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

Mike Bailey
Oregon State University

1. References

1.1 General Computer Graphics

GraphBib: SIGGRAPH’s Online Bibliography Database: https://liinwww.ira.uka.de/bibliography/Graphics/siggraph/index.html


1.2 Vulkan

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


1.3 Math and Geometry


Eric Stollnitz, Tony DeRose, and David Salesin, *Wavelets for Computer Graphics*, Morgan-Kaufmann,
1996.


### 1.4 Scientific Visualization


1.5 Shaders


http://www.clockworkcoders.com/oglsl

1.6 Gaming


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


1.13 Stereographics


1.14 Graphics Miscellaneous


### 1.15 Parallel Programming


Aaftab Munshi, Benedict Gaster, Timothy Mattson, James Fung, and Dan Ginsburg, *OpenCL*


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*  
(http://www.cgw.com, 603-891-0123)

*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  
(https://www.eg.org/wp/eurographics-publications/cgf/)

*Computers & Graphics*, published by Elsevier  
(http://www.elsevier.com/locate/caq)

*Transactions on Visualization and Computer Graphics*: published by IEEE  
(https://www.computer.org/csdl/journal/tvcg, 714-821-8380)

*Transactions on Graphics*: published by ACM  
(https://dl.acm.org/journal/tog, 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:
2023: ??-??, Los Angeles, CA? (will be both in-person and online?)
http://s2023.siggraph.org

ACM SIGGRAPH Asia:
2022: December 6-9, Daegu, South Korea
2023: December 12-15 – Sydney, Australia
ACM SIGCHI:
2023:   April 23-28 —Hamburg, Germany
https://chi2023.acm.org

SC: International Conference for High Performance Computing, Networking, Storage, and Analysis:
2022:   November 13-18 – Dallas, TX
https://sc22.supercomputing.org

OpenMPCon:
2023:   ??? – ???
http://openmpcon.org

IEEE Visualization:
2022:   October 16-21 – Oklahoma City, OK
http://ieeewis.org

Eurographics
2023:   May 8-12 – Saarbrücken, Germany
https://eg2023.saarland-informatics-campus.de/

Game Developers Conference:
2023:   March 20-24 – San Francisco, CA
http://www.gdconf.com

E3Exp0
2022:   “Summer” – Los Angeles, CA
http://www.e3expo.com

PAX West (Penny Arcade Expo)
2022:   September 2-5 – Seattle, WA
https://west.paxsite.com

ASME International Design Engineering Technical Conferences (includes the Computers and Information in Engineering sub-conference):
2022:   August 14-17 – St. Louis, MO
https://event.asme.org/idetc-cie/program

National Association of Broadcasters (NAB):
2023:   April 16-19 -- Las Vegas, NV
https://nabshow.com/2023