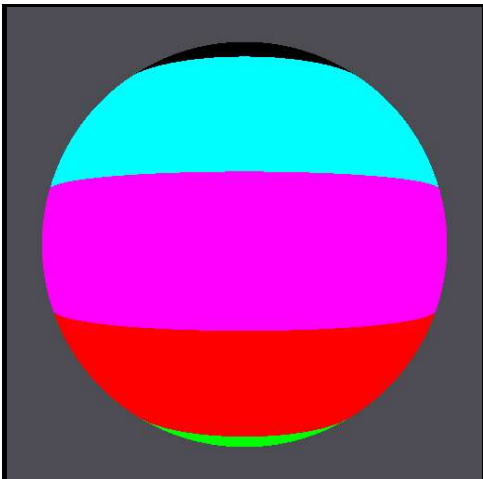
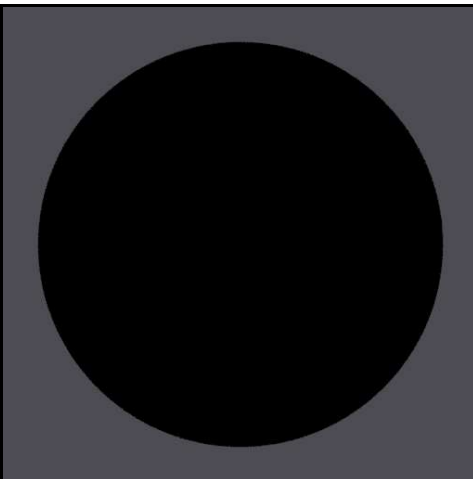
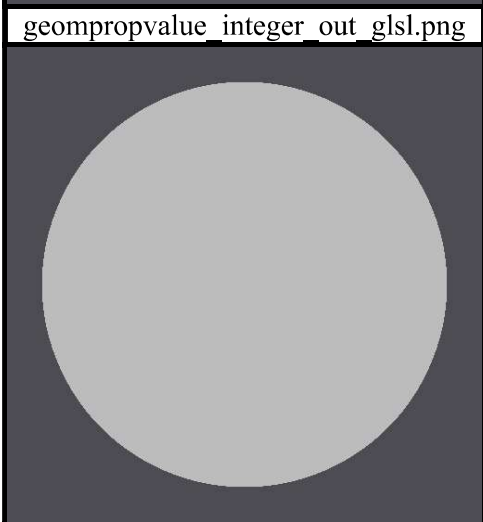
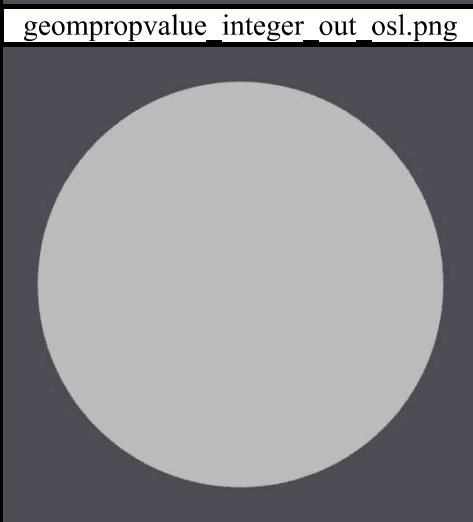
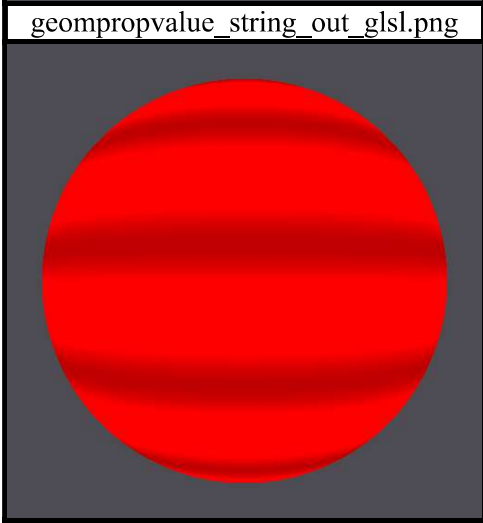
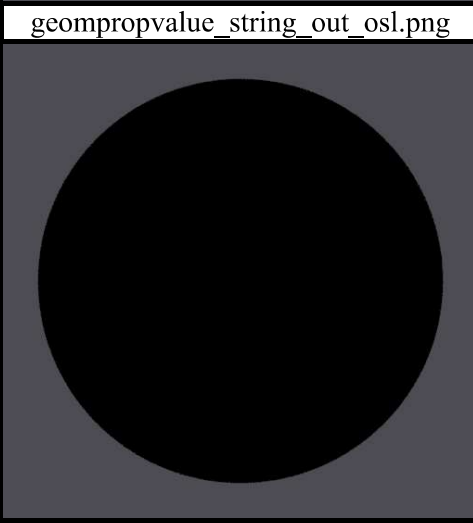
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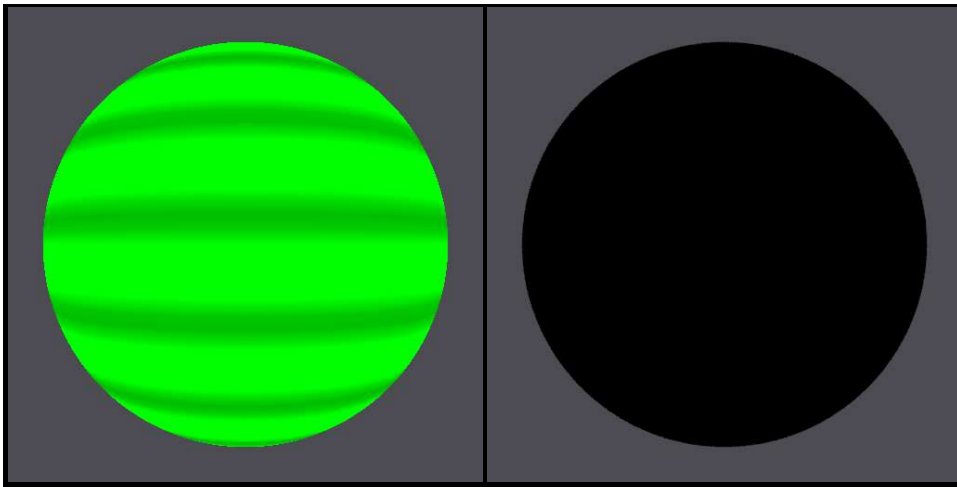


