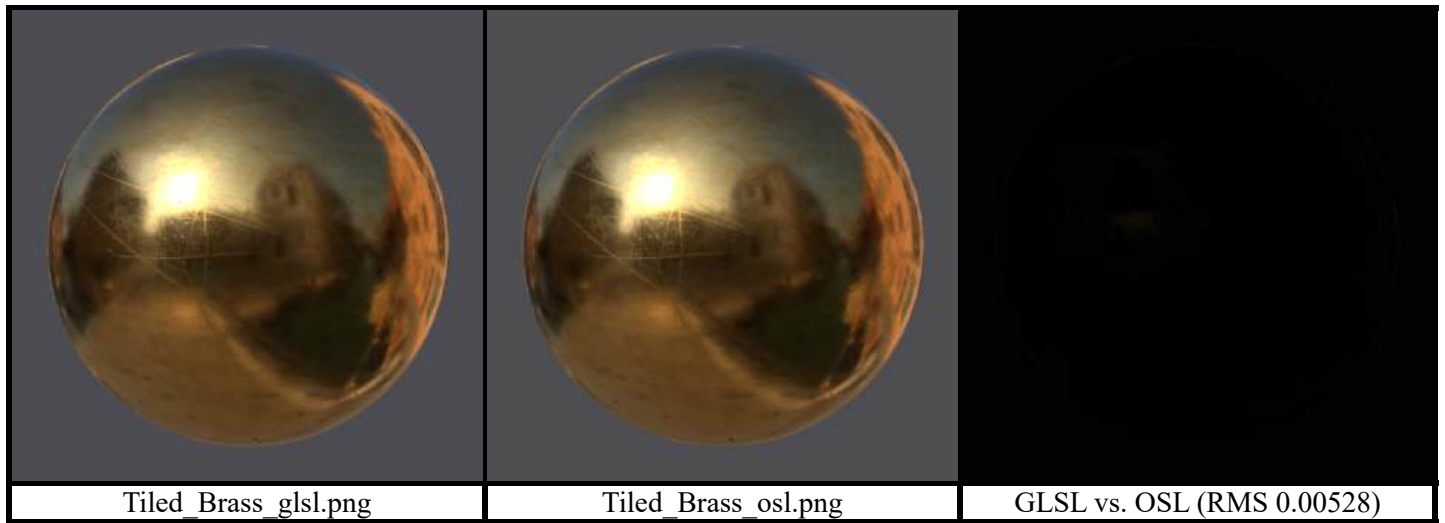
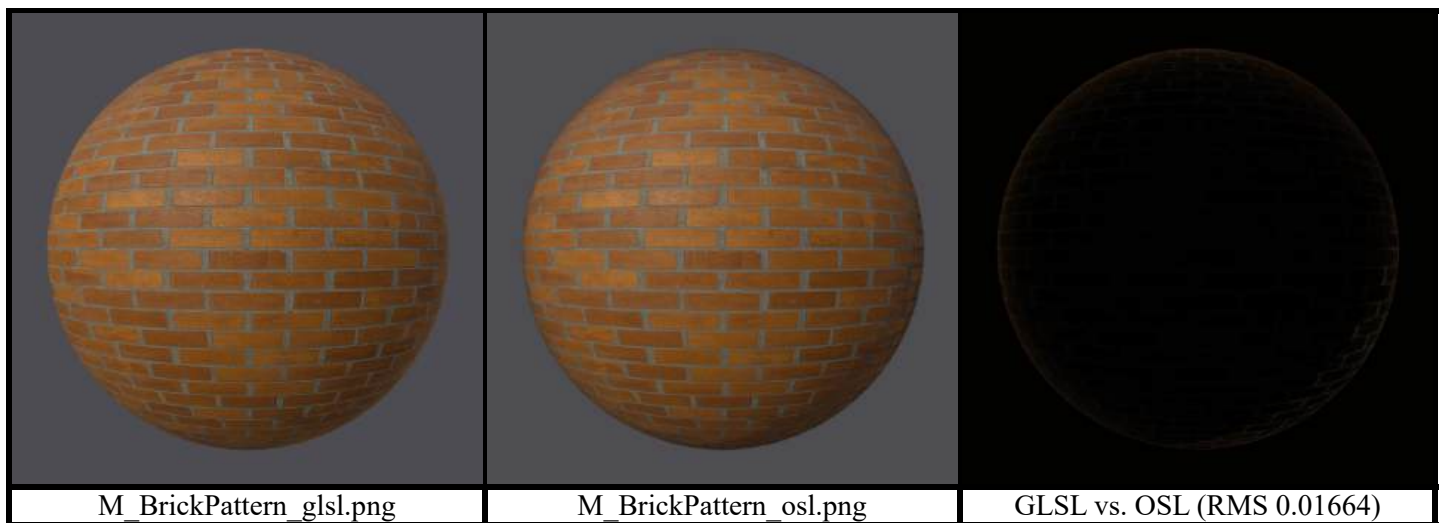


glsl (in: ../../build) vs osl (in: ../../build)

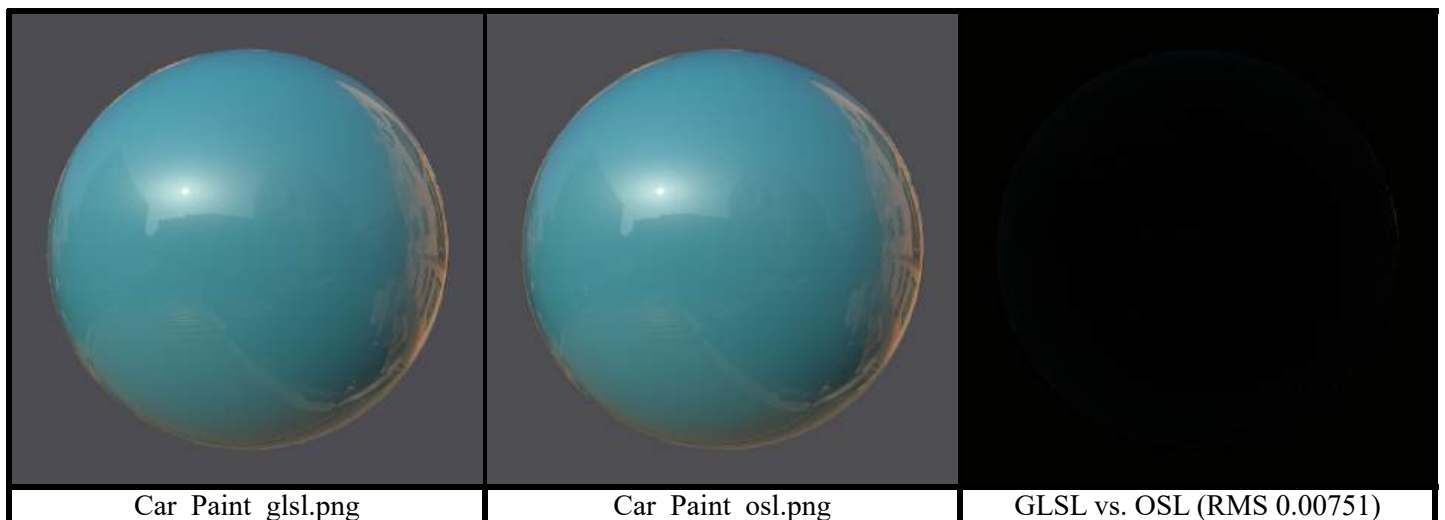
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brass_tiled:



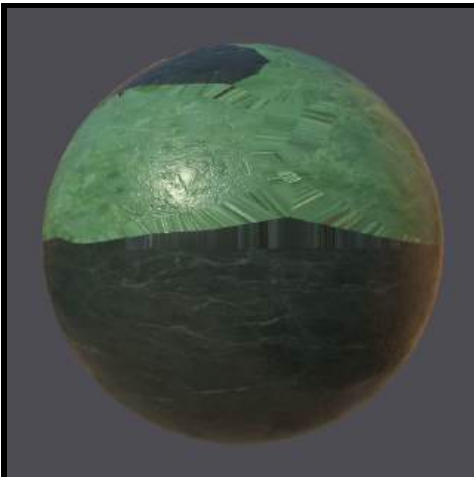
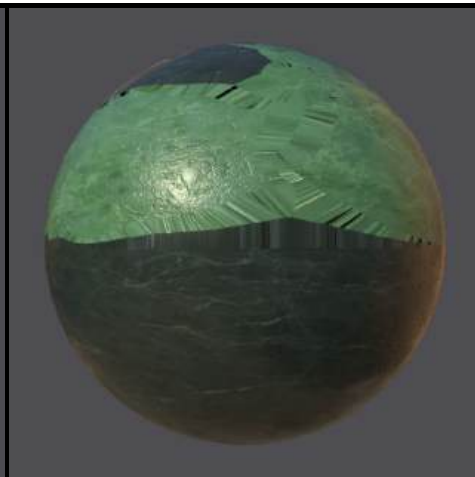

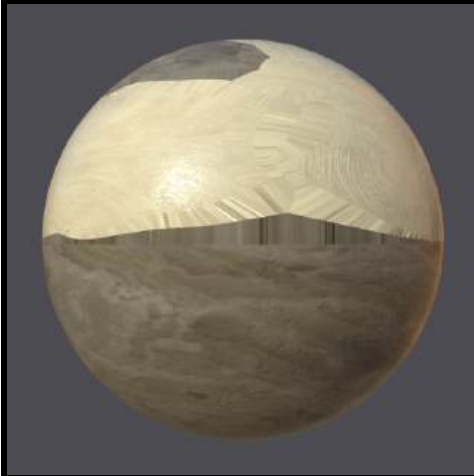
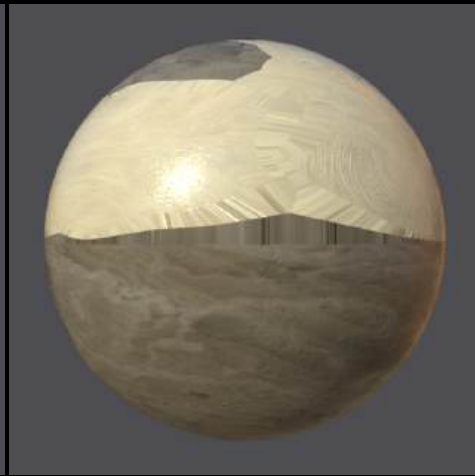

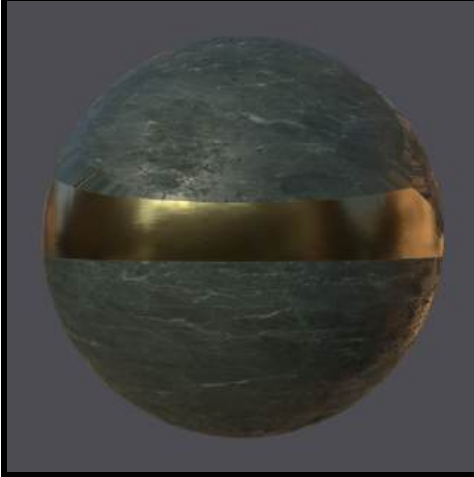
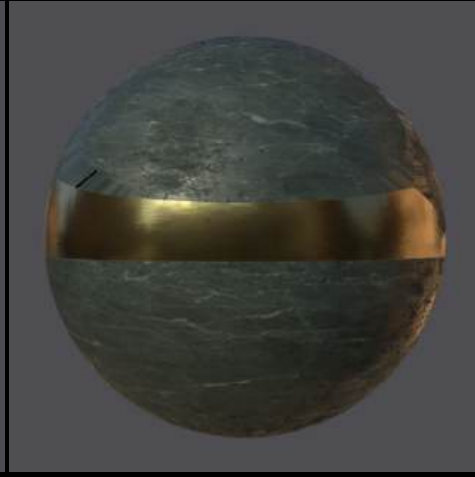

..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_brick_procedural:

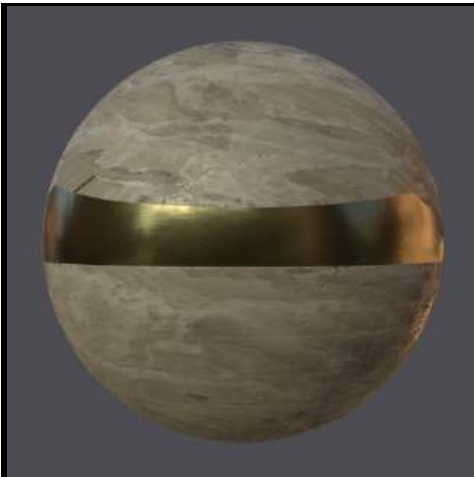
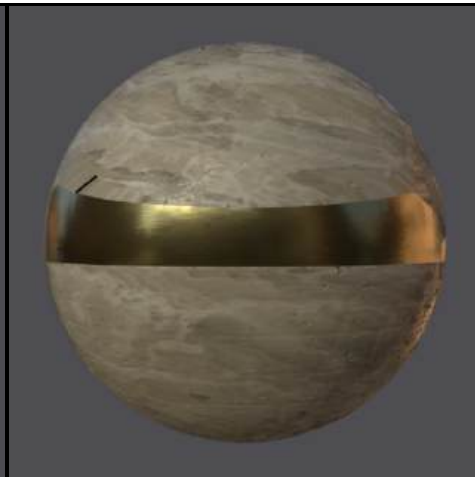

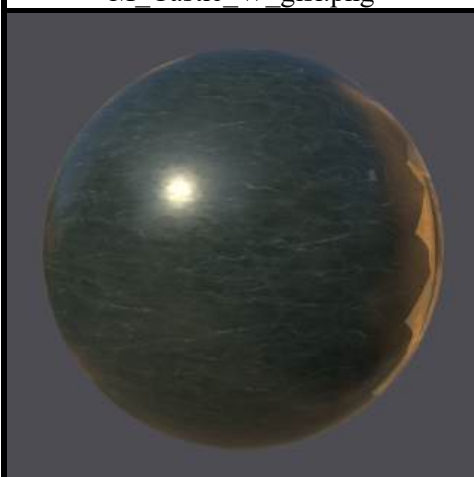
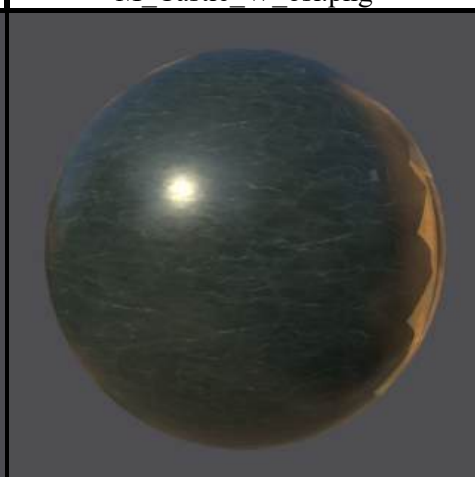


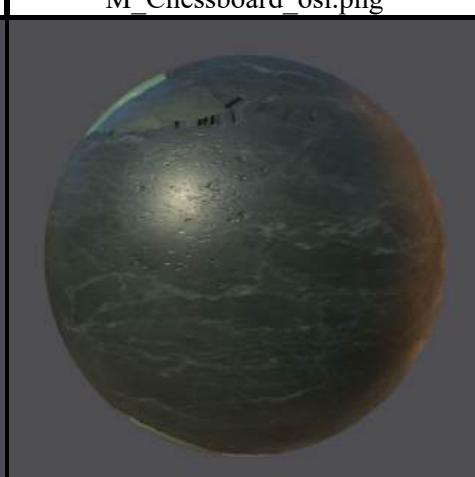
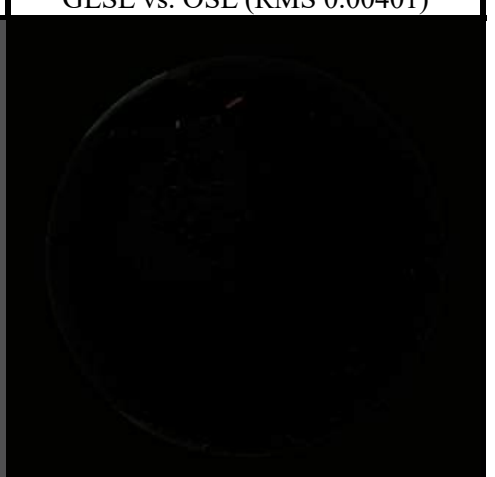


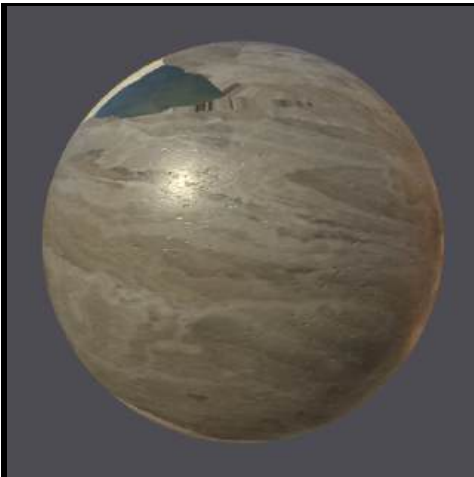
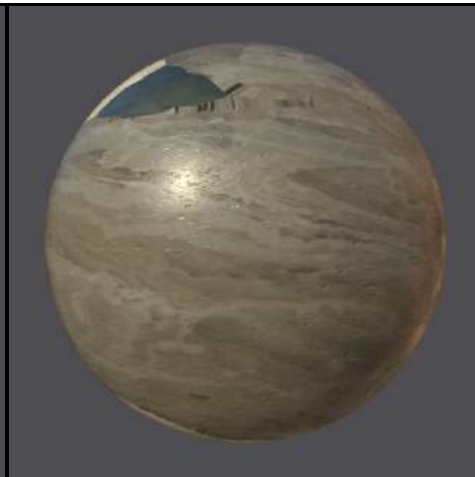

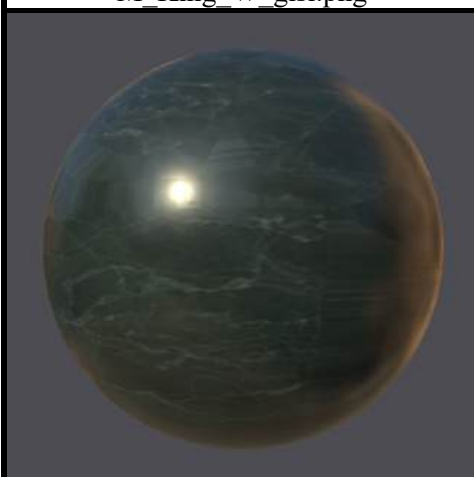
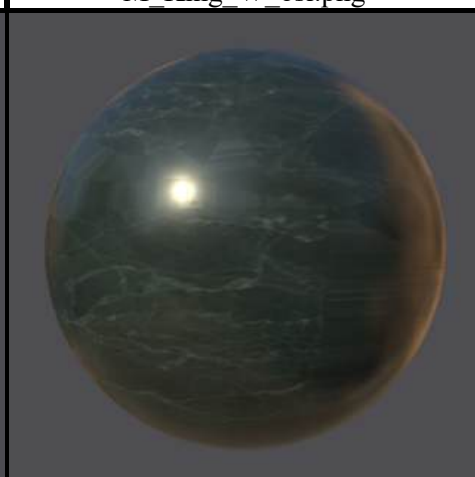



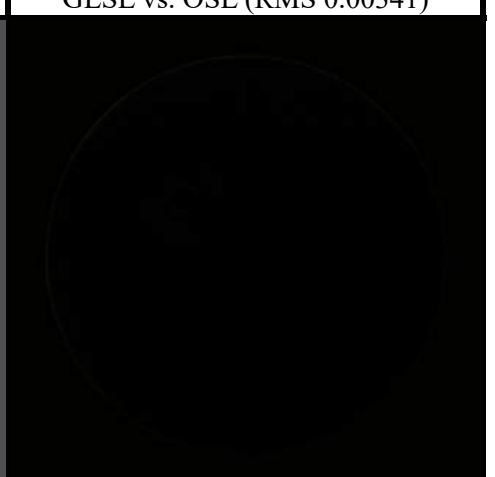
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_carpaint:

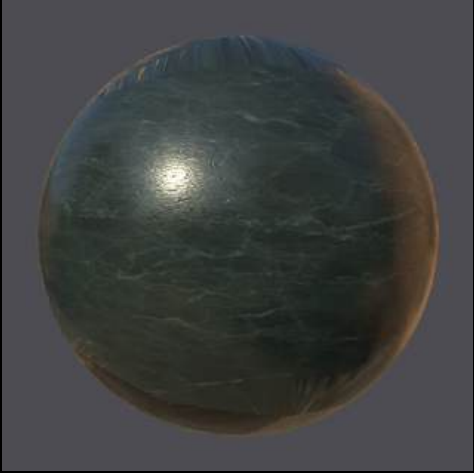
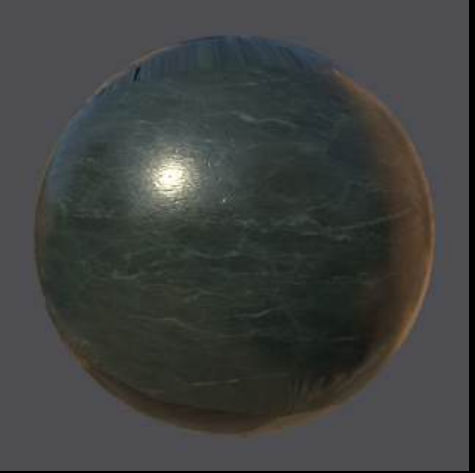

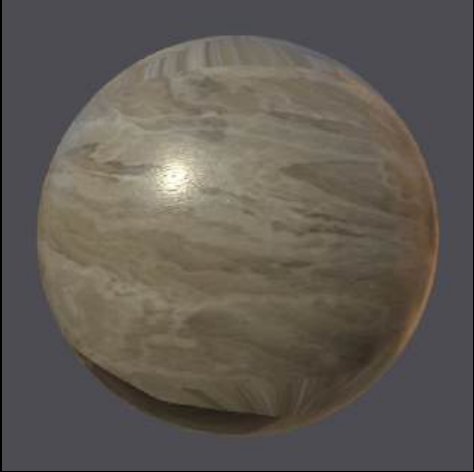
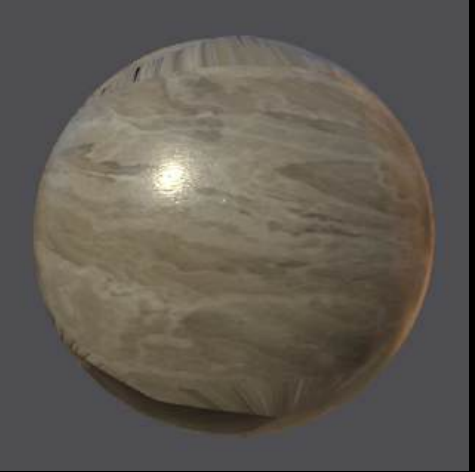

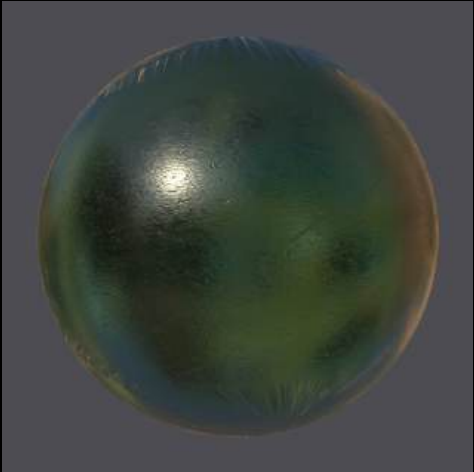
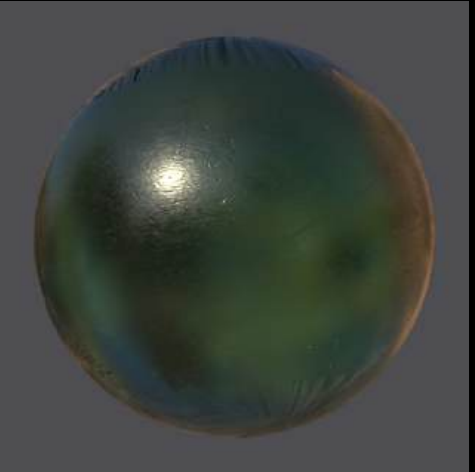



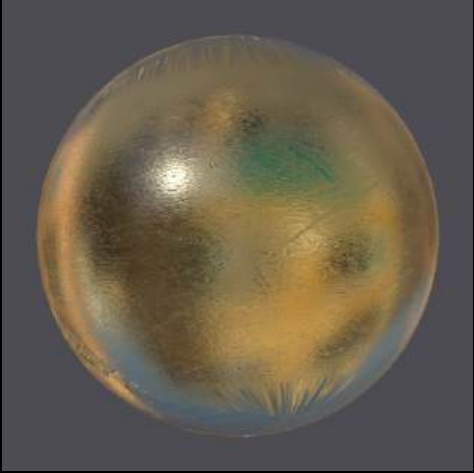
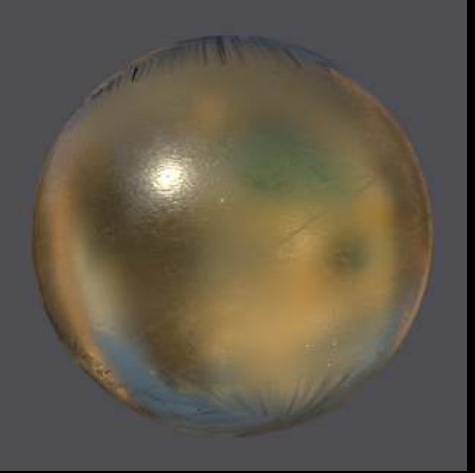
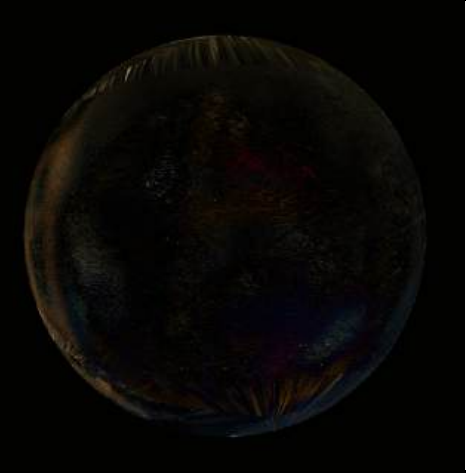



