A Brief History of Shaders

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

mjb@cs.oregonstate.edu

Oregon State University
Computer Graphics

HistoryOfShaders.pptx
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
History of Shaders, III

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:

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

2016: Vulkan 1.0

2016: Vulkan 1.1

2020: Vulkan 1.2

2022: Vulkan 1.3

There is lots more detail at:

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