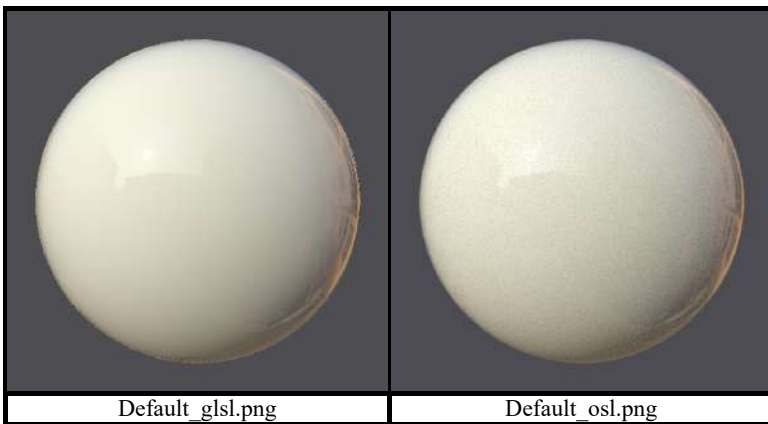


**gsl (in: D:\git\niklasharrysson\MaterialX\build\installed\Resources\Materials) vs osl (in: D:\git\niklasharrysson\MaterialX\python\MaterialXTest)**

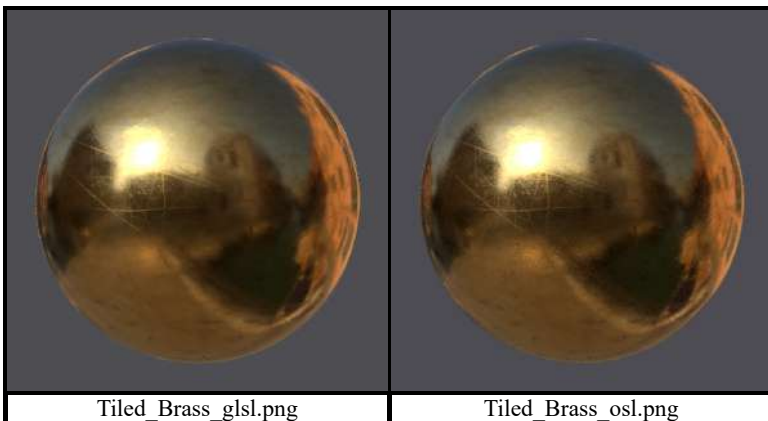
D:\git\niklasharrysson\MaterialX\build\installed\Resources\Materials\Examples\GltfPbr\glTF\_pbr\_boombox:



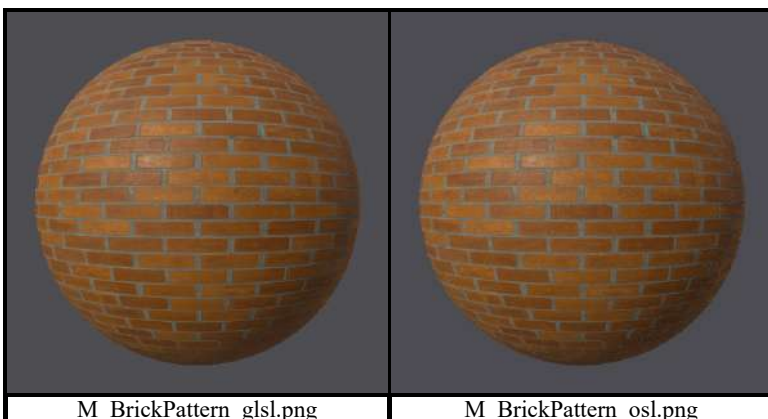
D:\git\niklasharrysson\MaterialX\build\installed\Resources\Materials\Examples\GltfPbr\glTF\_pbr\_default:



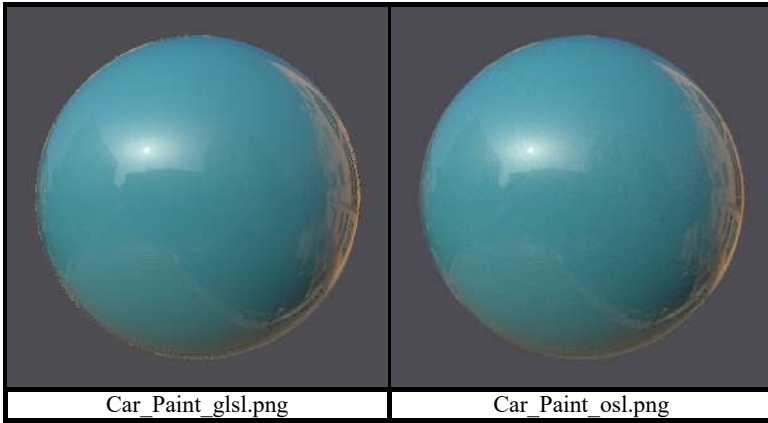
D:\git\niklasharrysson\MaterialX\build\installed\Resources\Materials\Examples\StandardSurface\standard\_surface\_brass\_tiled:



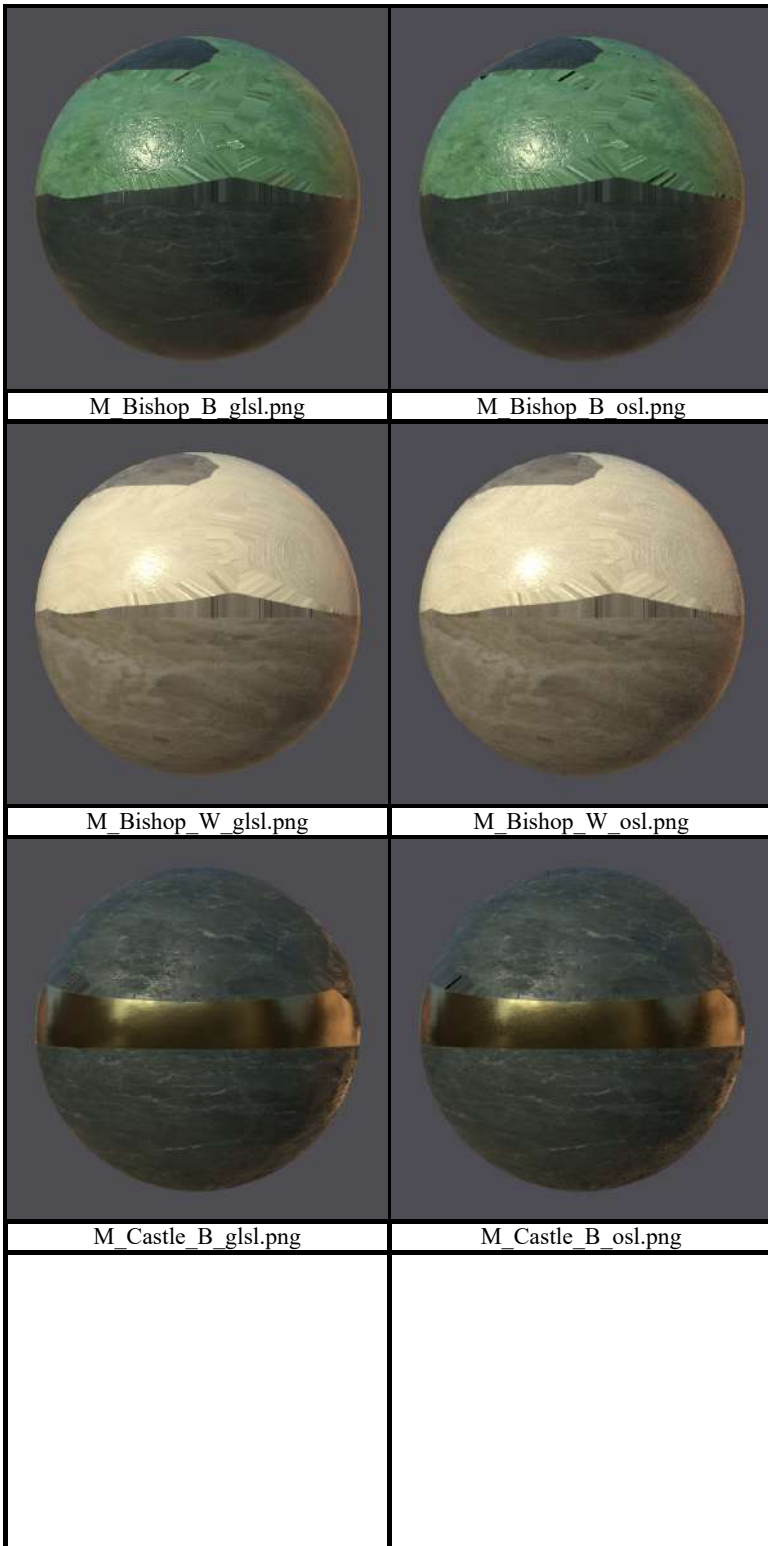
D:\git\niklasharrysson\MaterialX\build\installed\Resources\Materials\Examples\StandardSurface\standard\_surface\_brick\_procedural:

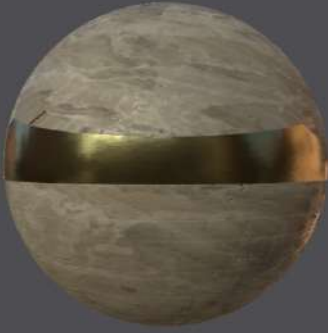


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_carpaint:

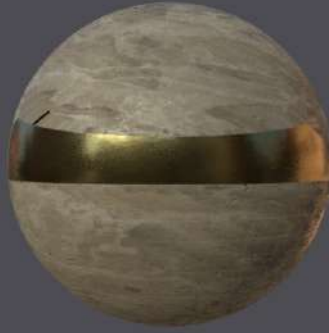


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_chess\_set:

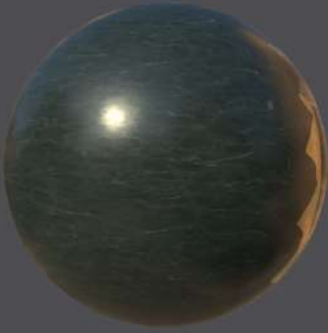




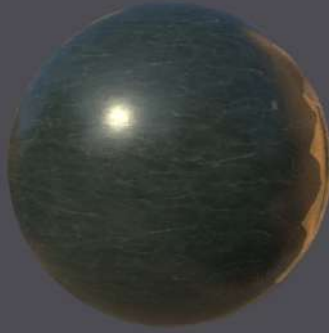
M\_Castle\_W\_gsl.png



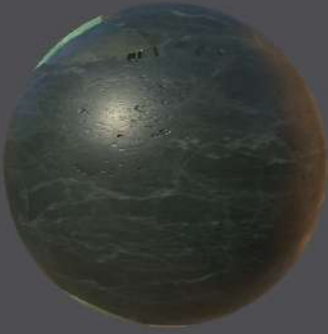
M\_Castle\_W\_osl.png



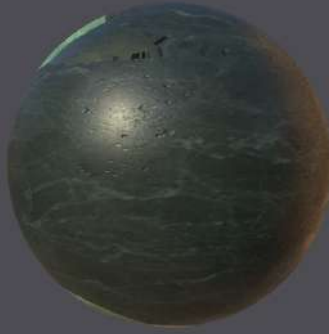
M\_Chessboard\_gsl.png



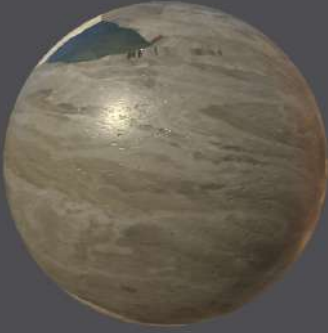
M\_Chessboard\_osl.png



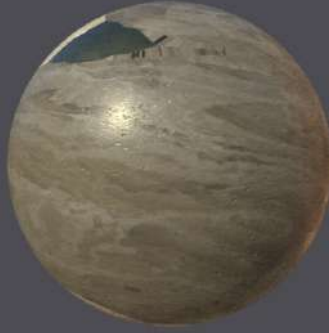
M\_King\_B\_gsl.png



M\_King\_B\_osl.png



M\_King\_W\_gsl.png



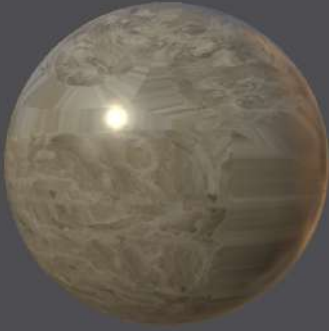
M\_King\_W\_osl.png



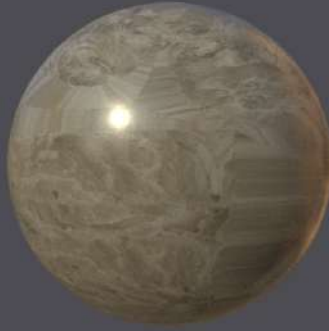
M\_Knight\_B\_gsl.png



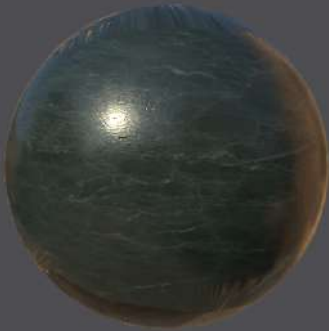
M\_Knight\_B\_osl.png



M\_Knight\_W\_glsl.png



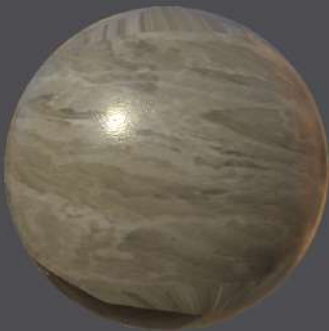
M\_Knight\_W\_osl.png



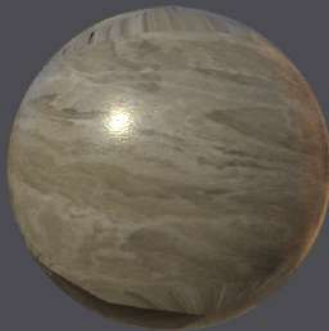
M\_Pawn\_Body\_B\_glsl.png



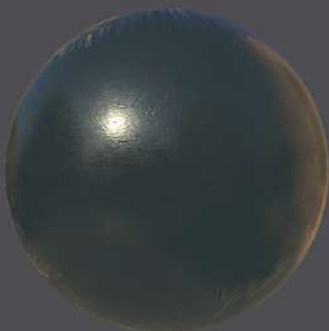
M\_Pawn\_Body\_B\_osl.png



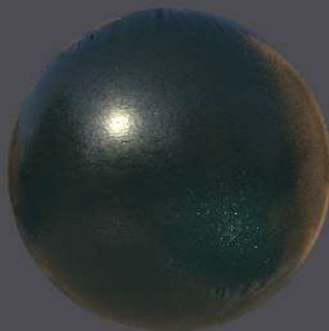
M\_Pawn\_Body\_W\_glsl.png



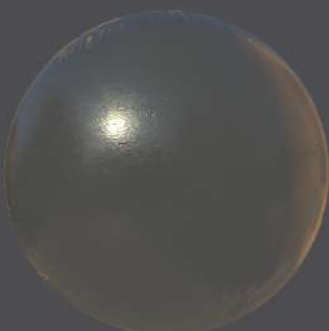
M\_Pawn\_Body\_W\_osl.png



M\_Pawn\_Top\_B\_glsl.png



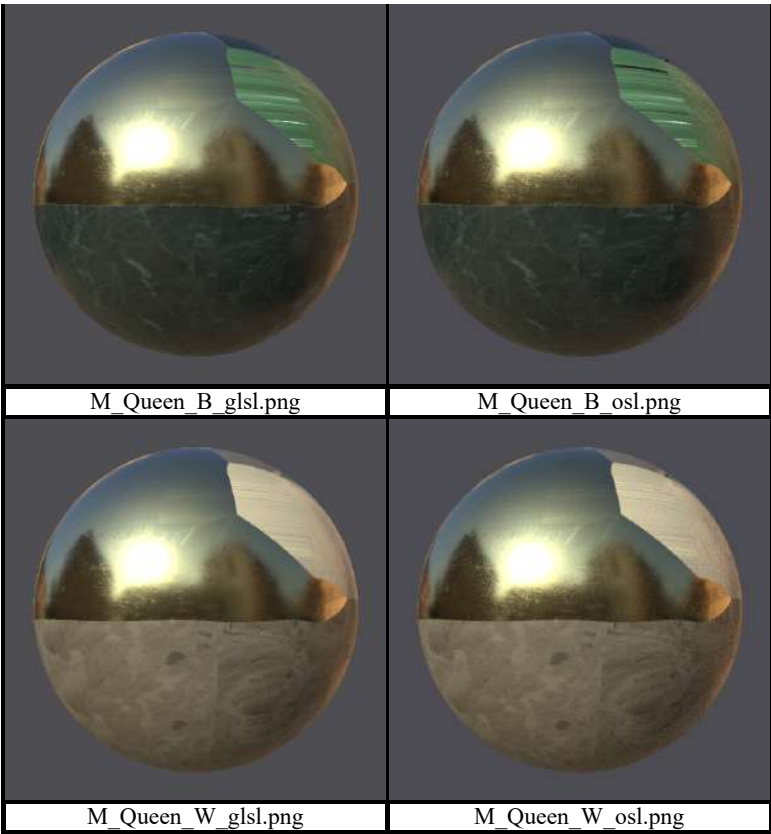
M\_Pawn\_Top\_B\_osl.png



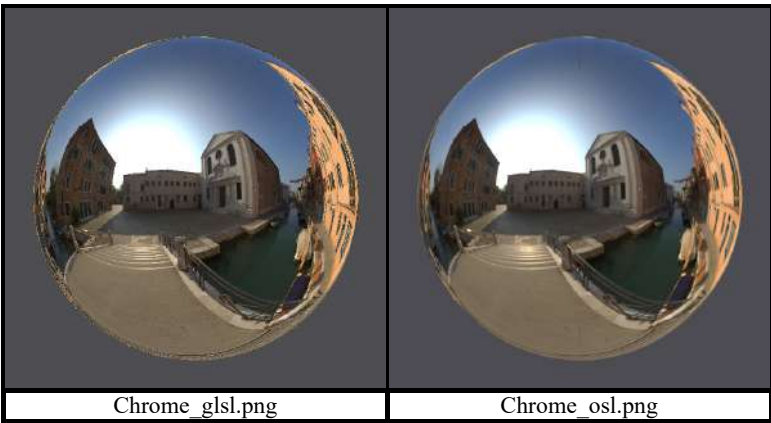
M\_Pawn\_Top\_W\_glsl.png



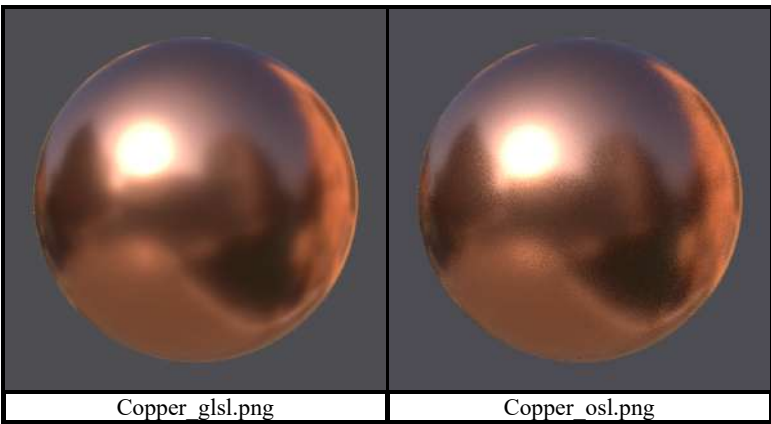
M\_Pawn\_Top\_W\_osl.png



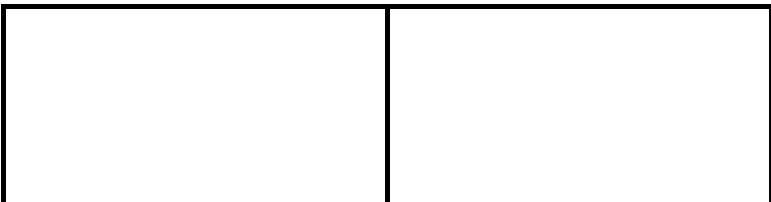
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_chrome:

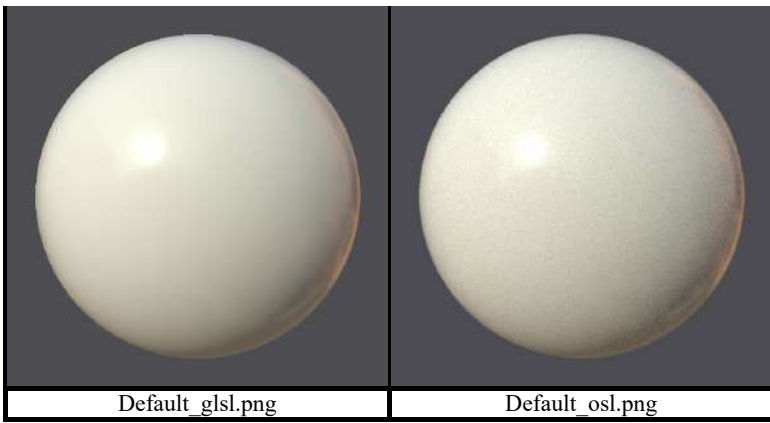


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_copper:

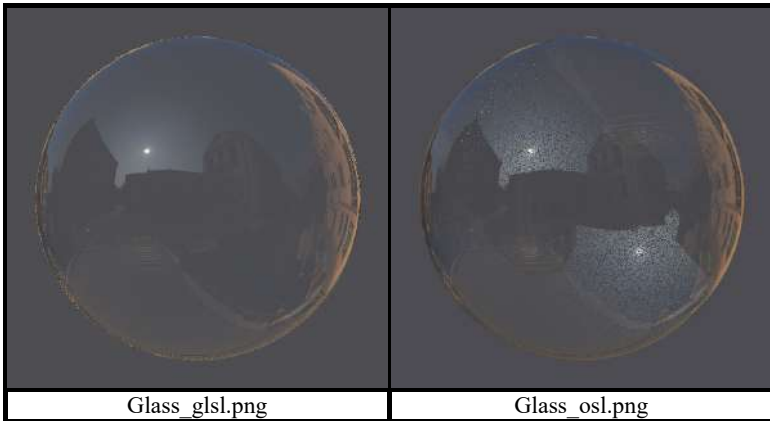


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_default:

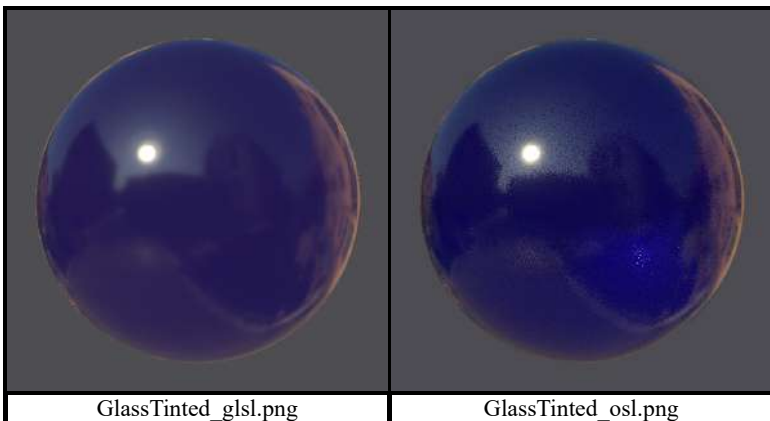




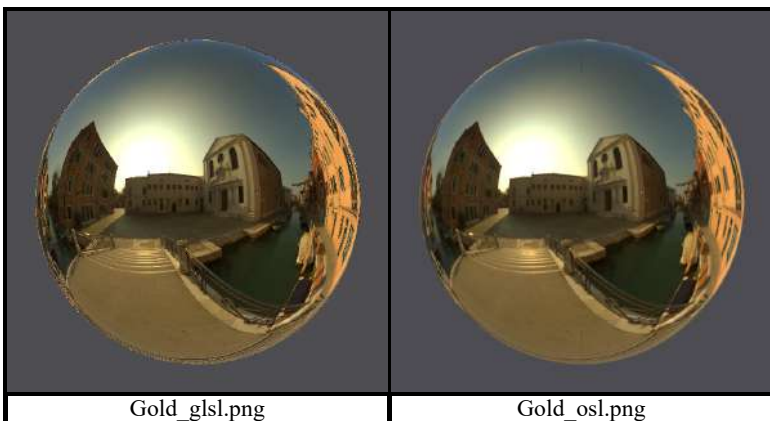
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_glass:



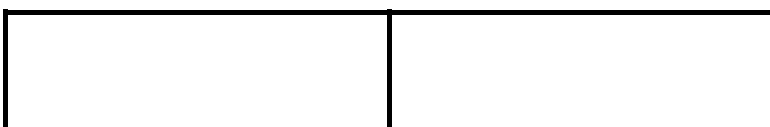
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_glass\_tinted:

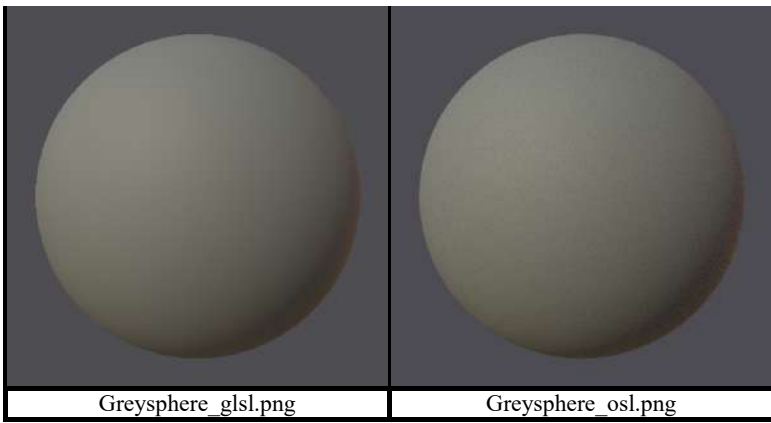


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_gold:



D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere:

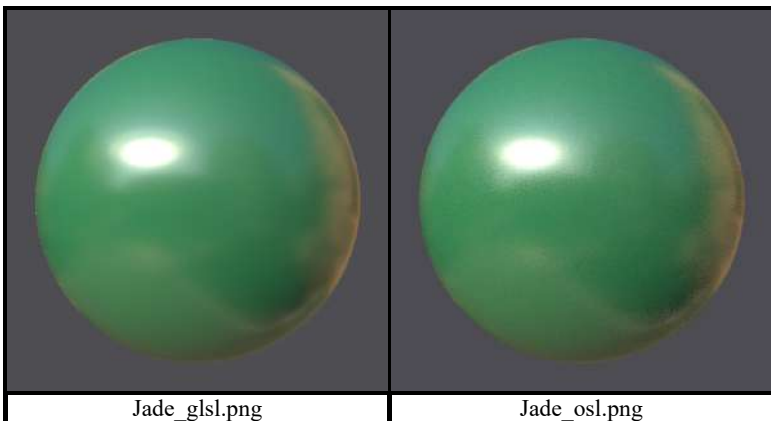




D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_greysphere\_calibration:

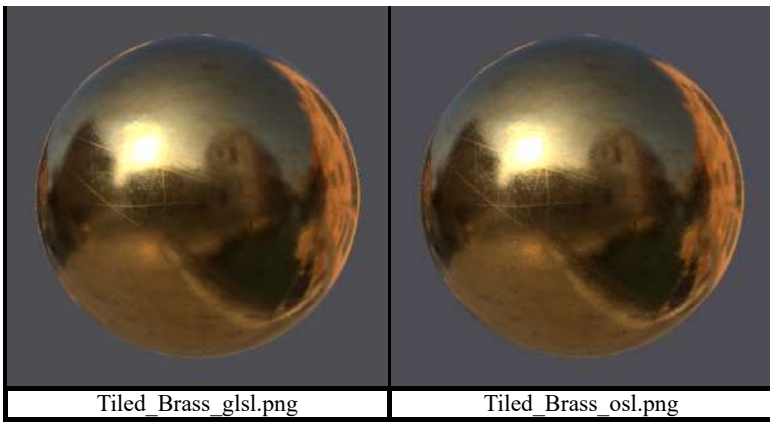


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_jade:

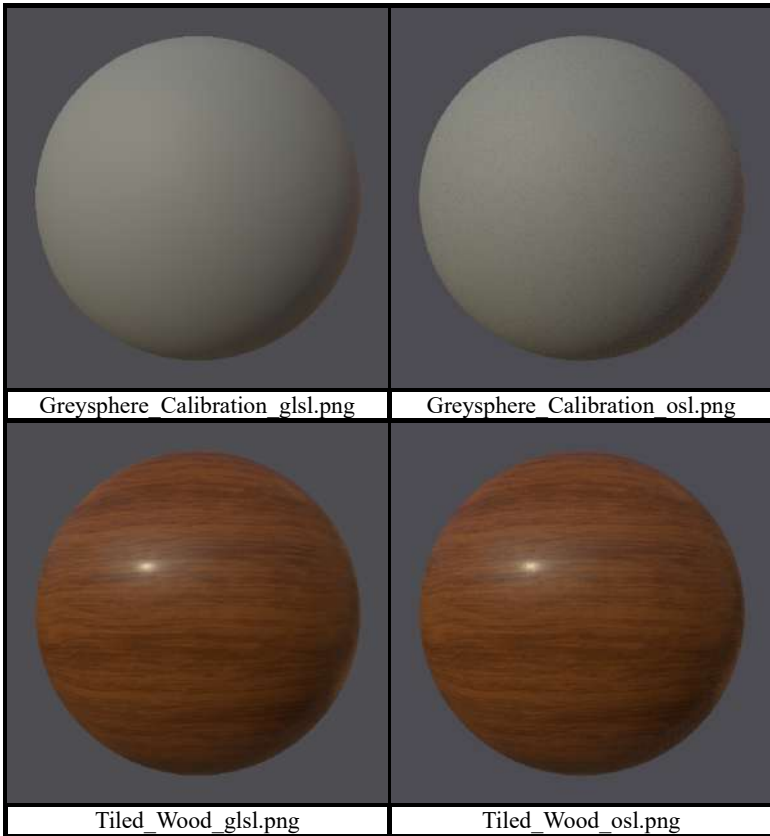


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_brass\_tiled:

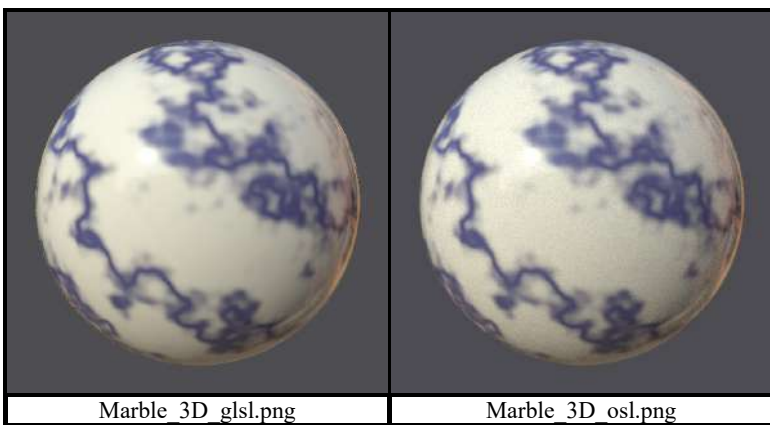




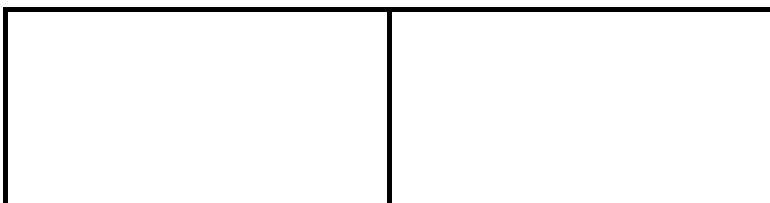
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_look\_wood\_tiled:



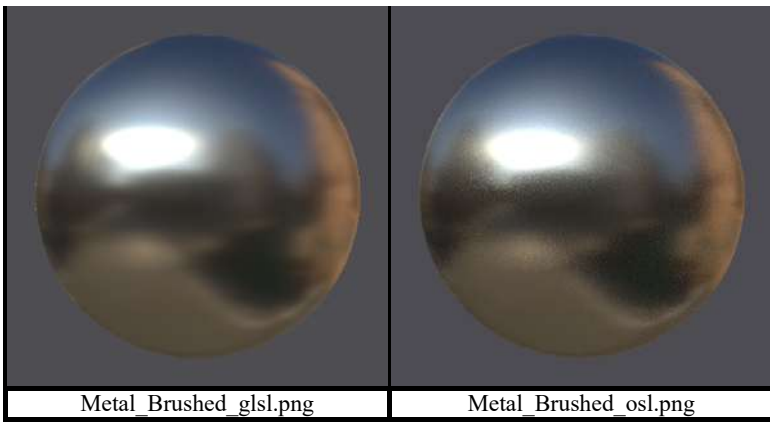
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_marble\_solid:



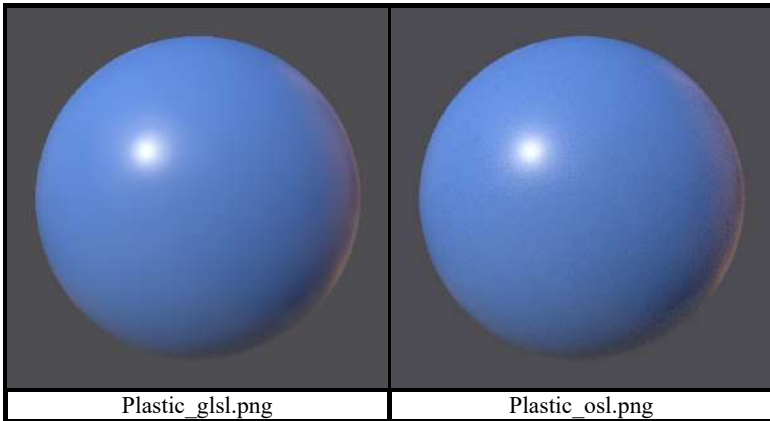
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_metal\_brushed:



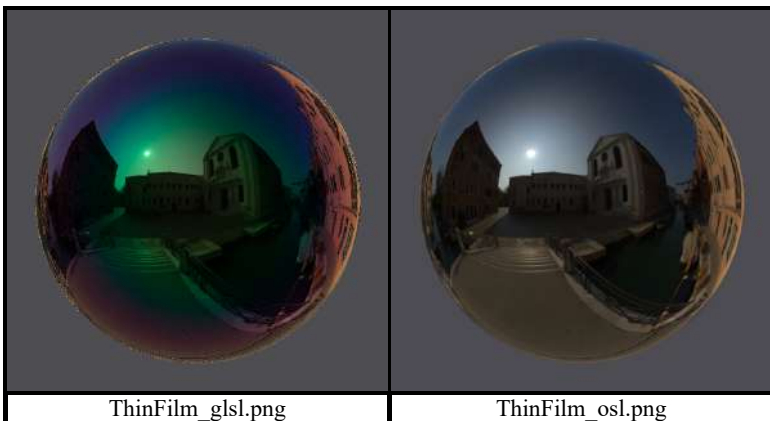




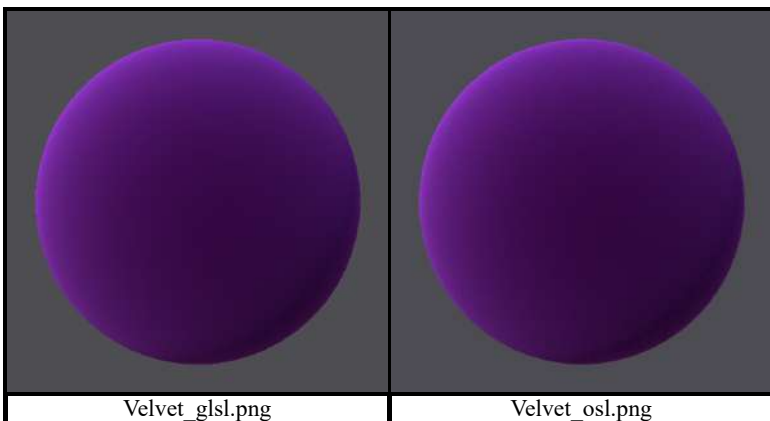
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_plastic:



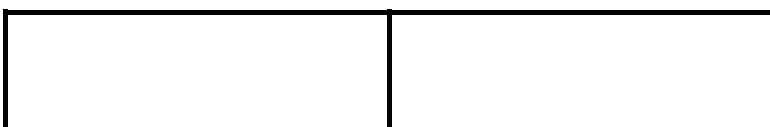
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_thin\_film:

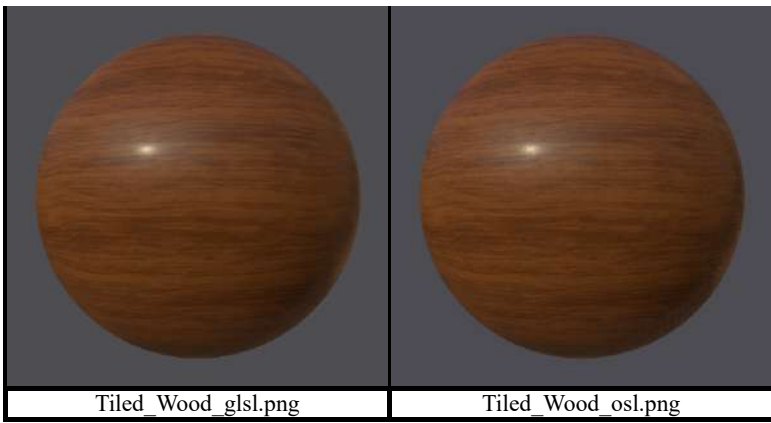


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_velvet:

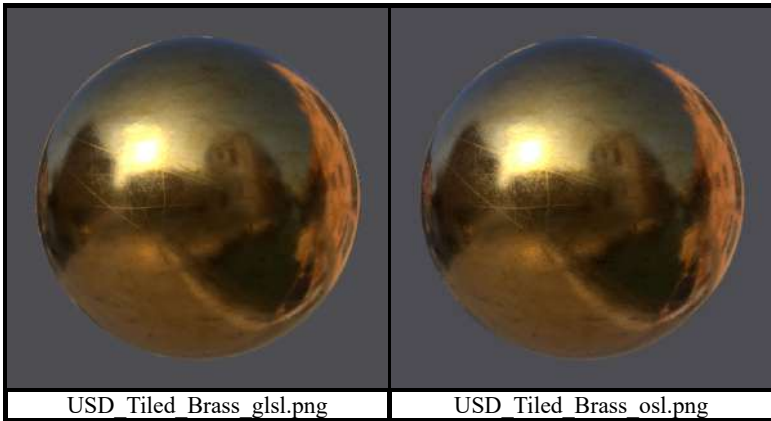


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\StandardSurface\standard\_surface\_wood\_tiled:

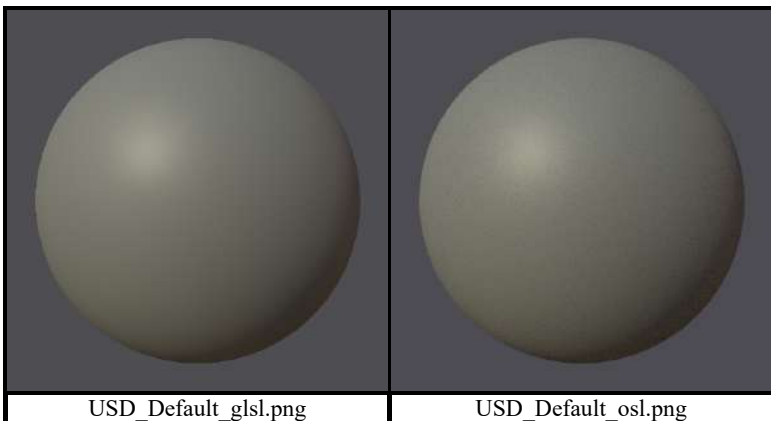




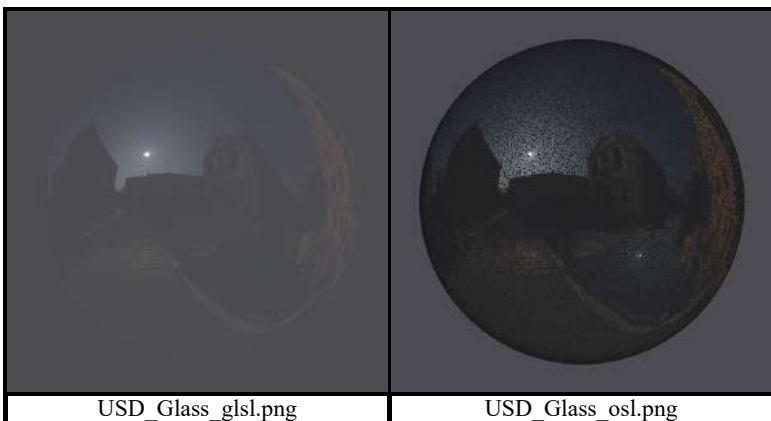
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\UsdPreviewSurface\usd\_preview\_surface\_brass\_tiled:



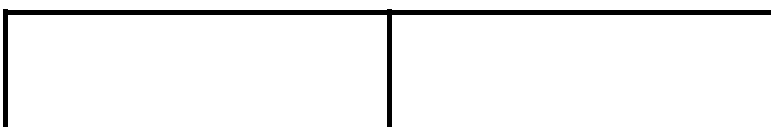
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\UsdPreviewSurface\usd\_preview\_surface\_default:

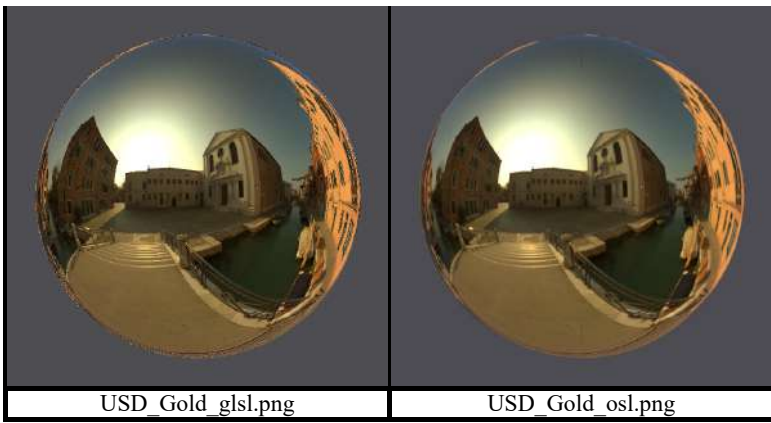


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\Examples\UsdPreviewSurface\usd\_preview\_surface\_glass:

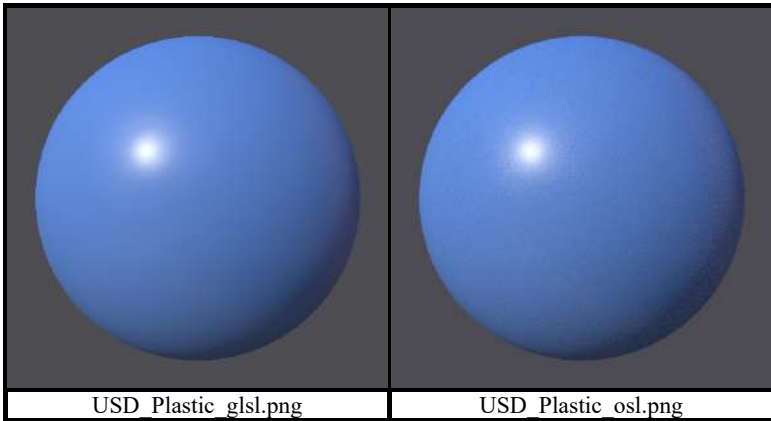


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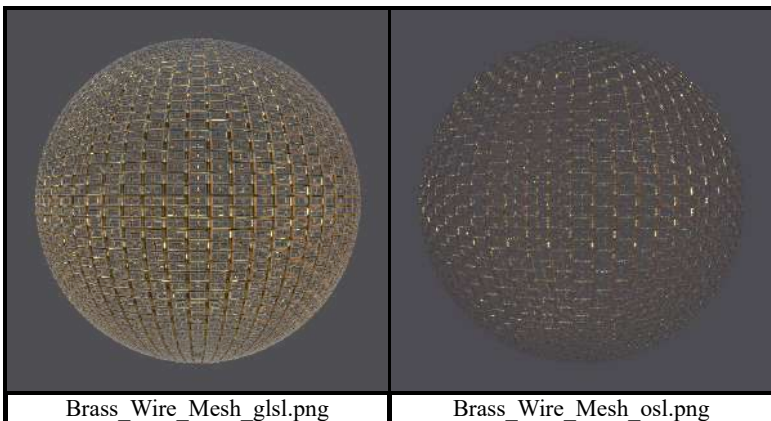




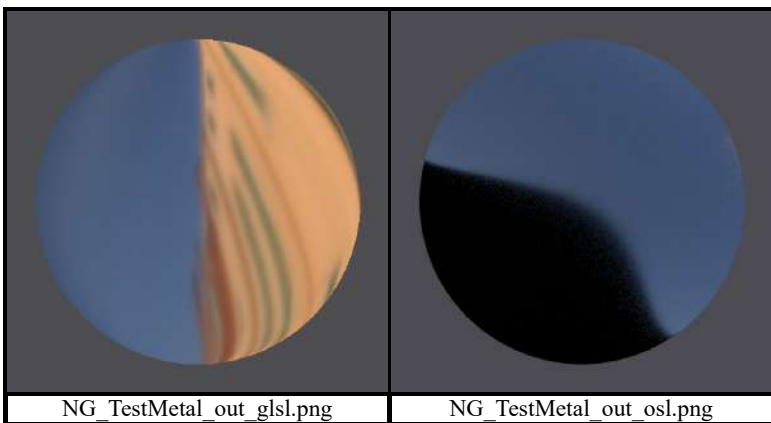
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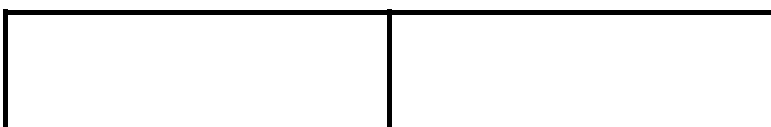
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\libraries\metal\brass\_wire\_mesh:

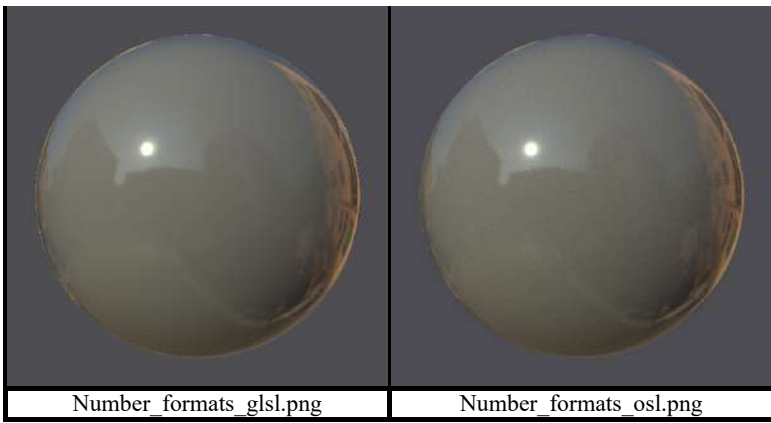


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\libraries\metal\libraries\metal\_definition:

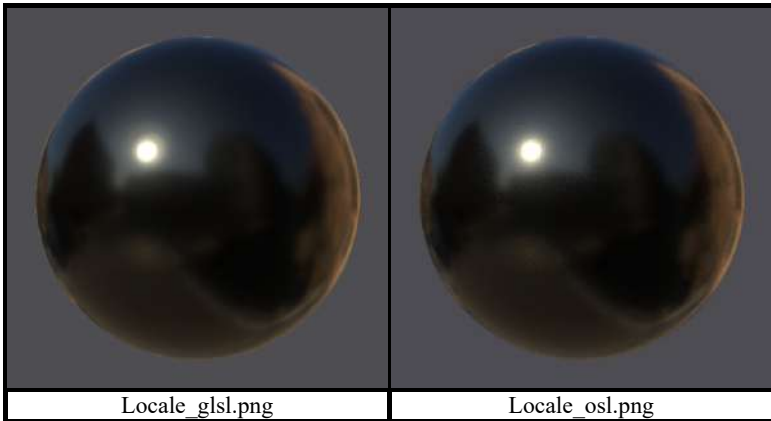


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\locale\numericformat:

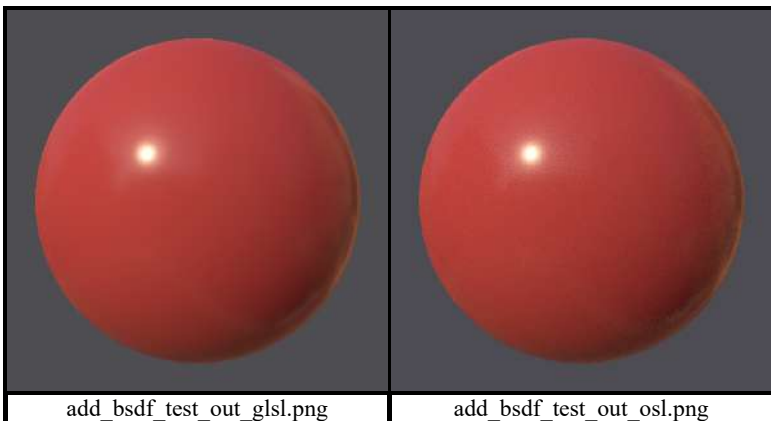




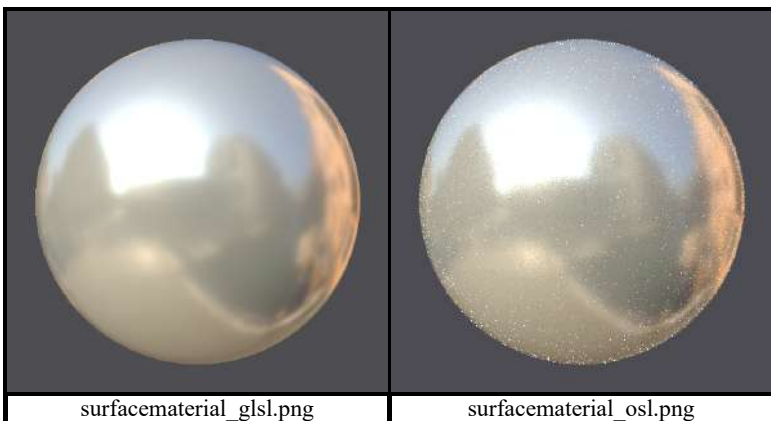
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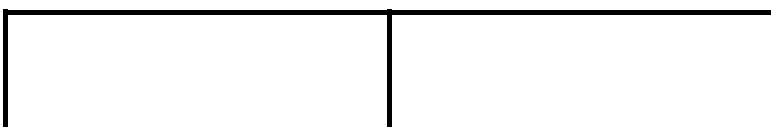
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\add\_bsdf:

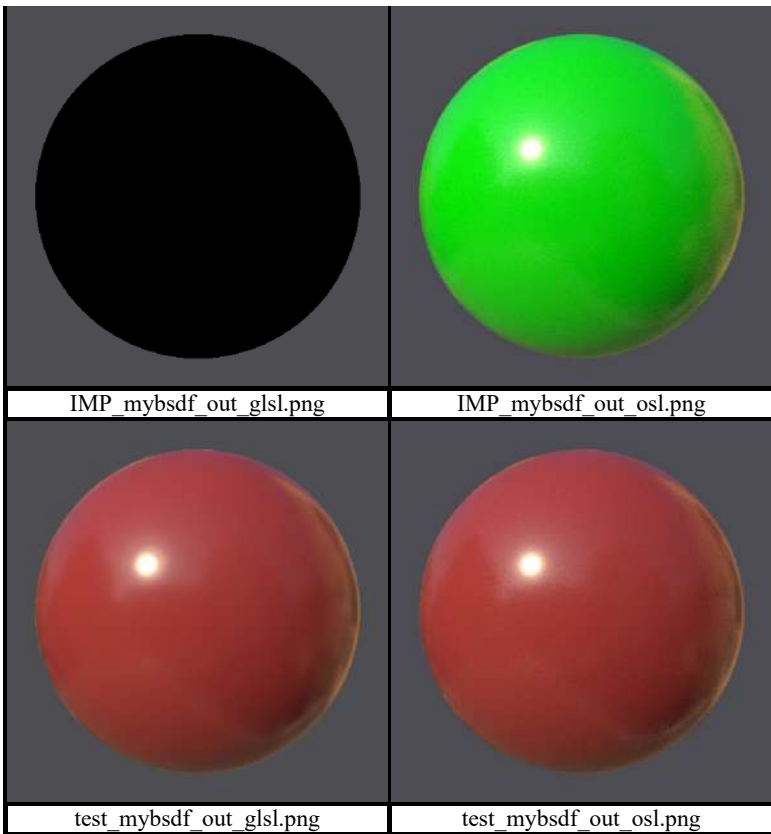


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\artistic\_ior:



D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\bsdf\_graph:

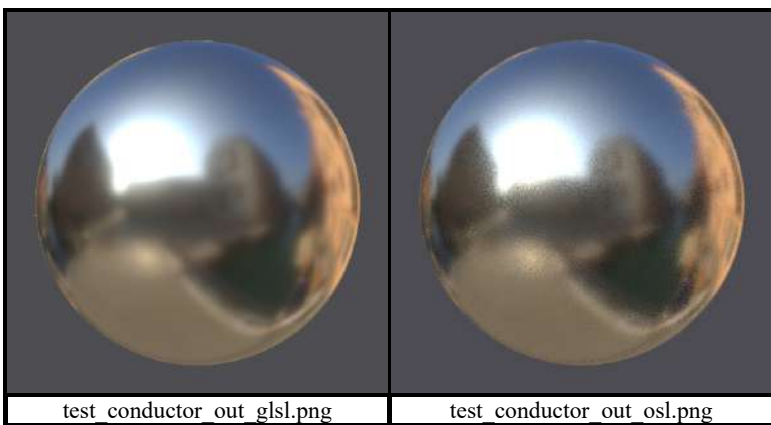




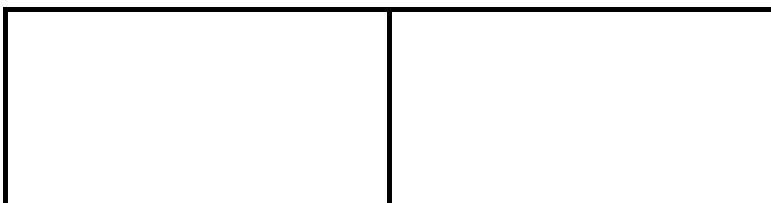
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\burley\_diffuse:

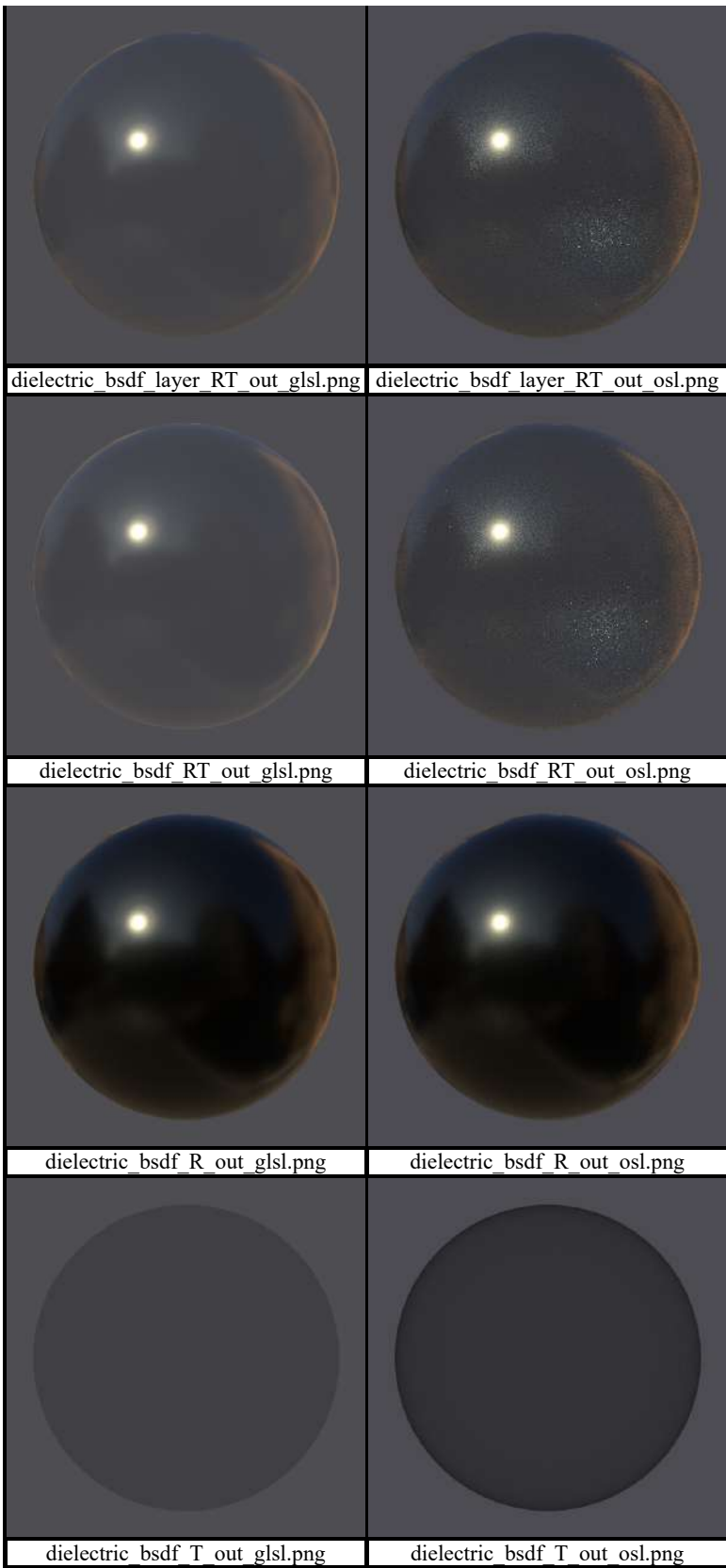


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

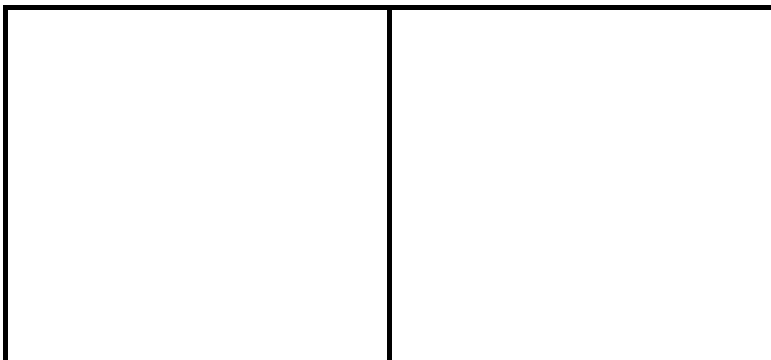


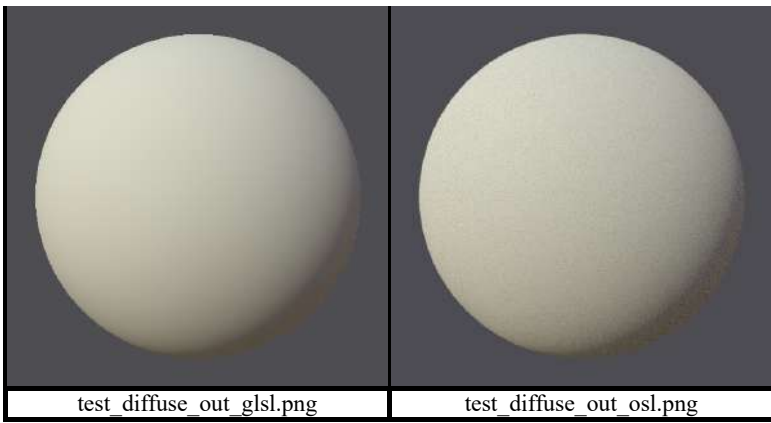
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:



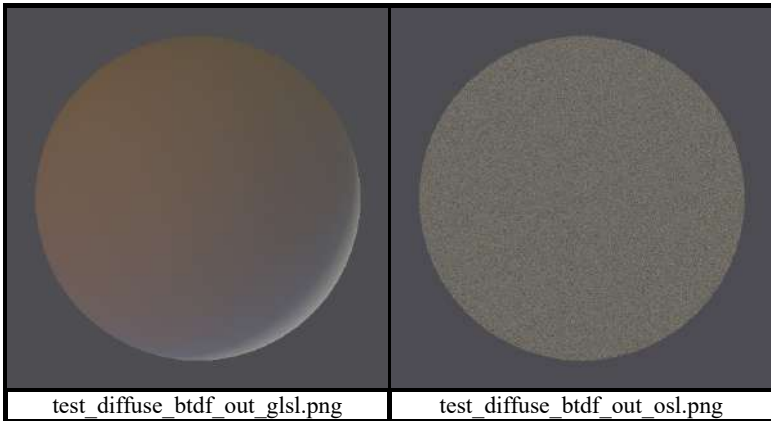


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\diffuse\_brdf:

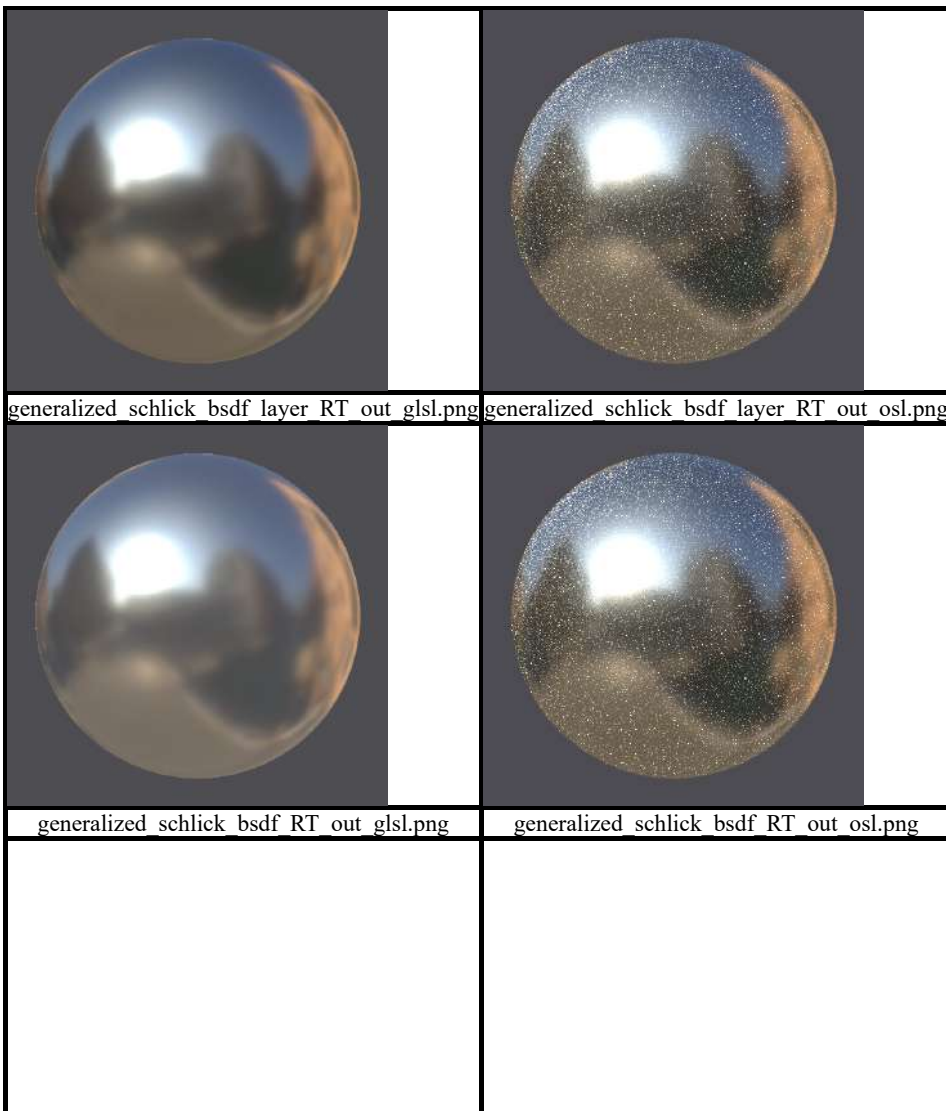


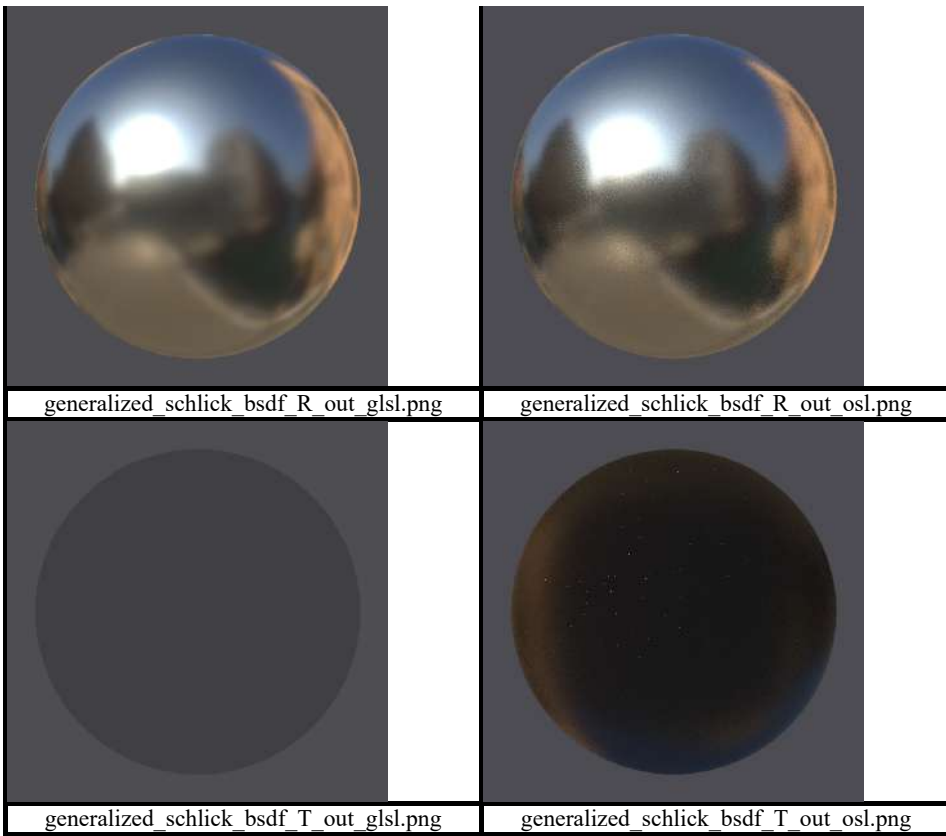


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\diffuse\_btdf:

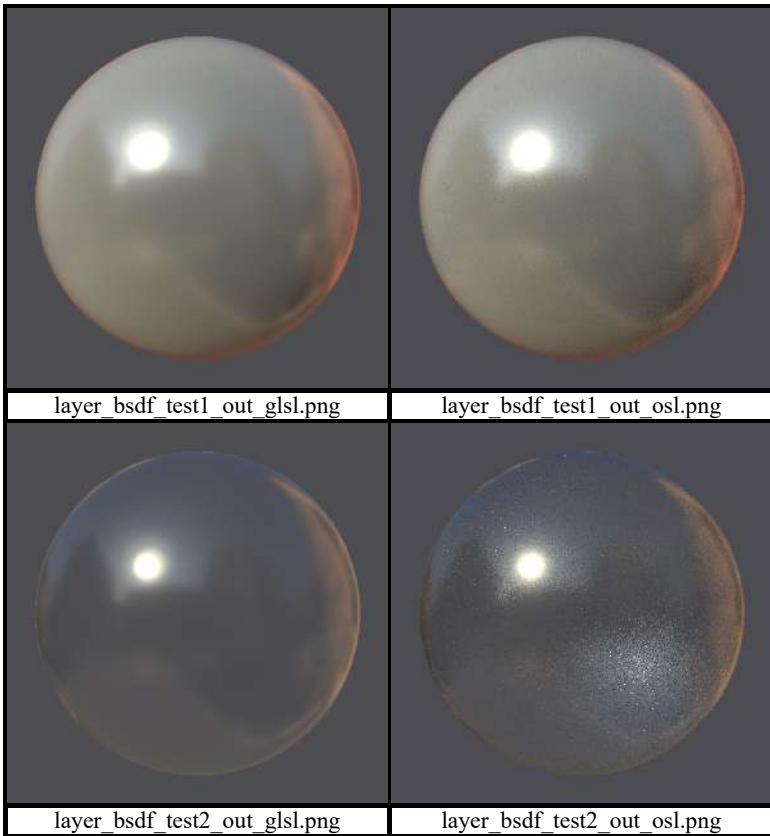


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\generalized\_schlick:

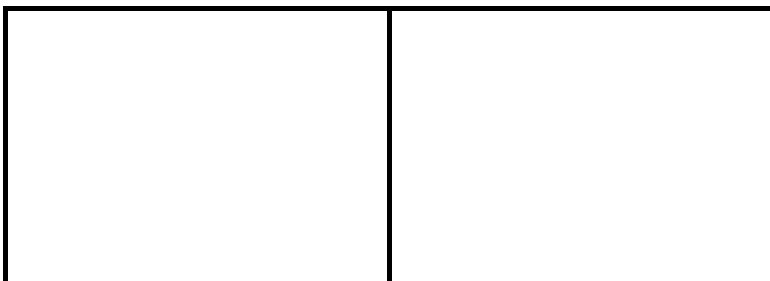




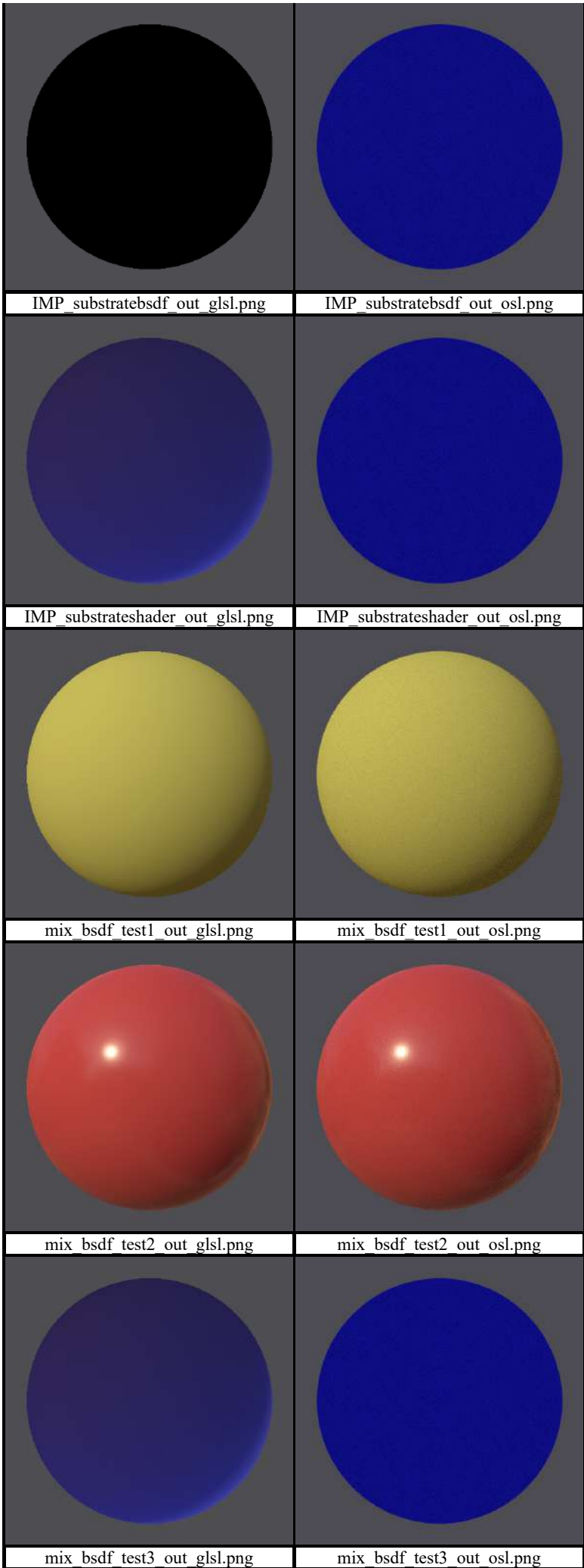
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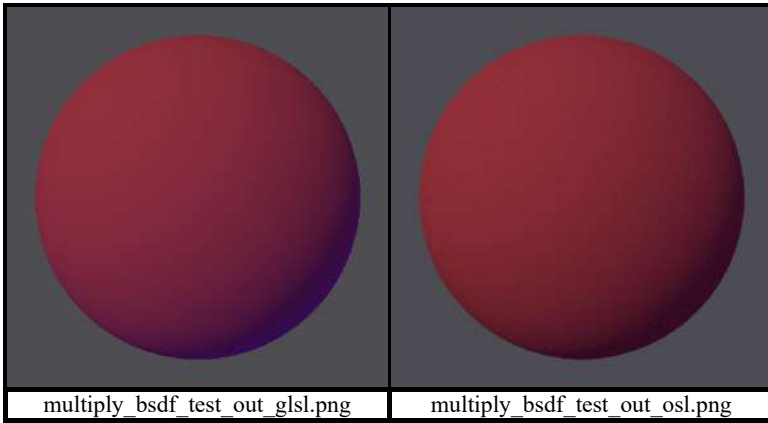
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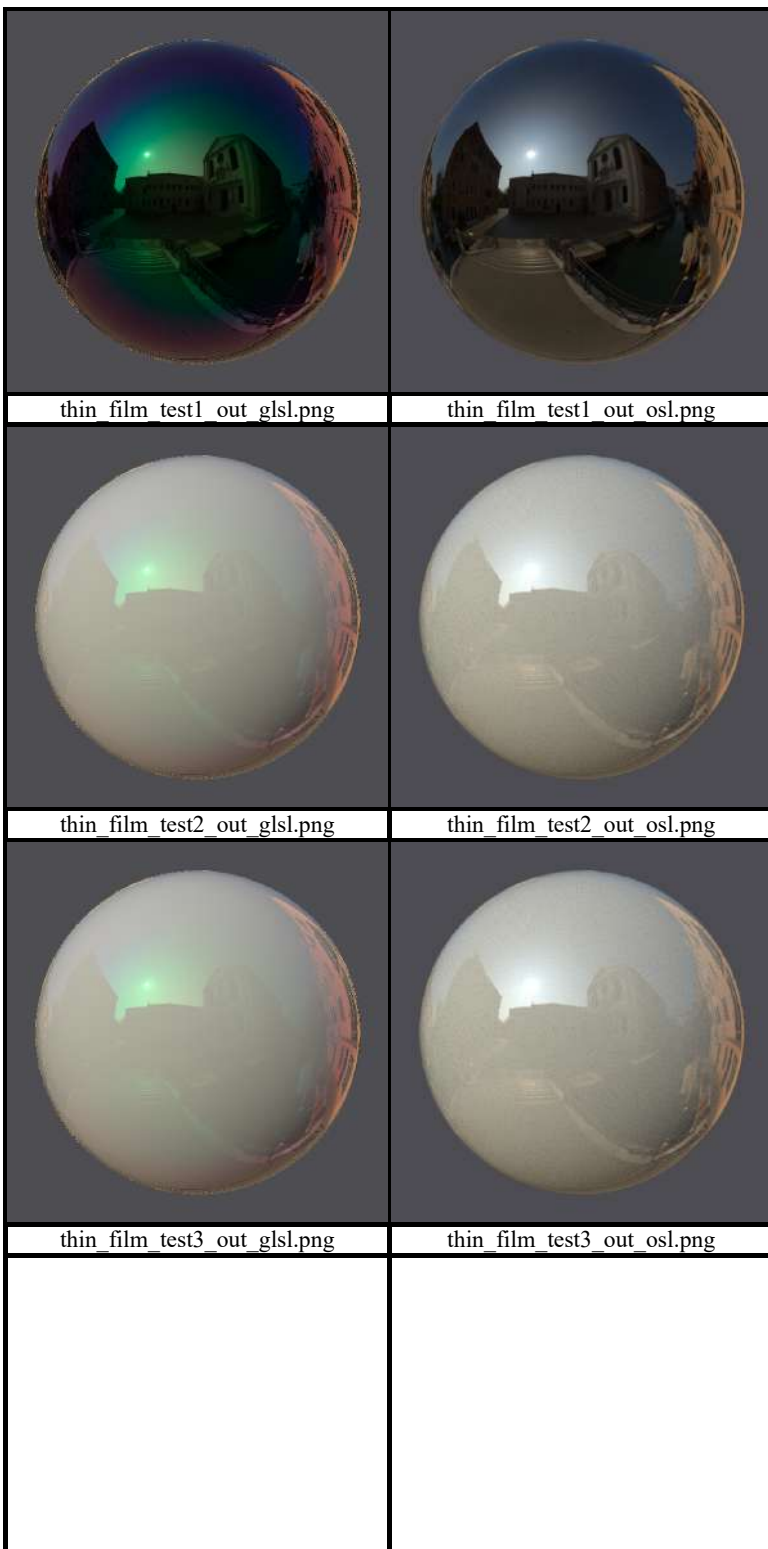


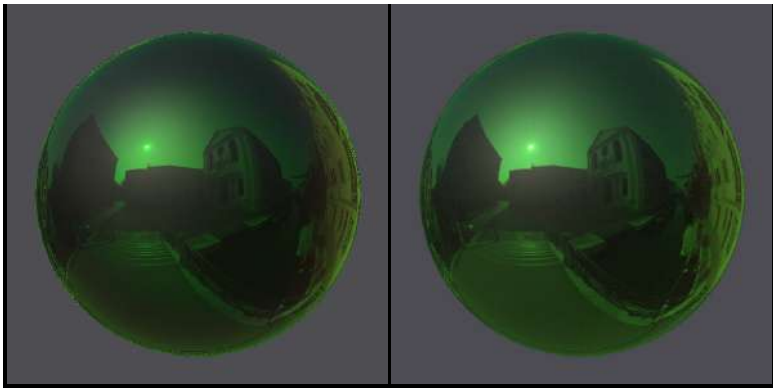


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\multiply\_bsdf:



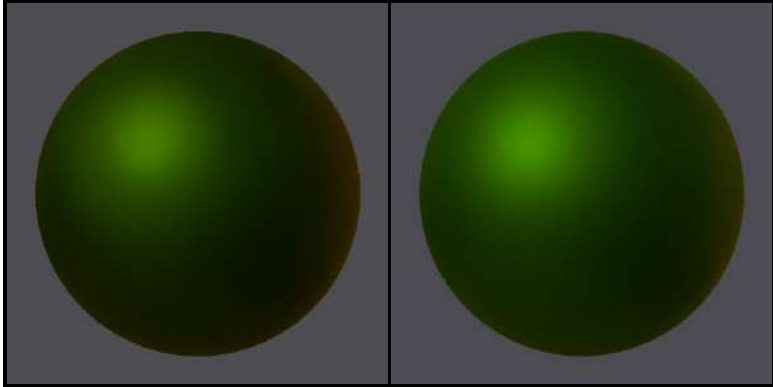
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\thin\_film\_bsdf:





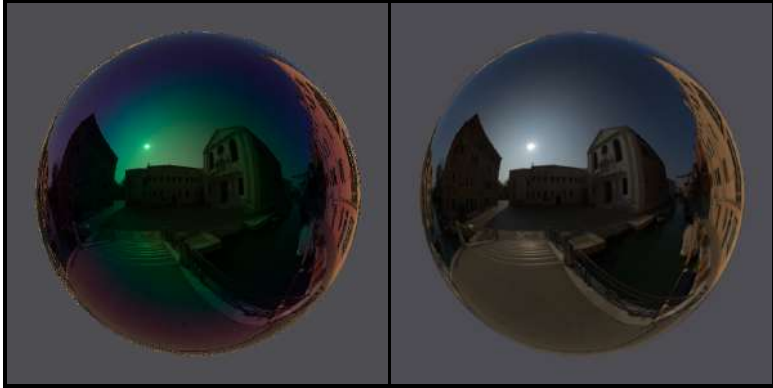
thin\_film\_test4\_out\_glsl.png

thin\_film\_test4\_out\_osl.png



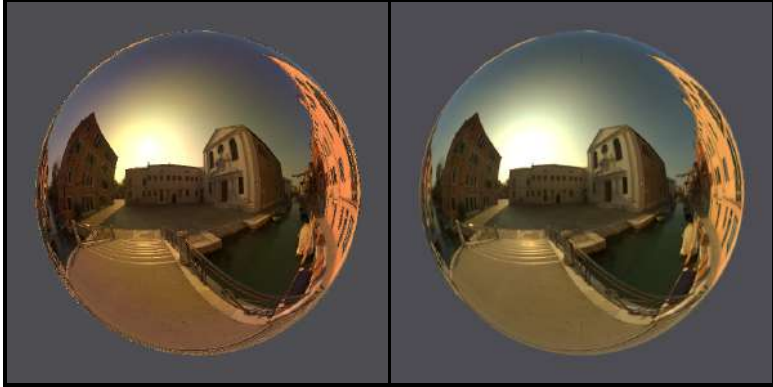
thin\_film\_test5\_out\_glsl.png

thin\_film\_test5\_out\_osl.png



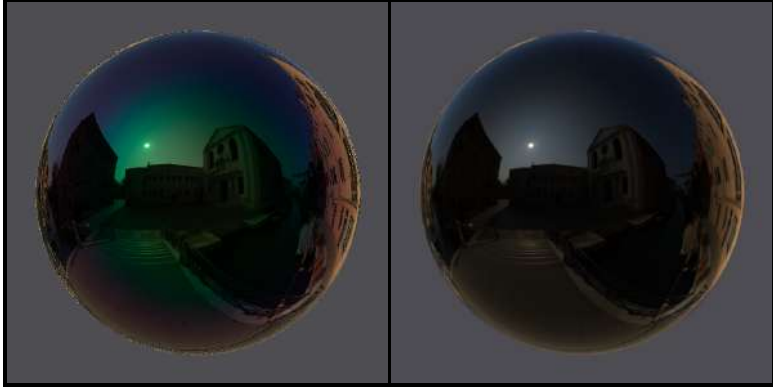
thin\_film\_test6\_out\_glsl.png

thin\_film\_test6\_out\_osl.png



thin\_film\_test7\_out\_glsl.png

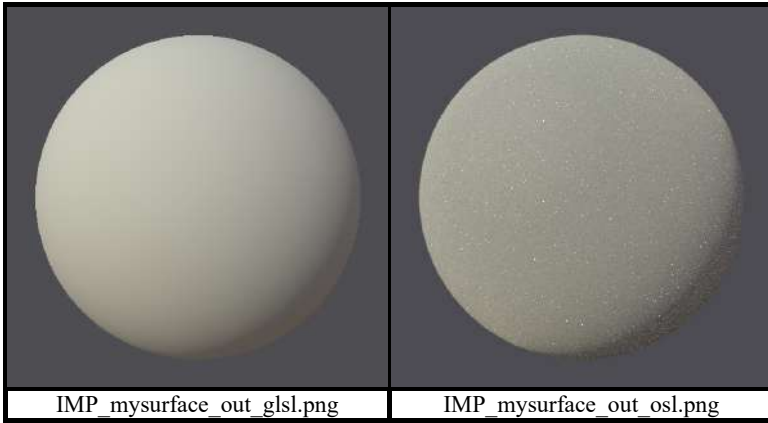
thin\_film\_test7\_out\_osl.png



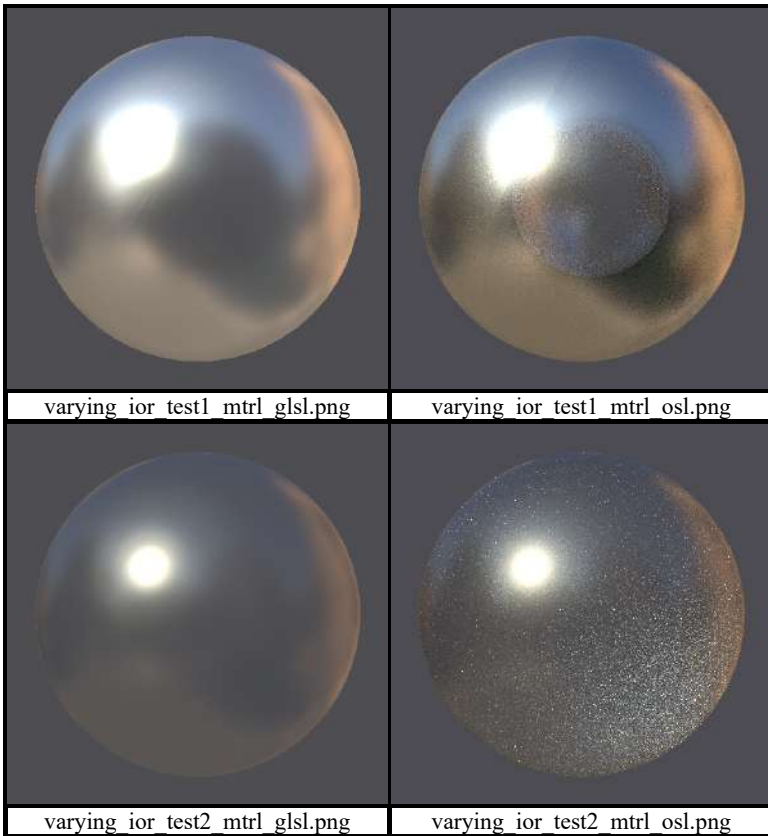
thin\_film\_test8\_out\_glsl.png

thin\_film\_test8\_out\_osl.png

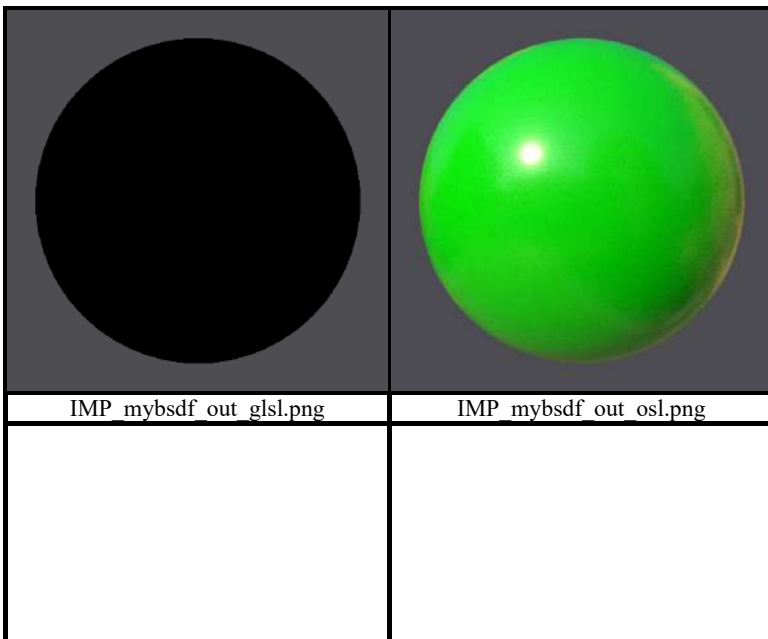
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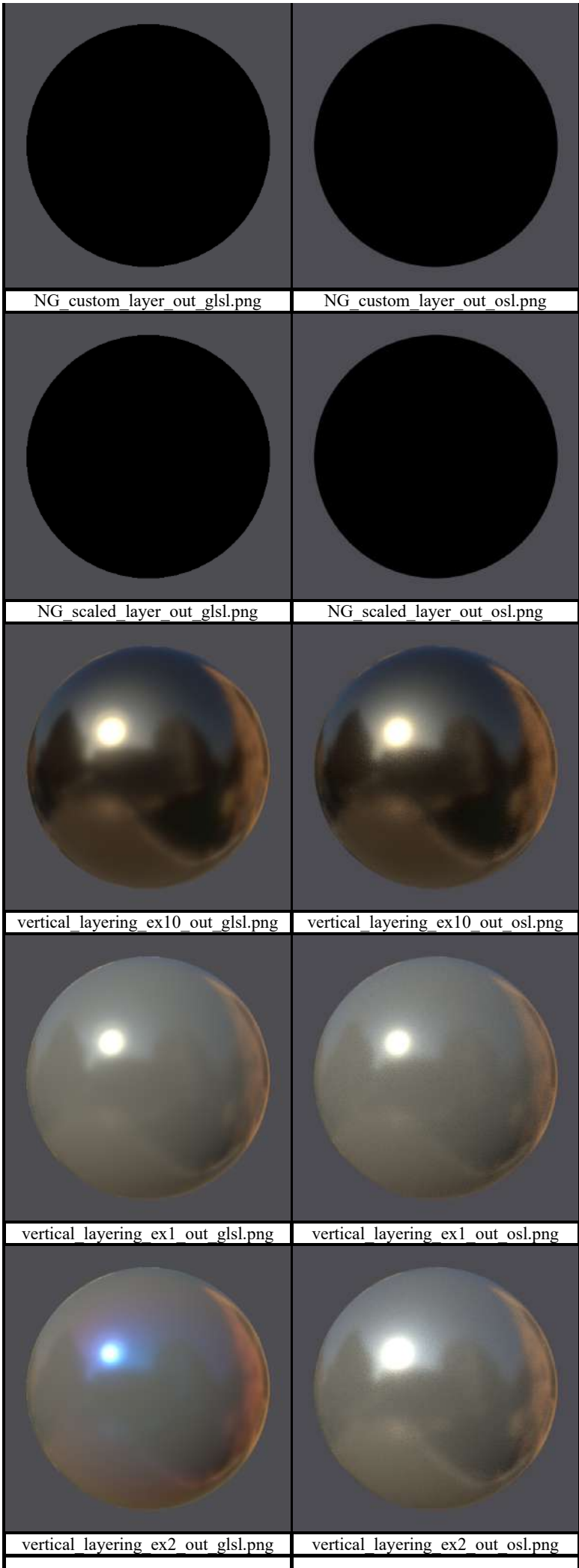


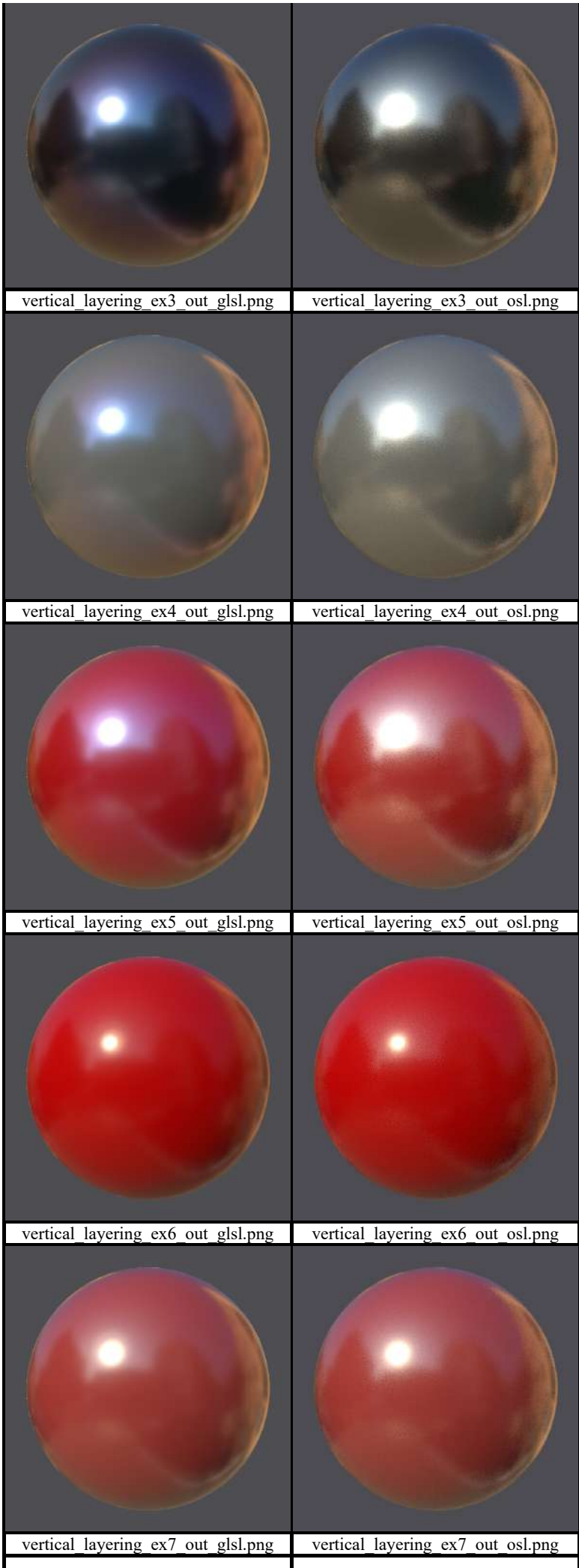
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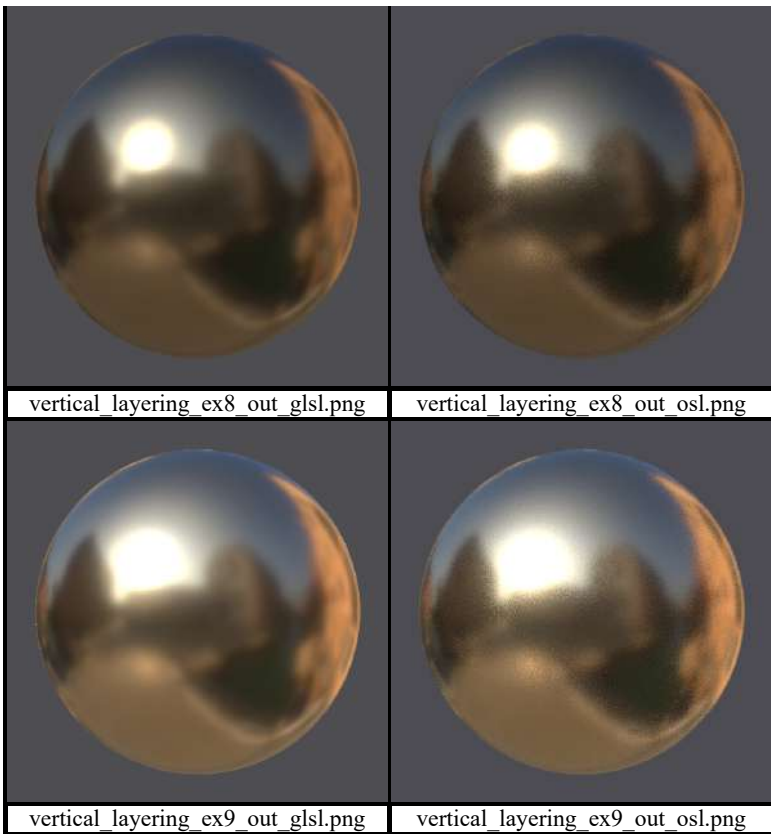


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\bsdf\vertical\_layering:

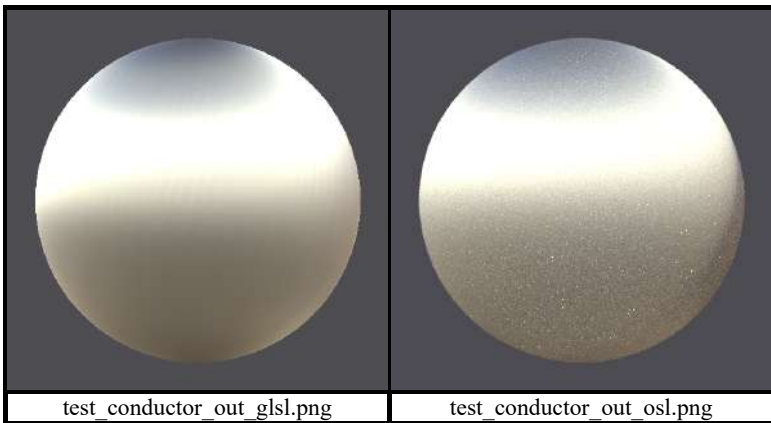




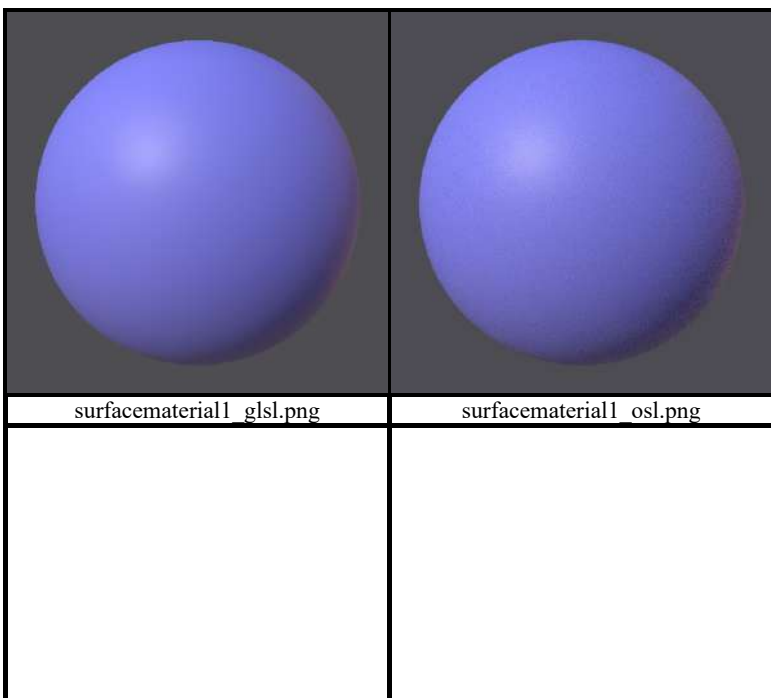


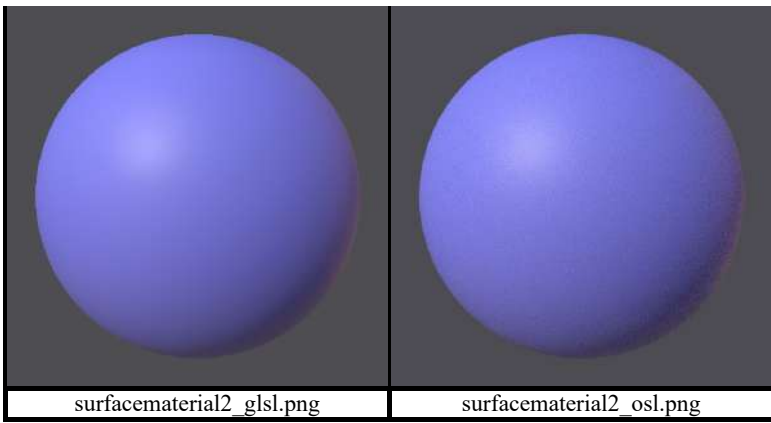


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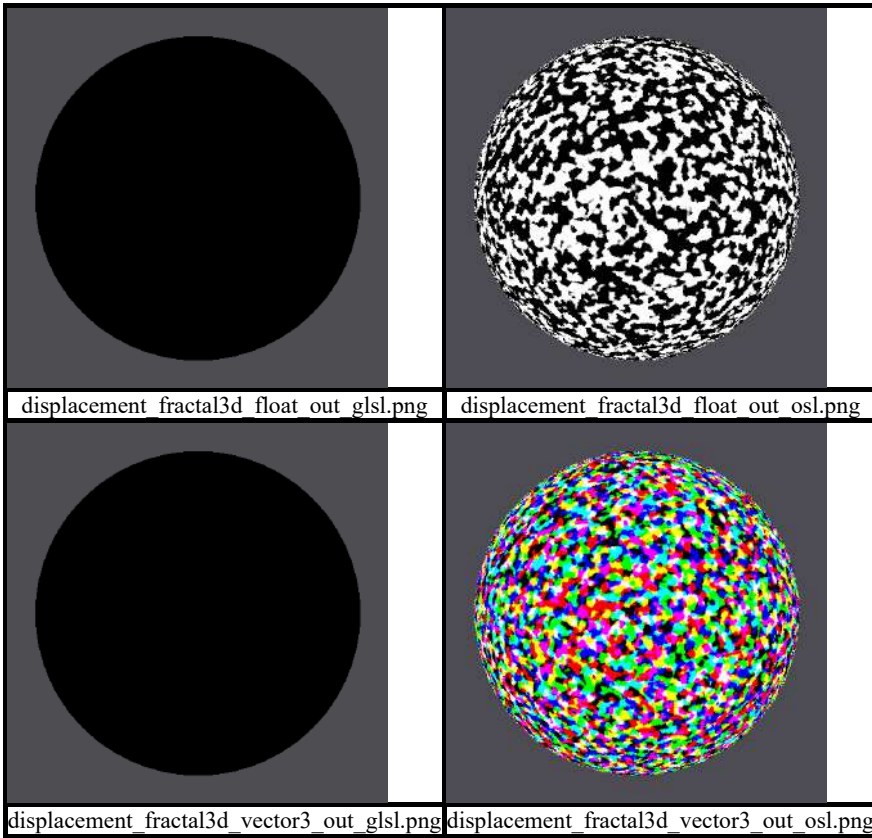


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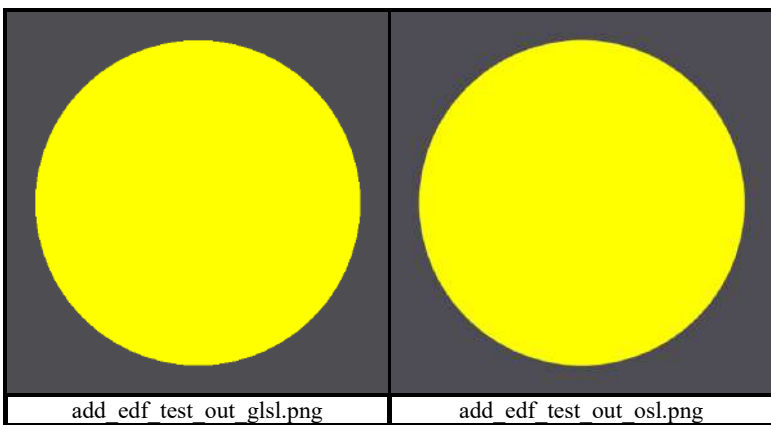




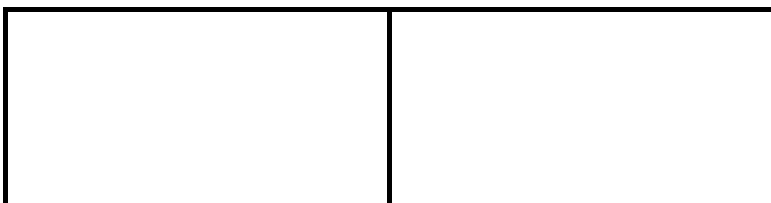
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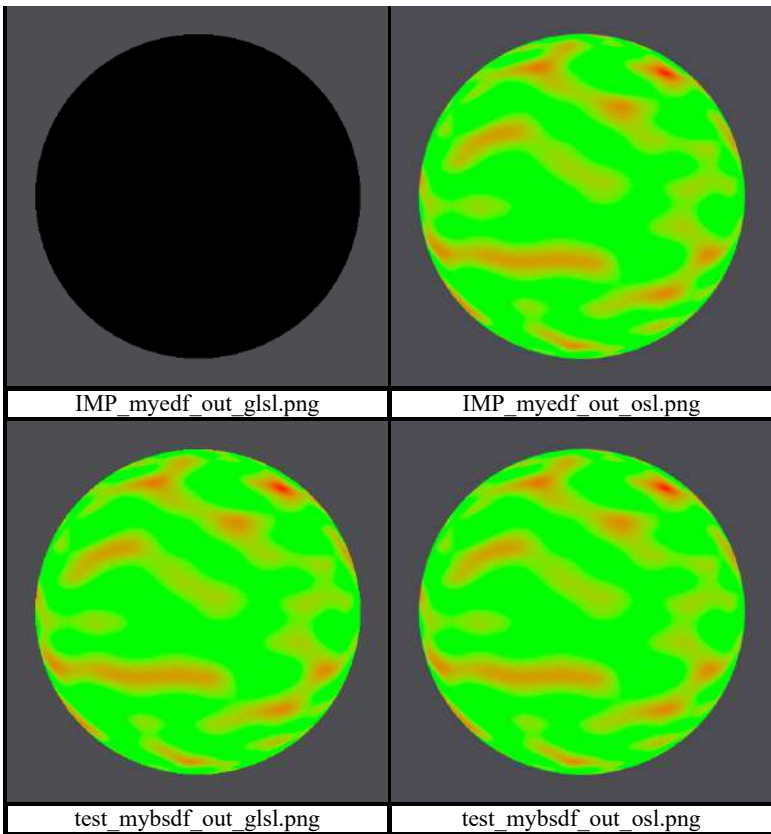
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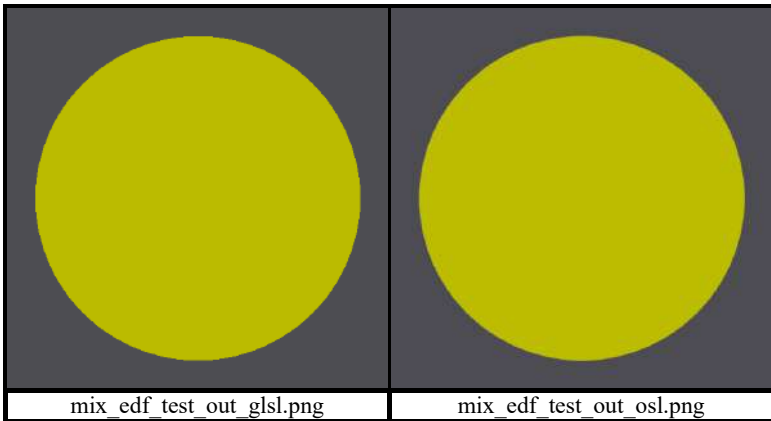
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\edf\edf\_graph:



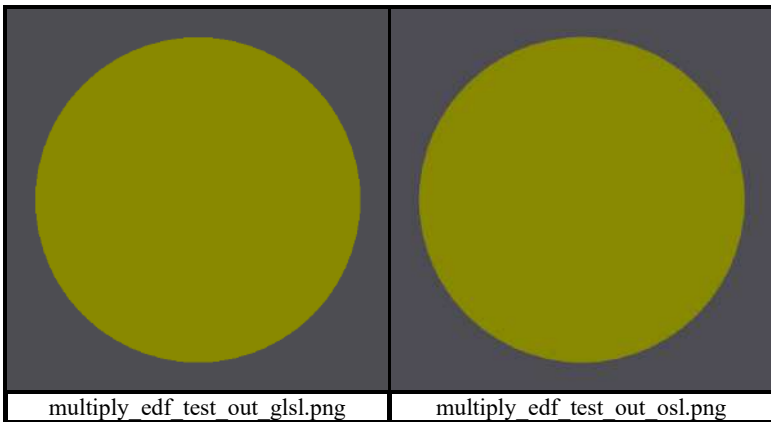




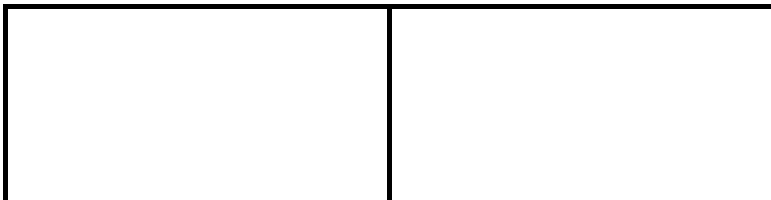
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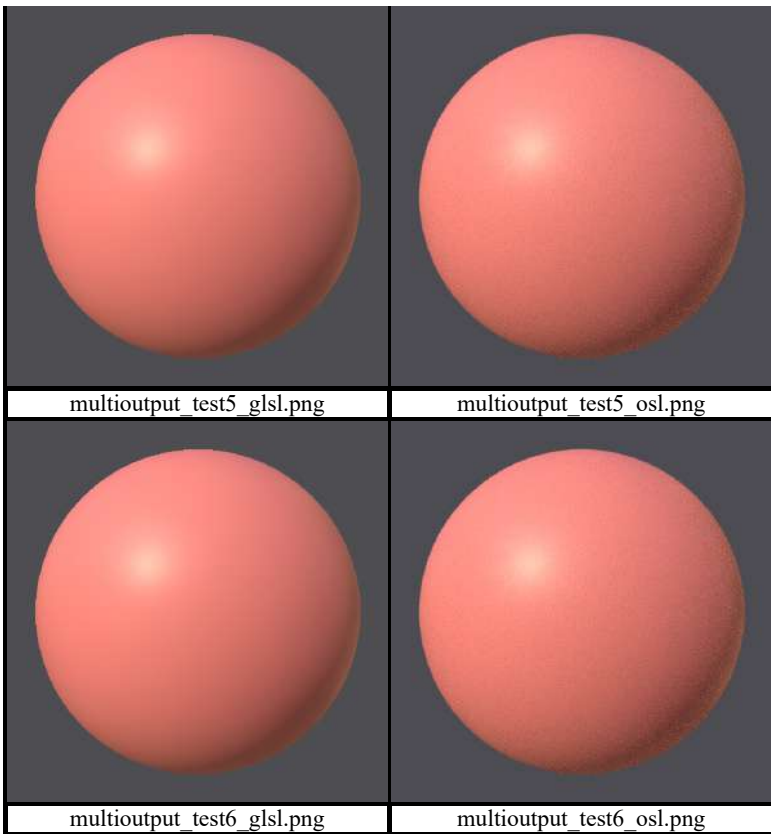


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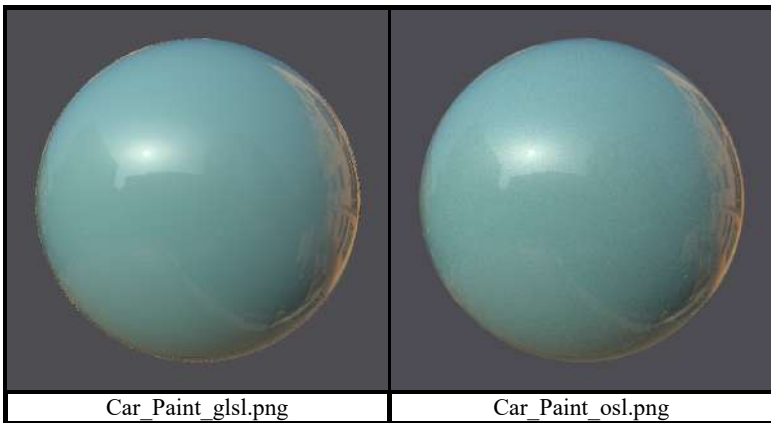


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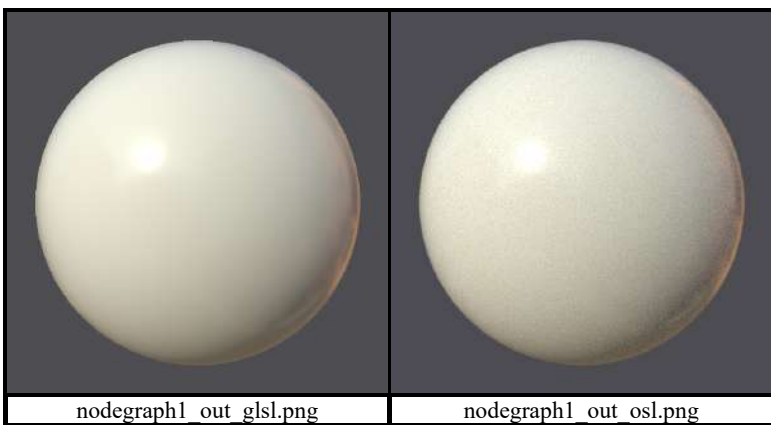




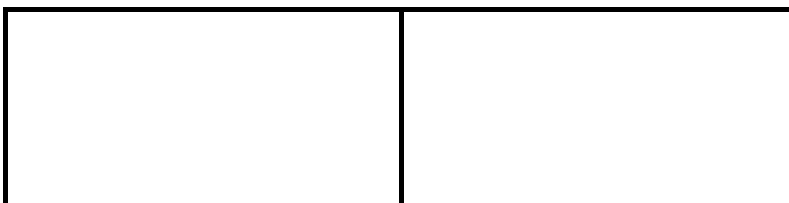
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\bindinput\_colorspace:

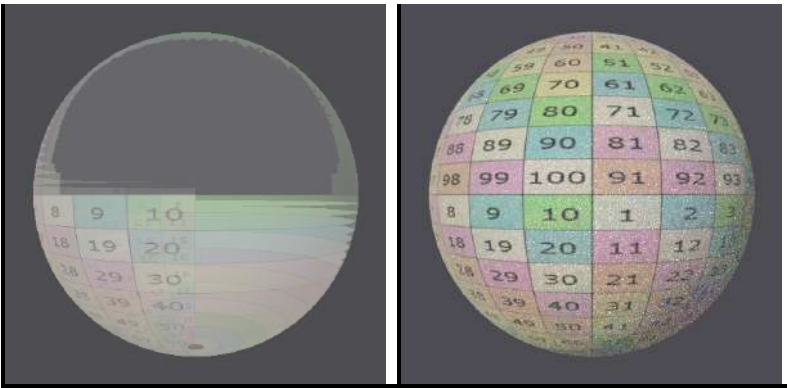


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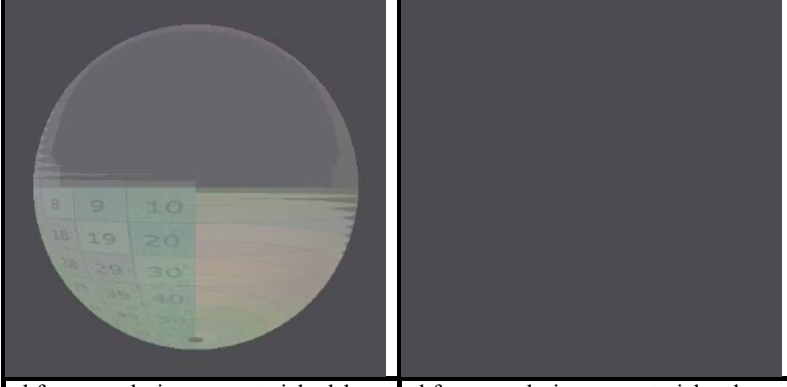


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\gltf\_tests:





glTF const\_colorimage\_material\_gsl.png glTF const\_colorimage\_material\_osl.png

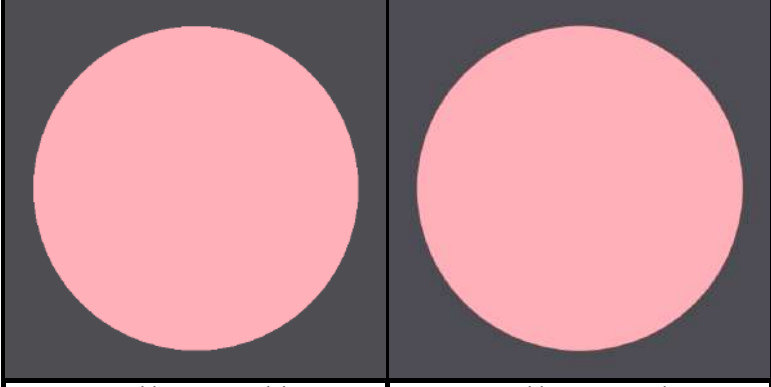


glTF geom\_colorimage\_material\_gsl.png glTF geom\_colorimage\_material\_osl.png

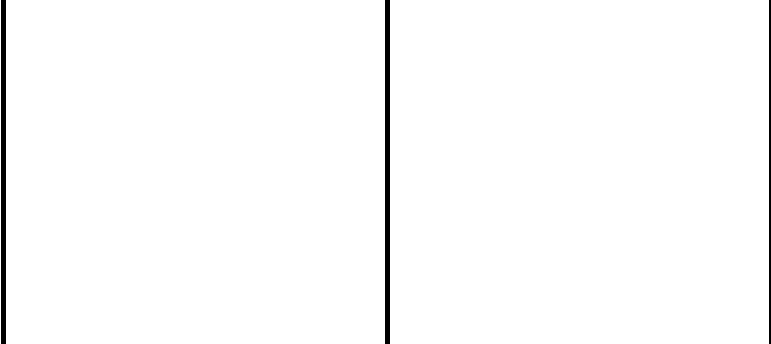
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\_tests:



LamaAddBSDFTest\_gsl.png LamaAddBSDFTest\_osl.png



LamaAddEDFTest\_gsl.png LamaAddEDFTest\_osl.png





LamaConductorTest\_gslsl.png



LamaConductorTest\_osl.png



LamaDielectricTest\_gslsl.png



LamaDielectricTest\_osl.png



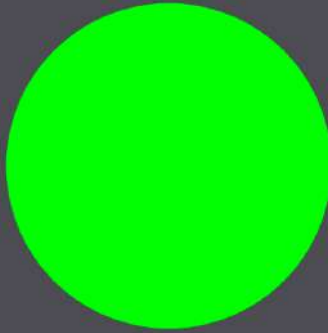
LamaDiffuseTest\_gslsl.png



LamaDiffuseTest\_osl.png



LamaEmissionTest\_gslsl.png



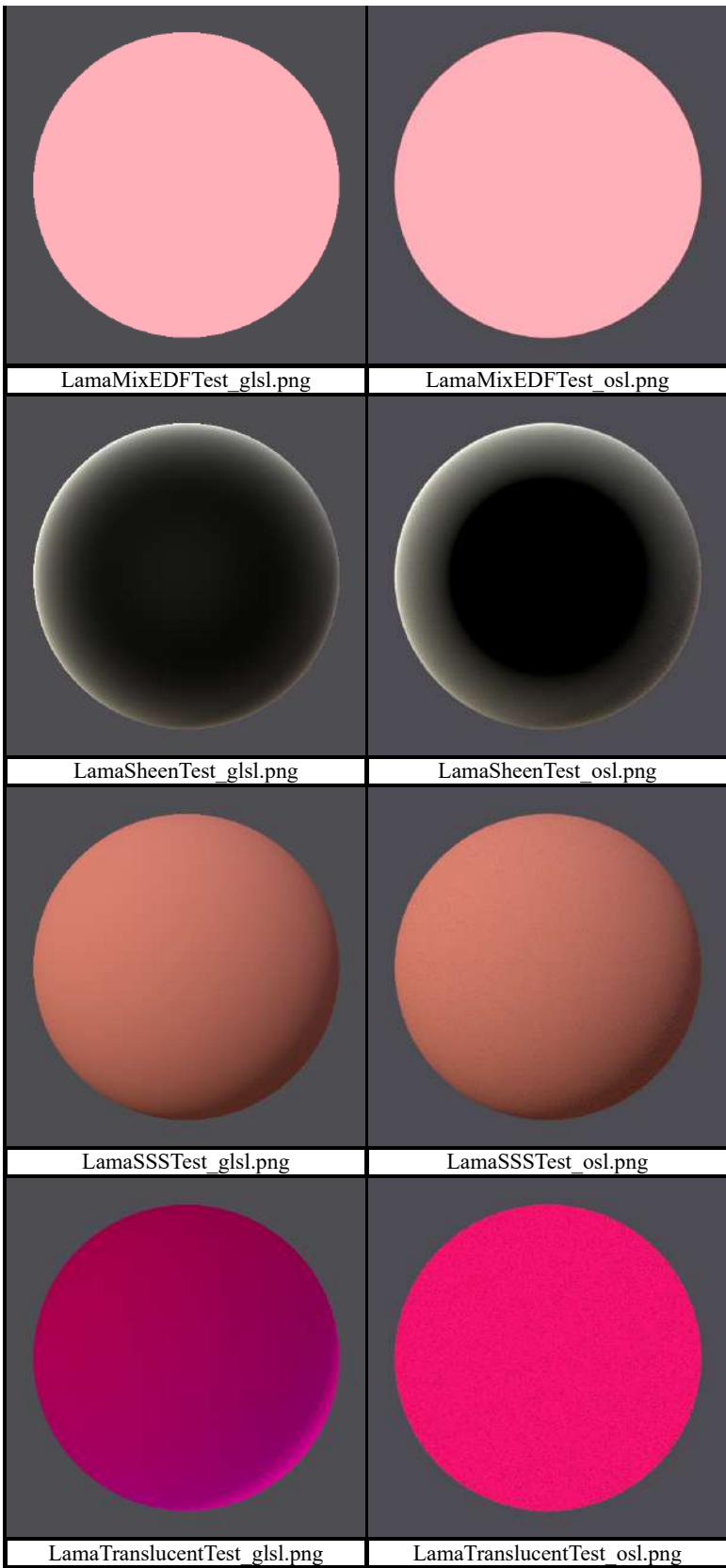
LamaEmissionTest\_osl.png



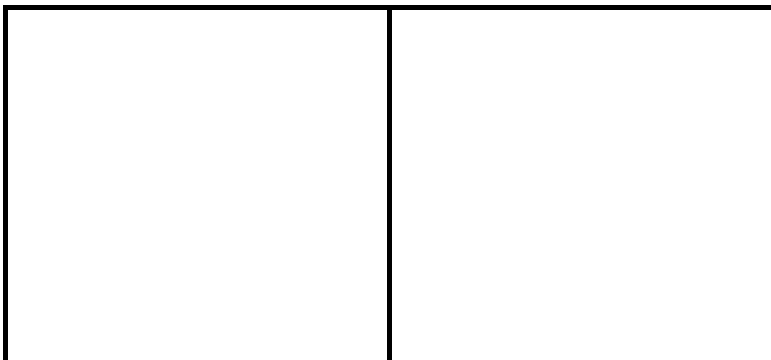
LamaMixBSDFTest\_gslsl.png

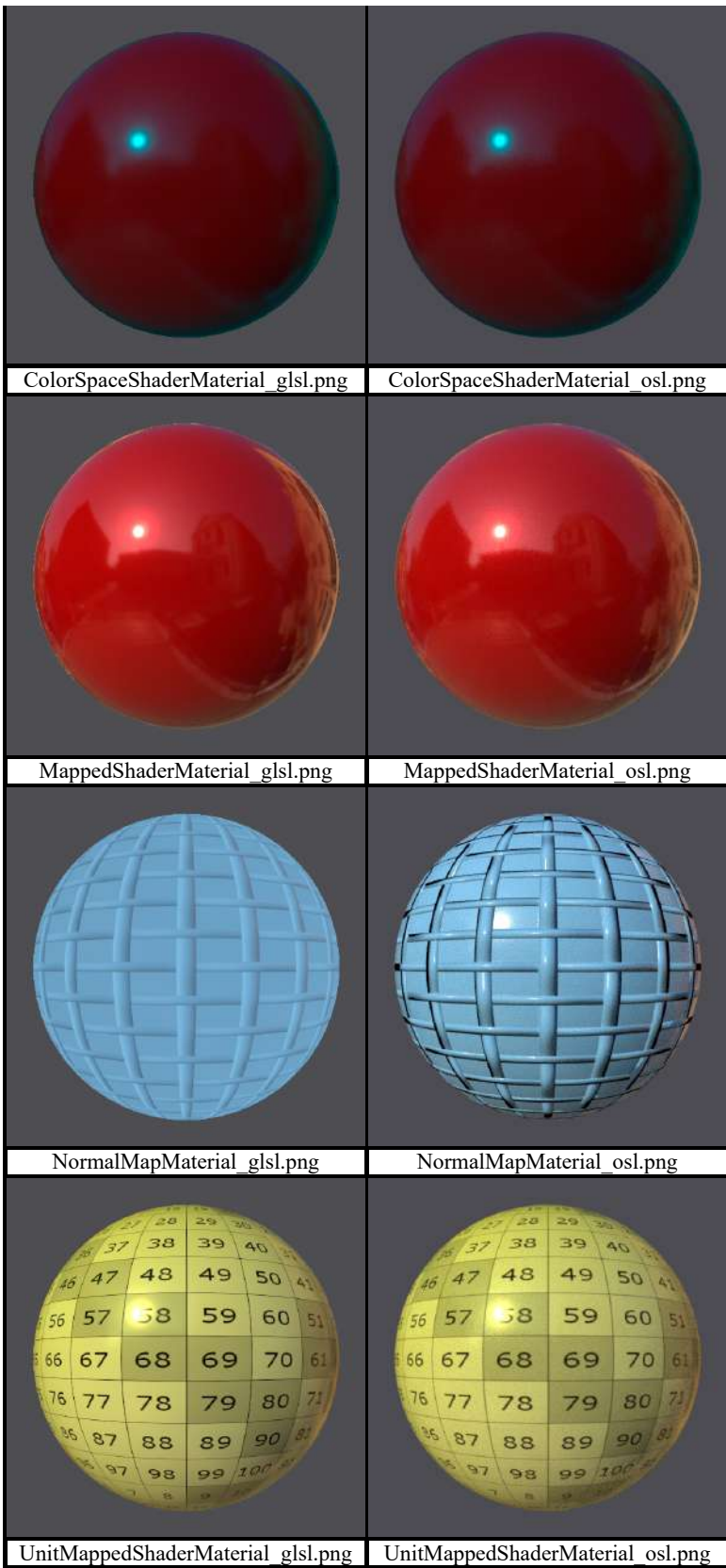


LamaMixBSDFTest\_osl.png

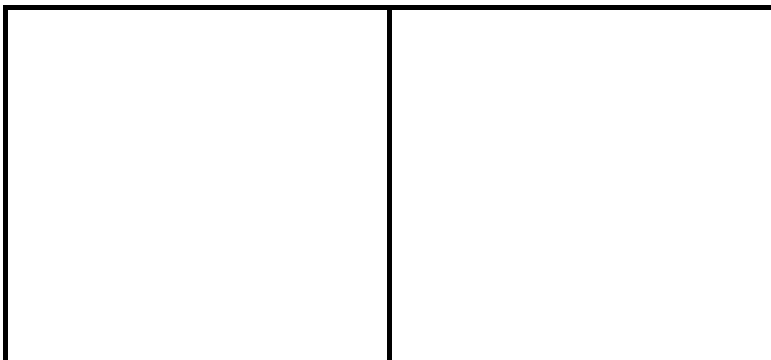


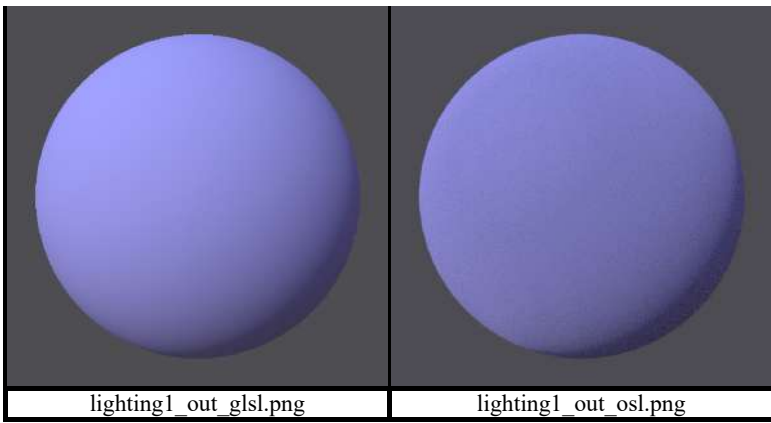
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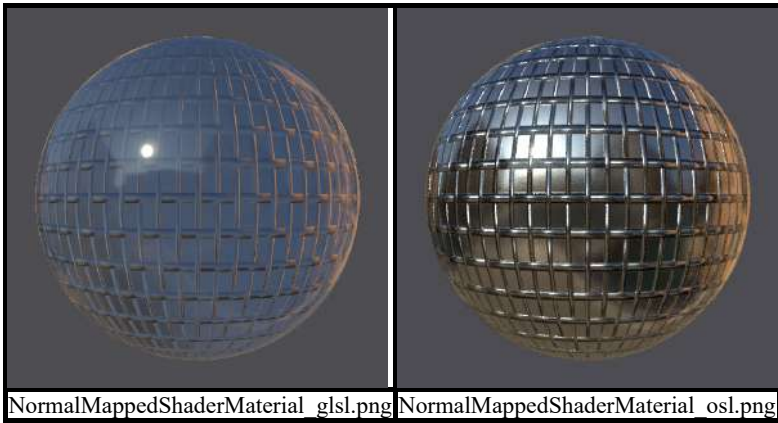


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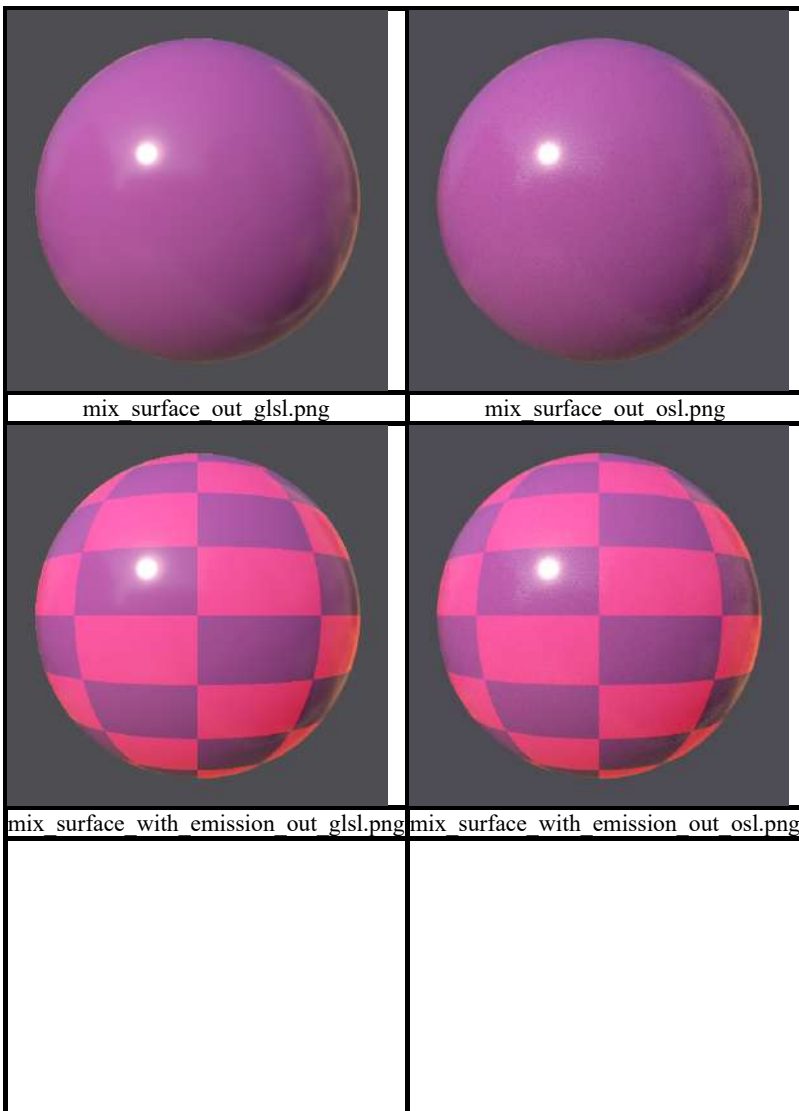


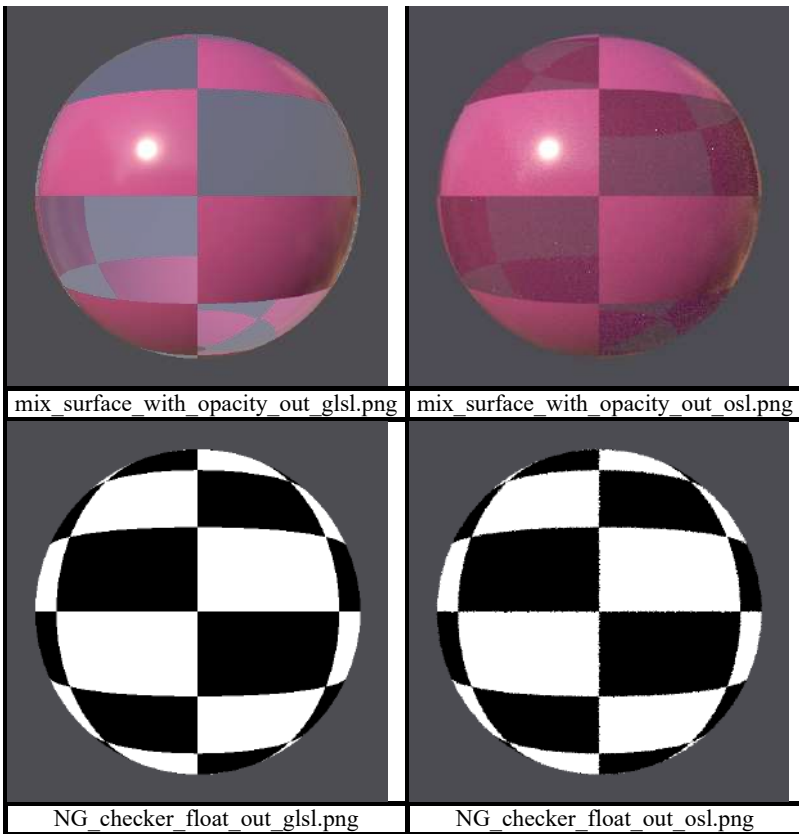


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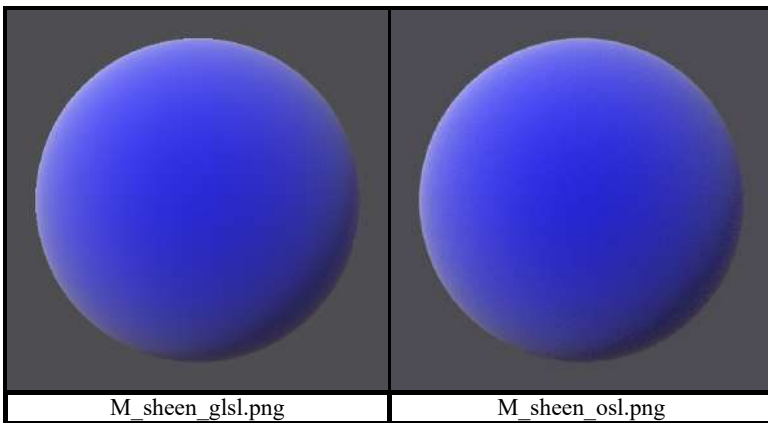


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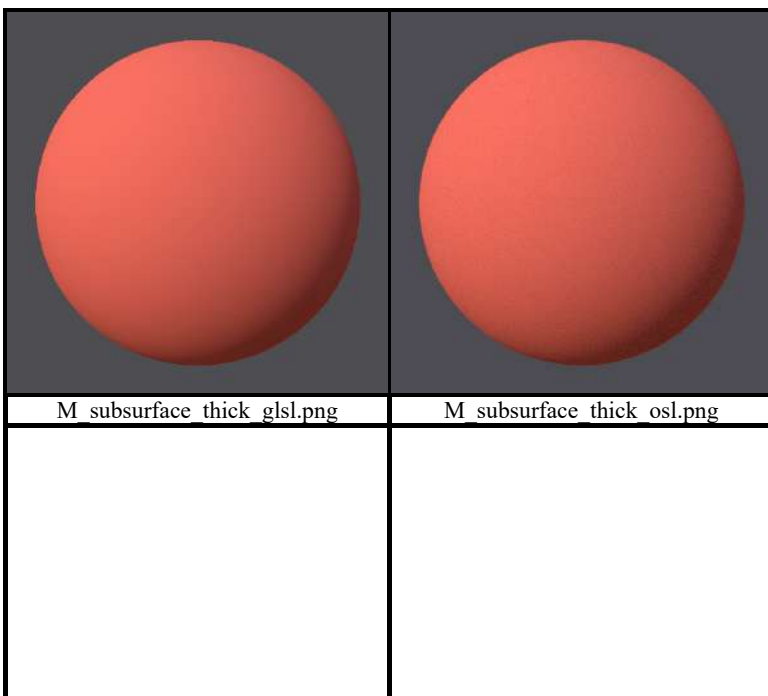




