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

1984: John Lasseter leaves Disney Animation to join Pixar

1984: Pixar Image Computer

1986: Steve Jobs buys Pixar for $10M

1995: Toy Story -- won Academy Award for Best Animated Feature

1995: RenderMan wins a Technical Academy Award

1995: Toy Story

1995: Pixar IPO -- Steve Jobs’s stake is now worth $1.2B

1988: Tin Toy -- won Academy Award for Best Animated Short

1993: RenderMan wins a Technical Academy Award

Steve Jobs adds another $60M to keep Pixar running

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

2004: Toy Story

2004: Pixar Animation Studios

2014: Khronos starts Vulkan effort using GLSL and SPIR-V

There is lots more detail at:
https://en.wikipedia.org/wiki/Vulkan_(API)

2008: OpenGL 2.0 / GLSL 1.10 includes Vertex and Fragment Shaders

2010: OpenGL 4.0 / GLSL 4.00 adds Tesselation Shaders

2012: OpenGL 4.3 / GLSL 4.30 adds Compute Shaders

2017: OpenGL 4.6 / GLSL 4.60

There is lots more detail at:

2014: Khronos starts Vulkan effort using GLSL and SPIR-V

2016: Vulkan 1.0

2016: Vulkan 1.1

2020: Vulkan 1.2

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