Editor's Note

THE IEEE Computer Society's policy limits the terms of the members of the Editorial Board. This policy allows new people and expertise to come in and benefits the growth and vitality of the journal. The success of the journal relies on the quality of the submissions and of the reviews, and on the work of the associate editors. Their dedication and support are essential to its continuing growth.

I am happy to introduce Bobby Bodenheimer, Mario Botsch, Karol Myszkowski, Manuel M. Oliveira, Valerio Pascucci, Anthony Steed, and Jarke J. van Wijk, who have recently joined *TVCG* as associate editors. Below are the biographical sketches listing their accomplishments and areas of expertise. The *TVCG*'s Editorial Board is pleased to welcome these outstanding individuals to their new role.

It is my pleasure to announce that we have a new associate editor-in-chief, Shi-Min Hu, who has been serving on *TVCG* Editorial Board in the last couple of years. I am looking forward to his support in further improving the quality of *TVCG* and in promoting the work published in the journal.

Leila De Floriani
Editor-in-Chief

Shi-Min Hu received the PhD degree from Zhejiang University in 1996. He is a professor in the Department of Computer Science and Technology, Tsinghua University in Beijing, China. His research interests include geometry processing, image and video processing, rendering, computer animation, and computer-aided geometric design. He was an associate editor-in-chief of the *Visual Computer (Springer)* during 2011-2015, and is an associate editor of the *IEEE Transactions on Visualization and Computer Graphics*, and of *Computer & Graphics*. He serves on the editorial board of *Computer-Aided Design*. He has published more than 100 papers in journals and peer-reviewed conferences, including 26 ACM TOG papers and 19 IEEE TVCG papers. He is a member of the IEEE and ACM.

Bobby Bodenheimer received the MS degree from the University of Tennessee and the PhD degree from the California Institute of Technology in 1987 and 1995, respectively, both in electrical engineering. He is an associate professor in the Department of Electrical Engineering and Computer Science, Vanderbilt University. He conducts research in virtual reality and in computer animation. His current research interests concern how people learn and act on their perceptions in virtual environments, and in using this information to build virtual environments that leverage perceptual affordances. He serves as an associate editor for the *ACM Transactions on Applied Perception*, and as a member of the steering committee for the ACM Symposium on Applied Perception. In 2003, he received the US National Science Foundation (NSF) CAREER award. Since 2008, he has been directed the Learning in Virtual Environments Laboratory at Vanderbilt. He is a senior member of the IEEE.

Mario Botsch received the master's degree in mathematics and computer science from the University of Erlangen-Nürnberg in 1999. After working one year at the Max-Planck Institute for Computer Science in Saarbrücken, he joined the Computer Graphics Group at RWTH Aachen, from where he received the PhD degree in 2005. From 2005 to 2008, he was a senior researcher and a lecturer at the Computer Graphics Laboratory, ETH Zurich. He has been a full professor in the Computer Science Department, Bielefeld University since May 2008, where he is the head of the Computer Graphics & Geometry Processing Group. In 2007, he received the Eurographics Young Researcher Award for his contributions to the field of geometric modeling and digital geometry processing. He has been on the editorial board of *Computer Graphics Forum* (since 2013), *Computers & Graphics* (since 2010), and *Graphical Models* (since 2015). He regularly serves on the program committees of the major conferences in computer graphics, such as ACM SIGGRAPH, ACM SIGGRAPH Asia, Eurographics, and the Eurographics Symposium on Geometry Processing. He was program a co-chair for the Eurographics Symposium on Point-Based Graphics (2007), for the Eurographics Symposium on Geometry Processing (2011), and for Geometric Modeling and Processing (2015).

Karol Myszkowski received the PhD and habilitation degrees in computer science in 1991 and 2001, respectively, from Warsaw University of Technology, Poland. He is a tenured senior researcher at MPI Informatik, Saarbruecken, Germany. From 1993 to 2000, he has been an associate professor in the Department of Computer Software, University of Aizu, Japan. From 1986 to 1992, he was with Integra, Inc., a Japanese company specialized in developing rendering and global illumination software. In 2011, he received with a lifetime professor title by the President of Poland. His research interests include global illumination and rendering, visual perception in graphics, high dynamic range imaging, and stereo 3D. He published and lectured on these topics widely. He also co-chaired the Eurographics Rendering Symposium in 2001, the ACM Symposium on Applied Perception in Graphics and Visualization in 2008, the Spring Conference on Computer Graphics 2008, and Graphicon 2012. Currently, he serves as an associate editor in the *ACM Transactions on Applied Perception*, and on the Editorial Board of *Journal of Virtual Reality and Broadcasting,* and *Machine Graphics & Vision*. In the past, he was an associate editor in *Computer Graphics Forum* (2010-2013).

