Where to Find More Information about Computer Graphics, Parallel Programming, and Related Topics

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1. References

1.1 General Computer Graphics

GraphBib: SIGGRAPH’s Online Bibliography Database:
http://gbib.siggraph.org/


SIGGRAPH Conference Final program.

1.2 Vulkan

http://cs.oregonstate.edu/~mjb/vulkan


### 1.3 Math and Geometry


1.4 Scientific Visualization


1.5 Shaders


http://www.clockworkcoders.com/oglsl

1.6 Gaming

http://gamedeveloper.texterity.com/gamedeveloper/fall2011cg#pgl


http://www.gamedev.net

http://www.gamasutra.net

http://www.yoyogames.com

### 1.7 Color and Perception


### 1.8 Rendering


1.9 Images


1.10 Animation


1.11 Virtual Reality


1.12 Web

Rémi Arnaud and Mark Barnes, Collada – Sailing the Gulf of 3D Digital Content Creation, AK Peters, 2006.
1.13 Stereographics


1.14 Graphics Miscellaneous


1.15 Parallel Programming


Ian Foster, *Designing and Building Parallel Programs*, Addison-Wesley, 1995.

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)
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

SIGCHI .......... ACM Special Interest Group on Computer-Human Interfaces
http://www.acm.org/sigchi
212-869-7440

SIGHPC .......... ACM 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

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

ACM SIGGRAPH:
2020: Washington, DC – July 19-23
http://s2020.siggraph.org
2021: Los Angeles, CA

ACM SIGGRAPH Asia:
2020: Daegu, South Korea – November 17-20
http://sa2020.siggraph.org/

ACM SIGCHI:
2020: Honolulu, HI – April 25-30
http://www.sigchi.org

SC: International Conference for High Performance Computing, Networking, Storage, and Analysis:
2020: Atlanta, GA – November 15-20
http://sc20.supercomputing.org

OpenMPCon:
2020: ?????
http://openmpcon.org

IEEE Visualization:
2020: Salt Lake City, UT – October 26-30
http://ieeevis.org

Eurographics
2020: Norrköping, Sweden – May 25-29
http://www.eg.org

Game Developers Conference:
2020: San Francisco, CA – March 16-20 -- Postponed
http://www.gdconf.com

E3Expo
2020: Los Angeles, CA – June 9-11
http://www.e3expo.com

PAX West (Penny Arcade Expo)
2020: Seattle, WA – ?-??
http://www.paxsite.com
ASME International Design Engineering Technical Conferences (includes the Computers and Information in Engineering sub-conference):
2020:  St. Louis, MO – August 16-19
https://www.asme.org/events/idetccie

National Association of Broadcasters (NAB):
2020:  Las Vegas, NV – April 18-22
http://www.nabshow.org