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


1.2 Math and Geometry


1.3 Shaders


1.4 Gaming

http://gamedeveloper.texterity.com/gamedeveloper/fall2011cg#pg1


David Eberly, 3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics,
Morgan Kaufmann, 2006.


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

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

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:
    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