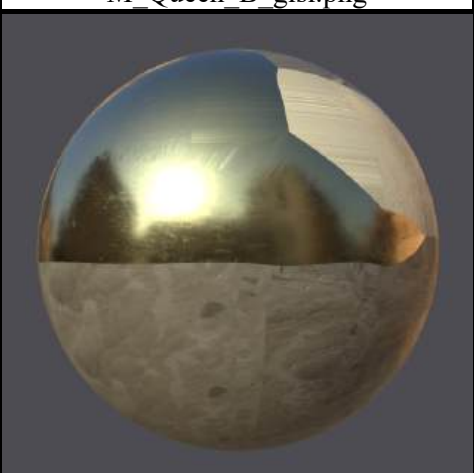


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_chess_set:

		
M Bishop B glsl.png	M Bishop B osl.png	GLSL vs. OSL (RMS 0.01190)
		
M Bishop W glsl.png	M Bishop W osl.png	GLSL vs. OSL (RMS 0.00891)
		
M Castle B glsl.png	M Castle B osl.png	GLSL vs. OSL (RMS 0.00723)

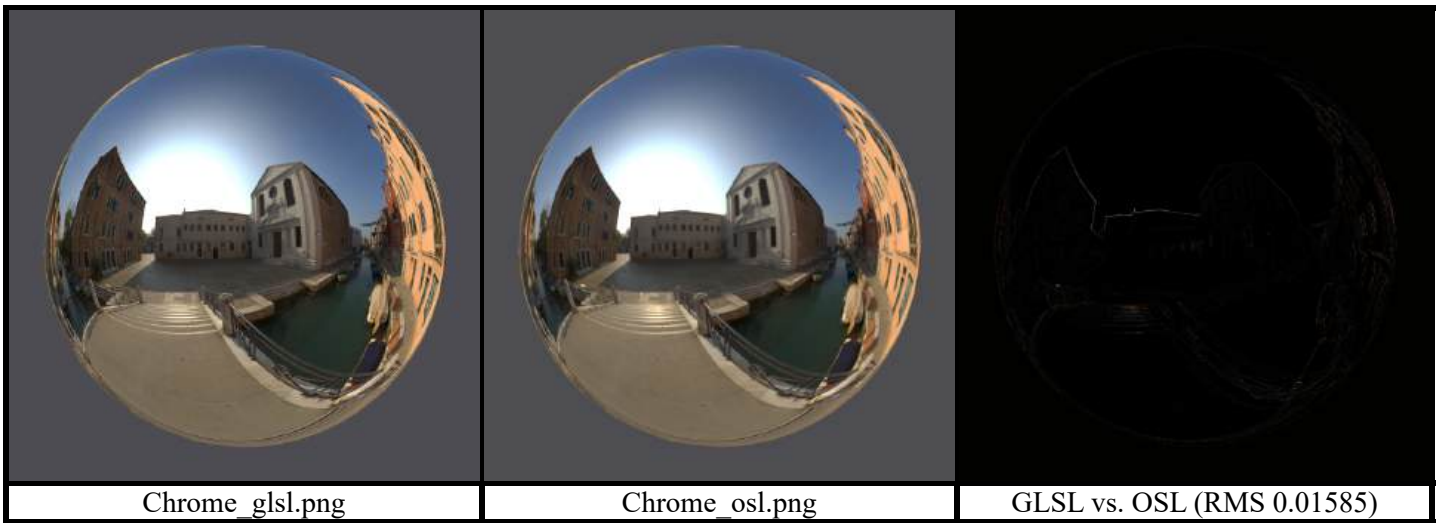
		
M_Castle_W_gsl.png	M_Castle_W_osl.png	GLSL vs. OSL (RMS 0.01173)
		
M_Chessboard_gsl.png	M_Chessboard_osl.png	GLSL vs. OSL (RMS 0.00401)
		
M_King_B_gsl.png	M_King_B_osl.png	GLSL vs. OSL (RMS 0.00855)

		
M King W glsl.png	M King W osl.png	GLSL vs. OSL (RMS 0.01019)
		
M Knight B glsl.png	M Knight B osl.png	GLSL vs. OSL (RMS 0.00341)
		
M Knight W glsl.png	M Knight W osl.png	GLSL vs. OSL (RMS 0.00520)

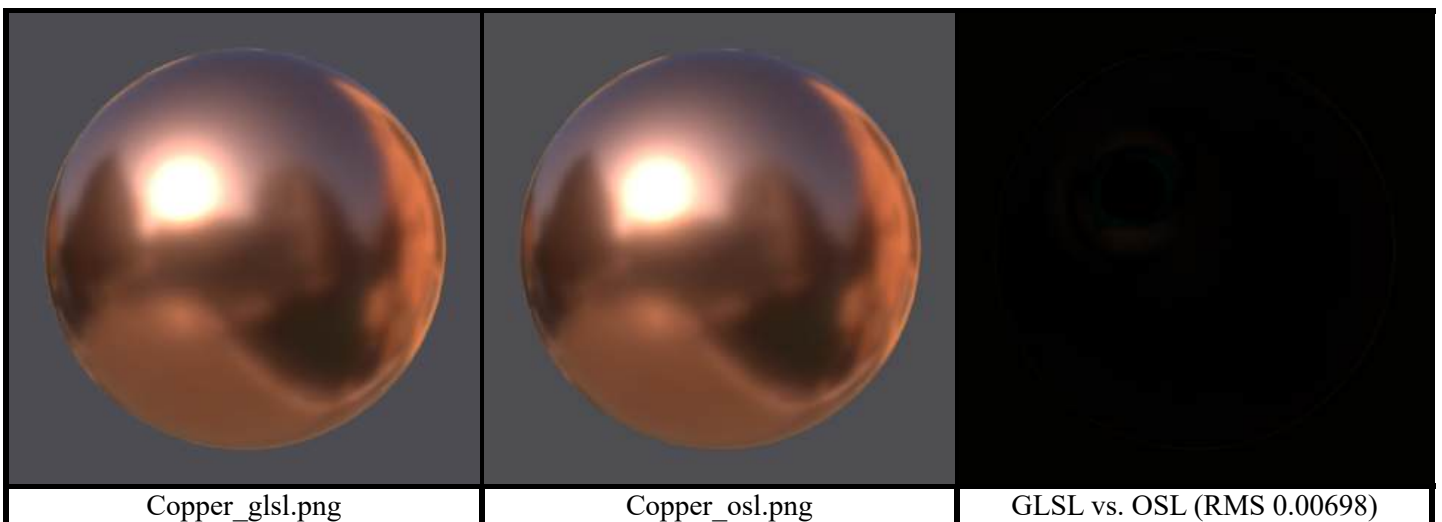
		
M Pawn Body B glsl.png	M Pawn Body B osl.png	GLSL vs. OSL (RMS 0.00880)
		
M Pawn Body W glsl.png	M Pawn Body W osl.png	GLSL vs. OSL (RMS 0.00863)
		
M Pawn Top B glsl.png	M Pawn Top B osl.png	GLSL vs. OSL (RMS 0.01862)

		
M Pawn Top W glsl.png	M Pawn Top W osl.png	GLSL vs. OSL (RMS 0.04326)
		
M Queen B glsl.png	M Queen B osl.png	GLSL vs. OSL (RMS 0.01020)
		
M Queen W glsl.png	M Queen W osl.png	GLSL vs. OSL (RMS 0.00789)

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



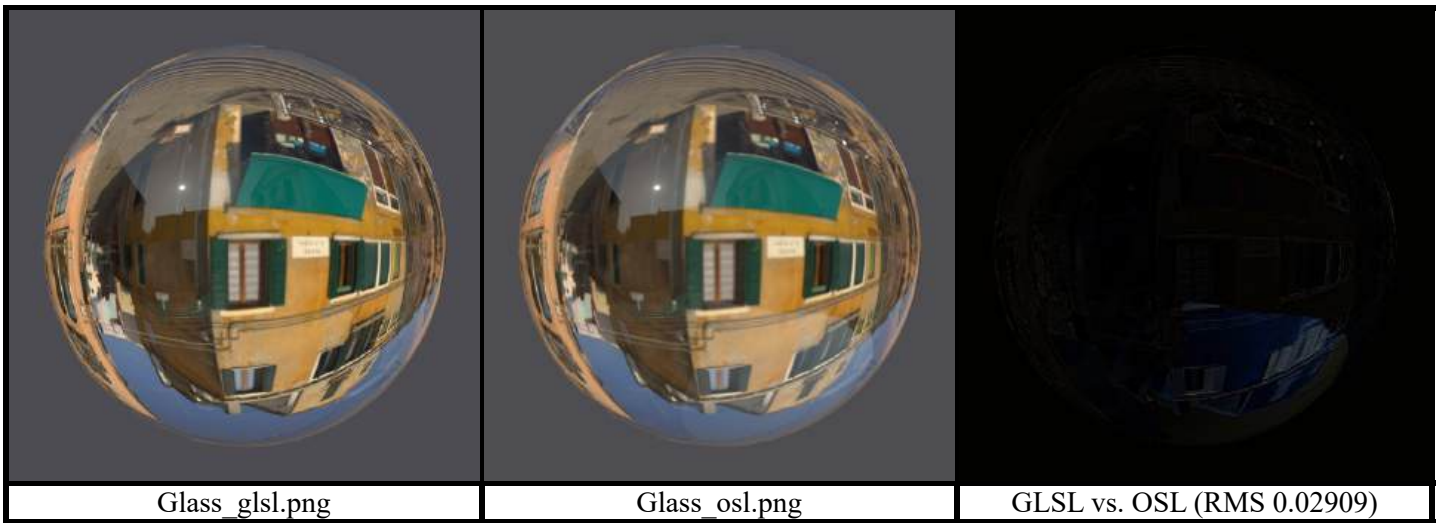
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_copper:



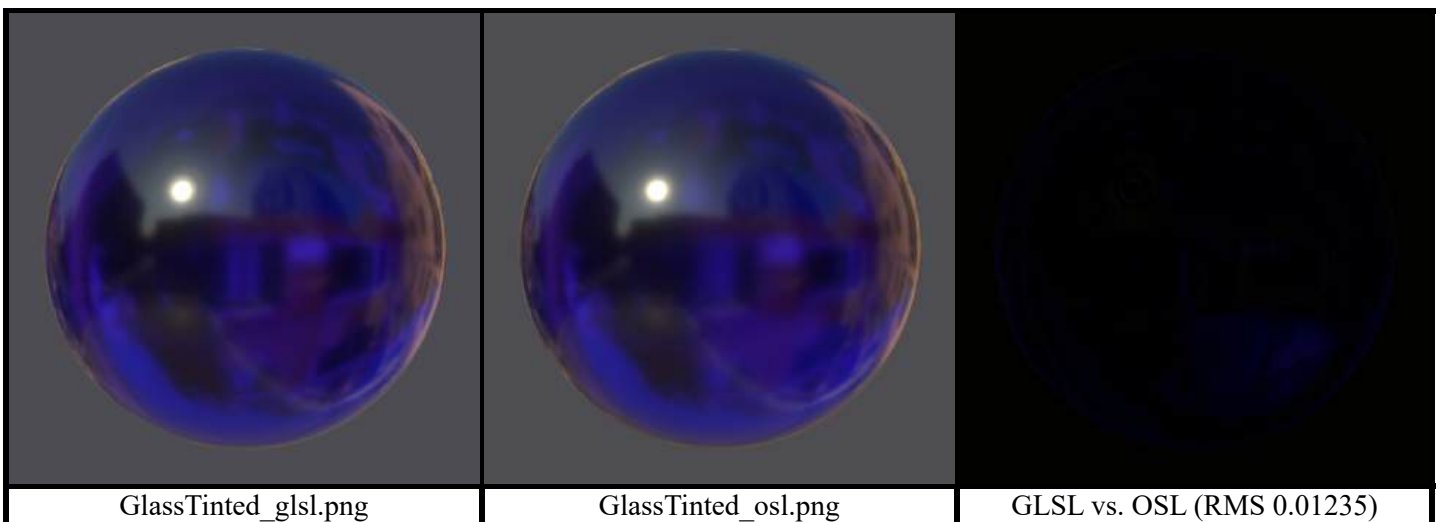
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_default:



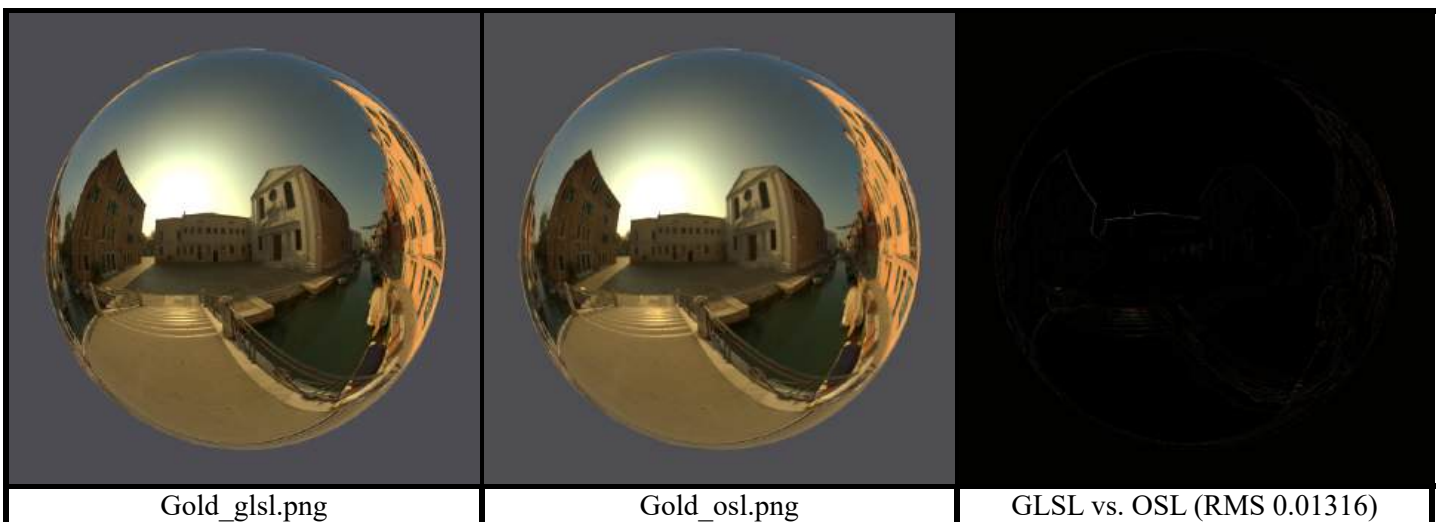
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass:



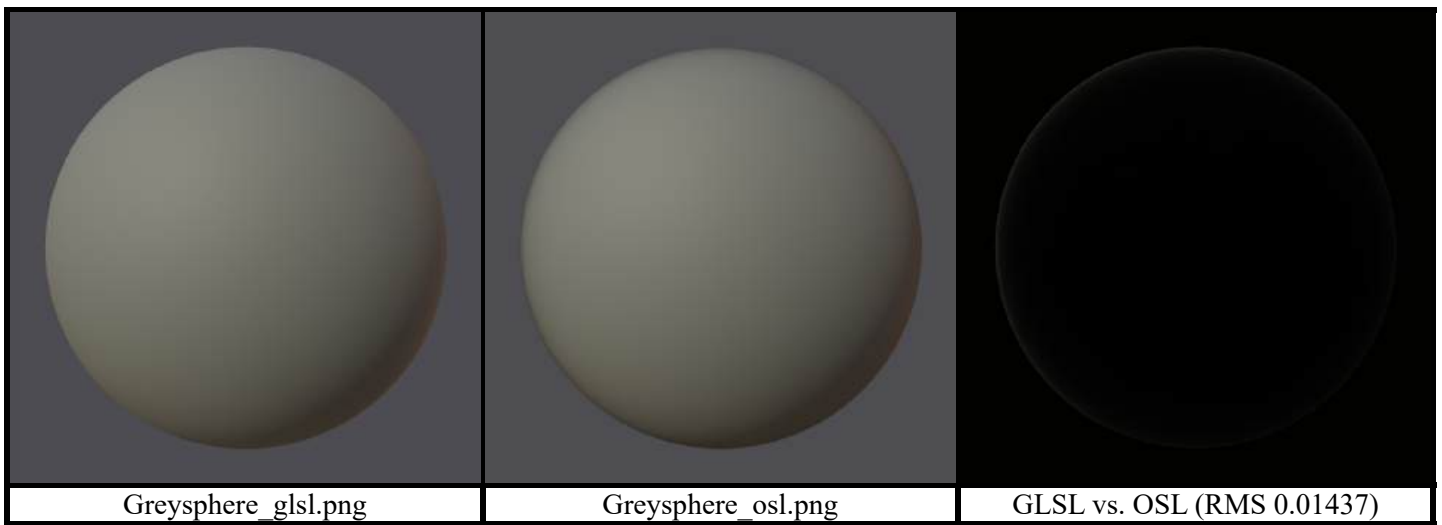
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_glass_tinted:



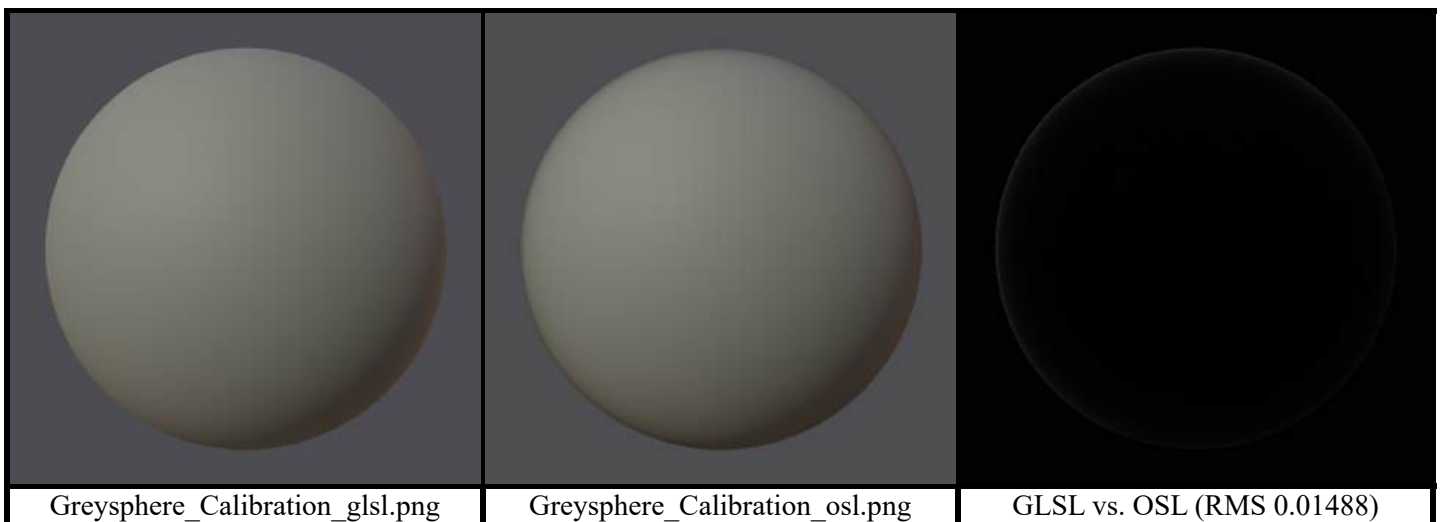
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_gold:



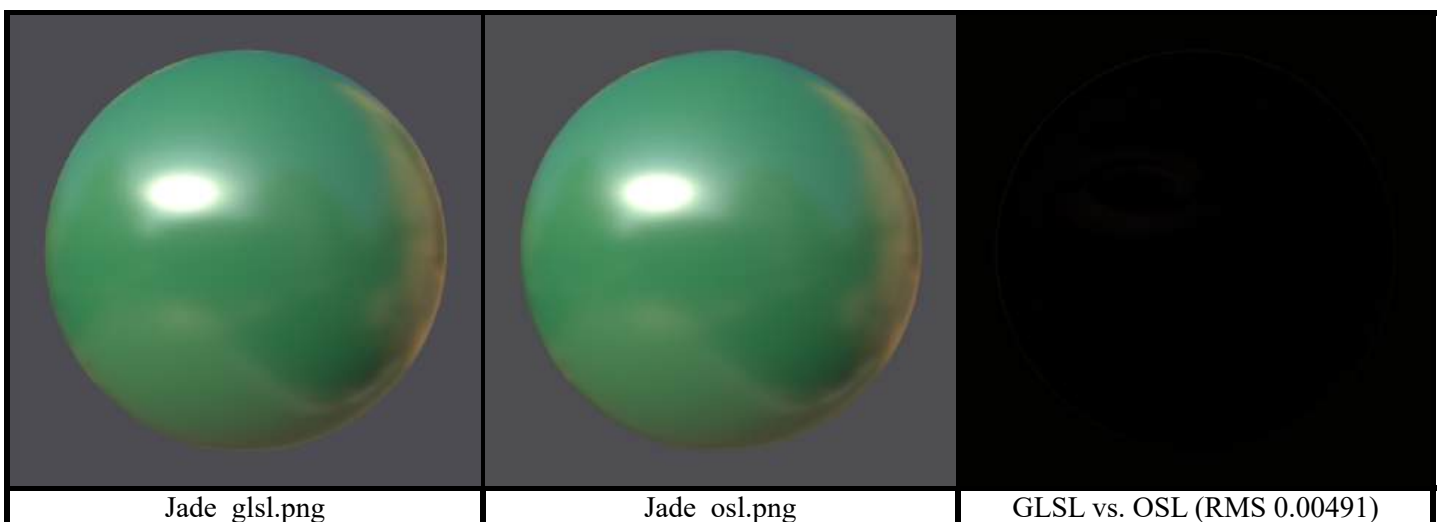
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere:



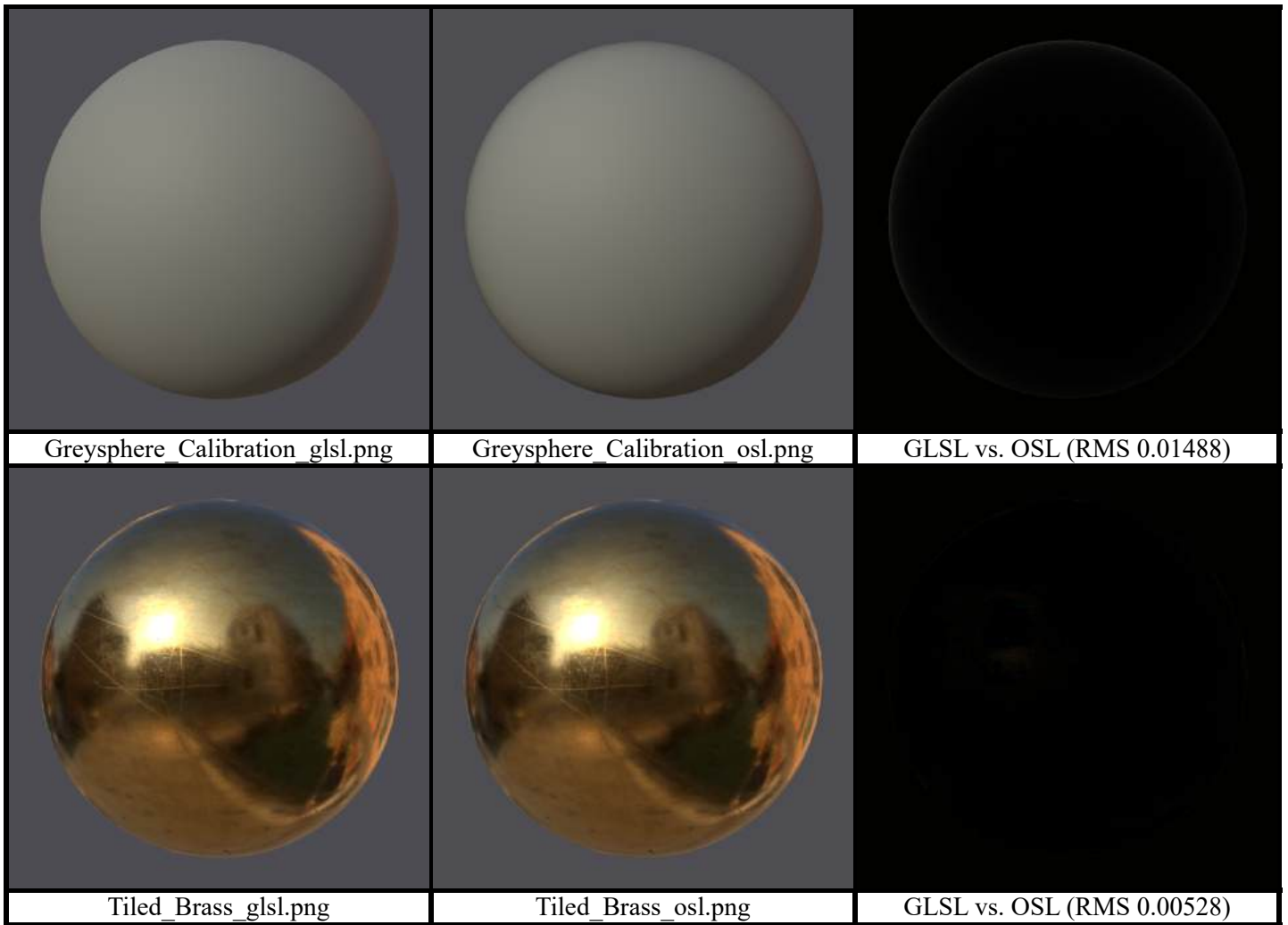
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_greysphere_calibration:



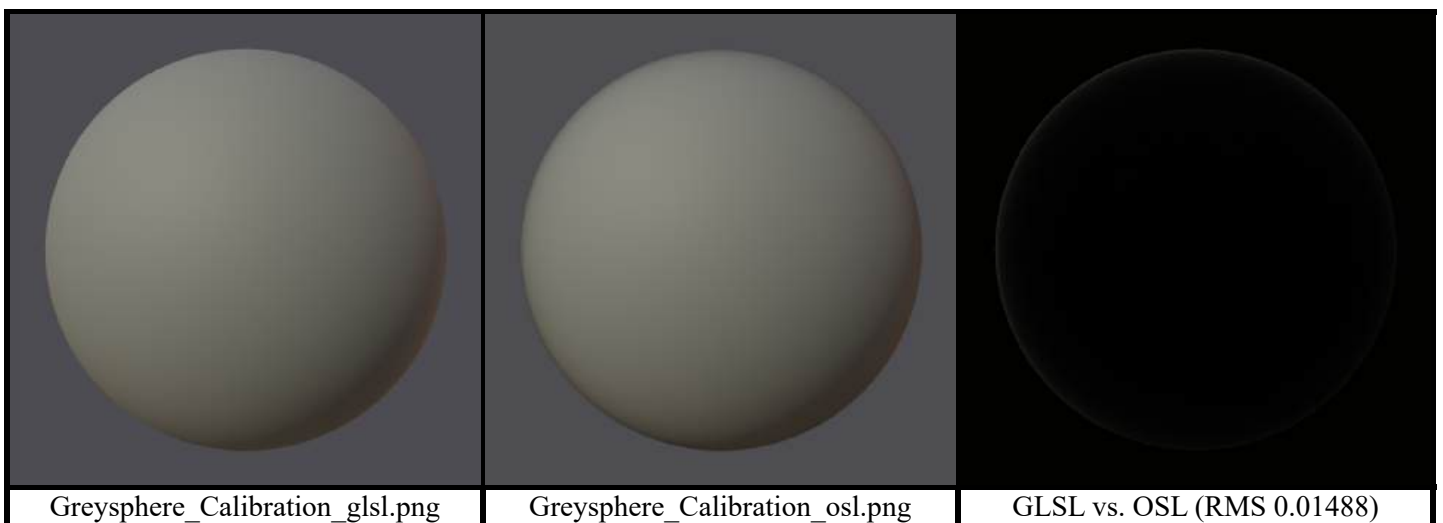
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_jade:

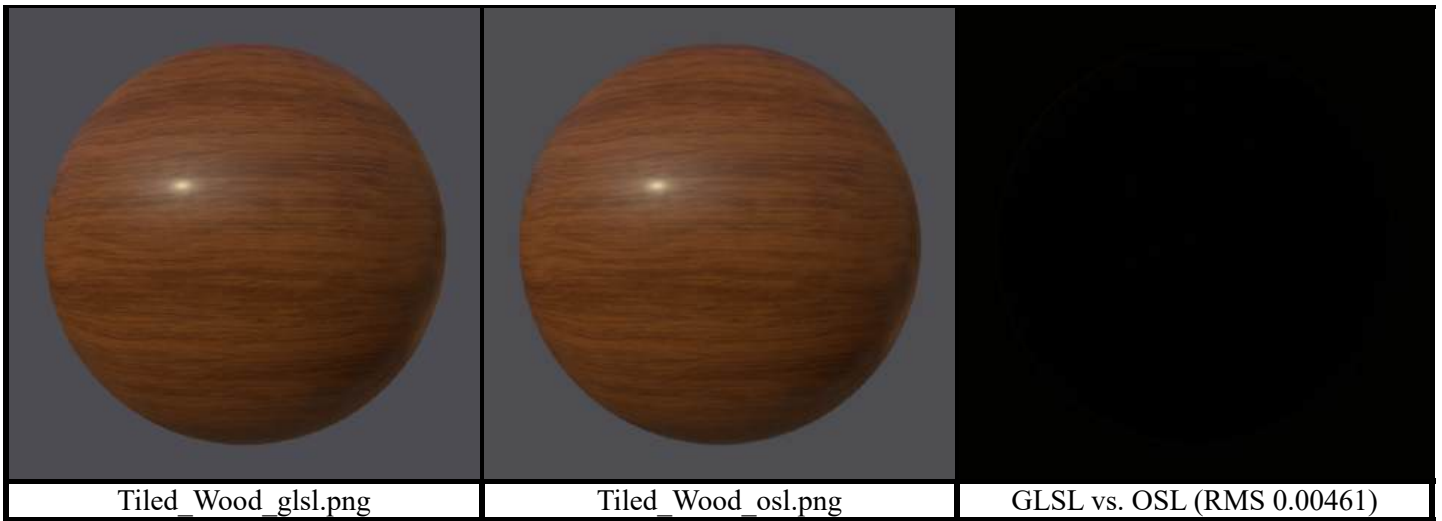


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_brass_tiled:

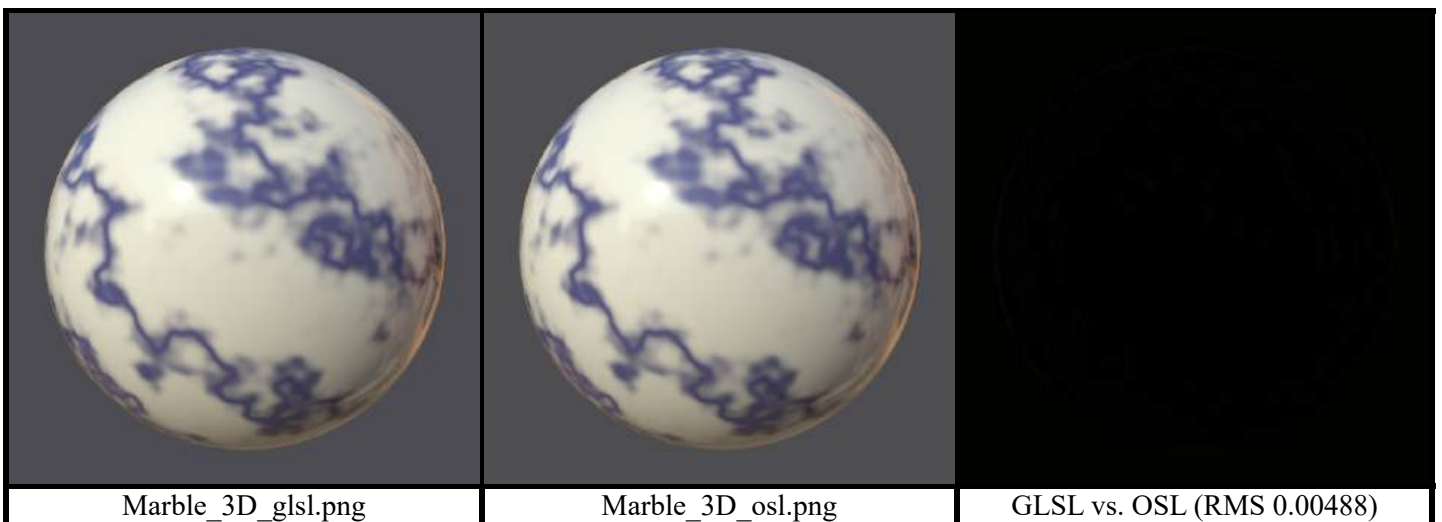


..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_look_wood_tiled:

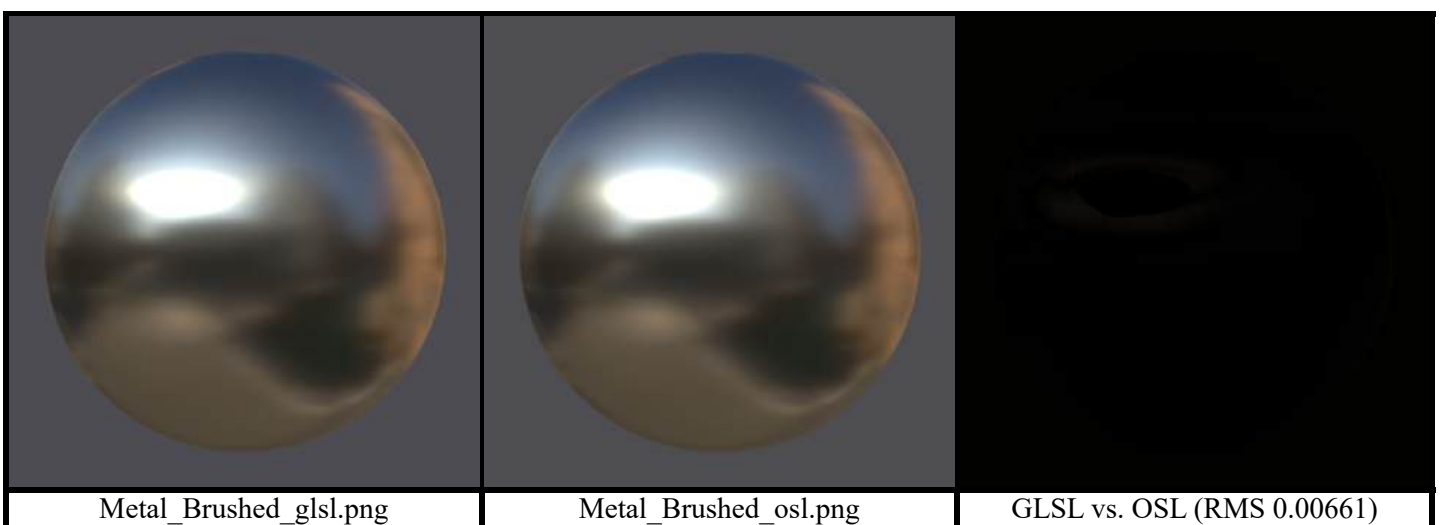




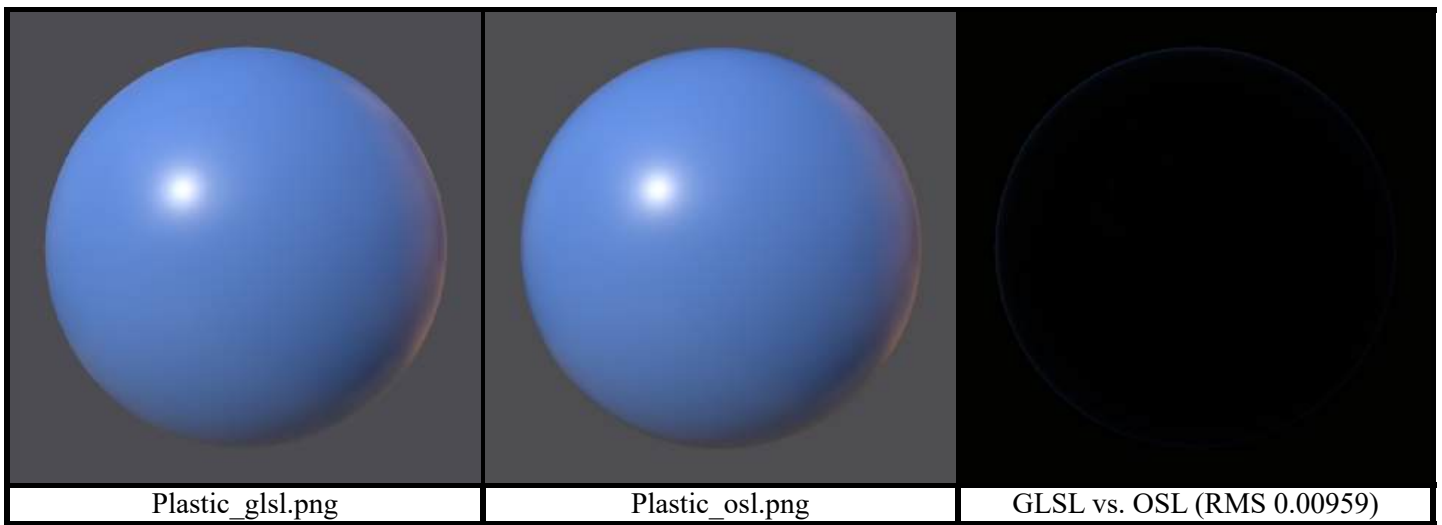
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_marble_solid:



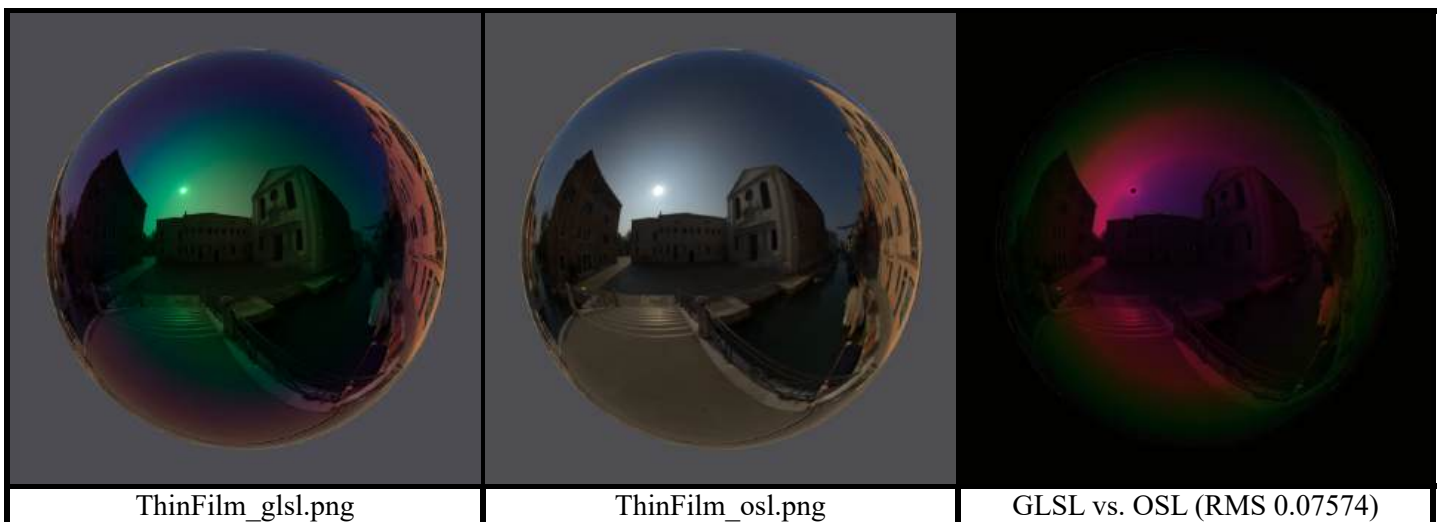
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_metal_brushed:



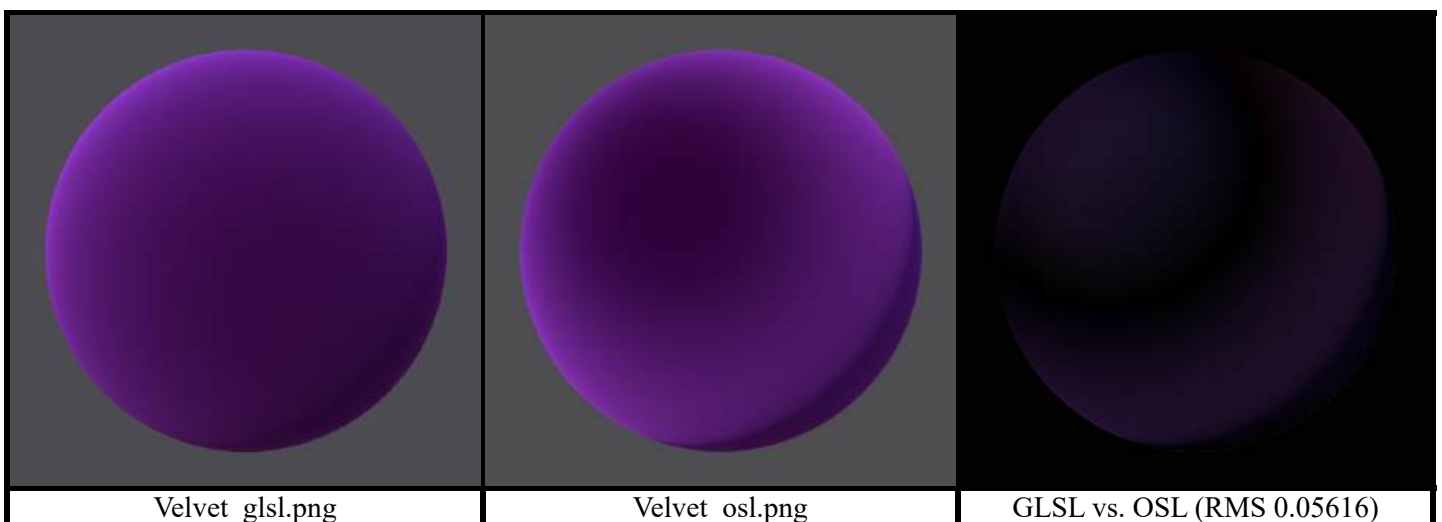
..\..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_plastic:



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



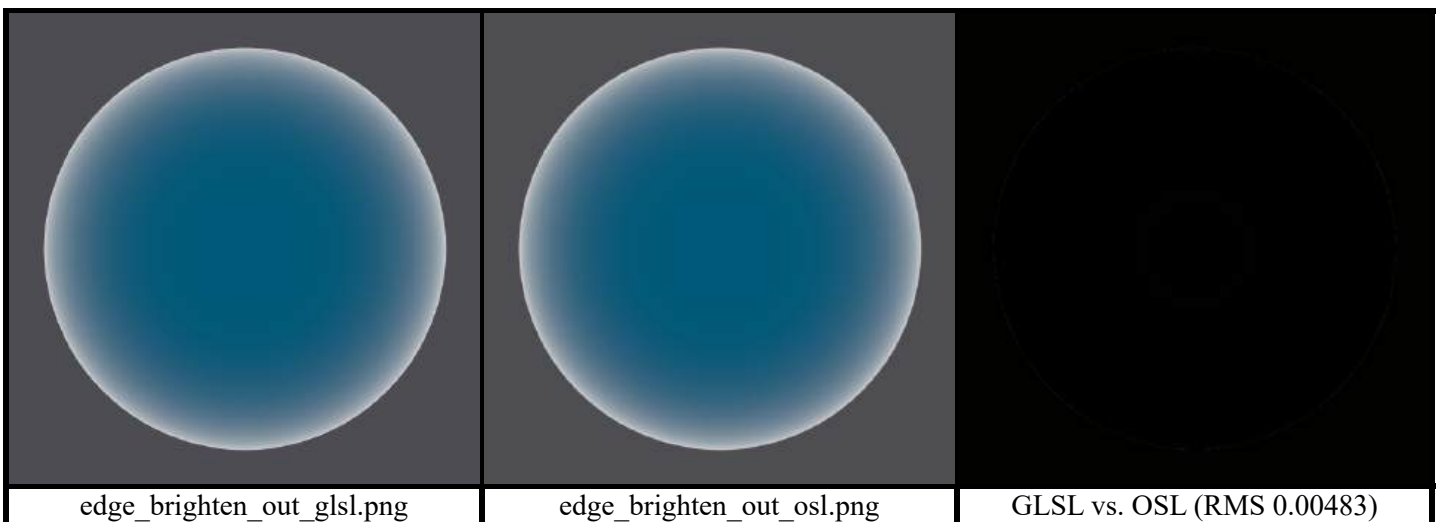
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_velvet:



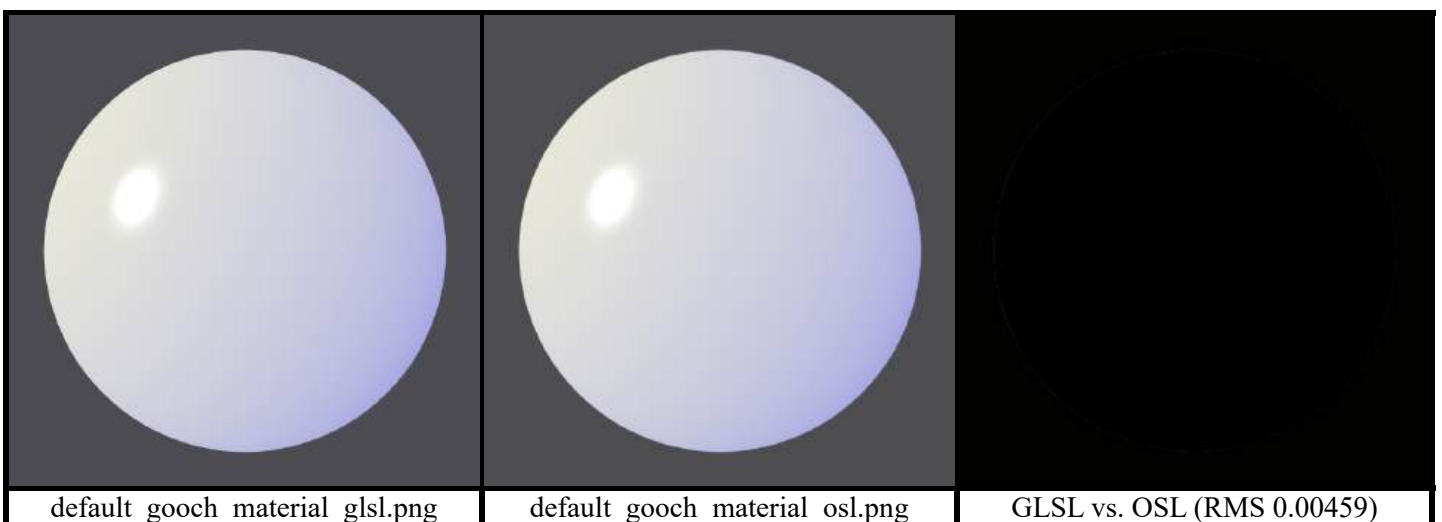
..\build\bin\resources\Materials\Examples\StandardSurface\standard_surface_wood_tiled:

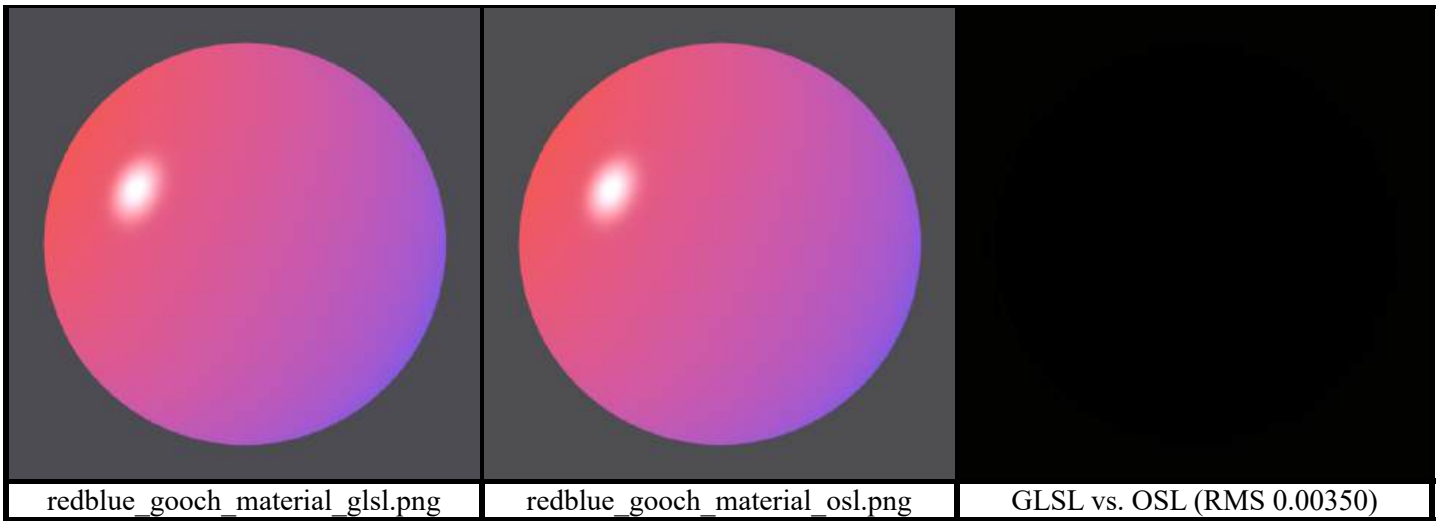


..\..\build\bin\resources\Materials\TestSuite\nprlib\edge_brighten:

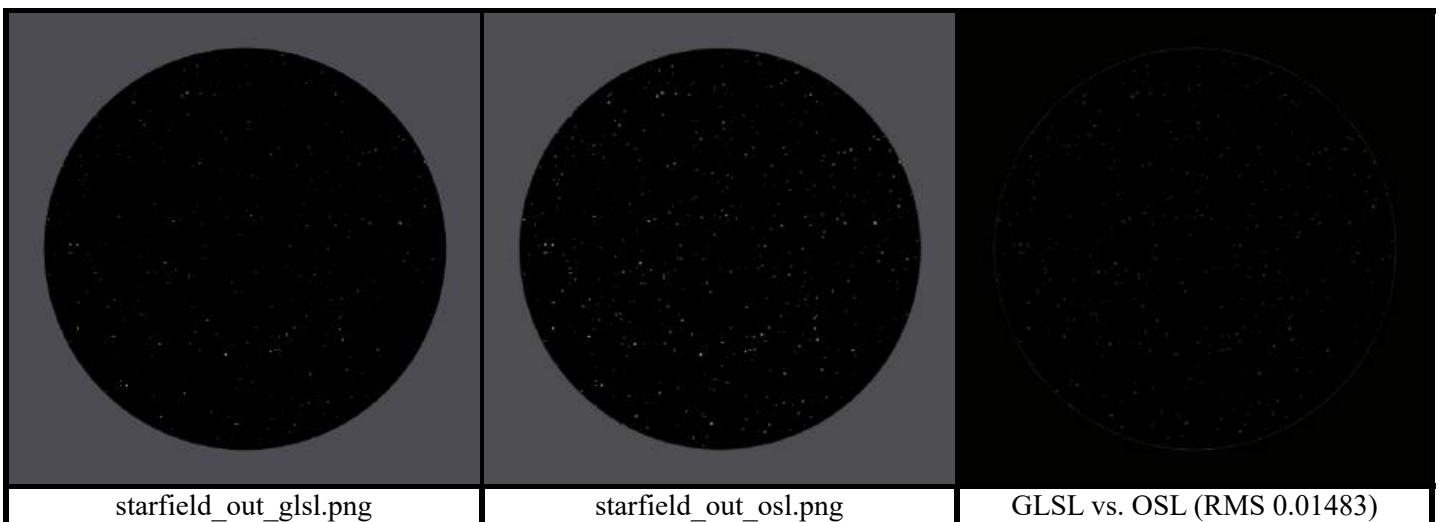


..\..\build\bin\resources\Materials\TestSuite\nprlib\gooch_shade:

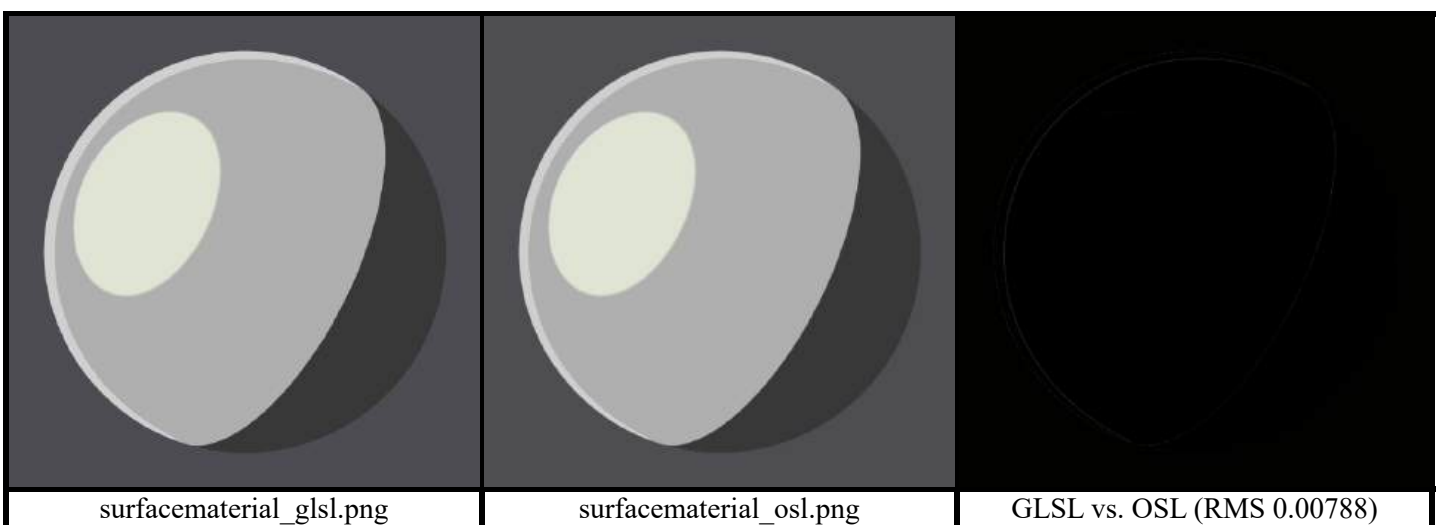




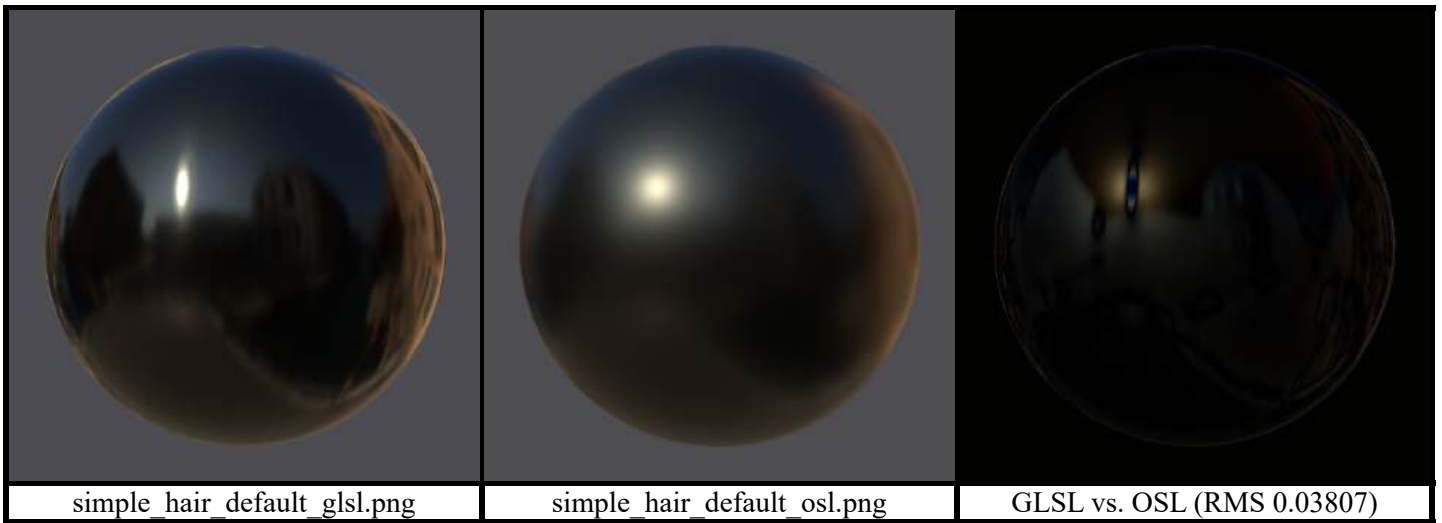
..\..\build\bin\resources\Materials\TestSuite\nprlib\starfield:



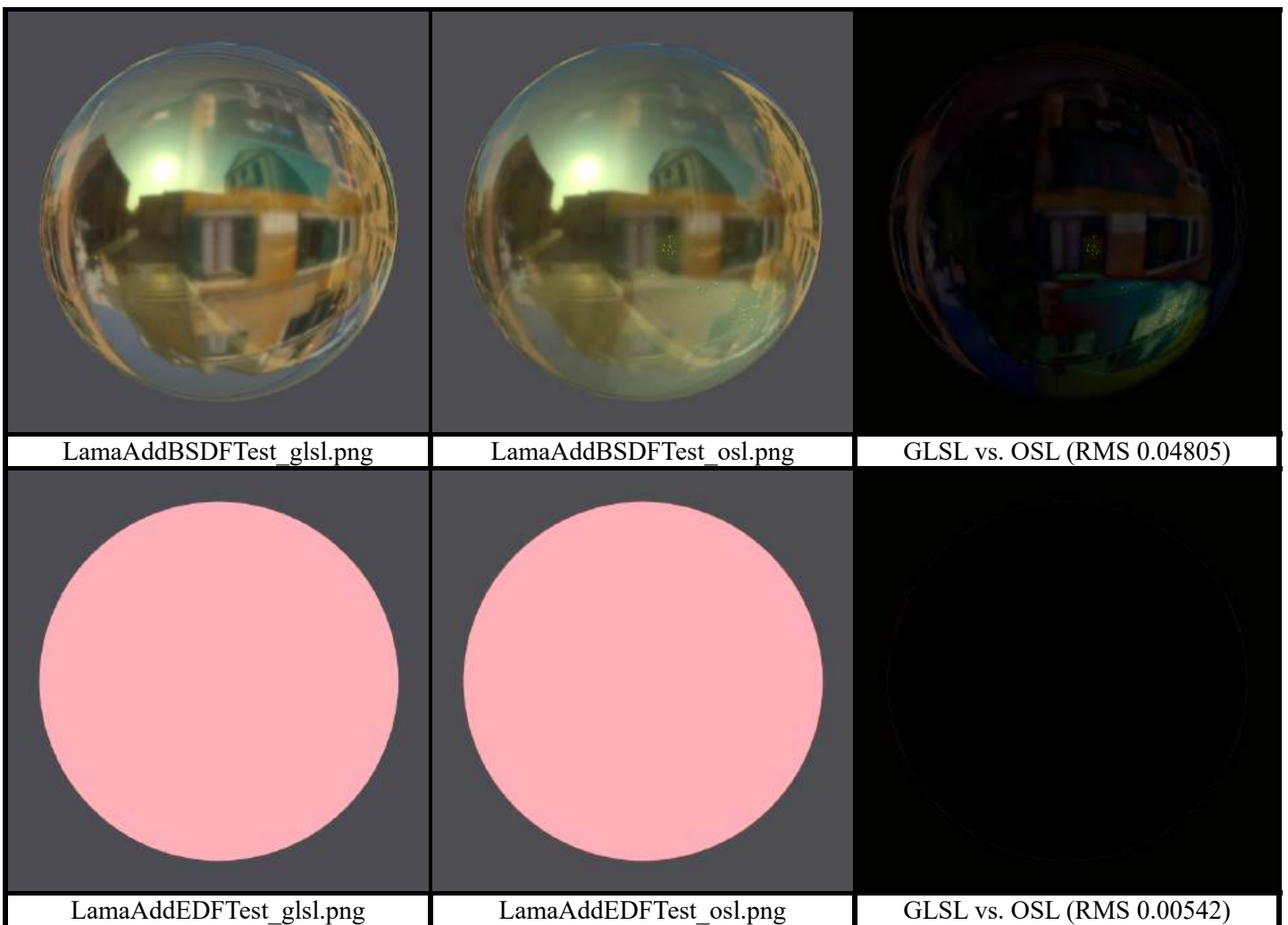
..\..\build\bin\resources\Materials\TestSuite\nprlib\toon_shade:



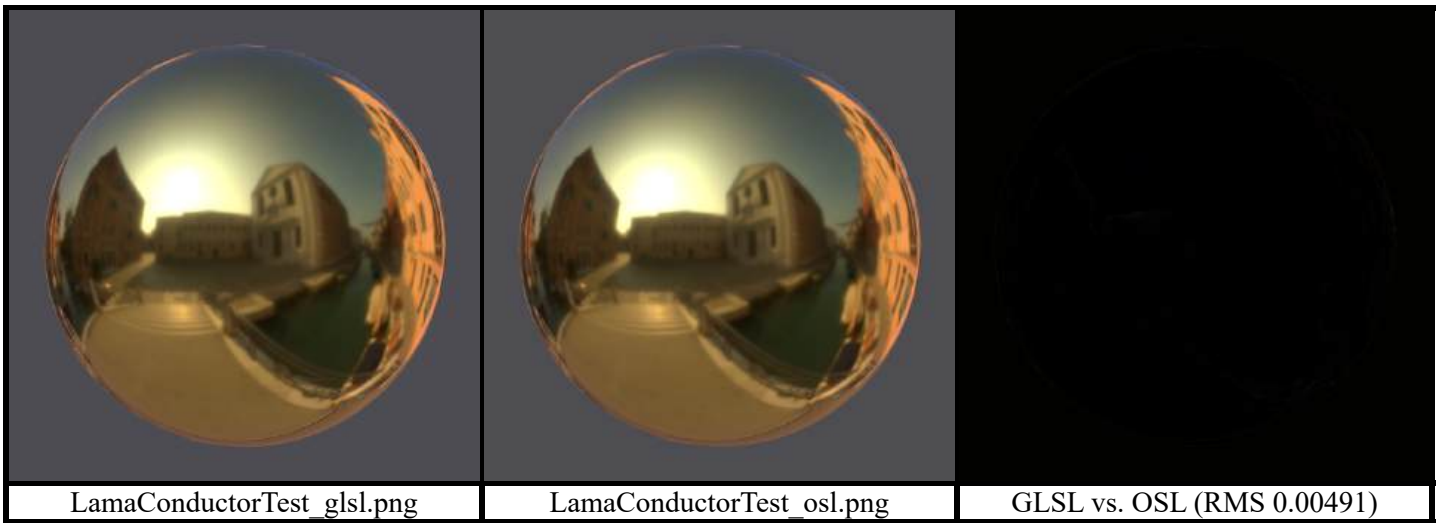
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\chiang_hair_surfaceshader:



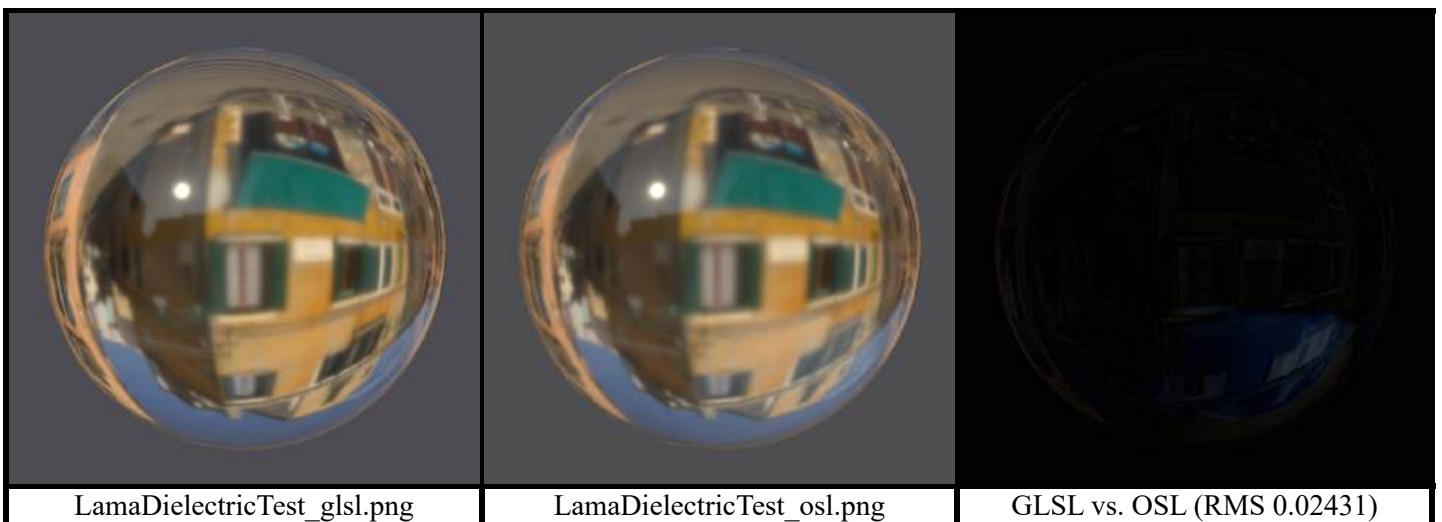
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_add:



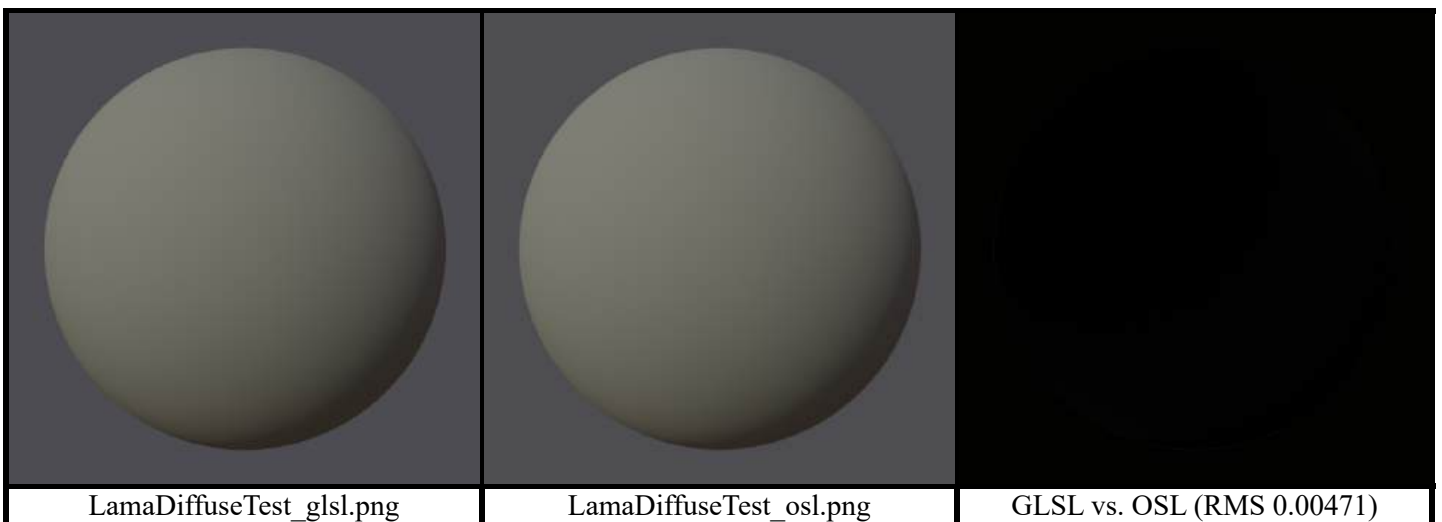
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_conductor:



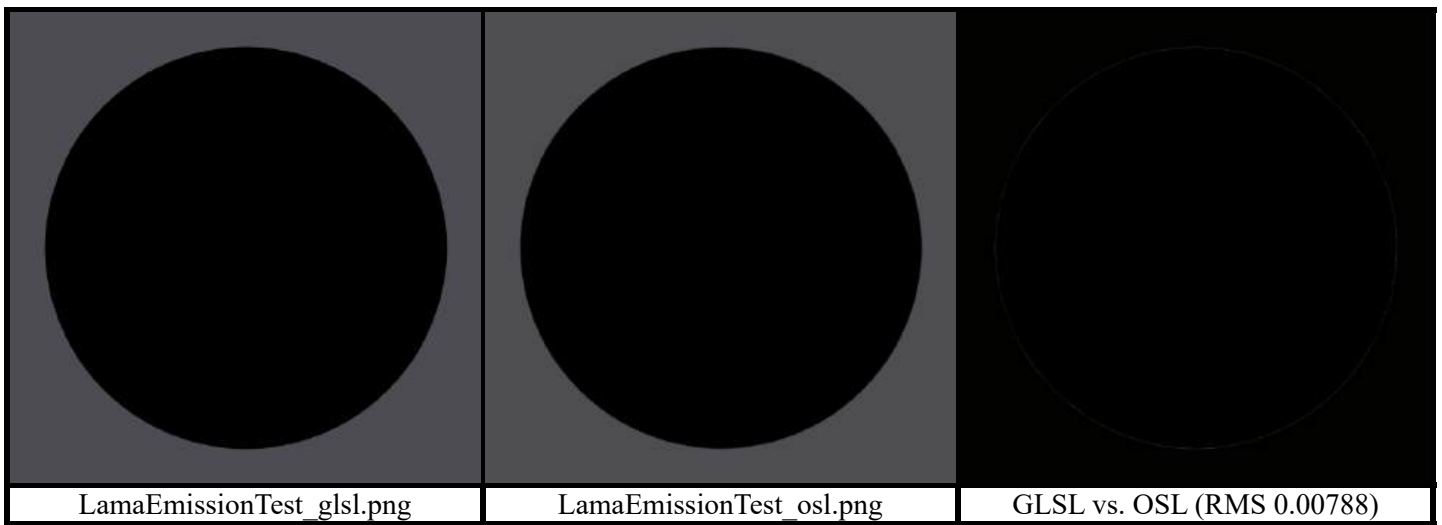
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_dielectric:



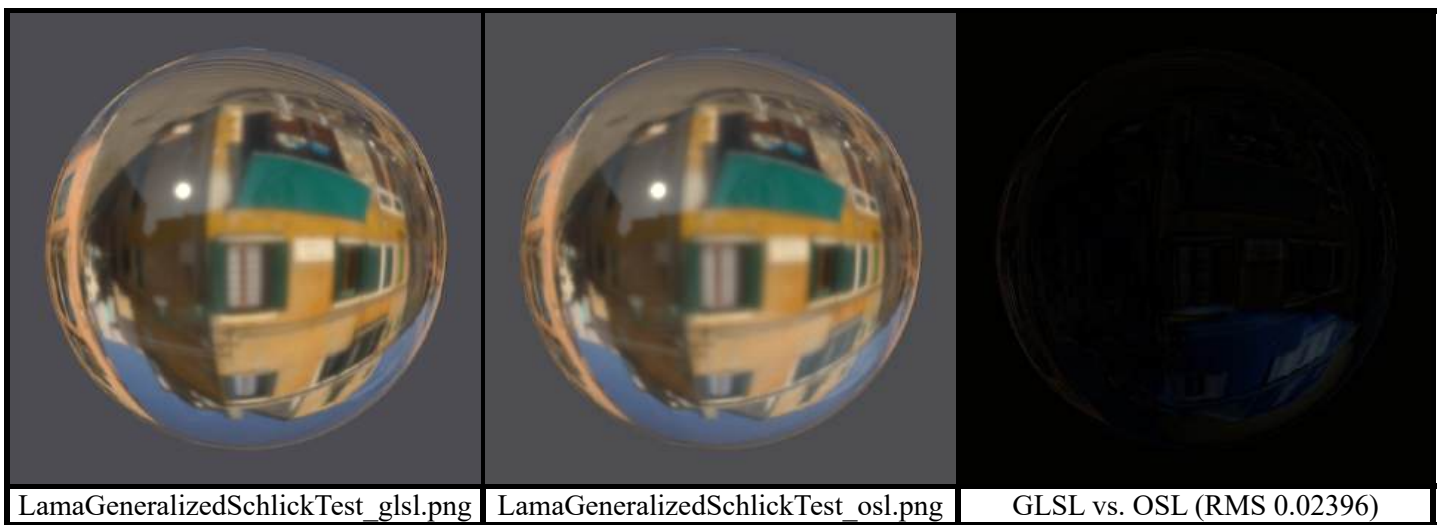
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_diffuse:



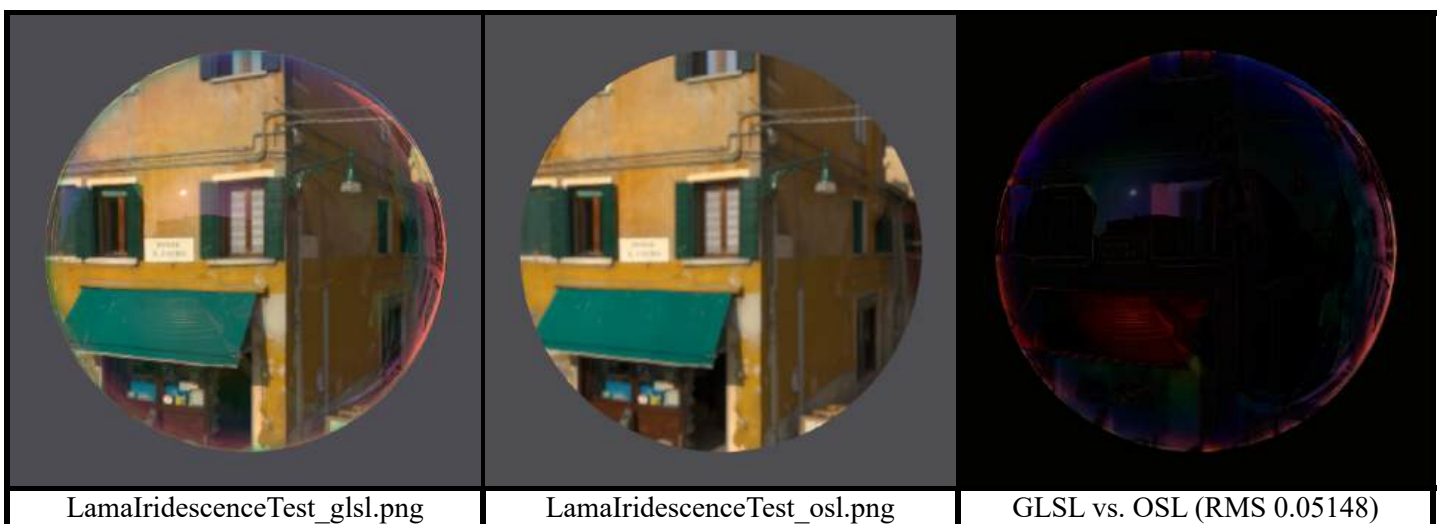
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_emission:



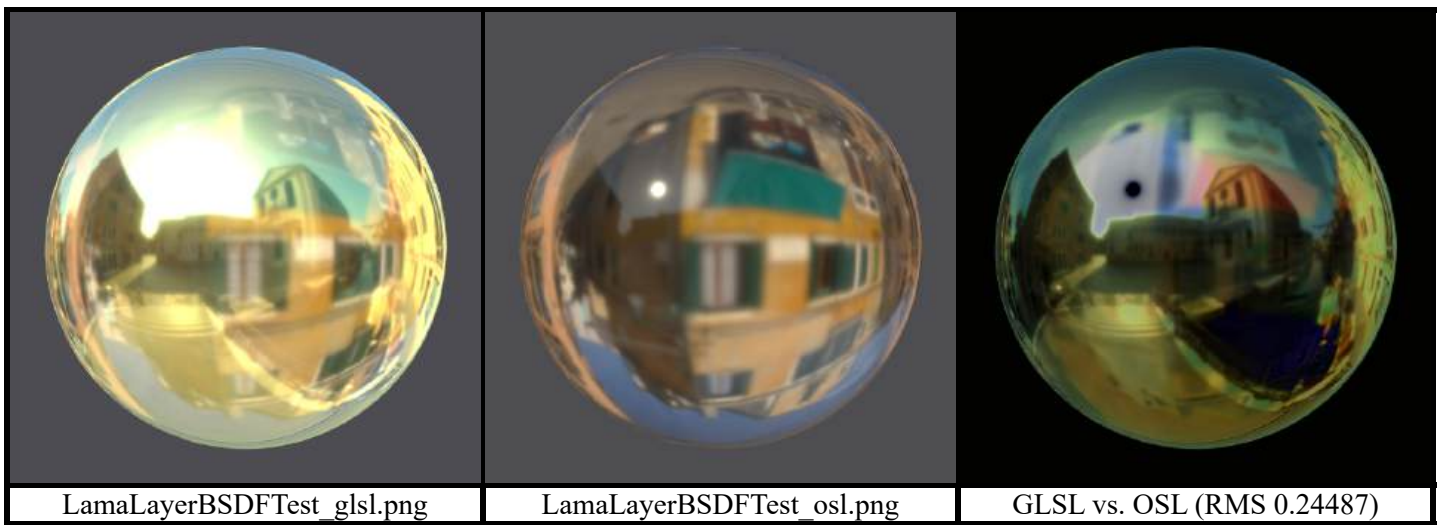
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_generalized_schlick:



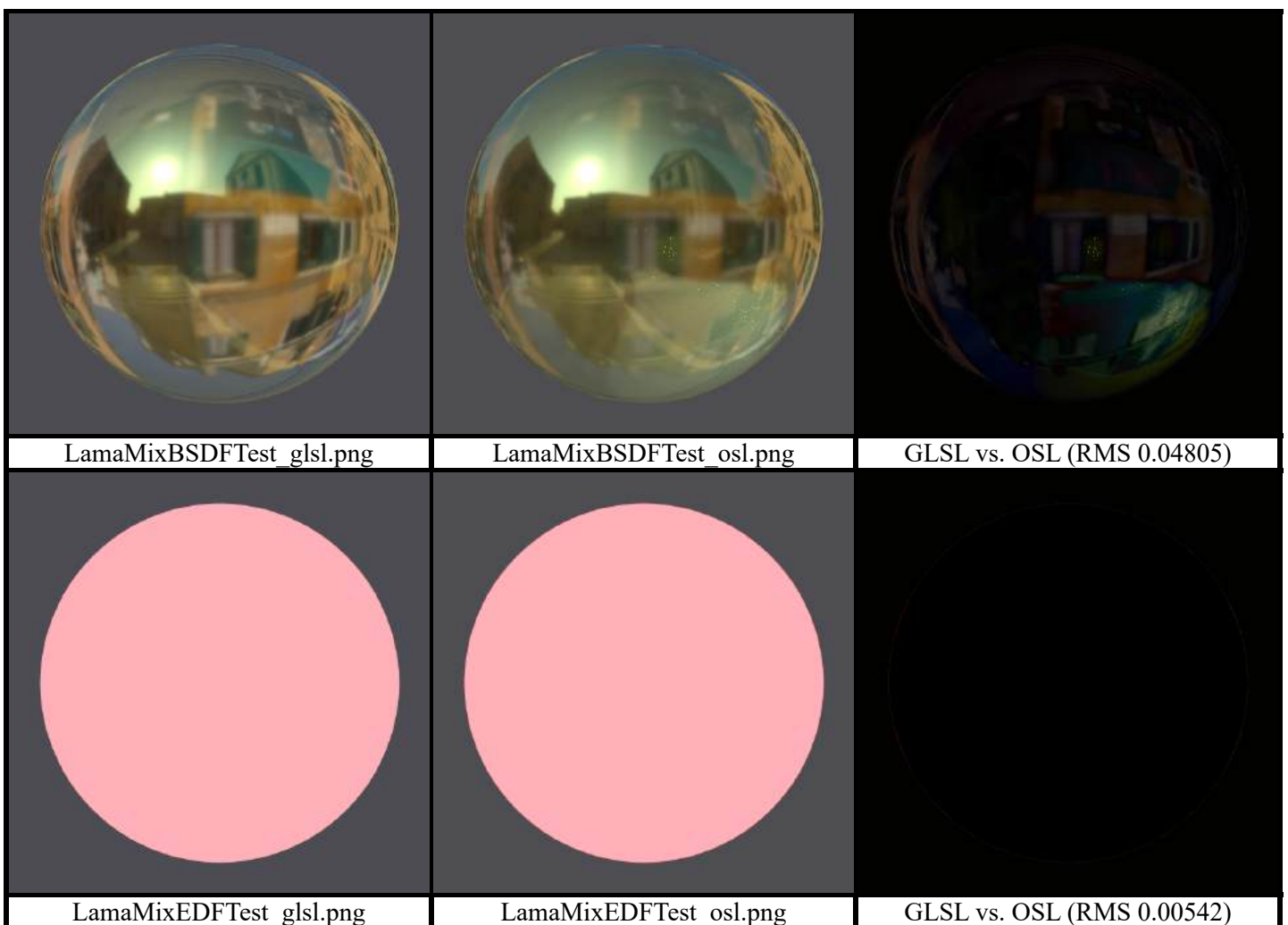
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_iridescence:



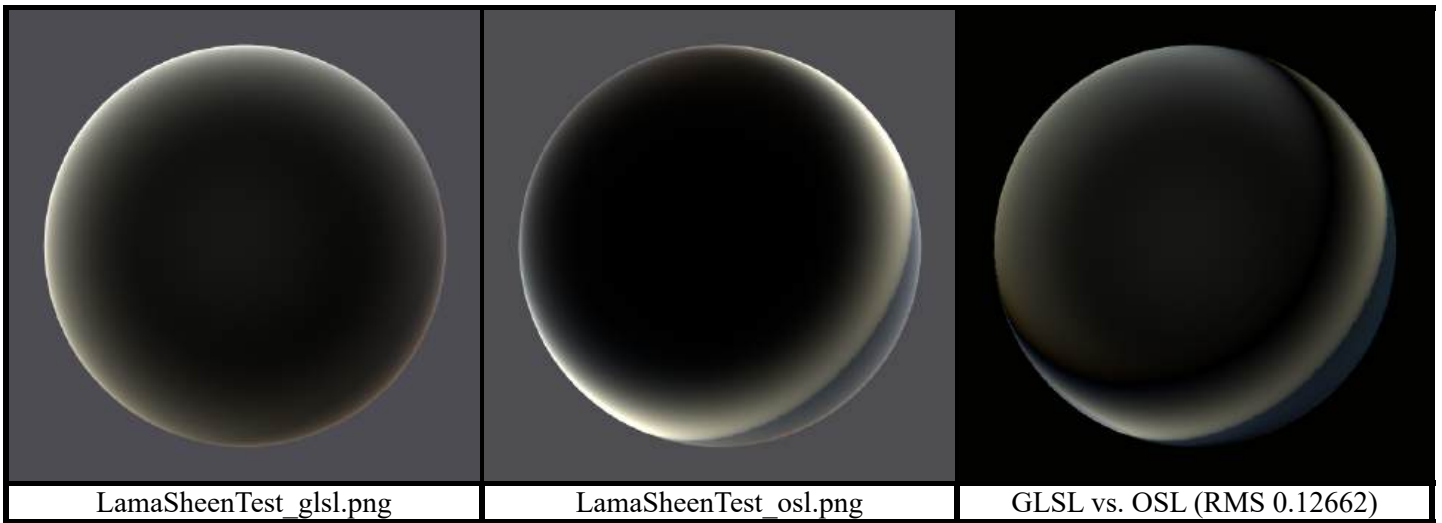
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_layer:



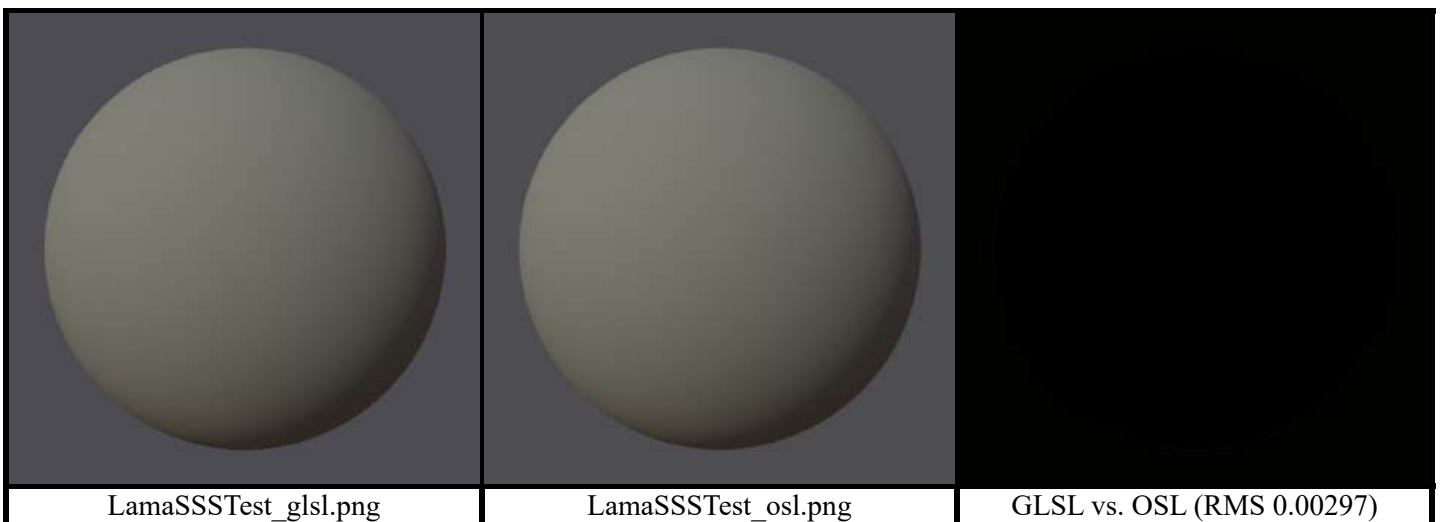
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_mix:



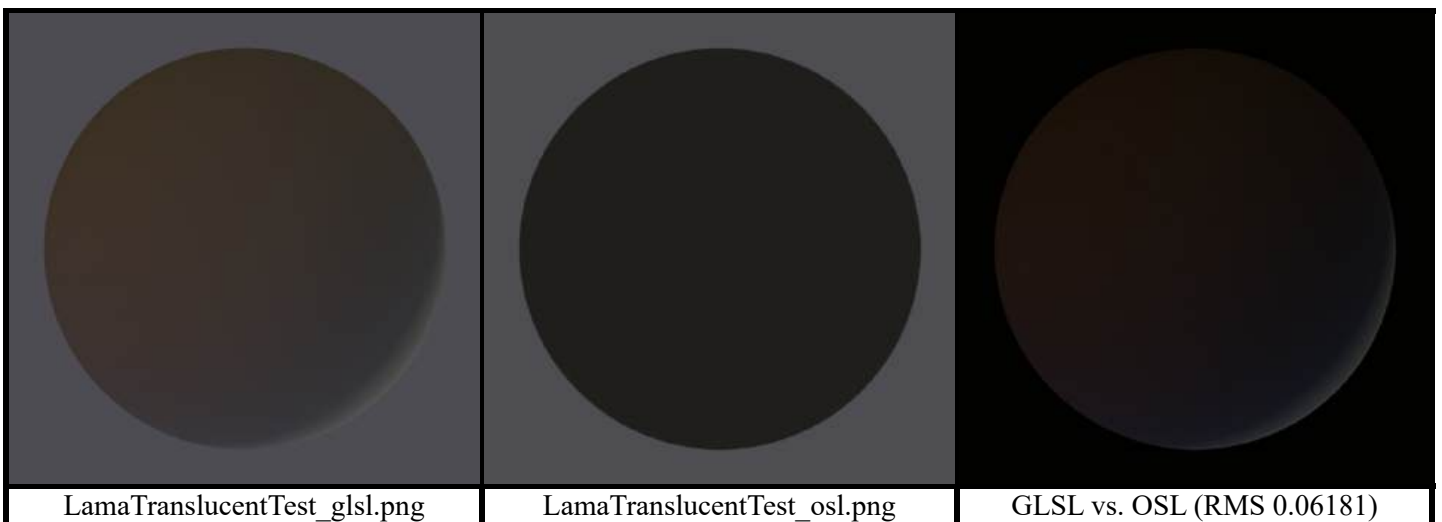
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_sheen:



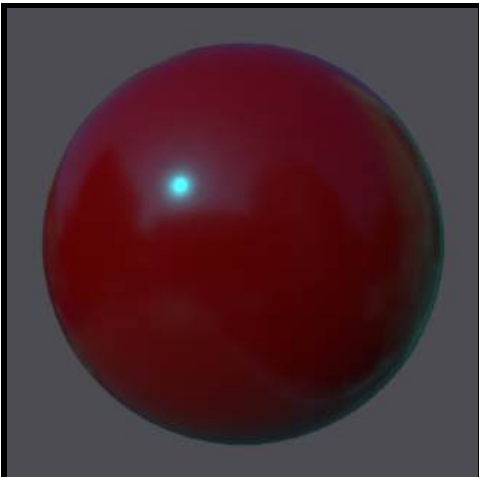
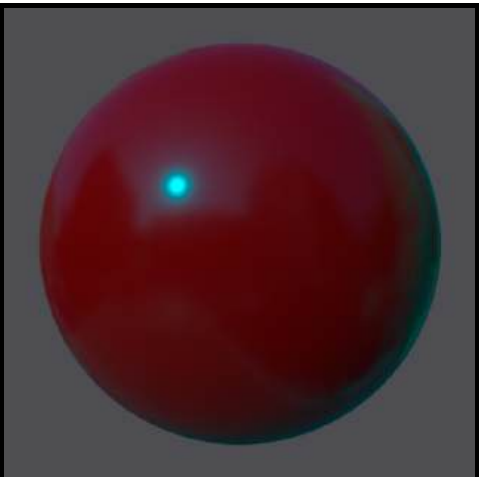
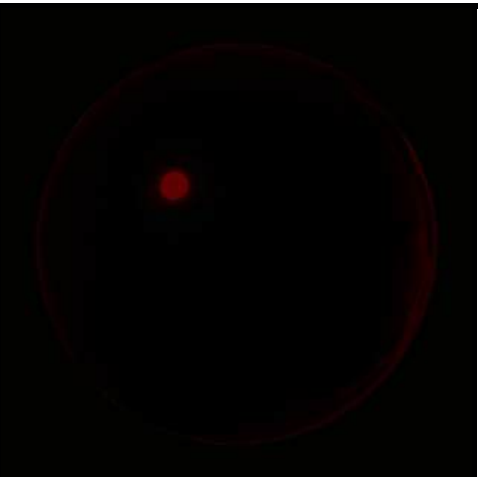


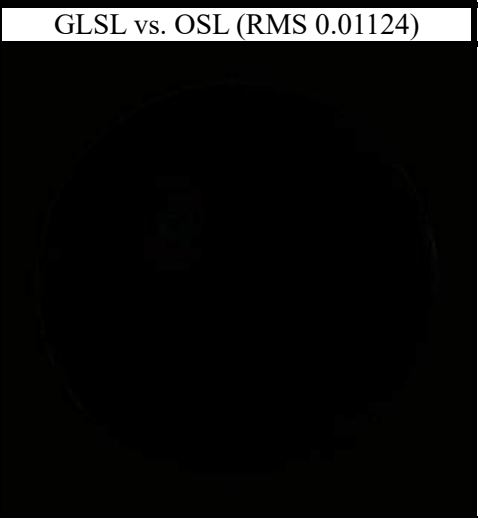
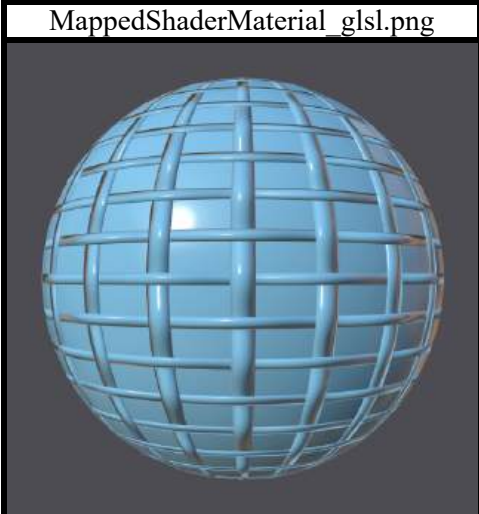
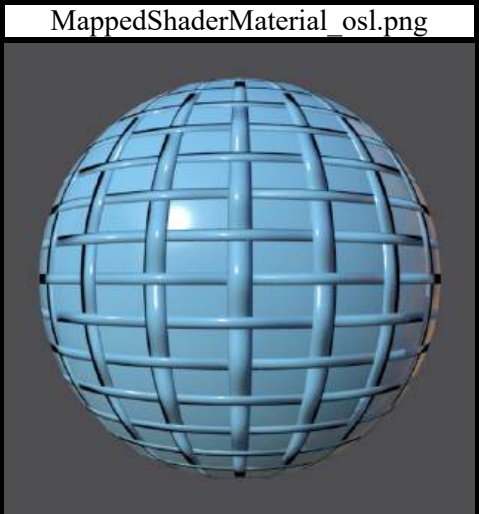
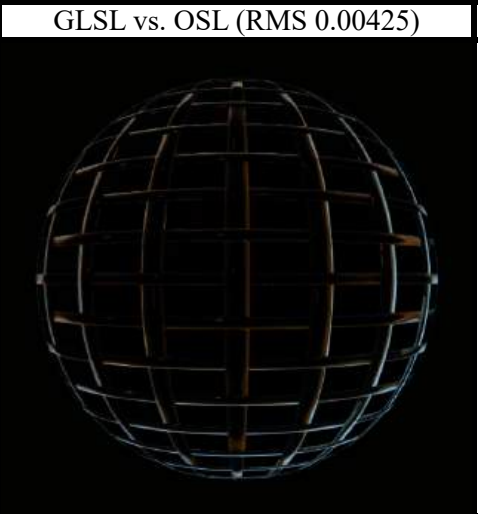
..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_oss:

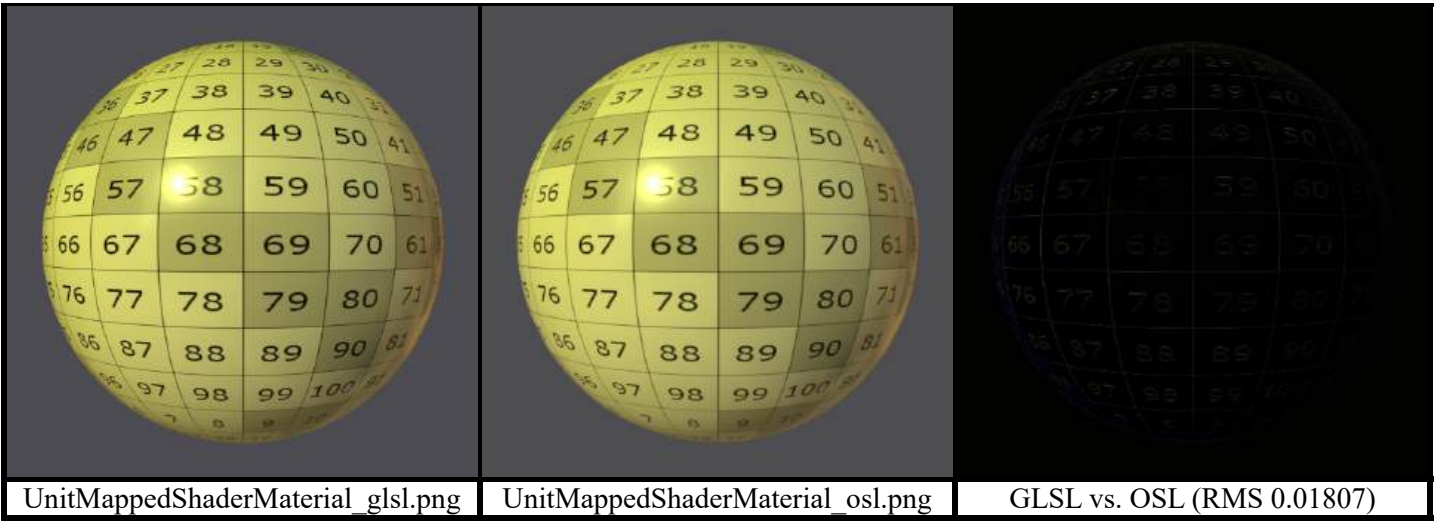


..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\lama\lama_translucent:

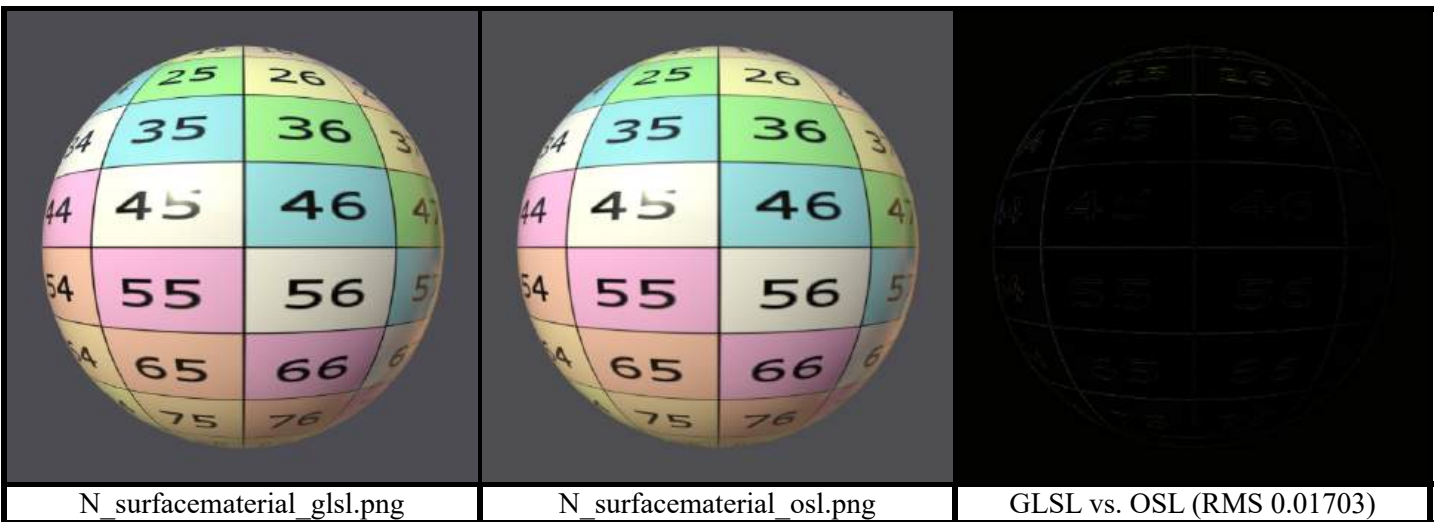


..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\mapped_surfaceshader:

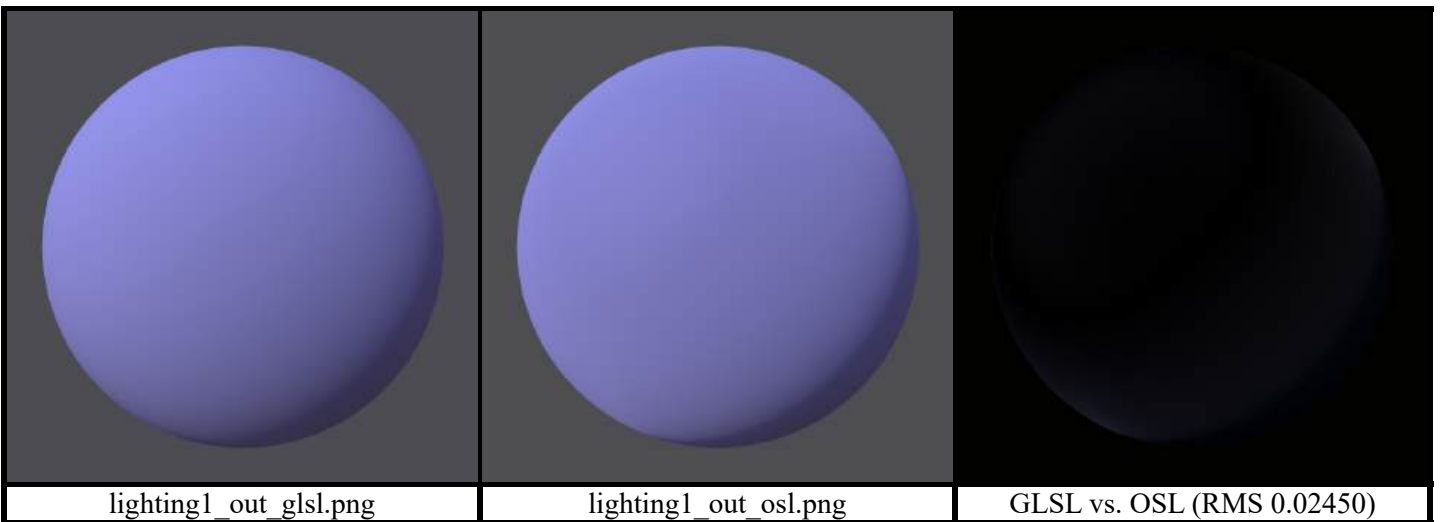
		
ColorSpaceShaderMaterial_gsl.png	ColorSpaceShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.01124)
		
MappedShaderMaterial_gsl.png	MappedShaderMaterial_osl.png	GLSL vs. OSL (RMS 0.00425)
		
NormalMapMaterial_gsl.png	NormalMapMaterial_osl.png	GLSL vs. OSL (RMS 0.07453)



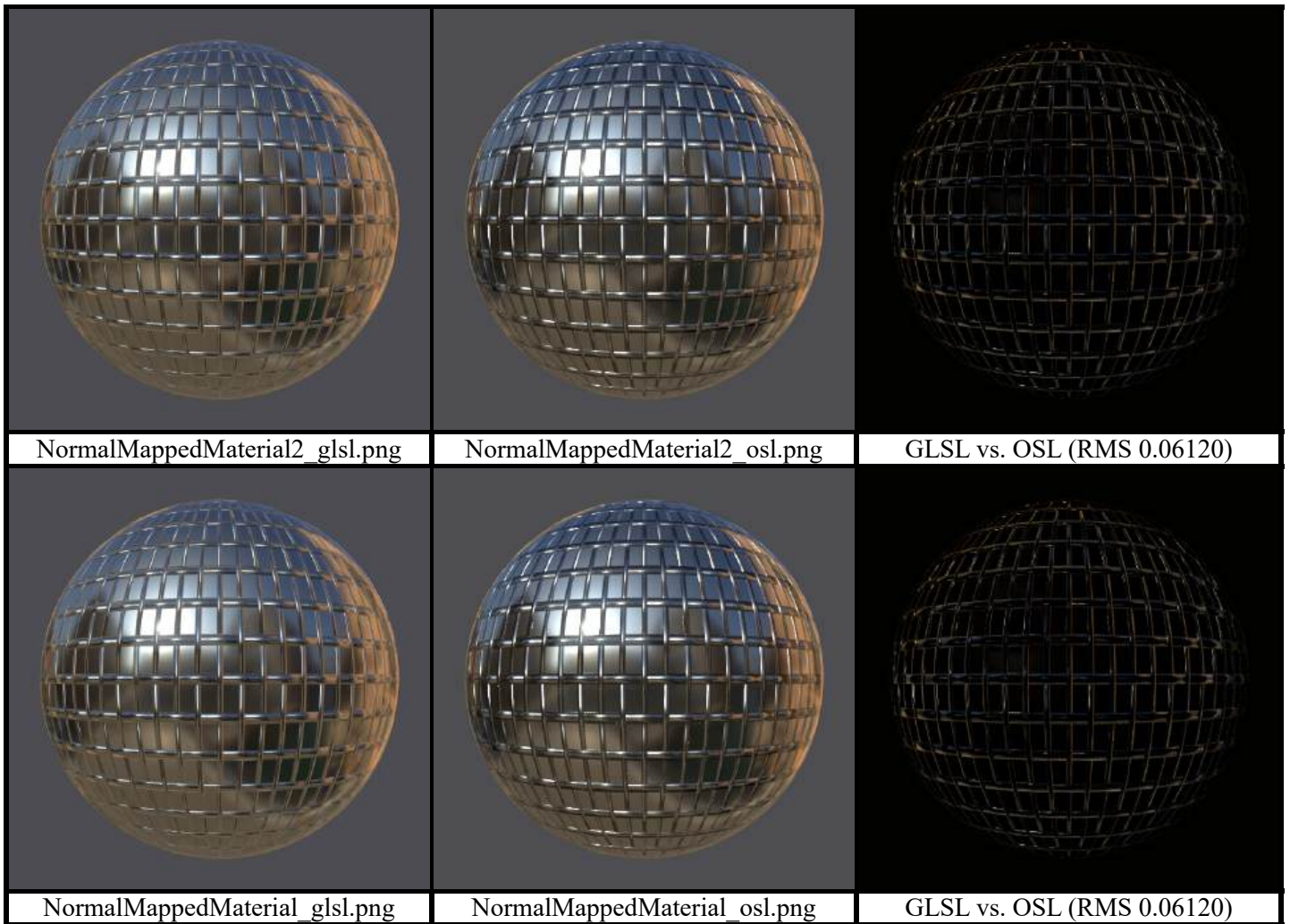
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\network_surfaceshader:



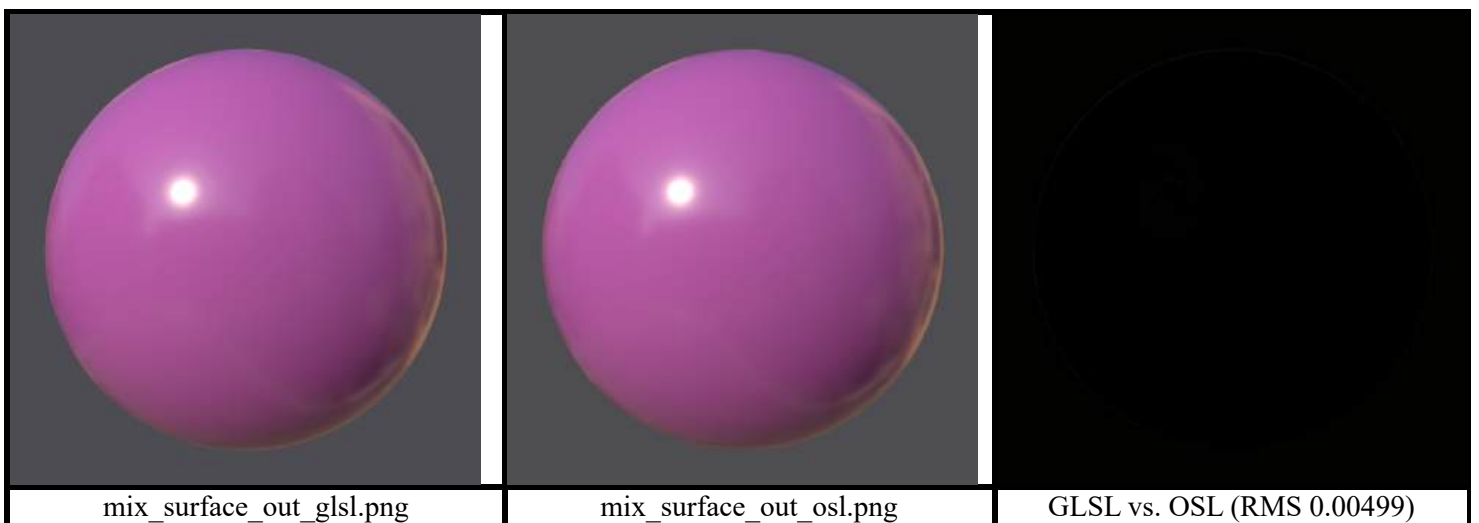
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\nodegraph_surfaceshader:

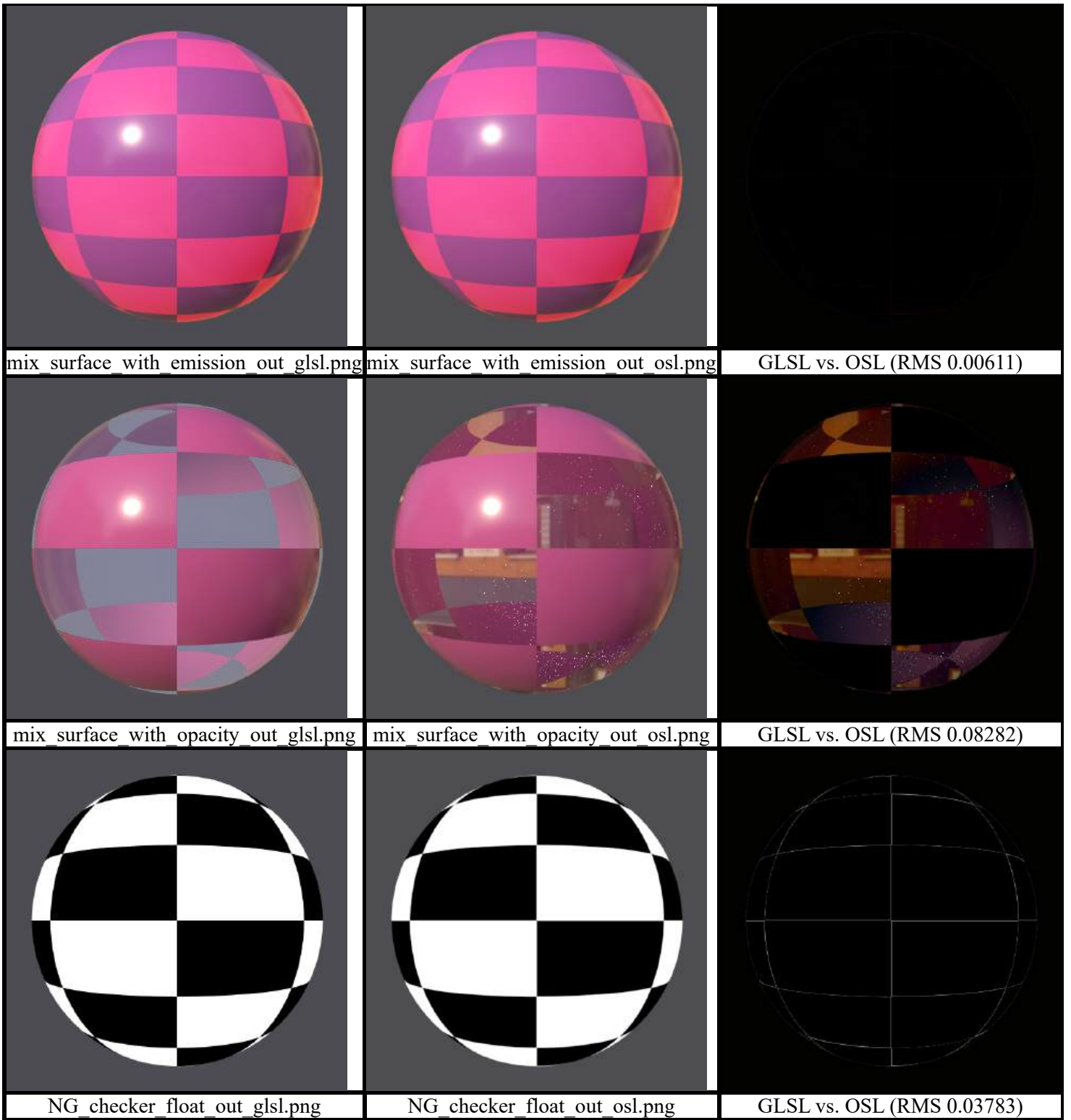


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\normalmapped_surfaceshader:

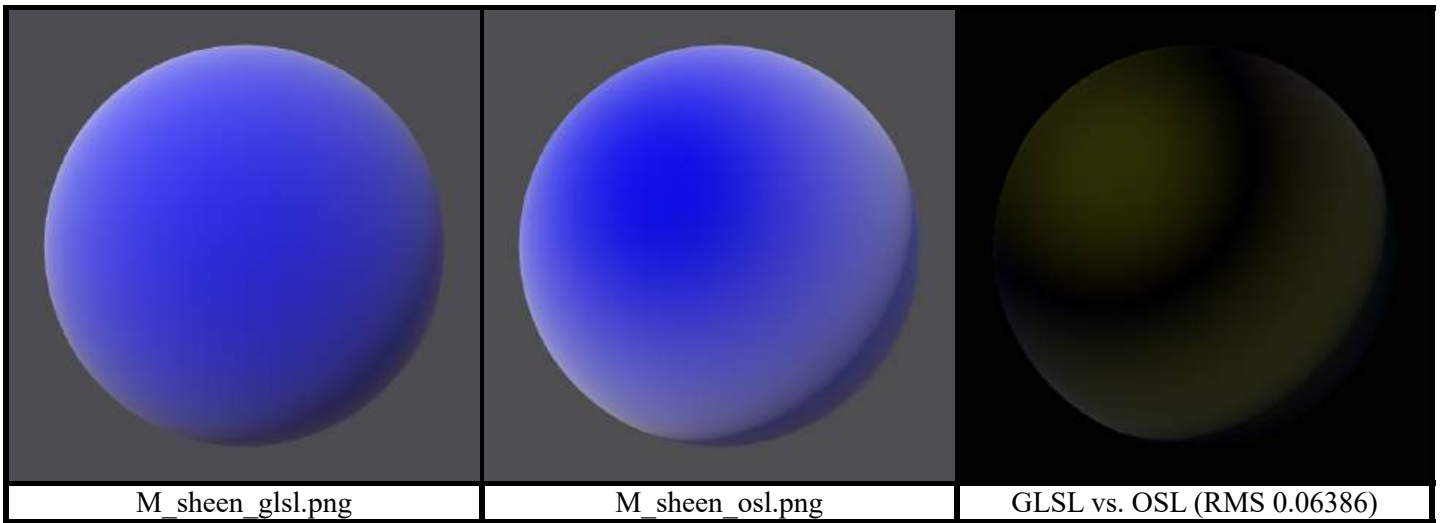


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\shader_ops:

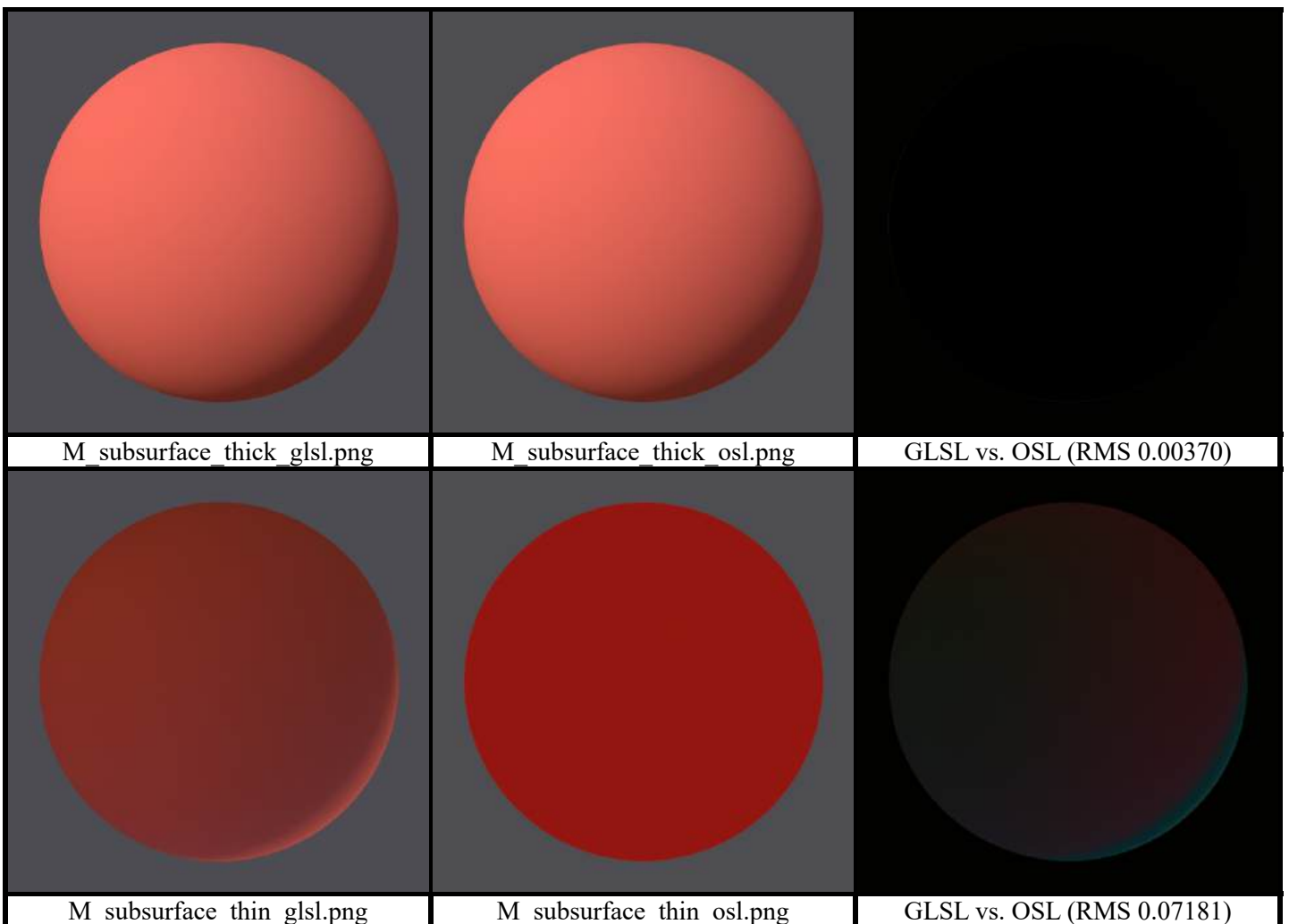




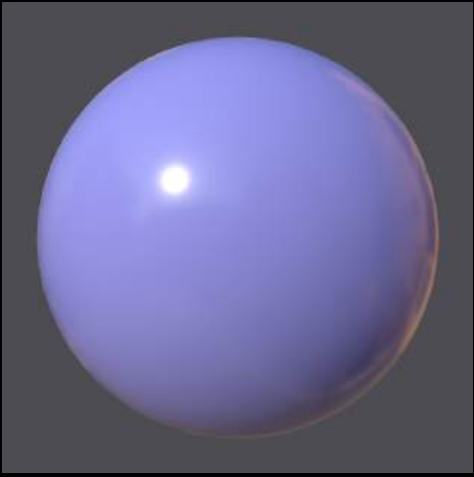
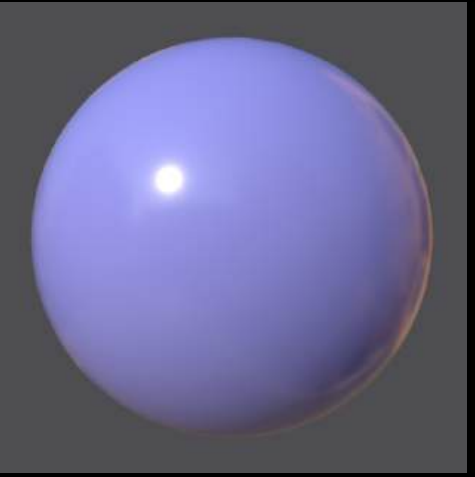
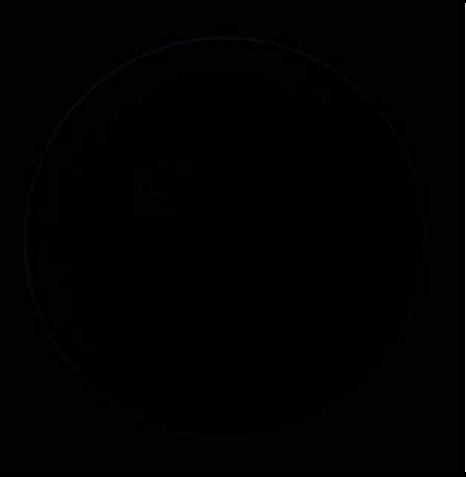





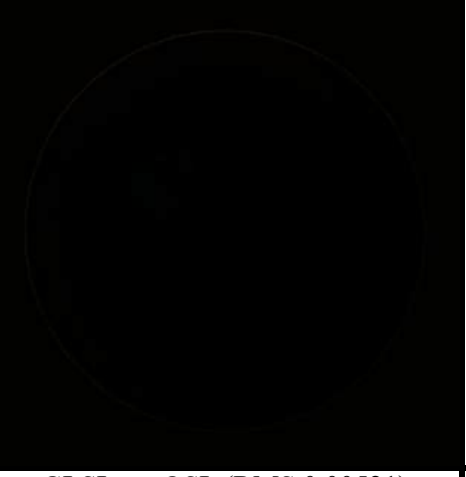
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\sheen:



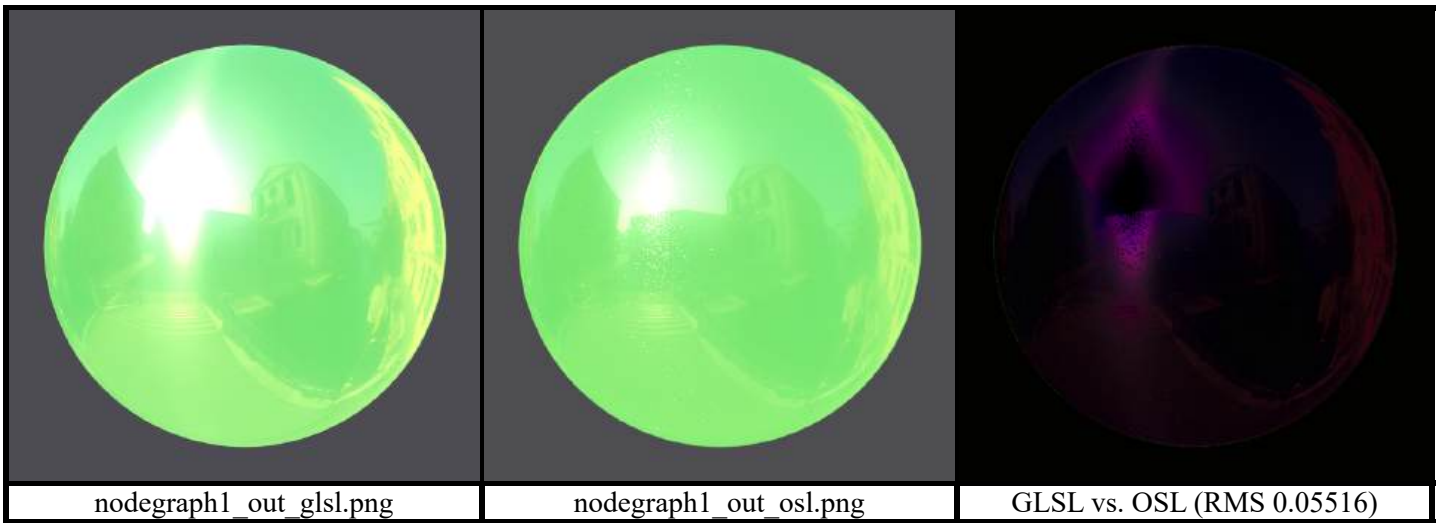
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\subsurface:



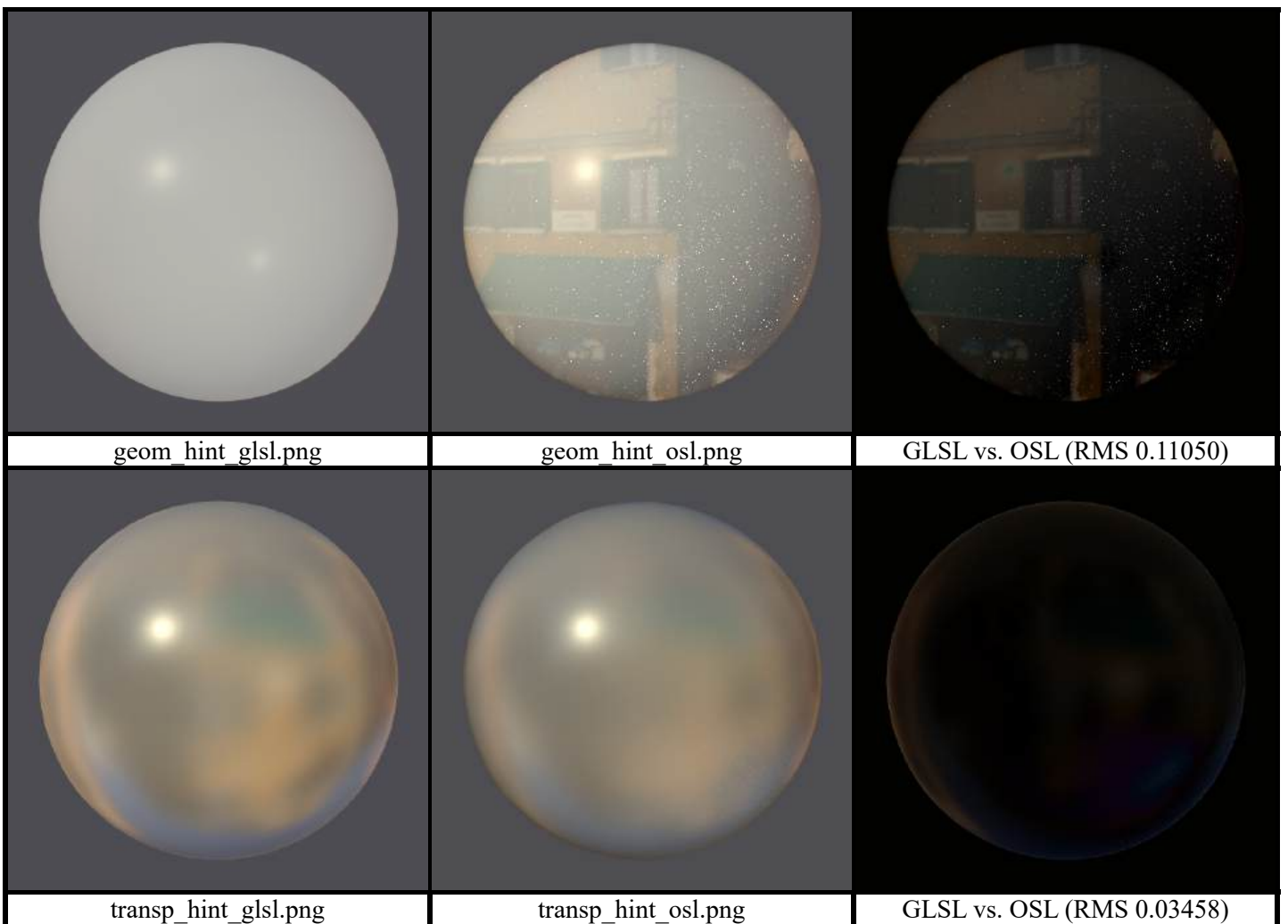
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surfacematerial_with_graph:

		
M_Blue_gsl.png	M_Blue_osl.png	GLSL vs. OSL (RMS 0.00581)
		
M_Magenta_gsl.png	M_Magenta_osl.png	GLSL vs. OSL (RMS 0.00642)
		
M_Orange_gsl.png	M_Orange_osl.png	GLSL vs. OSL (RMS 0.00521)

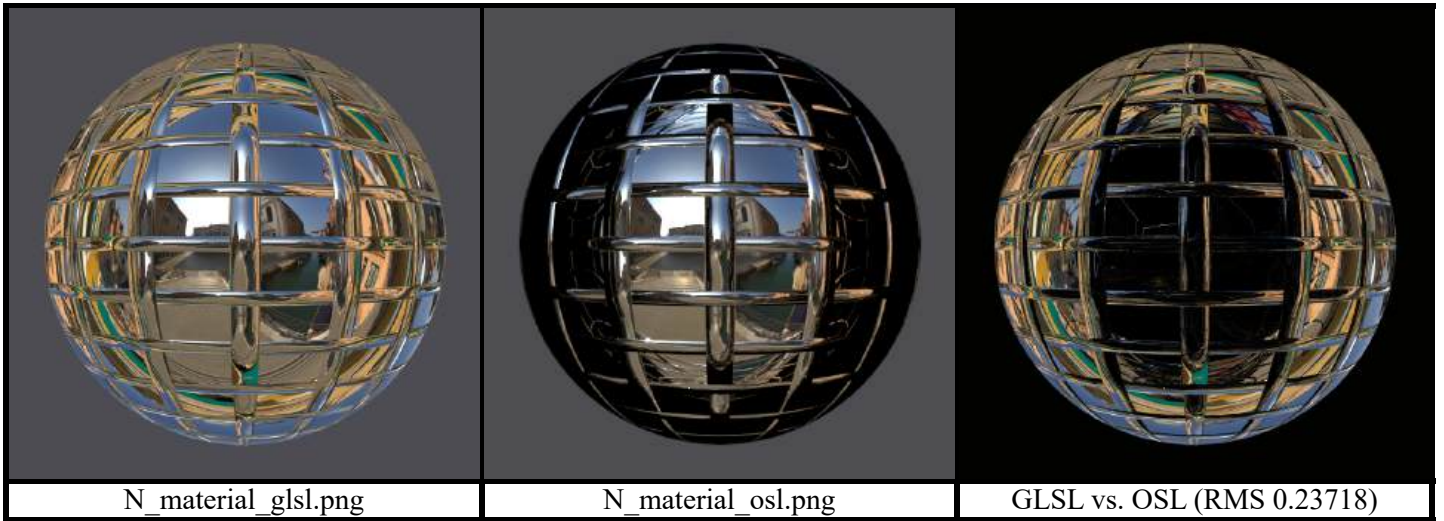
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\surface_ops:



