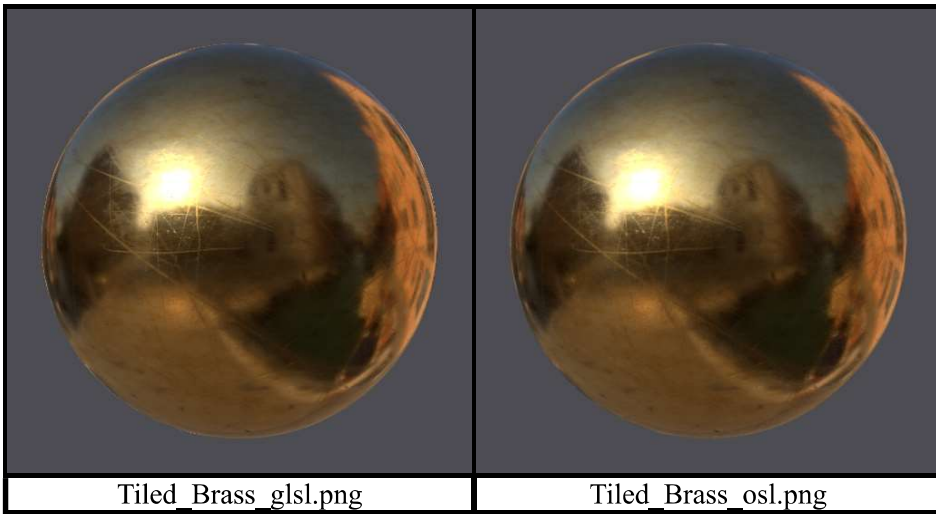
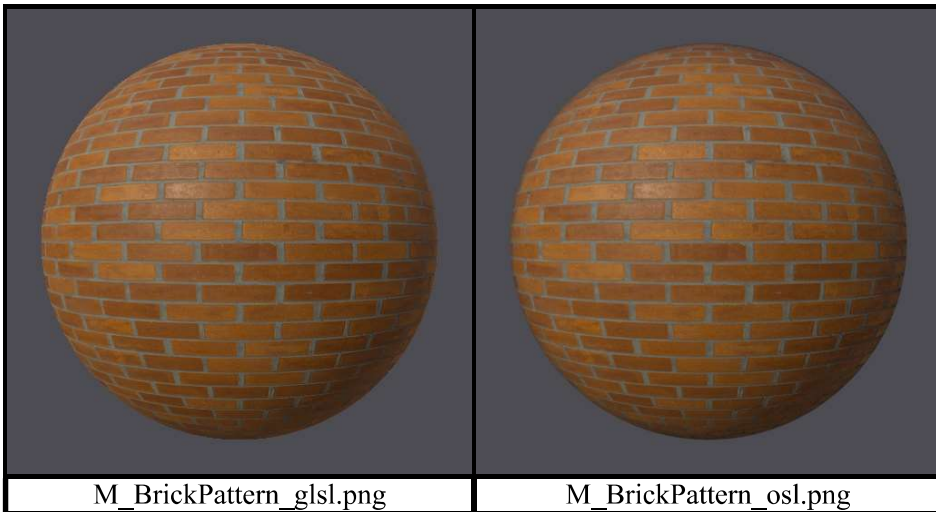


gsl (in: ../../build) vs osl (in: C:\GitHub\MaterialX\python\MaterialXTest)

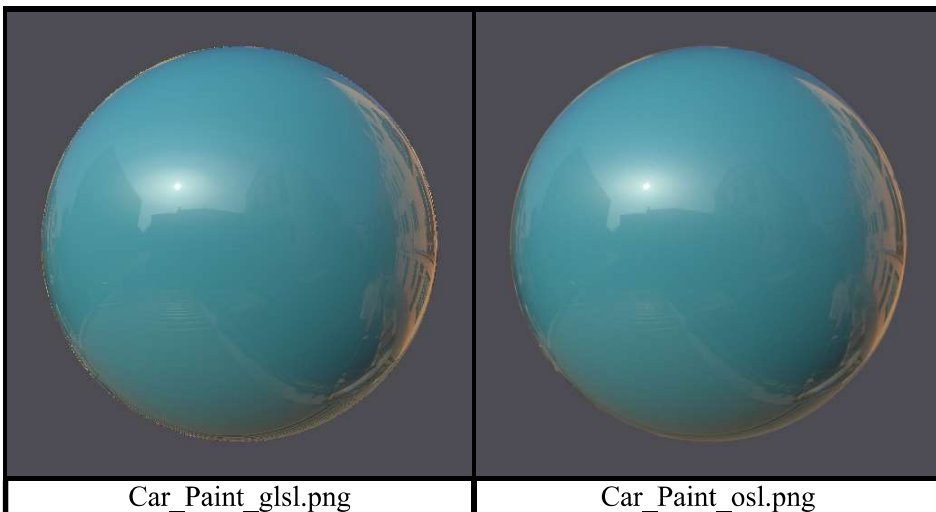
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



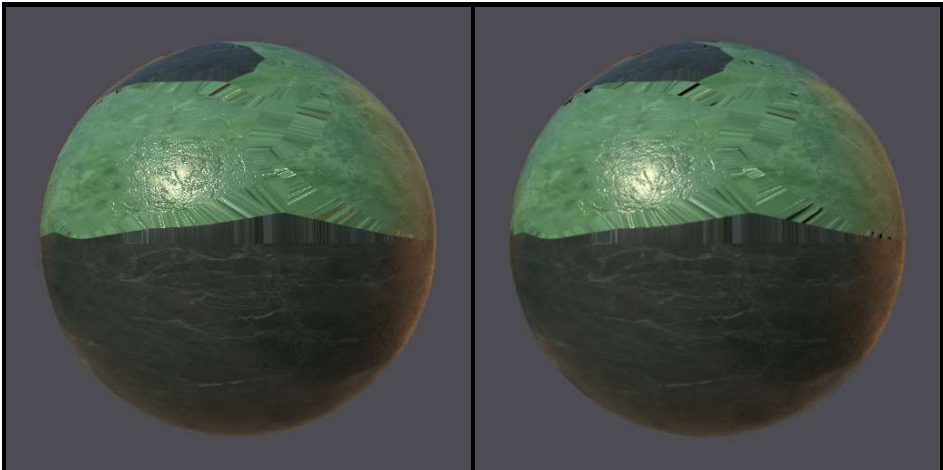
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:



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

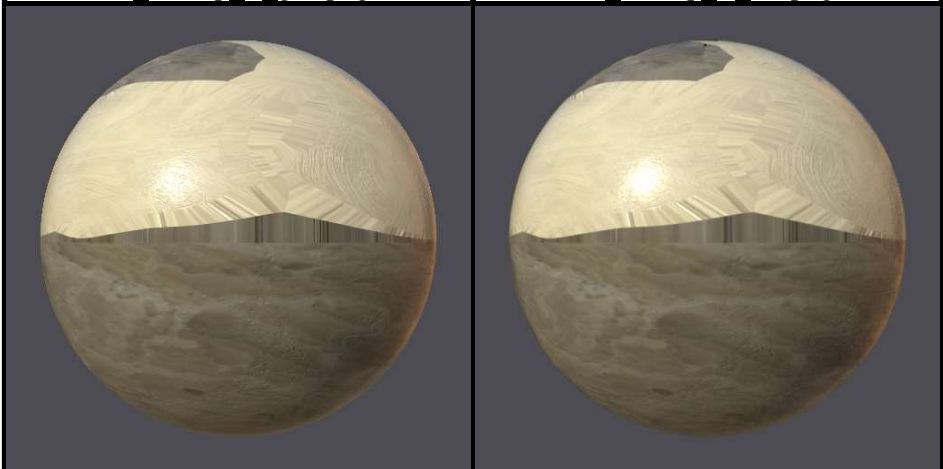


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:



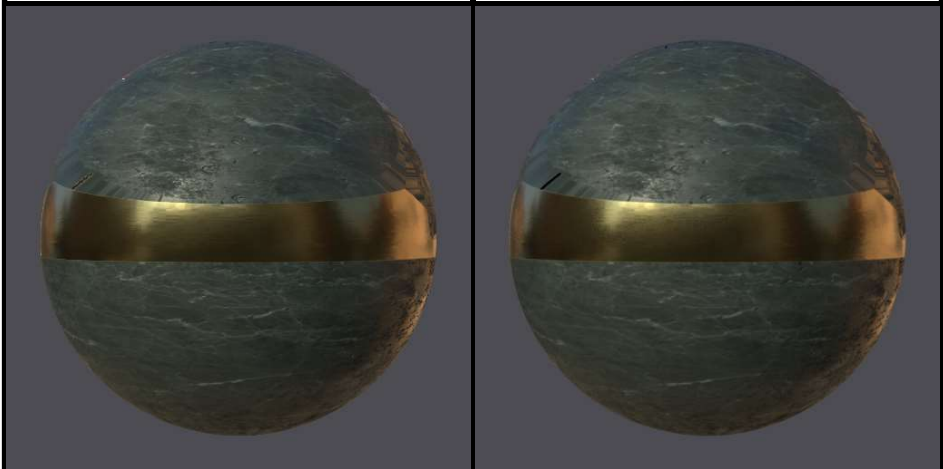
M_Bishop_B_gsl.png

M_Bishop_B_osl.png



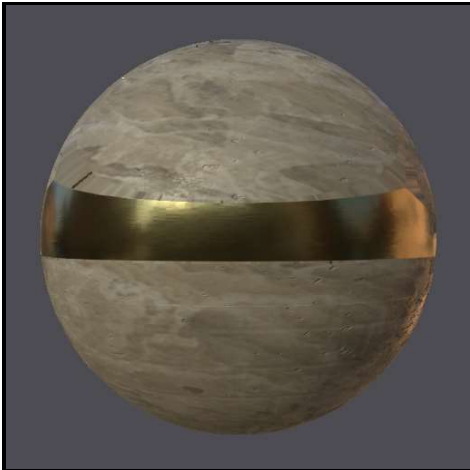
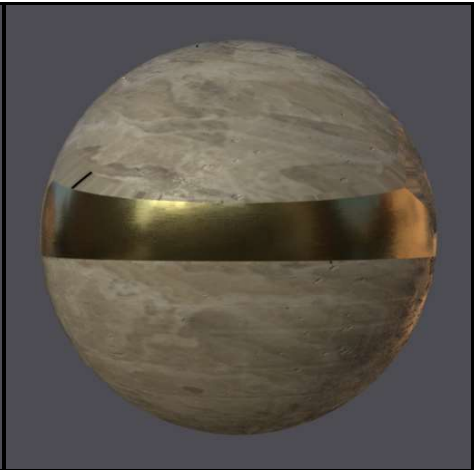
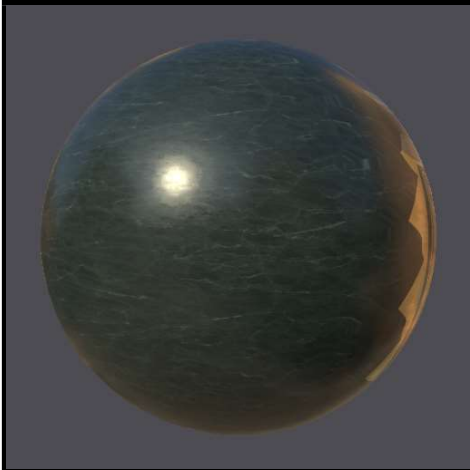
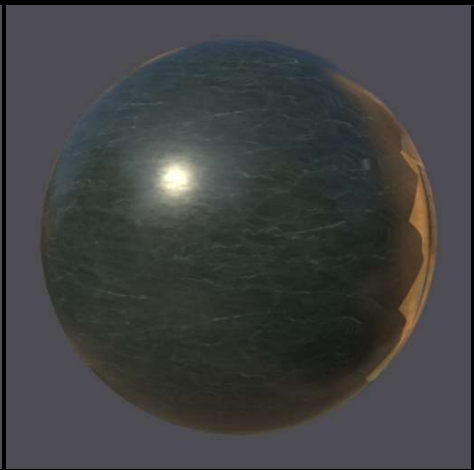
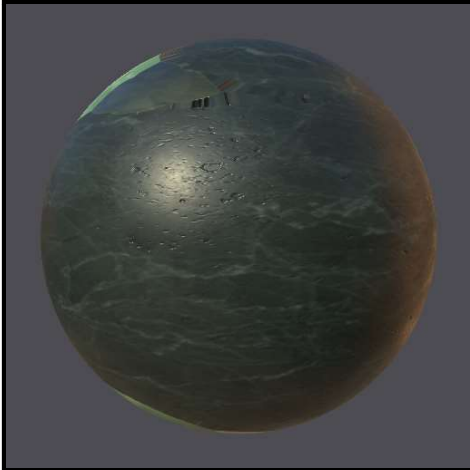
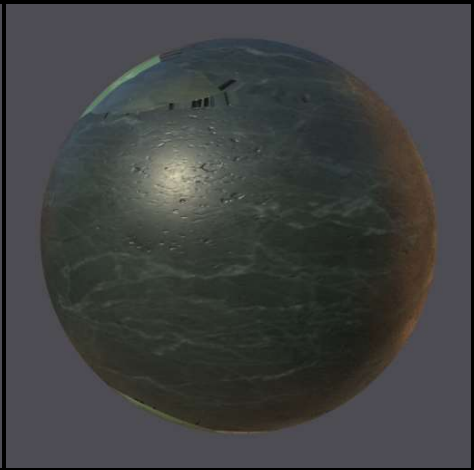
M_Bishop_W_gsl.png

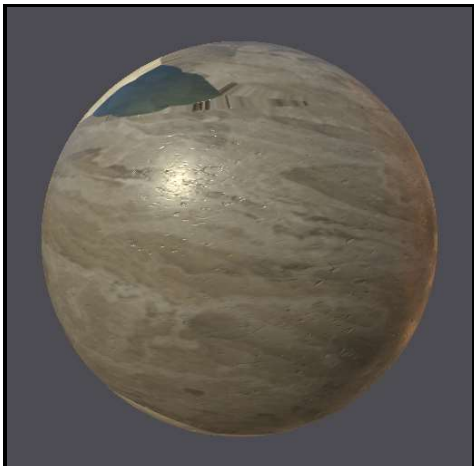
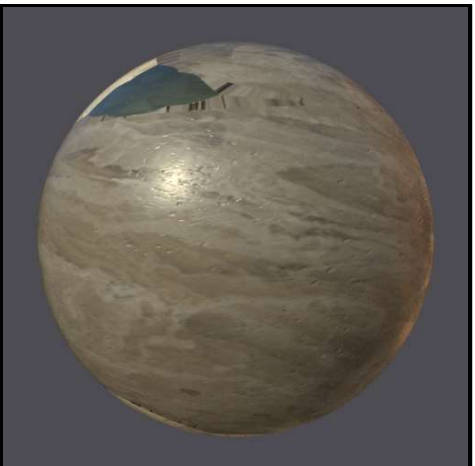
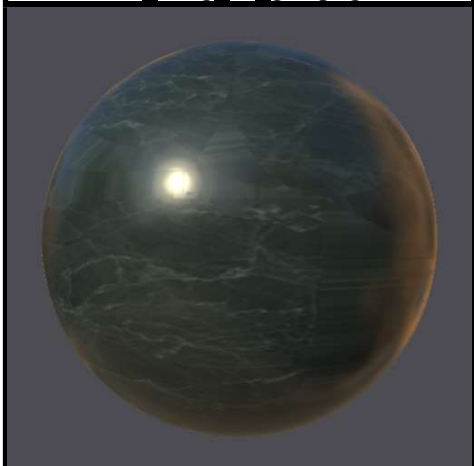
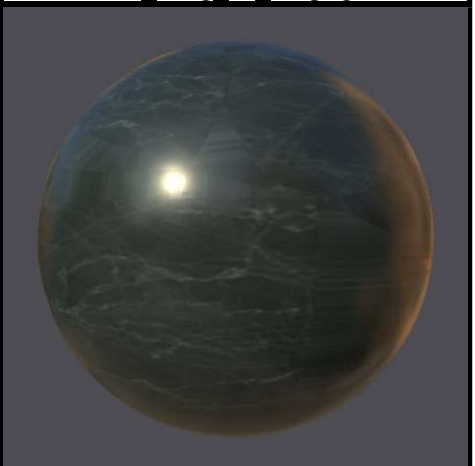
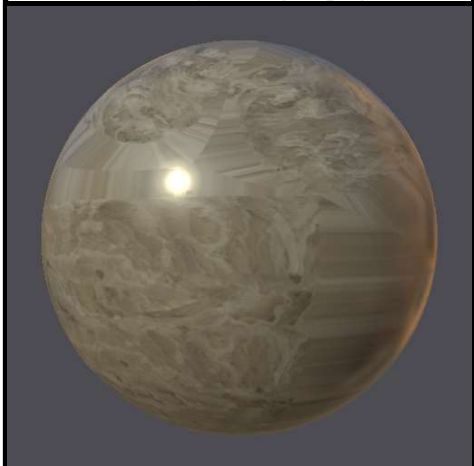
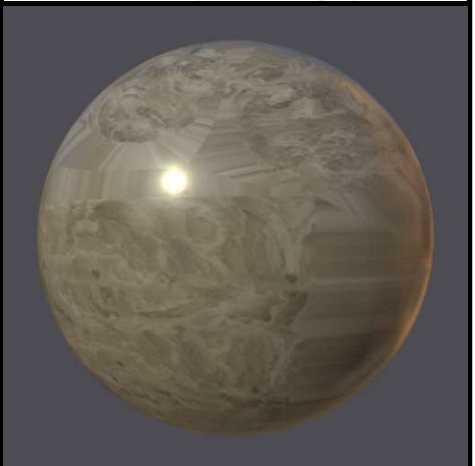
M_Bishop_W_osl.png

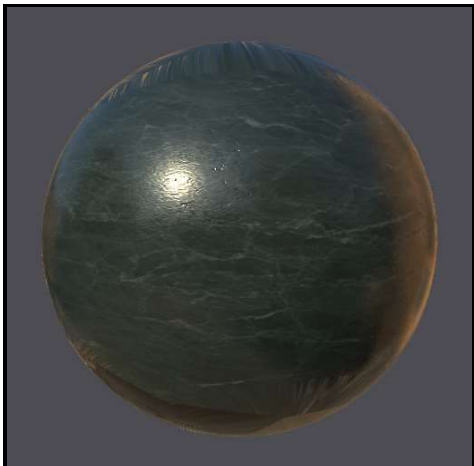
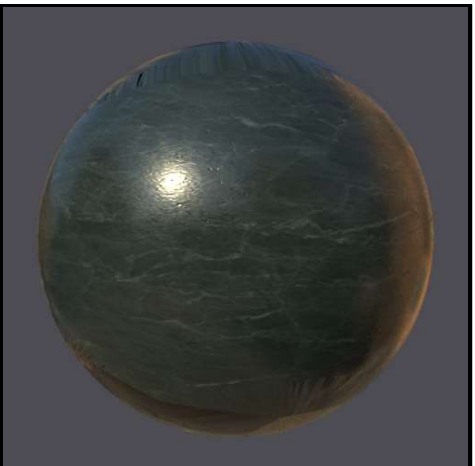
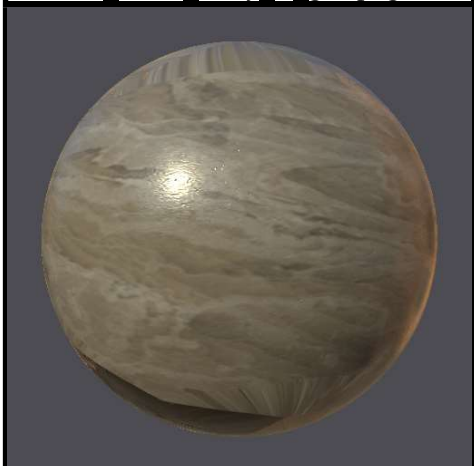
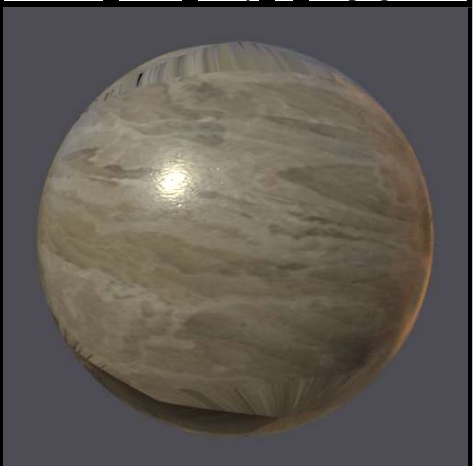
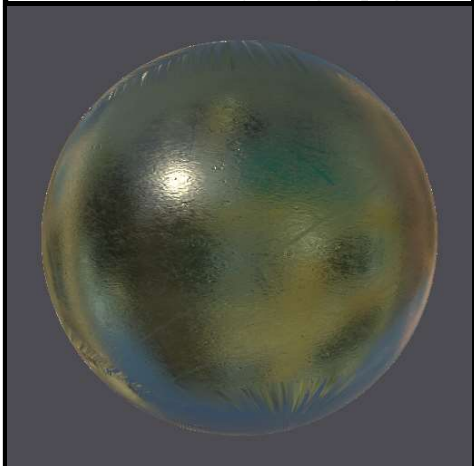
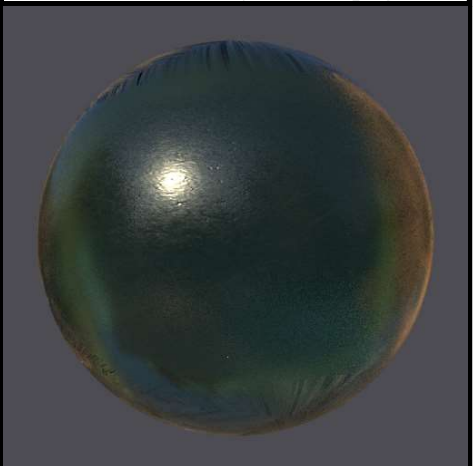


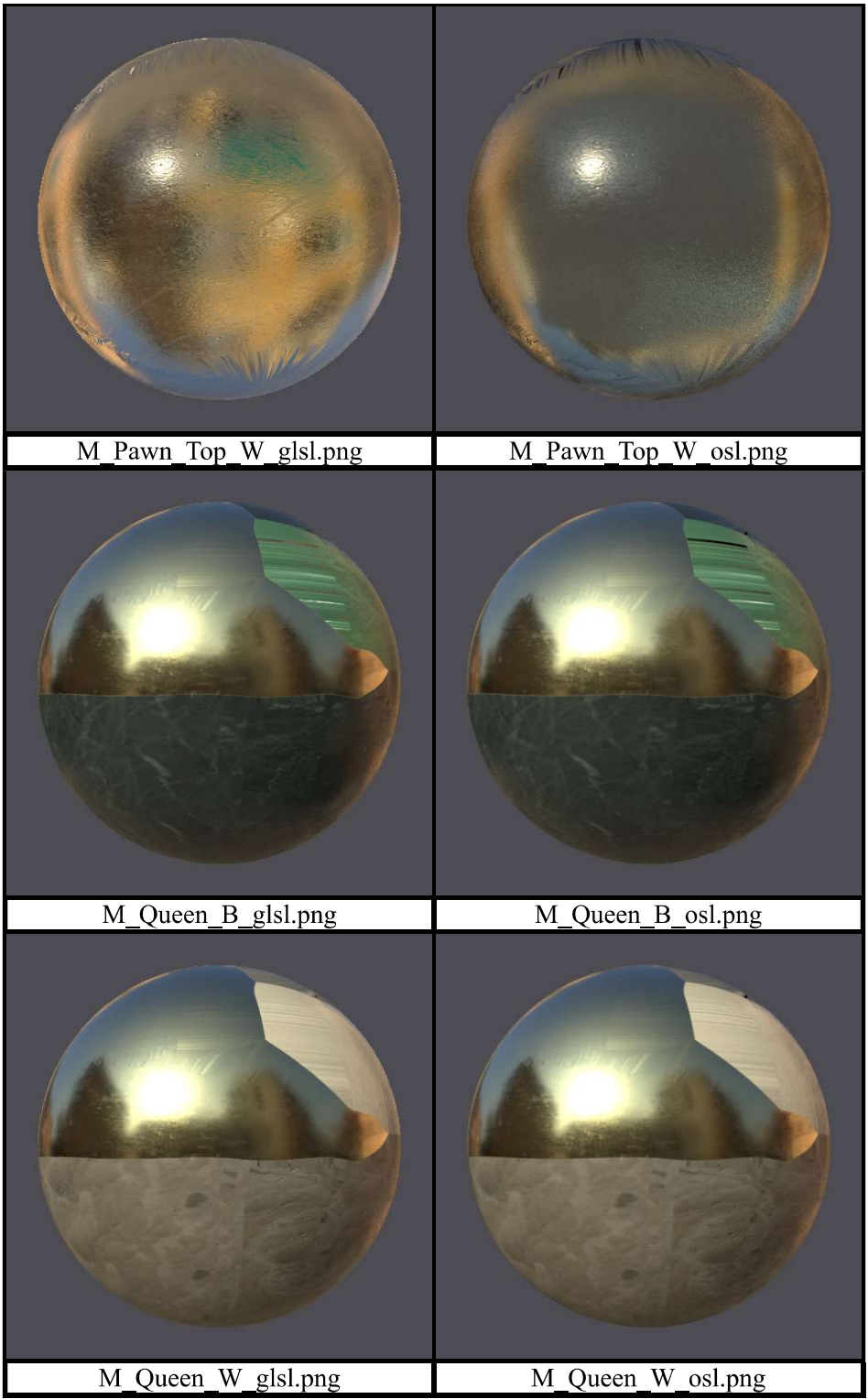
M_Castle_B_gsl.png

M_Castle_B_osl.png

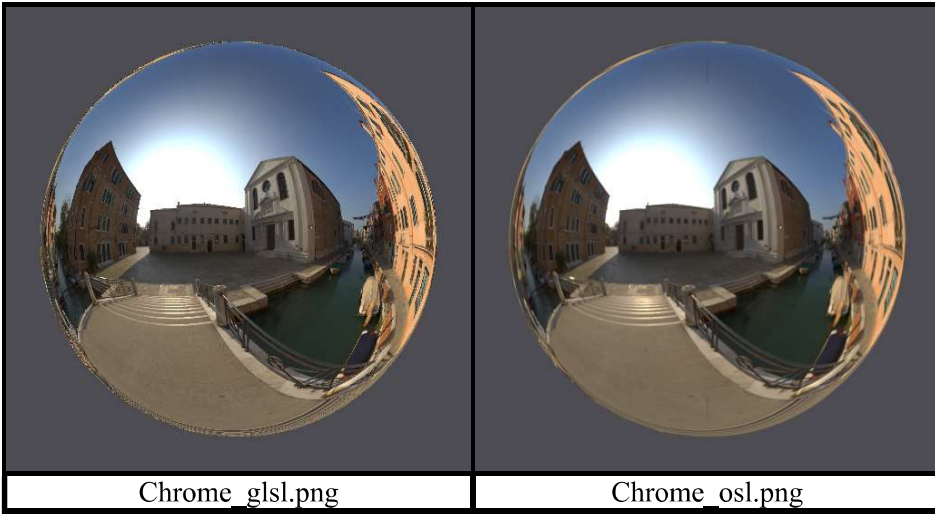
	
M_Castle_W_glsl.png	M_Castle_W_osl.png
	
M_Chessboard_glsl.png	M_Chessboard_osl.png
	
M_King_B_glsl.png	M_King_B_osl.png

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

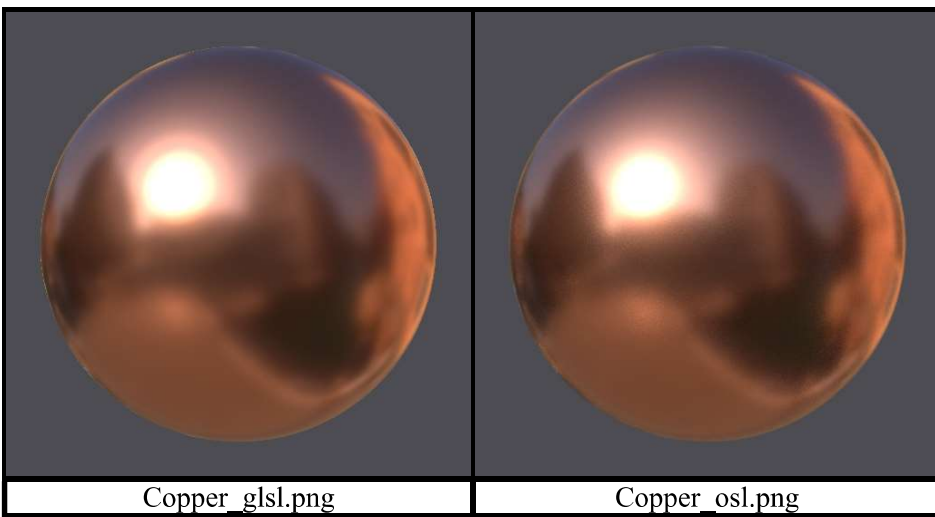
	
M Pawn Body B glsl.png	M Pawn Body B osl.png
	
M Pawn Body W glsl.png	M Pawn Body W osl.png
	
M Pawn Top B glsl.png	M Pawn Top B osl.png



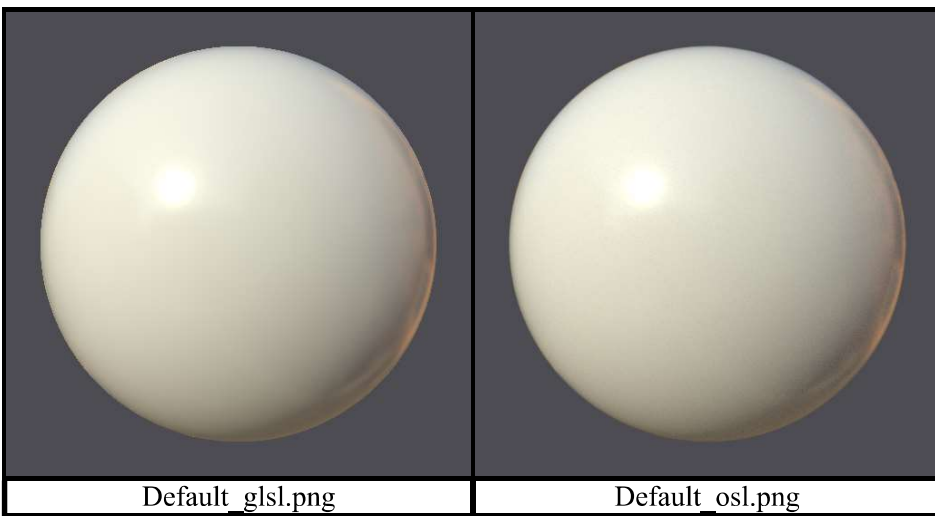
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



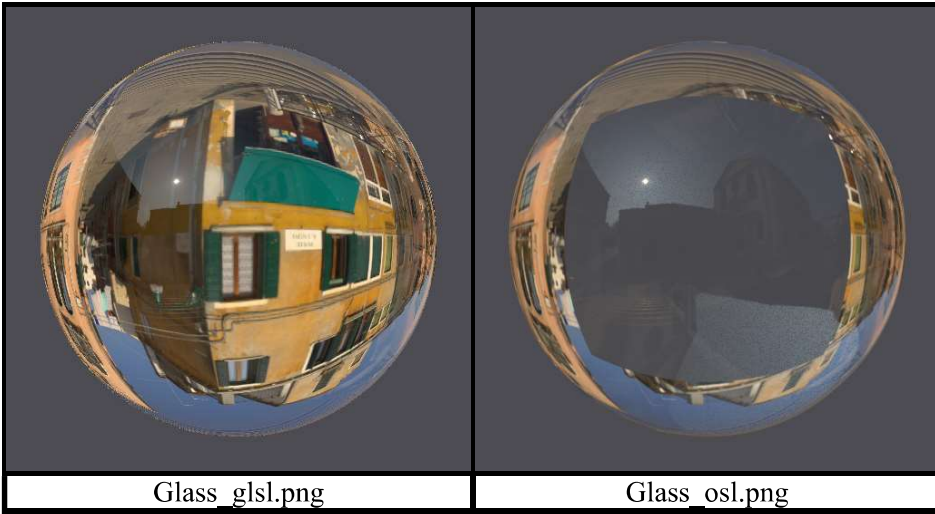
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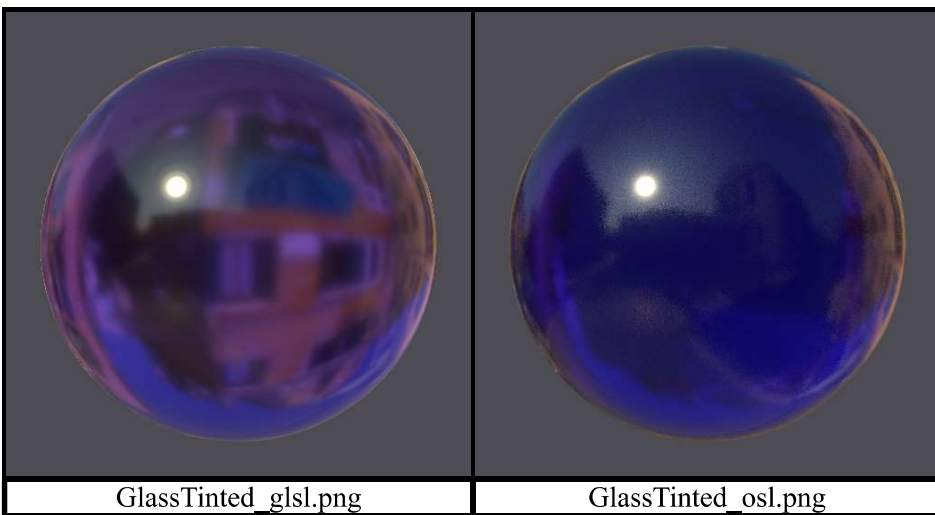
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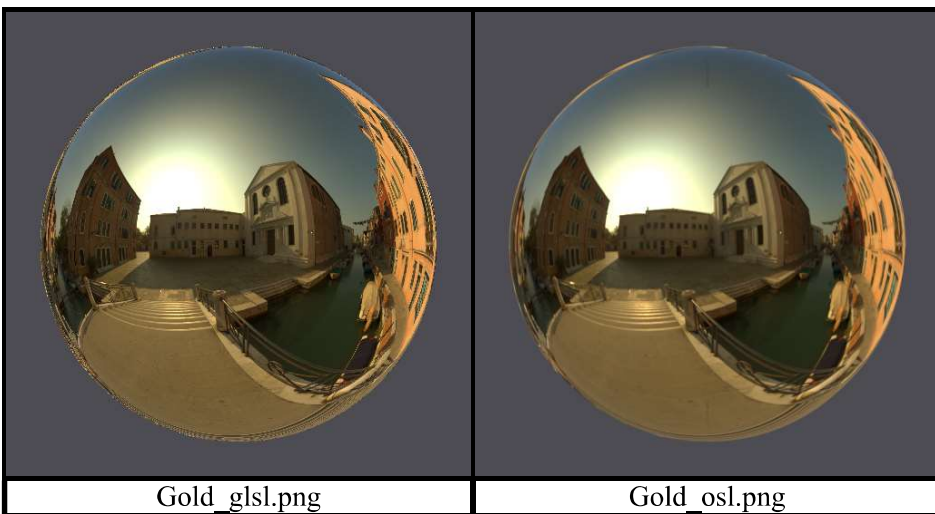
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



