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/learn/computer-graphics-bibliography-database


SIGGRAPH Conference Final program.

1.2 Math and Geometry


### 1.3 Scientific Visualization


### 1.4 Shaders


[http://www.clockworkcoders.com/oglsl](http://www.clockworkcoders.com/oglsl)

### 1.5 Gaming

[http://gamedeveloper.texterity.com/gamedeveloper/fall2011cg#pg1](http://gamedeveloper.texterity.com/gamedeveloper/fall2011cg#pg1)


http://www.gamedev.net

http://www.gamasutra.net

http://www.yoyogames.com

1.6 Color and Perception


1.7 Rendering


1.8 Images


1.9 Animation


1.10 Virtual Reality


1.11 Web

Tony Parisi, *Programming 3D Applications with HTML5 and WebGL: 3D Animation and Visualization*

Don Brutzman and Leonard Daly, *X3D: Extensible 3D Graphics for Web Authors*, Morgan Kaufmann, 2007


**1.12 Stereographics**


**1.13 Graphics Miscellaneous**


**1.14 Software Engineering**


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**


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)

*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)

*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

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

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. 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:
    2016:  Macao – December 5-8
Interactive 3D Graphics and Games (i3D):
   2017: Monterey, CA – March 4-5

ACM SIGCHI:
   2017: Denver, CO – May 6-11
   http://www.sigchi.org

SC: International Conference for High Performance Computing, Networking, Storage, and Analysis:
   2016: Salt Lake City, UT -- November 13-18
   http://sc16.supercomputing.org

OpenMPCon:
   2016 Nara, Japan -- September 26-28
   http://openmpcon.org

IEEE Visualization:
   2016 Washington, DC – October 23-28
   2017: Santa Fe, NM
   http://ieeveis.org

Eurographics
   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
   2017: Los Angeles, CA – June ??-??
   http://www.e3expo.com

PAX (Penny Arcade Expo)
   2016: Seattle, WA – August 26-27
   http://www.paxsite.com

ASME International Design Engineering Technical Conferences (includes the Computers and Information in Engineering conference):
   2016: Charlotte, NC – August 21-24
   https://www.asme.org/events/idetccie

National Association of Broadcasters (NAB):
   2017: Las Vegas, NV – April 22-27
   http://www.nab.org