

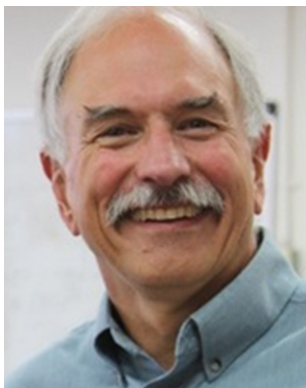
EIC's Editorial

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Dear readers, this is the last *IEEE Computer Graphics and Applications* (IEEE CG&A) issue of 2023. It marks the end of my first year as EIC. Unbelievable how time flies, but, wow, what a year for me, and hopefully for you as well!

The hand-over period from Torsten Möller, the previous EIC, started in the middle of October 2022. It was intense and I knew there would be much more for me to learn. Even after one year, I still discover new possibilities (e.g., additional services from IEEE), which is exciting. By exploiting these opportunities in the future, I hope we can further grow and make IEEE CG&A an even more interesting magazine for you—you as readers, contributors, or both.

2023 was also exciting, because I met a lot of great people, some of whom I had met before (e.g., Dave Kasik)—people who have given me motivation and inspiration for my career—and others whom I did not know before. For instance, meeting Mary Whitton and Ed Kramer at this year's SIGGRAPH in person, will stay with me as a treasured memory. It was only with Ed's help that we were able to spontaneously organize the



Dave Kasik, the only individual that participated in all 50 SIGGRAPHs.



Mary Whitton at SIGGRAPH 2023 in the Time Tunnel.



Ed Kramer—he helped me with organizing the distribution of autographed IEEE CG&A hard copies.

distribution of the rare autographed hard copies of the IEEE CG&A SIGGRAPH issue—thank you Ed!

Moreover, this year there have been plenty of discussions with leading scientists or practitioners in their field whether they are interested in becoming Department Editors (DEs) for a new topic or Associate Editors (AEs). Throughout the year, I have let you know about new AEs and new DEs.

Besides working on content and topics, we have also tried to make it easier to submit to IEEE CG&A by reworking the information and guidelines for

contributors, whether you want to submit a paper to our regular queue, to a call for papers for a special issue, or to a department. Currently, we have open calls for the following special issue topics:

- › Visual Computing for Autonomous Driving (submission deadline 1 December 2023).
- › Multisensory eXtended Reality (submission deadline 1 January 2024).
- › Quantum Visual Computing (submission deadline 22 February 2024).

And we just closed the call for

- › Art and Artificial Intelligence.

So, please stay tuned for these and more fascinating articles to appear in 2024. As you can see from the deadlines, submission is still possible for some special issue topics. Beside these topics, you can submit to departments (contact the respective DE) and our regular queue; the latter is open for all topics relevant to IEEE CG&A.

NEW ASSOCIATE EDITOR



Manfred Lau is an assistant professor with the School of Creative Media at the City University of Hong Kong. His research interests are in computer graphics, human-computer interaction, and digital fabrication. His recent research in the perception of 3-D shapes uses crowd-sourcing and learning

methods for studying human perceptual notions of 3-D shapes. He was previously an Assistant Professor with the School of Computing and Communications, Lancaster University, U.K., and a postdoctoral researcher at the Japan Science and Technology Agency—Igarashi Design Interface Project, Tokyo. He received his Ph.D. degree in computer science from Carnegie Mellon University, and the B.Sc. degree in computer science from Yale University.

We are happy to have you, Manfred, contributing to the expertise represented by our Editorial Board,

especially in perception. Looking forward to working with you!

IEEE CG&A AT ISMAR

Starting last year, we continue our liaison with IEEE ISMAR. I would like to thank the authors for taking the extra effort and our IEEE CG&A ISMAR liaison Chris Sander as well as the people from the ISMAR conference board that Chris collaborated with, especially Denis Kallofen and the other chairs. Many thanks to all of you!

CONCLUSION

To conclude this editorial, I would like to come back to where I started it. One of things I learned in the first year, is how much effort is involved and how much time it needs from production deadline, the point in time where all contributions to a new issue must be available, until its publication. You will read these lines probably sometime in November or December, whereas they have been written in September. Thus, to me it feels a bit strange to already think about the holiday season, but since the next issue will appear in January 2024, of course it is exactly right to do so now.

Thus, I would like to thank everyone who supported me in my first year as EIC. There are so many people, mentioning all of them by name would be beyond the usual length of an editorial. Without all of you, it would have been impossible. Thank you!

There is one name I do want to mention here, because I have the impression that many times he is a bit “under the radar”: Gary Singh. Gary, your About the Cover articles are always terrific. Thank you so much! You find themes and—as importantly—peers that fit the special issue topic excellently and you do all that so smoothly. I am glad that we have you and I am sure I am not the only one!

Finally, I wish everyone who reads these lines a wonderful holiday season with your loved ones and all the best for 2024! I hope you are going to start the year 2024 well and healthy and enjoy reading IEEE CG&A as you always did.

Sincerely,
André Stork

PS: Ah, I almost forgot: this issue is not only the last for 2023, it is also a special issue on Visualization in the Wild (see the dedicated editorial by our Guest Editors on page 46) and it is the Award issue of this year (see the dedicated column written by our Associate Editor-in-Chief, Philip Fu, and myself on page 141).