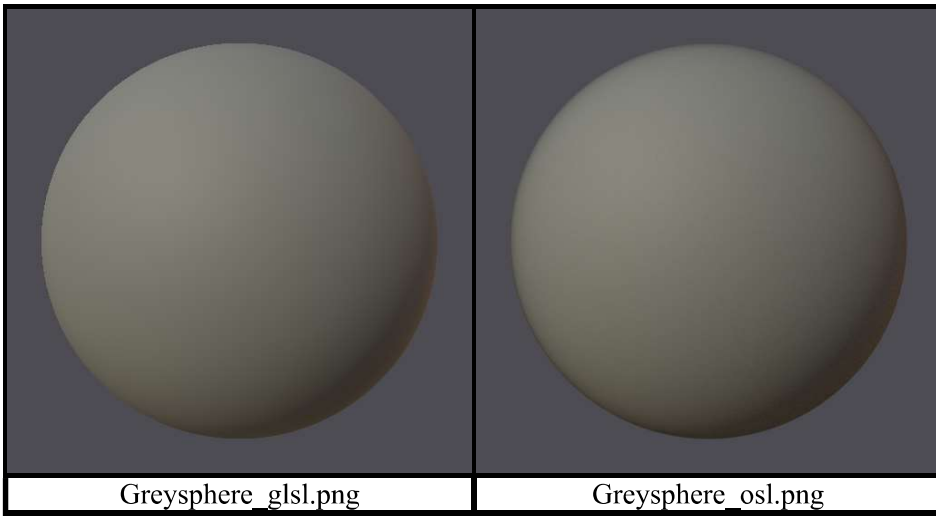
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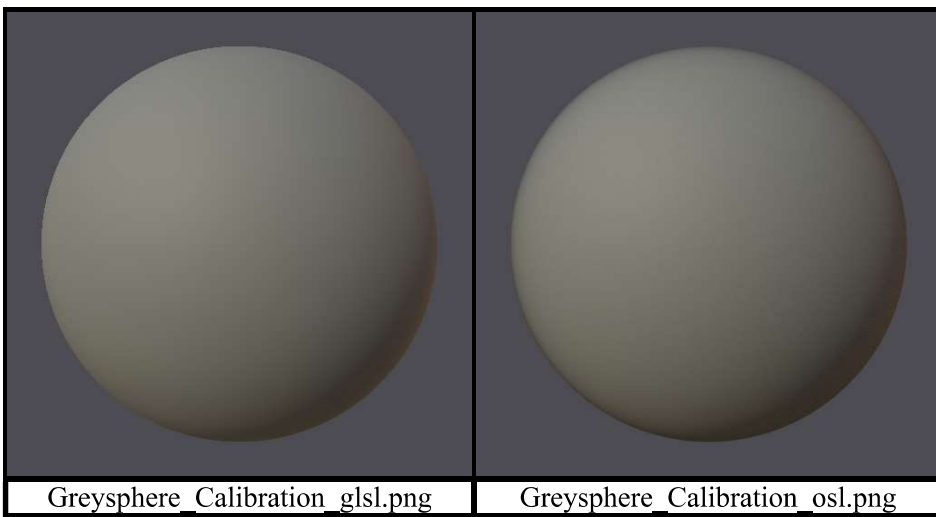
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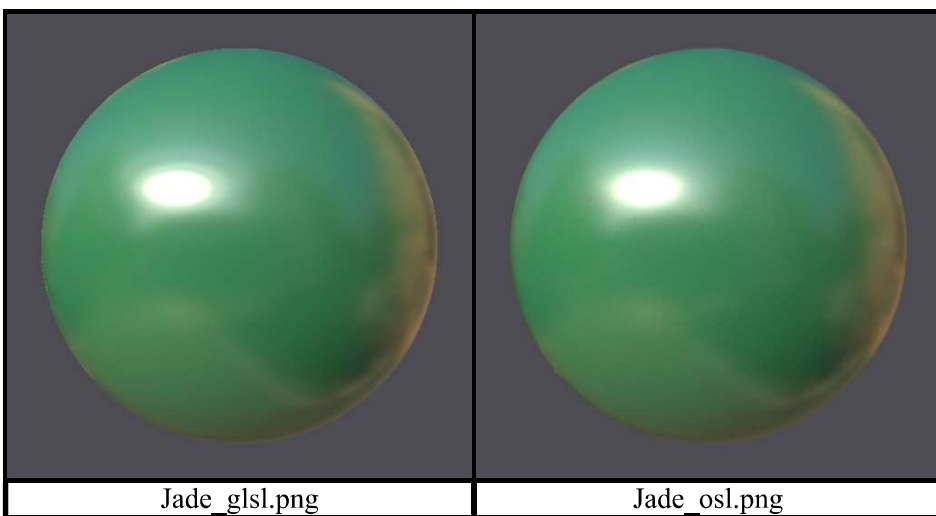
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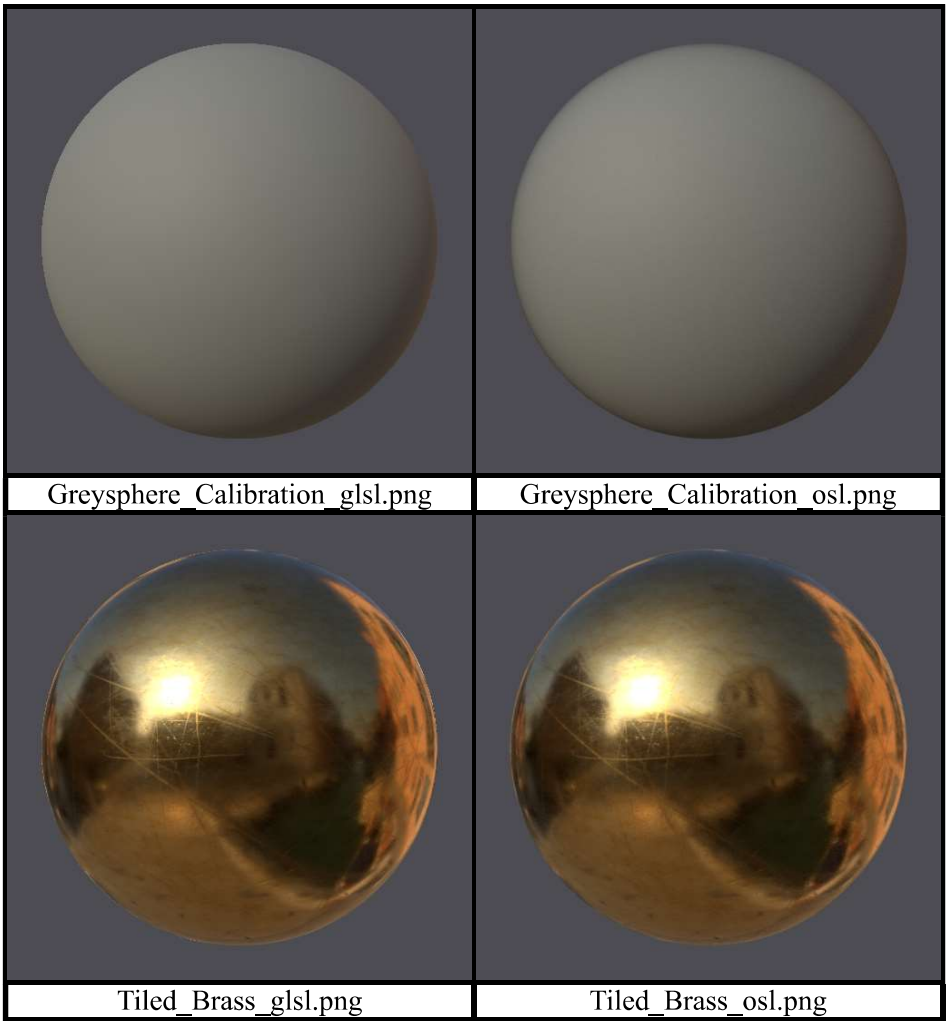
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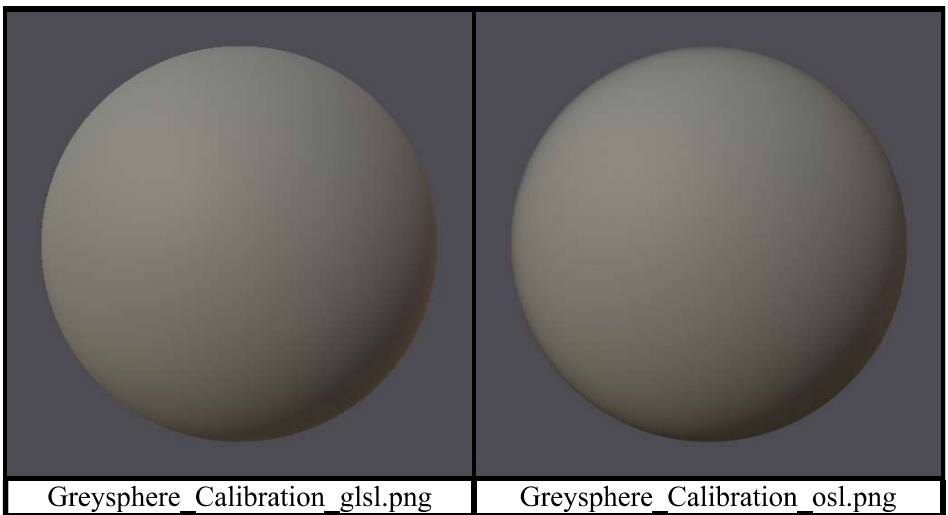
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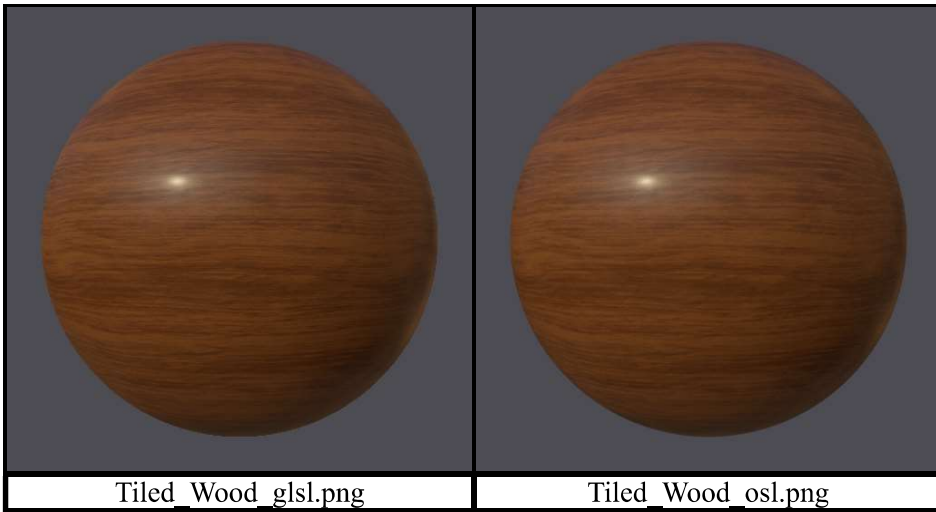


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

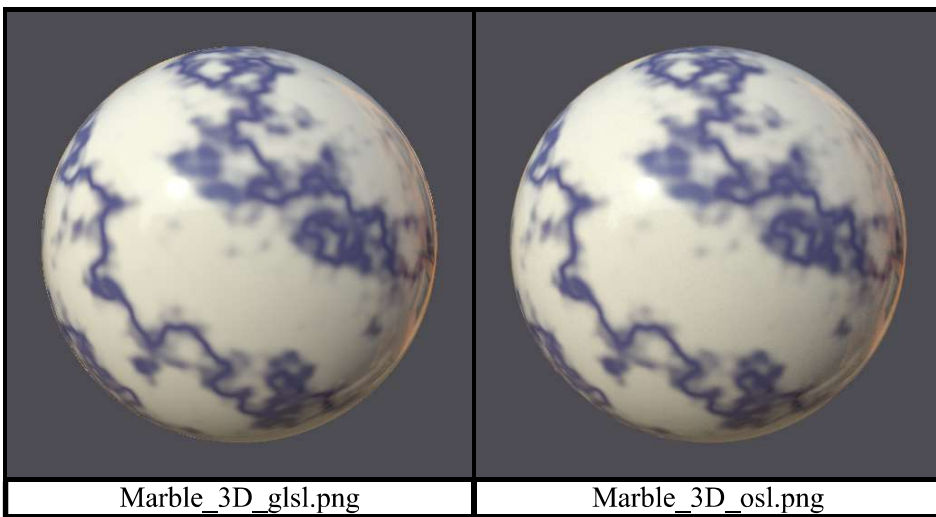


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

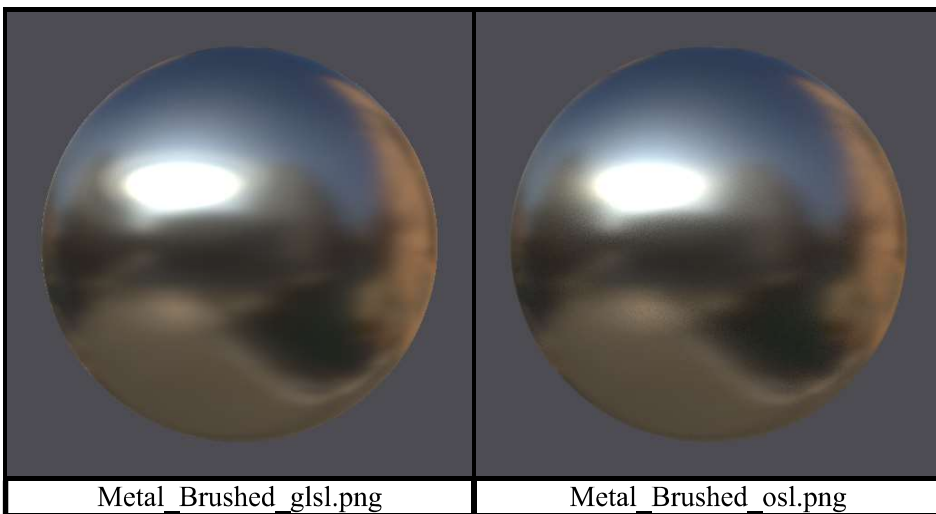




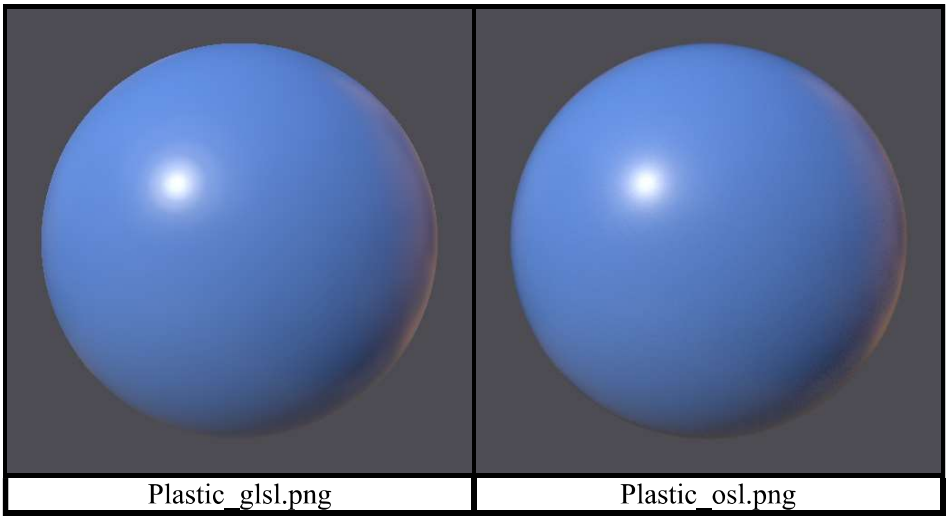
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



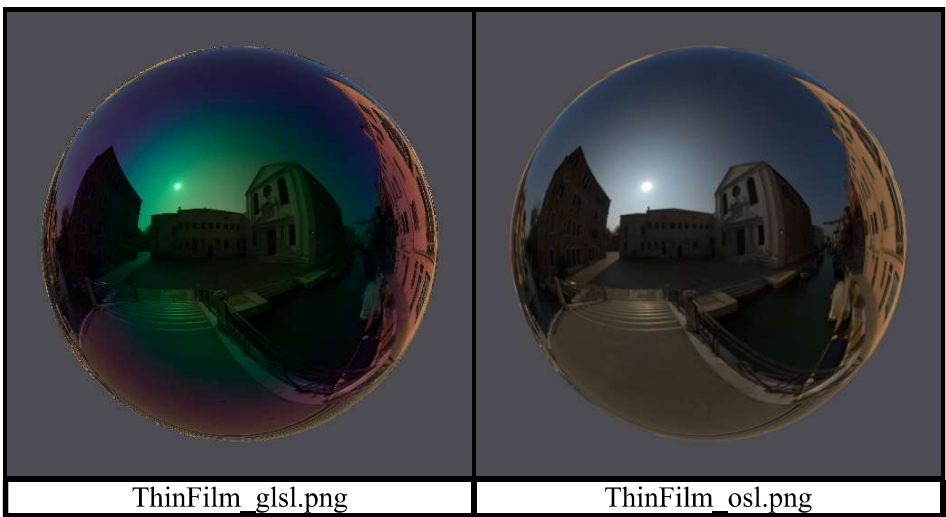
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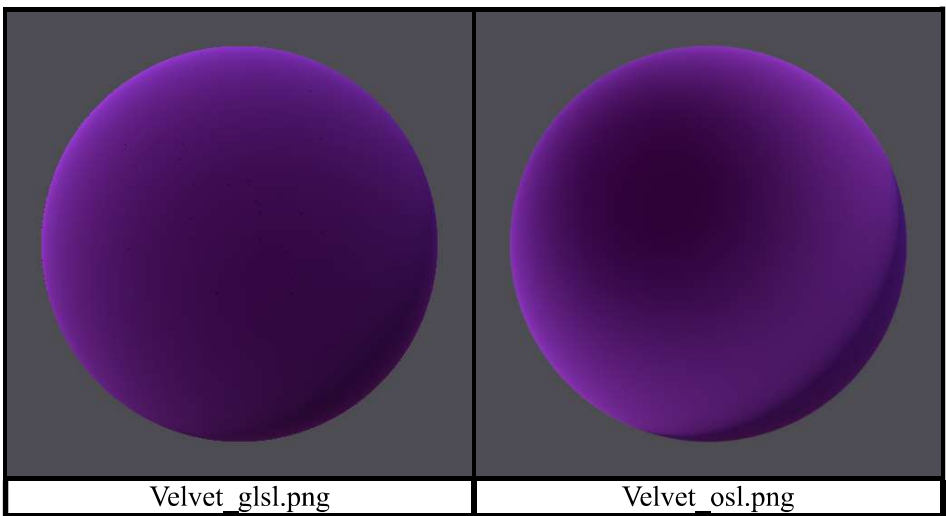
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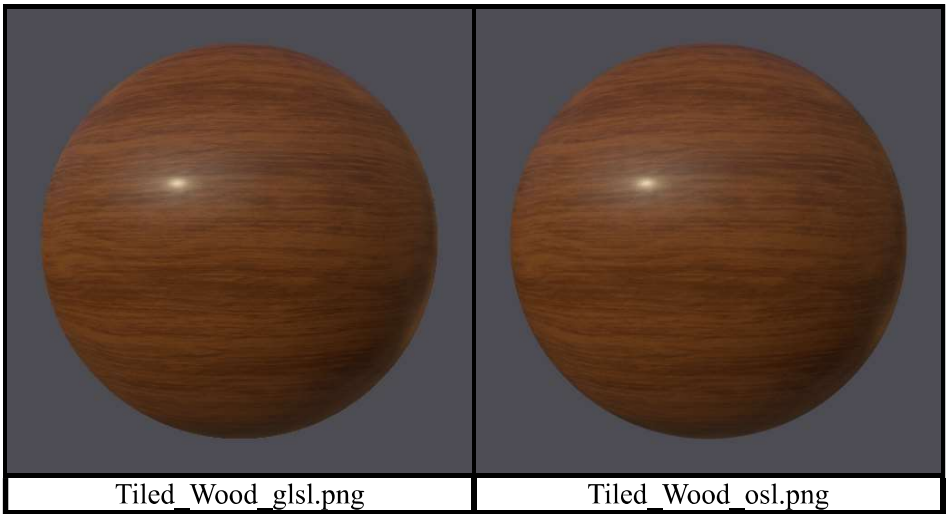
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



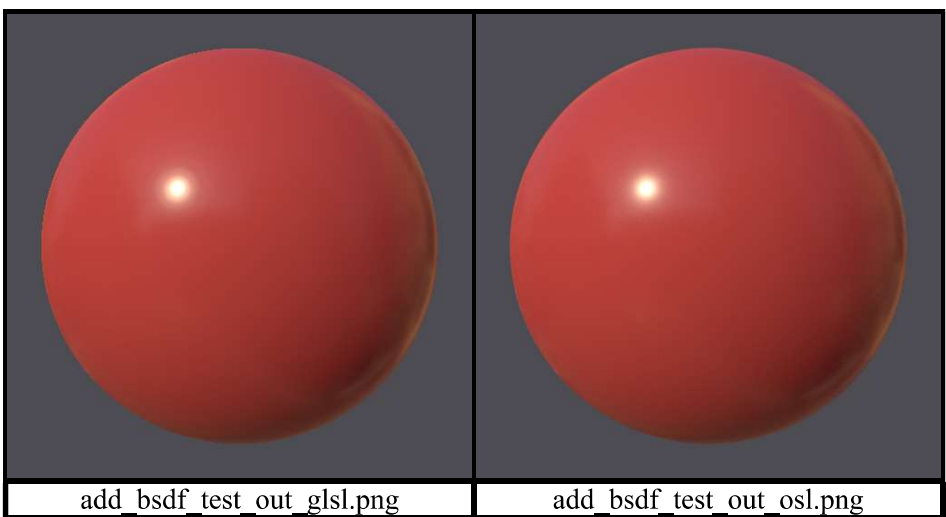
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



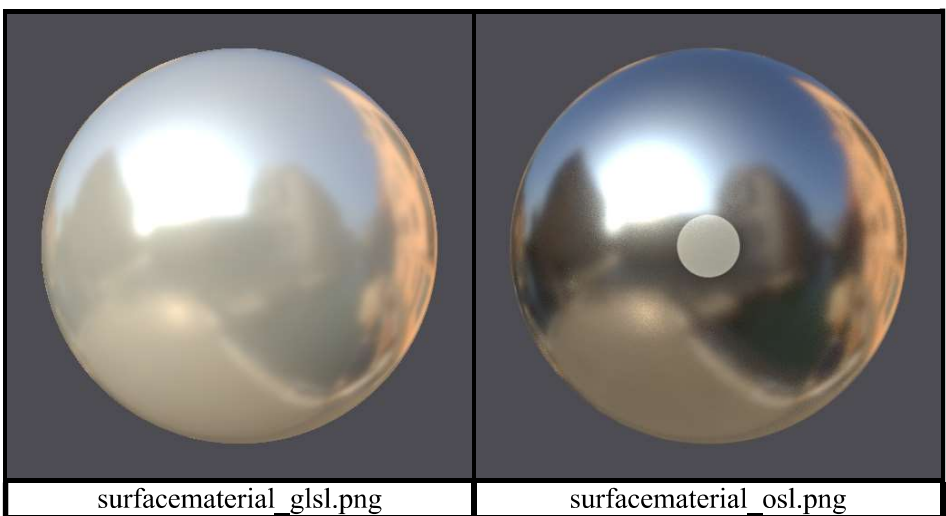
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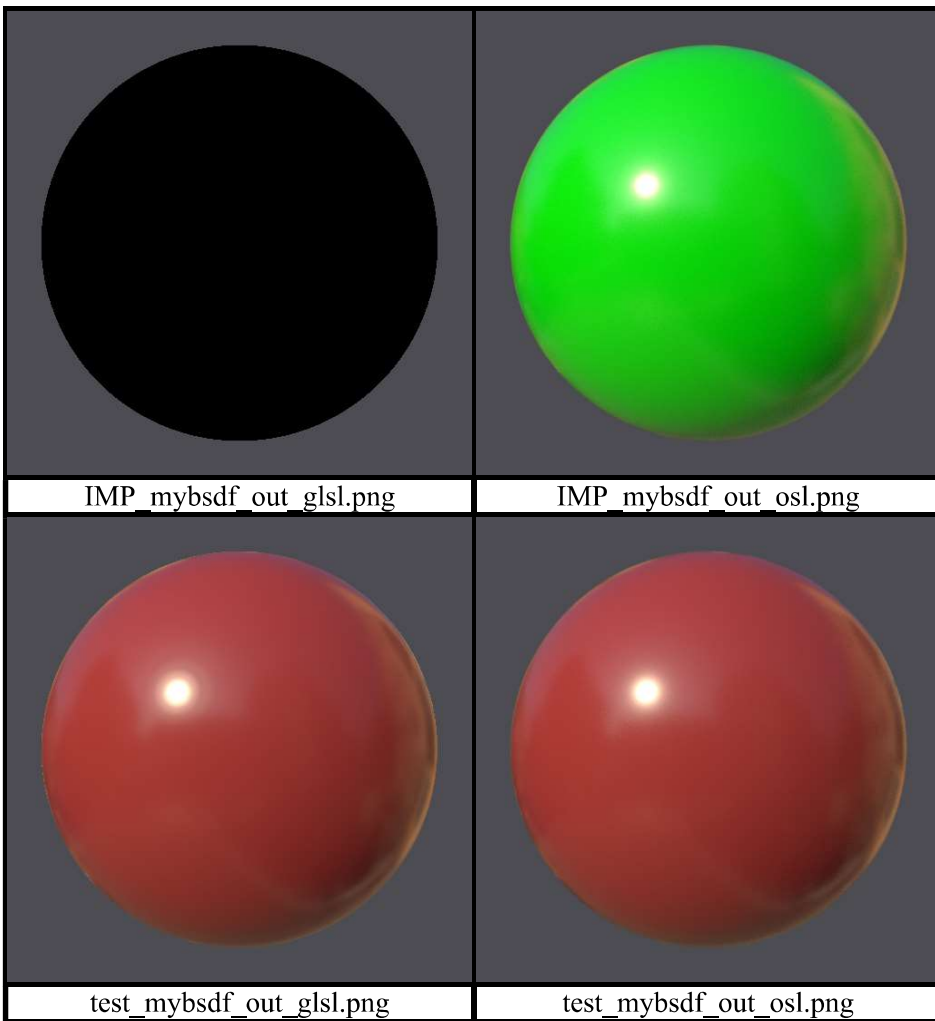
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\add_bsdf:



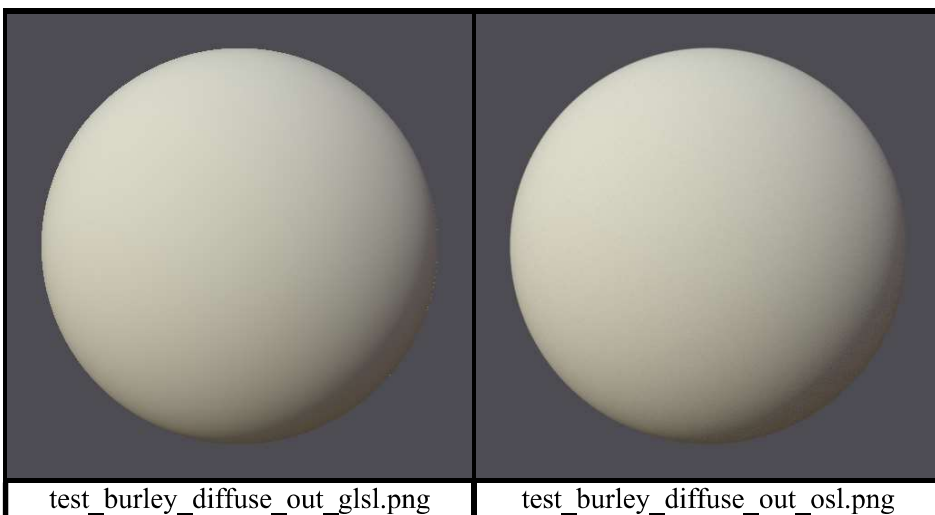
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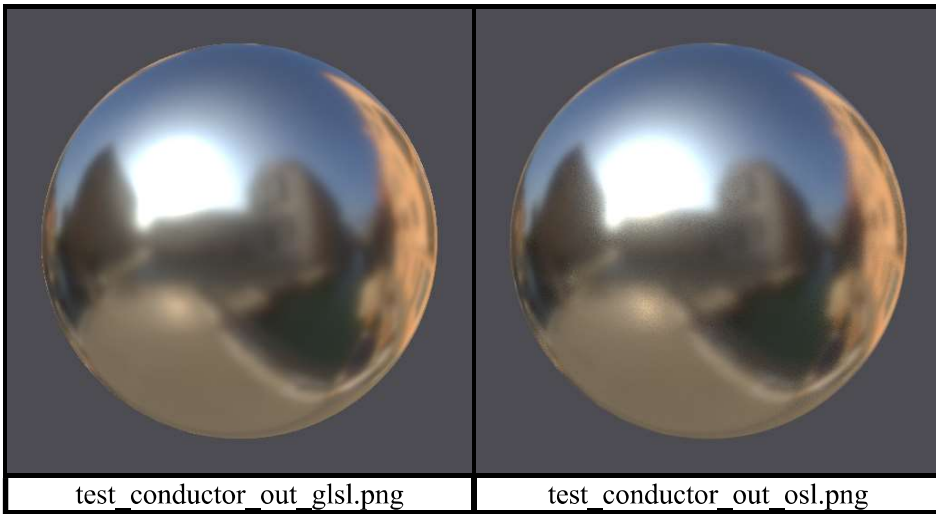
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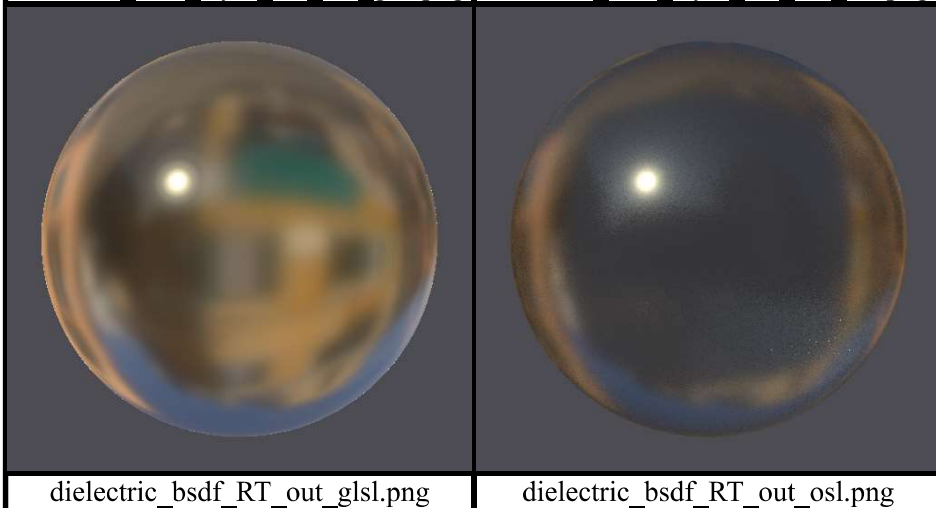
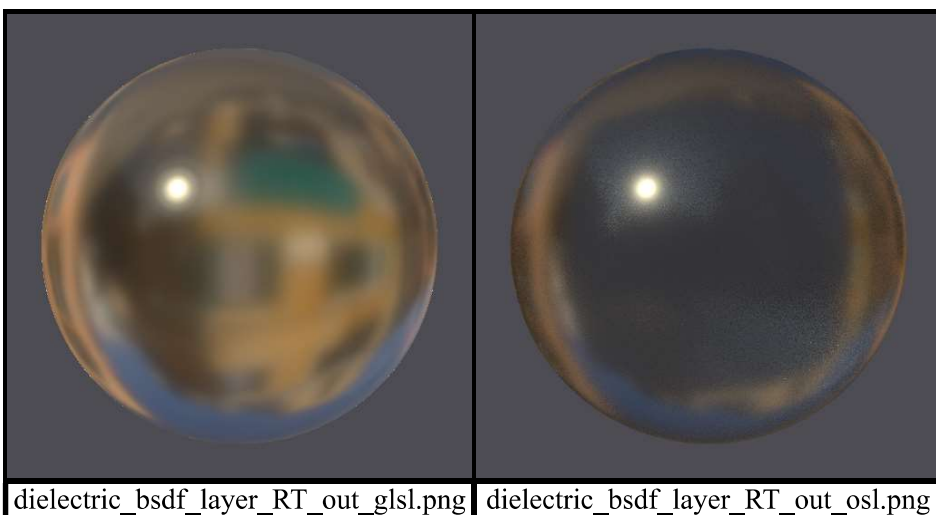
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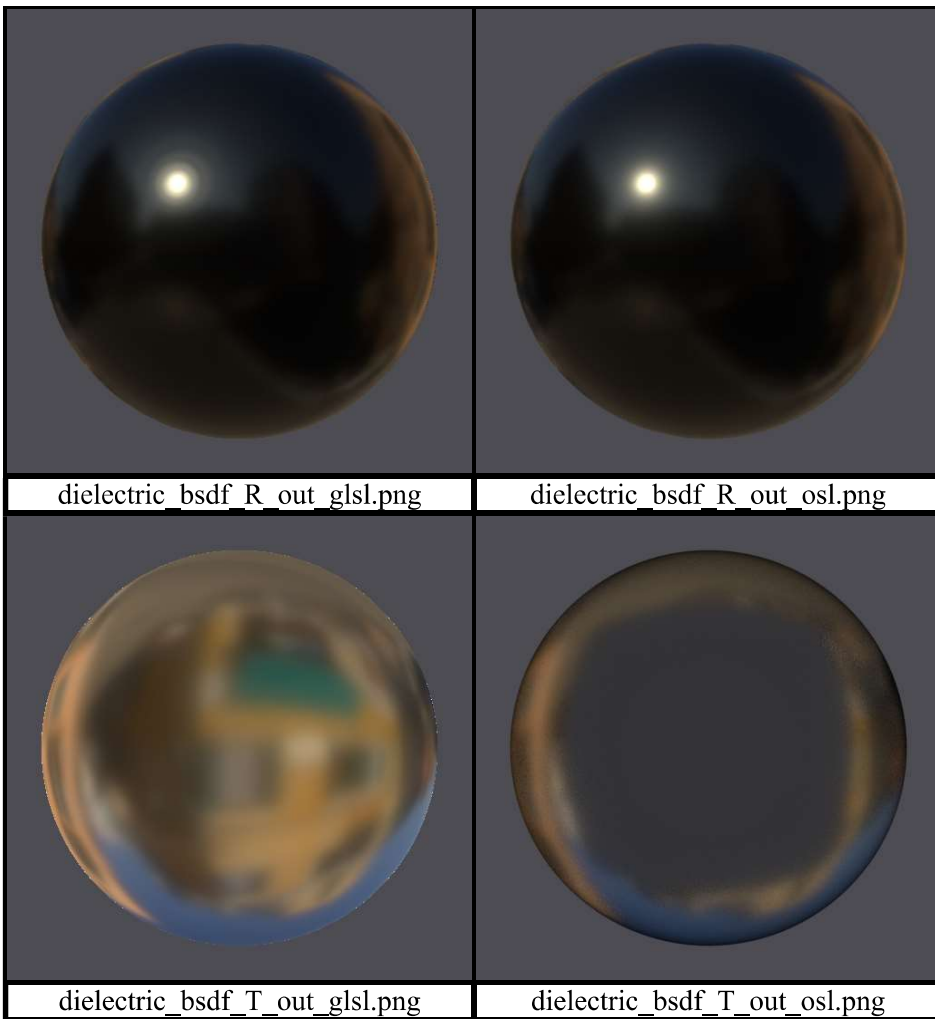


..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\conductor:

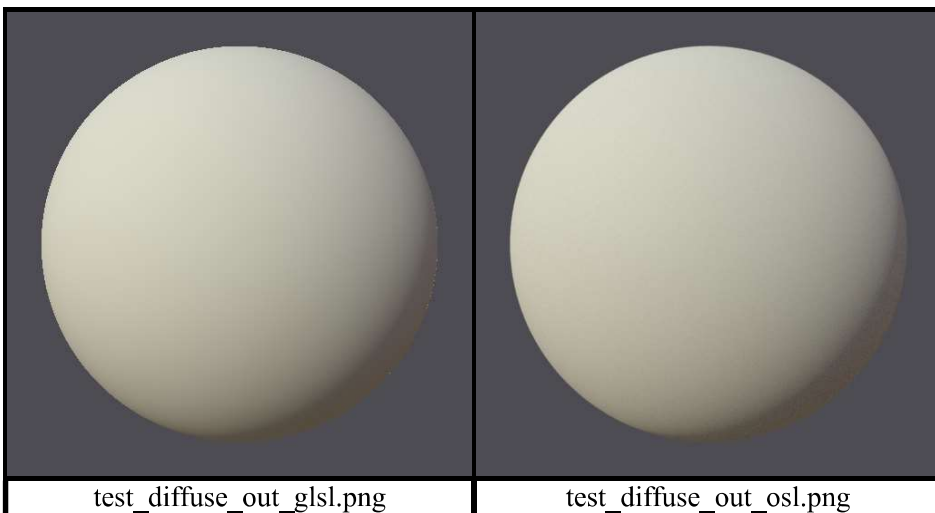


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\dielectric:

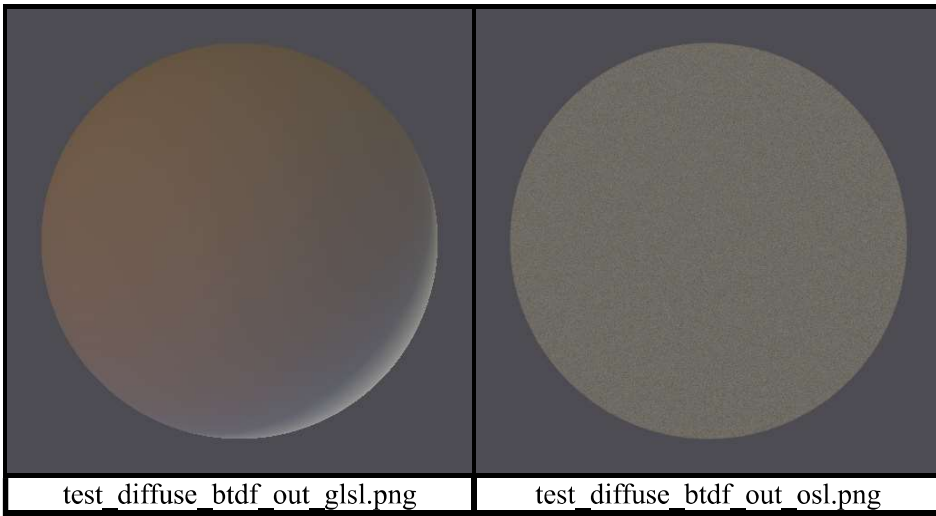




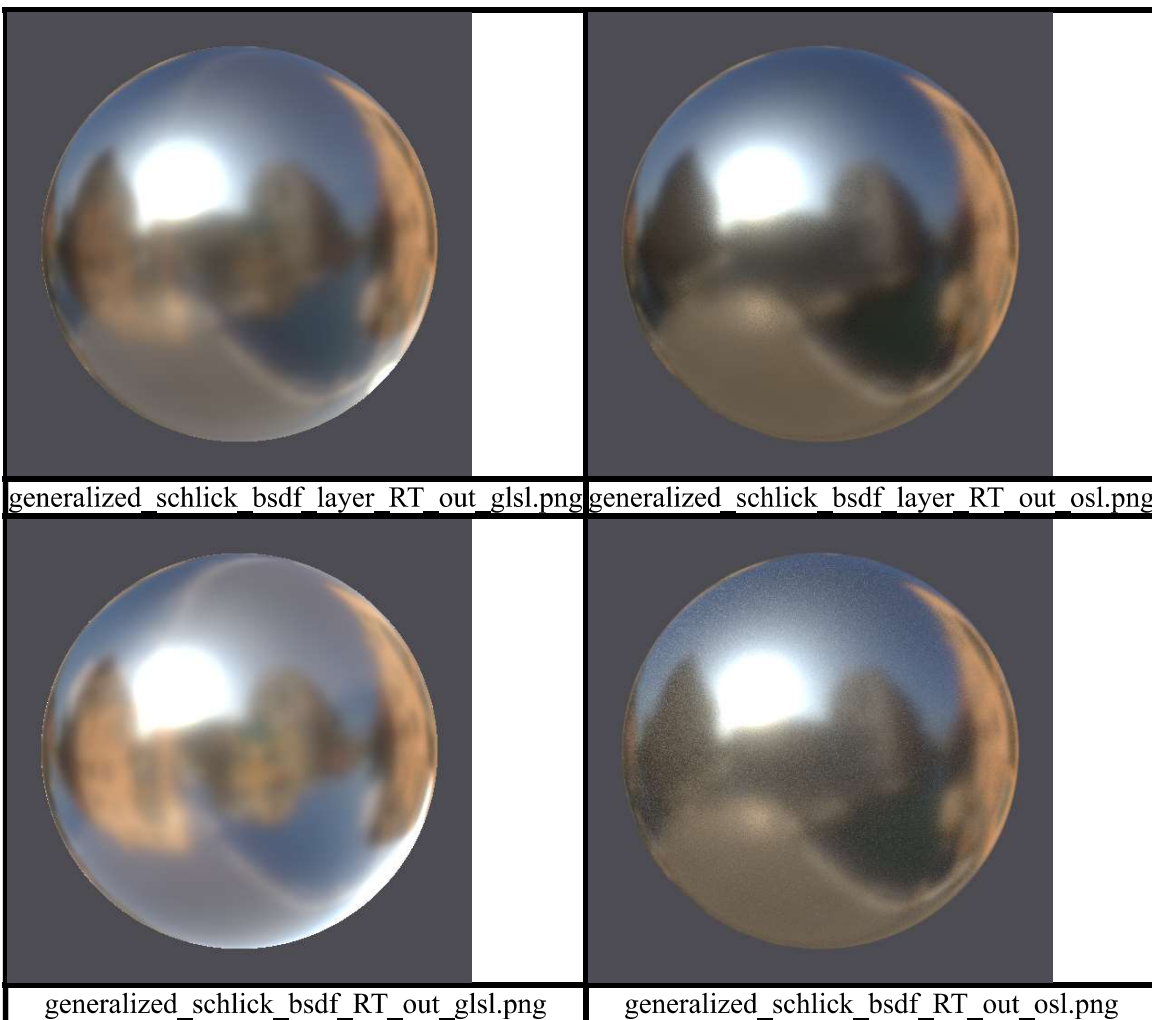
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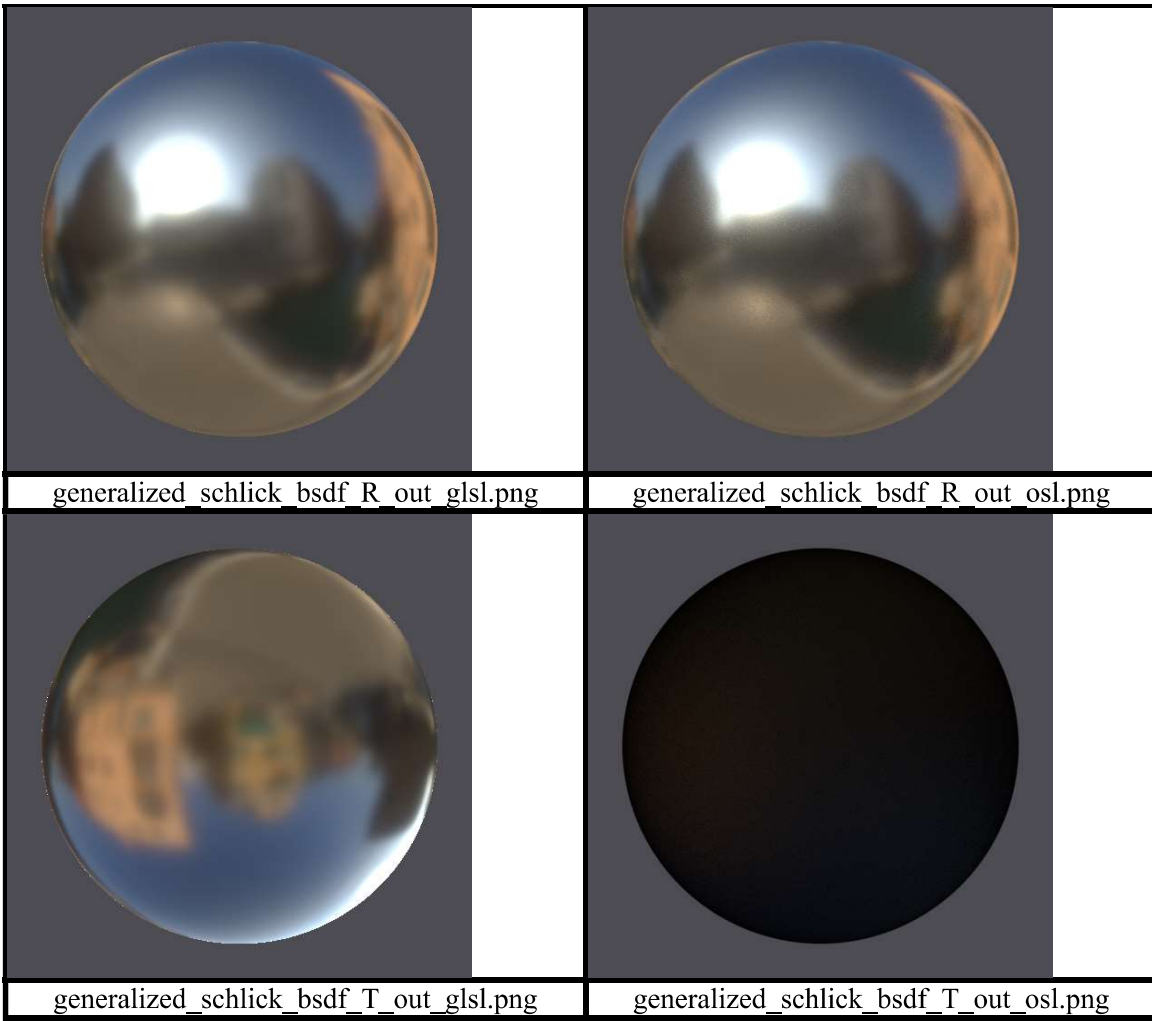


