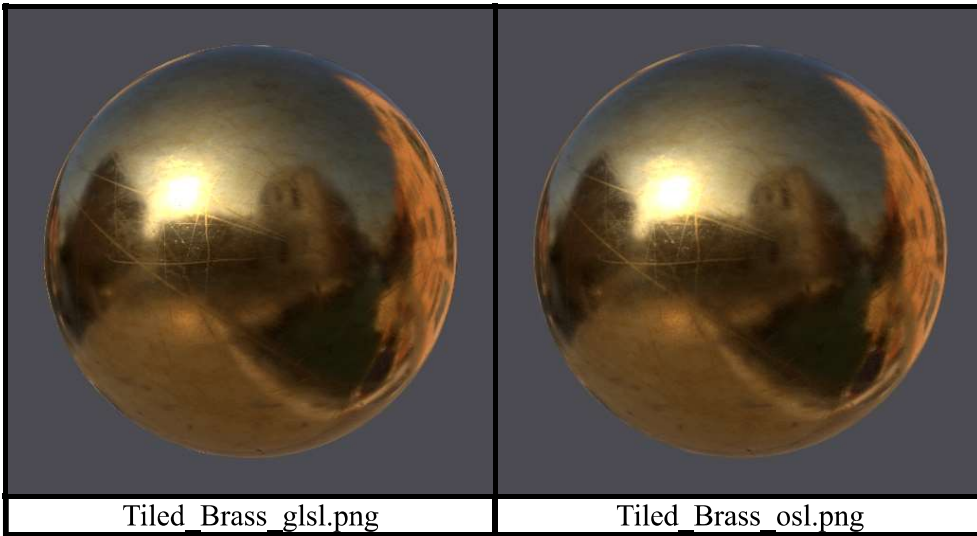
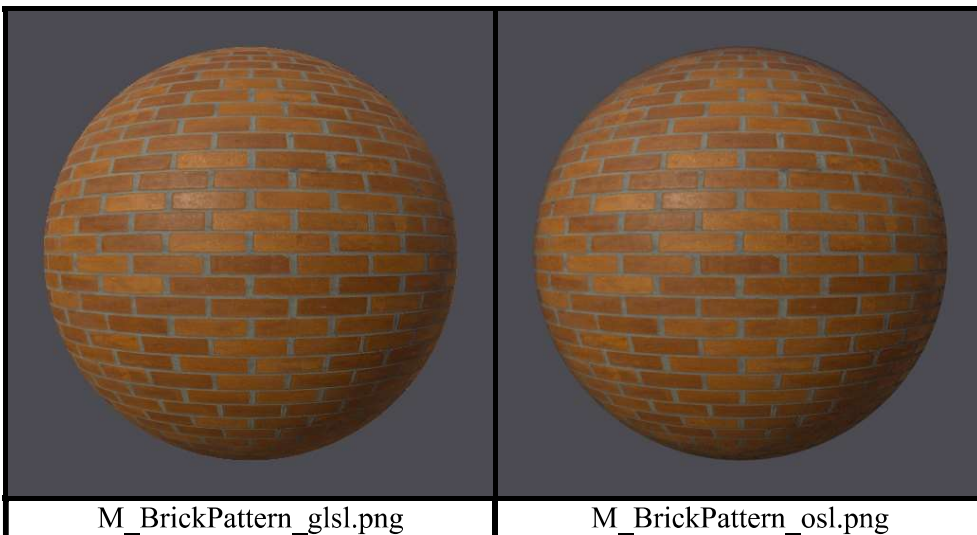


gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)

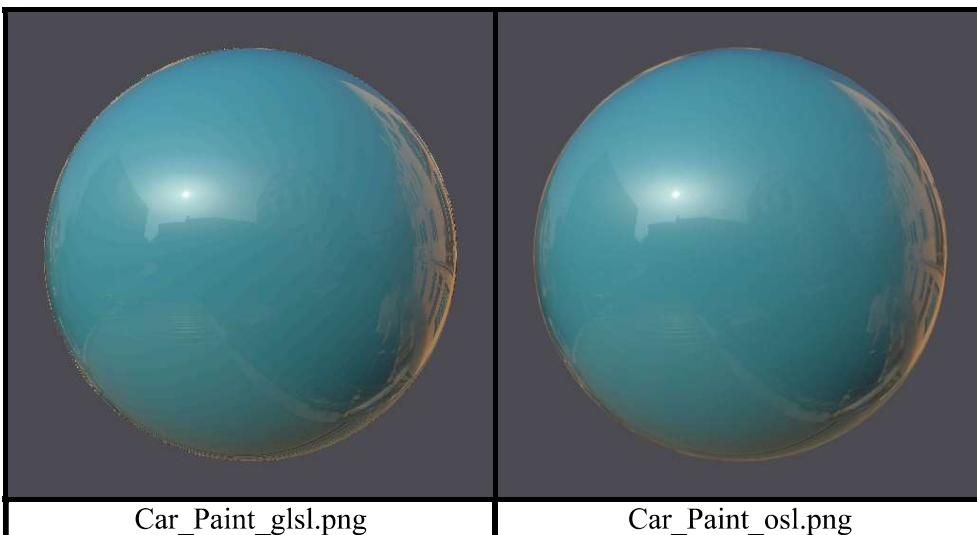
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



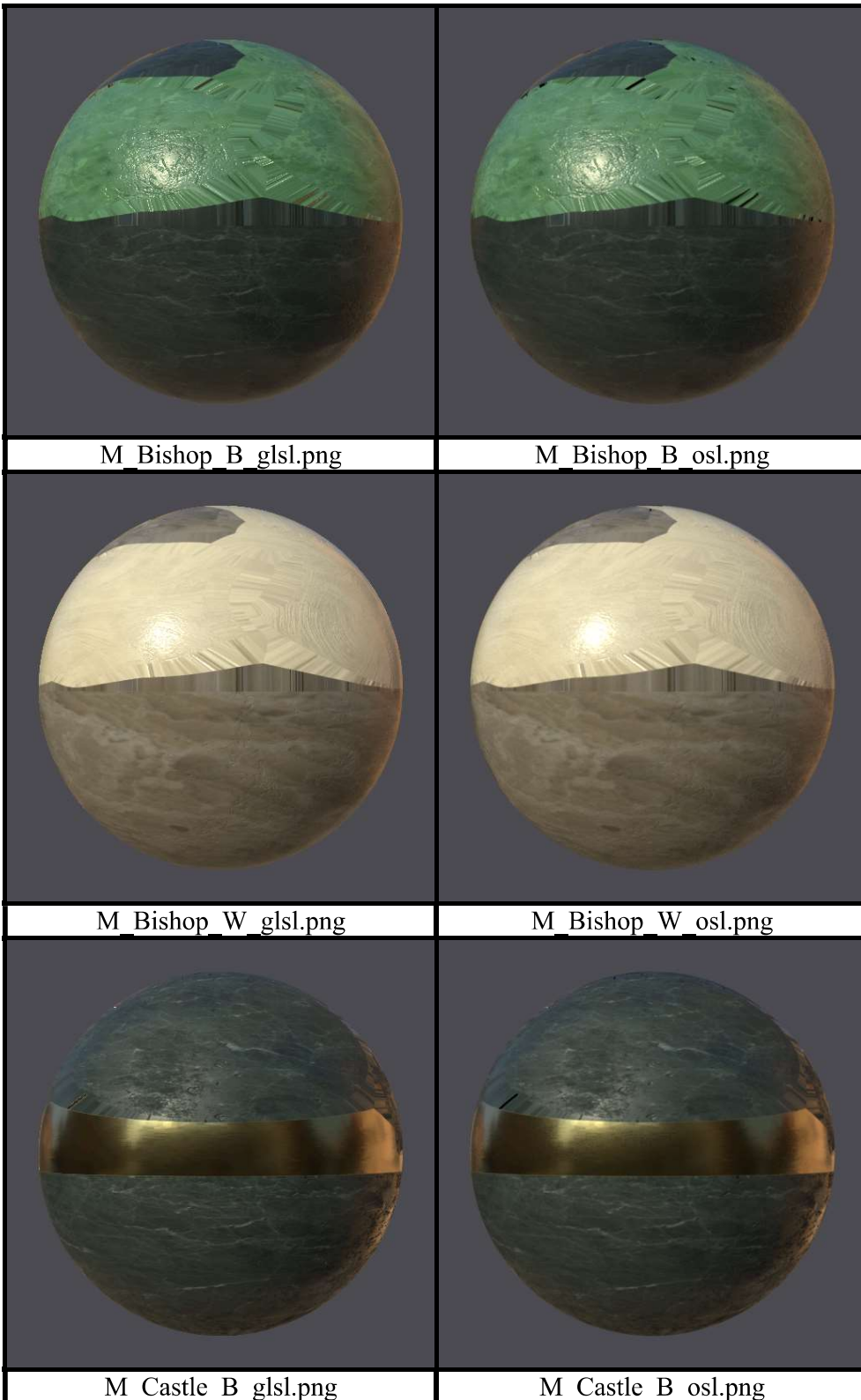
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

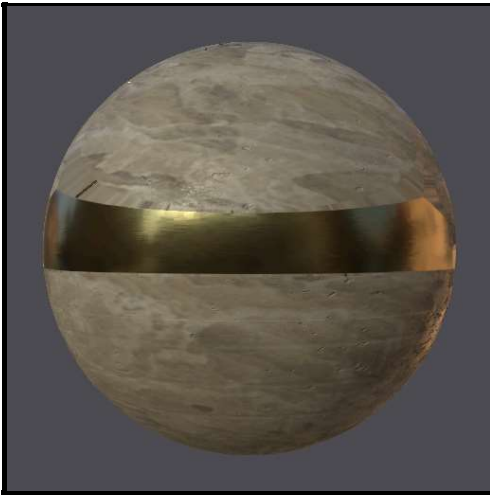
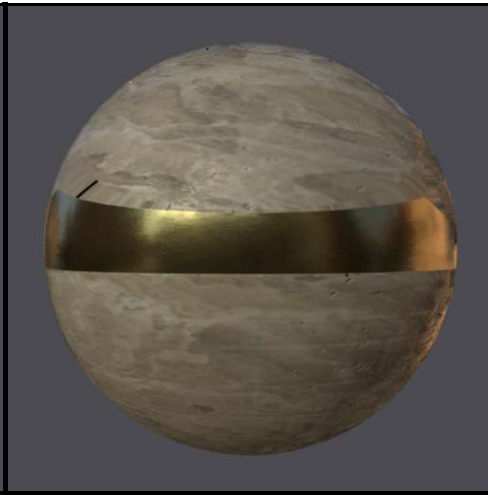
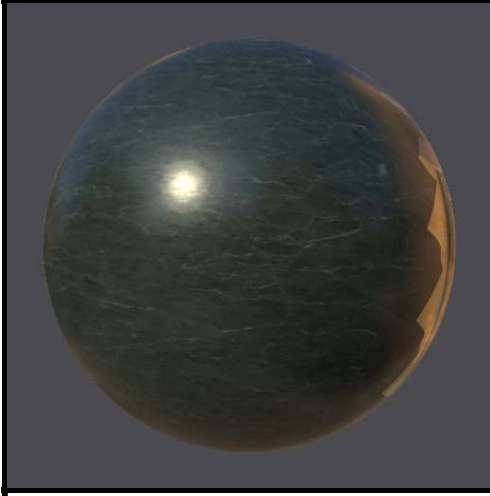
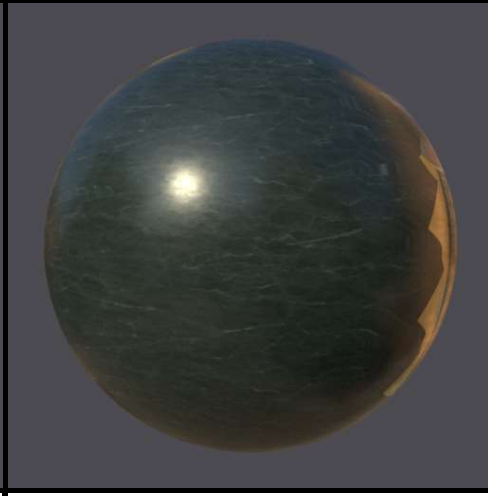
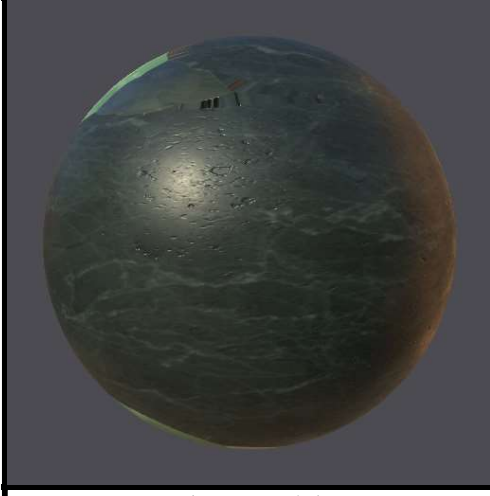
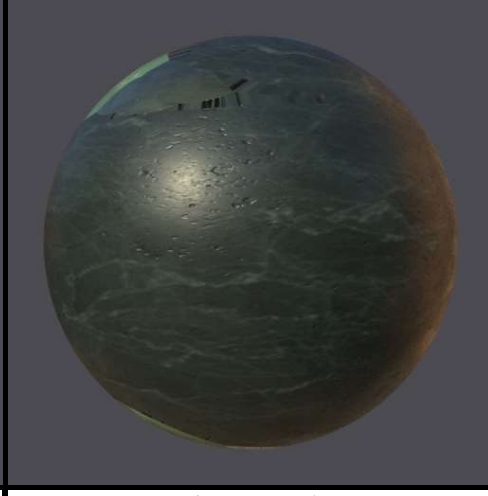


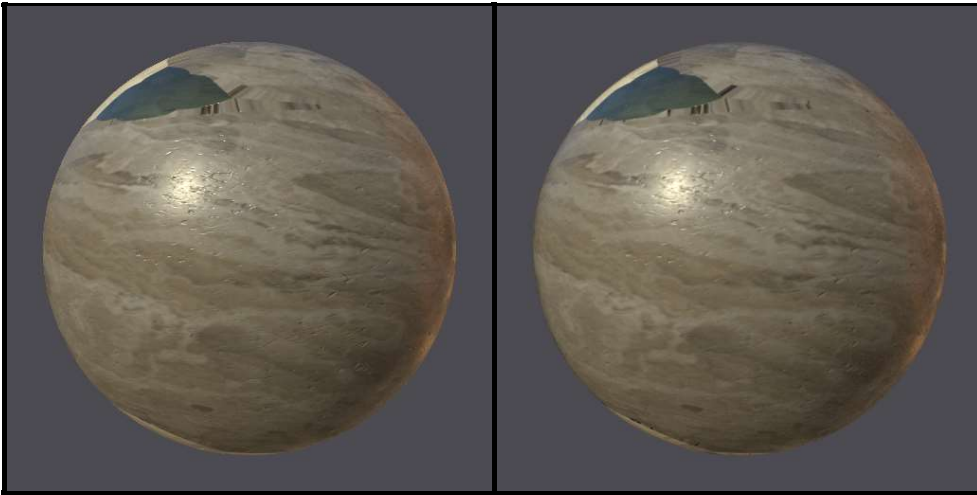
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:



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

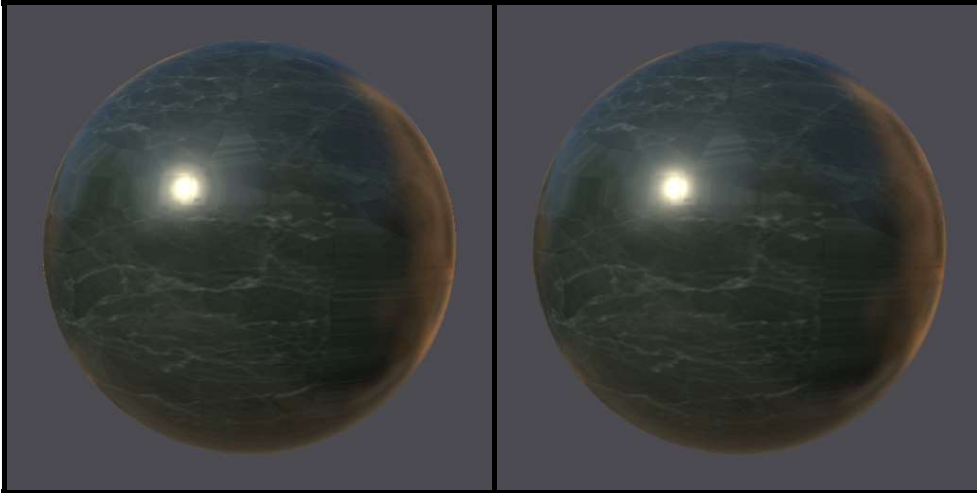


	
M_Castle_W_glsl.png	M_Castle_W_osl.png
	
M_Chessboard_glsl.png	M_Chessboard_osl.png
	
M_King_B_glsl.png	M_King_B_osl.png



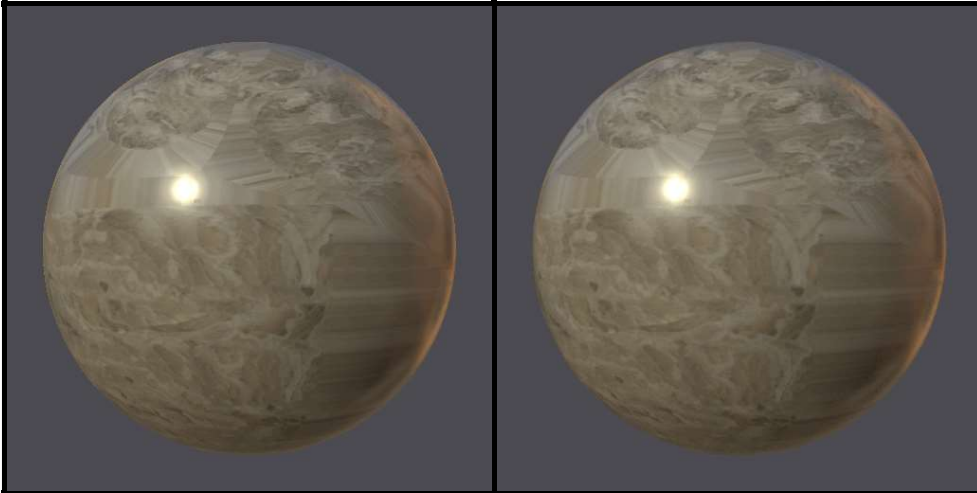
M_King_W_gsl.png

M_King_W_osl.png



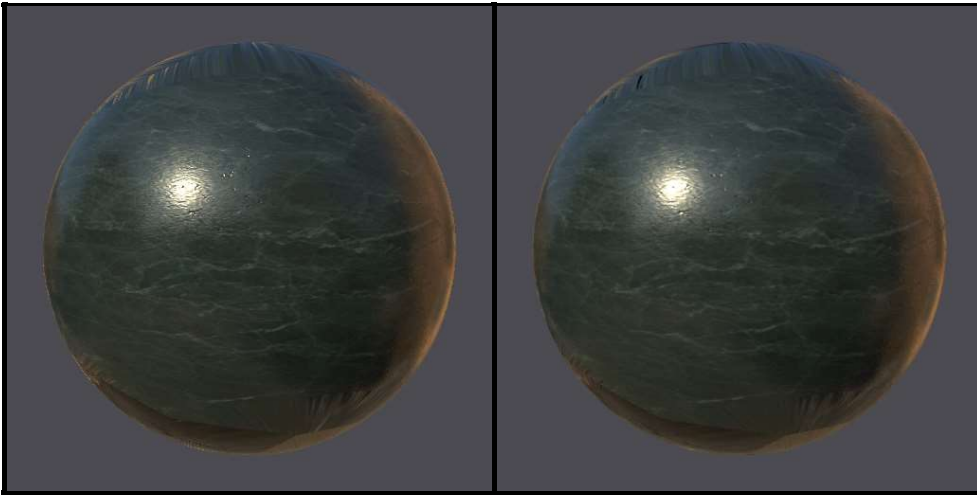
M_Knight_B_gsl.png

M_Knight_B_osl.png



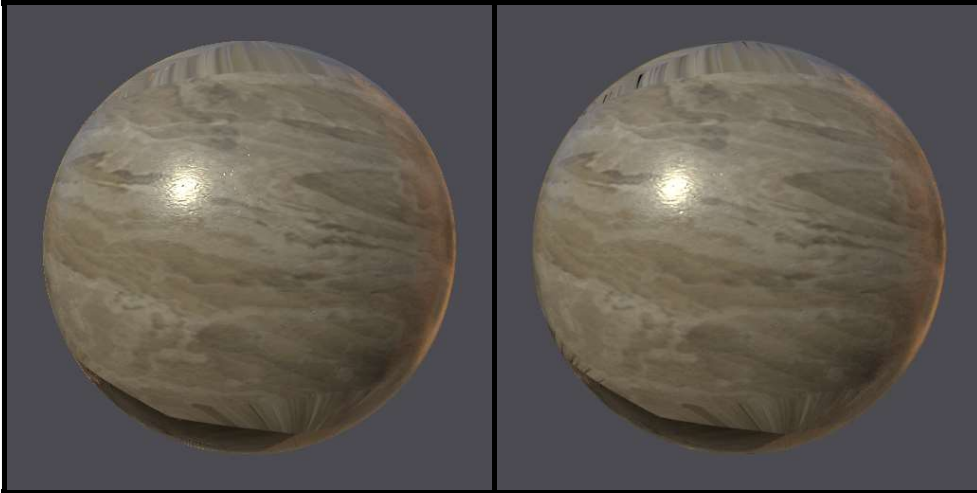
M_Knight_W_gsl.png

M_Knight_W_osl.png



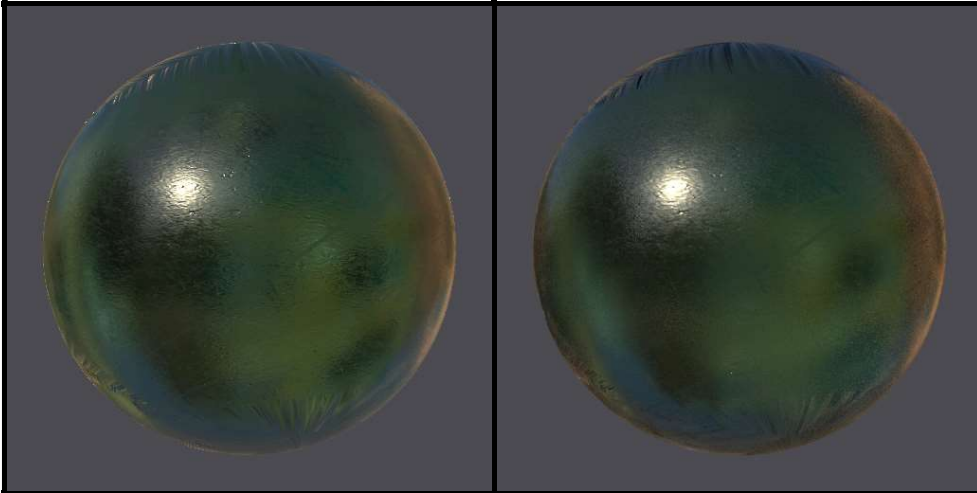
M_Pawn_Body_B_gsl.png

M_Pawn_Body_B_osl.png



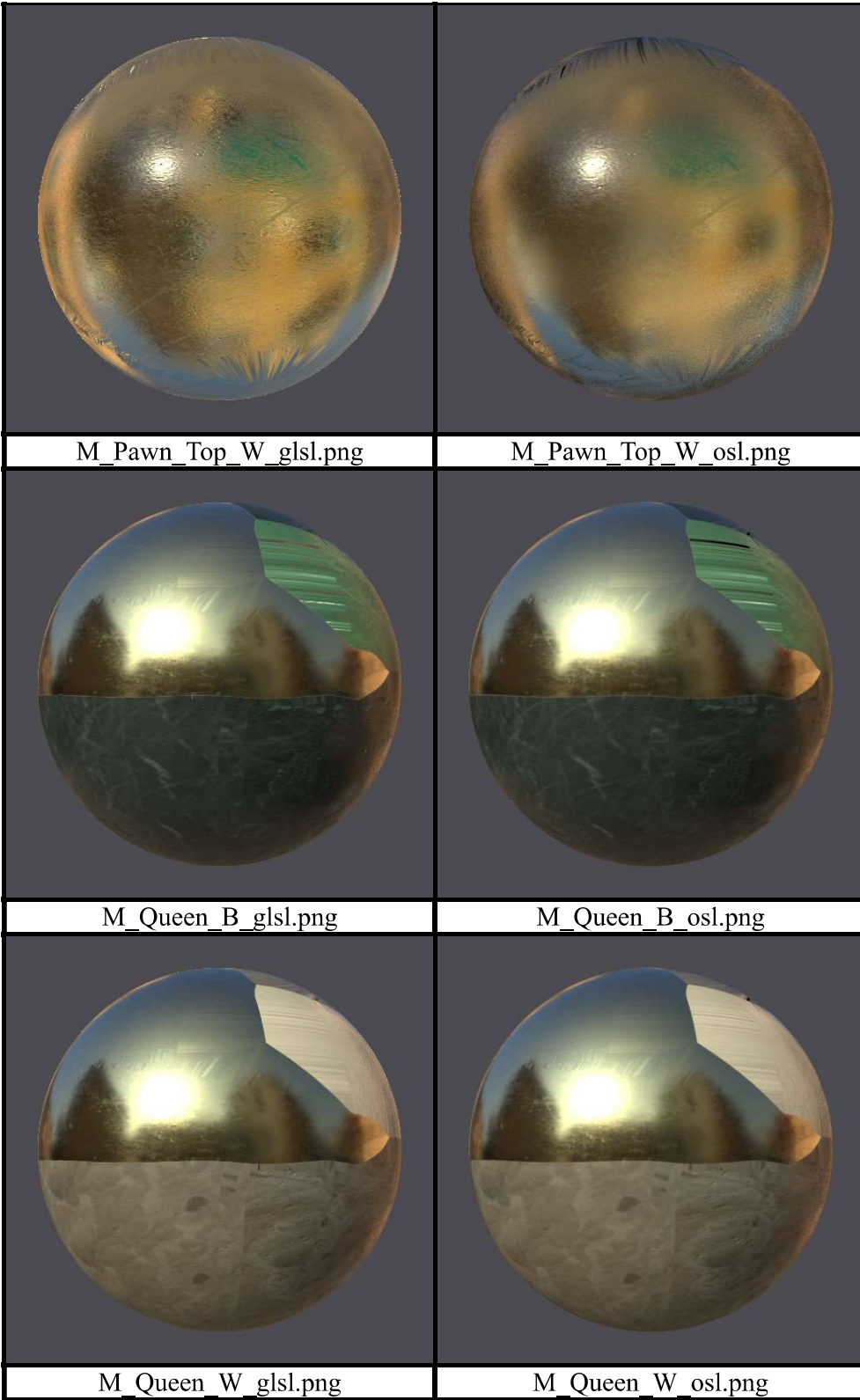
M_Pawn_Body_W_gsl.png

M_Pawn_Body_W_osl.png

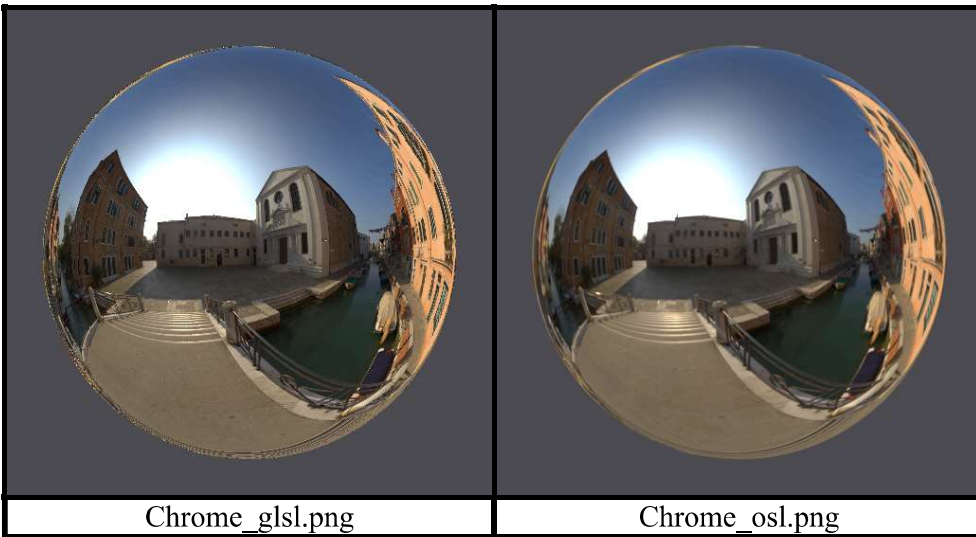


M_Pawn_Top_B_gsl.png

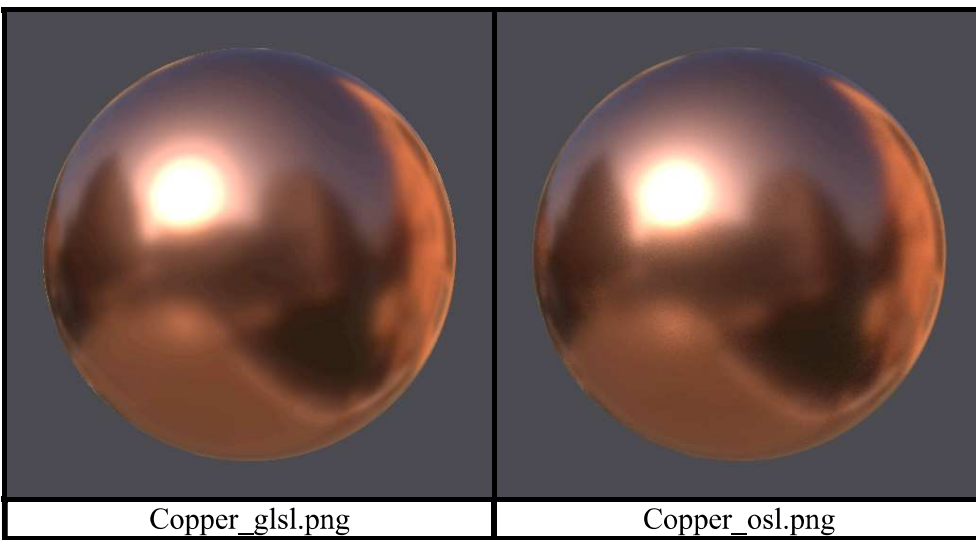
M_Pawn_Top_B_osl.png



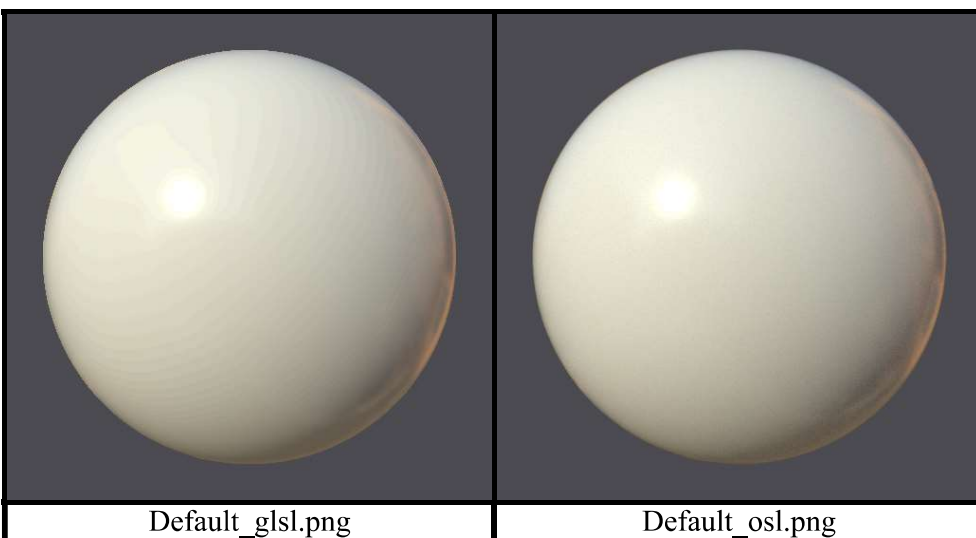
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



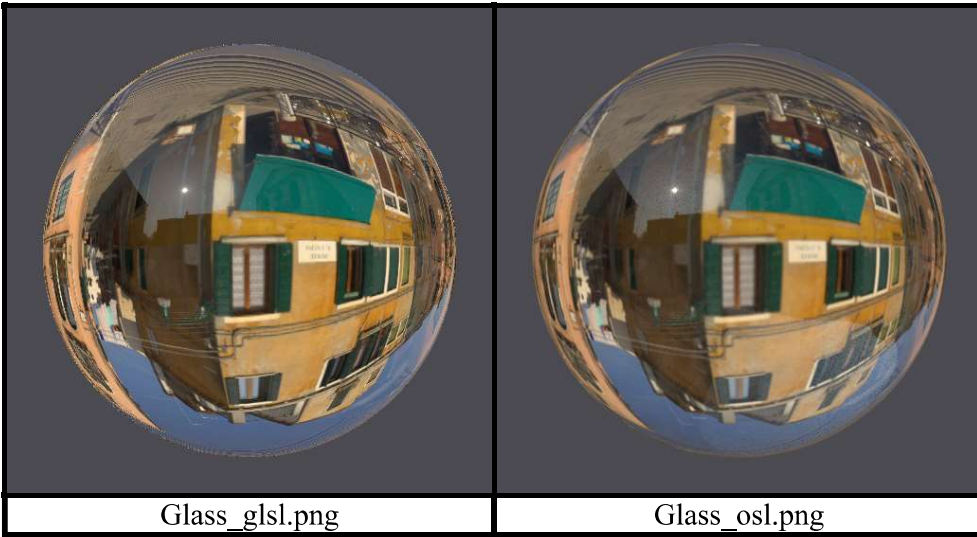
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