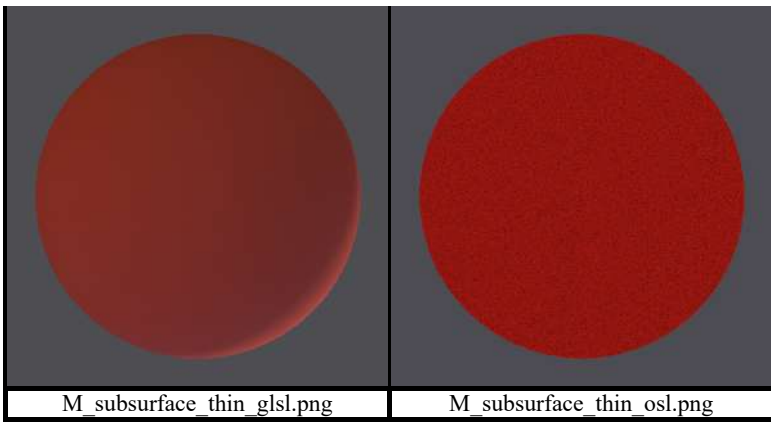
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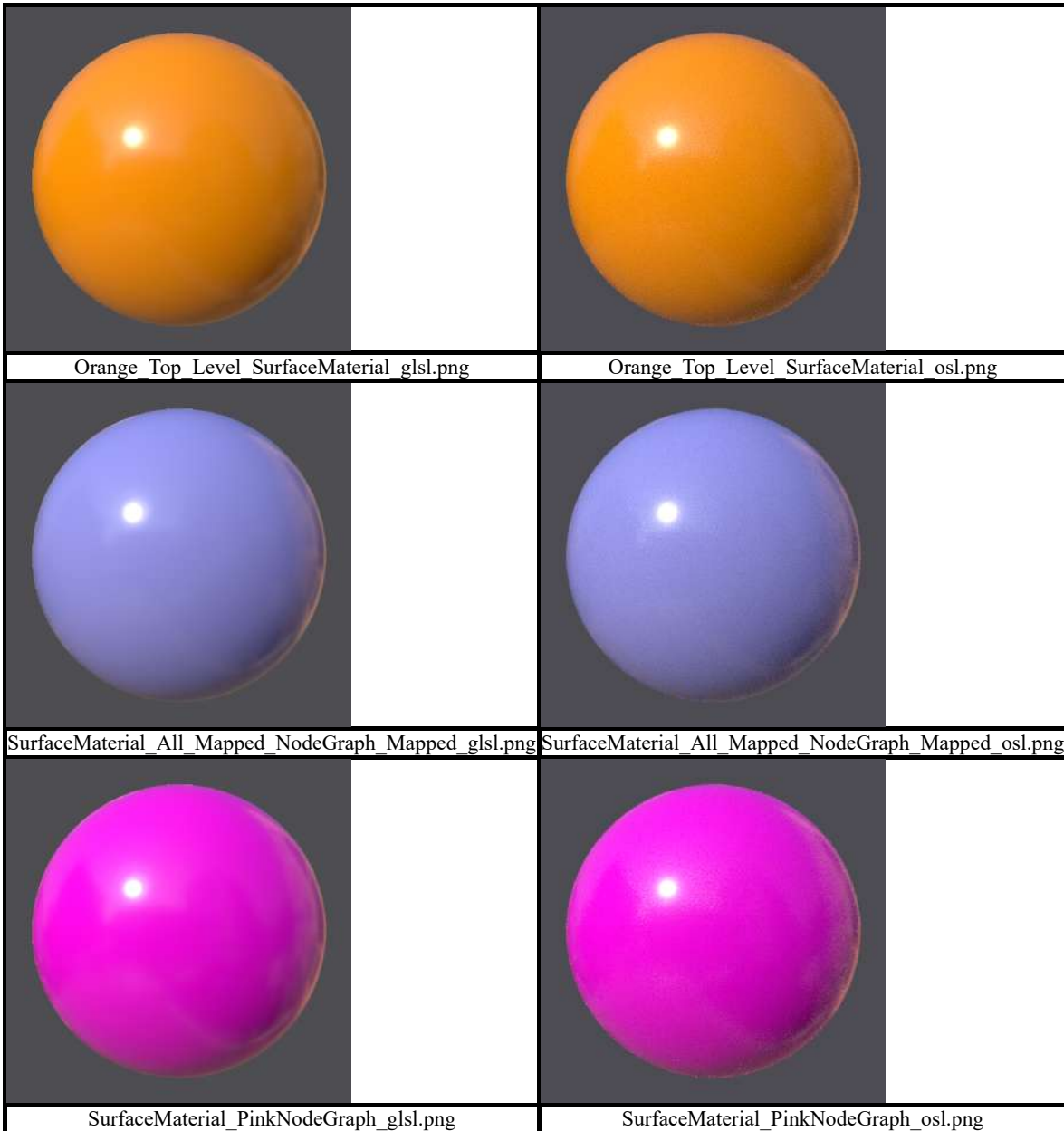
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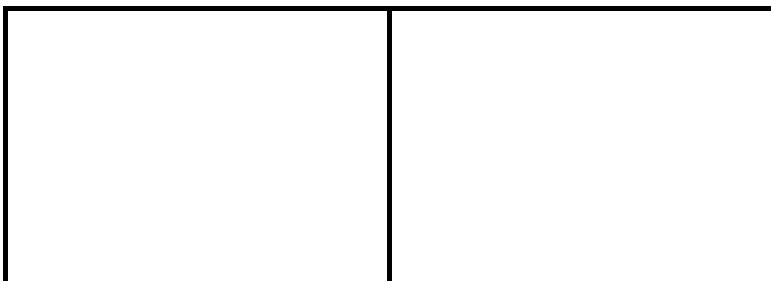


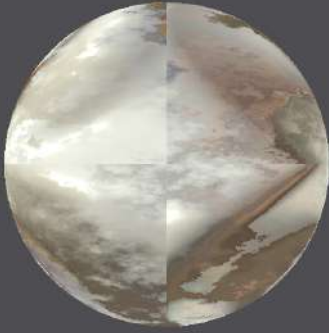


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial\_with\_graph:



D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceshader:





example1\_glsf.png



example1\_osf.png



example2\_glsf.png



example2\_osf.png



example3\_glsf.png



example3\_osf.png



example4\_glsf.png



example4\_osf.png

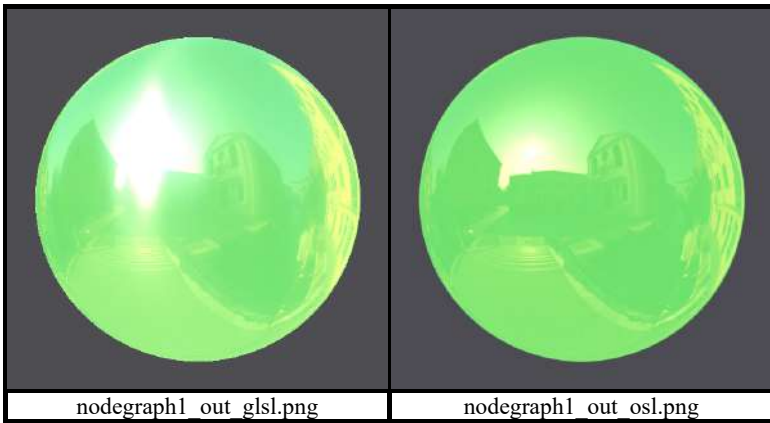


example5\_glsf.png

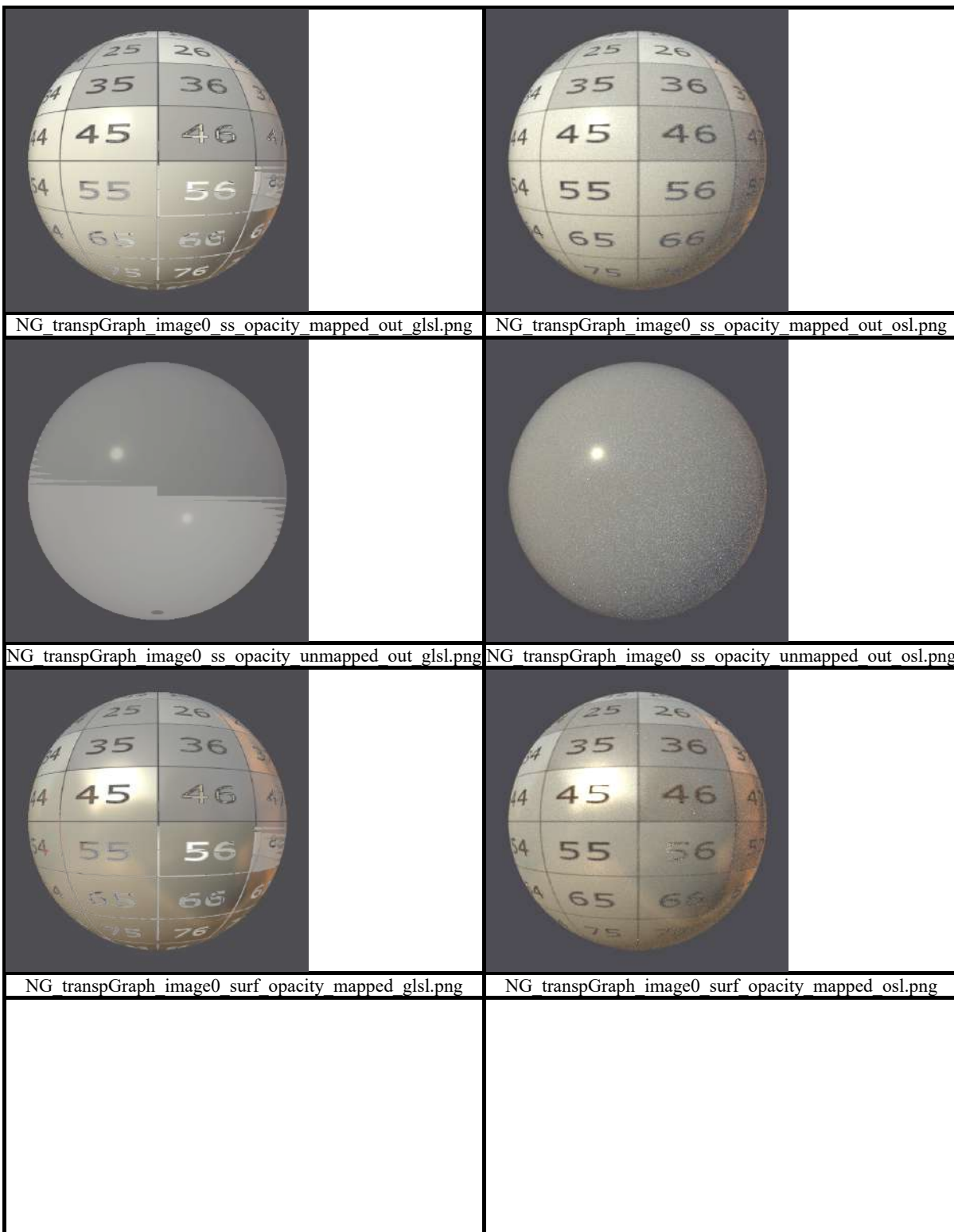


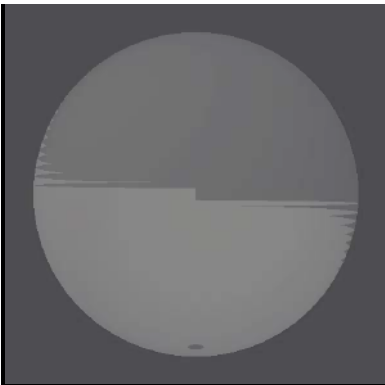
example5\_osf.png

D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\surface\_ops:



D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency\_nodedef\_test:

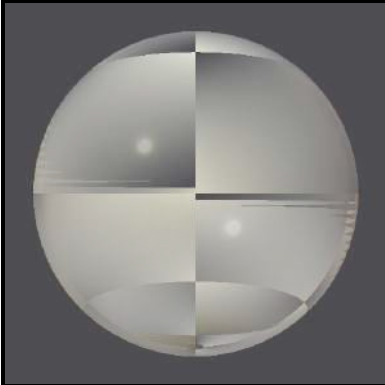




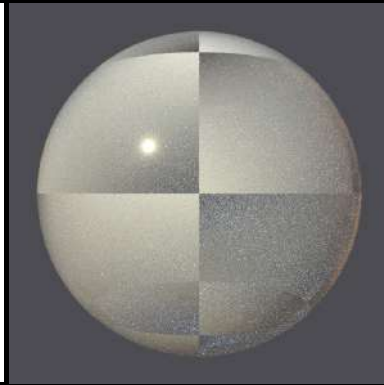
NG transpGraph image0 surf opacity out glsl.png



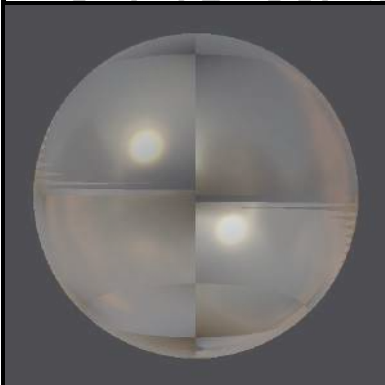
NG transpGraph image0 surf opacity out osl.png



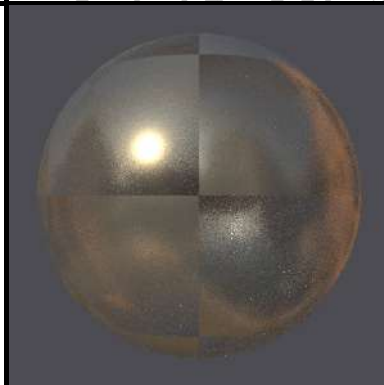
NG transpGraph proc0 ss opacity ramp out glsl.png



NG transpGraph proc0 ss opacity ramp out osl.png



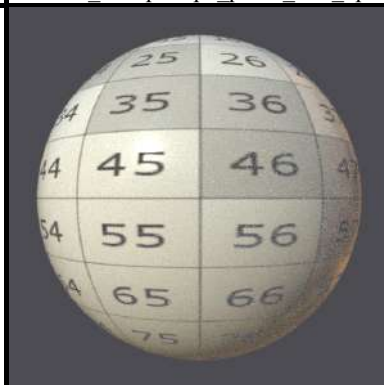
NG transpGraph proc0 surf opacity ramp glsl.png



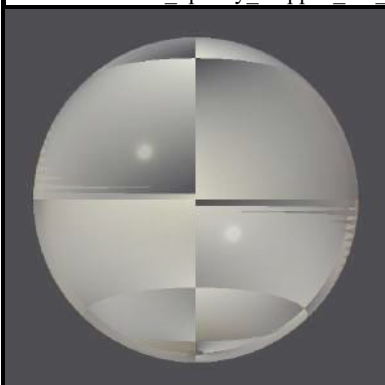
NG transpGraph proc0 surf opacity ramp osl.png



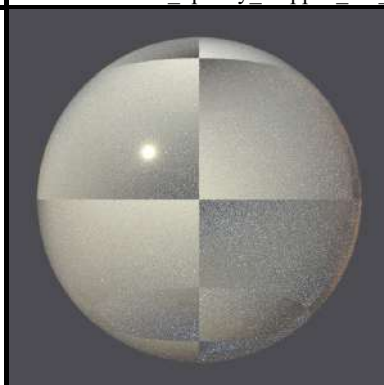
ss opacity mapped out glsl.png



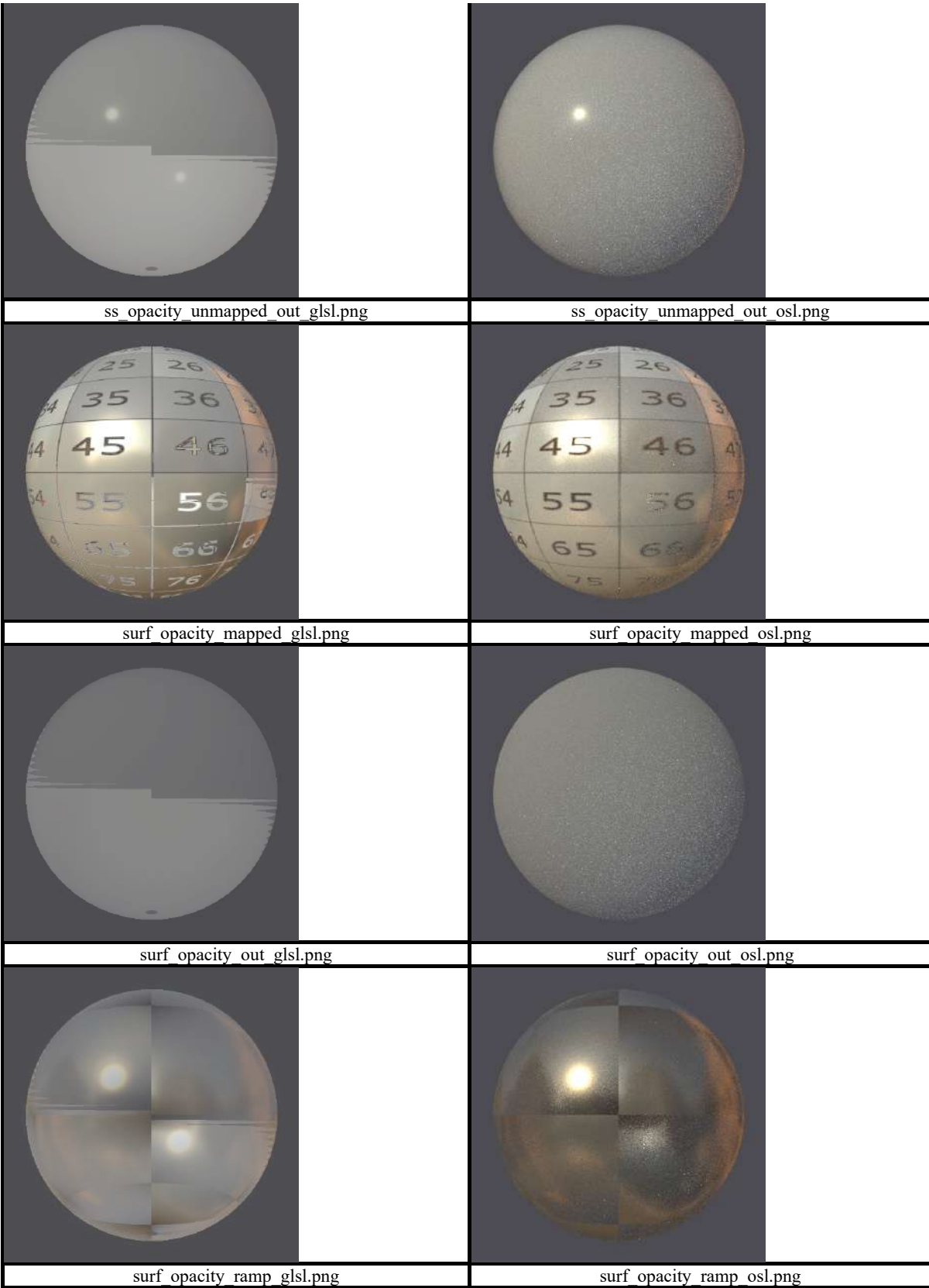
ss opacity mapped out osl.png



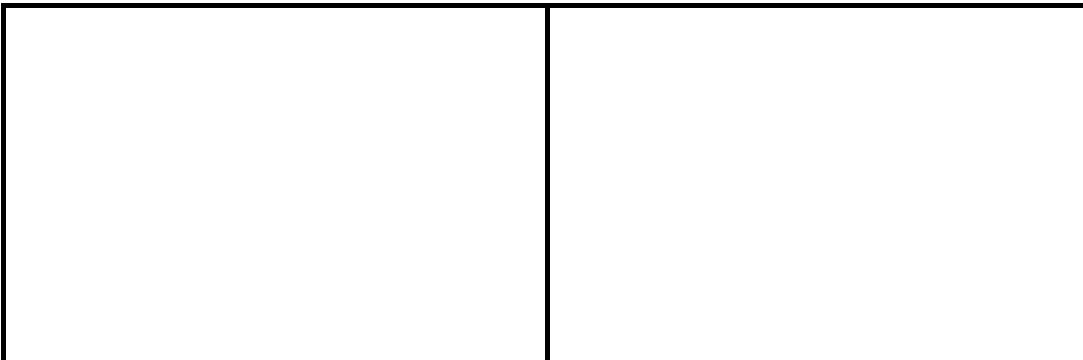
ss opacity ramp out glsl.png



ss opacity ramp out osl.png

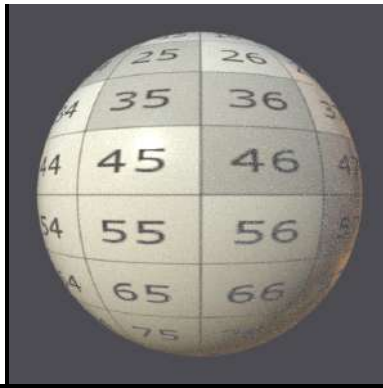


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transpGraph image ss opacity mapped out glsl.png



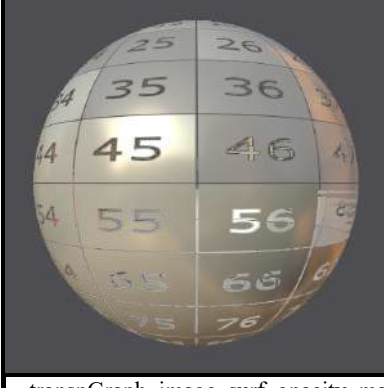
transpGraph image ss opacity mapped out osl.png



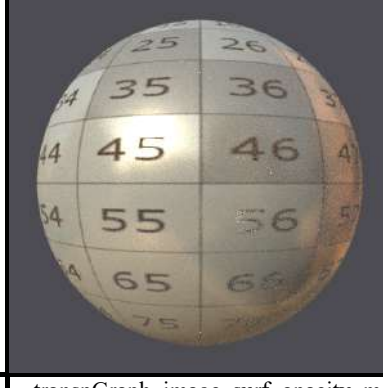
transpGraph image ss opacity unmapped out glsl.png



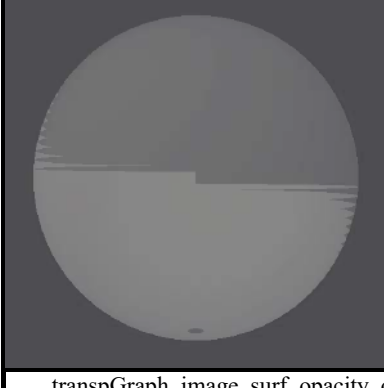
transpGraph image ss opacity unmapped out osl.png



transpGraph image surf opacity mapped glsl.png



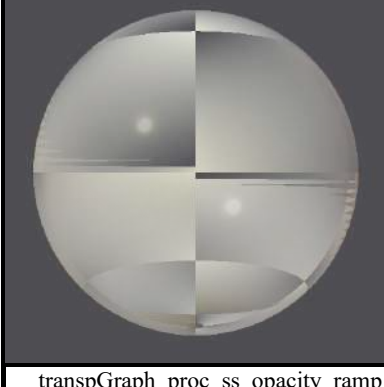
transpGraph image surf opacity mapped osl.png



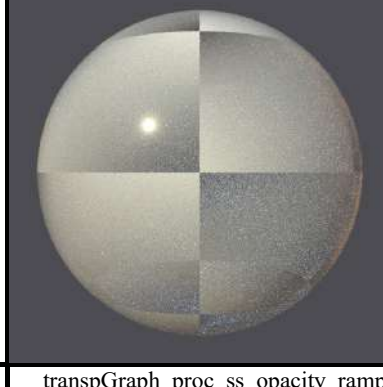
transpGraph image surf opacity out glsl.png



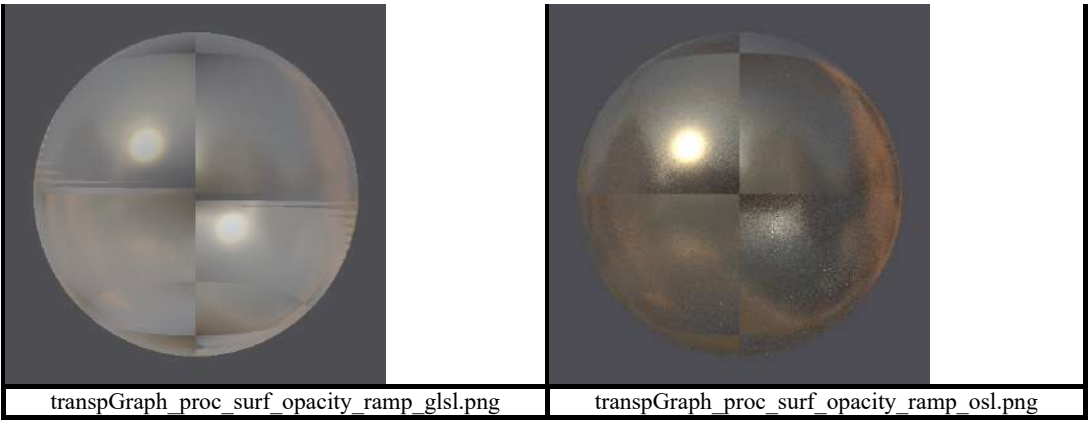
transpGraph image surf opacity out osl.png



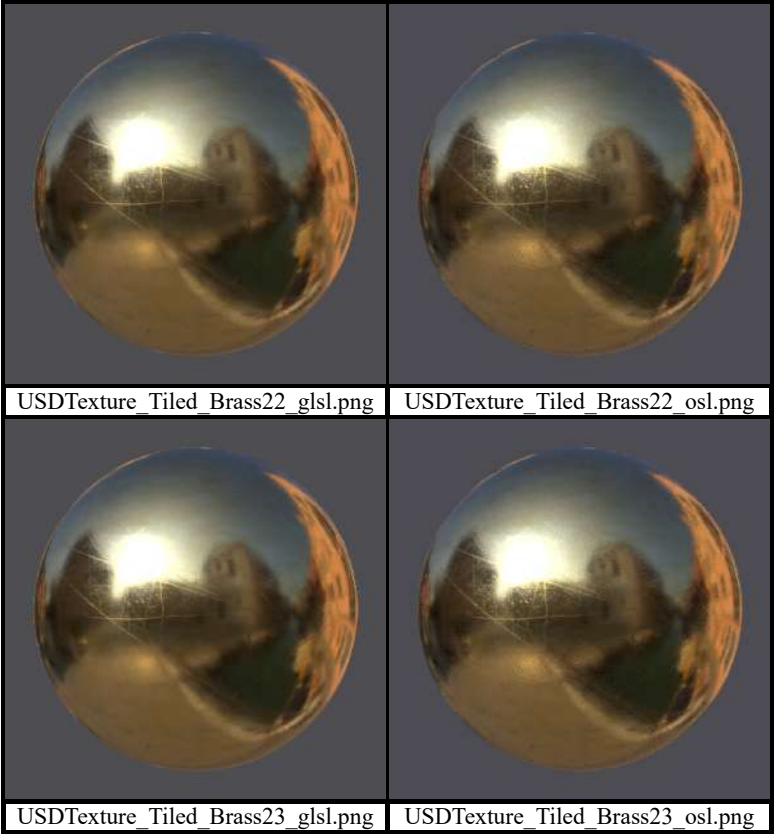
transpGraph proc ss opacity ramp out glsl.png



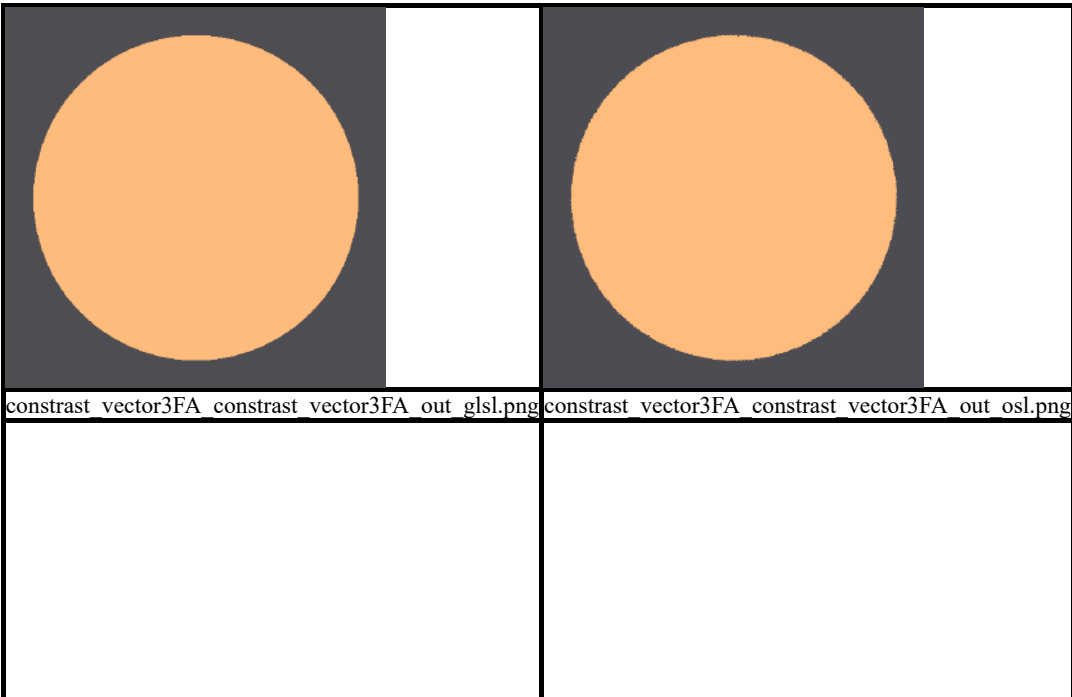
transpGraph proc ss opacity ramp out osl.png













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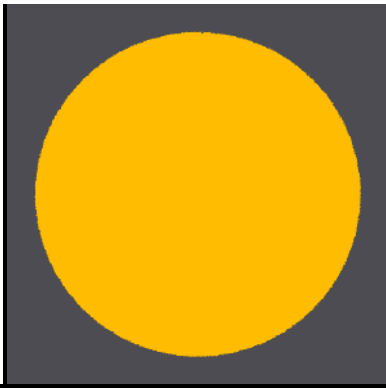
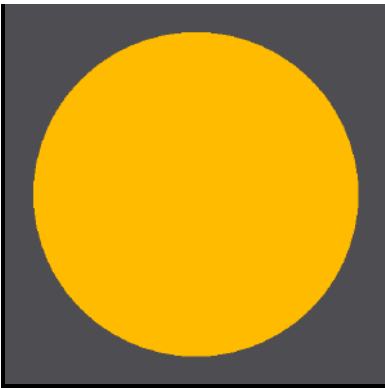


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\adjustment\adjustment:



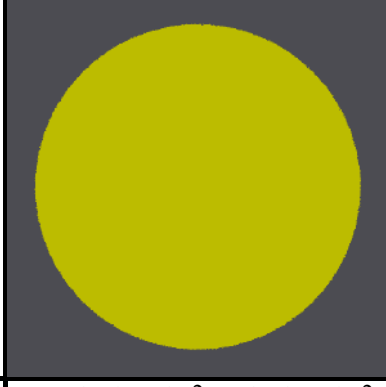
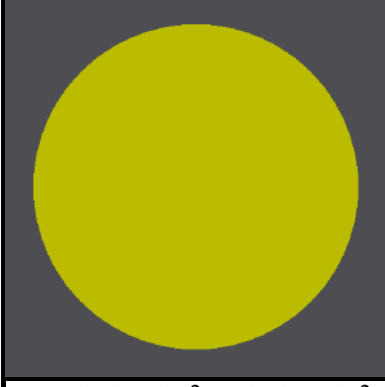
	
contrast_color3FA contrast_color3FA out_gsl.png	contrast_color3FA contrast_color3FA out_osl.png
	
contrast_color3 contrast_color3 out_gsl.png	contrast_color3 contrast_color3 out_osl.png
	
contrast_color4FA contrast_color4FA out_gsl.png	contrast_color4FA contrast_color4FA out_osl.png
	
contrast_color4 contrast_color4 out_gsl.png	contrast_color4 contrast_color4 out_osl.png
	
contrast_float contrast_float out_gsl.png	contrast_float contrast_float out_osl.png





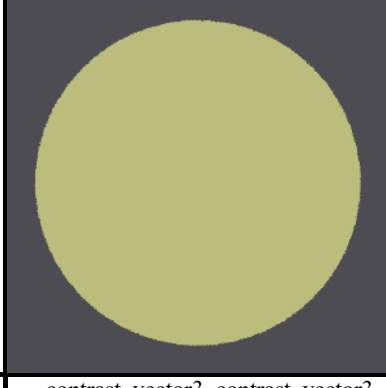
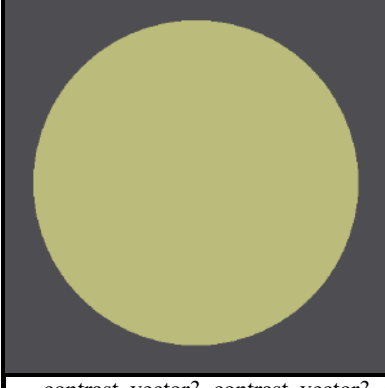
contrast\_vector2FA\_contrast\_vector2FA\_out\_gsl.png

contrast\_vector2FA\_contrast\_vector2FA\_out\_osl.png



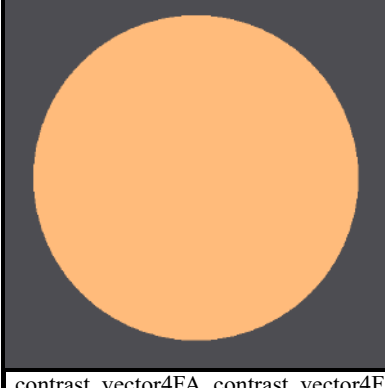
contrast\_vector2\_contrast\_vector2\_out\_gsl.png

contrast\_vector2\_contrast\_vector2\_out\_osl.png



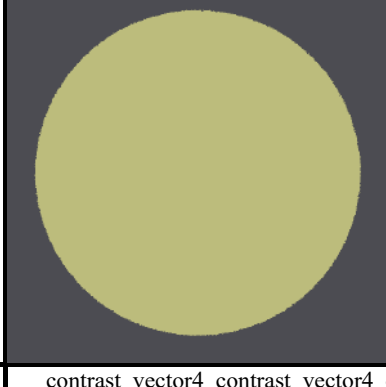
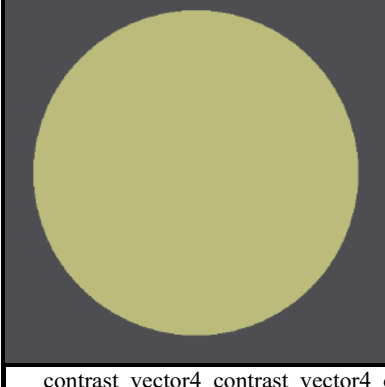
contrast\_vector3\_contrast\_vector3\_out\_gsl.png

contrast\_vector3\_contrast\_vector3\_out\_osl.png



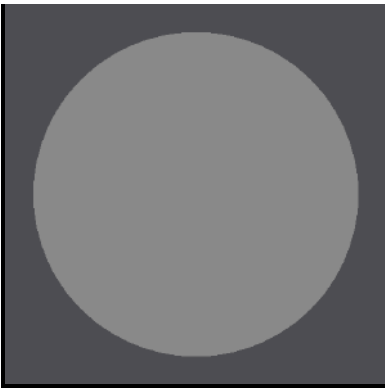
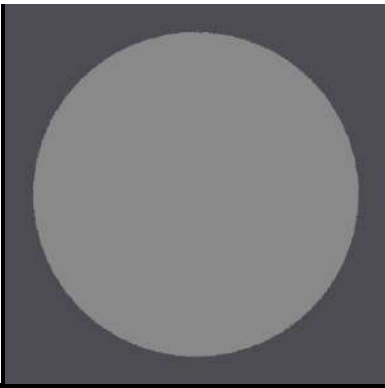
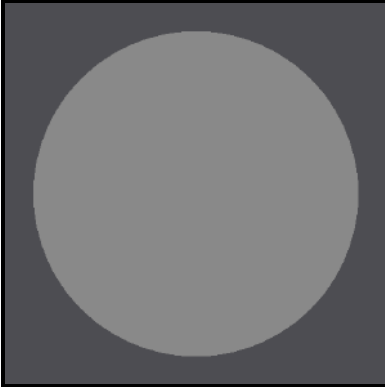
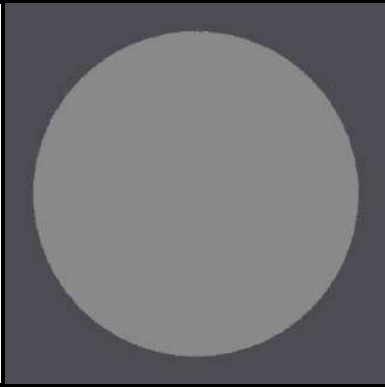
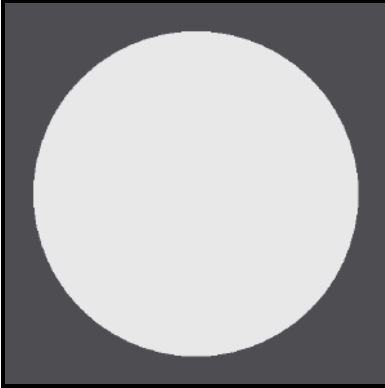
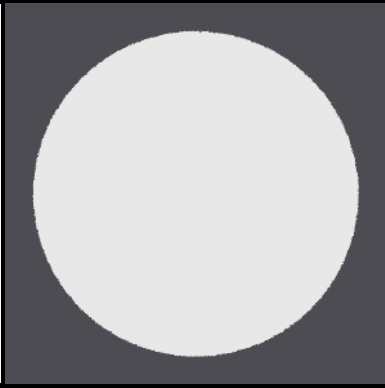
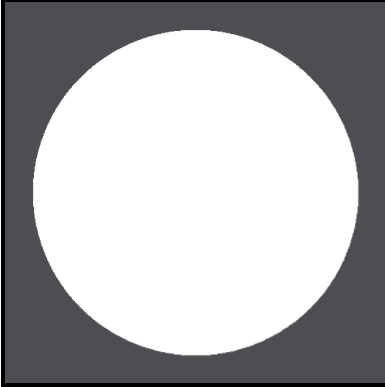
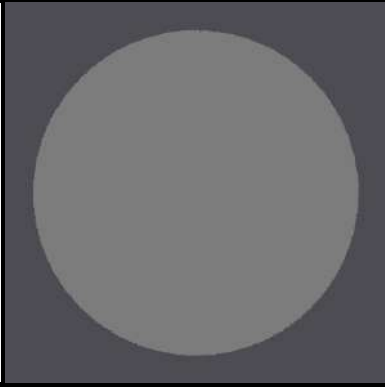
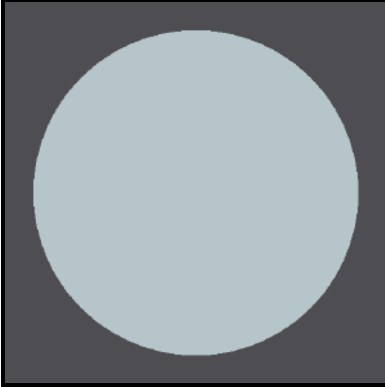
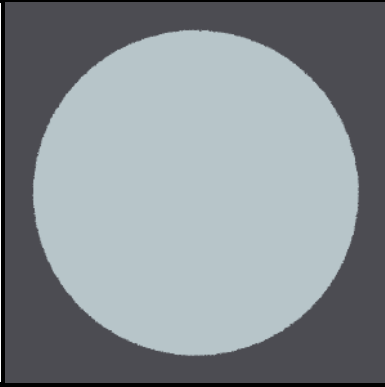
contrast\_vector4FA\_contrast\_vector4FA\_out\_gsl.png











contrast\_vector4FA\_contrast\_vector4FA\_out\_osl.png























contrast\_vector4\_contrast\_vector4\_out\_gsl.png











contrast\_vector4\_contrast\_vector4\_out\_osl.png

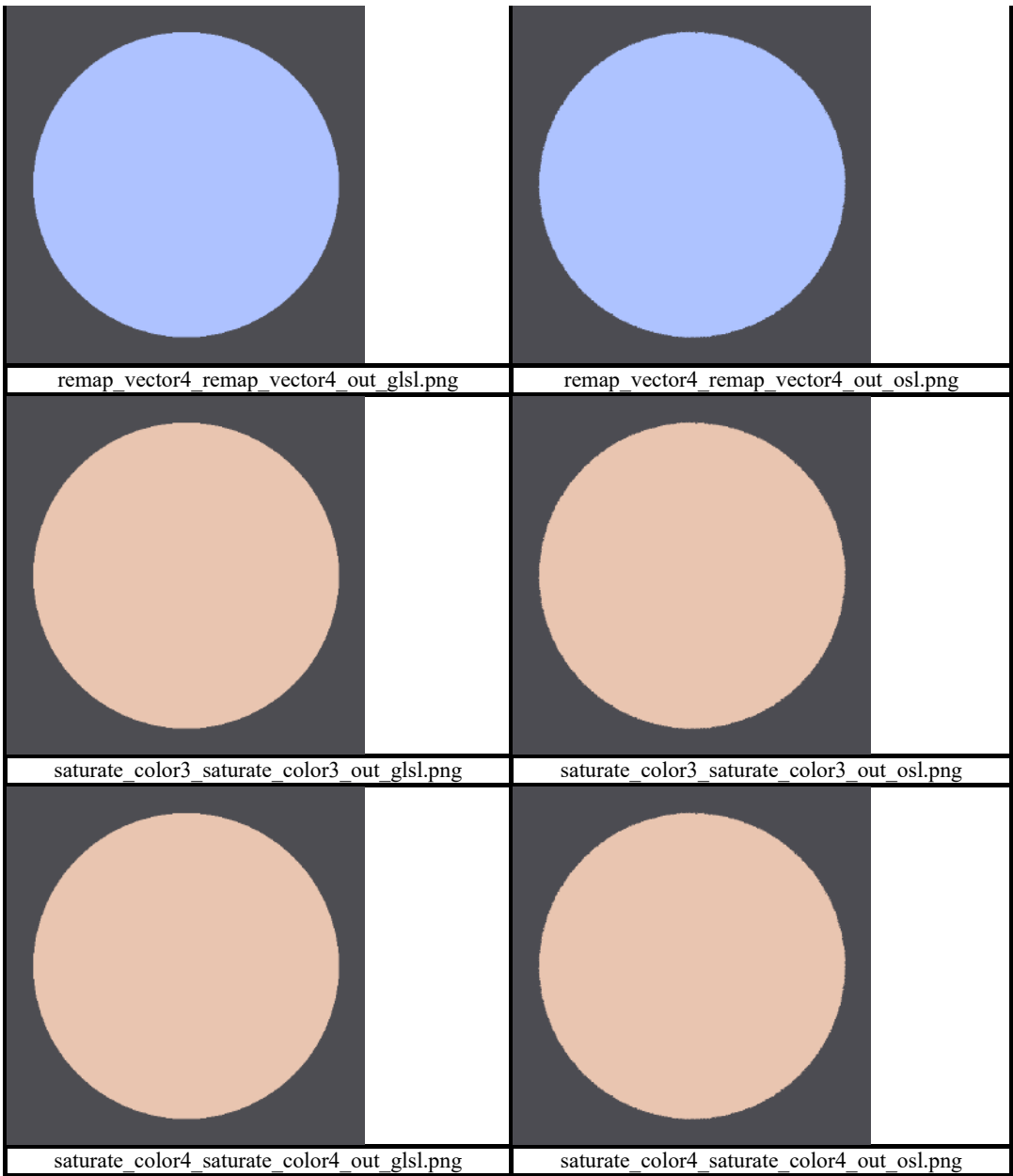
	
hsvadjust_color3 hsvadjust_color3 out_gsl.png	hsvadjust_color3 hsvadjust_color3 out_osl.png
	
hsvadjust_color4 hsvadjust_color4 out_gsl.png	hsvadjust_color4 hsvadjust_color4 out_osl.png
	
luminance_color3 luminance_color3 out_gsl.png	luminance_color3 luminance_color3 out_osl.png
	
luminance_color4 luminance_color4 out_gsl.png	luminance_color4 luminance_color4 out_osl.png
	
range_color3FA range_color3FA out_gsl.png	range_color3FA range_color3FA out_osl.png

	
<code>range_color3 range_color3 out glsl.png</code>	<code>range_color3 range_color3 out osl.png</code>
	
<code>range_color4FA range_color4FA out glsl.png</code>	<code>range_color4FA range_color4FA out osl.png</code>
	
<code>range_color4 range_color4 out glsl.png</code>	<code>range_color4 range_color4 out osl.png</code>
	
<code>range_float range_float out glsl.png</code>	<code>range_float range_float out osl.png</code>
	
<code>range_vector2FA range_vector2FA out glsl.png</code>	<code>range_vector2FA range_vector2FA out osl.png</code>

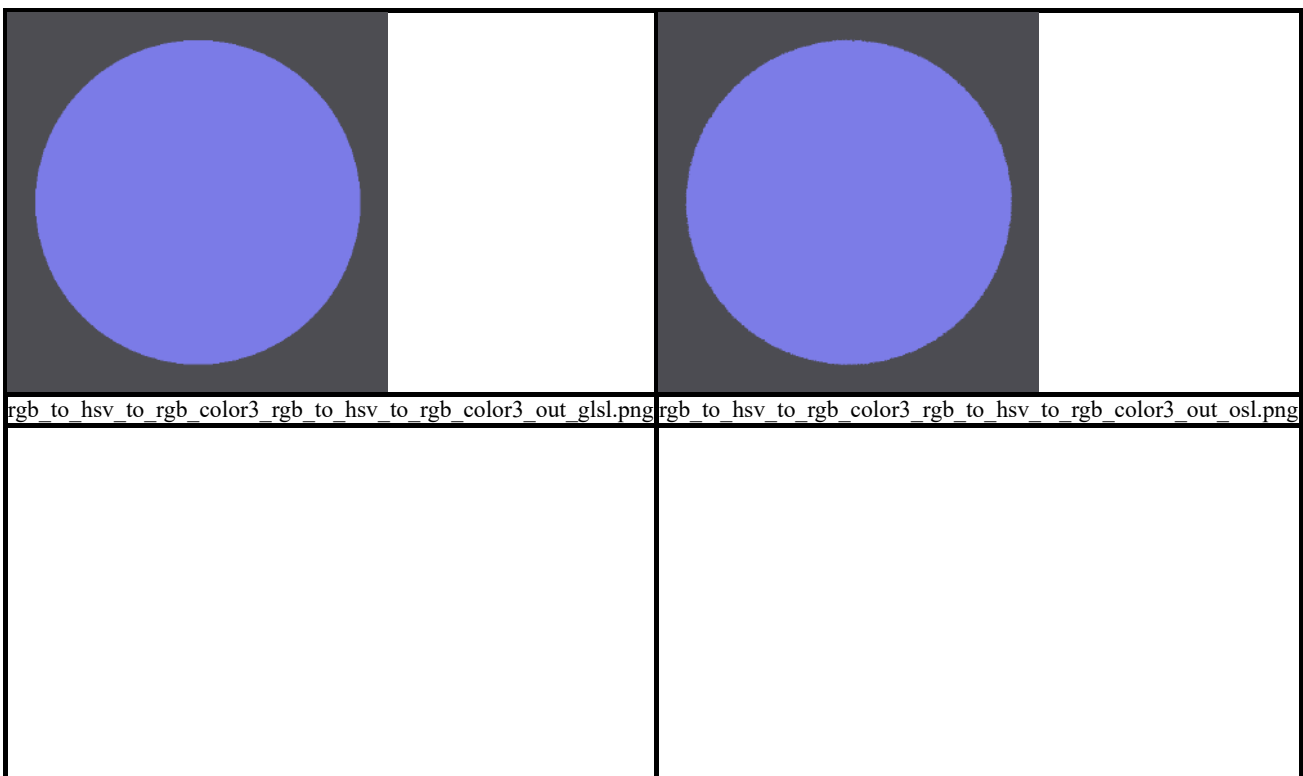
	
<code>range vector2 range vector2 out glsl.png</code>	<code>range vector2 range vector2 out osl.png</code>
	
<code>range_vector3FA_range_vector3FA_out_glsl.png</code>	<code>range_vector3FA_range_vector3FA_out_osl.png</code>
	
<code>range vector3 range vector3 out glsl.png</code>	<code>range vector3 range vector3 out osl.png</code>
	
<code>range_vector4FA_range_vector4FA_out_glsl.png</code>	<code>range_vector4FA_range_vector4FA_out_osl.png</code>
	
<code>range vector4 range vector4 out glsl.png</code>	<code>range vector4 range vector4 out osl.png</code>

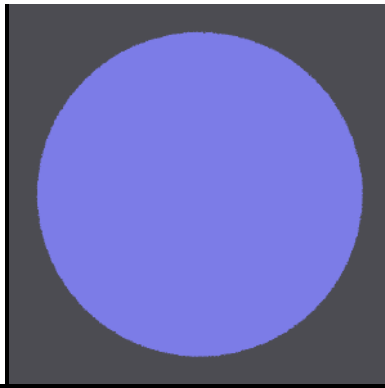
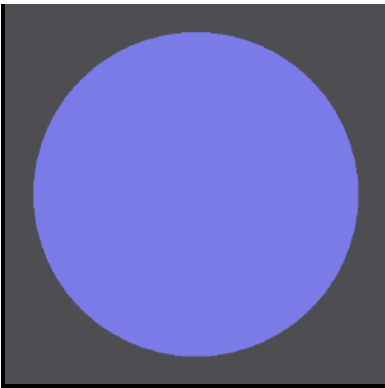
	
remap_color3FA remap_color3FA out glsl.png	remap_color3FA remap_color3FA out osl.png
	
remap_color3 remap_color3 out glsl.png	remap_color3 remap_color3 out osl.png
	
remap_color4FA remap_color4FA out glsl.png	remap_color4FA remap_color4FA out osl.png
	
remap_color4 remap_color4 out glsl.png	remap_color4 remap_color4 out osl.png
	
remap_float remap_float out glsl.png	remap_float remap_float out osl.png

	
remap_vector2FA remap_vector2FA out_gsl.png	remap_vector2FA remap_vector2FA out_osl.png
	
remap_vector2 remap_vector2 out_gsl.png	remap_vector2 remap_vector2 out_osl.png
	
remap_vector3FA remap_vector3FA out_gsl.png	remap_vector3FA remap_vector3FA out_osl.png
	
remap_vector3 remap_vector3 out_gsl.png	remap_vector3 remap_vector3 out_osl.png
	
remap_vector4FA remap_vector4FA out_gsl.png	remap_vector4FA remap_vector4FA out_osl.png



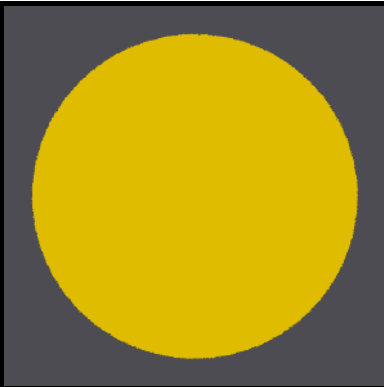
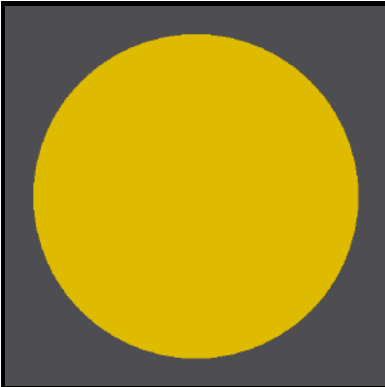
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\adjustment\hsvtorgb:



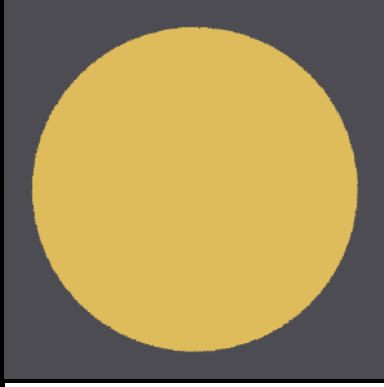
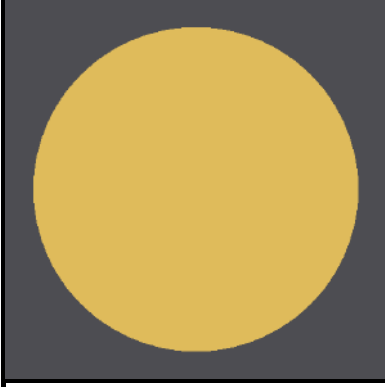


rgb to hsv to rgb color4 rgb to hsv to rgb color4 out glsl.png rgb to hsv to rgb color4 rgb to hsv to rgb color4 out osl.png

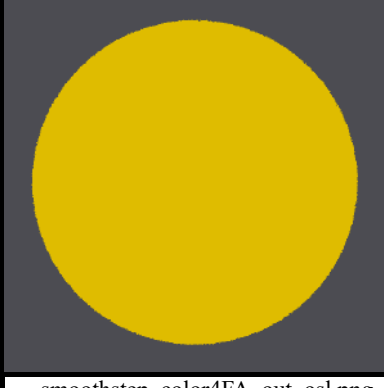
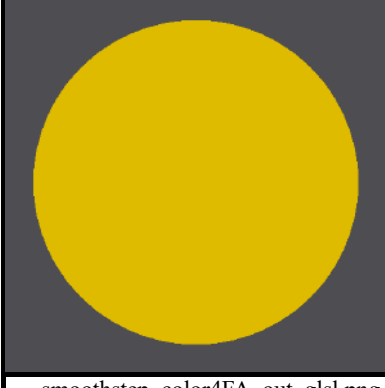
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\adjustment\smoothstep:



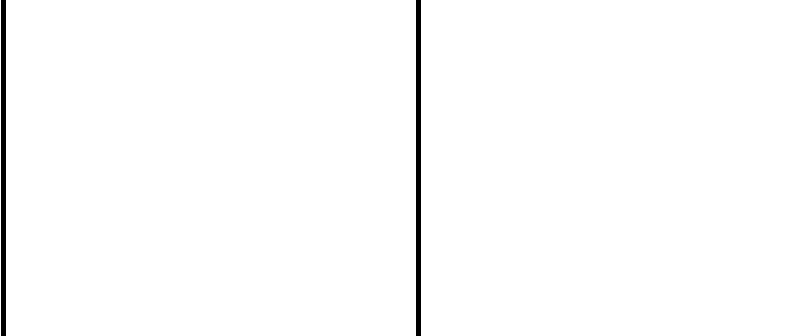
smoothstep color3FA out glsl.png smoothstep color3FA out osl.png



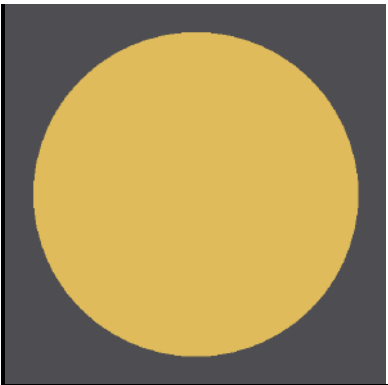
smoothstep color3 out glsl.png smoothstep color3 out osl.png



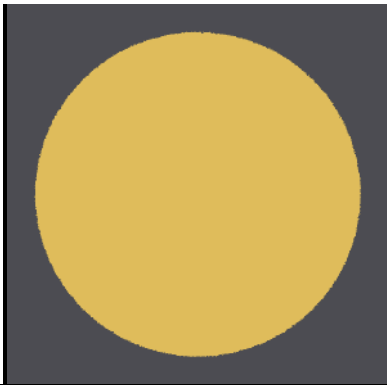
smoothstep color4FA out glsl.png smoothstep color4FA out osl.png



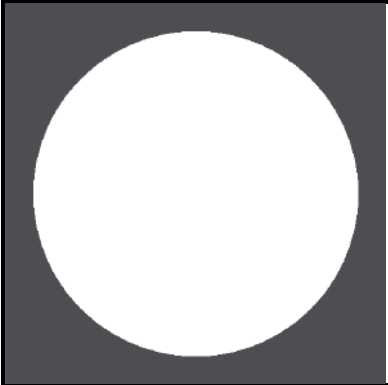




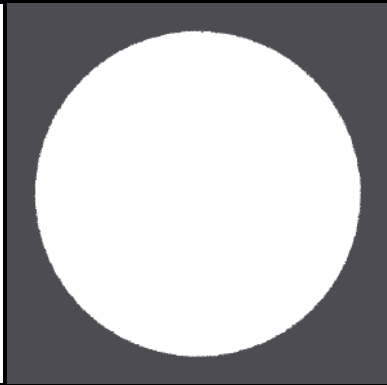
smoothstep\_color4\_out\_glsl.png



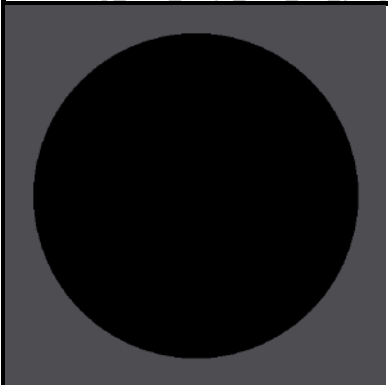
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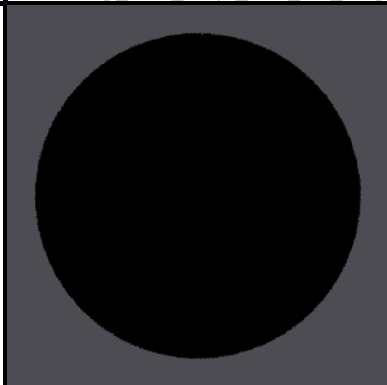
smoothstep\_float\_range\_max\_out\_glsl.png



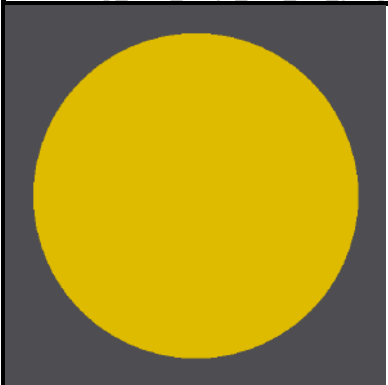
smoothstep\_float\_range\_max\_out\_osl.png



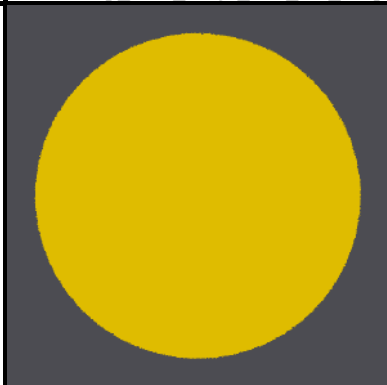
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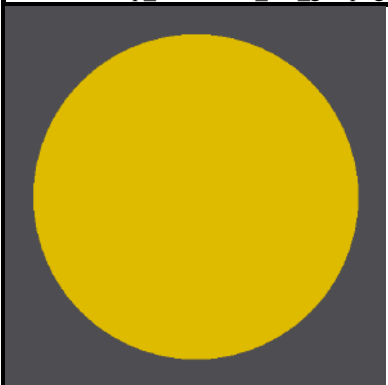
smoothstep\_float\_range\_min\_out\_osl.png



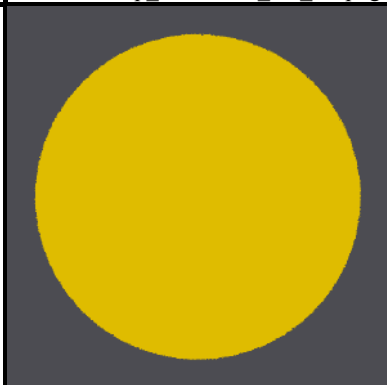
smoothstep\_vector2FA\_out\_glsl.png



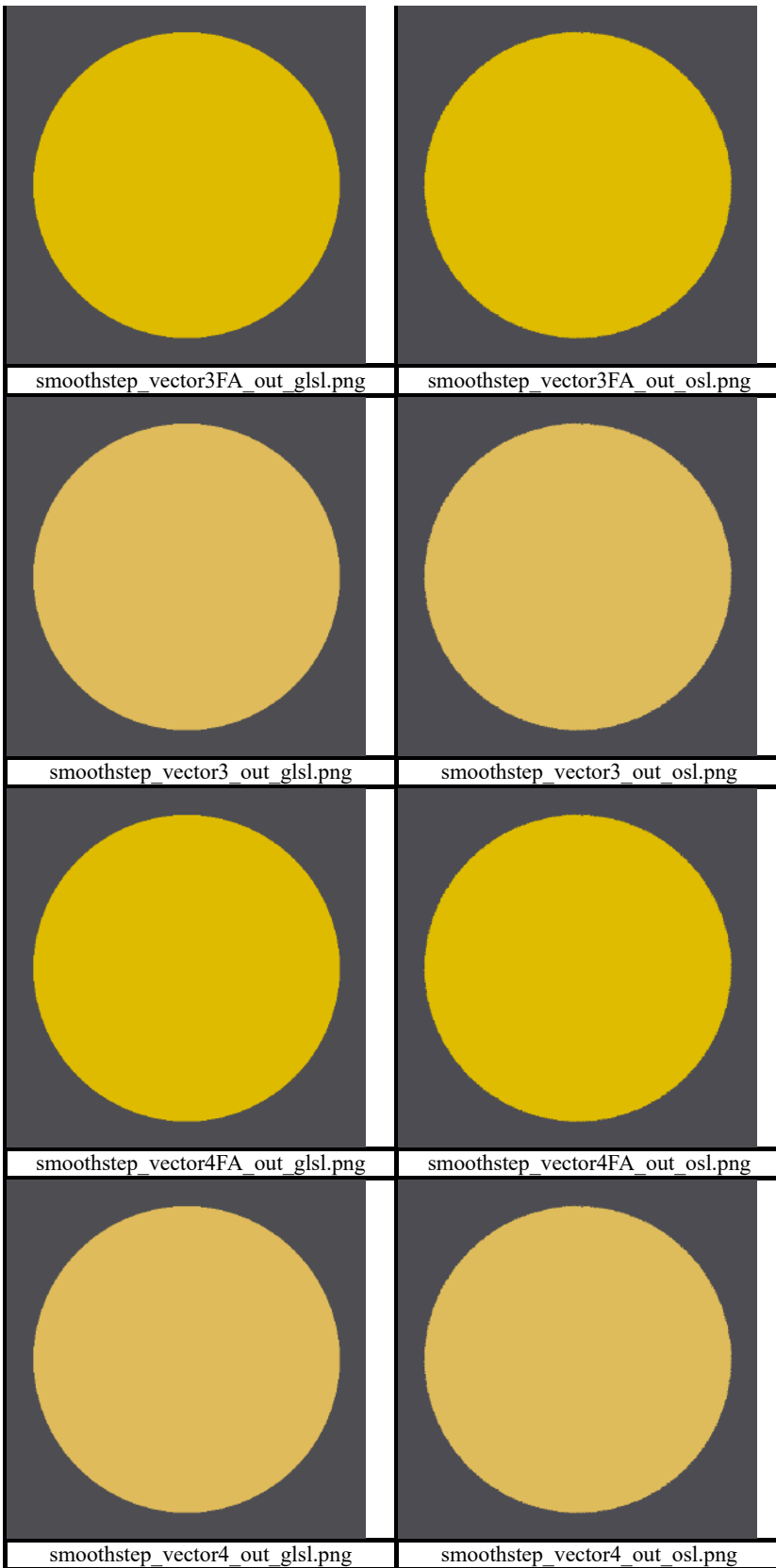
smoothstep\_vector2FA\_out\_osl.png



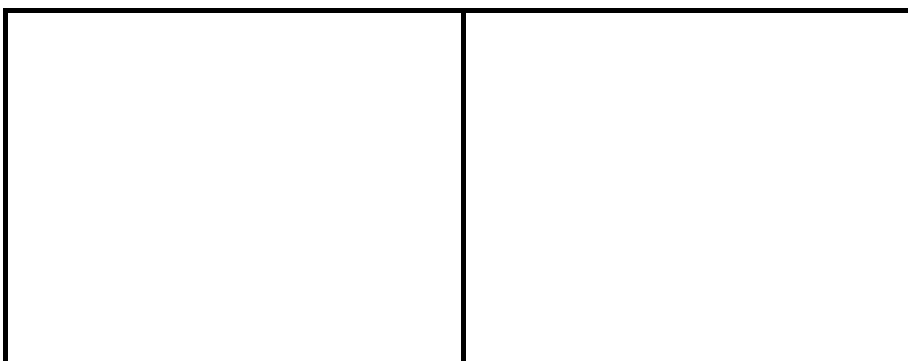
smoothstep\_vector2\_out\_glsl.png

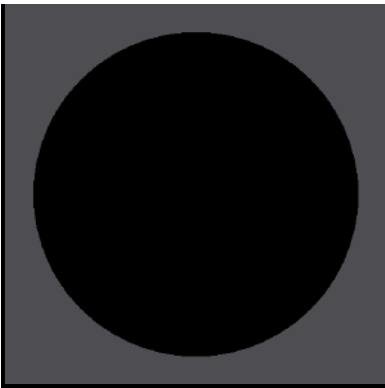
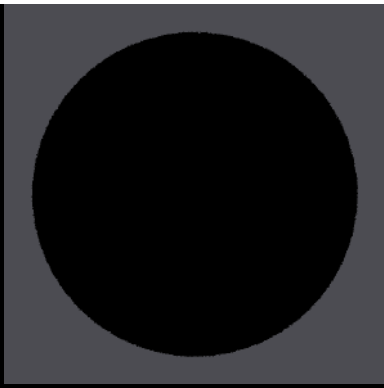
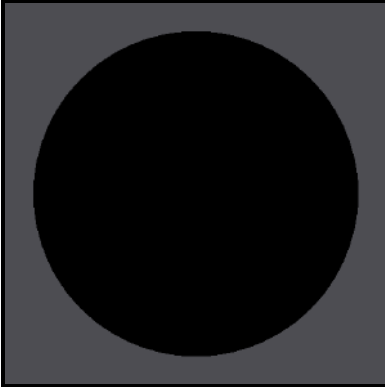
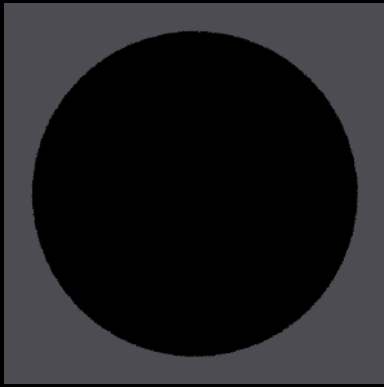
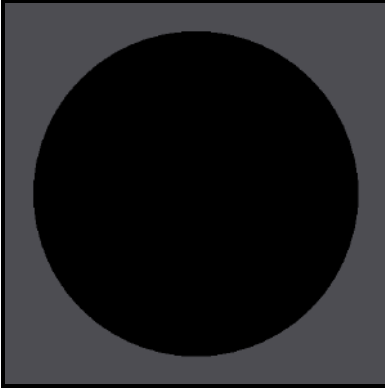
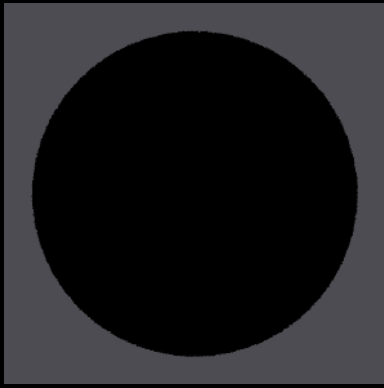
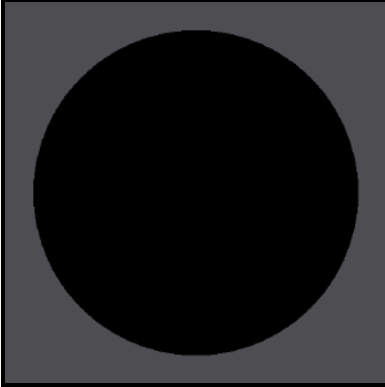
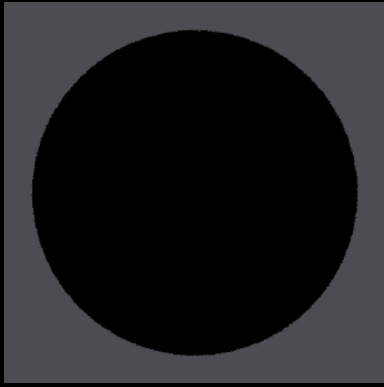


smoothstep\_vector2\_out\_osl.png



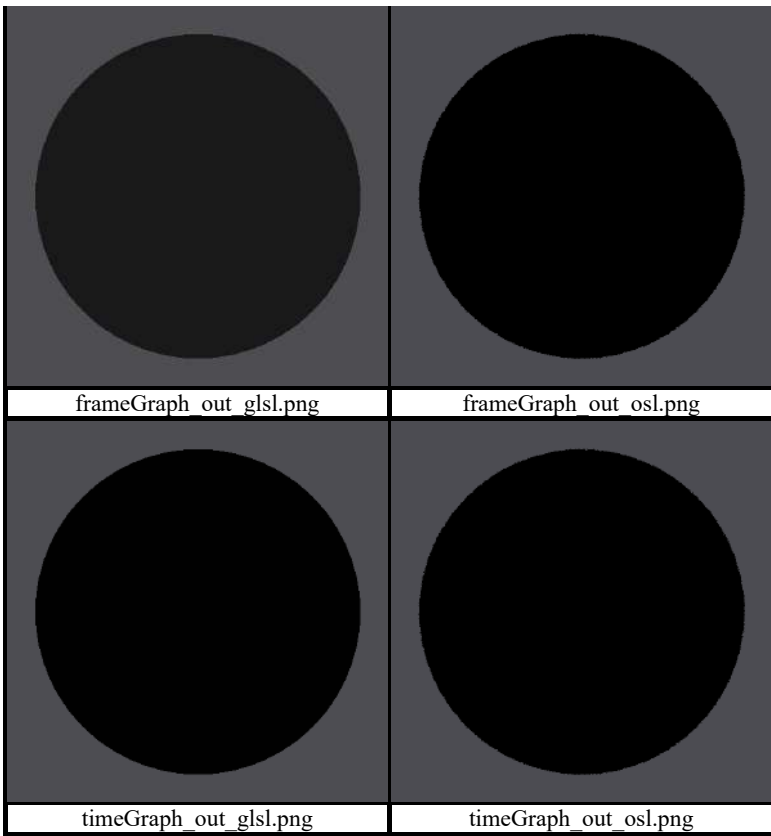
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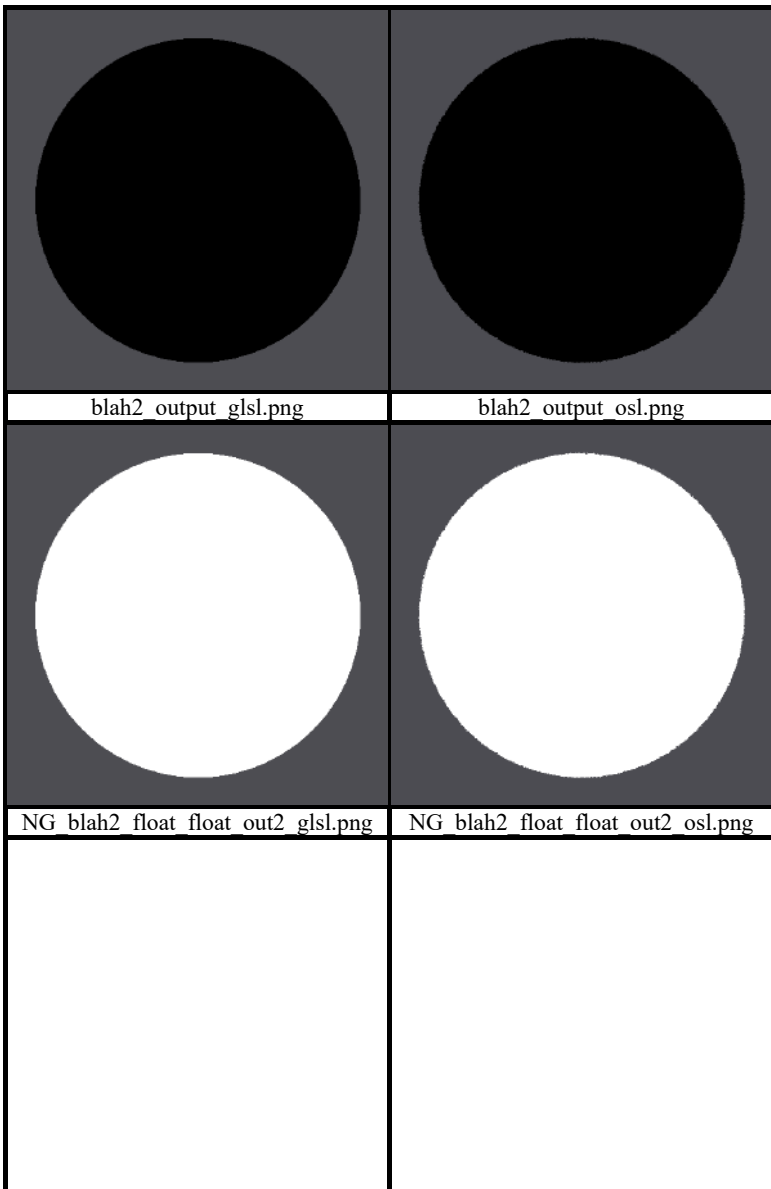
	
