

EIC's Editorial

André Stork , *Fraunhofer Institute for Computer Graphics Research IGD, 64283, Darmstadt, Germany*

Dear readers, as many of you may know, *IEEE Computer Graphics and Applications* (IEEE CG&A) established liaison to some of the most important conferences in the field (e.g., IEEE VIS and IEEE ISMAR). This year, for the first time, selected IEEE CG&A papers—regular ones, special issue papers, and department articles—will be presented at EuroVis 2023, Leipzig, Germany, on the 12th of June.^a I am happy that authors of IEEE CG&A papers get the opportunity to present their work to the participants of the Eurographics and IEEE cosponsored EuroVis conference and I am looking forward to establishing this link on a regular basis.

NICO PIETRONI—NEW DEPARTMENT EDITOR GEOMETRY MODELING AND PROCESSING

As announced in my editorial in January this year, we are working toward creating additional departments that thematically complement the existing ones. In March, we introduced Animation and Rendering. This time it is my pleasure to announce the new department on Geometry Modeling and Processing. As editor of the Geometry Modeling and Processing department, we welcome Nico Pietroni.



Nico Pietroni is an associate professor with the University of Technology Sydney, Sydney, Australia. His research focuses on concepts and practical algorithms for the creation and manipulation of digital shape representation. He is especially interested in how geometry processing intersects with artistic

modeling and digital fabrication. His primary goal is to push the boundaries of current industrial production pipelines by exploiting the theoretical foundations in

geometry processing. This includes mesh parametrization, surface abstraction, and global optimization applied to the entertainment industry, digital fabrication, and architectural geometry.

Nico, formerly with CNR ISTI, Pisa, Italy, worked together with me in the EC cofunded project 3D-COFORM, a large initiative of the European Commission for making digital tools a practical utility in Cultural Heritage comprising archeologists, photographers, museum scholars, etc. Before I contacted Nico to talk to him about becoming a Department Editor, we had not seen each other since 3D-COFORM. Nonetheless, I have seen his publications at top-ranked conferences in the field of geometry processing and modeling. Welcome Nico, I am glad to have you!

ALEJANDRA MAGANA—NEW DEPARTMENT COEDITOR EDUCATION

Our Education department was looking for coeditors since Ginger Alford ended her term. When Beatriz, the remaining editor, and I noticed who the Eurographics 2023 Education Paper Co-Chairs were, we contacted both Alejandra Magana and Jiri Zara. They almost immediately accepted our invitation. We are happy to have such a strong team behind the Education department, now. Alejandra and Jiri, welcome, Beatriz and I are looking forward to working with you!



Alejandra J. Magana is the W.C. Furnas Professor in Enterprise Excellence with the Department of Computer and Information Technology and a professor with the School of Engineering Education, Purdue University. She received the B.E. degree in information systems and the M.S. degree in technology, both from Tec de

Monterrey, and the M.S. degree in educational technology and the Ph.D. degree in engineering education, both from Purdue University. Her research program investigates how model-based cognition in science, technology, engineering, and mathematics (STEM) can be better supported by means of expert tools and disciplinary practices such as data science computation, modeling, and

^a[Online]. Available: <https://conferences.eg.org/eurovis2023/>

simulation. In 2015, she received the National Science Foundation's Faculty Early Career Development (CAREER) Award for investigating modeling and simulation practices in undergraduate engineering education. In 2016, she was conferred the status of Purdue Faculty Scholar for being on an accelerated path toward academic distinction. In 2022, she was inducted into the Purdue University Teaching Academy, recognizing her excellence in teaching.

JIRI ZARA—NEW DEPARTMENT COEDITOR EDUCATION

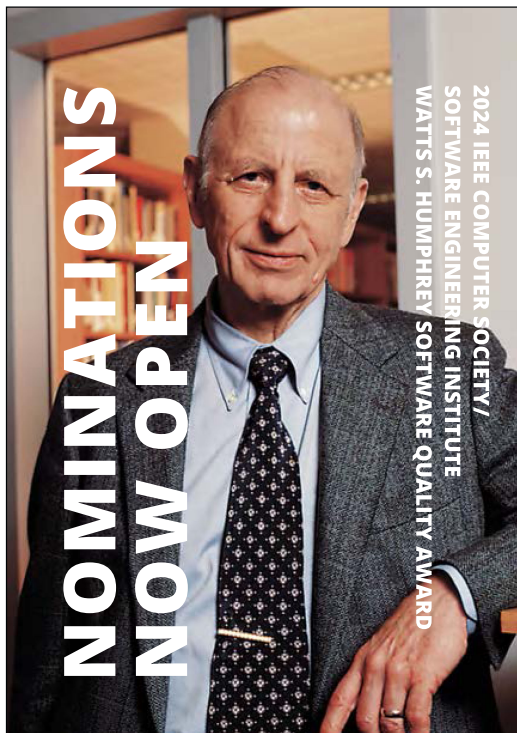


Jiri Zara is a head of the Department of Computer Graphics and Interaction, Czech Technical University, Prague, since 2008. He is a full professor since 2007. His edu-

cation experience comprises: lecturer of two basic courses—Algorithms for Computer Graphics & Virtual Reality; supervisor of study programs/specializations “Web and multimedia” (Bc study), “Computer Graphics” (M.Sc. study); and supervisor of 40 bachelor, 50 master, and 7 Ph.D. students. He authored three books (in Czech): <https://dcgi.fel.cvut.cz/home/zara/other.html#book>. He has coordinated several research projects supported by national grant agencies and acted as a reviewer for *Visual Computer* (Springer), *Computers & Graphics* (Elsevier), *Computer Graphics and Applications* (IEEE), *Computer Graphics Forum* (Wiley), and *Journal of Computing and Cultural Heritage* (ACM). He was a member of the International Program Committee of the following conferences: Eurographics, SIGGRAPH, Cyberworlds, and International Symposium on Visual Computing.

Sincerely,
André Stork

Carnegie Mellon University Software Engineering Institute



Since 1994, the SEI and the Institute of Electrical and Electronics Engineers (IEEE) Computer Society have cosponsored the Watts S. Humphrey Software Quality Award, which recognizes outstanding achievements in improving an organization's ability to create and evolve high-quality software-dependent systems.

Humphrey Award nominees must have demonstrated an exceptional degree of **significant**, **measured**, **sustained**, and **shared** productivity improvement.

TO NOMINATE YOURSELF OR A COLLEAGUE, GO TO
computer.org/volunteering/awards/humphrey-software-quality

Nominations due by September 1, 2023.

FOR MORE INFORMATION

resources.sei.cmu.edu/news-events/events/watts