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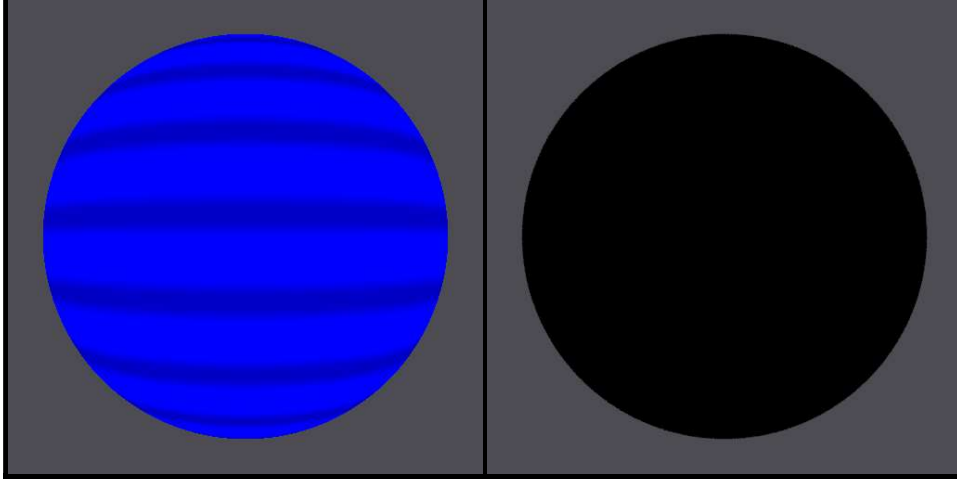
	
<code>geompropvalue_color3_out_gsl.png</code>	<code>geompropvalue_color3_out_osl.png</code>
	
<code>geompropvalue_color4_out_gsl.png</code>	<code>geompropvalue_color4_out_osl.png</code>
	
<code>geompropvalue_float_out_gsl.png</code>	<code>geompropvalue_float_out_osl.png</code>

	
<code>geompropvalue_integer_out_gsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_gsl.png</code>	<code>geompropvalue_string_out_osl.png</code>
	
<code>geompropvalue_vector2_out_gsl.png</code>	<code>geompropvalue_vector2_out_osl.png</code>