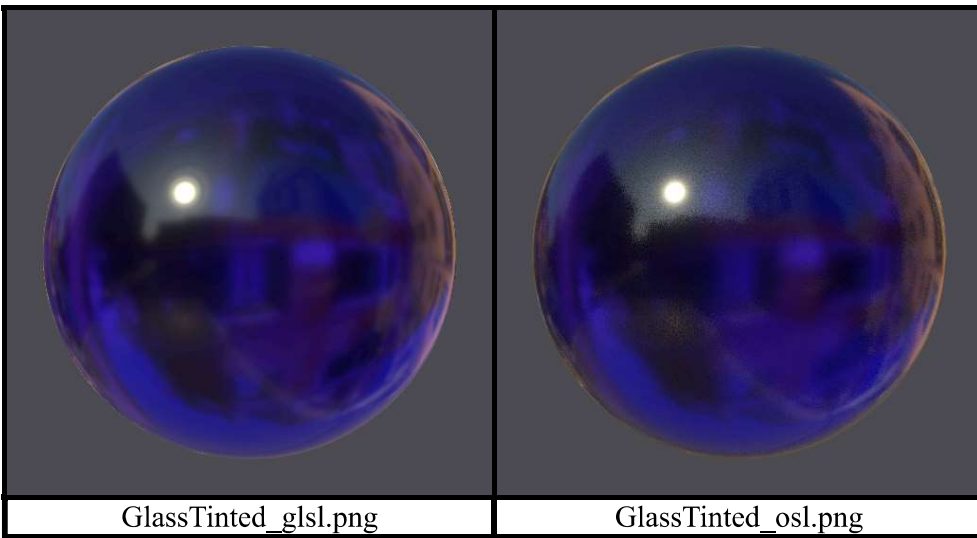
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



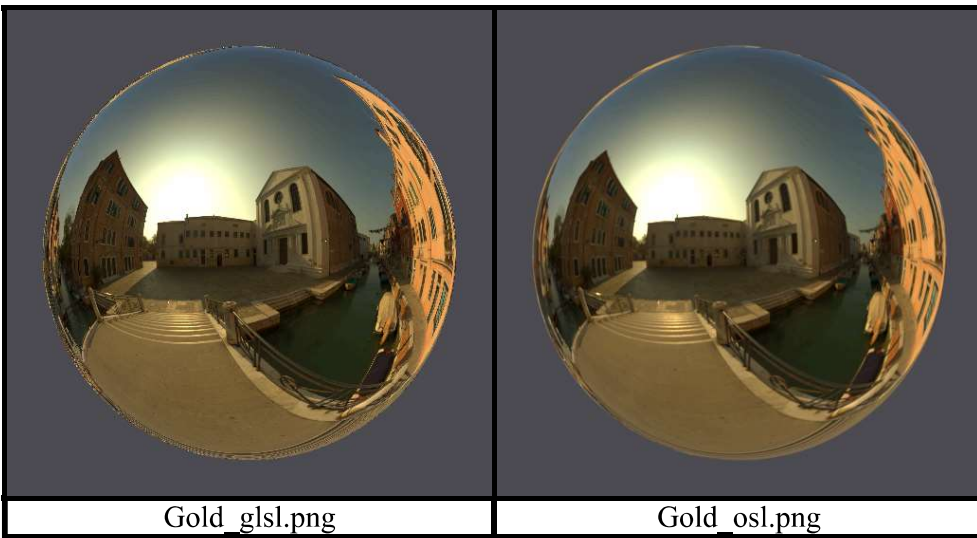
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



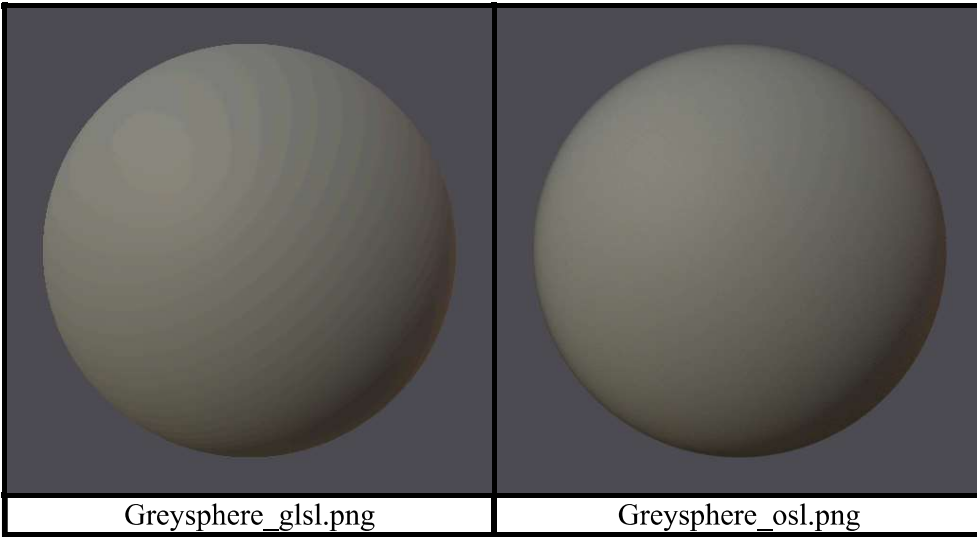
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



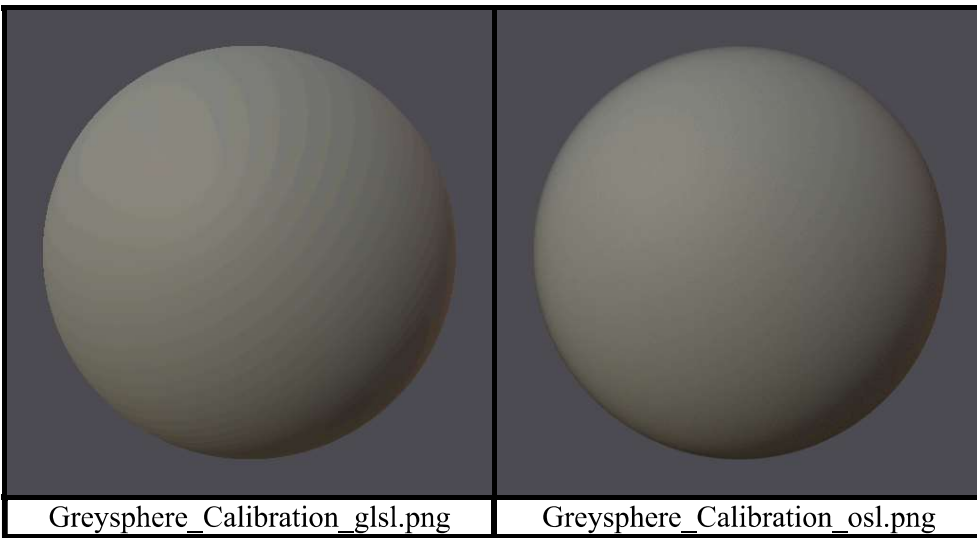
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



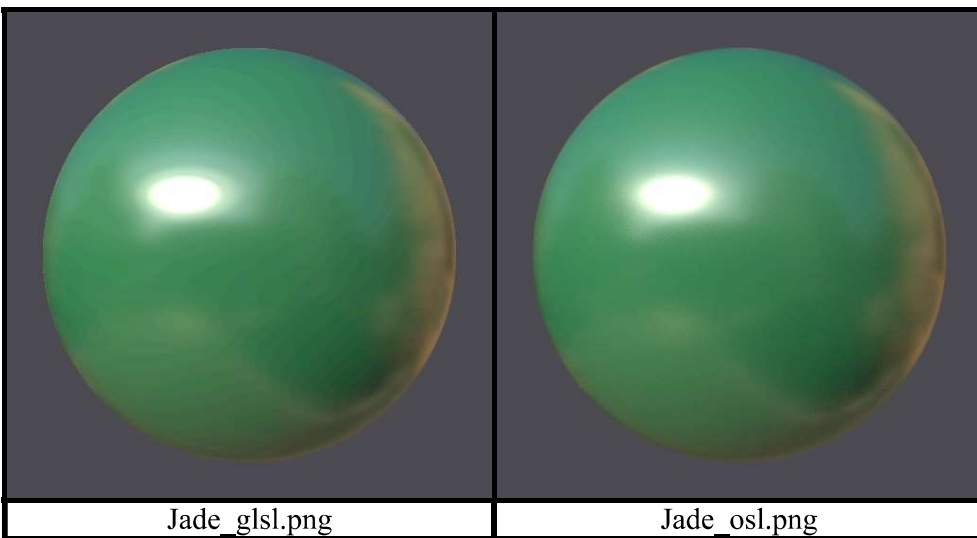
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



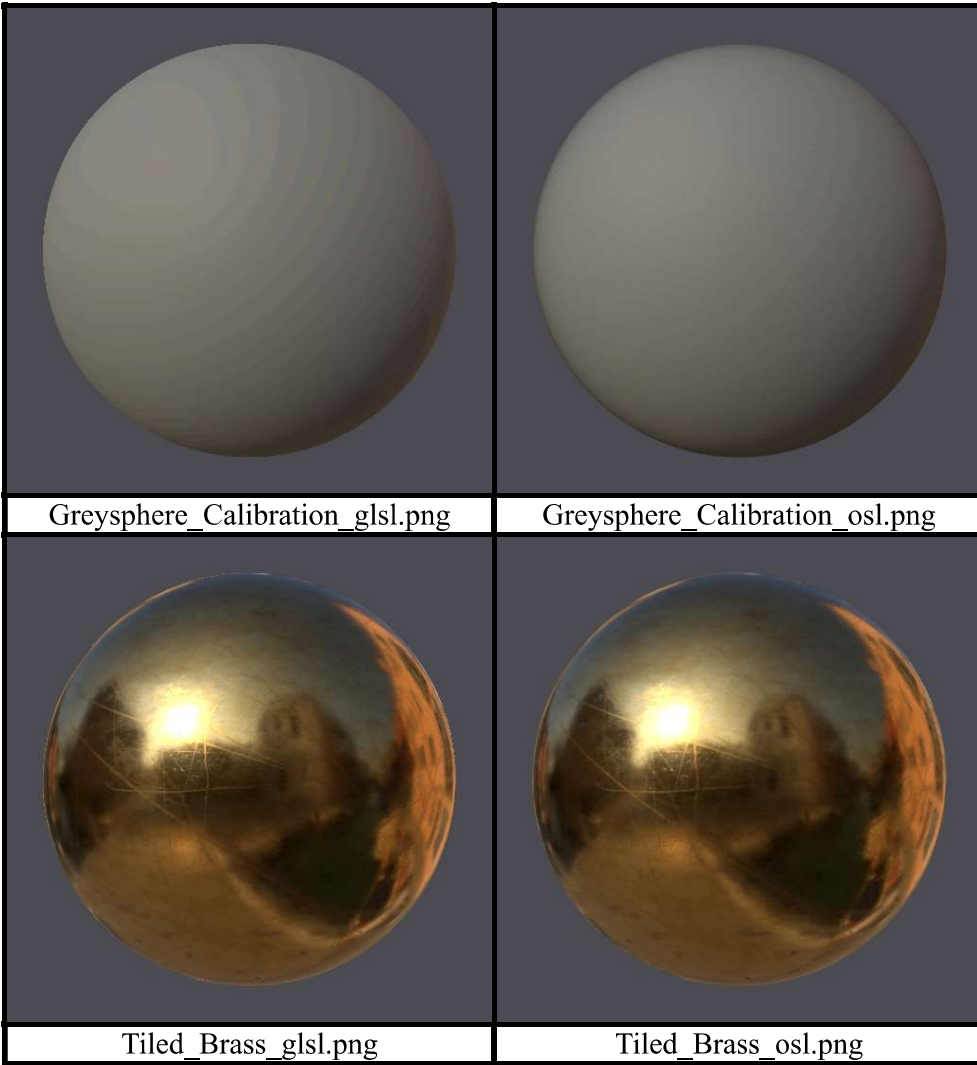
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



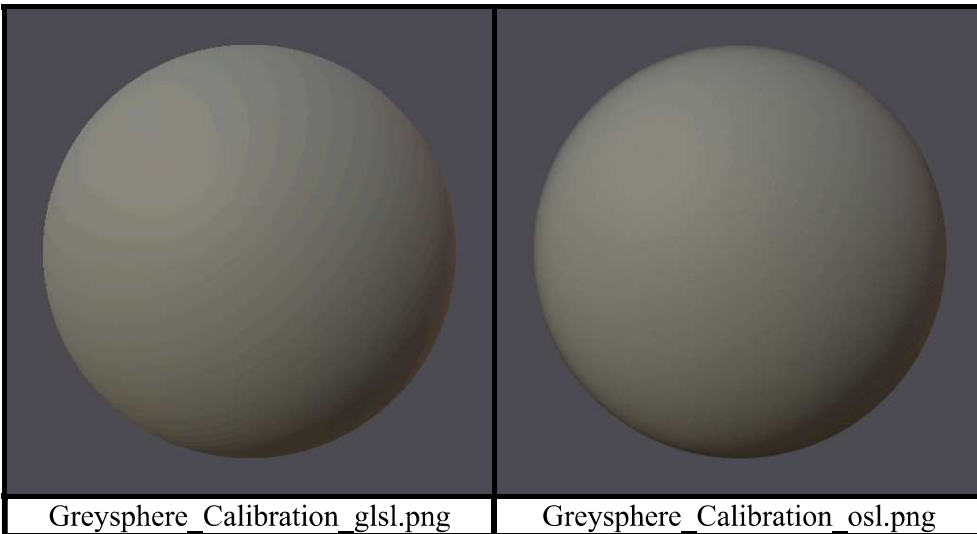
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

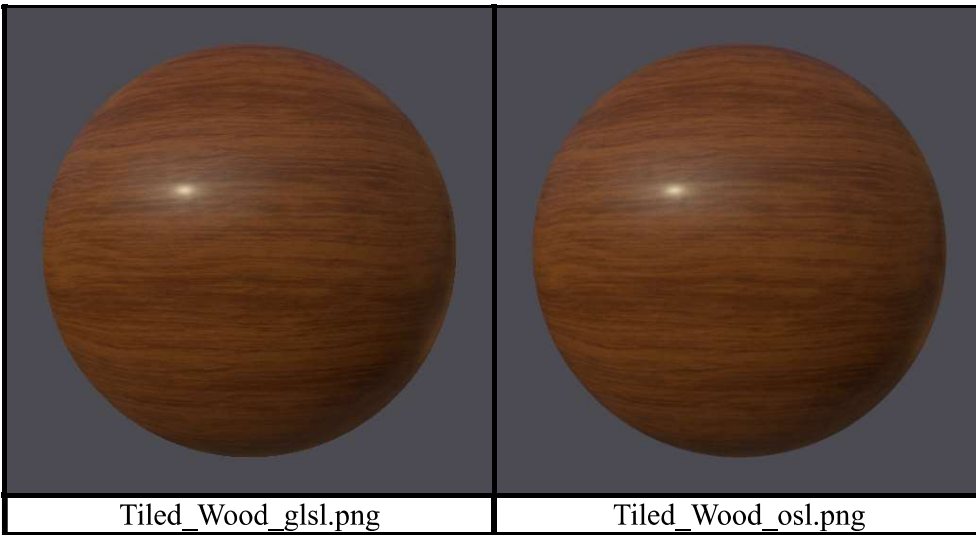


..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

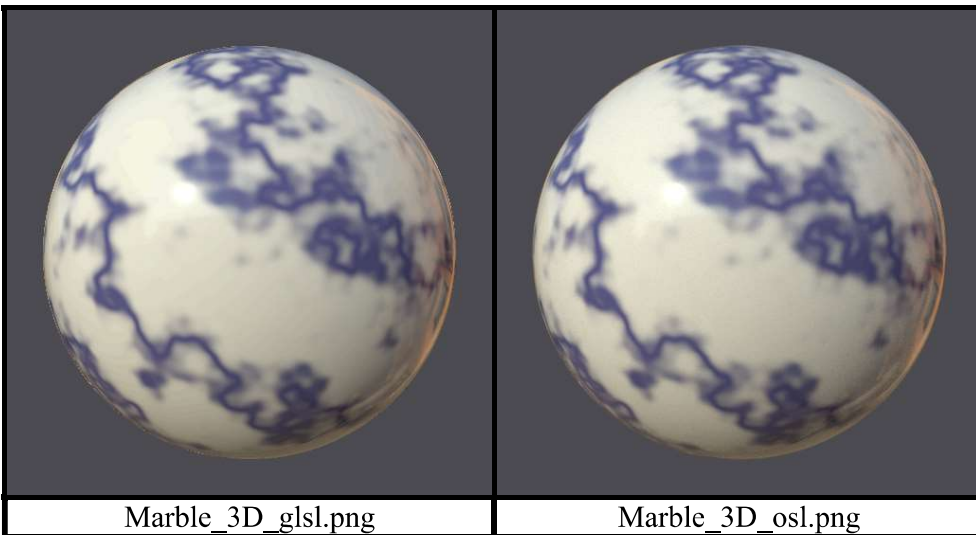


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

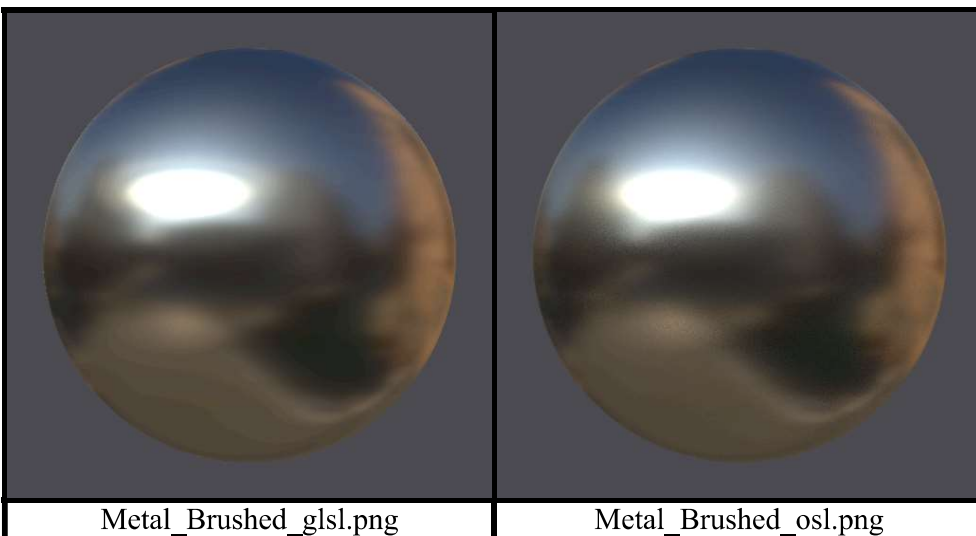




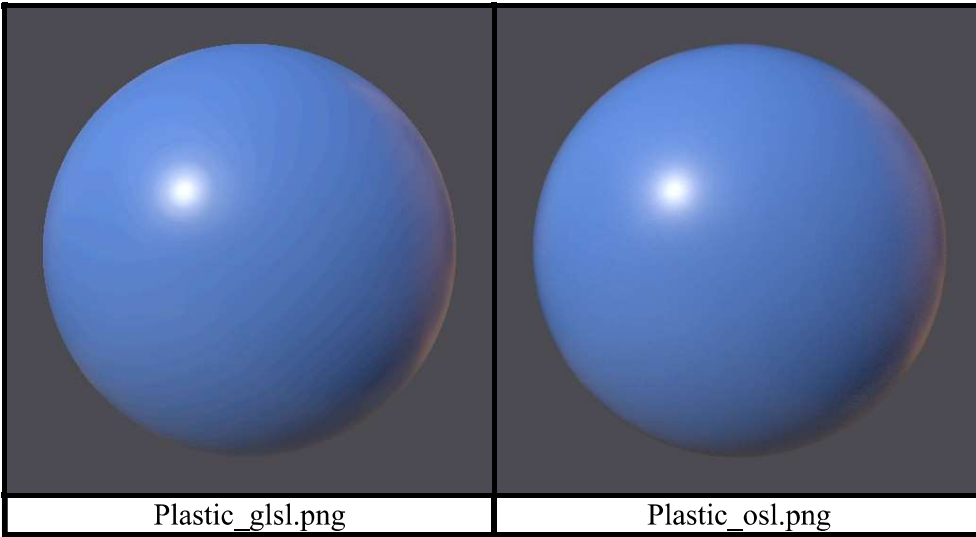
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



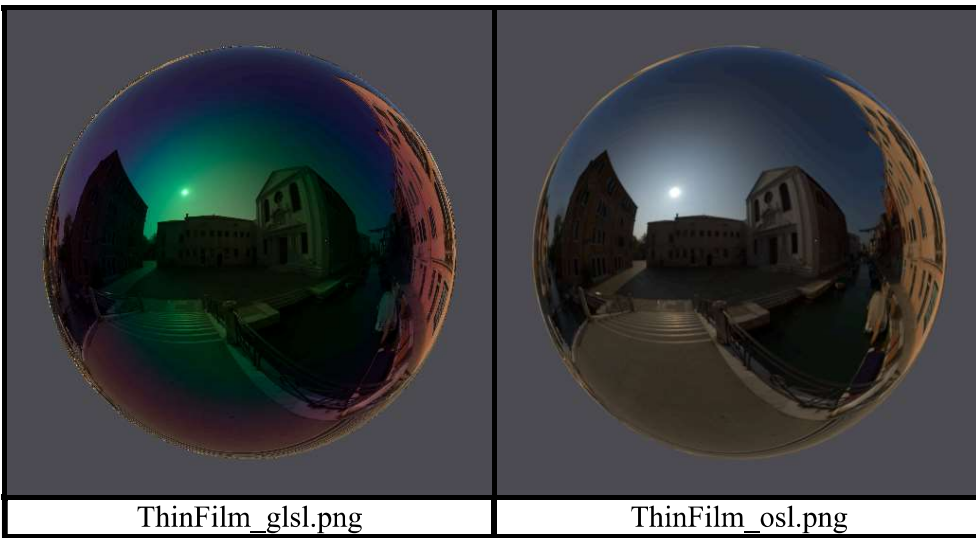
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



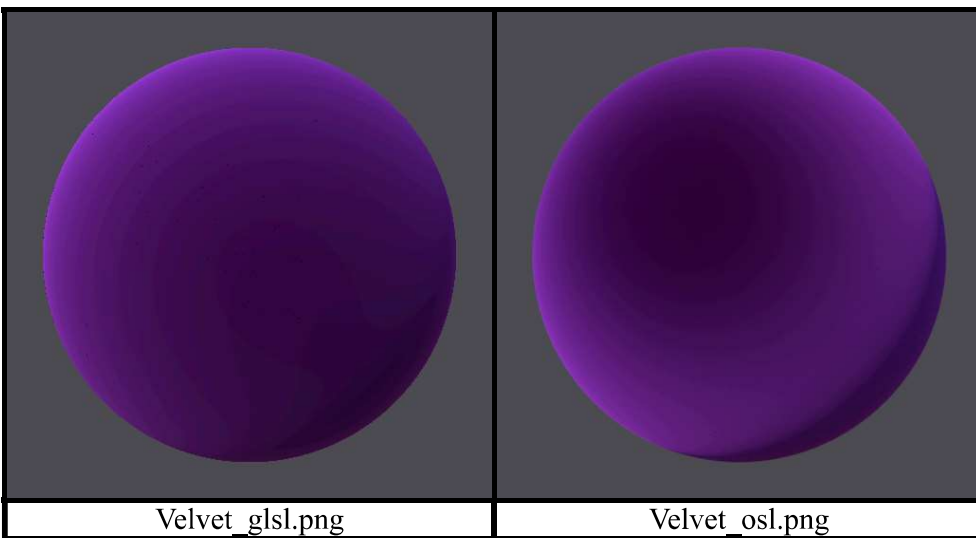
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



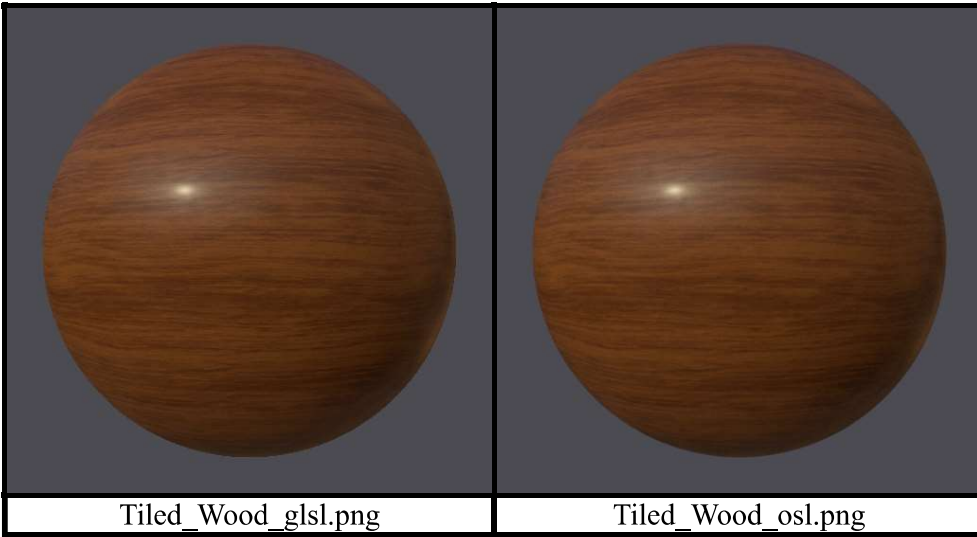
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



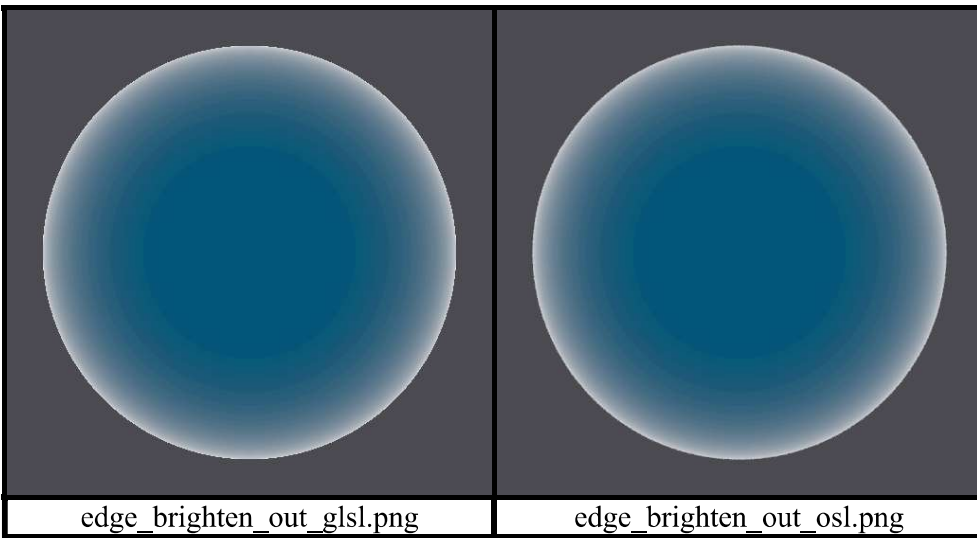
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



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

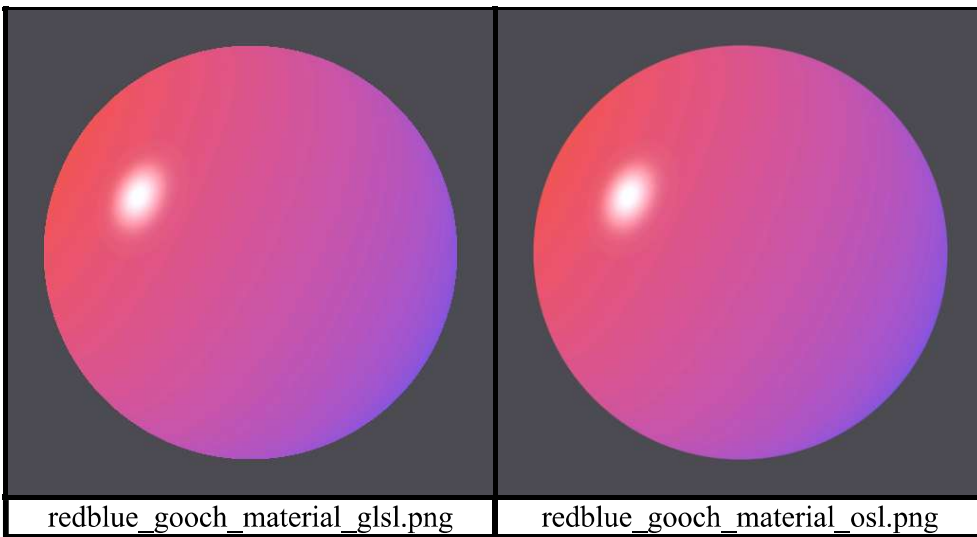


..\build\bin\resources\Materials\TestSuite\nprlib\edge_brighten:

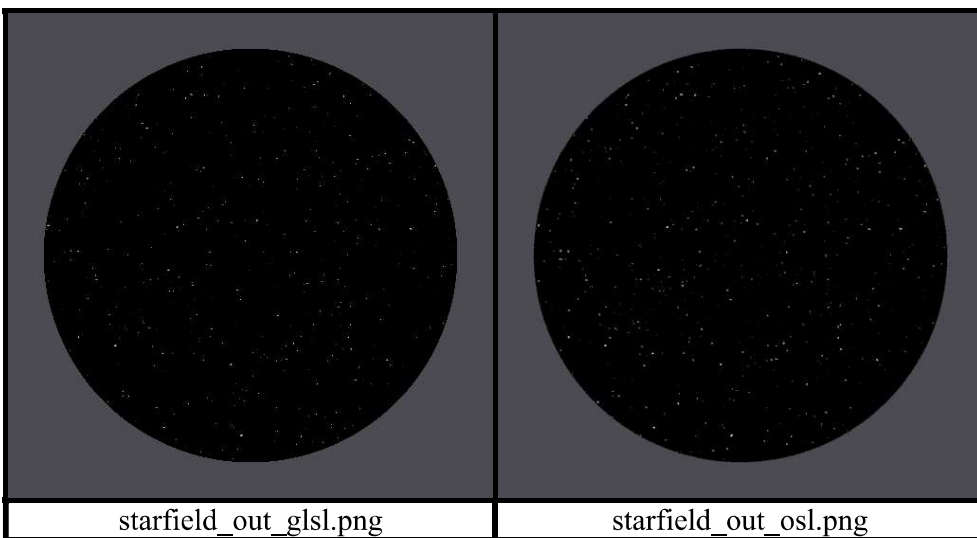


..\build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:

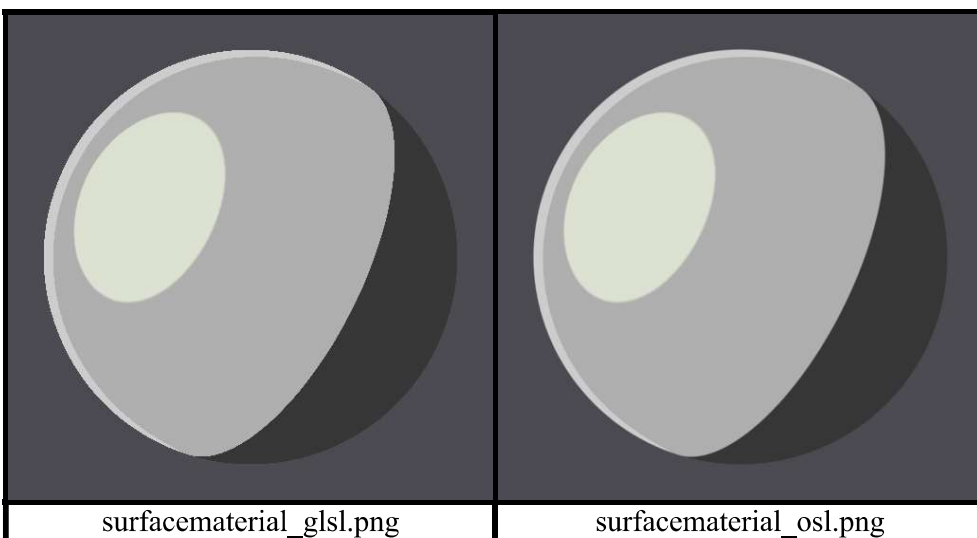




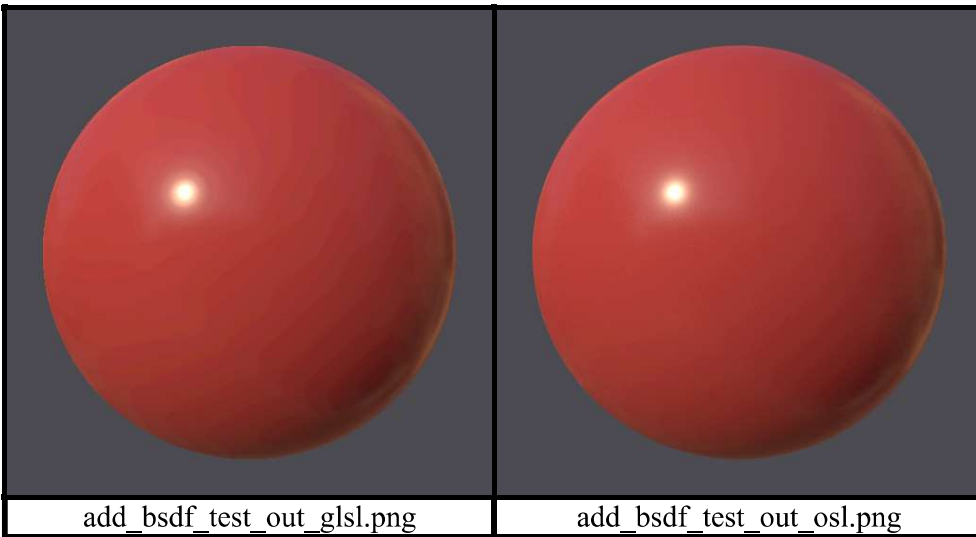
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



