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

1984: John Lassiter leaves Disney Animation to join Pixar

Image Processing
Digital Editing and Compositing
Effects
Image/Volume Rendering Hardware
History of Shaders, II

Pixar Image Computer

Image/Volume Rendering Hardware

Rendering Software

REYES


RenderMan

Star Trek II (1982)
Young Sherlock Holmes (1985)

Pixar Animation Studios

RIB

Shade Trees

prman

Oregon State University
Computer Graphics
Pixar Animation Studios

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 using GLSL and SPIR-V

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)