geompropvalue_vector3_out_gsl.png

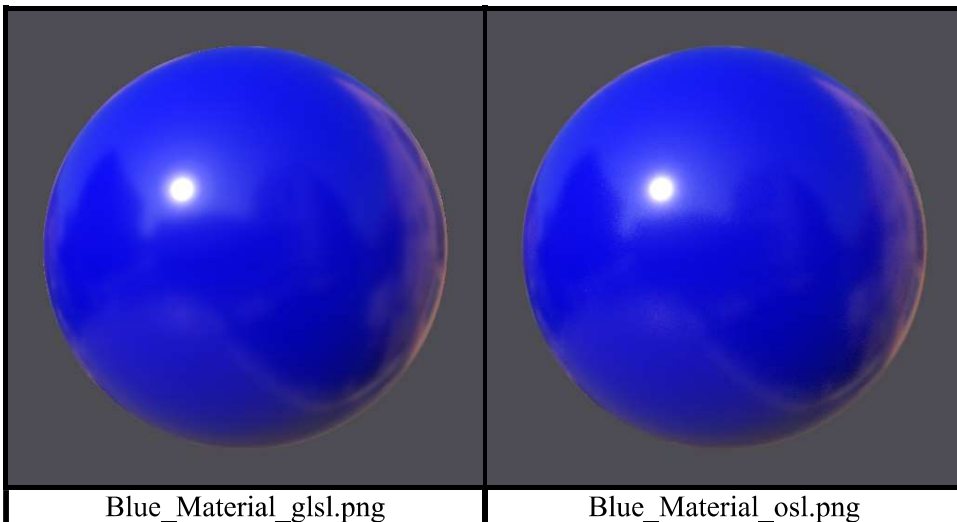
geompropvalue_vector3_out_osl.png



geompropvalue_vector4_out_gsl.png

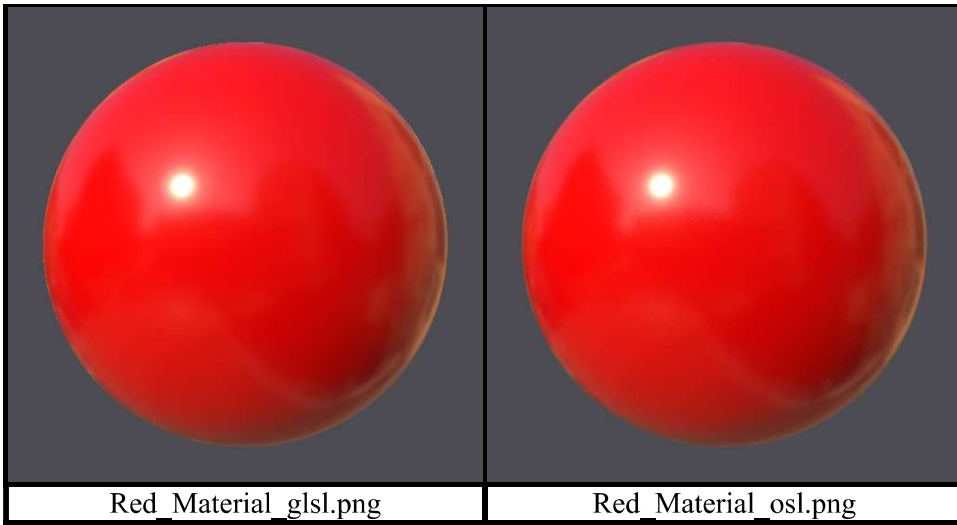
geompropvalue_vector4_out_osl.png

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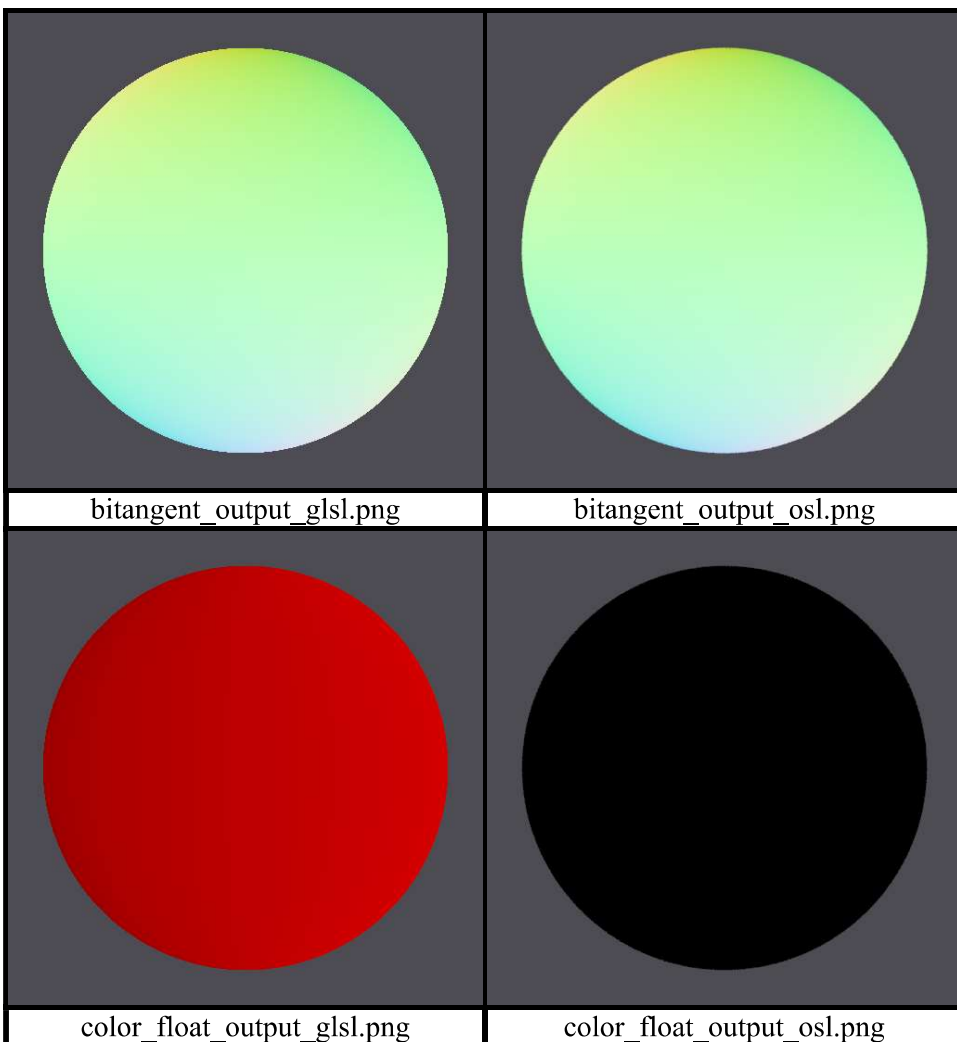


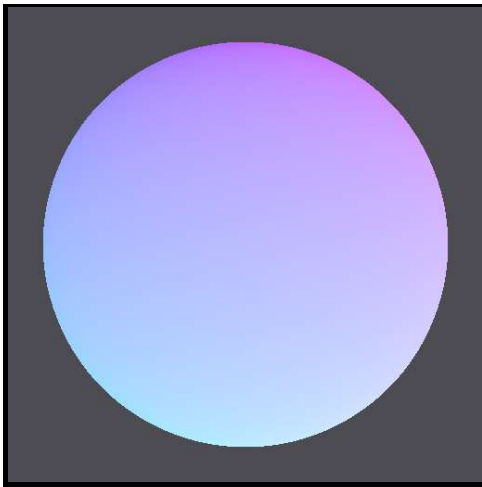
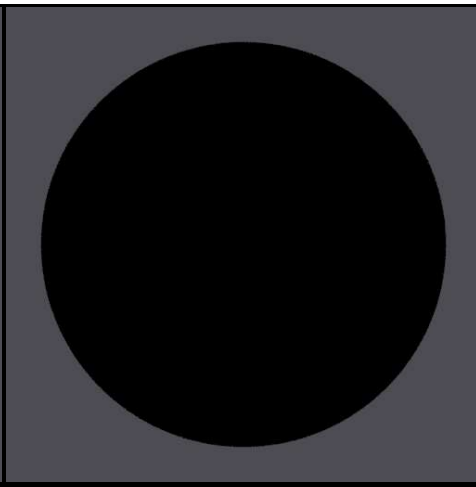

