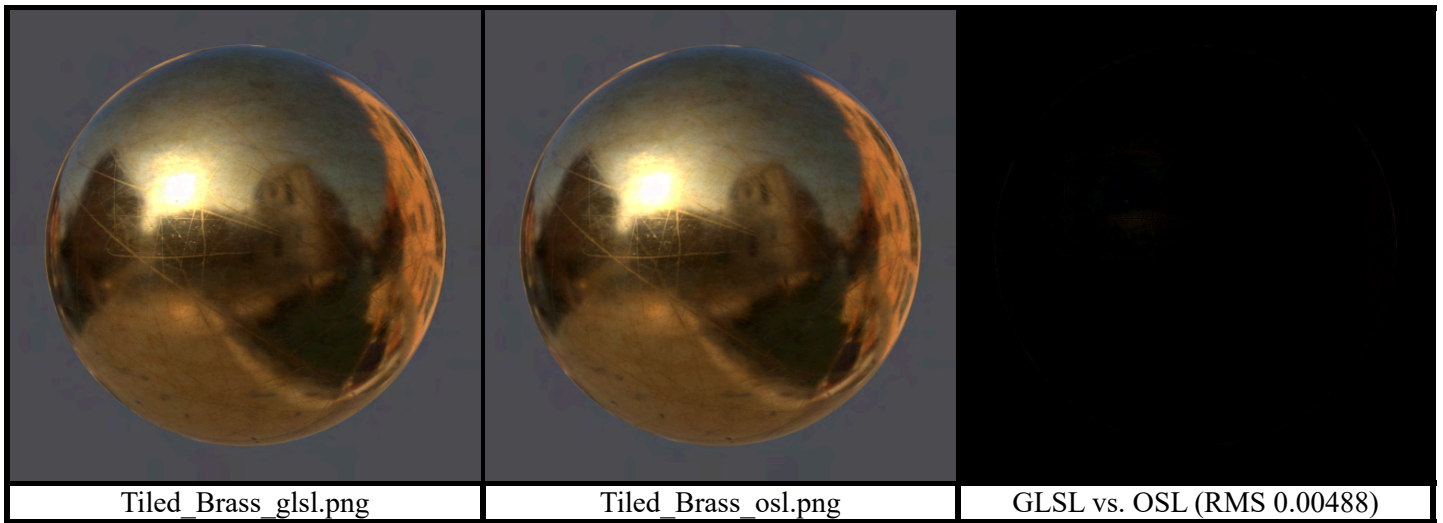
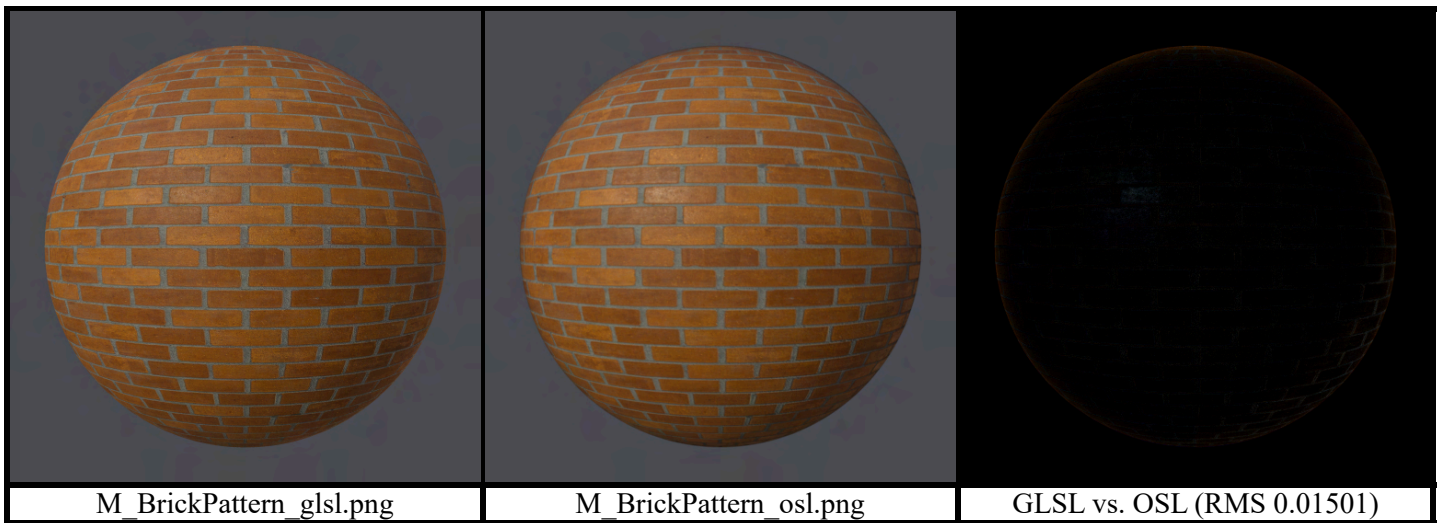


glsl (in: ../../build) vs osl (in: ../../build)

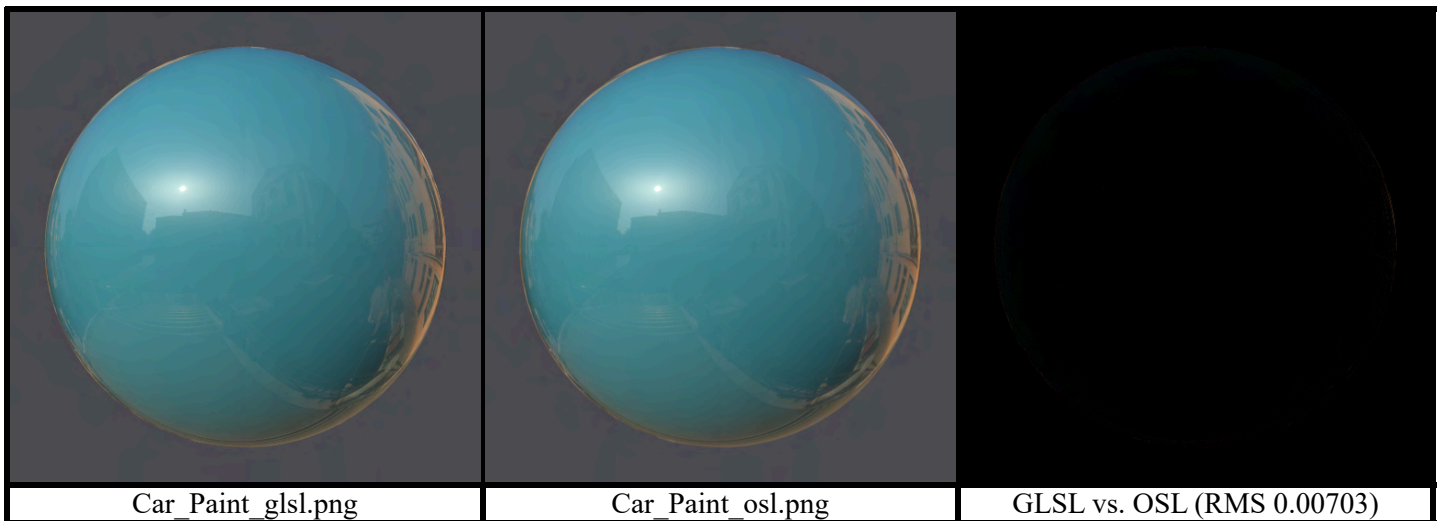
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



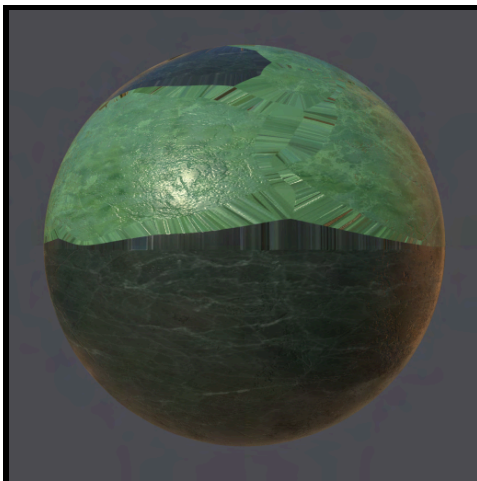
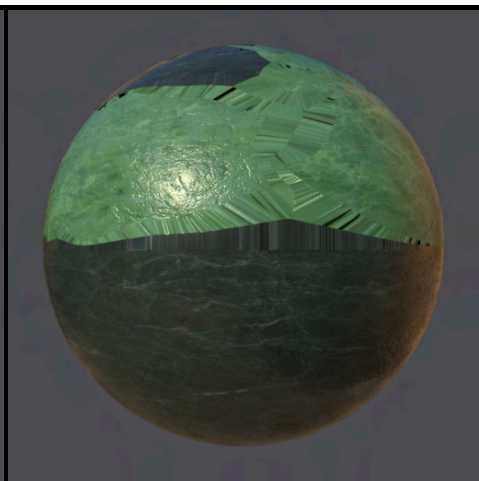

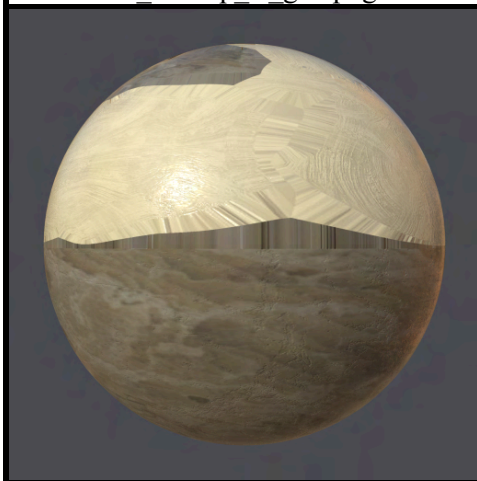
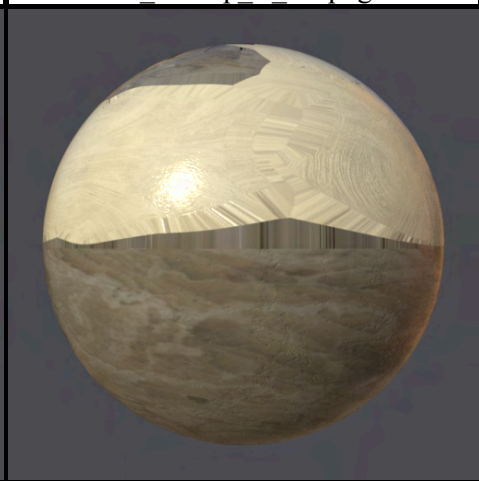
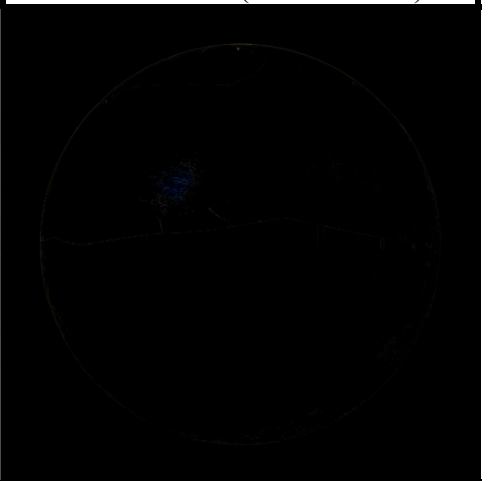
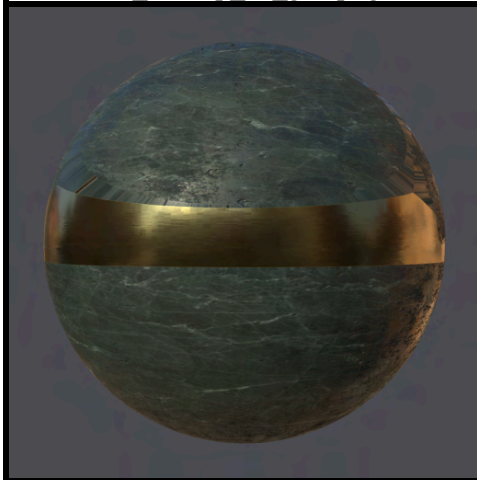
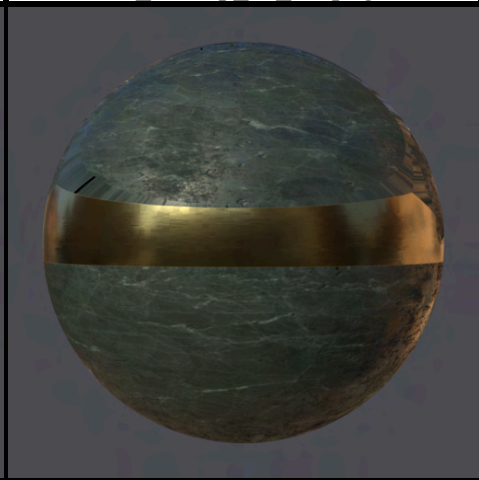

..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

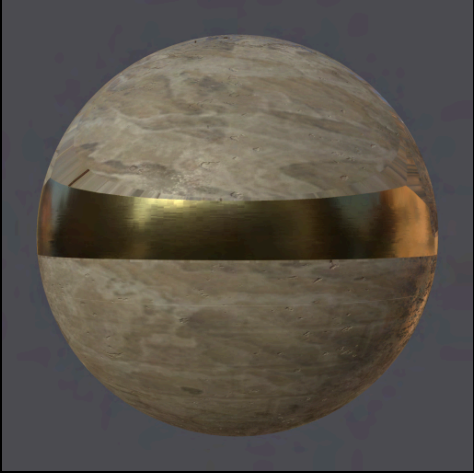
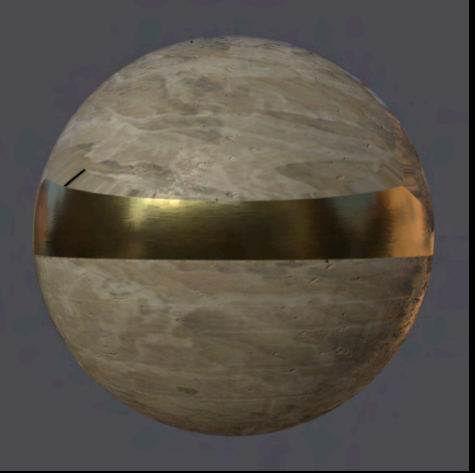

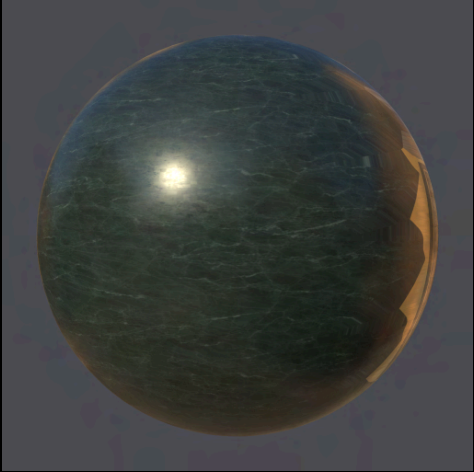
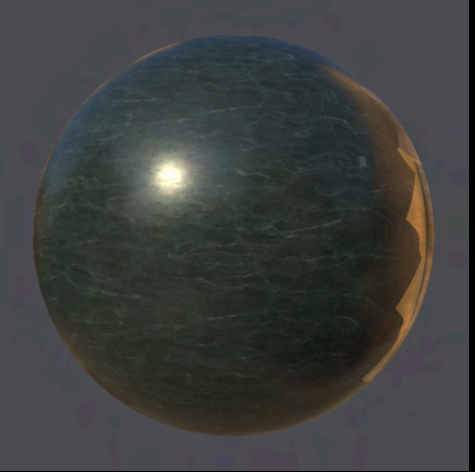
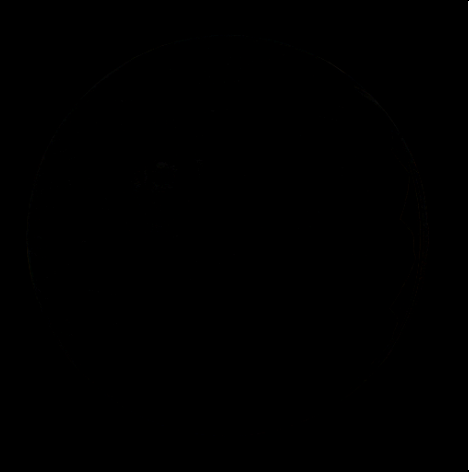
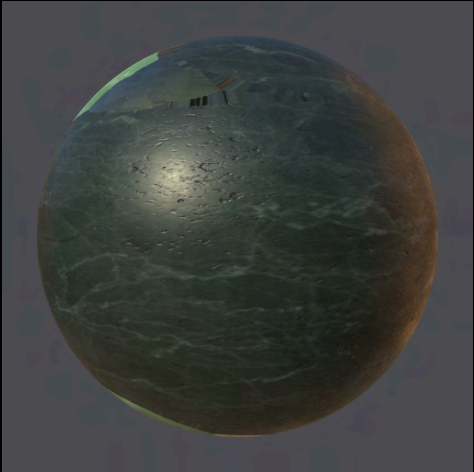
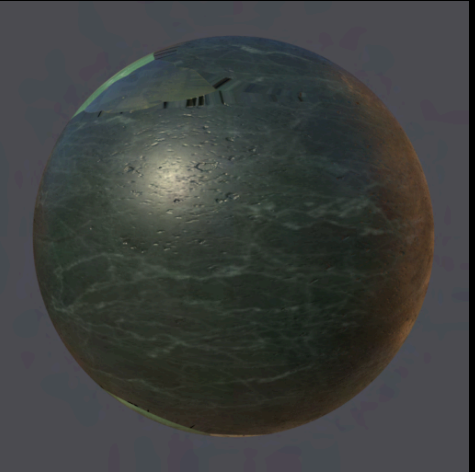



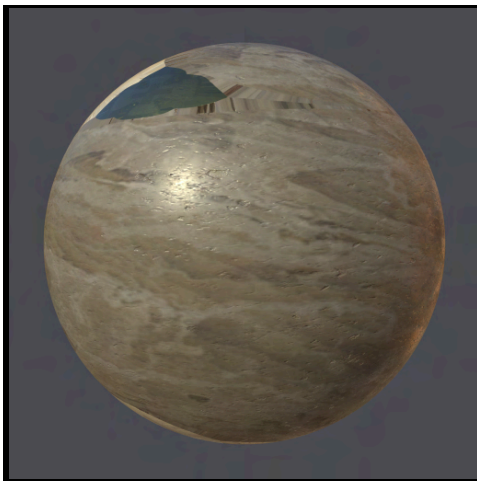
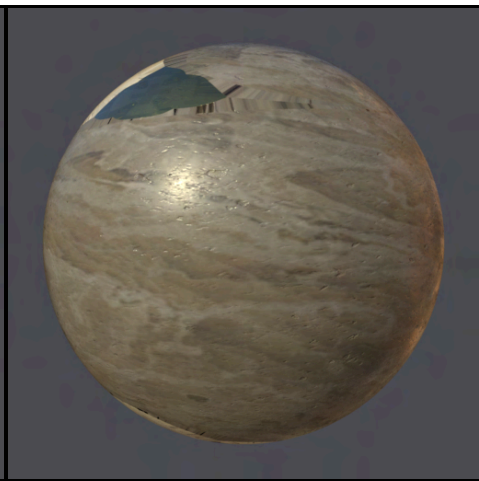

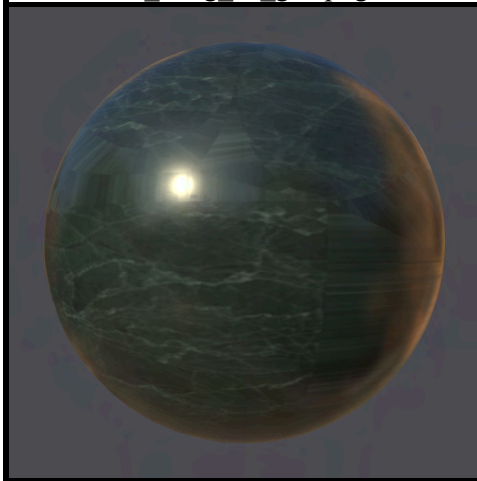
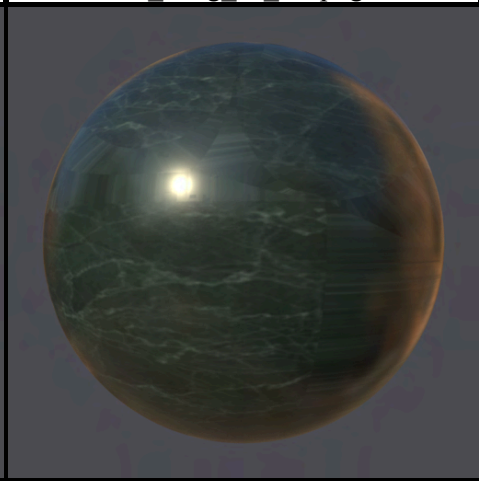

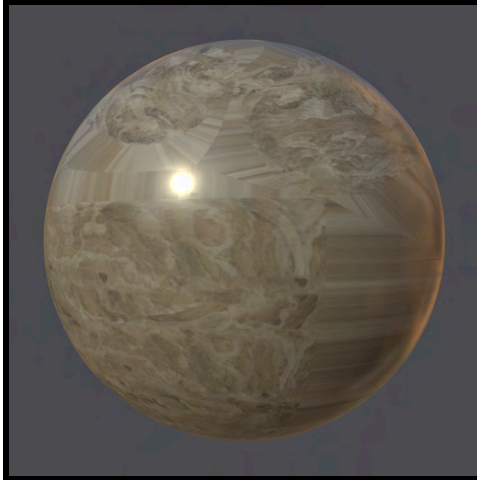
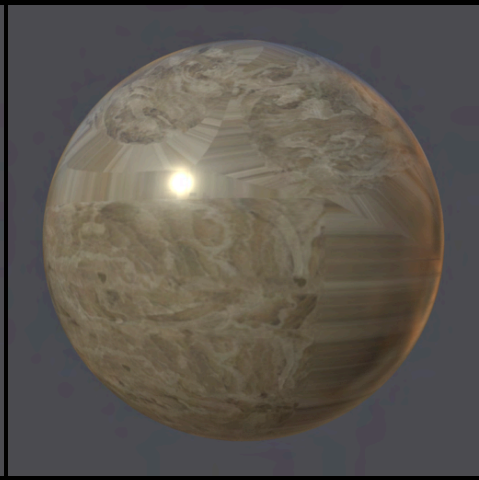
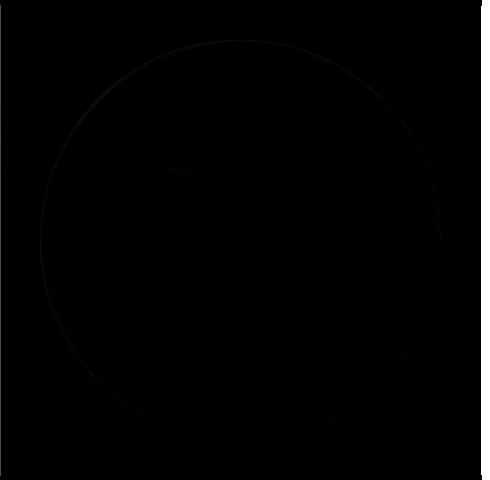
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

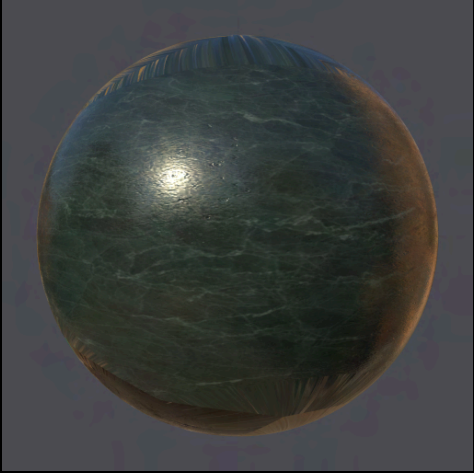
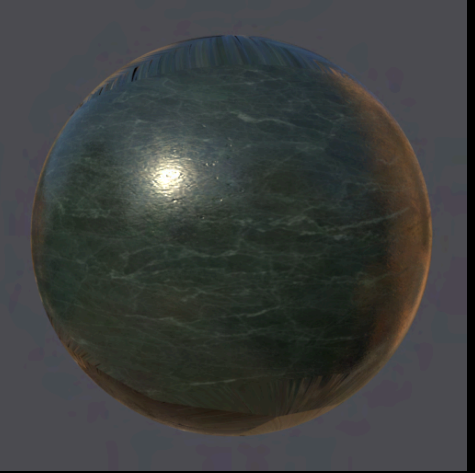
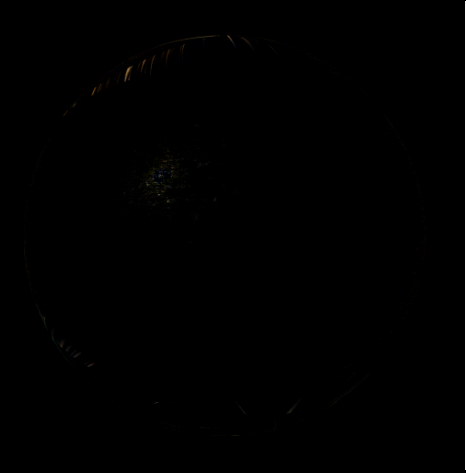
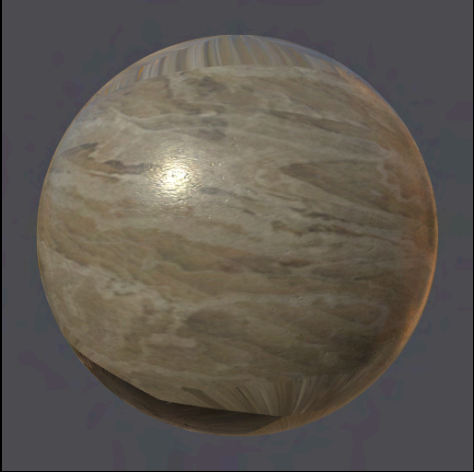
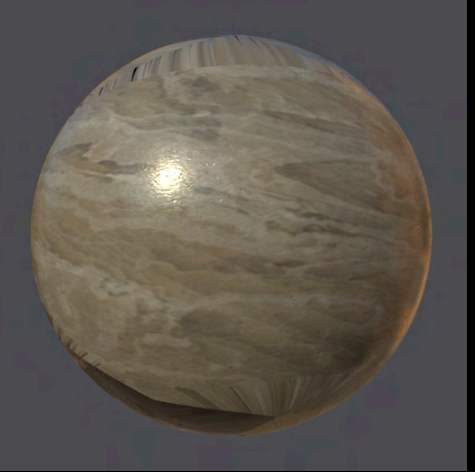
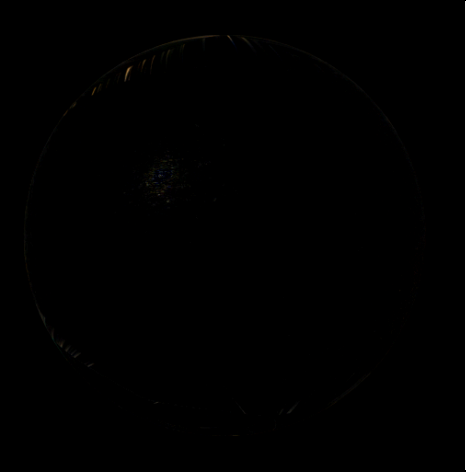
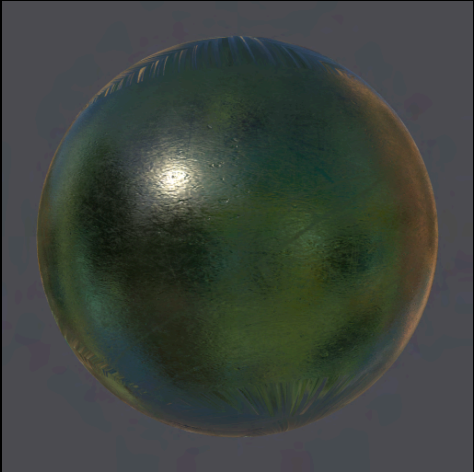
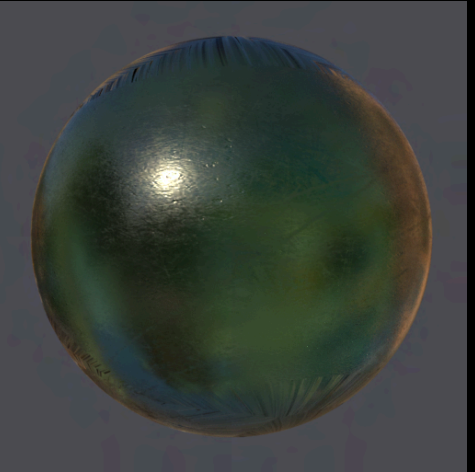
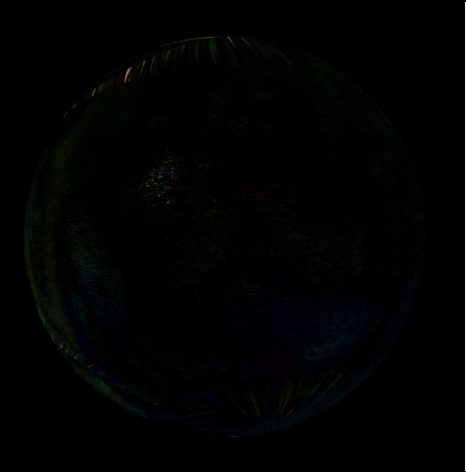


