

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

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1. References

1.1 General Computer Graphics

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1.2 Vulkan

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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

ACMAssociation for Computing Machinery
<http://www.acm.org>
212-869-7440

SIGGRAPHACM Special Interest Group on Computer Graphics
<http://www.siggraph.org>
212-869-7440

SIGCHIACM Special Interest Group on Computer-Human Interfaces
<http://www.acm.org/sigchi>
212-869-7440

SIGHPCACM 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

IGDAInternational Game Developers Association
<http://www.igda.org>
856-423-2990

NAB.....National Association of Broadcasters
<http://www.nab.org>
800-521-8624

ASMEAmerican Society of Mechanical Engineers
<http://www.asme.org>
800-THE-ASME

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://ieevis.org>

Eurographics

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

Game Developers Conference:

2020: San Francisco, CA – March 16-20
<http://www.gdconf.com>

E3Expo

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

PAX (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>

Computer programming languages allow us to give instructions to a computer in a language the computer understands. Just as many human-based languages exist, there are an array of computer programming languages that programmers can use to communicate with a computer. The portion of the language that a computer can understand is called a "binary." Translating programming language into binary is known as "compiling." The C++ language is used to create computer programs and packaged software, such as games, office applications, graphics and video editors and operating systems. The Blackberry OS is developed using C++. The newest Microsoft Office suite was developed using C++. Before HPC=parallel computing, now parallel computing is more than for HPC. Overall, it... programming/runtime aspect, yet we found out that software are very limited by what hardware provided to software, e.g. how much we can adjust power state of the system module, is it even worthy to do that because of the high latency of adjusting that, the best time to do that, etc. Parallel computing is a pretty broad topic, there are numerous areas where active research is going on. For sake of simplicity, I will only discuss two of them. We are currently in an age of Big Data