

Where to Find More Information about Computer Graphics and Related Topics

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1. References

1.1 General Computer Graphics

SIGGRAPH Online Bibliography Database:

<http://www.siggraph.org/publications/bibliography>

Edward Angel and Dave Shreiner, *Interactive Computer Graphics: A Top-down Approach with OpenGL*, 6th Edition, Addison-Wesley, 2011.

1.2 Math and Geometry

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

Gerald Farin, *Curves and Surfaces for Computer Aided Geometric Design*, 3rd Edition, Academic Press, 2001.

Gerald Farin and Dianne Hansford, *The Geometry Toolbox for Graphics and Modeling*, AK Peters, 1998.

1.3 Shaders

Mike Bailey and Steve Cunningham, *Computer Graphics Shaders: Theory and Practice*, Second Edition, CRC Press, 2012.

Randi Rost, Bill Licea-Kane, Dan Ginsburg, John Kessenich, Barthold Lichtenbelt, Hugh Malan, and Mike Weiblen, *OpenGL Shading Language*, Addison-Wesley, 2009. (3rd Edition)

Steve Upstill, *The RenderMan Companion*, Addison-Wesley, 1990.

1.4 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 Polcarpo, *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.

Mark DeLoura, *Game Programming Gems 2*, Charles River Media, 2001.

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>

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)

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

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

4. Upcoming Conferences

ACM SIGGRAPH:

2014: Vancouver, BC – August 10-14
<http://www.siggraph.org/s2014>
2015: Los Angeles, CA – ??

ACM SIGGRAPH Asia:

2013: Hong Kong
<http://www.siggraph.org/asia2013>
2014: Somewhere else in China (Beijing? Shenzhen?)

Game Developers Conference:

2014: San Francisco, CA – March 17 - 21
<http://www.gdconf.com>