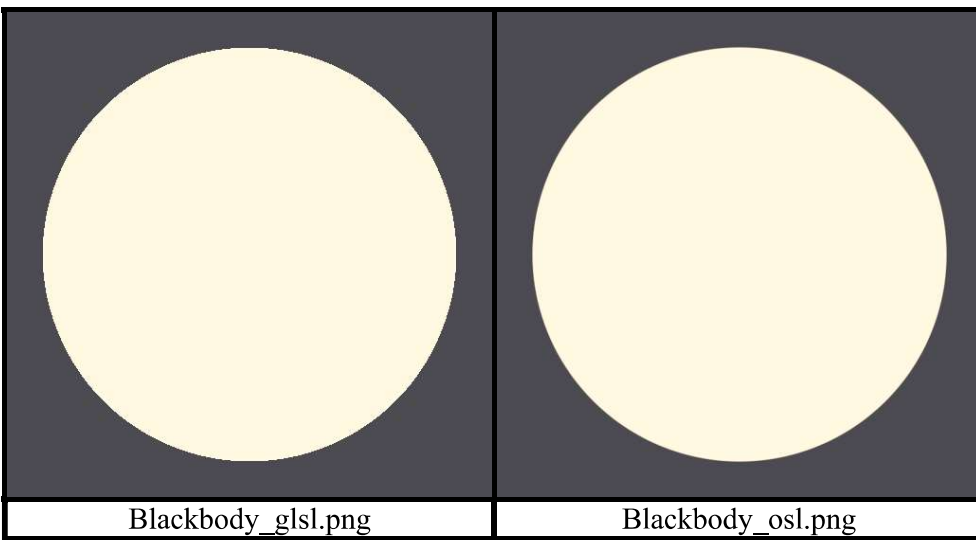
..\..\build\bin\resources\Materials\TestSuite\nprlib\toon_shade:



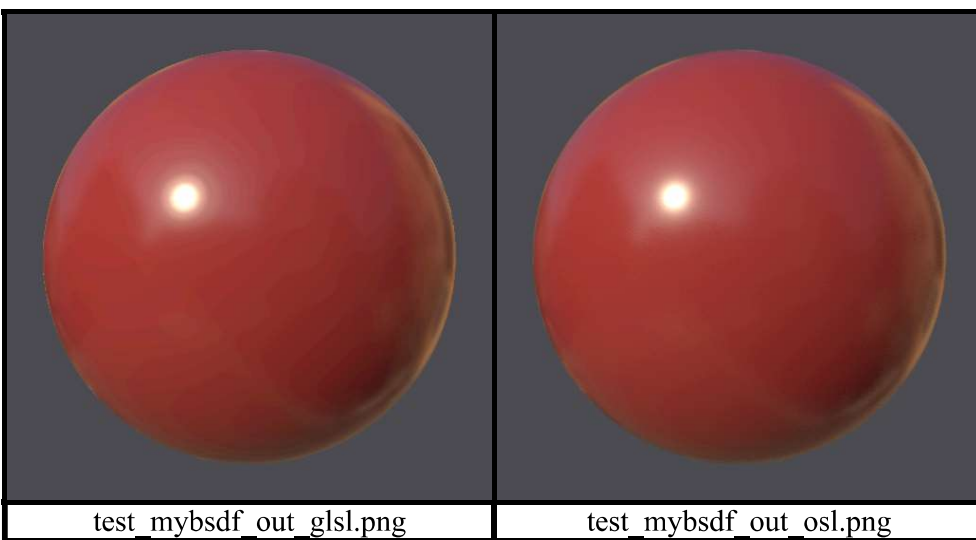
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



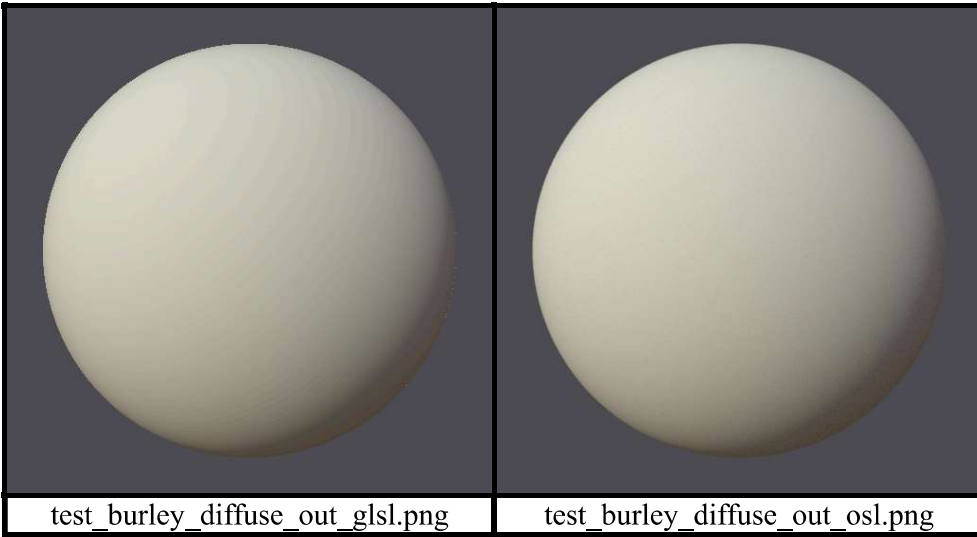
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\blackbody:



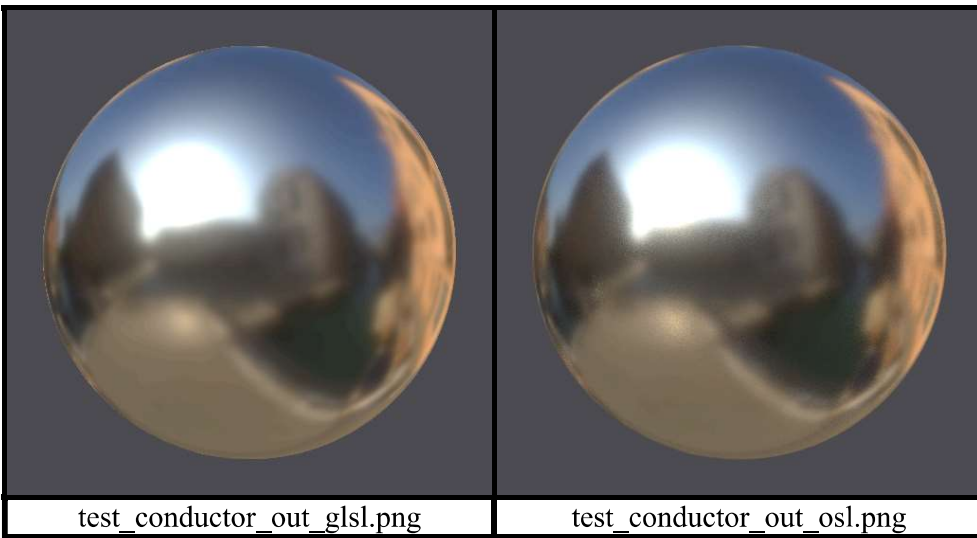
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\bsdf_graph:



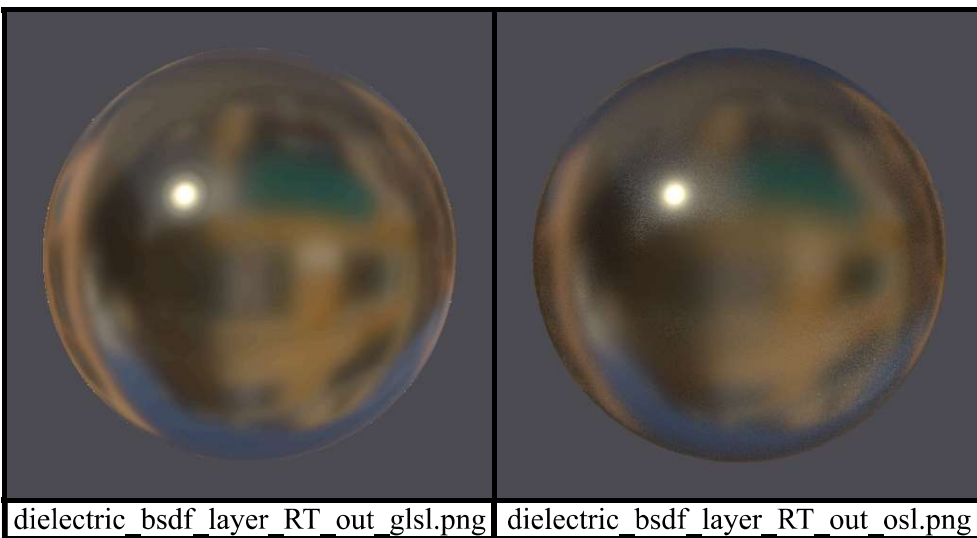
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\burley_diffuse:

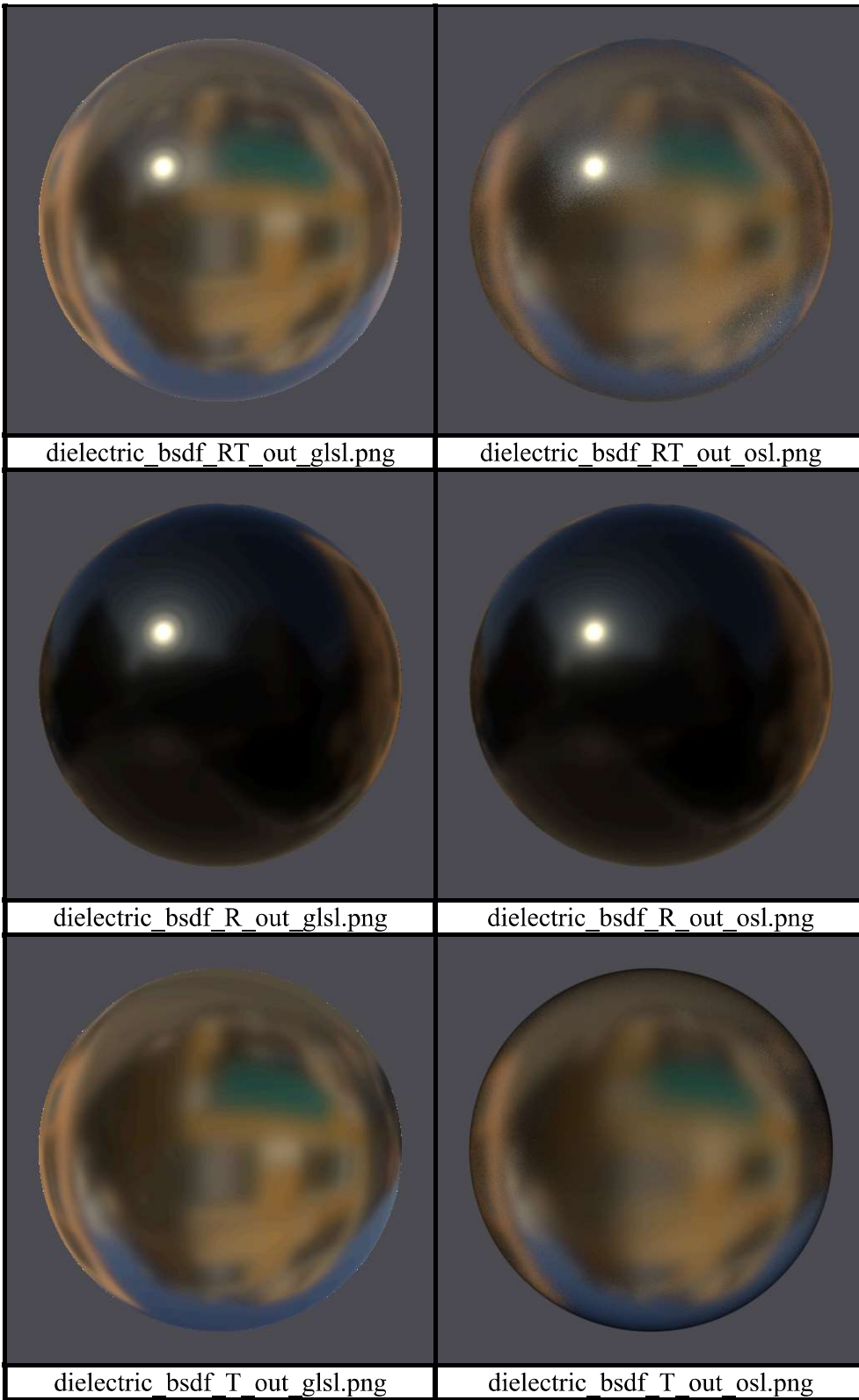


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

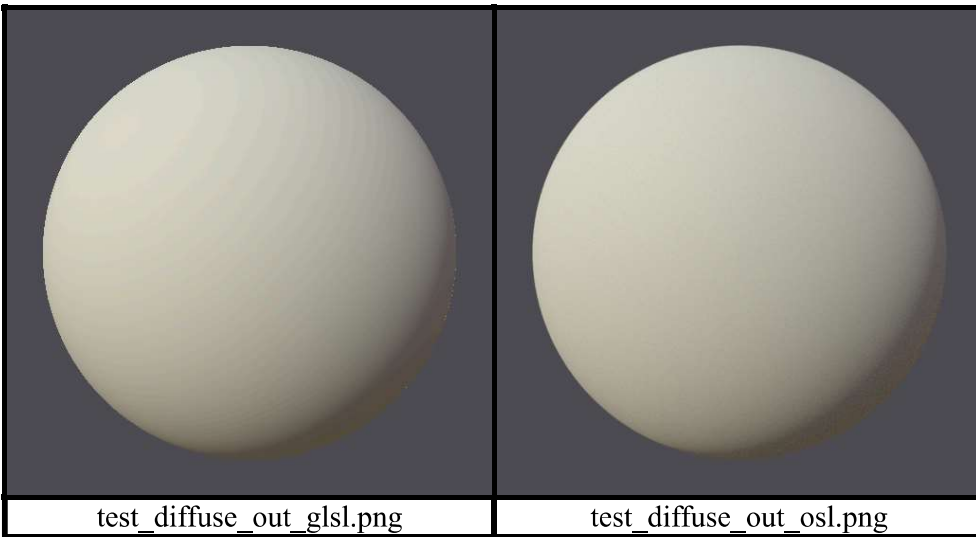


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

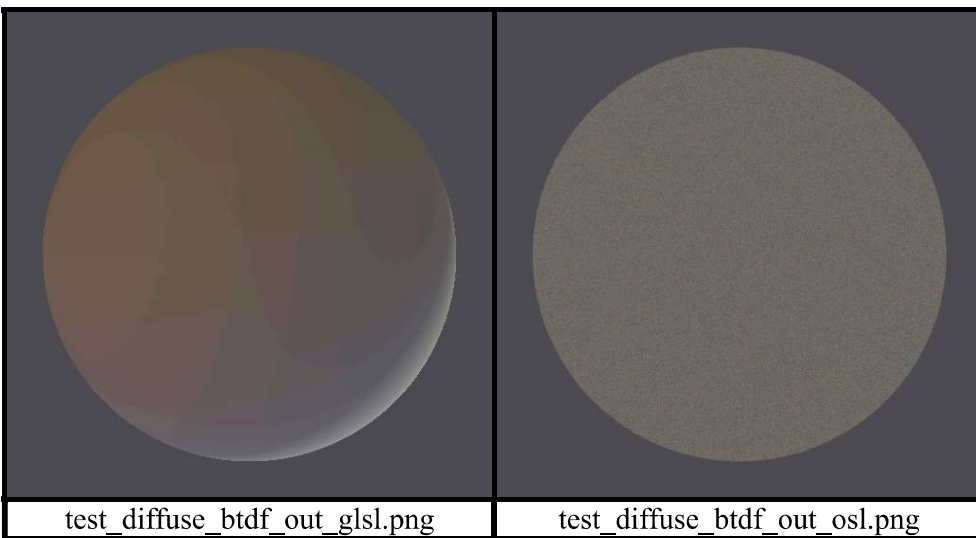




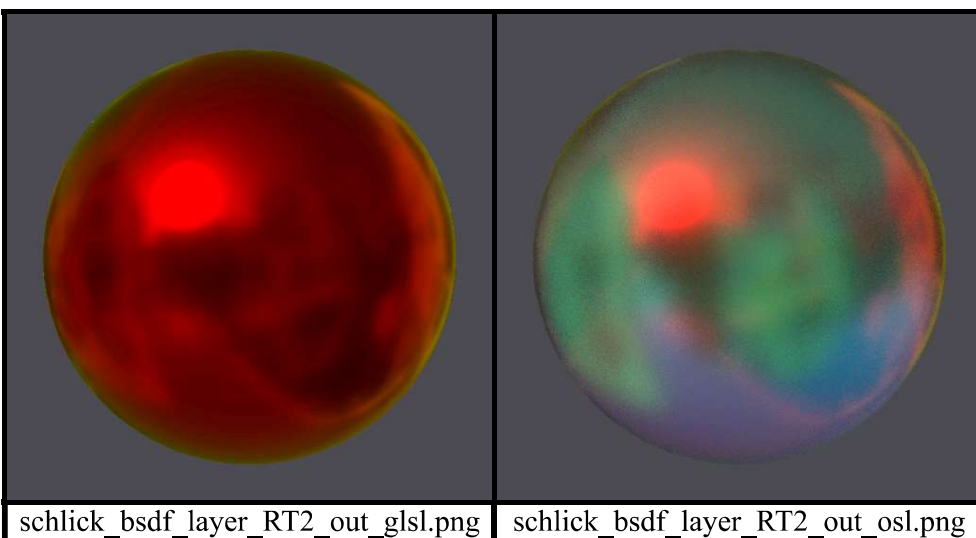
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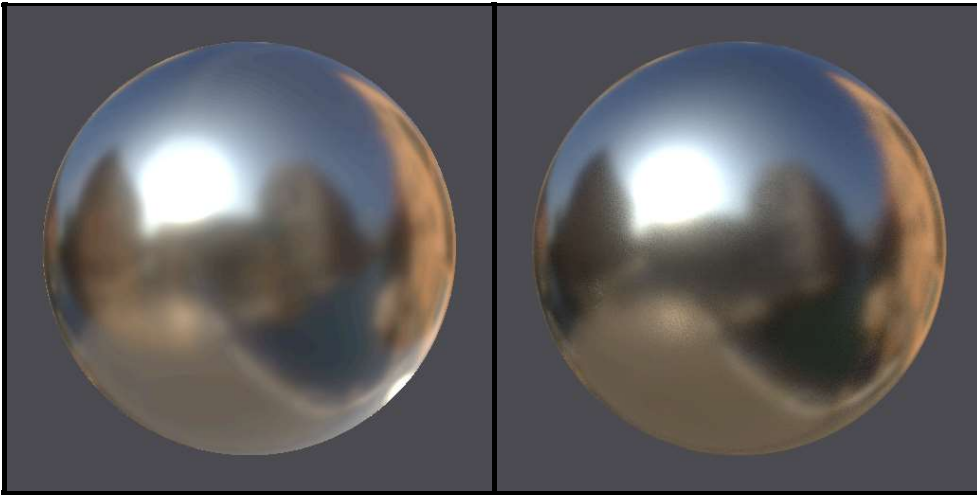


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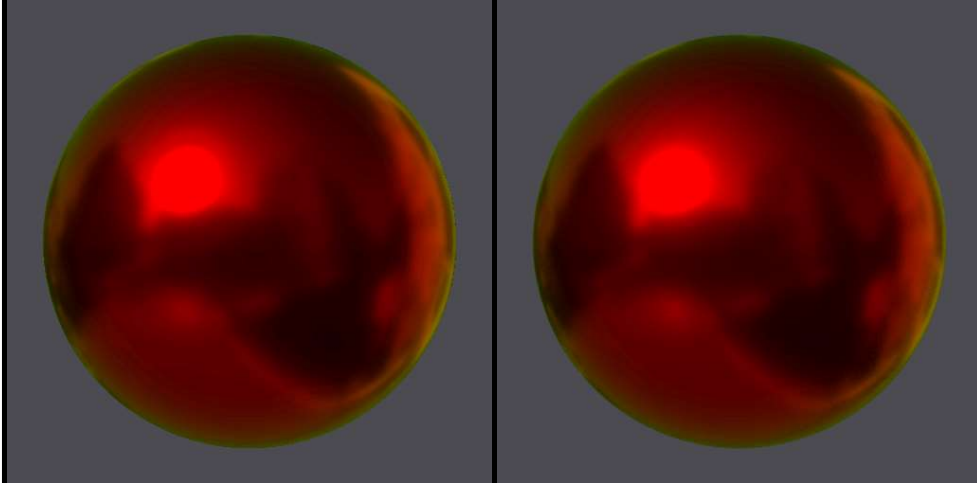
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\generalized_schlick:





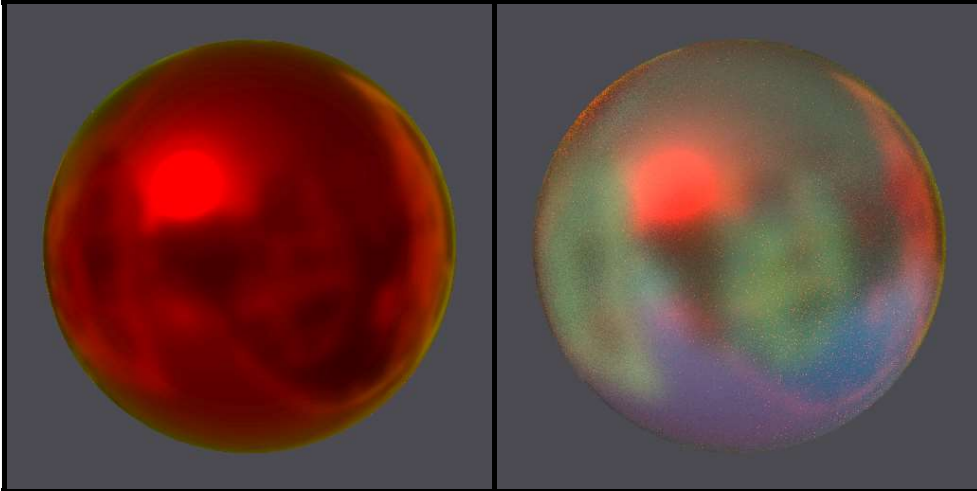
schlick_bsdf_layer_RT_out_gsl.png

schlick_bsdf_layer_RT_out_osl.png




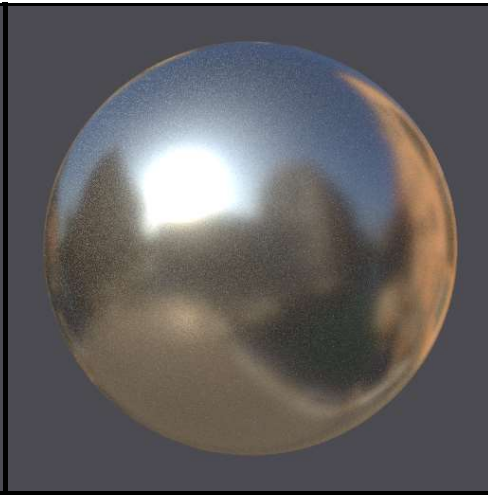

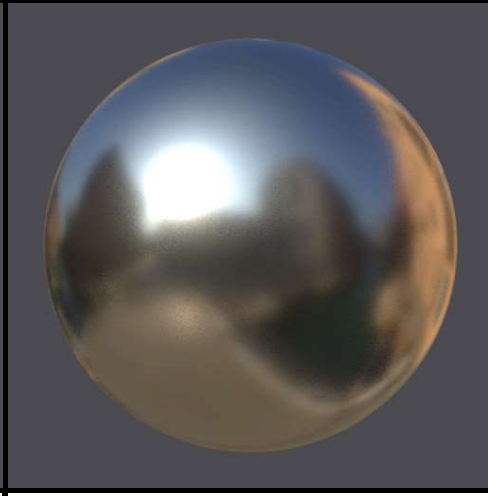

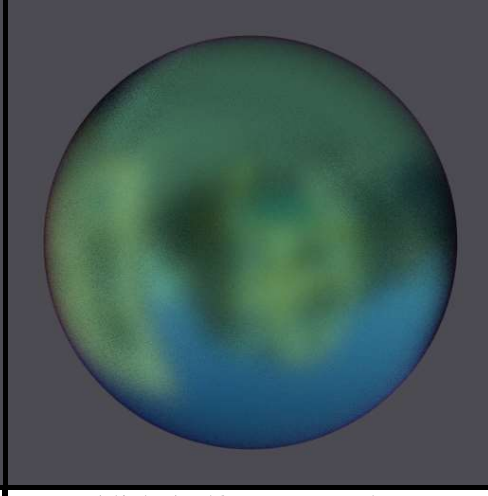
schlick_bsdf_R2_out_gsl.png

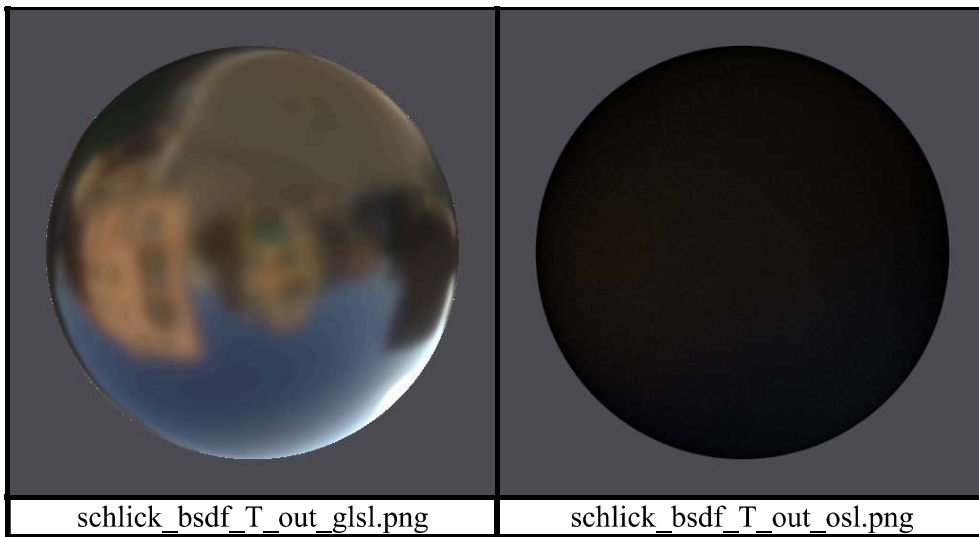
schlick_bsdf_R2_out_osl.png



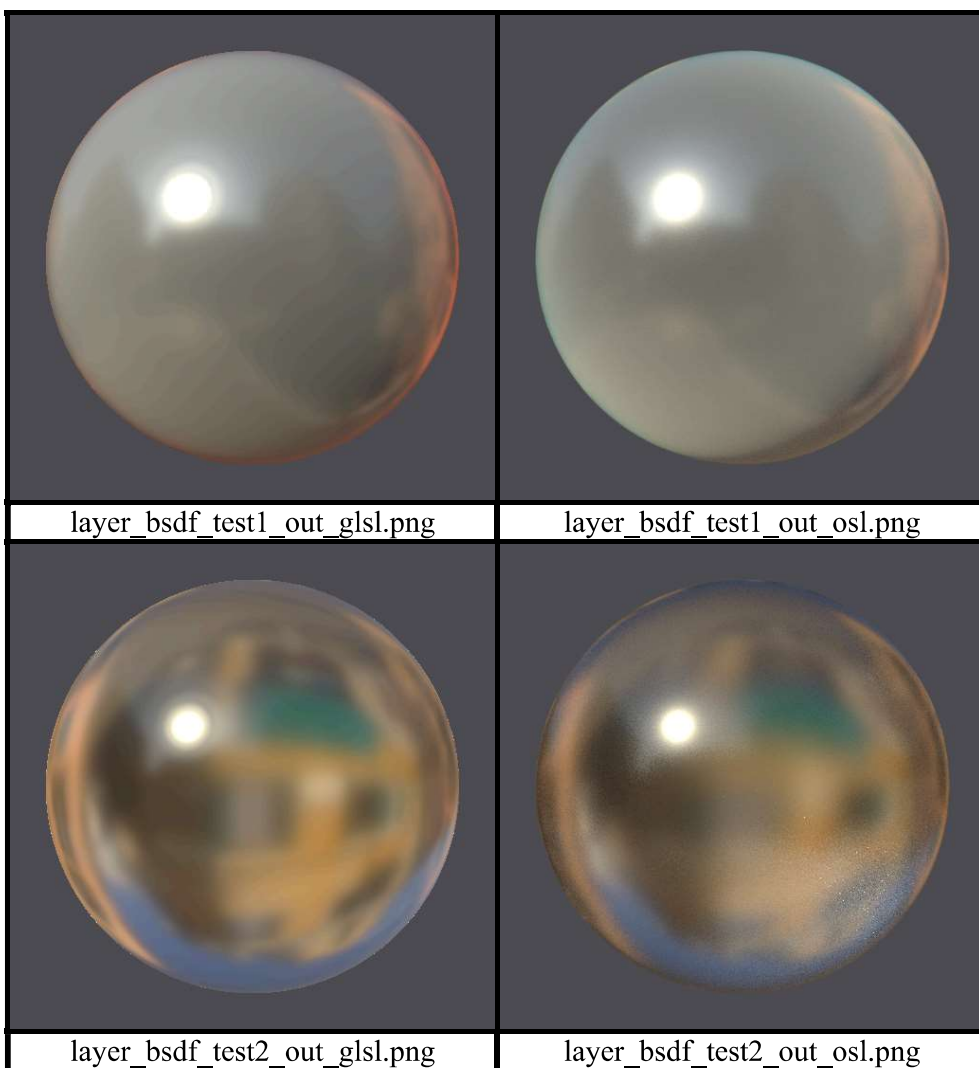
schlick_bsdf_RT2_out_gsl.png

schlick_bsdf_RT2_out_osl.png

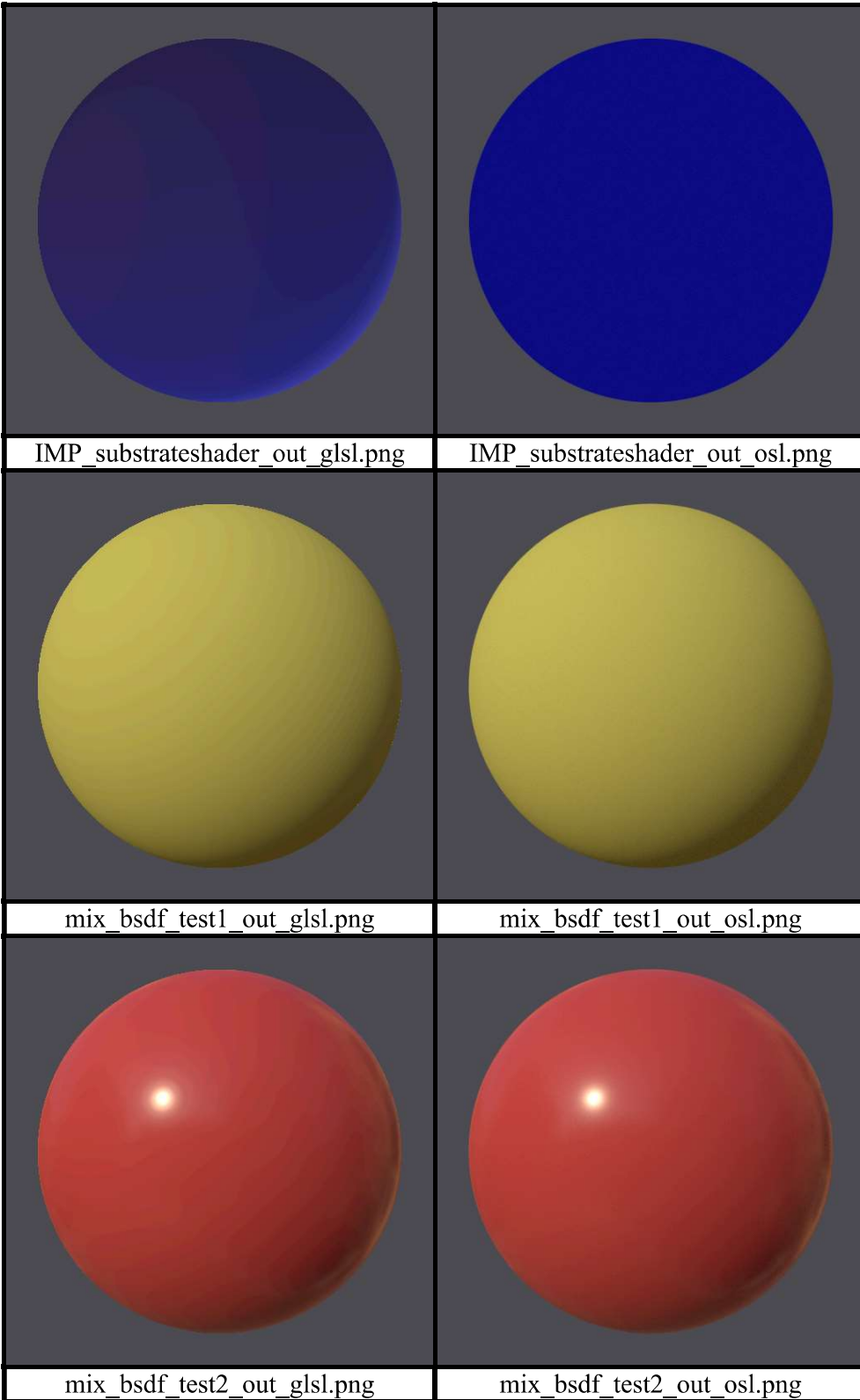
	
<p>schlick_bsdf_RT_out_gsl.png</p>	<p>schlick_bsdf_RT_out_osl.png</p>
	
<p>schlick_bsdf_R_out_gsl.png</p>	<p>schlick_bsdf_R_out_osl.png</p>
	
<p>schlick_bsdf_T2_out_gsl.png</p>	<p>schlick_bsdf_T2_out_osl.png</p>

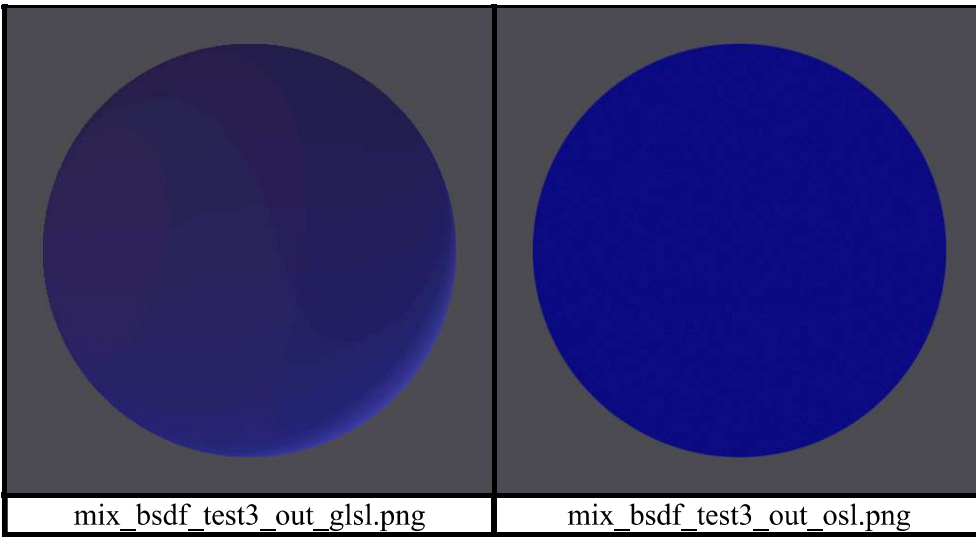


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\layer_bsdf:

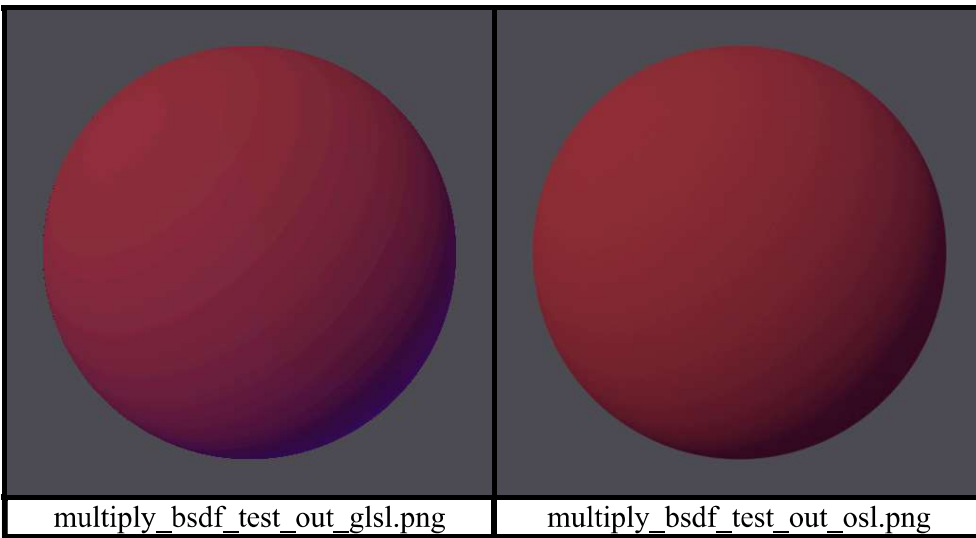


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\mix_bsdf:

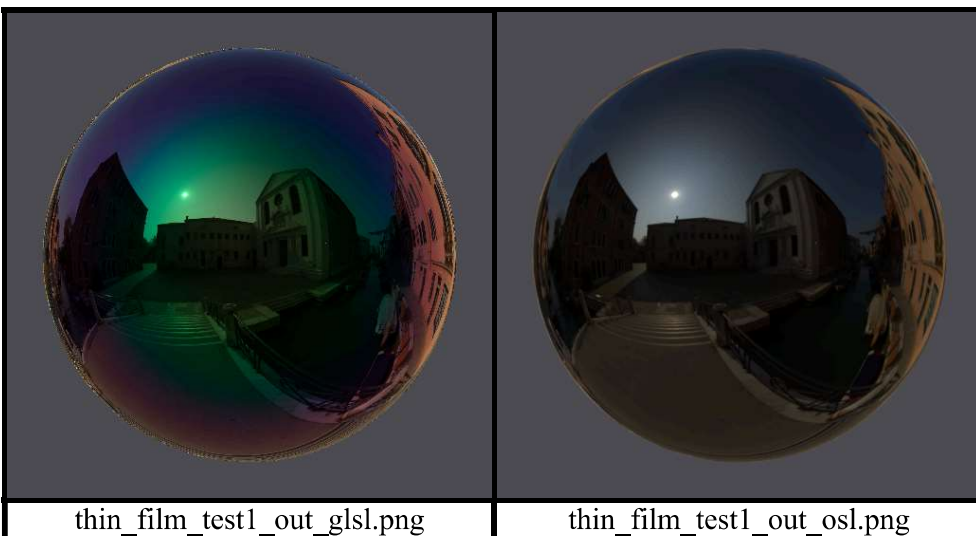


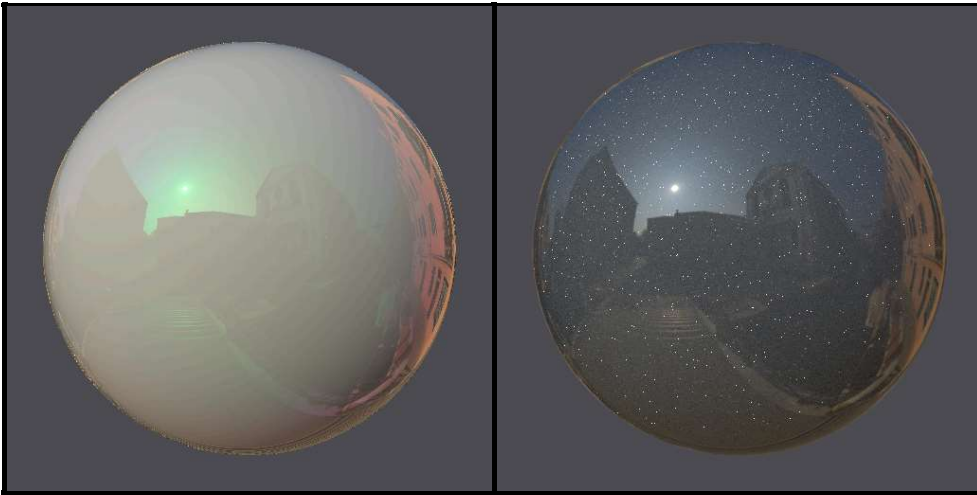


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\multiply_bsdf:



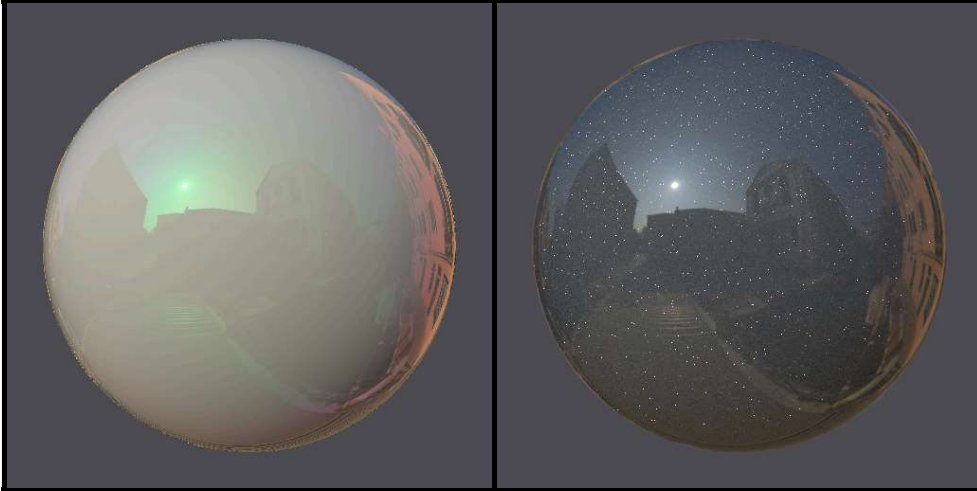
..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:





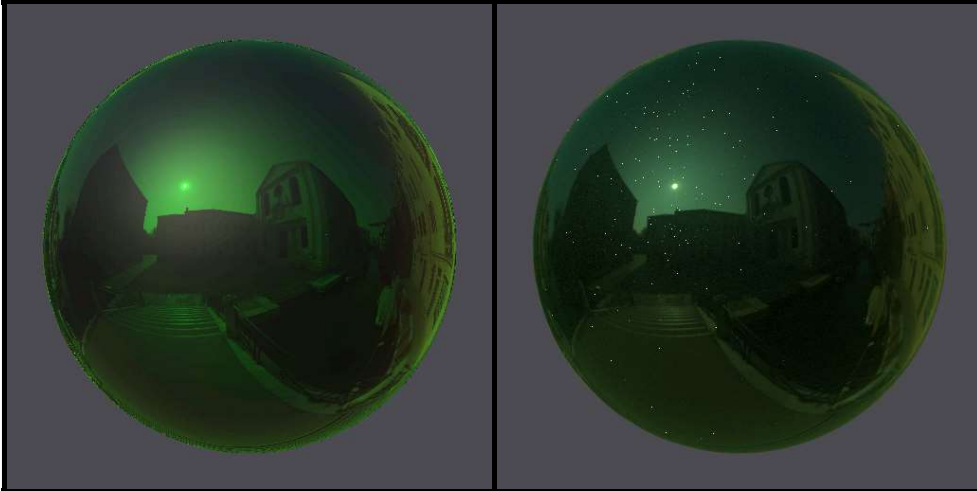
thin_film_test2_out_gsl.png

thin_film_test2_out_osl.png



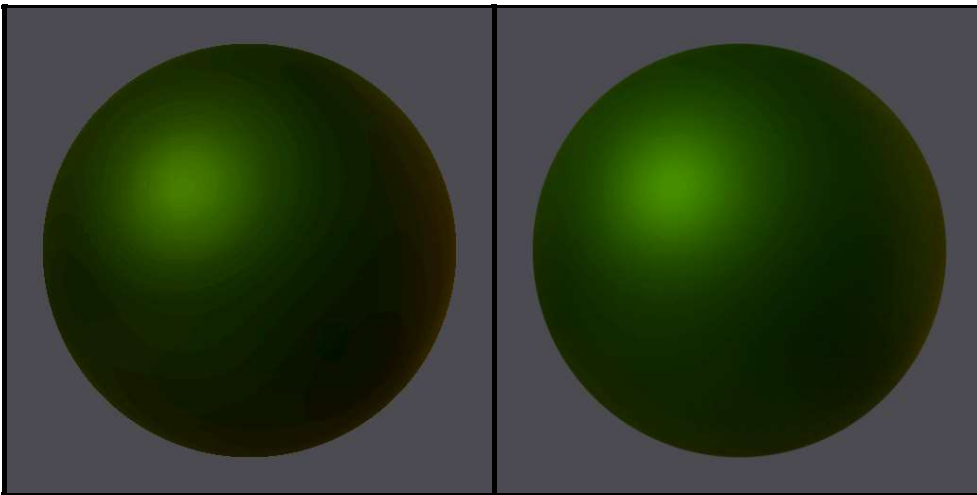
thin_film_test3_out_gsl.png

thin_film_test3_out_osl.png



thin_film_test4_out_gsl.png

thin_film_test4_out_osl.png



thin_film_test5_out_gsl.png

thin_film_test5_out_osl.png



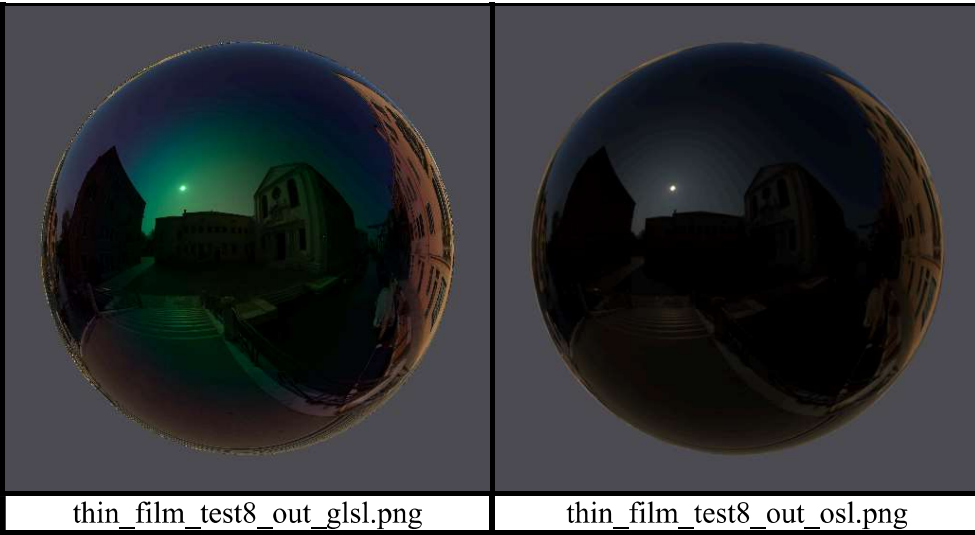
thin_film_test6_out_gsl.png

thin_film_test6_out_osl.png

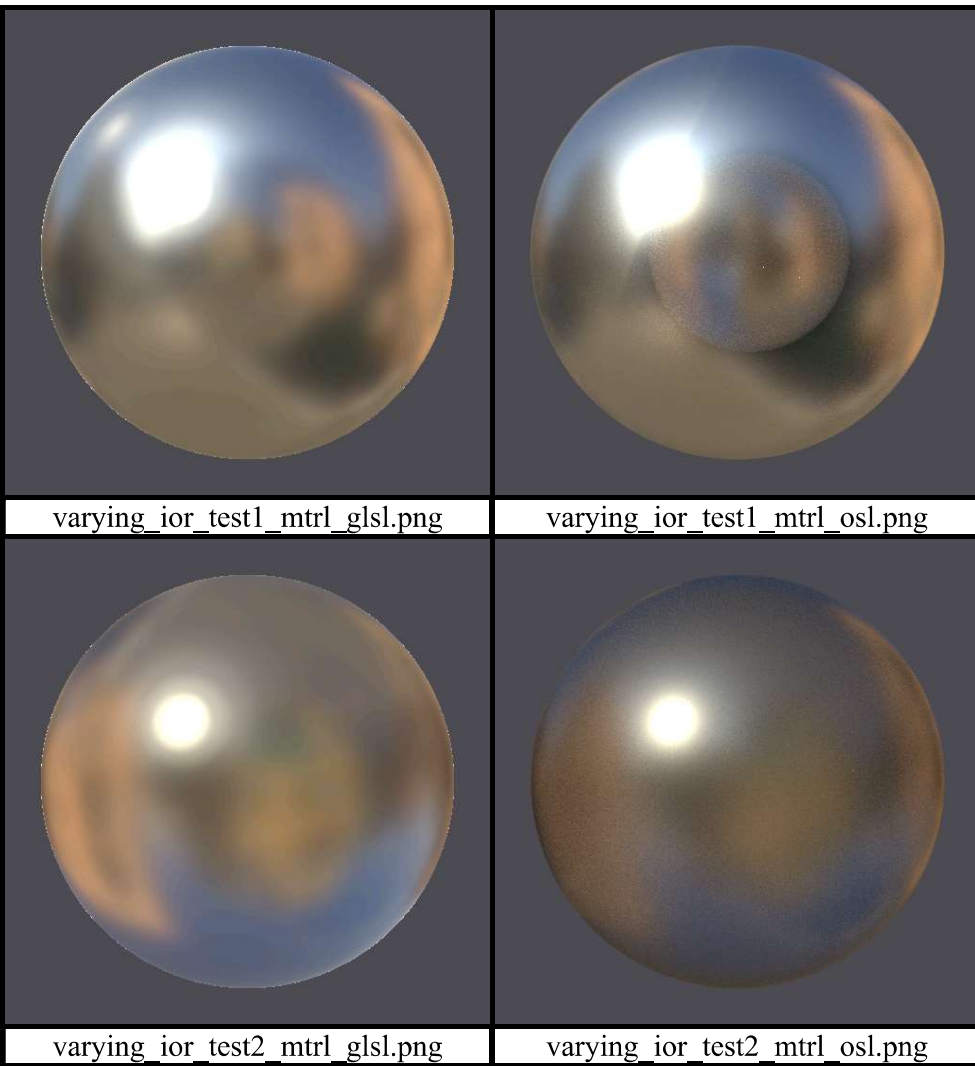


thin_film_test7_out_gsl.png

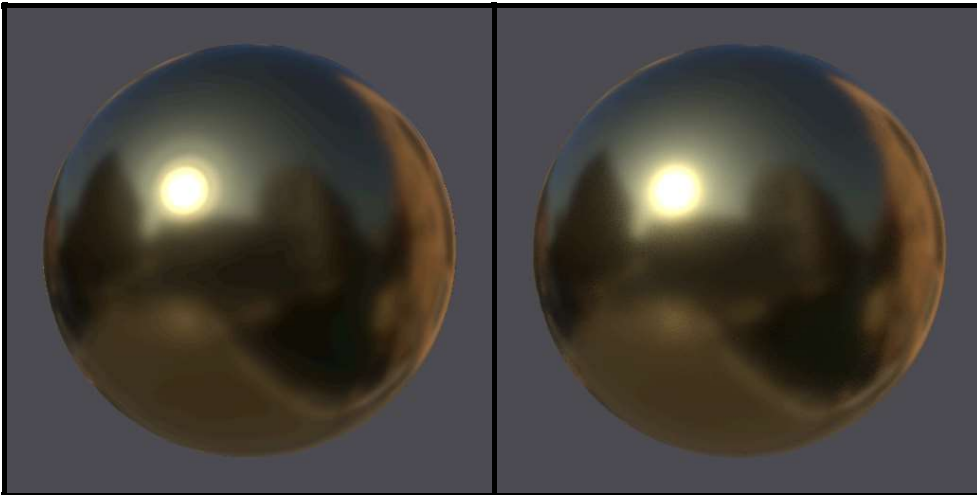
thin_film_test7_out_osl.png



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

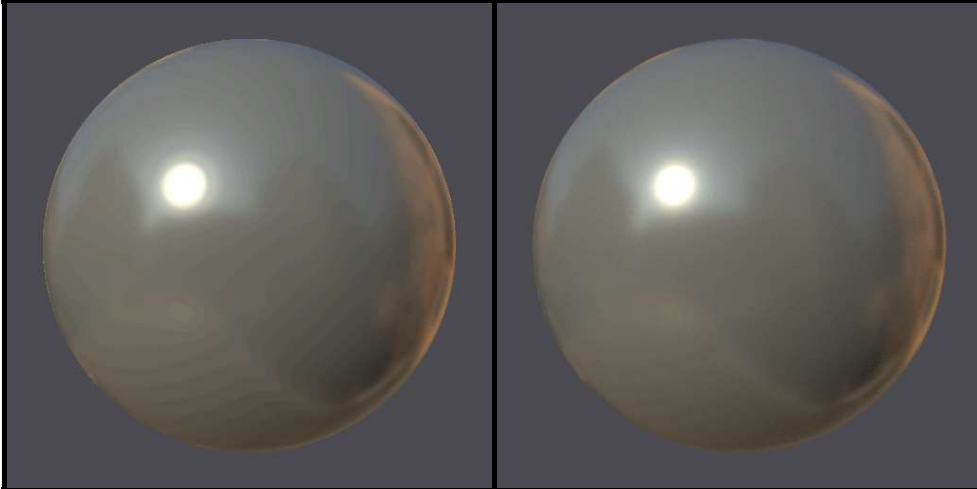


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:



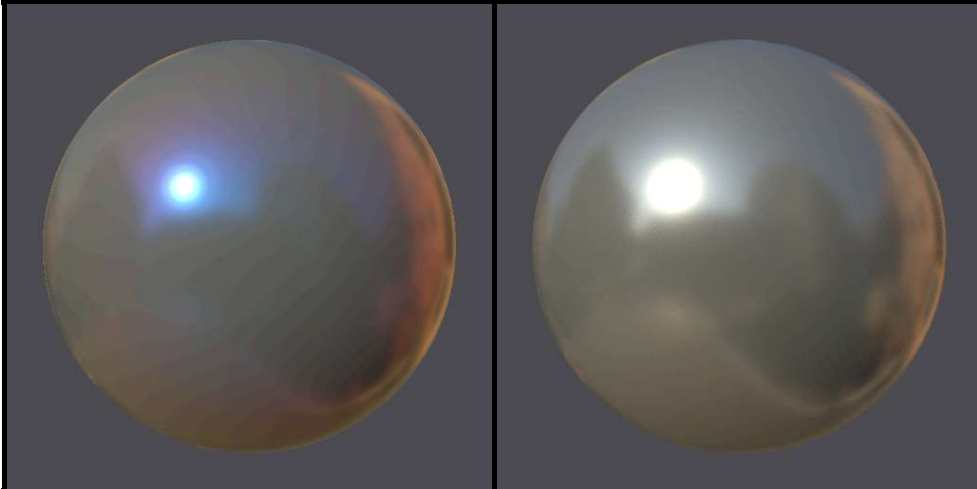
vertical_layering_ex10_out_gsl.png

vertical_layering_ex10_out_osl.png



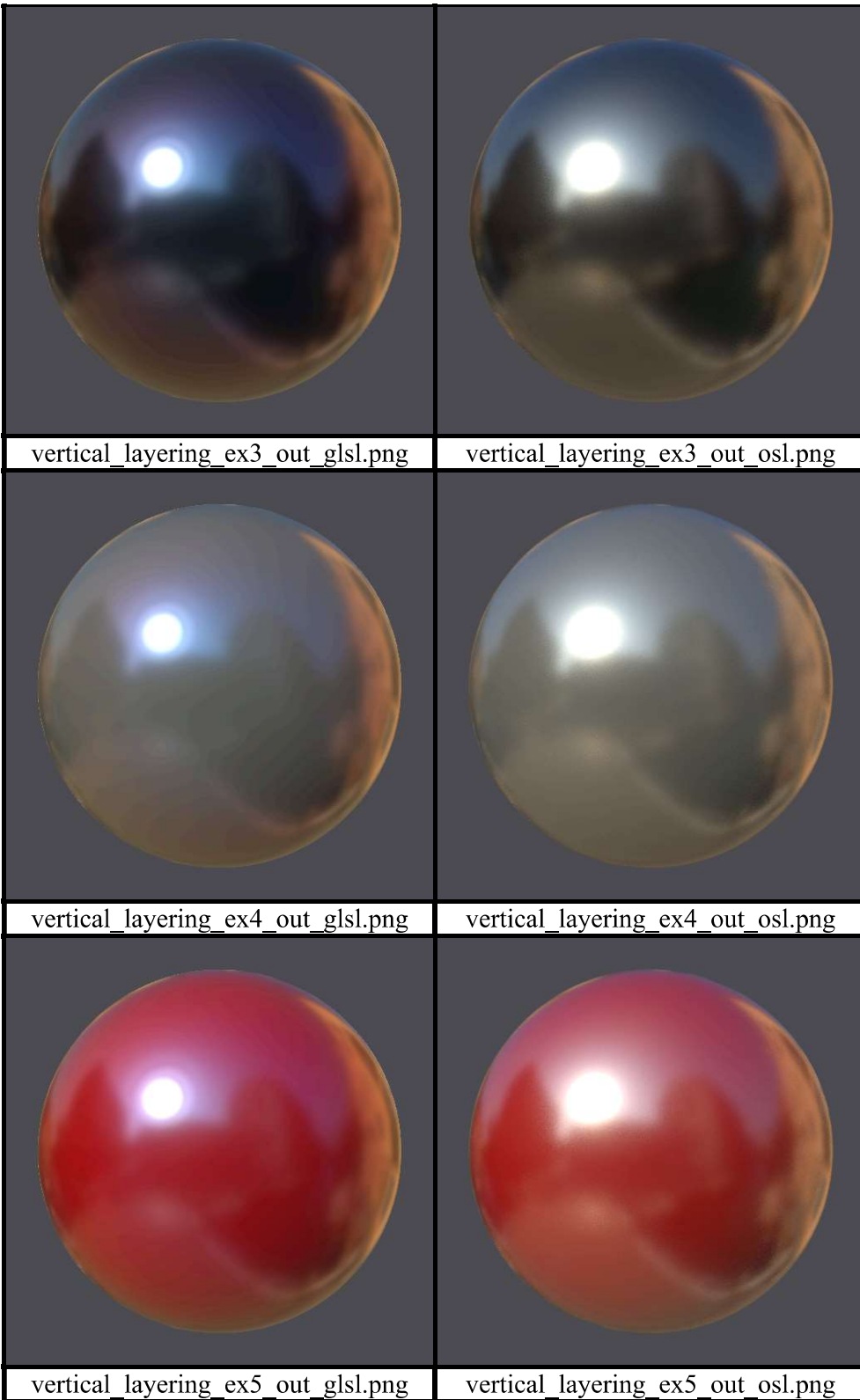
vertical_layering_ex1_out_gsl.png

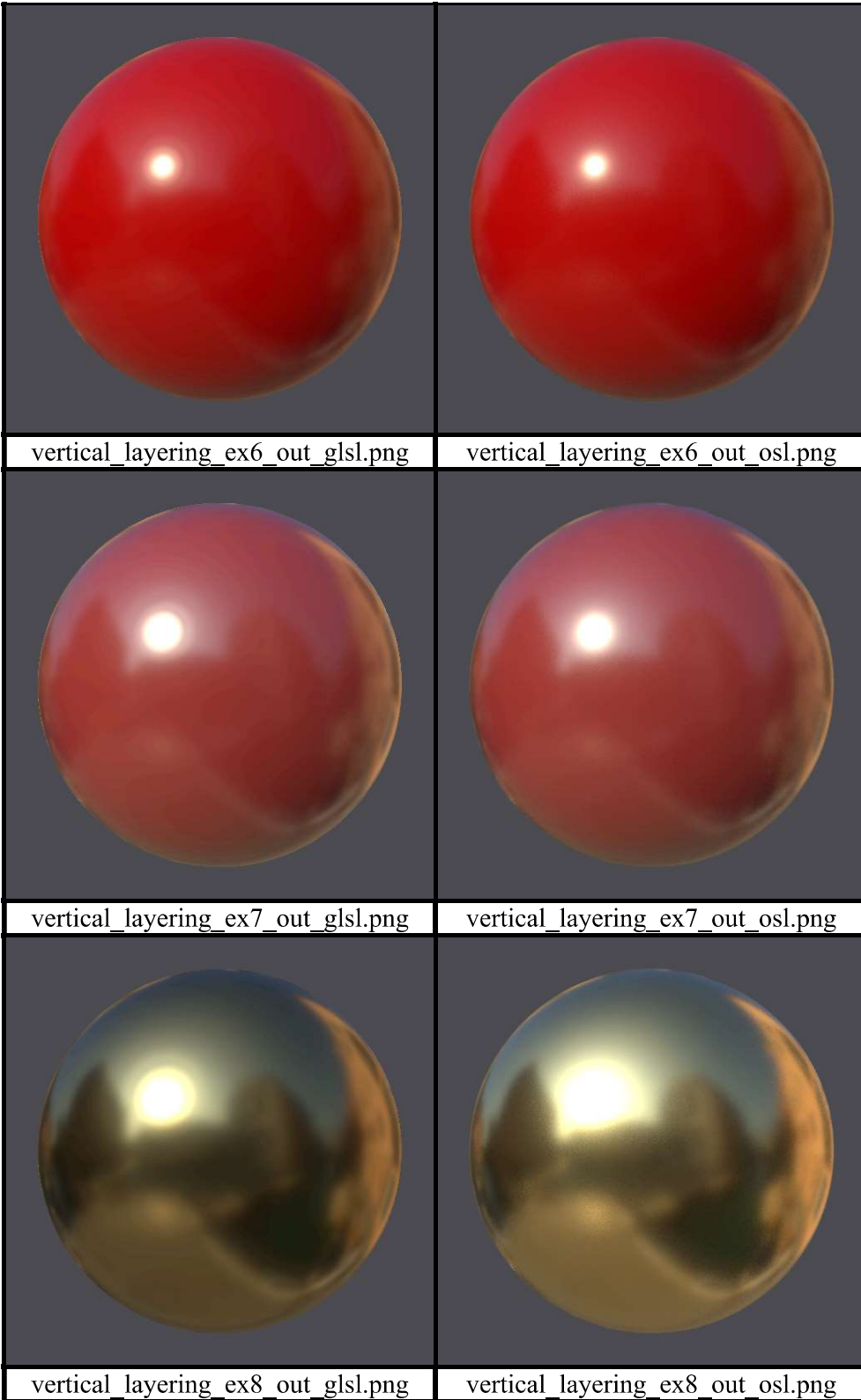
vertical_layering_ex1_out_osl.png

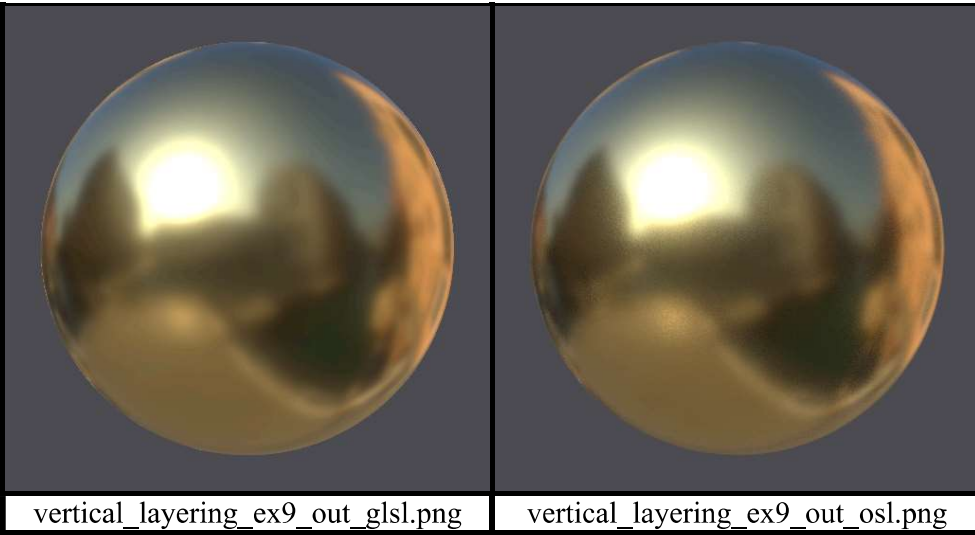


vertical_layering_ex2_out_gsl.png

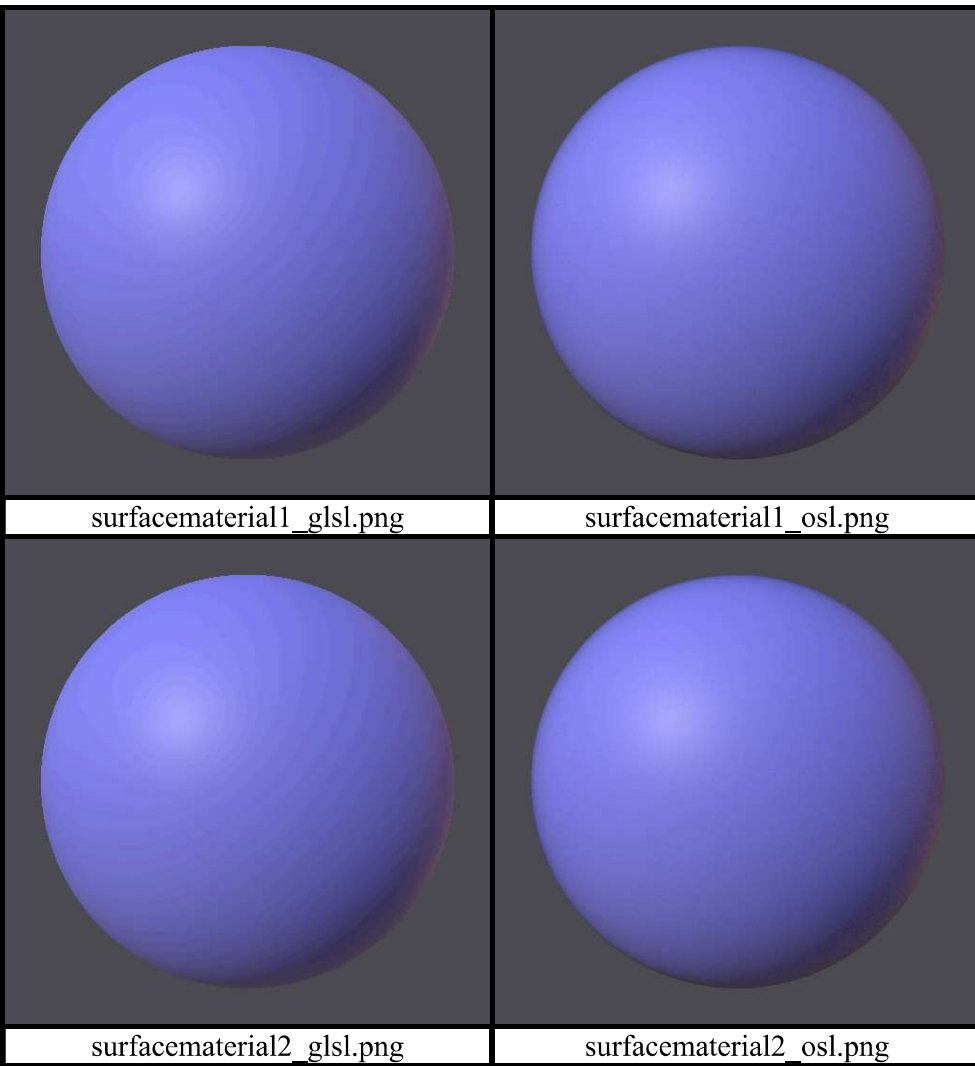
vertical_layering_ex2_out_osl.png



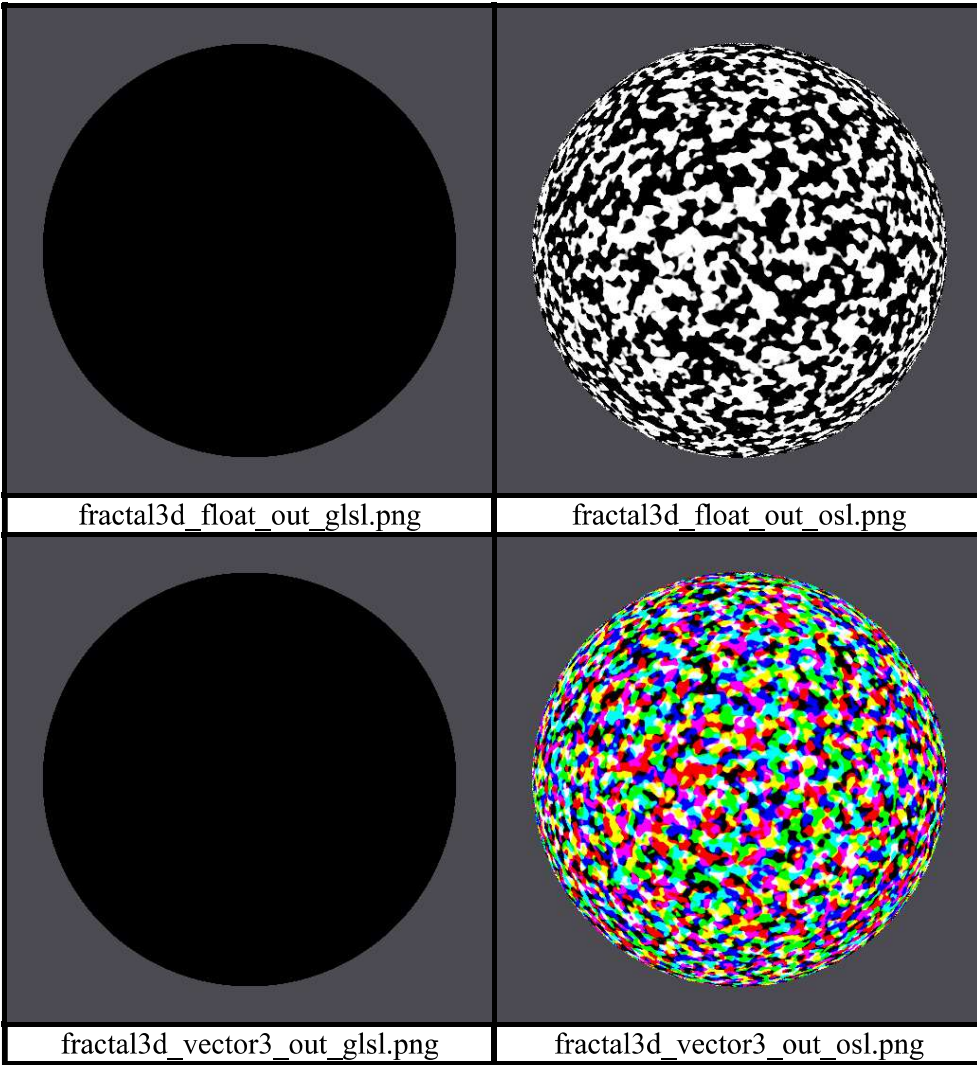




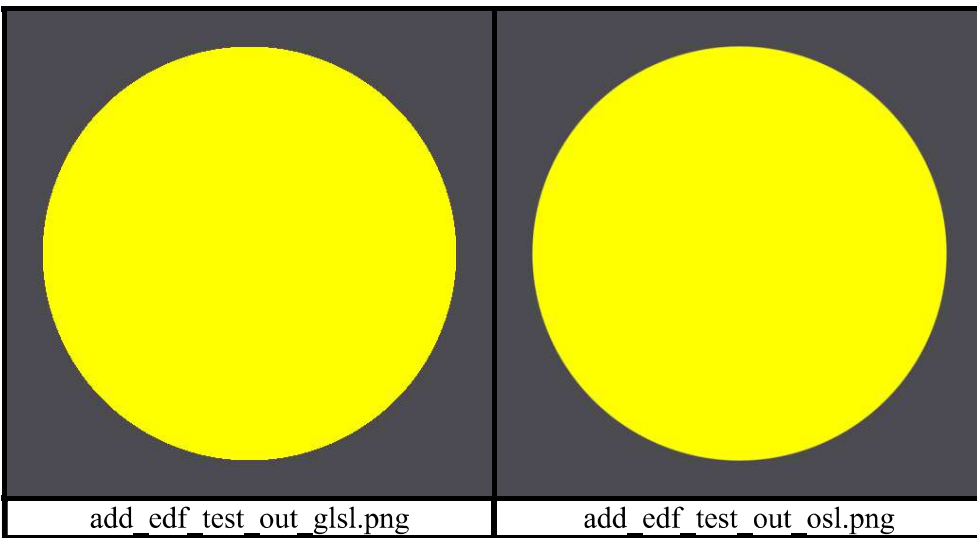
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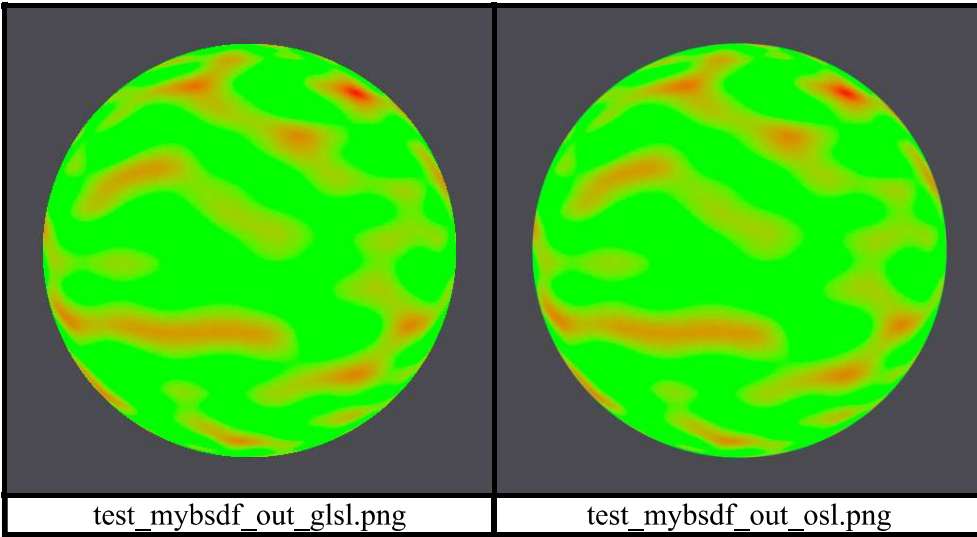
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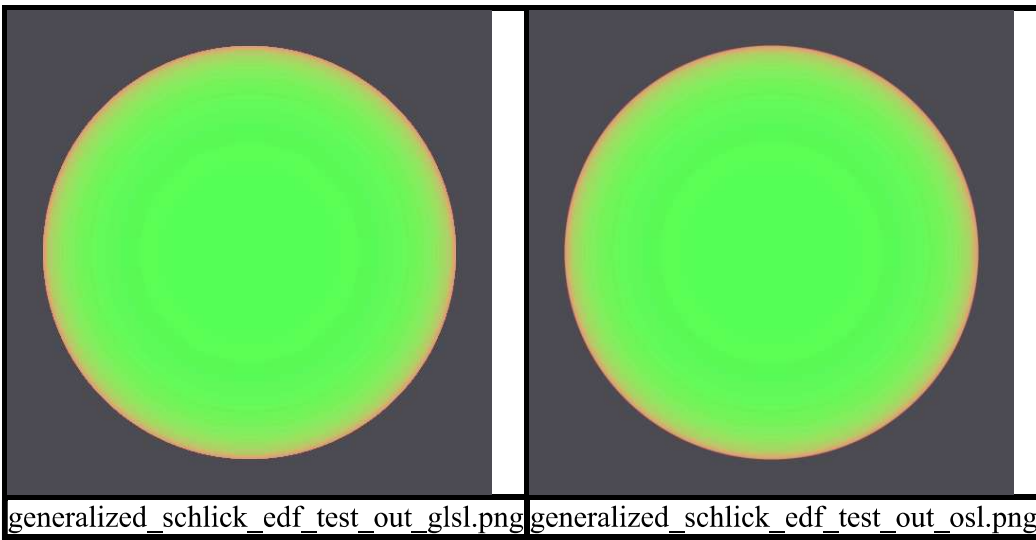
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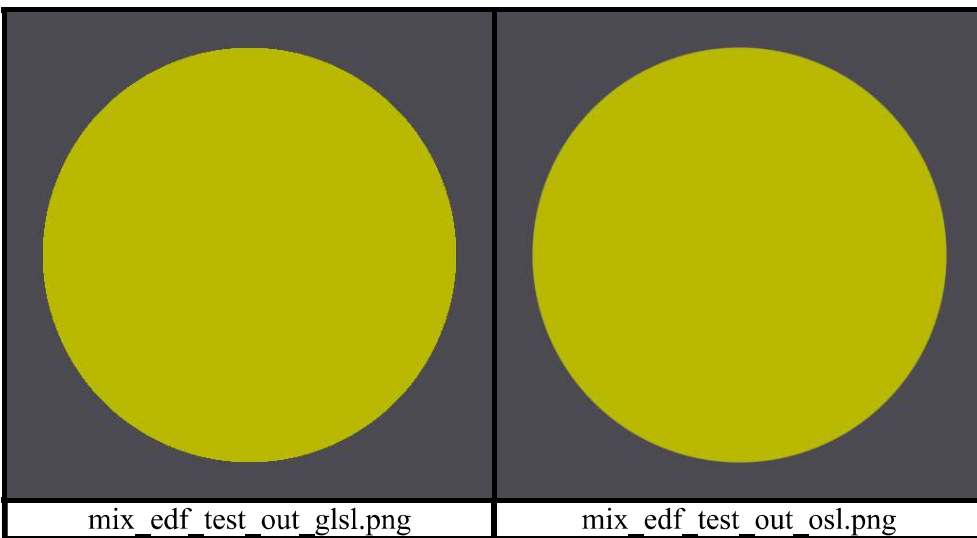
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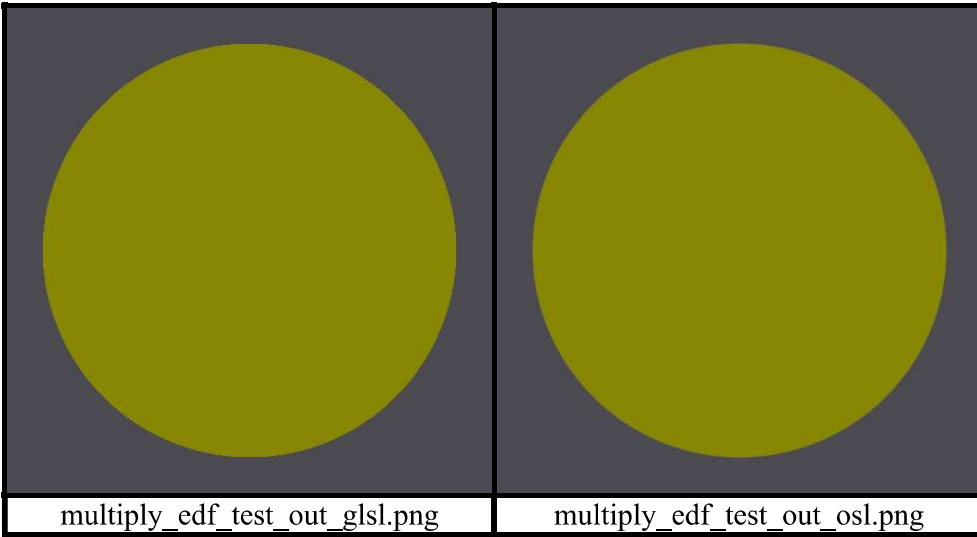
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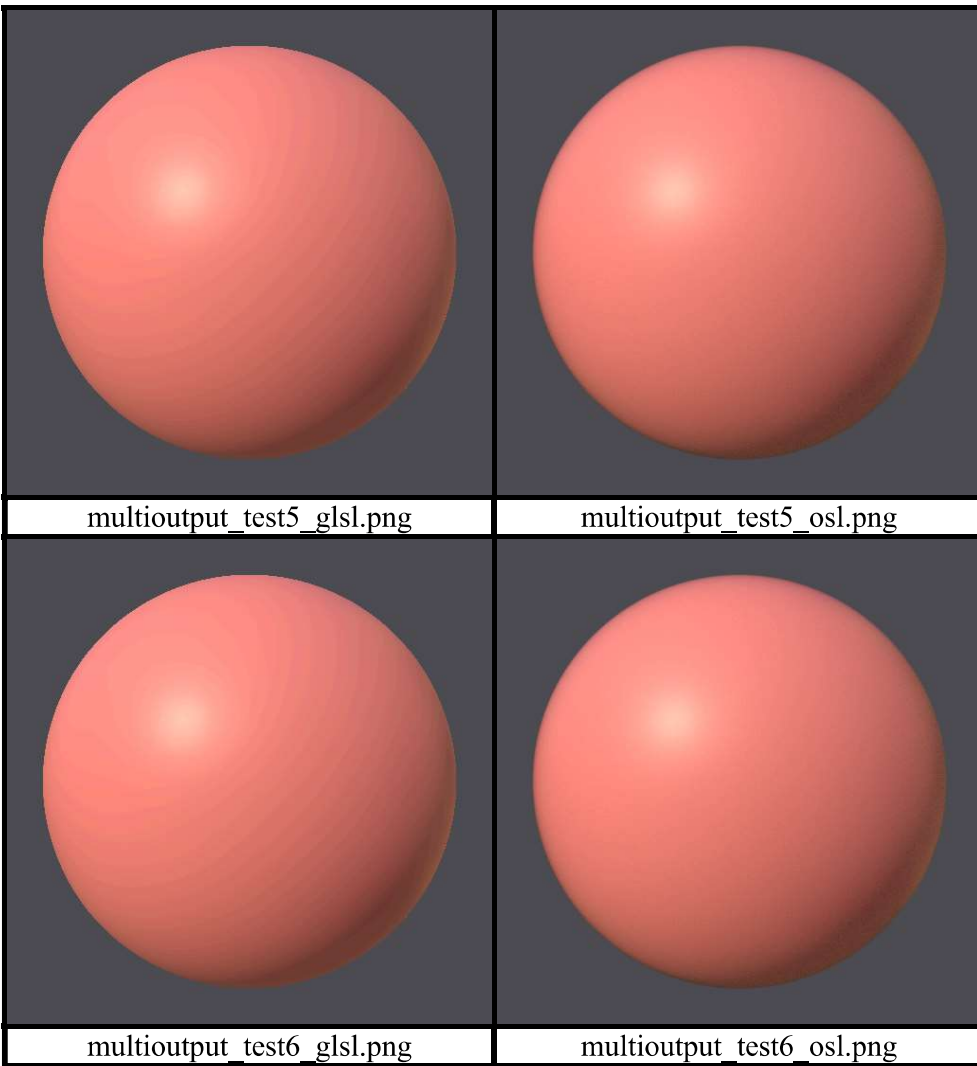
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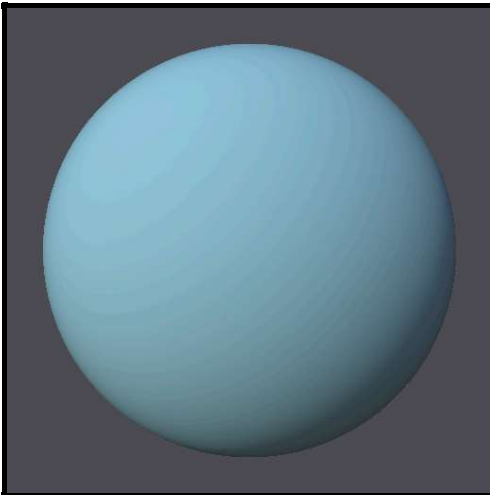
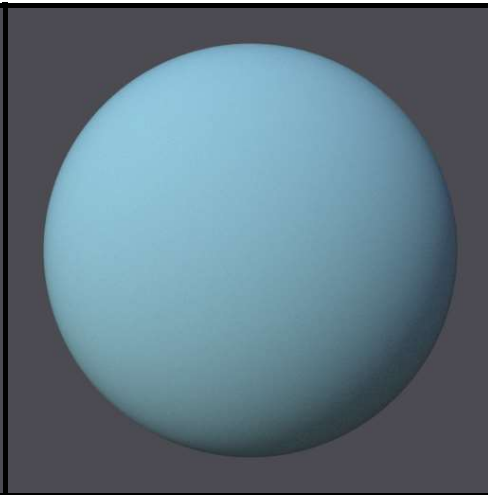

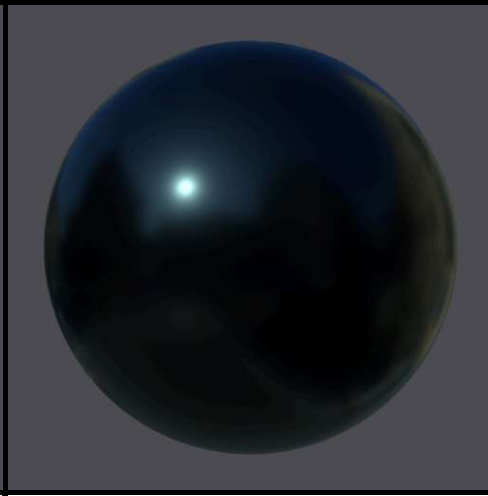
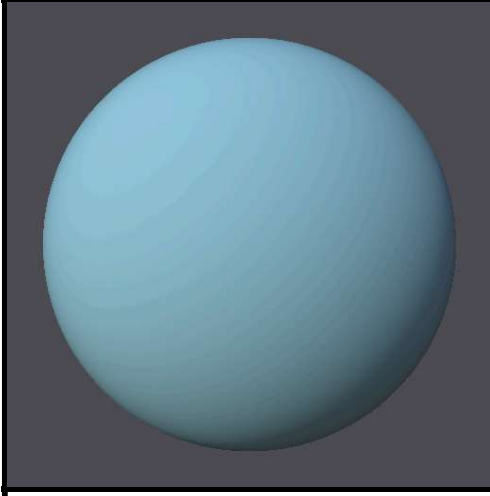

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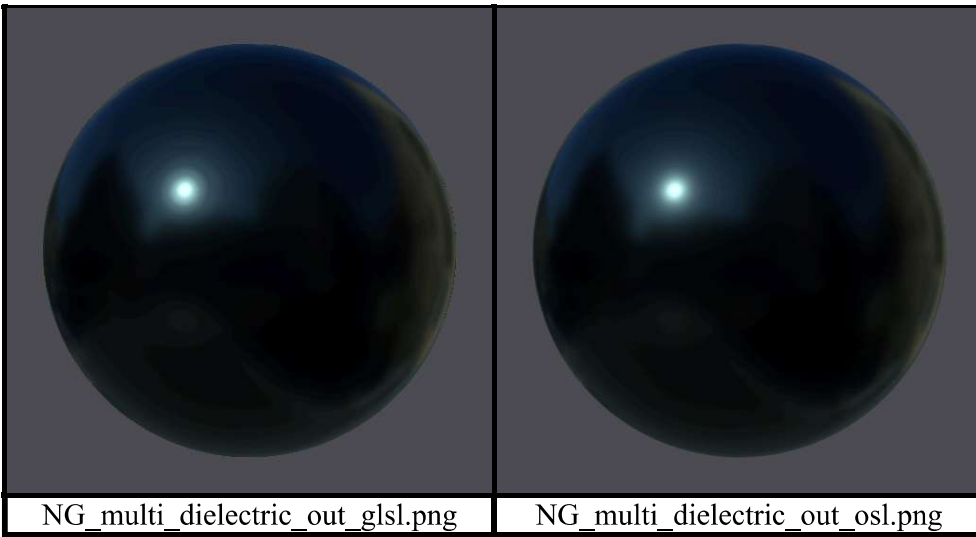


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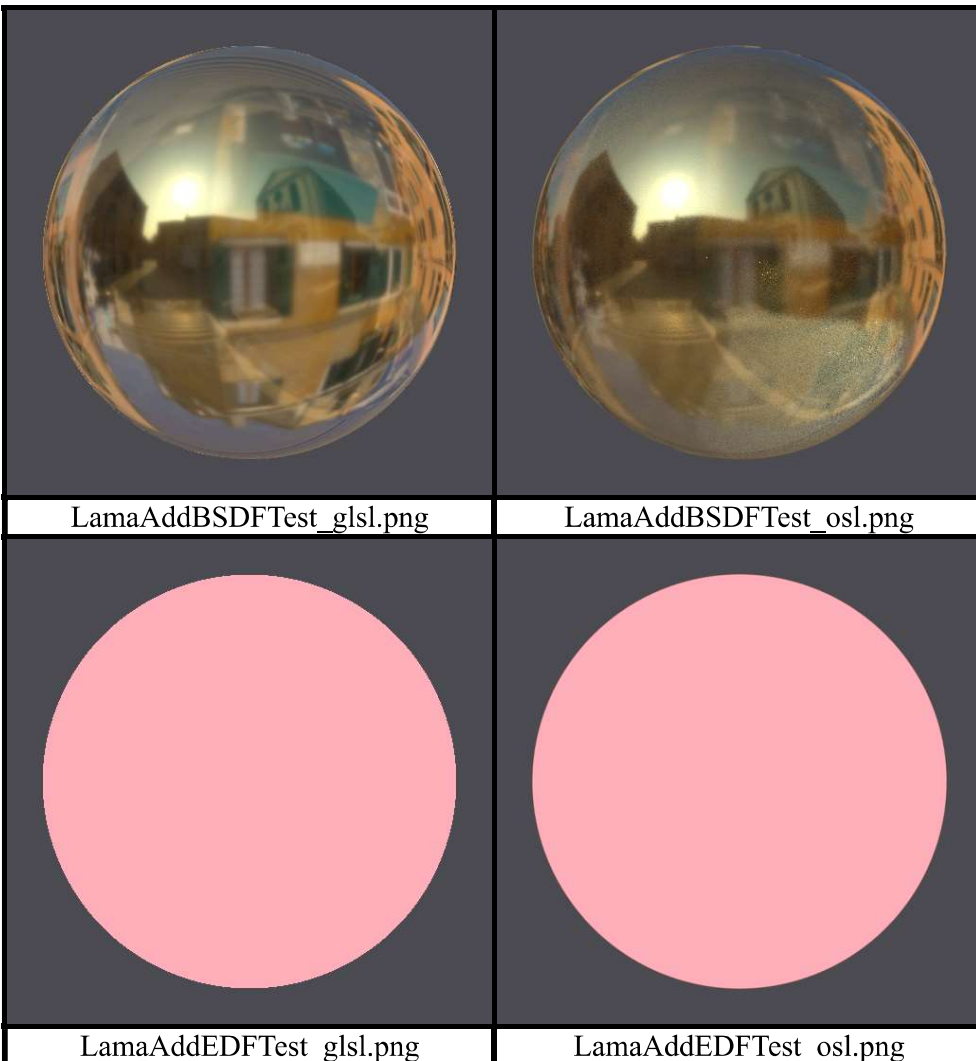






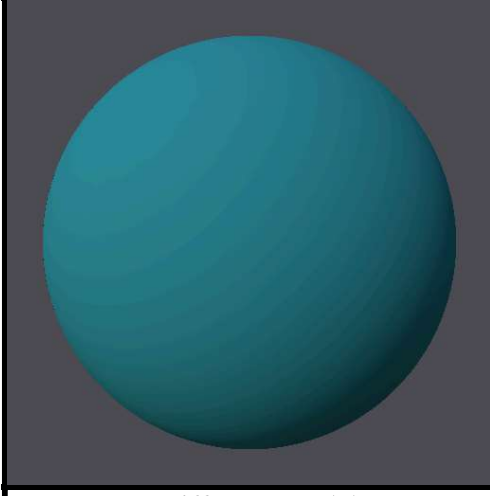
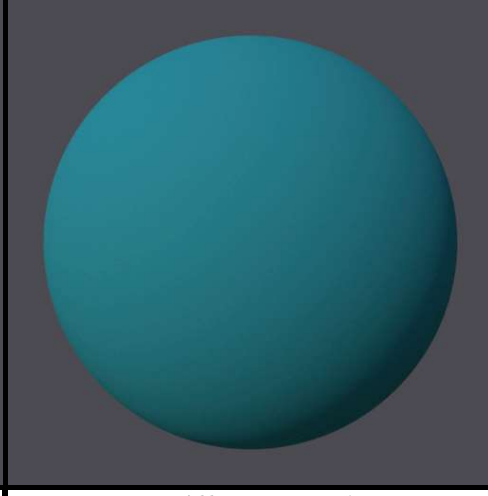
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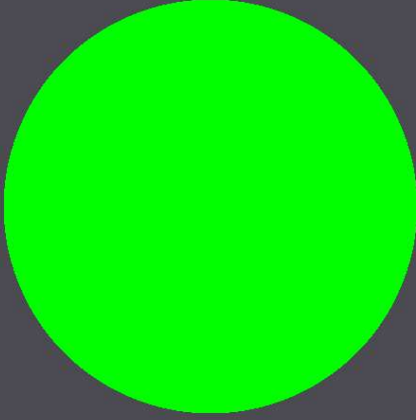
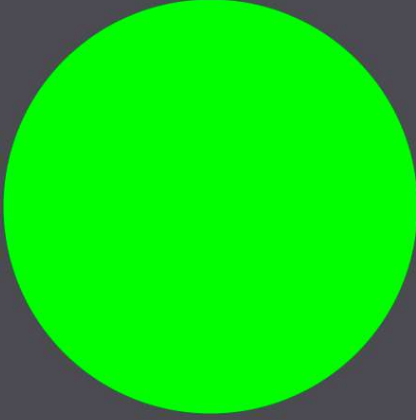


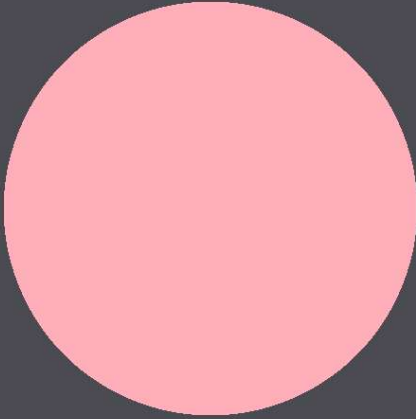
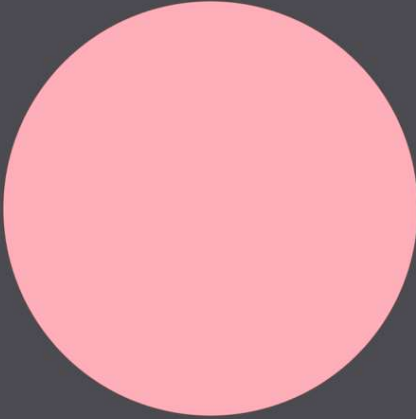
	
<p>burley_out2_gsl.png</p>	<p>burley_out2_osl.png</p>
	
<p>dielectric_out2_gsl.png</p>	<p>dielectric_out2_osl.png</p>
	
<p>NG_multi_burley_out_gsl.png</p>	<p>NG_multi_burley_out_osl.png</p>

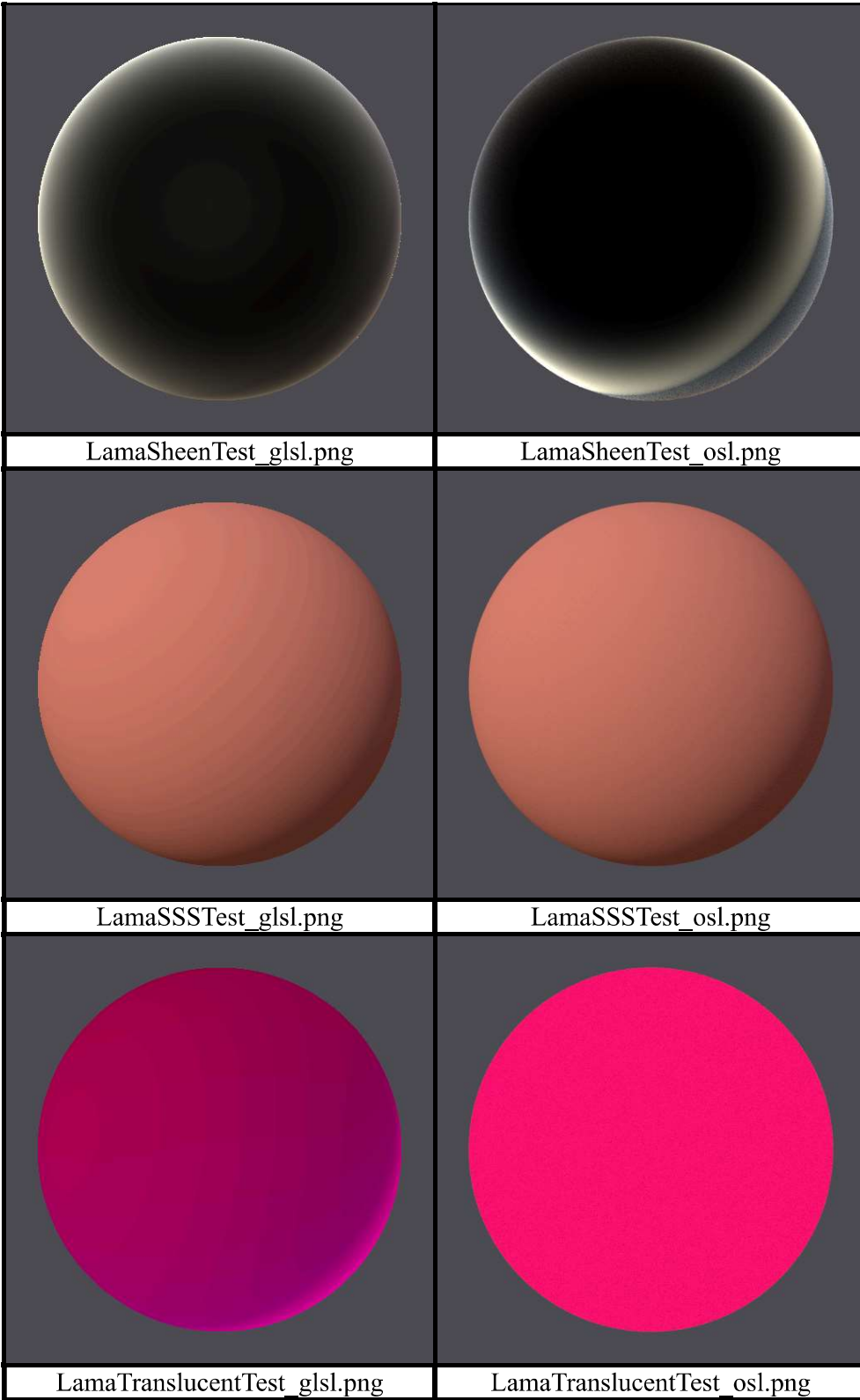


..\build\bin\resources\Materials\TestSuite\pbrlib\shader\lama_tests:

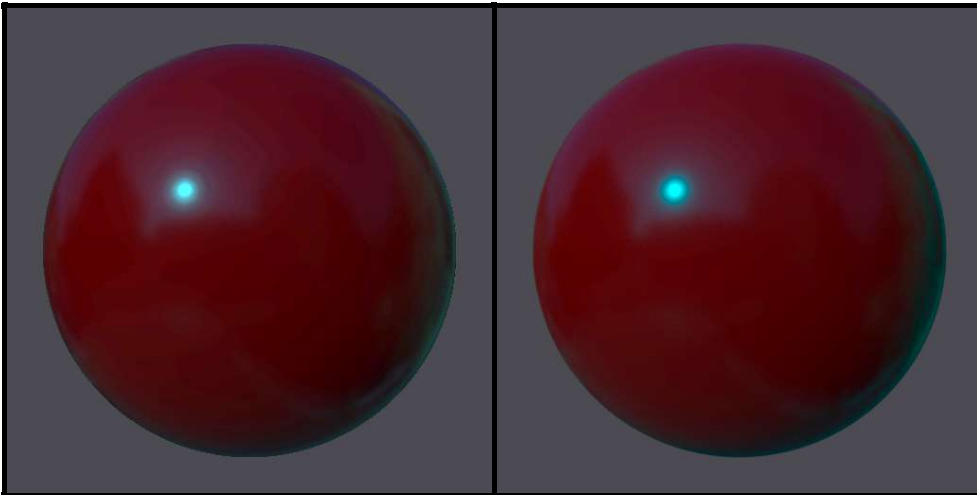


	
LamaConductorTest_gsl.png	LamaConductorTest_osl.png
	
LamaDielectricTest_gsl.png	LamaDielectricTest_osl.png
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png

	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png
	
LamaMixBSDFTest_gsl.png	LamaMixBSDFTest_osl.png
	
LamaMixEDFTest_gsl.png	LamaMixEDFTest_osl.png

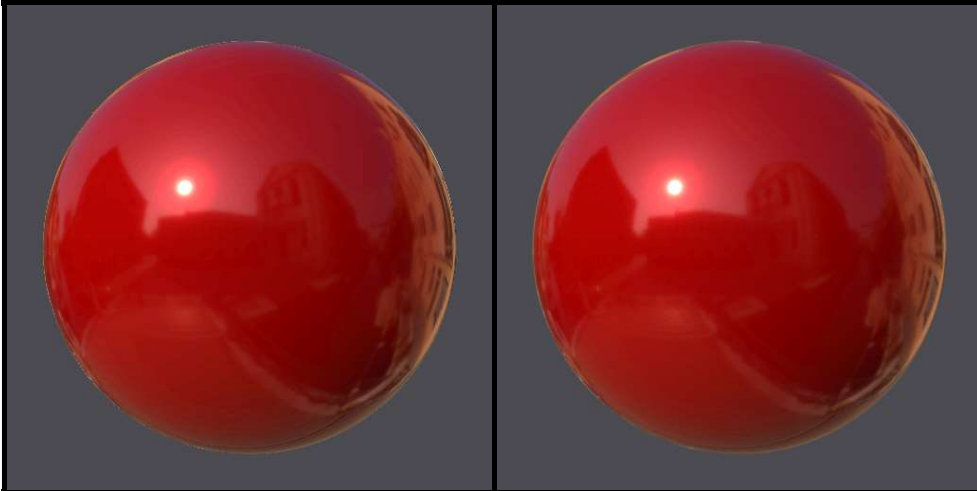


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:



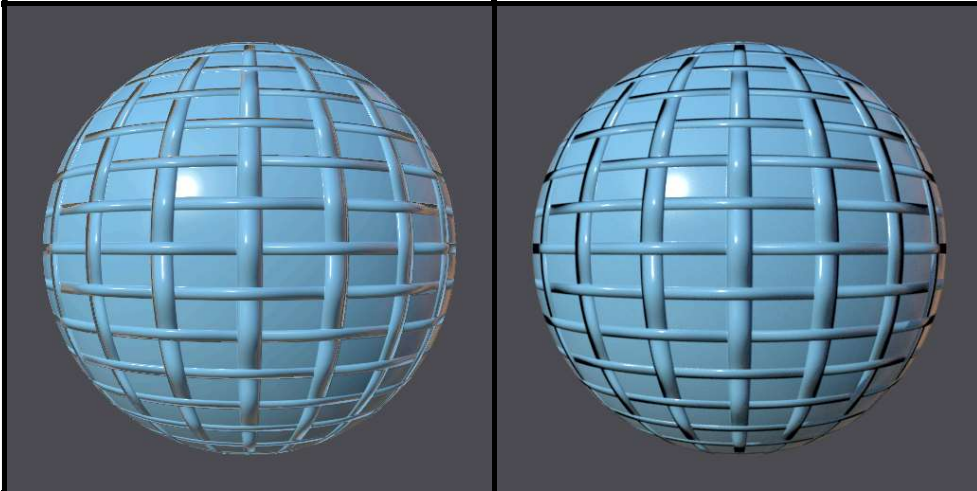
ColorSpaceShaderMaterial_gsl.png

ColorSpaceShaderMaterial_osl.png



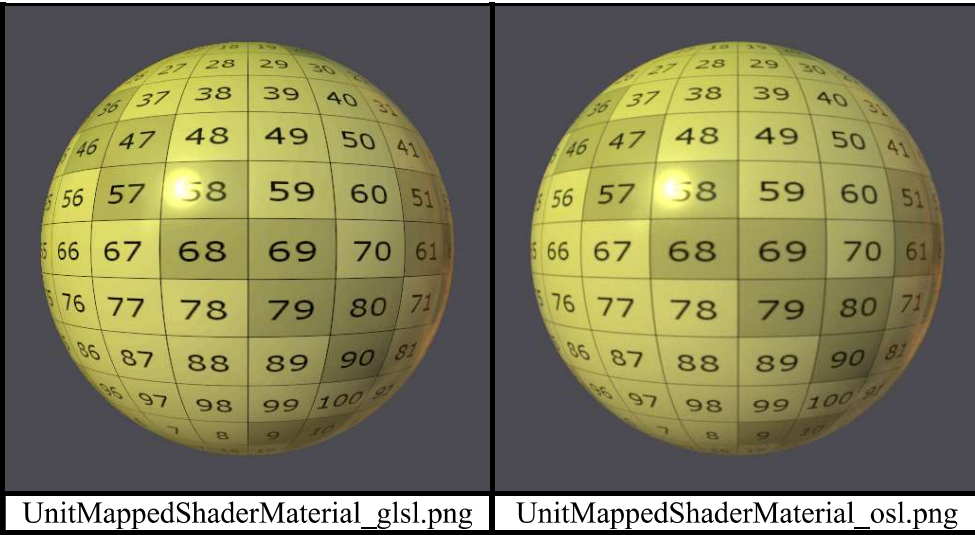
MappedShaderMaterial_gsl.png

MappedShaderMaterial_osl.png

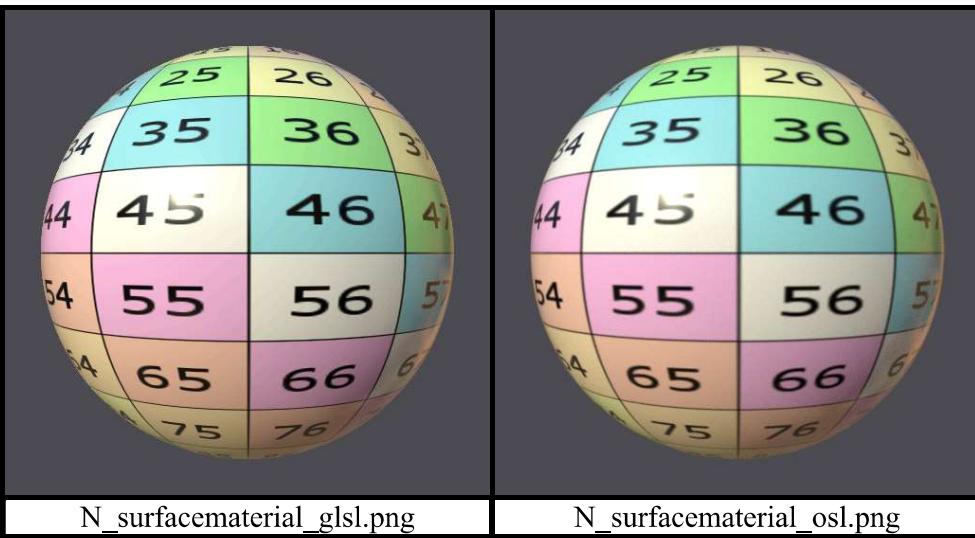


NormalMapMaterial_gsl.png

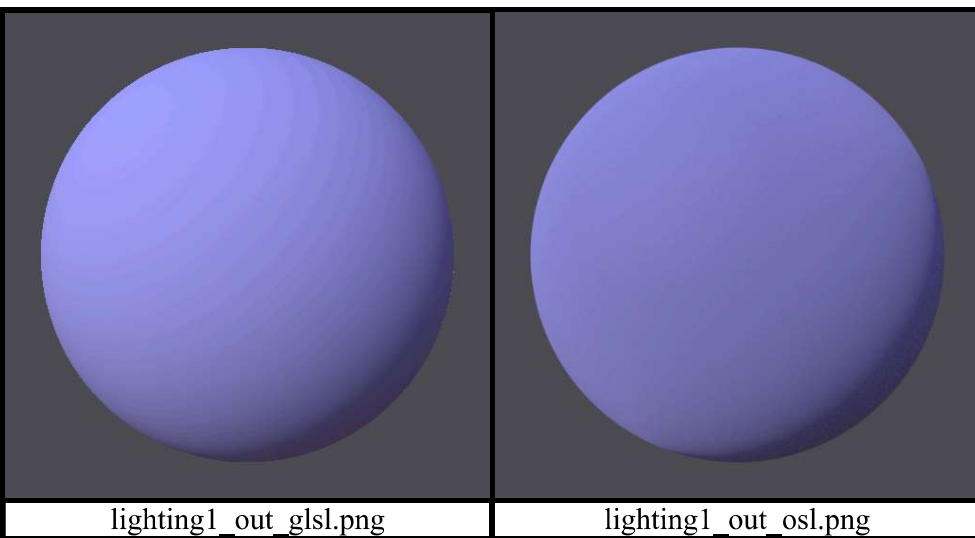
NormalMapMaterial_osl.png



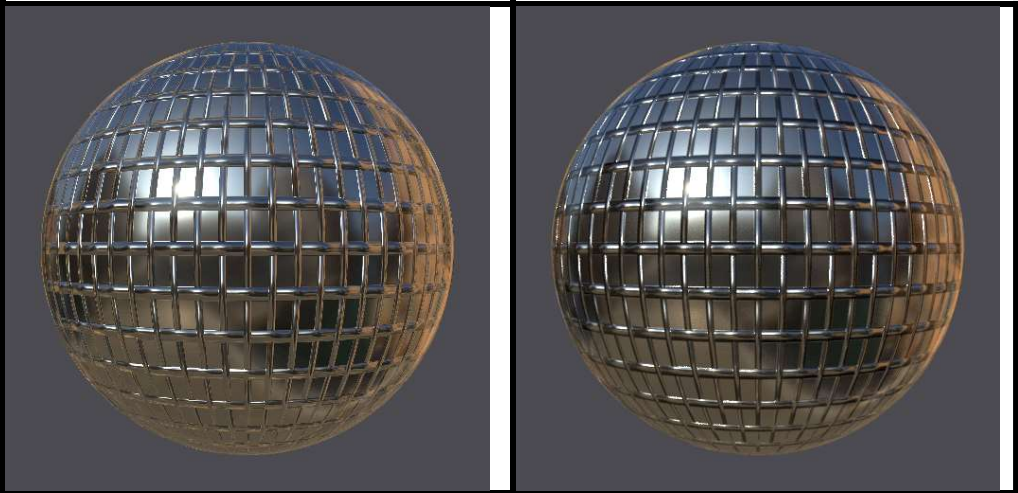
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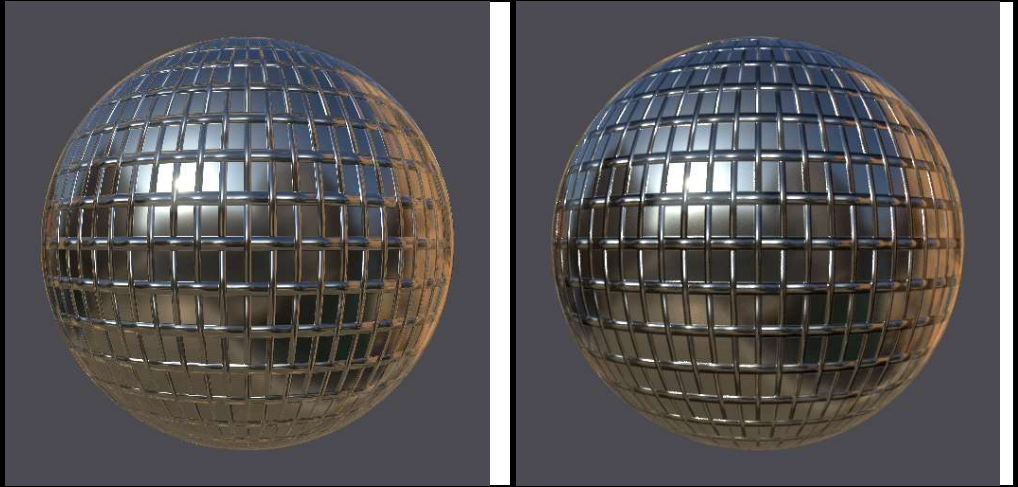
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..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:



NormalMappedShaderMaterial2_gsl.png NormalMappedShaderMaterial2_osl.png

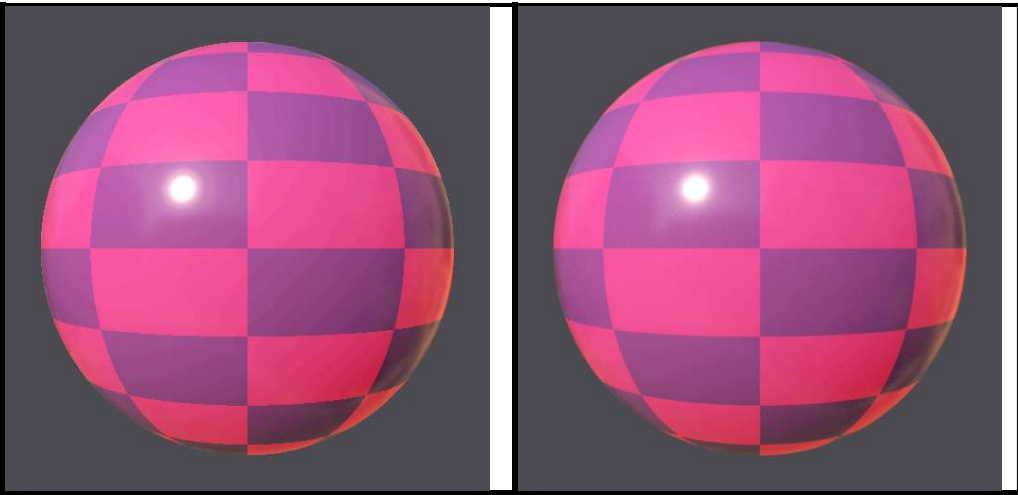


NormalMappedShaderMaterial_gsl.png NormalMappedShaderMaterial_osl.png

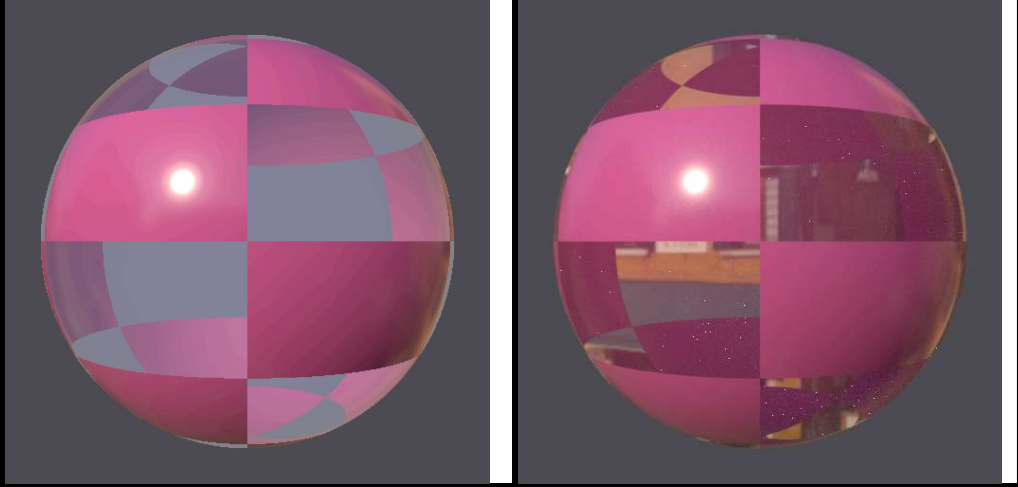
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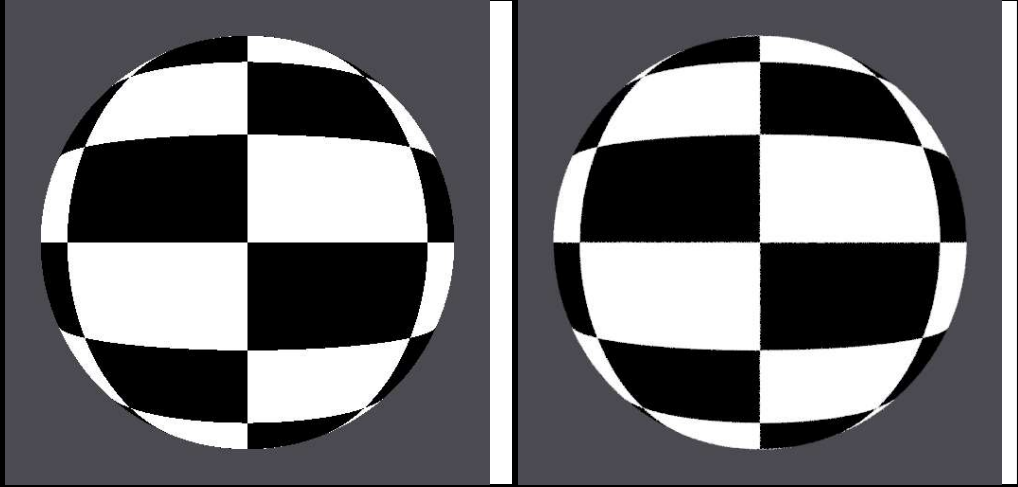
mix_surface_out_gsl.png mix_surface_out_osl.png



mix_surface_with_emission_out_glsl.png mix_surface_with_emission_out_osl.png

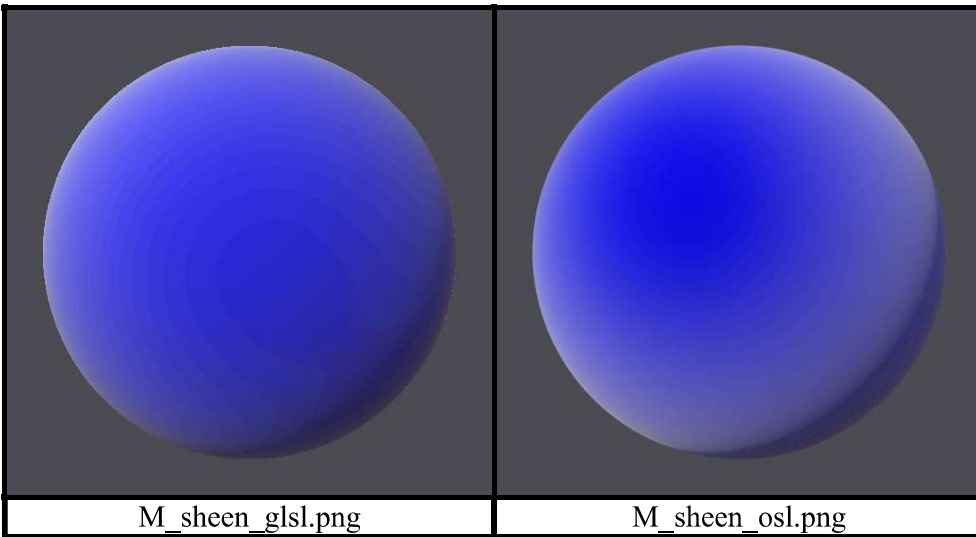


mix_surface_with_opacity_out_glsl.png mix_surface_with_opacity_out_osl.png

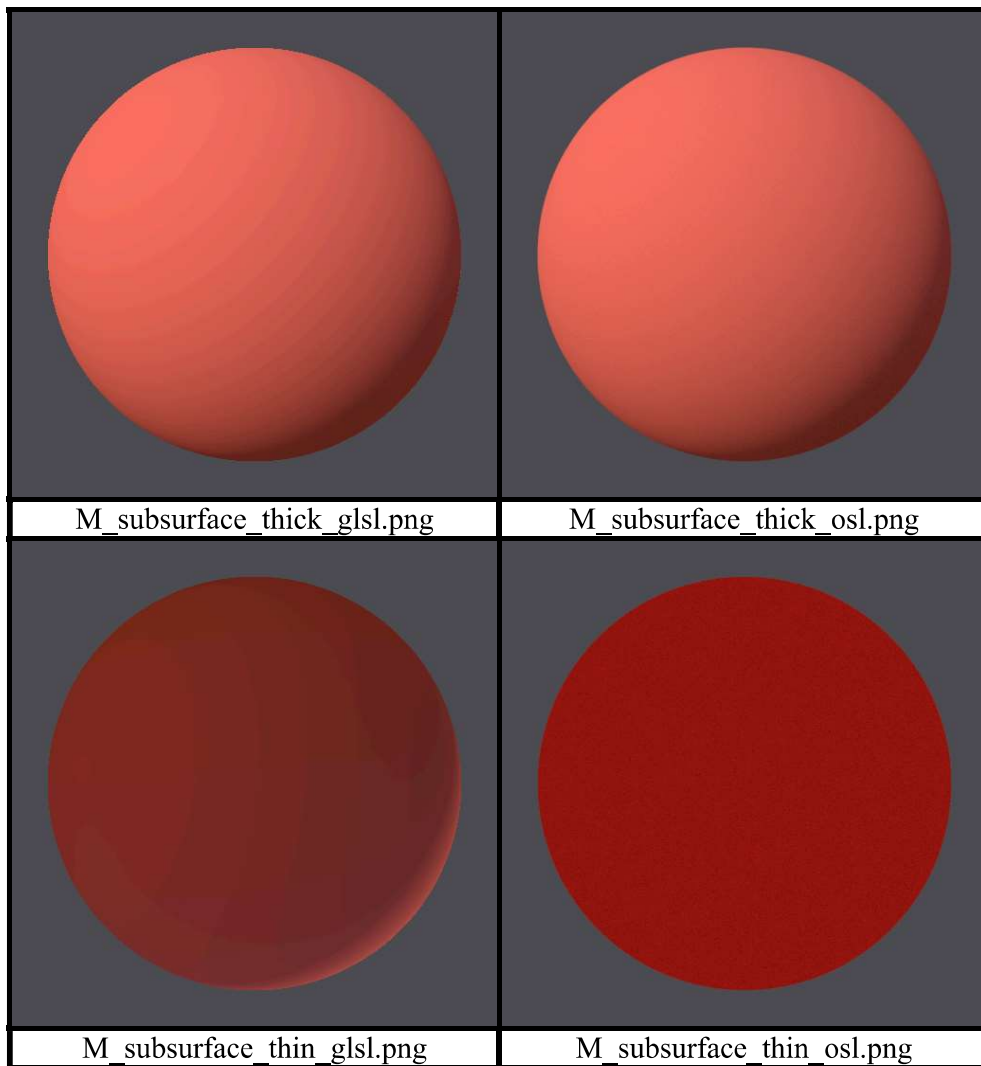


NG_checker_float_out_glsl.png NG_checker_float_out_osl.png

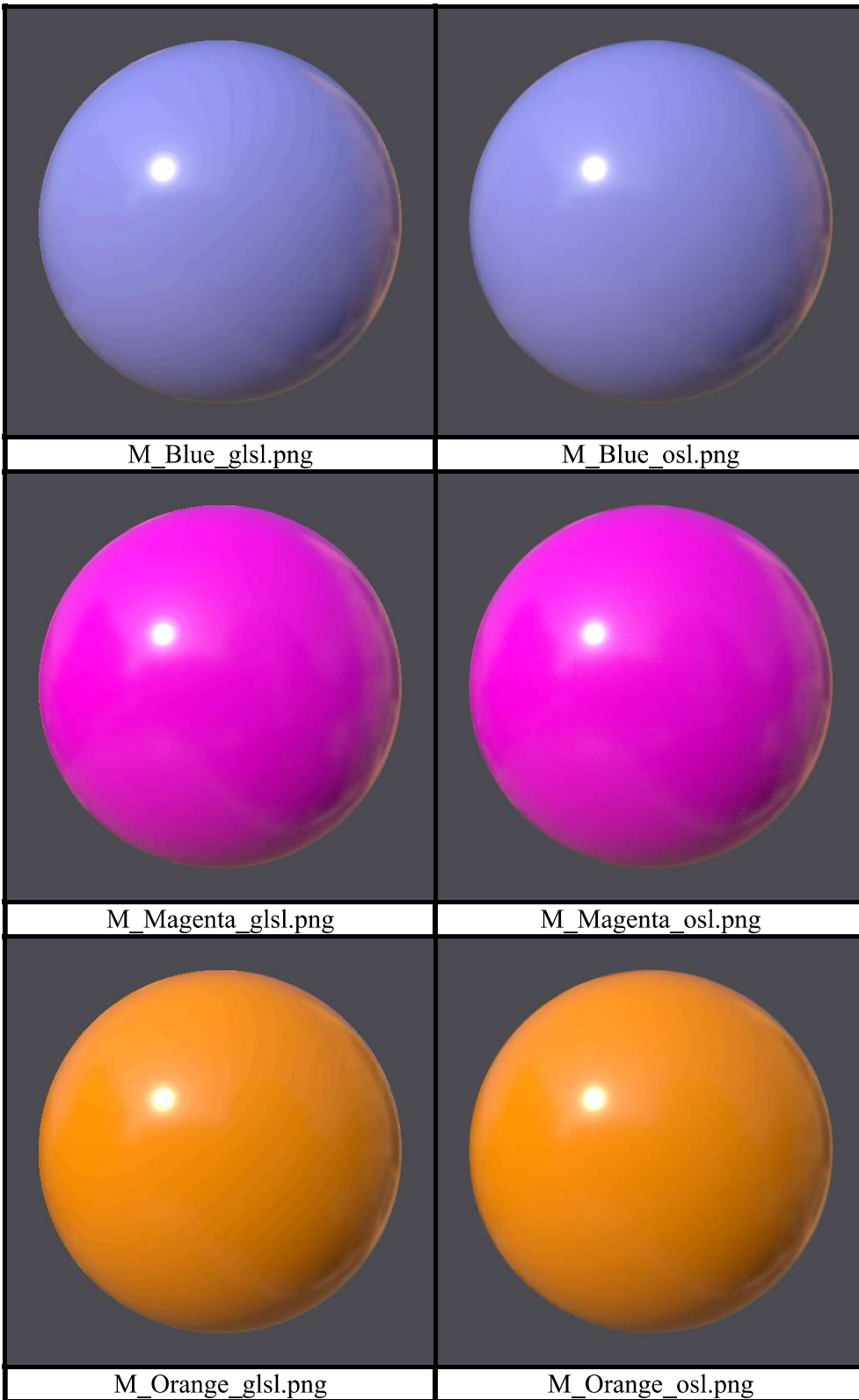
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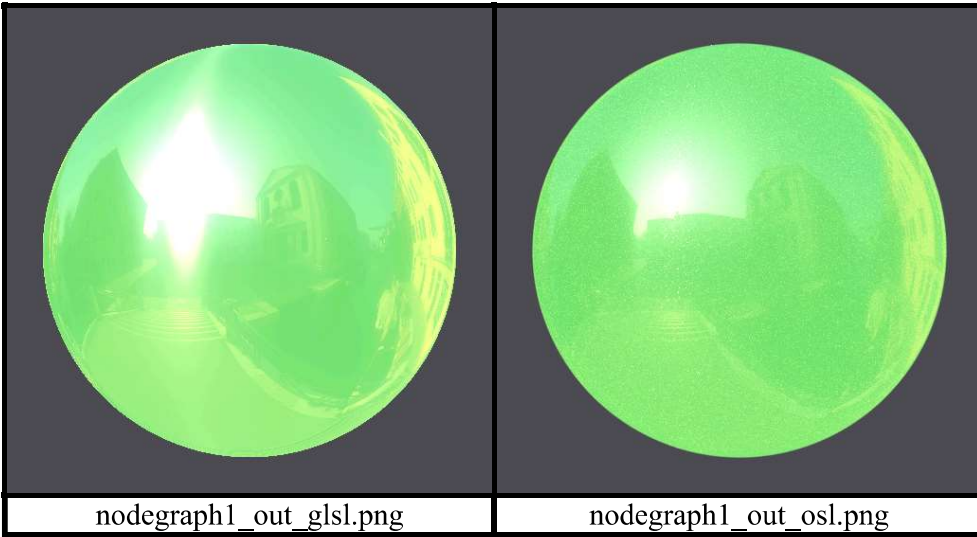
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..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:



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



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

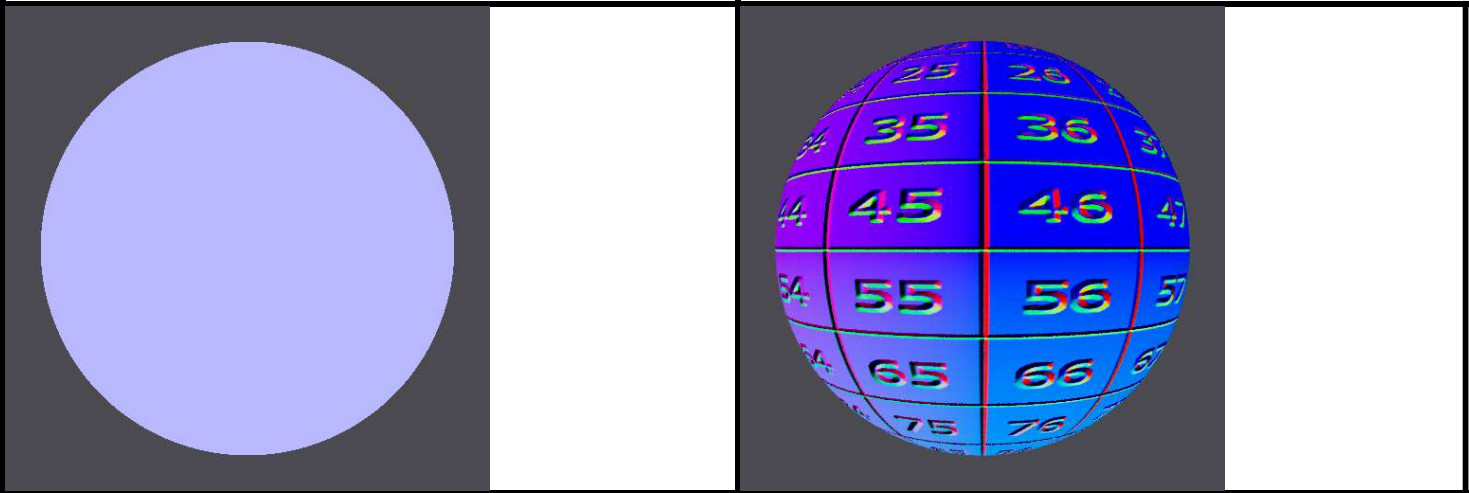


USDTexture_Tiled_Brass22_gsl.png	USDTexture_Tiled_Brass22_osl.png
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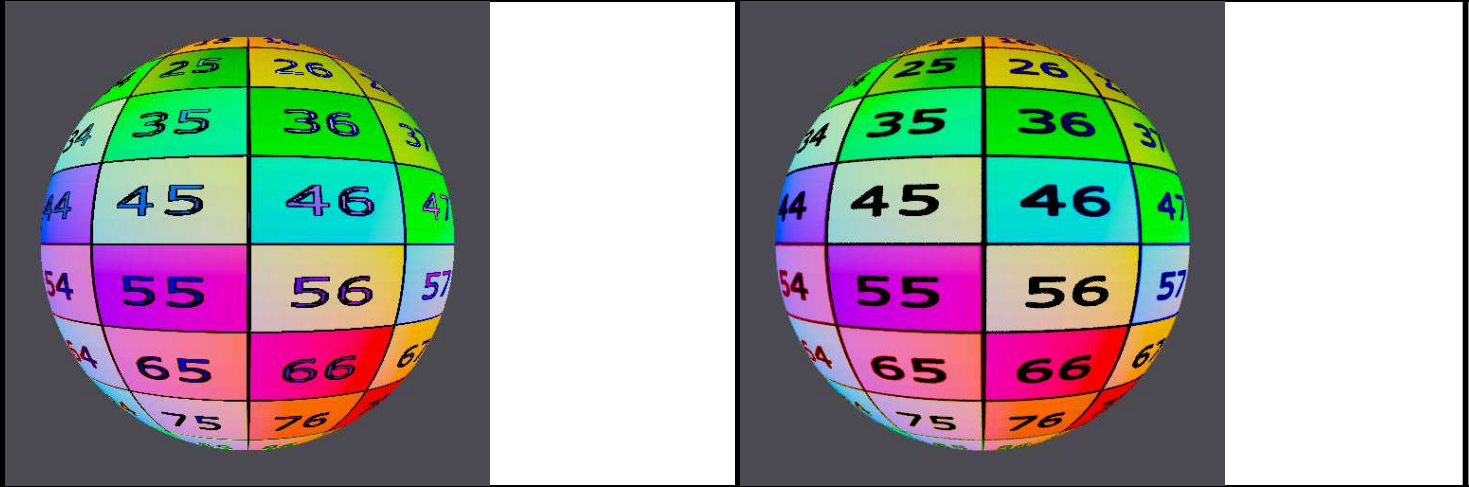


USDTexture_Tiled_Brass23_gsl.png	USDTexture_Tiled_Brass23_osl.png
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..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:



height_to_normal_cm height_normal_map_output_glsl.png height_to_normal_cm height_normal_map_output_osl.png

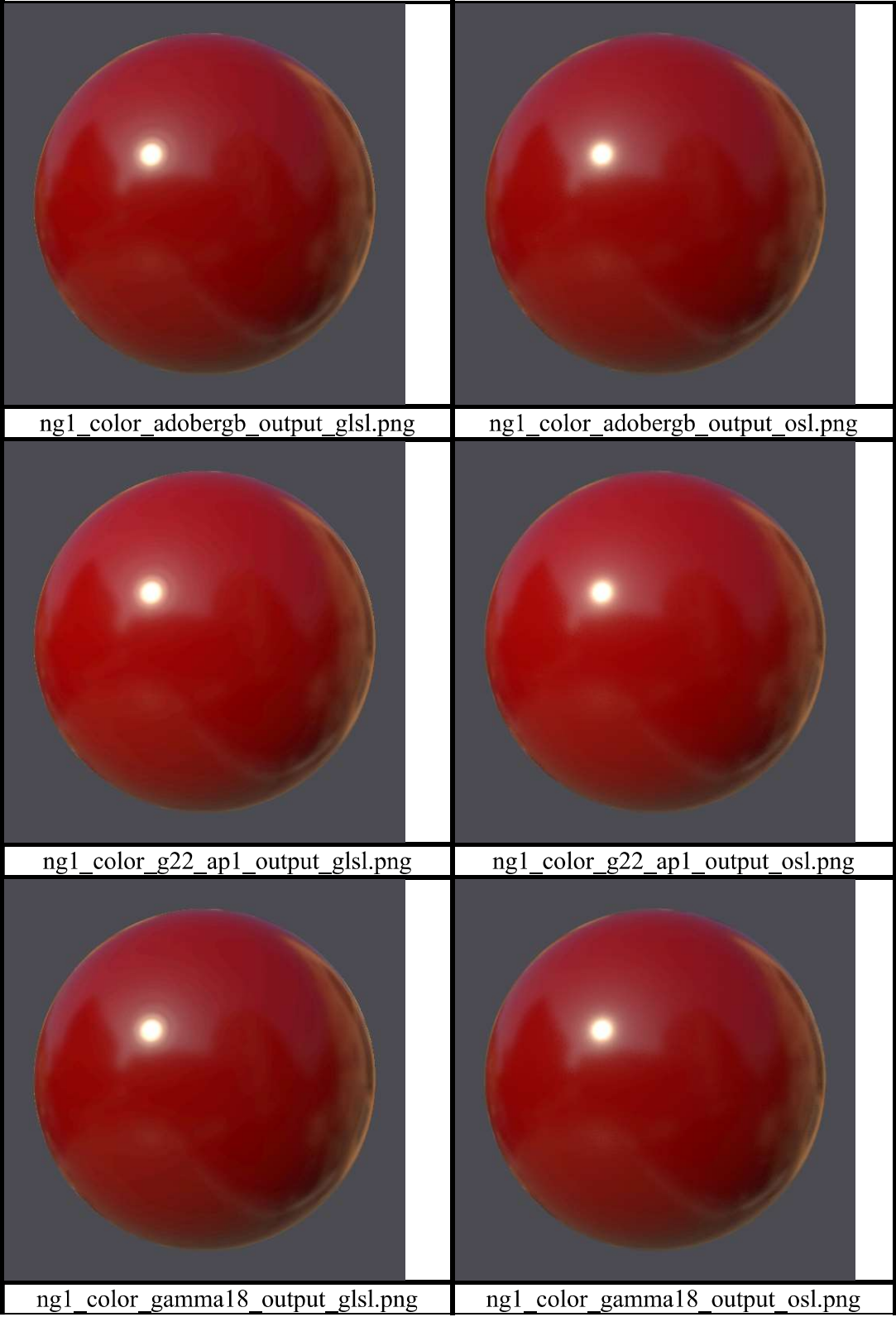


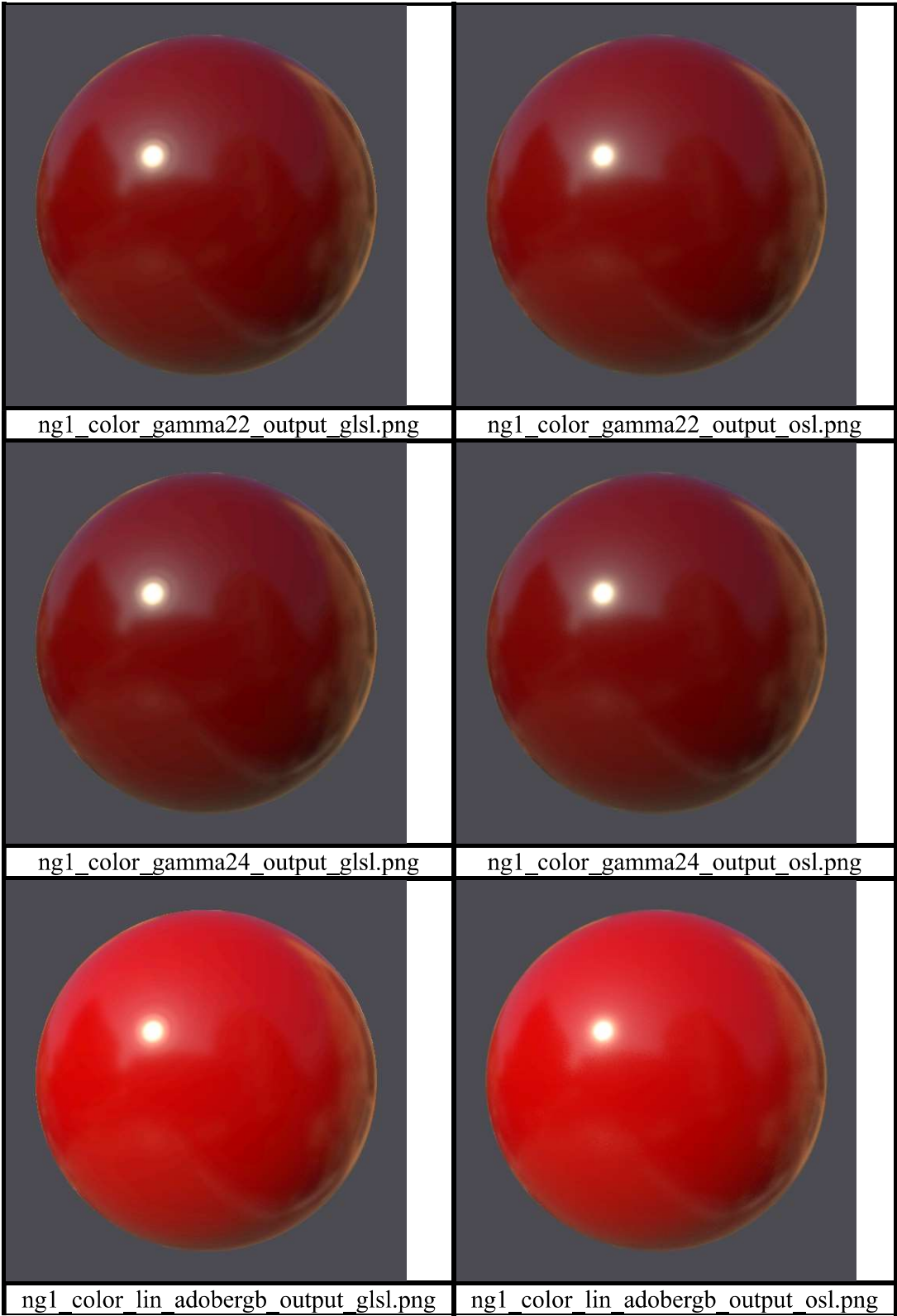
normalmap_cm normal_map_output_glsl.png normalmap_cm normal_map_output_osl.png