<code>syntaxGraph_out_gl_constant_gsl.png</code>	<code>syntaxGraph_out_gl_constant_osl.png</code>
	
<code>syntaxGraph_out_webgl_constant_gsl.png</code>	<code>syntaxGraph_out_webgl_constant_osl.png</code>
	
<code>syntaxGraph_out_doubleUnderScore_gsl.png</code>	<code>syntaxGraph_out_doubleUnderScore_osl.png</code>
	
<code>syntaxGraph_out_webgl_constant_gsl.png</code>	<code>syntaxGraph_out_webgl_constant_osl.png</code>

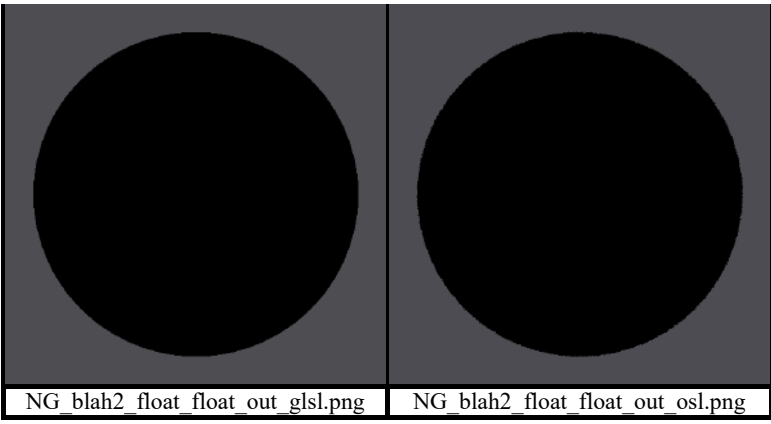
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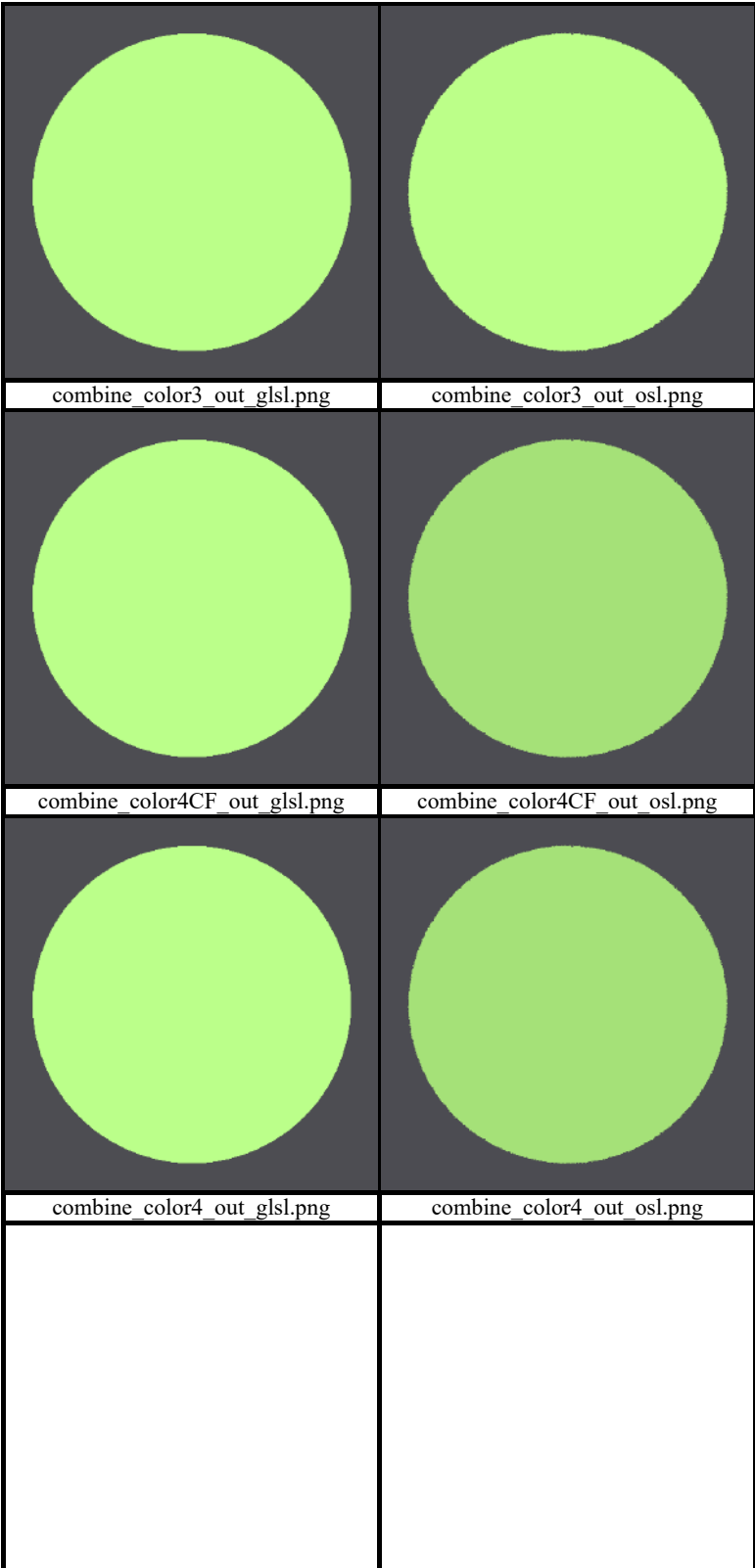


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combine\_vector2\_out\_gsl.png



combine\_vector2\_out\_osl.png



combine\_vector3\_out\_gsl.png



combine\_vector3\_out\_osl.png



combine\_vector4VF\_out\_gsl.png



combine\_vector4VF\_out\_osl.png



combine\_vector4VV\_out\_gsl.png













combine\_vector4VV\_out\_osl.png













combine\_vector4\_out\_gsl.png



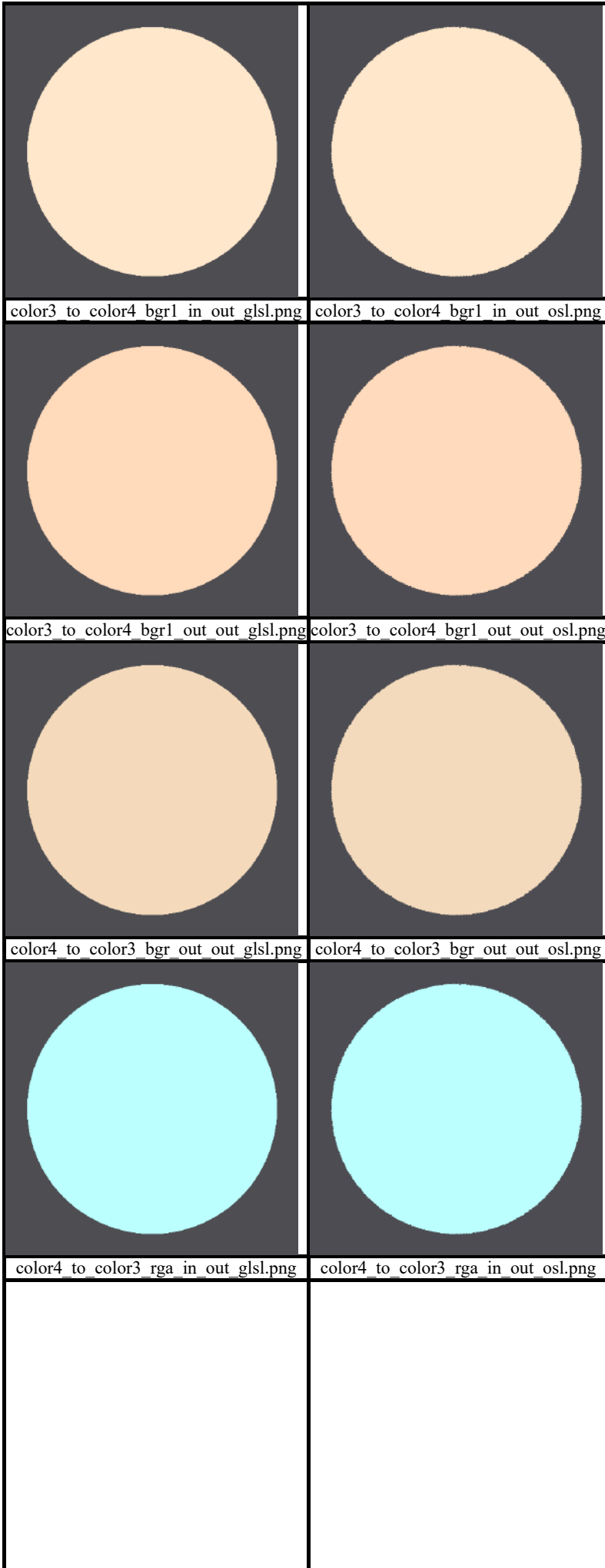
combine\_vector4\_out\_osl.png

	
extract_color3_out_gsl.png	extract_color3_out_osl.png
	
extract_color4_out_gsl.png	extract_color4_out_osl.png
	
extract_vector2_out_gsl.png	extract_vector2_out_osl.png
	
extract_vector3_out_gsl.png	extract_vector3_out_osl.png
	
extract_vector4_out_gsl.png	extract_vector4_out_osl.png

	
separate_color3_out_glsl.png	separate_color3_out_osl.png
	
separate_color4_out_glsl.png	separate_color4_out_osl.png
	
separate_vector2_out_glsl.png	separate_vector2_out_osl.png
	
separate_vector3_out_glsl.png	separate_vector3_out_osl.png
	
separate_vector4_out_glsl.png	separate_vector4_out_osl.png



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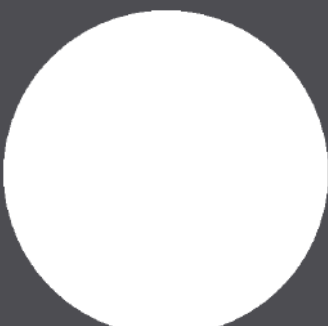



	
color4 to float g in out glsl.png	color4 to float g in out osl.png
	
color4 to float g out out glsl.png	color4 to float g out out osl.png
	
float to color4 rrrr in out glsl.png	float to color4 rrrr in out osl.png
	
float to color4 rrrr out out glsl.png	float to color4 rrrr out out osl.png
	
image4 to color3 bga in out glsl.png	image4 to color3 bga in out osl.png



image4 to color3 bgr out out glsl.png image4 to color3 bgr out out osl.png

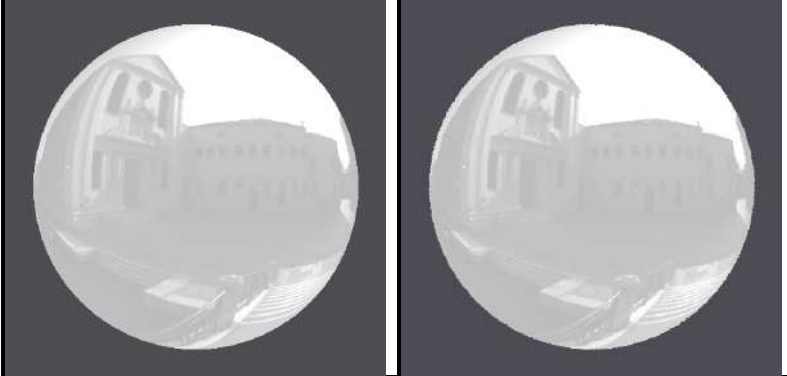
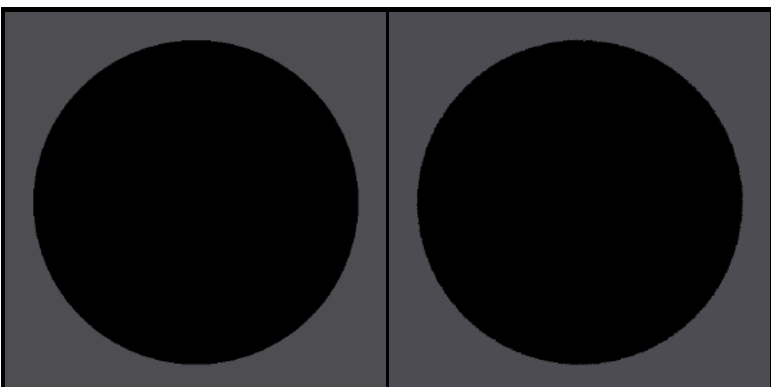


image4 to float g in out glsl.png image4 to float g in out osl.png

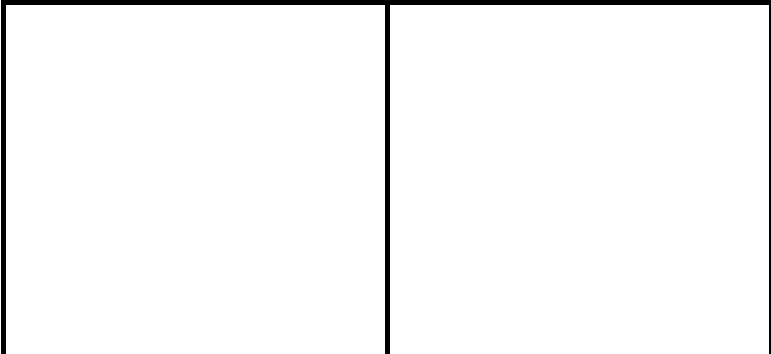












image4 to float g out out glsl.png image4 to float g out out osl.png











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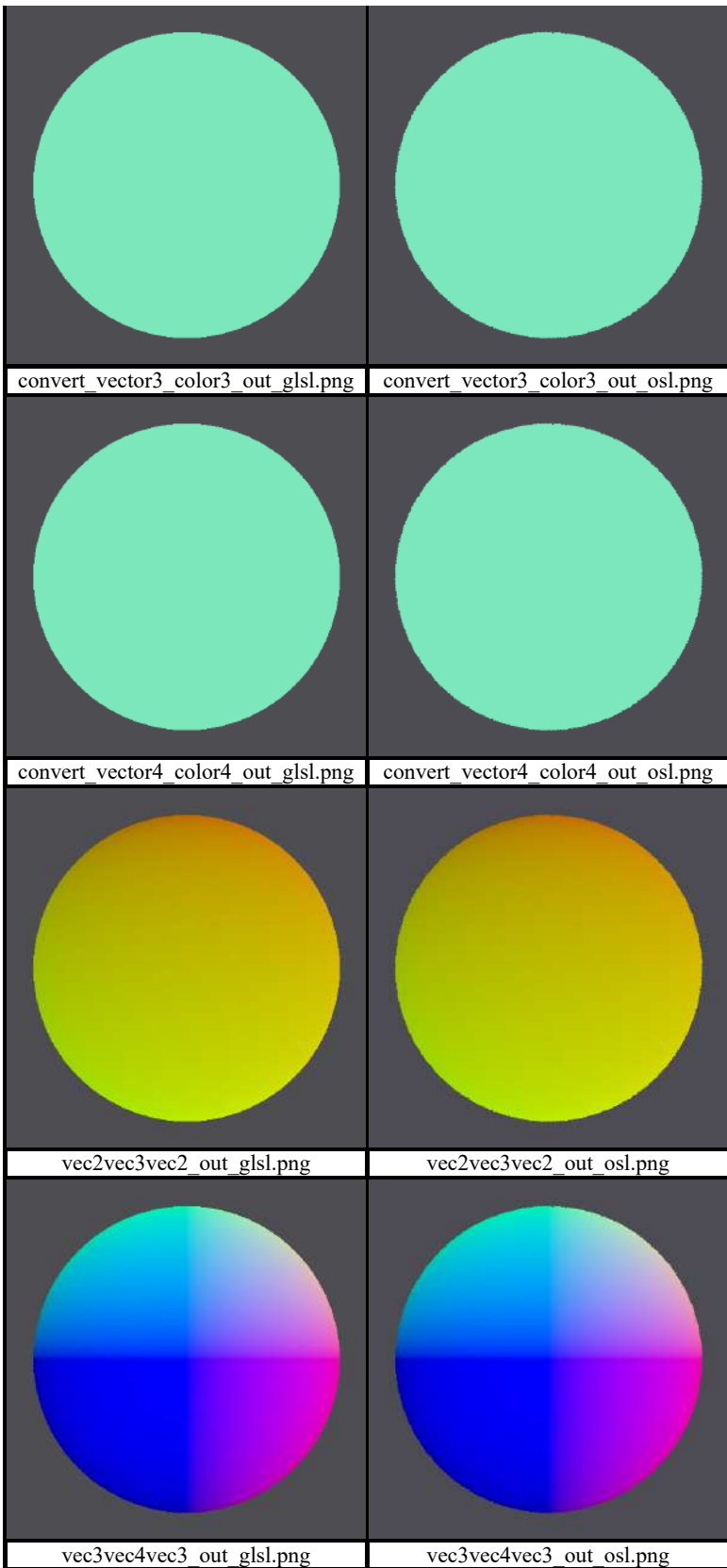


convert boolean float out glsl.png convert boolean float out osl.png

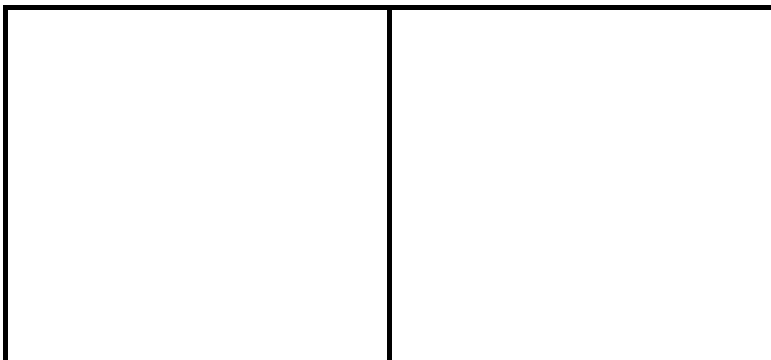








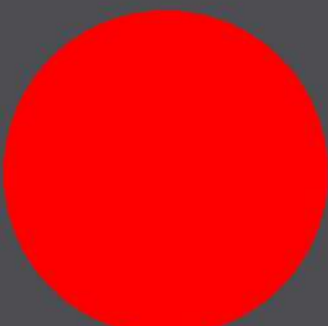



	
<code>convert_color3_color4_out_gsl.png</code>	<code>convert_color3_color4_out_osl.png</code>
	
<code>convert_color3_vector3_out_gsl.png</code>	<code>convert_color3_vector3_out_osl.png</code>
	
<code>convert_color4_color3_out_gsl.png</code>	<code>convert_color4_color3_out_osl.png</code>
	
<code>convert_color4_vector4_out_gsl.png</code>	<code>convert_color4_vector4_out_osl.png</code>
	
<code>convert_float_color3_out_gsl.png</code>	<code>convert_float_color3_out_osl.png</code>











	
<code>convert float_color4_out glsl.png</code>	<code>convert float_color4_out osl.png</code>
	
<code>convert float_vector2_out glsl.png</code>	<code>convert float_vector2_out osl.png</code>
	
<code>convert float_vector3_out glsl.png</code>	<code>convert float_vector3_out osl.png</code>
	
<code>convert float_vector4_out glsl.png</code>	<code>convert float_vector4_out osl.png</code>
	
<code>convert integer_float_out glsl.png</code>	<code>convert integer_float_out osl.png</code>













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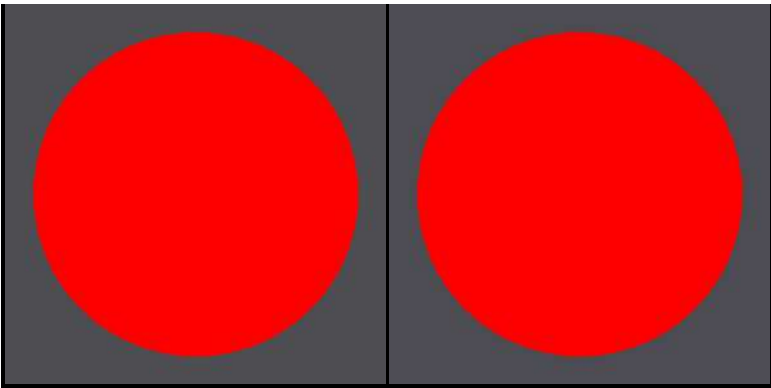
	
swizzle_color3_color3_out_gsl.png	swizzle_color3_color3_out_osl.png
	
swizzle_color3_color4_out_gsl.png	swizzle_color3_color4_out_osl.png
	
swizzle_color3_float_out_gsl.png	swizzle_color3_float_out_osl.png
	
swizzle_color3_vector2_out_gsl.png	swizzle_color3_vector2_out_osl.png
	
swizzle_color3_vector3_out_gsl.png	swizzle_color3_vector3_out_osl.png

	
swizzle_color3_vector4_out_gsl.png	swizzle_color3_vector4_out_osl.png
	
swizzle_color4_color3_out_gsl.png	swizzle_color4_color3_out_osl.png
	
swizzle_color4_color4_out_gsl.png	swizzle_color4_color4_out_osl.png
	
swizzle_color4_float_out_gsl.png	swizzle_color4_float_out_osl.png
	
swizzle_color4_vector2_out_gsl.png	swizzle_color4_vector2_out_osl.png

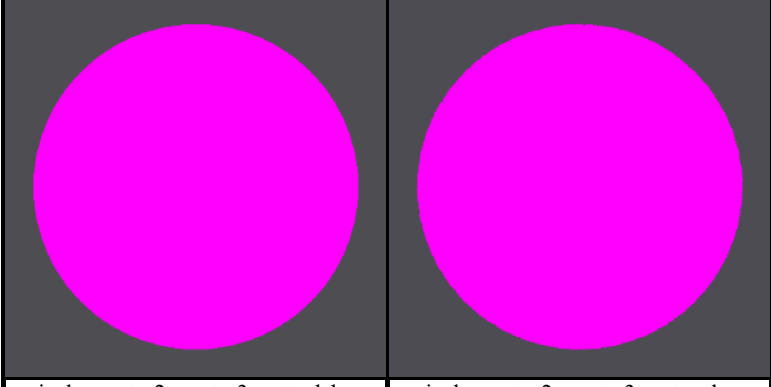


	
swizzle_color4_vector3_out_gsl.png	swizzle_color4_vector3_out_osl.png
	
swizzle_color4_vector4_out_gsl.png	swizzle_color4_vector4_out_osl.png
	
swizzle_float_color3_out_gsl.png	swizzle_float_color3_out_osl.png
	
swizzle_float_color4_out_gsl.png	swizzle_float_color4_out_osl.png
	
swizzle_float_vector2_out_gsl.png	swizzle_float_vector2_out_osl.png

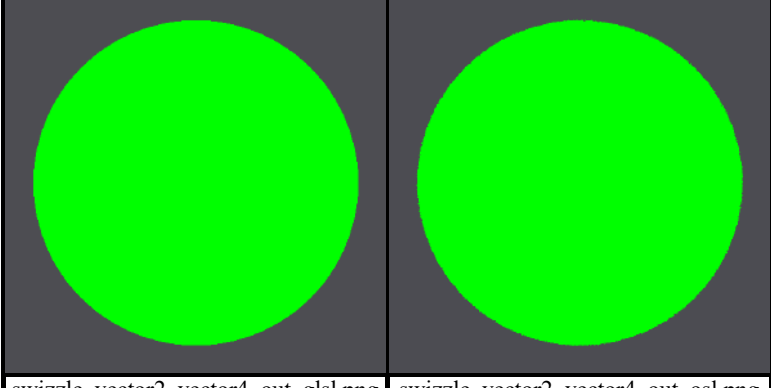
	
swizzle float vector3 out glsl.png	swizzle float vector3 out osl.png
	
swizzle float vector4 out glsl.png	swizzle float vector4 out osl.png
	
swizzle vector2 color3 out glsl.png	swizzle vector2 color3 out osl.png
	
swizzle vector2 color4 out glsl.png	swizzle vector2 color4 out osl.png
	
swizzle vector2 float out glsl.png	swizzle vector2 float out osl.png



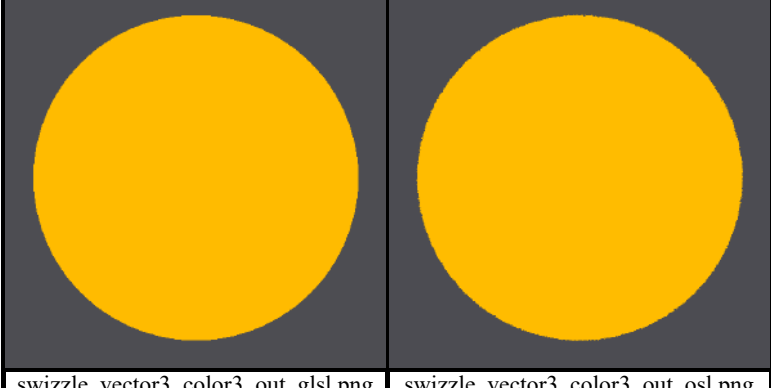
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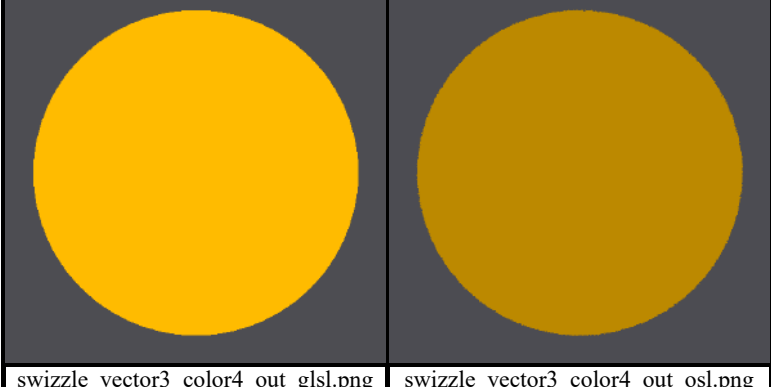
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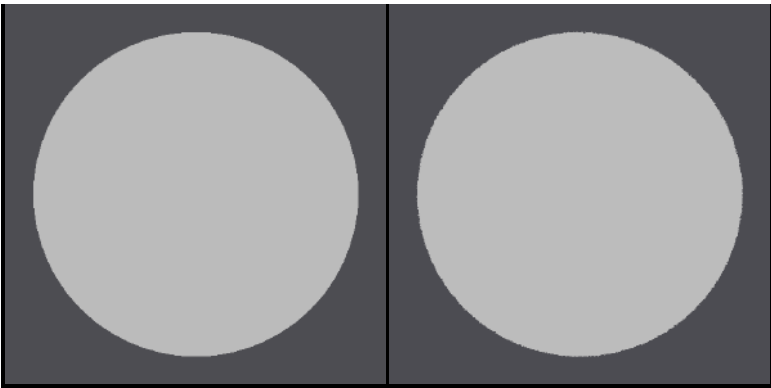
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swizzle vector3 color3 out glsl.png swizzle vector3 color3 out osl.png

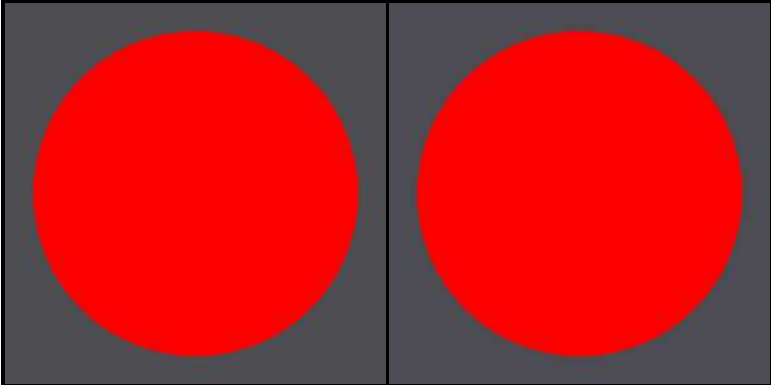


swizzle vector3 color4 out glsl.png swizzle vector3 color4 out osl.png



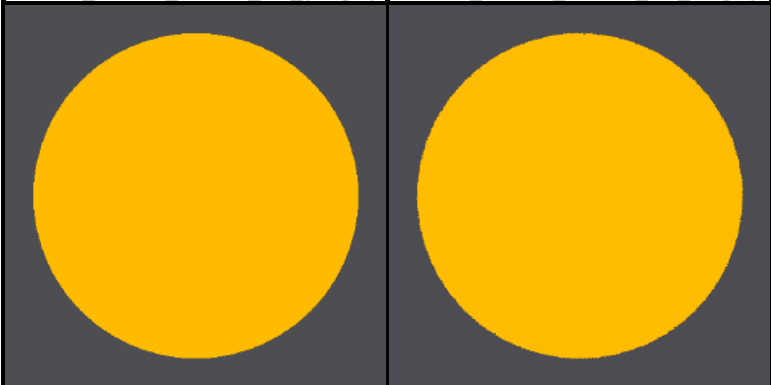
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swizzle\_vector3\_float\_out\_osl.png



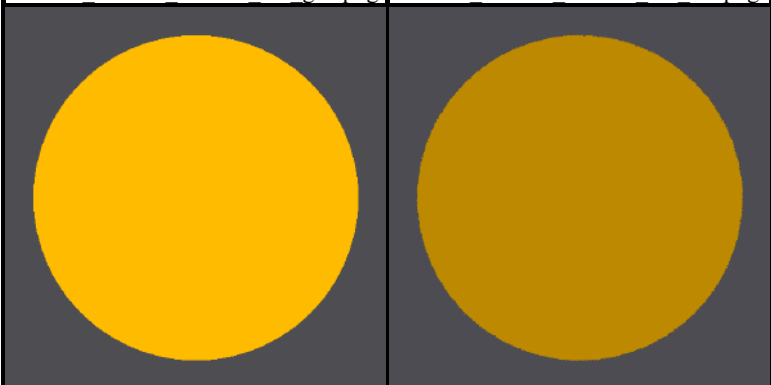
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swizzle\_vector3\_vector2\_out\_osl.png



swizzle\_vector3\_vector3\_out\_gsl.png

swizzle\_vector3\_vector3\_out\_osl.png



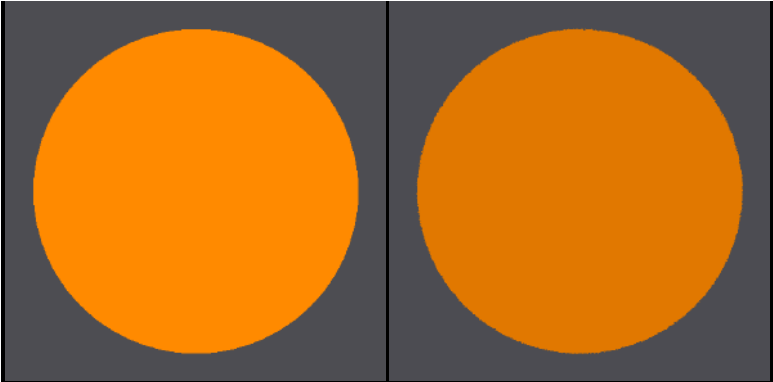
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swizzle\_vector3\_vector4\_out\_osl.png



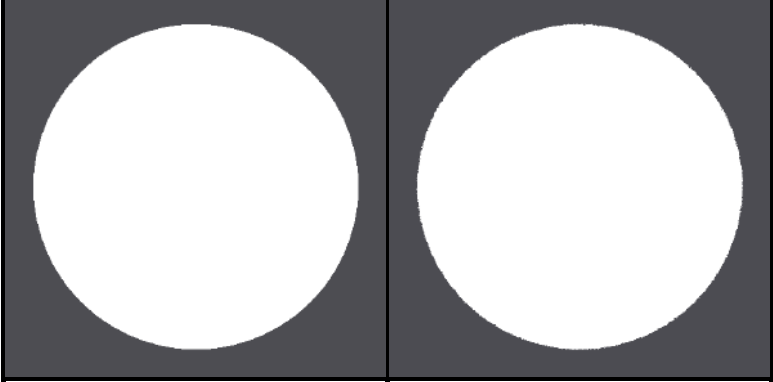
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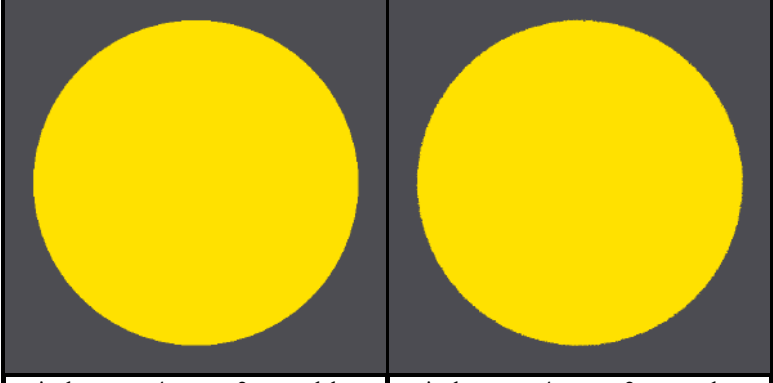
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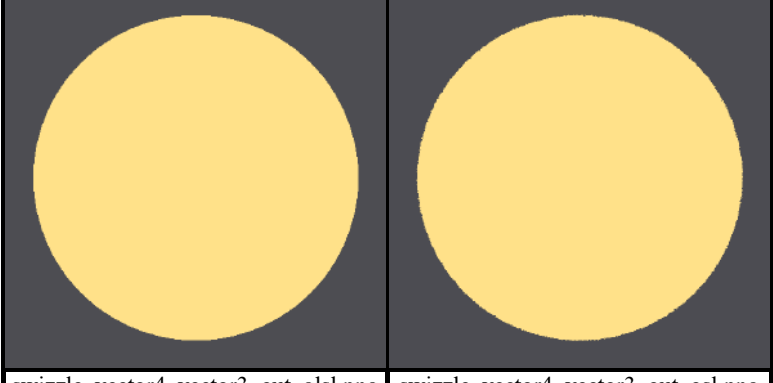
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swizzle\_vector4\_float\_out\_osl.png



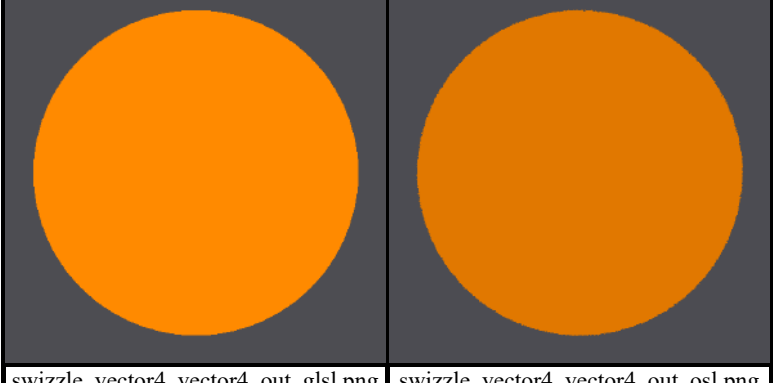
swizzle\_vector4\_vector2\_out\_gsl.png

swizzle\_vector4\_vector2\_out\_osl.png



swizzle\_vector4\_vector3\_out\_gsl.png

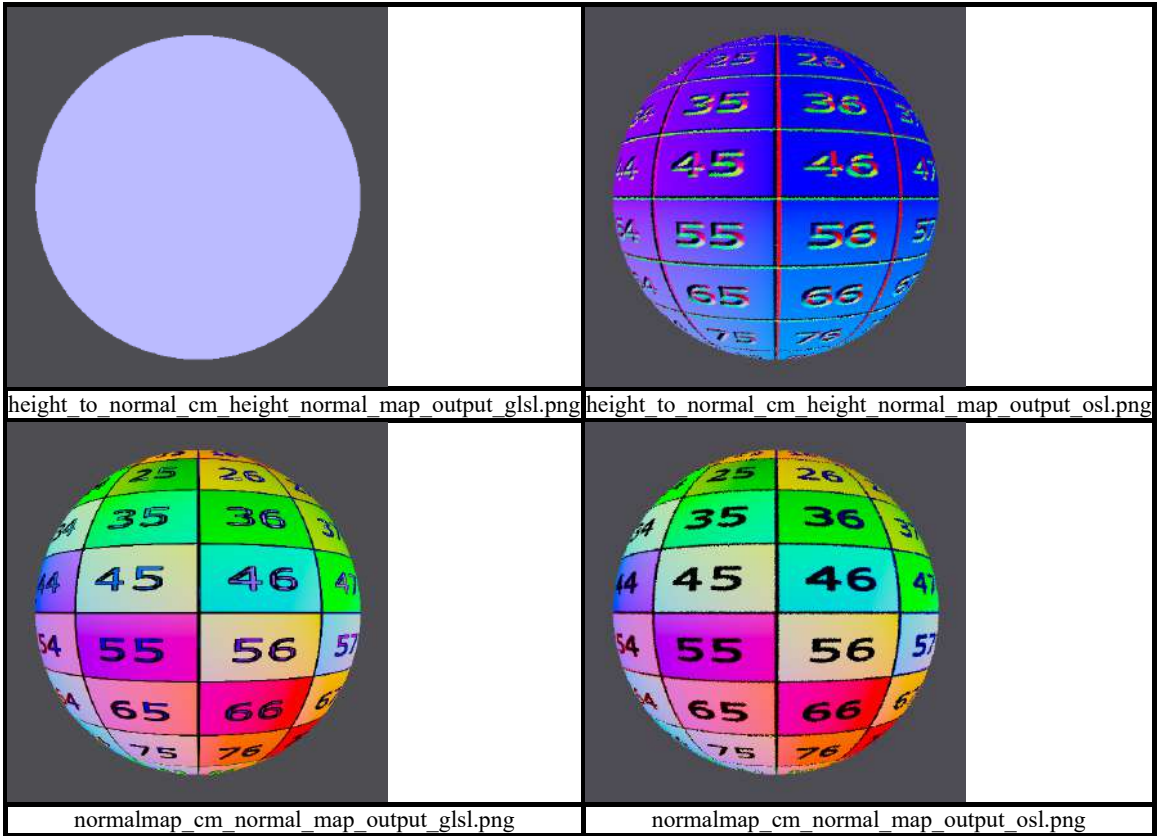
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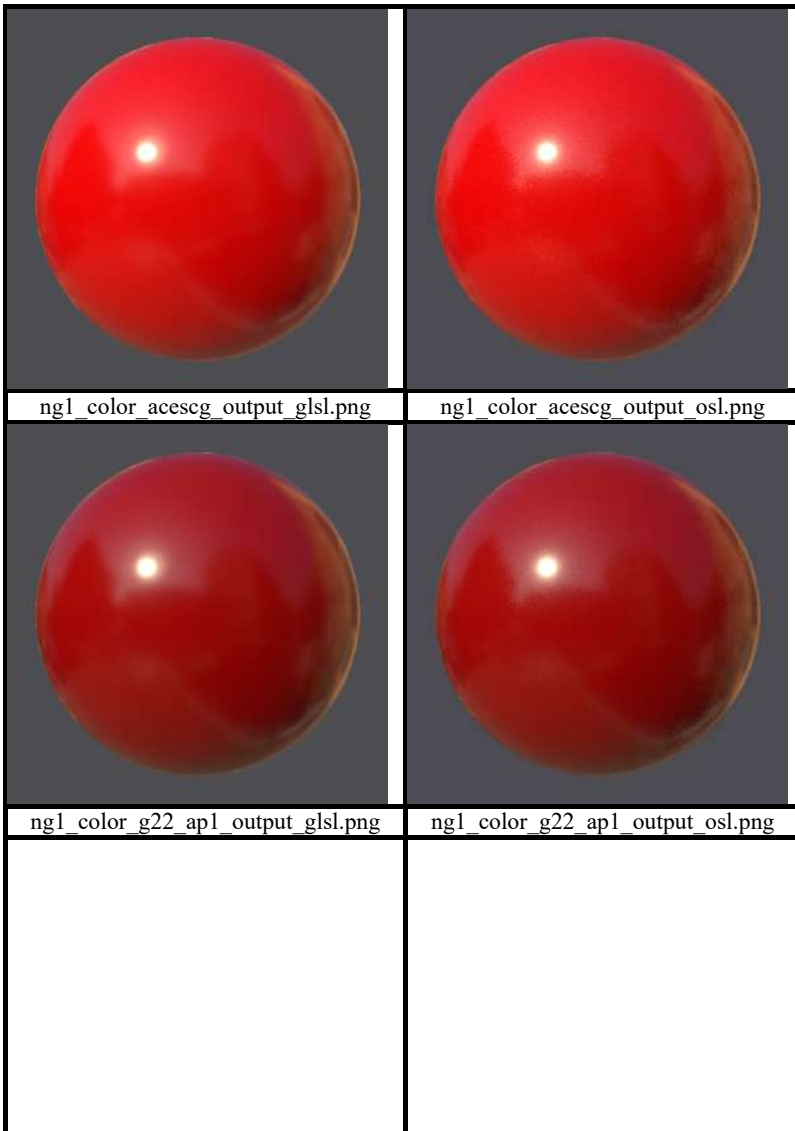
swizzle\_vector4\_vector4\_out\_gsl.png

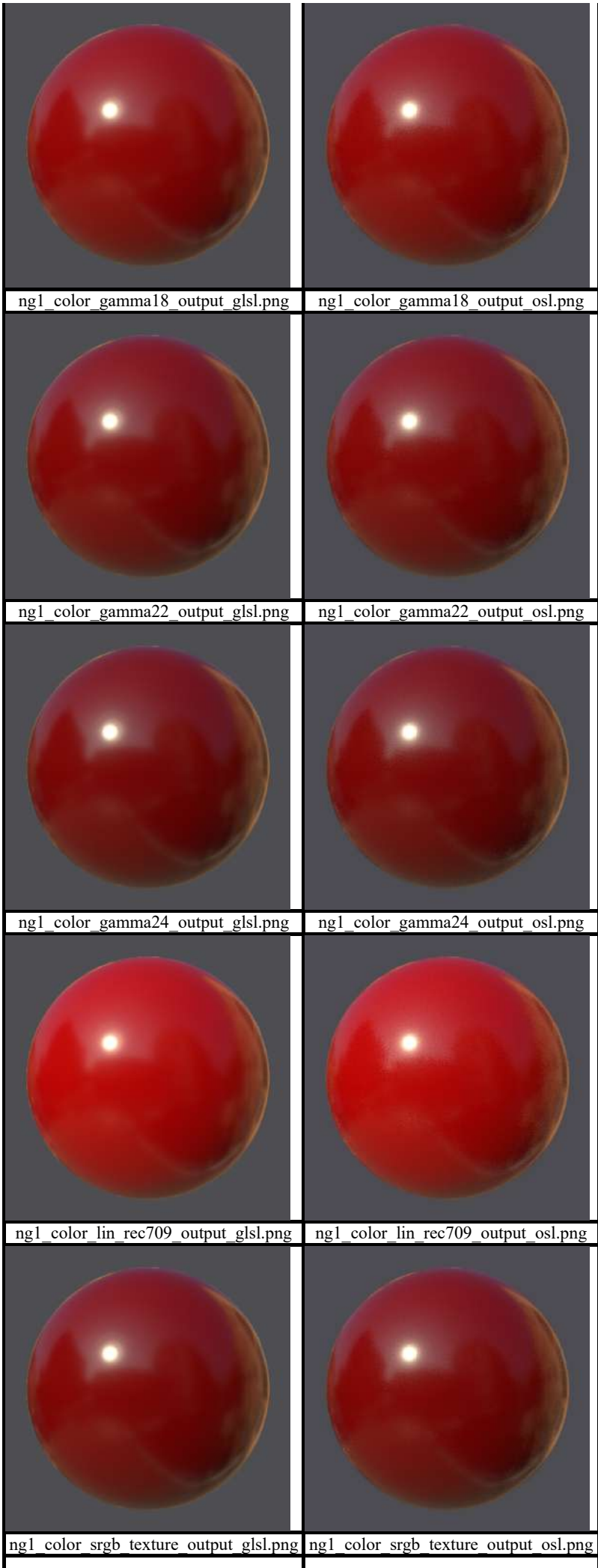
swizzle\_vector4\_vector4\_out\_osl.png

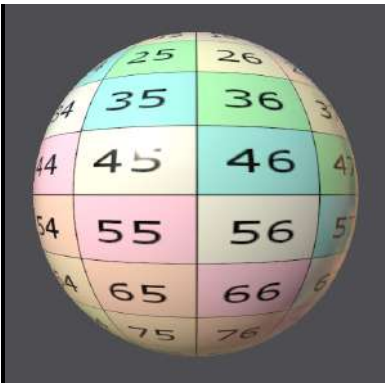
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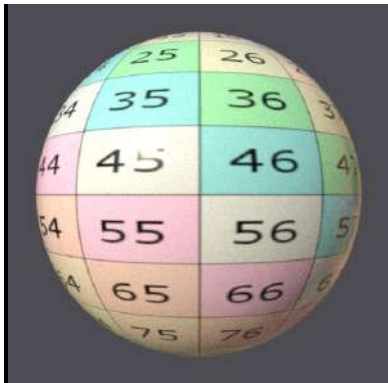
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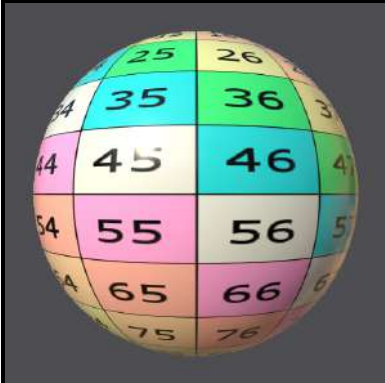




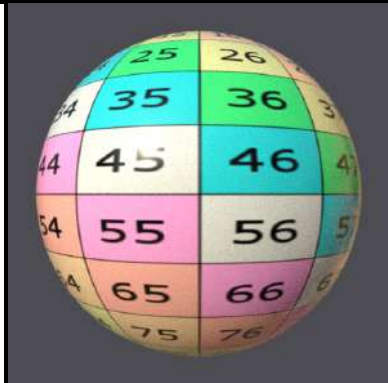
ngl\_image acescg\_output glsl.png



ngl\_image acescg\_output osl.png



ngl\_image g22\_ap1\_output glsl.png



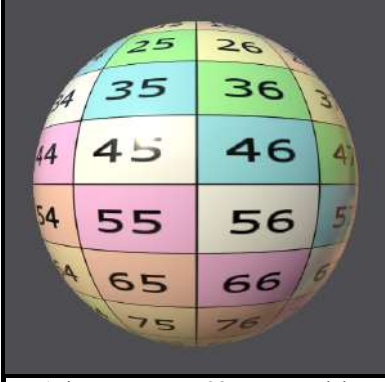
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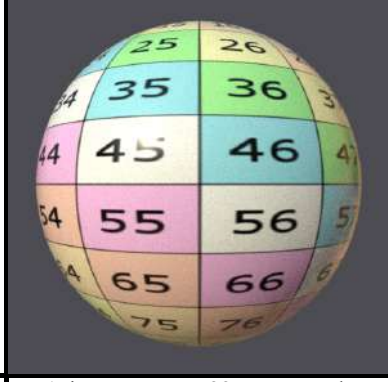
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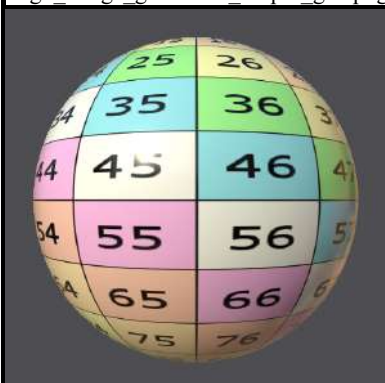
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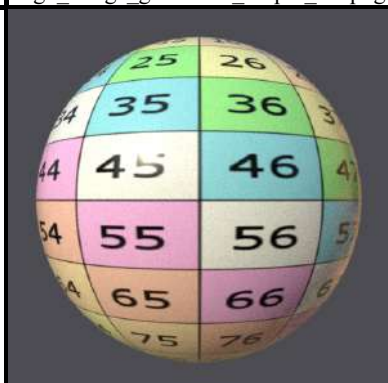
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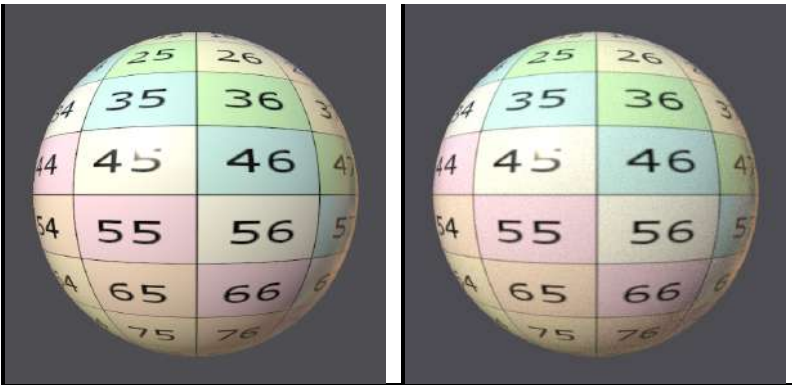


ngl\_image gamma24\_output glsl.png



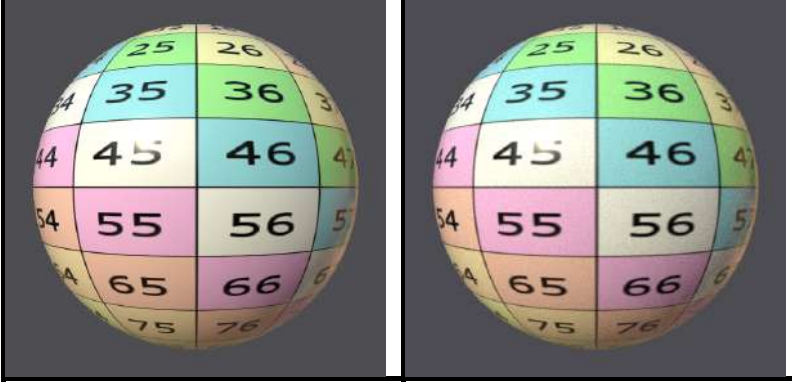
ngl\_image gamma24\_output osl.png





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

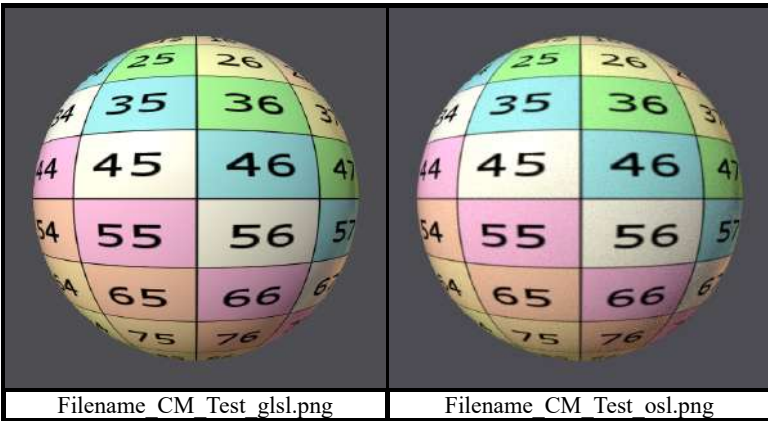
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ngl\_image\_srgb\_texture\_output\_gsl.png

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

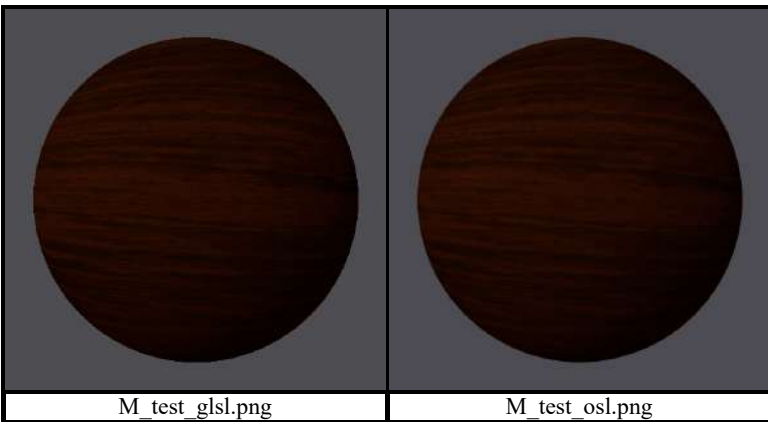
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Filename CM Test gsl.png

Filename CM Test osl.png

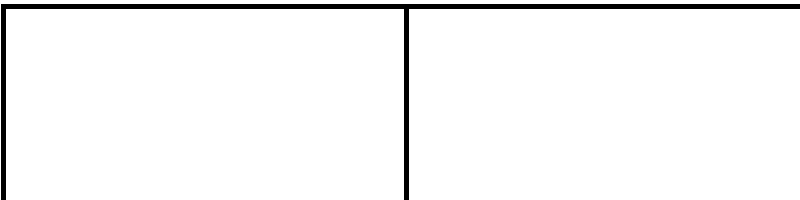
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M test gsl.png

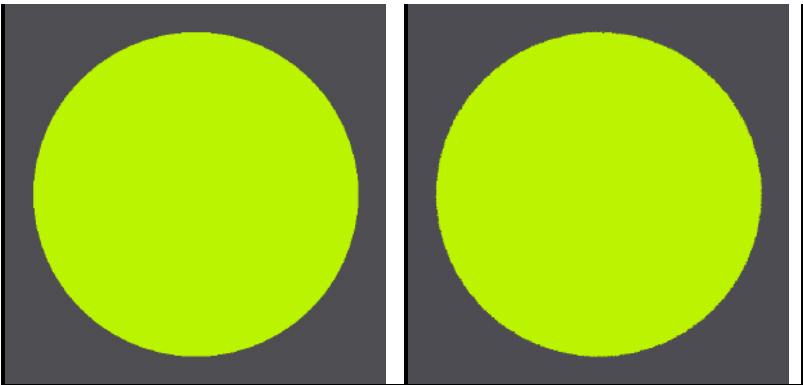
M test osl.png

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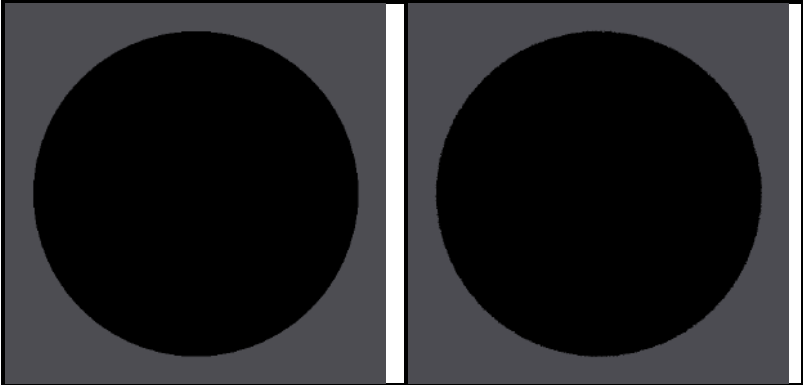
	
burn_color3_out_gsl.png	burn_color3_out_osl.png
	
burn_color4_out_gsl.png	burn_color4_out_osl.png
	
burn_float_divzero_out_gsl.png	burn_float_divzero_out_osl.png
	
burn_float_out_gsl.png	burn_float_out_osl.png
	
difference_color3_out_gsl.png	difference_color3_out_osl.png

	
<code>difference_color4_out_gsl.png</code>	<code>difference_color4_out_osl.png</code>
	
<code>difference_float_out_gsl.png</code>	<code>difference_float_out_osl.png</code>
	
<code>disjointover_color4_divzero_out_gsl.png</code>	<code>disjointover_color4_divzero_out_osl.png</code>
	
<code>disjointover_color4_out_gsl.png</code>	<code>disjointover_color4_out_osl.png</code>
	
<code>dodge_color3_out_gsl.png</code>	<code>dodge_color3_out_osl.png</code>



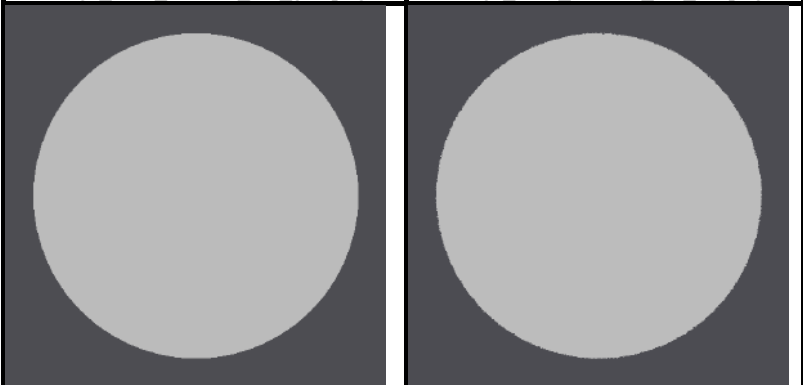
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dodge\_color4\_out\_osl.png



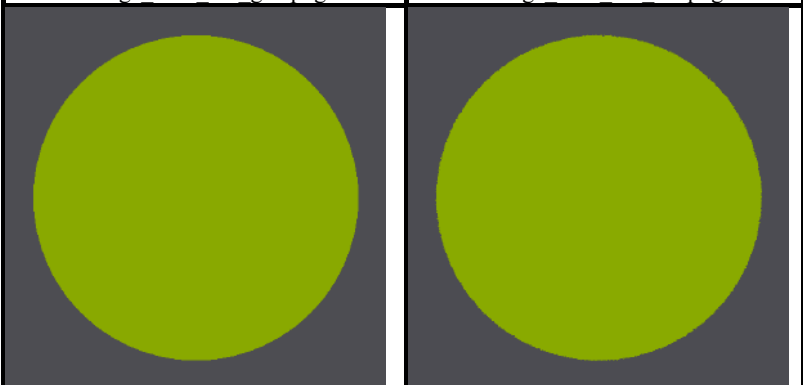
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dodge\_float\_divzero\_out\_osl.png



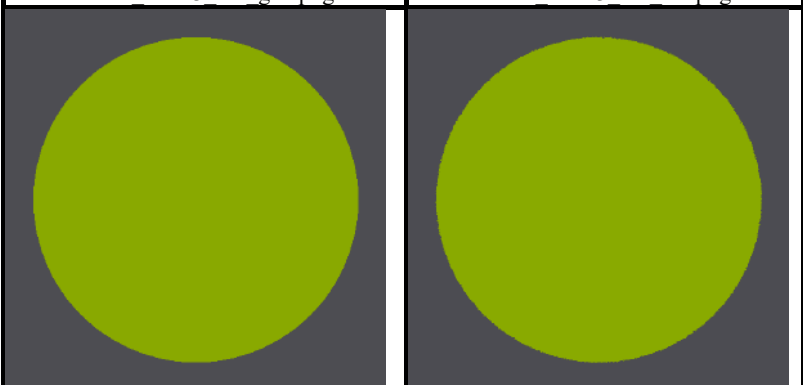
dodge\_float\_out\_glsl.png

dodge\_float\_out\_osl.png













inside\_color3\_out\_glsl.png











inside\_color3\_out\_osl.png

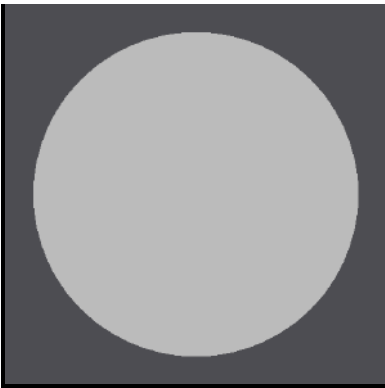


inside\_color4\_out\_glsl.png

inside\_color4\_out\_osl.png

	
inside_float_out_gsl.png	inside_float_out_osl.png
	
in_color4_out_gsl.png	in_color4_out_osl.png
	
mask_color4_out_gsl.png	mask_color4_out_osl.png
	
matte_color4_out_gsl.png	matte_color4_out_osl.png
	
minus_color3_out_gsl.png	minus_color3_out_osl.png

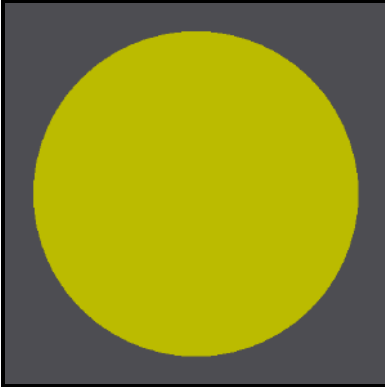
	
minus_color4_out_glsl.png	minus_color4_out_osl.png
	
minus_float_out_glsl.png	minus_float_out_osl.png
	
mix_color3_color3_out_glsl.png	mix_color3_color3_out_osl.png
	
mix_color3_out_glsl.png	mix_color3_out_osl.png
	
mix_color4_color4_out_glsl.png	mix_color4_color4_out_osl.png



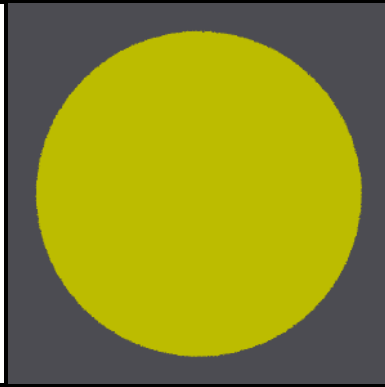
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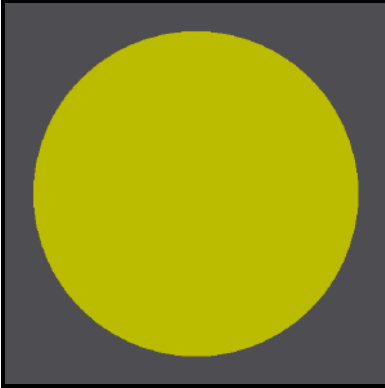
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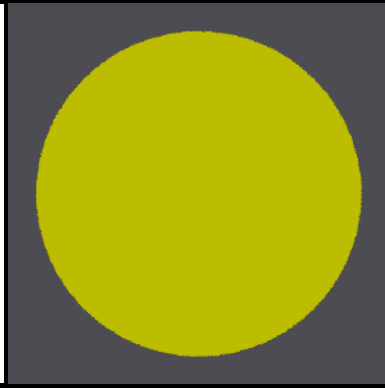
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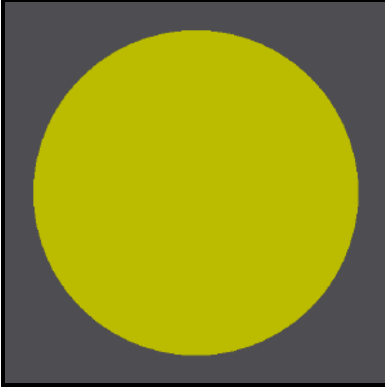
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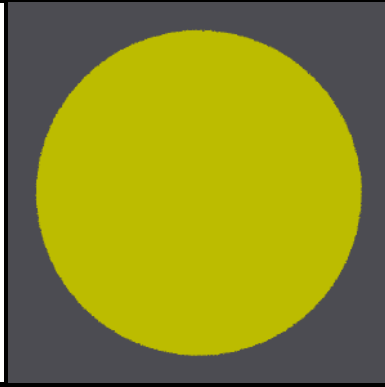
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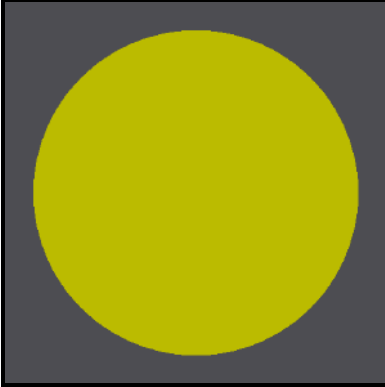
mix\_vector2\_vector2\_out\_osl.png