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Manuel M. Oliveira received the PhD degree from the University of North Carolina at Chapel Hill, in 2000. He is an associate professor of computer science at the Federal University of Rio Grande do Sul (UFRGS), Brazil. Before joining UFRGS in 2002, he was an assistant professor of computer science at the State University of New York at Stony Brook (2000 to 2002). In 2009-2010, he was a visiting associate professor at the MIT Media Lab. His research interests include computer graphics, image processing, human and machine vision. In these areas, he has contributed a variety of techniques including relief texture mapping, real-time filtering in high-dimensional spaces, efficient algorithms for Hough transform, new physiologically based models for color perception and pupil-light reflex, and novel interactive techniques for measuring visual acuity. He is currently an associate editor of the *IEEE Computer Graphics & Applications (CG&A) magazine* and of the *International Journal of Computer Games Technology (IJCGT)*. He has been a program co-chair of the ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games 2010 (I3D 2010), and a general co-chair of ACM I3D 2009. He is a member of the CIE (International Commission on Illumination) Technical Committee TC1-89 "Enhancement of Images for Color Defective Observers." He has also served as a program co-chair of the Latin American Symposium on Computer Graphics, Virtual Reality and Image Processing (CLEI 2014), WSCG 2013, and SIBGRAPI 2006. He received the ACM Recognition Service Award in 2009 and 2010.

Valerio Pascucci is the founding director in the Center for Extreme Data Management Analysis and Visualization (CEDMAV), University of Utah. He is also a faculty in the Scientific Computing and Imaging Institute, a professor in the School of Computing, University of Utah, a laboratory fellow of PNNL and currently a visiting faculty at King Abdullah University of Science and Technology (KAUST). Before joining the University of Utah, he was the Data Analysis Group leader in the Center for Applied Scientific Computing at Lawrence Livermore National Laboratory, and an adjunct professor of computer science at the University of California Davis. He is the coauthor of more than 200 peer-reviewed papers in journals, conference proceedings, and edited books. He has been an associate editor of the *IEEE Transactions on Visualization and Computer Graphics* and editor for five books and journal special issues. He organized six conferences and workshops in addition of being a member of the program committee for over 60 conferences. His research interests include big data management and analytics for scientific data, progressive multiresolution techniques in scientific visualization, discrete topology, geometric compression, computer graphics, and computational geometry.

Anthony Steed received the BA degree in mathematics & computation from the University of Oxford in 1992. He received the PhD degree in 1996 from Queen Mary College, University of London in the area of immersive virtual reality systems. From 1996, he has been at the University College London, first as a research fellow, then as a lecturer, senior lecturer, reader and, since 2009, as a professor. His research interests range from real-time computer graphics systems, through novel displays, to user-evaluation techniques. From 2001 to 2010, he was a business fellow, or Special Interest Group Leader, of the London Technology Network. In 2006-2007, he was on a secondment to Electronic Arts. He consults to several companies in the areas of computer graphics, new media and interaction design, and he is a cofounder of a current university start-up company. He is on the editorial boards of the *International Journal of Human-Computer Studies*, *Computers and Graphics* and *Frontiers in Robotics and AI (Virtual Environments*). He was one of the program chairs of IEEE Virtual Reality in 2007, 2008 and 2009. He is a fellow of the British Computer Society. He is a member of the IEEE, ACM and Eurographics, and of the IEEE Visualization & Graphics Technical Committee.

Jarke J. van Wijk received the MSc degree in industrial design engineering in 1982 and the PhD degree in computer science in 1986 from Delft University of technology. He is a professor of visualization at Eindhoven University of Technology. For 10 years, he was at the Netherlands Energy Research Foundation (ECN) before joining Eindhoven University of Technology in 1998. His main research interests include information visualization and visual analytics. He has (co-)authored more than 150 papers in visualization and computer graphics. He has been paper co-chair for IEEE Visualization (2003, 2004), IEEE InfoVis (2006, 2007), IEEE VAST 2009, IEEE PacificVis 2010, and EG/IEEE EuroVis 2011, a program committee member of these conferences more than 25 times, and a member of the IEEE InfoVis steering committee (2008-2014). He is an associate editor of the *Information Visualization Journal*. He received the IEEE Visualization Technical Achievement Award in 2007 and the Eurographics 2013 Outstanding Technical Contributions Award as well as best paper awards at IEEE InfoVis (2003, 2014), IEEE Visualization 2005, and IEEE PacificVis 2013.