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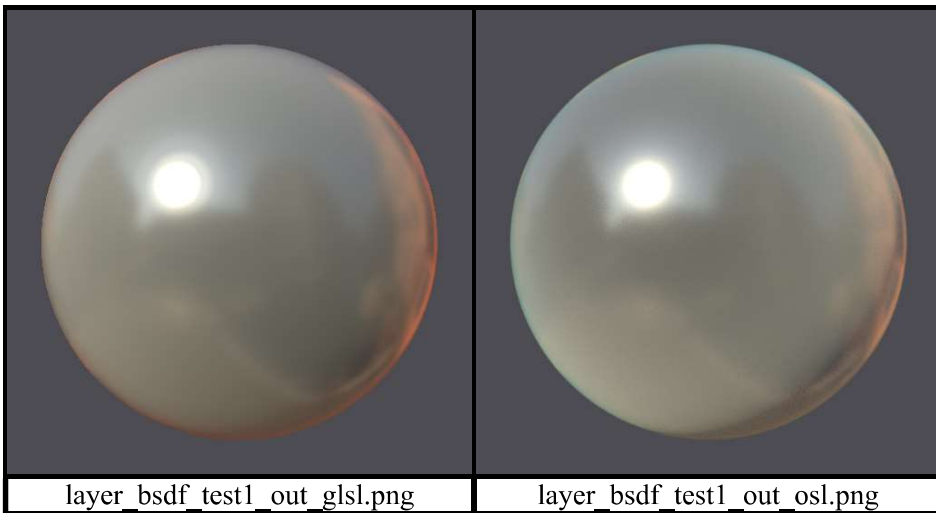


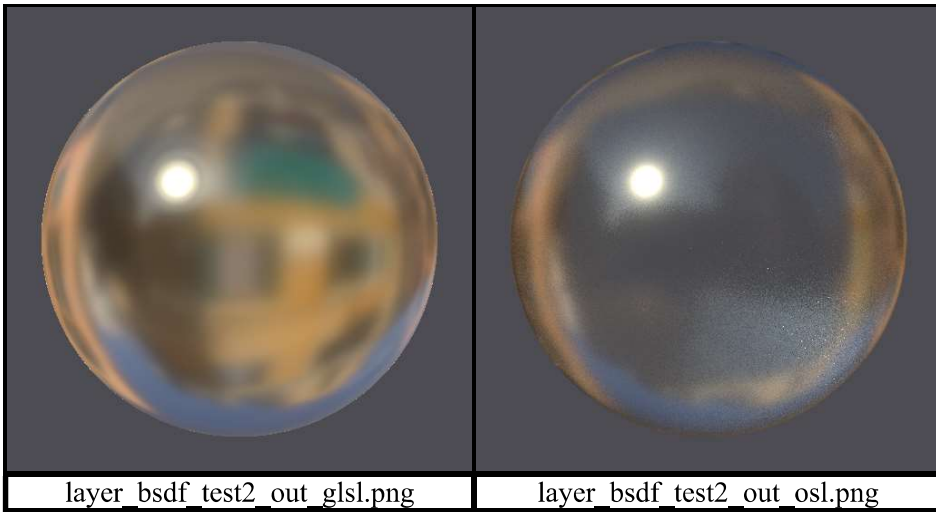
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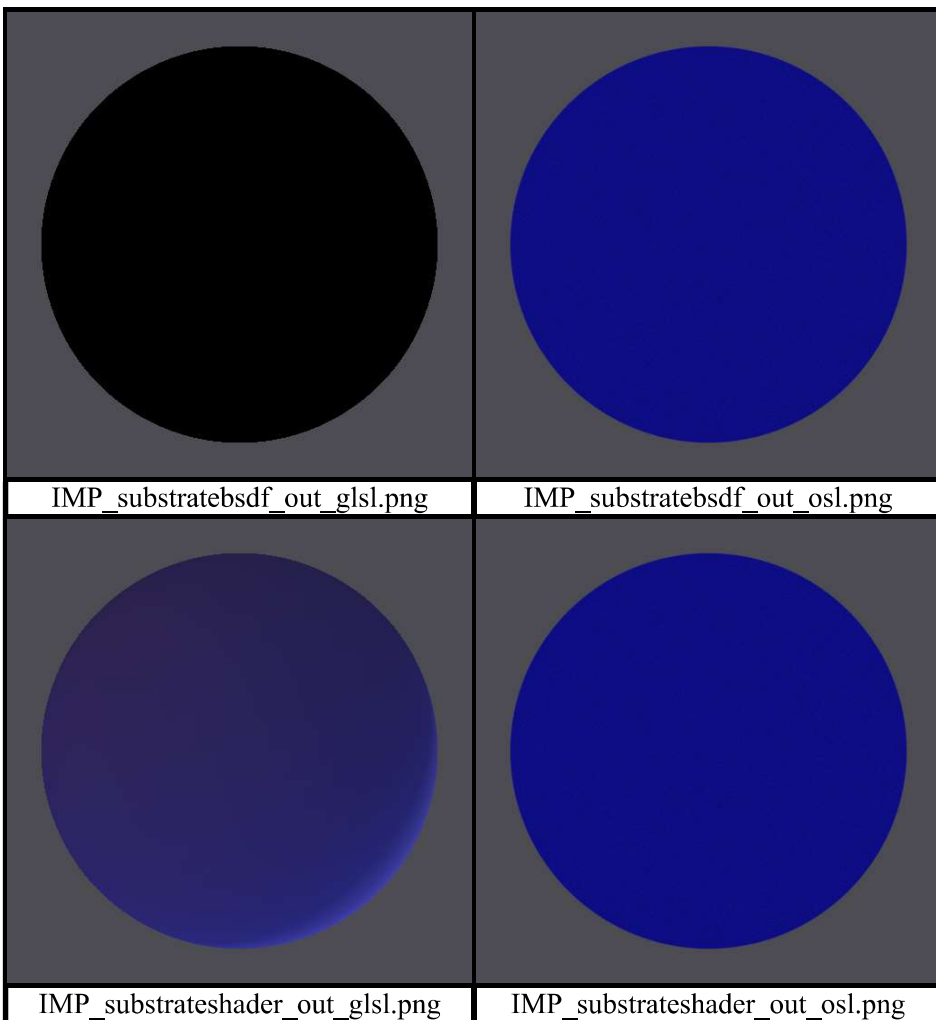


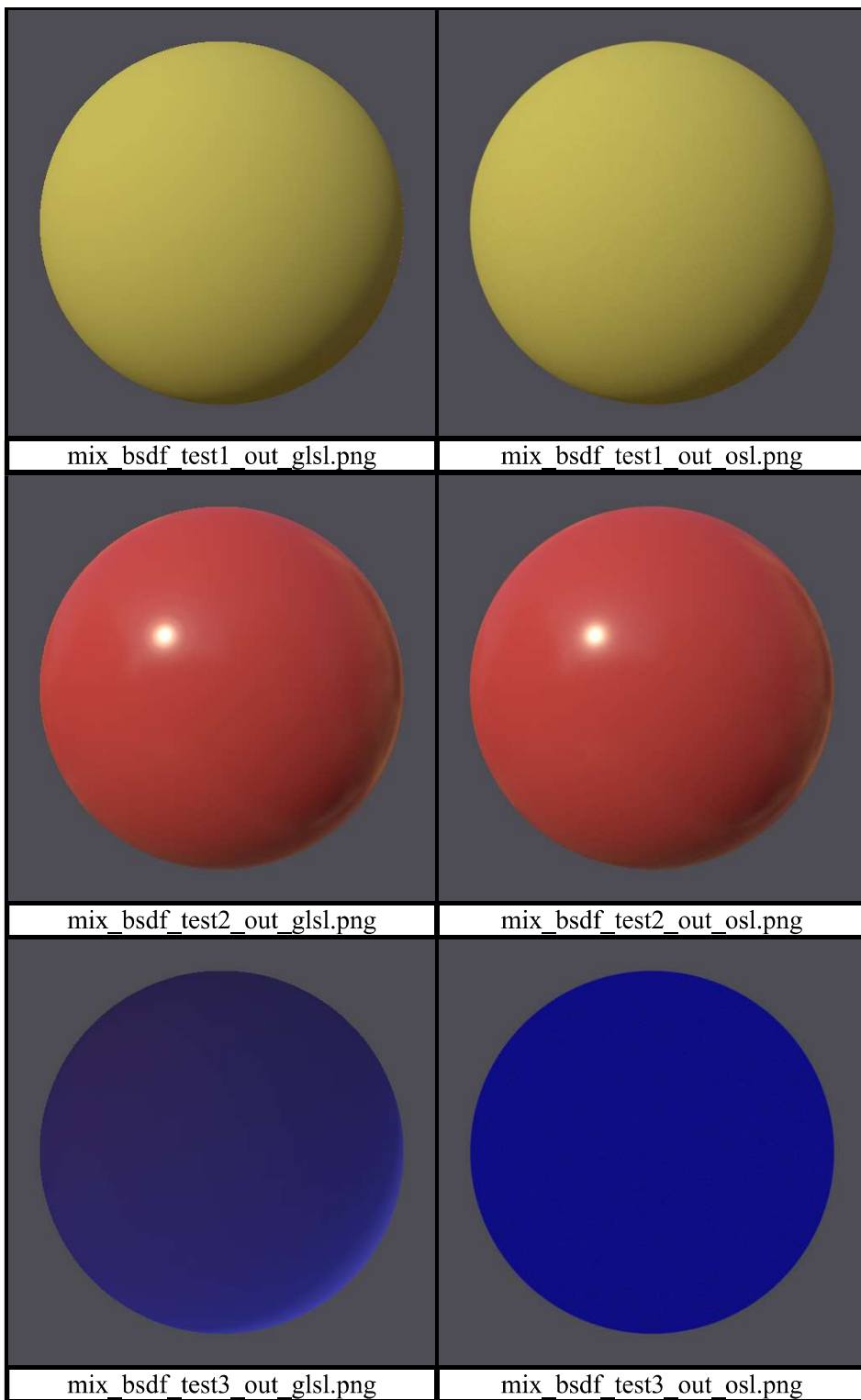
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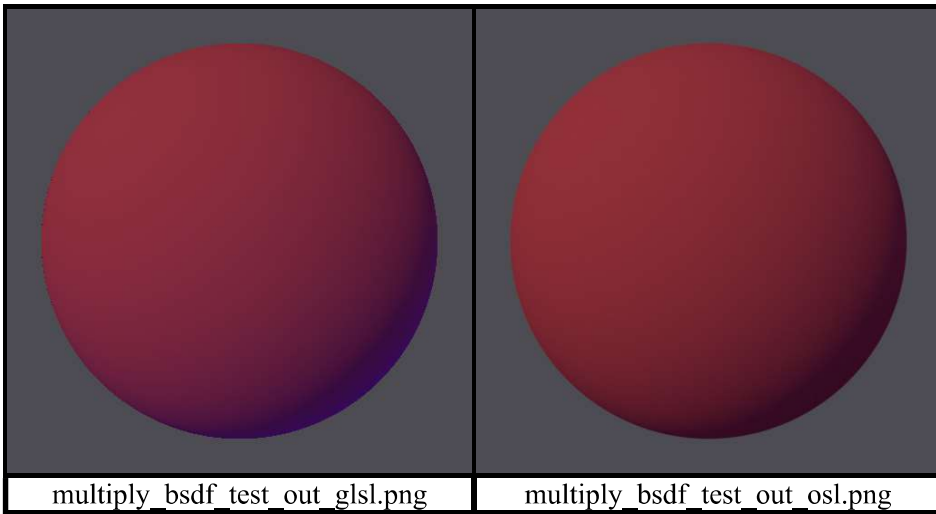


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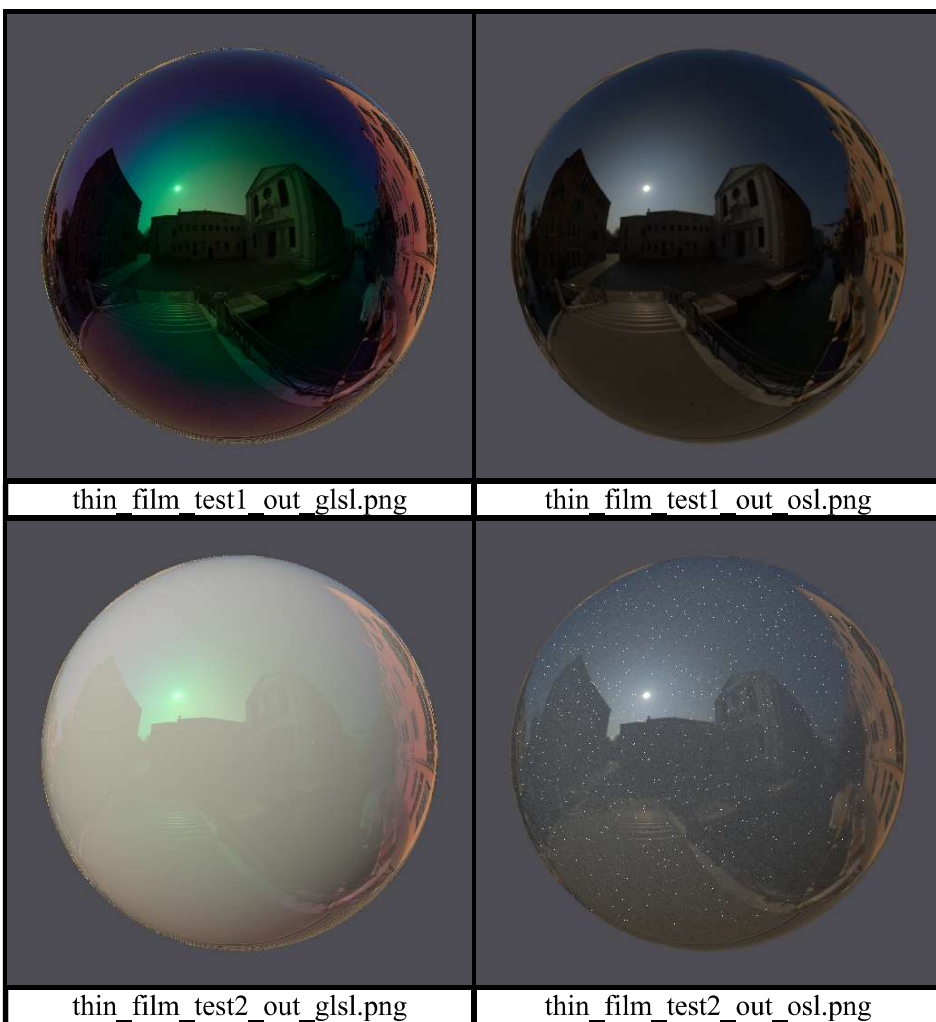


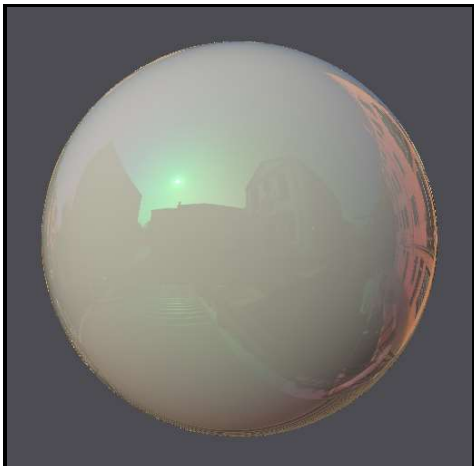

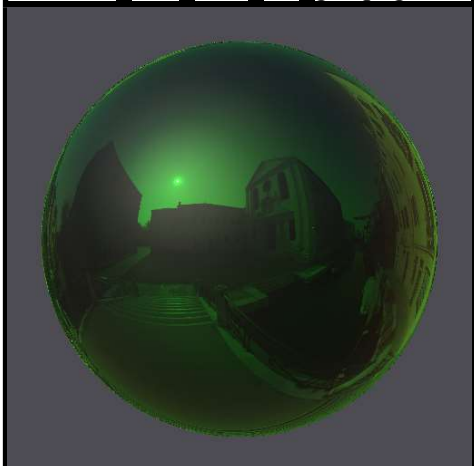
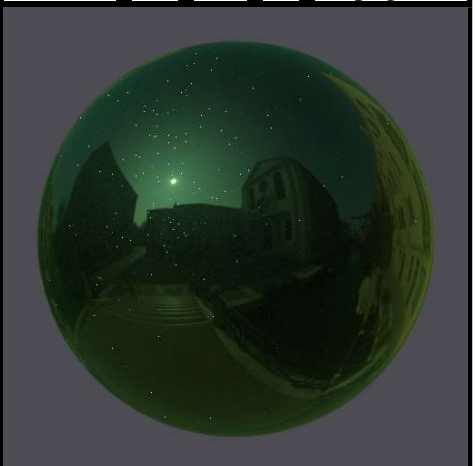
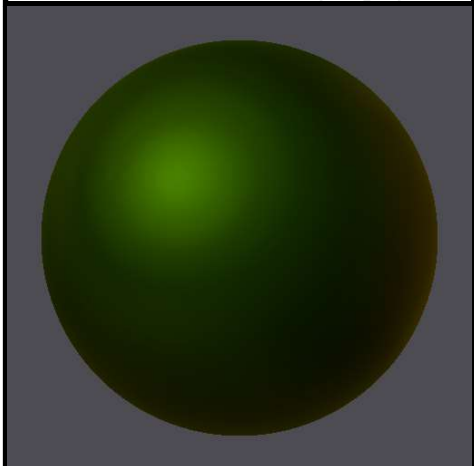
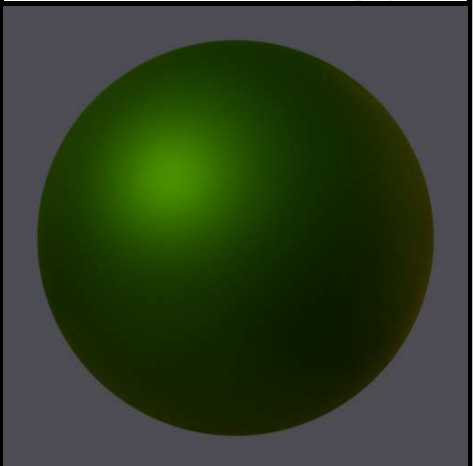


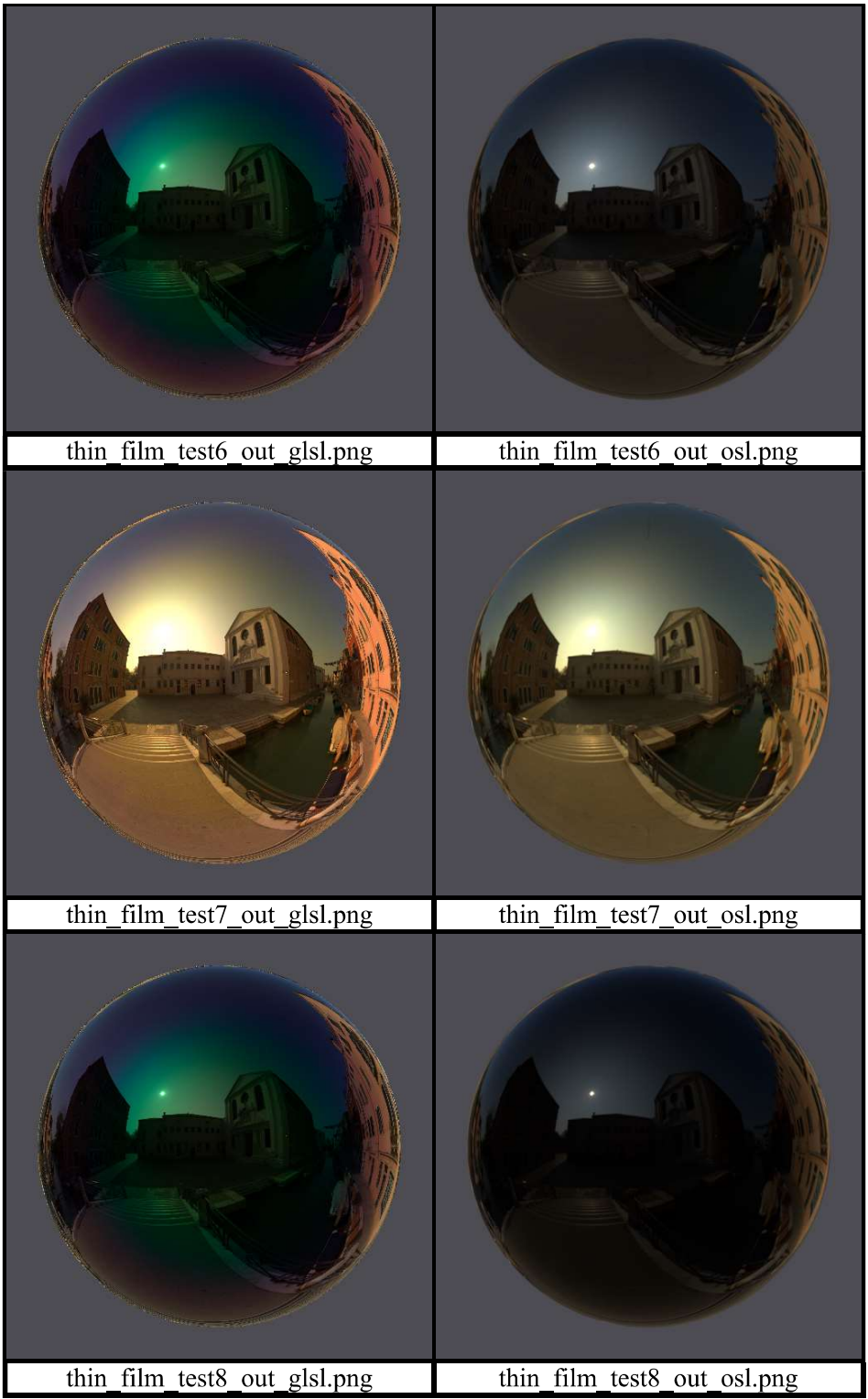
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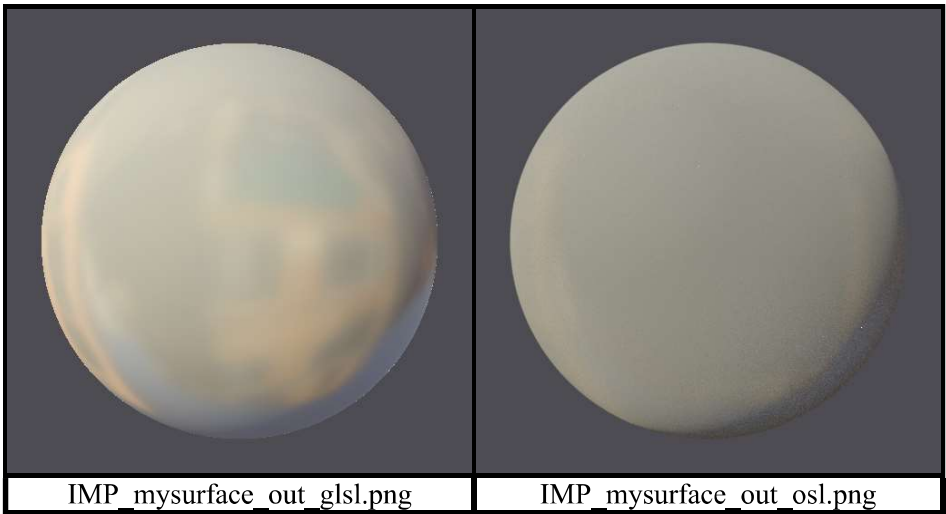
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\thin_film_bsdf:



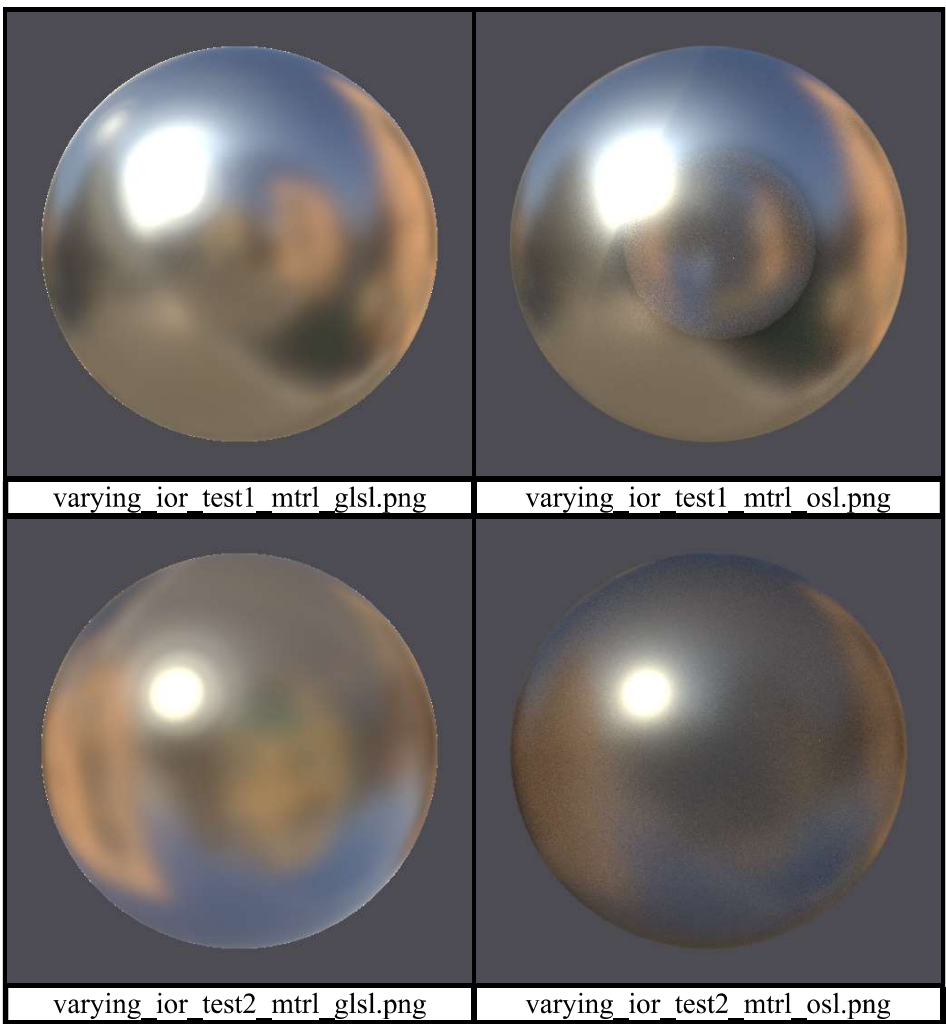
	
<p>thin_film_test3_out_glsl.png</p>	<p>thin_film_test3_out_osl.png</p>
	
<p>thin_film_test4_out_glsl.png</p>	<p>thin_film_test4_out_osl.png</p>
	
<p>thin_film_test5_out_glsl.png</p>	<p>thin_film_test5_out_osl.png</p>



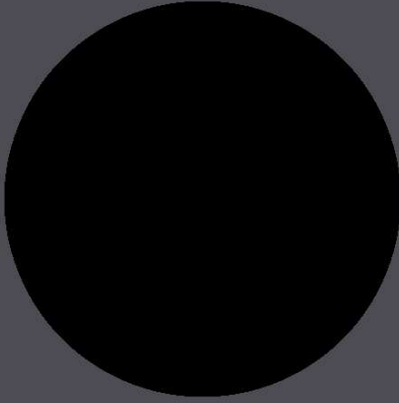

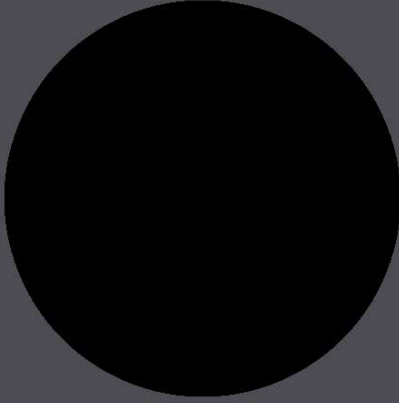
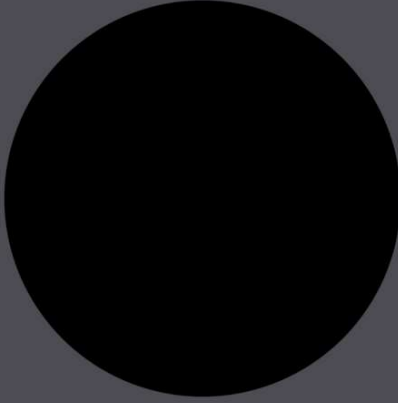
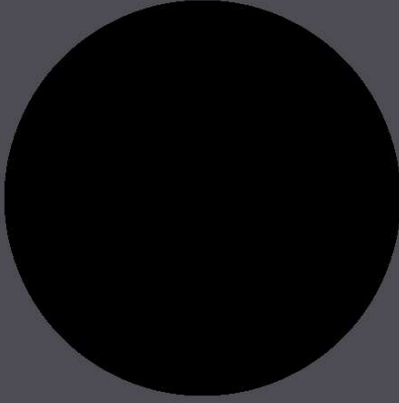
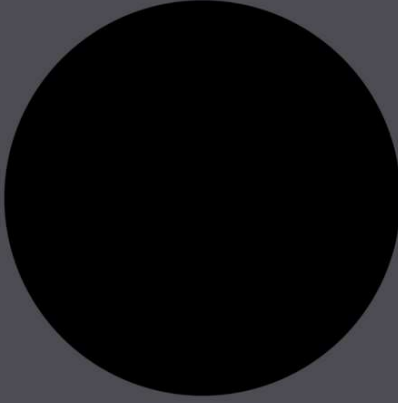
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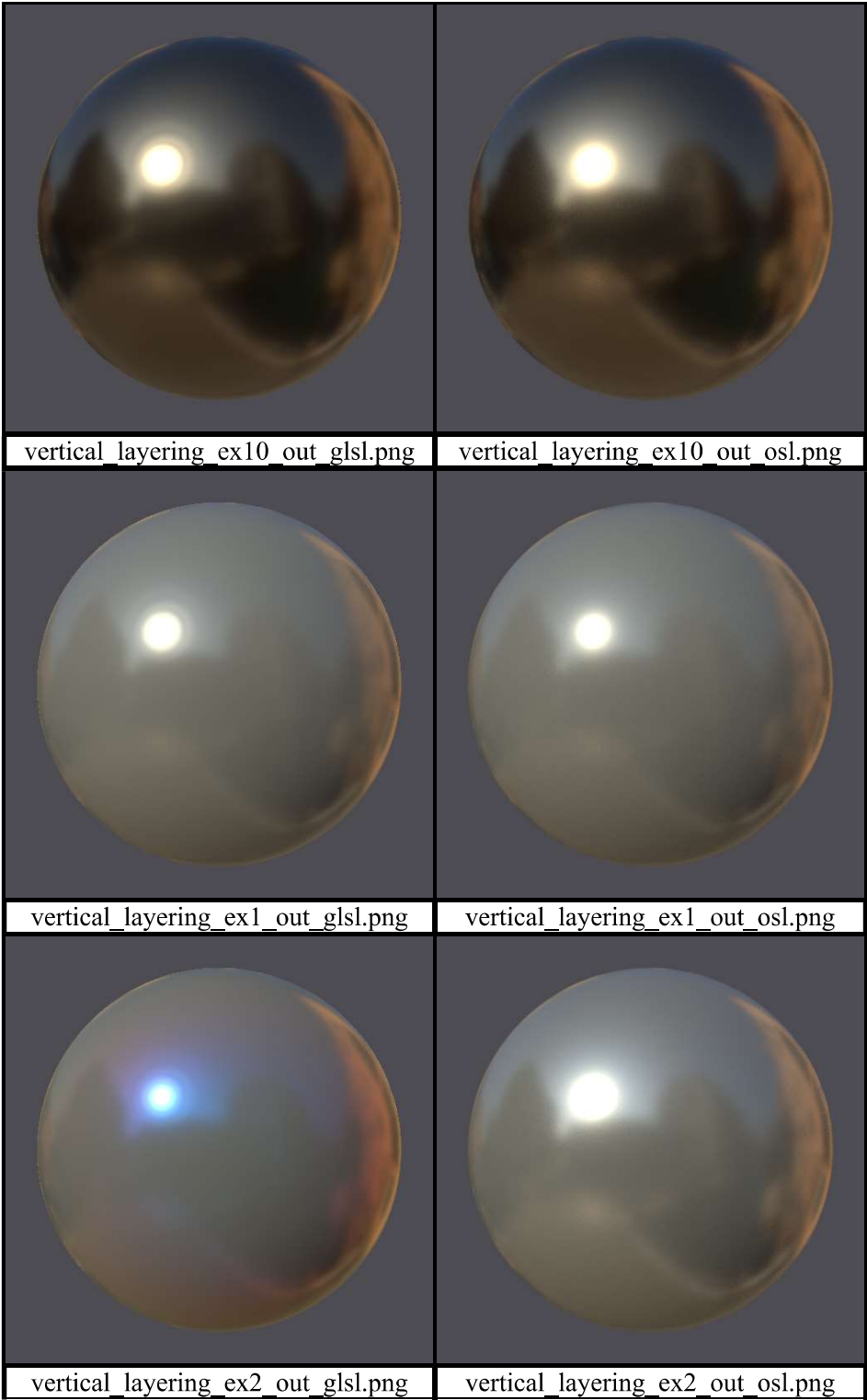