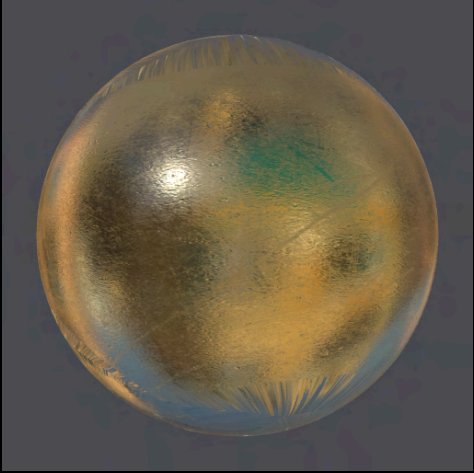
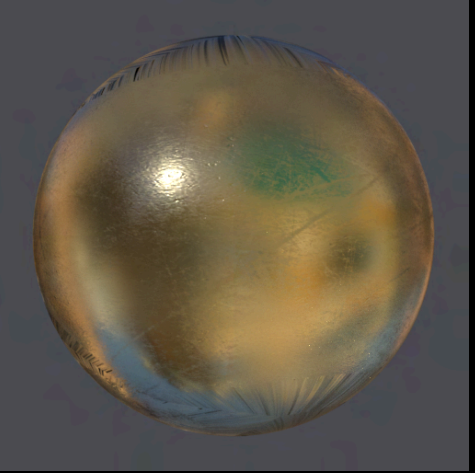
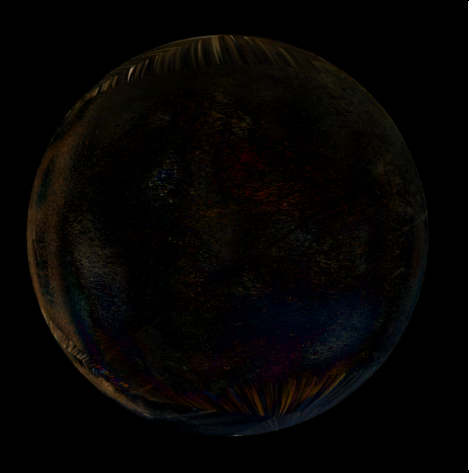
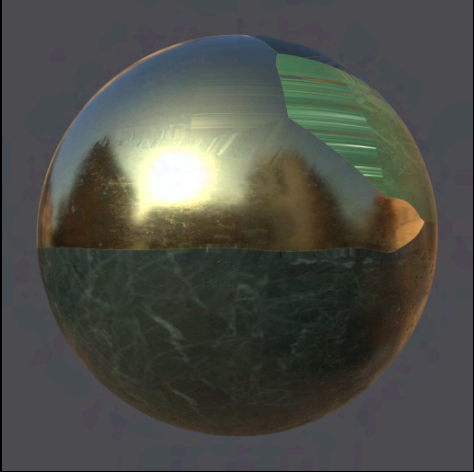
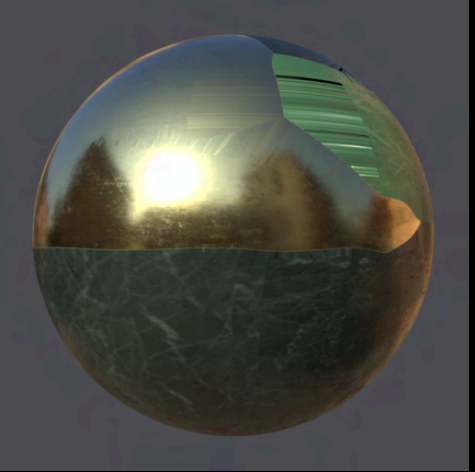
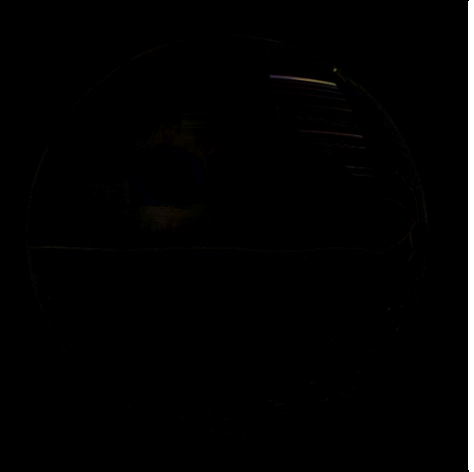
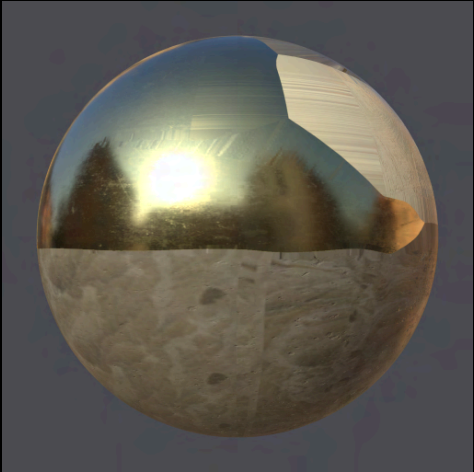
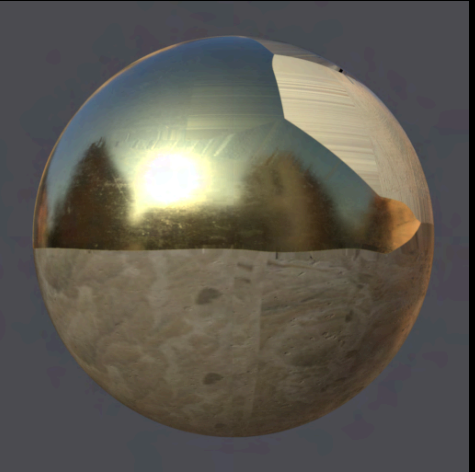

..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:

		
M Bishop B glsl.png	M Bishop B osl.png	GLSL vs. OSL (RMS 0.01287)
		
M Bishop W glsl.png	M Bishop W osl.png	GLSL vs. OSL (RMS 0.00801)
		
M Castle B glsl.png	M Castle B osl.png	GLSL vs. OSL (RMS 0.00725)

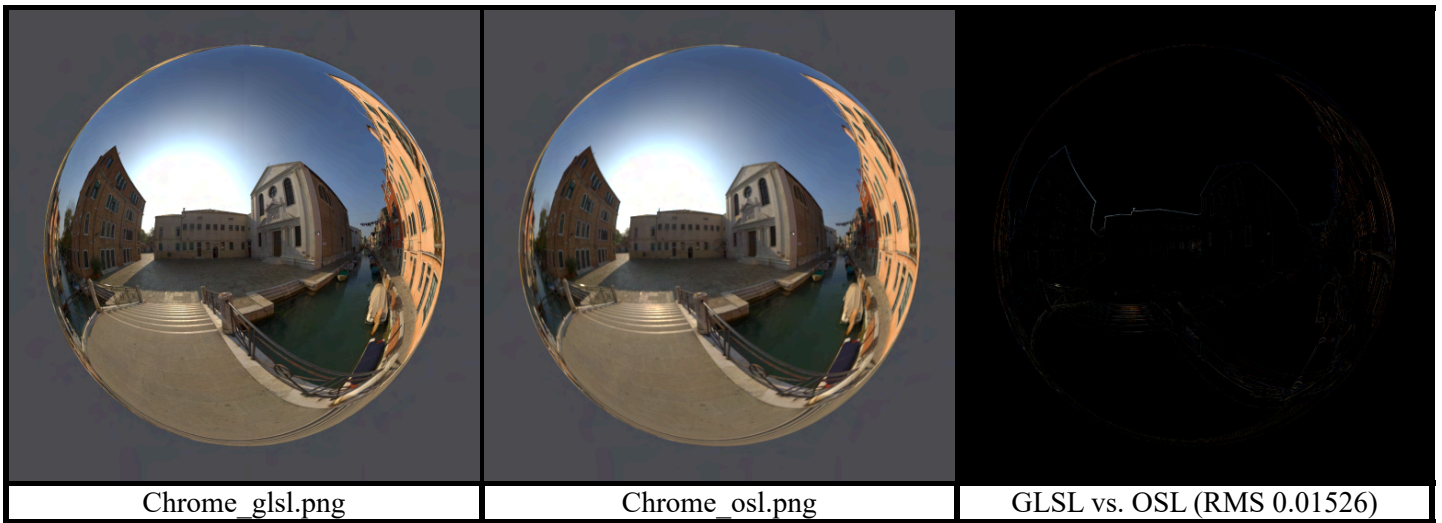
		
M_Castle_W_gsl.png	M_Castle_W_osl.png	GLSL vs. OSL (RMS 0.01160)
		
M_Chessboard_gsl.png	M_Chessboard_osl.png	GLSL vs. OSL (RMS 0.00362)
		
M_King_B_gsl.png	M_King_B_osl.png	GLSL vs. OSL (RMS 0.00829)

		
M King W glsl.png	M King W osl.png	GLSL vs. OSL (RMS 0.00952)
		
M Knight B glsl.png	M Knight B osl.png	GLSL vs. OSL (RMS 0.00280)
		
M Knight W glsl.png	M Knight W osl.png	GLSL vs. OSL (RMS 0.00457)

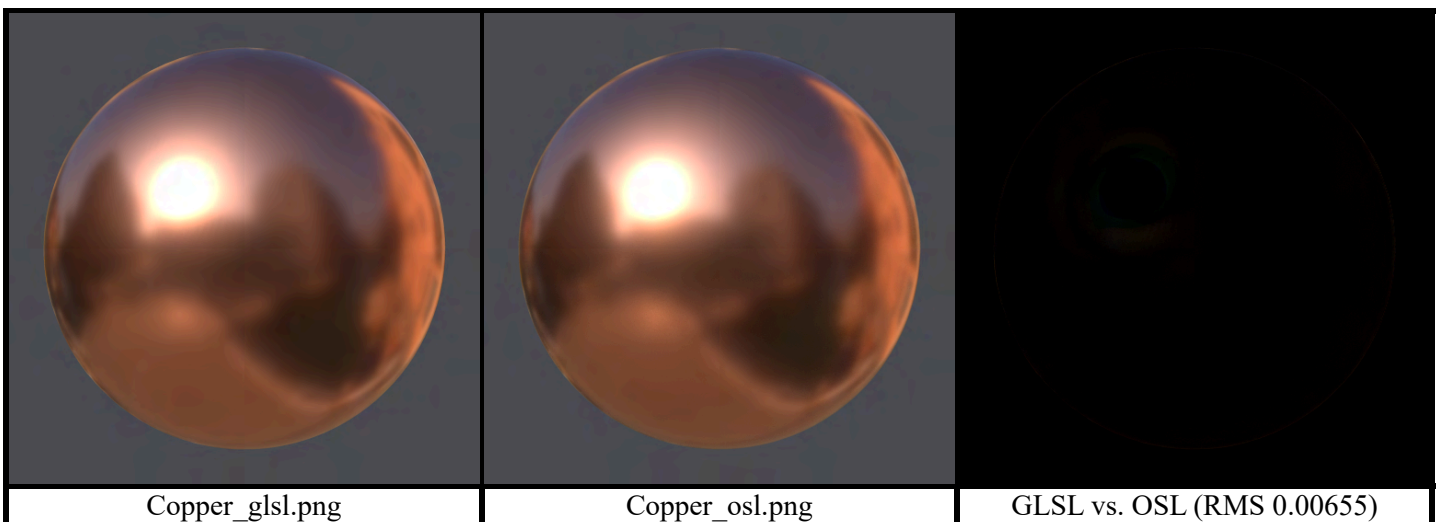
		
M Pawn Body B glsl.png	M Pawn Body B osl.png	GLSL vs. OSL (RMS 0.00852)
		
M Pawn Body W glsl.png	M Pawn Body W osl.png	GLSL vs. OSL (RMS 0.00809)
		
M Pawn Top B glsl.png	M Pawn Top B osl.png	GLSL vs. OSL (RMS 0.01803)

		
M Pawn Top W glsl.png	M Pawn Top W osl.png	GLSL vs. OSL (RMS 0.04144)
		
M Queen B glsl.png	M Queen B osl.png	GLSL vs. OSL (RMS 0.00993)
		
M Queen W glsl.png	M Queen W osl.png	GLSL vs. OSL (RMS 0.00749)

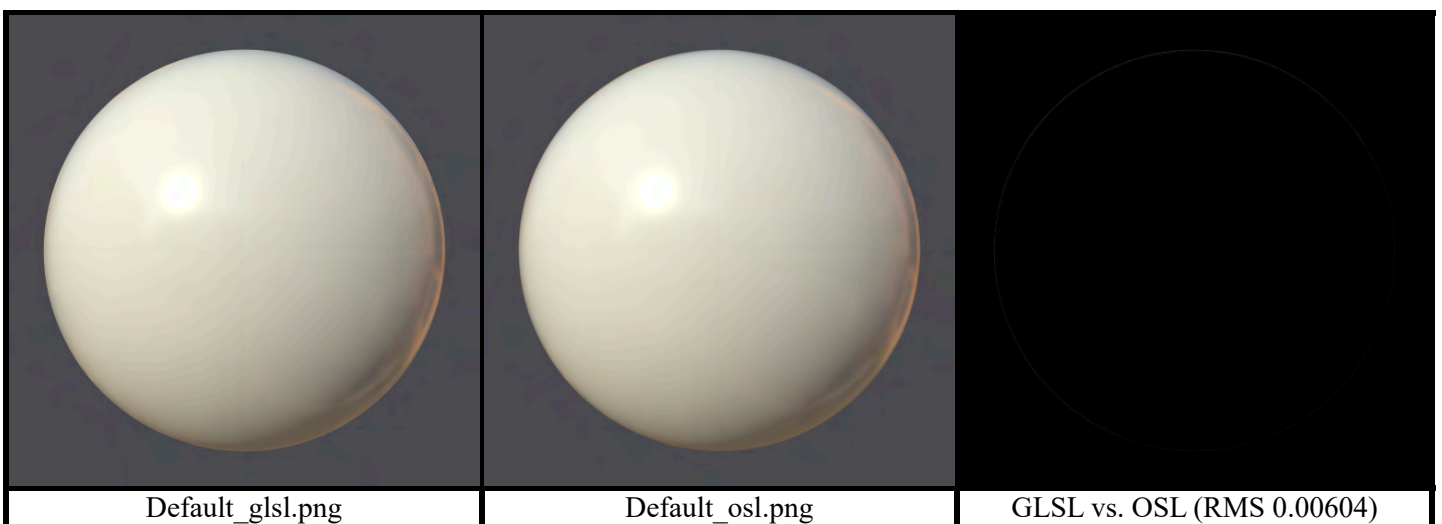
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chrome:



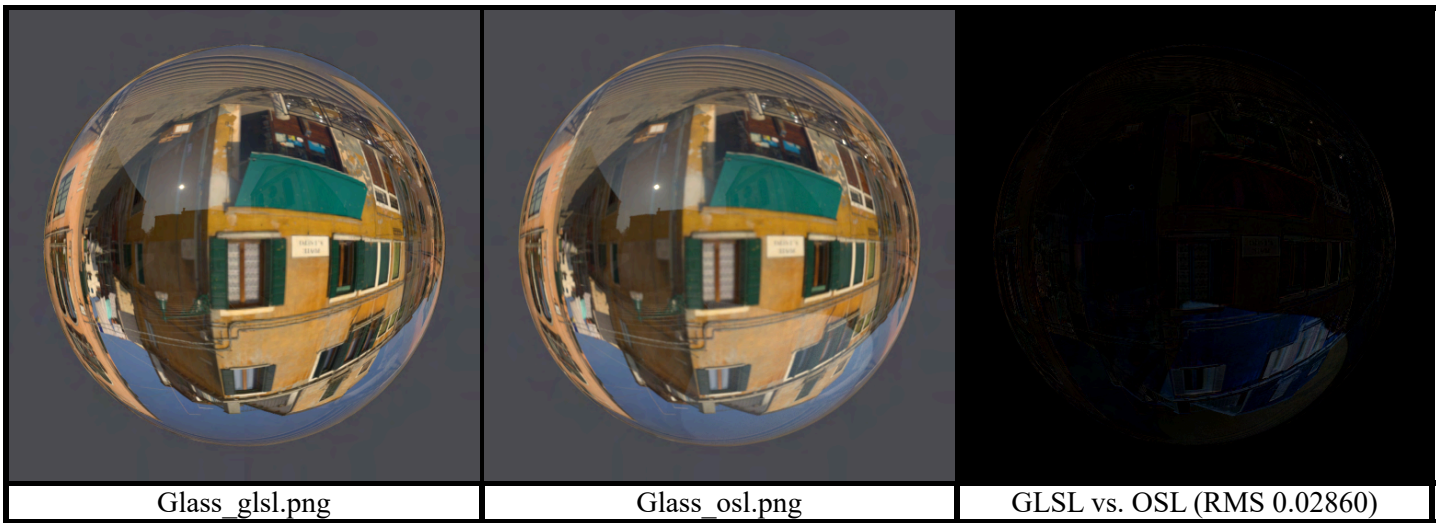
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



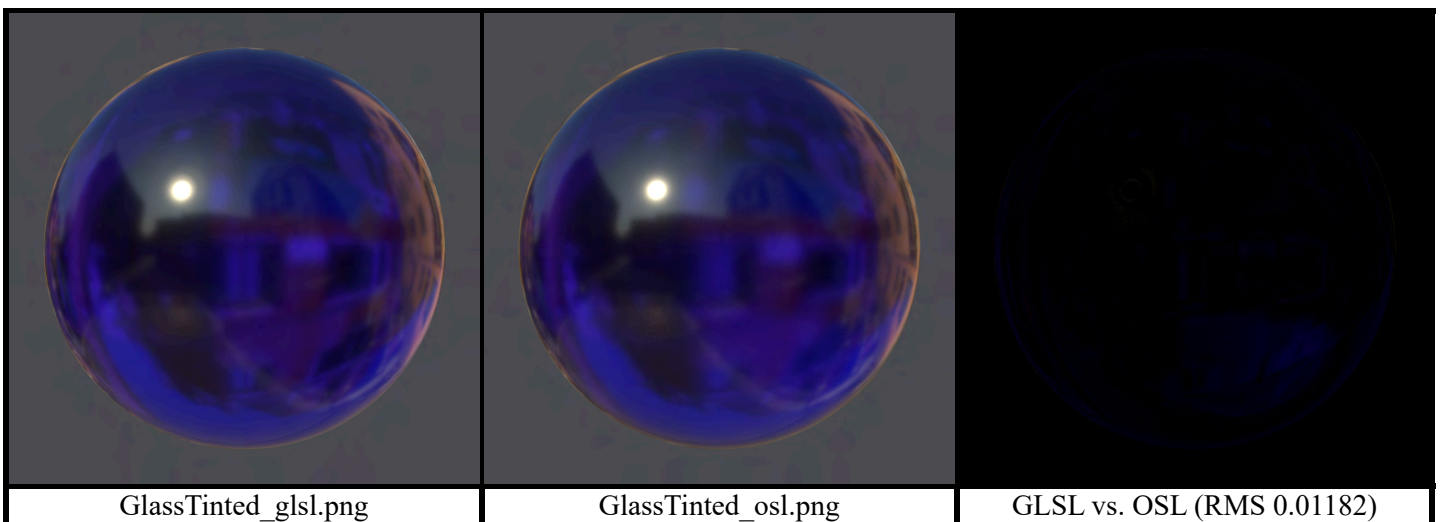
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



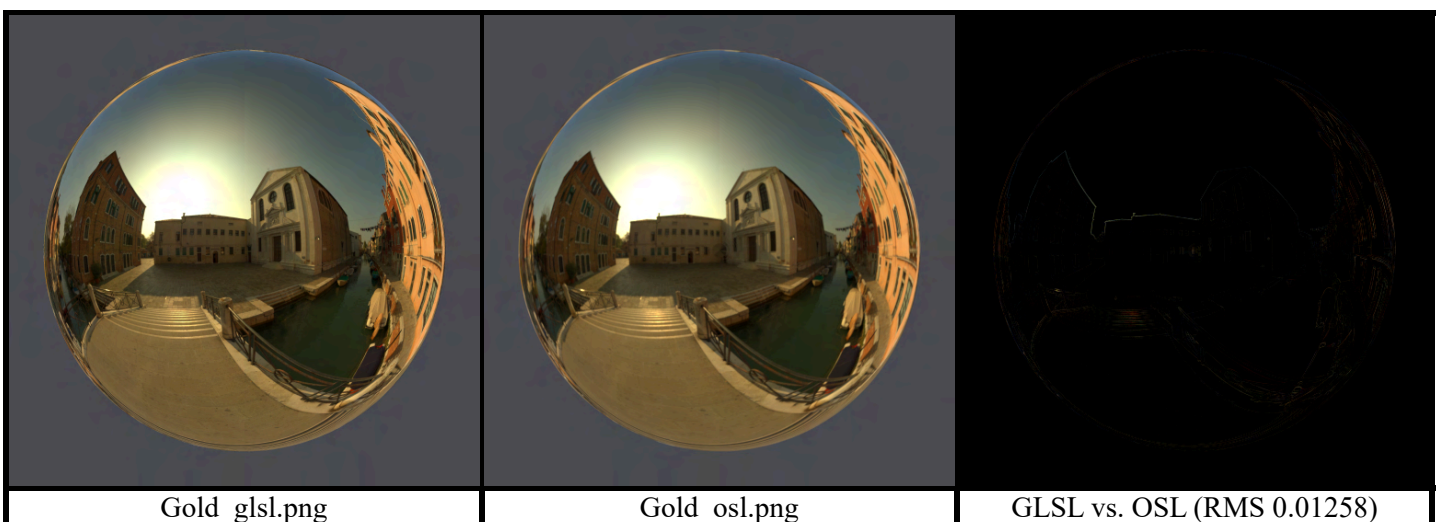
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



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



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



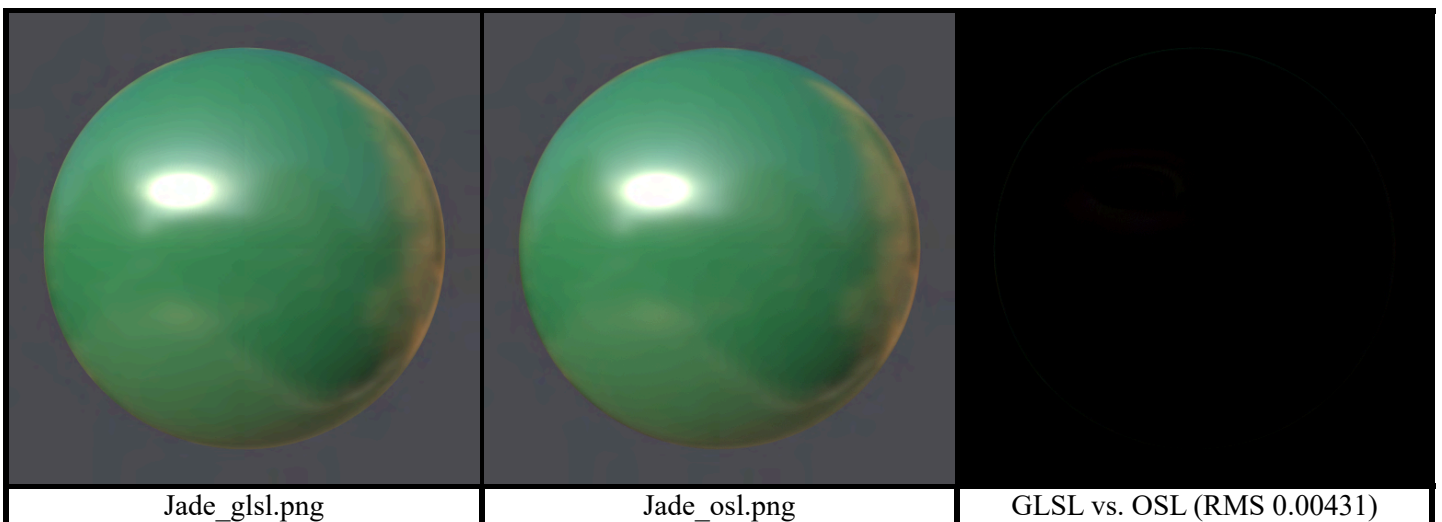
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



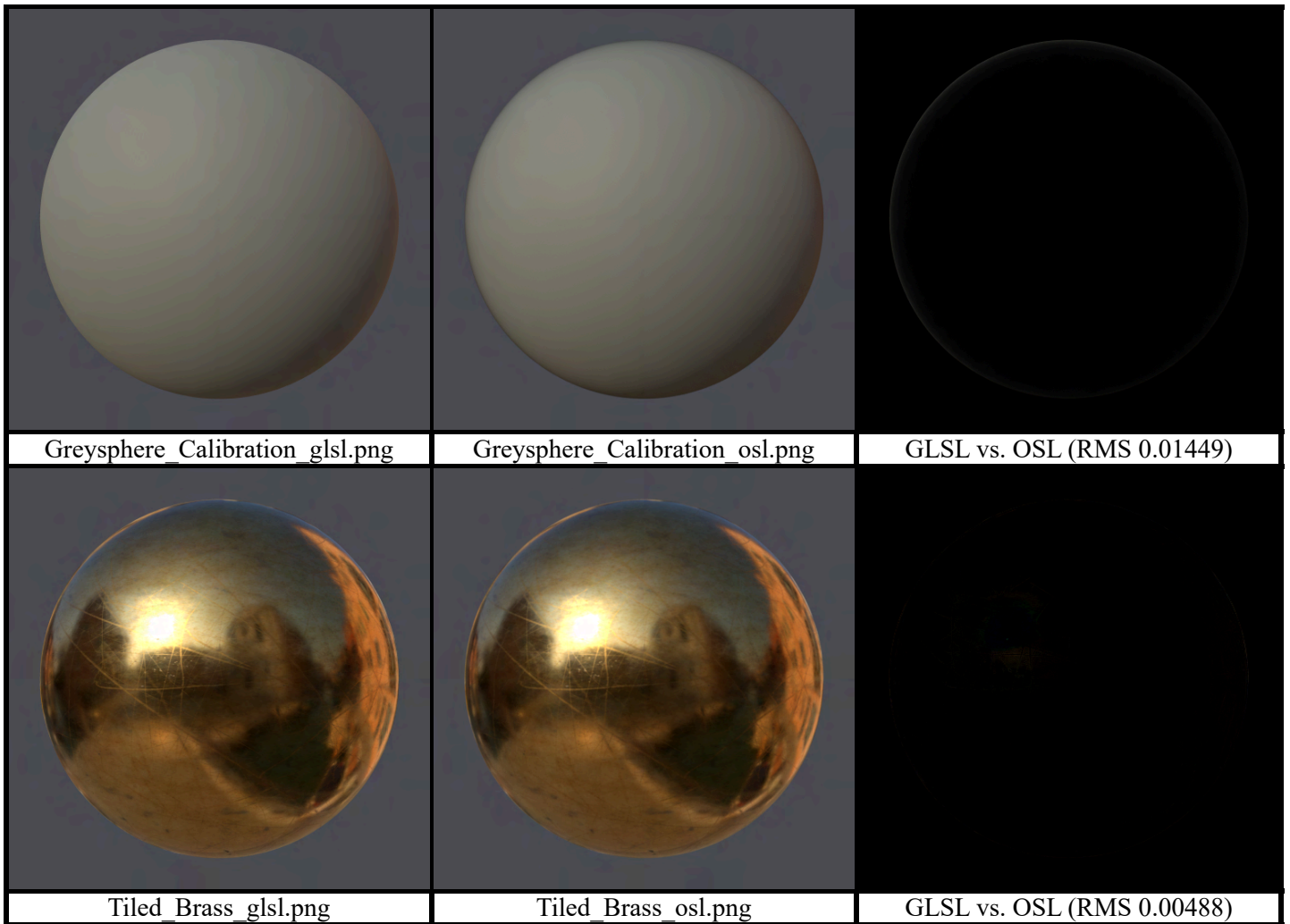
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