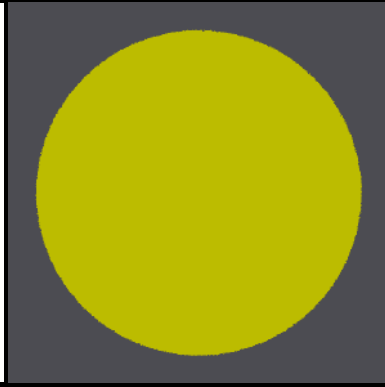
mix\_vector3\_out\_glsl.png













mix\_vector3\_out\_osl.png













mix\_vector3\_vector3\_out\_glsl.png













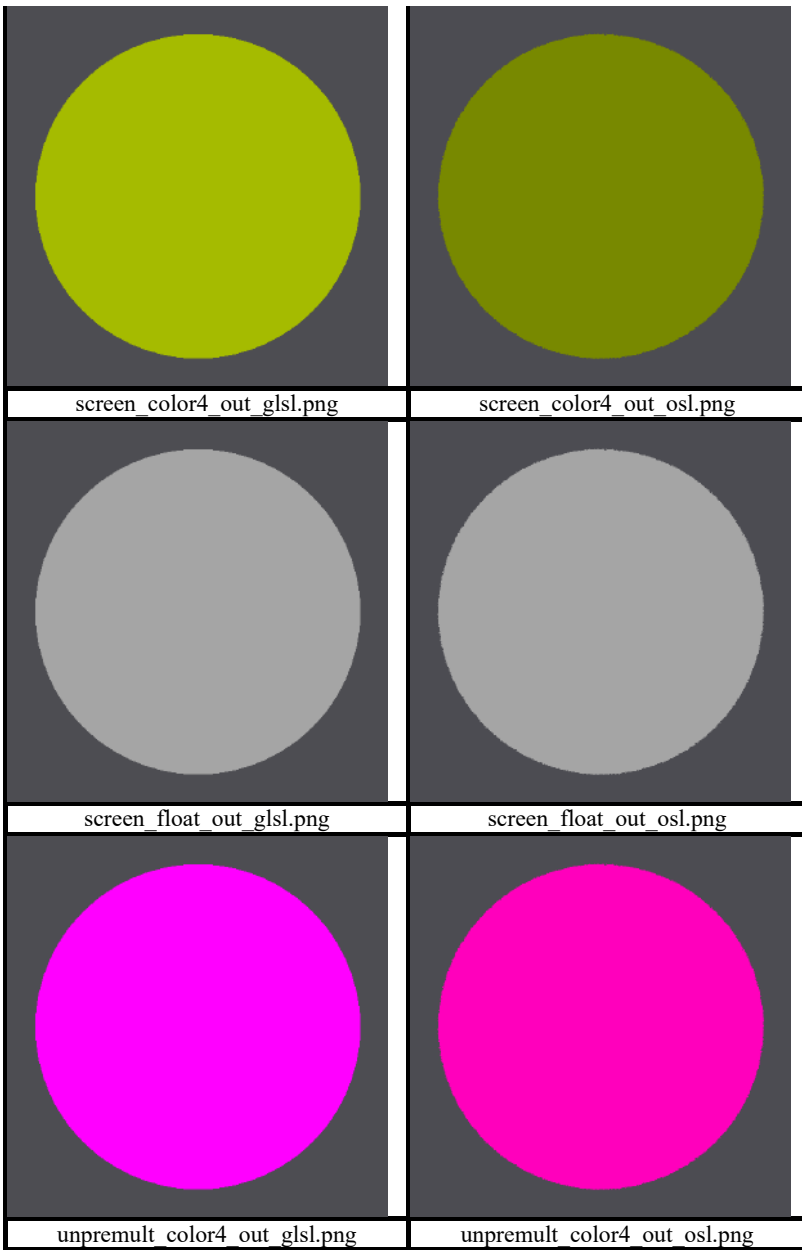
mix\_vector3\_vector3\_out\_osl.png

	
<code>mix_vector4_out_gsl.png</code>	<code>mix_vector4_out_osl.png</code>
	
<code>mix_vector4_vector4_out_gsl.png</code>	<code>mix_vector4_vector4_out_osl.png</code>
	
<code>outside_color3_out_gsl.png</code>	<code>outside_color3_out_osl.png</code>
	
<code>outside_color4_out_gsl.png</code>	<code>outside_color4_out_osl.png</code>
	
<code>outside_float_out_gsl.png</code>	<code>outside_float_out_osl.png</code>

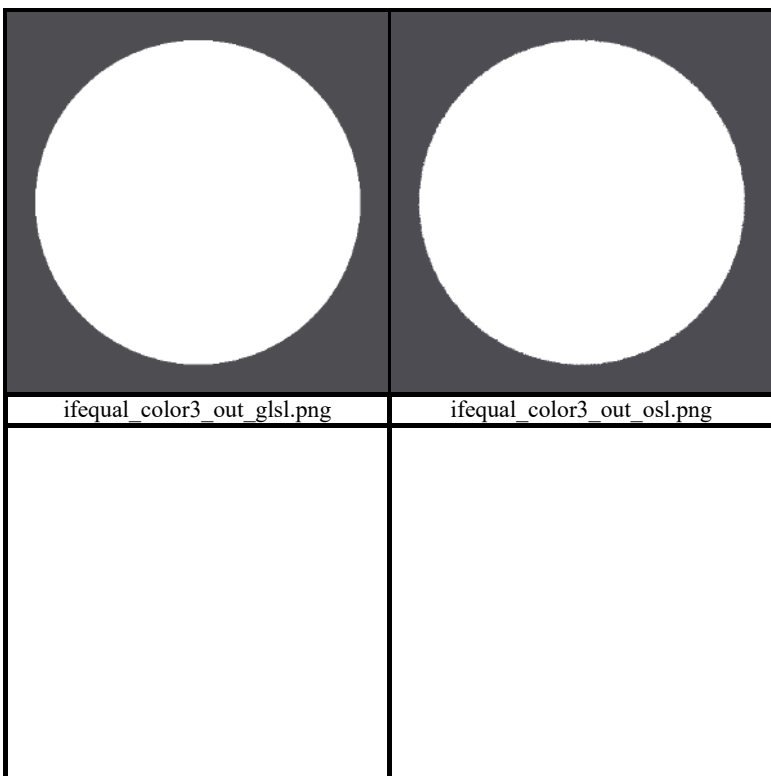


	
out_color4_out_gsl.png	out_color4_out_osl.png
	
overlay_color3_out_gsl.png	overlay_color3_out_osl.png
	
overlay_color4_out_gsl.png	overlay_color4_out_osl.png
	
overlay_float_out_gsl.png	overlay_float_out_osl.png
	
over_color4_out_gsl.png	over_color4_out_osl.png

	
plus_color3_out_gsl.png	plus_color3_out_osl.png
	
plus_color4_out_gsl.png	plus_color4_out_osl.png
	
plus_float_out_gsl.png	plus_float_out_osl.png
	
premult_color4_out_gsl.png	premult_color4_out_osl.png
	
screen_color3_out_gsl.png	screen_color3_out_osl.png



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ifequal\_color4\_out\_gsl.png



ifequal\_color4\_out\_osl.png



ifequal\_float\_out\_gsl.png



ifequal\_float\_out\_osl.png



ifequal\_vector2\_out\_gsl.png



ifequal\_vector2\_out\_osl.png



ifequal\_vector3\_out\_gsl.png



ifequal\_vector3\_out\_osl.png



ifequal\_vector4\_out\_gsl.png



ifequal\_vector4\_out\_osl.png



ifgreatereq\_color3\_out\_gsl.png



ifgreatereq\_color3\_out\_osl.png



ifgreatereq\_color4\_out\_gsl.png



ifgreatereq\_color4\_out\_osl.png



ifgreatereq\_float\_out\_gsl.png



ifgreatereq\_float\_out\_osl.png



ifgreatereq\_vector2\_out\_gsl.png



ifgreatereq\_vector2\_out\_osl.png



ifgreatereq\_vector3\_out\_gsl.png



ifgreatereq\_vector3\_out\_osl.png



ifgreater\_eq\_vector4\_out\_gsl.png



ifgreater\_eq\_vector4\_out\_osl.png



ifgreater\_color3\_out\_gsl.png



ifgreater\_color3\_out\_osl.png



ifgreater\_color4\_out\_gsl.png



ifgreater\_color4\_out\_osl.png



ifgreater\_float\_out\_gsl.png



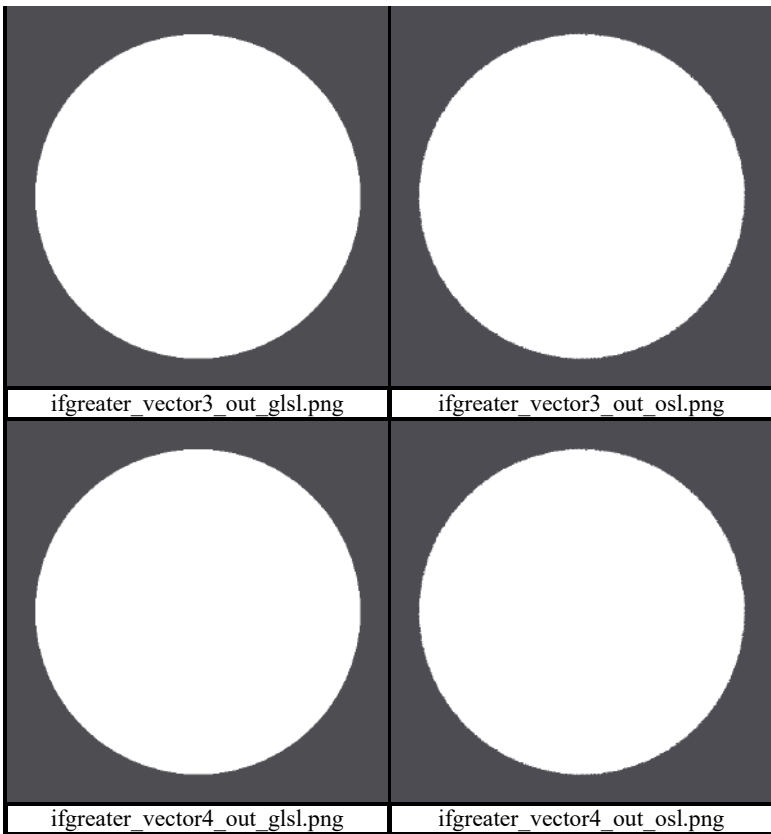
ifgreater\_float\_out\_osl.png



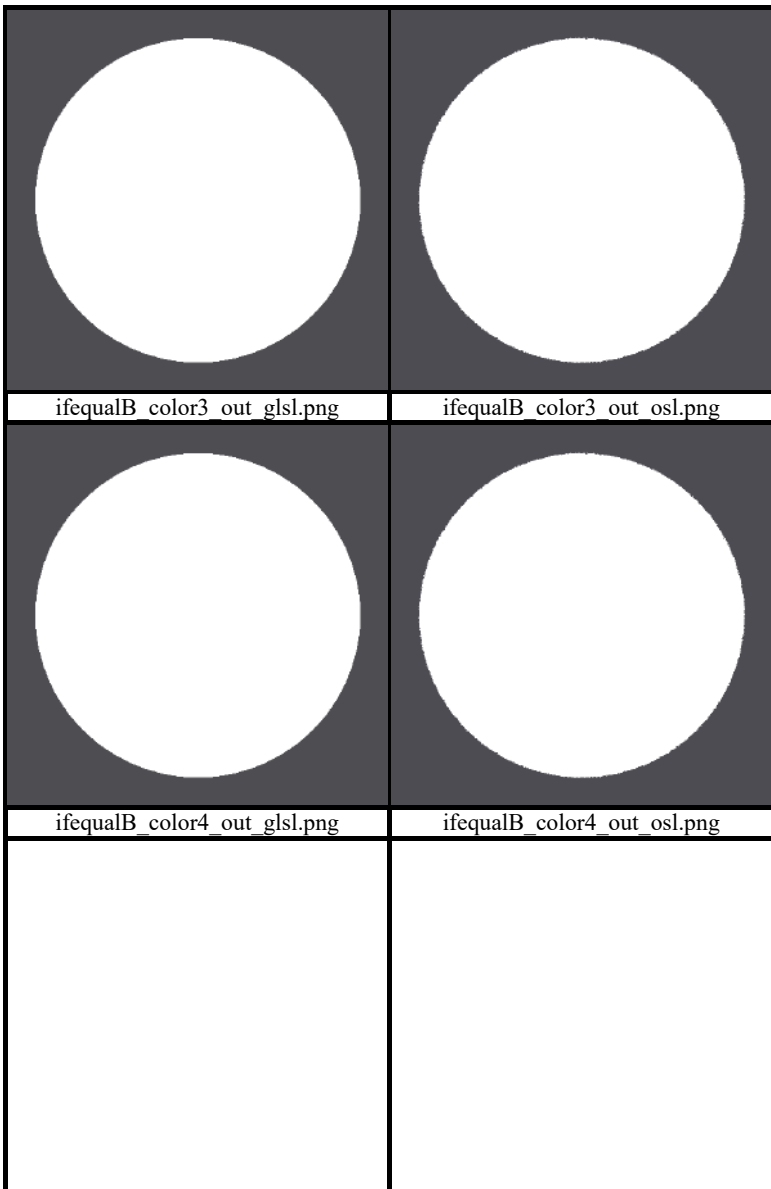
ifgreater\_vector2\_out\_gsl.png



ifgreater\_vector2\_out\_osl.png



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ifequalB\_float\_out\_gsl.png



ifequalB\_float\_out\_osl.png



ifequalB\_vector2\_out\_gsl.png



ifequalB\_vector2\_out\_osl.png



ifequalB\_vector3\_out\_gsl.png



ifequalB\_vector3\_out\_osl.png



ifequalB\_vector4\_out\_gsl.png



ifequalB\_vector4\_out\_osl.png



ifequal\_color3\_out\_gsl.png



ifequal\_color3\_out\_osl.png





ifequal\_color4\_out\_gsl.png



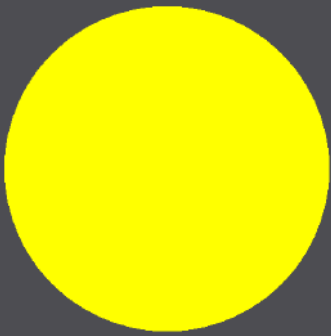
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ifequal\_float\_out\_gsl.png



ifequal\_float\_out\_osl.png



ifequal\_vector2\_out\_gsl.png



ifequal\_vector2\_out\_osl.png



ifequal\_vector3\_out\_gsl.png



ifequal\_vector3\_out\_osl.png



ifequal\_vector4\_out\_gsl.png



ifequal\_vector4\_out\_osl.png



ifgreatereq\_color3\_out\_gsl.png



ifgreatereq\_color3\_out\_osl.png



ifgreatereq\_color4\_out\_gsl.png



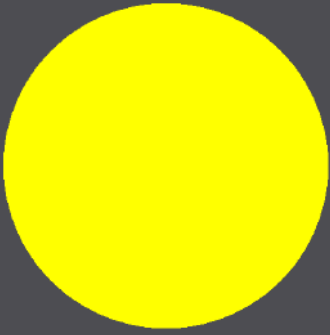
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ifgreatereq\_float\_out\_gsl.png



ifgreatereq\_float\_out\_osl.png



ifgreatereq\_vector2\_out\_gsl.png



ifgreatereq\_vector2\_out\_osl.png



ifgreatereq\_vector3\_out\_gsl.png



ifgreatereq\_vector3\_out\_osl.png



ifgreater\_eq\_vector4\_out\_gsl.png



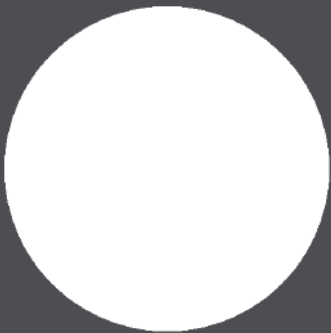
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ifgreater\_color3\_out\_gsl.png



ifgreater\_color3\_out\_osl.png



ifgreater\_color4\_out\_gsl.png



ifgreater\_color4\_out\_osl.png



ifgreater\_float\_out\_gsl.png



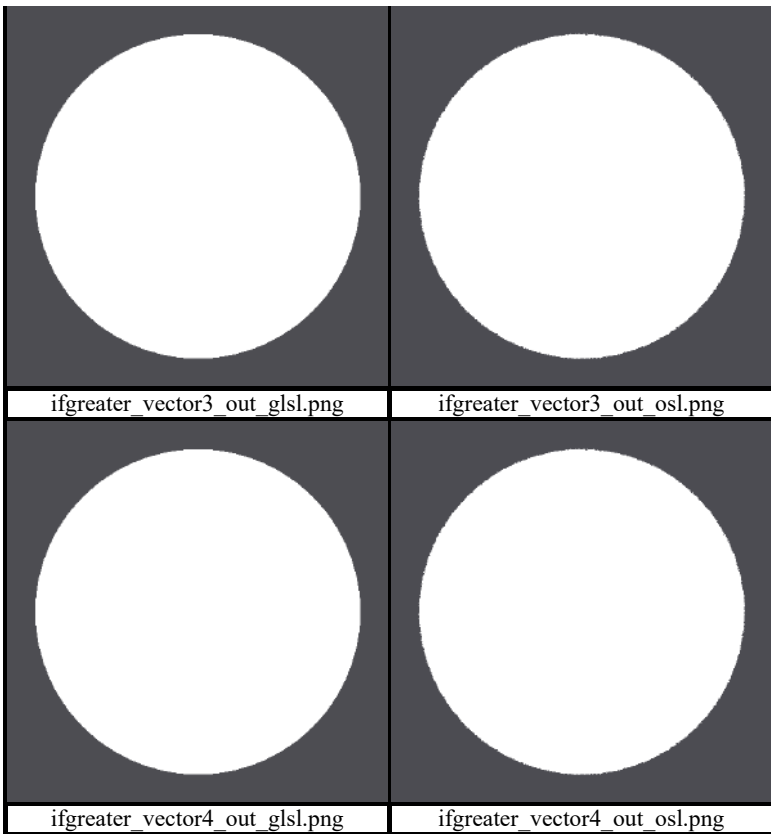
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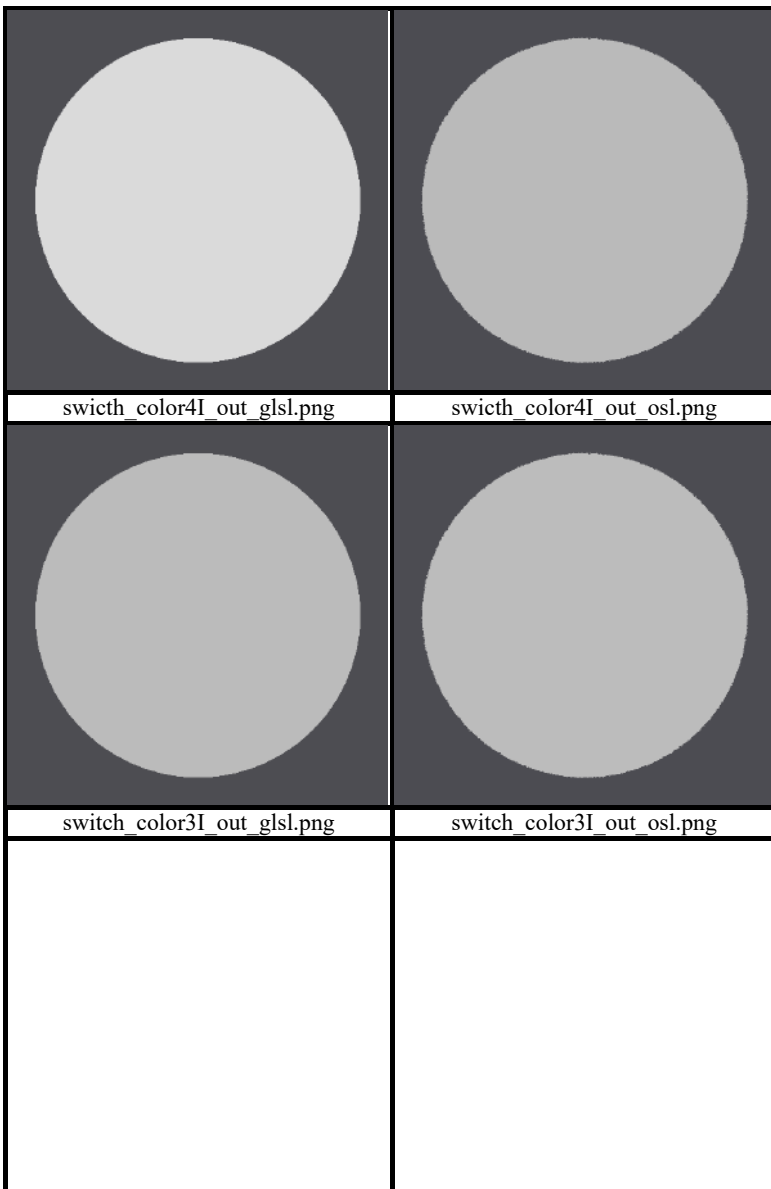
ifgreater\_vector2\_out\_gsl.png





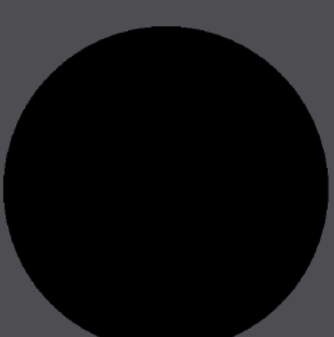

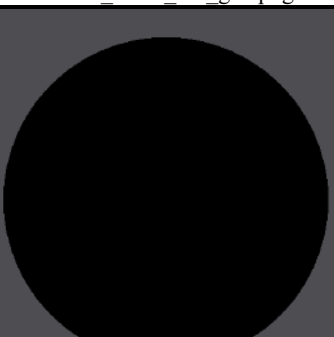
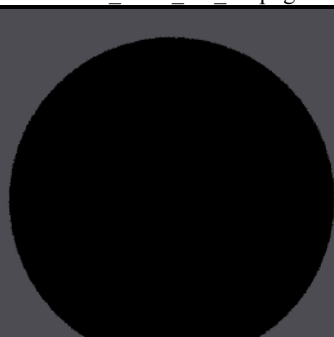
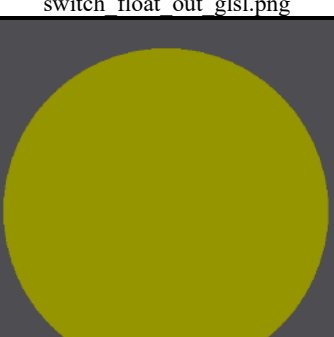
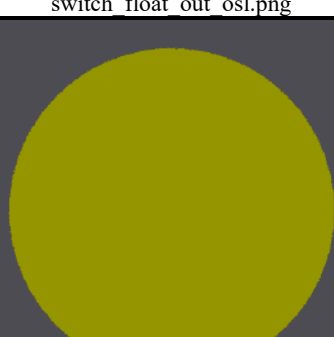






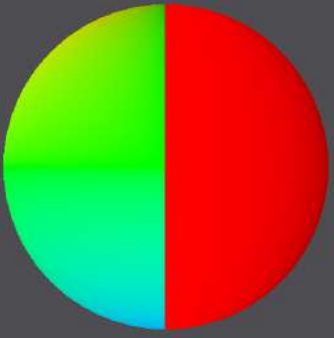





ifgreater\_vector2\_out\_osl.png

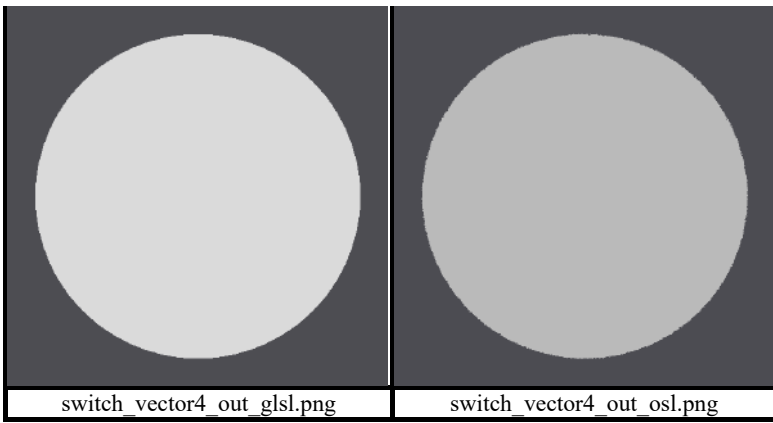


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\conditional\conditional\_switch:

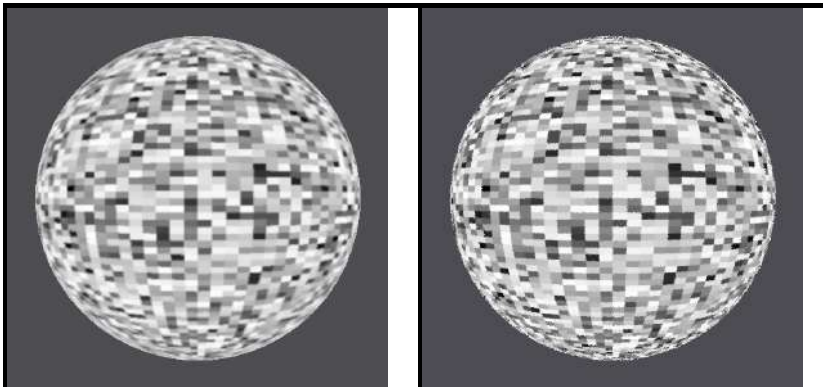


	
switch_color3_out_gsl.png	switch_color3_out_osl.png
	
switch_color4_out_gsl.png	switch_color4_out_osl.png
	
switch_float1_out_gsl.png	switch_float1_out_osl.png
	
switch_float_out_gsl.png	switch_float_out_osl.png
	
switch_vector2I_out_gsl.png	switch_vector2I_out_osl.png

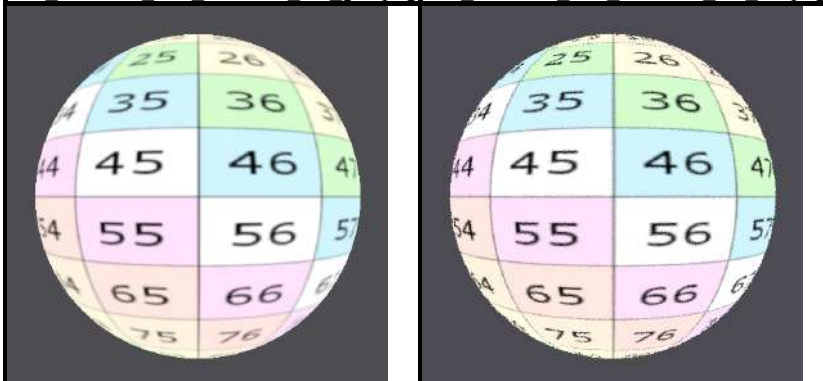
	
switch_vector2_out_glsl.png	switch_vector2_out_osl.png
	
switch_vector3I_out_glsl.png	switch_vector3I_out_osl.png
	
switch_vector3_geometric_out_glsl.png	switch_vector3_geometric_out_osl.png
	
switch_vector3_out_glsl.png	switch_vector3_out_osl.png
	
switch_vector4I_out_glsl.png	switch_vector4I_out_osl.png



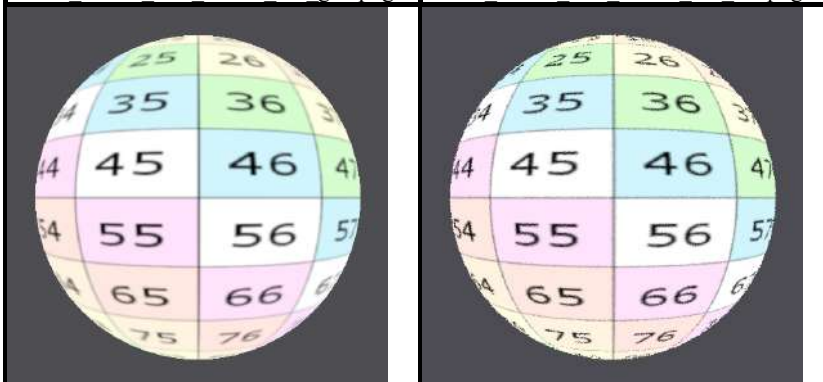
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\convolution\blur:



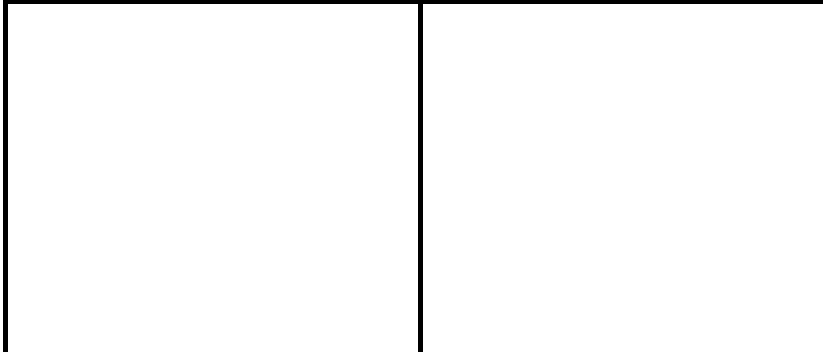
blur\_cellnoise blur\_cellnoise\_out\_gsl.png blur\_cellnoise blur\_cellnoise\_out\_osl.png

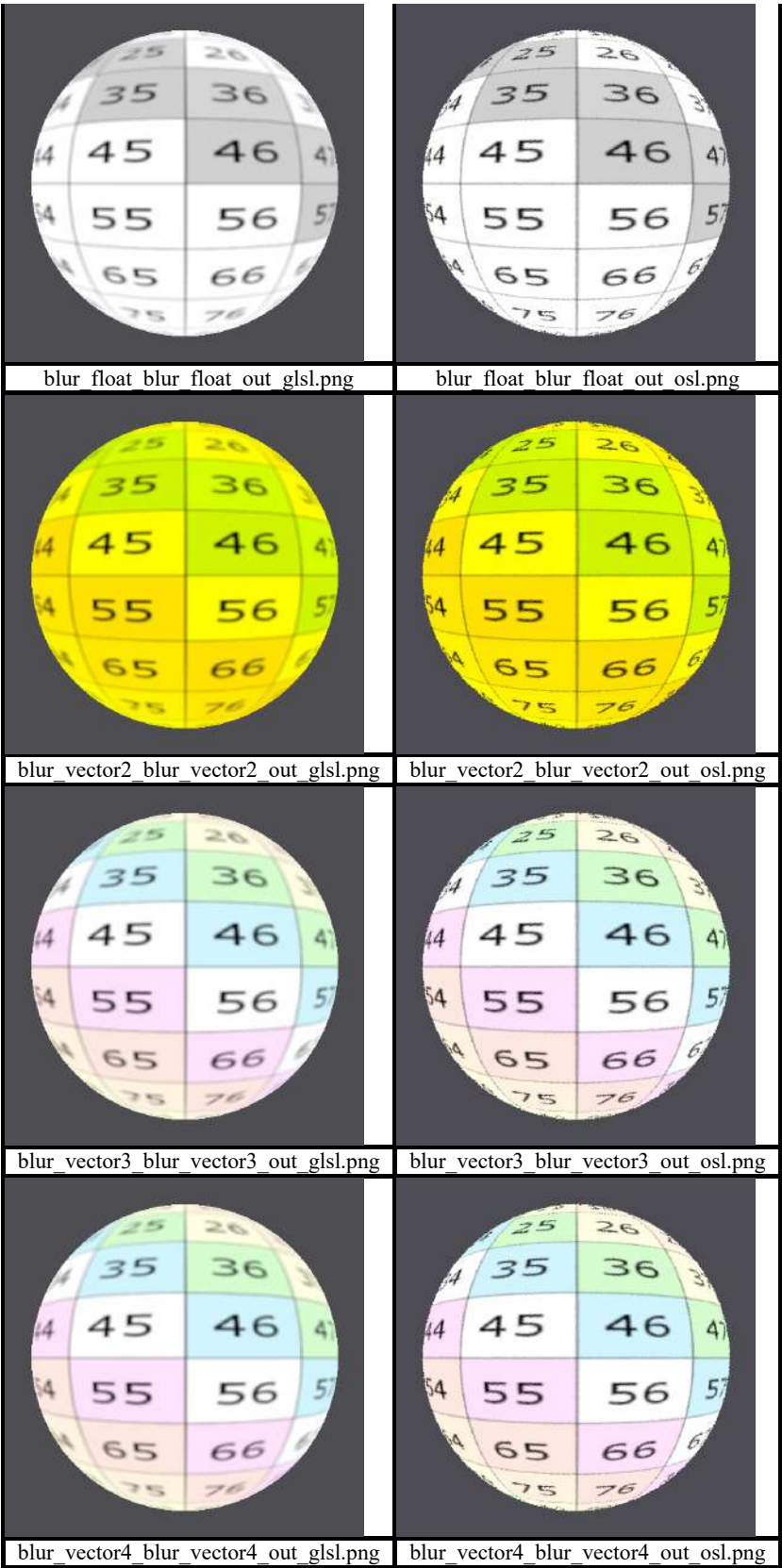


blur\_color3 blur\_color3\_out\_gsl.png blur\_color3 blur\_color3\_out\_osl.png

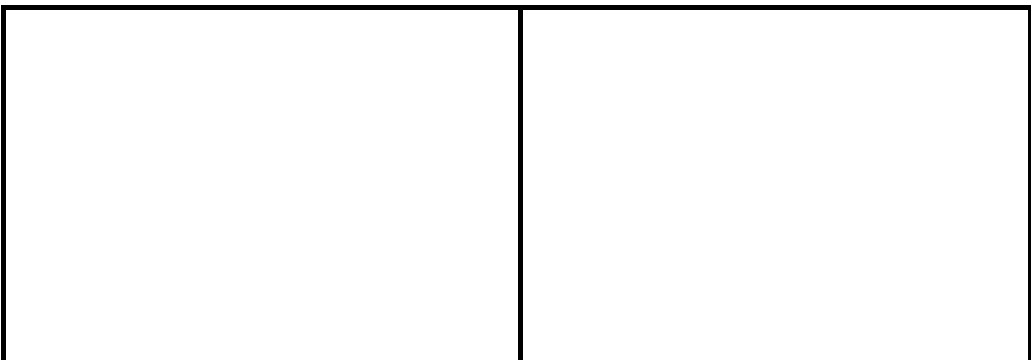


blur\_color4 blur\_color4\_out\_gsl.png blur\_color4 blur\_color4\_out\_osl.png

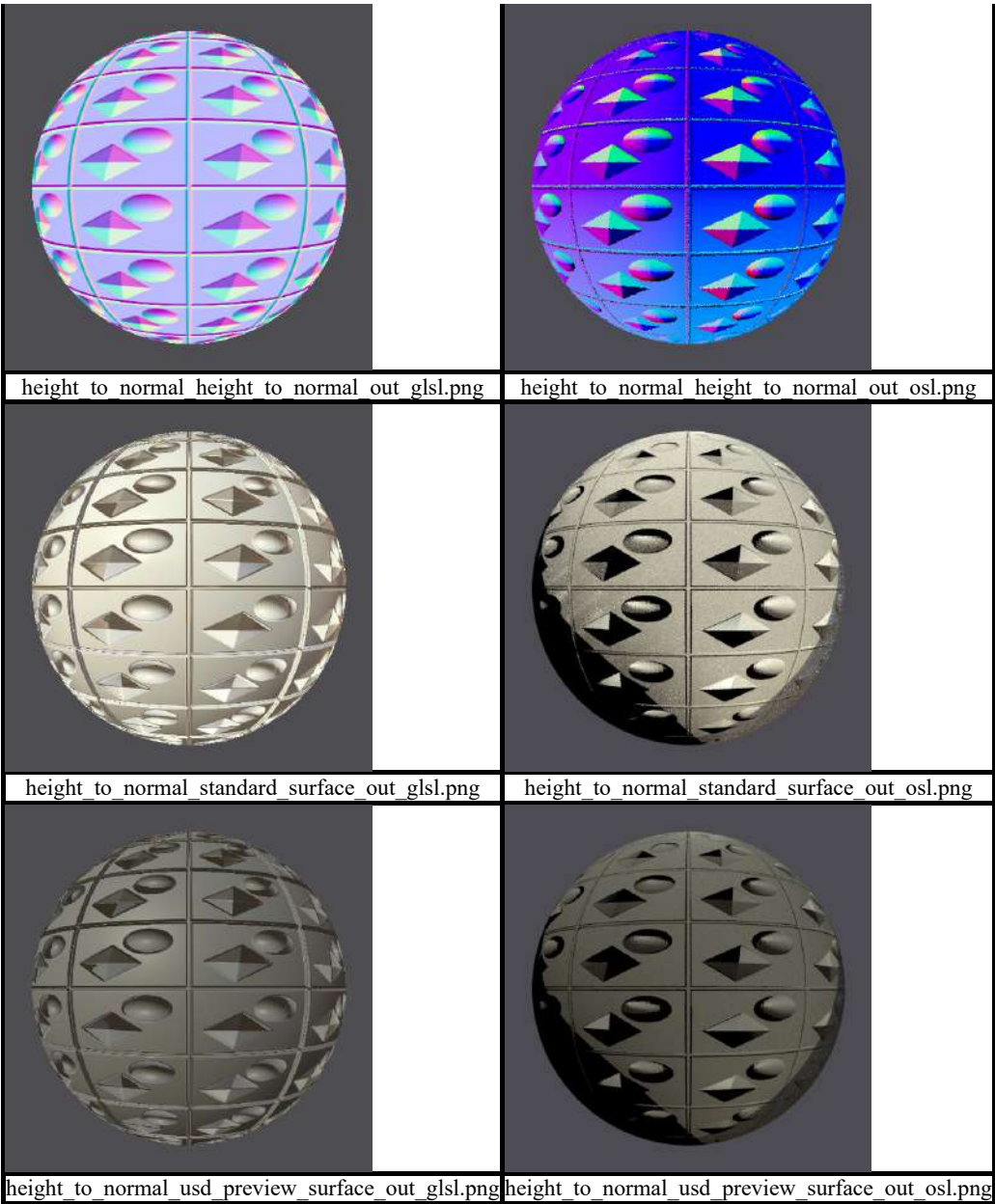




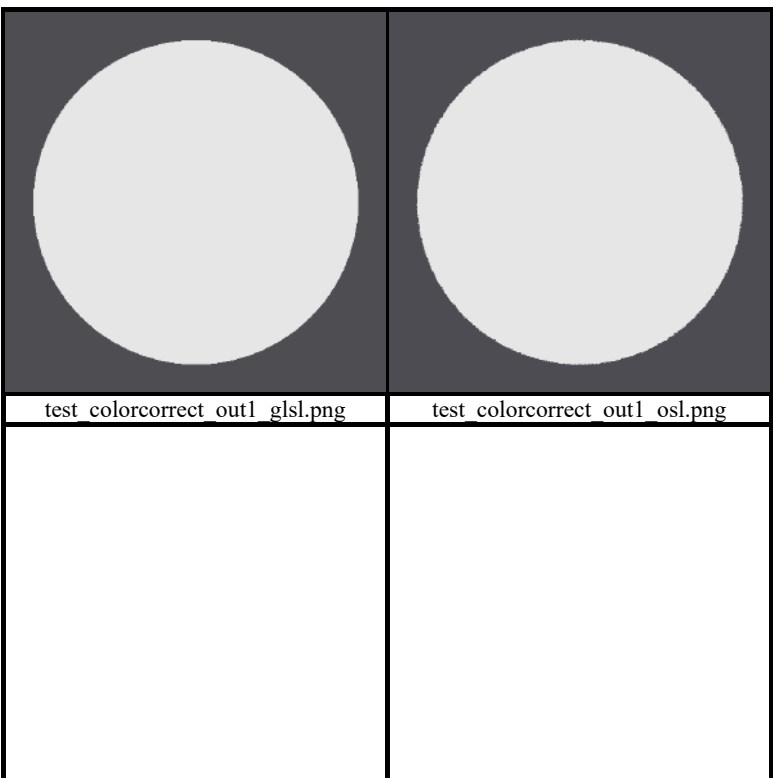
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:

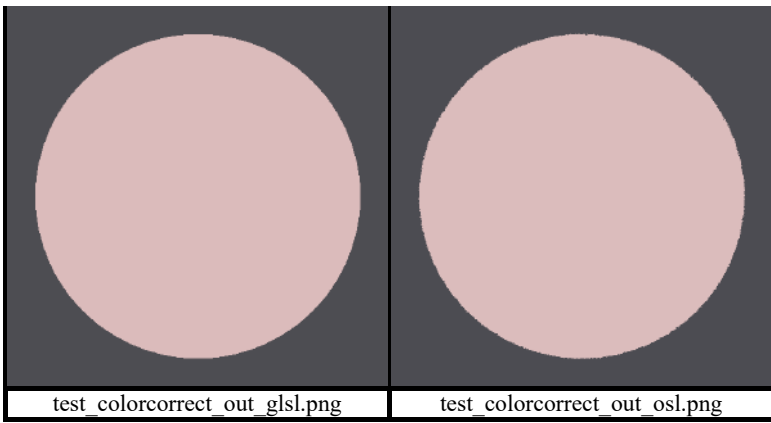




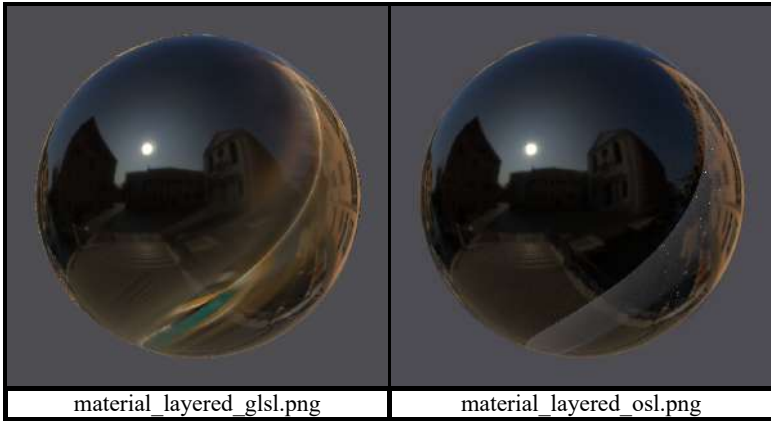


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\definition\definition\_from\_nodegraph:

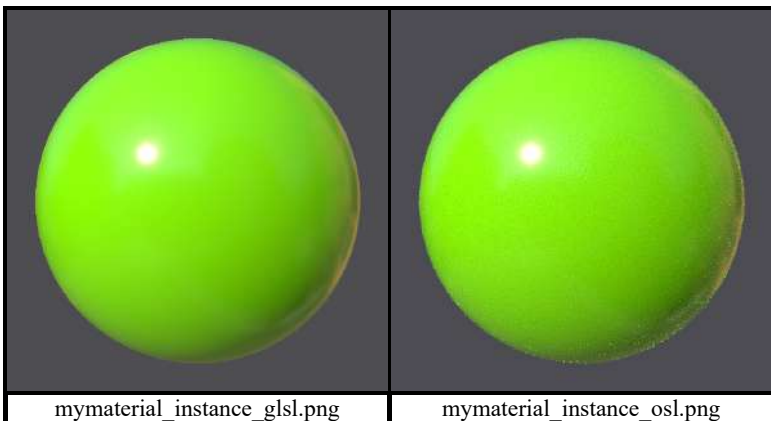




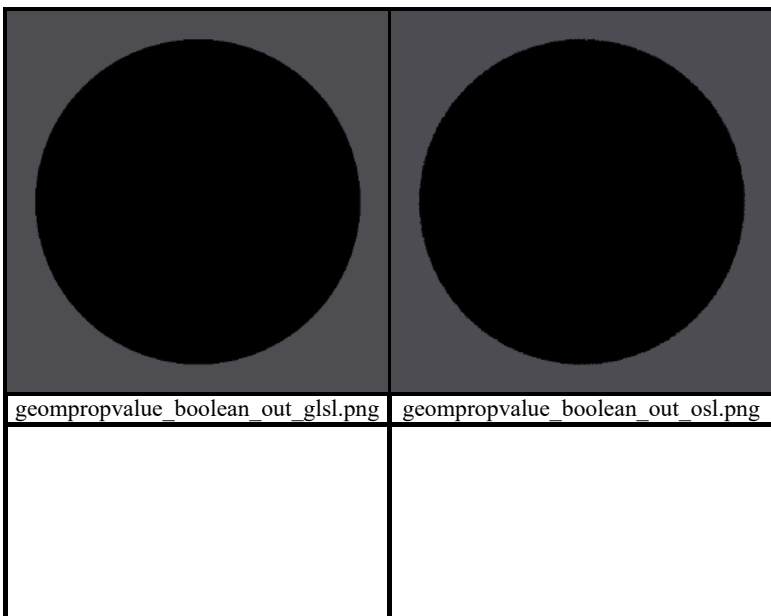
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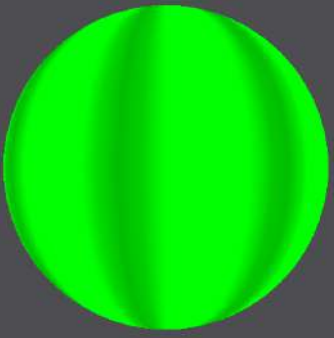

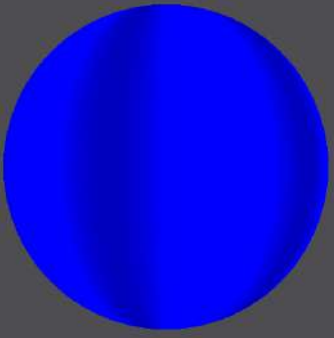









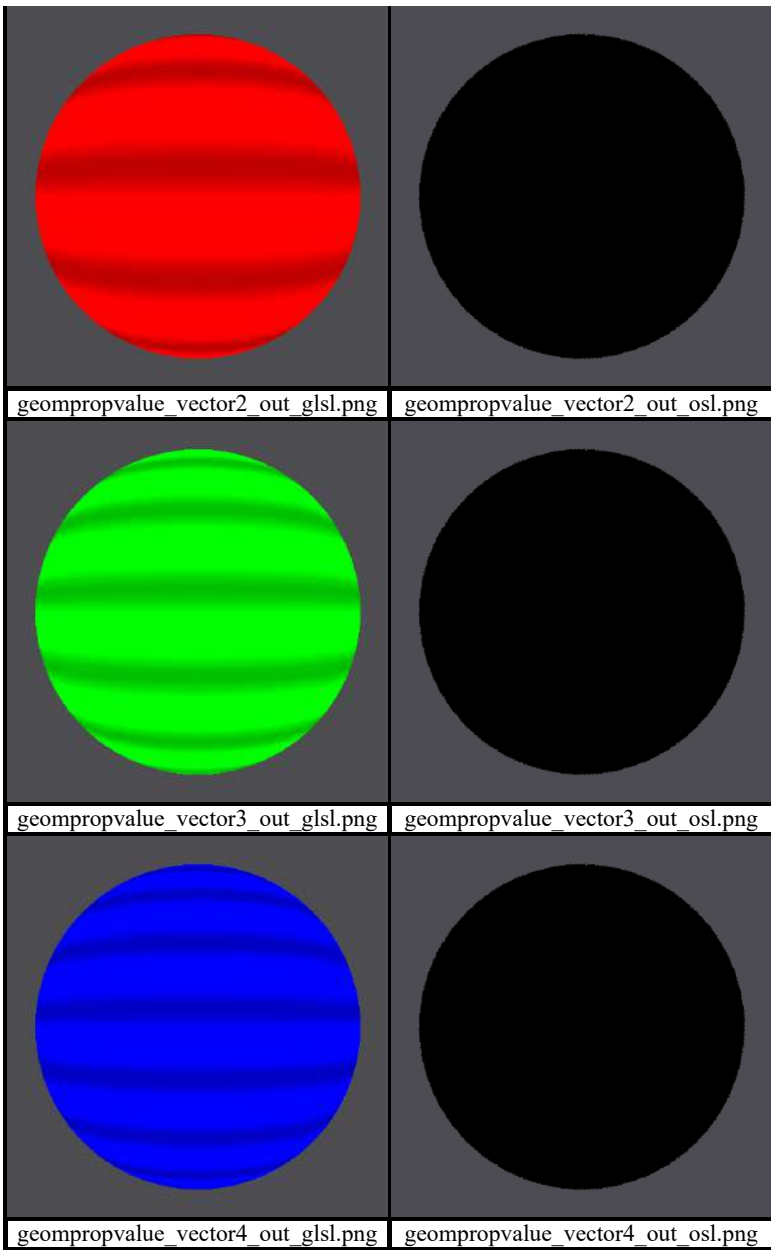
D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\definition\surfacematerial\_definition:



D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:

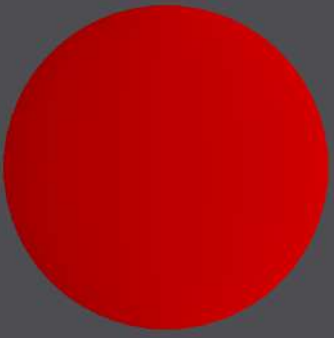





















	
<code>geompropvalue_color3_out_glsl.png</code>	<code>geompropvalue_color3_out_osl.png</code>
	
<code>geompropvalue_color4_out_glsl.png</code>	<code>geompropvalue_color4_out_osl.png</code>
	
<code>geompropvalue_float_out_glsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_glsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_glsl.png</code>	<code>geompropvalue_string_out_osl.png</code>

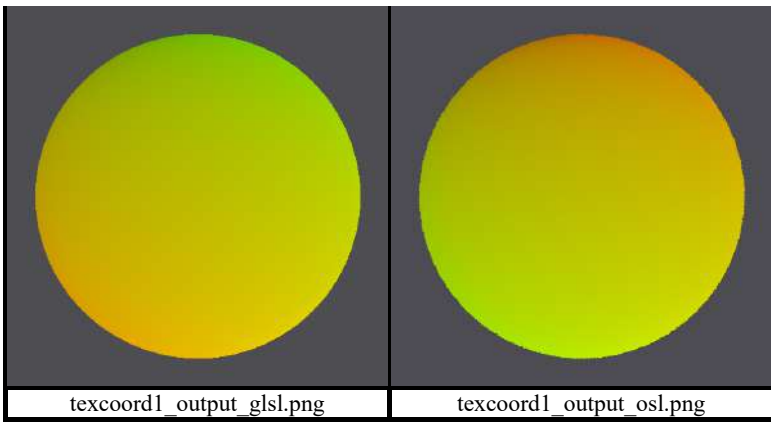


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\geometric\streams:

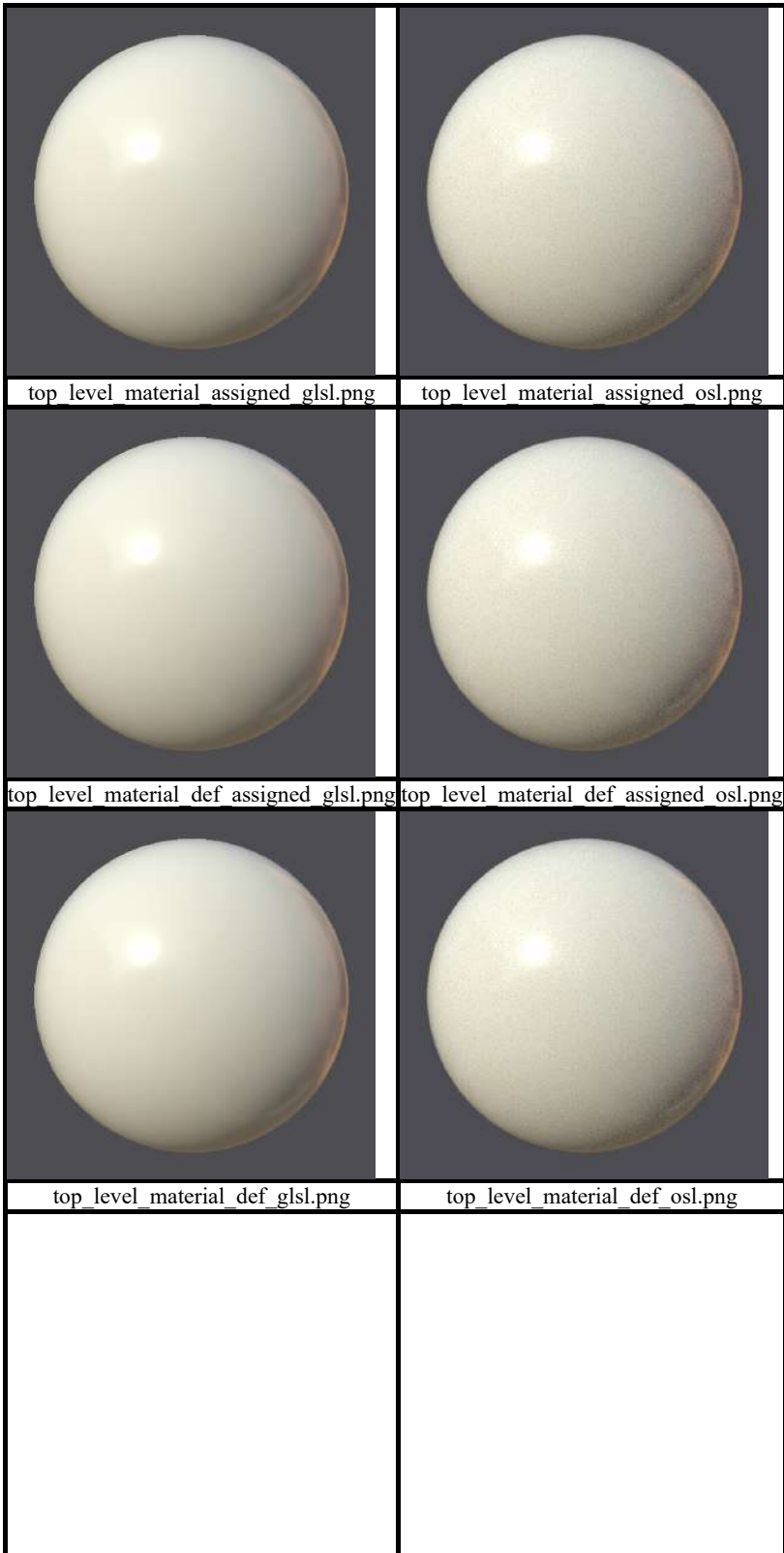


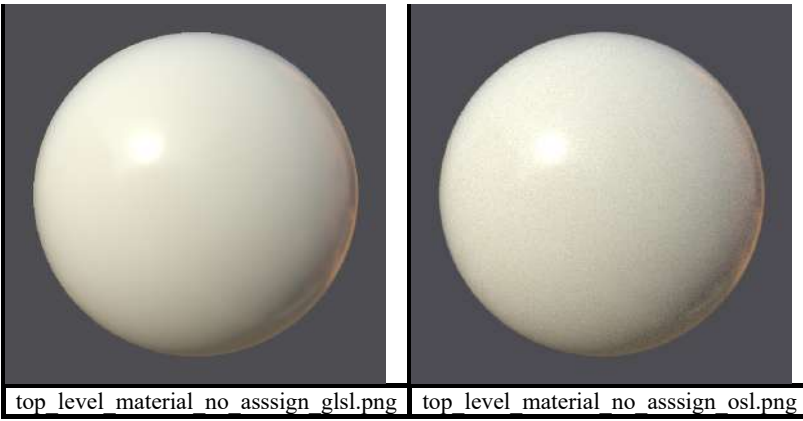
	
color float output glsl.png	color float output osl.png
	
color vec3 output glsl.png	color vec3 output osl.png
	
color vec4 output glsl.png	color vec4 output osl.png
	
normal object output glsl.png	normal object output osl.png
	
normal world output glsl.png	normal world output osl.png

	
position_object_output_gsl.png	position_object_output_osl.png
	
position_world_output_gsl.png	position_world_output_osl.png
	
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

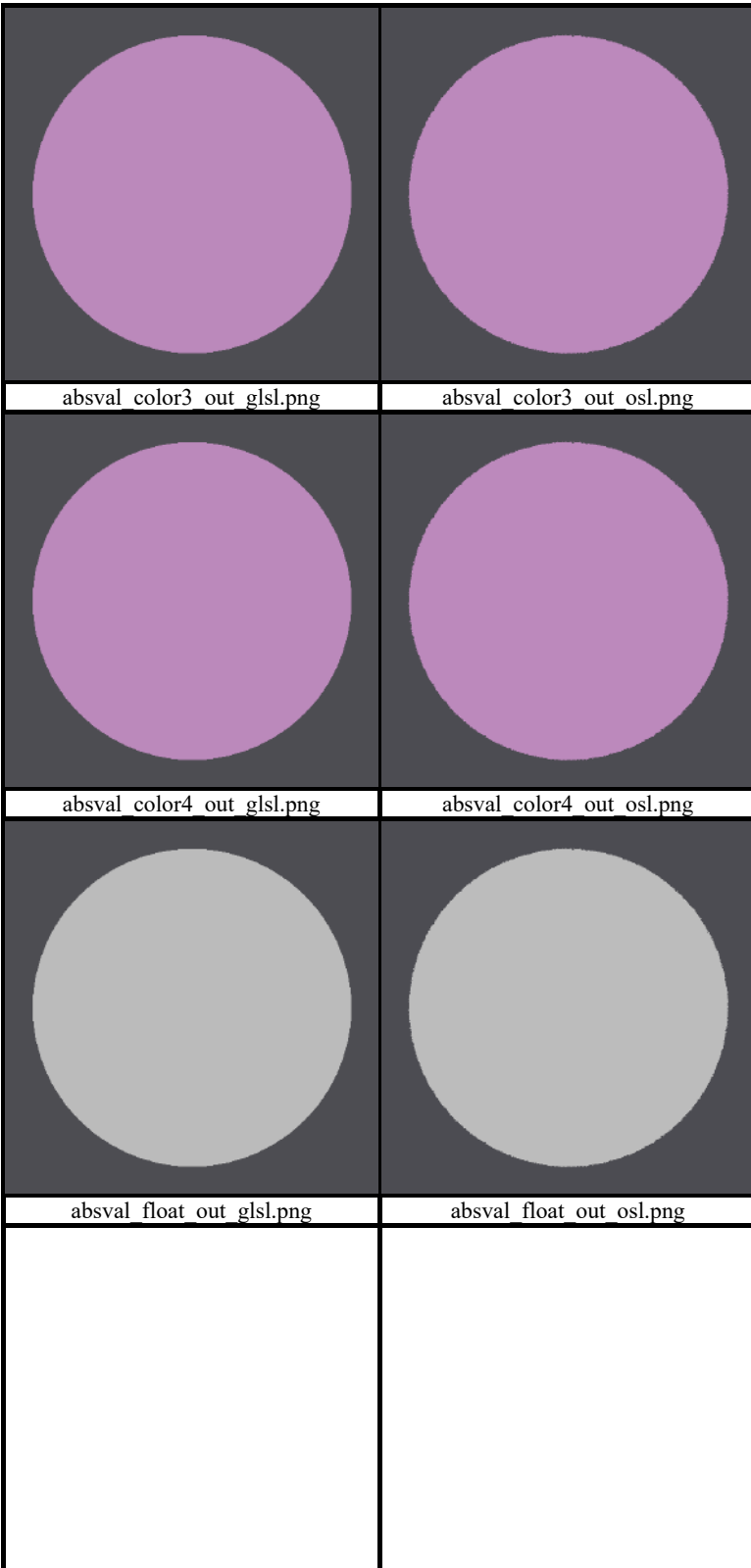


D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\materials\material\_node\_discovery:





D:\git\niklasharrysson\MaterialX\build\installed\resources\Materials\TestSuite\stdlib\math\math:







absval\_vector2\_out\_gsl.png



absval\_vector2\_out\_osl.png



absval\_vector3\_out\_gsl.png



absval\_vector3\_out\_osl.png



absval\_vector4\_out\_gsl.png



absval\_vector4\_out\_osl.png



ceil\_color3\_nodegraph\_out\_gsl.png



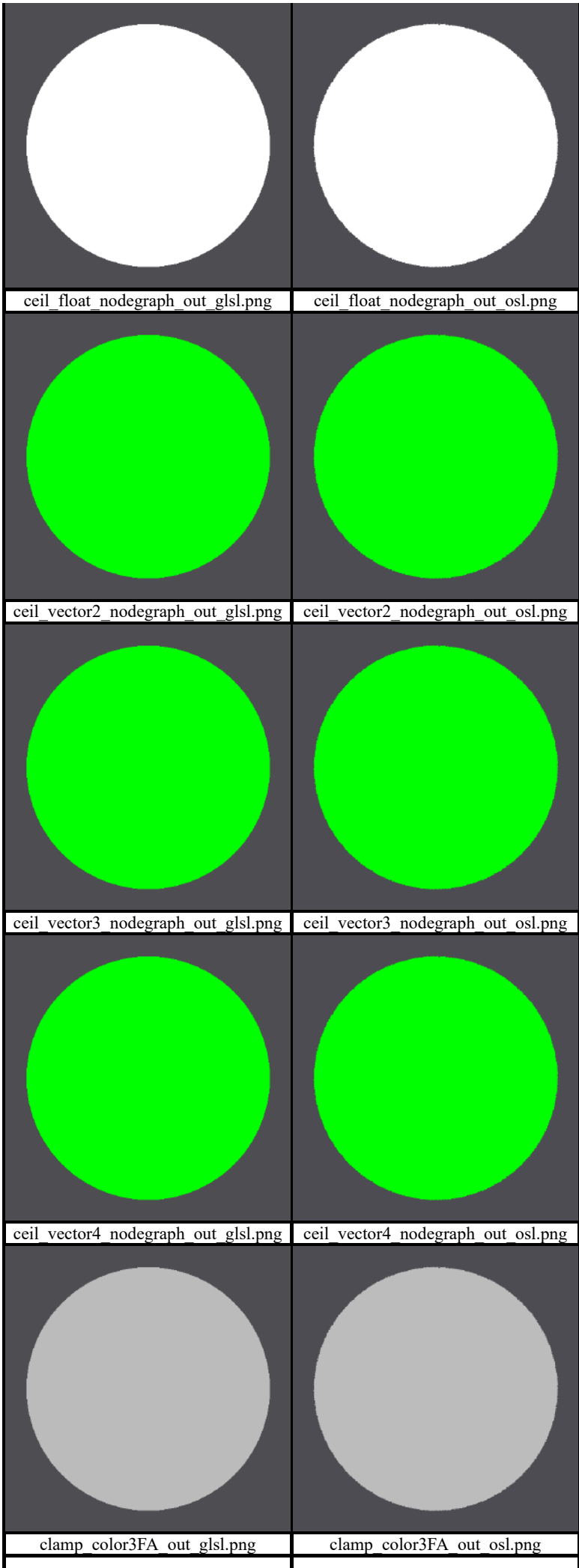
ceil\_color3\_nodegraph\_out\_osl.png













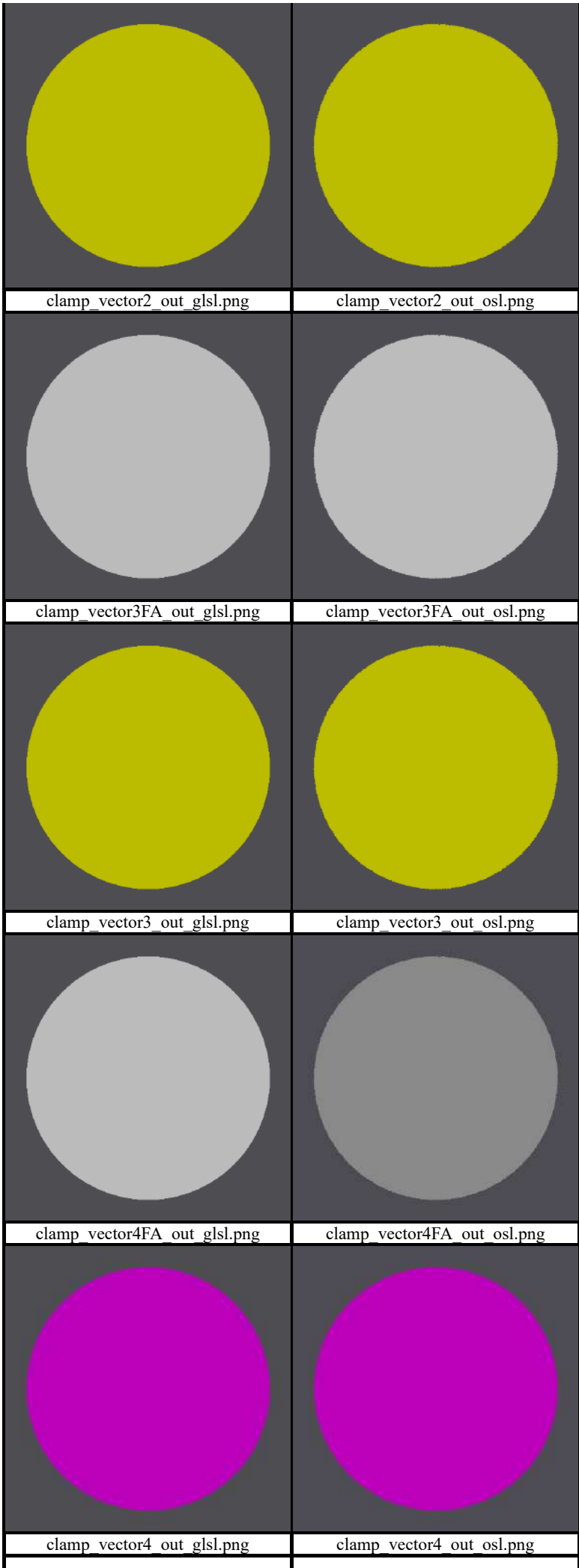
ceil\_color4\_nodegraph\_out\_gsl.png













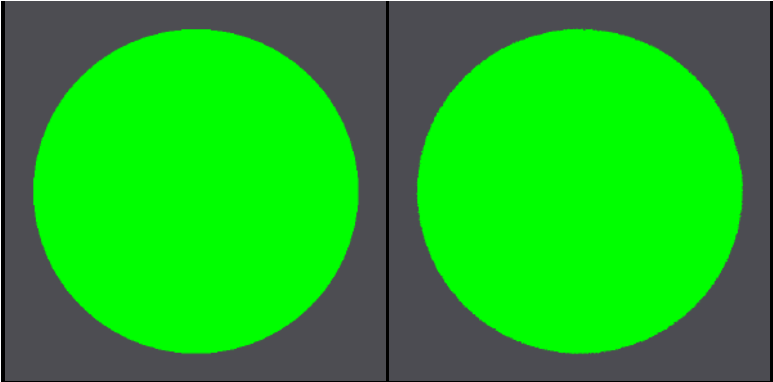
ceil\_color4\_nodegraph\_out\_osl.png



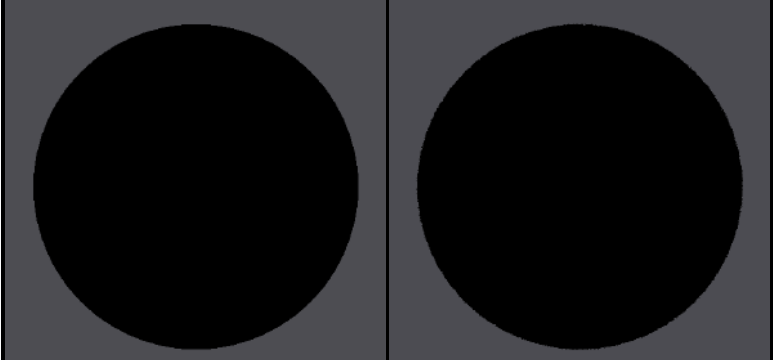
	
clamp_color3_out_gsl.png	clamp_color3_out_osl.png
	
clamp_color4FA_out_gsl.png	clamp_color4FA_out_osl.png
	
clamp_color4_out_gsl.png	clamp_color4_out_osl.png
	
clamp_float_out_gsl.png	clamp_float_out_osl.png
	
clamp_vector2FA_out_gsl.png	clamp_vector2FA_out_osl.png



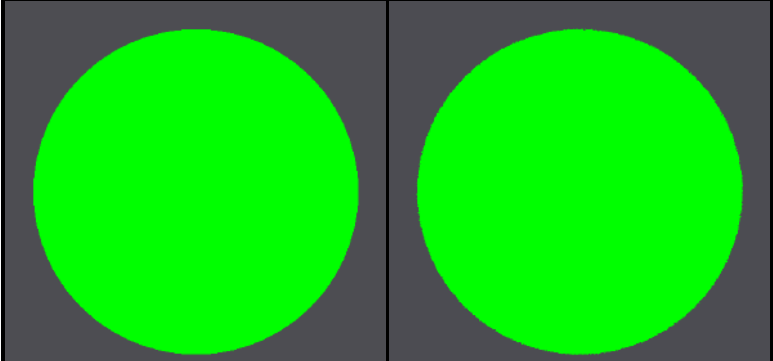
	
exp_nodegraph_out_gsl.png	exp_nodegraph_out_osl.png
	
exp_vector2_nodegraph_out_gsl.png	exp_vector2_nodegraph_out_osl.png
	
exp_vector3_nodegraph_out_gsl.png	exp_vector3_nodegraph_out_osl.png
	
exp_vector4_nodegraph_out_gsl.png	exp_vector4_nodegraph_out_osl.png
	
floor_color3_nodegraph_out_gsl.png	floor_color3_nodegraph_out_osl.png



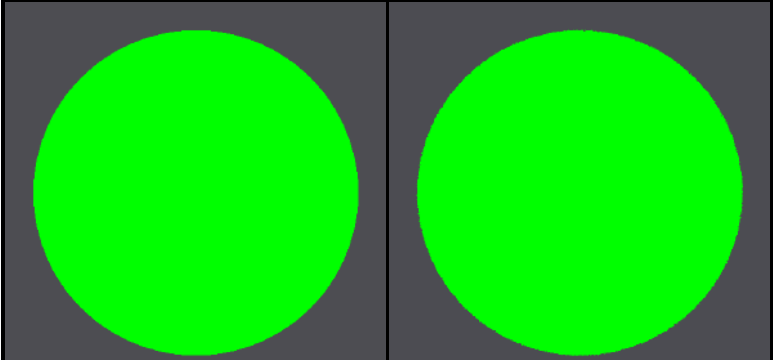
floor\_color4\_nodegraph\_out\_gsl.png floor\_color4\_nodegraph\_out\_osl.png