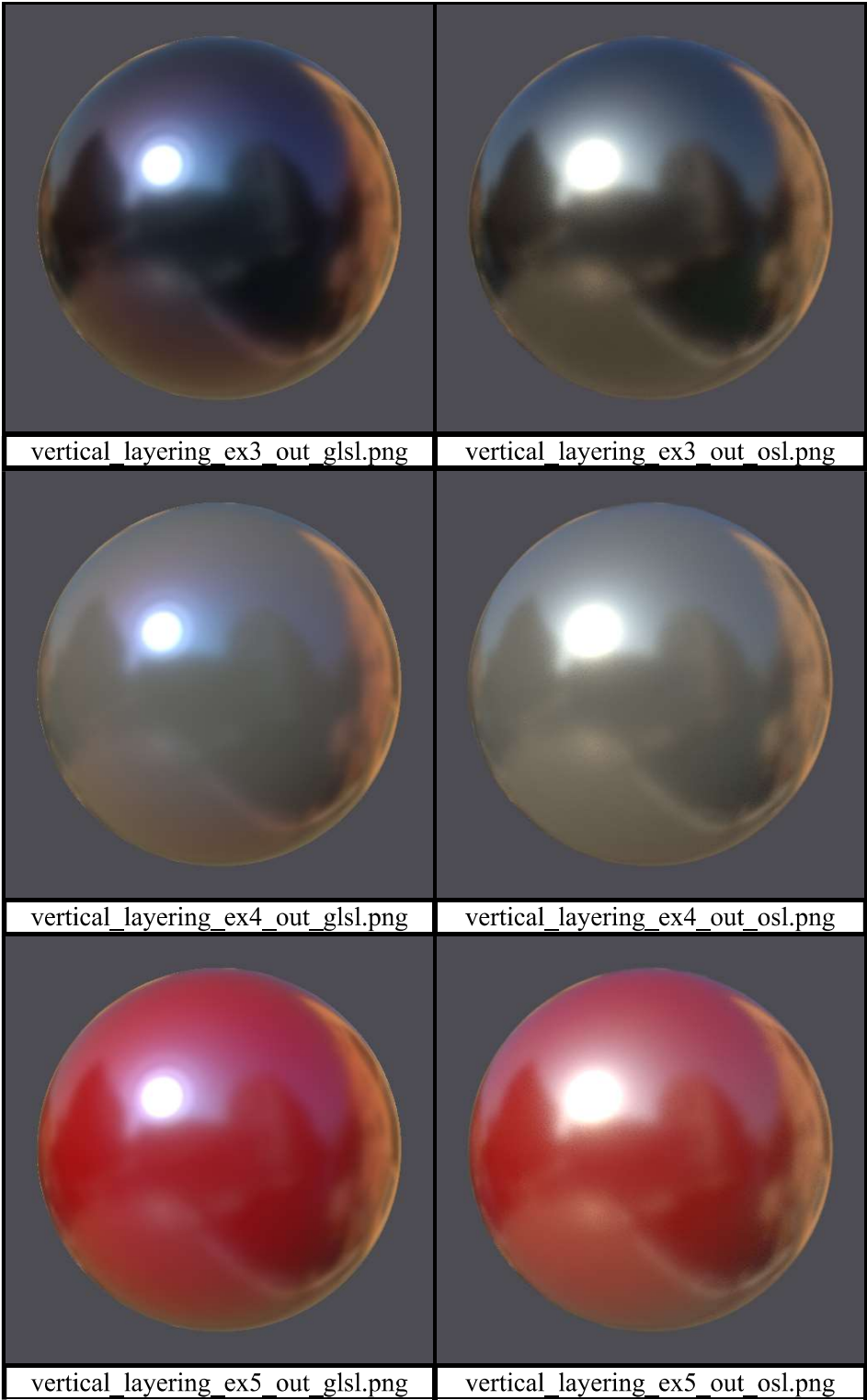
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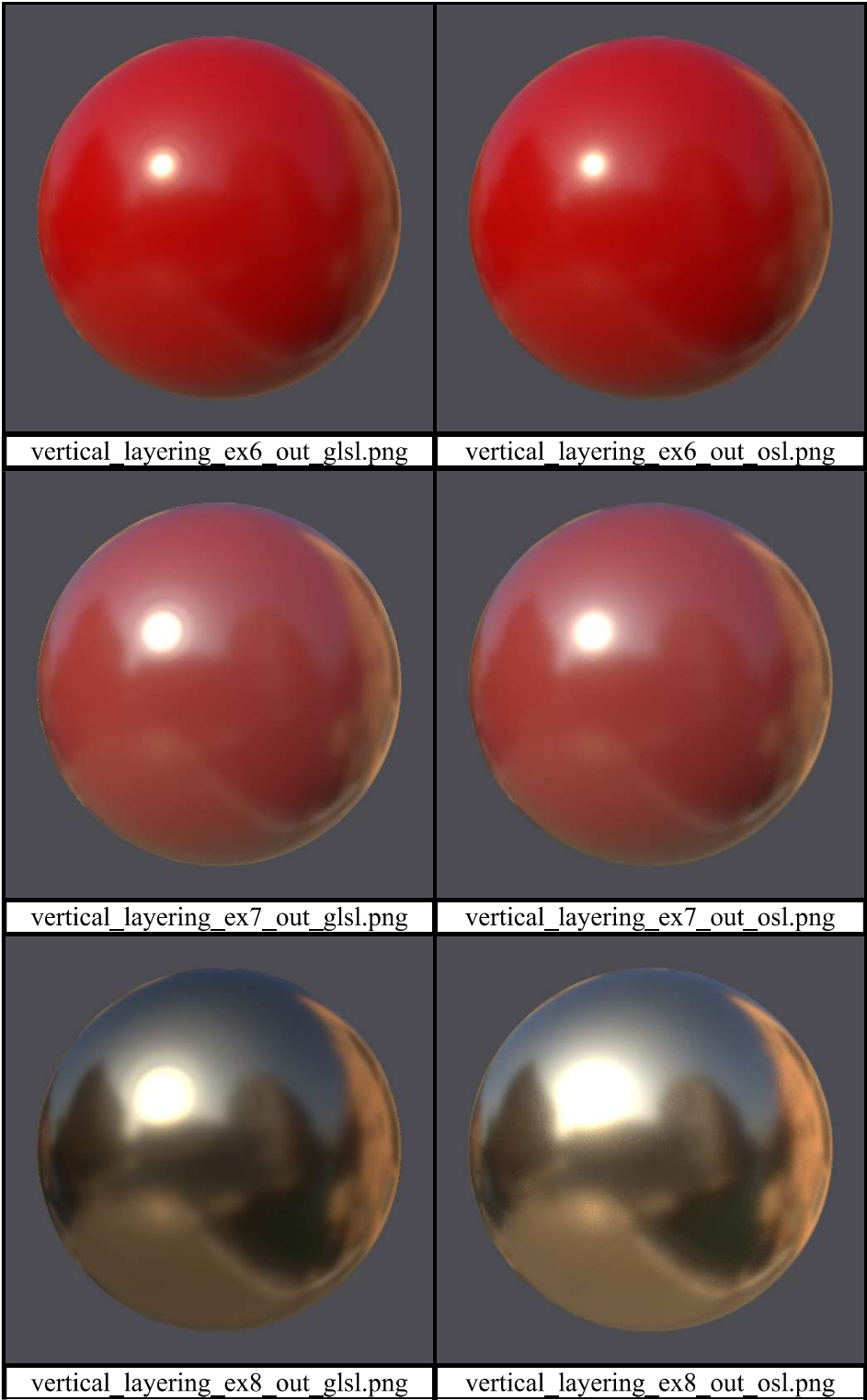


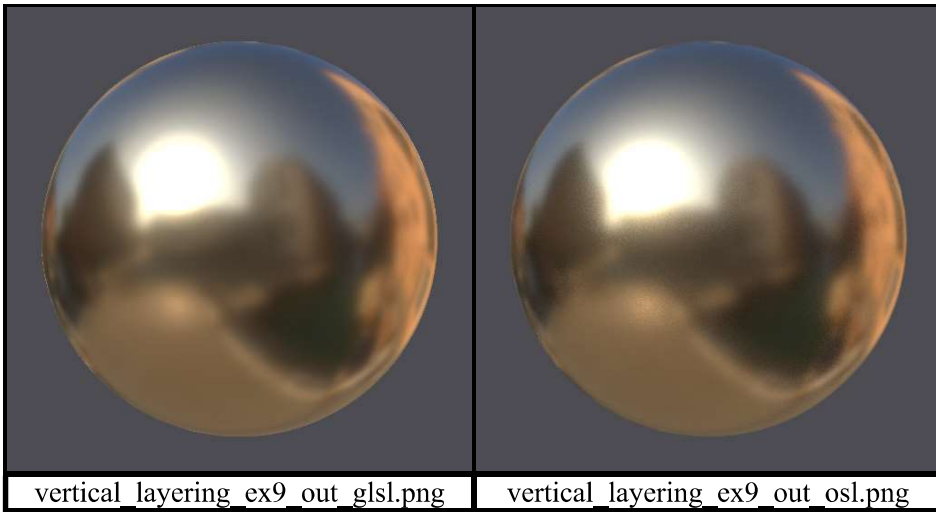
..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\vertical_layering:

	
IMP_mybsdf_out_gsl.png	IMP_mybsdf_out_osl.png
	
NG_custom_layer_out_gsl.png	NG_custom_layer_out_osl.png
	
NG_scaled_layer_out_gsl.png	NG_scaled_layer_out_osl.png

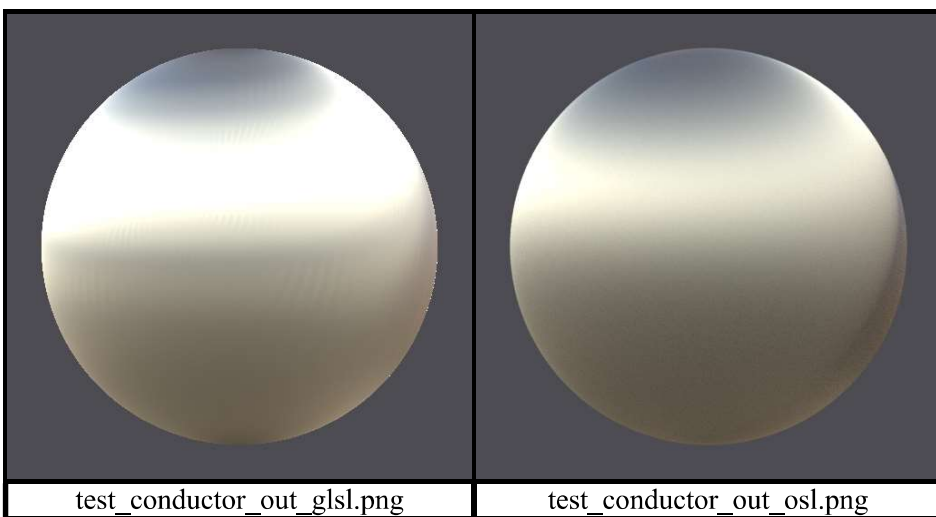




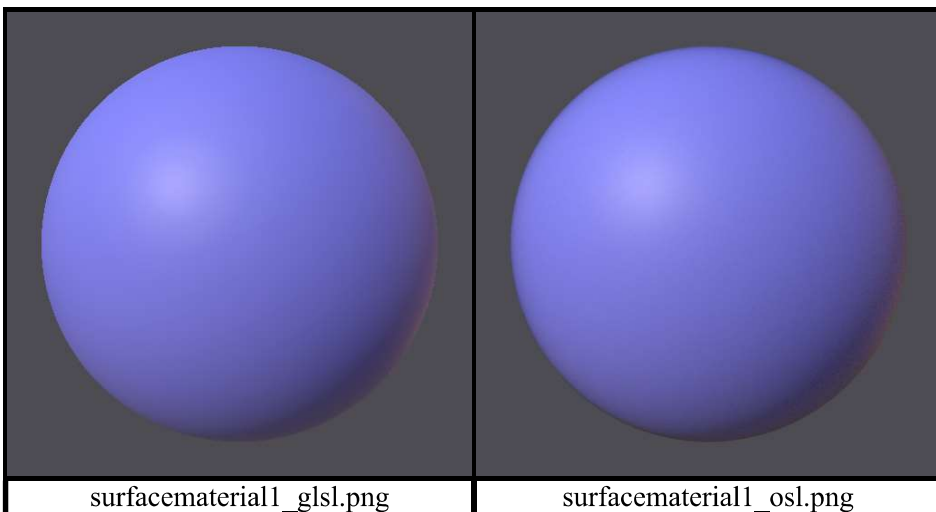


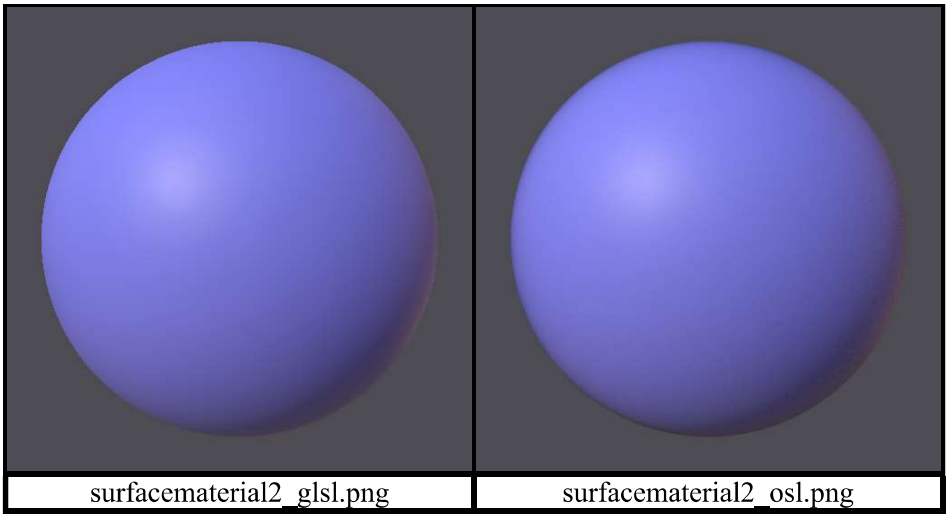


..\..\build\bin\resources\Materials\TestSuite\pbrlib\bsdf\wedge_conductor:

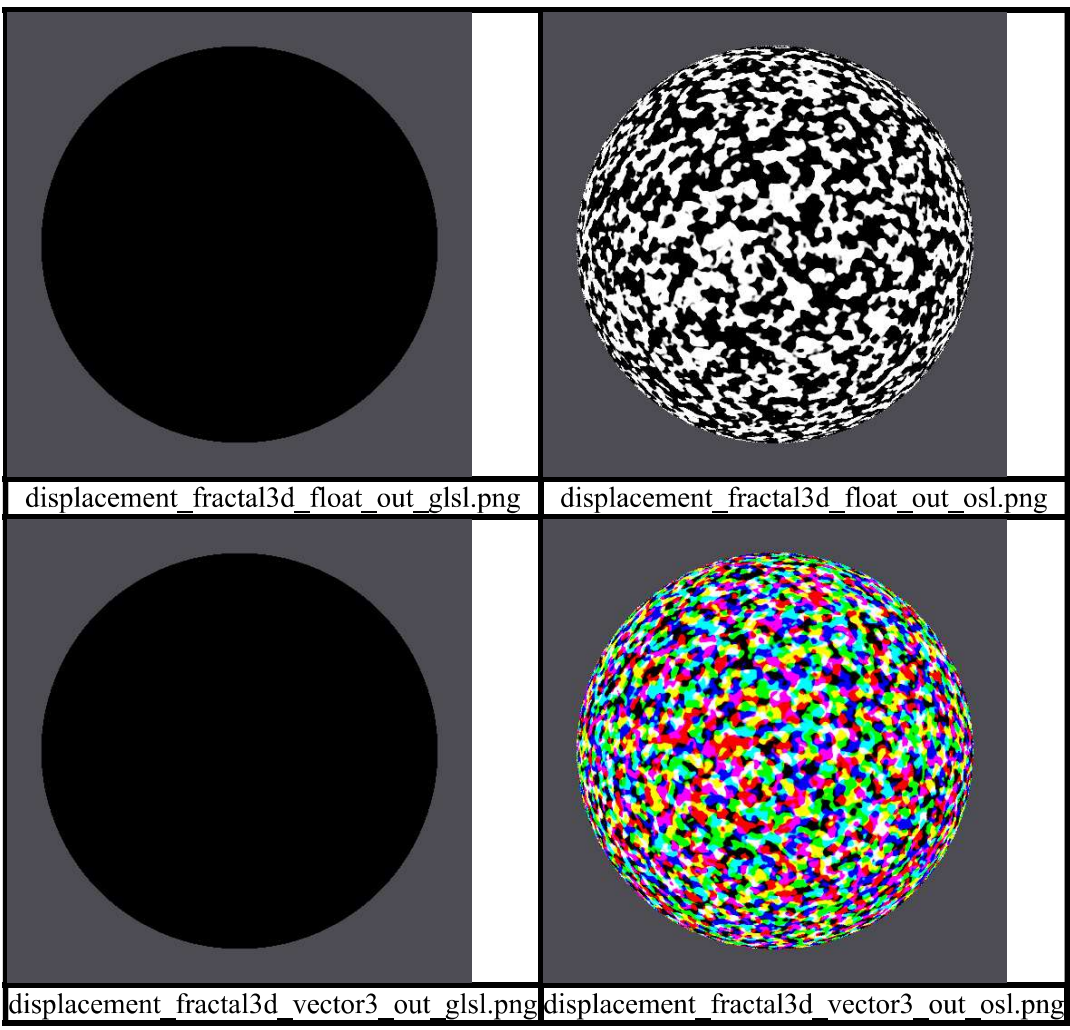


..\..\build\bin\resources\Materials\TestSuite\pbrlib\displacement\displaced_material:

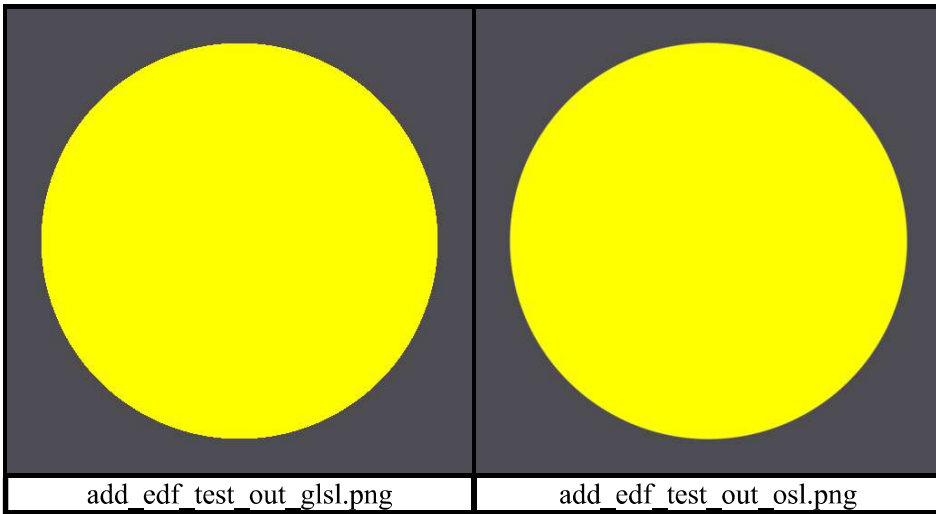




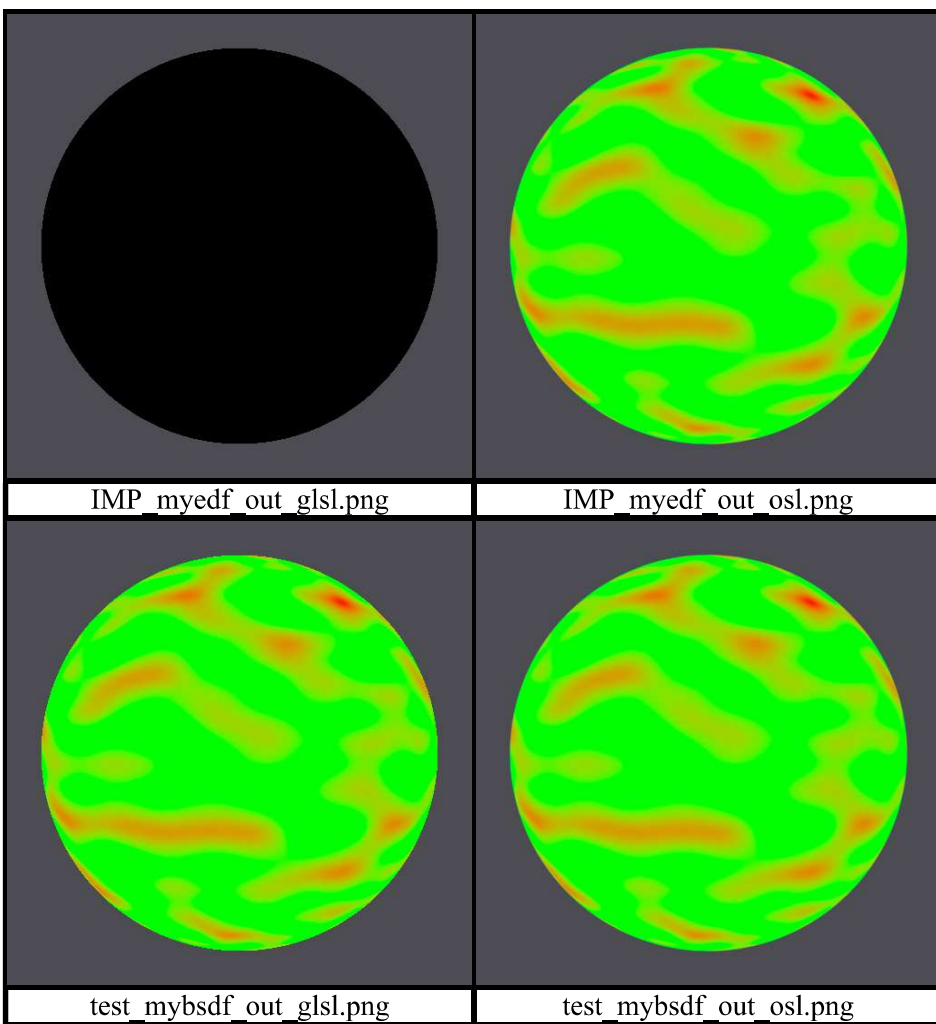
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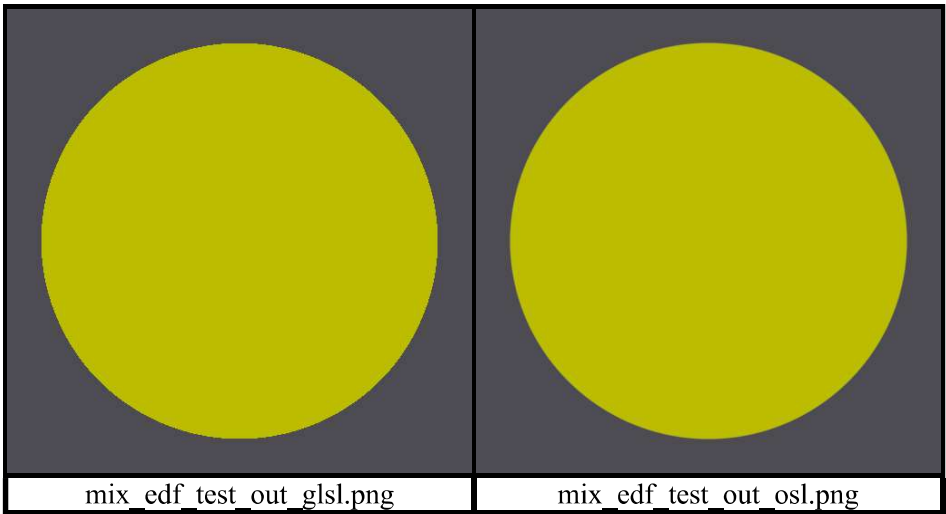
..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\add_edf:



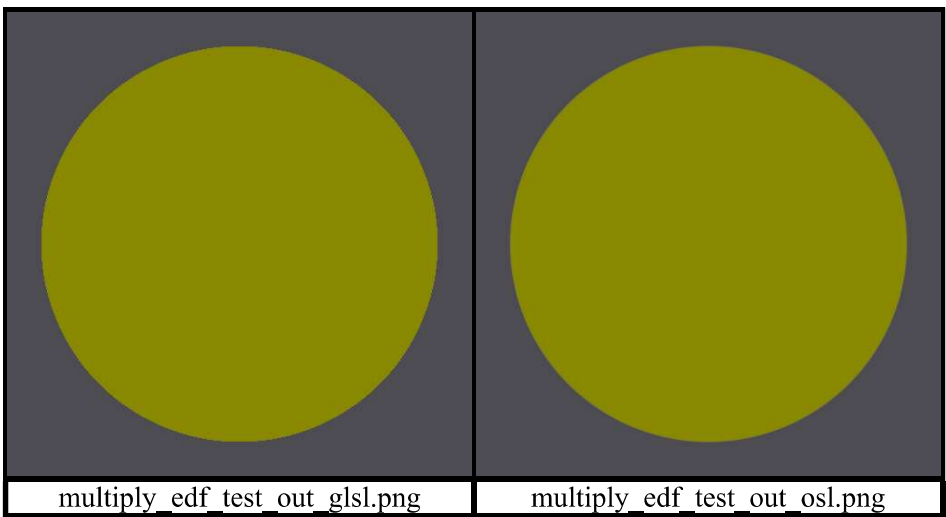
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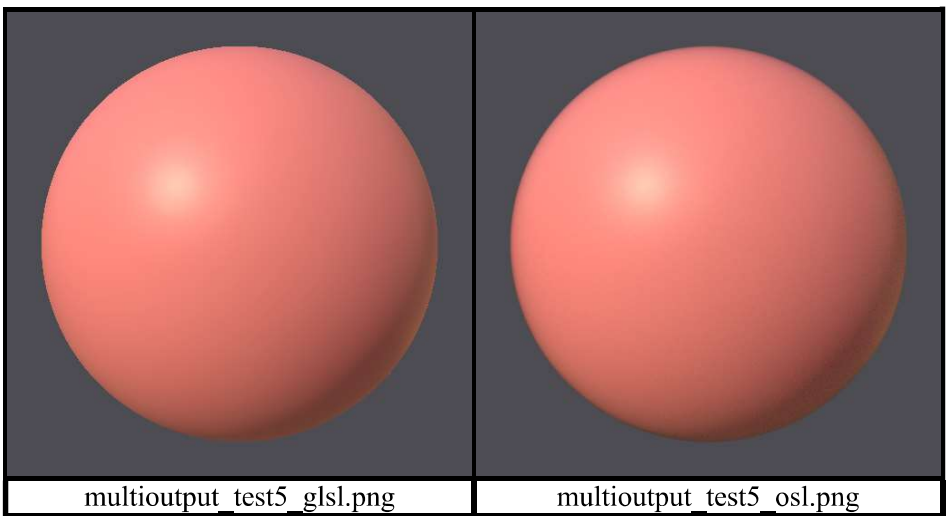
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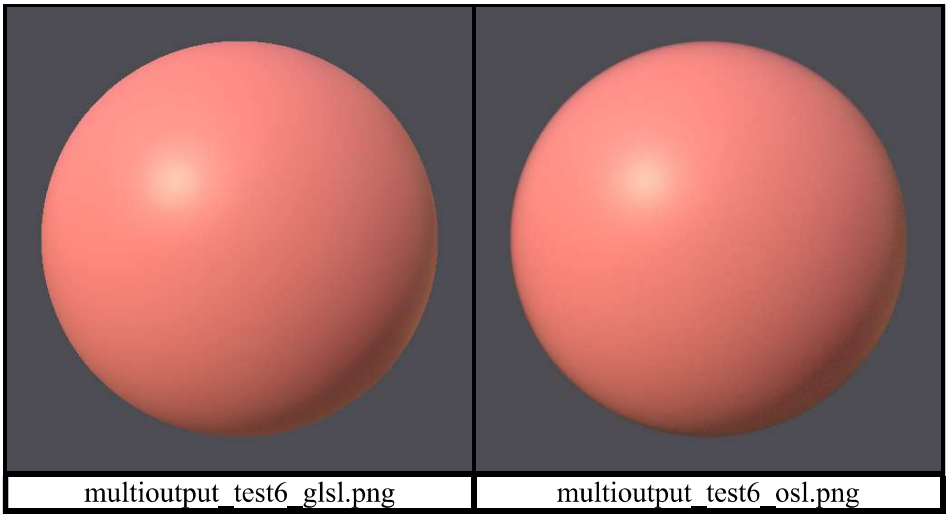


..\..\build\bin\resources\Materials\TestSuite\pbrlib\edf\multiply_edf:

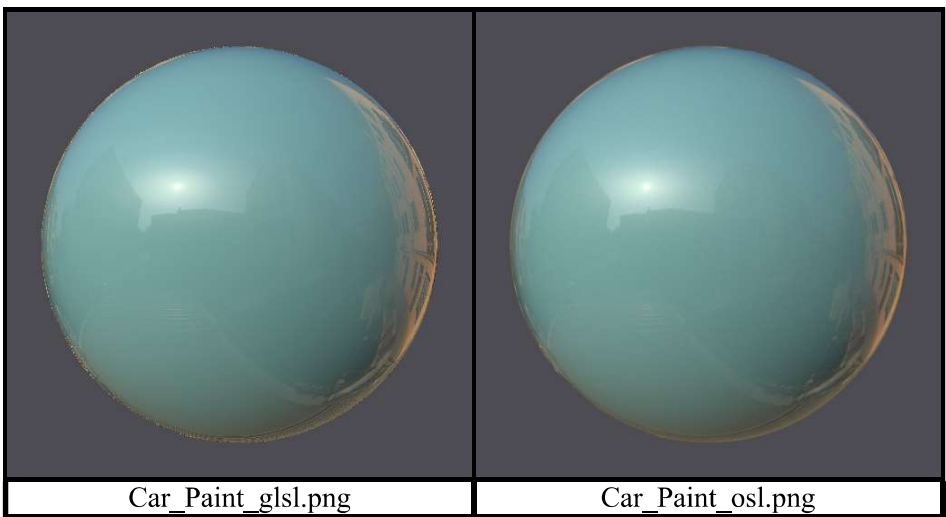


..\..\build\bin\resources\Materials\TestSuite\pbrlib\multioutput\multioutput:

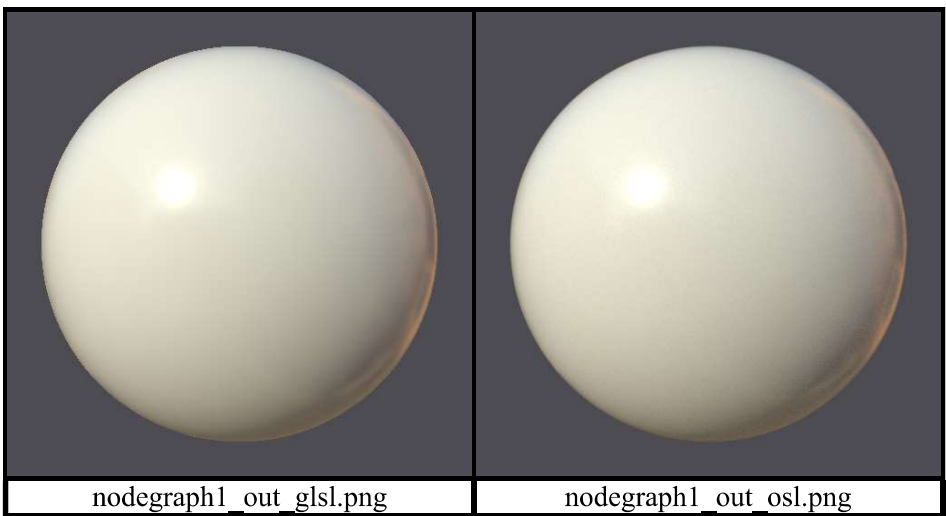




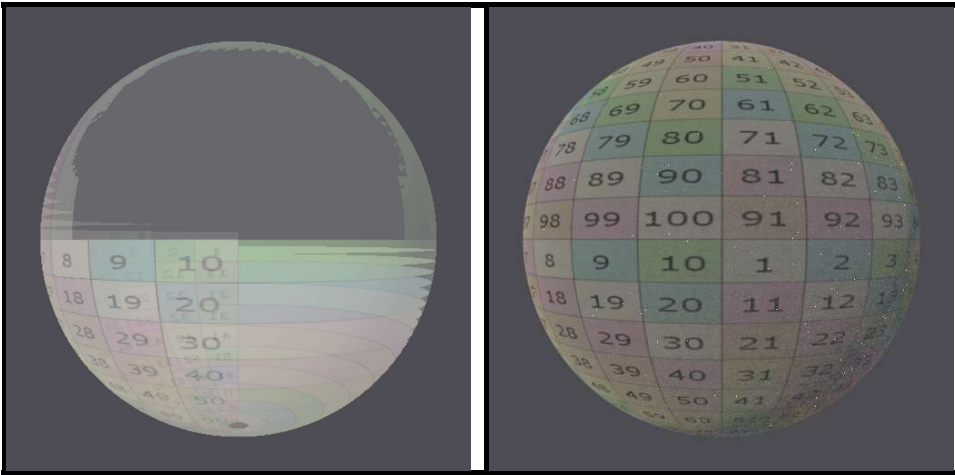
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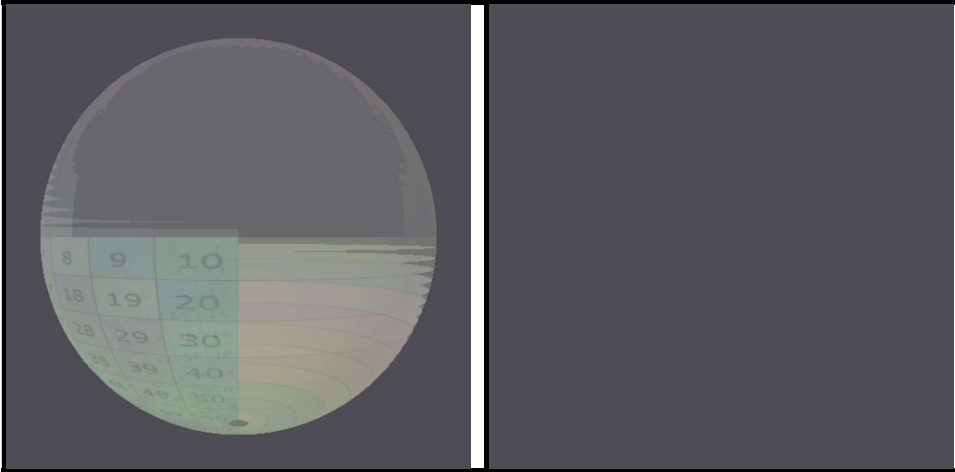
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\default_material:



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

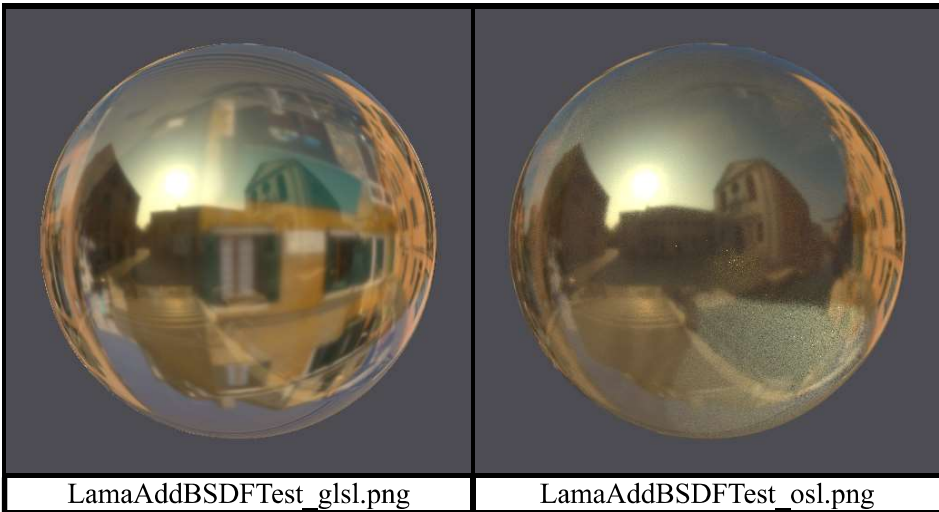


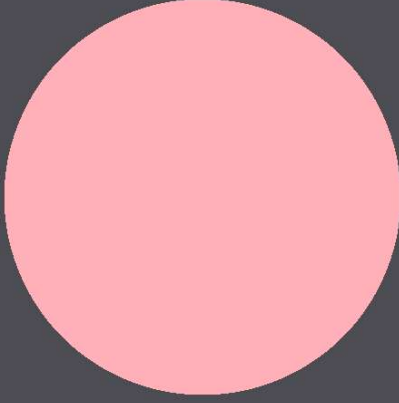
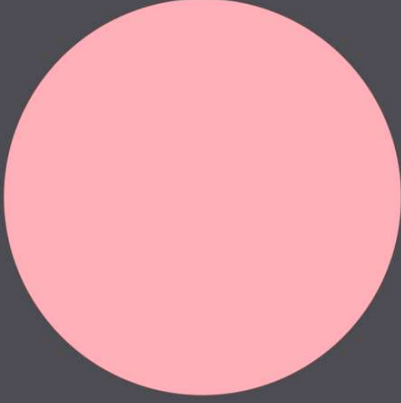




glTF const colorimage material glsl.png glTF const colorimage material osl.png



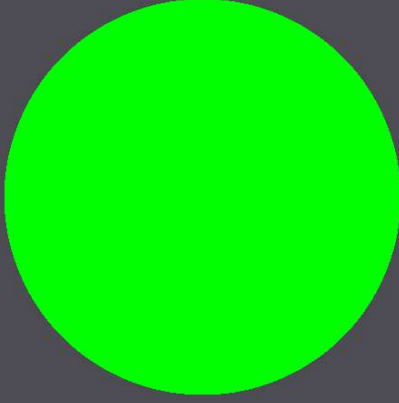
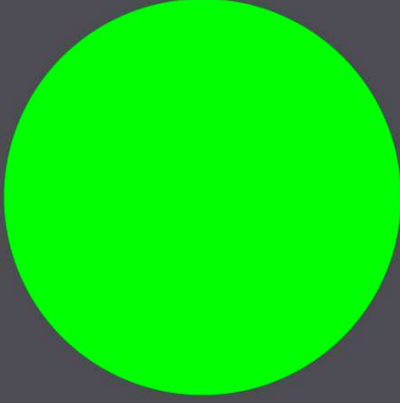




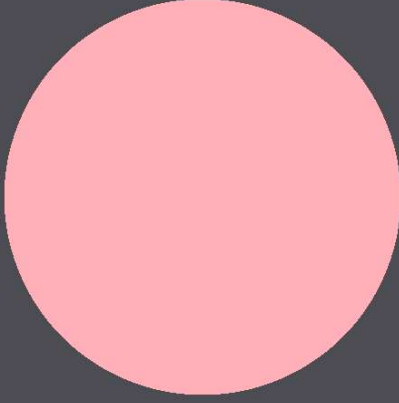
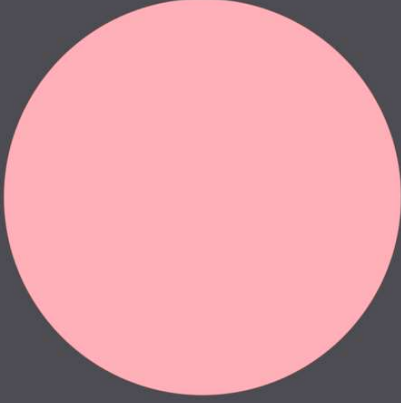


