

Message from the Editor-in-Chief

Ming C. Lin
University of North Carolina at Chapel Hill
EIC *IEEE TVCG*



It is a great pleasure to introduce the April 2014 special issue of the *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. This issue contains 18 regular papers, selected from a total of 74 submissions presented at the *IEEE Virtual Reality (VR) Conference* in Minneapolis, Minnesota, USA from March 29th to April 2nd, 2014. These papers underwent a rigorous two-round review process and were recommended for acceptance to be published in this issue by the program committee of the *IEEE VR 2014*.

The goal of this continuing partnership between *TVCG* and *IEEE VR* is to introduce the best research results from the world's premier VR conference to *TVCG*'s readership. It helps to improve the overall quality and visibility of conference publications through a rigorous journal-style review. This objective clearly has been achieved reading through this special issue. Similarly the authors of some *TVCG* regular papers were invited to give an oral presentation of their recent work at the *IEEE VR*. This arrangement provides a unique opportunity for the VR audience to keep abreast of high-quality virtual and augmented reality, human computer interfaces, and related research featured in *TVCG*, while encouraging more *TVCG* authors to attend *IEEE VR*. Ultimately, this closely coupled relationship between *TVCG* and *IEEE VRWeek* should lead to a more timely exchange of new ideas, foster rapid dissemination of recent works via an integrated forum for both publications and presentations, and further expand and grow our community.

Many individuals have committed their time and effort to this *TVCG* issue and I would like to thank them for their excellent work. The guest editors of this journal issue, the *IEEE VR 2014* program co-chairs, Doug Bowman, Sabine Coquillart, Kiyoshi Kiyokawa, and J. Edward Swan III led the two-round review process with tight deadlines to deliver this issue. The program committee of *IEEE VR* conference also played a critical role by participating in a second round of reviews for papers that were

accepted with minor revision. I would also like to recognize the outstanding efforts that went into the timely production of this issue by the staff at the *IEEE Computer Society*, namely, Alicia Stickley, Erin Espriu, Hilda Carman, Joyce Arnold, and Kathleen Henry. I would also like to acknowledge the support from behind the scenes by the *IEEE VR Conference Steering Committee*, the *IEEE VGTC Executive Committee*, and the *IEEE Computer Society Publications Board*. Most of all, I would like to express my heartfelt gratitude to the 2014 VR General Co-chairs, Victoria Interrante and Dan Keefe, for their support throughout.

If you are a new reader of *TVCG* exposed to this journal as a conference participant, let me encourage you to also have a look at the regular issues of *TVCG*, which are now published monthly with significantly more articles than in previous years. With a new *OnlinePlus* subscription model starting this year, *TVCG* subscribers will receive online access plus a printed book of article abstracts and a quarterly, searchable interactive disk that gives readers the flexibility of accessing content anywhere. More information about this exciting transition to *OnlinePlus* can be found at <http://www.computer.org/portal/web/publications/onlineplus>.

TVCG is one of the top journals presenting important research results and state-of-the-art seminal papers related to computer graphics and visualization techniques, systems, software, hardware, and user interface issues. *TVCG* is the venue to find extended versions of the best papers of many leading conferences, symposia, and workshops in the field. *TVCG* is already well known for its fast reviewing cycles and for the early availability of preprints in the *IEEE Computer Society Digital Library* and in *IEEE Xplore*. I encourage you to browse through www.computer.org/tvcg. I ask you to consider submitting your best work to *TVCG* and become a personal subscriber.