

# Where to Find More Information about Computer Graphics and Related Topics

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## 1. References

### 1.1 General Computer Graphics

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### 2. Periodicals

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(<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 A.K. Peters  
(<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.eurographics.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.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

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/s2010>

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

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



<http://vis.computer.org>

#### Eurographics

2011: Llandudno, UK – April 11-15

<http://eg2011.bangor.ac.uk/>

#### Game Developers Conference:

2011: San Francisco, CA – February 28 – March 4

<http://www.gdconf.com>

#### E3Expo

2011: Los Angeles, CA – June 6-10

<http://www.e3expo.com>

#### PAX (Penny Arcade Expo)

2010: Seattle, WA – September 3-5

<http://www.paxsite.com>

#### ASME International Design Engineering Technical Conferences (includes the Computers and Information in Engineering conference):

2010: Montreal, Quebec – August 15-18

<http://www.asmeconferences.org>

#### National Association of Broadcasters (NAB):

2011: Las Vegas, NV – April 9-14

<http://www.nab.org>

#### ACM SIGCHI:

2011: Vancouver, BC – May 7-12

<http://www.acm.org/sigchi>

#### ACM SIGARCH / IEEE Supercomputing:

2010: New Orleans -- November 13-19

<http://www.supercomputing.org>

## 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>