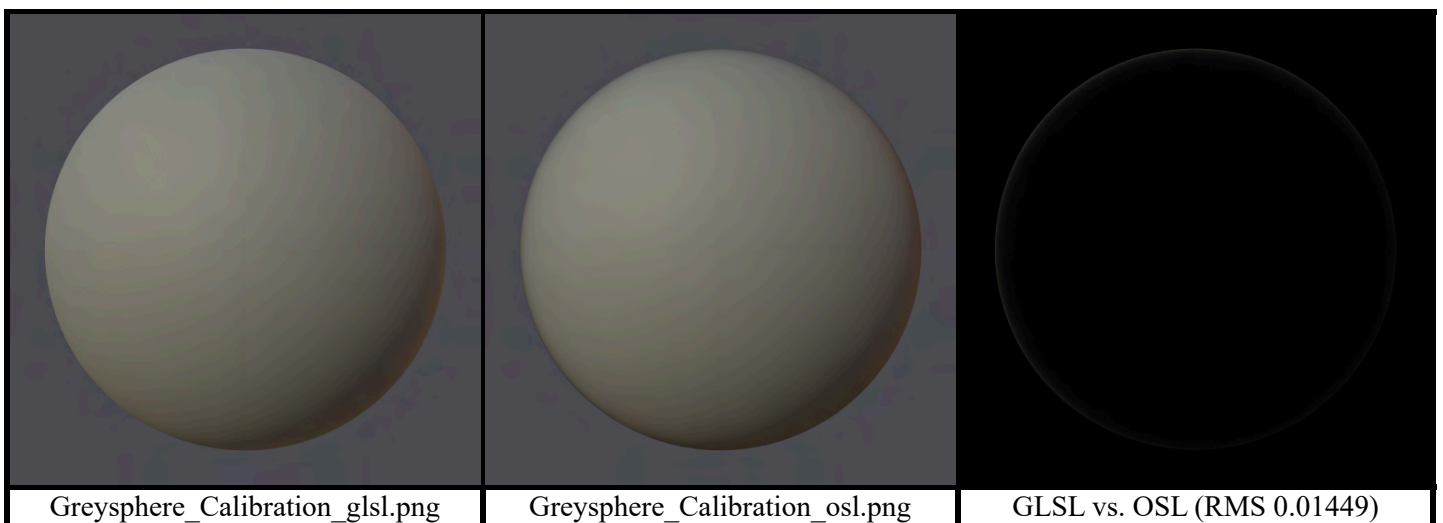
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

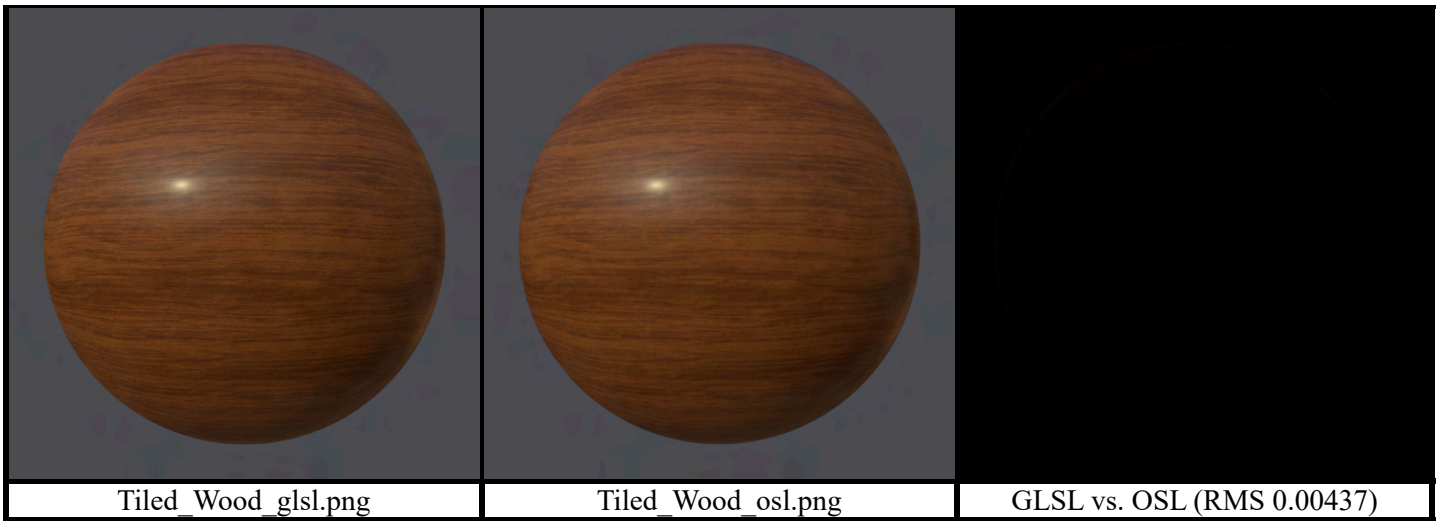


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

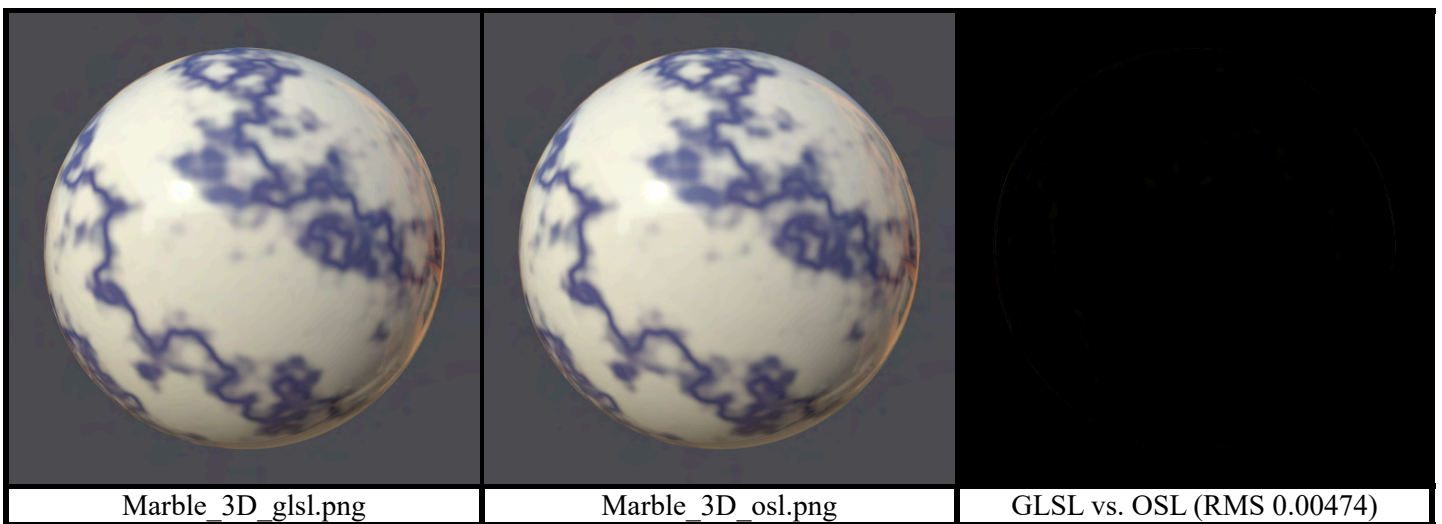


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

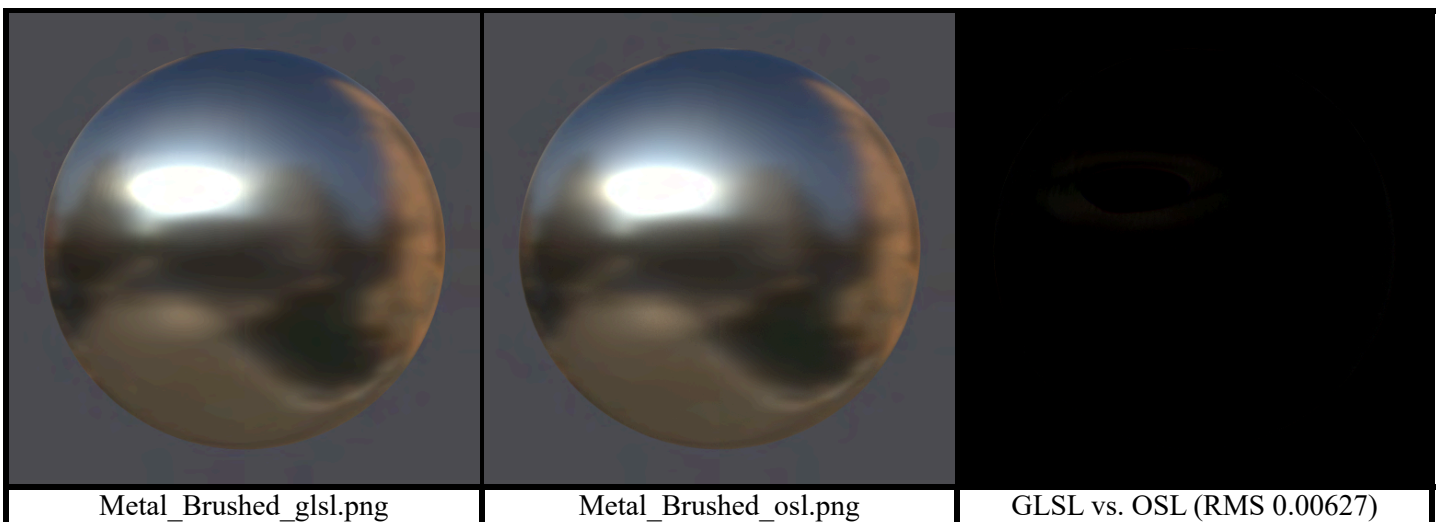




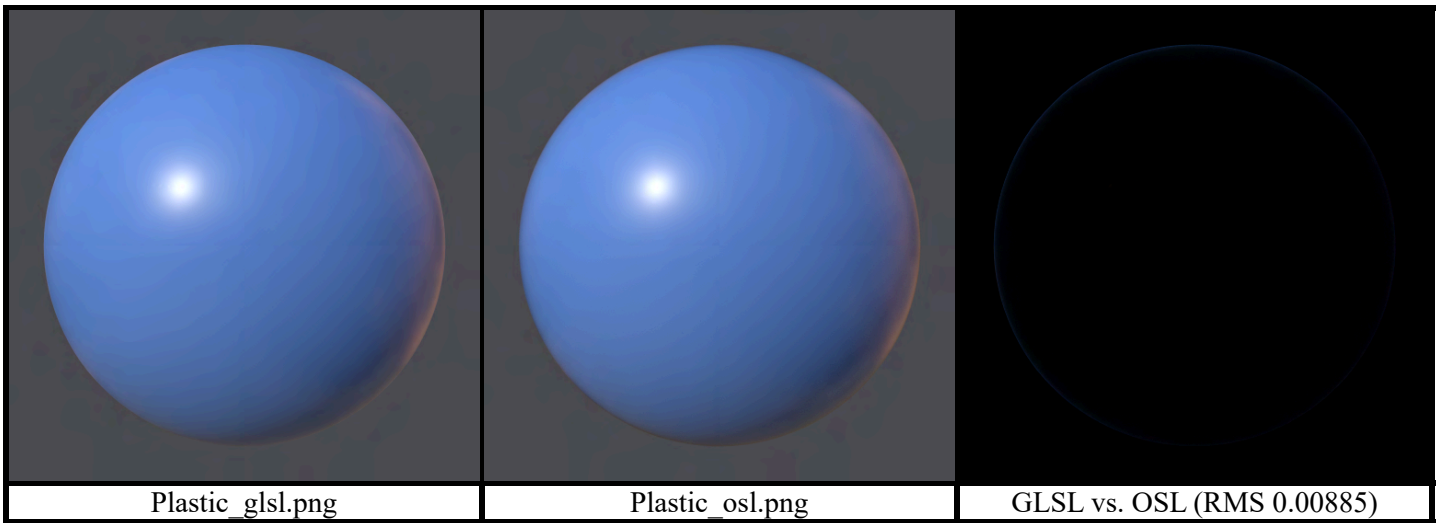
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



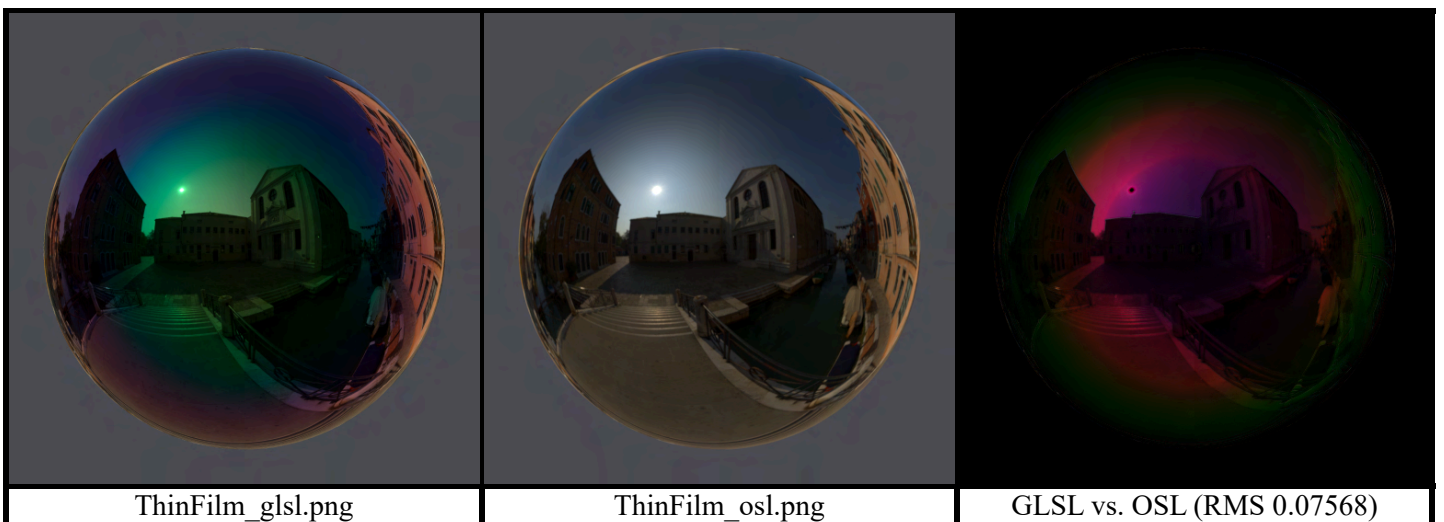
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



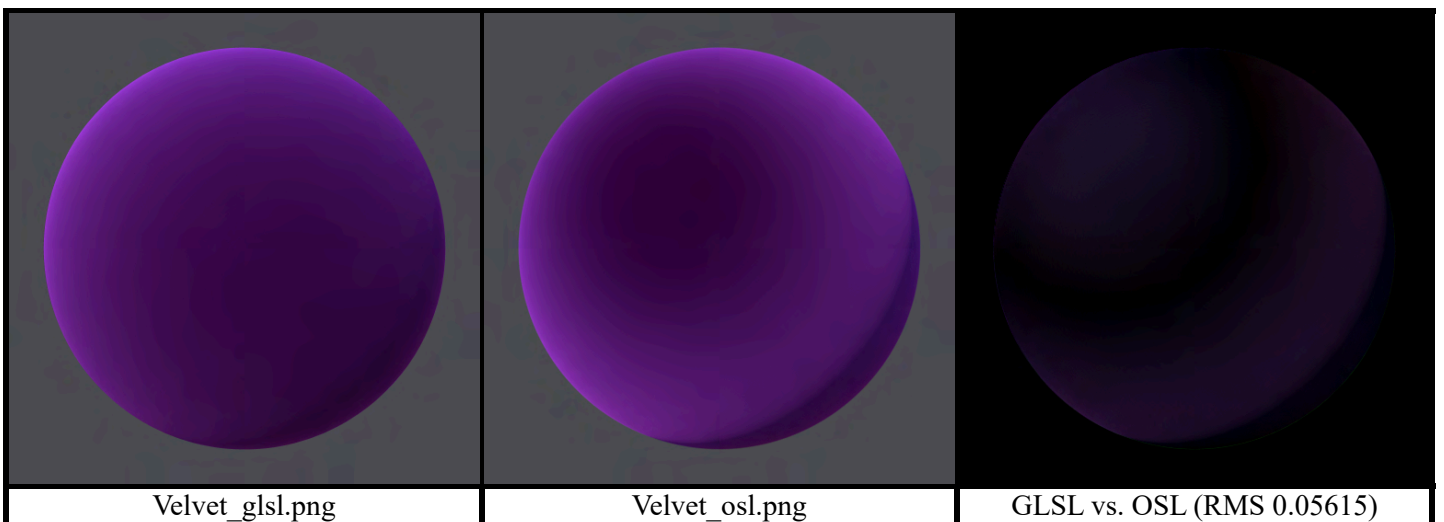
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



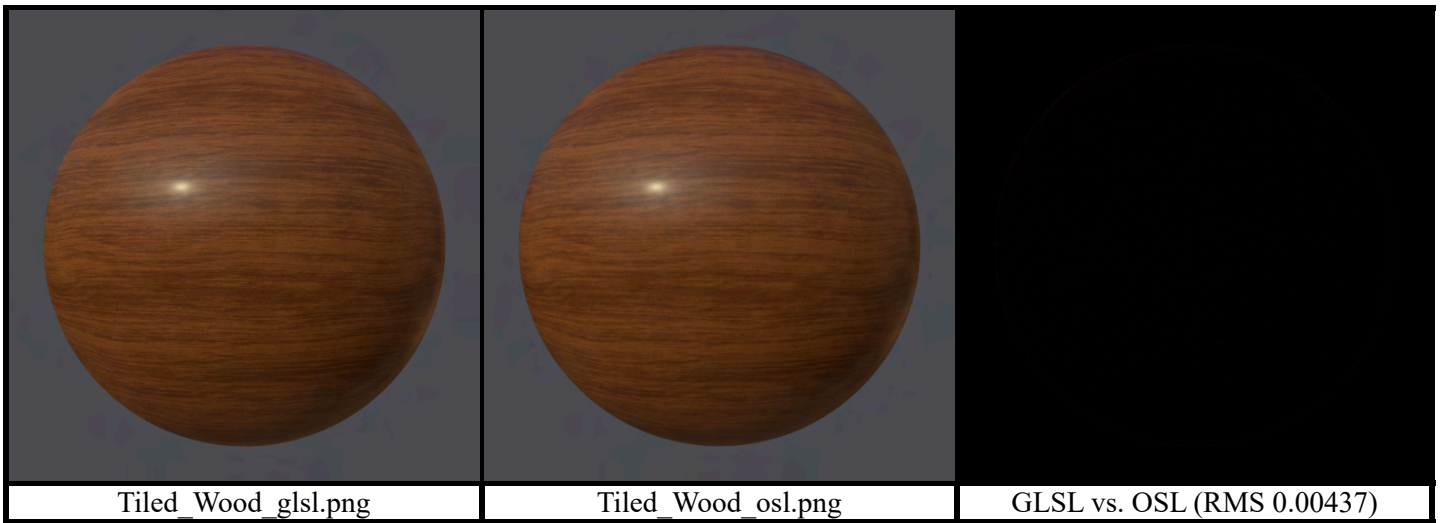
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_thin_film:



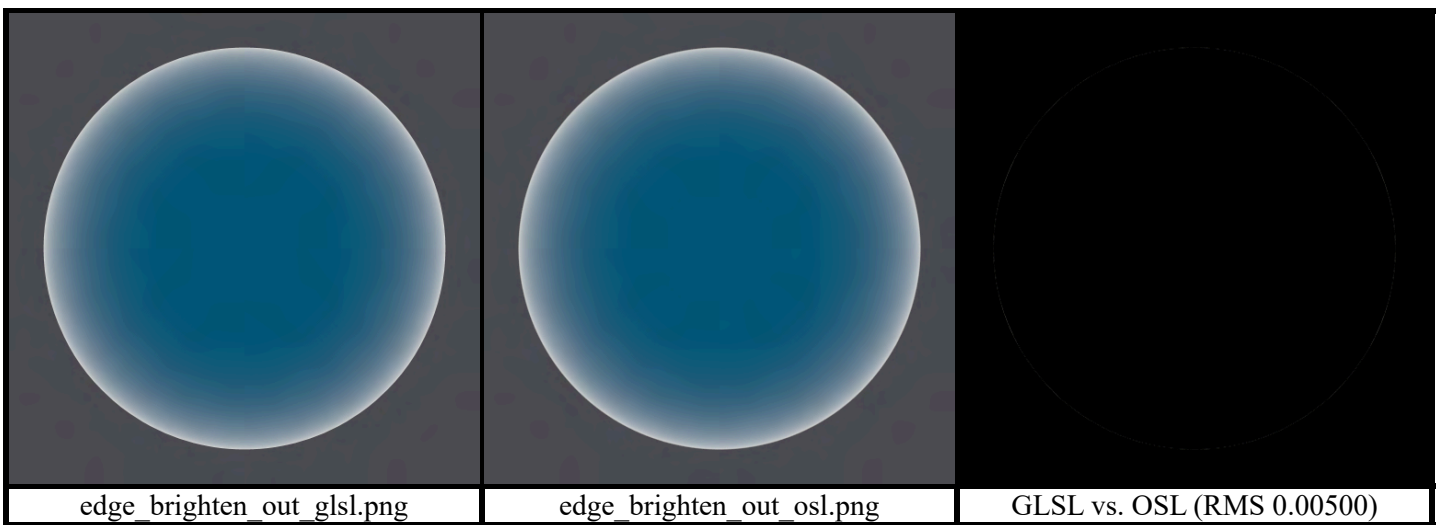
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



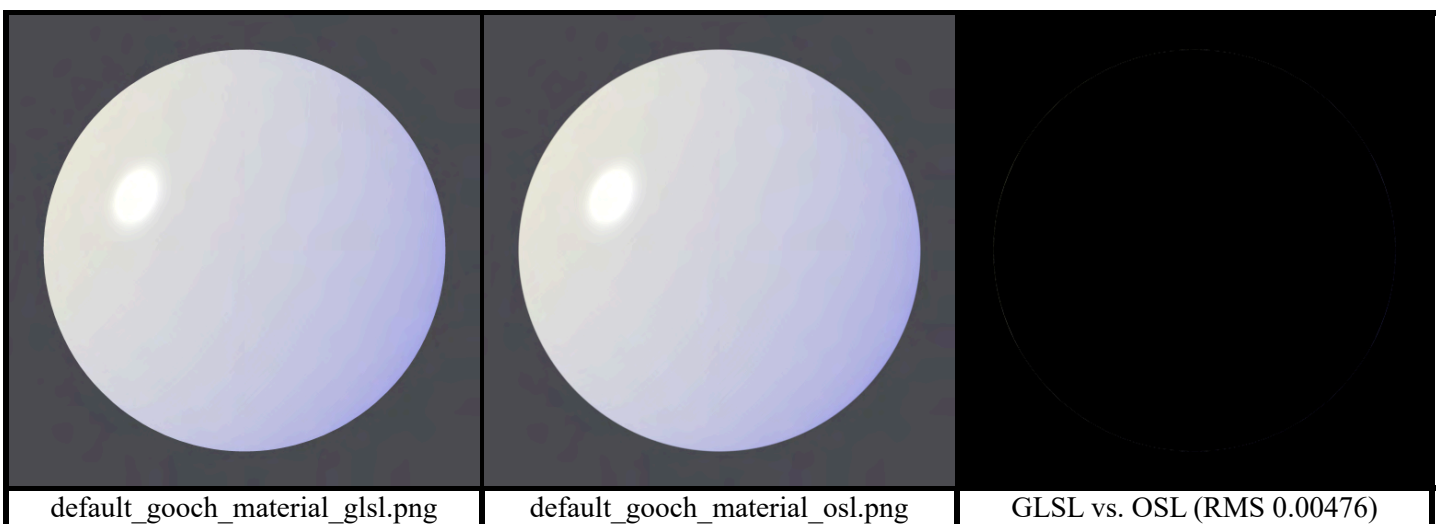
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:

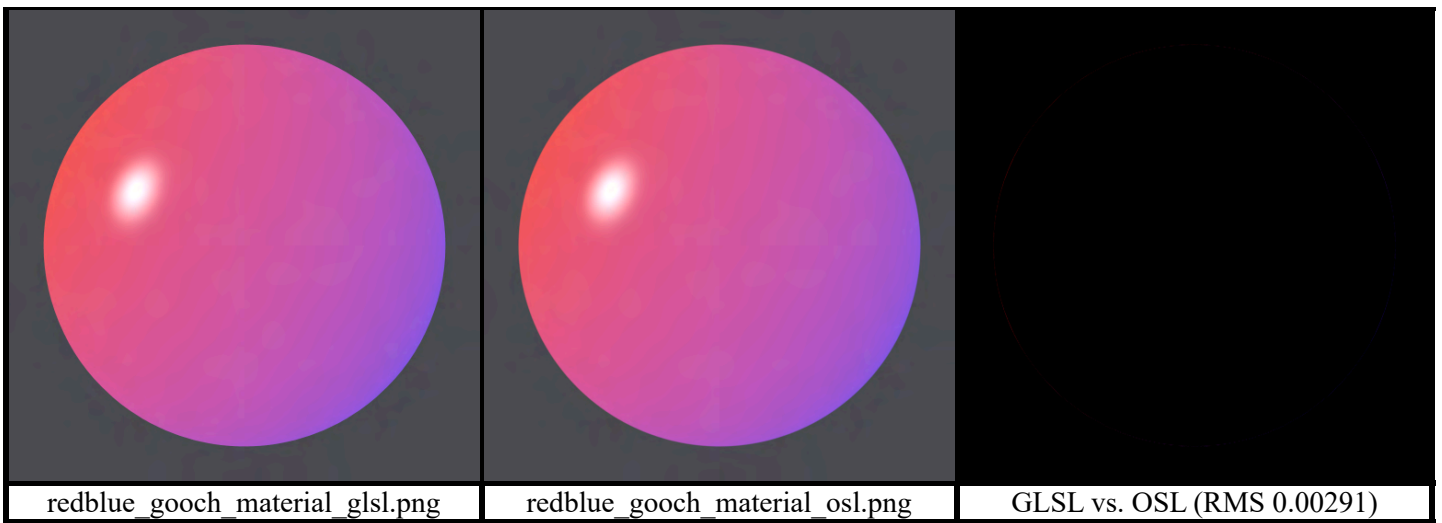


..\..\build\bin\resources\Materials\TestSuite\nprlib\edge_brighten:

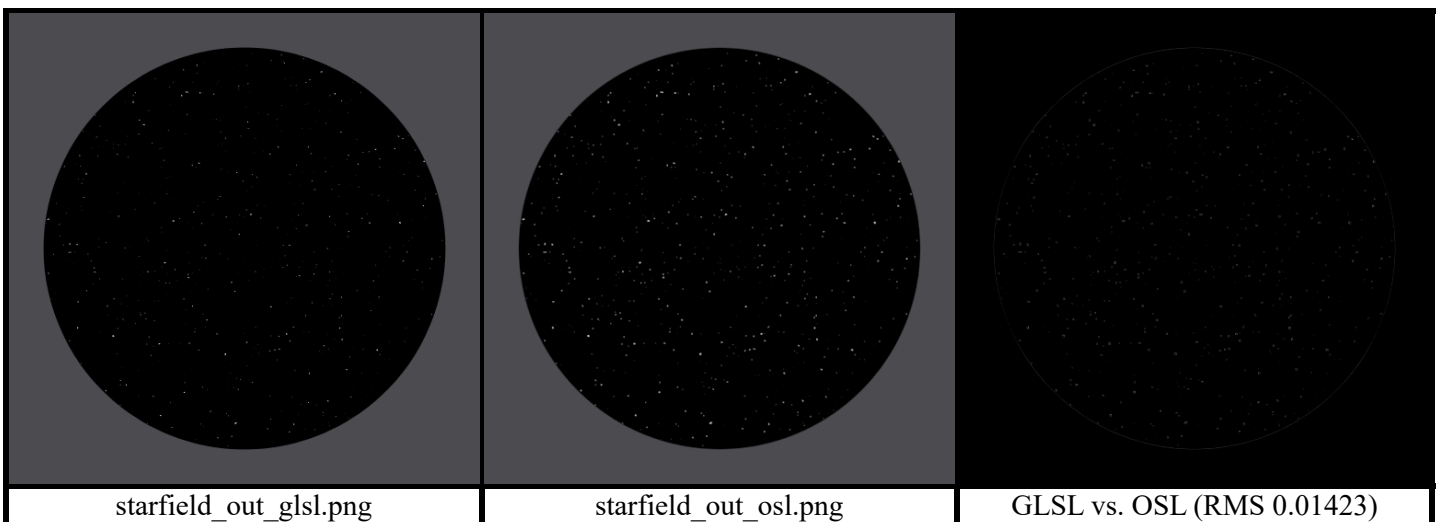


..\..\build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:

