

A Brief History of Shaders



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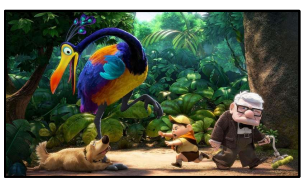
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Oregon State University Computer Graphics



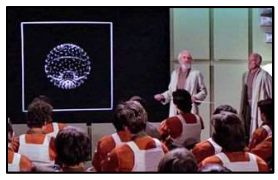
HistoryOfShaders.pptx



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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

Image Processing

Digital Editing and Compositing

Effects

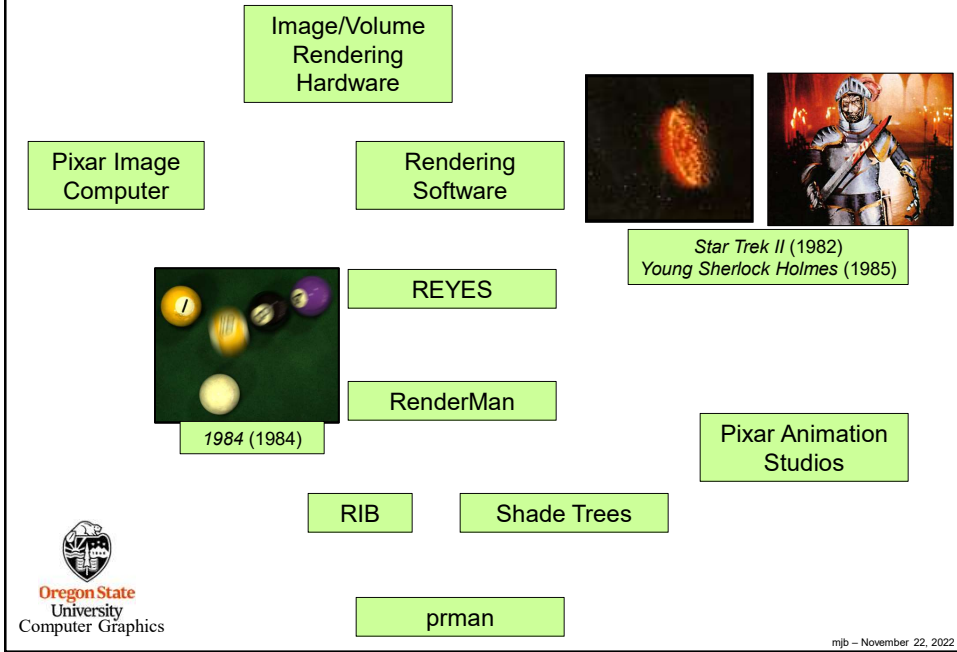
Image/Volume Rendering Hardware



1984: John Lassiter leaves Disney Animation to join Pixar

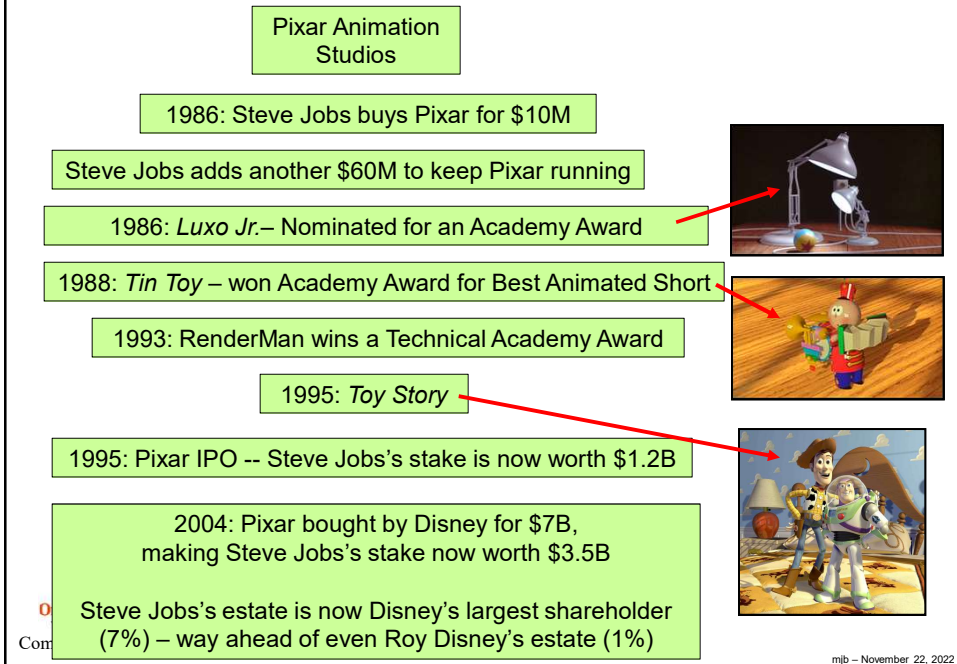
History of Shaders, II

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History of Shaders, III

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History of Shaders, IV

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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:

https://www.khronos.org/opengl/wiki/History_of_OpenGL

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History of Shaders, V

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



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