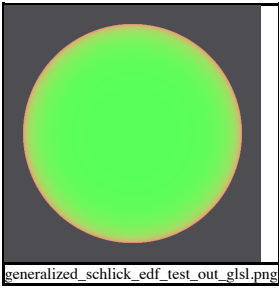
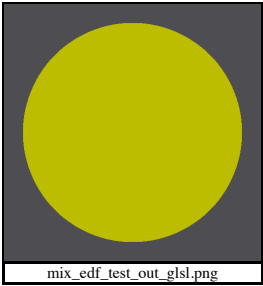


gsl (in: /Users/bernardkwok/work/bernard_MaterialX_3/build/bin) vs gsl (in: /Users/bernardkwok/work/bernard_MaterialX_3/build/bin)

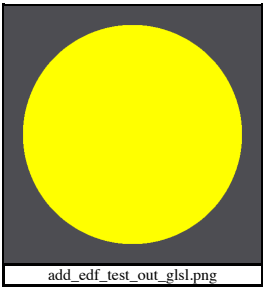
resources/Materials/TestSuite/pbrlib/edf/generalized_schlick_edf:



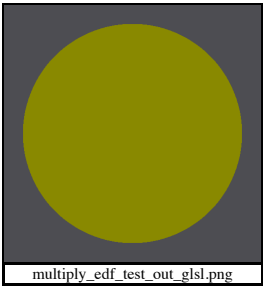
resources/Materials/TestSuite/pbrlib/edf/mix_edf:



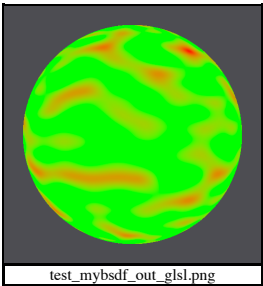
resources/Materials/TestSuite/pbrlib/edf/add_edf:



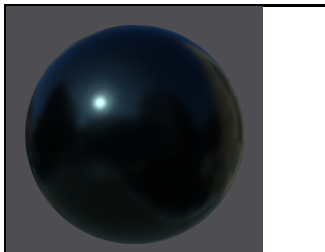
resources/Materials/TestSuite/pbrlib/edf/multiply_edf:



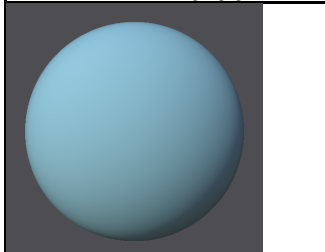
resources/Materials/TestSuite/pbrlib/edf/edf_graph:



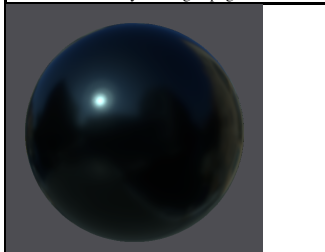
resources/Materials/TestSuite/pbrlib/displacement/displaced_material:



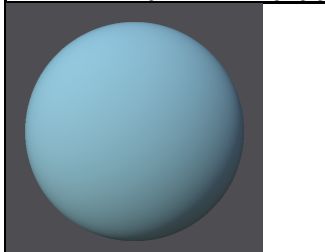
dielectric_out2_gsl.png



burley_out2_gsl.png

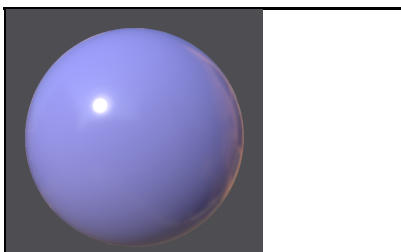


NG_multi_shader_output_dielectric_out_gsl.png

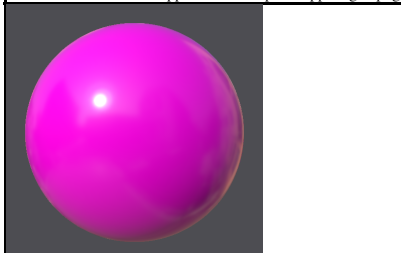


NG_multi_shader_output_burley_out_gsl.png

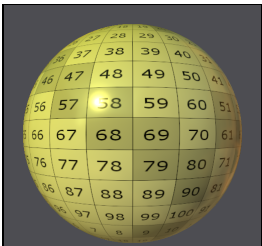
resources/Materials/TestSuite/pbrlib/surfaceshader/surfacematerial_with_graph:



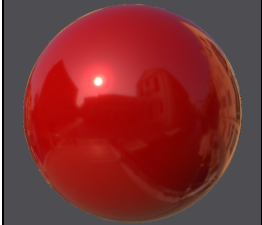
SurfaceMaterial_All_Mapped_NodeGraph_Mapped_gsl.png



SurfaceMaterial_PinkNodeGraph_gsl.png

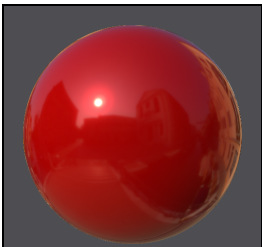


UnitMappedShaderMaterial_gsl.png



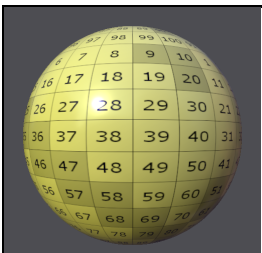
MappedShaderMaterial_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/mapped_surfaceshader/mapped_surfaceshader_baked_MappedShader:



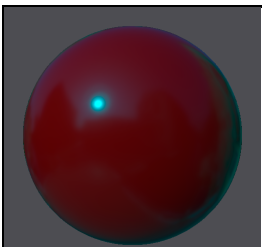
MappedShaderMaterial_baked_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/mapped_surfaceshader/mapped_surfaceshader_baked_UnitMappedShader:



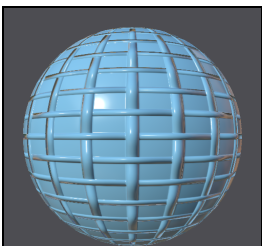
UnitMappedShaderMaterial_baked_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/mapped_surfaceshader/mapped_surfaceshader_baked_ColorSpaceShader:



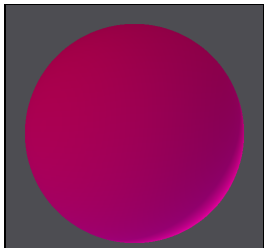
ColorSpaceShaderMaterial_baked_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/mapped_surfaceshader/mapped_surfaceshader_baked_NormalMapShader:

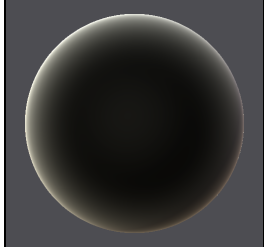


NormalMapMaterial_baked_gsl.png

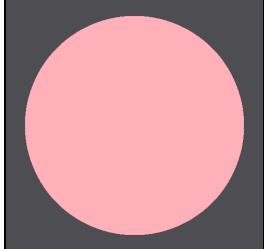
resources/Materials/TestSuite/pbrlib/surfaceshader/lama_tests:



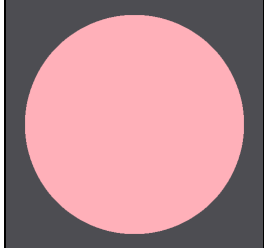
LamaTranslucentTest_gisl.png



LamaSheenTest_gisl.png

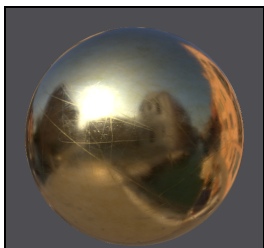


LamaMixEDFTest_gisl.png

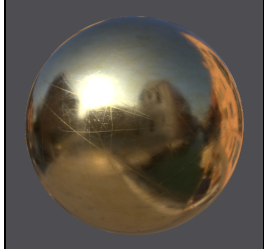


LamaAddEDFTest_gisl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/usd_uv_texture:

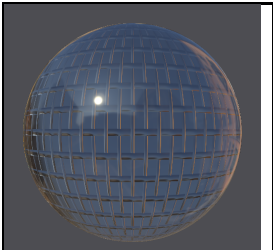


USDTexture_Tiled_Brass22_gisl.png

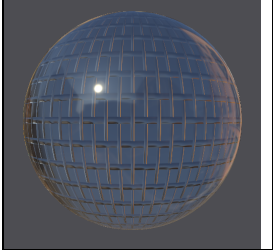


USDTexture_Tiled_Brass23_gisl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/nodegraph_surfaceshader:

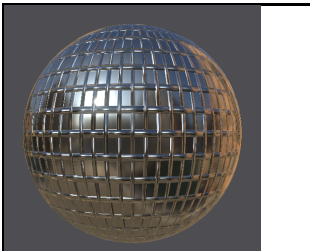


NormalMappedShaderMaterial_gsl.png



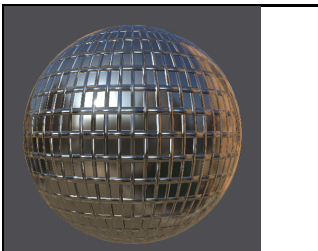
NormalMappedShaderMaterial2_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/normalmapped_surfaceshader/normalmapped_surfaceshader_baked_NormalMappedShader:



NormalMappedShaderMaterial_baked_gsl.png

resources/Materials/TestSuite/pbrlib/surfaceshader/normalmapped_surfaceshader/normalmapped_surfaceshader_baked_NormalMappedShader2:



NormalMappedShaderMaterial2_baked_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/varying_ior:

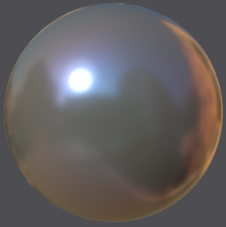


varying_ior_test2_mtrl_gsl.png

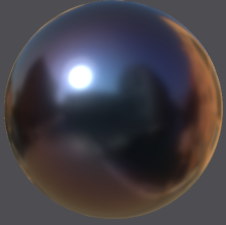


varying_ior_test1_mtrl_gsl.png

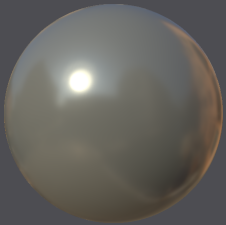
resources/Materials/TestSuite/pbrlib/bsdf/layer_bsdf:



vertical_layering_ex4_out_gsl.png



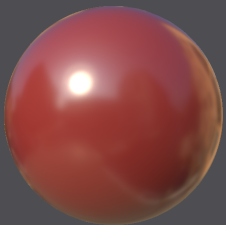
vertical_layering_ex3_out_gsl.png



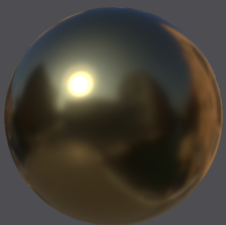
vertical_layering_ex1_out_gsl.png



vertical_layering_ex6_out_gsl.png

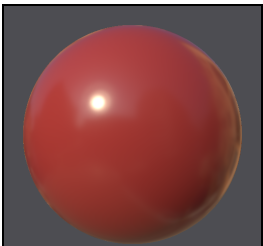


vertical_layering_ex7_out_gsl.png



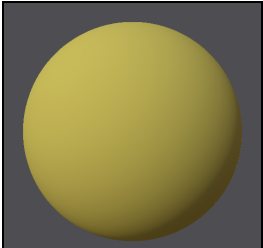
vertical_layering_ex10_out_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/dielectric:

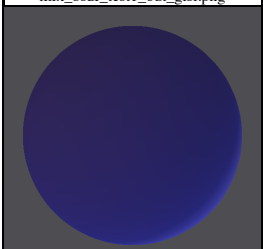


test_mybsdf_out_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/mix_bsdf:



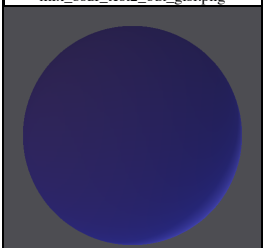
mix_bsdf_test1_out_gsl.png



mix_bsdf_test3_out_gsl.png

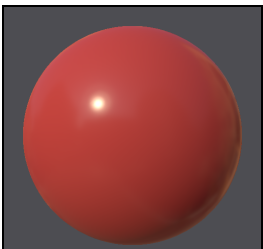


mix_bsdf_test2_out_gsl.png



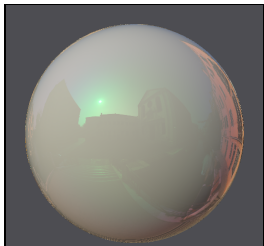
IMP_substrateshader_out_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/add_bsdf:

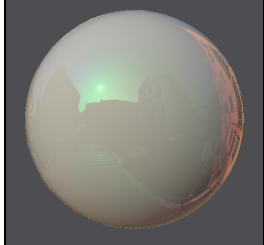


add_bsdf_test_out_gsl.png

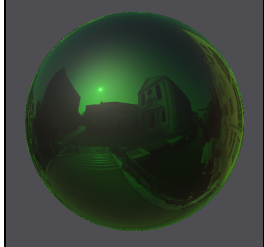
resources/Materials/TestSuite/pbrlib/bsdf/wedge_conductor:



thin_film_test2_out_gsl.png

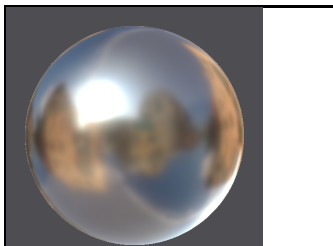


thin_film_test3_out_gsl.png



thin_film_test4_out_gsl.png

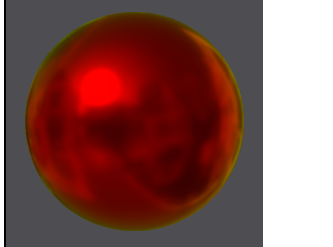
resources/Materials/TestSuite/pbrlib/bsdf/generalized_schlick:



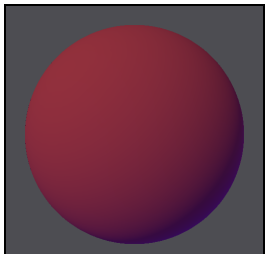
generalized_schlick_bsdf_RT_out_gsl.png



generalized_schlick_bsdf_T2_out_gsl.png

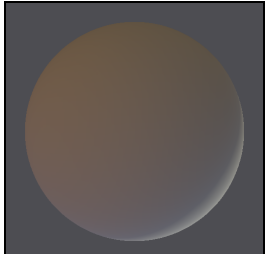


generalized_schlick_bsdf_RT2_out_gsl.png



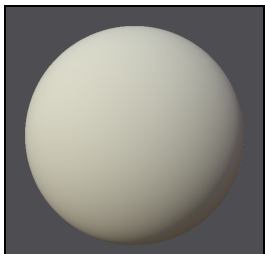
multiply_bsdf_test_out_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/diffuse_btfd:



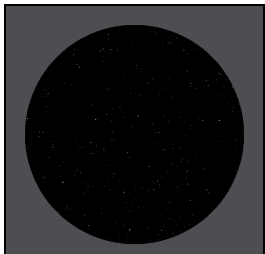
test_diffuse_btfd_out_gsl.png

resources/Materials/TestSuite/pbrlib/bsdf/burley_diffuse:



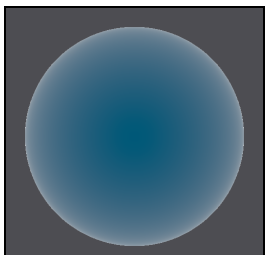
test_burley_diffuse_out_gsl.png

resources/Materials/TestSuite/nprlib/starfield:



starfield_out_gsl.png

resources/Materials/TestSuite/nprlib/edge_brighten:

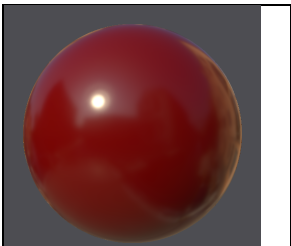


edge_brighten_out_gsl.png

resources/Materials/TestSuite/stdlib/color_management/surface_colorspace:



M_test_gsl.png



ng1_color_gamma24_output_glsf.png



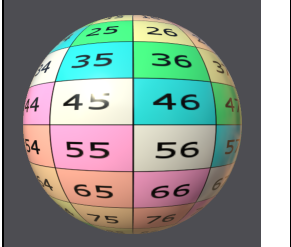
ng1_color_lin_adobergb_output_glsf.png



ng1_image_adobergb_output_glsf.png



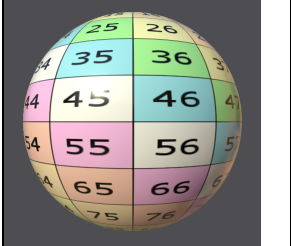
ng1_image_gamma18_output_glsf.png



ng1_image_g22_ap1_output_glsf.png



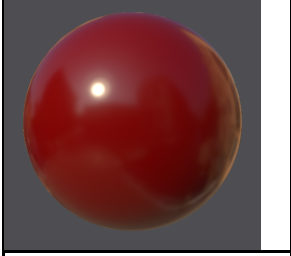
ng1_image_srgb_texture_output_glsf.png



ng1_image_gamma22_output_glsf.png

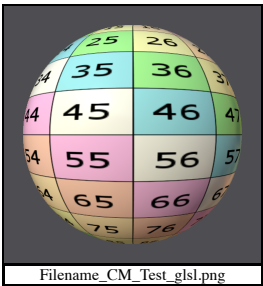


ng1_image_gamma24_output_gsl.png



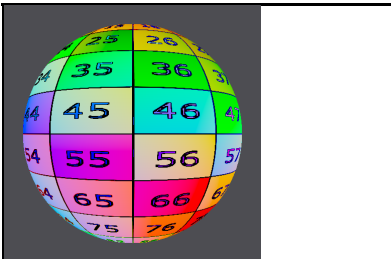
ng1_color_srgb_texture_output_gsl.png

resources/Materials/TestSuite/stdlib/color_management/filename_cm_test:

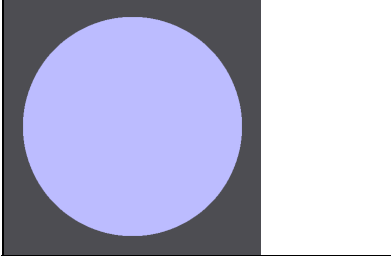


Filename_CM_Test_gsl.png

resources/Materials/TestSuite/stdlib/color_management/color3_vec3_cm_test:

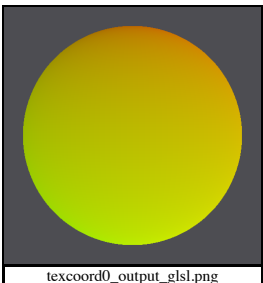


normalmap_cm_normal_map_output_gsl.png



height_to_normal_cm_height_normal_map_output_gsl.png

resources/Materials/TestSuite/stdlib/geometric/streams:



texcoord0_output_gsl.png



normal_object_output_gslsl.png



color_vec3_output_gslsl.png

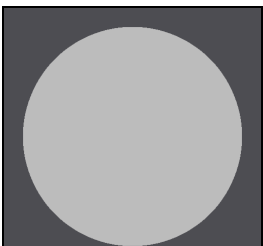


color_vec4_output_gslsl.png

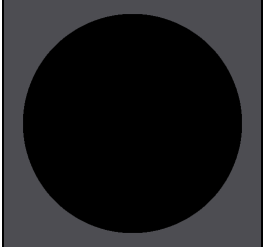


normal_world_output_gslsl.png

resources/Materials/TestSuite/stdlib/geometric/geompropvalue:



geompropvalue_string_out_gslsl.png

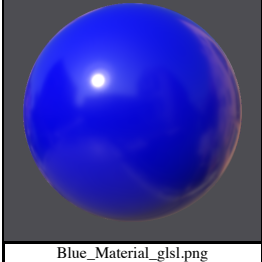


geompropvalue_boolean_out_gslsl.png

resources/Materials/TestSuite/stdlib/geometric/look_assignment_order:

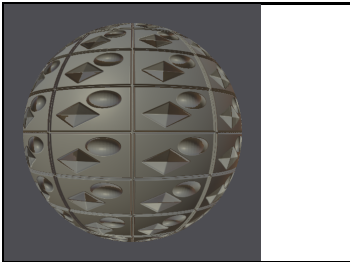


Red_Material_gsl.png

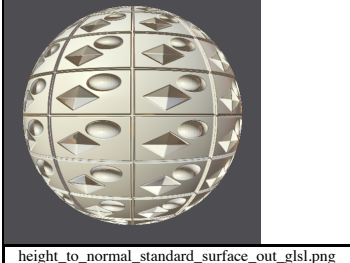


Blue_Material_gsl.png

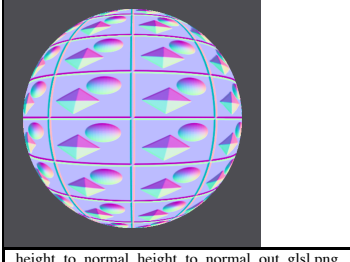
resources/Materials/TestSuite/stdlib/convolution/heighttonormal:



height_to_normal_usd_preview_surface_out_gsl.png

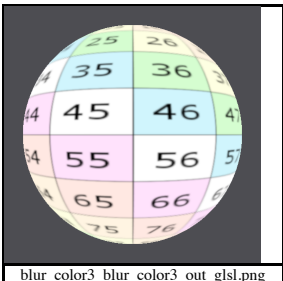


height_to_normal_standard_surface_out_gsl.png

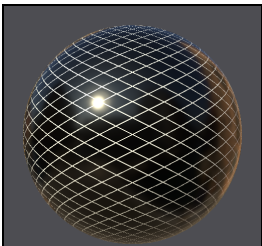


height_to_normal_height_to_normal_out_gsl.png

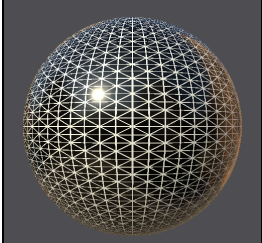
resources/Materials/TestSuite/stdlib/convolution/blur:



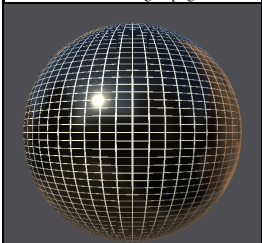
blur_color3_blur_color3_out_gsl.png



test_crosshatch_gsl.png

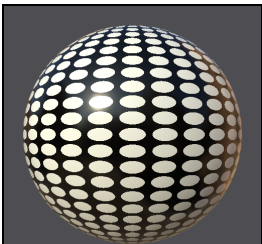


test_union_gsl.png

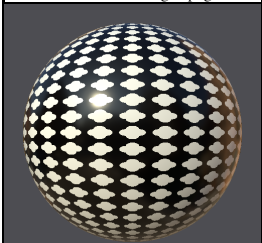


test_grid_gsl.png

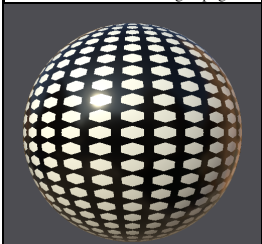
resources/Materials/TestSuite/stdlib/procedural/tiledshape:



test_tiledcircles_gsl.png

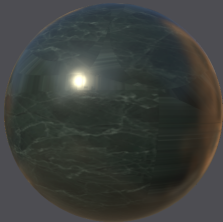


test_tiledcloverleaves_gsl.png

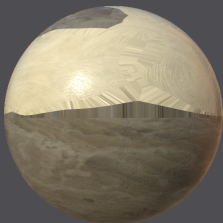


test_tiledhexagons_gsl.png

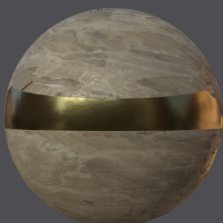
resources/Materials/Examples/StandardSurface/standard_surface_gold:



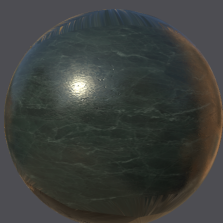
M_Knight_B_gisl.png



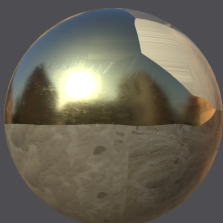
M_Bishop_W_gisl.png



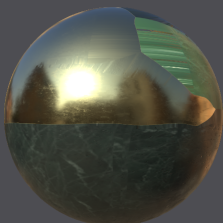
M_Castle_W_gisl.png



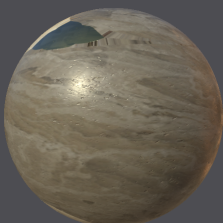
M_Pawn_Body_B_gisl.png



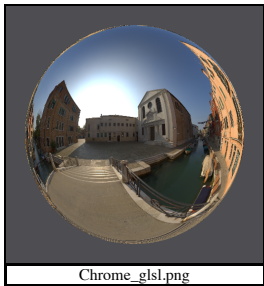
M_Queen_W_gisl.png



M_Queen_B_gisl.png

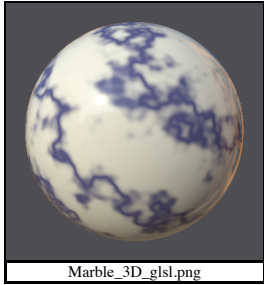


M_King_W_gisl.png



Chrome_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_marble_solid:



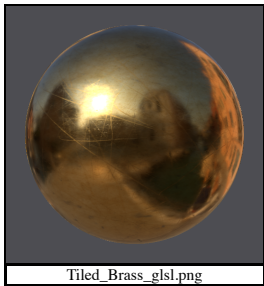
Marble_3D_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_brick_procedural:

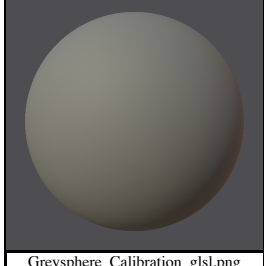


M_BrickPattern_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_look_brass_tiled:

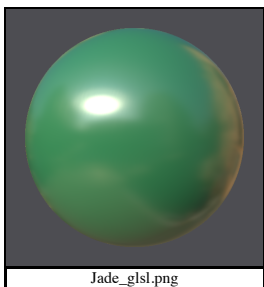


Tiled_Brass_gisl.png



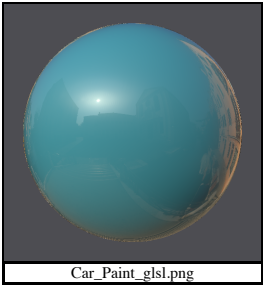
Greysphere_Calibration_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_jade:



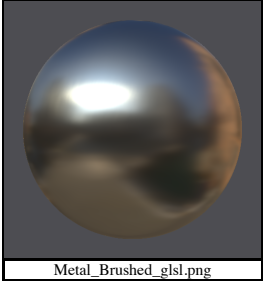
Jade_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_greysphere_calibration:



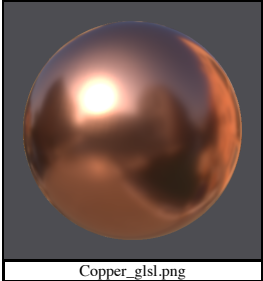
Car_Paint_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_metal_brushed:



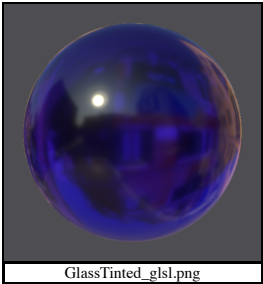
Metal_Brushed_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_copper:



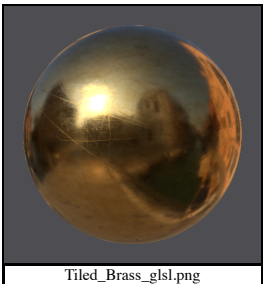
Copper_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_glass_tinted:



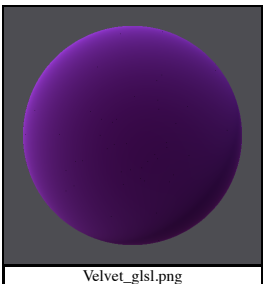
GlassTinted_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_brass_tiled:



Tiled_Brass_gisl.png

resources/Materials/Examples/StandardSurface/standard_surface_velvet:



Velvet_gisl.png