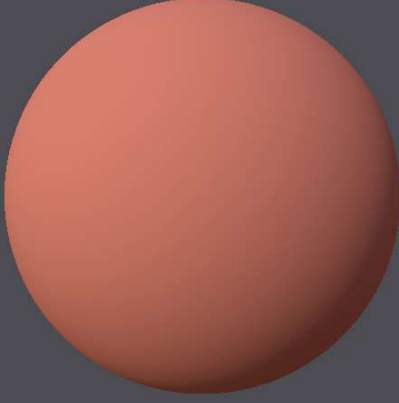

glTF geomcolorimage material glsl.png glTF geomcolorimage material osl.png

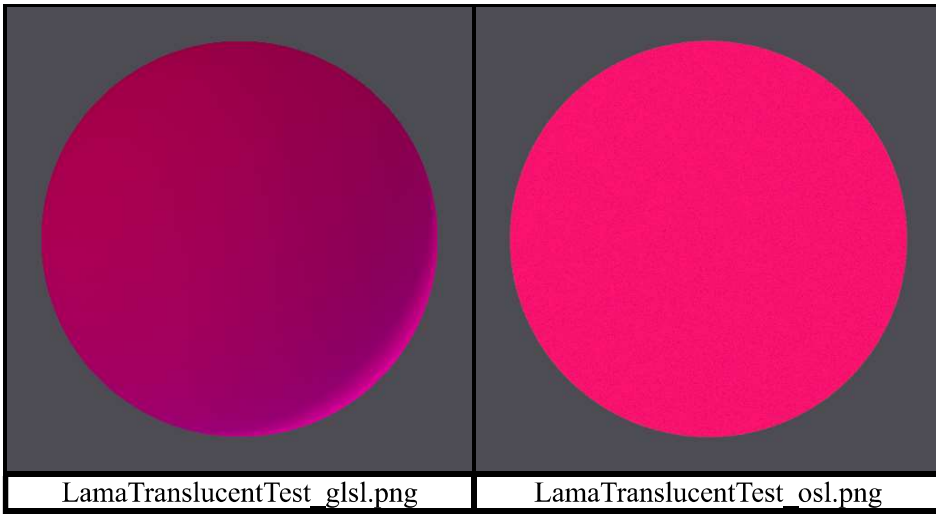
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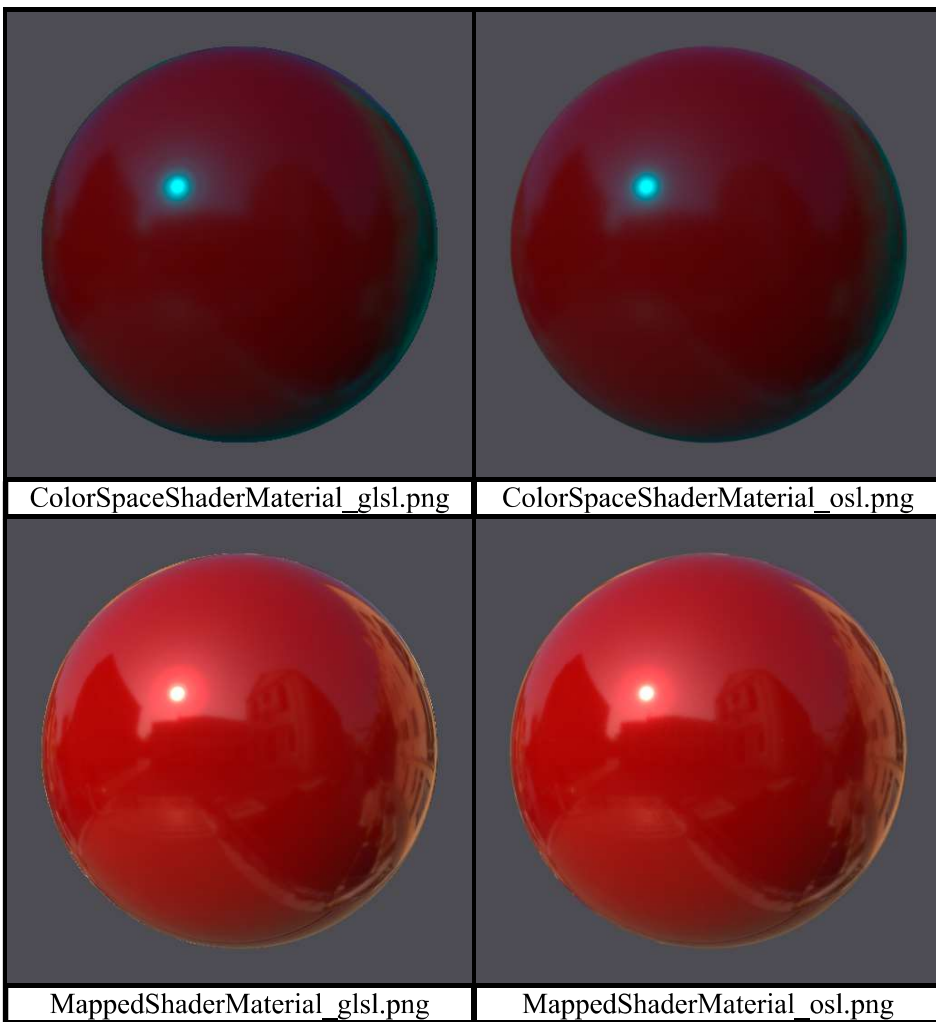
	
LamaAddEDFTest_gsl.png	LamaAddEDFTest_osl.png
	
LamaConductorTest_gsl.png	LamaConductorTest_osl.png
	
LamaDielectricTest_gsl.png	LamaDielectricTest_osl.png

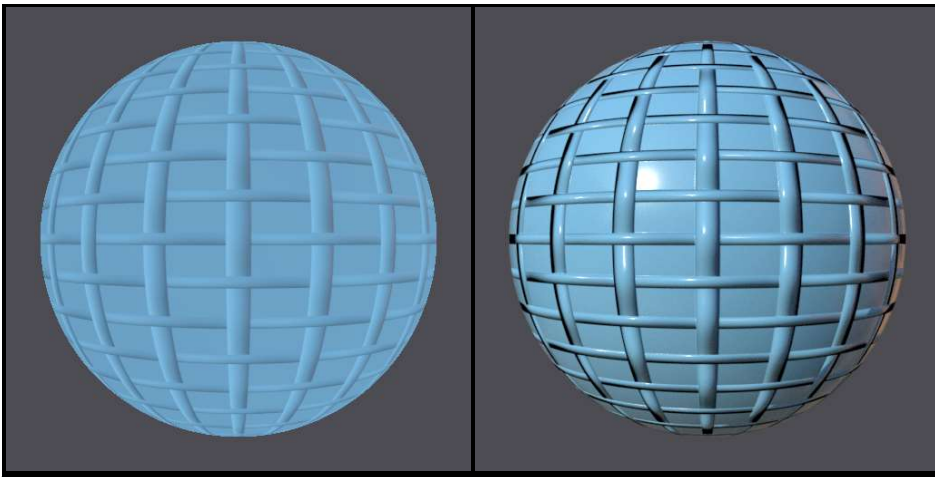
	
LamaDiffuseTest_gsl.png	LamaDiffuseTest_osl.png
	
LamaEmissionTest_gsl.png	LamaEmissionTest_osl.png
	
LamaMixBSDFTest_gsl.png	LamaMixBSDFTest_osl.png

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



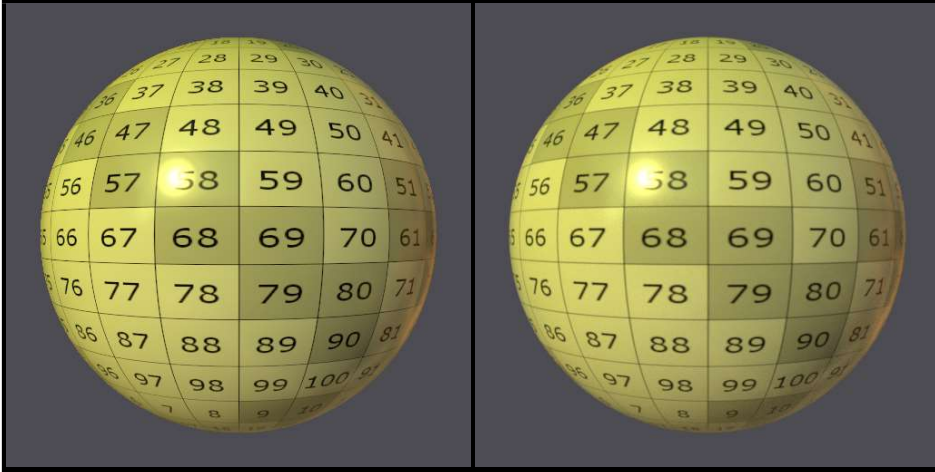
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:





NormalMapMaterial_gsl.png

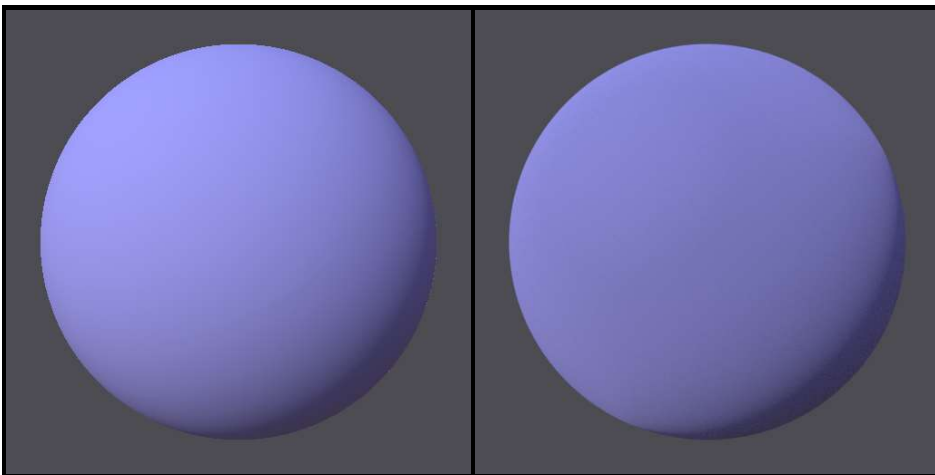
NormalMapMaterial_osl.png



UnitMappedShaderMaterial_gsl.png

UnitMappedShaderMaterial_osl.png

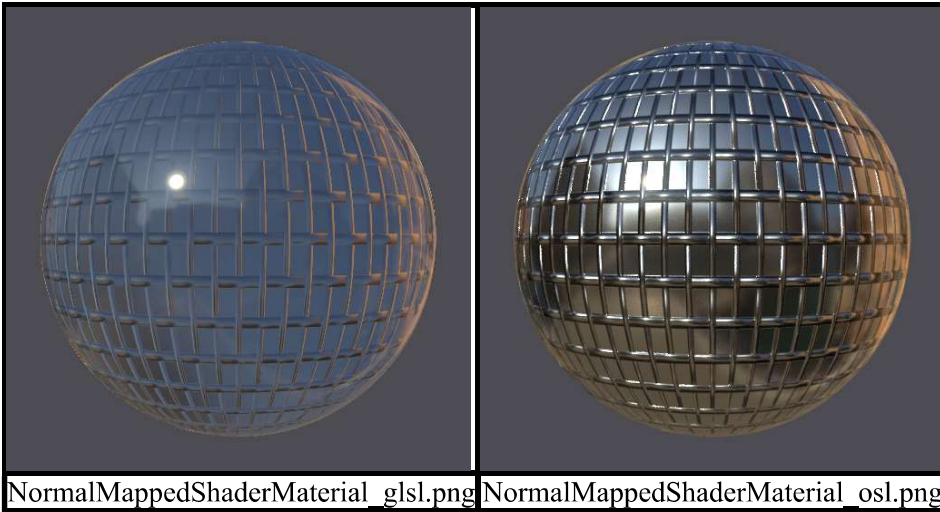
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:



lighting1_out_gsl.png

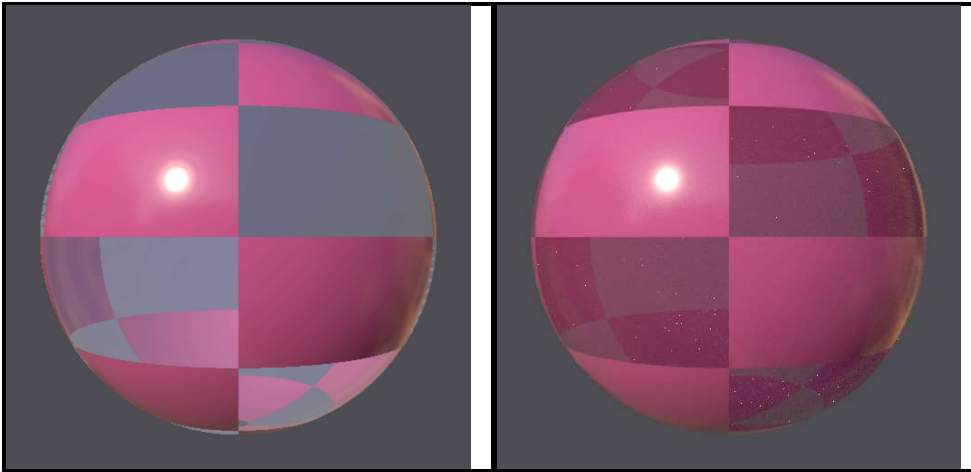
lighting1_out_osl.png

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



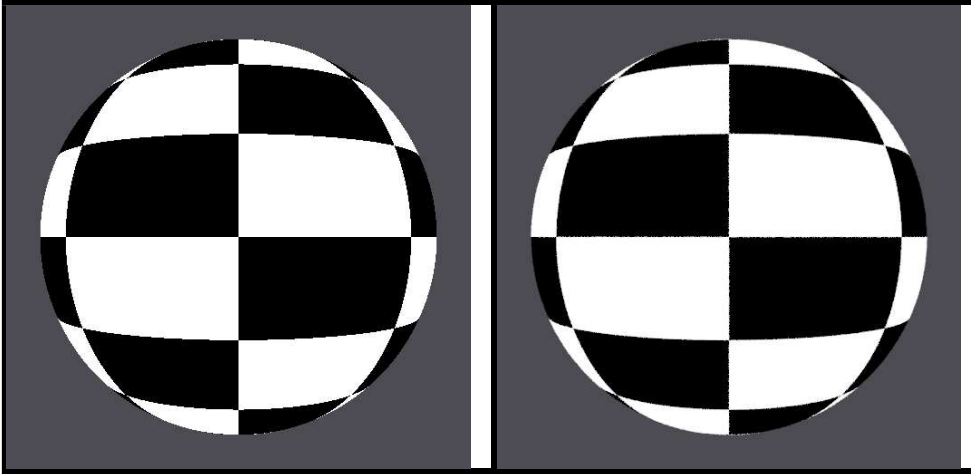
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:





mix surface with opacity out glsl.png

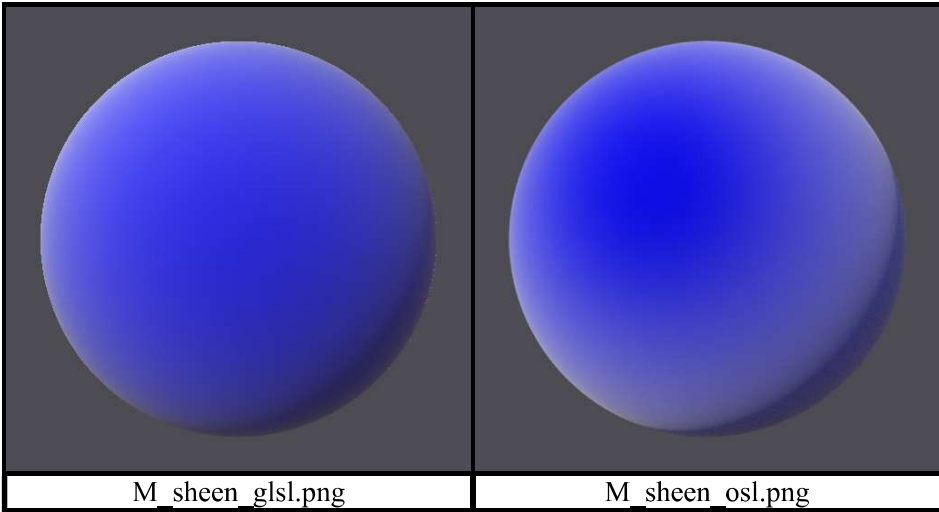
mix surface with opacity out osl.png



NG_checker_float_out_glsl.png

NG_checker_float_out_osl.png

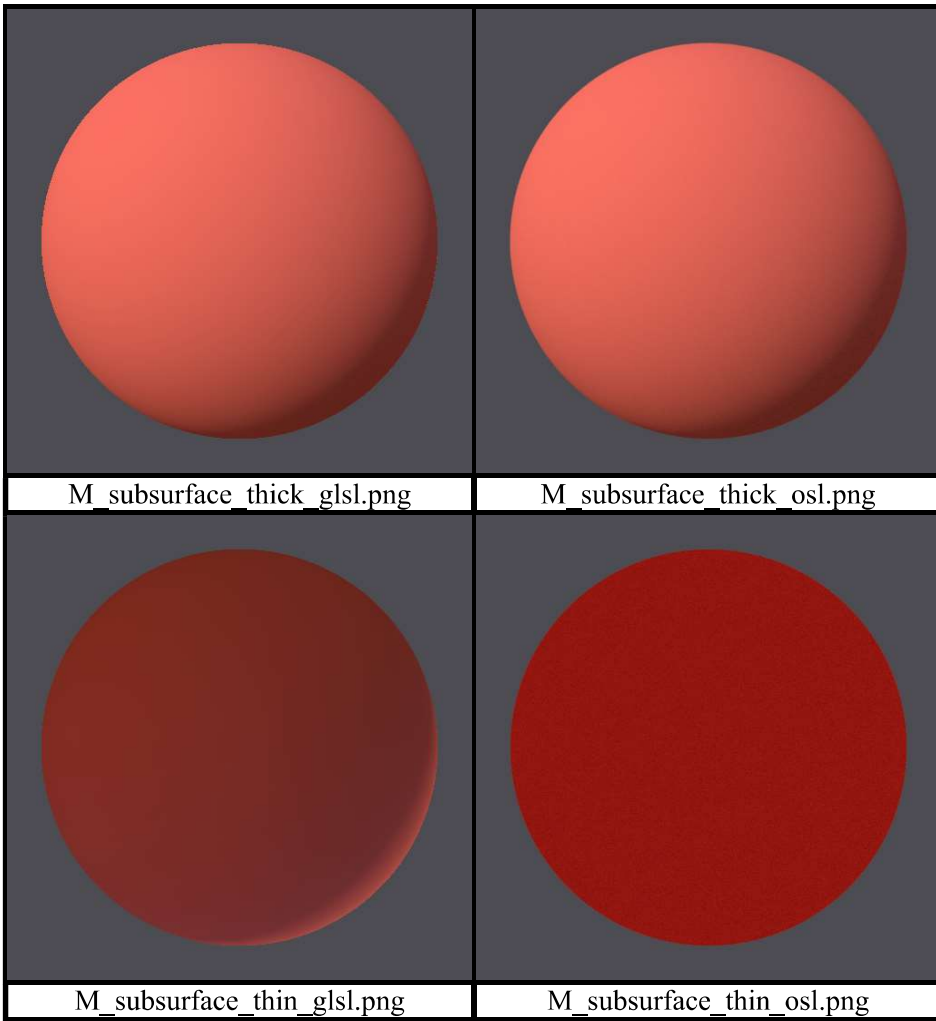
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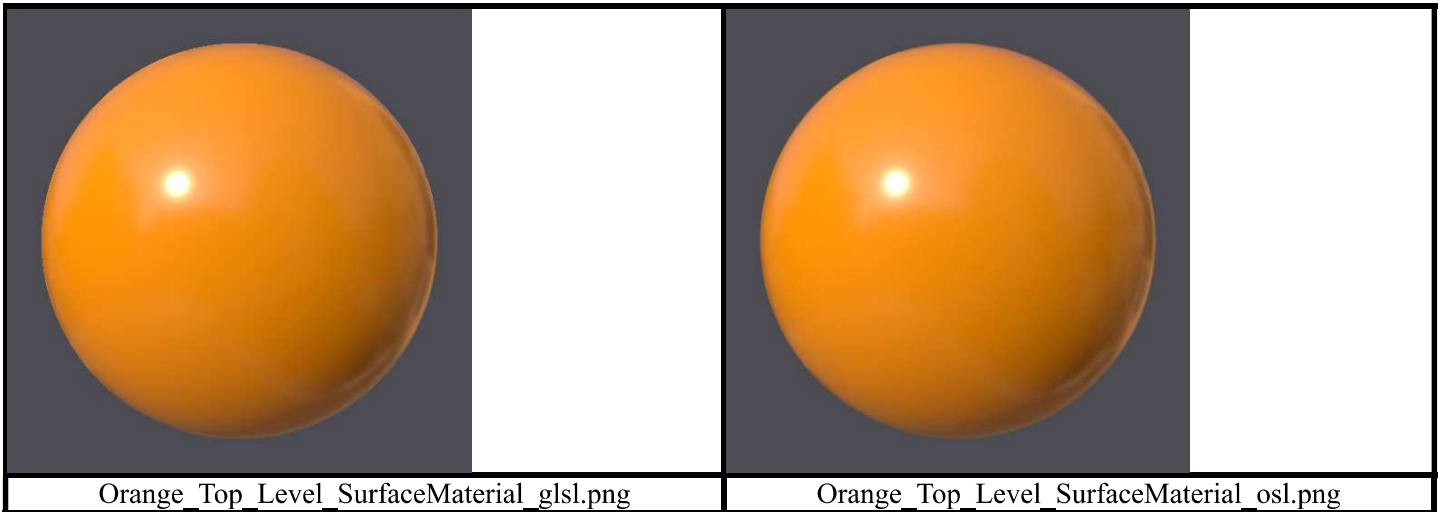
M_sheen_glsl.png

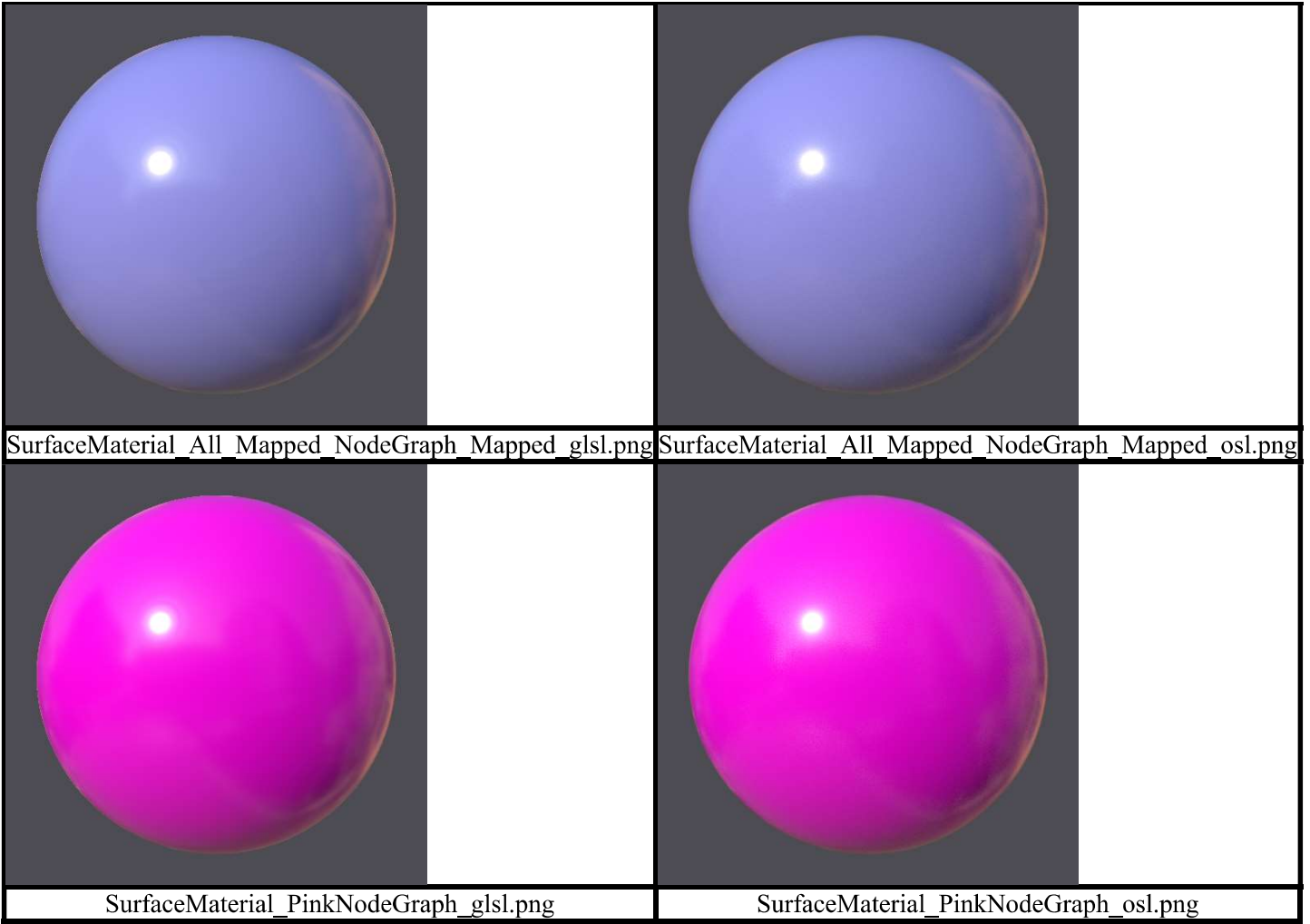
M_sheen_osl.png

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

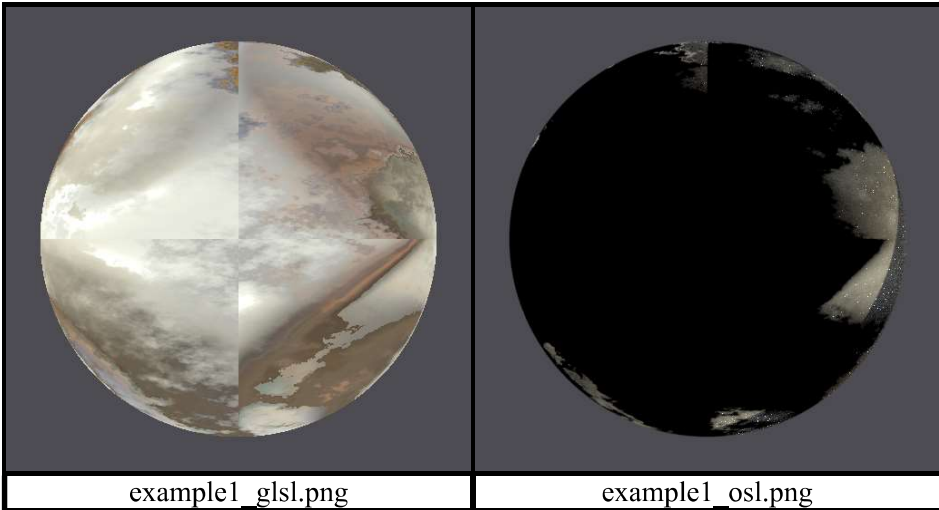




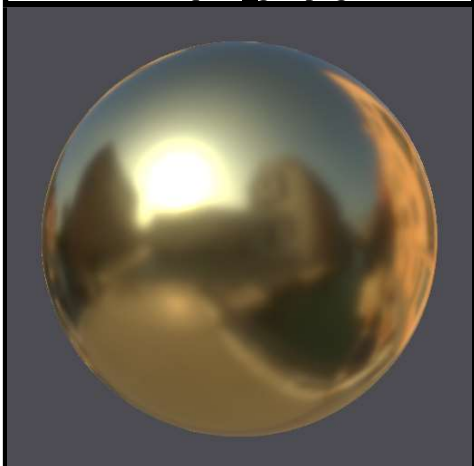
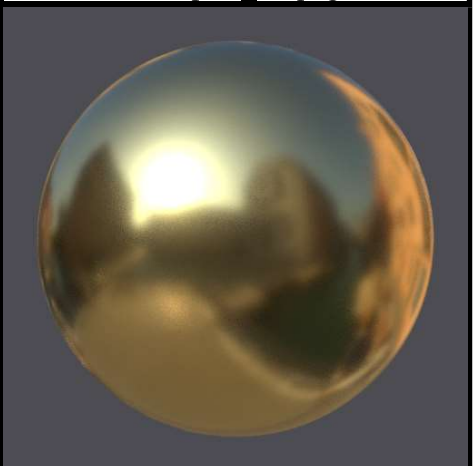


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfaceMaterial_with_graph:

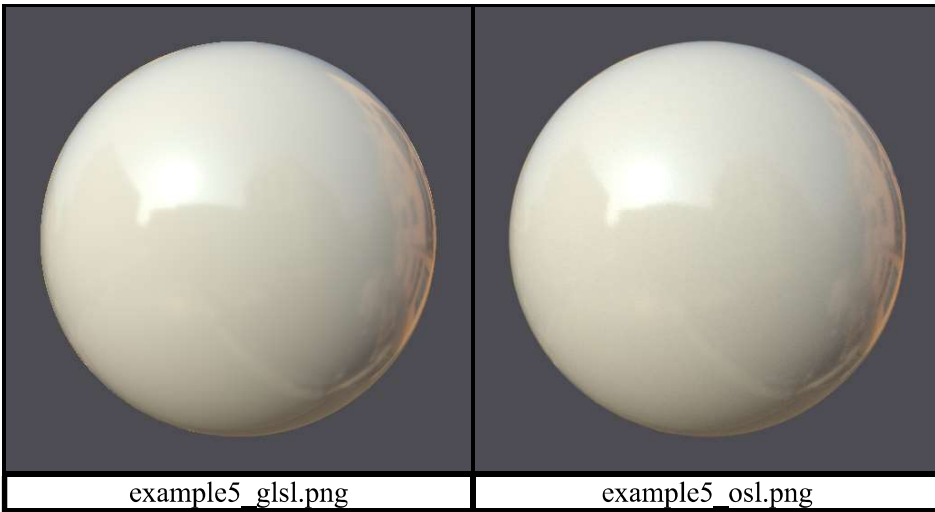




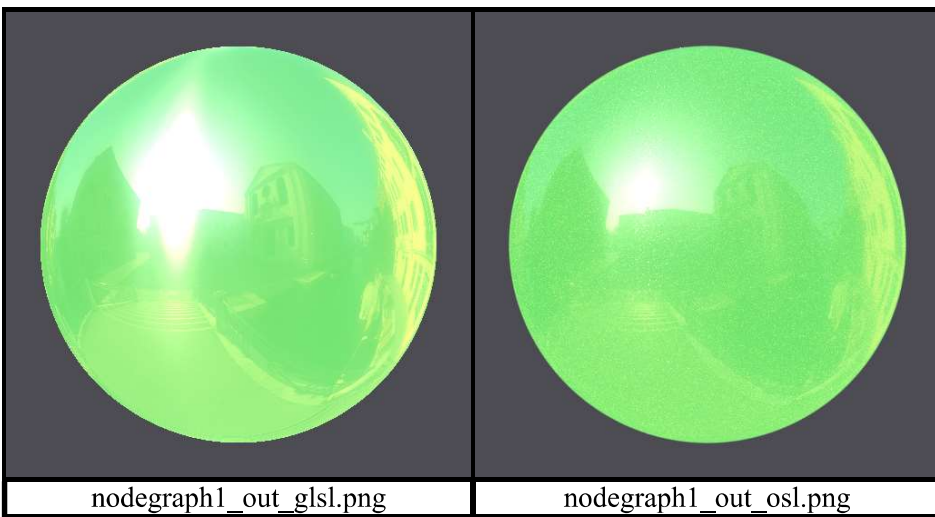
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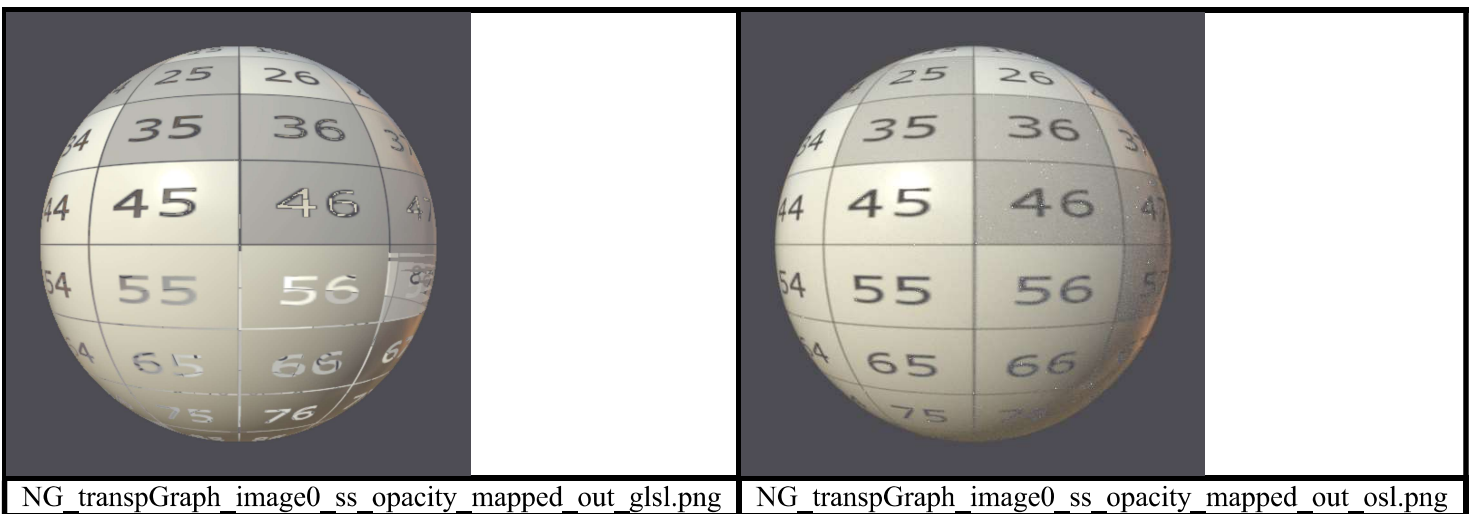
	
example2_gsl.png	example2_osl.png
	
example3_gsl.png	example3_osl.png
	
example4_gsl.png	example4_osl.png

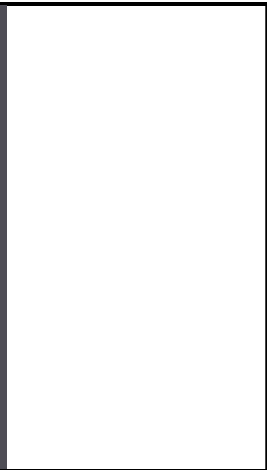
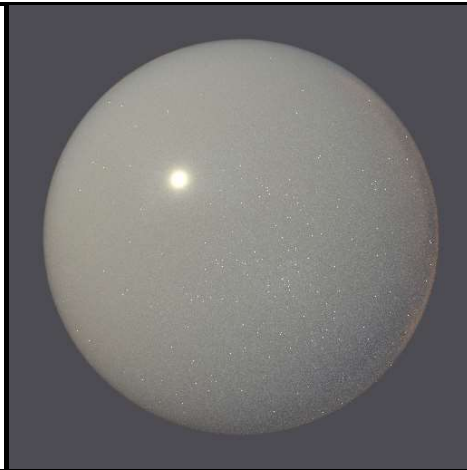
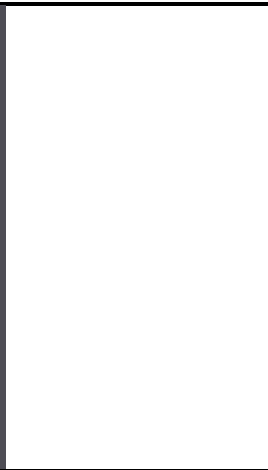
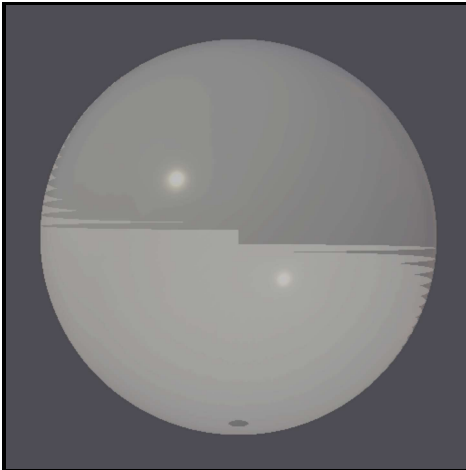


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface_ops:

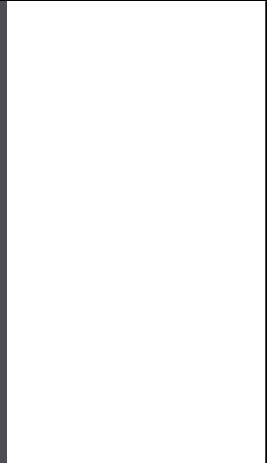
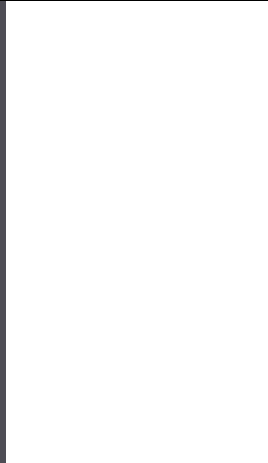
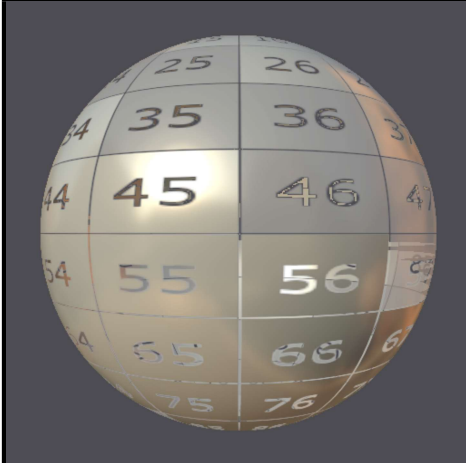


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_nodedef_test:

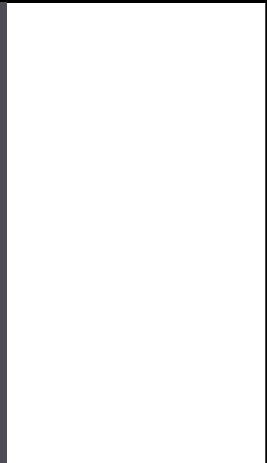
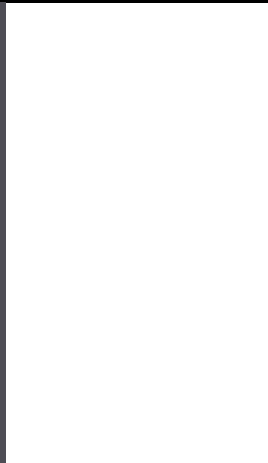




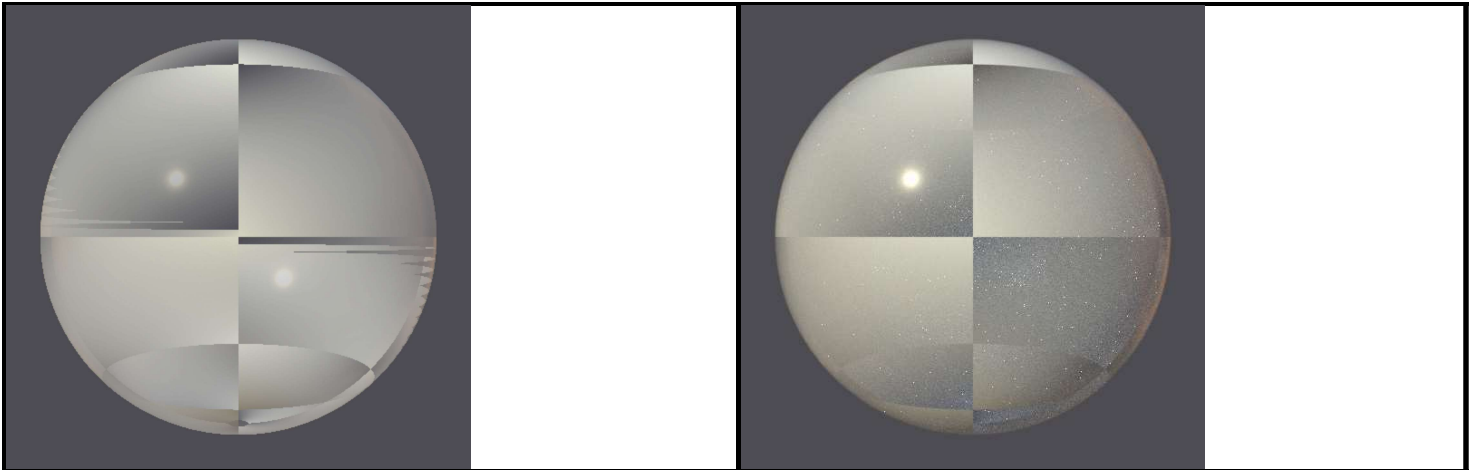
NG_transpGraph_image0_ss_opacity_unmapped_out_glsl.png NG_transpGraph_image0_ss_opacity_unmapped_out_osl.png



NG_transpGraph_image0_surf_opacity_mapped_glsl.png NG_transpGraph_image0_surf_opacity_mapped_osl.png

