A Brief History of Shaders

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History of Shaders, I

1977: Star Wars IV: A New Hope

1979: Ed Catmull, Alvy Ray Smith, and others leave NYIT to form the Computer Division of Lucasfilm

Image Processing
Digital Editing and Compositing
Effects
Image/Volume Rendering Hardware

1984: John Lassiter leaves Disney Animation to join Pixar
History of Shaders, II

- Pixar Image Computer
- Image/Volume Rendering Hardware
- Rendering Software
- REYES
- RenderMan
- RIB
- Shade Trees
- prman
- Star Trek II (1982)
- Young Sherlock Holmes (1985)

Pixar Animation Studios


Oregon State University
Computer Graphics

mjb – January 4, 2020
1986: Steve Jobs buys Pixar for $10M
Steve Jobs adds another $60M to keep Pixar running
1986: *Luxo Jr.* – Nominated for an Academy Award
1988: *Tin Toy* – won Academy Award for Best Animated Short
1993: RenderMan wins a Technical Academy Award
1995: *Toy Story*
1995: Pixar IPO -- Steve Jobs’s stake is now worth $1.2B
2004: Pixar bought by Disney for $7B, making Steve Jobs’s stake now worth $3.5B
Steve Jobs’s estate is now Disney’s largest shareholder (7%) – way ahead of even Roy Disney’s estate (1%)
History of Shaders, IV

2004: OpenGL 2.0 / GLSL 1.10 includes Vertex and Fragment Shaders

2008: OpenGL 3.0 / GLSL 1.30 adds features left out before

2010: OpenGL 3.3 / GLSL 3.30 adds Geometry Shaders

2010: OpenGL 4.0 / GLSL 4.00 adds Tessellation Shaders

2012: OpenGL 4.3 / GLSL 4.30 adds Compute Shaders

2017: OpenGL 4.6 / GLSL 4.60

There is lots more detail at:

History of Shaders, V

2014: Khronos starts Vulkan effort

2016: Vulkan 1.0

2016: Vulkan 1.1

2020: Vulkan 1.2

There is lots more detail at:

https://en.wikipedia.org/wiki/Vulkan_(API)