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


SIGGRAPH Conference Final program.

1.2 Math and Geometry


1.3 Scientific Visualization


### 1.4 Shaders


http://www.clockworkcoders.com/oglsl

### 1.5 Gaming

http://gamedeveloper.texterity.com/gamedeveloper/2008careerguide/


Alan Watt and Fabio Policarpo, *Advanced Game Development with Programmable Graphics*
1.6 Color and Perception


1.7 Rendering


### 1.8 Images


### 1.9 Animation


### 1.10 Virtual Reality


### 1.11 The Web


### 1.12 Stereographics


### 1.13 Graphics Miscellaneous


### 1.14 Software Engineering

Hall, 2006.


Erich Gamma, Richard Helm, Ralph Johnson, and John M. Vlissides, *Design Patterns: Elements of Reusable Object-Oriented Software*, Addison-Wesley, 1994.

### 1.15 Parallel Programming


### 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)

(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.eg.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

ACM.................. Association for Computing Machinery
http://www.acm.org
212-869-7440

SIGGRAPH..... ACM Special Interest Group on Computer Graphics
http://www.siggraph.org
212-869-7440

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

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

IGDA.............. International Game Developers Association
http://www.igda.org
856-423-2990

SIGCHI............ ACM 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

ASME............. American Society of Mechanical Engineers
http://www.asme.org
800-THE-ASME

4. Conferences

ACM SIGGRAPH:
2011: Vancouver, BC – August 8-12
http://www.siggraph.org/s2011

SIGGRAPH Asia:
2010: Seoul, Korea – December 15-18
http://drupal.siggraph.org/asia2010

IEEE Visualization:
2010: Salt Lake City, UT – October 24-29
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