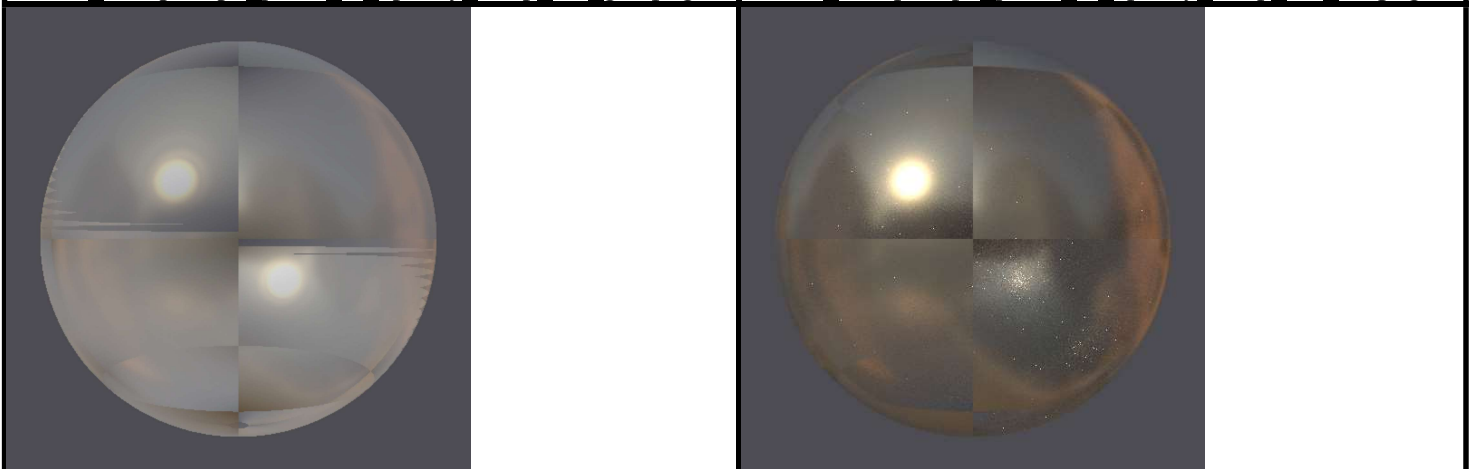


NG_transpGraph_image0_surf_opacity_out_glsl.png NG_transpGraph_image0_surf_opacity_out_osl.png



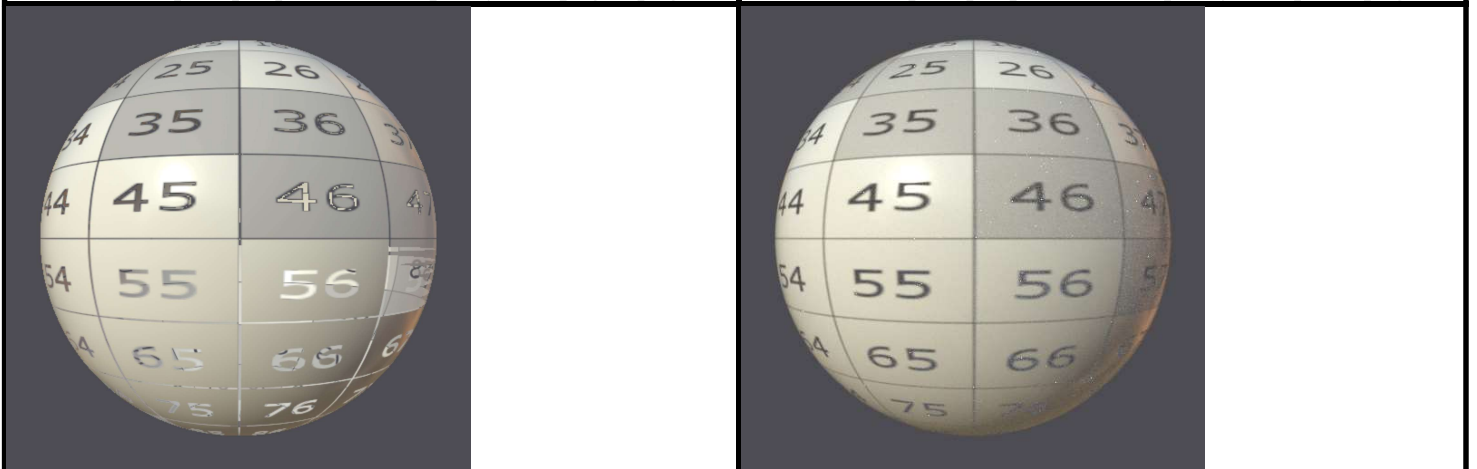
NG transpGraph proc0 ss opacity ramp out glsl.png

NG transpGraph proc0 ss opacity ramp out osl.png



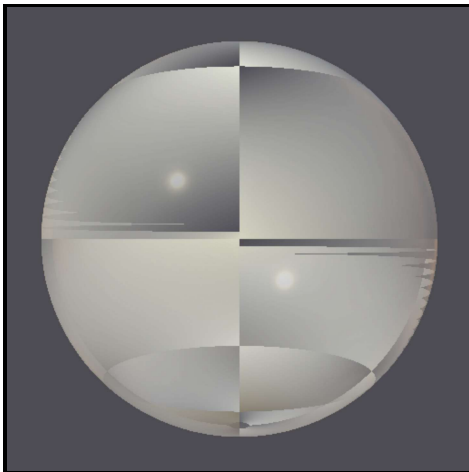
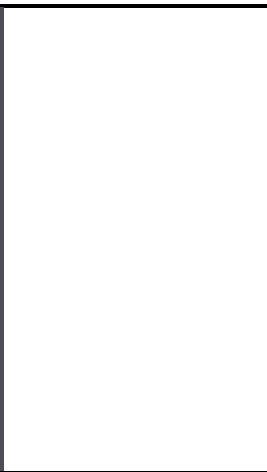
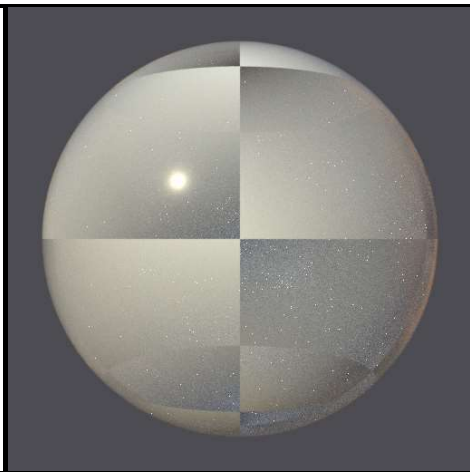
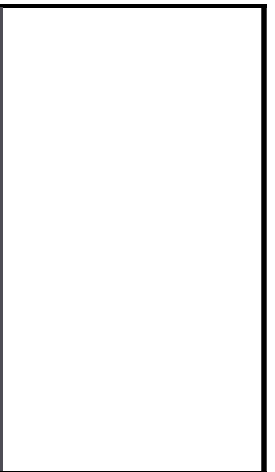
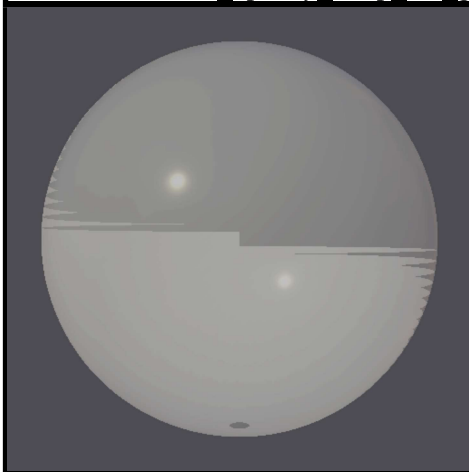
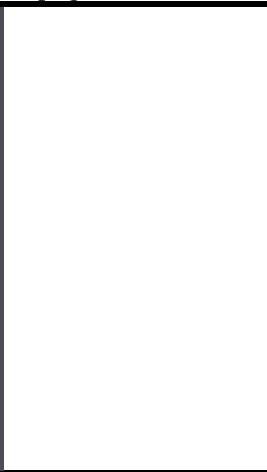

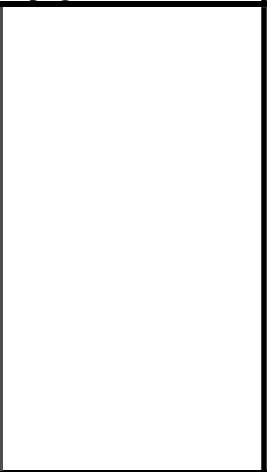
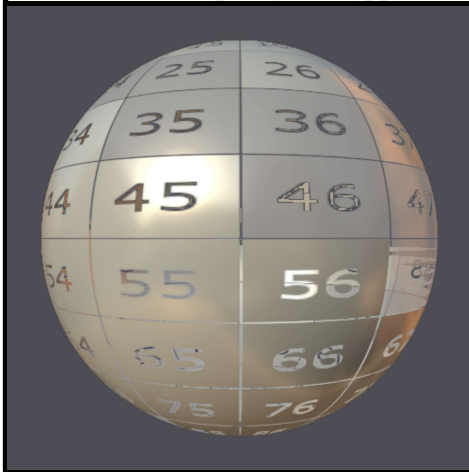
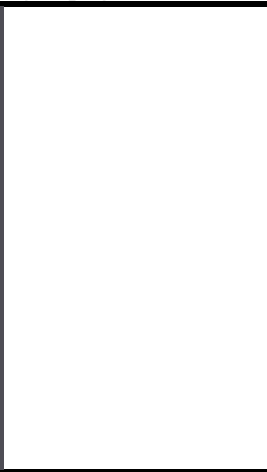
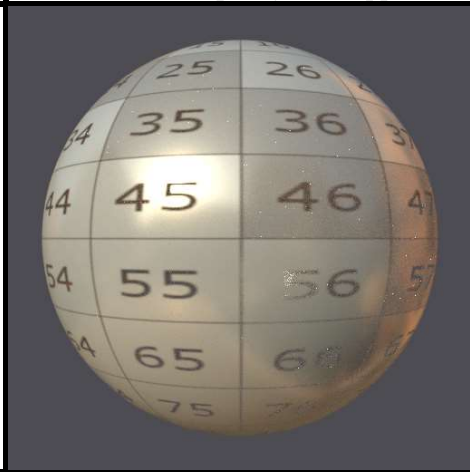
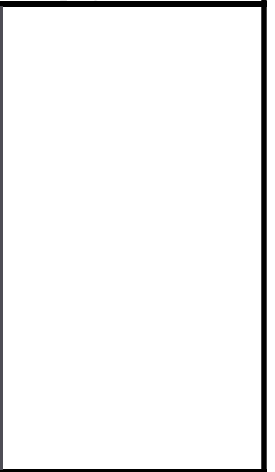
NG transpGraph proc0 surf opacity ramp glsl.png

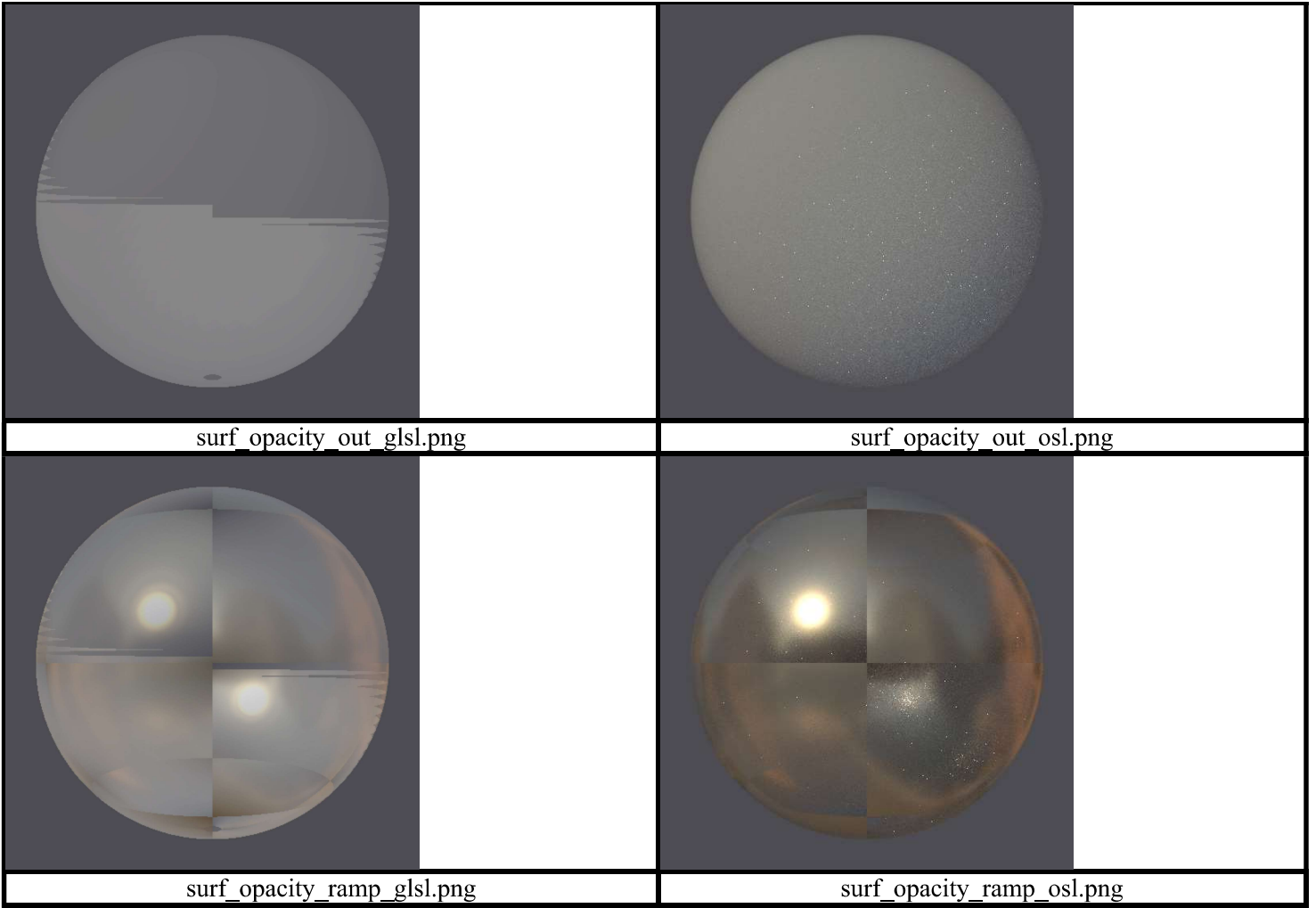
NG transpGraph proc0 surf opacity ramp osl.png



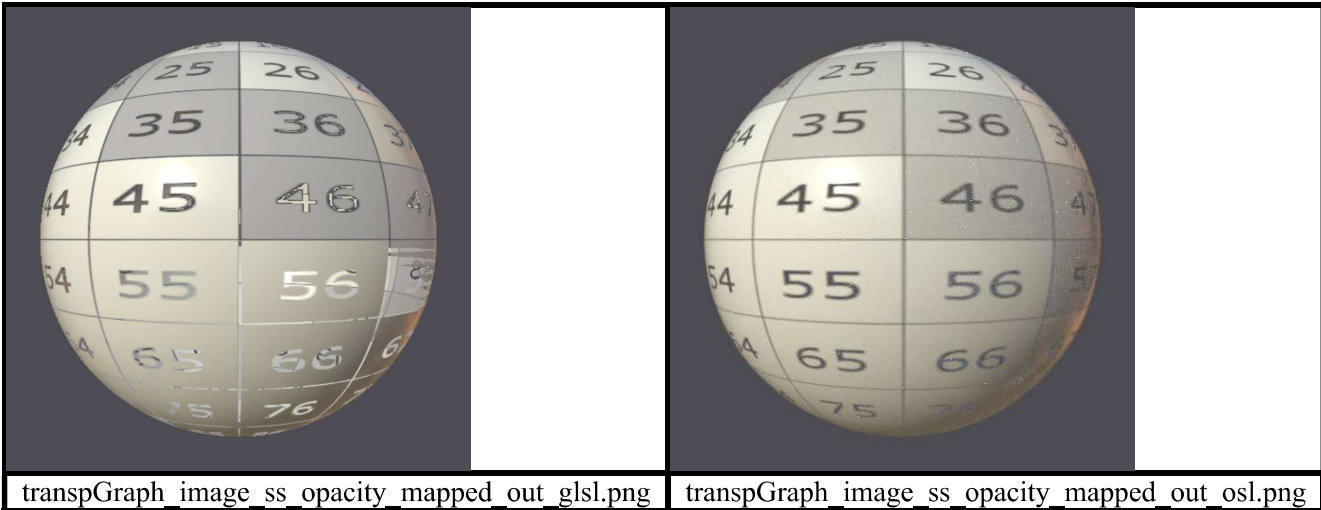
ss opacity mapped out glsl.png

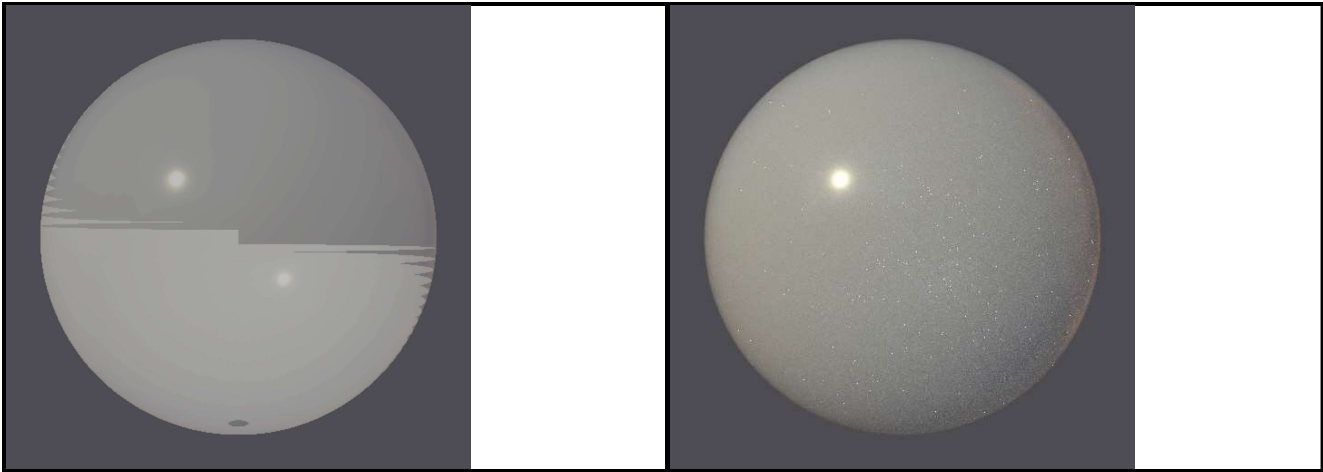
ss opacity mapped out osl.png

			
<p>ss_opacity_ramp_out_gsl.png</p>		<p>ss_opacity_ramp_out_osl.png</p>	
			
<p>ss_opacity_unmapped_out_gsl.png</p>		<p>ss_opacity_unmapped_out_osl.png</p>	
			
<p>surf_opacity_mapped_gsl.png</p>		<p>surf_opacity_mapped_osl.png</p>	

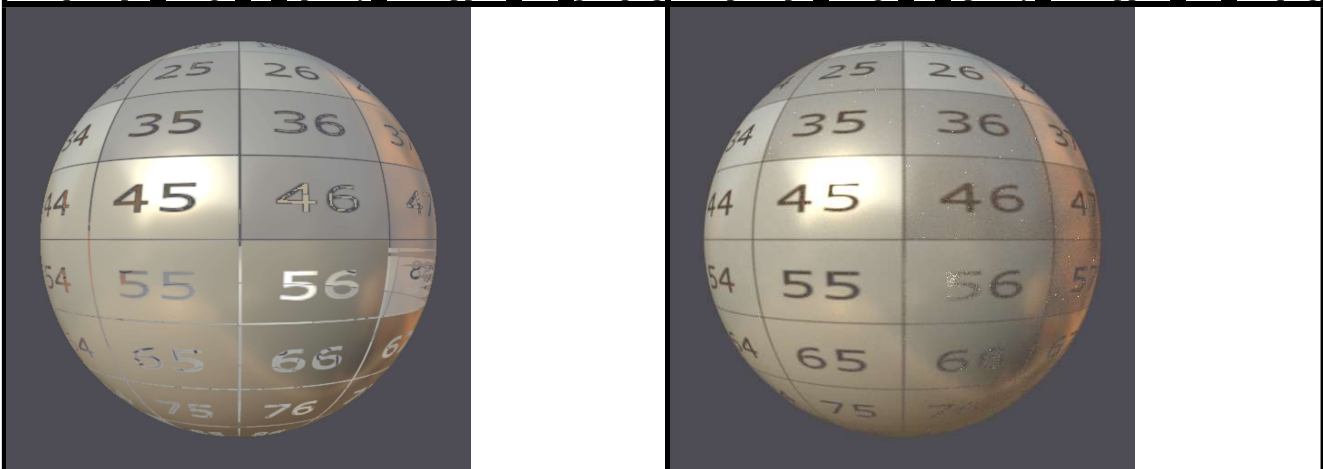


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_test:

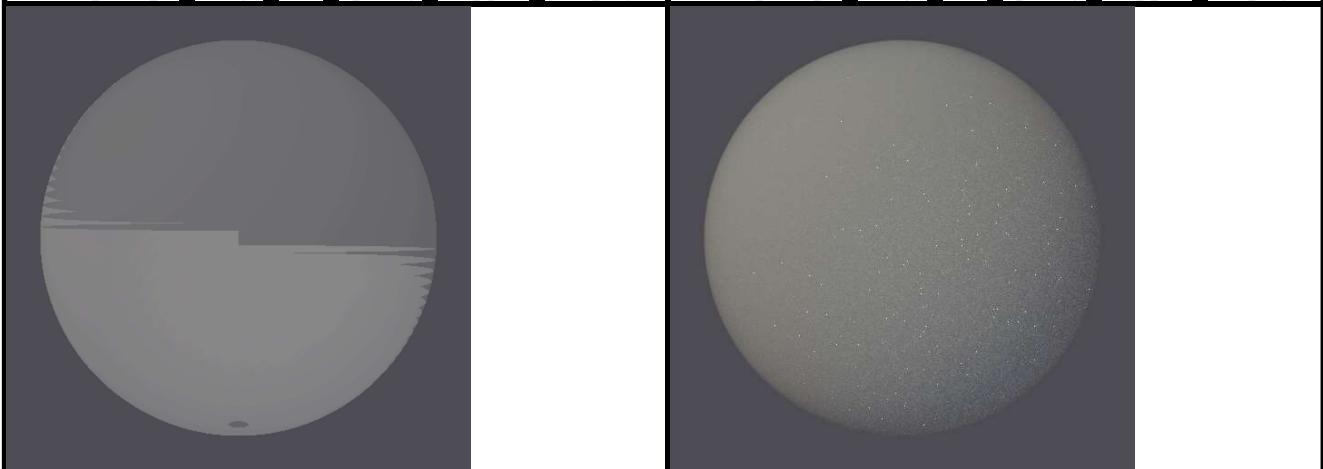




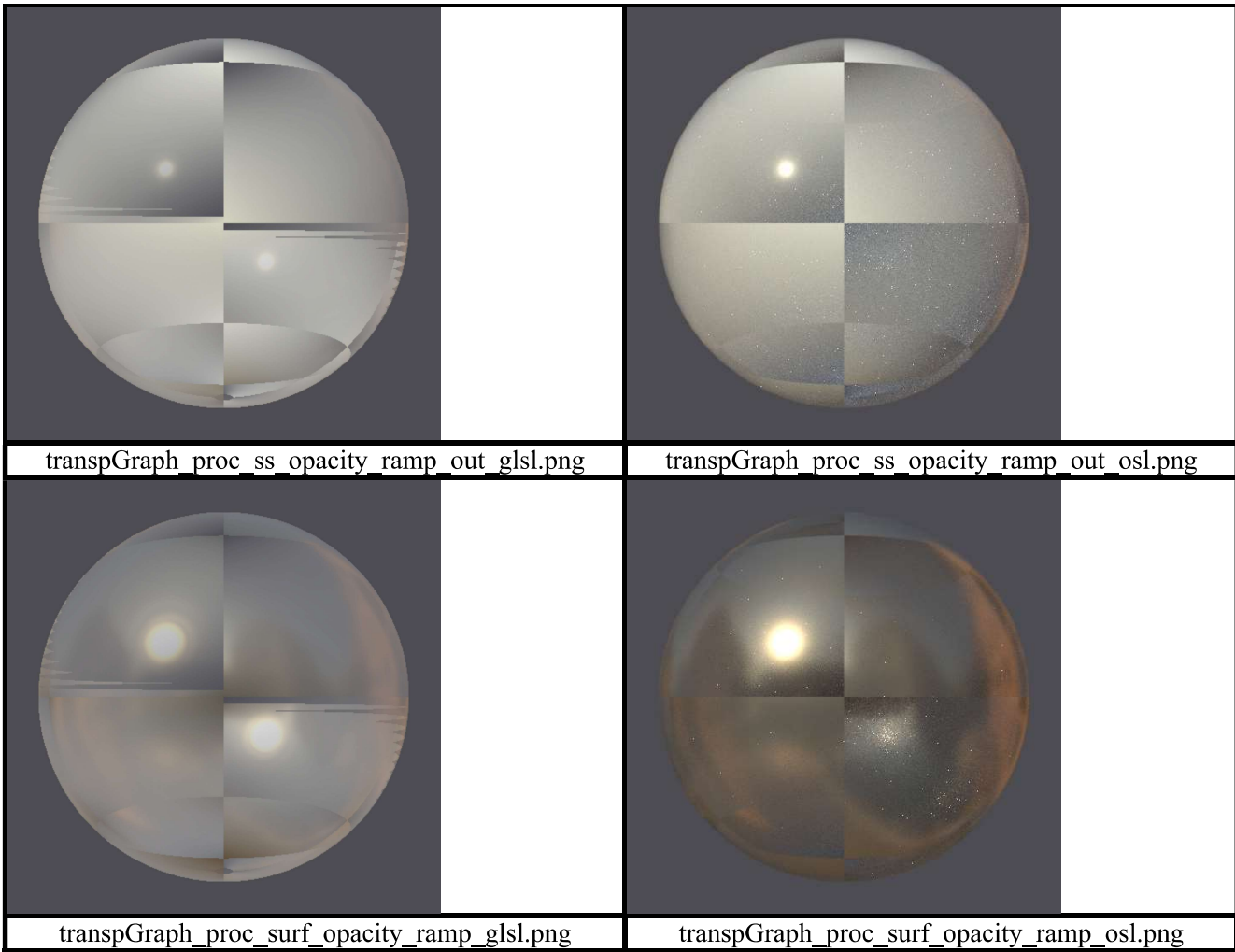
transpGraph image ss opacity unmapped out glsl.png transpGraph image ss opacity unmapped out osl.png



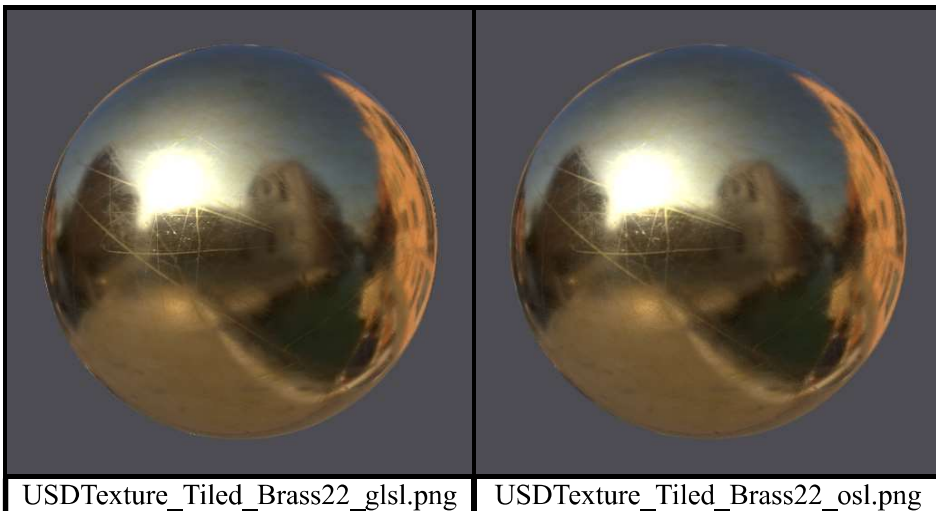
transpGraph image surf opacity mapped glsl.png transpGraph image surf opacity mapped osl.png

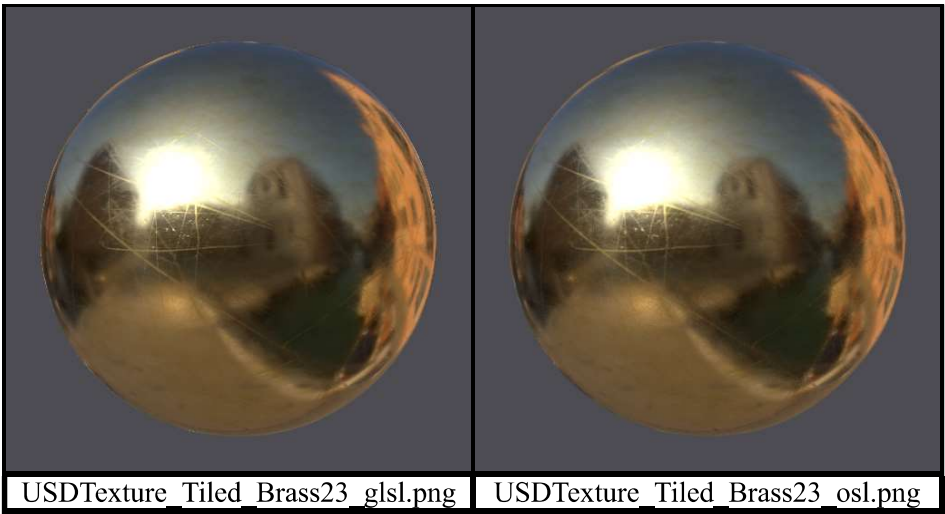


transpGraph image surf opacity out glsl.png transpGraph image surf opacity out osl.png

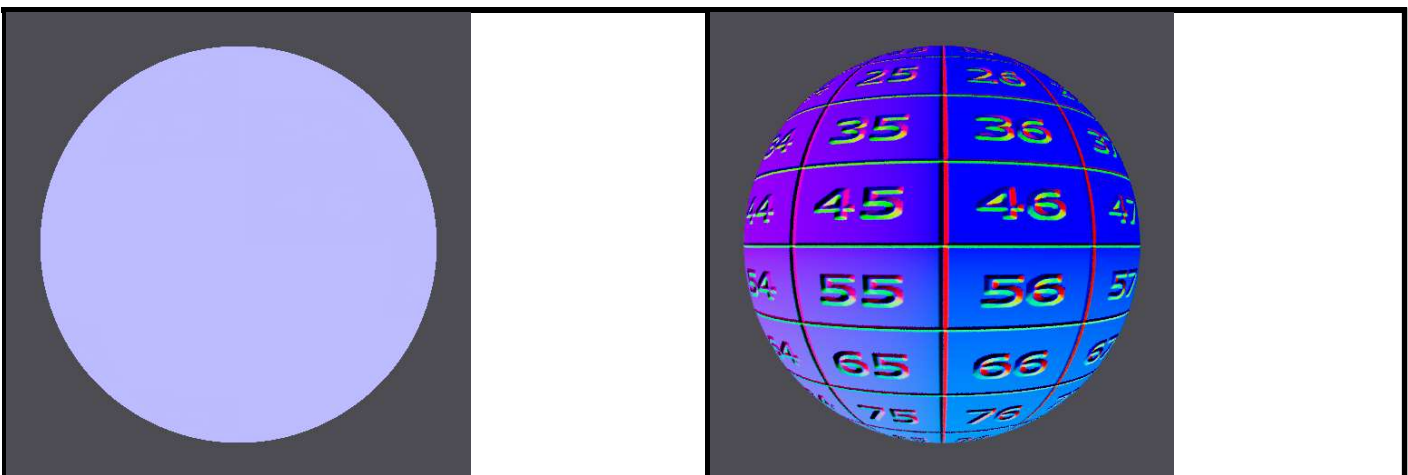


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_uv_texture:

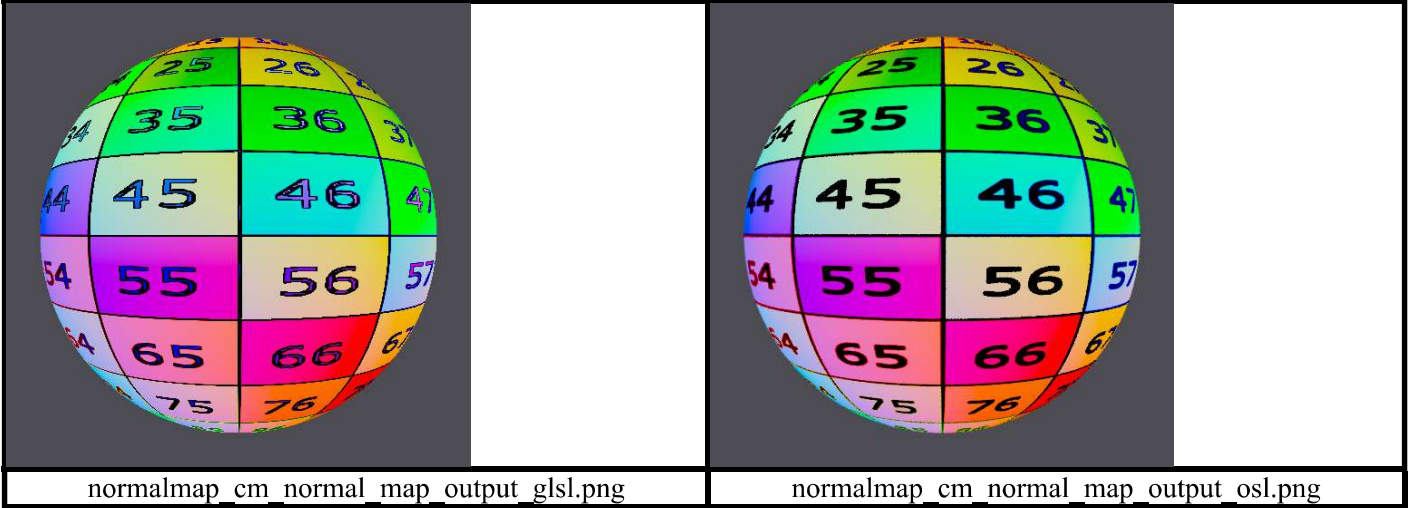










..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:

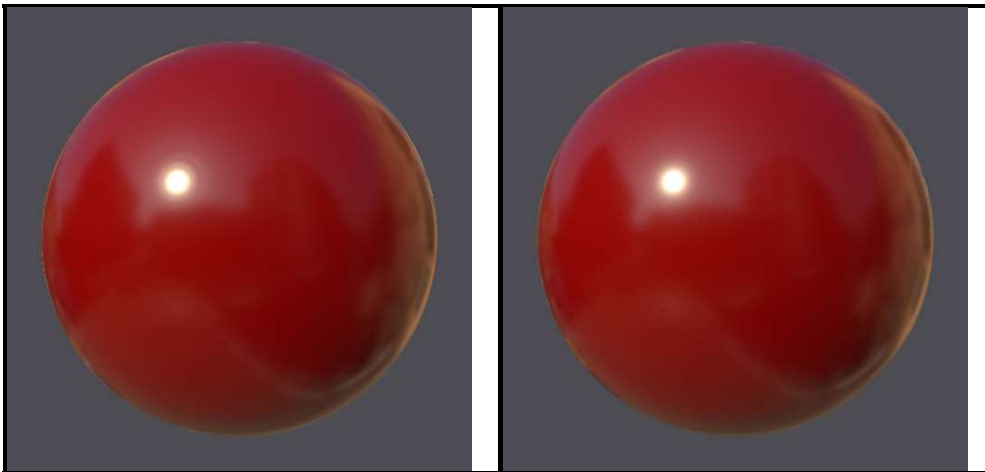


height_to_normal_cm height_normal_map_output glsl.png height_to_normal_cm height_normal_map_output osl.png



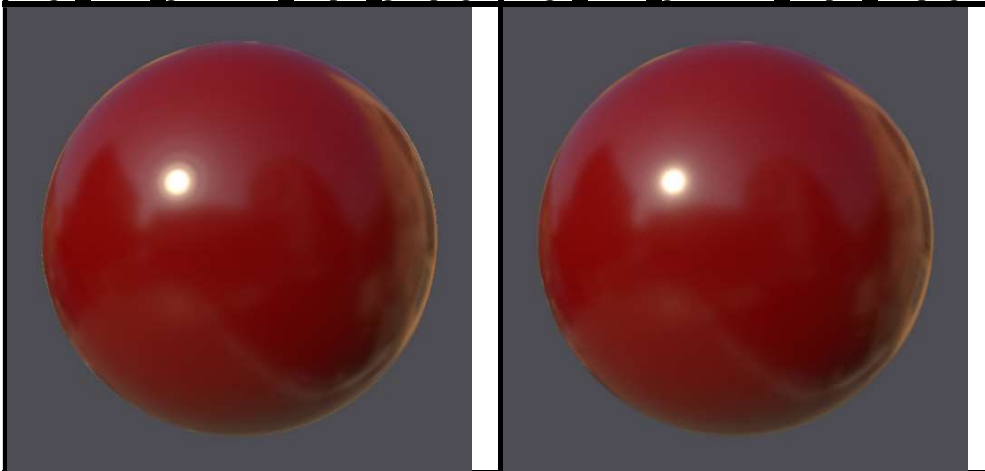
..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:

	
<code>ngl_color_acescg_output_glsl.png</code>	<code>ngl_color_acescg_output_osl.png</code>
	
<code>ngl_color_adobergb_output_glsl.png</code>	<code>ngl_color_adobergb_output_osl.png</code>
	
<code>ngl_color_g22_apl_output_glsl.png</code>	<code>ngl_color_g22_apl_output_osl.png</code>



