

Greetings From the New EIC

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Dear readers, it is my pleasure and honor to take over the role of Editor-in-Chief (EIC) of *IEEE Computer Graphics and Applications* (IEEE CG&A) from Torsten Möller, the outgoing EIC.

IEEE CG&A, to me, has always been and continues to be a unique, high-profile publication. It successfully combines ground-breaking technical application papers and—sometimes provocative—opinion statements in department articles.

Until recently, I had the chance to contribute to IEEE CG&A as coeditor of the department Graphically Speaking, which I enjoyed greatly. When applying for the EIC position, it was clear that it comes with a different set of responsibilities. Over the last couple of weeks, I learned how different they actually are, and I would like to express my deep gratitude to the team for their very warm welcome and the incredible support that I experience from all people involved, including the outgoing EIC, the Associate Editors-in-Chief (AEICs), Department Editors, Associate Editors (AEs), and IEEE staff. A huge thank you!

As EIC, I would like to continue the success of IEEE CG&A, which is based on acquiring leading-edge technical as well as special issue and department papers that explore the wide variety of research in and applications of computer graphics in our lives, including entertainment, industry, culture, society, and health. I want to encourage you as a reader to both consider contributing papers and articles and also sharing your thoughts, ideas, and suggestions on topics you are interested in with us—in the application fields mentioned previously and maybe other ones. IEEE CG&A has always been and remains open to suggestions from the academic and industrial community (e.g., suggestions for special issue topics). We always welcome your input, so please do contact us via our new LinkedIn channel (<https://www.linkedin.com/company/ieeecga/>). You can also follow us there and on our Facebook (<https://www.facebook.com/ieeecga>) and Twitter (@ieeecga) channels for regular updates.

Here is a glimpse of the future: interesting special issues will come up in 2023, for example on metaverse

technologies and on fighting pandemics with computer graphics, plus a very special special issue looking back at computer graphics history; new people will join the Board of Editors contributing their perspectives and ideas; and new departments are currently being discussed, which will expand the existing ones—I think 2023 is going to be an exciting year for IEEE CG&A.

Let me introduce some of the people new to the team and those moving to new roles starting with Chi-Wing (Philip) Fu.



Philip is a professor in the Department of Computer Science and Engineering at the Chinese University of Hong Kong (CUHK) and is currently serving as the Associate Dean (Student Affairs) of the Faculty of Engineering. Philip obtained his Ph.D. from Indiana University, Bloomington. His research interests

include computer graphics, 3-D computer vision, user interaction, and visualization. He has published over 100 articles on these topics in major conferences and journals, including SIGGRAPH, SIGGRAPH Asia, IEEE Visualization, CHI, UIST, *ACM Transactions on Graphics*, *IEEE Transactions on Visualization and Computer Graphics*, CVPR, ICCV, etc. He served as the program co-chair of SIGGRAPH ASIA 2016 technical brief and poster, AE of *Computer Graphics Forum*, and a program committee member of SIGGRAPH, IEEE Visualization, etc.

Philip served as AE of IEEE CG&A and was awarded with the best AE award of CG&A. He will act as AEIC for the regular paper queue as the successor of Richard Zhang. Thank you, Richard, for all that you have done for IEEE CG&A and for supporting Philip in taking over! Welcome Philip, we are happy that you have accepted our invitation!

As new department coeditors, we welcome the following:



Francesco Ferrise is an associate professor at the Department of Mechanical Engineering of Politecnico di Milano. He is the author of more than 100 scientific publications in international journals and international conferences. He is involved as a member of the

scientific committee of the main IEEE and ACM international conferences on virtual and augmented reality technologies and human-computer interaction and in conferences on design methods and tools. He has received seven awards for conference papers. He teaches haptics in the mechanical engineering master's degree program. His research interests include virtual and augmented reality, virtual prototyping, and haptics.

He will act as coeditor of the department Graphically Speaking together with Rahul Basole, thus following me in this position. Francesco, welcome! Handing over my position as department coeditor to you, I am sure the department is in good hands receiving new impulses from Rahul and you.



Michele Fiorentino has been a professor of Virtual Design and Simulation at the Polytechnic University of Bari, Italy, since 2015. He was a visiting researcher at the Graphic Engineering Department of Novosibirsk State Technical University, Russian Federation,

in 2019; at Heinz Nixdorf Institut, Paderborn, Germany, in 2012; at ICG, Graz University of Technology, Austria, in 2007; and at Fraunhofer IGD, Darmstadt, Germany, in 2001. He received his Ph.D. in advanced manufacturing systems in 2003 and graduated with honors in Mechanical Engineering M.S. from Polytechnic University of Bari, Italy, in 1999. He is a member of the Governing Council of "Startup Lab," he was principal investigator of public and private funding, published over 100 articles, 1 patent, and served twice as general chair of the IEEE ISMAR conference. His research interests include mixed reality, human computer and machine interaction, ergonomics, biomedical, and industrial applications.

He will act as coeditor of the department Spatial Interfaces together with Mark Billinghurst and Kyle Johnsen. Welcome Michele!

As new AEs, we welcome the following:



Lili Wang is a professor in the School of Computer Science and Engineering, Beihang University, China.

She is the deputy director of the State Key Laboratory of Virtual Reality Technology and Systems. Lili received her Ph.D. and bachelor's degrees from Beihang University in 2004 and 1999. She was a visiting scholar of the Computer Graphics and Visualization Lab at Purdue University during 2010–2011. Her interests include virtual reality, augmented reality and real-time rendering,

realistic rendering, and global illumination in computer graphics. She has published more than 50 papers on these topics. She is serving or served as program committee chair of IEEE VR 2021–2023, IEEE ISMAR 2021–2022, and ACM VRST 2015, online experience chair of IEEE ISMAR 2020, and publication chair and award committee member of IEEE ISMAR 2019.



Alexander Lex is an Associate Professor of Computer Science at the Scientific Computing and Imaging Institute and the School of Computing at the University of Utah. He directs the Visualization Design Lab where he and his team develop visualization methods and systems to help solve today's scientific

problems. His research is on data visualization methods for domain experts. He designs, builds, and studies interactive visual data analysis solutions that aid researchers in data-driven fields, such as biology and medicine, in understanding and communicating complex data sets.

Welcome to both of you, Lili and Alexander, I am looking forward to working with you!

In the upcoming issues I will introduce additional AEs to you, our readers.

In the new role of video volunteers, we welcome:



Katharina Wünsche studied Computer Science at the University of Vienna and works as a web developer at the Austrian Academy of Sciences. During her studies, she focused on video recommendations for scholarly publication summaries. Her fields of interest include innovative

ways of science communication, semantic web, and visualization.



Timothée Schmude is a Ph.D. student in the area of Explainable Artificial Intelligence and Interpretability at the Faculty of Computer Science, University of Vienna. His research focuses on the consequences of the use of algorithmic decision systems, their social

acceptance, and the perception of algorithmic fairness.

Katharina and Timothée will help our authors to submit their supplemental video material and make sure that it will be found by the community. They are

also available to brainstorm ideas with authors on how to create corresponding videos. They do all that as student volunteers! Thank you, Torsten, for finding Katharina and Timothée—it is a great idea to support the video creation to make papers more approachable. Welcome, Katharina and Timothée!

Let me conclude this issue's editorial: I am very much looking forward to collaborating with the

whole team, and we warmly invite input from the community of readers (both researchers and practitioners) in order to further develop IEEE CG&A and to continuously provide an interesting magazine for you, our contributors and readers.

Sincerely,
André Stork



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