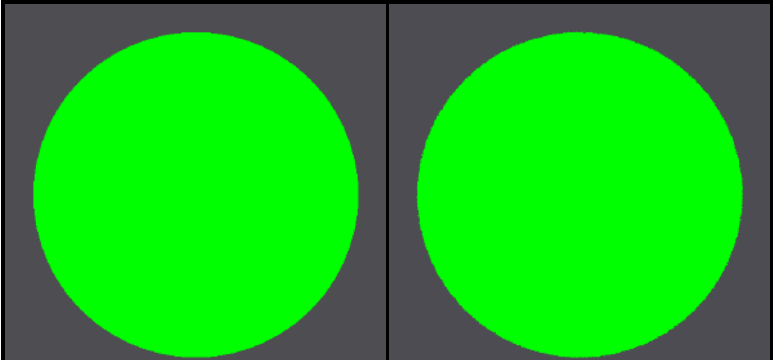
floor\_float\_nodegraph\_out\_gsl.png floor\_float\_nodegraph\_out\_osl.png









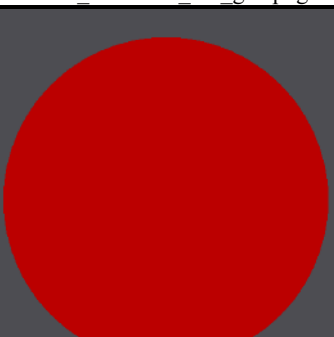
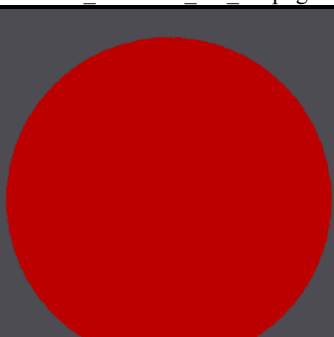
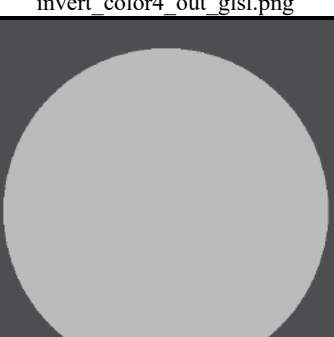

floor\_vector2\_nodegraph\_out\_gsl.png floor\_vector2\_nodegraph\_out\_osl.png













floor\_vector3\_nodegraph\_out\_gsl.png floor\_vector3\_nodegraph\_out\_osl.png























floor\_vector4\_nodegraph\_out\_gsl.png floor\_vector4\_nodegraph\_out\_osl.png

	
invert_color3FA_out_gslsl.png	invert_color3FA_out_osl.png
	
invert_color3_out_gslsl.png	invert_color3_out_osl.png
	
invert_color4FA_out_gslsl.png	invert_color4FA_out_osl.png
	
invert_color4_out_gslsl.png	invert_color4_out_osl.png
	
invert_float_out_gslsl.png	invert_float_out_osl.png

	
invert_matrix33_out_glsl.png	invert_matrix33_out_osl.png
	
invert_matrix44_out_glsl.png	invert_matrix44_out_osl.png
	
invert_vector2FA_out_glsl.png	invert_vector2FA_out_osl.png
	
invert_vector2_out_glsl.png	invert_vector2_out_osl.png
	
invert_vector3FA_out_glsl.png	invert_vector3FA_out_osl.png



	
invert vector3 out glsl.png	invert vector3 out osl.png
	
invert vector4FA out glsl.png	invert vector4FA out osl.png
	
invert vector4 out glsl.png	invert vector4 out osl.png
	
ln nodegraph out glsl.png	ln nodegraph out osl.png
	
ln vector2 nodegraph out glsl.png	ln vector2 nodegraph out osl.png

	
<code>ln_vector3_nodegraph_out_gsl.png</code>	<code>ln_vector3_nodegraph_out_osl.png</code>
	
<code>ln_vector4_nodegraph_out_gsl.png</code>	<code>ln_vector4_nodegraph_out_osl.png</code>
	
<code>max_color3FA_out_gsl.png</code>	<code>max_color3FA_out_osl.png</code>
	
<code>max_color3_out_gsl.png</code>	<code>max_color3_out_osl.png</code>
	
<code>max_color4FA_out_gsl.png</code>	<code>max_color4FA_out_osl.png</code>



max\_color4\_out\_glsl.png



max\_color4\_out\_osl.png



max\_float\_out\_glsl.png



max\_float\_out\_osl.png



max\_vector2FA\_out\_glsl.png



max\_vector2FA\_out\_osl.png



max\_vector2\_out\_glsl.png



max\_vector2\_out\_osl.png



max\_vector3FA\_out\_glsl.png



max\_vector3FA\_out\_osl.png



max\_vector3\_out\_gsl.png



max\_vector3\_out\_osl.png



max\_vector4FA\_out\_gsl.png



max\_vector4FA\_out\_osl.png



max\_vector4\_out\_gsl.png



max\_vector4\_out\_osl.png



min\_color3FA\_out\_gsl.png













min\_color3FA\_out\_osl.png













min\_color3\_out\_gsl.png



min\_color3\_out\_osl.png

	
min_color4FA_out_gsl.png	min_color4FA_out_osl.png
	
min_color4_out_gsl.png	min_color4_out_osl.png
	
min_float_out_gsl.png	min_float_out_osl.png
	
min_vector2FA_out_gsl.png	min_vector2FA_out_osl.png
	
min_vector2_out_gsl.png	min_vector2_out_osl.png

	
min_vector3FA_out_gslsl.png	min_vector3FA_out_osl.png
	
min_vector3_out_gslsl.png	min_vector3_out_osl.png
	
min_vector4FA_out_gslsl.png	min_vector4FA_out_osl.png
	
min_vector4_out_gslsl.png	min_vector4_out_osl.png
	
sign_color3_out_gslsl.png	sign_color3_out_osl.png



sign\_color4\_out\_gsl.png



sign\_color4\_out\_osl.png



sign\_float\_out\_gsl.png



sign\_float\_out\_osl.png



sign\_vector2\_out\_gsl.png



sign\_vector2\_out\_osl.png



sign\_vector3\_out\_gsl.png



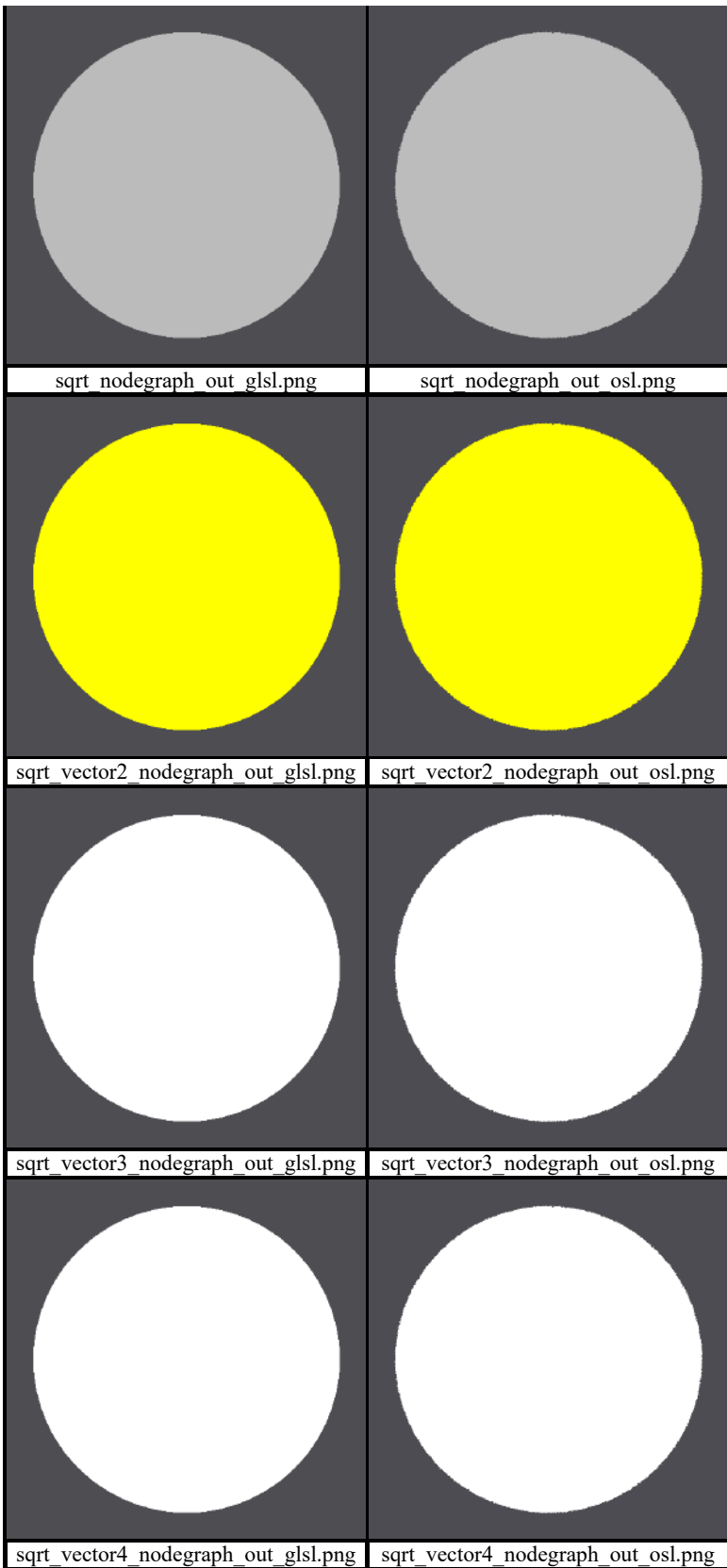
sign\_vector3\_out\_osl.png



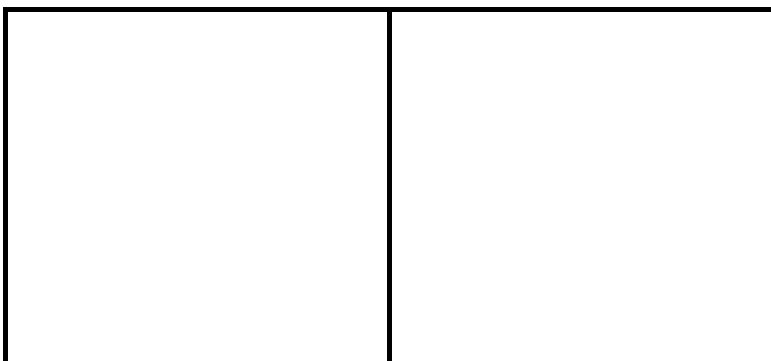
sign\_vector4\_out\_gsl.png













sign\_vector4\_out\_osl.png













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add_color3FA_out_gsl.png	add_color3FA_out_osl.png
	
add_color3_out_gsl.png	add_color3_out_osl.png
	
add_color4FA_out_gsl.png	add_color4FA_out_osl.png
	
add_color4_out_gsl.png	add_color4_out_osl.png
	
add_float_out_gsl.png	add_float_out_osl.png

	
add_matrix33FA_out_glsl.png	add_matrix33FA_out_osl.png
	
add_matrix33_out_glsl.png	add_matrix33_out_osl.png
	
add_matrix44FA_out_glsl.png	add_matrix44FA_out_osl.png
	
add_matrix44_out_glsl.png	add_matrix44_out_osl.png
	
add_vector2FA_out_glsl.png	add_vector2FA_out_osl.png



add\_vector2\_out\_gsl.png



add\_vector2\_out\_osl.png



add\_vector3FA\_out\_gsl.png



add\_vector3FA\_out\_osl.png



add\_vector3\_out\_gsl.png



add\_vector3\_out\_osl.png



add\_vector4FA\_out\_gsl.png



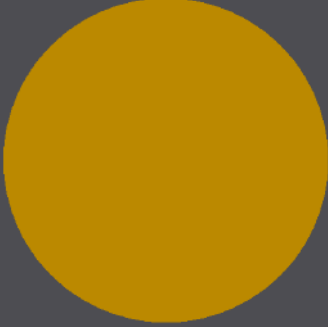









add\_vector4FA\_out\_osl.png



add\_vector4\_out\_gsl.png



add\_vector4\_out\_osl.png

	
divide_color3FA_out_gsl.png	divide_color3FA_out_osl.png
	
divide_color3_out_gsl.png	divide_color3_out_osl.png
	
divide_color4FA_out_gsl.png	divide_color4FA_out_osl.png
	
divide_color4_out_gsl.png	divide_color4_out_osl.png
	
divide_float_out_gsl.png	divide_float_out_osl.png



divide\_matrix33\_out\_glsl.png



divide\_matrix33\_out\_osl.png



divide\_matrix44\_out\_glsl.png



divide\_matrix44\_out\_osl.png



divide\_vector2FA\_out\_glsl.png



divide\_vector2FA\_out\_osl.png



divide\_vector2\_out\_glsl.png



divide\_vector2\_out\_osl.png



divide\_vector3FA\_out\_glsl.png



divide\_vector3FA\_out\_osl.png



divide\_vector3\_out\_glsl.png



divide\_vector3\_out\_osl.png



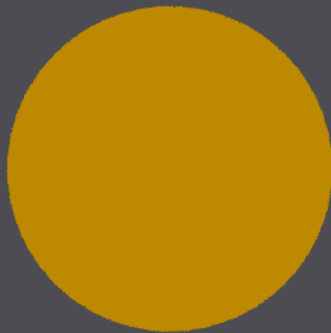
divide\_vector4FA\_out\_glsl.png



divide\_vector4FA\_out\_osl.png



divide\_vector4\_out\_glsl.png



divide\_vector4\_out\_osl.png



modulo\_color3FA\_out\_glsl.png



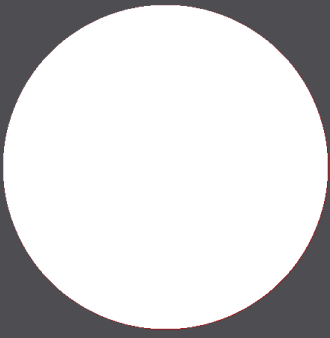









modulo\_color3FA\_out\_osl.png





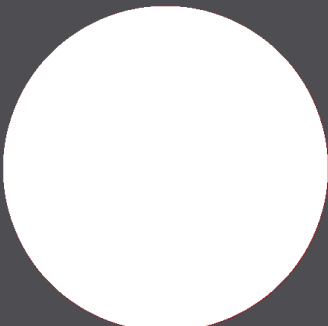

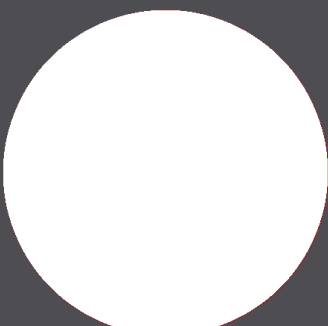

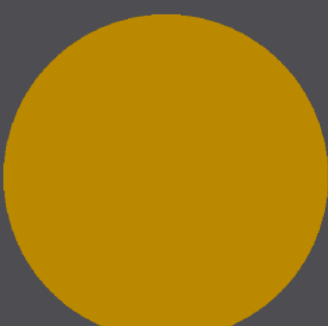
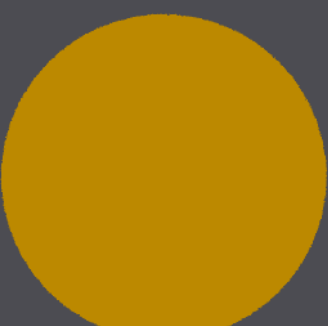


modulo\_color3\_out\_glsl.png













modulo\_color3\_out\_osl.png

	
modulo_color4FA_out_gsl.png	modulo_color4FA_out_osl.png
	
modulo_color4_out_gsl.png	modulo_color4_out_osl.png
	
modulo_float_out_gsl.png	modulo_float_out_osl.png
	
modulo_vector2FA_out_gsl.png	modulo_vector2FA_out_osl.png
	
modulo_vector2_out_gsl.png	modulo_vector2_out_osl.png

	
modulo vector3FA_out glsl.png	modulo vector3FA_out osl.png
	
modulo vector3_out glsl.png	modulo vector3_out osl.png
	
modulo vector4FA_out glsl.png	modulo vector4FA_out osl.png
	
modulo_vector4_out glsl.png	modulo_vector4_out osl.png
	
multiply_color3FA_out glsl.png	multiply_color3FA_out osl.png



	
multiply_color3_out_glsl.png	multiply_color3_out_osl.png
	
multiply_color4FA_out_glsl.png	multiply_color4FA_out_osl.png
	
multiply_color4_out_glsl.png	multiply_color4_out_osl.png
	
multiply_float_out_glsl.png	multiply_float_out_osl.png
	
multiply_matrix33_out_glsl.png	multiply_matrix33_out_osl.png



multiply\_matrix44\_out\_gsl.png



multiply\_matrix44\_out\_osl.png



multiply\_vector2FA\_out\_gsl.png



multiply\_vector2FA\_out\_osl.png



multiply\_vector2\_out\_gsl.png



multiply\_vector2\_out\_osl.png



multiply\_vector3FA\_out\_gsl.png













multiply\_vector3FA\_out\_osl.png













multiply\_vector3\_out\_gsl.png



multiply\_vector3\_out\_osl.png

	
multiply_vector4FA_out_glsl.png	multiply_vector4FA_out_osl.png
	
multiply_vector4_out_glsl.png	multiply_vector4_out_osl.png
	
power_color3FA_out_glsl.png	power_color3FA_out_osl.png
	
power_color3_out_glsl.png	power_color3_out_osl.png
	
power_color4FA_out_glsl.png	power_color4FA_out_osl.png

	
power_color4_out_glsl.png	power_color4_out_osl.png
	
power_float_out_glsl.png	power_float_out_osl.png
	
power_vector2FA_out_glsl.png	power_vector2FA_out_osl.png
	
power_vector2_out_glsl.png	power_vector2_out_osl.png
	
power_vector3FA_out_glsl.png	power_vector3FA_out_osl.png



power\_vector3\_out\_glsl.png



power\_vector3\_out\_osl.png



power\_vector4FA\_out\_glsl.png



power\_vector4FA\_out\_osl.png



power\_vector4\_out\_glsl.png



power\_vector4\_out\_osl.png



subtract\_color3FA\_out\_glsl.png













subtract\_color3FA\_out\_osl.png













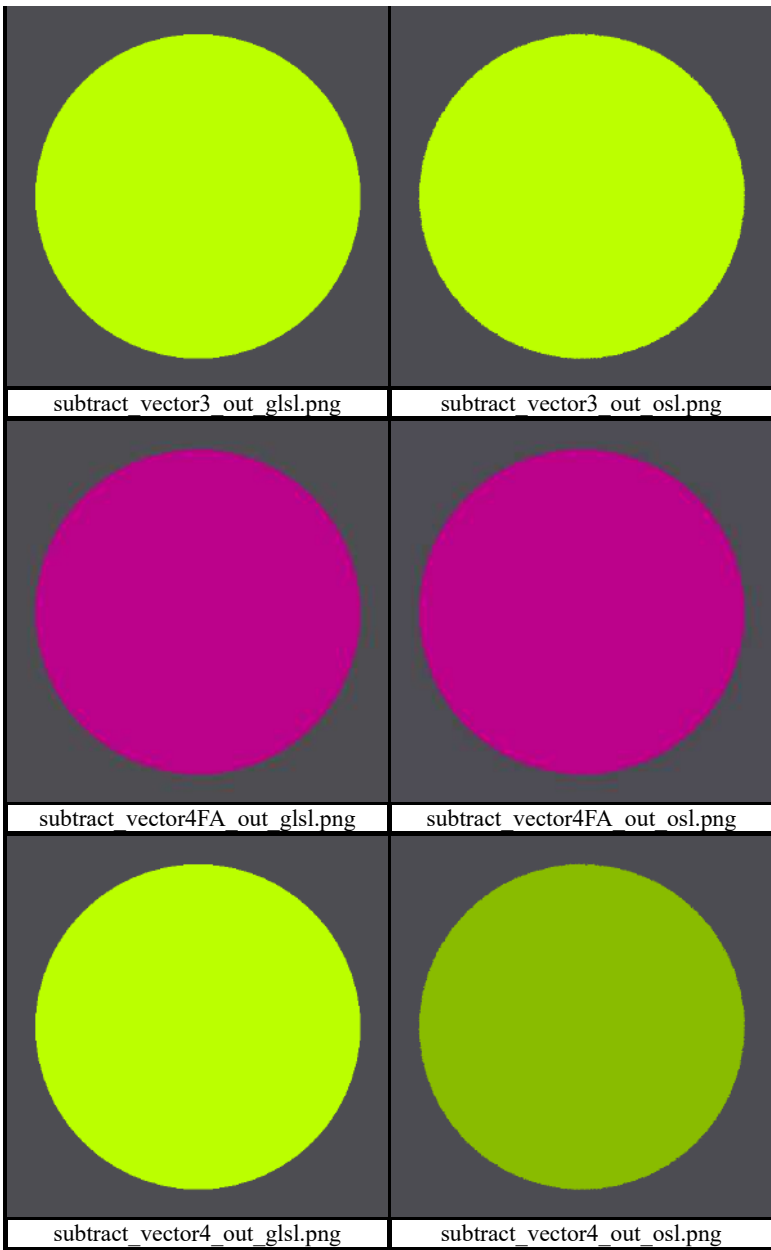
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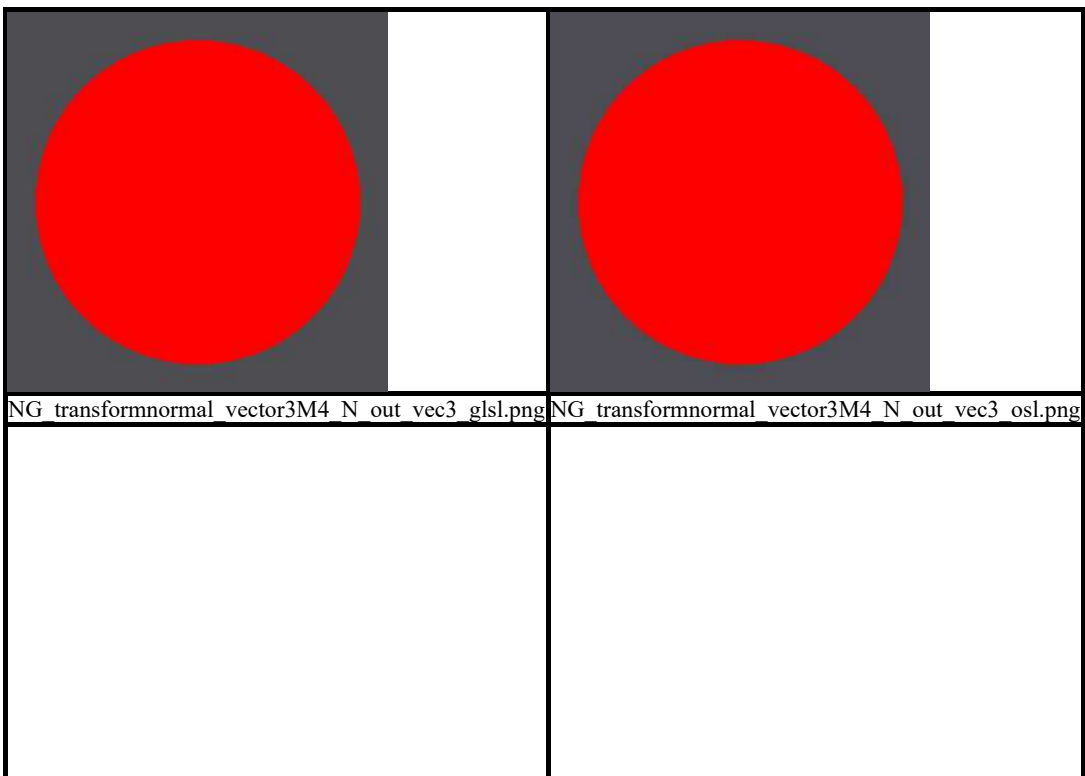
subtract\_color3\_out\_osl.png

	
subtract_color4FA_out_gsl.png	subtract_color4FA_out_osl.png
	
subtract_color4_out_gsl.png	subtract_color4_out_osl.png
	
subtract_float_out_gsl.png	subtract_float_out_osl.png
	
subtract_matrix33FA_out_gsl.png	subtract_matrix33FA_out_osl.png
	
subtract_matrix33_out_gsl.png	subtract_matrix33_out_osl.png







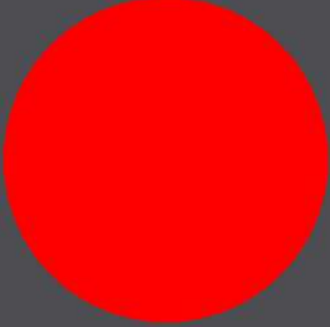



	
subtract matrix44FA out glsl.png	subtract matrix44FA out osl.png
	
subtract matrix44 out glsl.png	subtract matrix44 out osl.png
	
subtract vector2FA out glsl.png	subtract vector2FA out osl.png
	
subtract vector2 out glsl.png	subtract vector2 out osl.png
	
subtract vector3FA out glsl.png	subtract vector3FA out osl.png

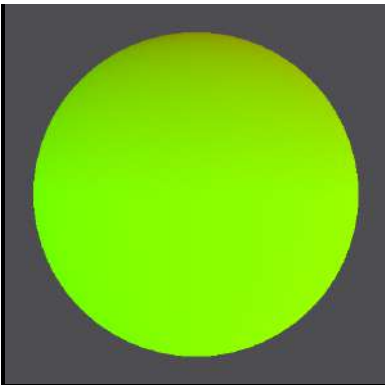


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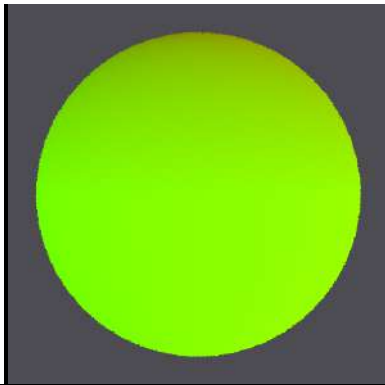




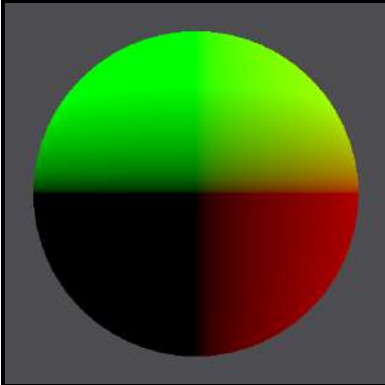
	
NG_transformpoint_vector2M3_N_out_vec2_gsl.png	NG_transformpoint_vector2M3_N_out_vec2_osl.png
	
NG_transformpoint_vector3M4_N_out_vec3_gsl.png	NG_transformpoint_vector3M4_N_out_vec3_osl.png
	
NG_transformvector_vector2M3_N_out_vec2_gsl.png	NG_transformvector_vector2M3_N_out_vec2_osl.png
	
NG_transformvector_vector3M4_N_out_vec3_gsl.png	NG_transformvector_vector3M4_N_out_vec3_osl.png
	
place2d_vector2_out_gsl.png	place2d_vector2_out_osl.png



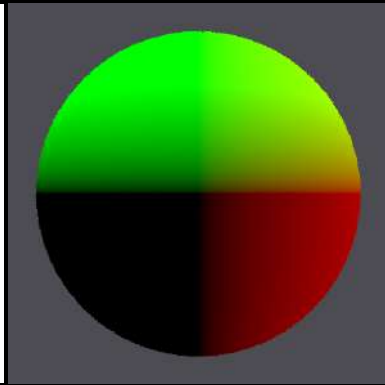
tf\_matrix3\_vector2\_out\_gsl.png



tf\_matrix3\_vector2\_out\_osl.png



tf\_matrix3\_vector3\_out\_gsl.png



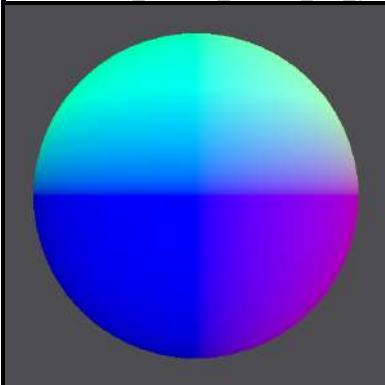
tf\_matrix3\_vector3\_out\_osl.png



tf\_matrix4\_vector3\_out\_gsl.png



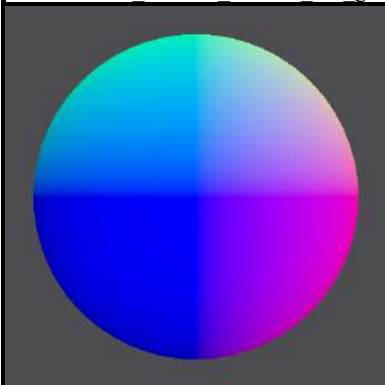
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tf\_matrix4\_vector4\_out\_gsl.png



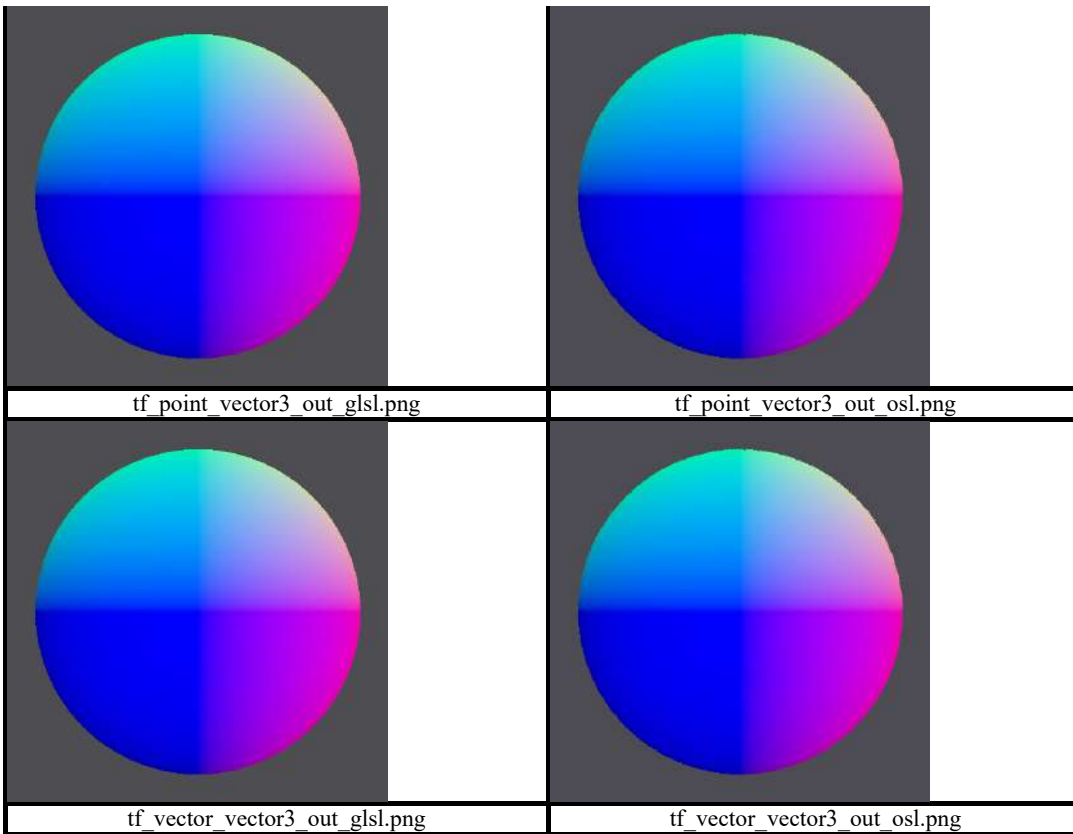
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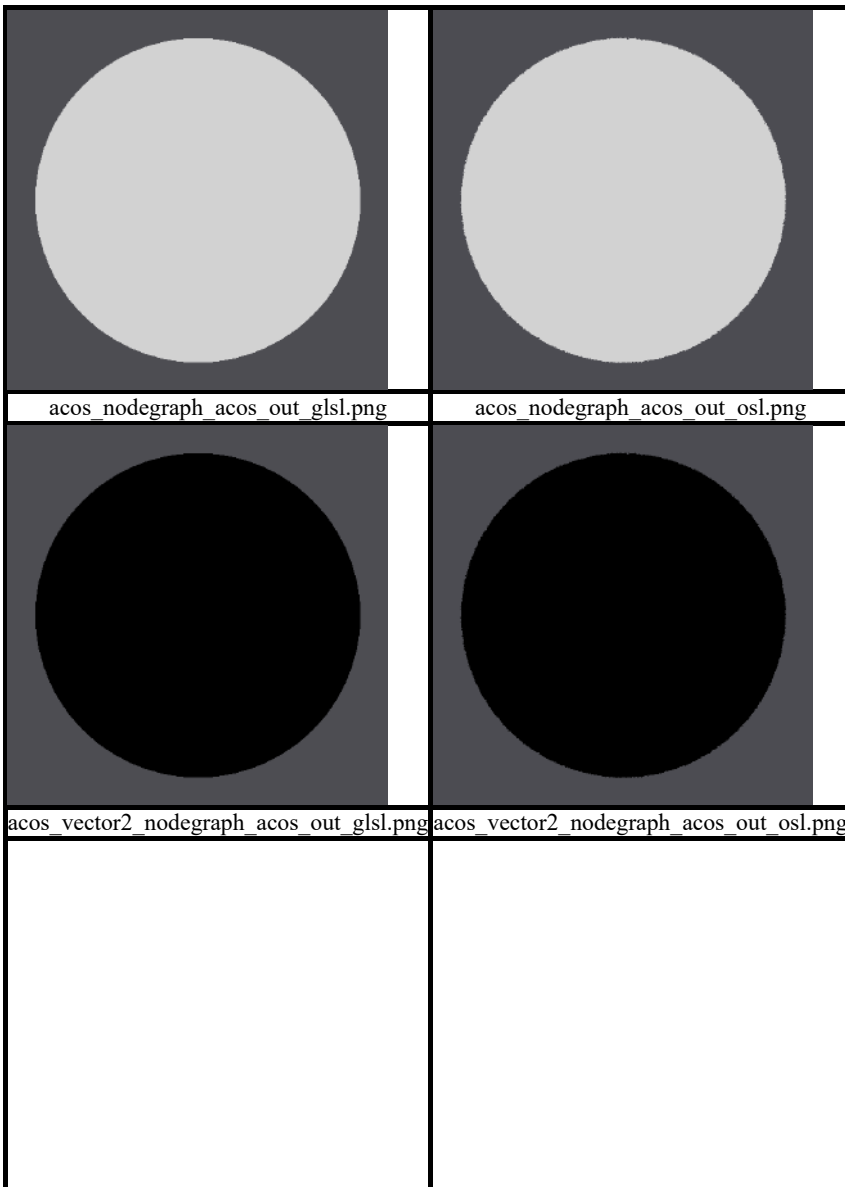
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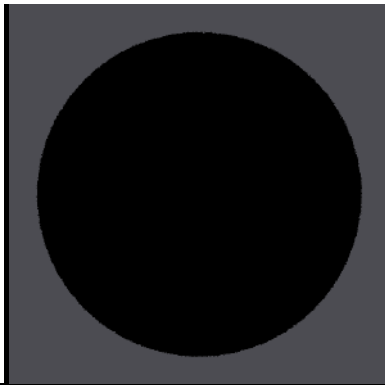
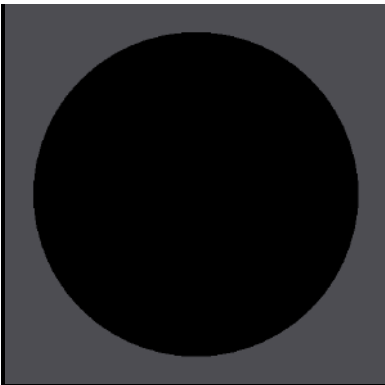


tf\_normal\_vector3\_out\_osl.png



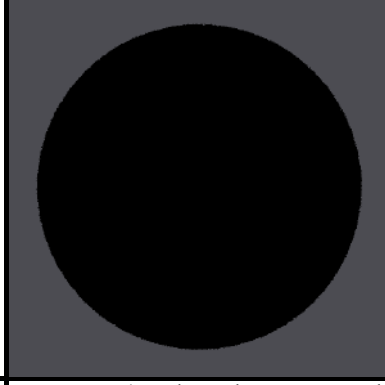
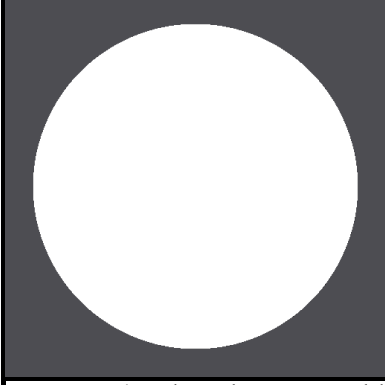
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acos\_vector3\_nodegraph\_acos\_out\_gls.png

acos\_vector3\_nodegraph\_acos\_out\_osl.png



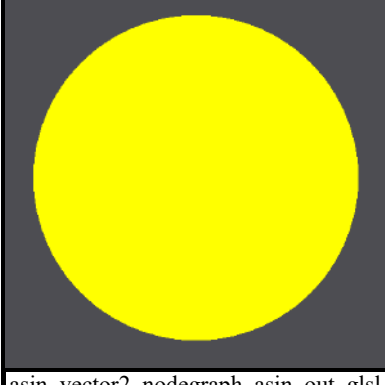
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acos\_vector4\_nodegraph\_acos\_out\_osl.png



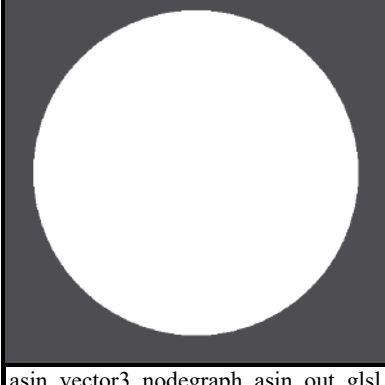
asin\_nodegraph\_asin\_out\_gls.png

asin\_nodegraph\_asin\_out\_osl.png



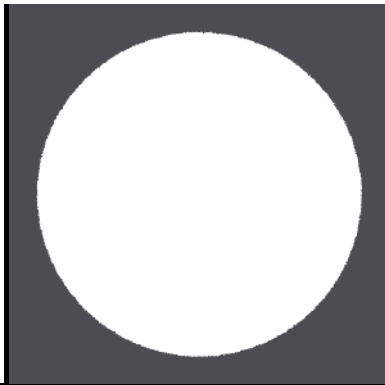
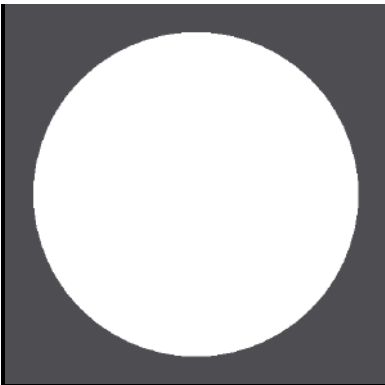
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asin\_vector2\_nodegraph\_asin\_out\_osl.png



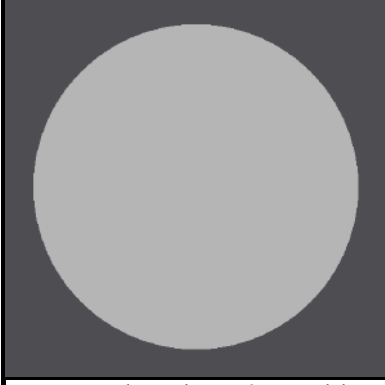
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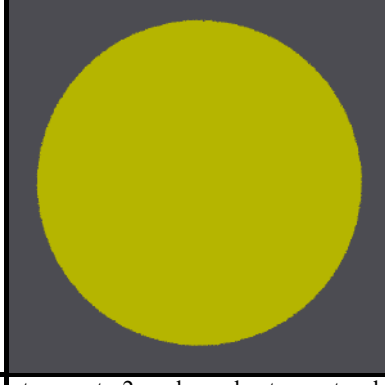
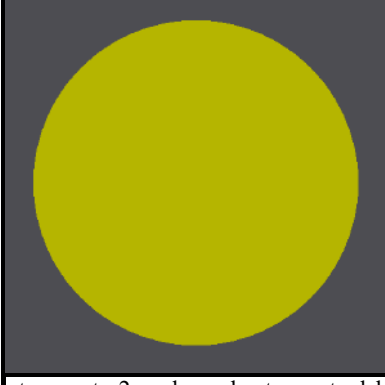
asin vector4 nodegraph asin out glsl.png

asin vector4 nodegraph asin out osl.png



atan nodegraph atan2 out glsl.png

atan nodegraph atan2 out osl.png



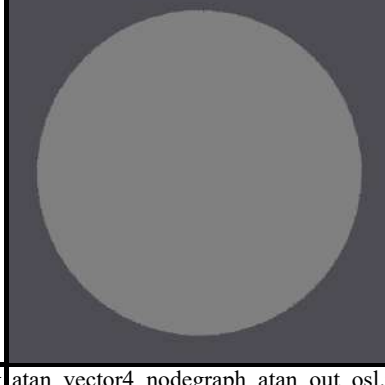
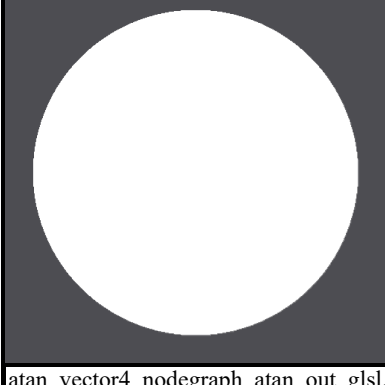
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atan vector2 nodegraph atan out osl.png



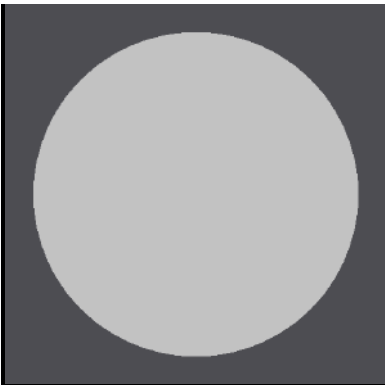
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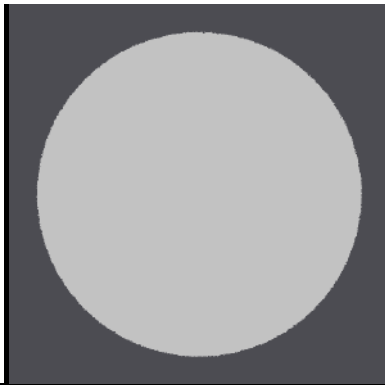


atan vector4 nodegraph atan out glsl.png

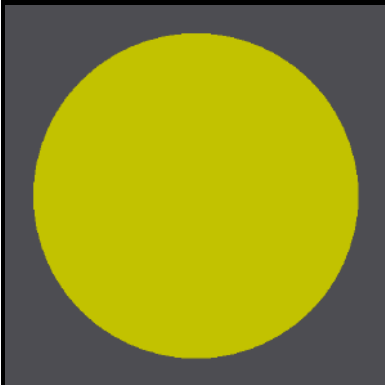
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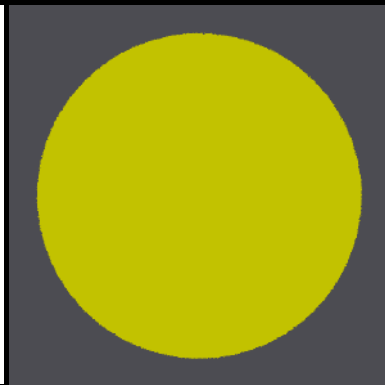
cos nodegraph cos out glsl.png



cos nodegraph cos out osl.png



cos\_vector2\_nodegraph cos out glsl.png



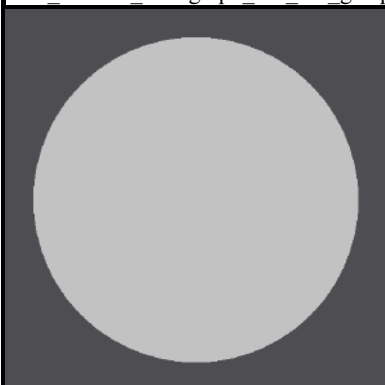
cos\_vector2\_nodegraph cos out osl.png



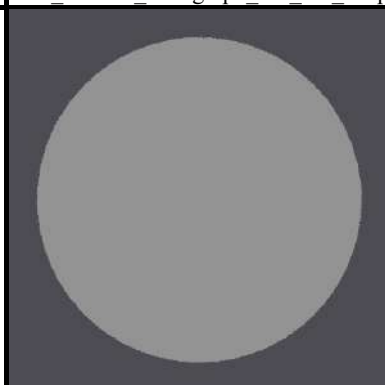
cos\_vector3\_nodegraph cos out glsl.png



cos\_vector3\_nodegraph cos out osl.png



cos\_vector4\_nodegraph cos out glsl.png



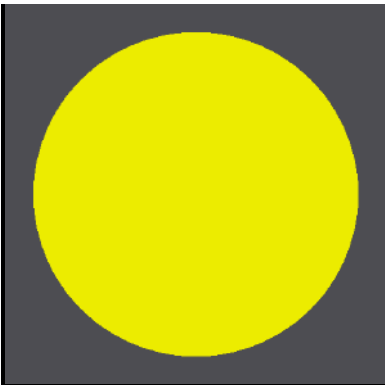
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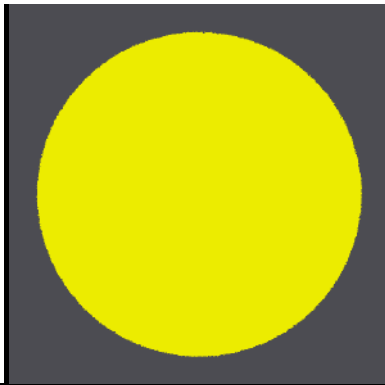
sin nodegraph sin out glsl.png



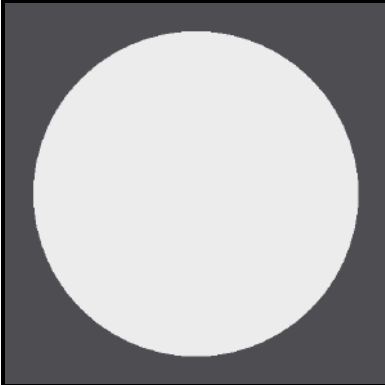
sin nodegraph sin out osl.png



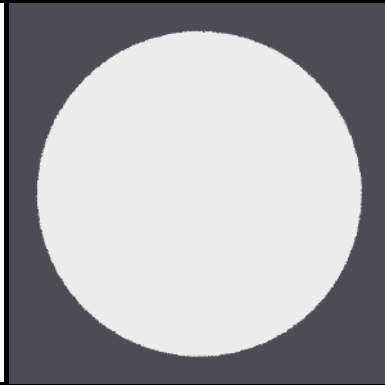
sin vector2 nodegraph sin out glsl.png



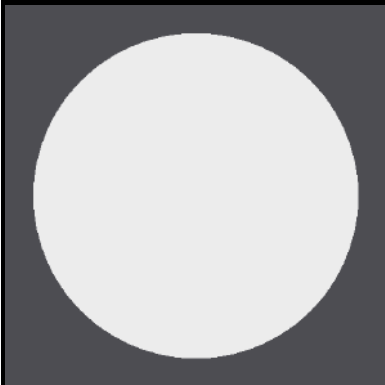
sin vector2 nodegraph sin out osl.png



sin vector3 nodegraph sin out glsl.png



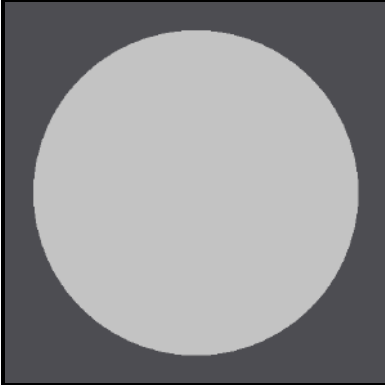
sin vector3 nodegraph sin out osl.png



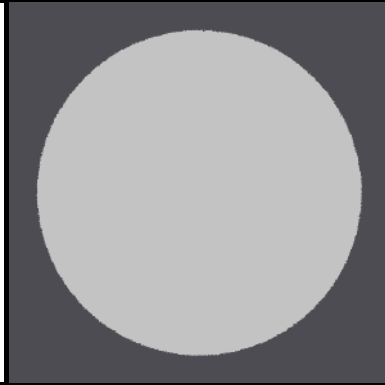
sin vector4 nodegraph sin out glsl.png



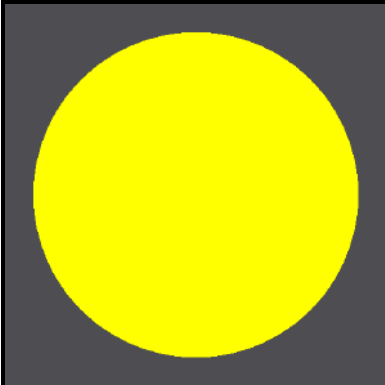
sin vector4 nodegraph sin out osl.png



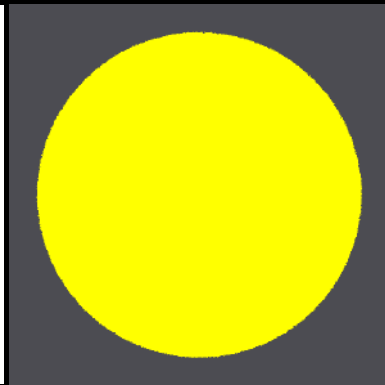
tan nodegraph tan out glsl.png



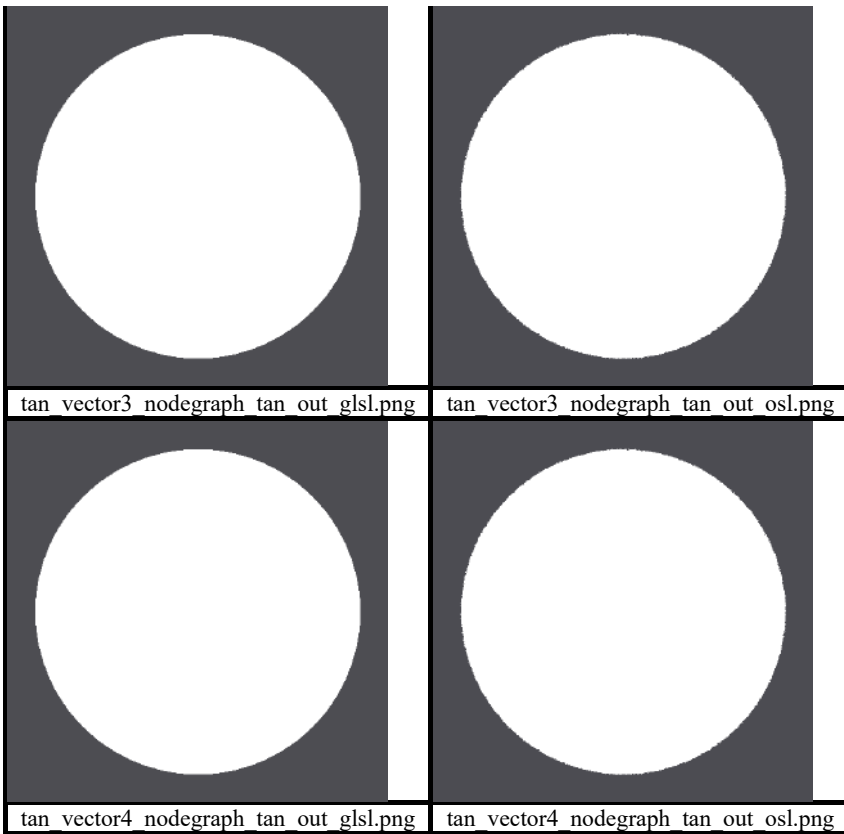
tan nodegraph tan out osl.png



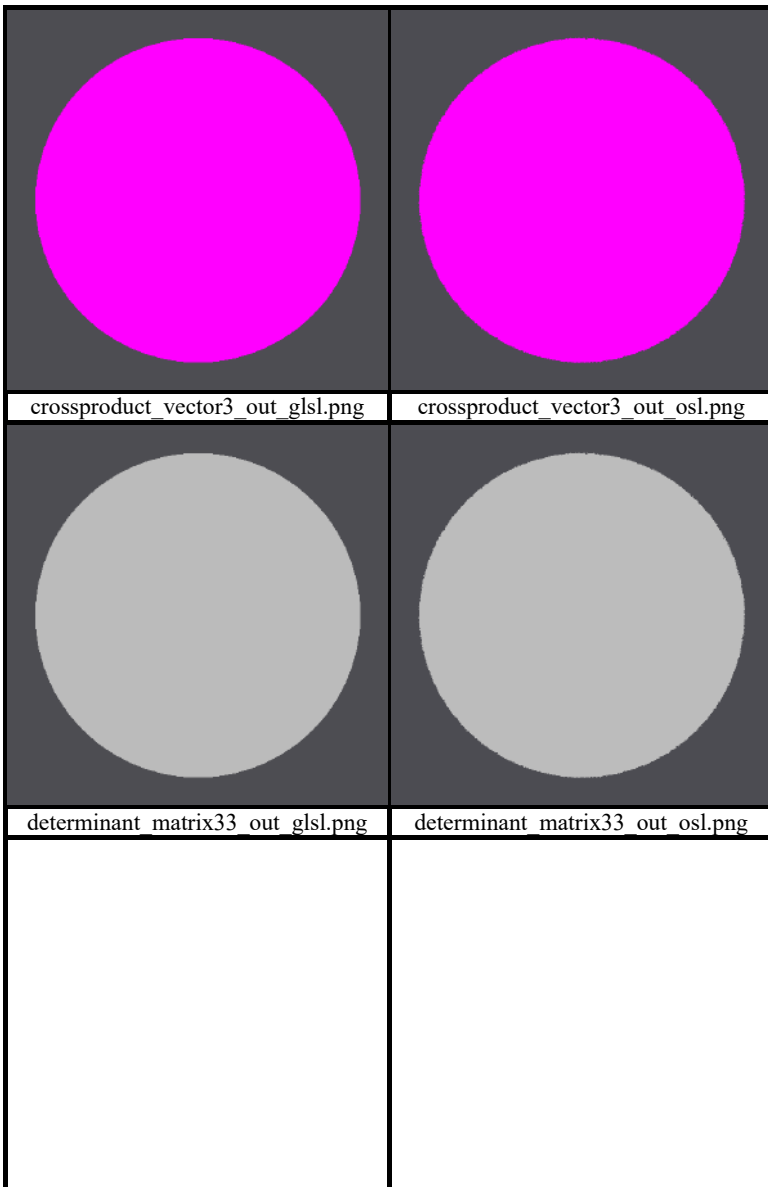
tan vector2 nodegraph tan out glsl.png



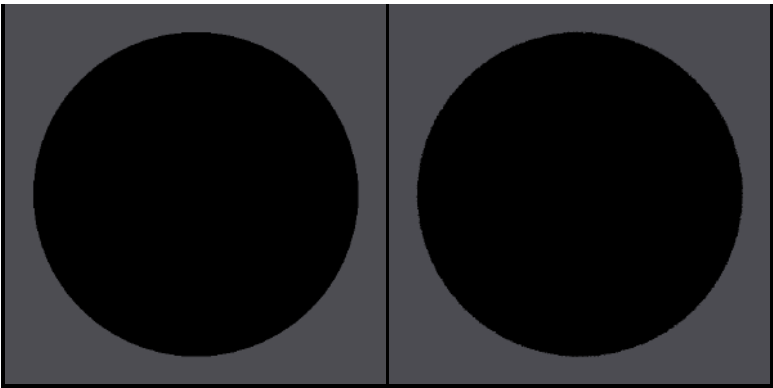
tan vector2 nodegraph tan out osl.png



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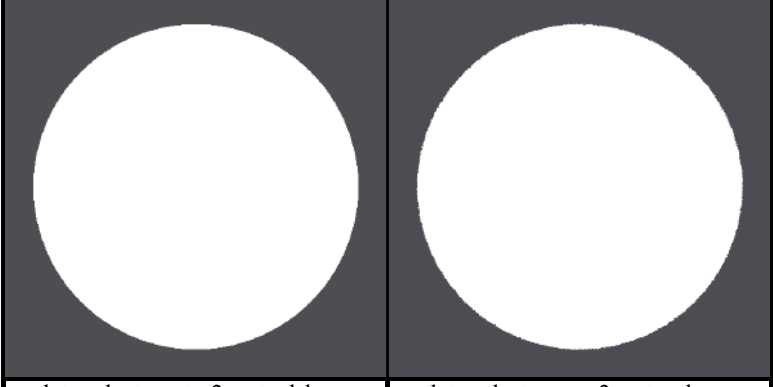






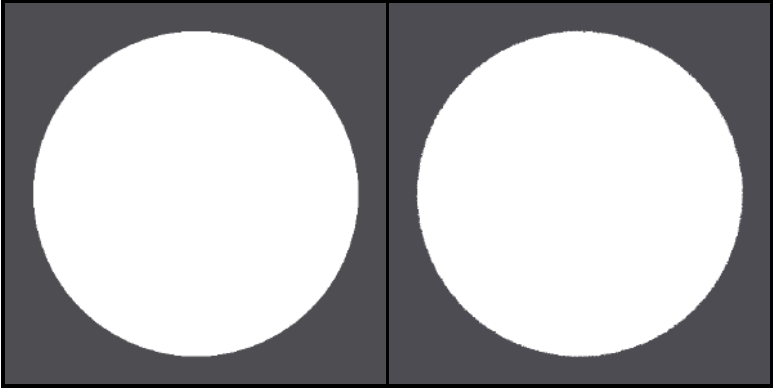
determinant\_matrix44\_out\_gsl.png

determinant\_matrix44\_out\_osl.png



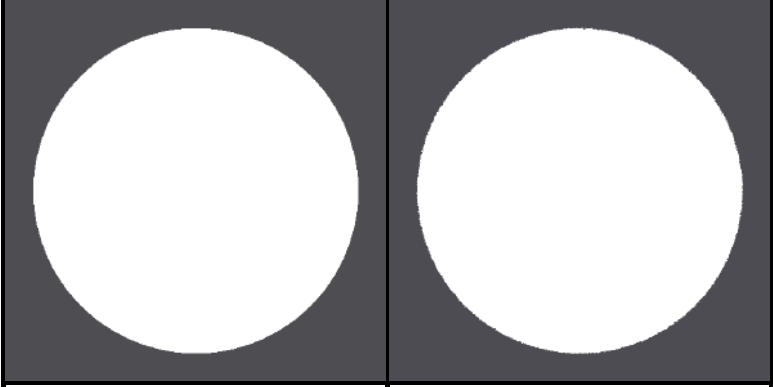
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dotproduct\_vector2\_out\_osl.png



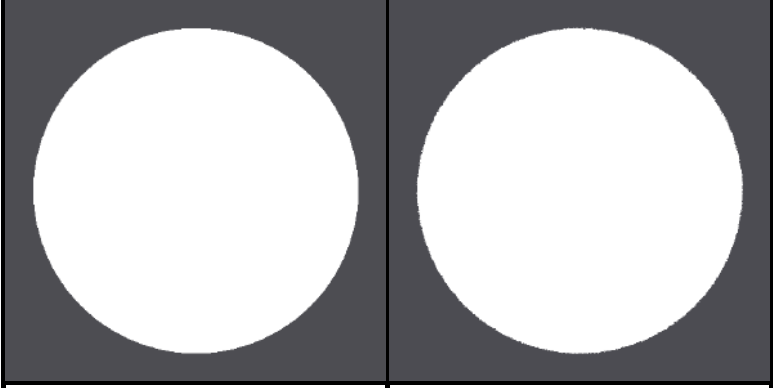
dotproduct\_vector3\_out\_gsl.png

dotproduct\_vector3\_out\_osl.png



dotproduct\_vector4\_out\_gsl.png

dotproduct\_vector4\_out\_osl.png



magnitude\_vector2\_out\_gsl.png

magnitude\_vector2\_out\_osl.png



magnitude\_vector3\_out\_glsl.png



magnitude\_vector3\_out\_osl.png



magnitude\_vector4\_out\_glsl.png



magnitude\_vector4\_out\_osl.png



normalize\_vector2\_out\_glsl.png



normalize\_vector2\_out\_osl.png



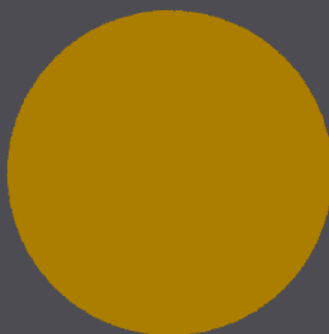
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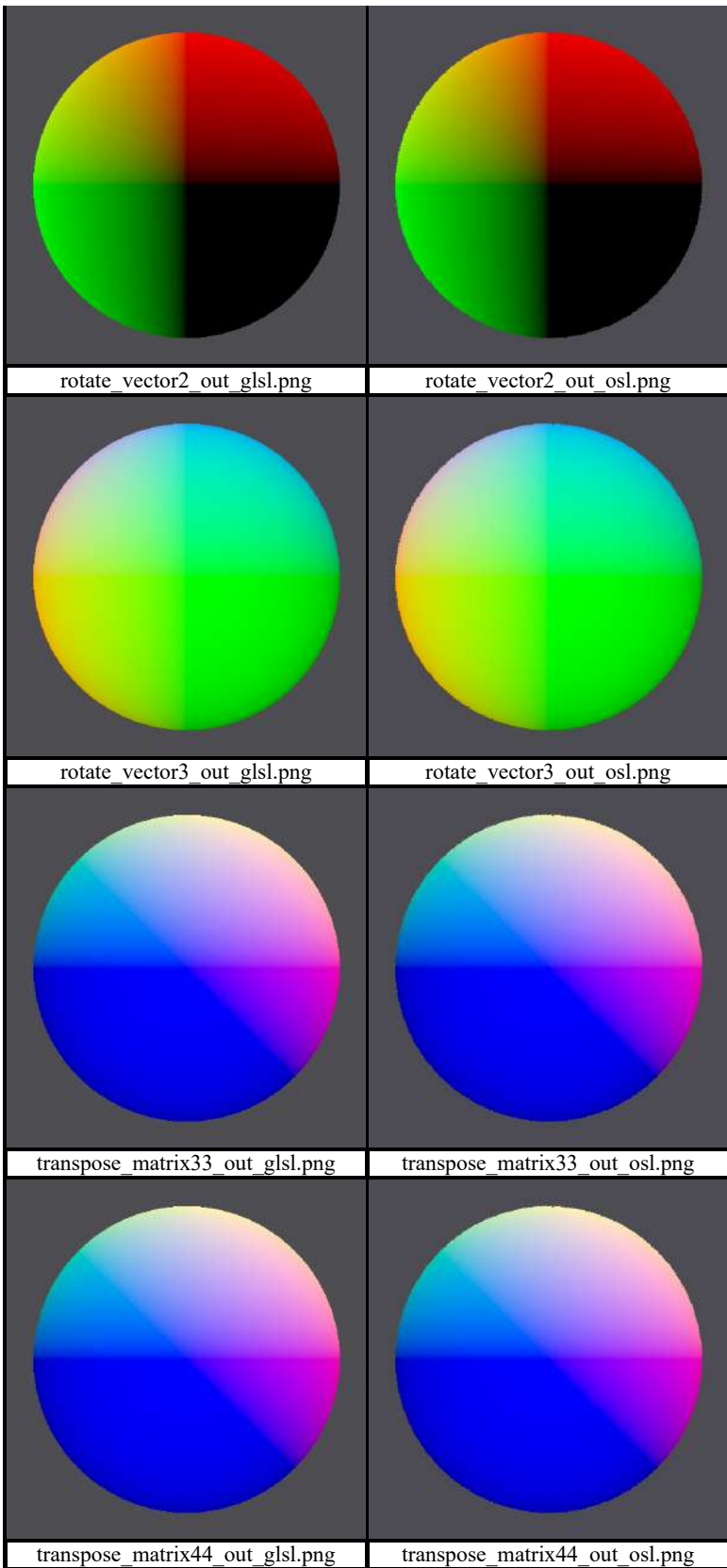
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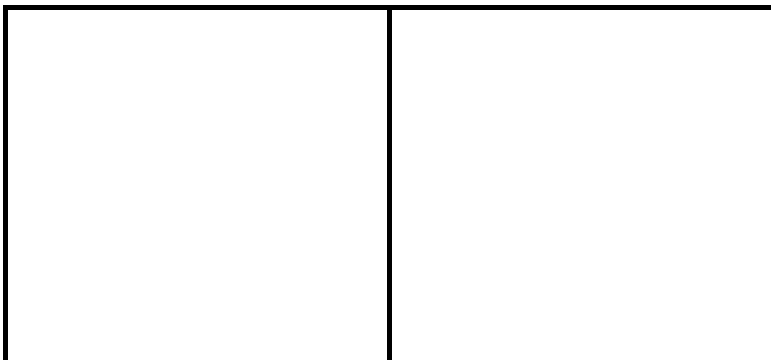
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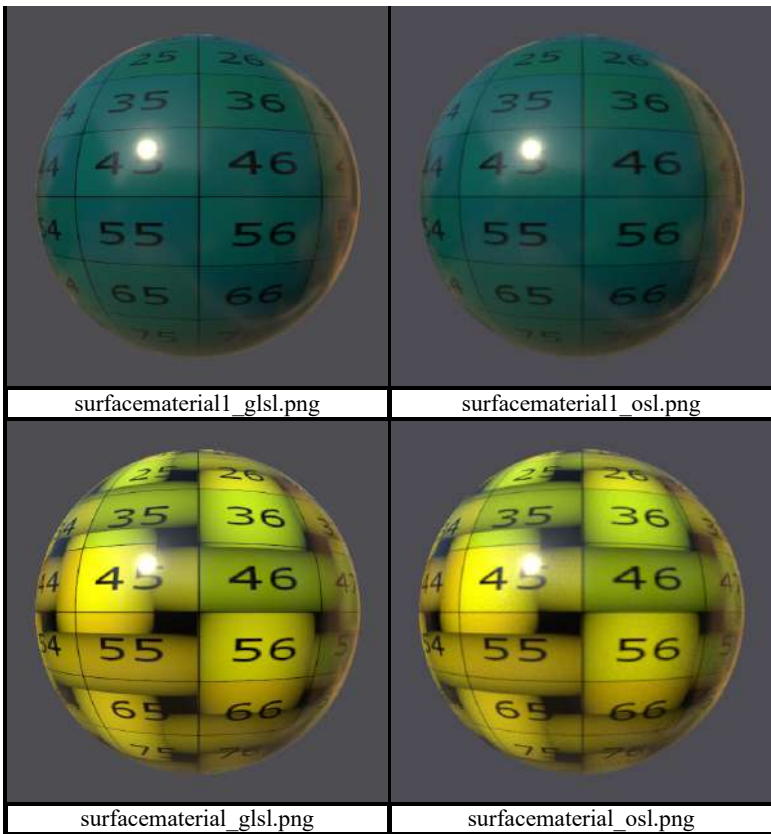


