

Where to Find More Information about Computer Graphics and Related Topics

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1. References

1.1 General Computer Graphics

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<http://www.clockworkcoders.com/ogls1>

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1.14 Software Engineering

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1.15 Parallel Programming

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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 A.K. Peters
(<http://www.akpeters.com>, 617-235-2210)

Game Developer: published by CMP Media
(<http://www.gdmag.com>, 415-905-2200)
(Once a year publishes the *Game Career Guide*.)

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

Computer Graphics Forum., published by Eurographics
(<http://www.eurographics.org/EG/Publications/CGF>)

Computers & Graphics, published by Elsevier
(<http://www.elsevier.com/locate/cag>)

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

Transactions on Graphics: published by ACM
(<http://www.acm.org>, 212-869-7440)

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

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

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

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. Conferences

ACM SIGGRAPH:

2012: Los Angeles, CA – August 5-9
2013: Los Angeles, CA – July 28 – August 1
<http://www.siggraph.org/s2012>
<http://www.siggraph.org/s2013>

SIGGRAPH Asia:

2011: Hong Kong – December 12-15
<http://www.siggraph.org/asia2011>

IEEE Visualization:

2011: Providence, RI – October 23-28

<http://visweek.org>

Eurographics

2012: Cagliari, Italy – May 13-18

<http://www.eurographics2012.it>

Game Developers Conference:

2012: San Francisco, CA – March 5 - 9

<http://www.gdconf.com>

E3Expo

2012: Los Angeles, CA – June 7-9

<http://www.e3expo.com>

PAX (Penny Arcade Expo)

2011: Seattle, WA – August 26-28

<http://www.paxsite.com>

ASME International Design Engineering Technical Conferences (includes the Computers and Information in Engineering conference):

2012: Chicago, IL – August 12-15

<http://www.asmeconferences.org/idetc2012>

National Association of Broadcasters (NAB):

2012: Las Vegas, NV – April 14-19

<http://www.nab.org>

ACM SIGCHI:

2012: Austin, TX – May 5-10

<http://www.acm.org/sigchi>

ACM SIGARCH / IEEE Supercomputing:

2011: Seattle, WA -- November 12-18

<http://www.supercomputing.org>

5. Graphics Performance Characterization

The GPC web site tabulates graphics display speeds for a variety of vendors' workstation products. To get the information, visit:

<http://www.spec.org/benchmarks.html#gwpg>