A Brief History of Shaders

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**
- **REYES**
- **1984 (1984)**
- **RenderMan**
- **Pixel Animation Studios**
- **RIB**
- **Shade Trees**
- **prman**

**History of Shaders, III**

- **1985: Young Sherlock Holmes (1985)**
- **1986: Luxo Jr. – Nominated for an Academy Award**
- **1988: Tin Toy – won Academy Award for Best Animated Short**
- **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)