

EIC's Editorial

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Dear readers, this issue is a very “special” Special Issue for *IEEE Computer Graphics and Applications* (IEEE CG&A)—no, not just for IEEE CG&A, but for the whole computer graphics community: in August this year, ACM is celebrating its 50th SIGGRAPH Conference and we are celebrating with them. To do so, our Visual Computing: Origins department editors, Mary Whitton, Chris Johnson, and David Kasik, have collected and curated 200 anecdotes from Computer Graphics pioneers on SIGGRAPH’s history. I am sure many of them will be new to you and put a smile on your face—as they did for me.

Mary, Chris, and David started this endeavor in 2022 by reaching out to people in their network, which they built over decades as they belong to the pioneers themselves. They received stories from 120 contributors, ordered them chronologically, and grouped those that talk about similar events and persons to provide the best reading experience. I cannot thank Mary, Chris, and David enough for their inspiring article. In addition, I would like to thank all people at IEEE who took care of editing and copyright issues, as well as ACM for their cooperation as to copyright. Thank you all!

I highly recommend reading this article to everyone; please share it with your own network, your students, colleagues, etc. I am so lucky that I came to the Editor-in-Chief (EIC) position when all this had been planned already and I “inherited” all that without actually contributing a lot but heartily supporting the idea.

The article is not only exceptional by content but also by length. You will be experiencing the five decades of history of SIGGRAPH from very personal statements on 70 pages. We put this article out for free download to allow as many people as possible to enjoy it. Finally, we would like to encourage you to contribute your SIGGRAPH stories to our IEEE CG&A LinkedIn channel <https://www.linkedin.com/company/ieeecga/> and share your own interesting, entertaining, funny experiences and encounters at SIGGRAPH with the community—thanks for contributing in advance!

Personally, I came to SIGGRAPH pretty late myself. My first visit was in 2004 as post-doc—I was blown away, what an experience! I absorbed as many

courses as possible—what a great and efficient way to get to know the state of the art in fields outside your core interests. To me the exhibition appeared to be huge (as I learned from the anecdotes, it was even bigger in the years before)—the number of participants, papers, and parallel sessions overwhelming! It had a big impact; I try to return as often as possible.

I certainly have my own SIGGRAPH anecdotes. However, when reading the stories Mary, Chris, and David collected, they first and foremost triggered some memories of my own encounters with some of the pioneers named therein.

For instance, I first met Bert Herzog, then EIC of IEEE CG&A, in the late 1990s at CRCG in Providence, RI. Later on, he visited us in Darmstadt. While I gave the rehearsal of my Ph.D. talk, Bert entered the lecture hall and listened to me—I was pretty nervous and clung to the lectern. After the talk, Bert came to me telling me to relax and enjoy my talk, I had no reason to be nervous. The Ph.D. viva went much more light-heartedly after his encouraging words.

Reading the stories also triggered two encounters of mine with Andy van Dam—one seeing him dancing at José Encarnação’s 60th birthday party, and several years later, him and me sitting alone in a rather big meeting room chatting, since José had asked me to look after him during Andy’s visit at IGD while José had some other short important meetings.

Henry Fuchs, not surprisingly, is also mentioned several times in the stories, as are Bert and Andy. Henry Fuchs was visiting IGD—we still were at our former facilities and I was in the audience when José Encarnação introduced Henry, who was sitting in the audience not far from me, to walk up after José’s introduction. That was in the mid 1990s and I was a student. Henry Fuchs, while José introduced him, was still dragging together some pictures of his newest research results to be shown in his presentation starting in a matter of seconds. I was baffled; had not we as students been told to have our presentations ready well in advance? I still admire Henry for his abilities.

After becoming department editor for IEEE CG&A, we often had our editorial board meetings at the IEEE properties in Los Alamitos the weekend before SIGGRAPH tying IEEE CG&A a bit closer to SIGGRAPH. I was so excited to meet Jim Foley, *the* Jim Foley whose book guided me through my studies. Such a nice person, so kind and generous! I met Jim a couple more times at board meetings and IGD receptions at SIGGRAPH; it always was a pleasure.

GEOMETRY MODELING AND PROCESSING

The Geometry Modeling and Processing department features articles on creating and manipulating digital shape representations. The department welcomes submissions on algorithms, techniques, and applications in all geometry processing and 3-D modeling areas. Arguments include fundamental problems like re-meshing, parametrization, shape reconstruction, surface simplification or generic geometric optimization. We are also interested in applicative domains like mesh generation, shape deformation, computational design, or architectural design. We aim to provide a venue for researchers and practitioners from the industry to boost ideas and advancements in the field, demonstrate interesting applications, review existing technology, or trace the path to novel ideas.

Acceptance Criteria

The following criteria will be applied:

- › **Relevance:** Submissions should be directly related to geometry processing and 3-D modeling or one application area that make substantial use of those technologies.
- › **Originality:** Manuscripts should present some degree of originality introducing new algorithms or new applications or reviewing algorithms and methods from a different perspective.
- › **Clarity:** Manuscripts should be well-written, organized, and structured, with clear overview of the state of the art and the contribution, possibly in the introduction.
- › **Significance:** Submissions should have some impact in geometry processing and 3-D modeling.

Contact

Submit articles formatted using the IEEE Computer Society templates to Geometry Modeling and Processing department editor Nico Pietroni (nico.pietroni@uts.edu.au).



Pictures taken from ACM SIGGRAPH 1995 Steve Coons Award Ceremony video footage (left: José Encarnação; right: Steve Jobs).

The stories very much underpin the special atmosphere at SIGGRAPH, and from what I have read, the atmosphere was even more special in the earlier days, more family-like than when I experienced it for the first time. But that spirit also came across in the board meetings mentioned above, no matter how senior or junior the participants.

P.S.: In the last issue, I introduced Nico Pietroni as the editor for our new Department on Geometry Modeling and Processing. Please see the sidebar for a description of the ambition and acceptance criteria for your submissions to this department.

I would like to conclude my “contributions” to the stories in this editorial with a note related to José Encarnação’s anecdote. As you may know from my Graphically Speaking department article, José is my doctor father. He influenced and shaped a large part of my career. After I read his story from SIGGRAPH ’95 about Steve Jobs congratulating him for the Steve Coons Award on the way back from the stage, I dug into our archives and tried to find pictures of the event. But no, no one actually captured this moment as José stated. I just found video footage that shows both subsequently speaking from the same podium. However, these stills visually augment José’s story, so sharing them nicely enriched his anecdote.

Sincerely,
André Stork