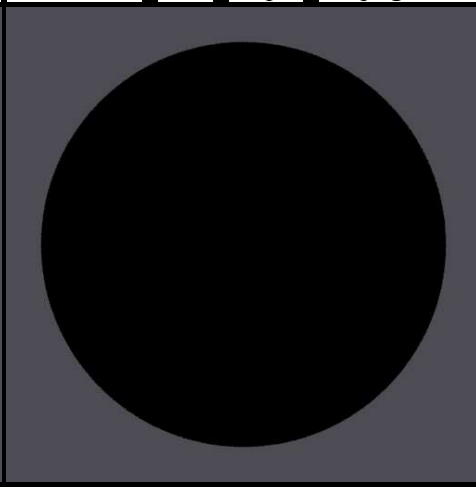


Blue_Material_gsl.png

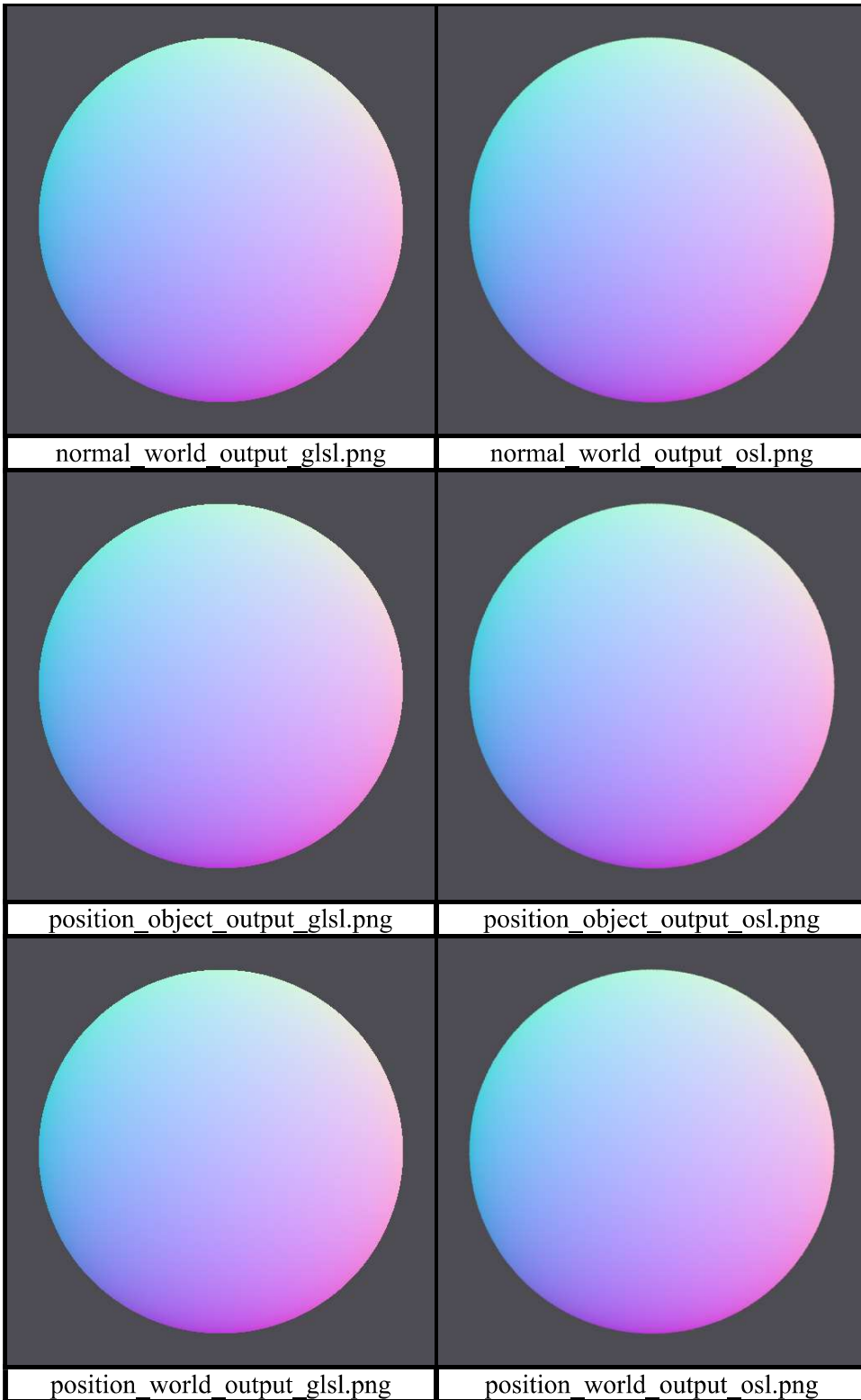
Blue_Material_osl.png

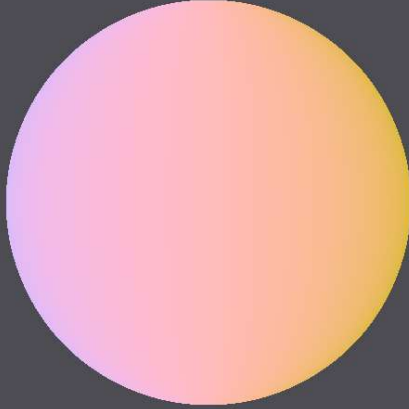
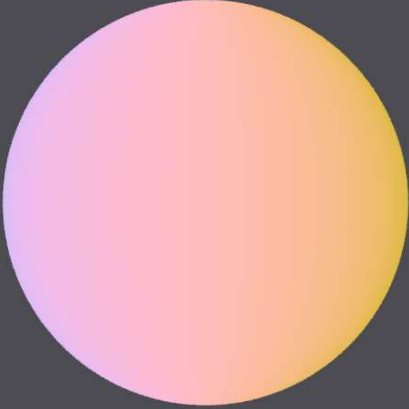
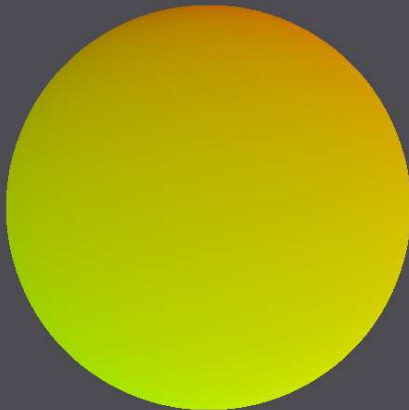
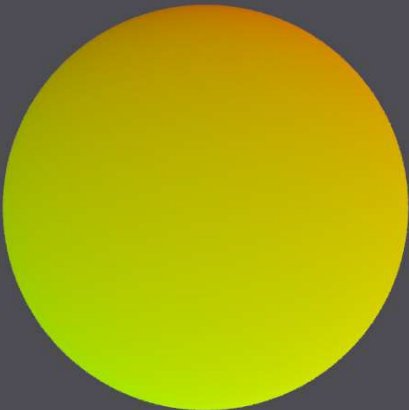
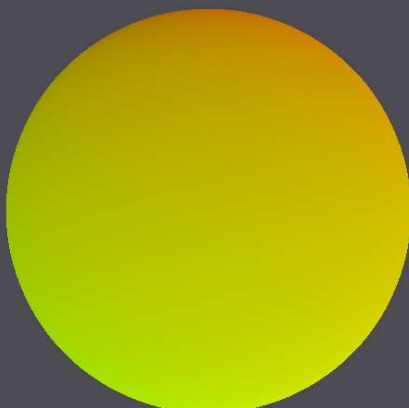