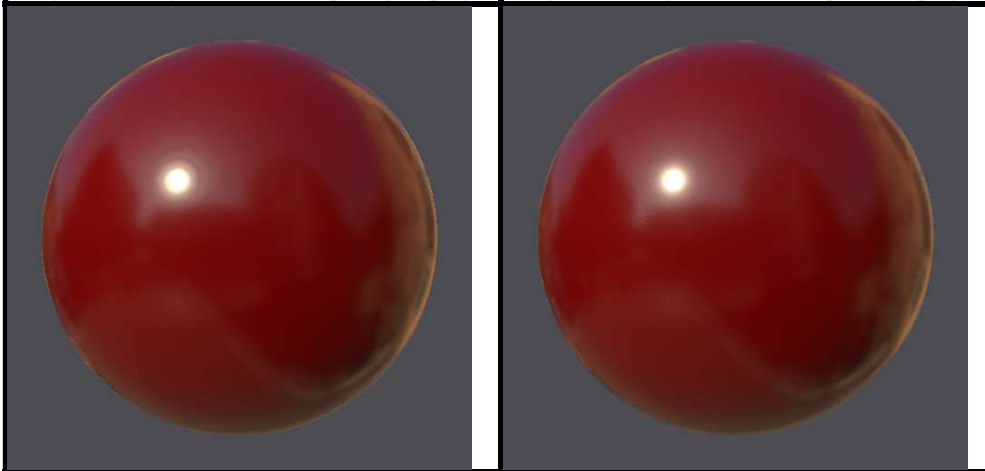
ngl_color_gamma18_output_glsl.png

ngl_color_gamma18_output_osl.png



ngl_color_gamma22_output_glsl.png

ngl_color_gamma22_output_osl.png



ngl_color_gamma24_output_glsl.png

ngl_color_gamma24_output_osl.png



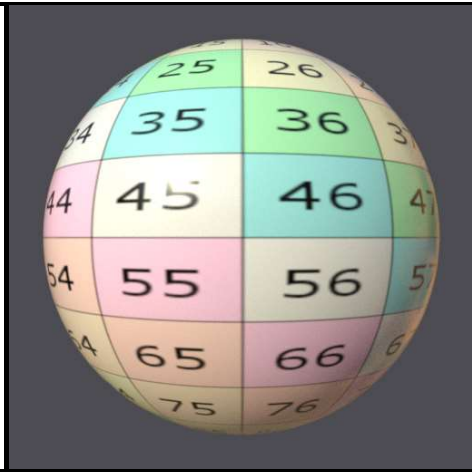
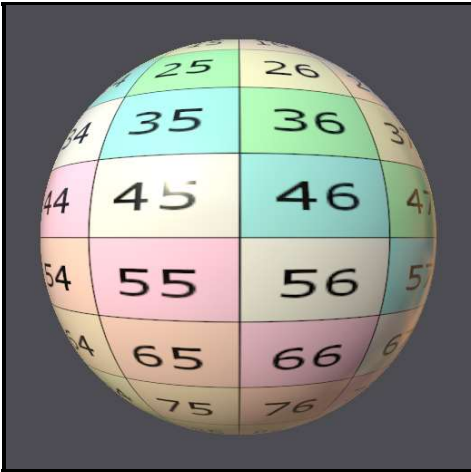
ngl_color_lin_adobergb_output_gsl.png ngl_color_lin_adobergb_output_osl.png



ngl_color_lin_rec709_output_gsl.png ngl_color_lin_rec709_output_osl.png

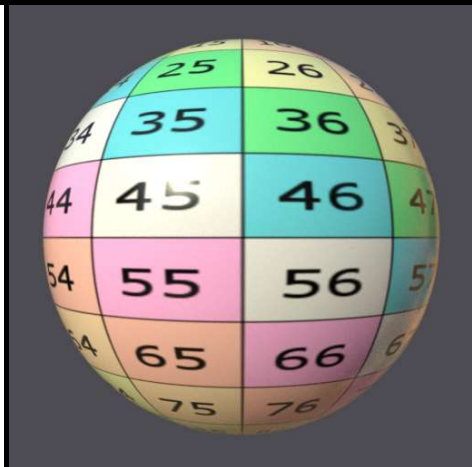
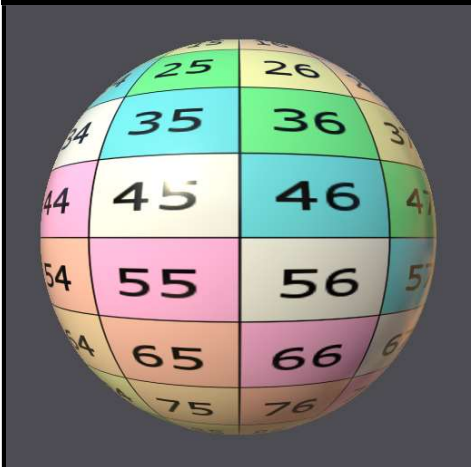


ngl_color_srgb_texture_output_gsl.png ngl_color_srgb_texture_output_osl.png



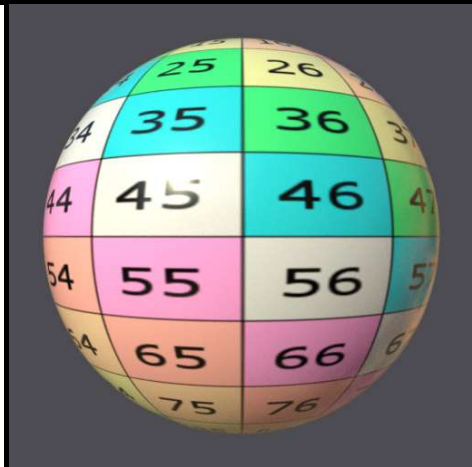
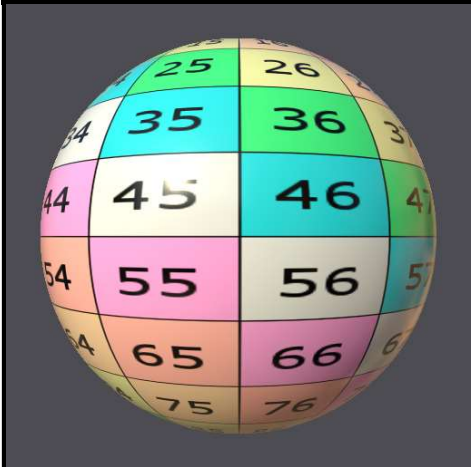
ngl_image_acescg_output_gsl.png

ngl_image_acescg_output_osl.png



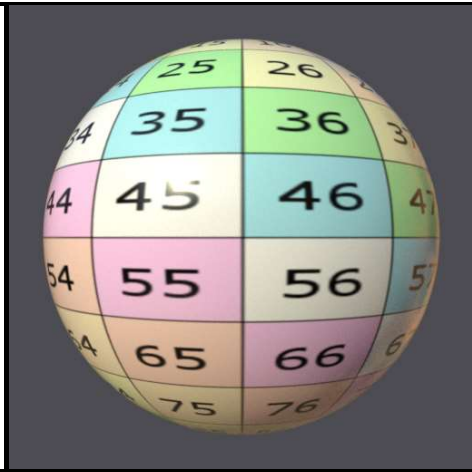
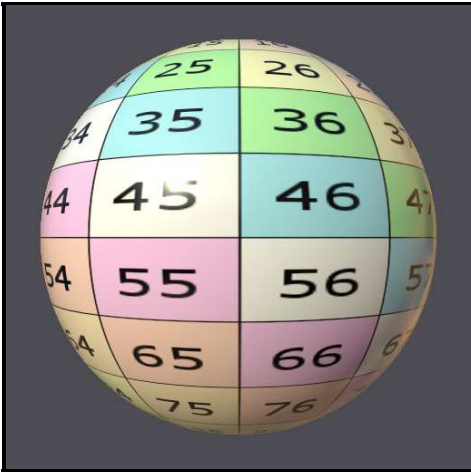
ngl_image_adobergb_output_gsl.png

ngl_image_adobergb_output_osl.png



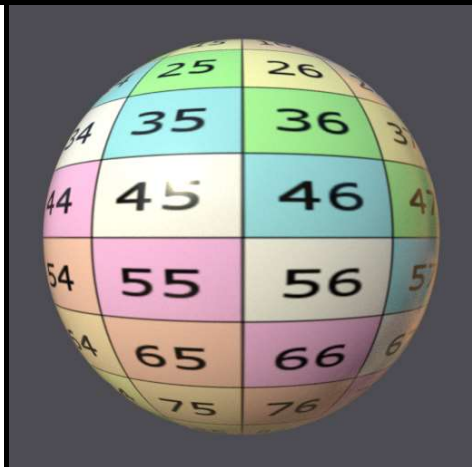
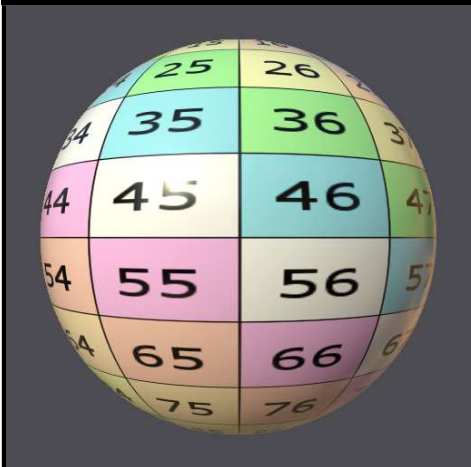
ngl_image_g22_apl_output_gsl.png

ngl_image_g22_apl_output_osl.png



ngl_image_gamma18_output_gsl.png

ngl_image_gamma18_output_osl.png



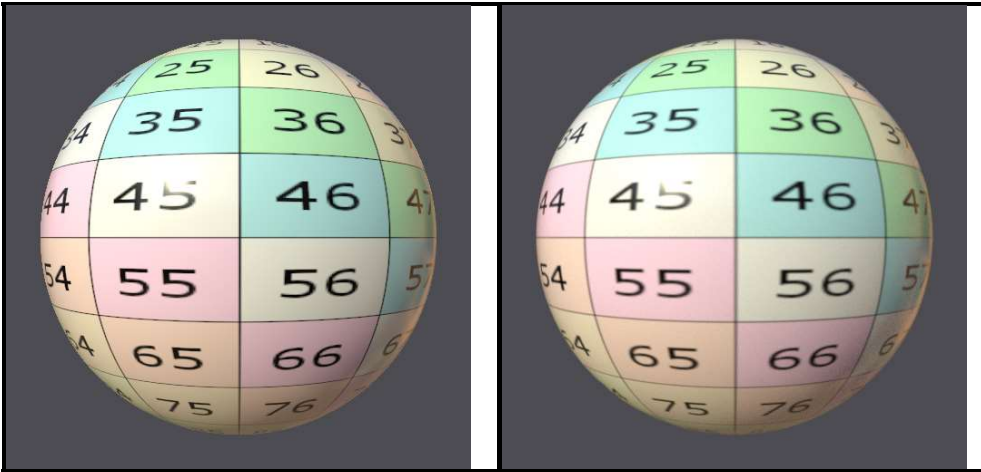
ngl_image_gamma22_output_gsl.png

ngl_image_gamma22_output_osl.png

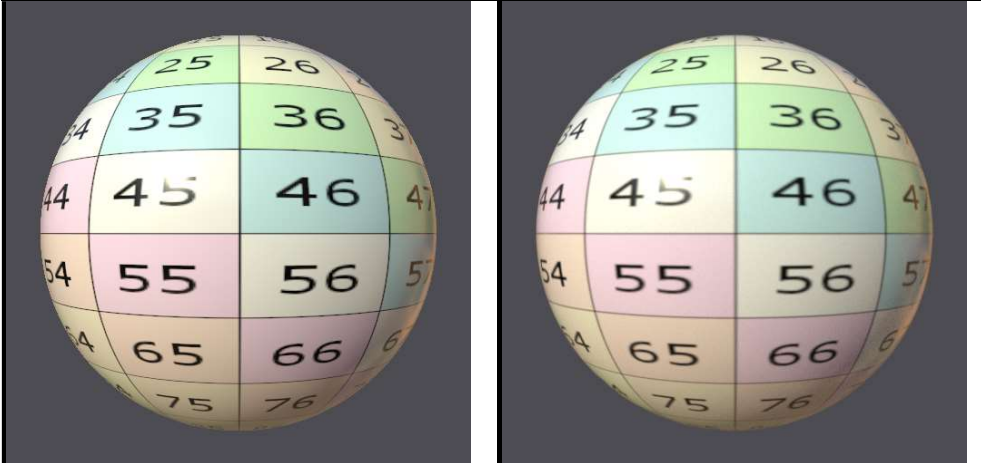


ngl_image_gamma24_output_gsl.png

ngl_image_gamma24_output_osl.png



ngl_image_lin_adobergb_output_gsl.png ngl_image_lin_adobergb_output_osl.png

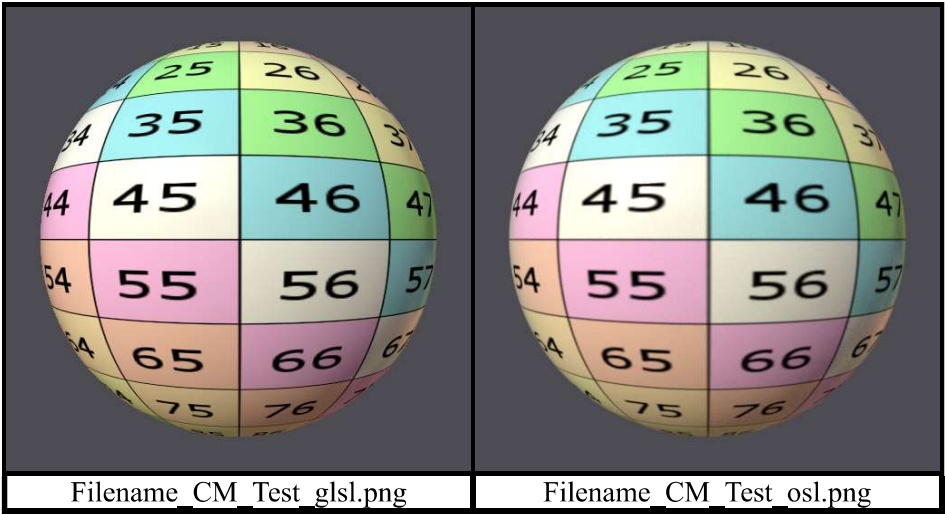


ngl_image_lin_rec709_output_gsl.png ngl_image_lin_rec709_output_osl.png

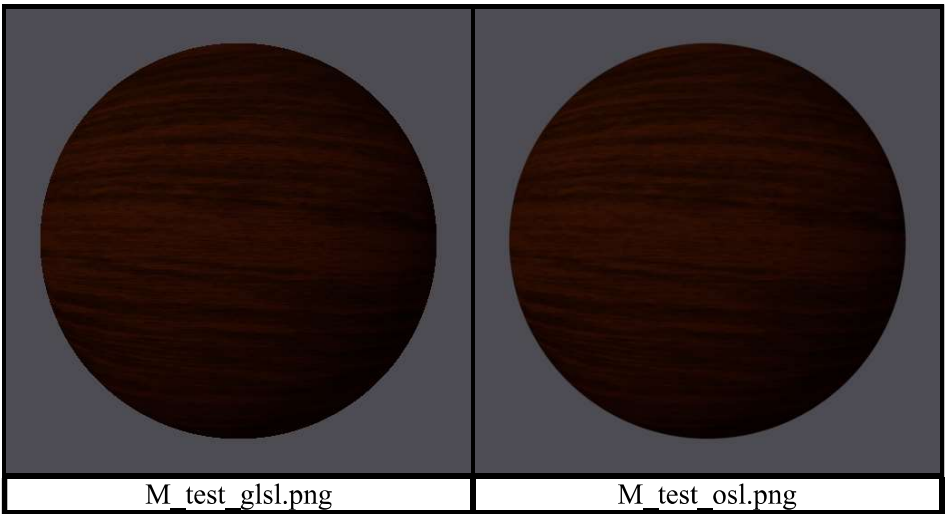


ngl_image_srgb_texture_output_gsl.png ngl_image_srgb_texture_output_osl.png

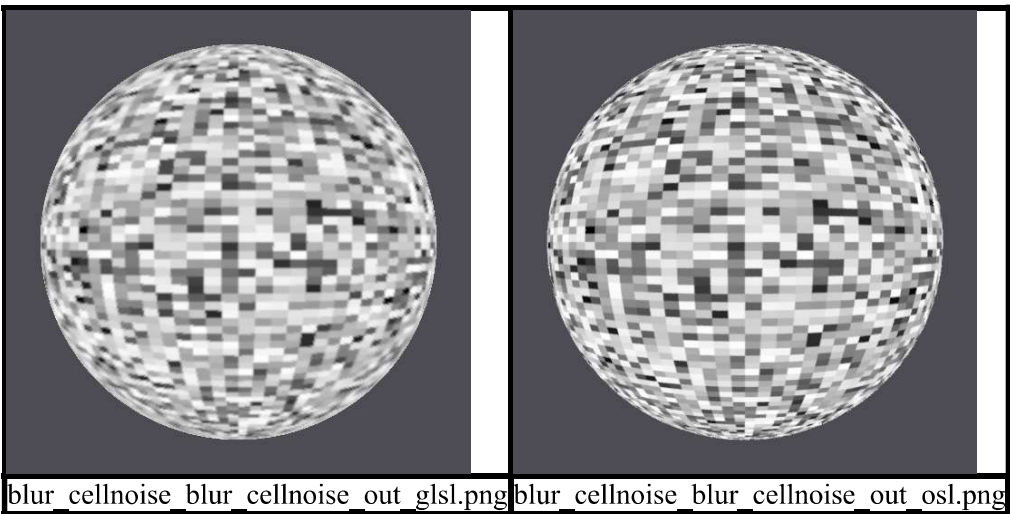
..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:

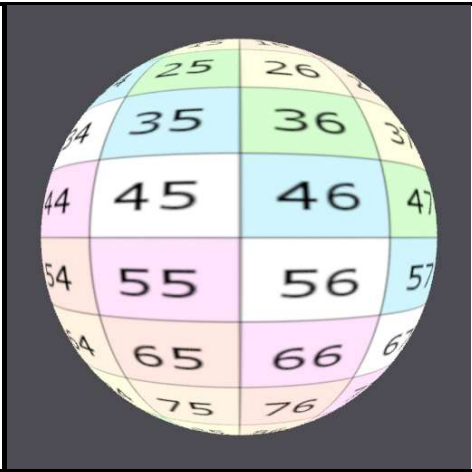
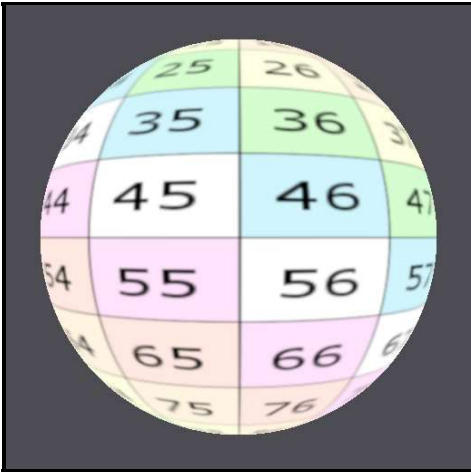


..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\surface_colorspace:



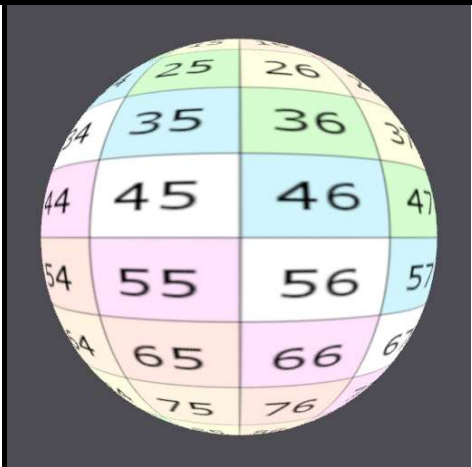
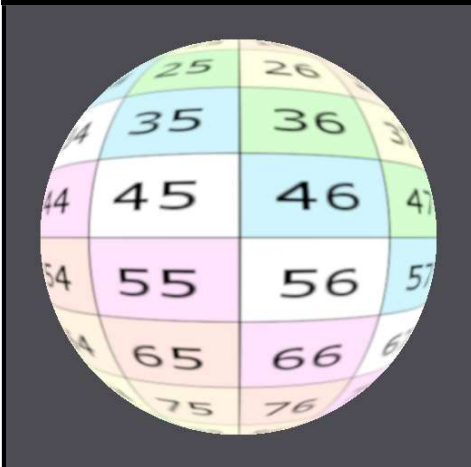
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:





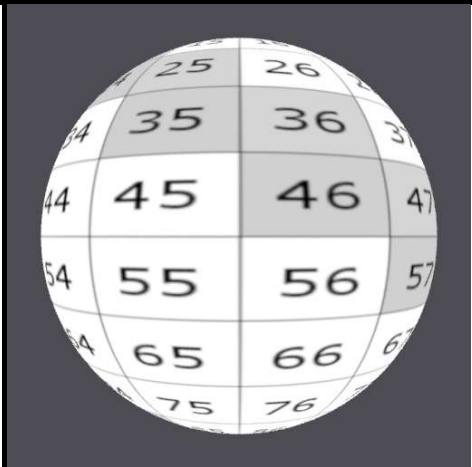
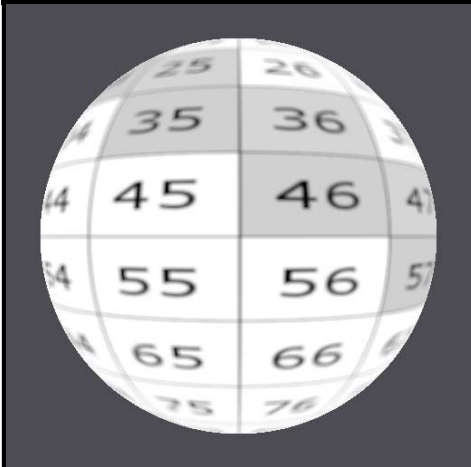
blur_color3 blur_color3_out_gsl.png

blur_color3 blur_color3_out_osl.png



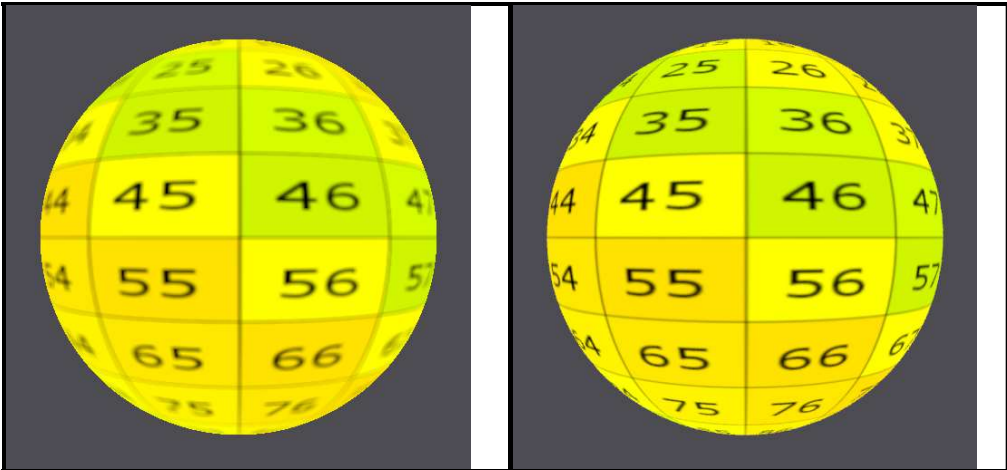
blur_color4 blur_color4_out_gsl.png

blur_color4 blur_color4_out_osl.png



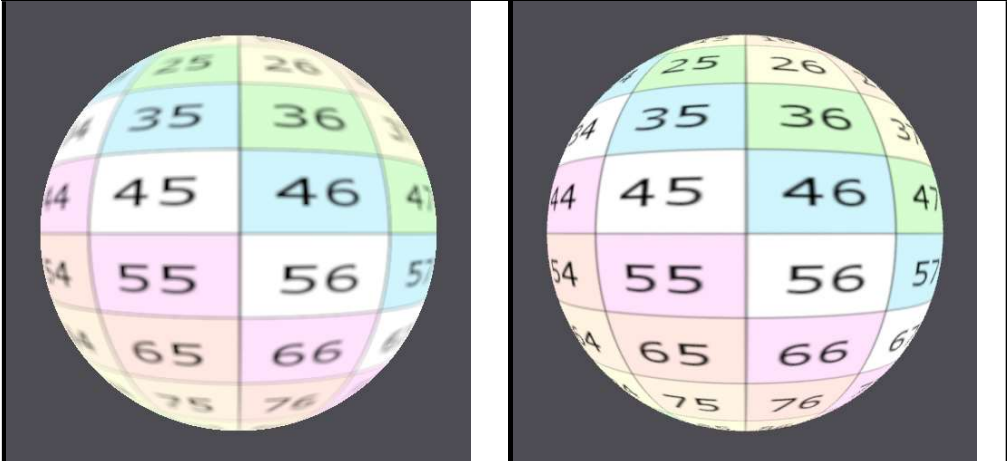
blur_float blur_float_out_gsl.png

blur_float blur_float_out_osl.png



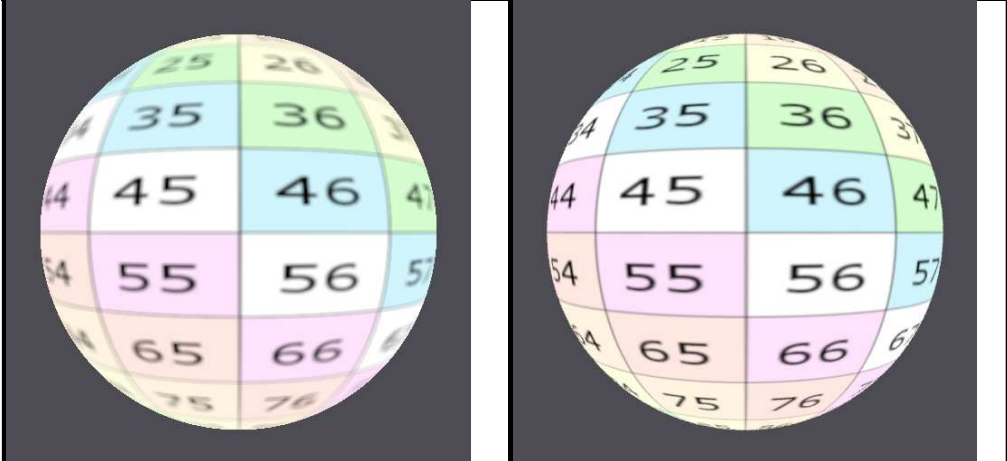
blur_vector2 blur_vector2_out_gsl.png

blur_vector2 blur_vector2_out_osl.png



blur_vector3 blur_vector3_out_gsl.png

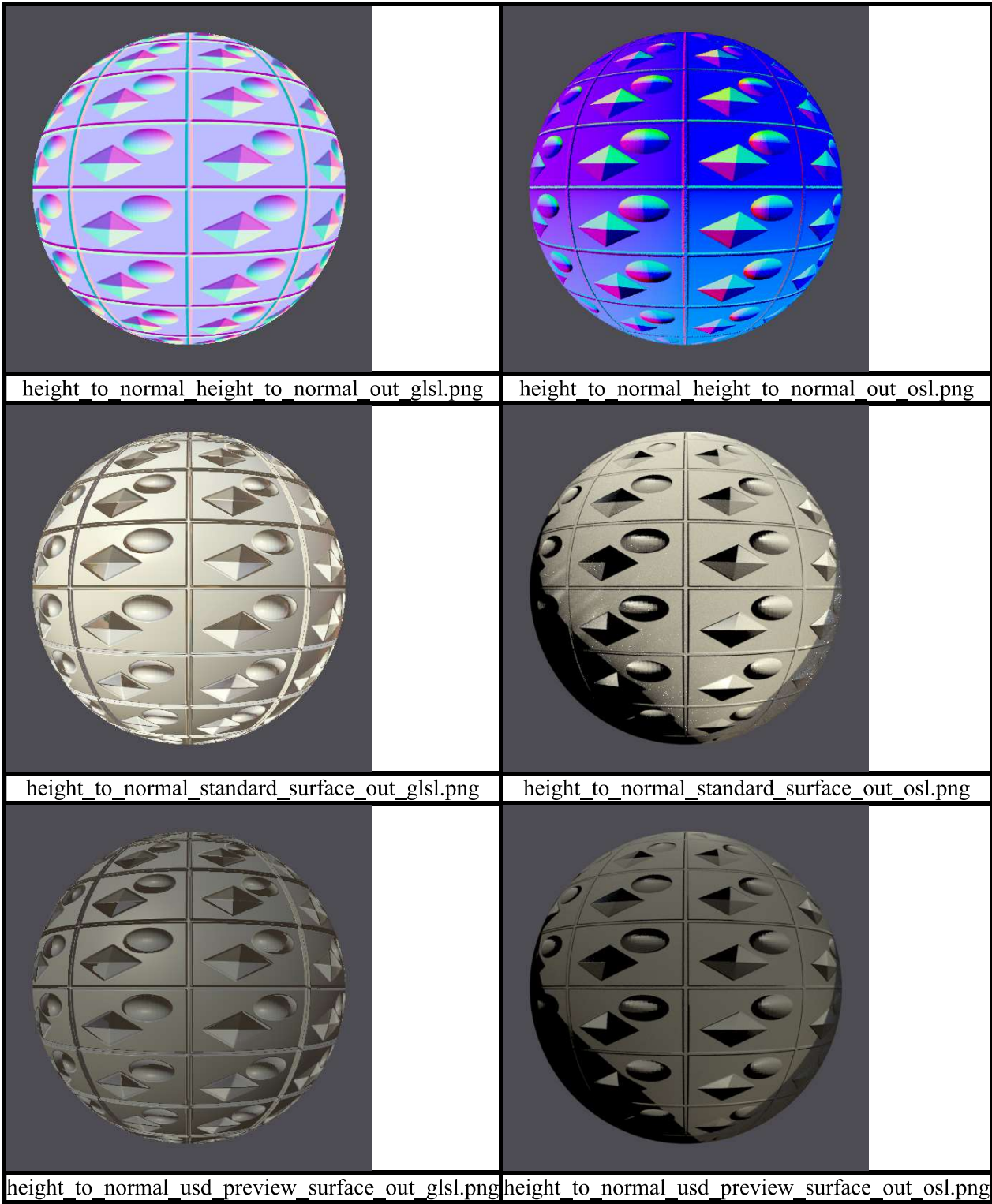
blur_vector3 blur_vector3_out_osl.png



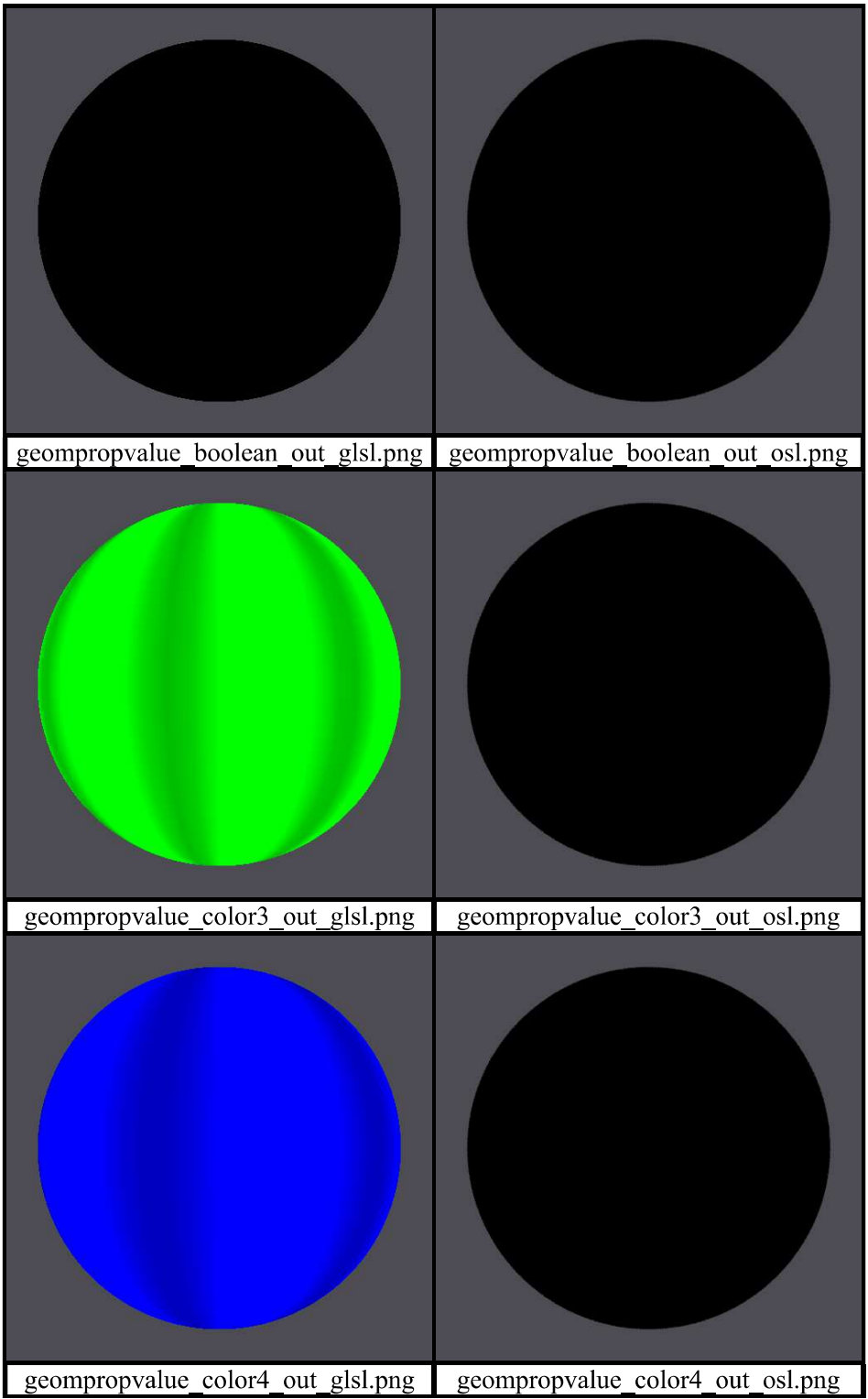
blur_vector4 blur_vector4_out_gsl.png

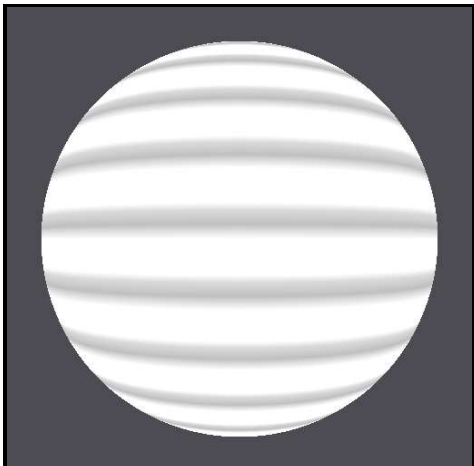
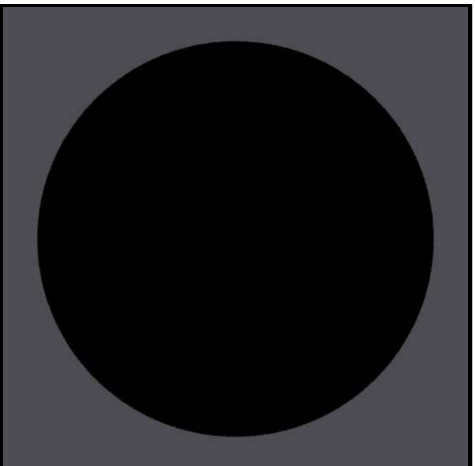
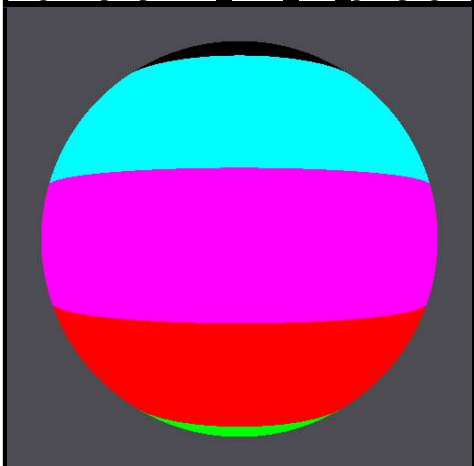
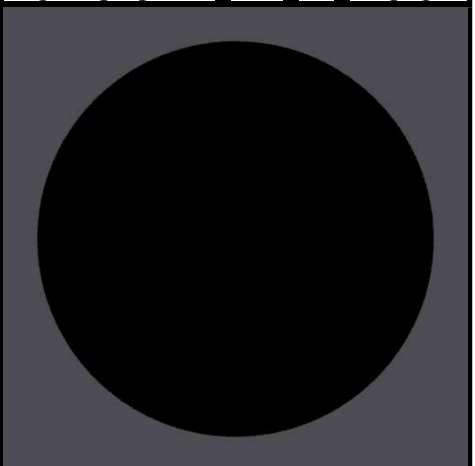
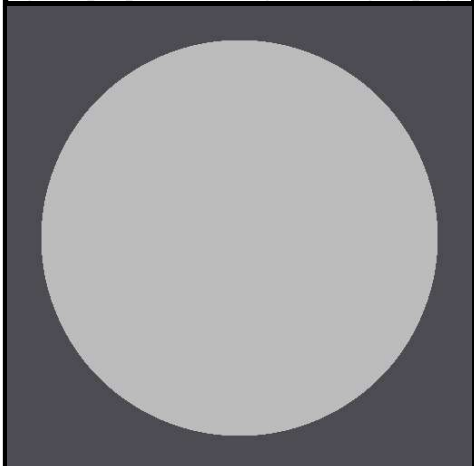
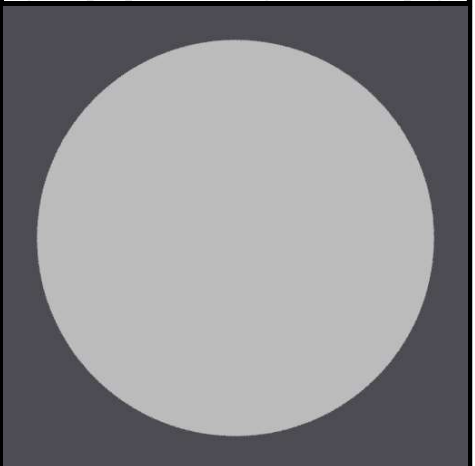
blur_vector4 blur_vector4_out_osl.png

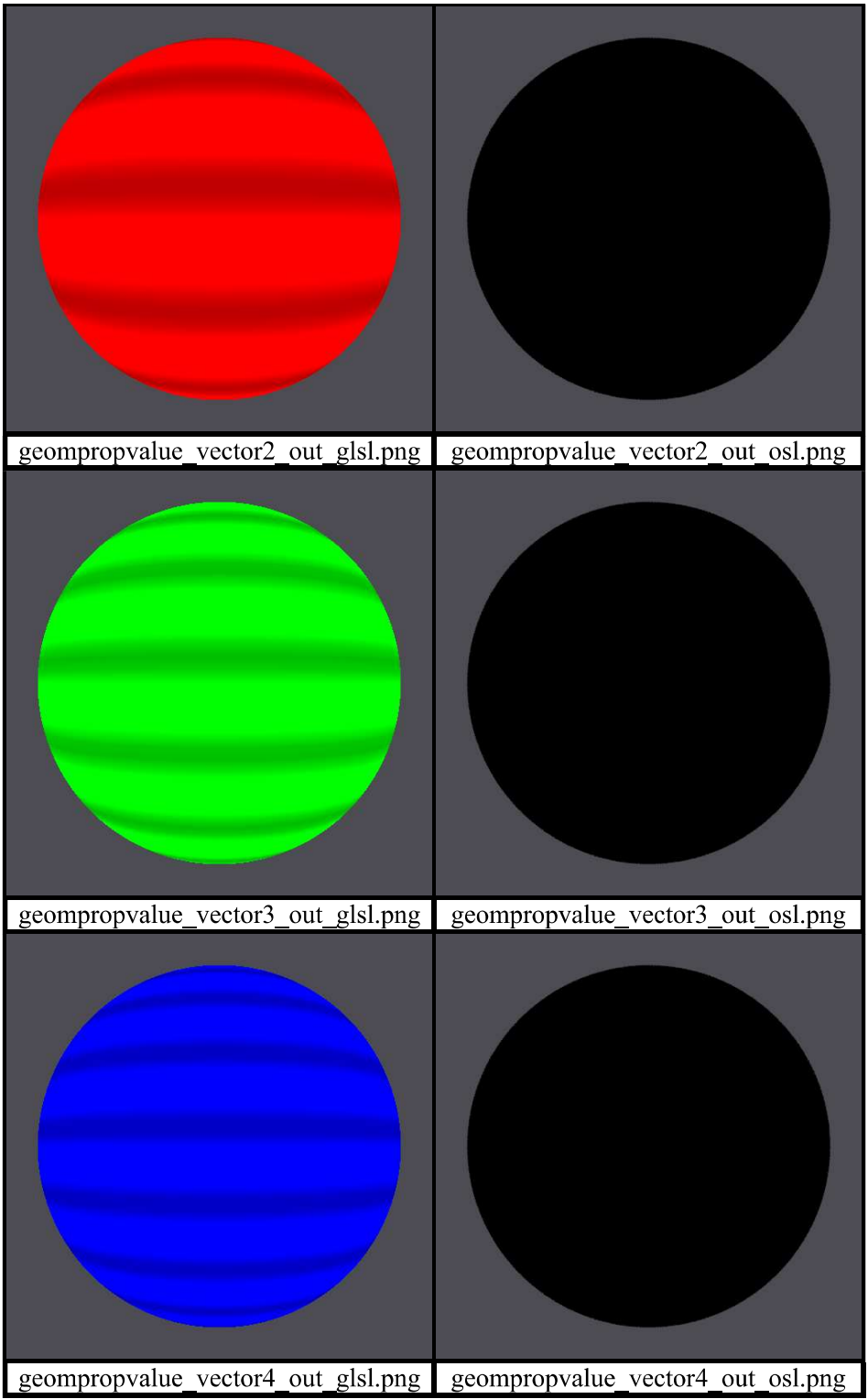
..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:



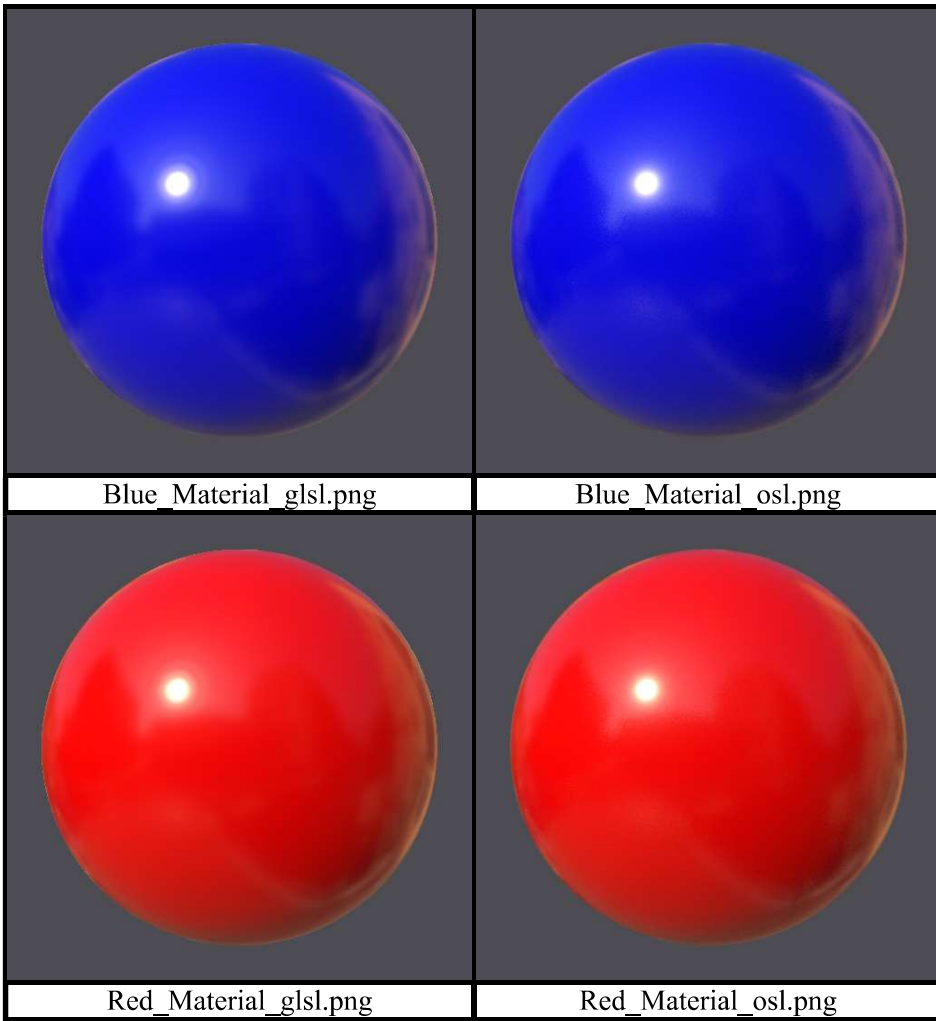
..\build\bin\resources\Materials\TestSuite\stdlib\geometric\geompropvalue:



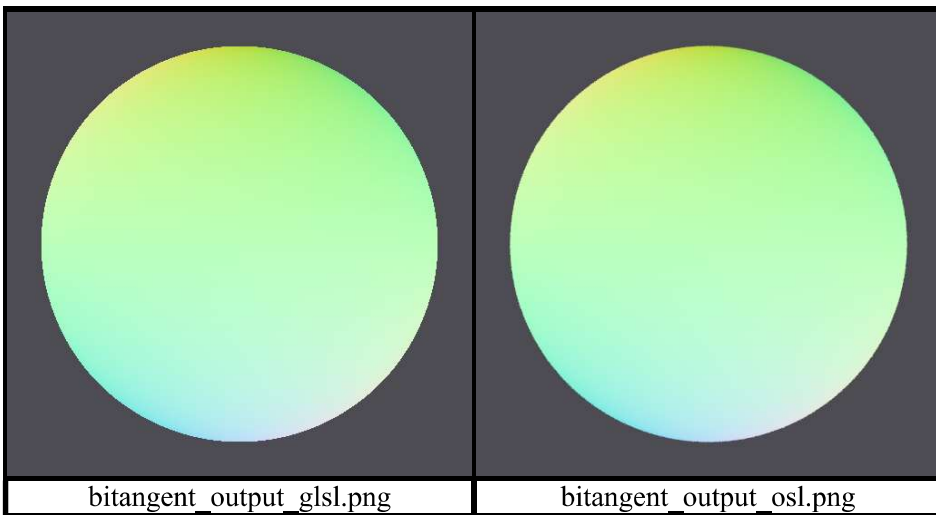
	
<code>geompropvalue_float_out_glsl.png</code>	<code>geompropvalue_float_out_osl.png</code>
	
<code>geompropvalue_integer_out_glsl.png</code>	<code>geompropvalue_integer_out_osl.png</code>
	
<code>geompropvalue_string_out_glsl.png</code>	<code>geompropvalue_string_out_osl.png</code>

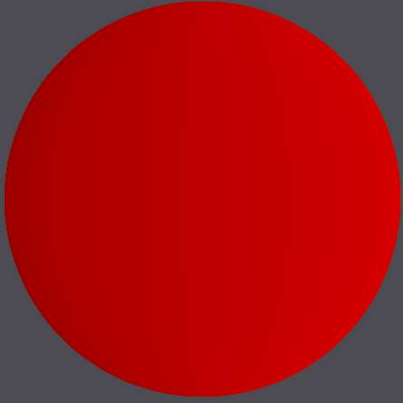
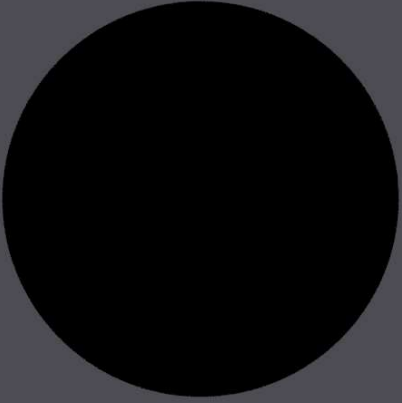

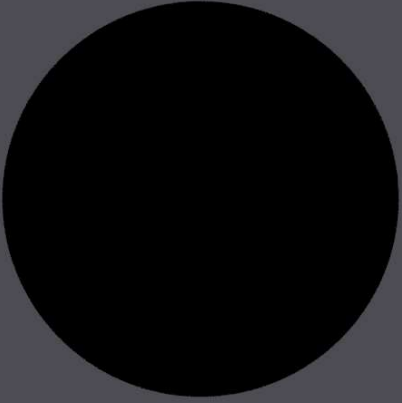

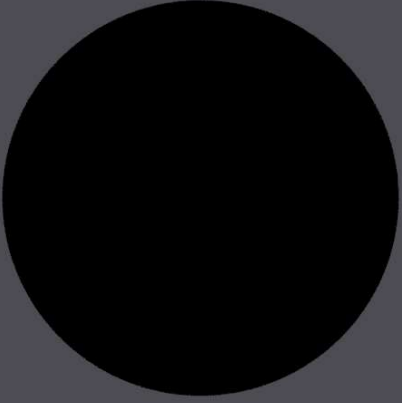


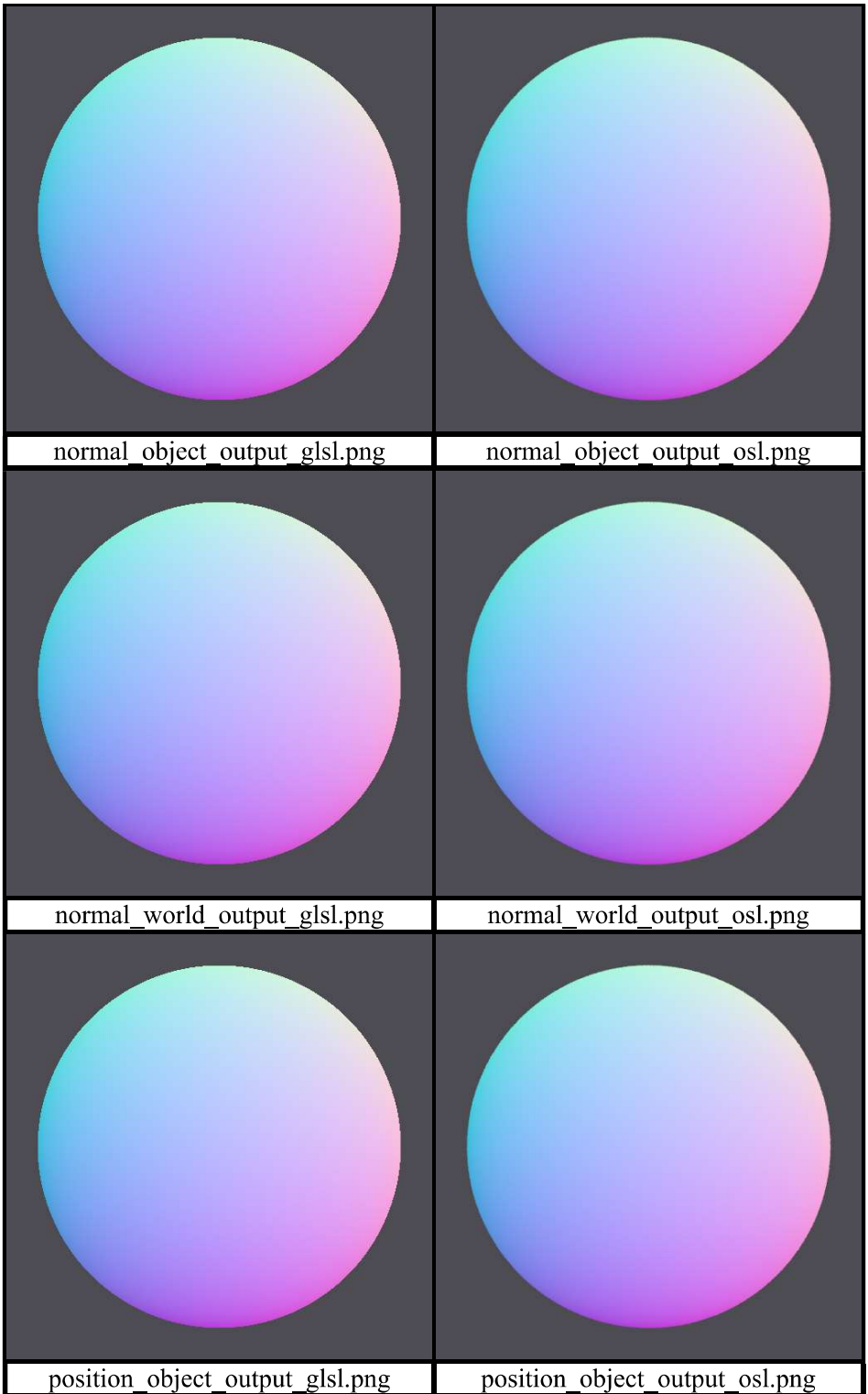
..\build\bin\resources\Materials\TestSuite\stdlib\geometric\look_assignment_order:

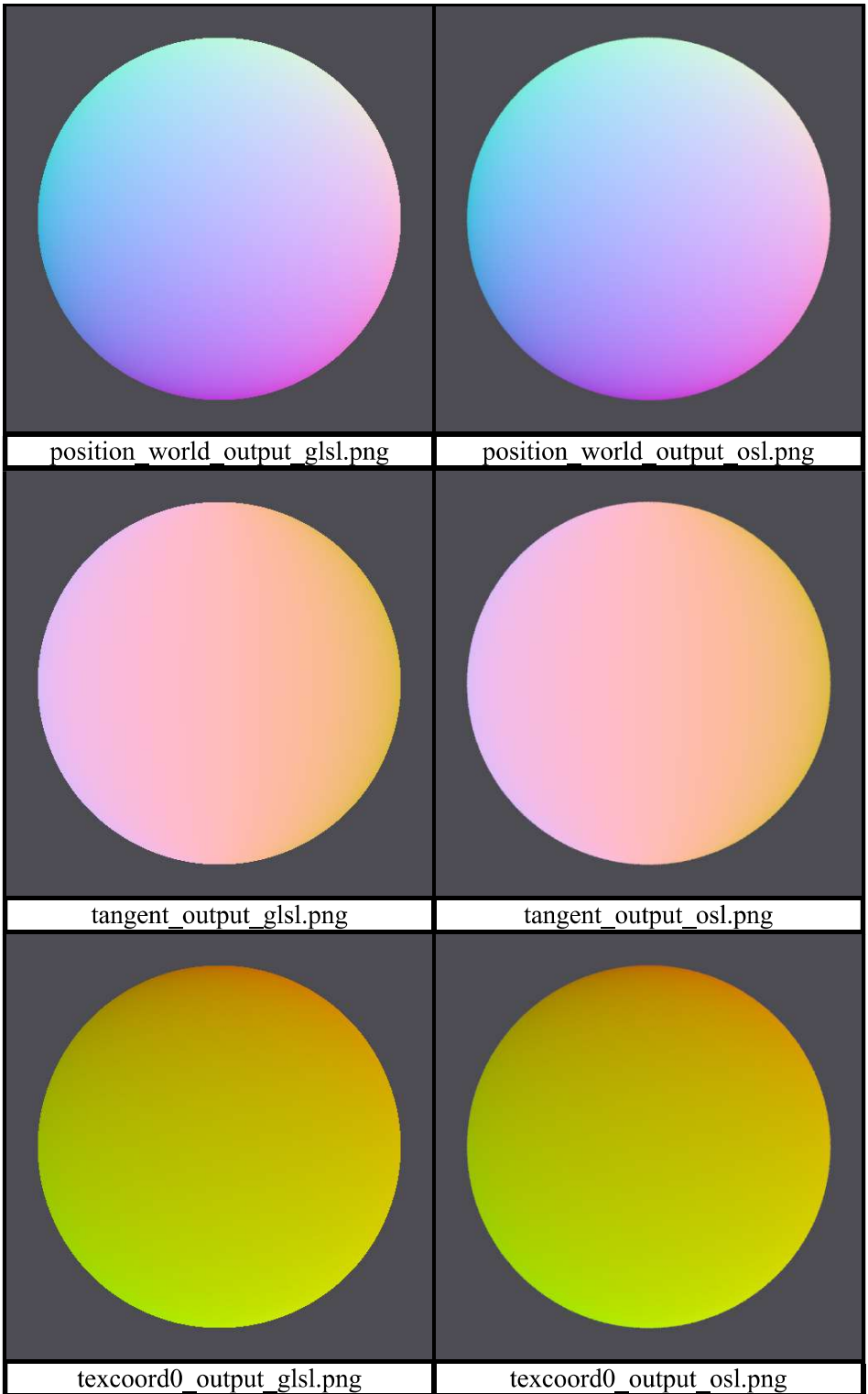


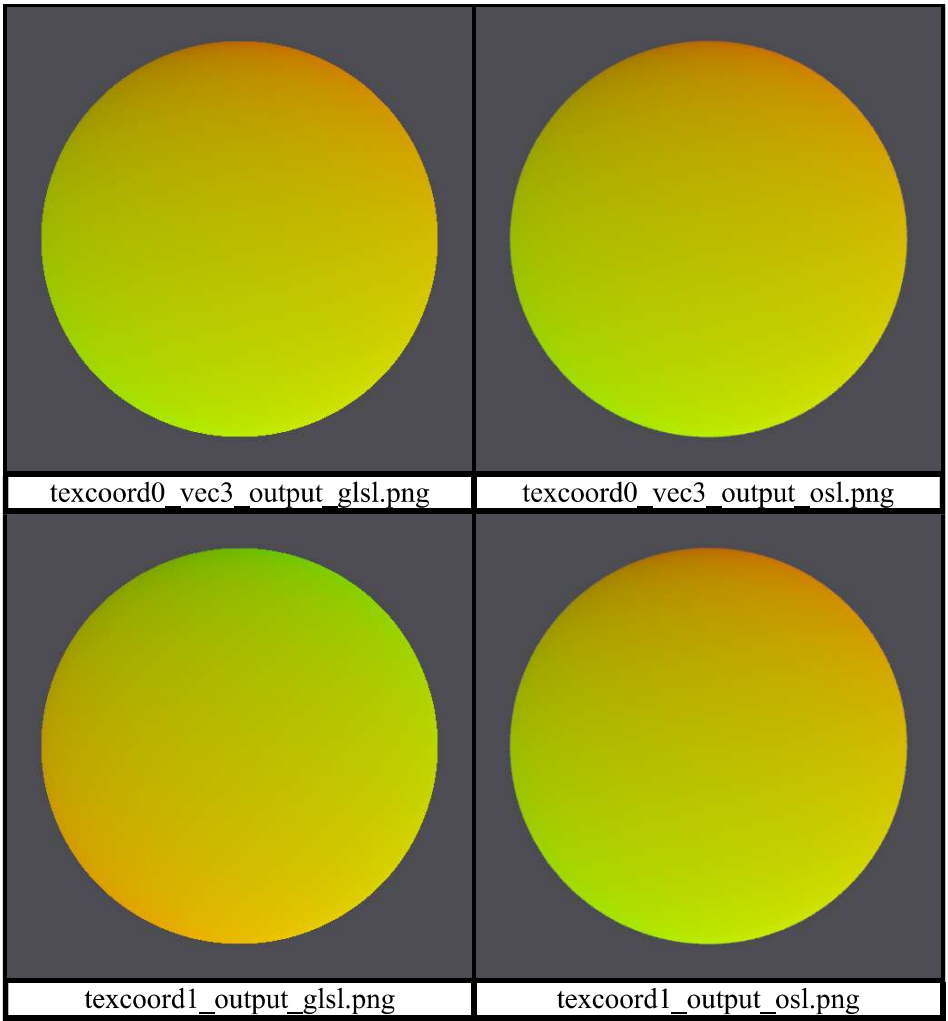
..\..\build\bin\resources\Materials\TestSuite\stdlib\geometric\streams:



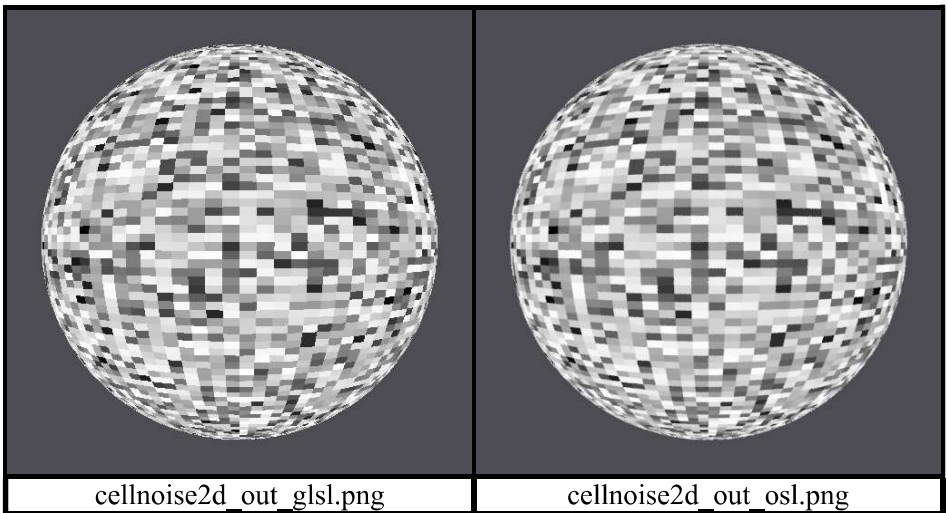
	
color_float_output_gsl.png	color_float_output_osl.png
	
color_vec3_output_gsl.png	color_vec3_output_osl.png
	
color_vec4_output_gsl.png	color_vec4_output_osl.png

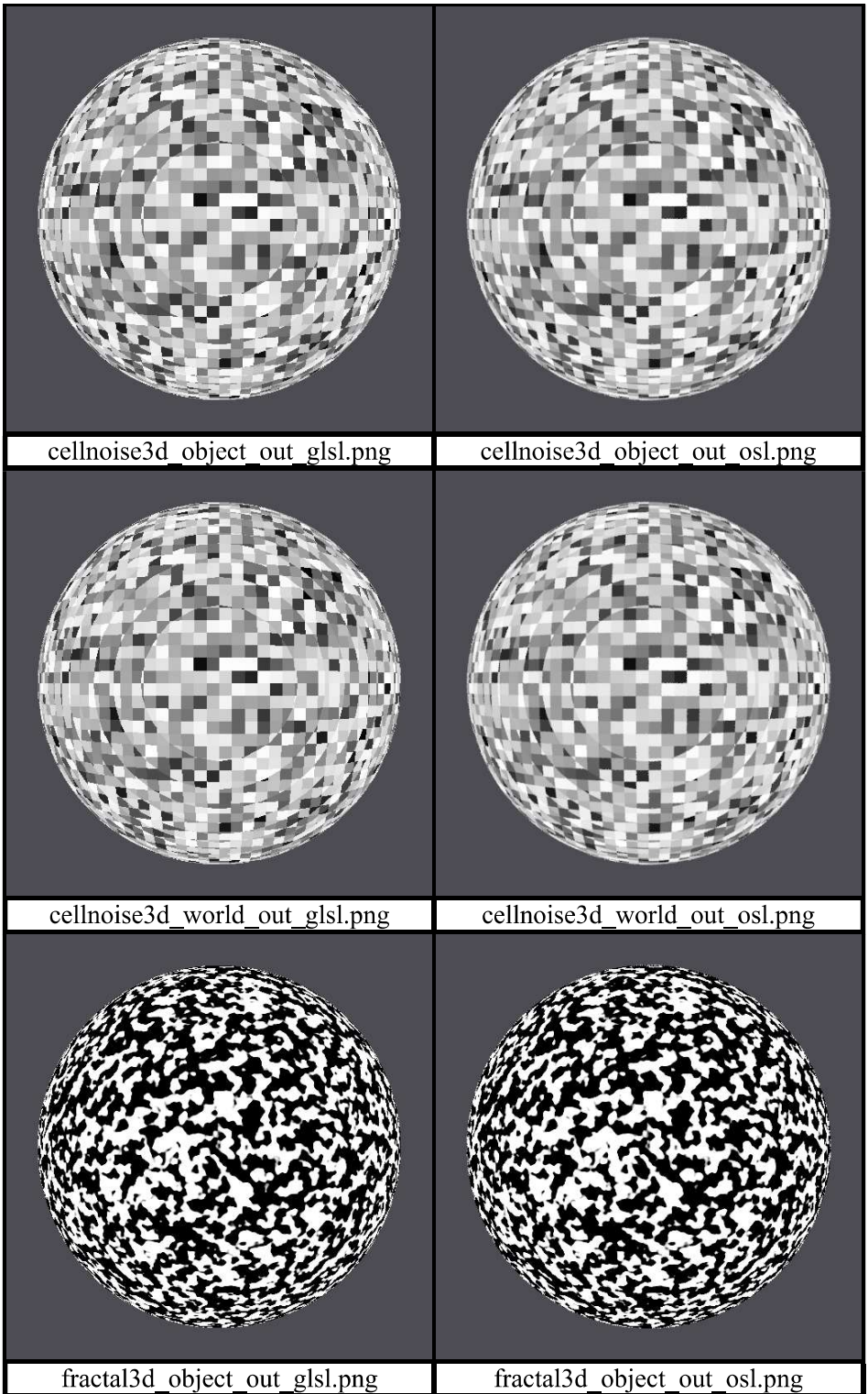


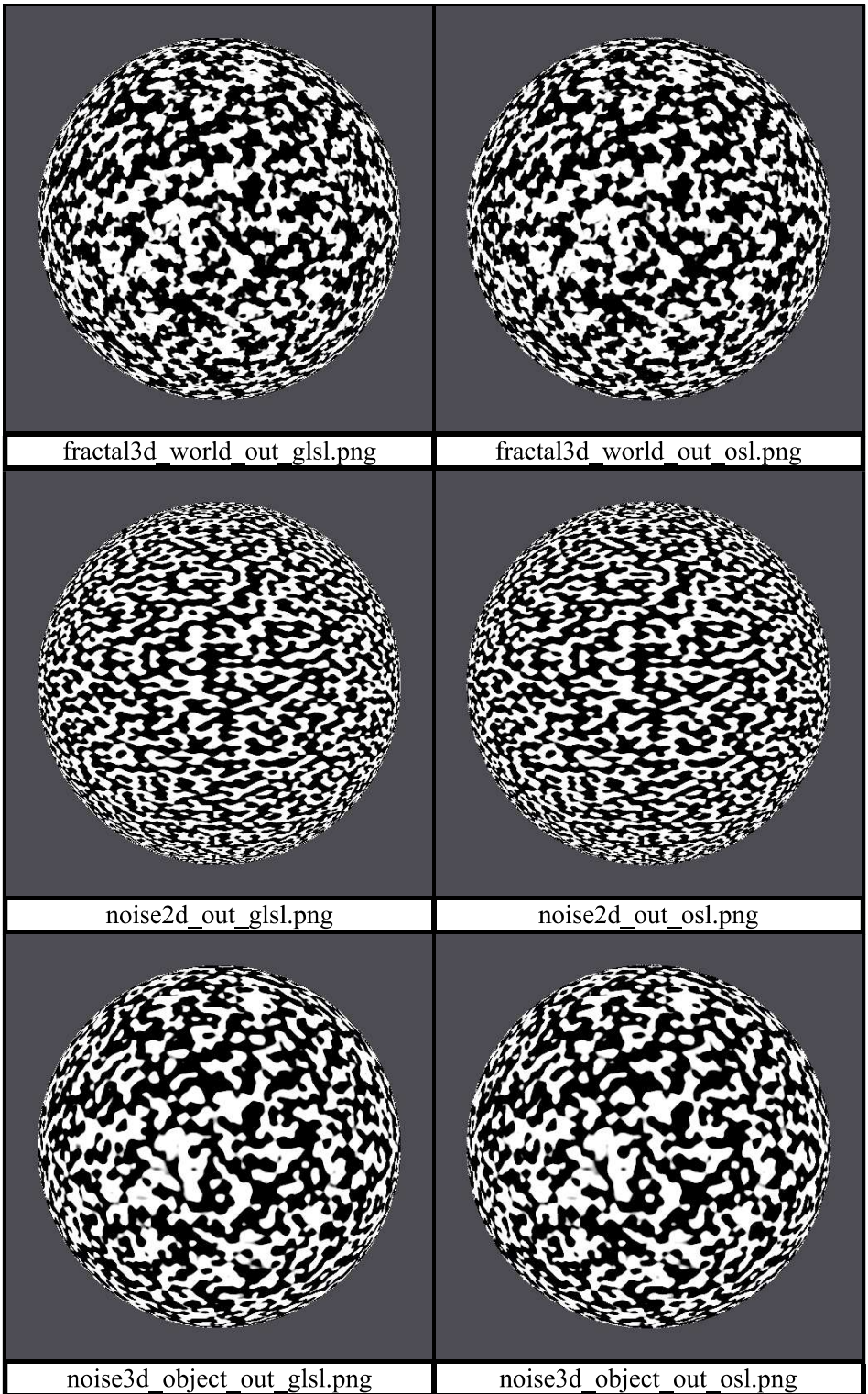


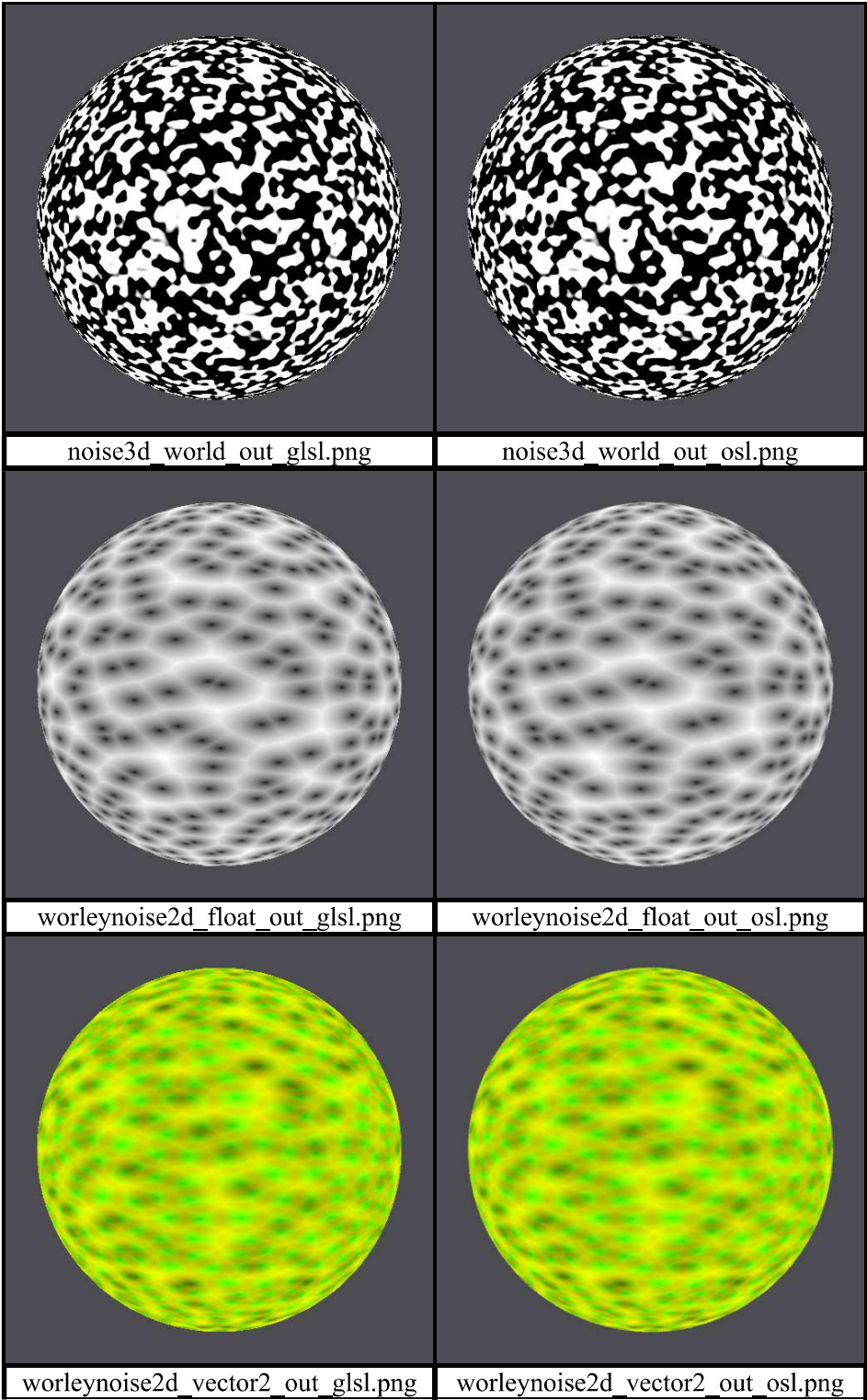


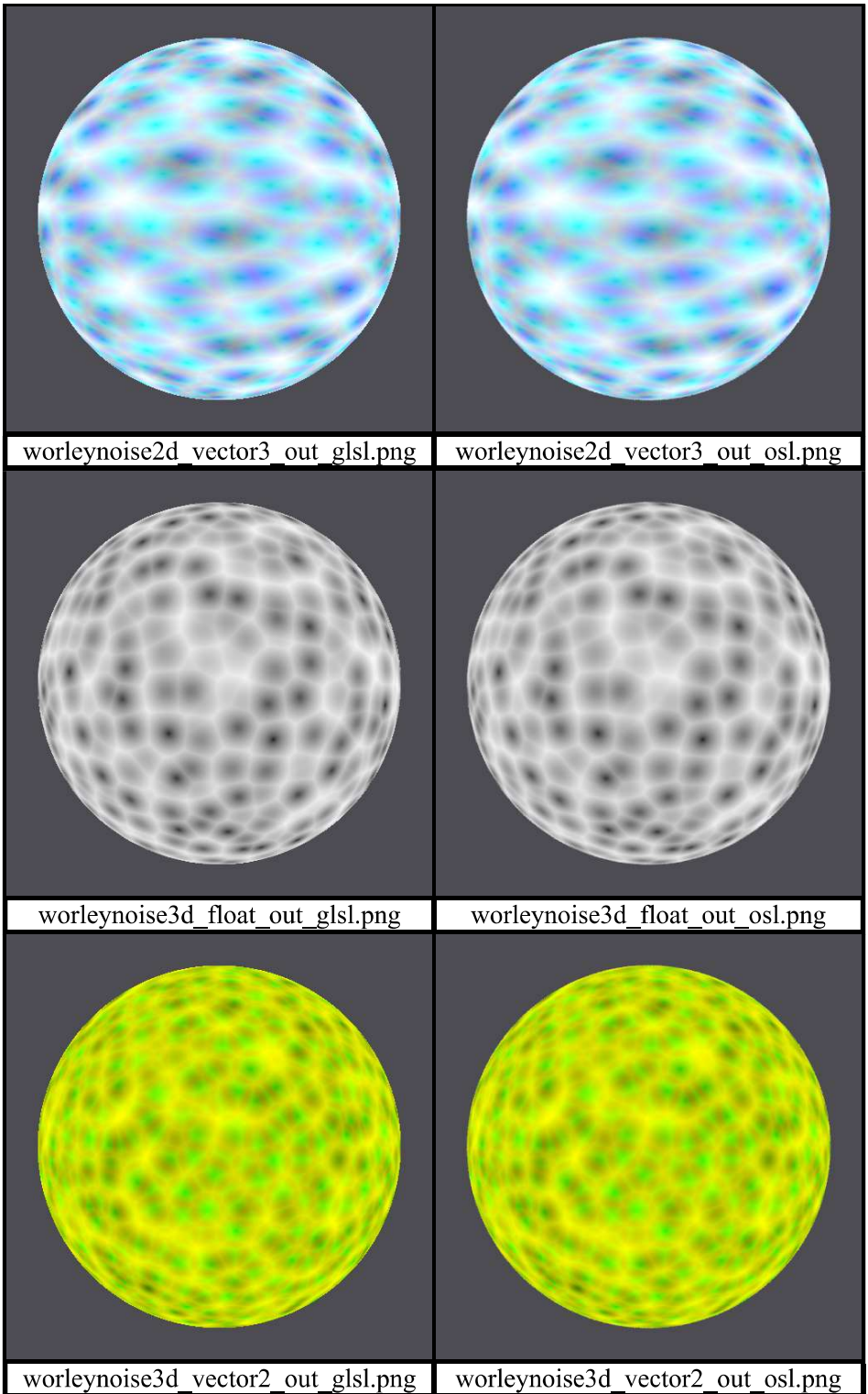
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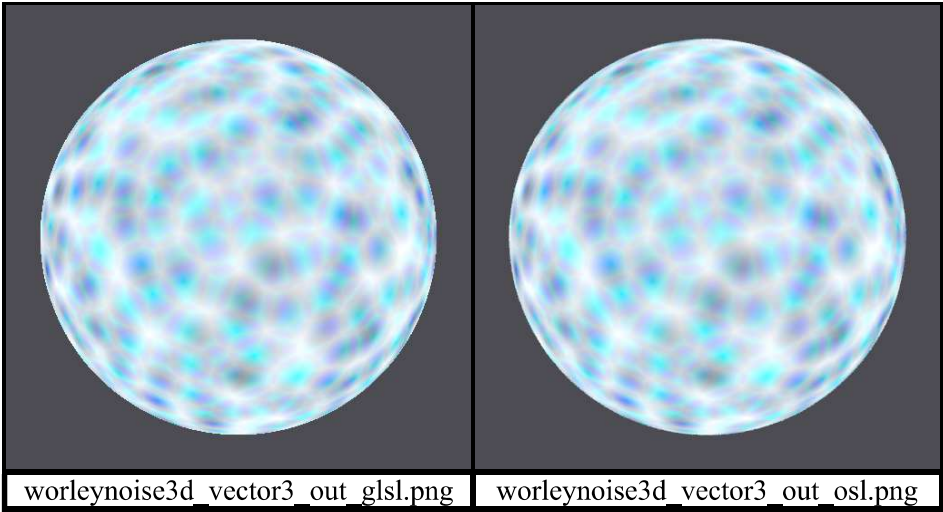




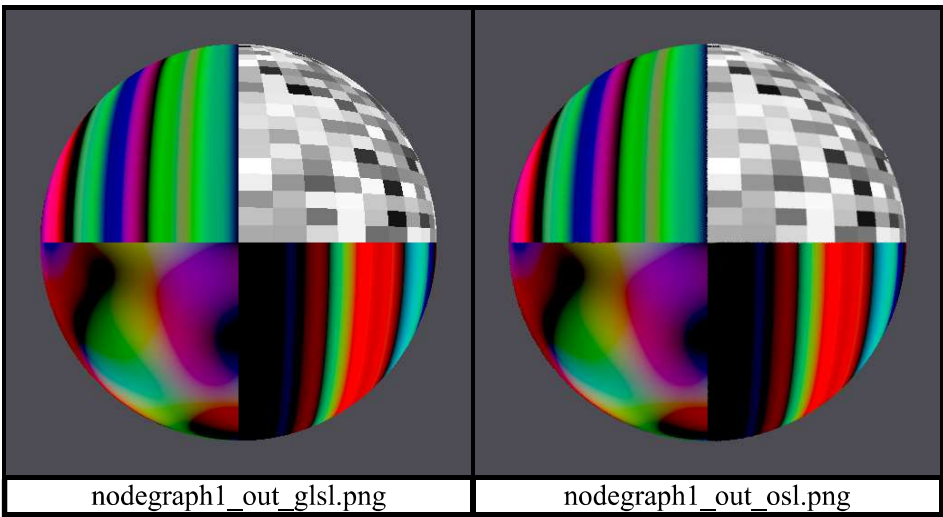








..\..\build\bin\resources\Materials\TestSuite\stdlib\noise\procedural:



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