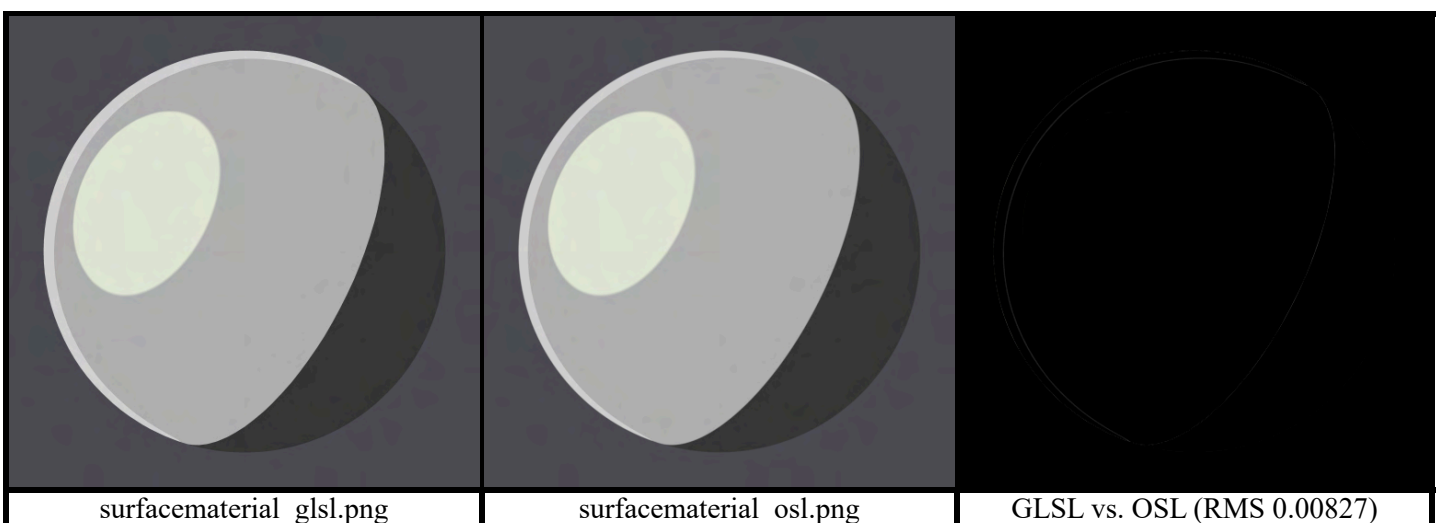




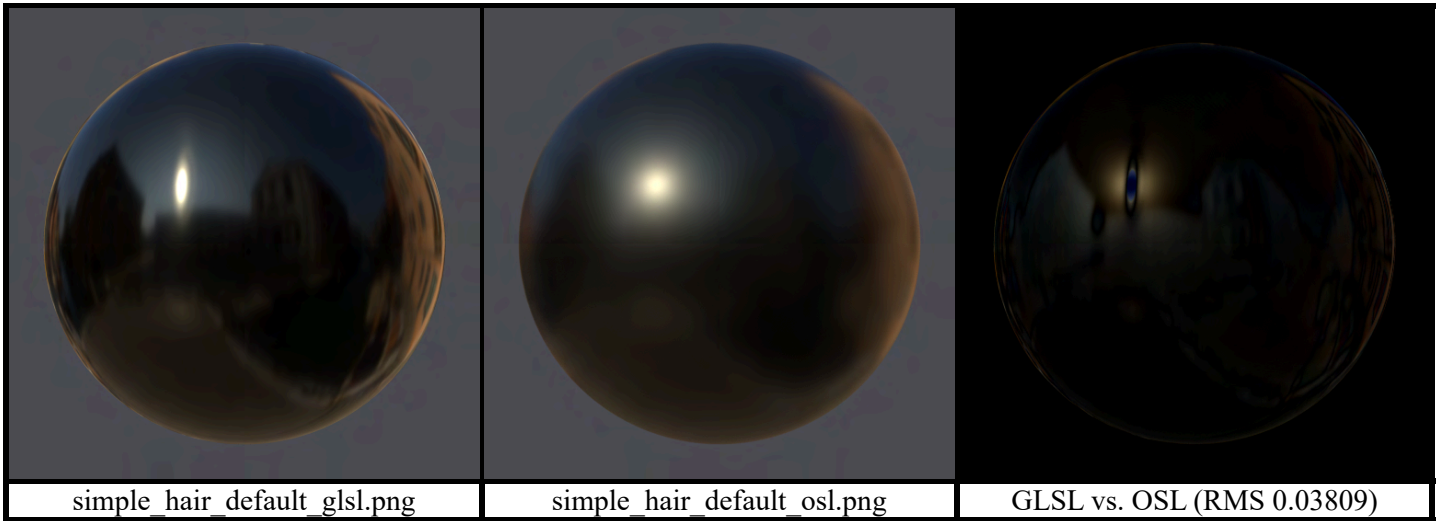
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



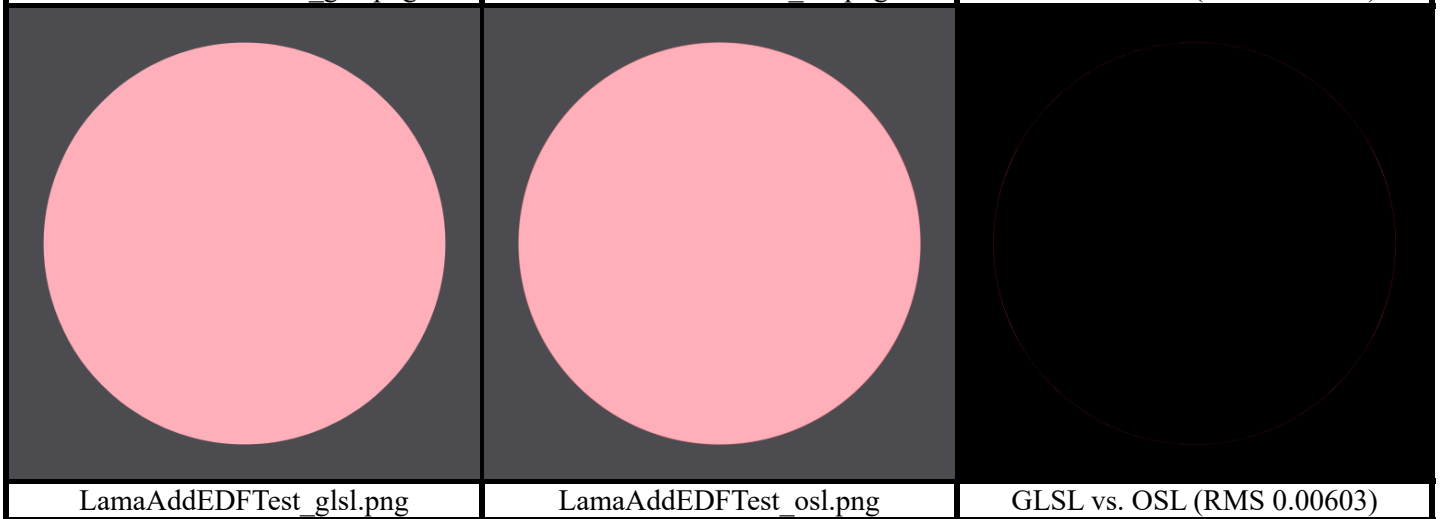
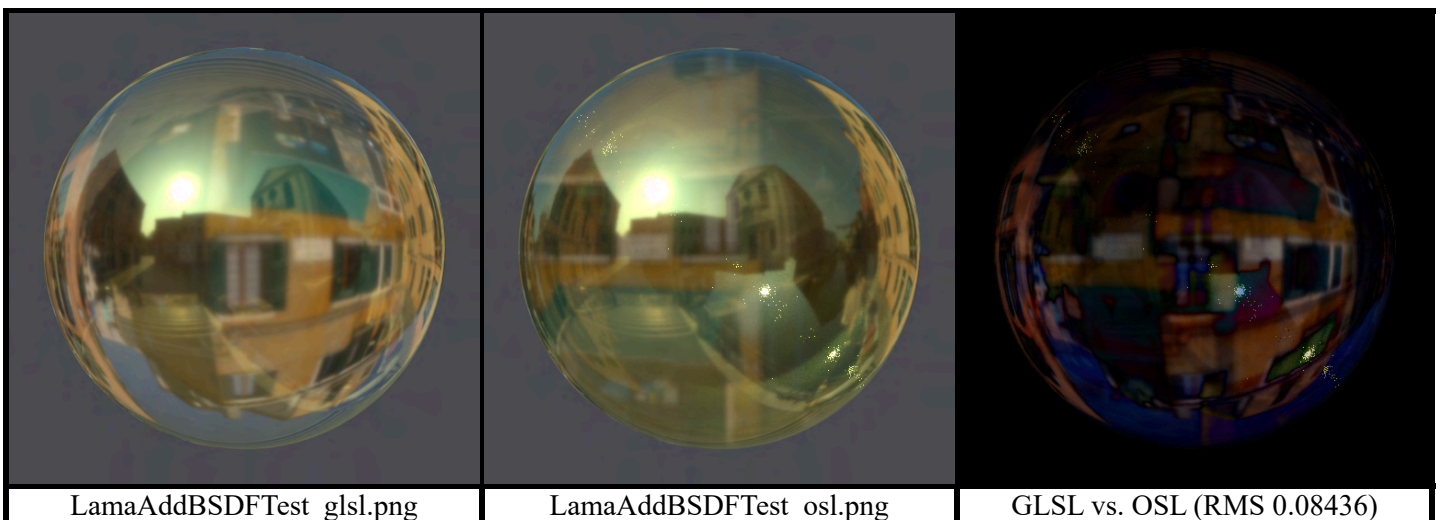
..\..\build\bin\resources\Materials\TestSuite\nprlib\toon_shade:



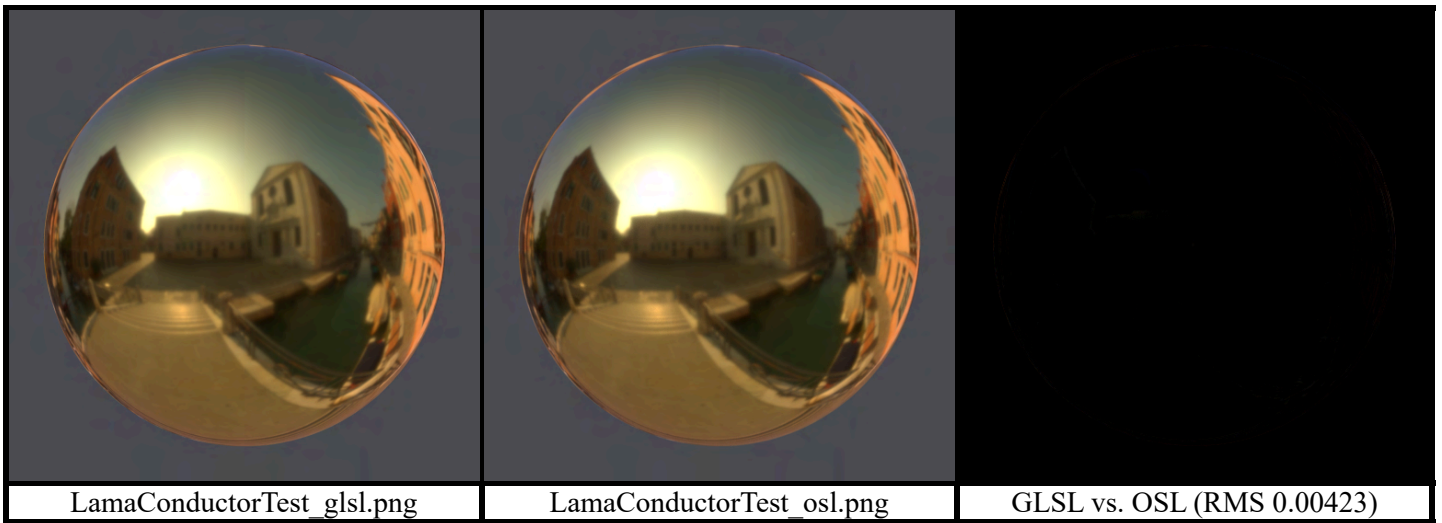
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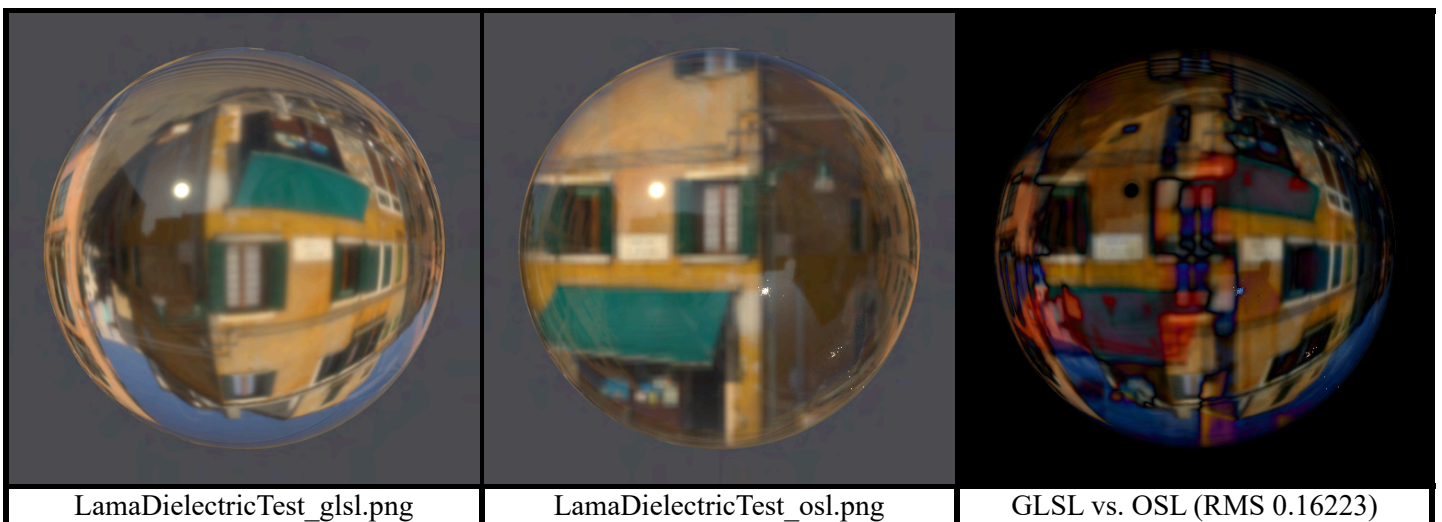
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:



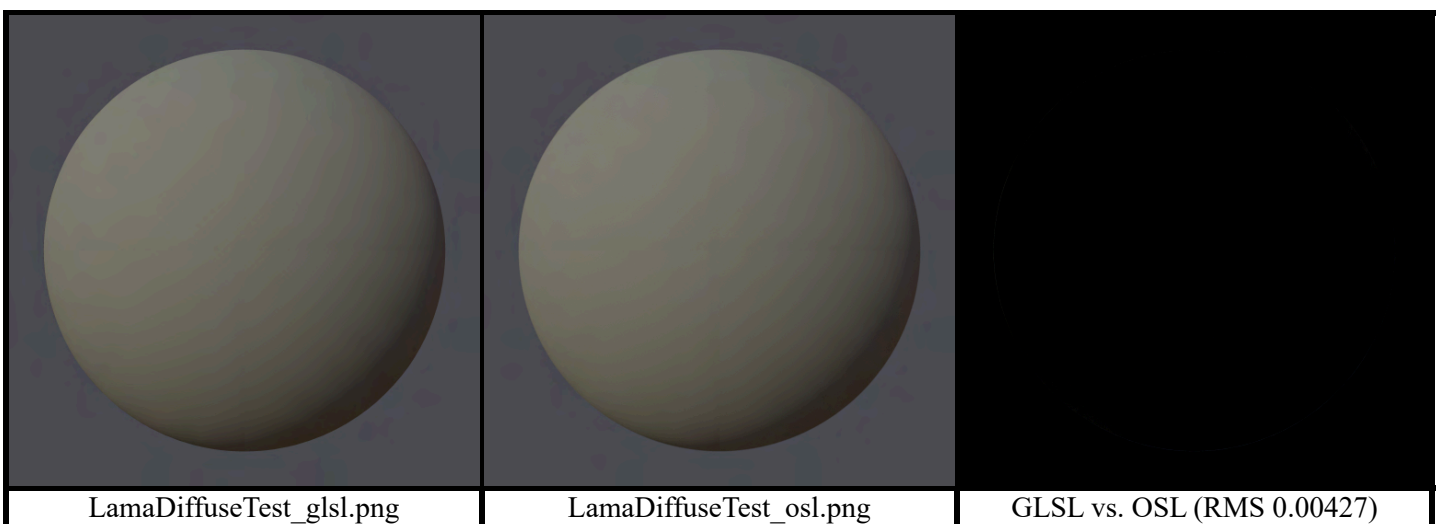
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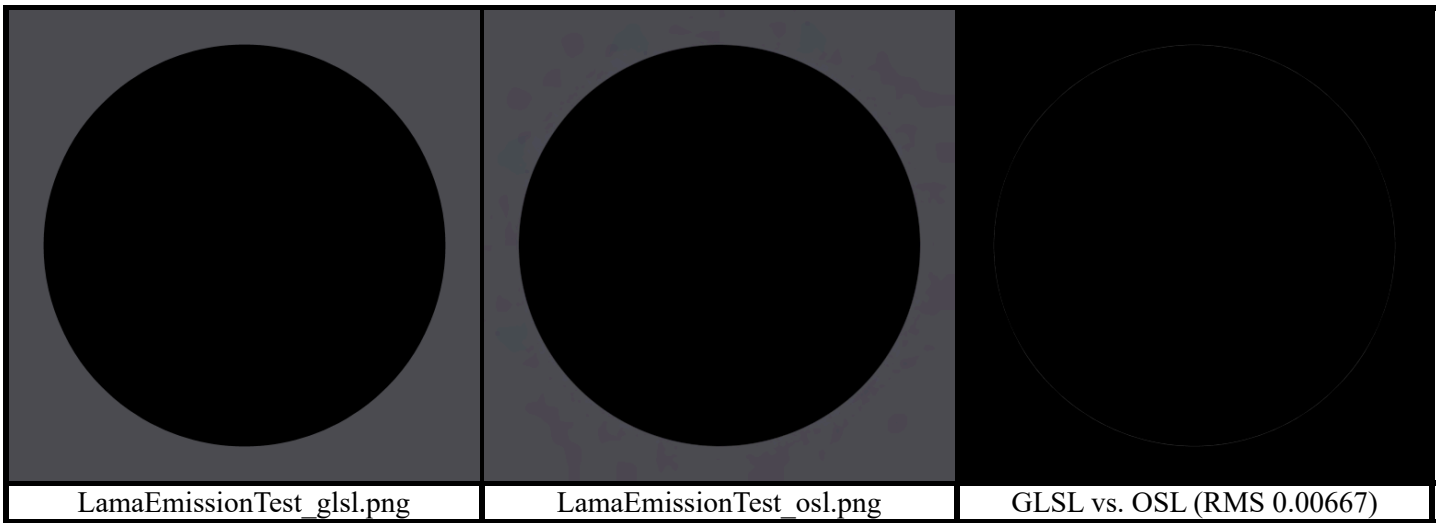
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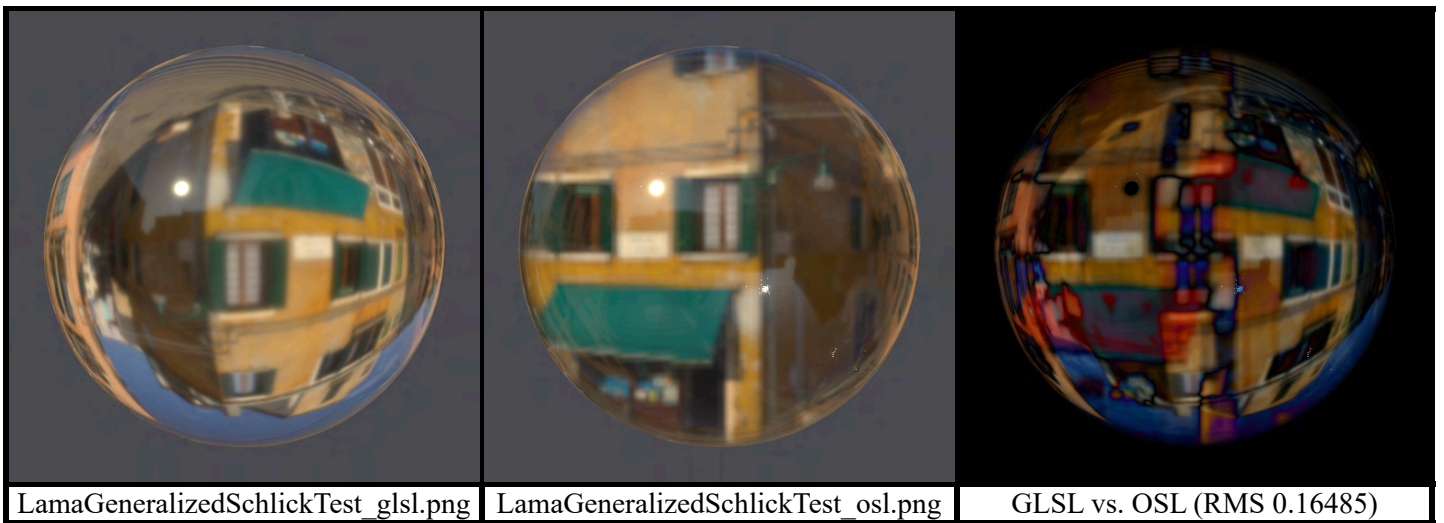
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..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_emission:



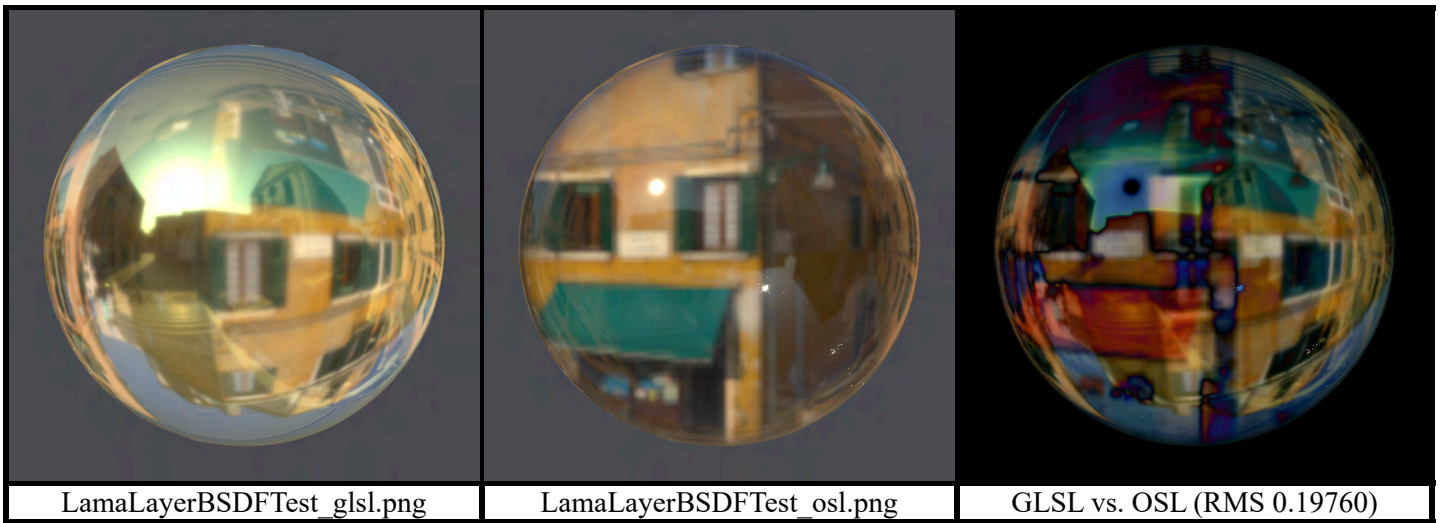
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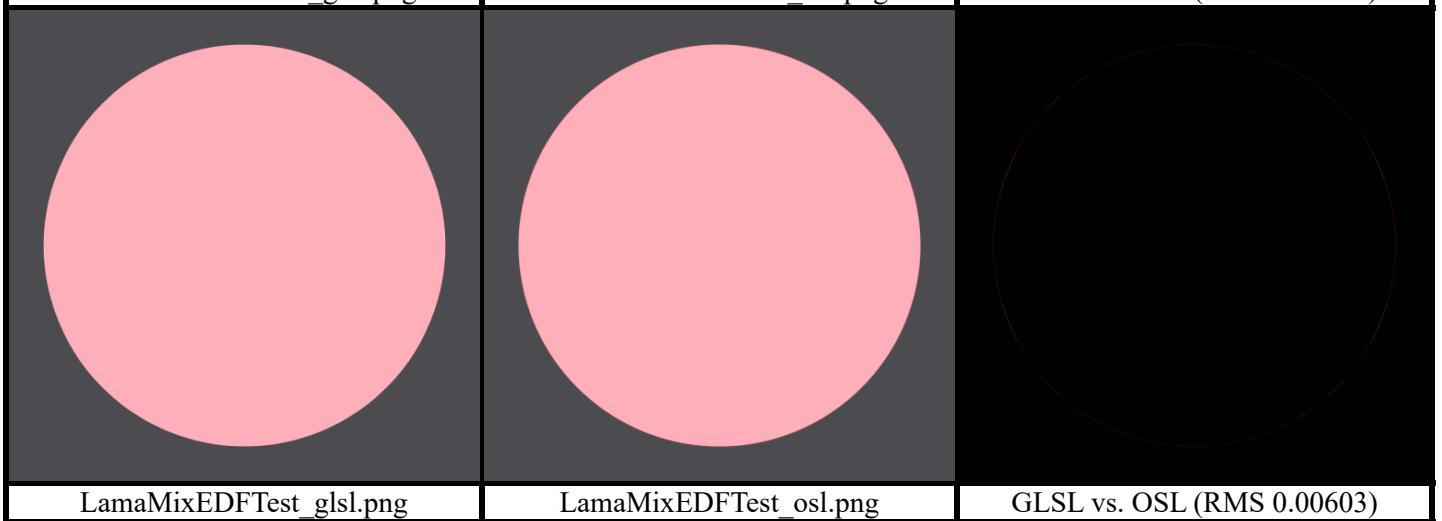
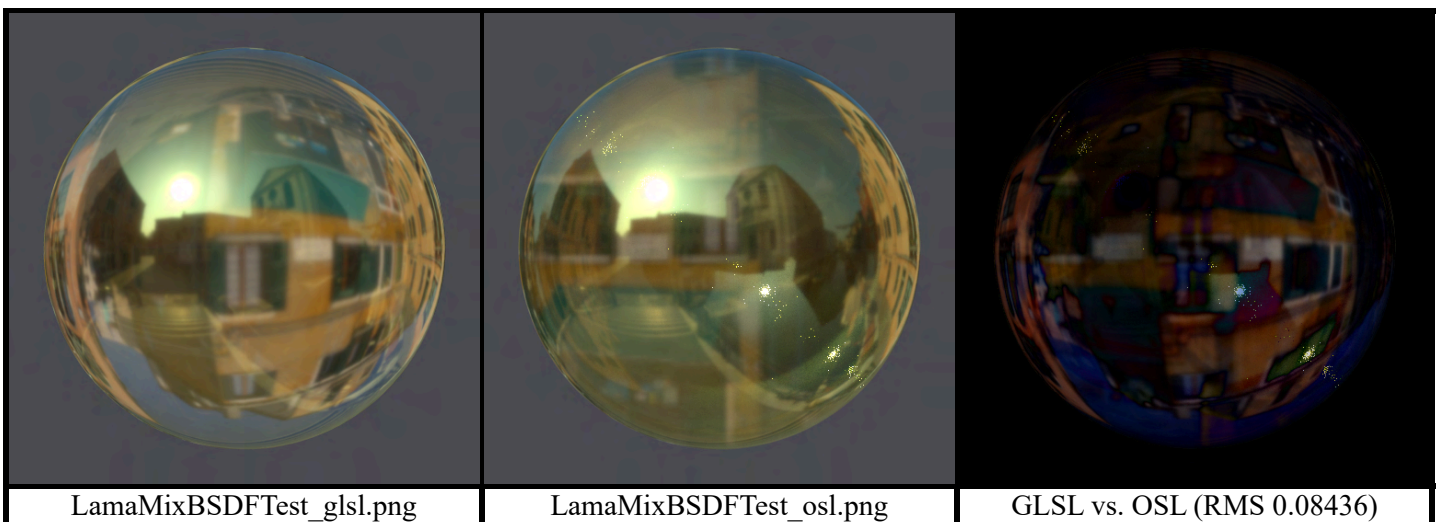
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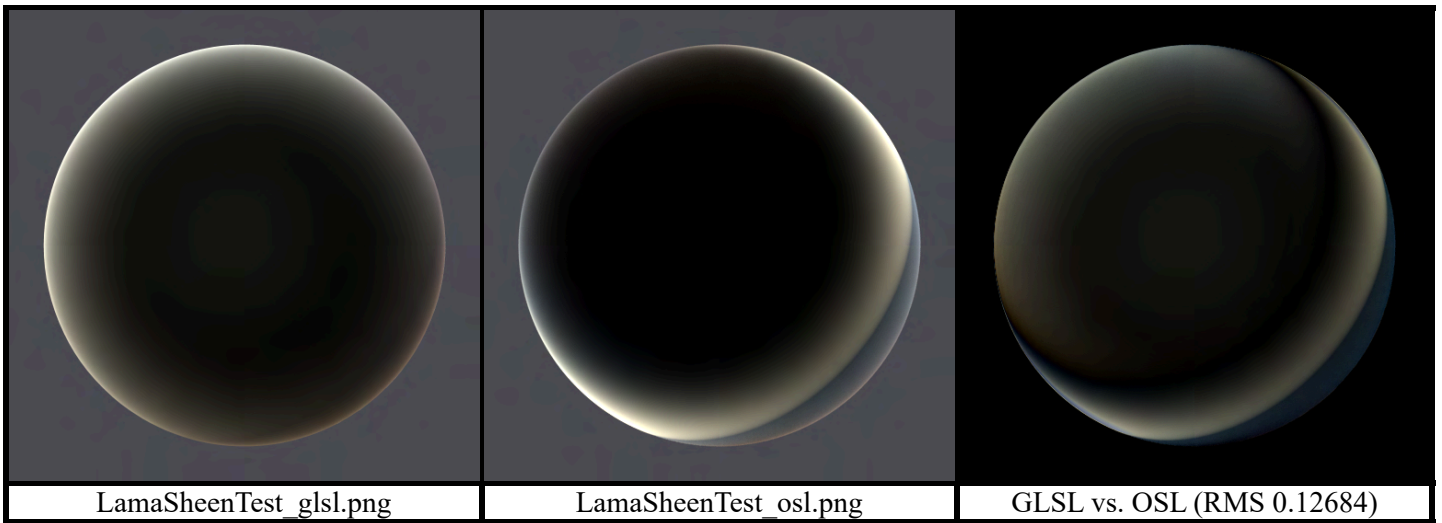
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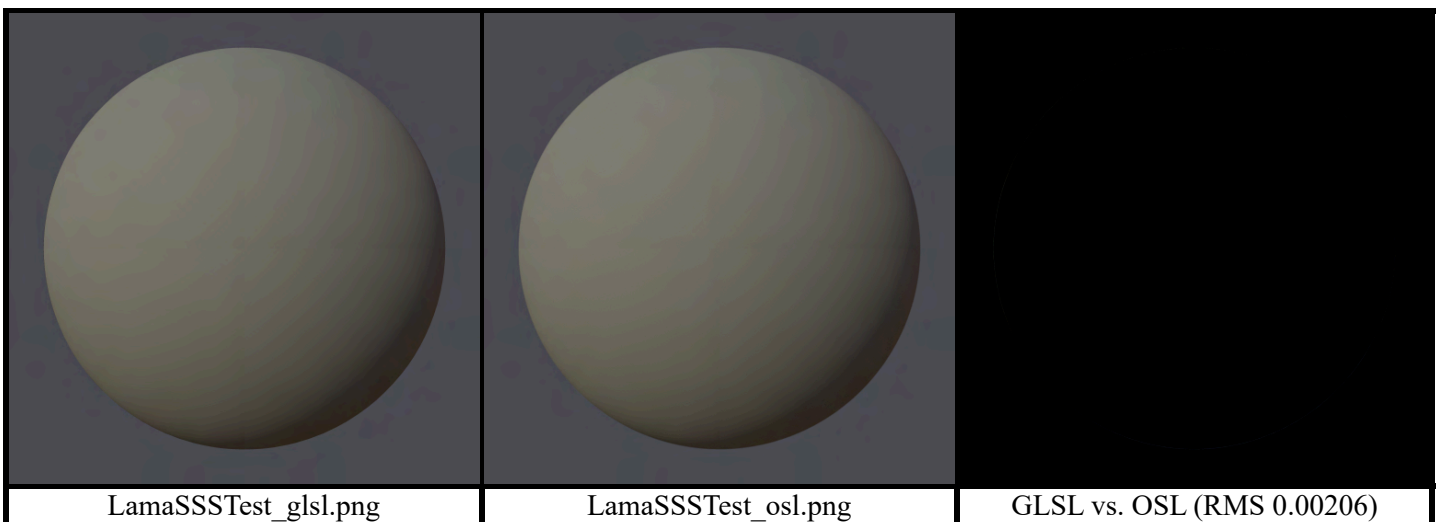
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_mix:



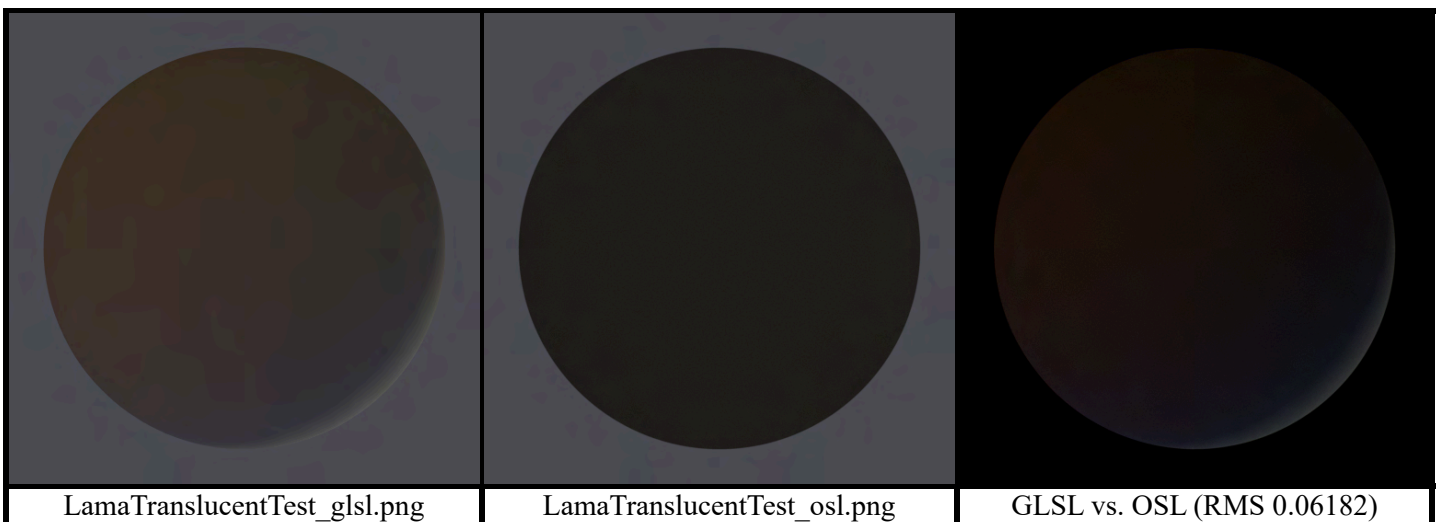
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sheen:



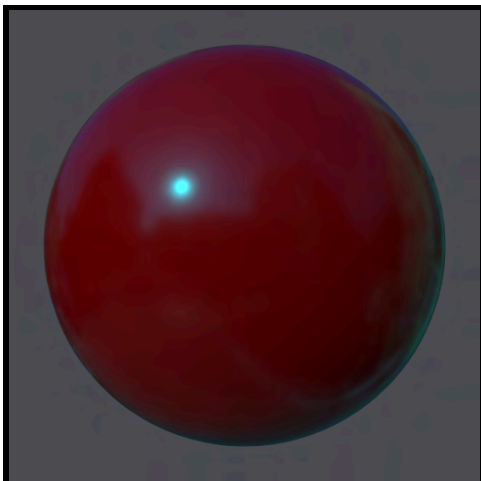
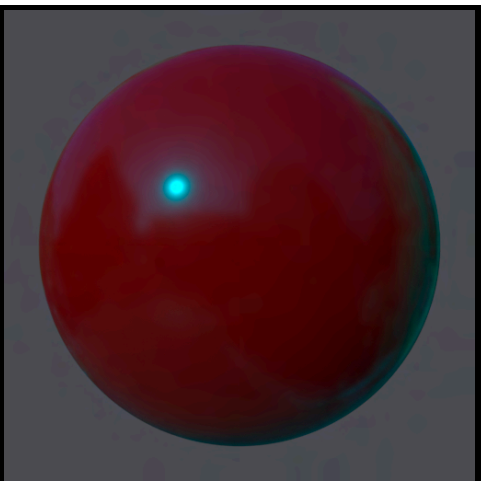
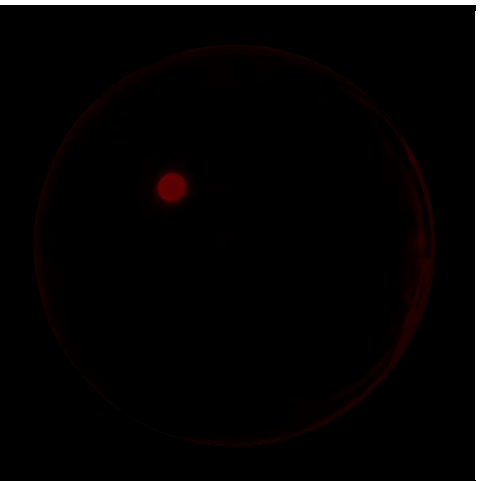


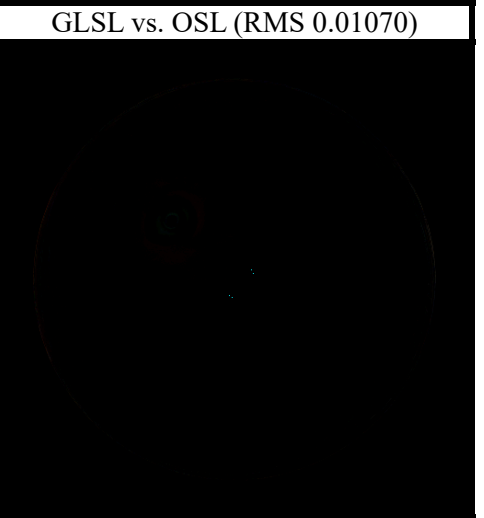
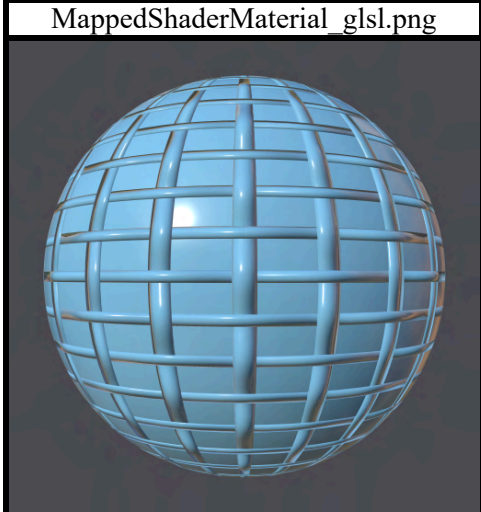
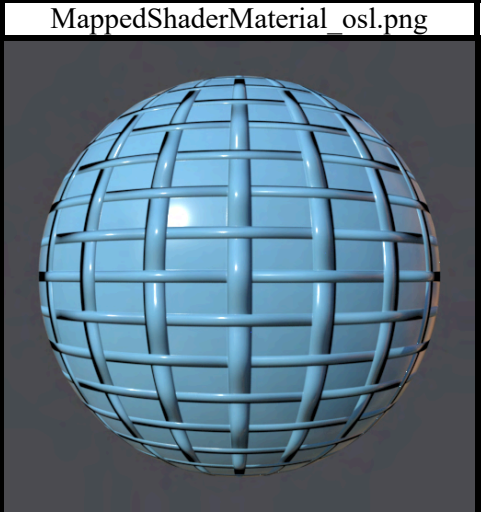

..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_ sss:

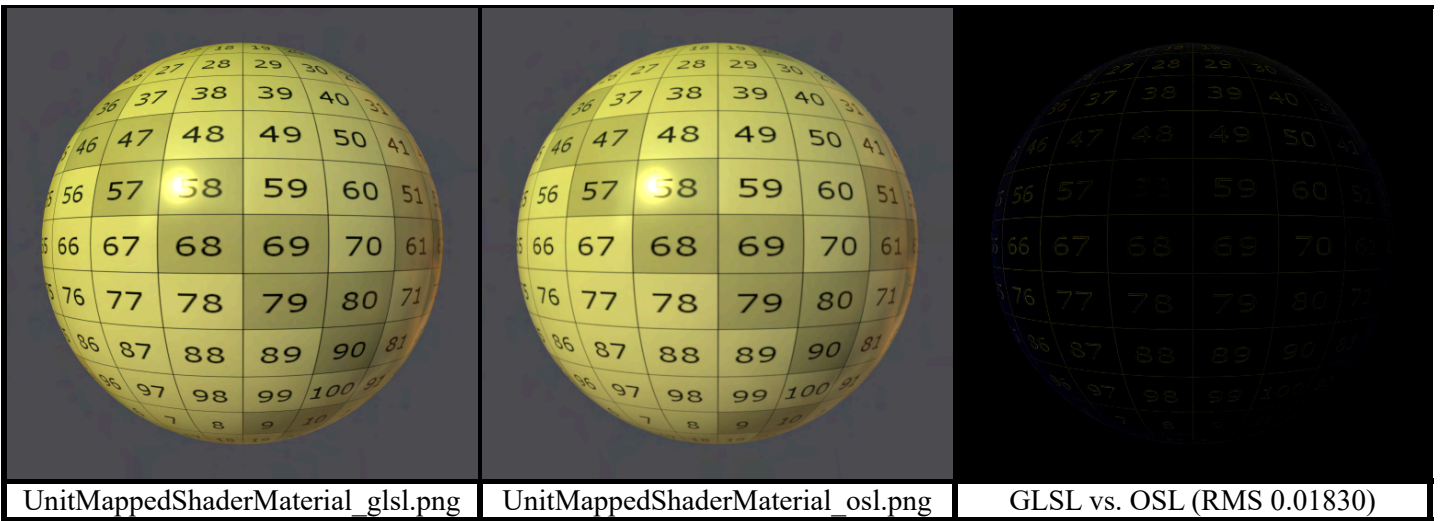


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_ translucent:

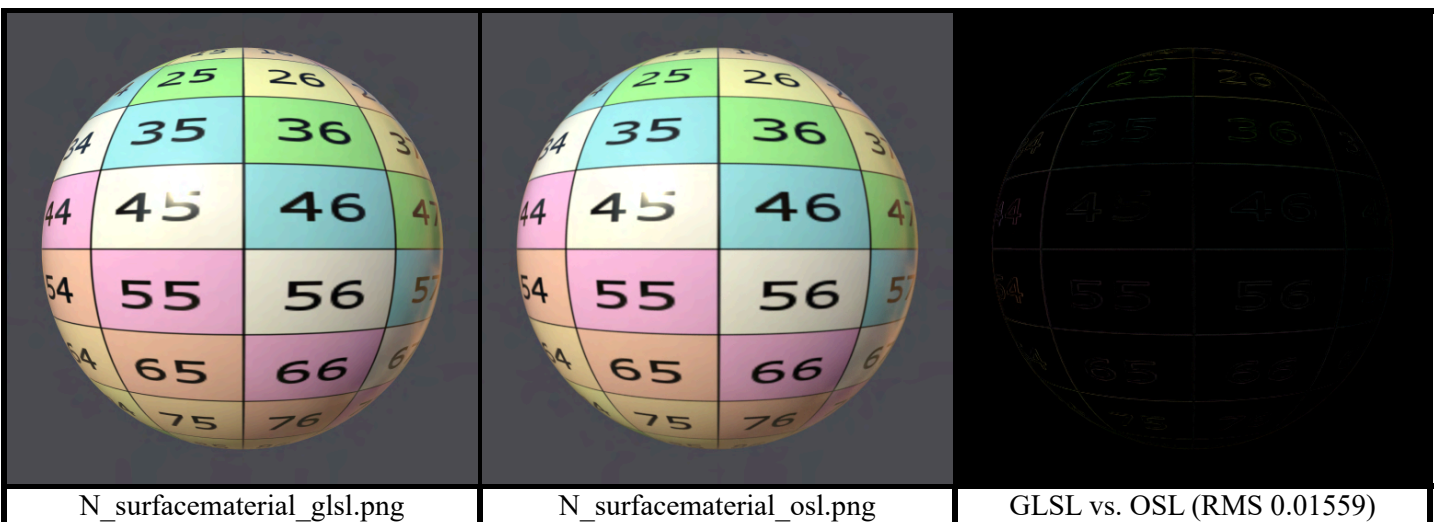


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_ surfaceshader:

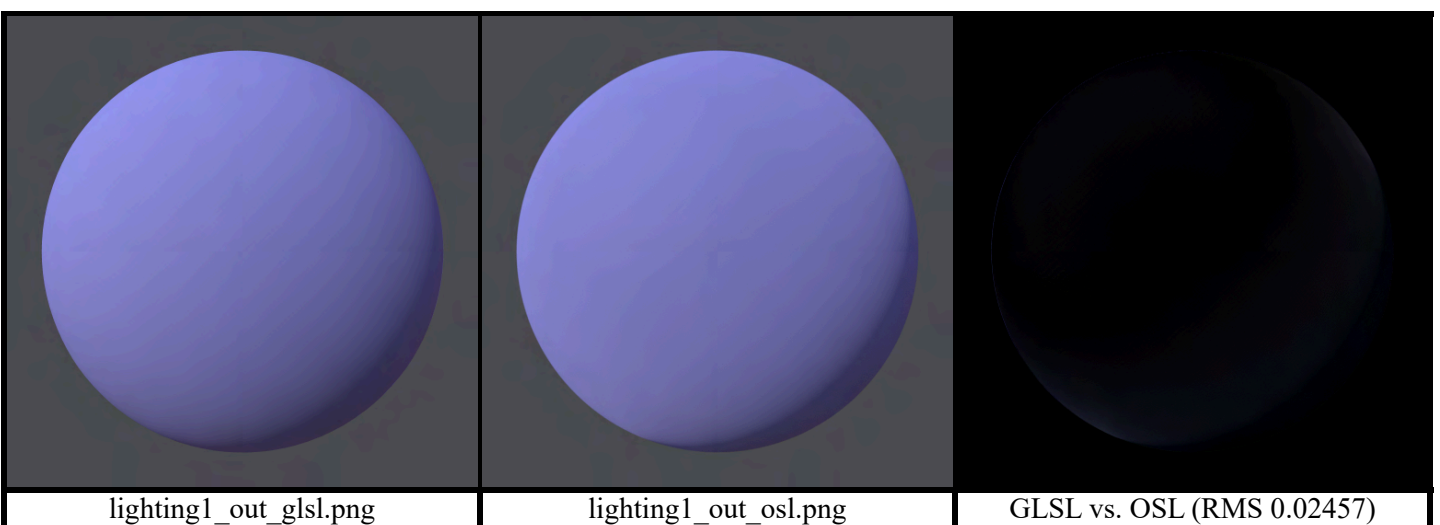
		
ColorSpaceShaderMaterial_gsl.png	ColorSpaceShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.01070)
		
MappedShaderMaterial_gsl.png	MappedShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.00486)
		
NormalMapMaterial_gsl.png	NormalMapMaterial_osl.png	GLSL vs. OSL (RMS 0.07748)



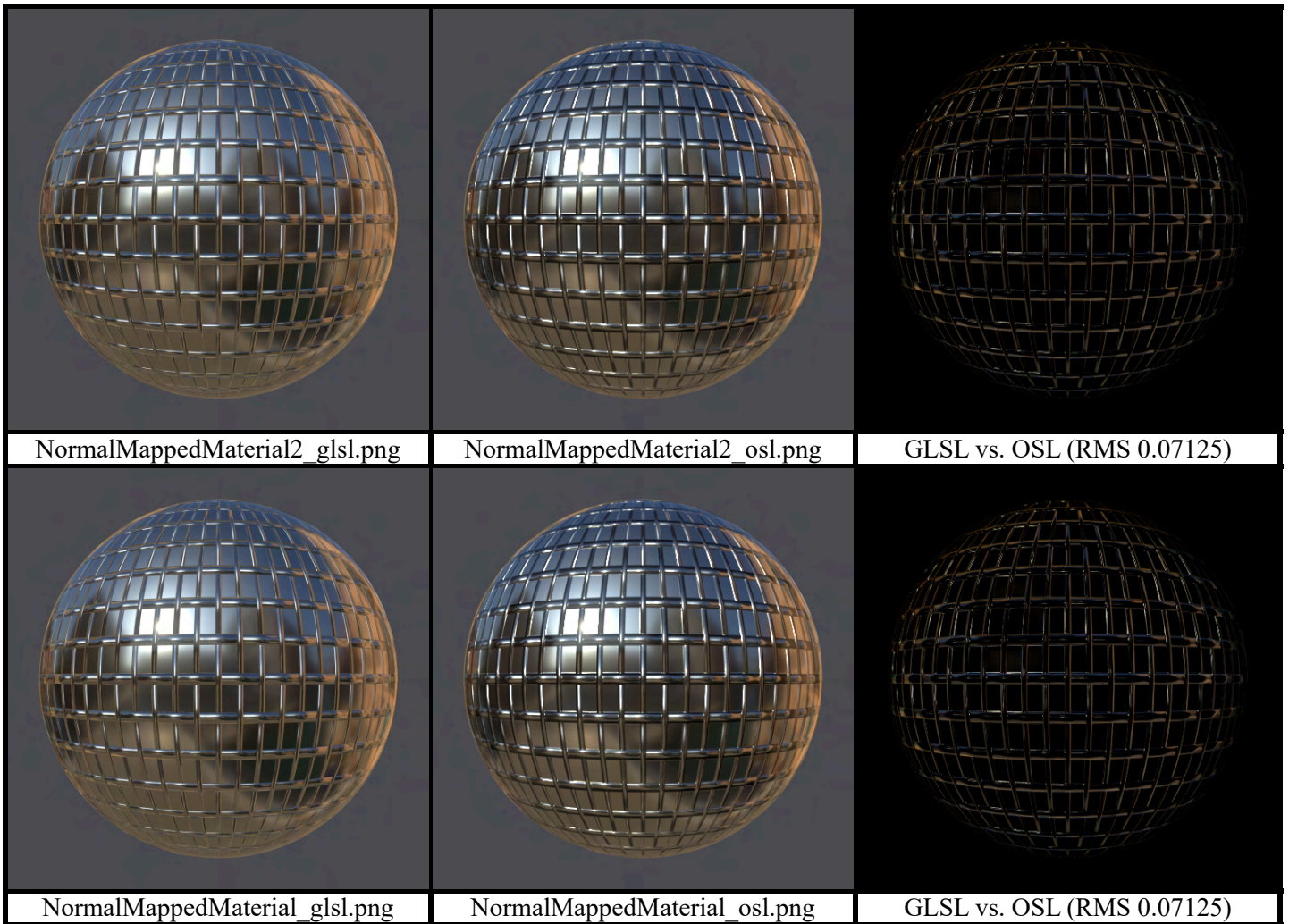
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\network_surfaceshader:



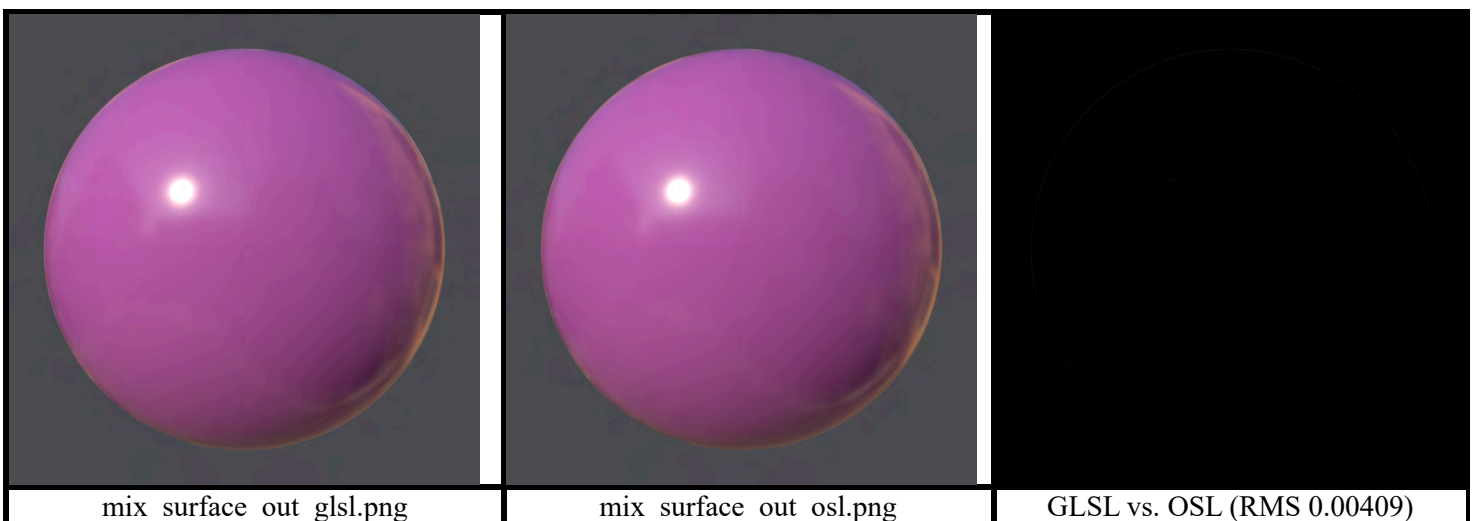
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:

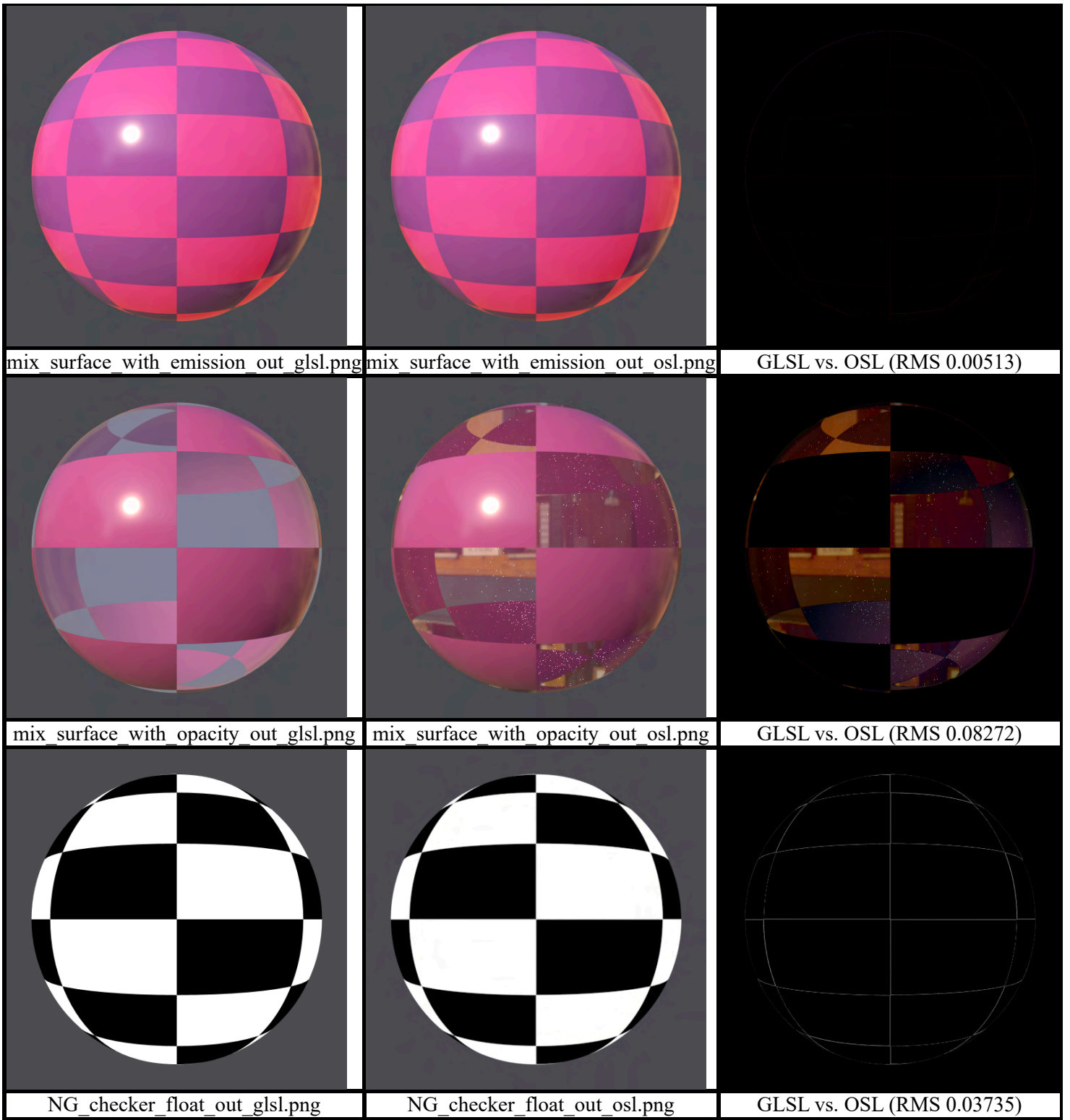


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:

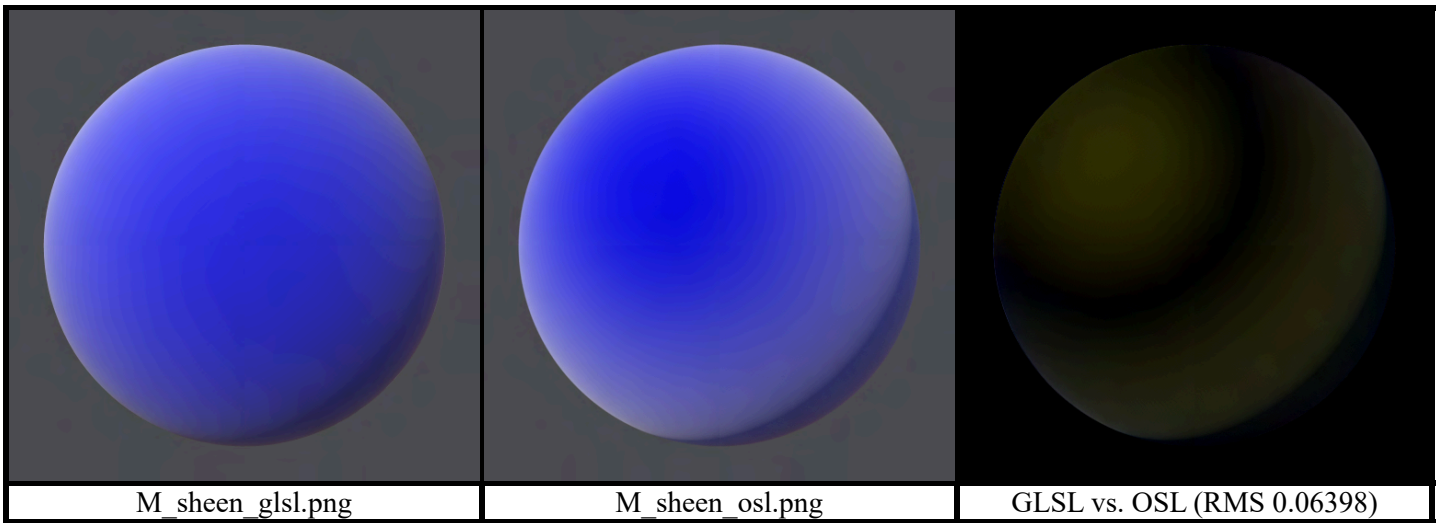


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:

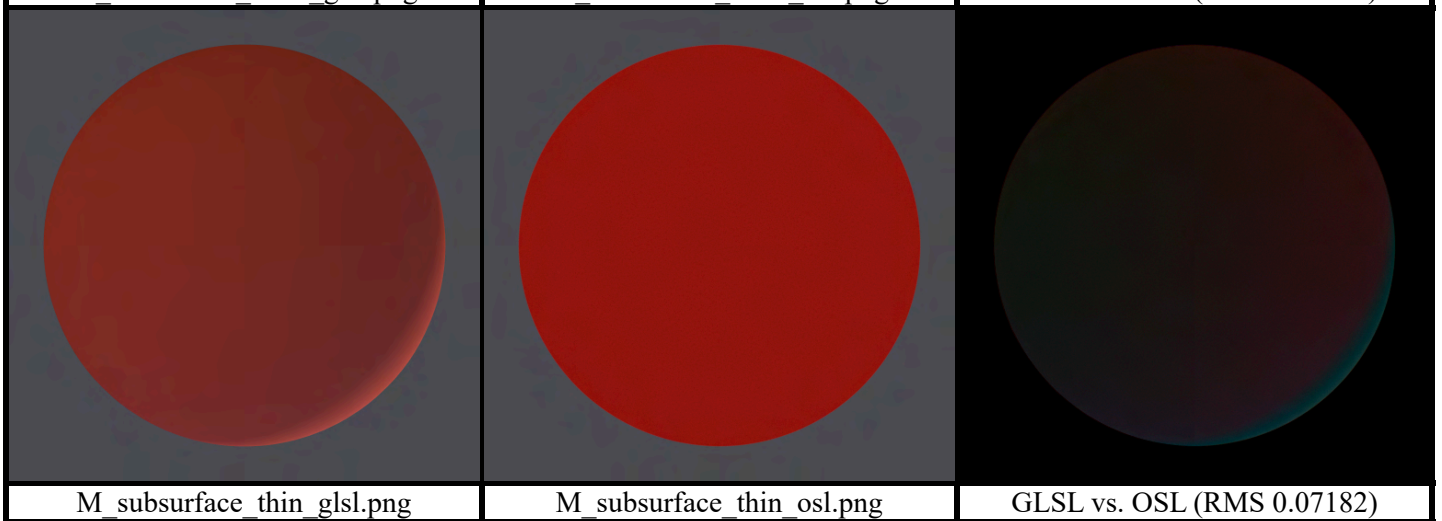
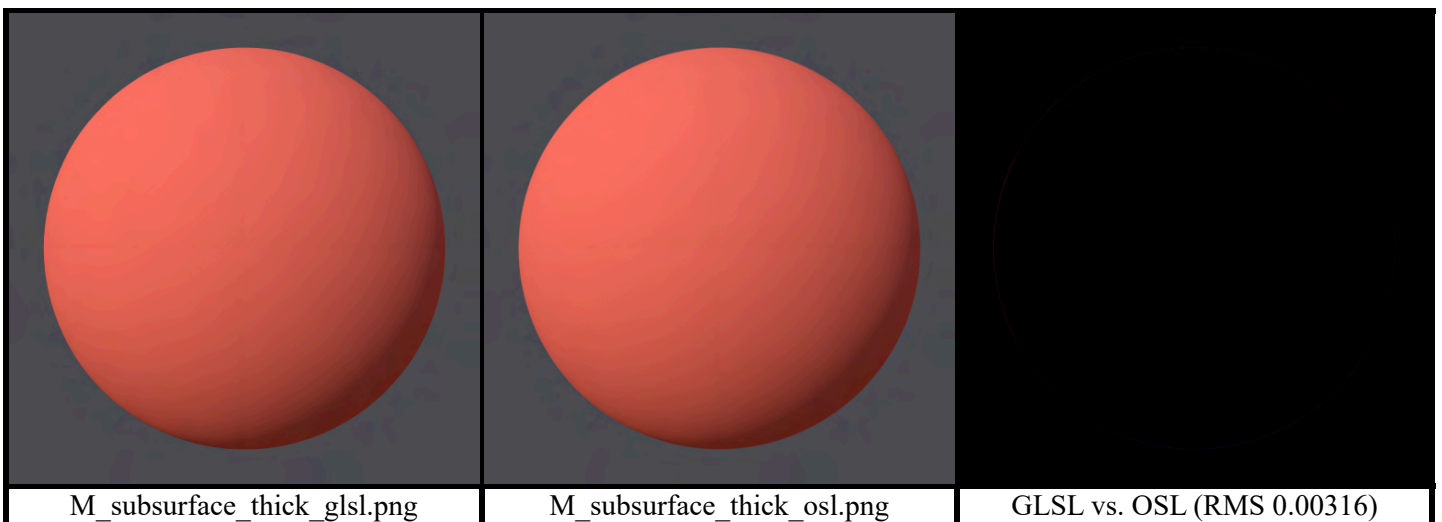




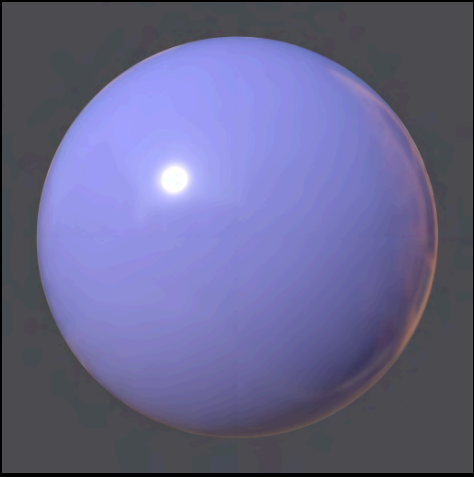
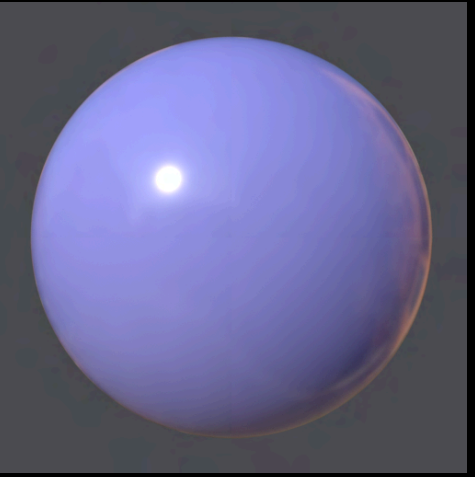
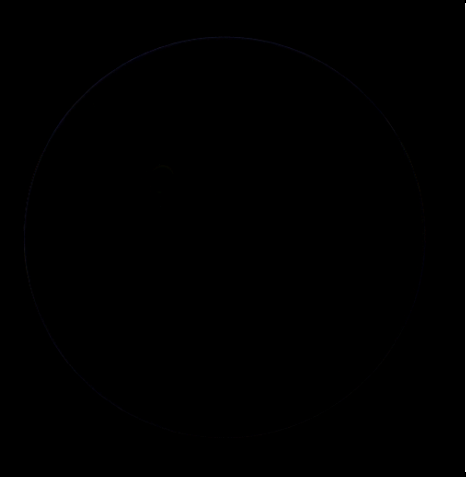


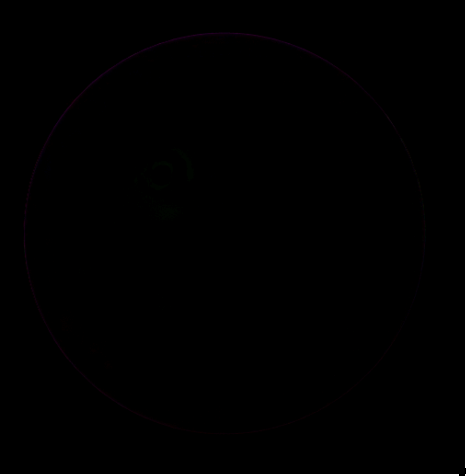


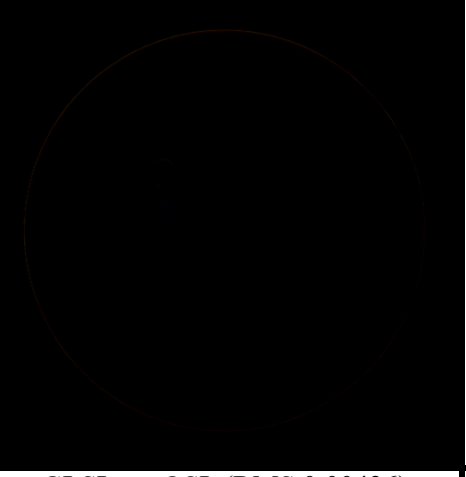
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



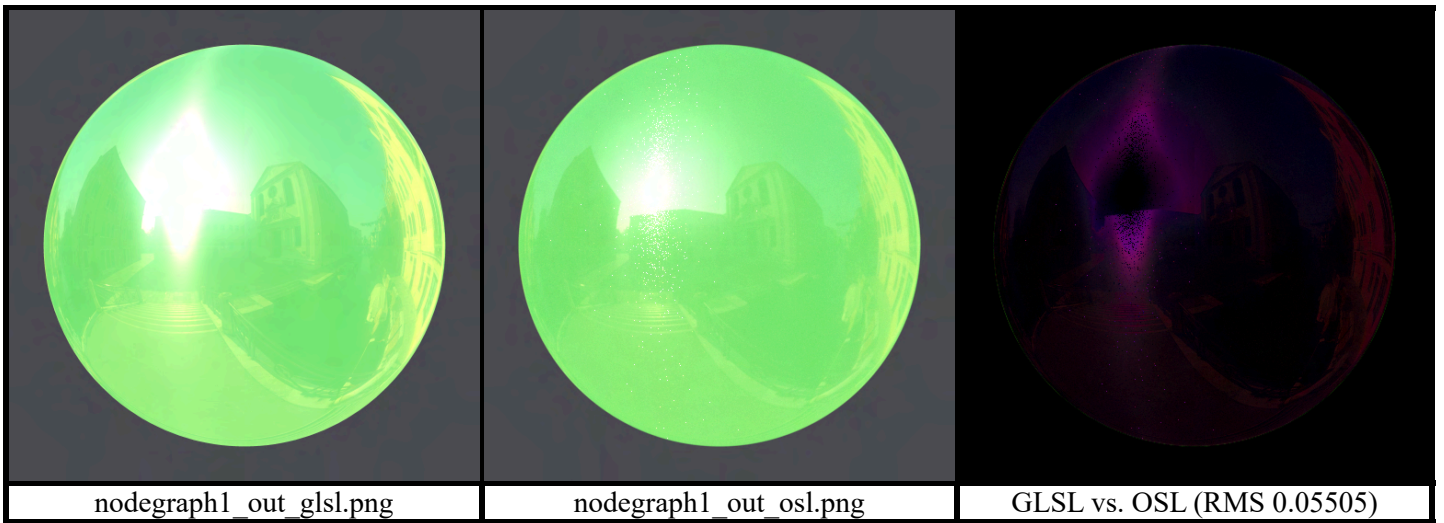
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\subsurface:



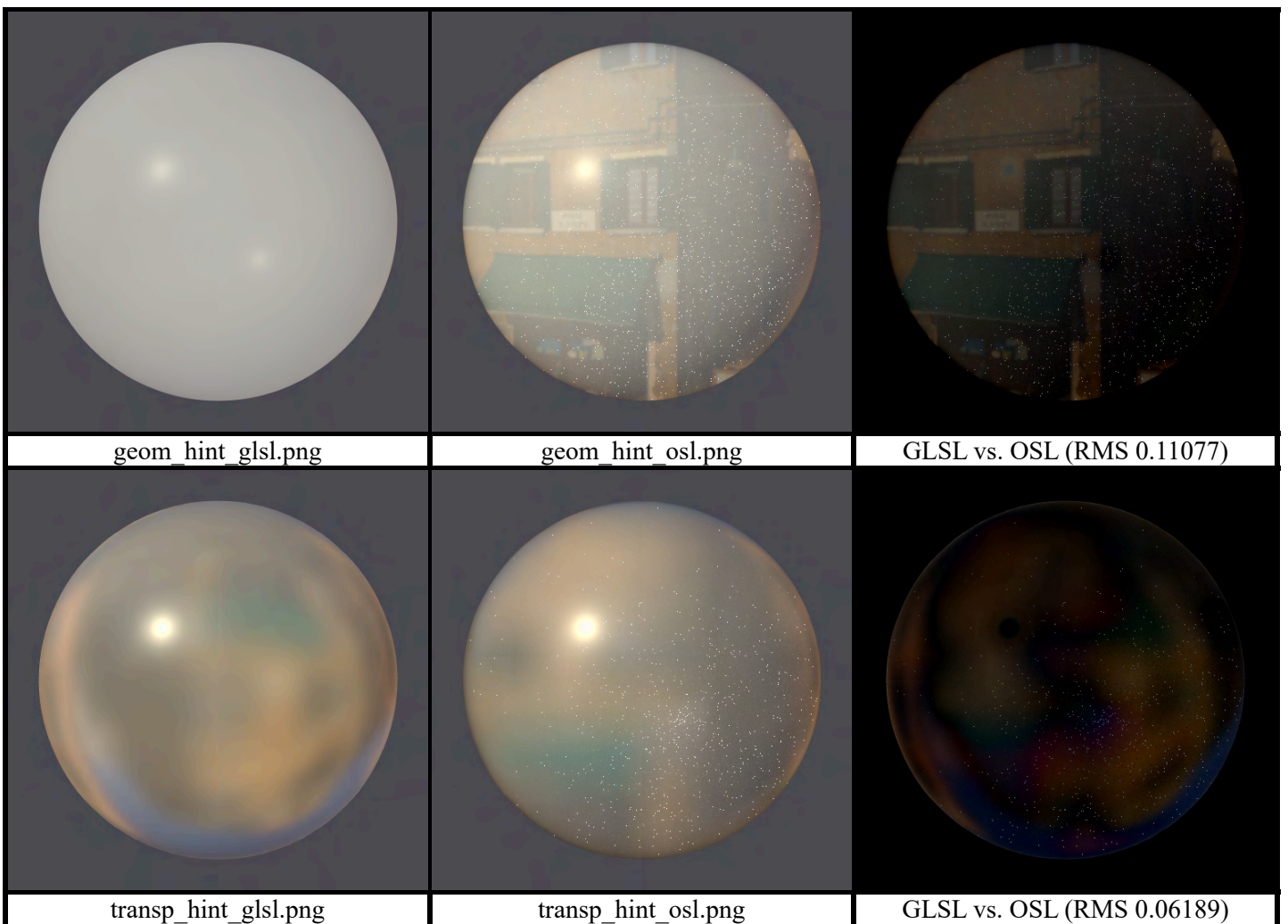
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:

		
M Blue glsl.png	M Blue osl.png	GLSL vs. OSL (RMS 0.00480)
		
M Magenta glsl.png	M Magenta osl.png	GLSL vs. OSL (RMS 0.00534)
		
M Orange glsl.png	M Orange osl.png	GLSL vs. OSL (RMS 0.00436)

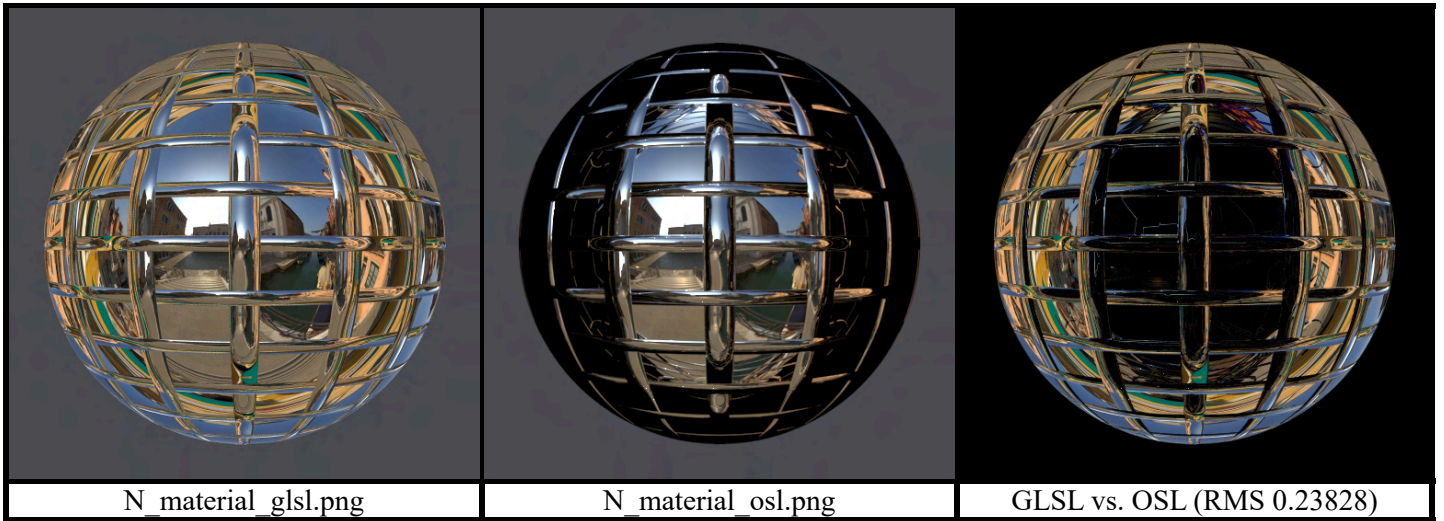
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface_ops:



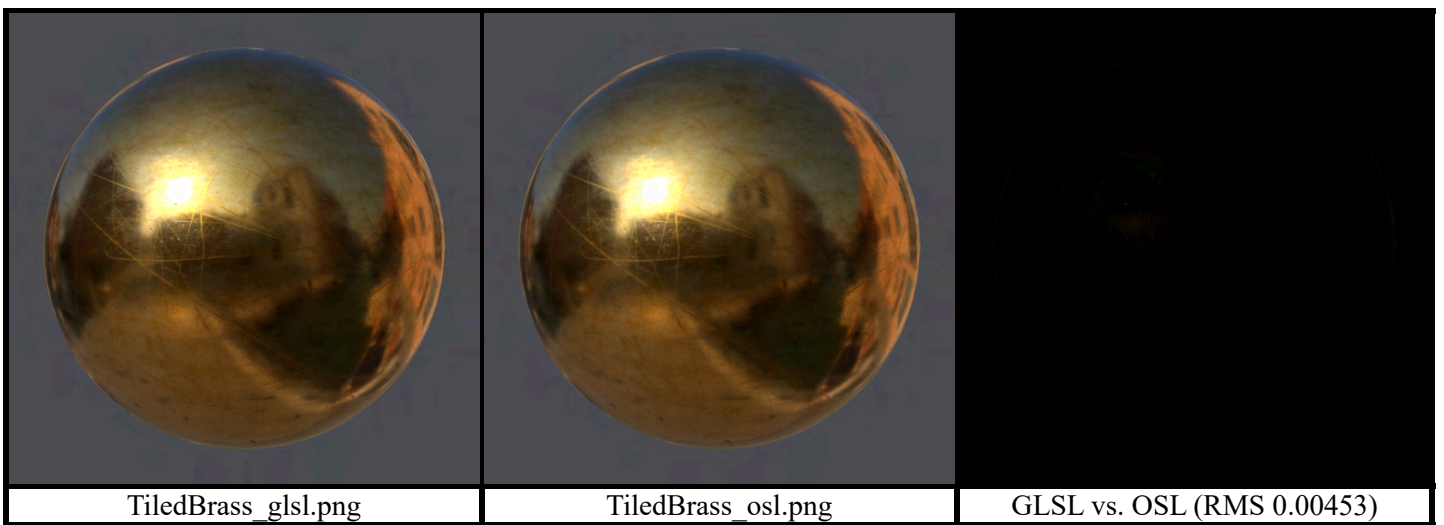
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_hints:



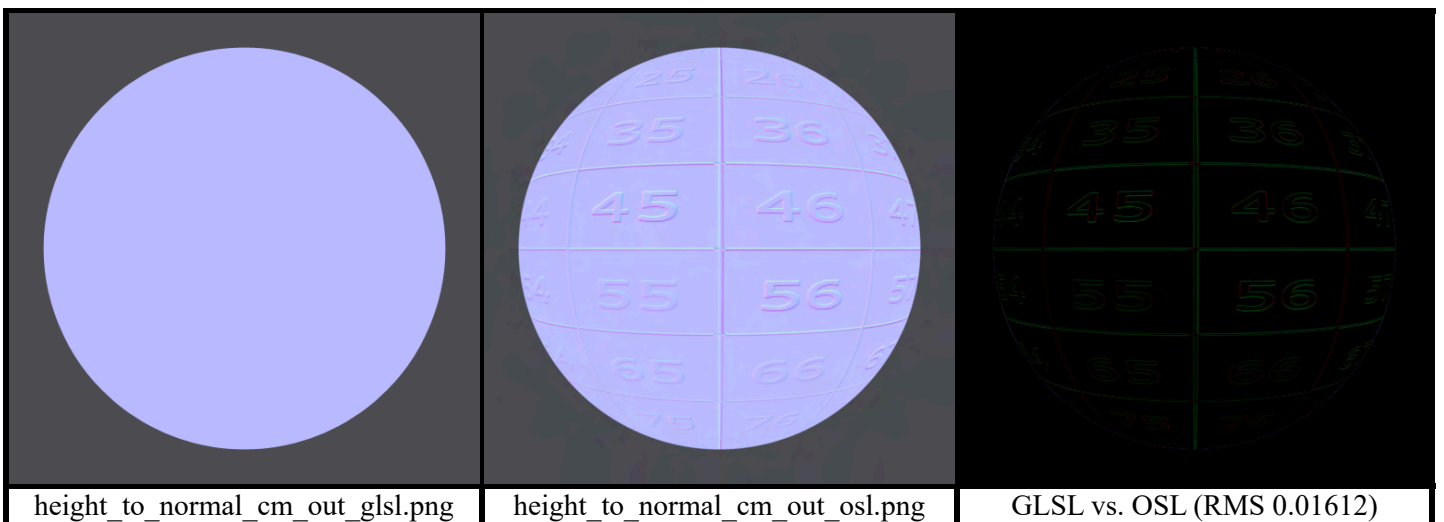
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_normal_map:

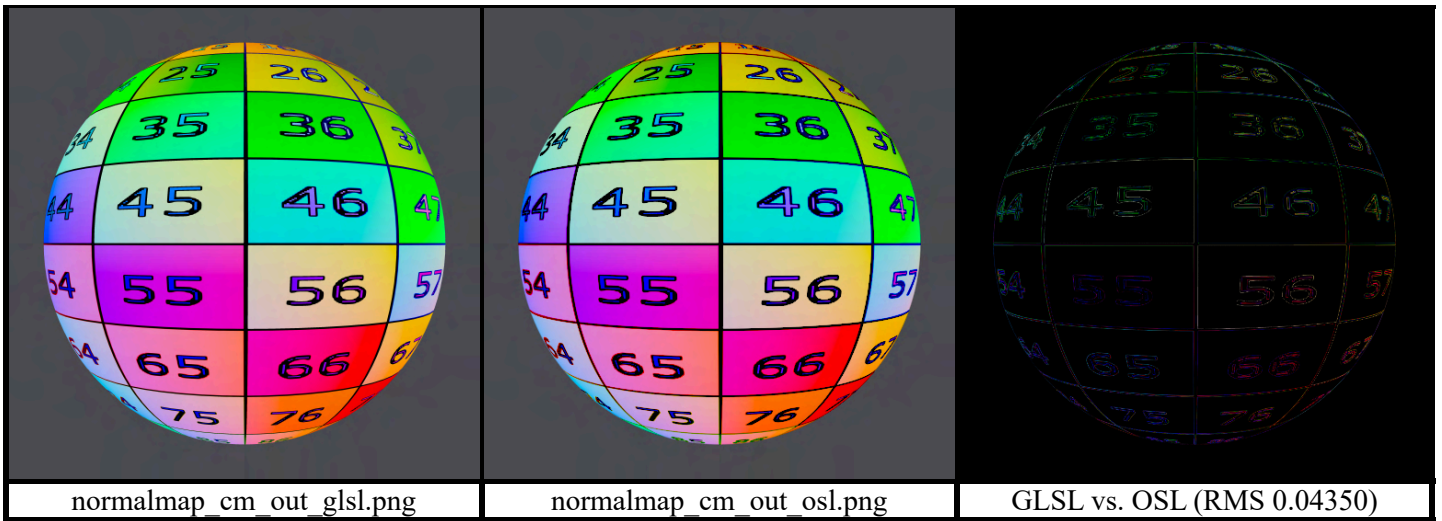


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_uv_texture:

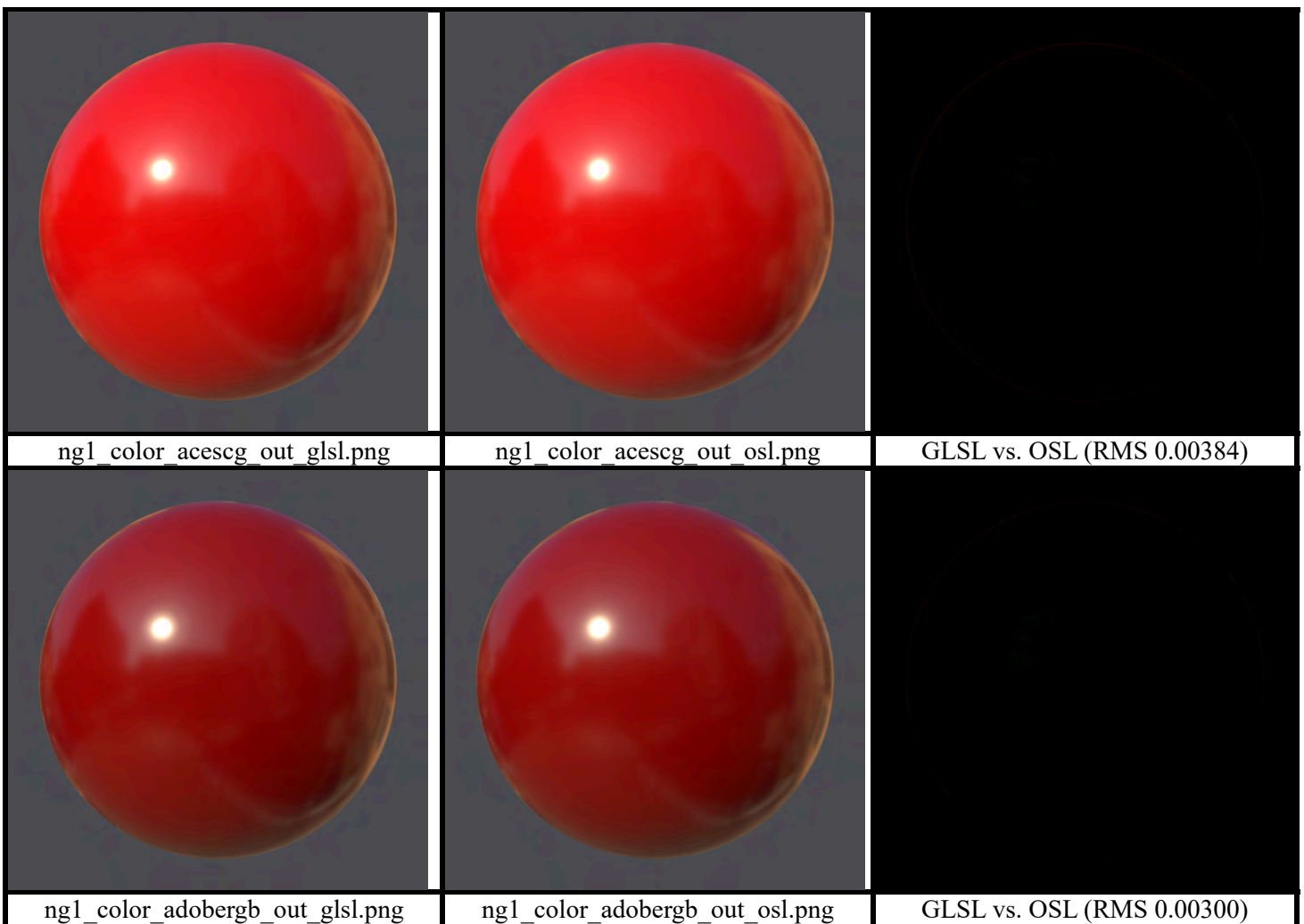




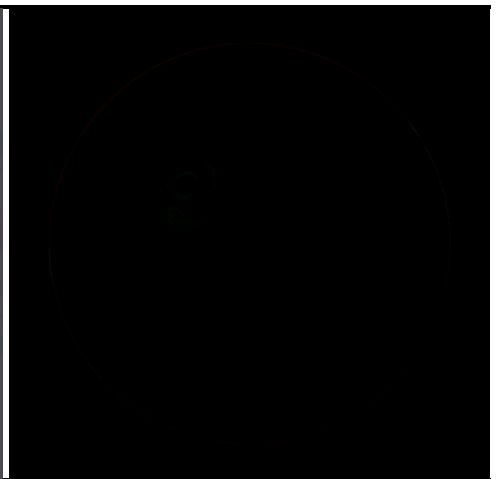
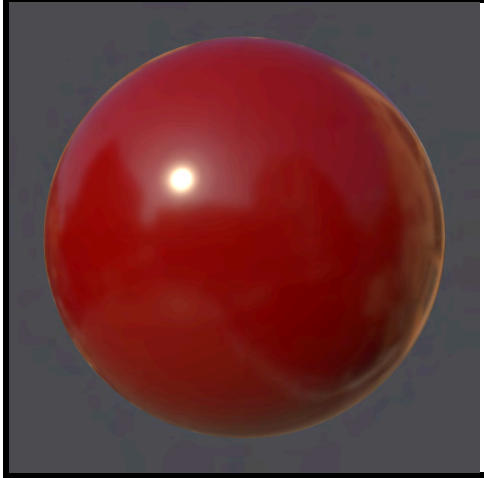
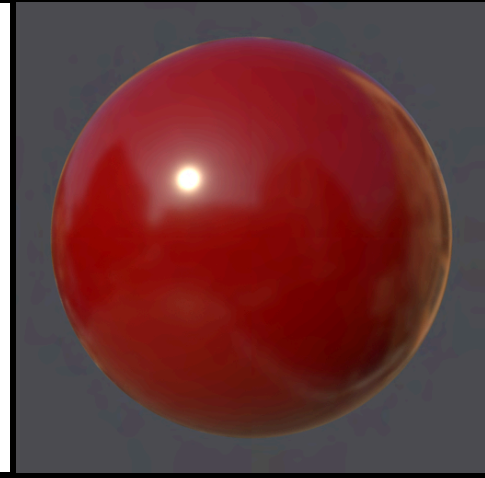
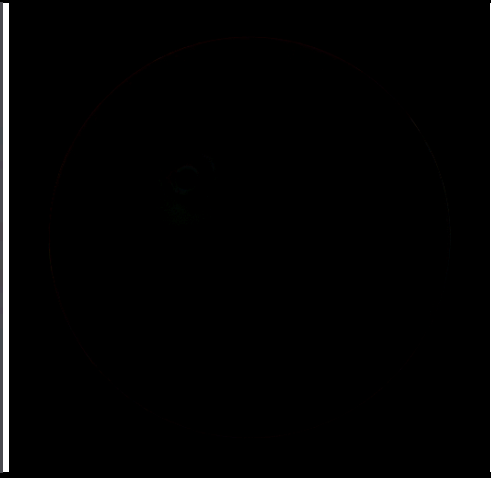
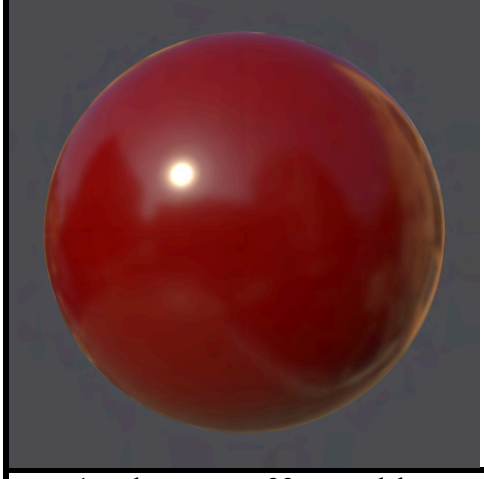
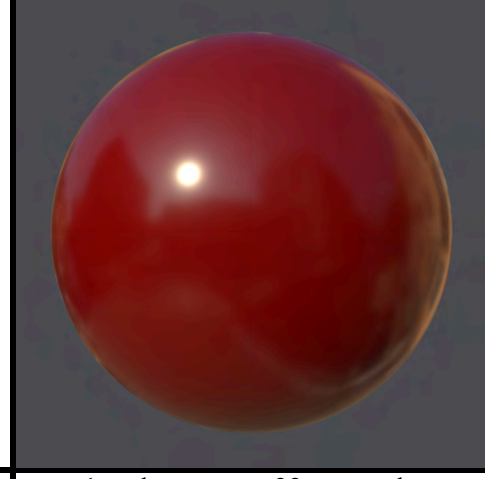
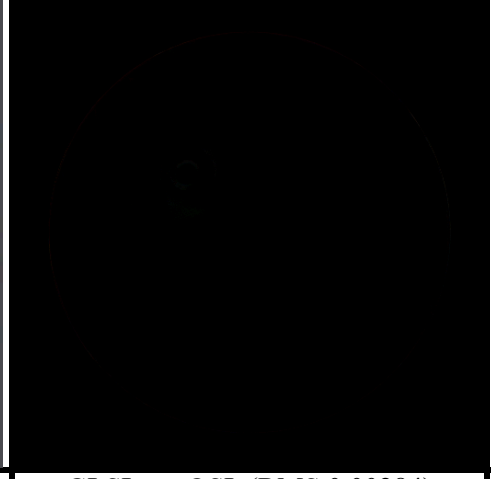
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:


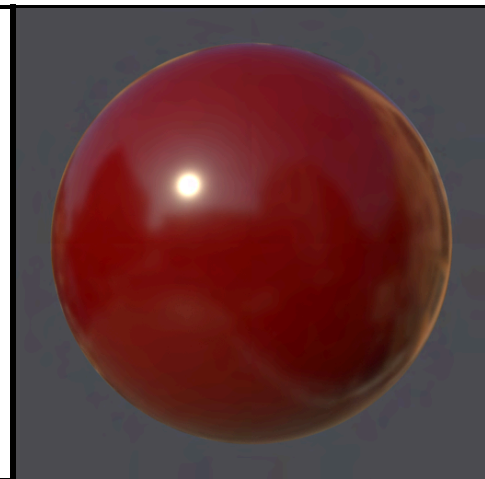
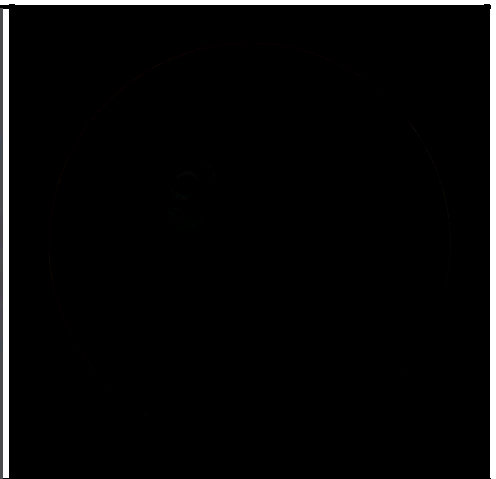

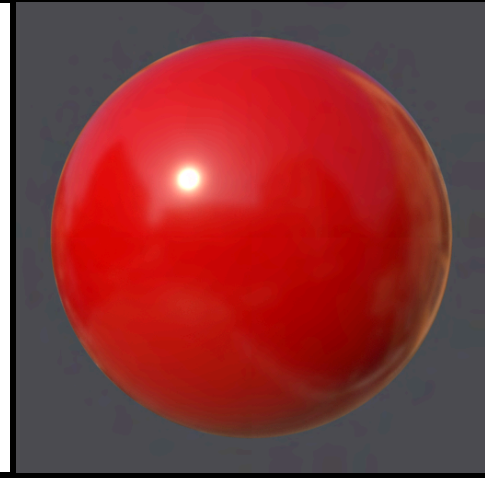
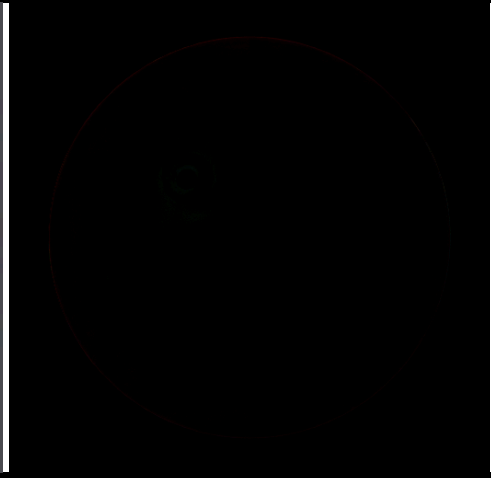


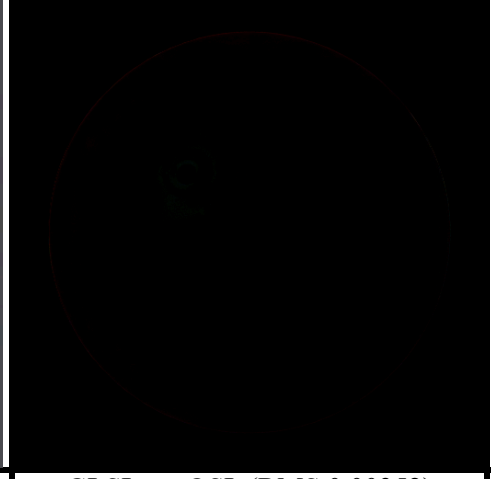




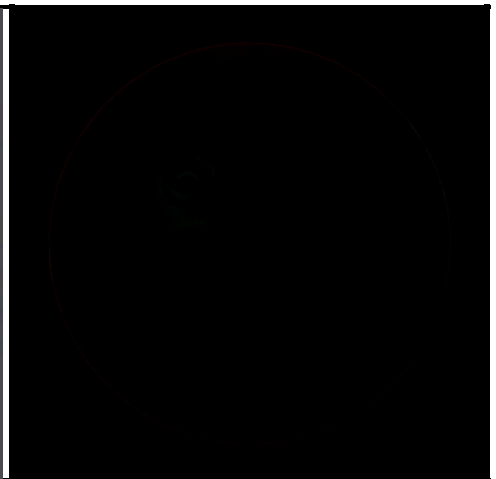
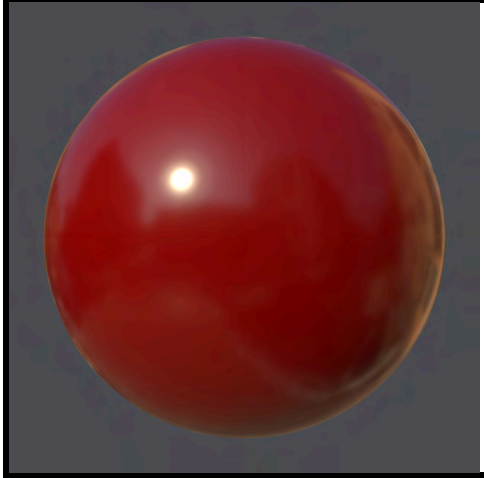
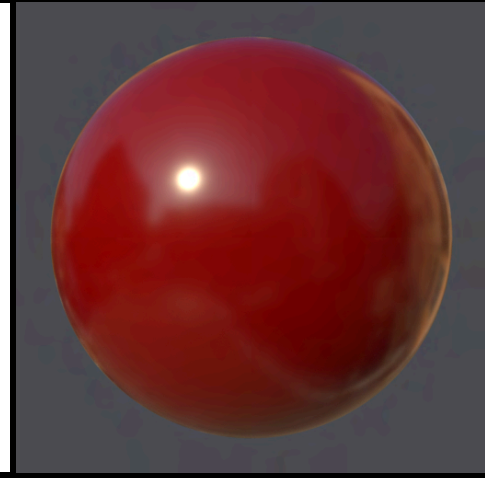
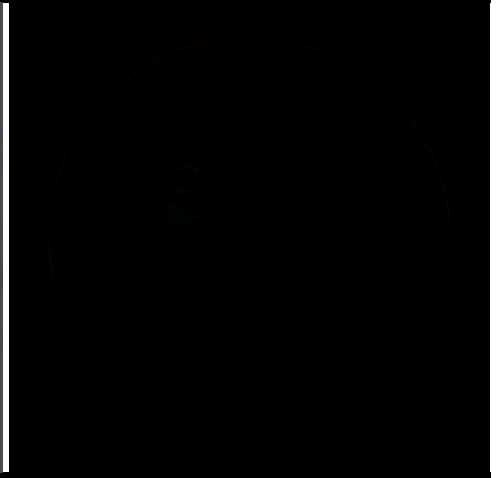

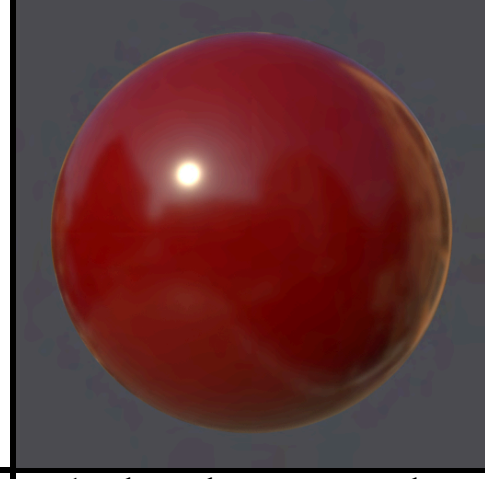
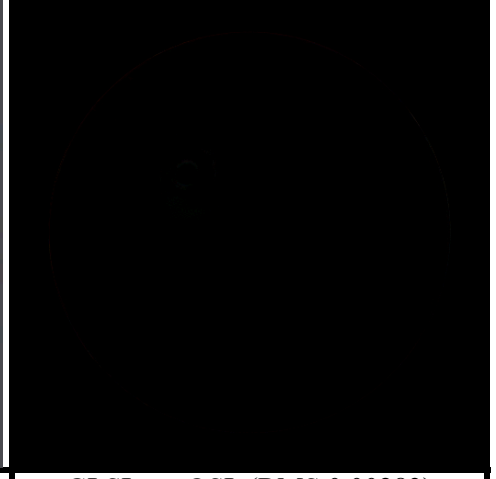


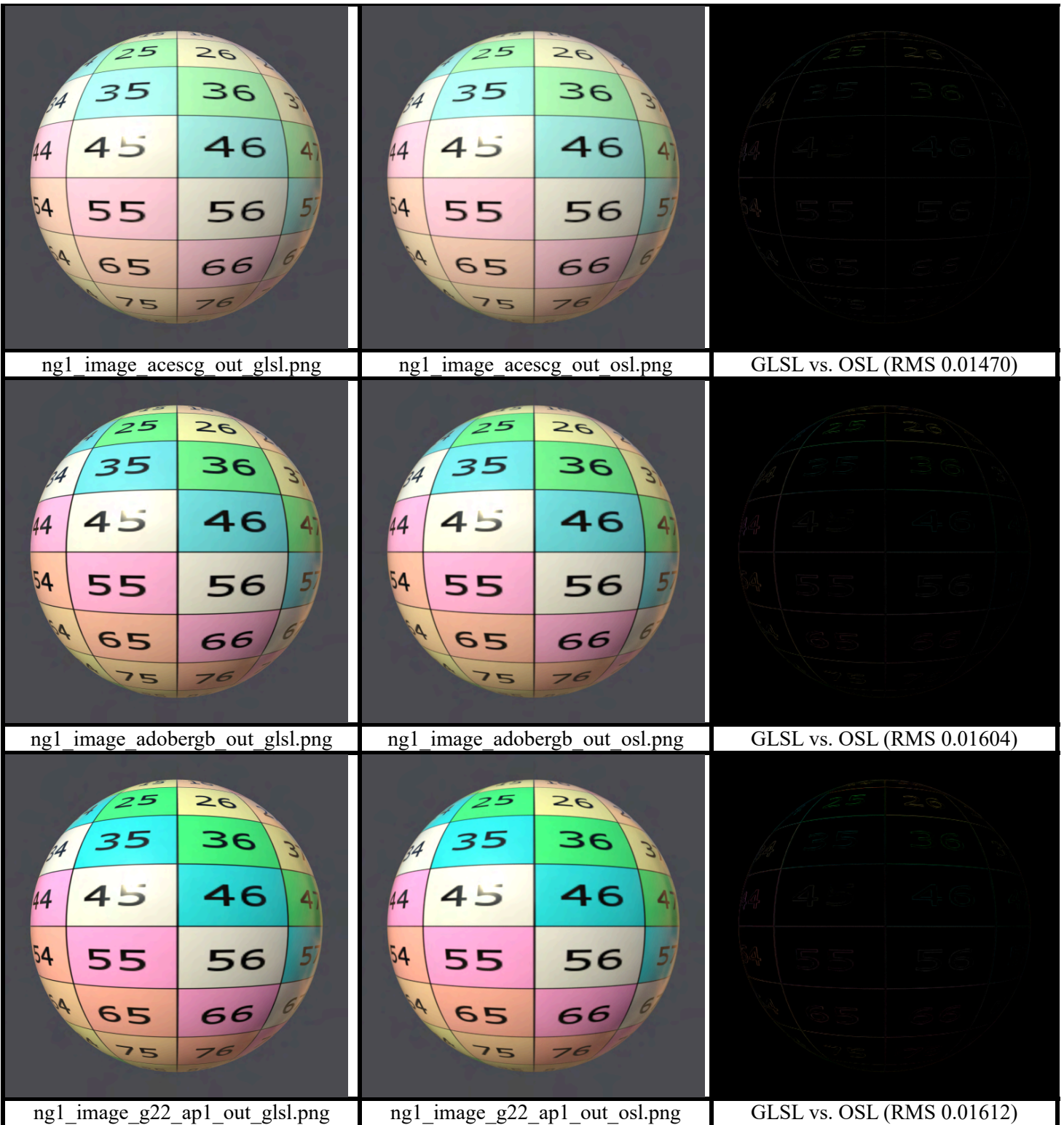
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:



		
ngl_color_g22_ap1_out_gsl.png	ngl_color_g22_ap1_out_osl.png	GLSL vs. OSL (RMS 0.00312)
		
ngl_color_gamma18_out_gsl.png	ngl_color_gamma18_out_osl.png	GLSL vs. OSL (RMS 0.00297)
		
ngl_color_gamma22_out_gsl.png	ngl_color_gamma22_out_osl.png	GLSL vs. OSL (RMS 0.00284)

		
<code>ngl_color_gamma24_out_glsl.png</code>	<code>ngl_color_gamma24_out_osl.png</code>	GLSL vs. OSL (RMS 0.00278)
		
<code>ngl_color_lin_adobergb_out_glsl.png</code>	<code>ngl_color_lin_adobergb_out_osl.png</code>	GLSL vs. OSL (RMS 0.00364)
		
<code>ngl_color_lin_displayp3_out_glsl.png</code>	<code>ngl_color_lin_displayp3_out_osl.png</code>	GLSL vs. OSL (RMS 0.00352)

		
ngl_color_lin_rec709_out_gsl.png	ngl_color_lin_rec709_out_osl.png	GLSL vs. OSL (RMS 0.00335)
		
ngl_color_srgb_displayp3_out_gsl.png	ngl_color_srgb_displayp3_out_osl.png	GLSL vs. OSL (RMS 0.00292)
		
ngl_color_srgb_texture_out_gsl.png	ngl_color_srgb_texture_out_osl.png	GLSL vs. OSL (RMS 0.00283)





ngl_image_gamma18_out_gsl.png

ngl_image_gamma18_out_osl.png

GLSL vs. OSL (RMS 0.01571)



ngl_image_gamma22_out_gsl.png

ngl_image_gamma22_out_osl.png

GLSL vs. OSL (RMS 0.01608)



ngl_image_gamma24_out_gsl.png

ngl_image_gamma24_out_osl.png

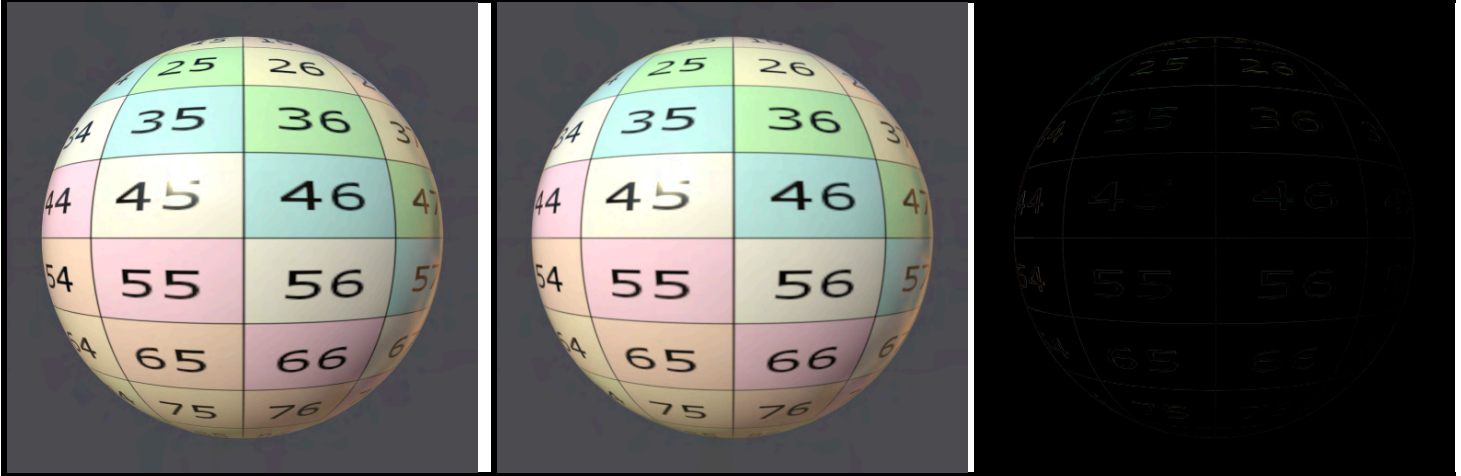
GLSL vs. OSL (RMS 0.01624)



ngl image lin adobergb out glsl.png

ngl image lin adobergb out osl.png

GLSL vs. OSL (RMS 0.01471)



ngl image lin displayp3 out glsl.png

ngl image lin displayp3 out osl.png

GLSL vs. OSL (RMS 0.01471)



ngl image lin rec709_out glsl.png

ngl image lin rec709_out osl.png

GLSL vs. OSL (RMS 0.01474)



ngl image srgb displayp3 out glsl.png

ngl image srgb displayp3 out osl.png

GLSL vs. OSL (RMS 0.01554)

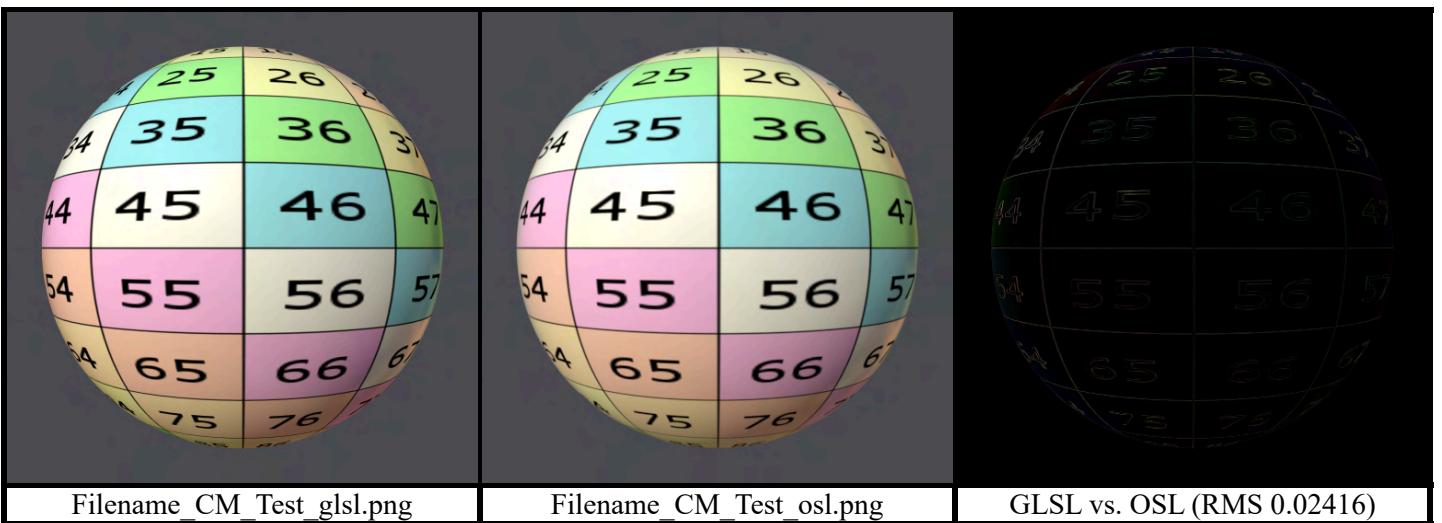


ngl image srgb texture out glsl.png

ngl image srgb texture out osl.png

GLSL vs. OSL (RMS 0.01559)

