

Where to Find More Information about Computer Graphics and Related Topics for CS 491

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1. References

1.1 General Computer Graphics

SIGGRAPH Online Bibliography Database:

<http://www.siggraph.org/learn/computer-graphics-bibliography-database>

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Francis Hill and Stephen Kelley, *Computer Graphics Using OpenGL*, 3rd Edition, Prentice Hall, 2006.

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1.2 Math and Geometry

Ron Goldman, *An Integrated Introduction to Computer Graphics and Geometric Modeling*, CRC Press, 2009.

Michael Mortenseon, *Geometric Transformations for 3D Modeling*, 2nd Edition, Industrial press, 2007.

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Joe Warren and Henrik Weimer, *Subdivision Methods for Geometric Design: A Constructive Approach*, Morgan Kaufmann, 2001.

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Christopher Hoffman, *Geometric & Solid Modeling*, Morgan Kaufmann, 1989.

I.D. Faux and M.J. Pratt, *Computational Geometry for Design and Manufacture*, Ellis-Horwood, 1979.

Eric Stollnitz, Tony DeRose, and David Salesin, *Wavelets for Computer Graphics*, Morgan-Kaufmann, 1996.

Ronen Barzel, *Physically-Based Modeling for Computer Graphics*, Academic Press, 1992.

David Rogers and J. Alan Adams, *Mathematical Elements for Computer Graphics*, McGraw-Hill, 1989.

John Snyder, *Generative Modeling for Computer Graphics and Computer Aided Design*, Academic Press, 1992.

1.3 Gaming

<http://gamedeveloper.texterity.com/gamedeveloper/fall2011cg#pg1>

Jesse Schell, *The Art of Game Design*, Morgan-Kaufmann, 2008.

David Hodgson, Bryan Stratten, and Alice Rush, *Paid to Play: An Insider's Guide to Video Game Careers*, Prima, 2006.

Alan Watt and Fabio Policarpo, *Advanced Game Development with Programmable Graphics Hardware*, AK Peters, 2005.

Jacob Habgood and Mark Overmars, *The Game Maker's Apprentice*, Apress, 2006.

David Eberly, *3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics*, Morgan Kaufmann, 2006.

Alan Watt and Fabio Policarpo, *3D Games: Real-time Rendering and Software Technology*, Addison-Wesley, 2001.

Eric Lengyel, *Mathematics for 3D Game Programming and Computer Graphics*, Charles River Media, 2002.

David Bourg, *Physics for Game Developers*, O'Reilly and Associates, 2002.

Munlo Coutinho, *Dynamic Simulations of Multibody Systems*, Springer Verlag, 2001.

Mark DeLoura, *Game Programming Gems*, Charles River Media, 2000.

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Dante Treglia, *Game Programming Gems 3*, Charles River Media, 2002.

Andrew Kimse, *Game Programming Gems 4*, Charles River Media, 2004.

Kim Pallister, *Game Programming Gems 5*, Charles River Media, 2005.

Mike Dickheiser, *Game Programming Gems 6*, Charles River Media, 2006.

Scott Jacobs, *Game Programming Gems 7*, Charles River Media, 2008.

Adam Lake, *Game Programming Gems 8*, Charles River Media, 2010.

<http://www.gamedev.net>

<http://www.gamasutra.net>

<http://www.yoyogames.com>

1.4 Graphics Miscellaneous

Dave Shreiner, Graham Sellers, John Kessenich, and Bill Licea-Kane, *OpenGL Programming Guide, 8th Edition*, 2013.

Richard S. Wright, Nicholas Haemel, Graham Sellers, and Benjamin Lipchak *OpenGL SuperBible, 5th Edition*, Pearson, 2011.

Aaftab Munshi, Dan Ginsburg, and Dave Shreiner, *OpenGL ES 2.0*, Addison-Wesley, 2008.

Tom McReynolds and David Blythe, *Advanced Graphics Programming Using OpenGL*, Morgan Kaufmann, 2005.

2. Periodicals

Computer Graphics and Applications: published by IEEE
(<http://www.computer.org>, 714-821-8380)

Computer Graphics World: published by Pennwell
(<http://www.cgw.com>, 603-891-0123)

Journal of Graphics, GPU, and Game Tools: published by Taylor Francis
(<http://www.akpeters.com>, 617-235-2210)

Journal of Computer Graphics Techniques
(<http://jcgt.org>)

Computer Graphics Quarterly: published by ACM SIGGRAPH
(<http://www.siggraph.org>, 212-869-7440)

Computer Graphics Forum., published by Eurographics

(<http://www.eg.org/EG/Publications/CGF>)

Cinefex

(<http://www.cinefex.com>, 951-781-1917)

3. Professional organizations

ACMAssociation for Computing Machinery
<http://www.acm.org>
212-869-7440

SIGGRAPHACM Special Interest Group on Computer Graphics
<http://www.siggraph.org>
212-869-7440

SIGCHIACM Special Interest Group on Computer-Human Interfaces
<http://www.acm.org/sigchi>
212-869-7440

SIGHPCACM Special Interest Group on High-Performance Computing
<http://sighpc.org>
212-869-7440

EuroGraphics ...European Association for Computer Graphics
<http://www.eg.org>
Fax: +41-22-757-0318

IEEE.....Institute of Electrical and Electronic Engineers
<http://www.computer.org>
202-371-0101

IGDAInternational Game Developers Association
<http://www.igda.org>
856-423-2990

NAB.....National Association of Broadcasters
<http://www.nab.org>
800-521-8624

ASMEAmerican Society of Mechanical Engineers
<http://www.asme.org>
800-THE-ASME

4. Upcoming Conferences

ACM SIGGRAPH:

2016: Anaheim, CA – July 24-28

<http://s2016.siggraph.org>

2017: Los Angeles, CA – July 30 – August 3

2018: Vancouver, BC – August 12-16

2019: Los Angeles, CA

2021: Los Angeles, CA

ACM SIGGRAPH Asia:

2015: Kobe, Japan – November 2-5
<http://sa2015.siggraph.org/en/>

Interactive 3D (i3D):

2016: Redmond, WA – February 26 – 28

ACM SIGCHI:

2016: San Jose, CA – May 7-12
<http://www.sigchi.org>

SC: International Conference for High Performance Computing, Networking, Storage, and Analysis:

2015: Salt Lake City, UT -- November 13-18
<http://sc16.supercomputing.org>

OpenMPCon:

2015 Nara, Japan -- September 26-28
<http://openmpcon.org>

IEEE Visualization:

2016: Washington, DC – October 23-28
2017: Santa Fe, NM
<http://ieeevis.org>

Eurographics

2016: Lisbon, Portugal – May 9-13
2017: Lyon, France -- April 24-29
2018: Saarbrücken, Germany -- April 23-27
<http://www.eg.org>

Game Developers Conference:

2016: San Francisco, CA – March 14 - 18
<http://www.gdconf.com>

E3Expo

2016: Los Angeles, CA – June 14-16
<http://www.e3expo.com>

PAX (Penny Arcade Expo)

2015: Seattle, WA – August 29-31
<http://www.paxsite.com>

National Association of Broadcasters (NAB):

2016: Las Vegas, NV – April 16-21
<http://www.nab.org>