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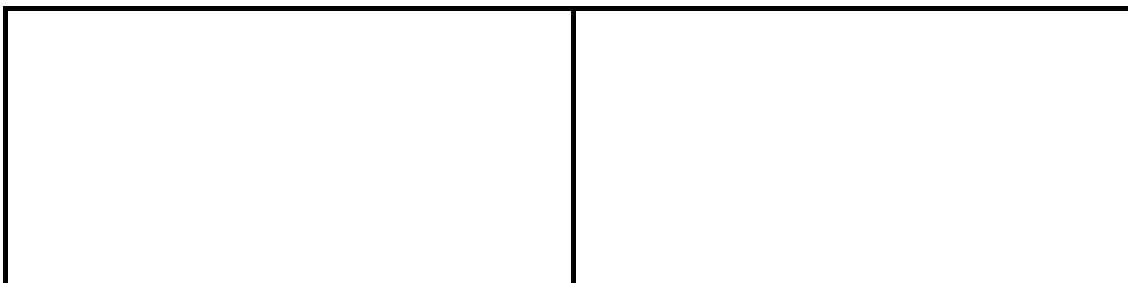


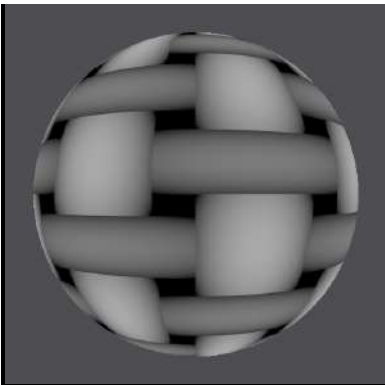


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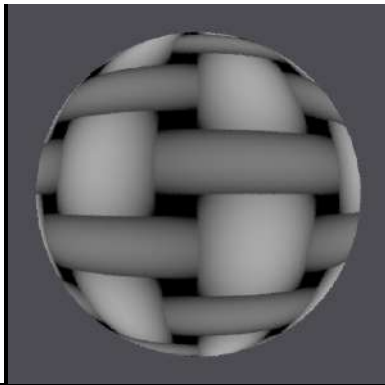


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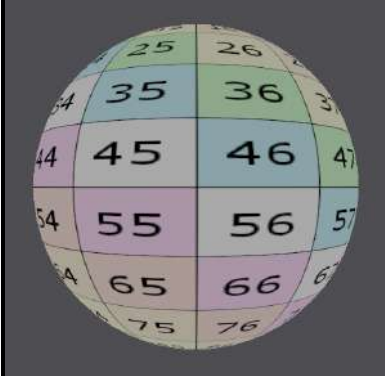




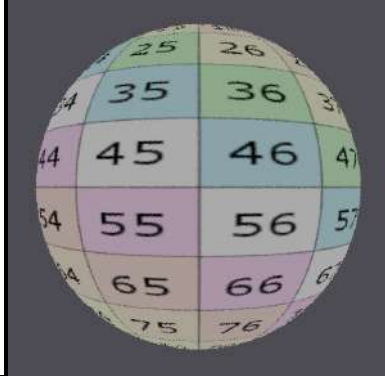
graph\_graph\_graph\_graph\_out2\_gsl.png



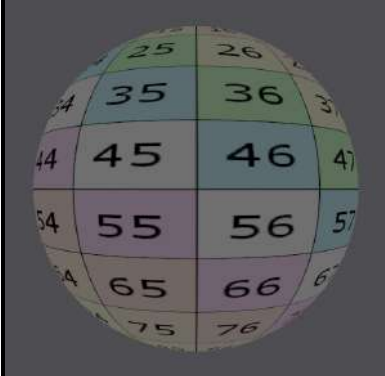
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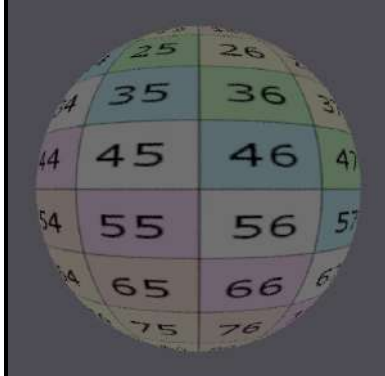
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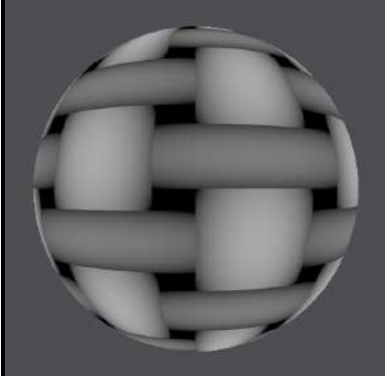
graph\_graph\_graph\_graph\_out\_osl.png



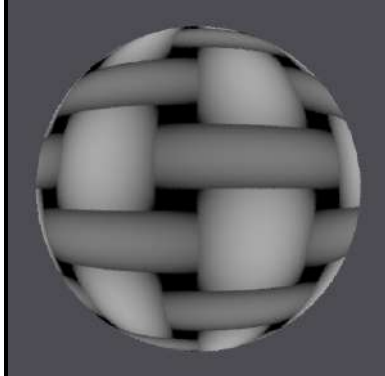
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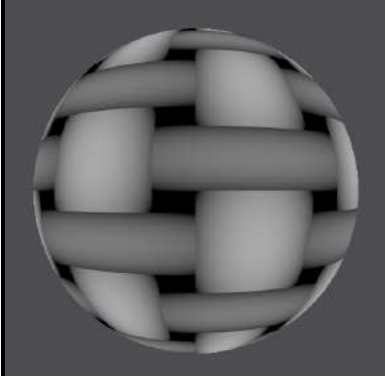
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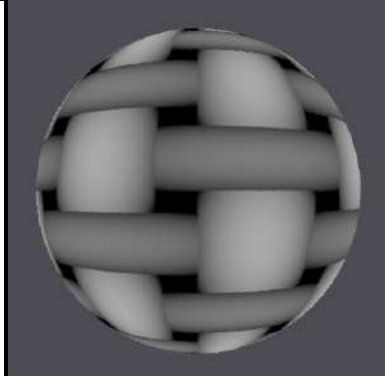
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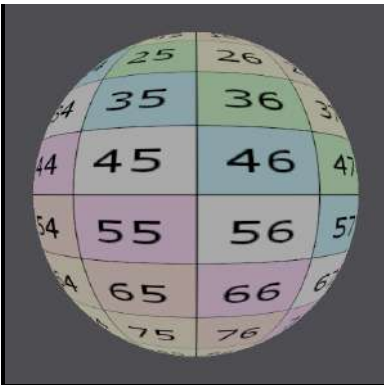
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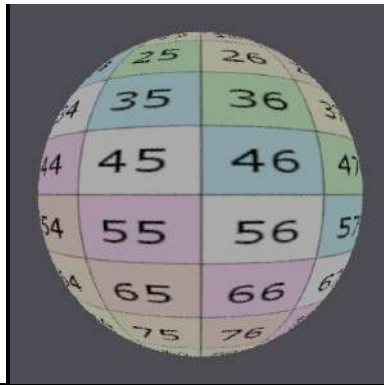
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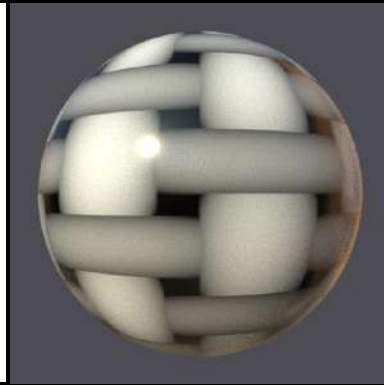
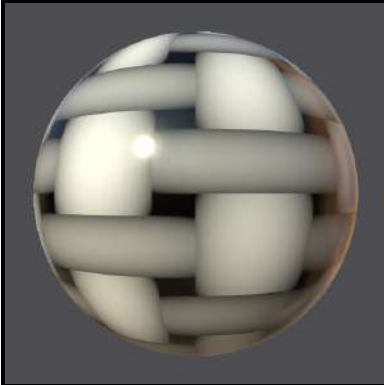
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nd\_graph\_graph\_nd\_graph\_graph\_out\_gslsl.png



nd\_graph\_graph\_nd\_graph\_graph\_out\_osl.png

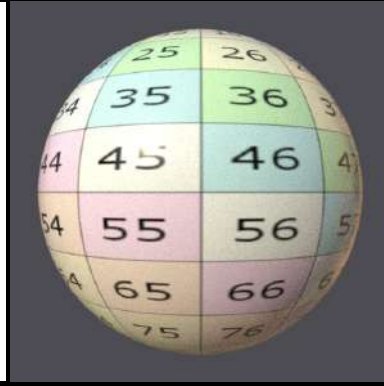


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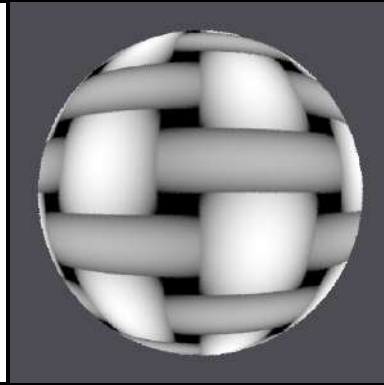
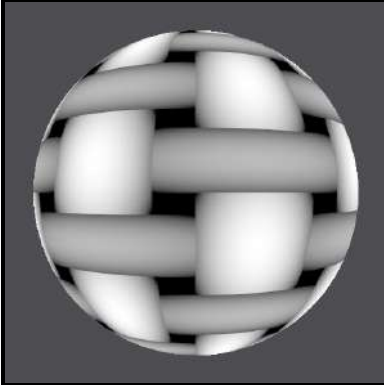
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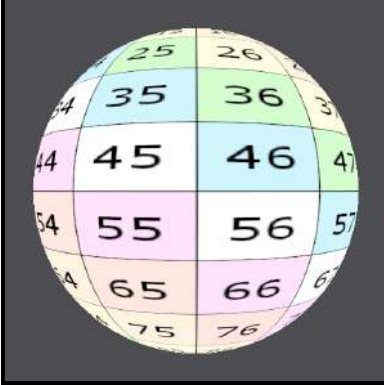


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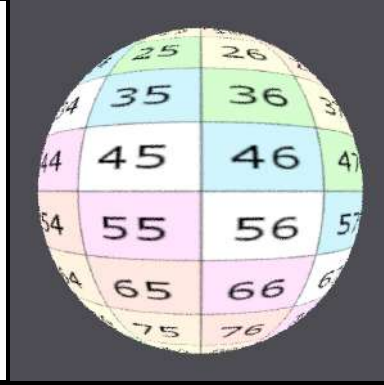


NG\_upstream\_graph\_nd\_graph\_out\_image2\_gslsl.png

NG\_upstream\_graph\_nd\_graph\_out\_image2\_osl.png



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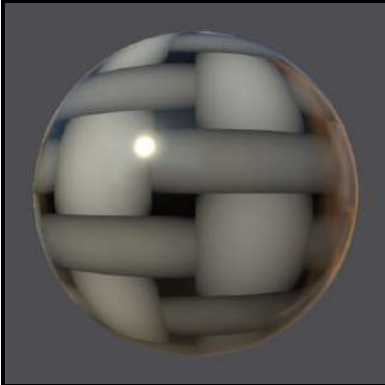
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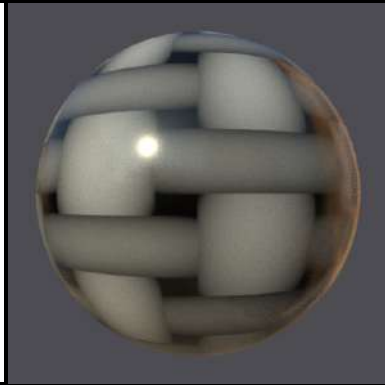
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surf\_graph\_graph\_out\_top\_osl.png



surf\_graph\_graph\_surf\_graph\_graph\_out2\_gsl.png



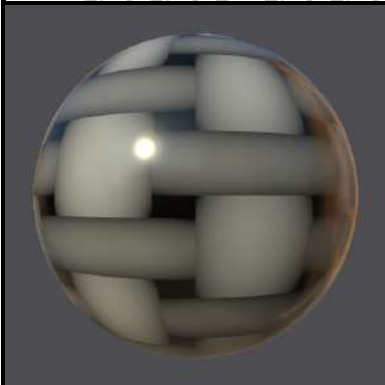
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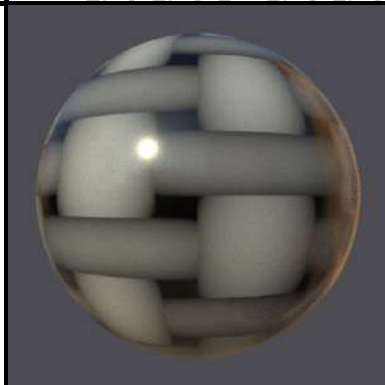
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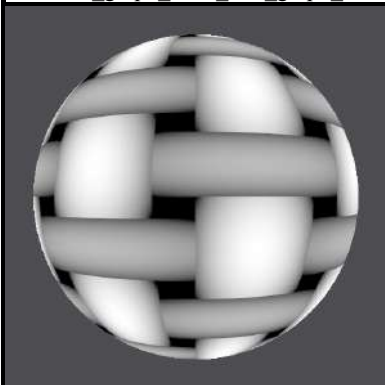
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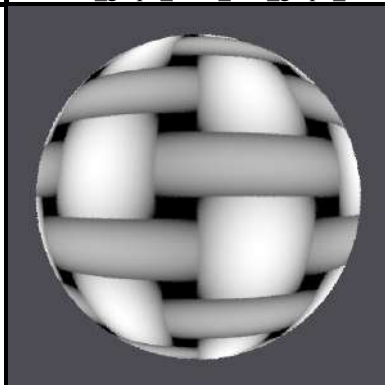
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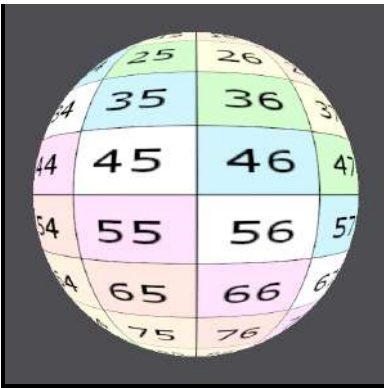
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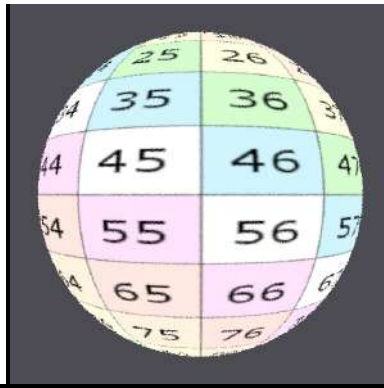
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upstream\_graph\_graph\_out\_image2\_osl.png

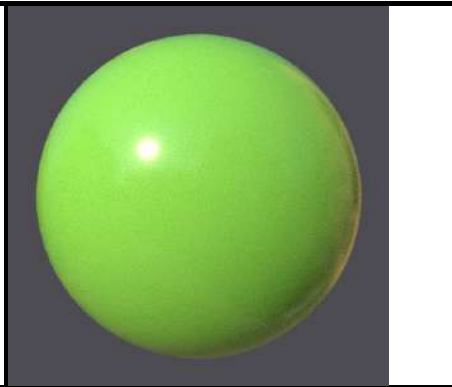


upstream\_graph\_graph\_out\_image\_glsl.png



upstream\_graph\_graph\_out\_image\_osl.png

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green\_material\_graph\_green\_material\_glsl.png

green\_material\_graph\_green\_material\_osl.png



red\_material\_graph2\_red\_material\_glsl.png

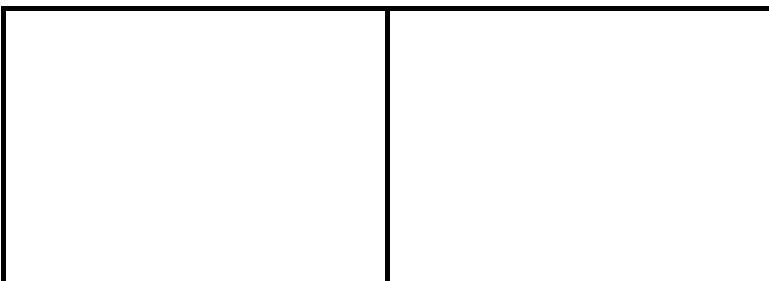
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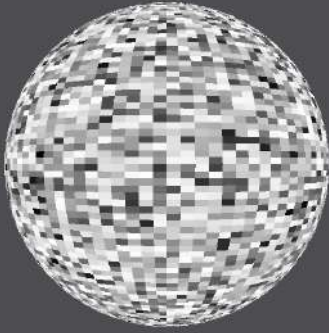
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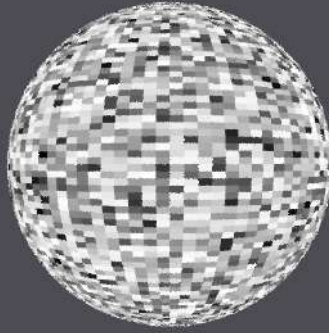
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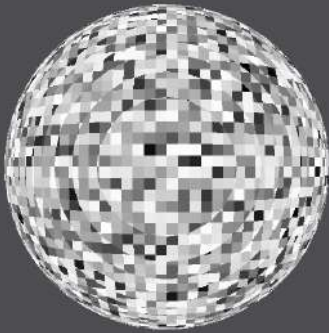




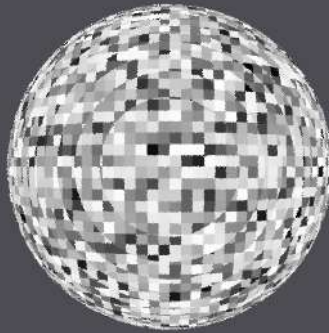
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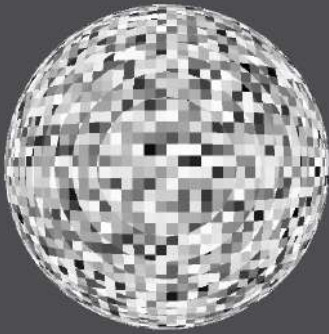
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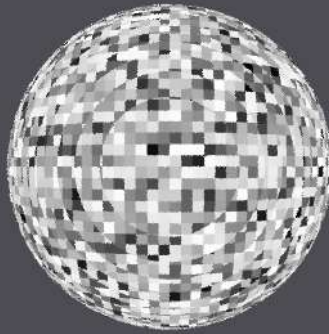
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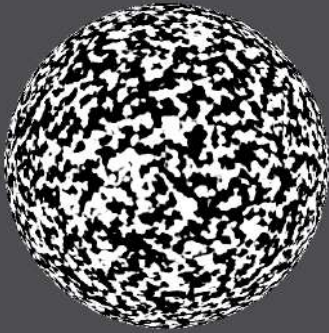
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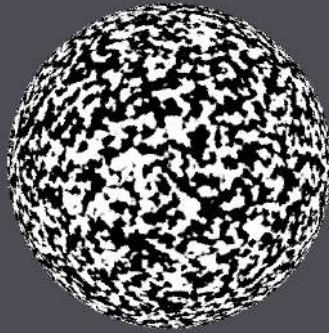
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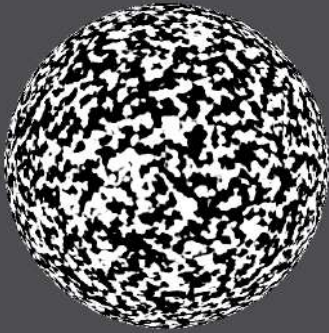
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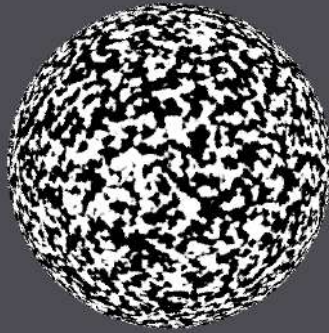
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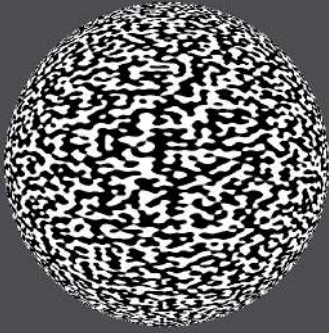
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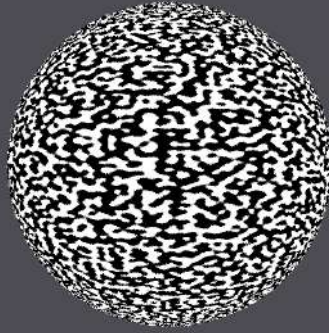
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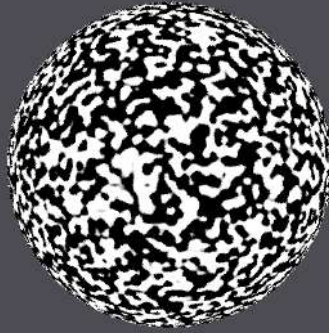
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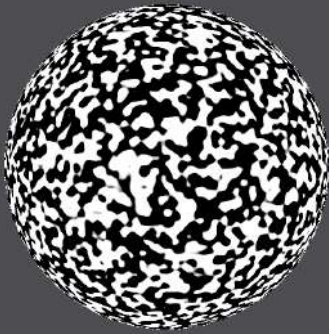
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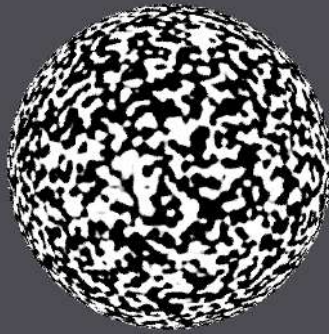
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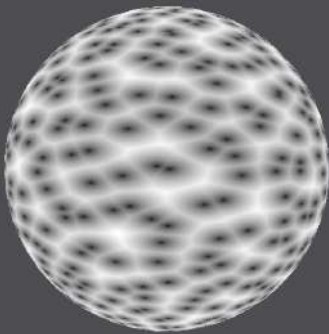
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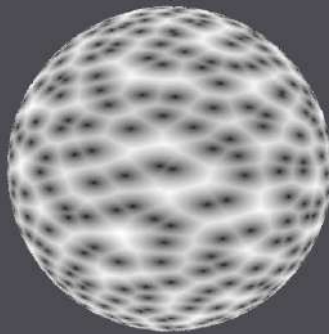
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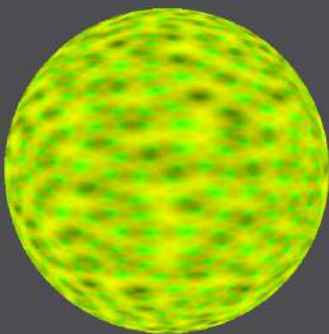
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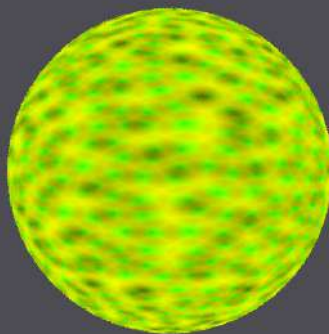
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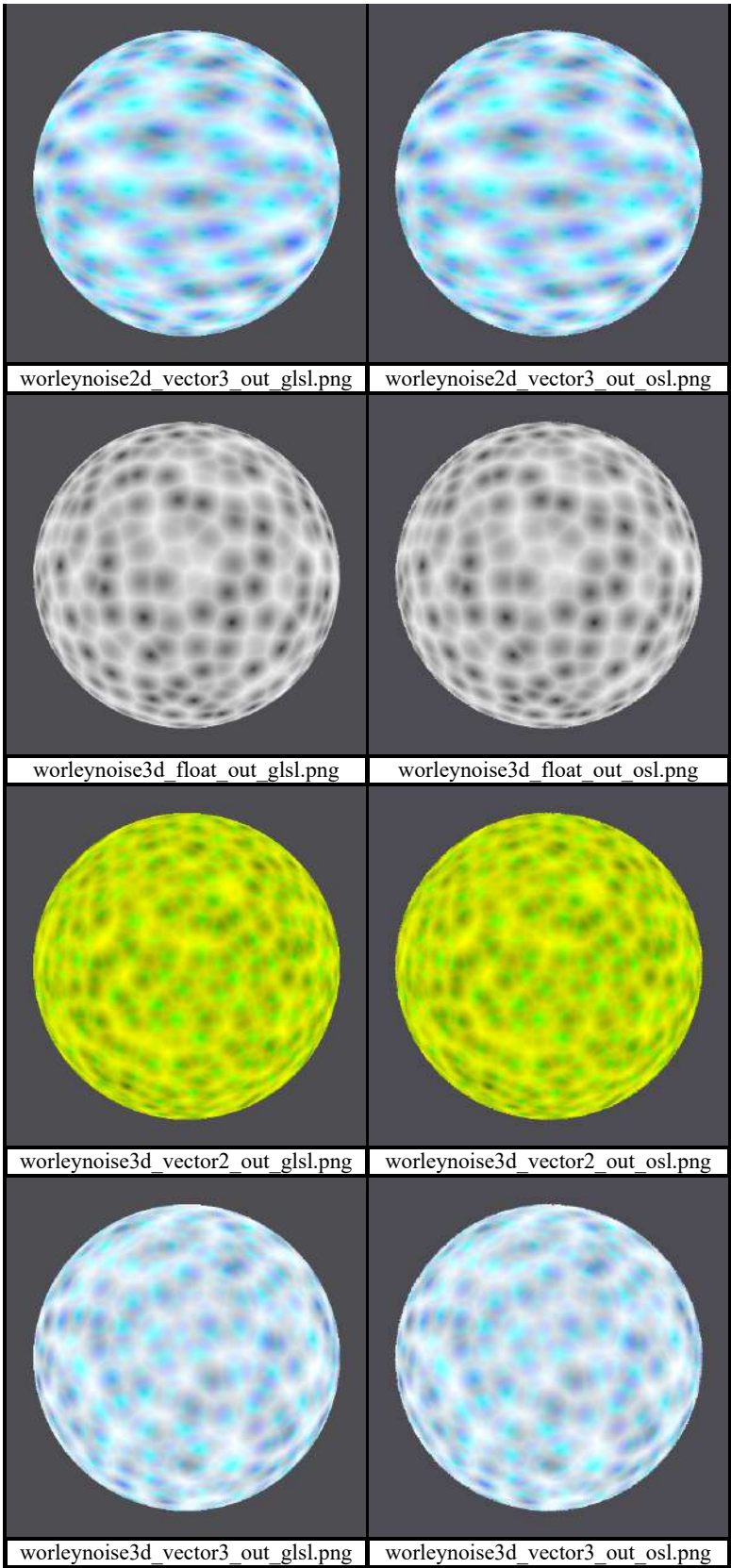
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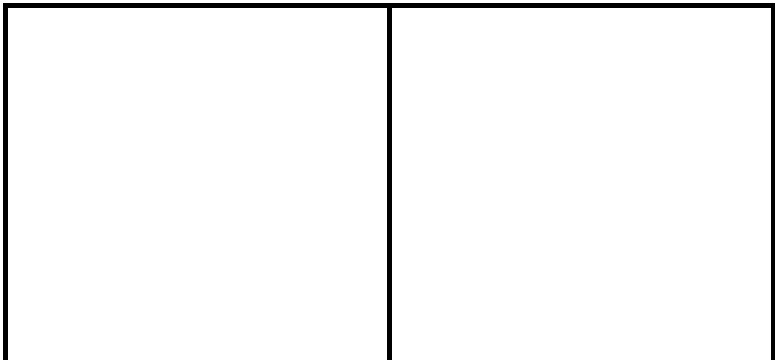
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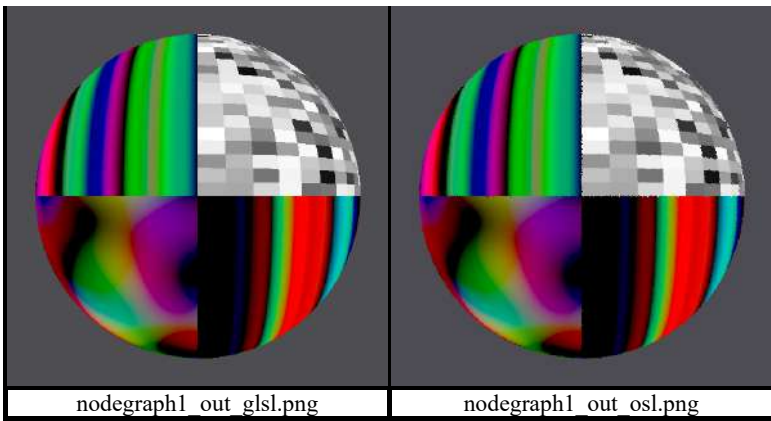


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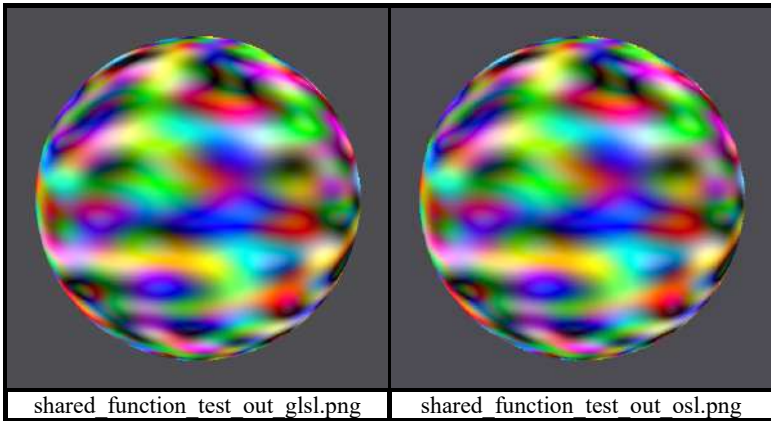


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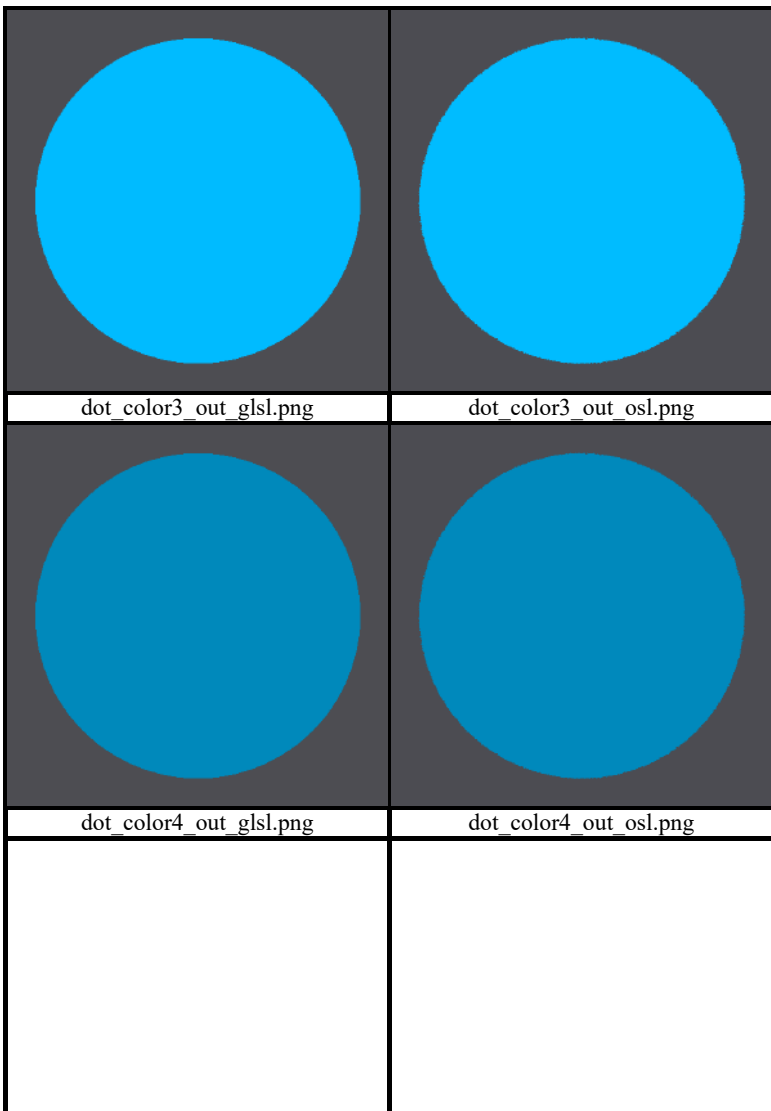










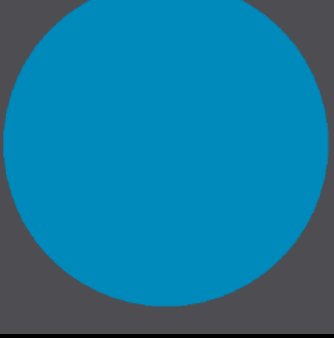
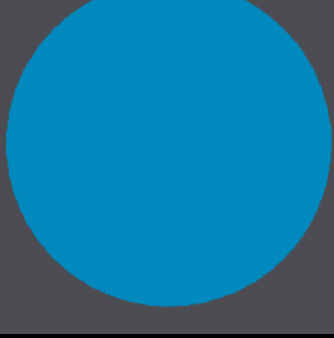


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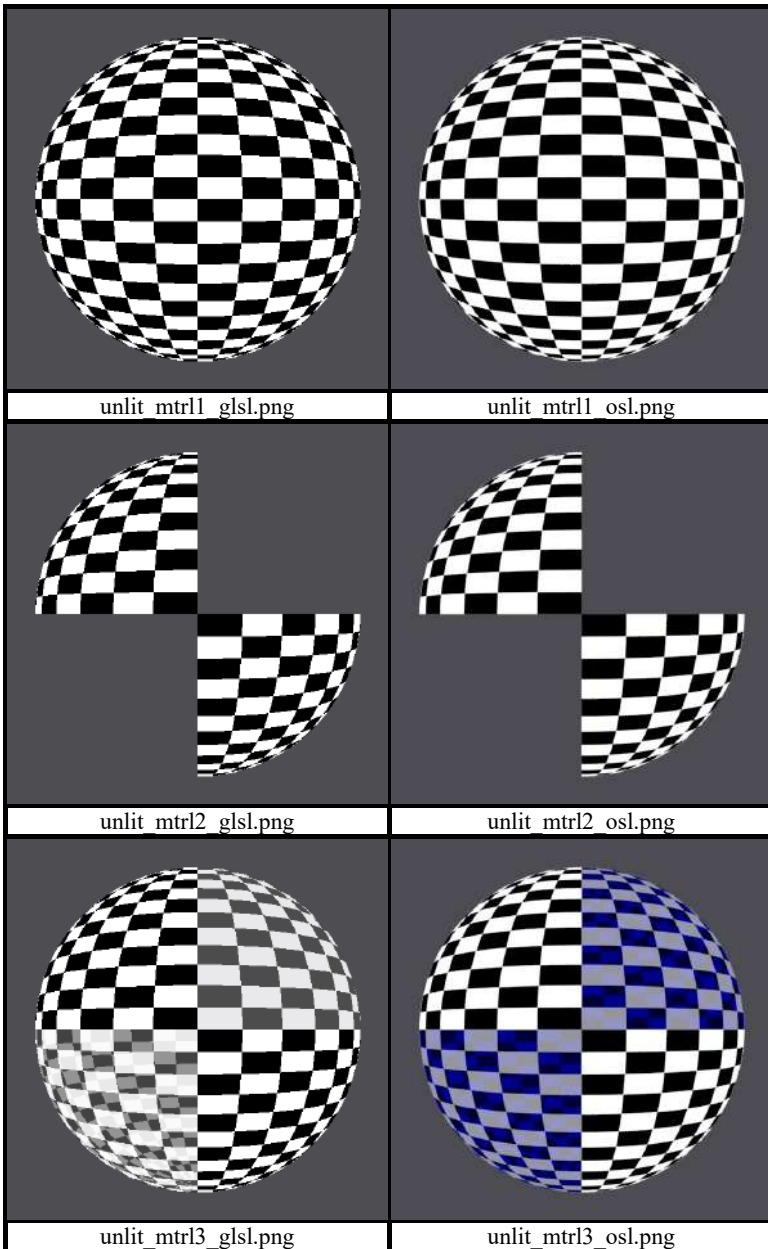


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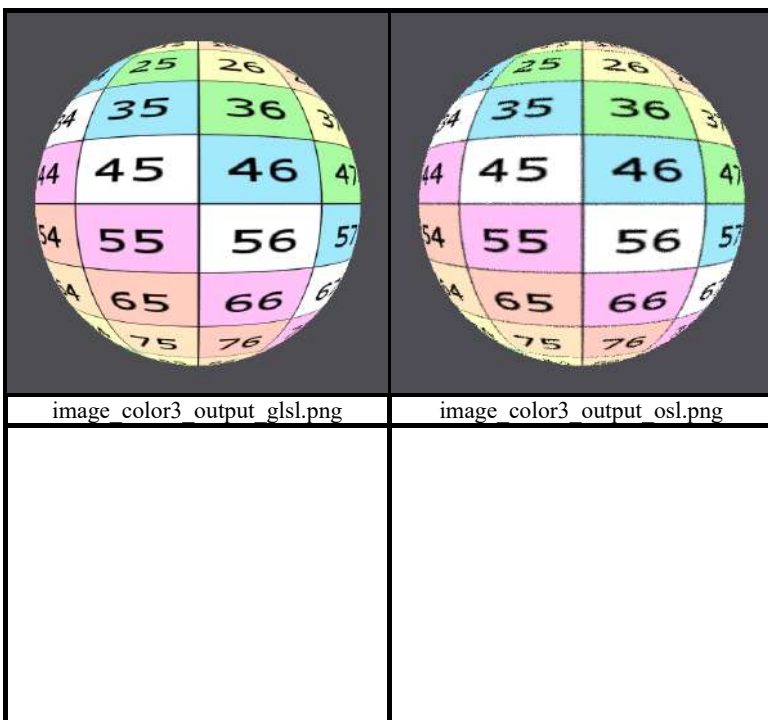


	
dot_float_out_glsl.png	dot_float_out_osl.png
	
dot_matrix44_out_glsl.png	dot_matrix44_out_osl.png
	
dot_vector2_out_glsl.png	dot_vector2_out_osl.png
	
dot_vector3_out_glsl.png	dot_vector3_out_osl.png
	
dot_vector4_out_glsl.png	dot_vector4_out_osl.png

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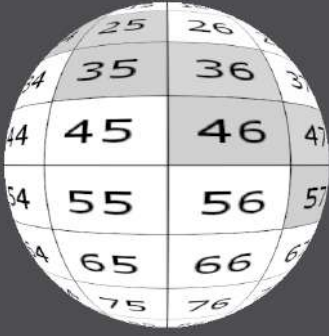




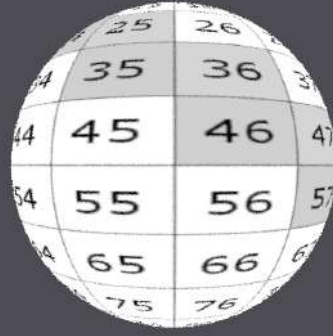
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image\_color4\_output\_osl.png



image\_float\_output\_gsl.png



image\_float\_output\_osl.png



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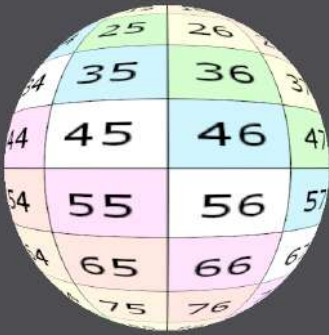
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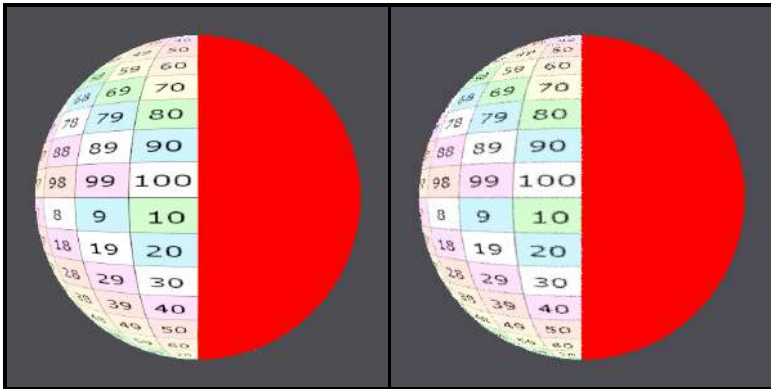
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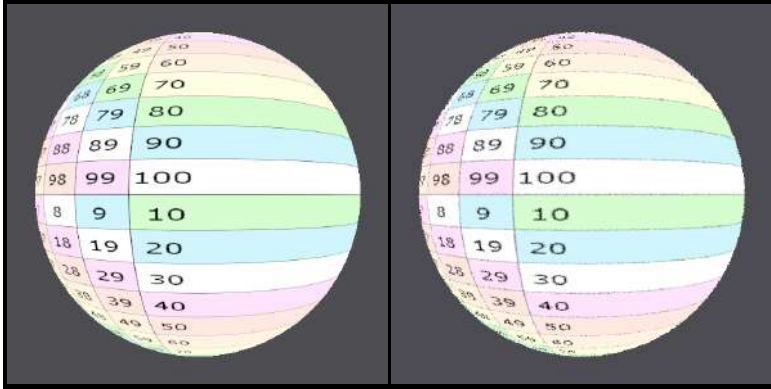


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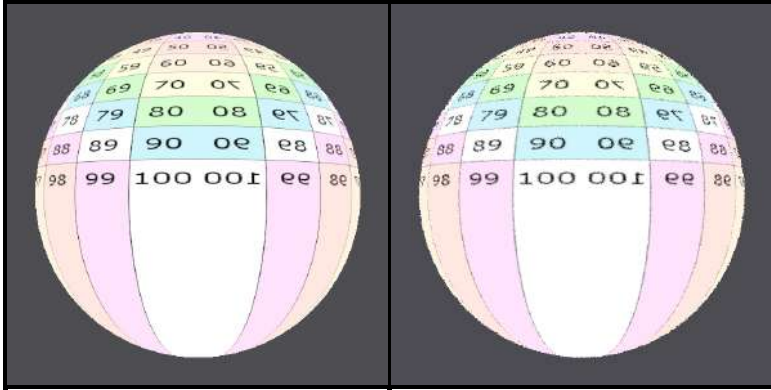
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uborder color out osl.png



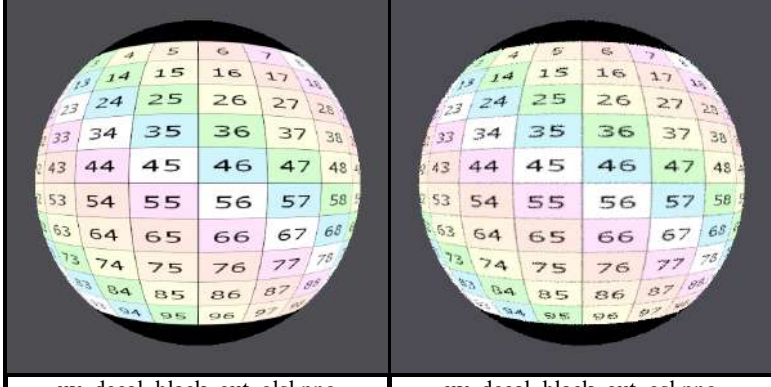
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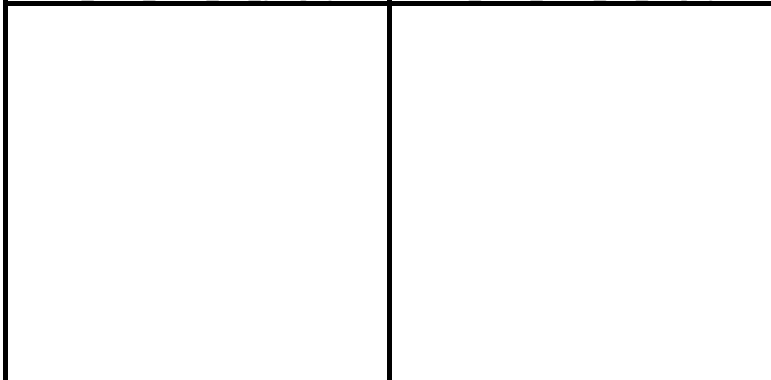
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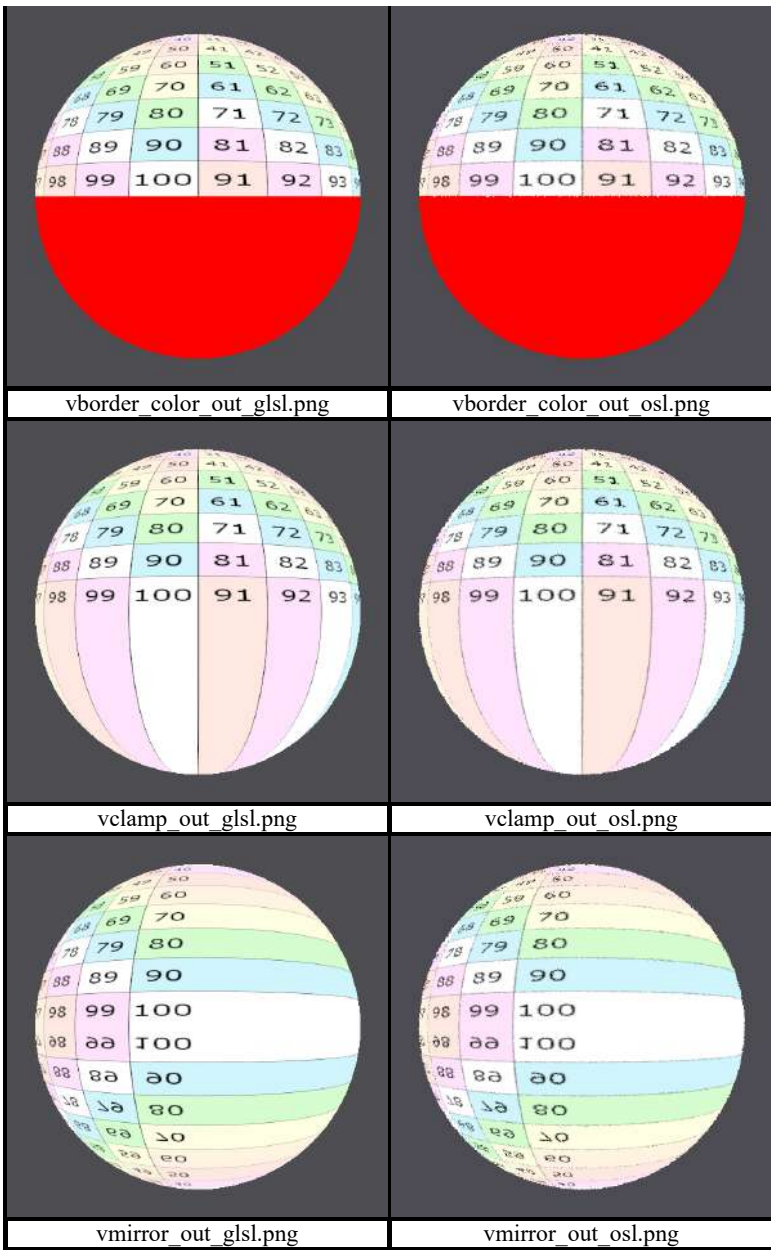


uv decal black out glsl.png

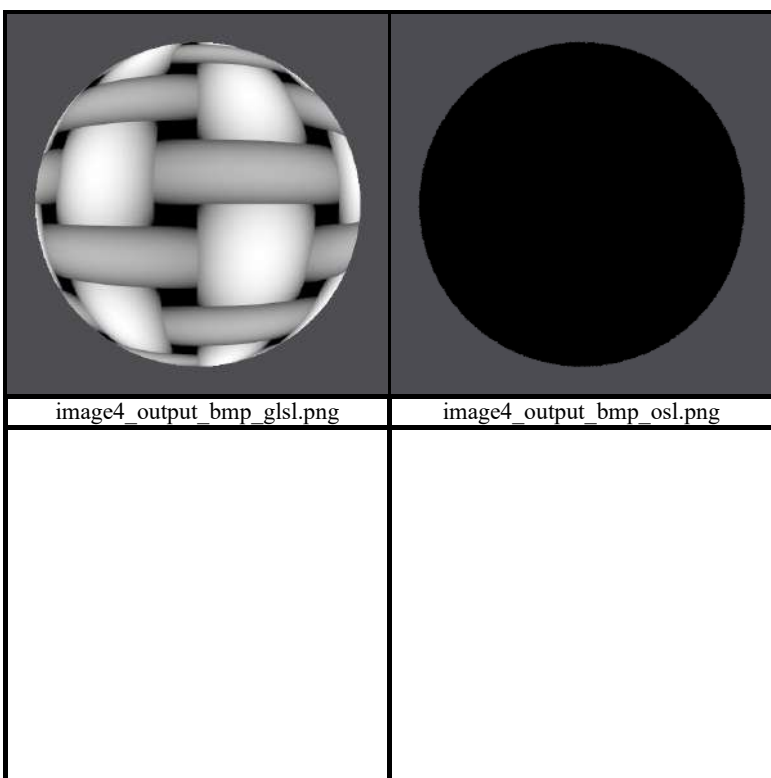
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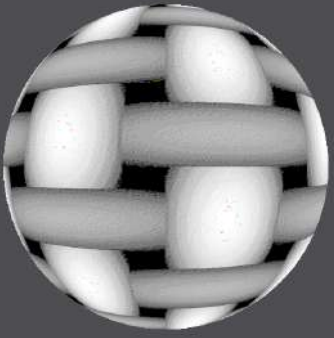

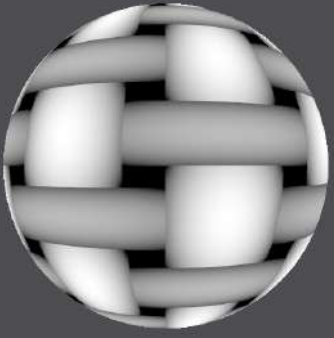

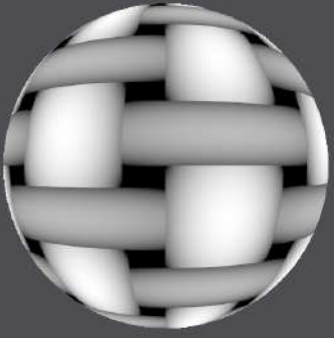



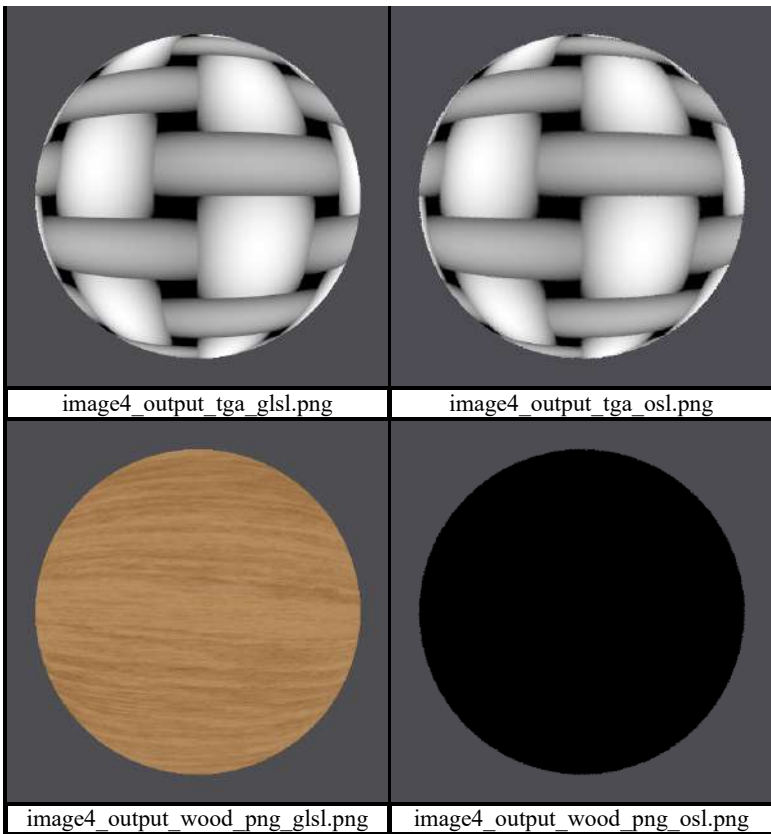




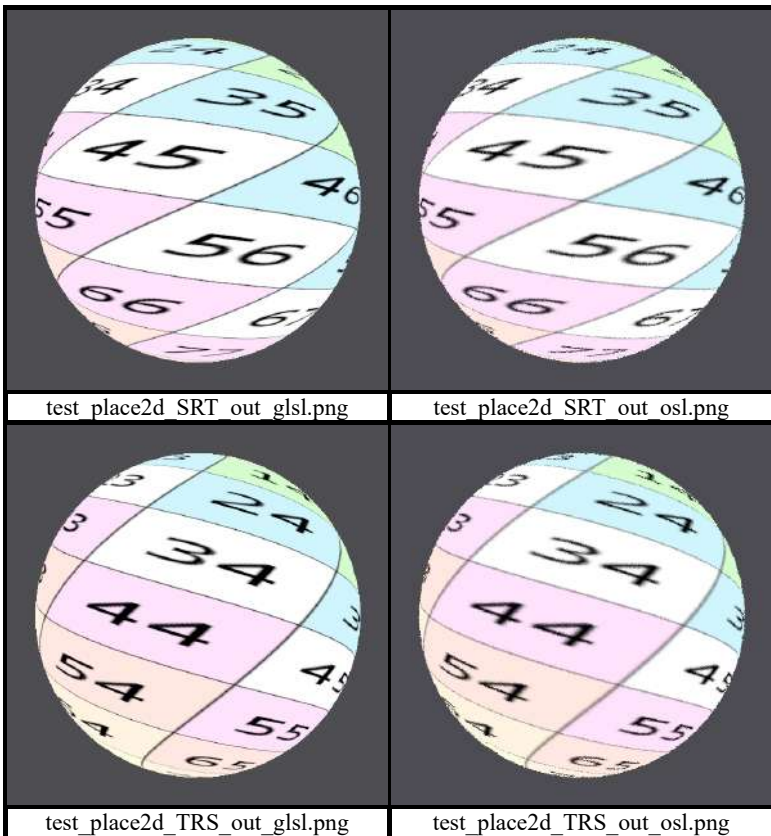
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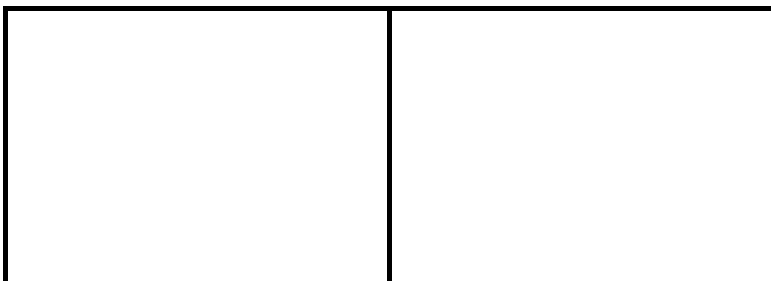
	
image4_output_bridge3_hdr_gsl.png	image4_output_bridge3_hdr_osl.png
	
image4_output_bridge4_hdr_gsl.png	image4_output_bridge4_hdr_osl.png
	
image4_output_gif_gsl.png	image4_output_gif_osl.png
	
image4_output_jpg_gsl.png	image4_output_jpg_osl.png
	
image4_output_png_gsl.png	image4_output_png_osl.png



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cellnoise2d\_1\_output\_gsl.png



cellnoise2d\_1\_output\_osl.png



cellnoise3d\_1\_output\_gsl.png



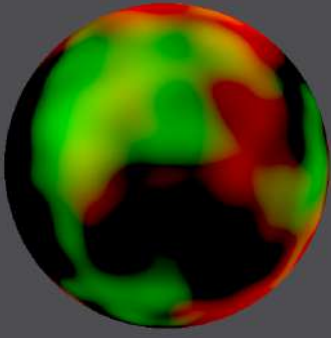
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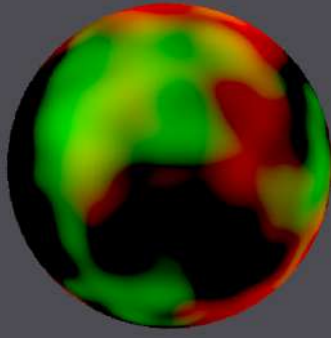
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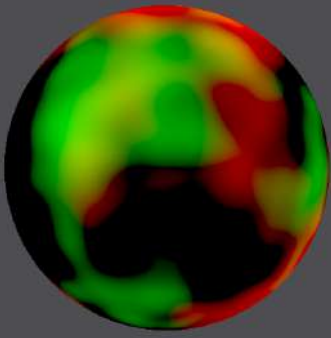
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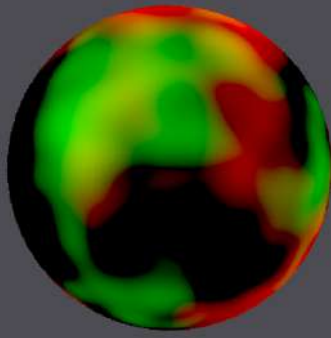
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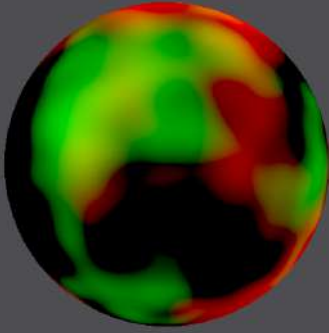
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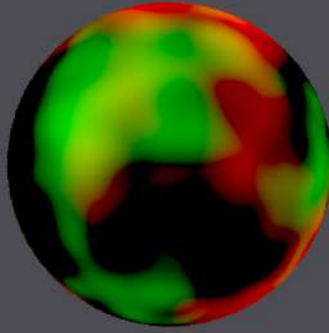
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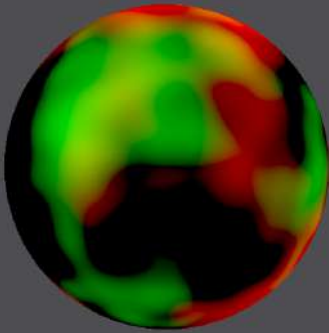
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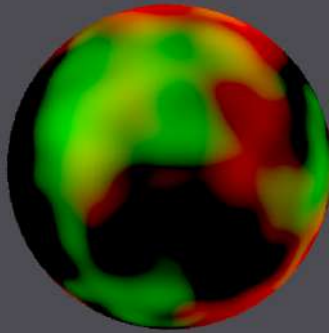
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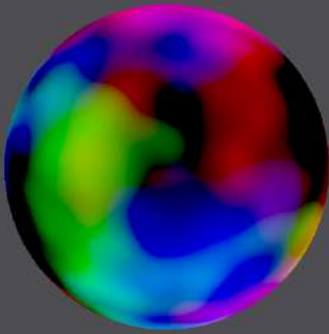
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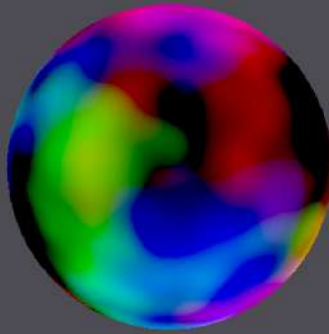
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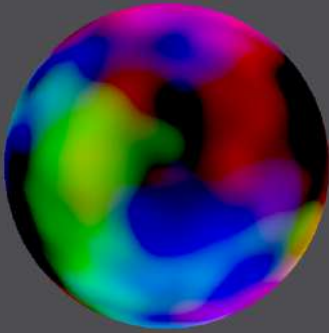
fractal3d 2 output osl.png



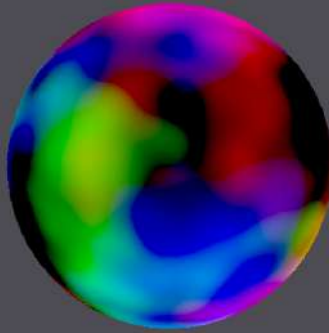
fractal3d 3FAv output glsl.png



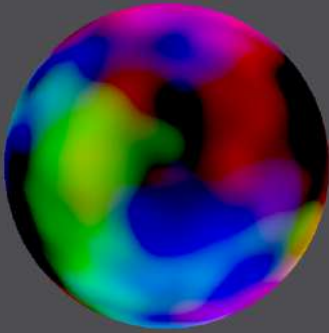
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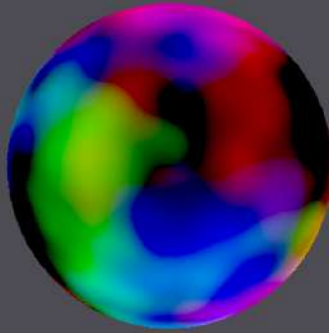
fractal3d 3FA output glsl.png



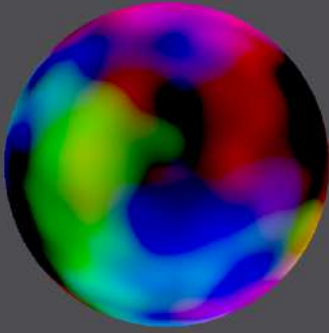
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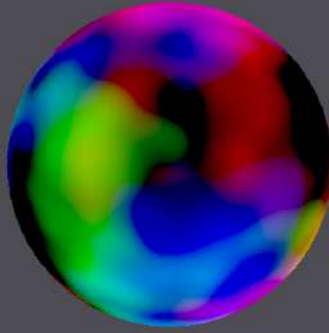
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fractal3d 3v output osl.png



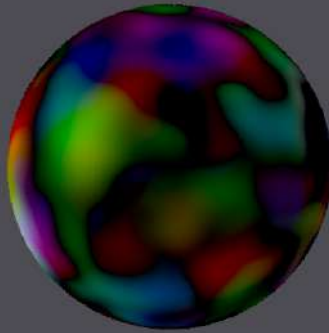
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fractal3d 3 output osl.png



