

EDITORIAL CALENDAR 2010

CGW
COMPUTER GRAPHICS WORLD

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

CGW will continue to provide coverage on Education and Recruitment throughout the year, with special issues in JULY and NOVEMBER.

January

Film/TV:
Out-of-this-world VFX

Space close: 12/8/09

Gaming/Art:
Digital fine art

Material close: 12/22/09

Technology/Design/Viz-Sim/Science:
3D in domes

February

Film/TV:
Short films

Space close: 1/7/10

Gaming/Art:
Multimedia projects

Material close: 1/21/10

Technology/Design/Viz-Sim/Science:
Volume displays

GDC **GDC issue** - bonus distribution

March

Film/TV:
Fairy-tale FX

Space close: 2/6/10

Gaming/Art:
Cutting-edge interactivity

Material close: 2/20/10

Technology/Design/Viz-Sim/Science:
CG architecture

 **NAB/FMX issue** - bonus distribution

April

Film/TV:
Prime-time animation

Space close: 3/6/10

Gaming/Art:
Mobile gaming

Material close: 3/23/10

Technology/Design/Viz-Sim/Science:
CG in science

May

Film/TV:
Super CG on the silver screen

Space close: 4/8/10

Gaming/Art:
Serious gaming

Material close: 4/22/10

Technology/Design/Viz-Sim/Science:
Stereolithography

June

Film/TV:
Toying with 3D

Space close: 5/7/10

Gaming/Art:
Interactive art

Material close: 5/20/10

Technology/Design/Viz-Sim/Science:
Graphics cards

July

Film/TV:
Conjuring up CGI

Space close: 5/26/10

Gaming/Art:
Serious gaming

Material close: 6/9/10

Technology/Design/Viz-Sim/Science:
Workstations

 **Siggraph issue/Comic-Con** - bonus distribution • **Special Education Section**

August

Film/TV:
Animated short films

Space close: 6/25/10

Gaming/Art:
Art of animation

Material close: 7/9/10

Technology/Design/Viz-Sim/Science:
Intelligent design

September

Film/TV:
Fantastic film techniques

Space close: 8/10/10

Gaming/Art:
3D gaming

Material close: 8/21/10

Technology/Design/Viz-Sim/Science:
Stimulating simulation

 **IBC issue** - bonus distribution

October

Film/TV:
Making music videos

Space close: 9/8/10

Gaming/Art:
Great gaming technology

Material close: 9/21/10

Technology/Design/Viz-Sim/Science:
Building better models

November

Film/TV:
CG movie magic

Space close: 10/8/10

Gaming/Art:
Sports games

Material close: 10/22/10

Technology/Design/Viz-Sim/Science:
Seeing in stereo

 **Oscar coverage begins**

December

Film/TV:
Film fantasy

Space close: 11/6/10

Gaming/Art:
Artist renderings

Material close: 11/19/10

Technology/Design/Viz-Sim/Science:
Medical visualization