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
1986: Steve Jobs buys Pixar for $10M
Steve Jobs adds another $60M to keep Pixar running

1995: Toy Story – won Academy Award for Best Animated Short
1993: RenderMan wins a Technical Academy Award

Pixar Animation Studios

2004: Pixar bought by Disney for $7B, making Steve Jobs’s stake worth $3.5B
Steve Jobs’s estate is now Disney’s largest shareholder (7%) – way ahead of even Roy Disney’s estate (1%)

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

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
2023: Vulkan 1.3 with new extensions

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