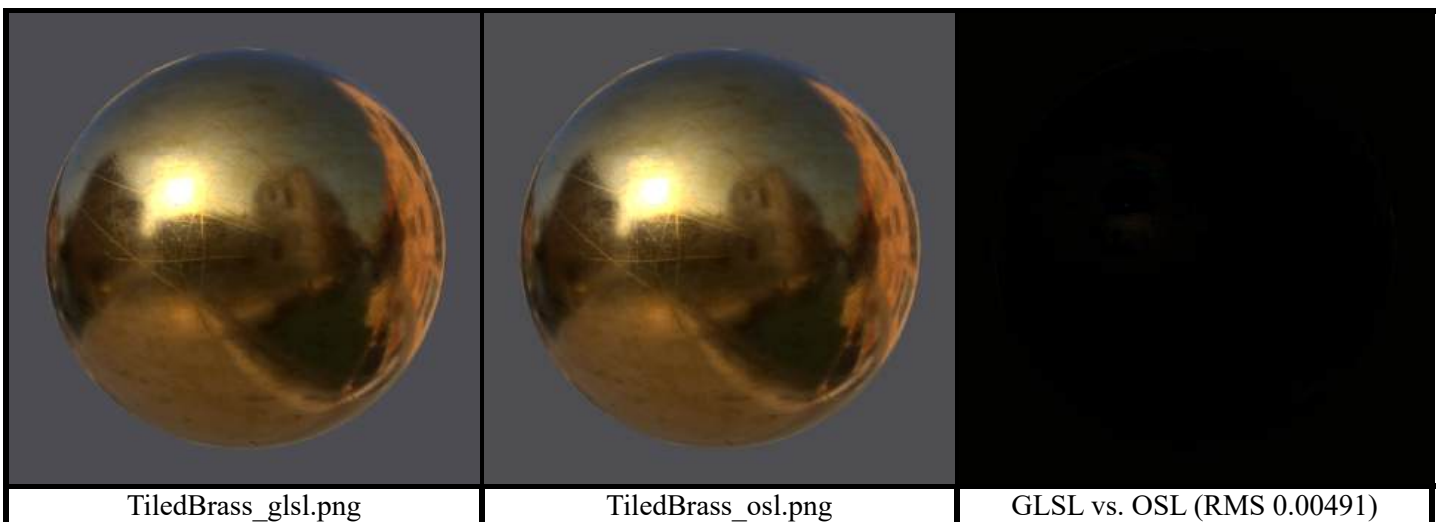
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\transparency_hints:



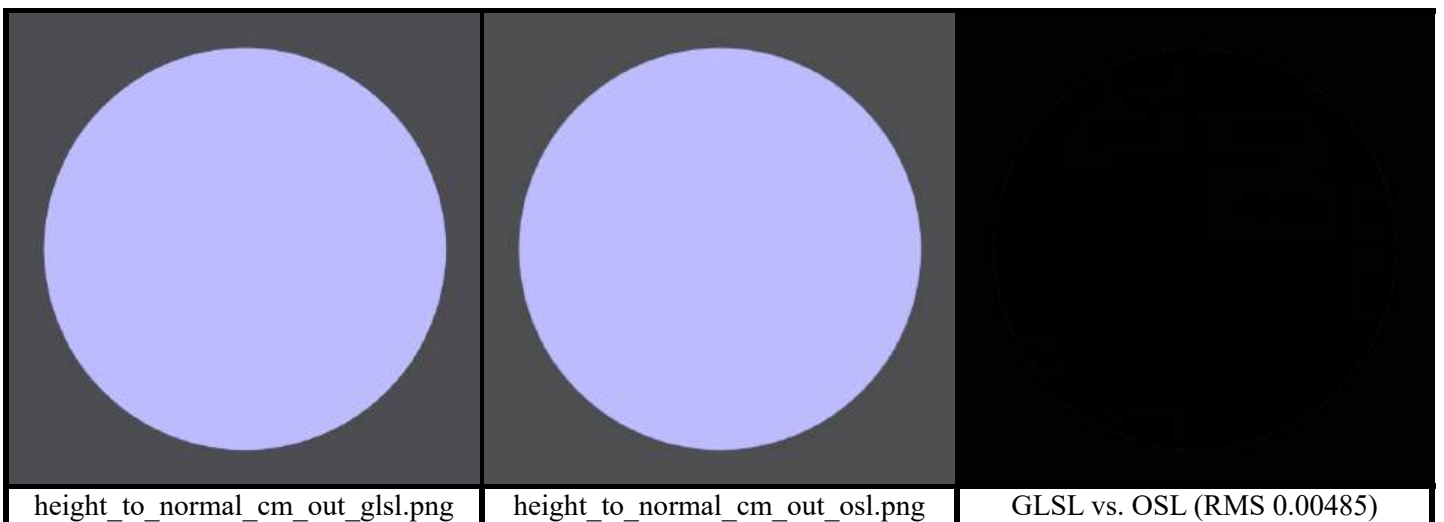
..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_normal_map:

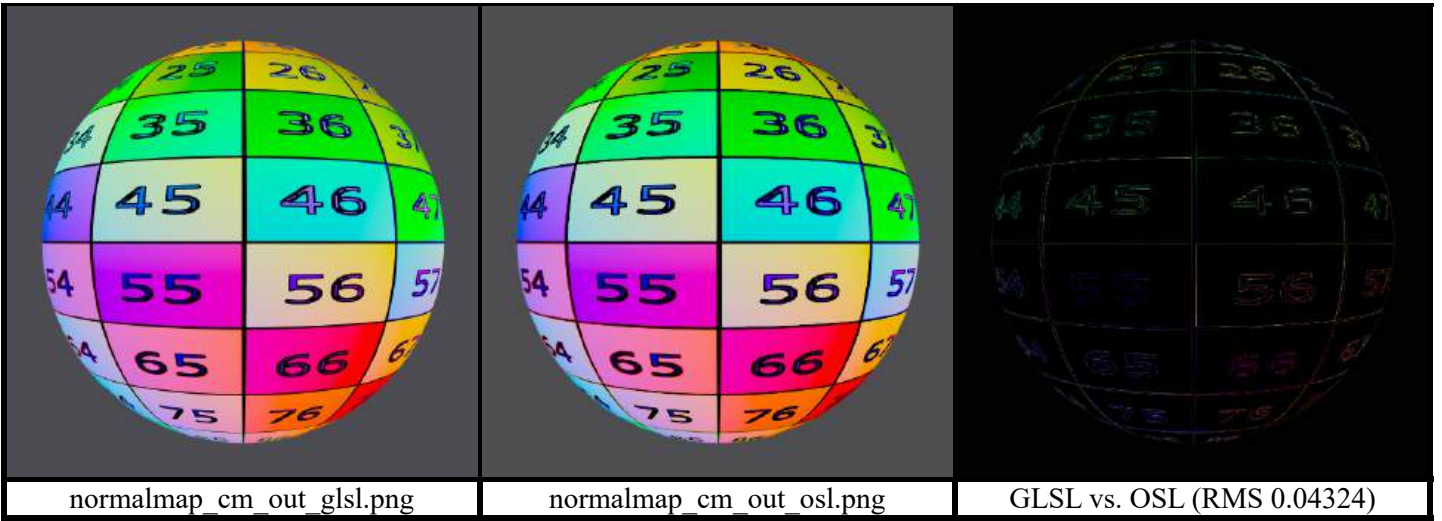


..\..\build\bin\resources\Materials\TestSuite\pbrlib\surfaceshader\usd_uv_texture:

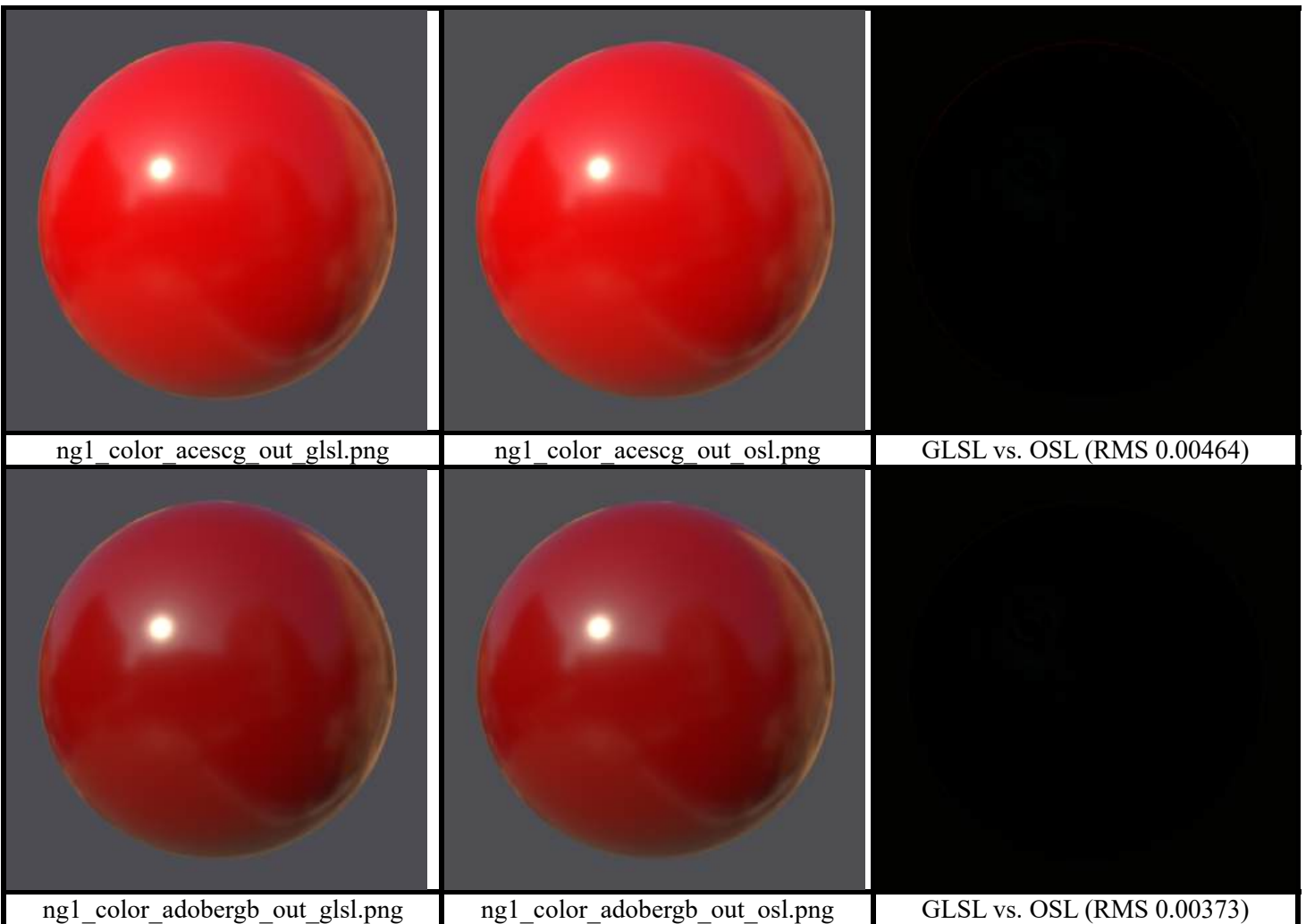



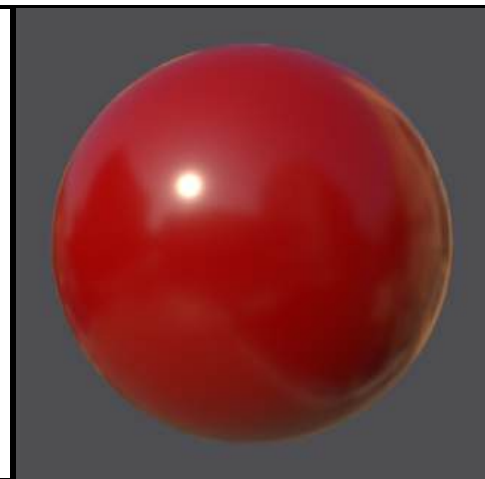




..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color3_vec3_cm_test:




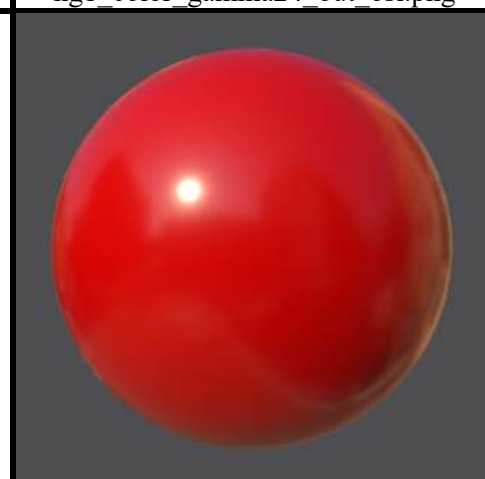












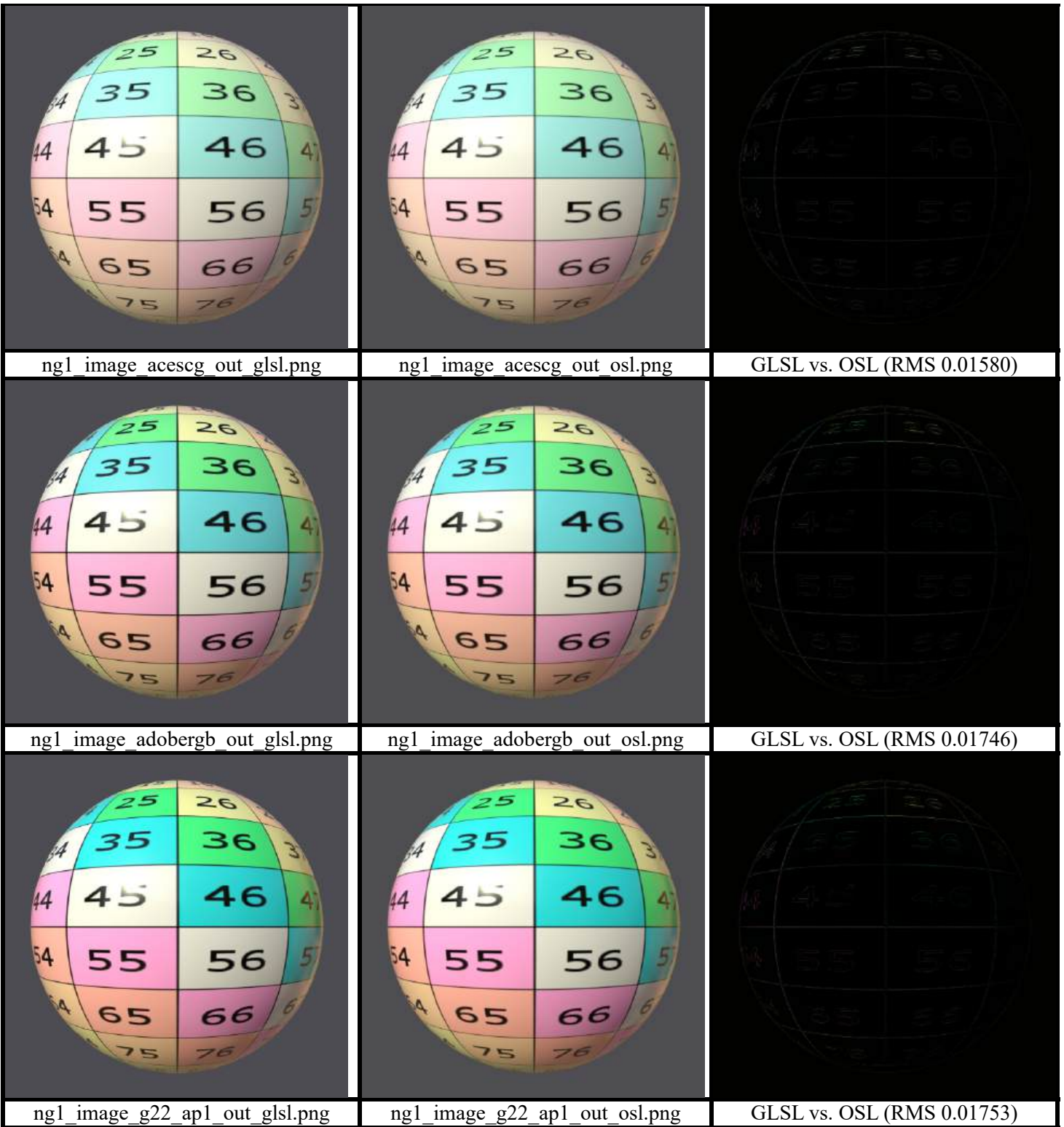
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\color_management:



		
ngl_color_g22_ap1_out_gsl.png	ngl_color_g22_ap1_out_osl.png	GLSL vs. OSL (RMS 0.00386)
		
ngl_color_gamma18_out_gsl.png	ngl_color_gamma18_out_osl.png	GLSL vs. OSL (RMS 0.00369)
		
ngl_color_gamma22_out_gsl.png	ngl_color_gamma22_out_osl.png	GLSL vs. OSL (RMS 0.00356)

		
<code>ngl_color_gamma24_out_gsl.png</code>	<code>ngl_color_gamma24_out_osl.png</code>	GLSL vs. OSL (RMS 0.00350)
		
<code>ngl_color_lin_adobergb_out_gsl.png</code>	<code>ngl_color_lin_adobergb_out_osl.png</code>	GLSL vs. OSL (RMS 0.00442)
		
<code>ngl_color_lin_displayp3_out_gsl.png</code>	<code>ngl_color_lin_displayp3_out_osl.png</code>	GLSL vs. OSL (RMS 0.00428)

		
<code>ngl_color_lin_rec709_out_gsl.png</code>	<code>ngl_color_lin_rec709_out_osl.png</code>	GLSL vs. OSL (RMS 0.00410)
		
<code>ngl_color_srgb_displayp3_out_gsl.png</code>	<code>ngl_color_srgb_displayp3_out_osl.png</code>	GLSL vs. OSL (RMS 0.00364)
		
<code>ngl_color_srgb_texture_out_gsl.png</code>	<code>ngl_color_srgb_texture_out_osl.png</code>	GLSL vs. OSL (RMS 0.00355)





ngl_image_gamma18_out_gsl.png

ngl_image_gamma18_out_osl.png

GLSL vs. OSL (RMS 0.01710)



ngl_image_gamma22_out_gsl.png

ngl_image_gamma22_out_osl.png

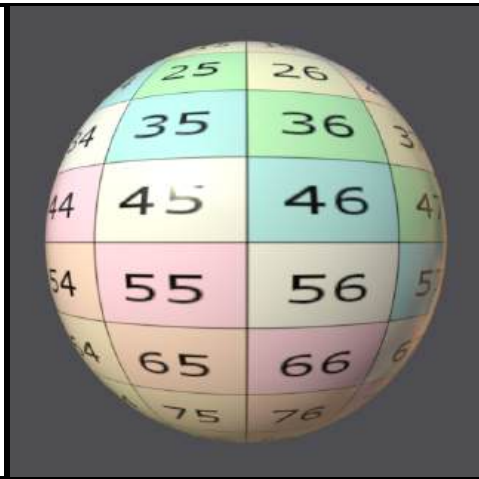
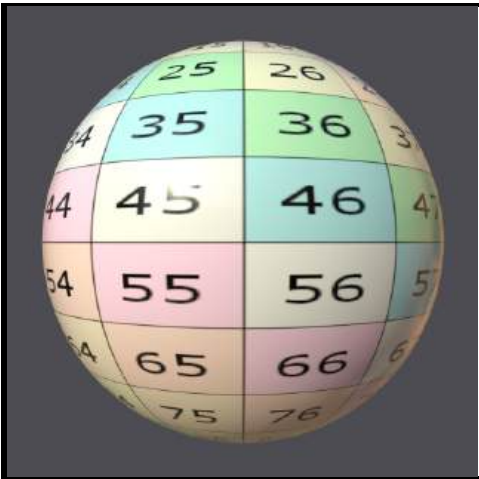
GLSL vs. OSL (RMS 0.01751)



ngl_image_gamma24_out_gsl.png

ngl_image_gamma24_out_osl.png

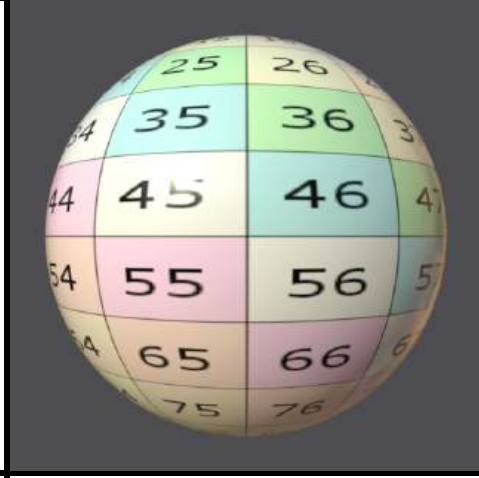
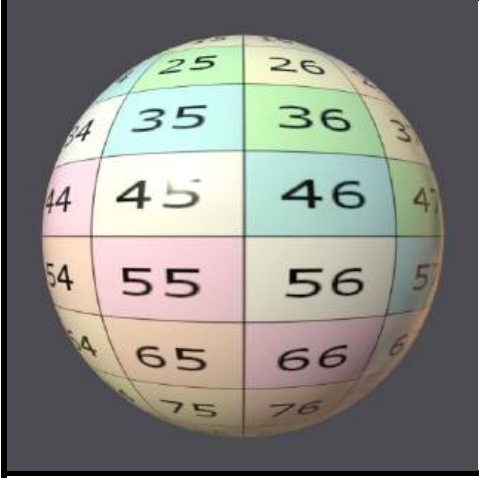
GLSL vs. OSL (RMS 0.01768)



ngl image lin adobergb out glsl.png

ngl image lin adobergb out osl.png

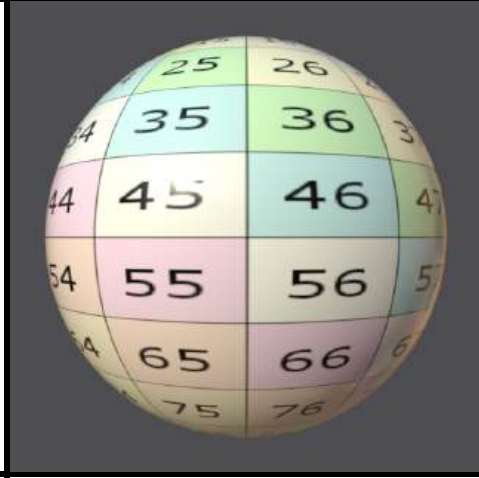
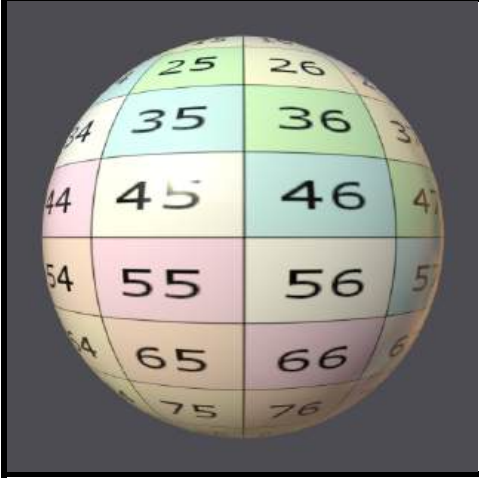
GLSL vs. OSL (RMS 0.01581)



ngl image lin displayp3 out glsl.png

ngl image lin displayp3 out osl.png

GLSL vs. OSL (RMS 0.01582)



ngl image lin rec709 out glsl.png

ngl image lin rec709 out osl.png

GLSL vs. OSL (RMS 0.01586)

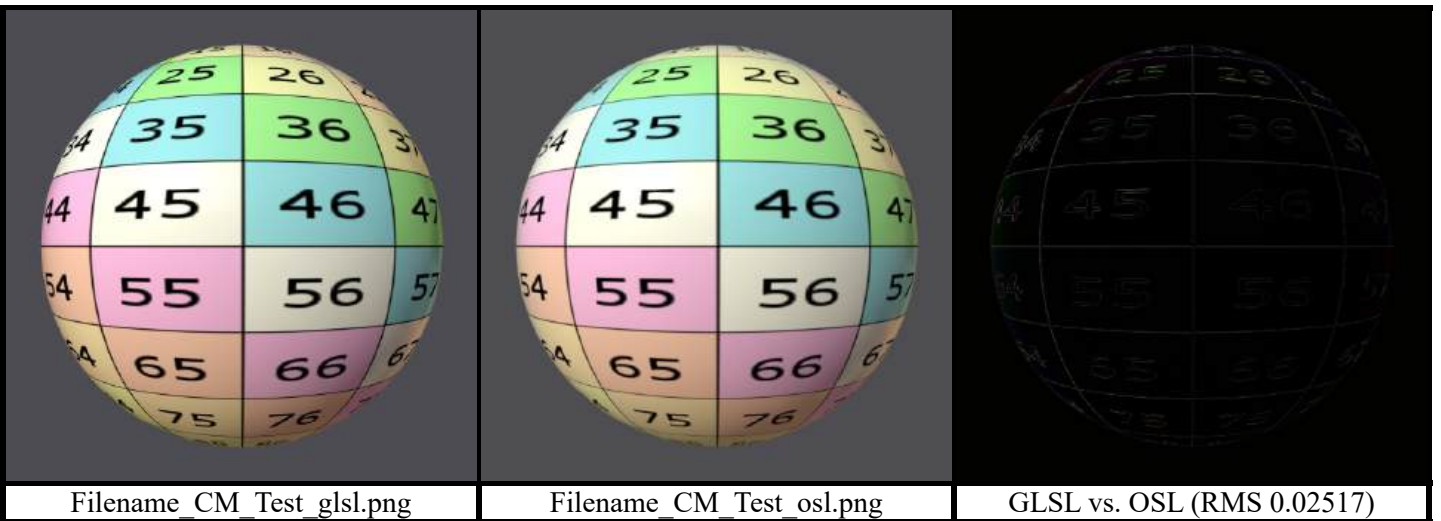


ngl_image_srgb_displayp3_out_glsl.png ngl_image_srgb_displayp3_out_osl.png GLSL vs. OSL (RMS 0.01697)