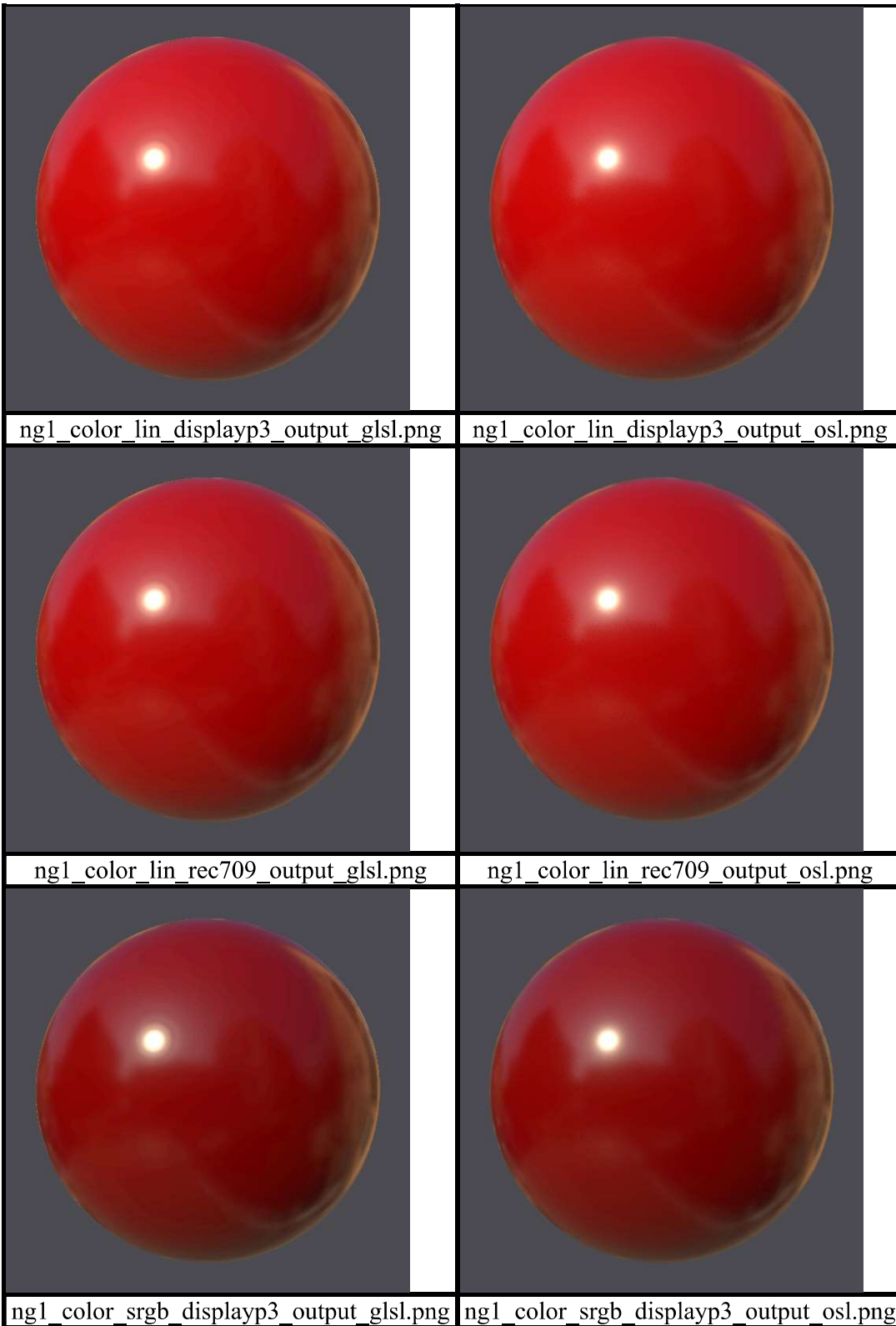
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:



ngl_color_acescg_output_glsl.png ngl_color_acescg_output_osl.png









ngl_color_srgb_texture_output_glsl.png

ngl_color_srgb_texture_output_osl.png



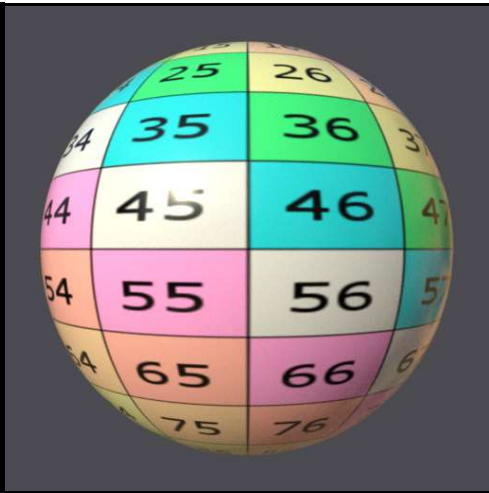
ngl_image_acescg_output_glsl.png

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



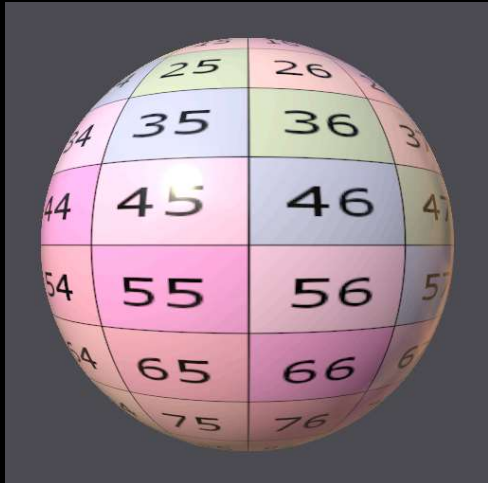
ngl_image_gamma24_output_glsl.png

ngl_image_gamma24_output_osl.png



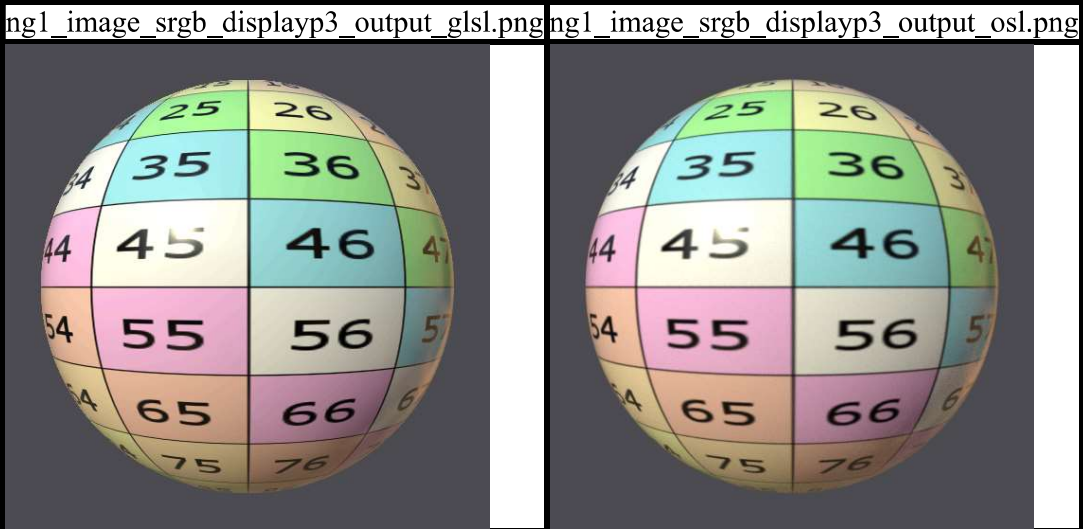
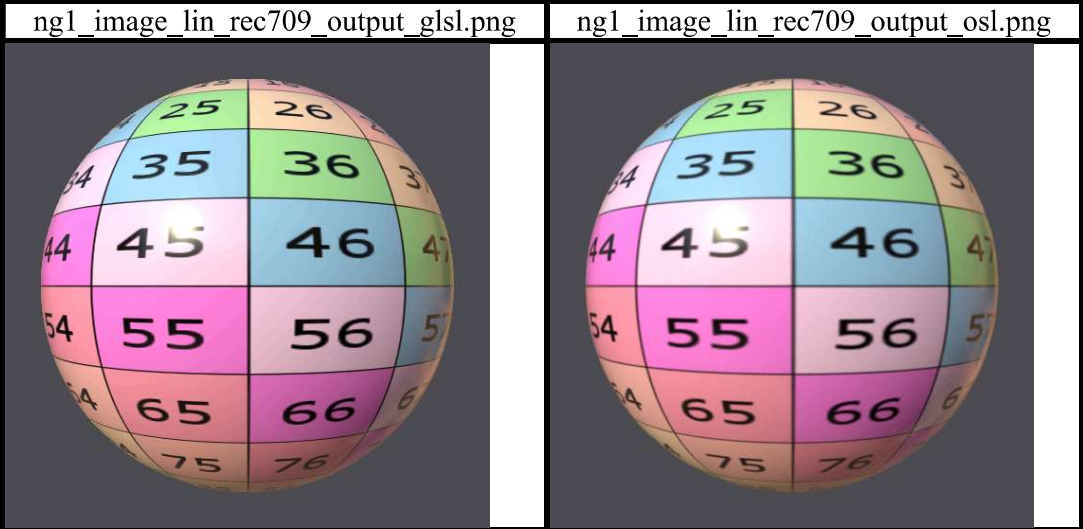
ngl_image_lin adobergb_output_glsl.png

ngl_image_lin adobergb_output_osl.png

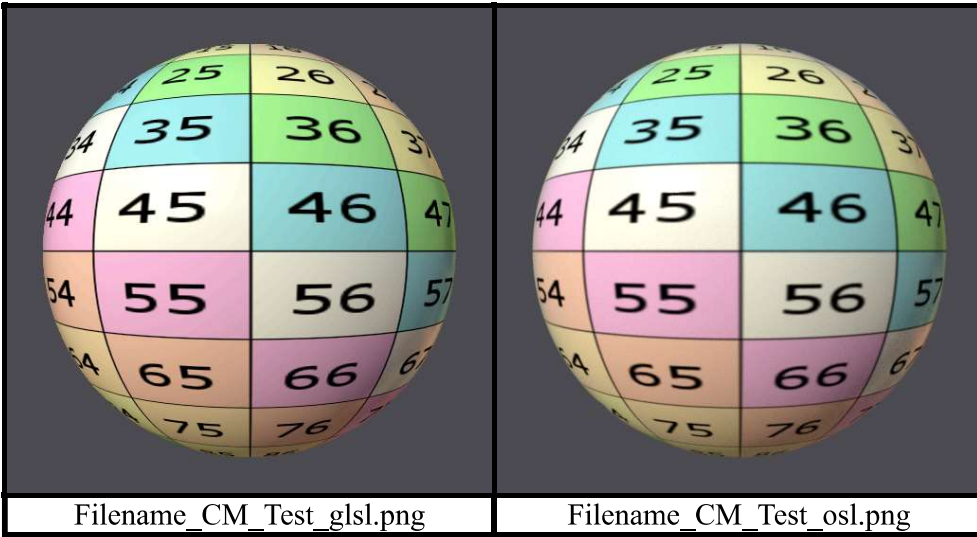


ngl_image_lin displayp3_output_glsl.png

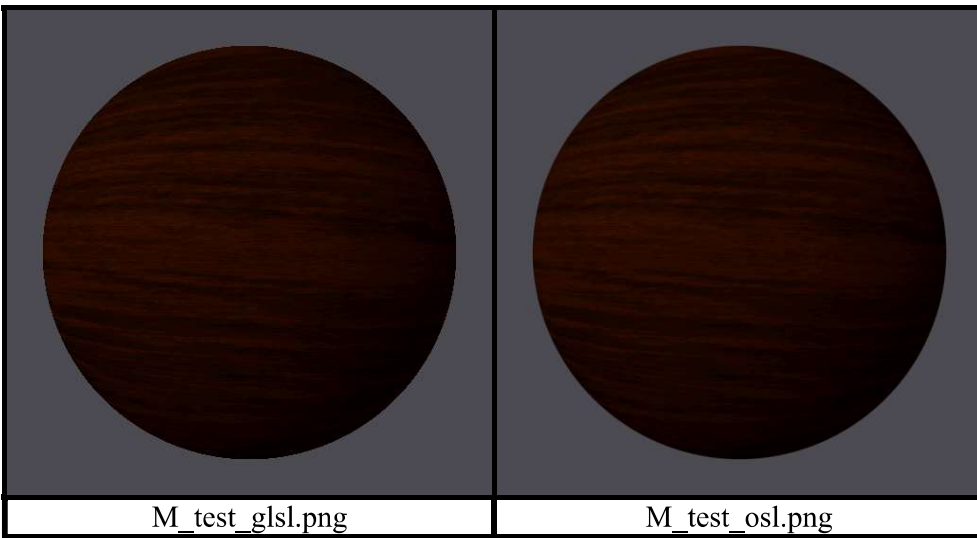
ngl_image_lin displayp3_output_osl.png



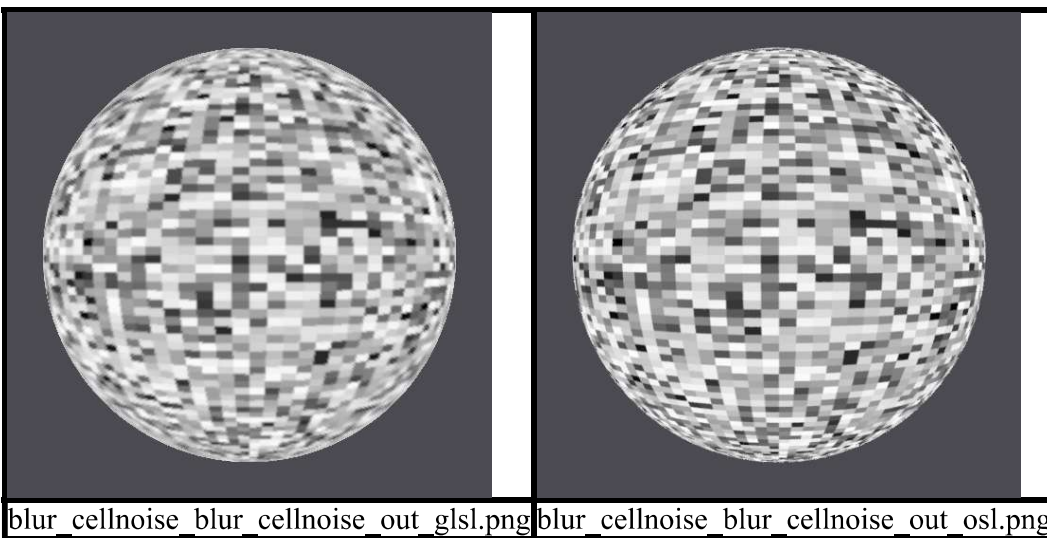
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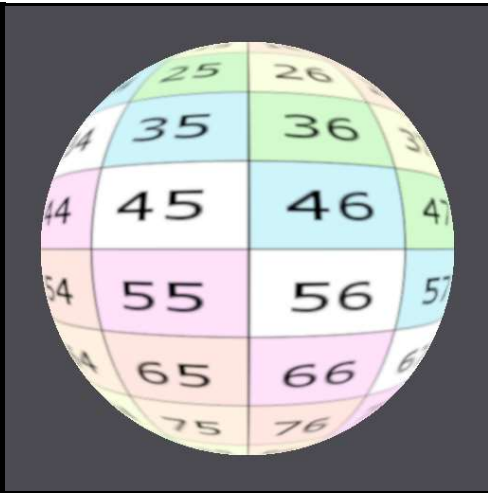


..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\surface_colorspace:

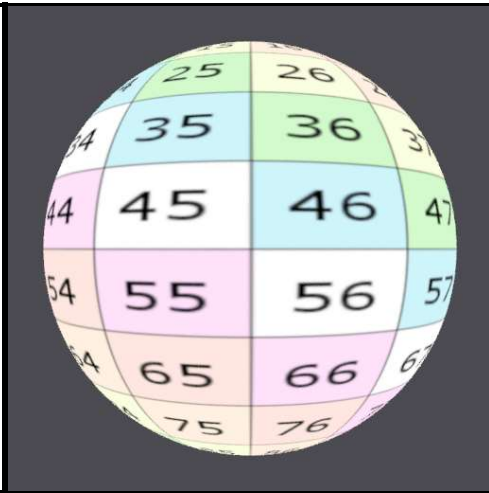


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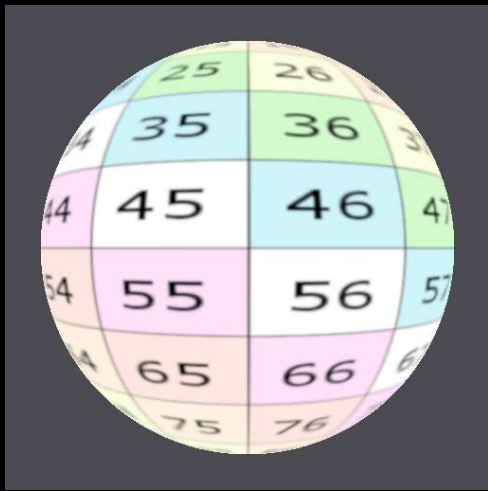




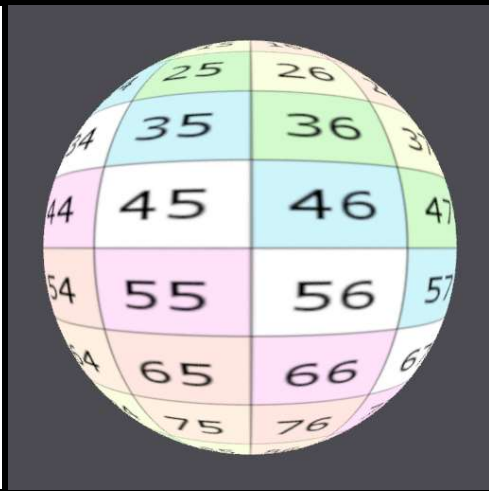
blur_color3_blur_color3_out_gsl.png



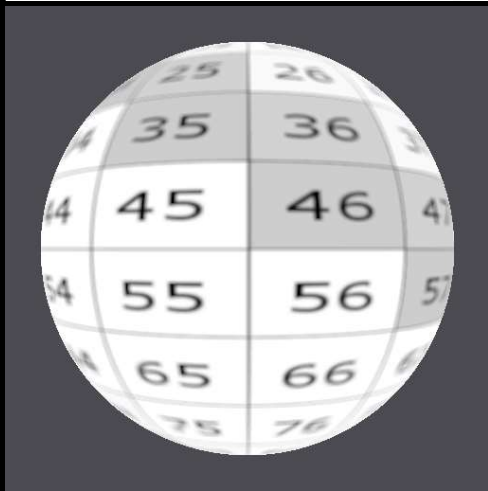
blur_color3_blur_color3_out_osl.png



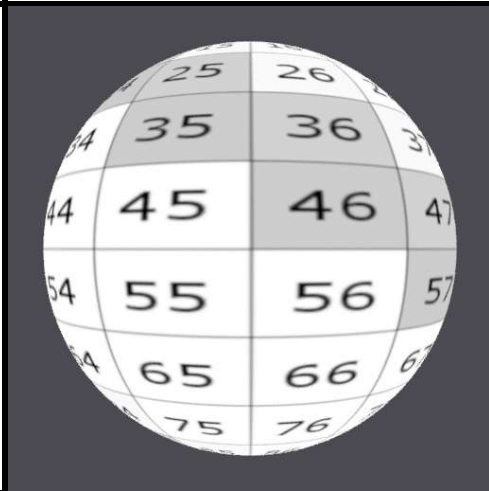
blur_color4_blur_color4_out_gsl.png



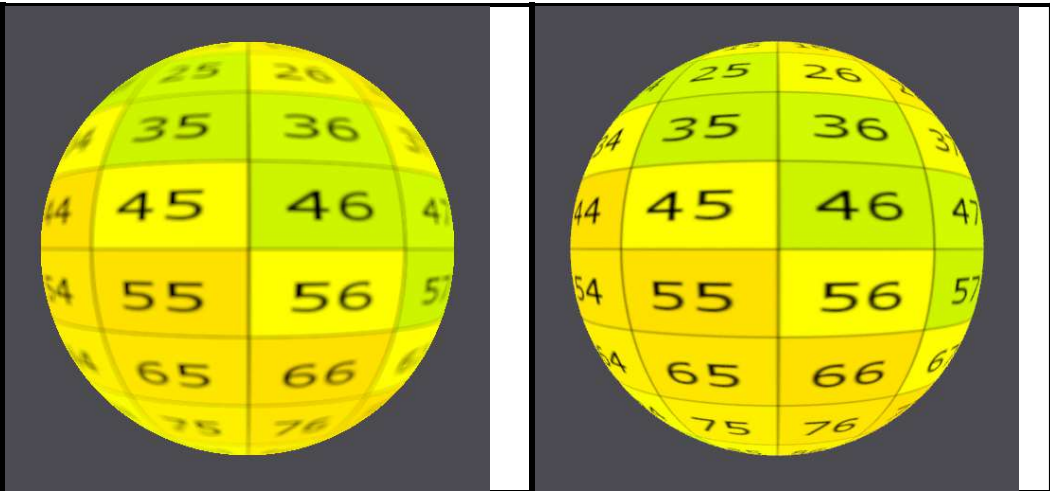
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blur_float_blur_float_out_gsl.png

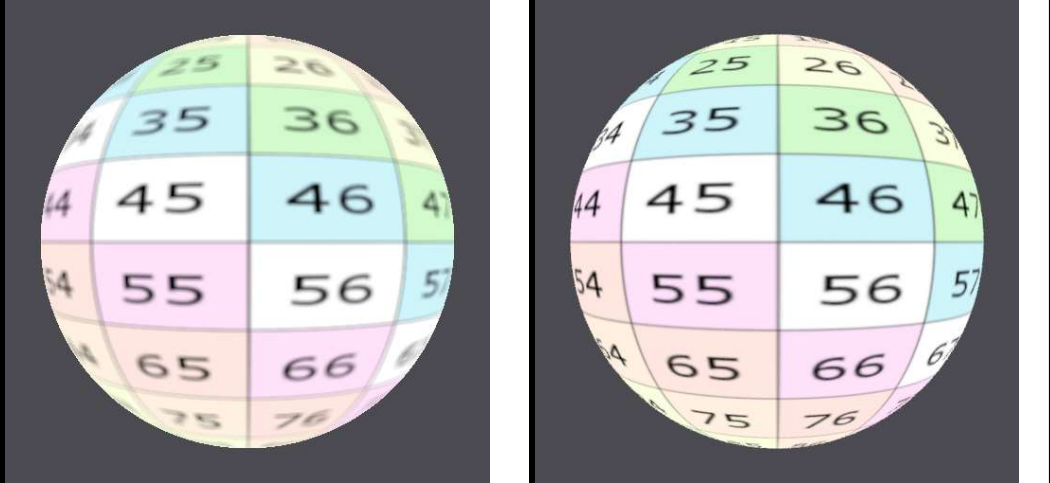


blur_float_blur_float_out_osl.png



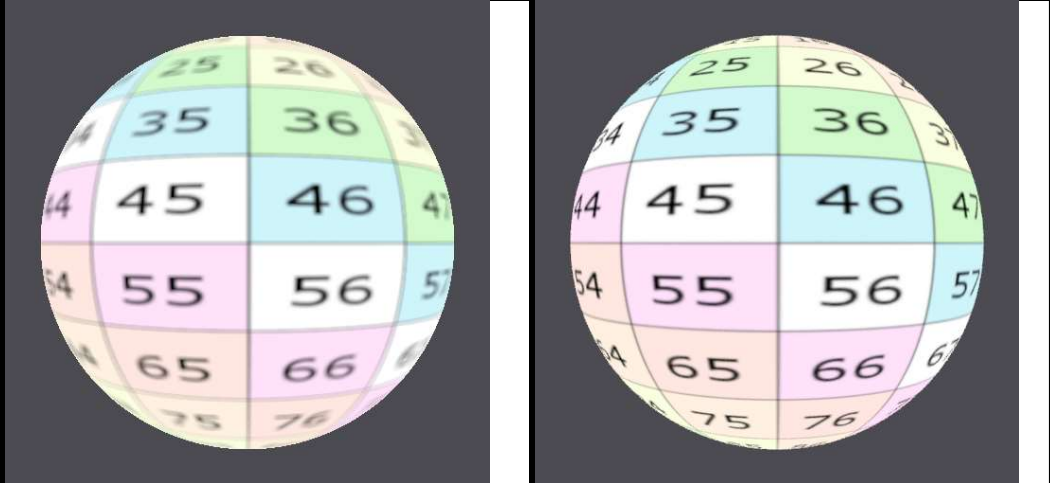
blur_vector2_blur_vector2_out_gsl.png

blur_vector2_blur_vector2_out_osl.png



blur_vector3_blur_vector3_out_gsl.png

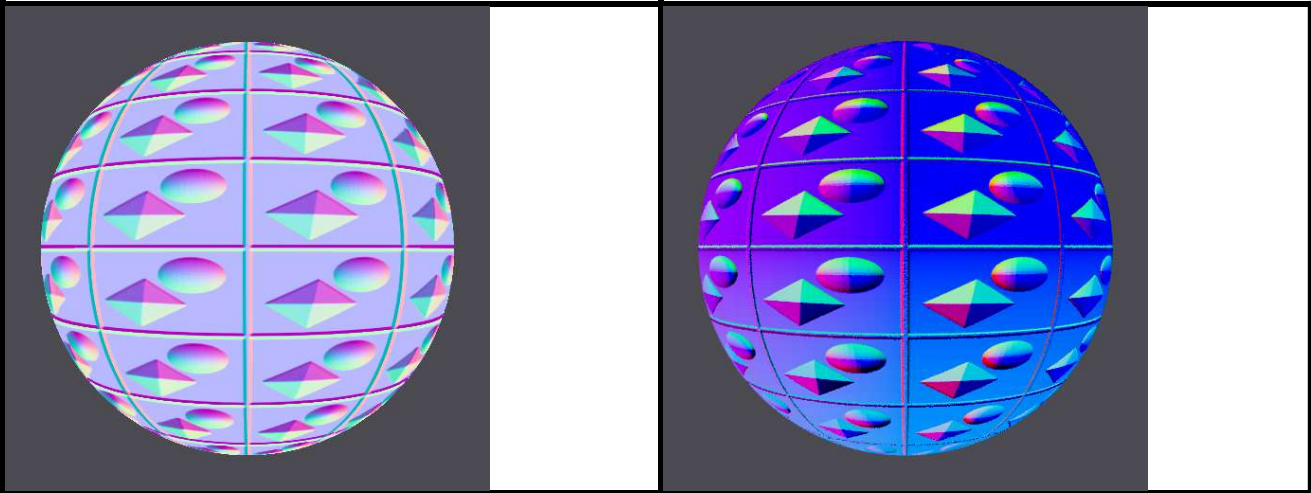
blur_vector3_blur_vector3_out_osl.png



blur_vector4_blur_vector4_out_gsl.png

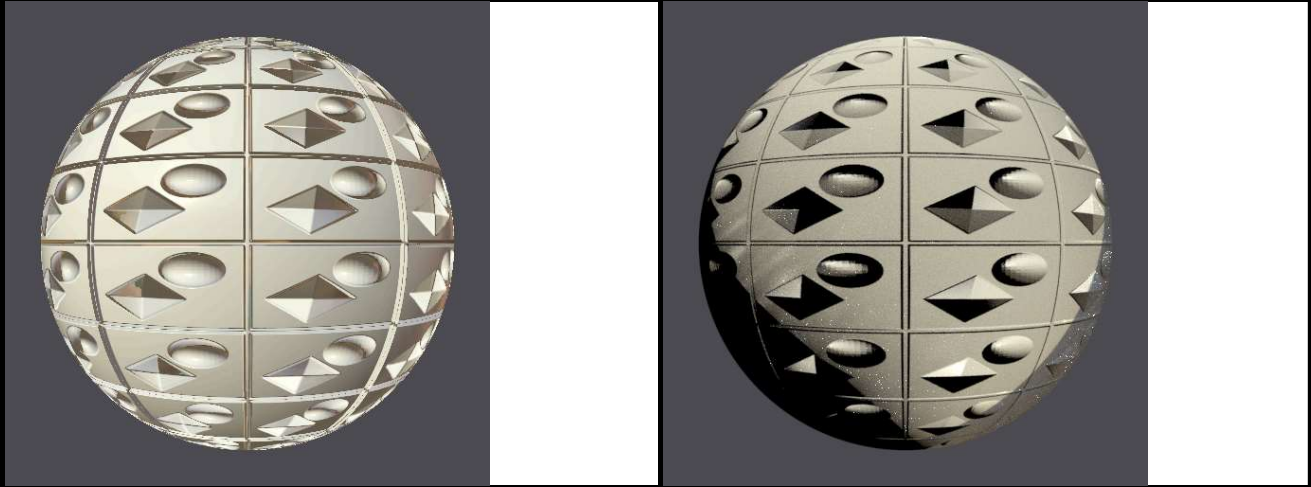
blur_vector4_blur_vector4_out_osl.png

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



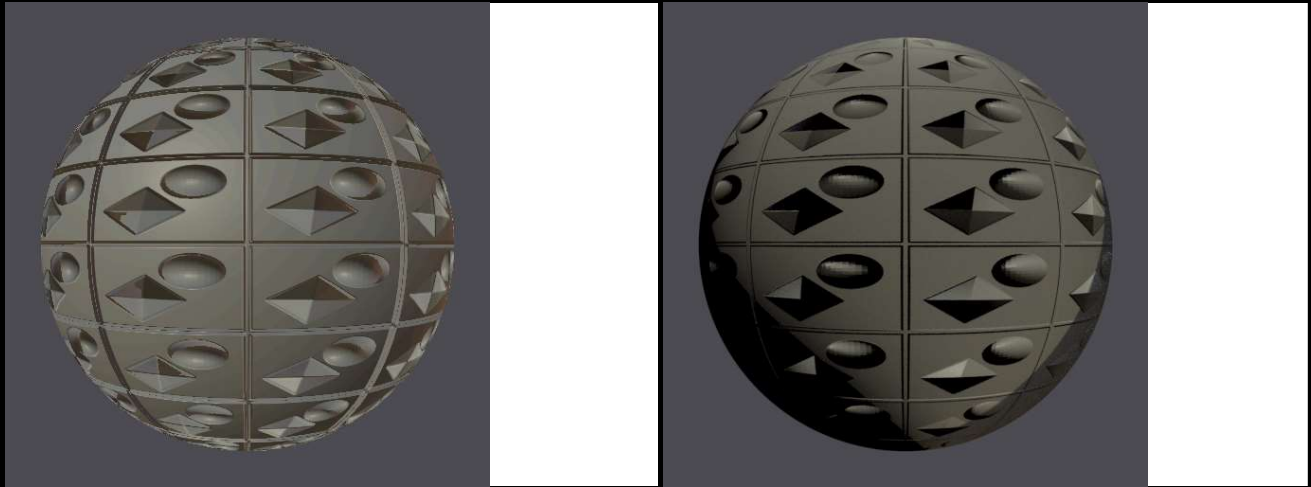
height_to_normal_height_to_normal_out_gsl.png

