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, I

1984: John Lassiter leaves Disney Animation to join Pixar

Image/Volume Rendering Hardware
Pixar Image Computer
Rendering Software
Star Trek II (1982)
Young Sherlock Holmes (1985)
REYES
_RENDERMAN
Pixar Animation Studios
RIB
Shade Trees

History of Shaders, II


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 $7.4B, making Steve Jobs's stake now worth $3.8B

Steve Jobs's estate is now Disney's largest shareholder (7%) -- way ahead of even Roy Disney's estate (1%)

History of Shaders, III

Pixar Animation Studios

mjb – December 15, 2020
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)