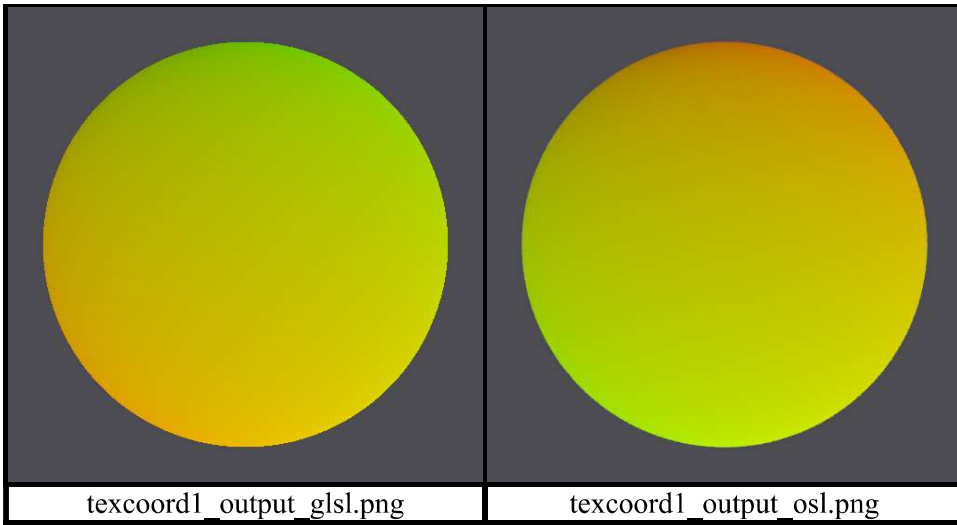
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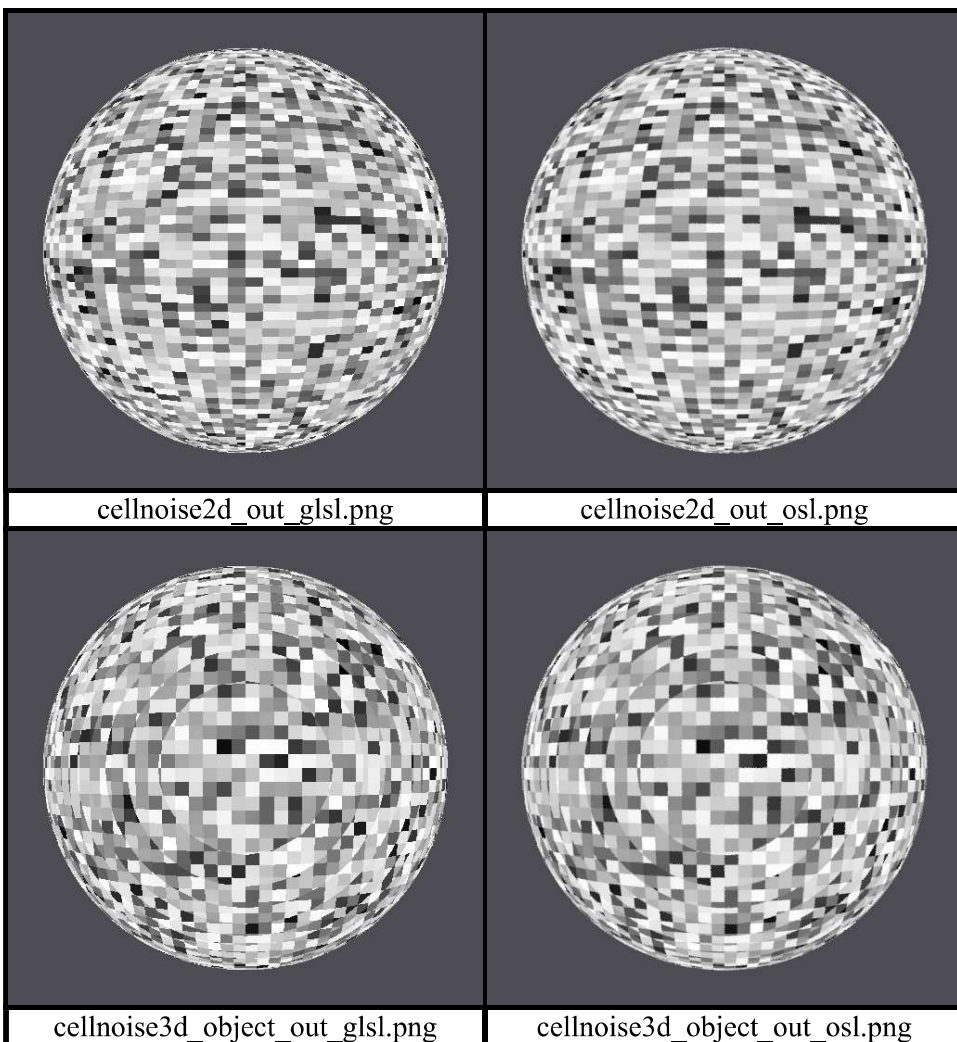
	