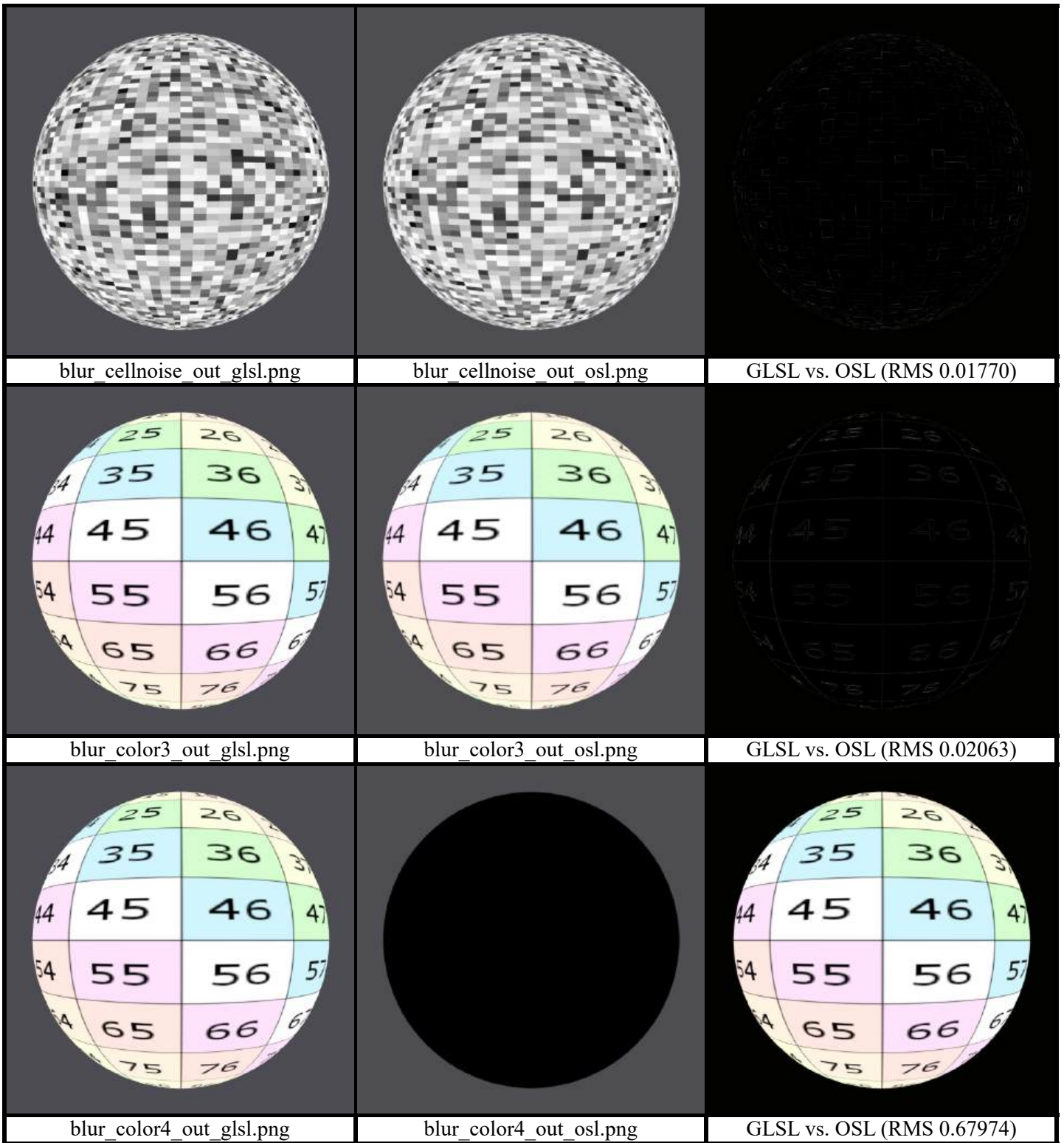
ngl_image_srgb_texture_out_glsl.png ngl_image_srgb_texture_out_osl.png GLSL vs. OSL (RMS 0.01703)

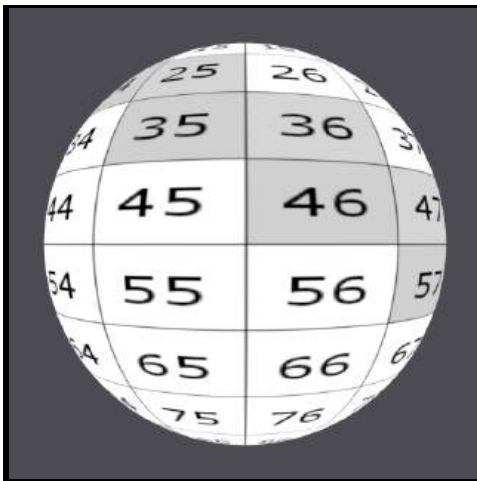
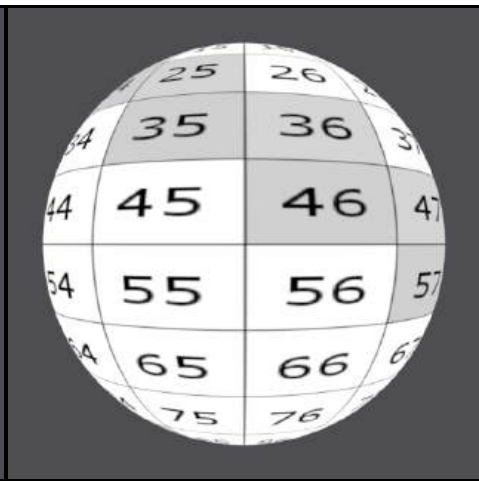
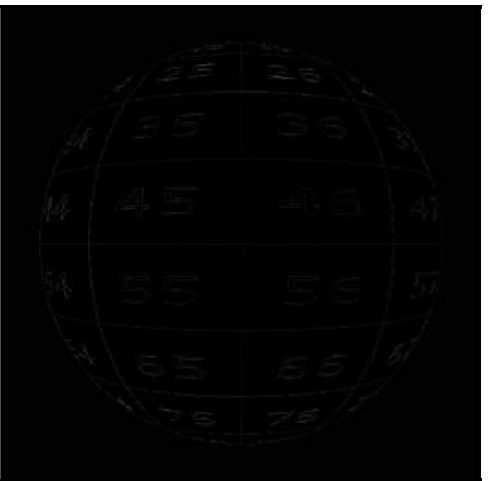
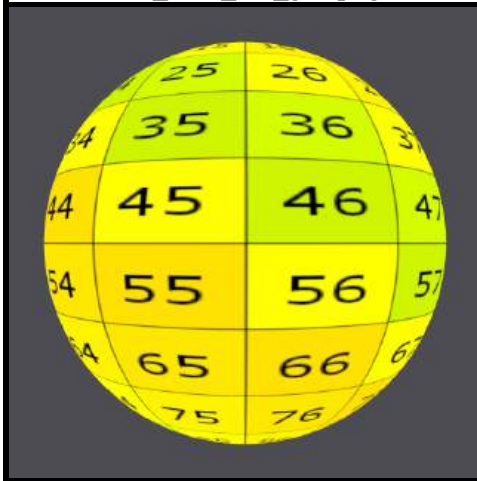
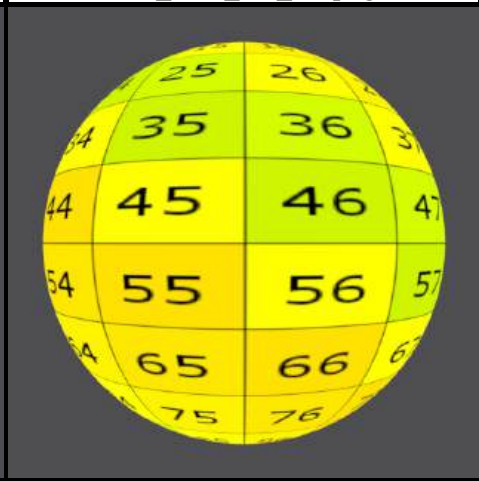
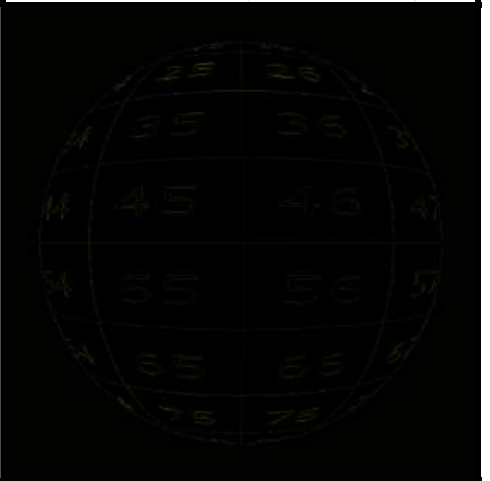
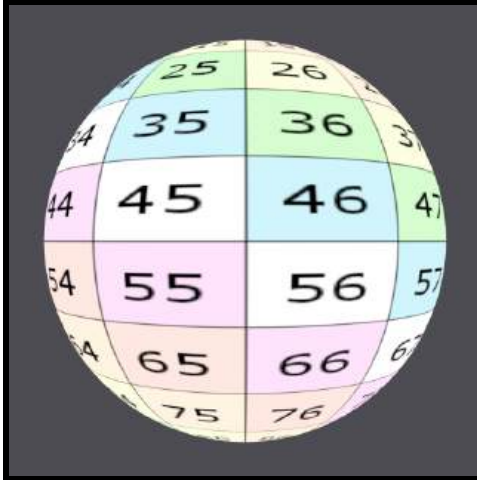
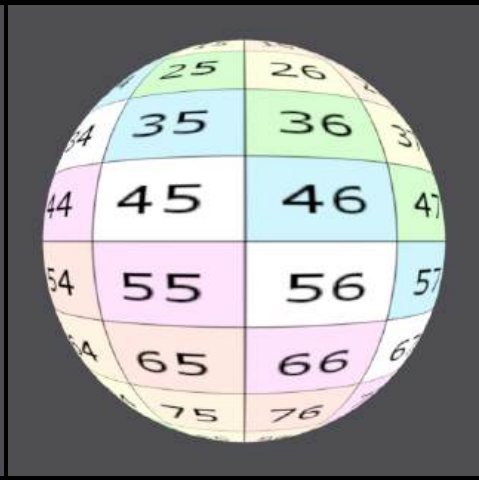
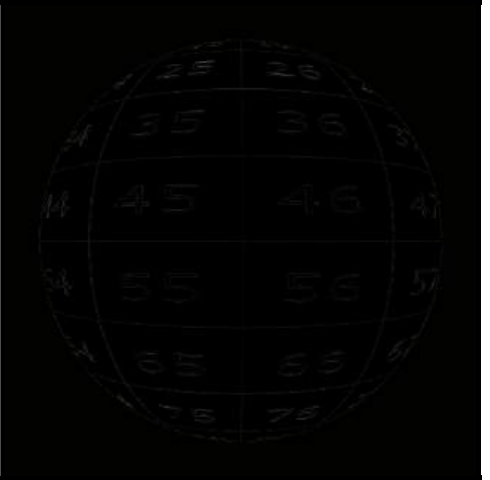
..\..\build\bin\resources\Materials\TestSuite\stdlib\color_management\filename_cm_test:

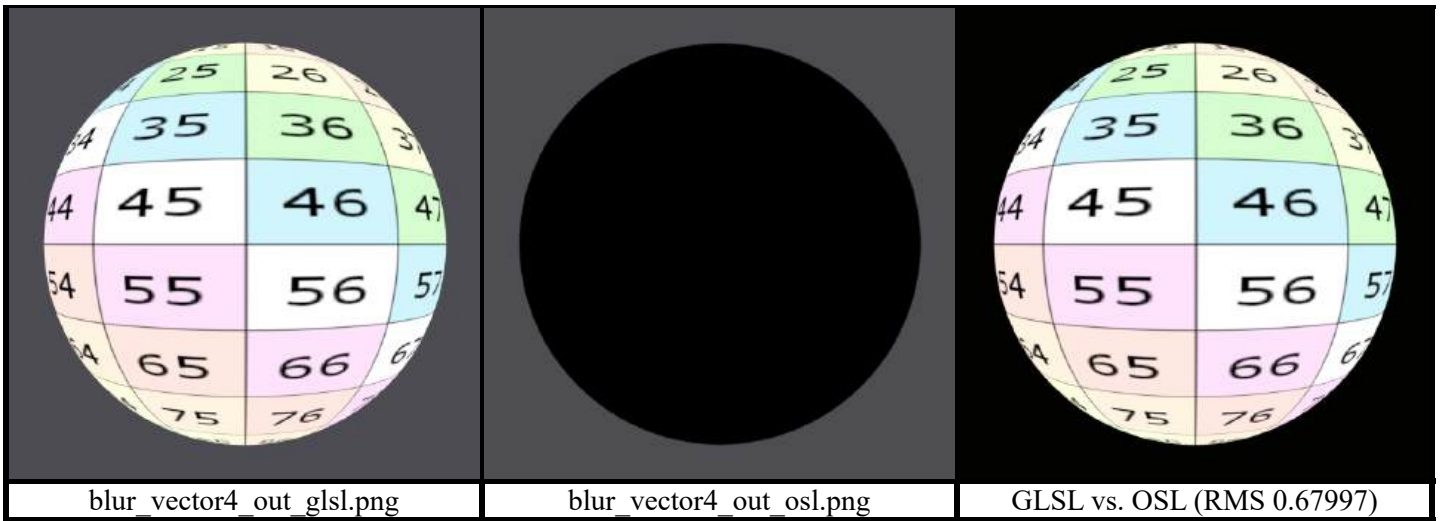


Filename CM Test glsl.png Filename CM Test osl.png GLSL vs. OSL (RMS 0.02517)

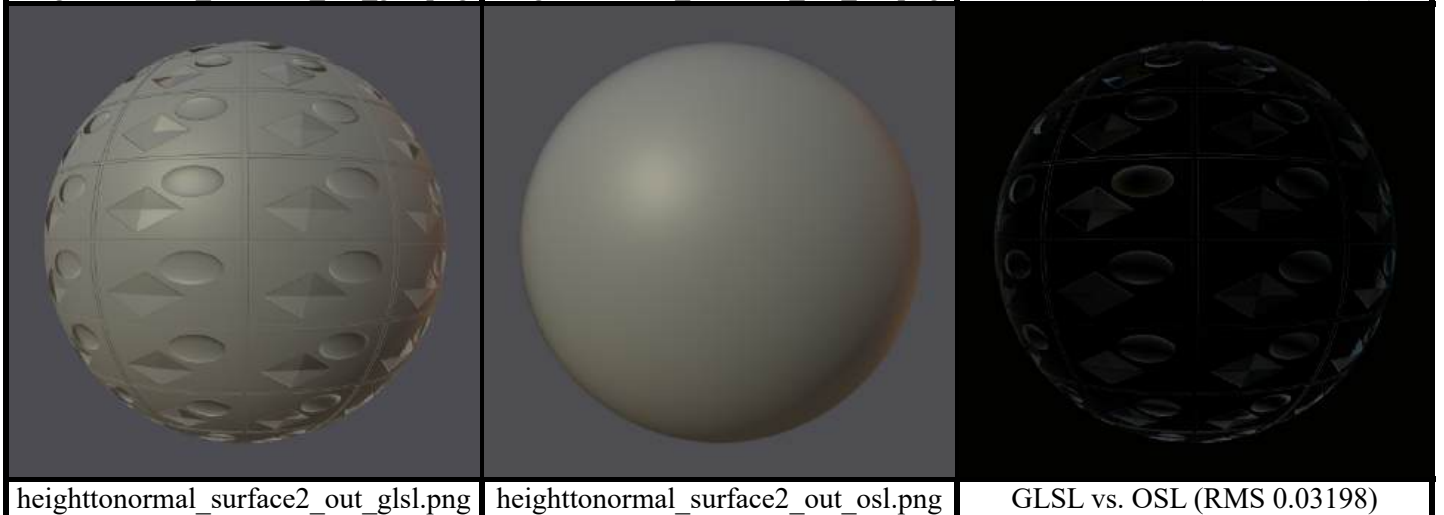
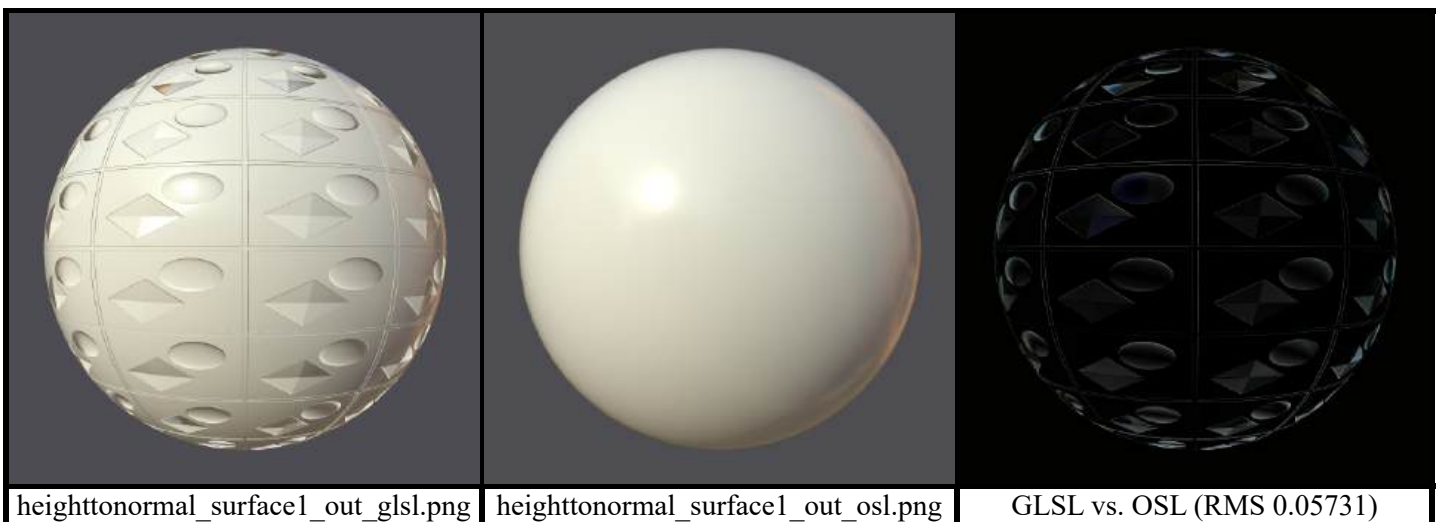
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\blur:

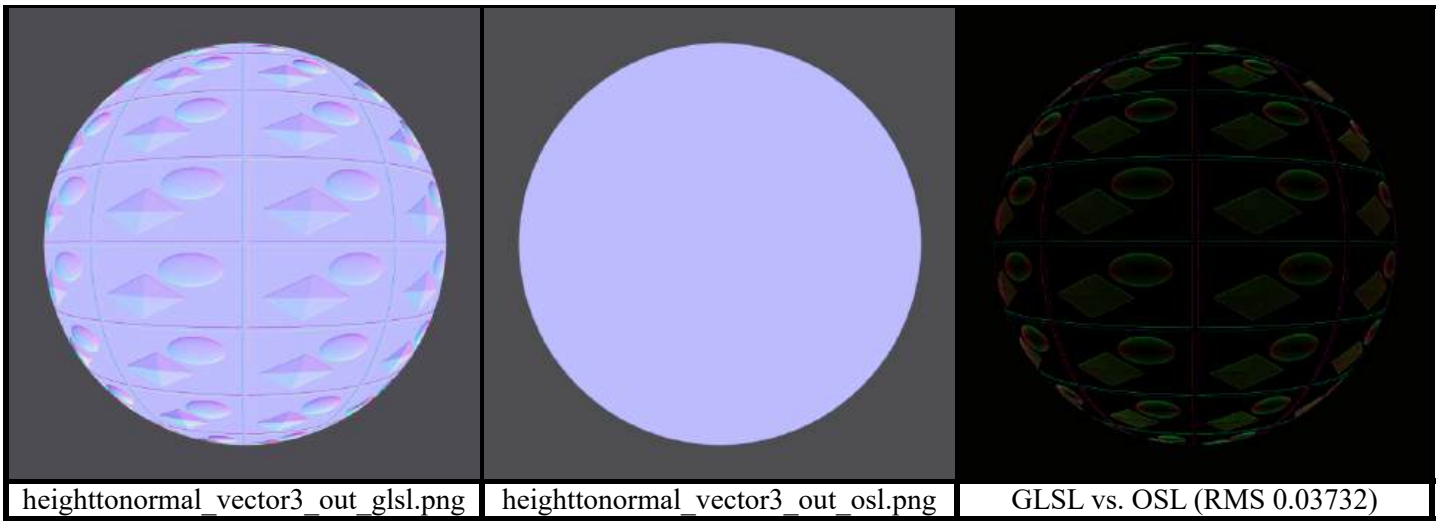


		
blur_float_out_gsl.png	blur_float_out_osl.png	GLSL vs. OSL (RMS 0.01790)
		
blur_vector2_out_gsl.png	blur_vector2_out_osl.png	GLSL vs. OSL (RMS 0.01469)
		
blur_vector3_out_gsl.png	blur_vector3_out_osl.png	GLSL vs. OSL (RMS 0.01773)

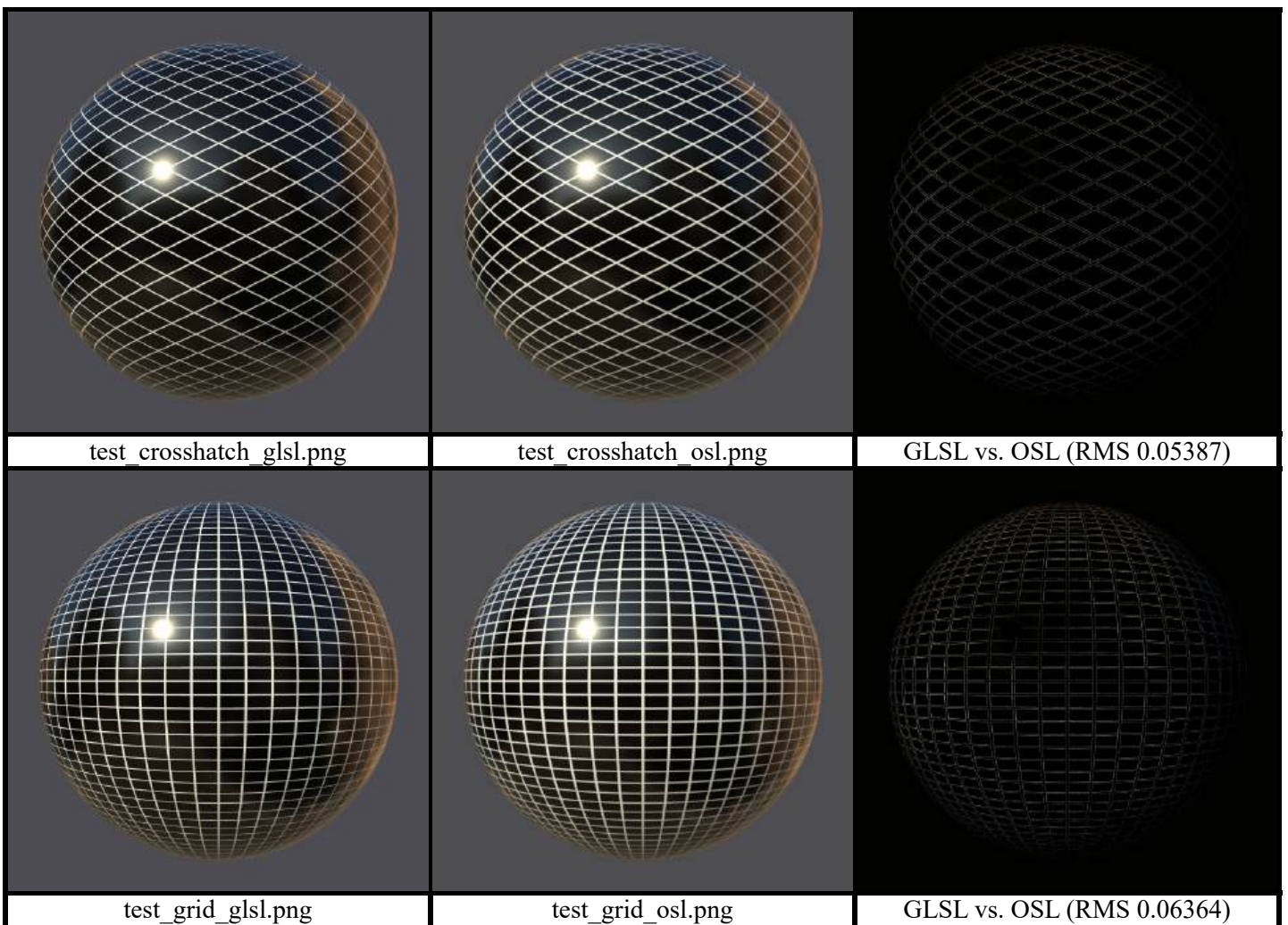


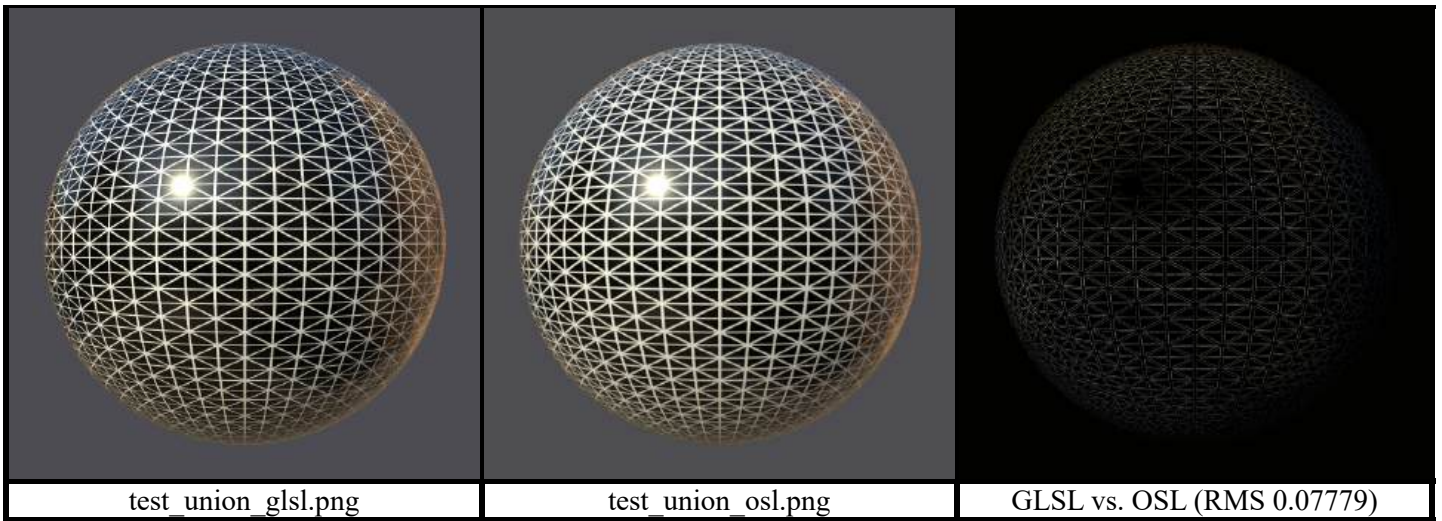
..\..\build\bin\resources\Materials\TestSuite\stdlib\convolution\heighttonormal:





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





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