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

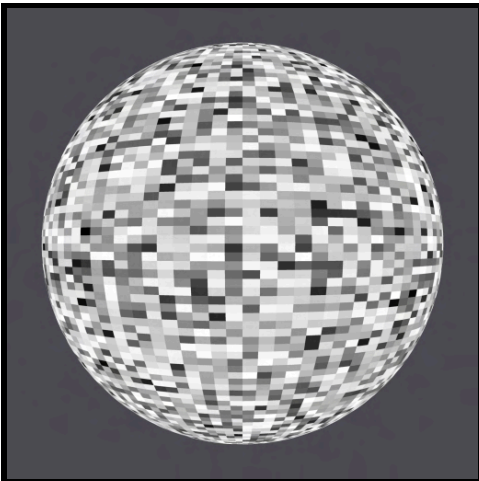
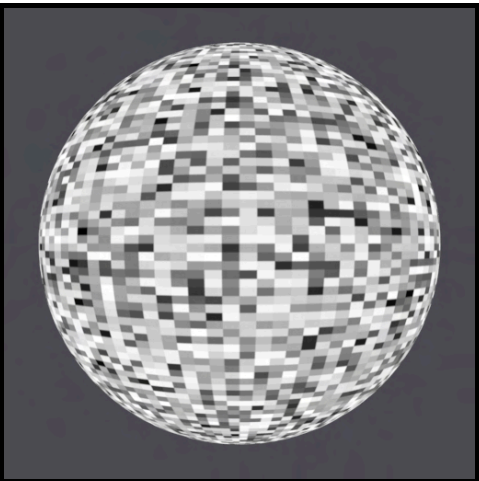
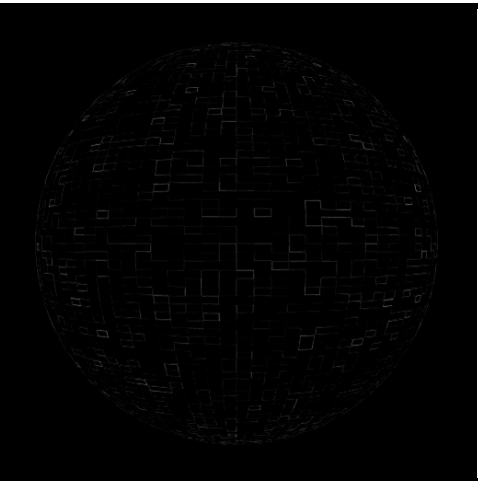


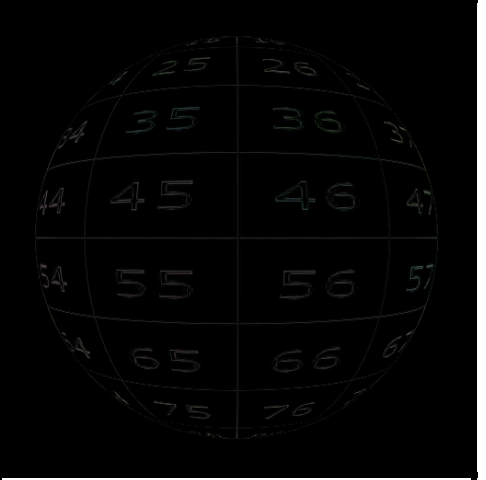
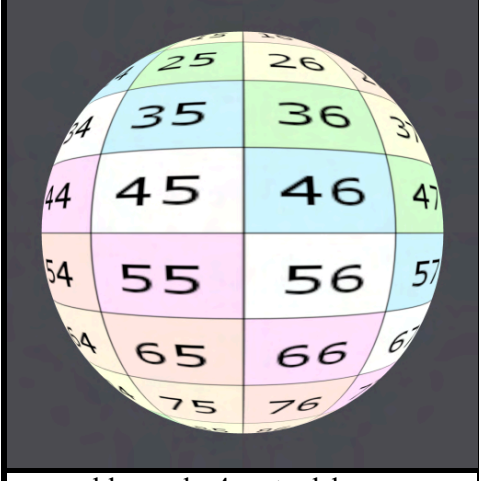
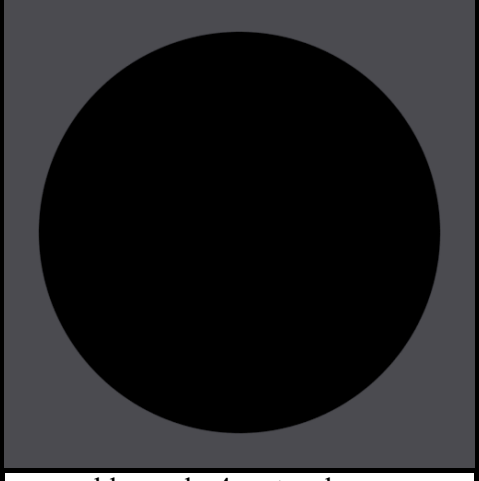
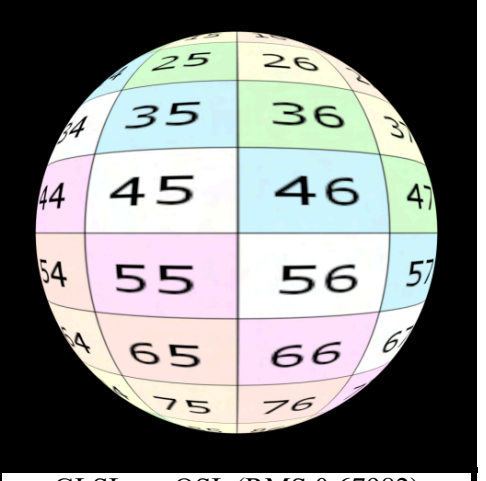


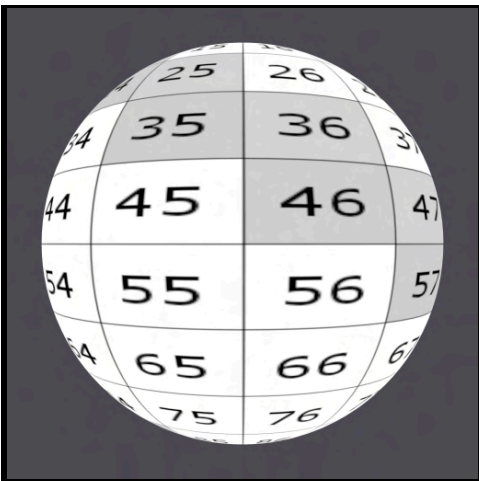
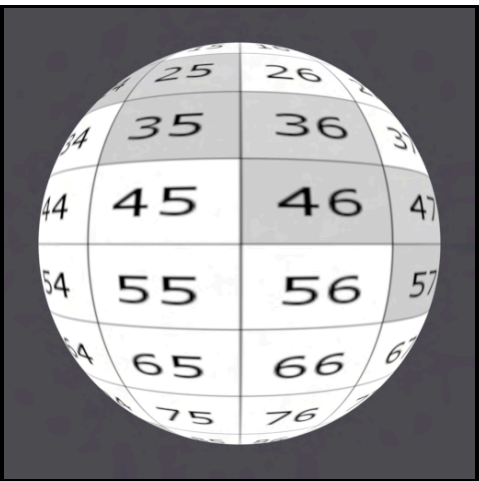
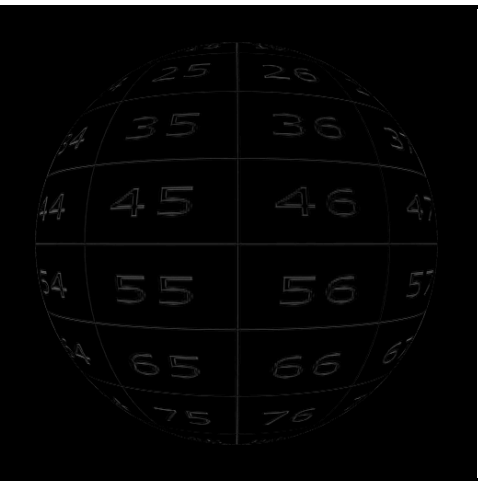
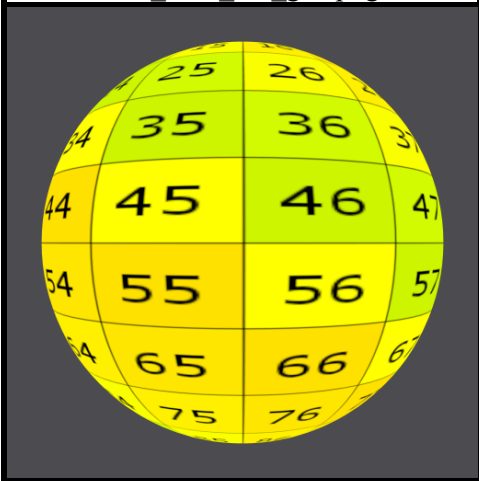
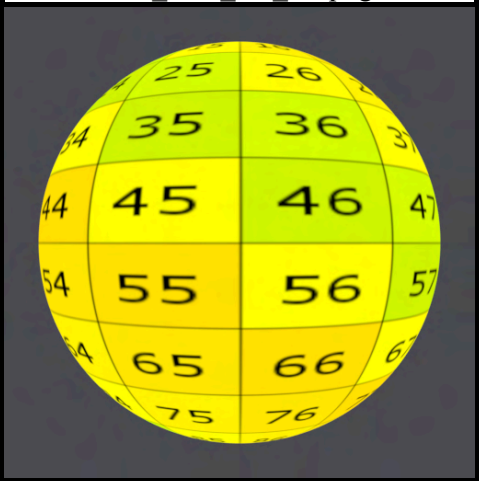
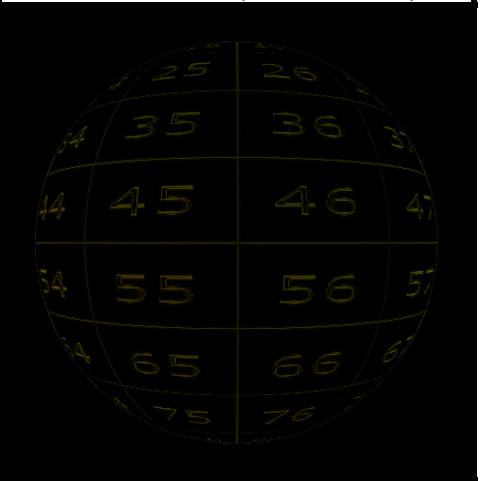
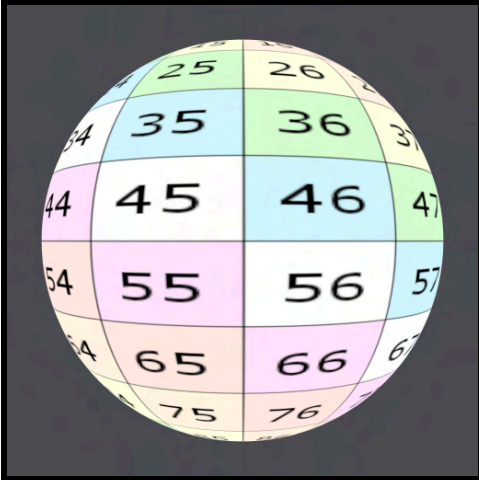

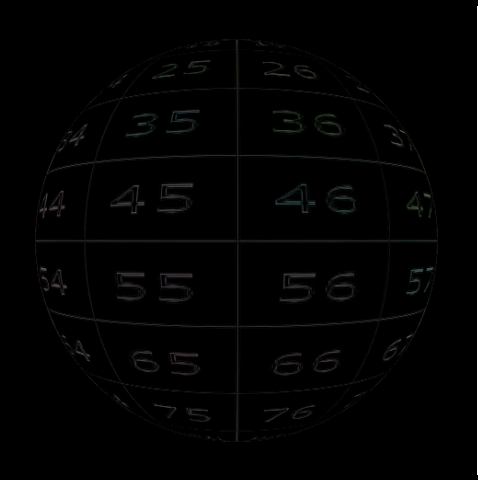
Filename CM Test glsl.png

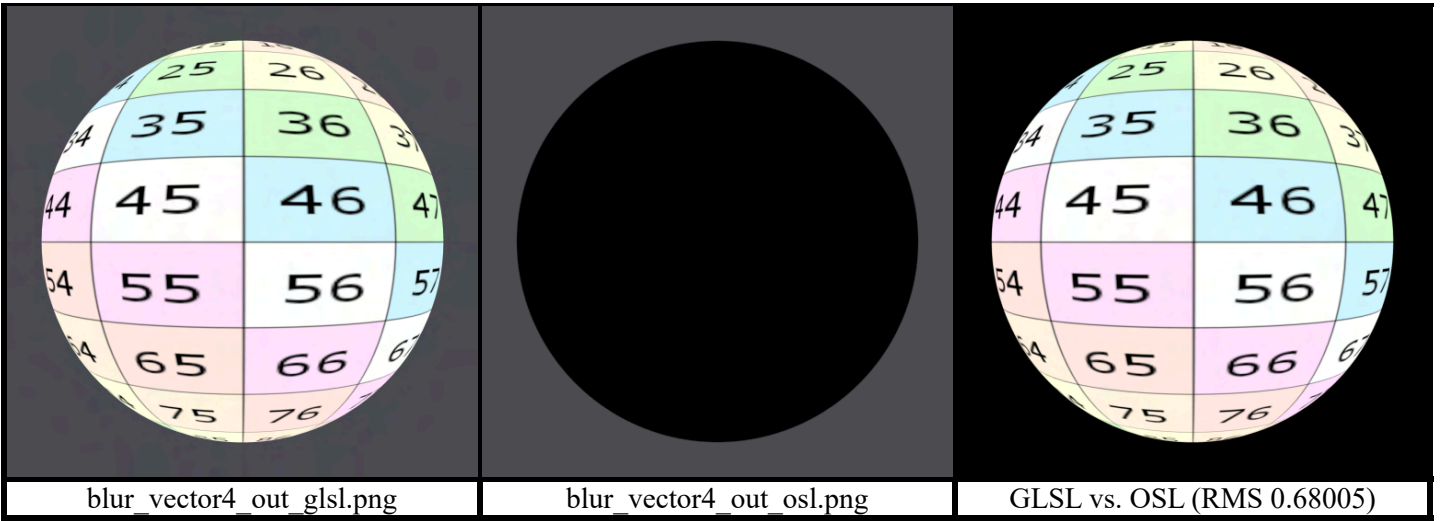
Filename CM Test osl.png

GLSL vs. OSL (RMS 0.02416)

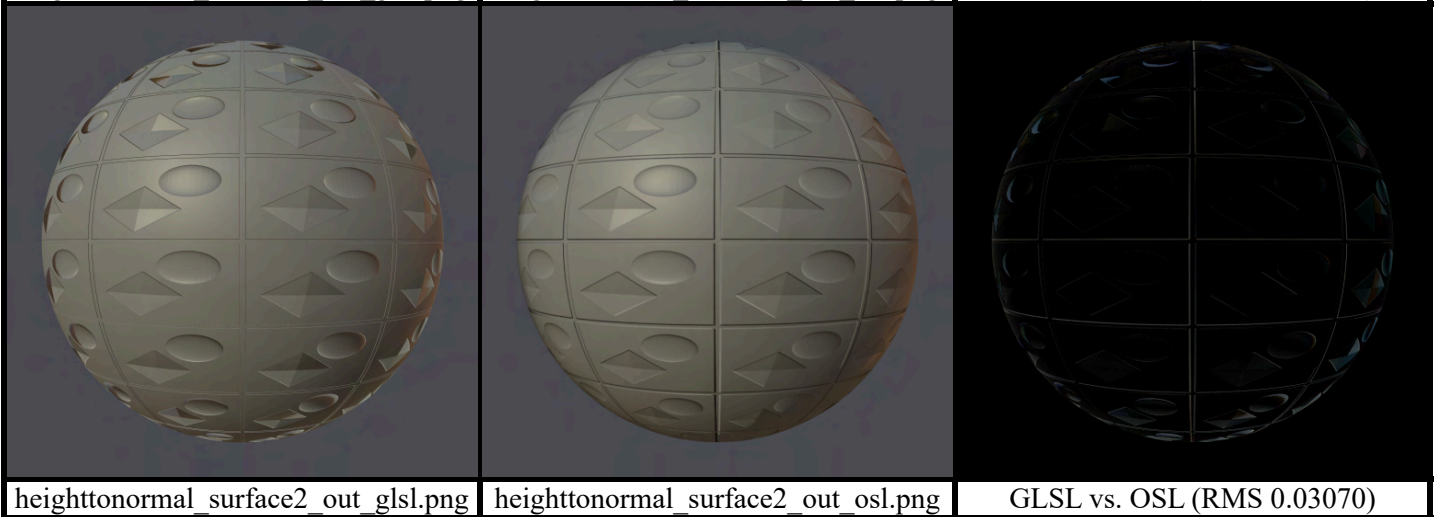
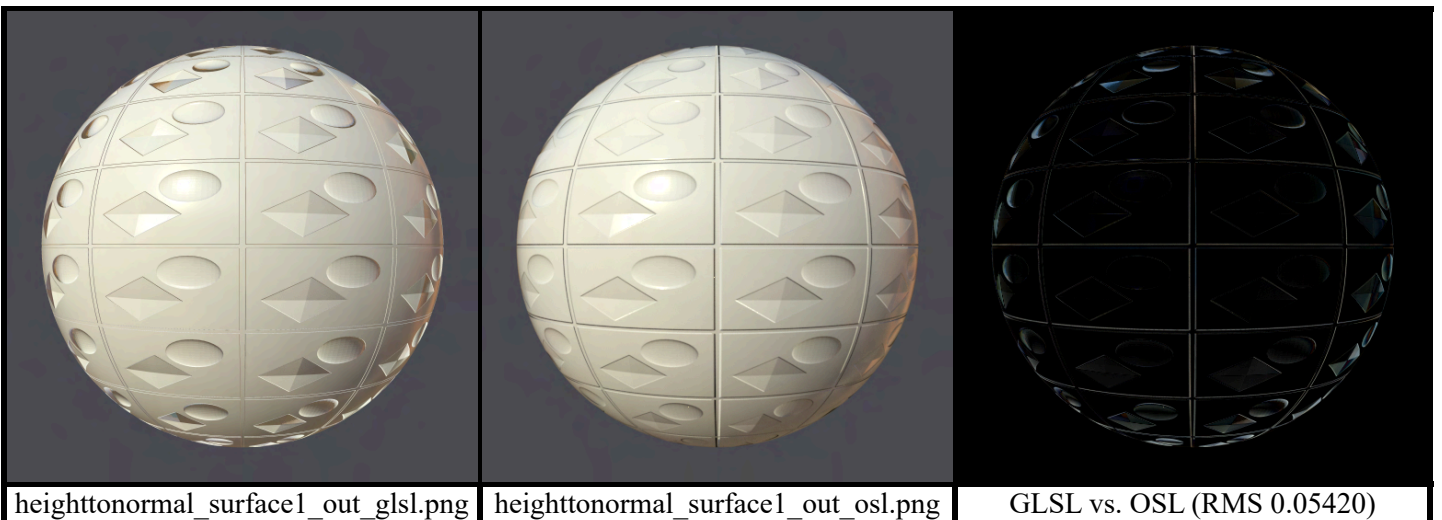
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:

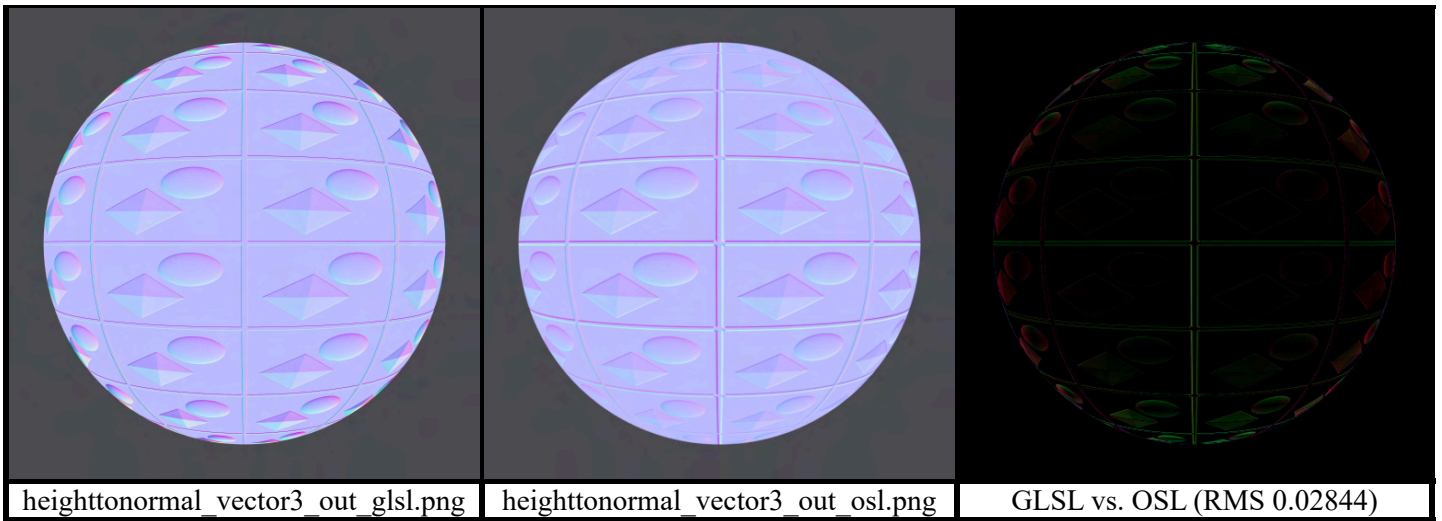
		
blur cellnoise out glsl.png	blur cellnoise out osl.png	GLSL vs. OSL (RMS 0.02349)
		
blur color3 out glsl.png	blur color3 out osl.png	GLSL vs. OSL (RMS 0.02939)
		
blur color4 out glsl.png	blur color4 out osl.png	GLSL vs. OSL (RMS 0.67982)

		
blur_float_out_gsl.png	blur_float_out_osl.png	GLSL vs. OSL (RMS 0.03459)
		
blur_vector2_out_gsl.png	blur_vector2_out_osl.png	GLSL vs. OSL (RMS 0.02551)
		
blur_vector3_out_gsl.png	blur_vector3_out_osl.png	GLSL vs. OSL (RMS 0.03467)

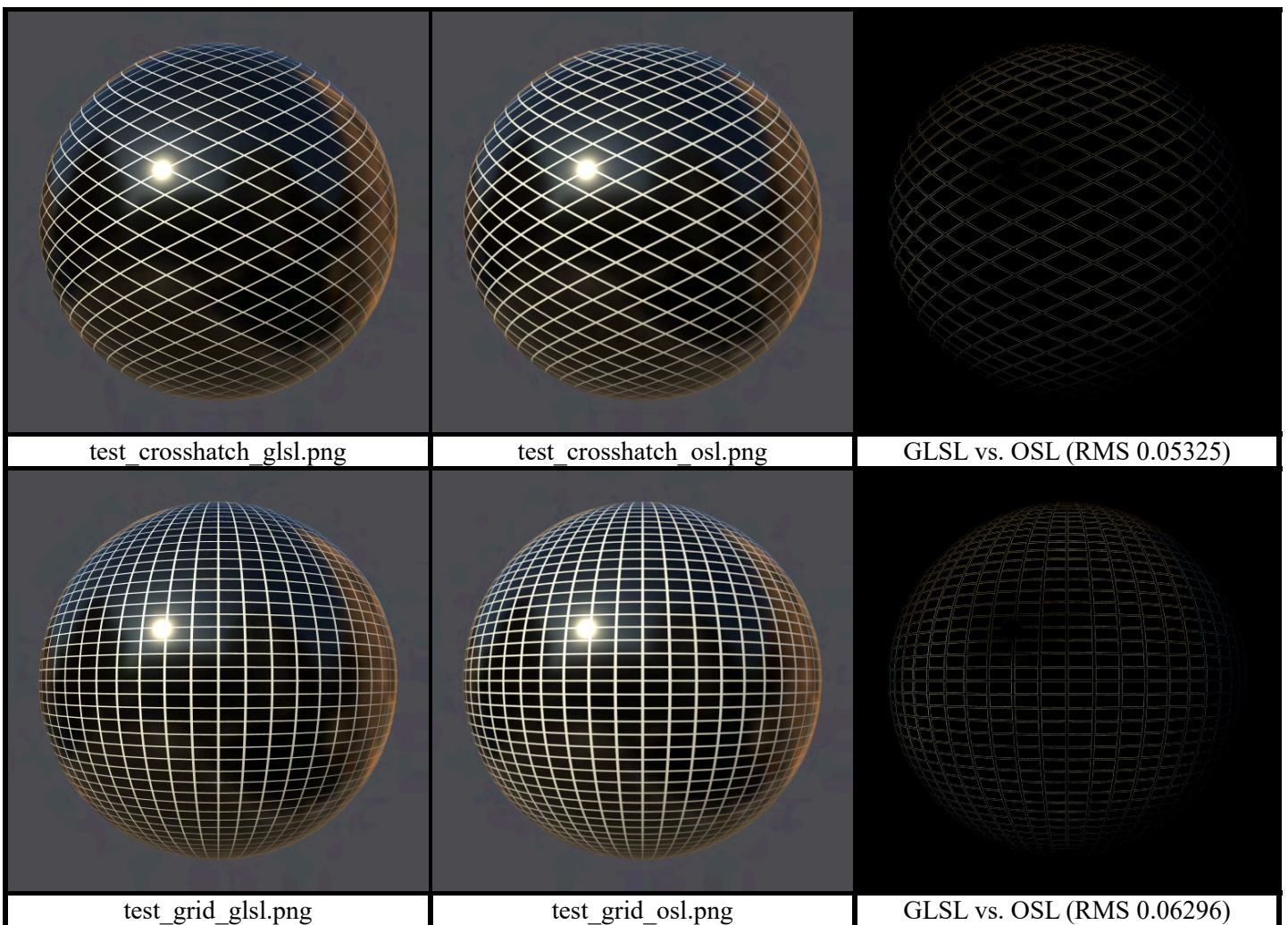


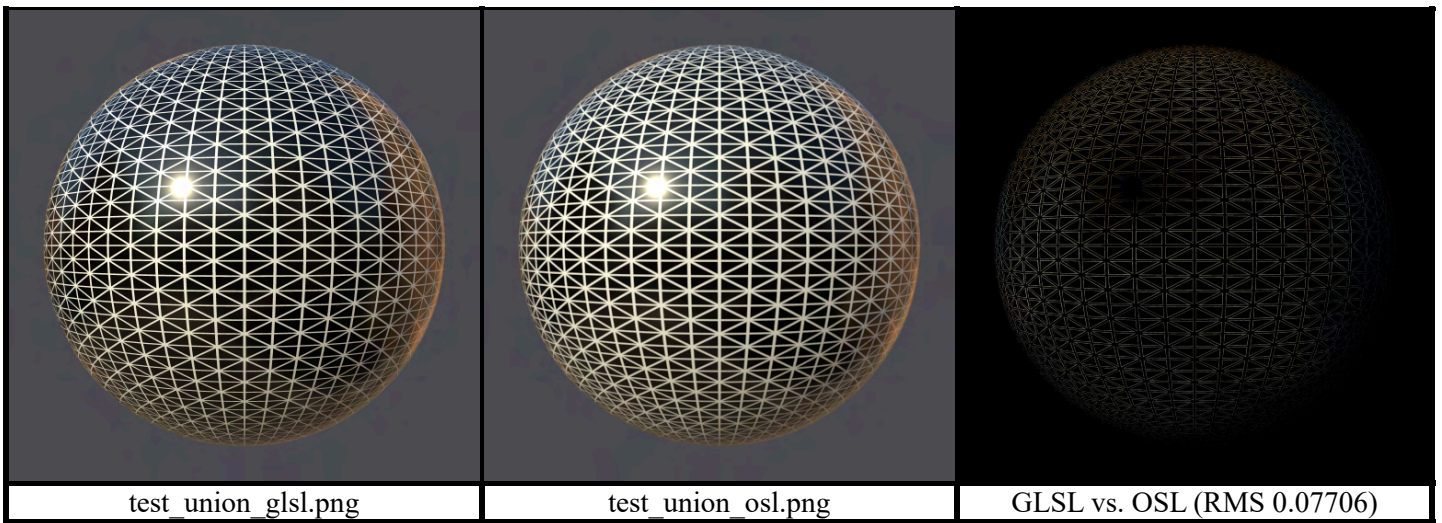
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:





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





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