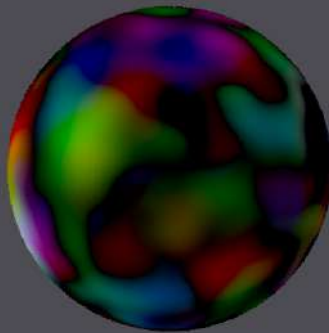
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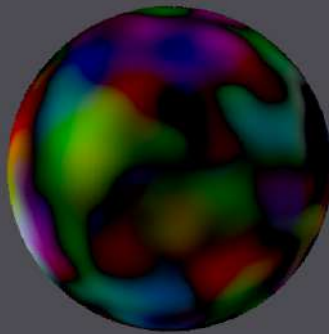
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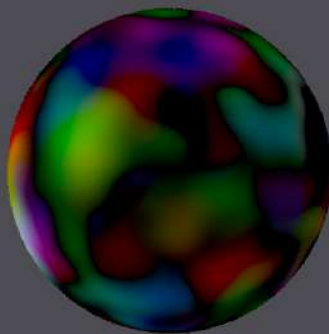
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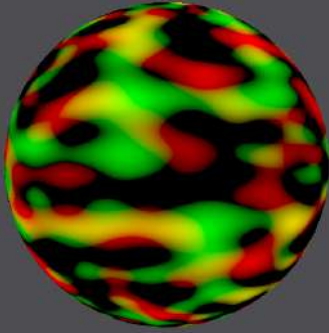
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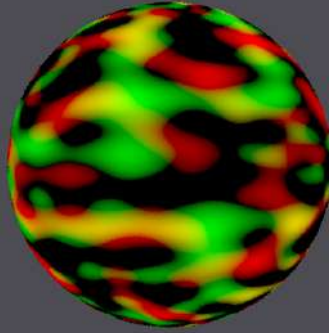
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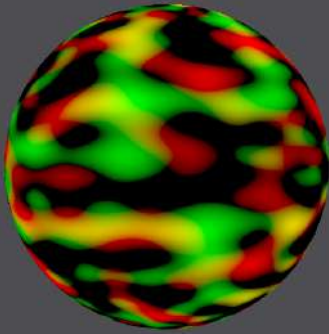
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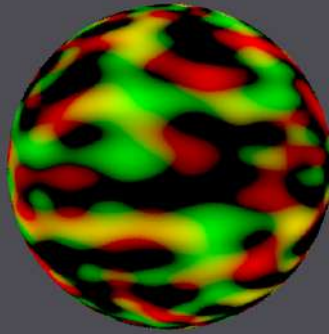
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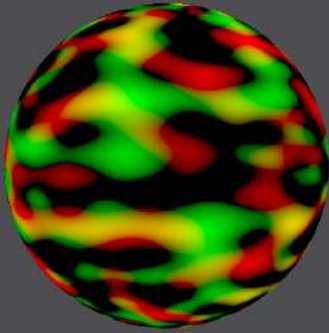
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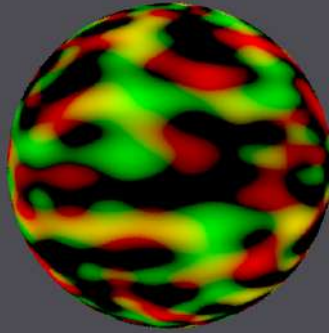
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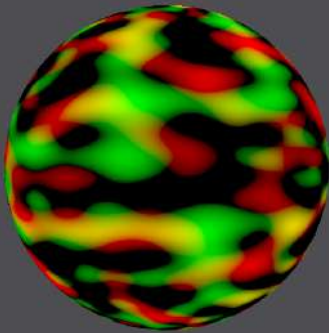
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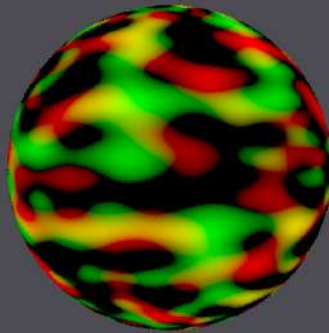
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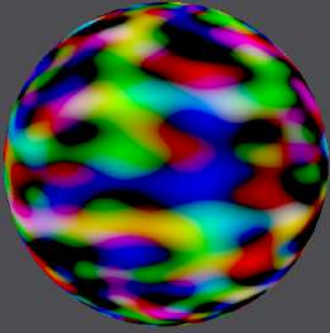
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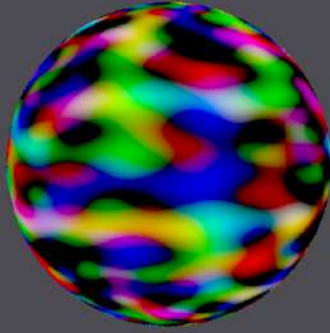
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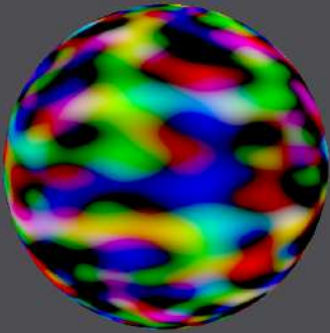
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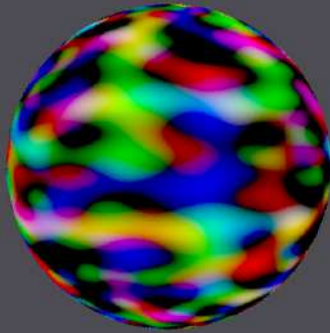
noise2d 3FAv output glsl.png



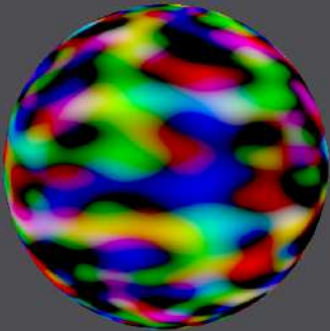
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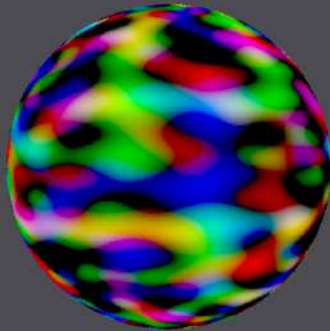
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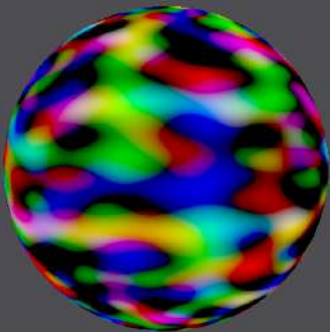
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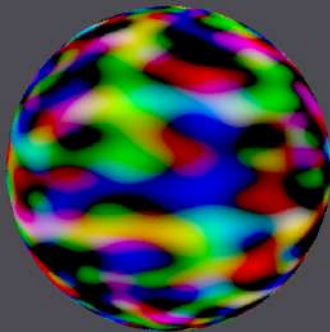
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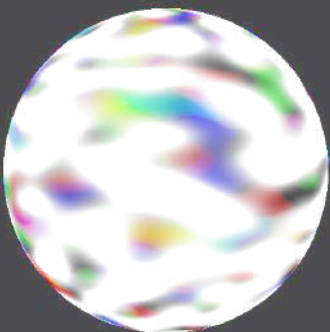
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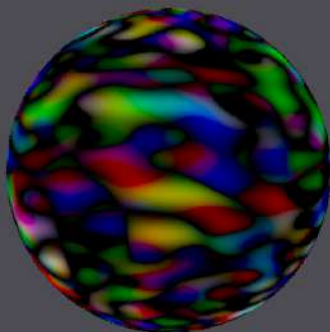
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noise2d 3 output osl.png

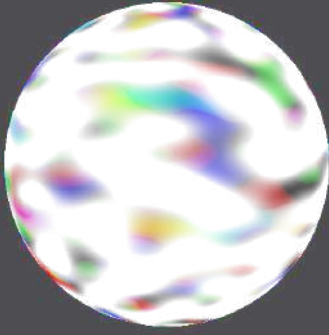


noise2d 4FAv output glsl.png

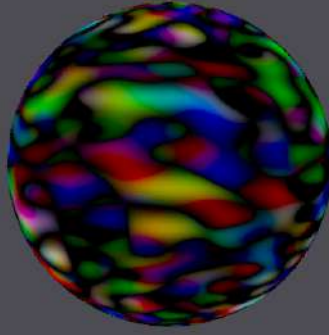


noise2d 4FAv output osl.png

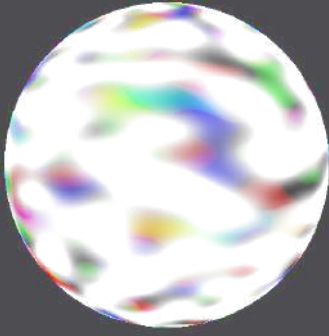




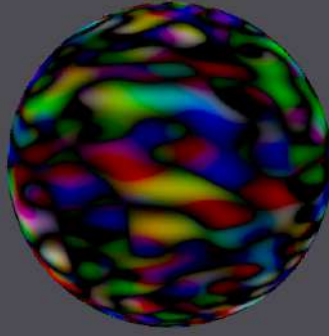
noise2d\_4FA\_output\_gsl.png



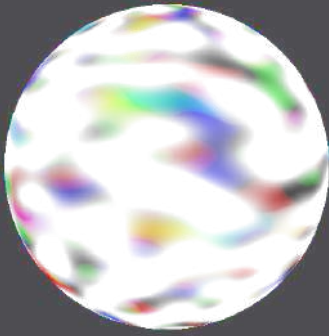
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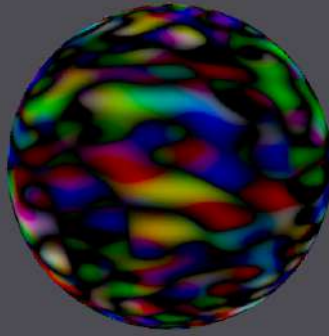
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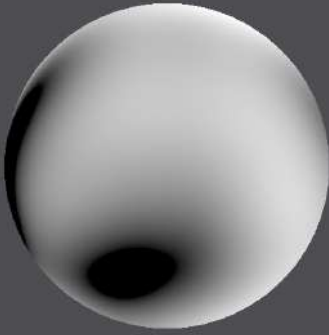
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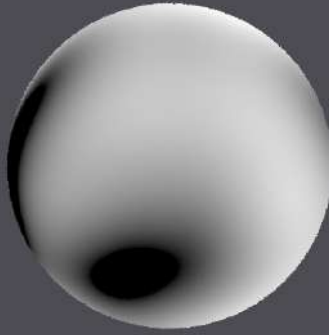
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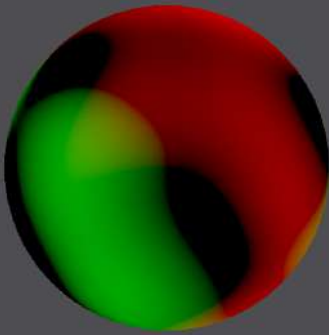
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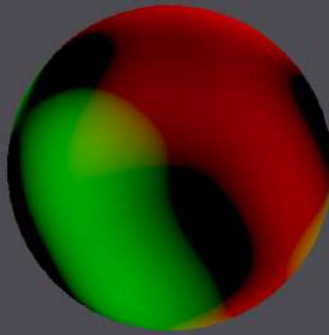
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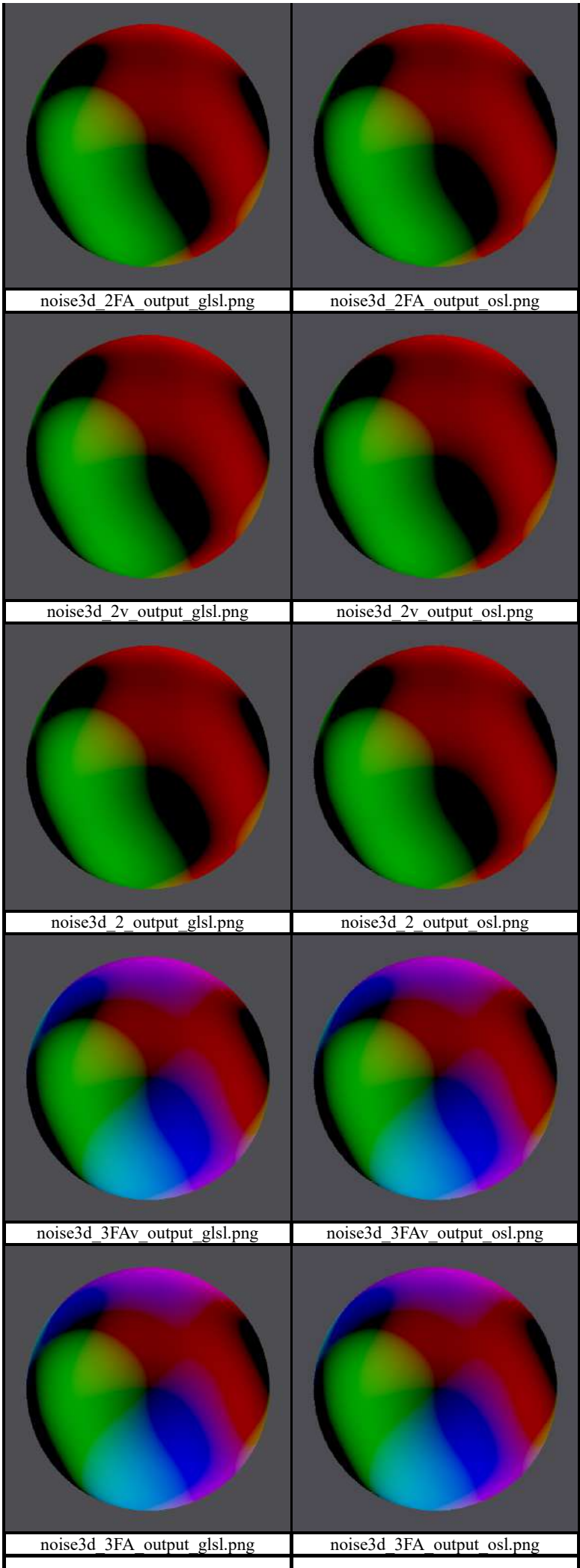
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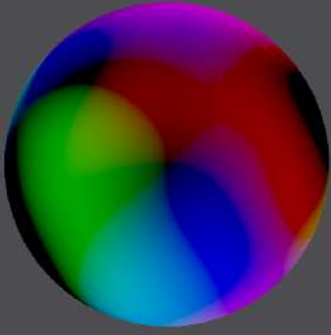


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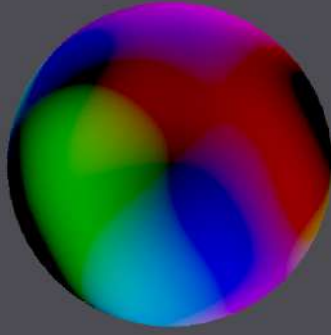


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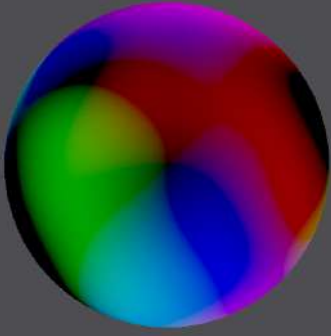




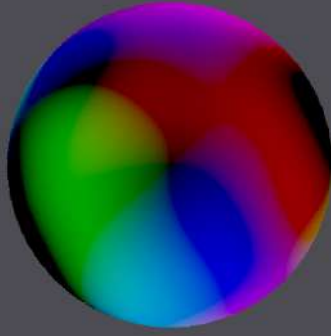
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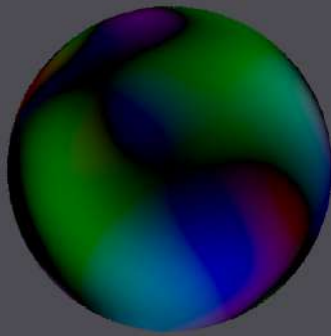
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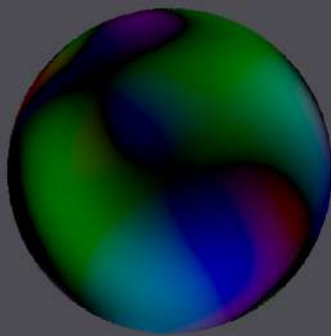
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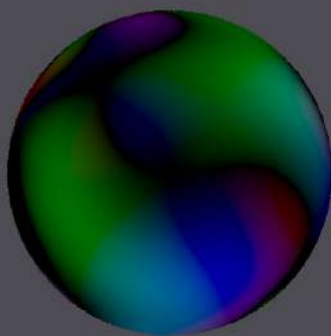
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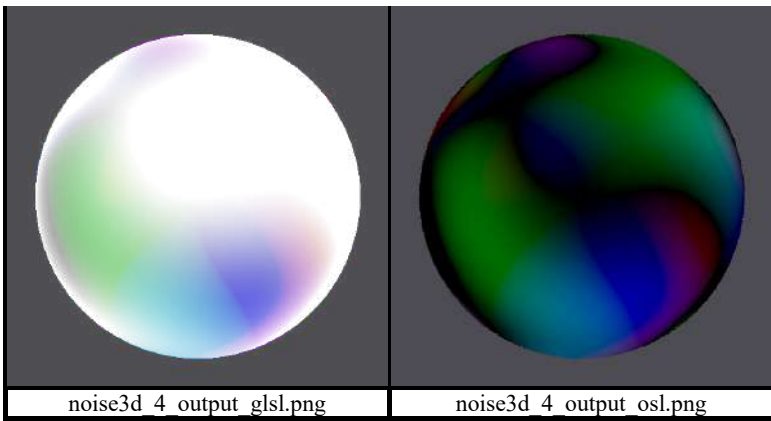
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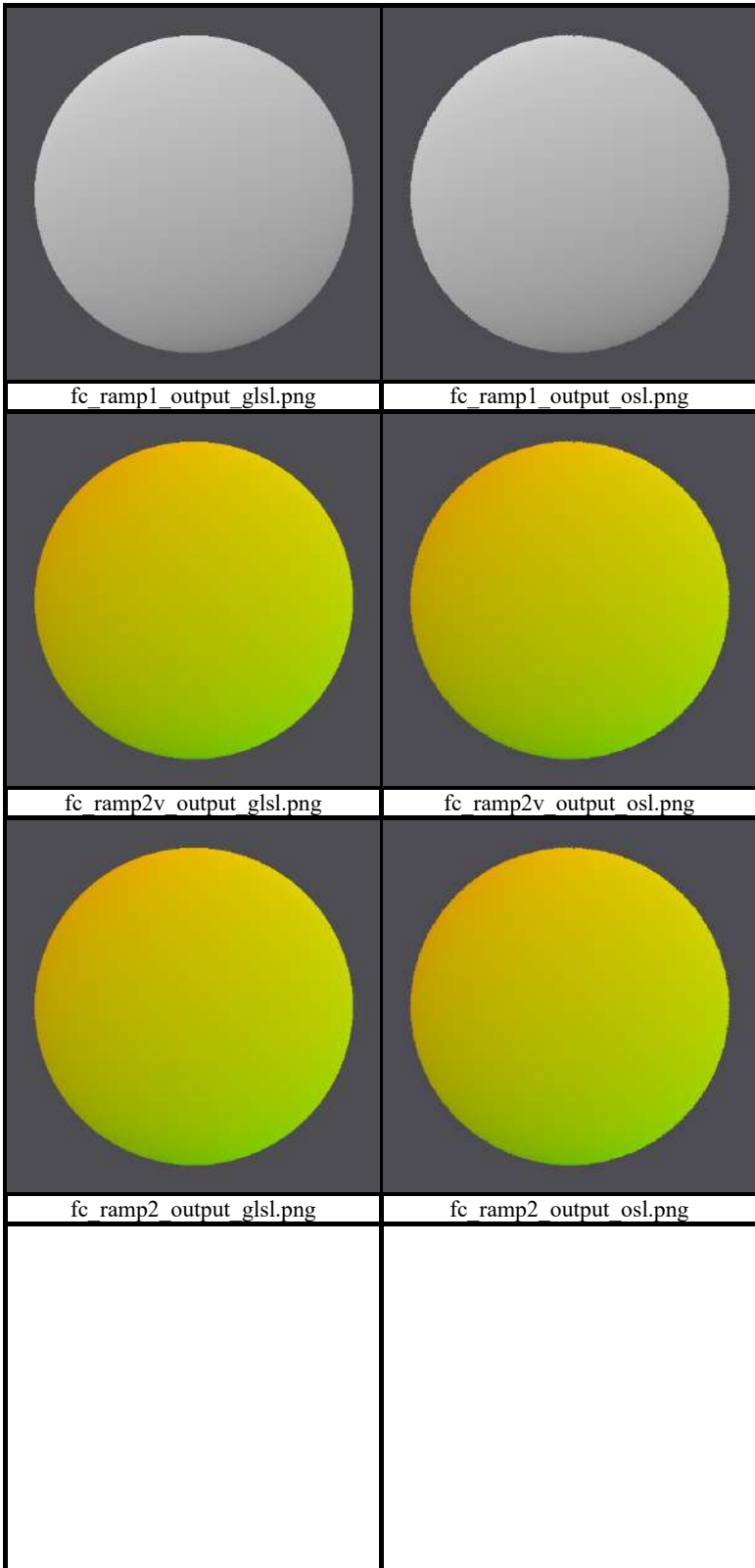
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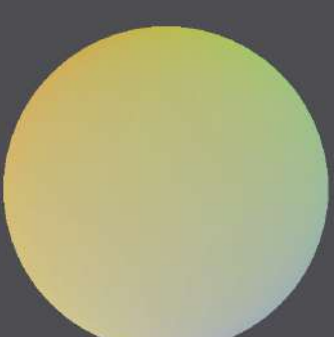

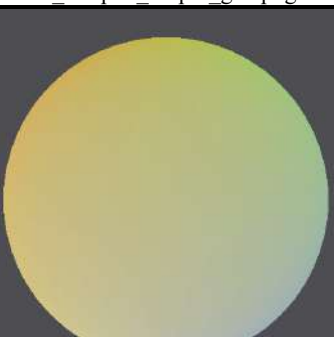





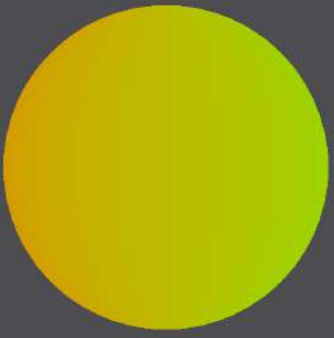
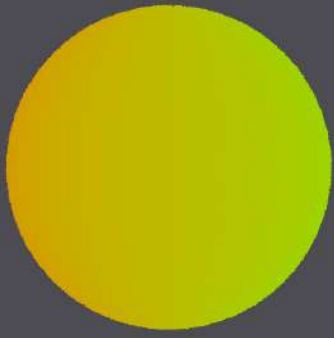
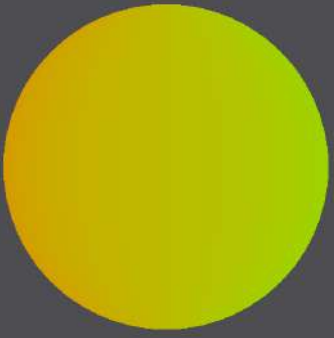
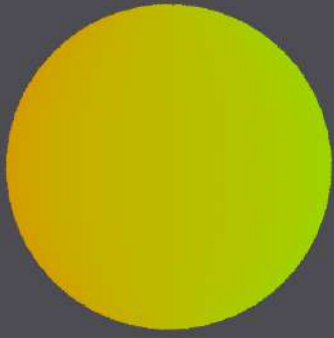






noise3d 4v\_output\_osl.png





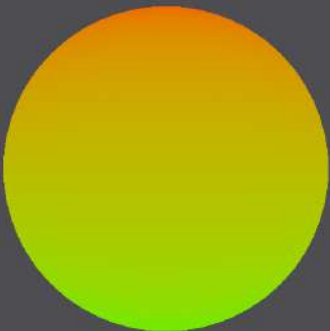
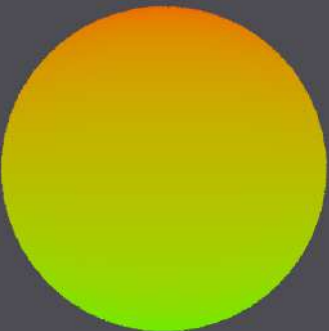
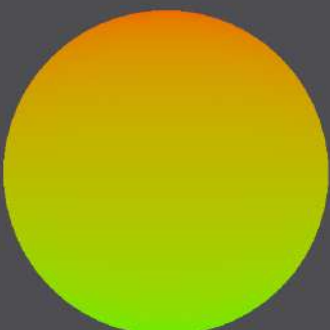
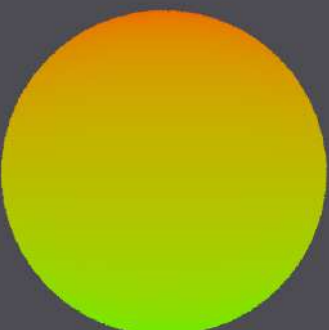




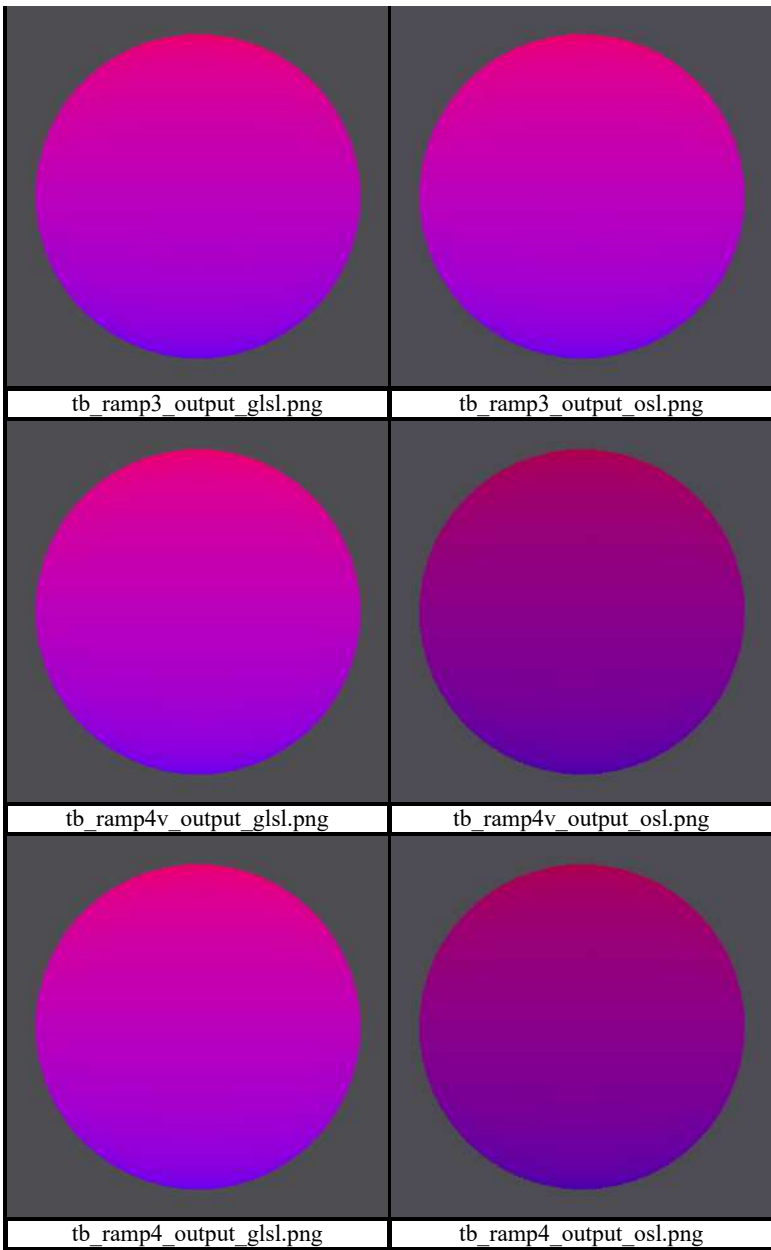
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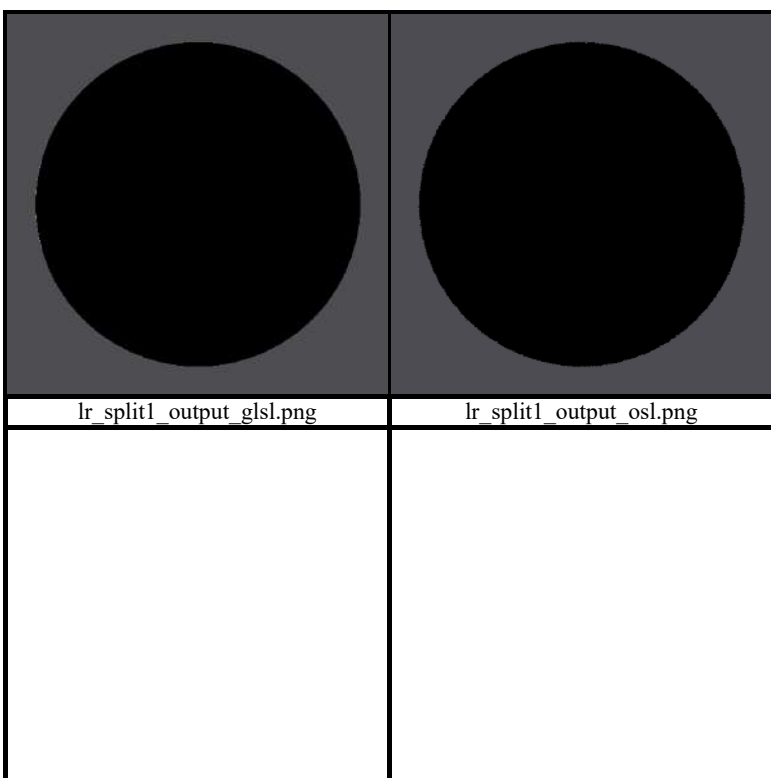
	
fc_ramp3v_output_gsl.png	fc_ramp3v_output_osl.png
	
fc_ramp3_output_gsl.png	fc_ramp3_output_osl.png
	
fc_ramp4v_output_gsl.png	fc_ramp4v_output_osl.png
	
fc_ramp4_output_gsl.png	fc_ramp4_output_osl.png
	
lr_ramp1_output_gsl.png	lr_ramp1_output_osl.png

	
lr ramp2v_output_gslsl.png	lr ramp2v_output_osl.png
	
lr ramp2_output_gslsl.png	lr ramp2_output_osl.png
	
lr ramp3v_output_gslsl.png	lr ramp3v_output_osl.png
	
lr ramp3_output_gslsl.png	lr ramp3_output_osl.png
	
lr ramp4v_output_gslsl.png	lr ramp4v_output_osl.png

	
lr_ramp4_output_gsl.png	lr_ramp4_output_osl.png
	
tb_ramp1_output_gsl.png	tb_ramp1_output_osl.png
	
tb_ramp2v_output_gsl.png	tb_ramp2v_output_osl.png
	
tb_ramp2_output_gsl.png	tb_ramp2_output_osl.png
	
tb_ramp3v_output_gsl.png	tb_ramp3v_output_osl.png



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lr\_split2v\_output\_osl.png



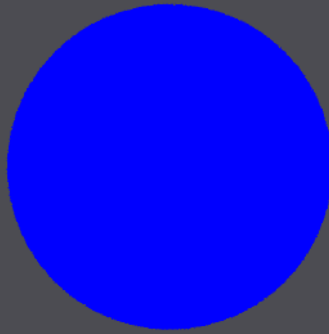
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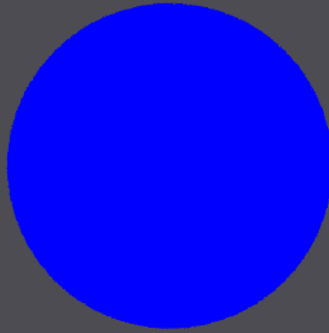
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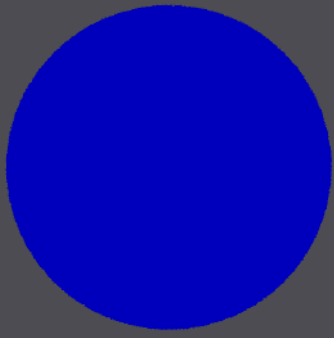
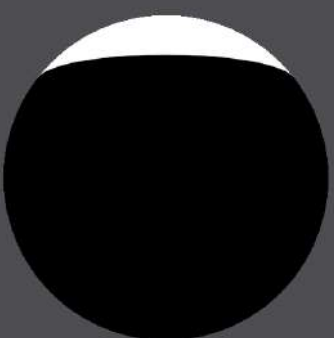

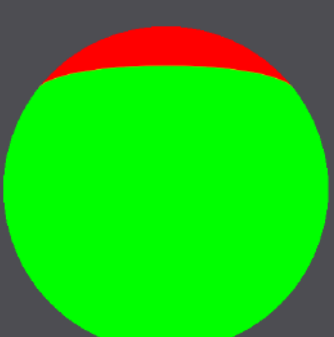
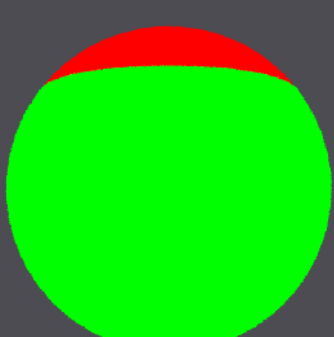
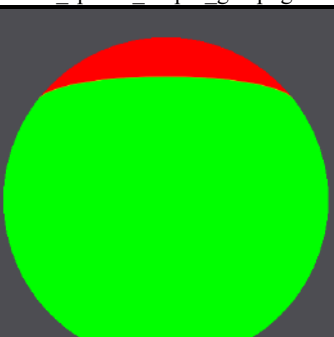
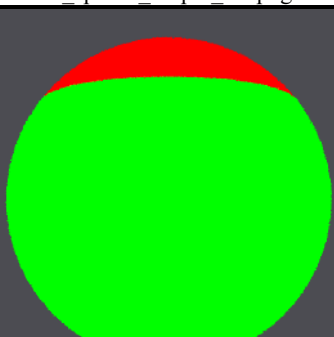
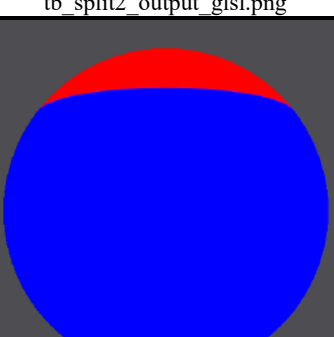
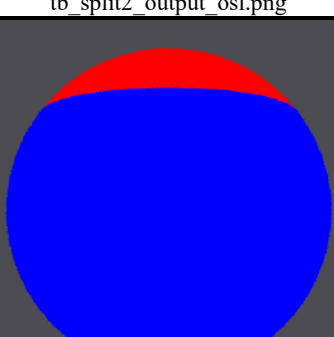
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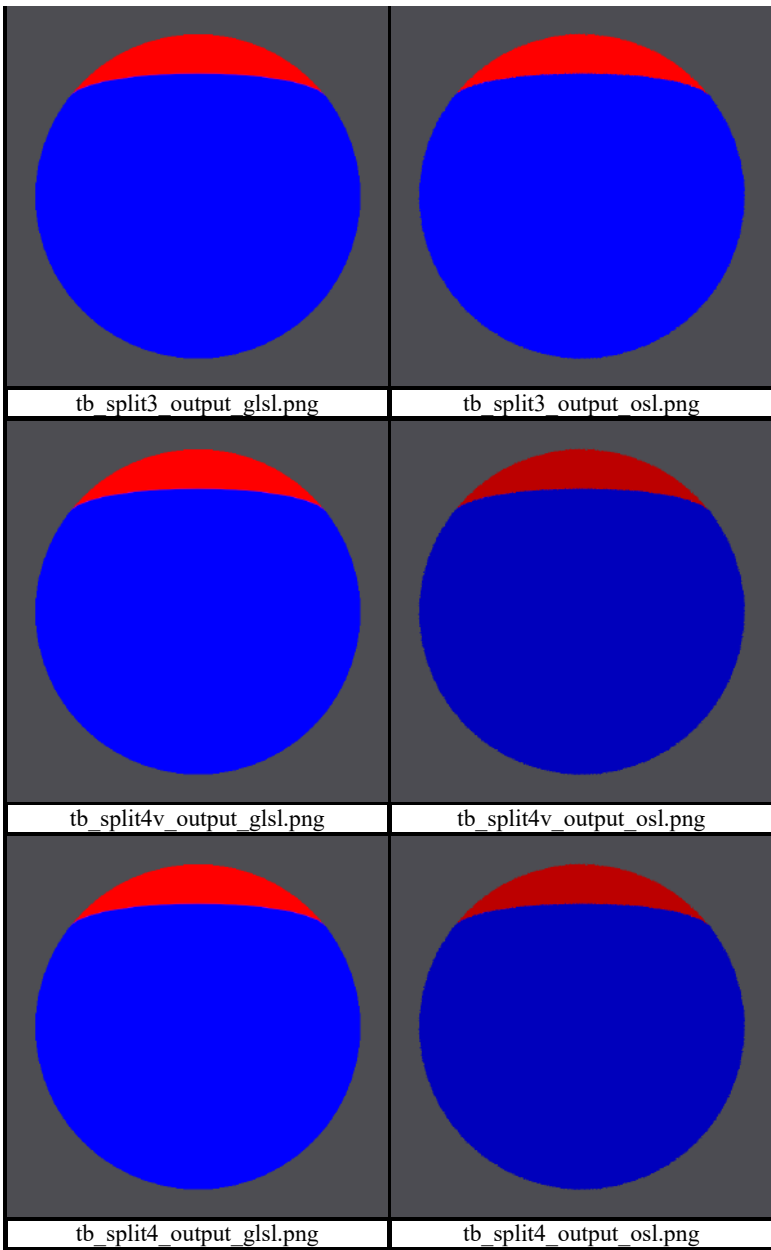


lr\_split4v\_output\_gslsl.png

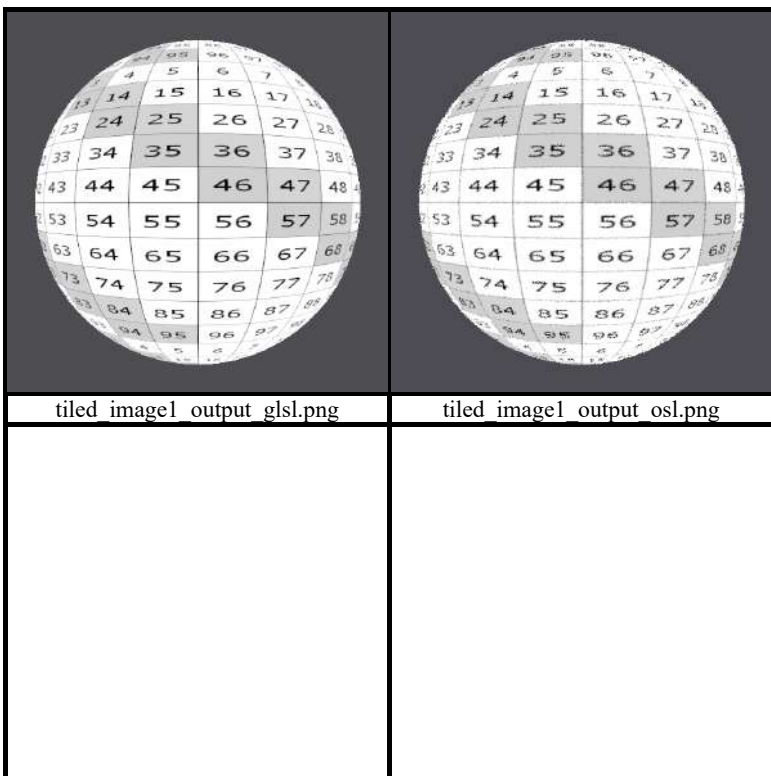


lr\_split4v\_output\_osl.png

	
lr_split4_output_gsl.png	lr_split4_output_osl.png
	
tb_split1_output_gsl.png	tb_split1_output_osl.png
	
tb_split2v_output_gsl.png	tb_split2v_output_osl.png
	
tb_split2_output_gsl.png	tb_split2_output_osl.png
	
tb_split3v_output_gsl.png	tb_split3v_output_osl.png

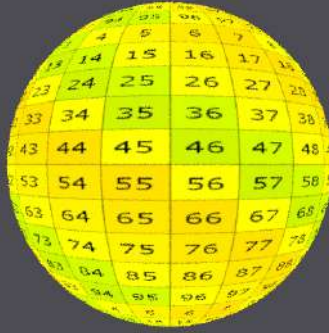


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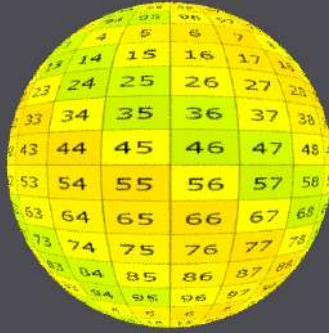
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tiled image2v output osl.png



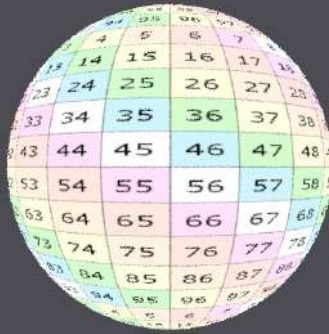
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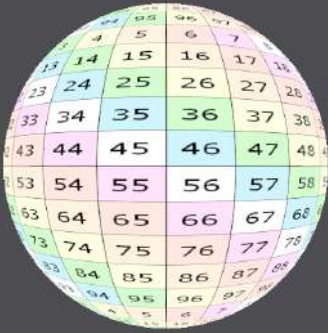
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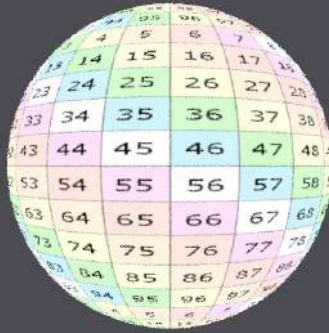
tiled image3v output glsl.png



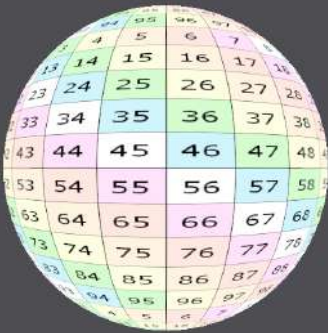
tiled image3v output osl.png



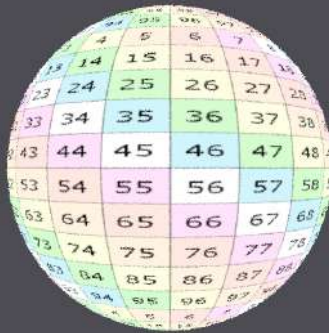
tiled\_image3\_output\_glsl.png



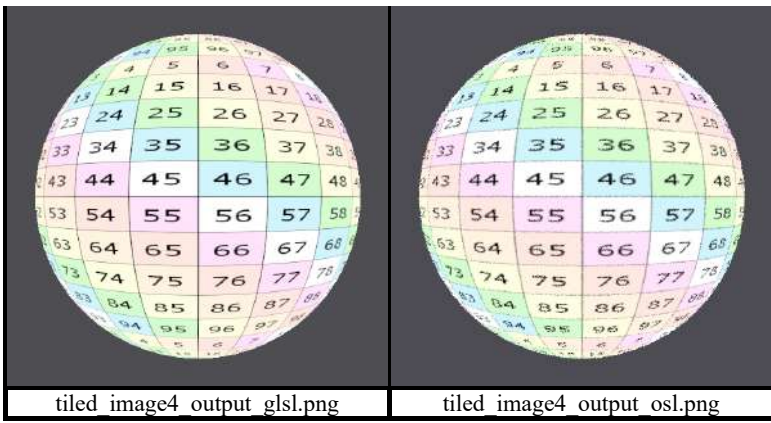
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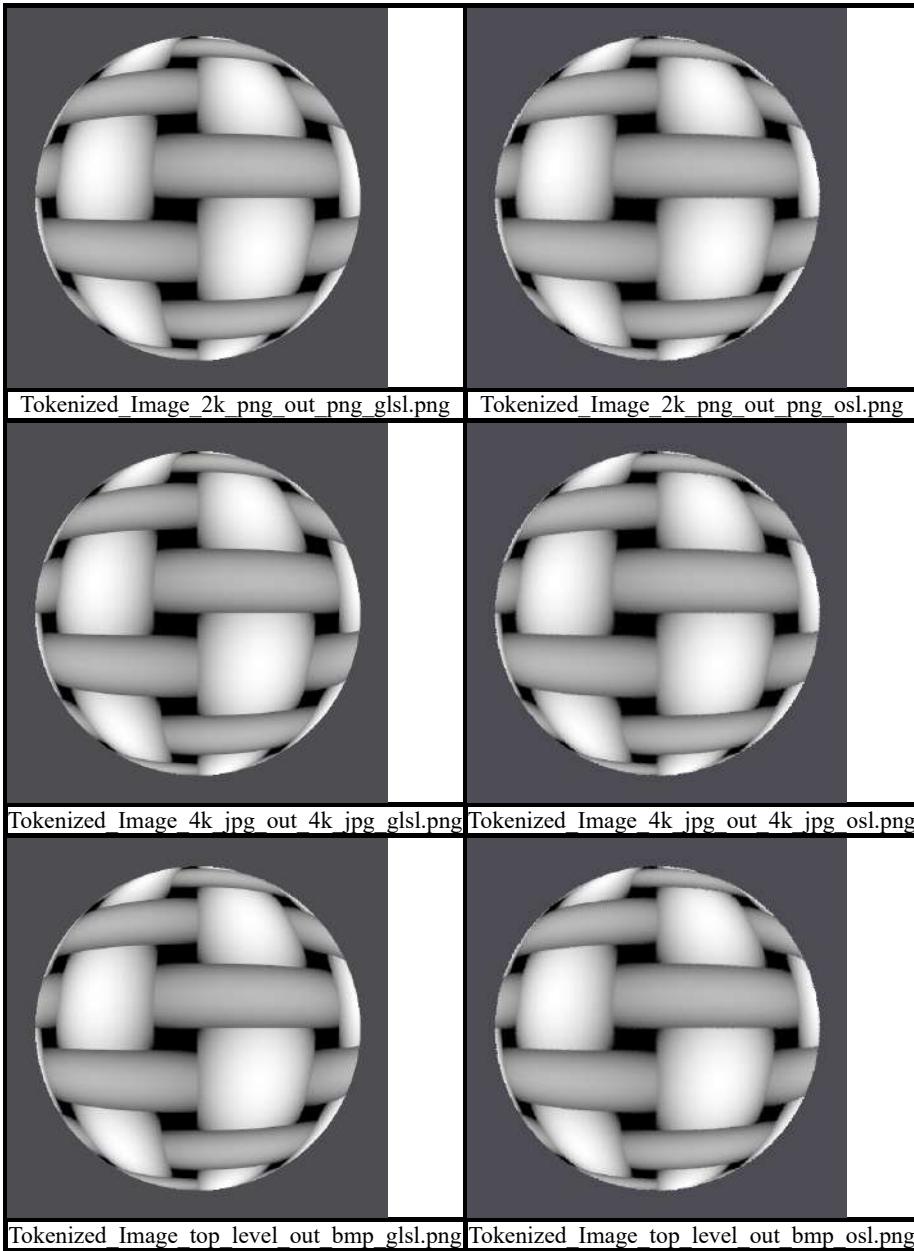
tiled image4v output glsl.png



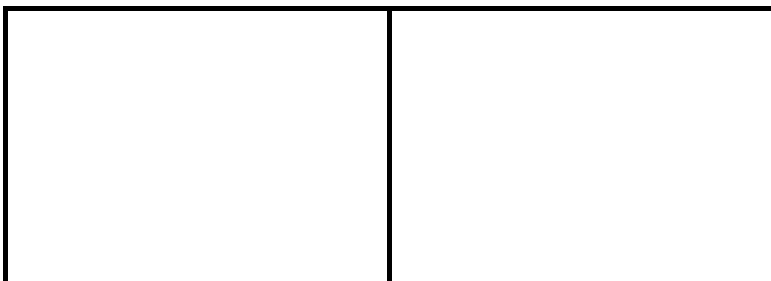
tiled image4v output osl.png

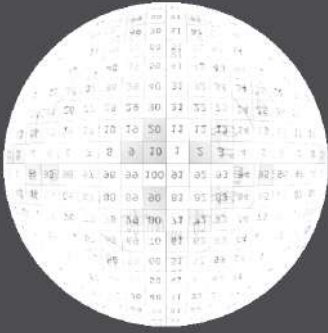


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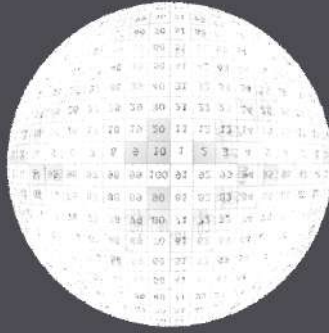


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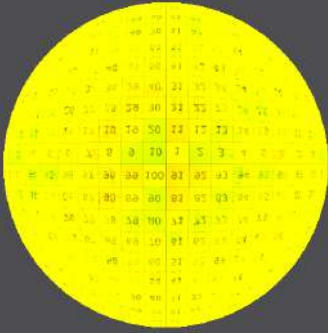




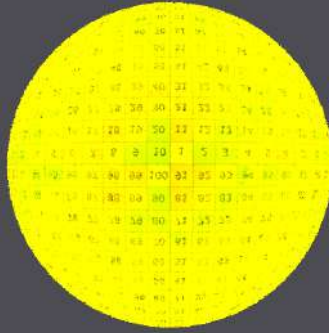
triplanarprojection 1 output glsl.png



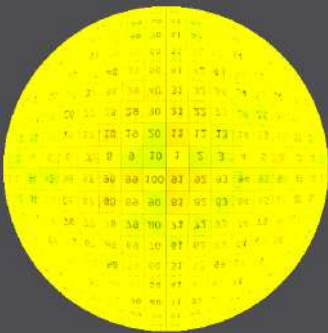
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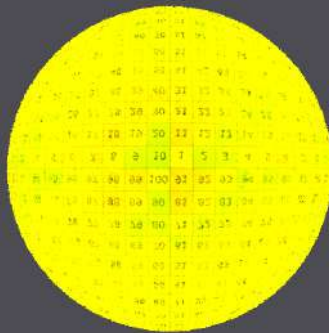
triplanarprojection 2v output glsl.png



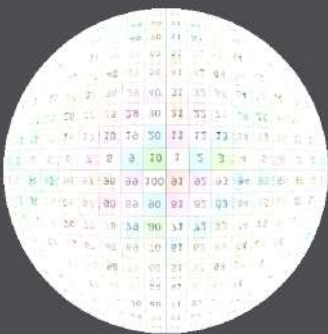
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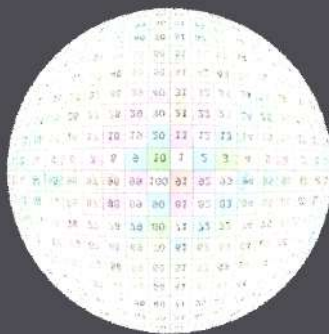
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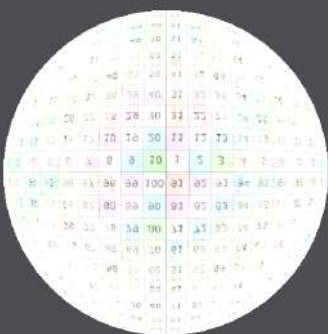
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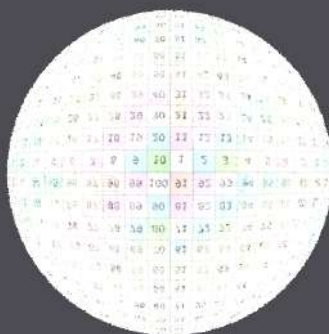
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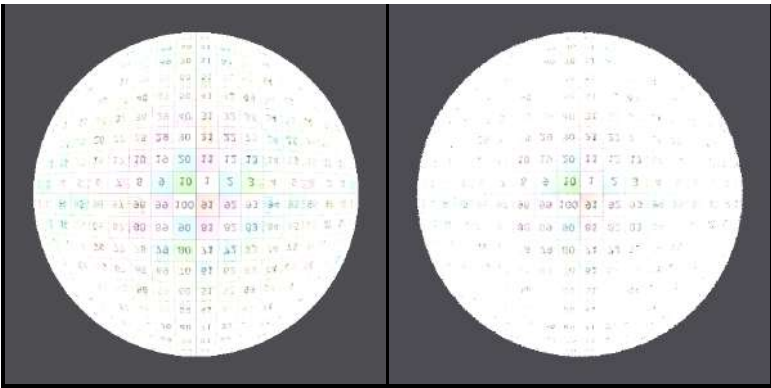
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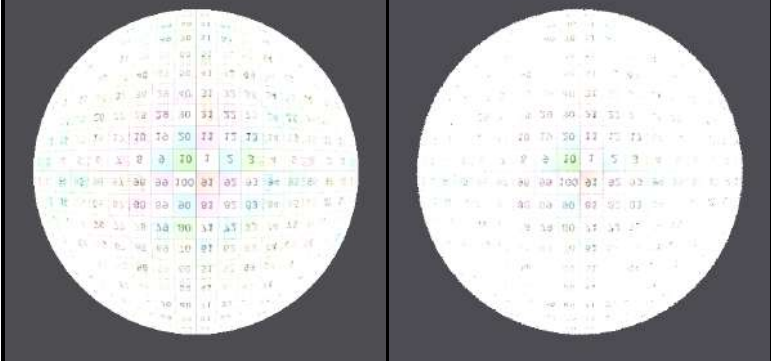
triplanarprojection 3 output glsl.png



triplanarprojection 3 output osl.png

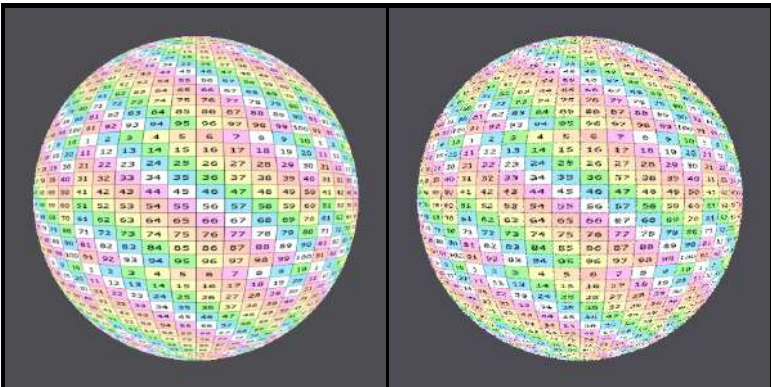


triplanarprojection\_4v\_output\_glsl.png      triplanarprojection\_4v\_output\_osl.png

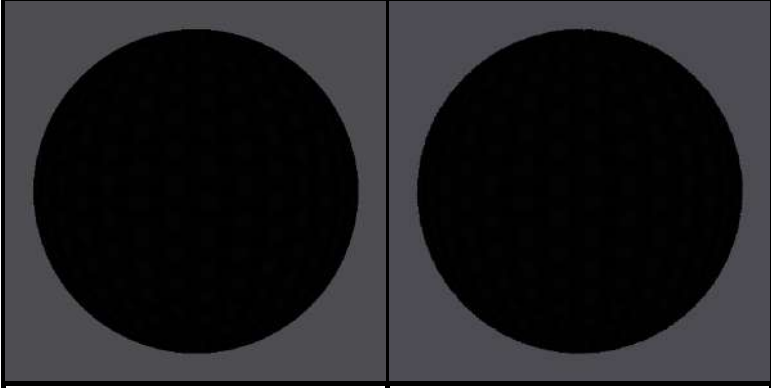


triplanarprojection\_4\_output\_glsl.png      triplanarprojection\_4\_output\_osl.png

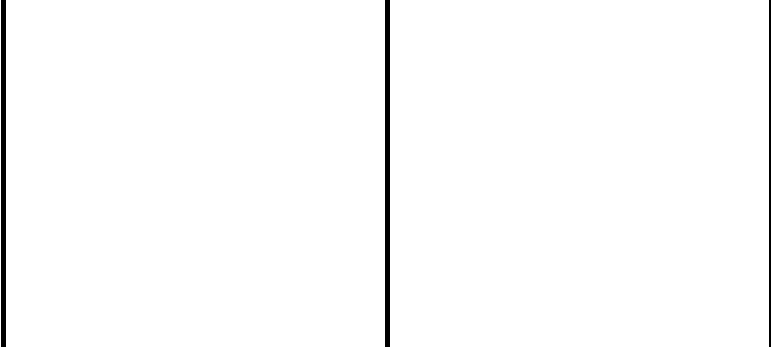
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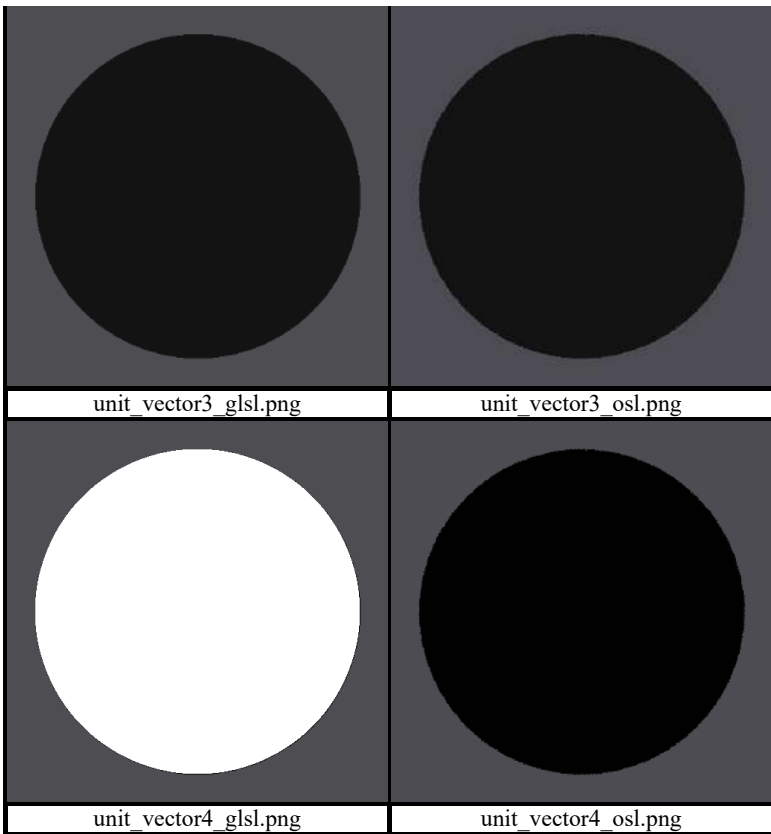


albedo\_output\_glsl.png      albedo\_output\_osl.png

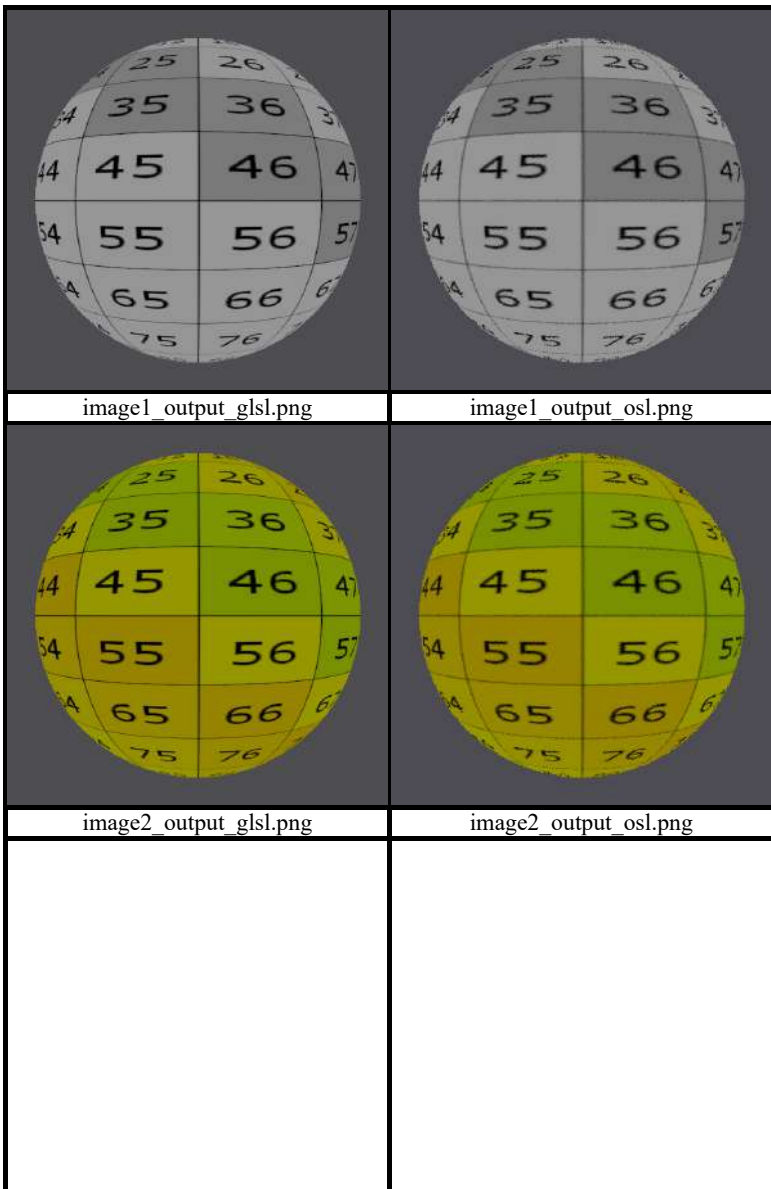


displacement\_output\_glsl.png      displacement\_output\_osl.png

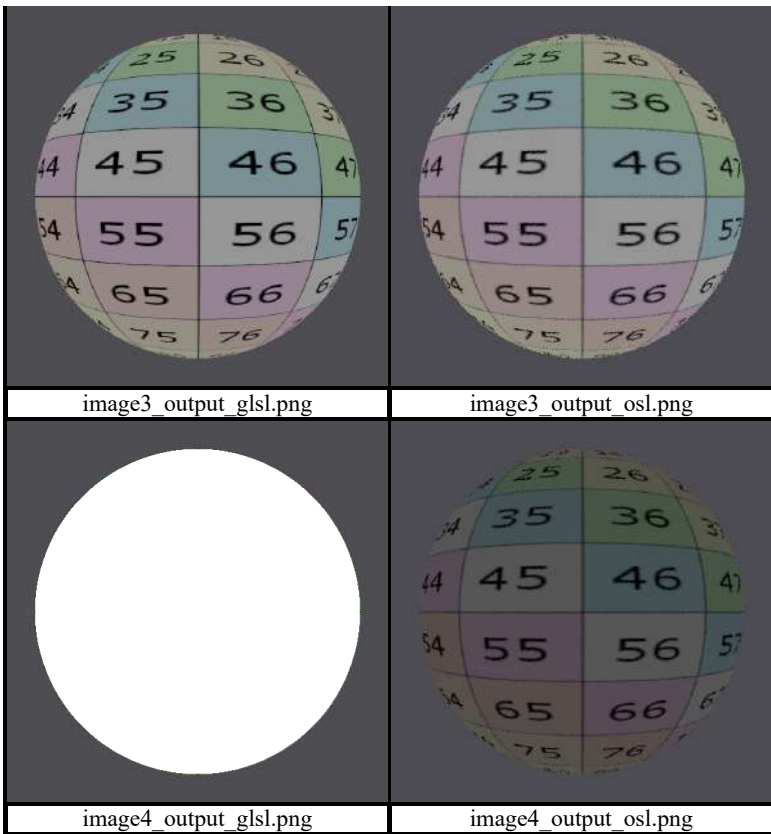




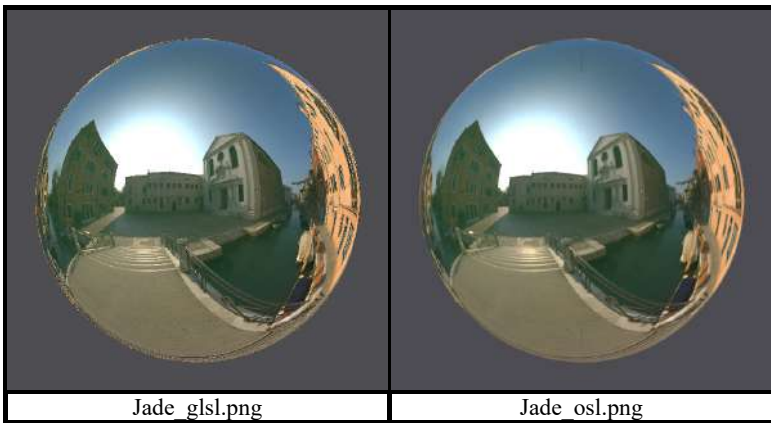
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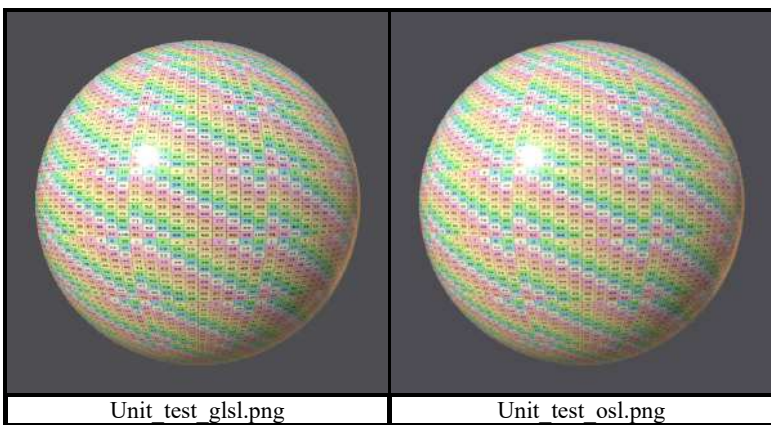




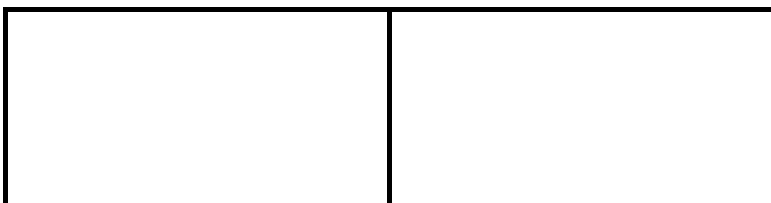
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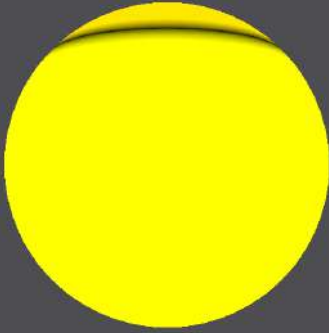




tiled\_unit\_image1\_output\_gsl.png



tiled\_unit\_image1\_output\_osl.png



tiled\_unit\_image2v\_output\_gsl.png



tiled\_unit\_image2v\_output\_osl.png



tiled\_unit\_image2\_output\_gsl.png



tiled\_unit\_image2\_output\_osl.png



tiled\_unit\_image3v\_output\_gsl.png



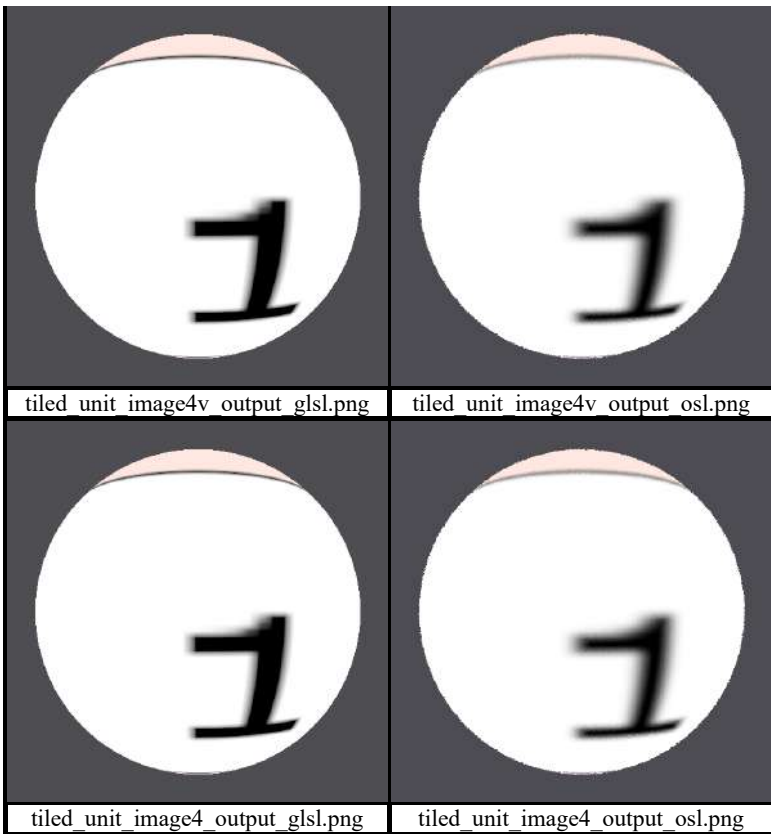
tiled\_unit\_image3v\_output\_osl.png



tiled\_unit\_image3\_output\_gsl.png



tiled\_unit\_image3\_output\_osl.png



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