Resources

CSC321 Computer Graphics

28 November 2016

Follow these links to learn more about computer graphics and about people and institutions who have contributed to the development of the field.

- SIGGRAPH SIGGRAPH (ACM's Special Interest Group for computer GRAPHics) is a professional society for people who share an interest in computer graphics.
- IEEE Computer Graphics & Applications is a journal published by the Institute of Electrical and Electronics Engineers' Computer Society, another professional society for people who share an interest in computer graphics.
- The Beginner's Guide to three.js
- Learning Three.js
- Three.js Essentials, by Jos Dirksen
- Three.js Cookbook, by Jos Dirksen
- Jim Blinn's Web Corner—Jim Blinn made important contributions to computer graphics at the Jet Propulsion Laboratory and Microsoft Research. He wrote a column for *IEEE Computer Graphics & Applications* for 20 years, he taught many other students of computer graphics.
- Andrew Glassner—Andrew Glassner worked at Xerox Palo Alto Research Center (Xerox PARC), Microsoft Research, and other industrial and academic laboratories. He wrote a column for *IEEE Computer Graphics & Applications* and edited other journals of computer graphics.
- Max Nelson— SIGGRAPH presented Max Nelson with its highest award. During his long academic career, Max Nelson has taught at Case Western University, Carnegie Mellon University, the University of California at Berkeley, and the University of California at Davis. He also worked at the Department of Energy's Lawrence Livermore National Laboratory.
- Clifford Pickover—A holder of 300 patents and the author of 50 books, Clifford Pickover has enjoyed a long career at IBM's Thomas J. Watson Laboratory.

- Brian Hayes—Brian Hayes has written about many aspects of computing for *American Scientist* and *Scientific American* magazines.
- Algorithmic Botany, research by a group lead by Przemyslaw Prusinkiewicz at the University of Calgary. Przemyslaw Prusinkiewicz has developed methods of modeling the growth of plants and produced realistic images of plants.
- Pixar—Pixar has produced highly successful feature length computer graphics films.
- POV-Ray POV-Ray is free software. It is the Persistence of Vision Raytracer. Look at the "Hall of Fame," a gallery that contains examples of art produced with this software.
- Blender Blender is free, open source software for modeling and rendering three-dimensional geometry. Take a look at what can be done with this software by selecting "Features" and then "Cycles."
- Interactive Computer Graphics, taught by Professor Takeo Igarashi of the University of Tokyo for Coursera.
- Computer Graphics, taught by Professor Ravi Ramamoorthi of the University of California at San Diego for EdX.
- Interactive 3D Graphics, taught by Eric Haines and Gundega Dekena for Udacity, this course uses JavaScript and the three.js library.