height_to_normal_height_to_normal_out_osl.png



height_to_normal_standard_surface_out_gsl.png

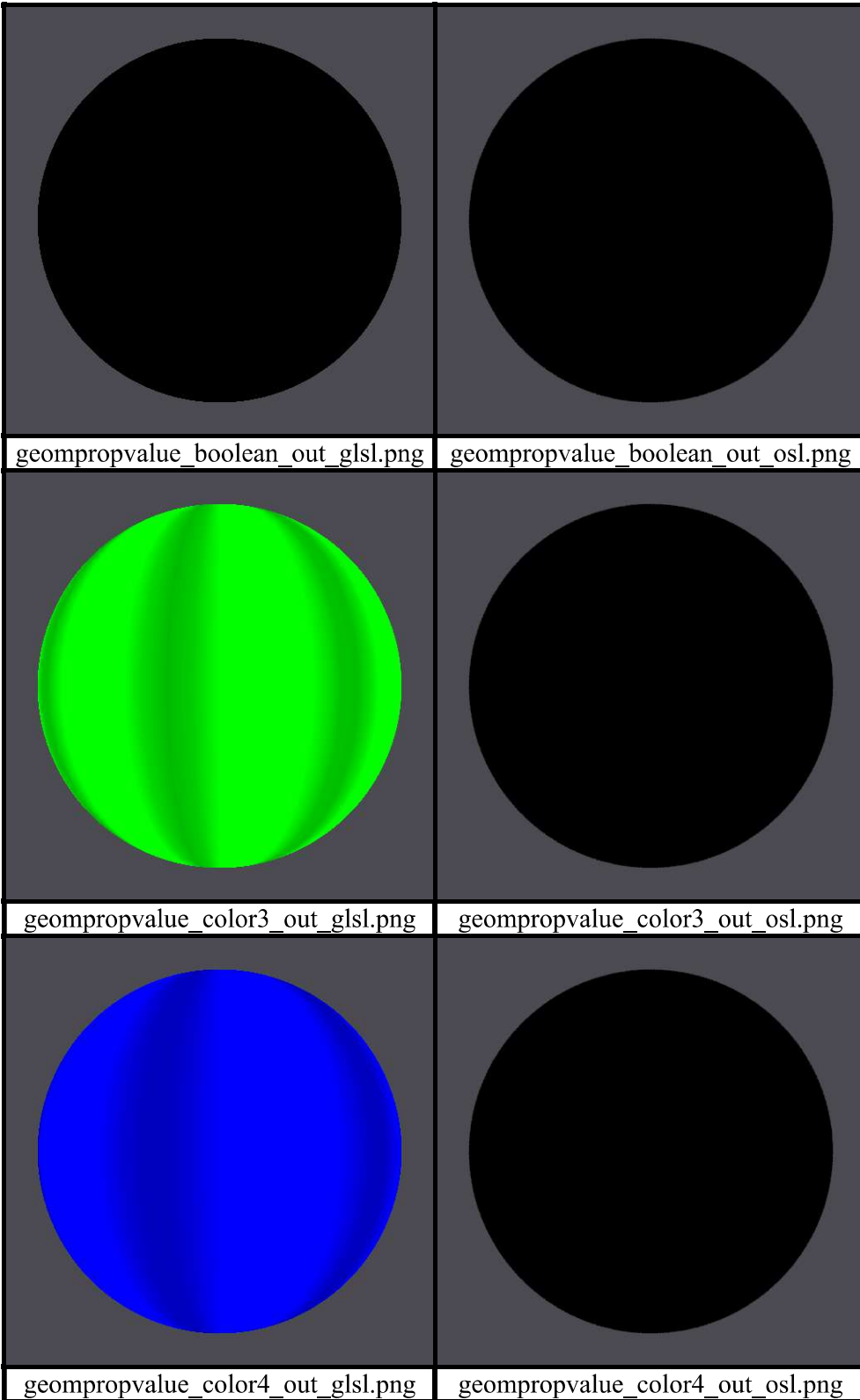
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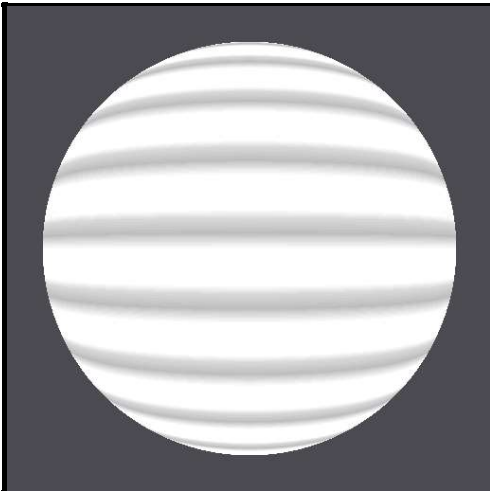
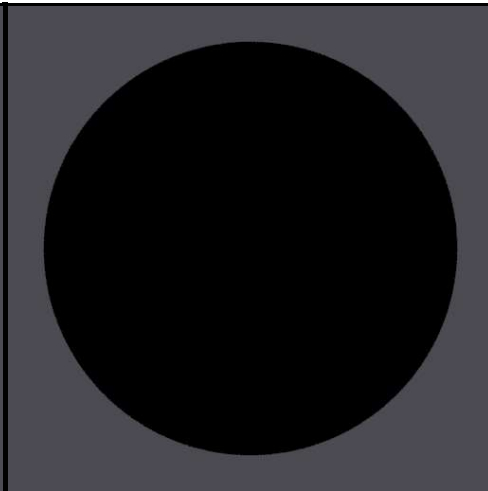
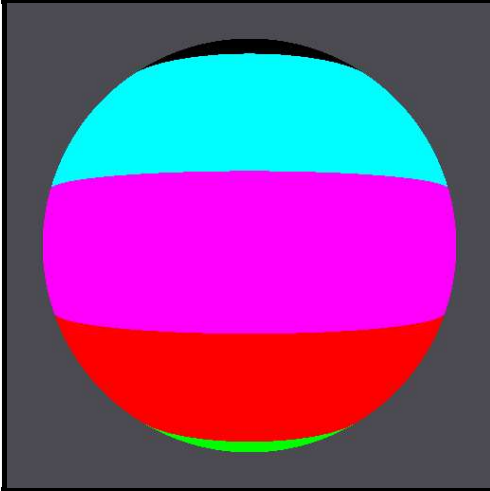
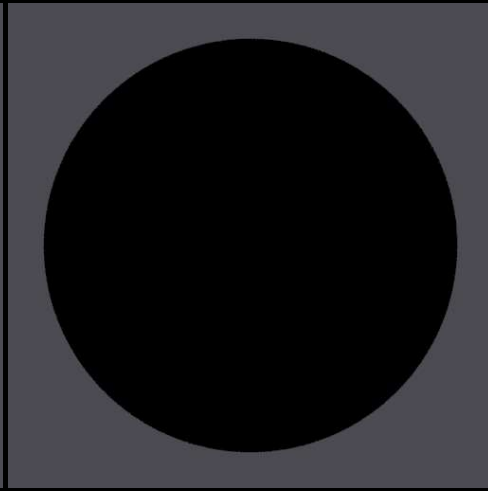
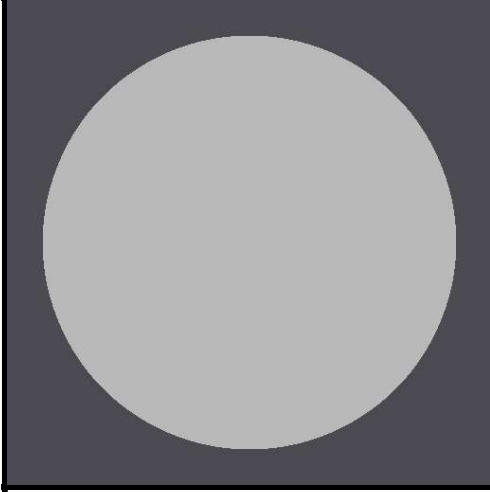
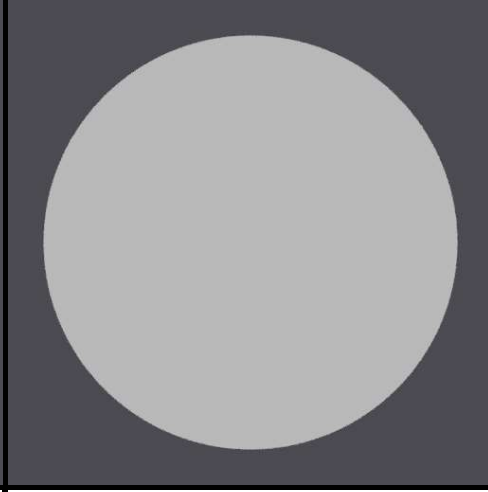


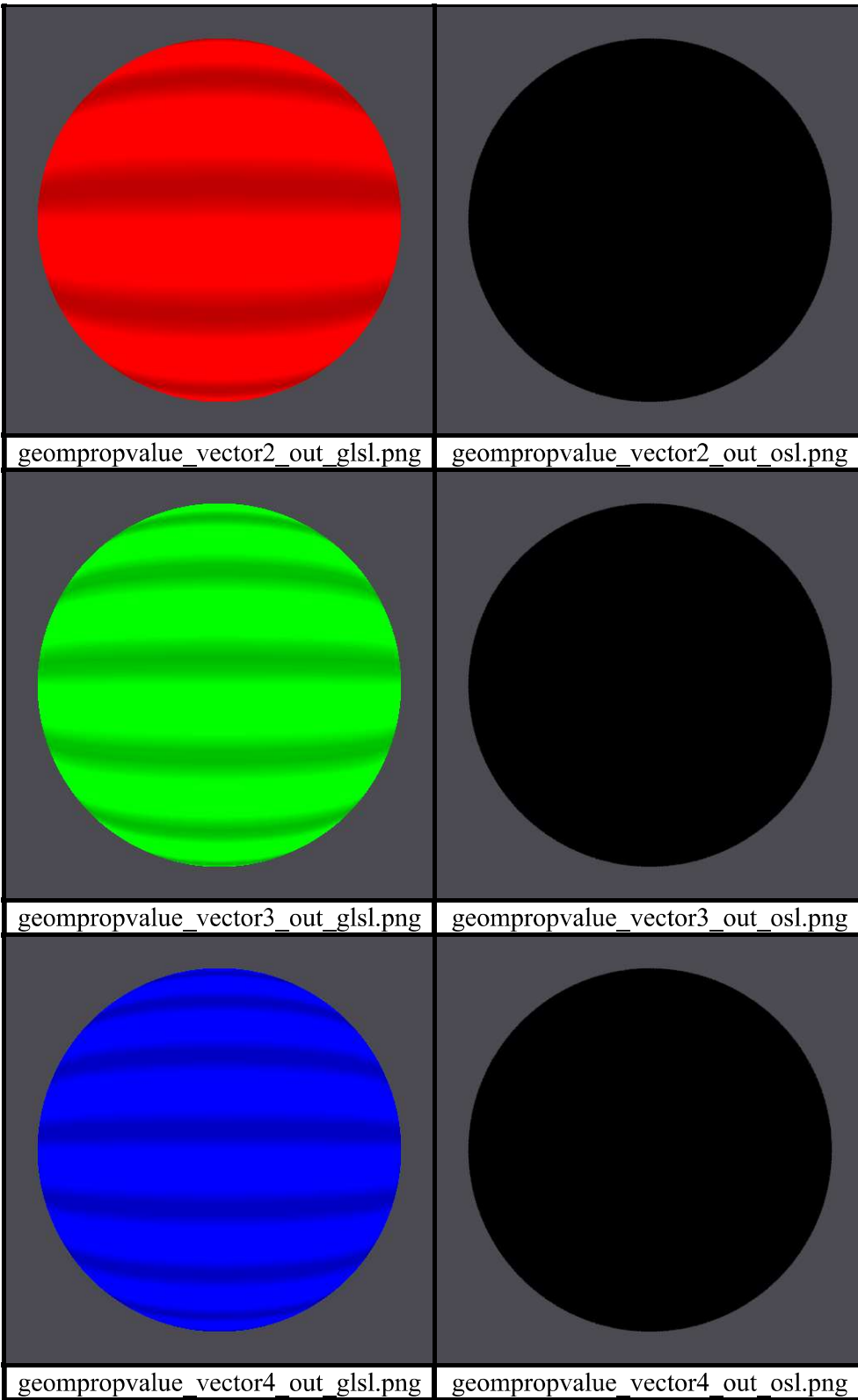
height_to_normal_usd_preview_surface_out_gsl.png

height_to_normal_usd_preview_surface_out_osl.png

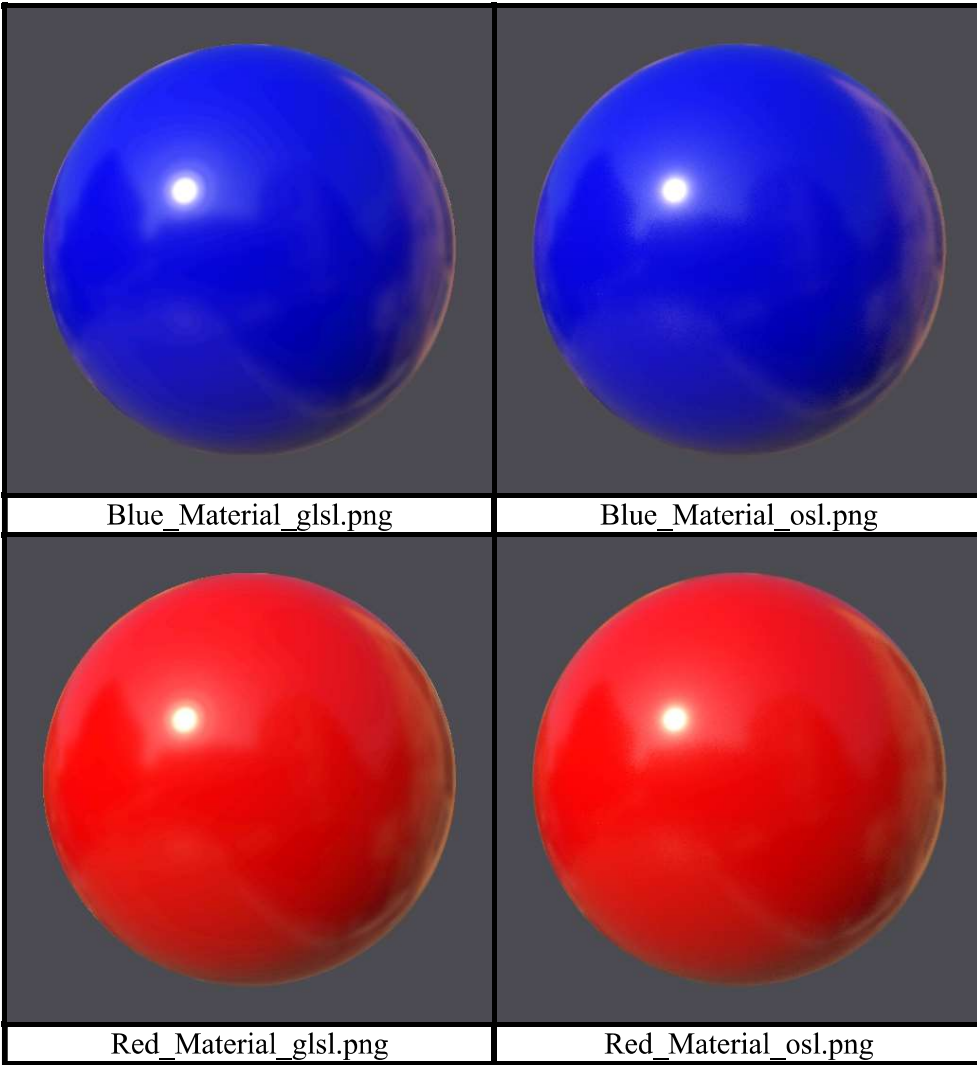
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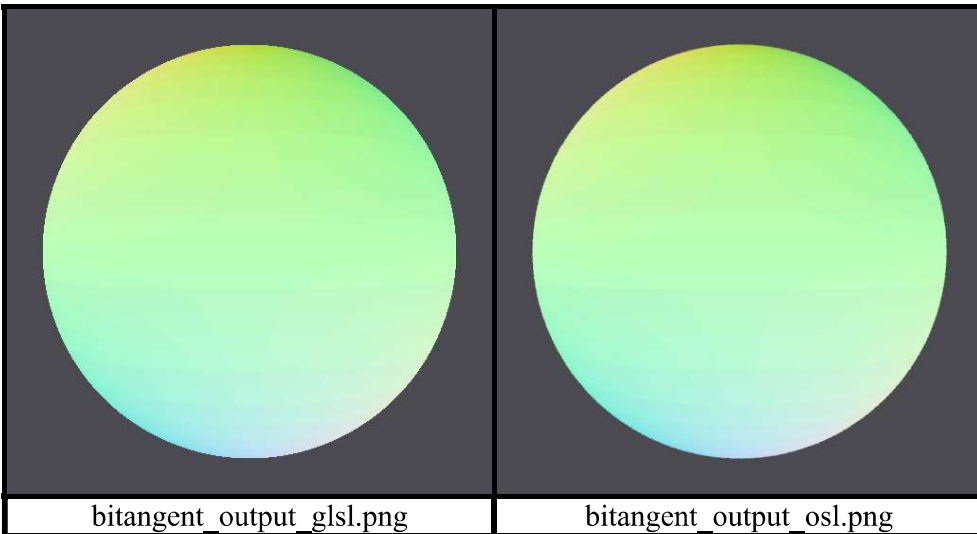
	
<code>geompropvalue_float_out_gsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_gsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_gsl.png</code>	<code>geompropvalue_string_out_osl.png</code>

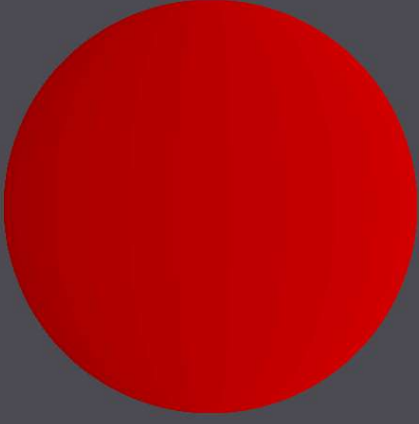
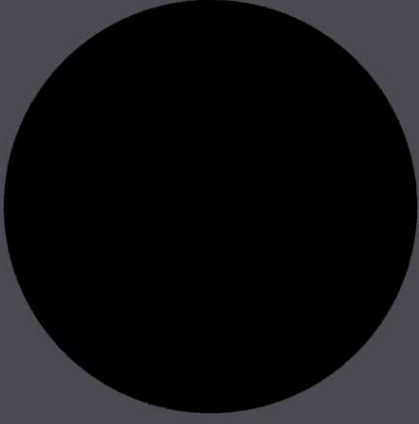

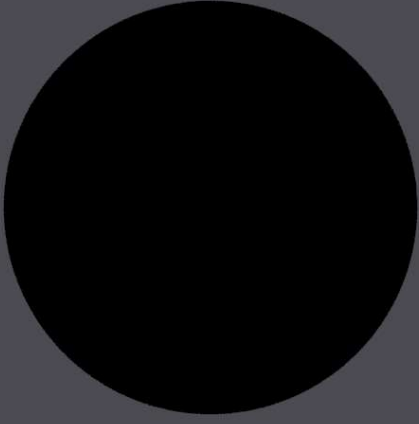

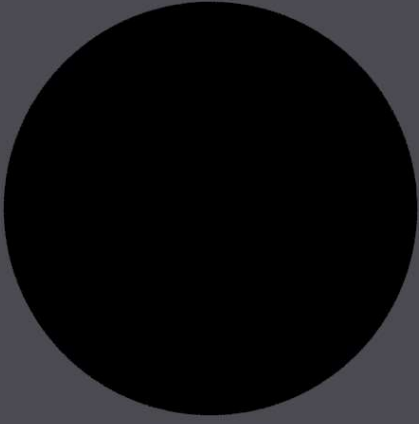


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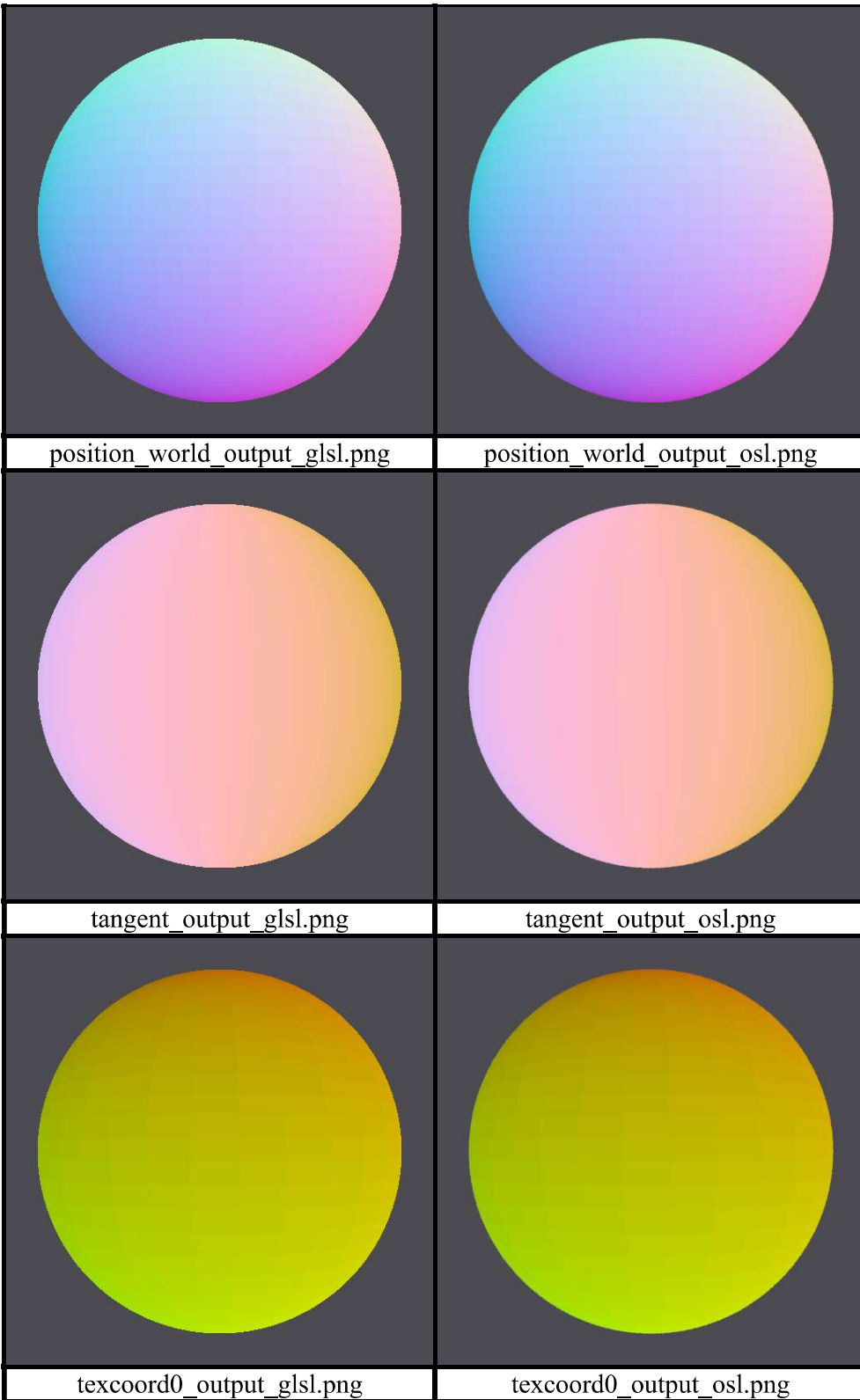


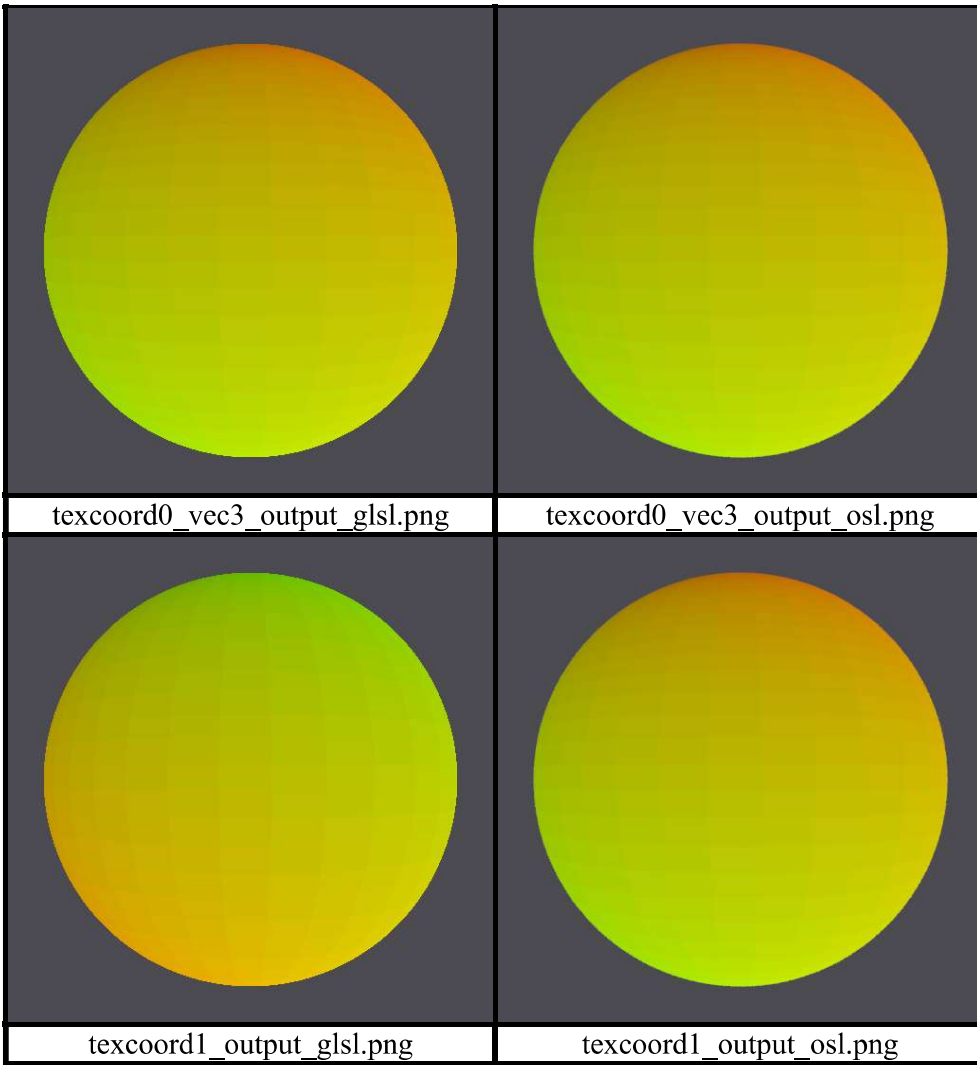
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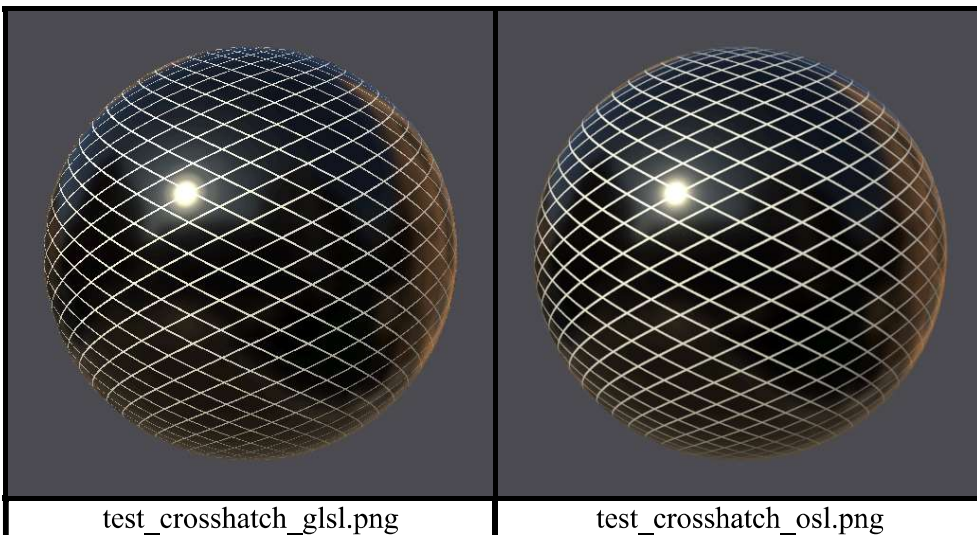
	
<code>color_float_output_glsl.png</code>	<code>color_float_output_osl.png</code>
	
<code>color_vec3_output_glsl.png</code>	<code>color_vec3_output_osl.png</code>
	
<code>color_vec4_output_glsl.png</code>	<code>color_vec4_output_osl.png</code>

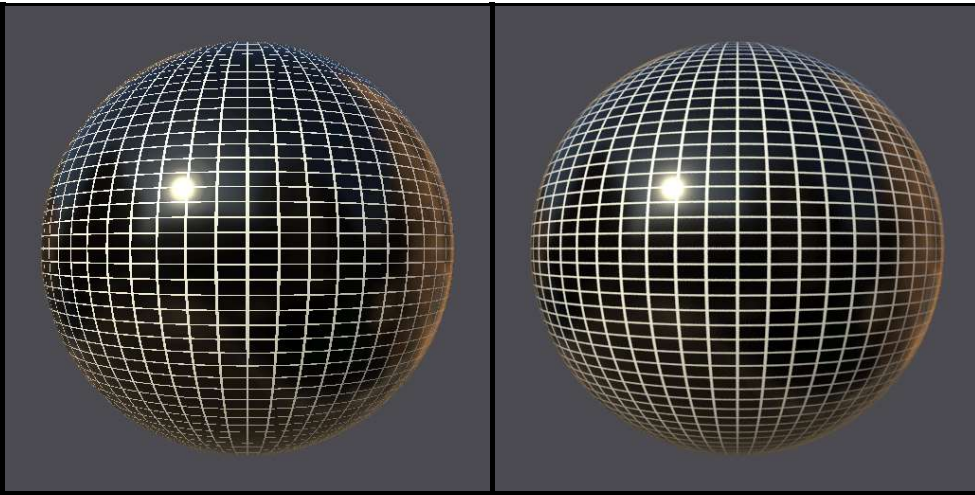






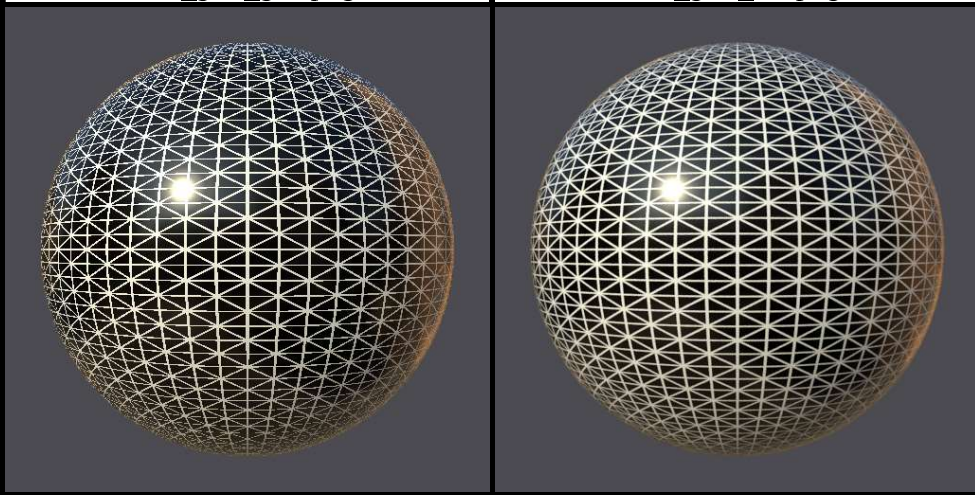
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test_grid_gsl.png

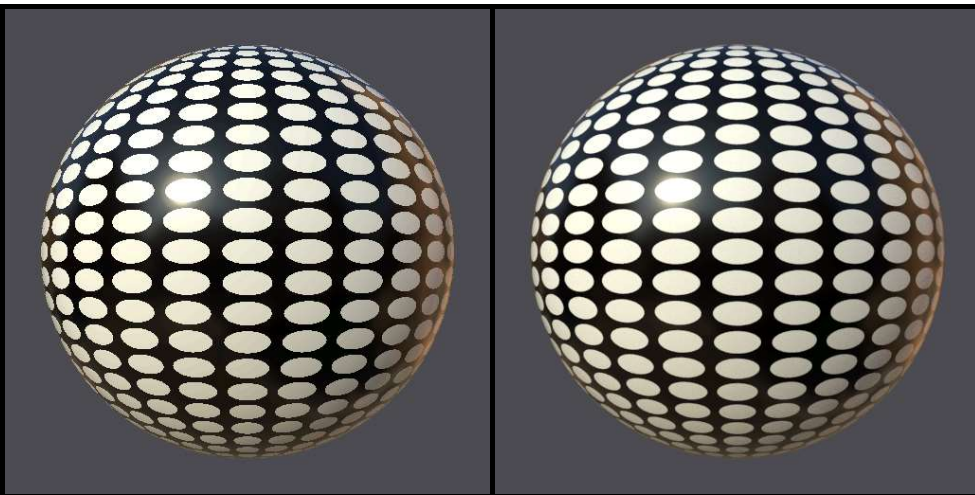
test_grid_osl.png



test_union_gsl.png

test_union_osl.png

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



test_tiledcircles_gsl.png

test_tiledcircles_osl.png