<p>color_vec3_output_gsl.png</p>	<p>color_vec3_output_osl.png</p>
	
<p>color_vec4_output_gsl.png</p>	<p>color_vec4_output_osl.png</p>
	
<p>normal_object_output_gsl.png</p>	<p>normal_object_output_osl.png</p>

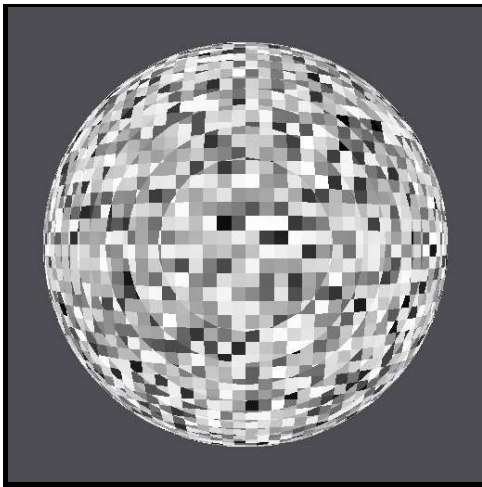
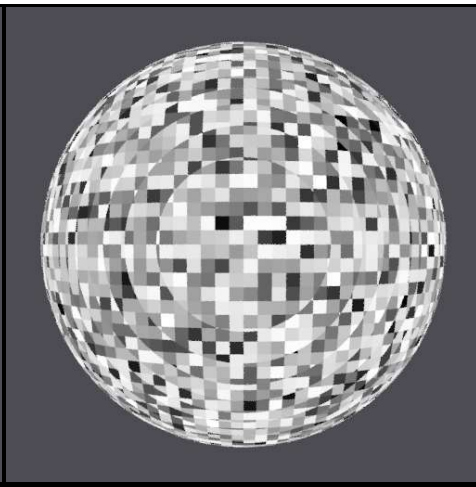
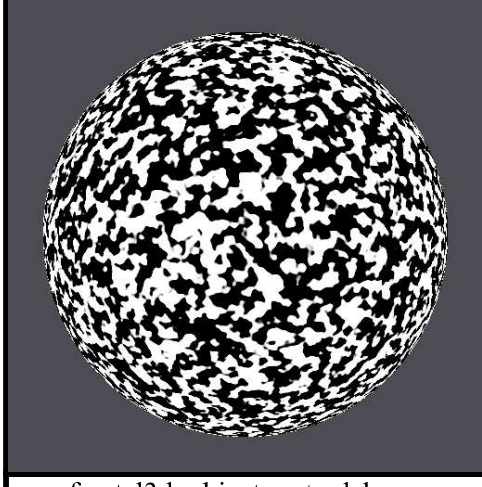
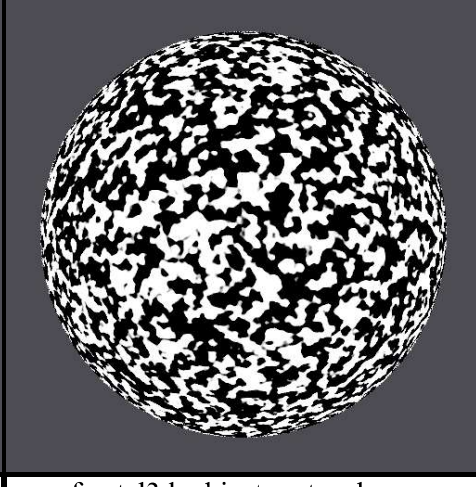
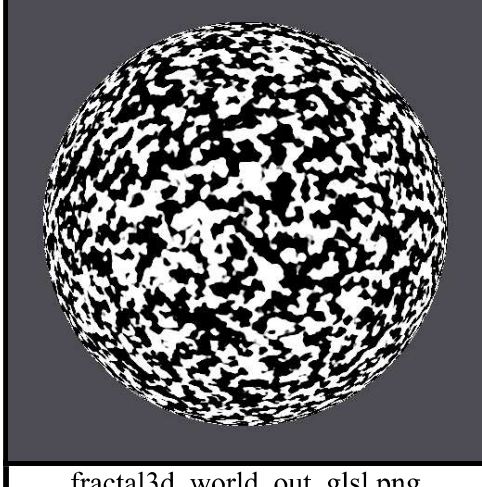
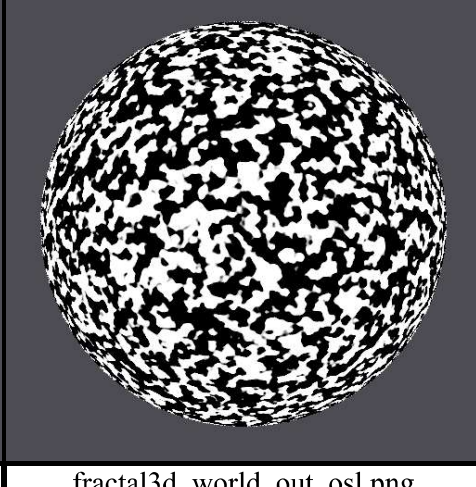


