

Every issue of CGW contains compelling stories about the latest cutting-edge computer graphics techniques and technologies across the multiple disciplines, such as film and visual effects, computer games, the Web, CAD, architecture, science, medicine, visualization, simulation, and more. In addition, CGW continues its focus on education and recruitment.

<p>January FILM TECHNOLOGY Aging techniques</p>	<p>Space close: 11/30/08 GAME TECHNOLOGY Complex techniques</p>	<p>Material close: 12/13/08 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY CAD crossover</p>
<p>February FILM TECHNOLOGY CG short films</p>	<p>Space close: 12/13/08 GAME TECHNOLOGY Revving up game engines</p>	<p>Material close: 1/14/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Product design</p>
<p>March FILM TECHNOLOGY CG creatures GDC issue - bonus distribution SUPPLEMENT: Gaming Middleware Whitepapers</p>	<p>Space close: 1/31/09 GAME TECHNOLOGY 3D games</p>	<p>Material close: 2/13/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY CG in science</p>
<p>April FILM TECHNOLOGY Digital Anthropology NAB/FMX issue - bonus distribution</p>	<p>Space close: 3/3/09 GAME TECHNOLOGY Novel techniques in gaming</p>	<p>Material close: 3/17/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY CG architecture</p>
<p>May FILM TECHNOLOGY Out-of-this-world CGI SUPPLEMENT: Workstation whitepapers</p>	<p>Space close: 4/1/09 GAME TECHNOLOGY Gaming on the go</p>	<p>Material close: 4/15/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Graphic card update</p>
<p>June FILM TECHNOLOGY Prehistoric graphics</p>	<p>Space close: 5/1/09 GAME TECHNOLOGY Cutting-edge trends</p>	<p>Material close: 5/14/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Medical visualization</p>
<p>July FILM TECHNOLOGY Mechanized graphics SIGGRAPH issue - bonus distribution SUPPLEMENT: Education and Recruiting</p>	<p>Space close: 6/1/09 GAME TECHNOLOGY Serious games</p>	<p>Material close: 6/16/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Visualizing volumes</p>
<p>August FILM TECHNOLOGY Magical modeling IBC issue SUPPLEMENT: Storage in the studio</p>	<p>Space close: 7/2/09 GAME TECHNOLOGY Tools of the trade</p>	<p>Material close: 7/14/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Intelligent design</p>
<p>September FILM TECHNOLOGY Animating short films</p>	<p>Space close: 7/31/09 GAME TECHNOLOGY What's new in MMOs</p>	<p>Material close: 8/13/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Focus on stereolithography</p>
<p>October FILM TECHNOLOGY Blending CG and live action</p>	<p>Space close: 9/1/09 GAME TECHNOLOGY Gaming gets real</p>	<p>Material close: 9/14/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Workstations: what's new</p>
<p>November FILM TECHNOLOGY Spirited CGI</p>	<p>Space close: 10/2/09 GAME TECHNOLOGY Sports games</p>	<p>Material close: 10/15/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Graphics in science</p>
<p>December FILM TECHNOLOGY Stereoscopic graphics Oscar special</p>	<p>Space close: 10/30/09 GAME TECHNOLOGY Holiday games</p>	<p>Material close: 11/16/09 CAD/ARCHITECTURE/SCIENCE/VIZ-SIM TECHNOLOGY Stimulating simulations</p>