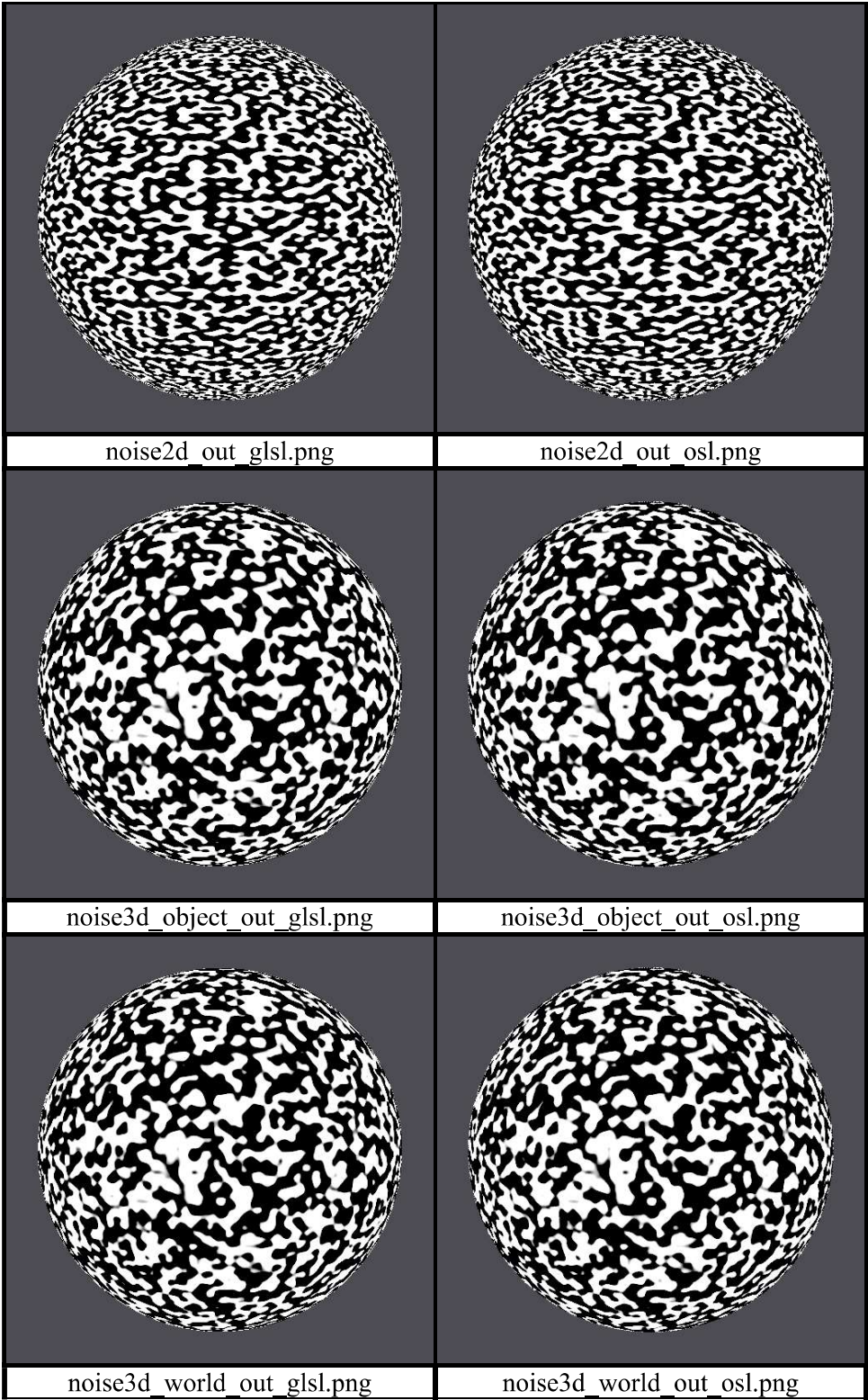
	
tangent_output_gsl.png	tangent_output_osl.png
	
texcoord0_output_gsl.png	texcoord0_output_osl.png
	
texcoord0_vec3_output_gsl.png	texcoord0_vec3_output_osl.png

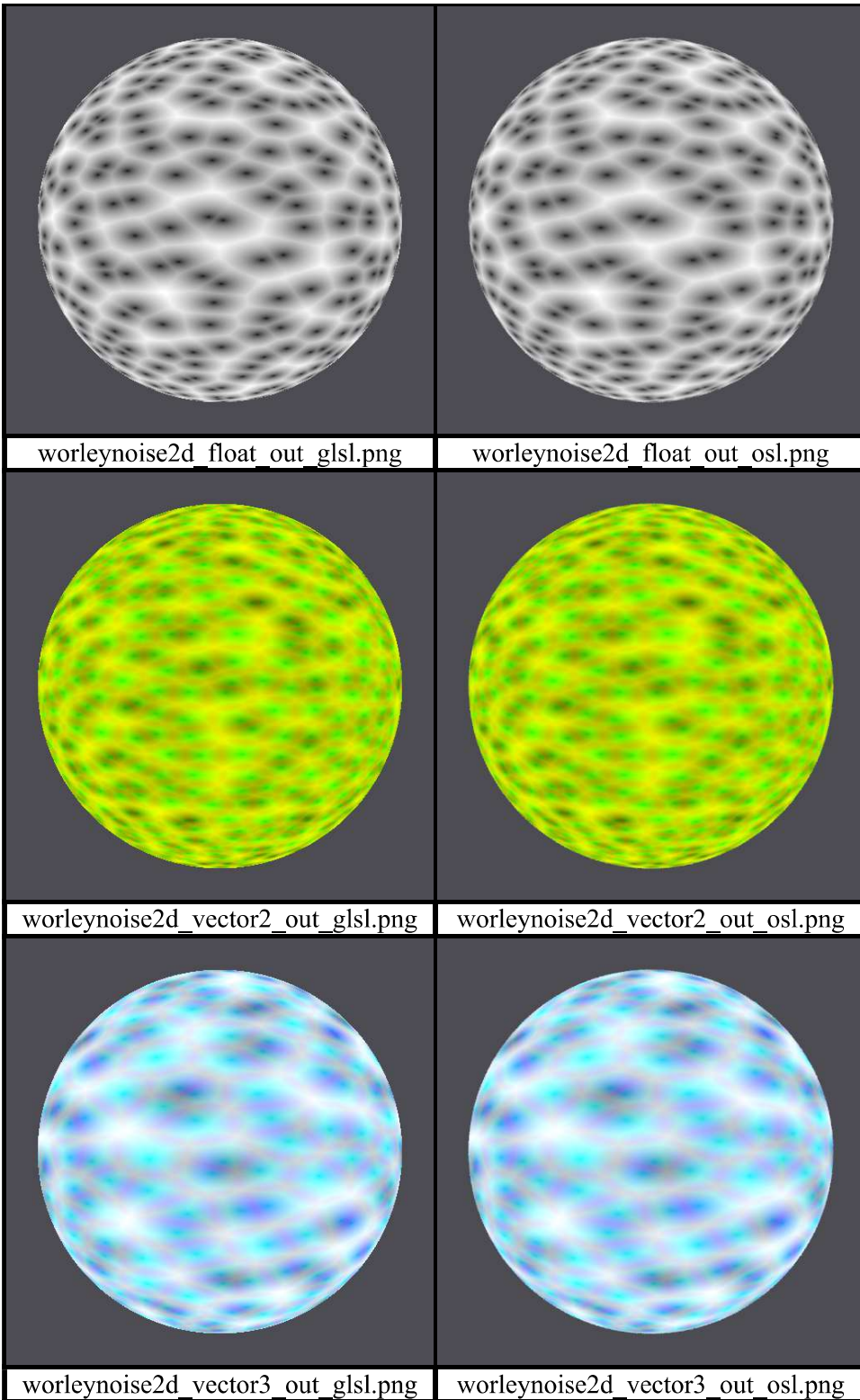


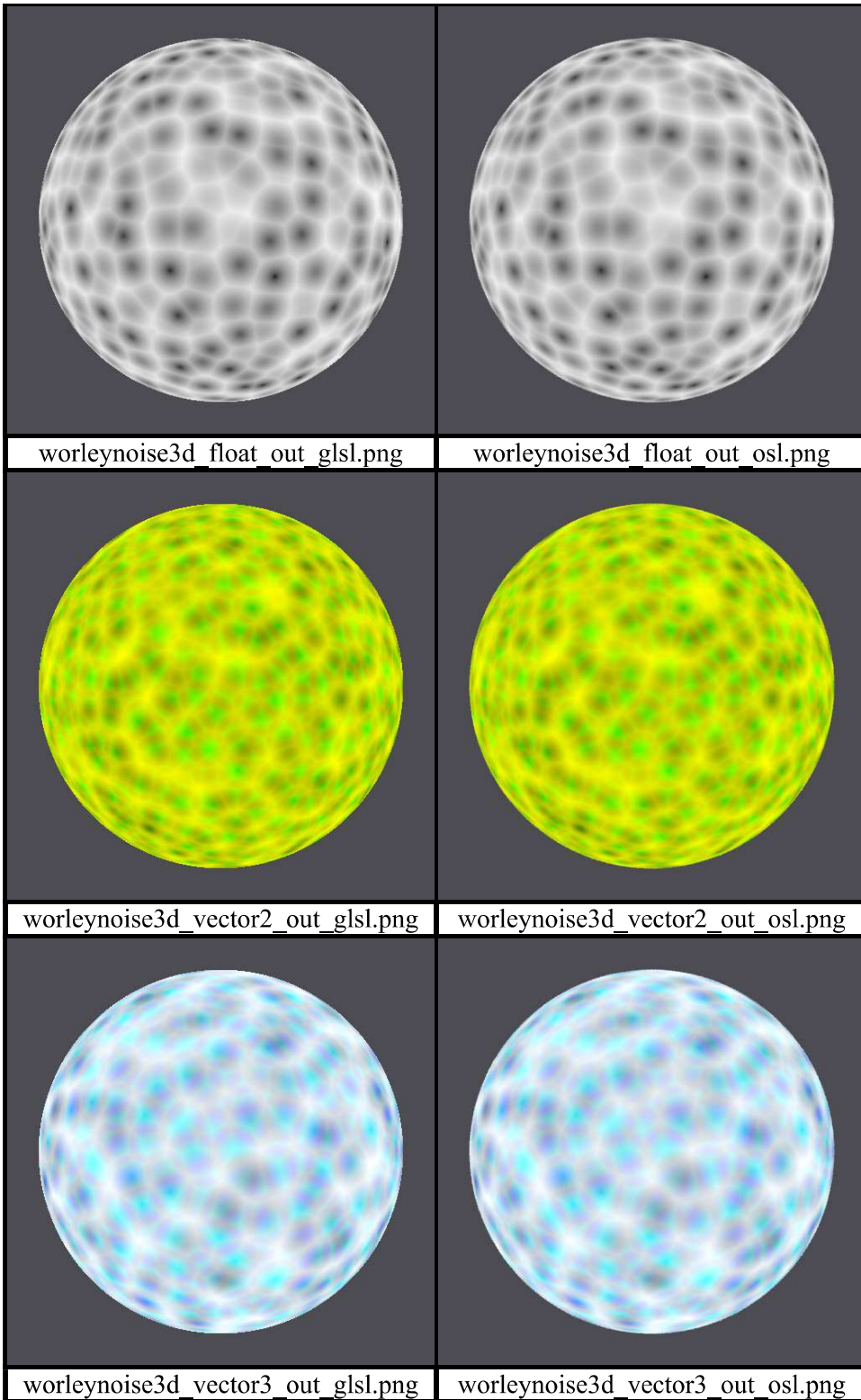
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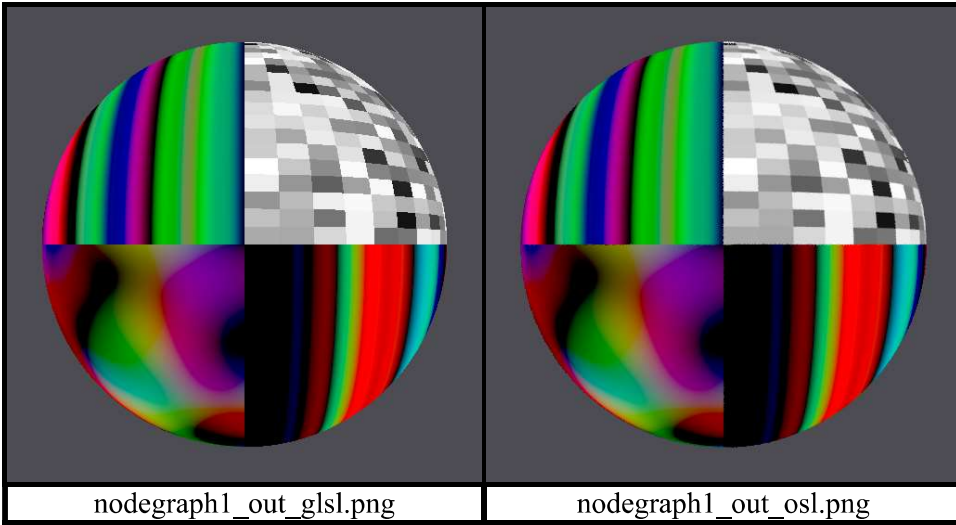
	
cellnoise3d world out glsl.png	cellnoise3d world out osl.png
	
fractal3d_object_out glsl.png	fractal3d_object_out osl.png
	
fractal3d world_out glsl.png	fractal3d world_out osl.png







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



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

