

# Editor's Note

Leila De Floriani

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.

On behalf of the IEEE Computer Society and of TVCG's Editorial Board, I would like to express our appreciation and gratitude to the five Associate Editors who finished their term in the first six months of 2018: Tobias Hollerer, Miguel Ota-  
duy, Olga Sorkine-Hornung, Xin Tong, and Yizhou Yu.

It is my pleasure to introduce James P. Ahrens, Jerne Barbič, Tim Dwyer, Issei Fujishiro, Anatole Lecuyer, Seungyong Lee, Luis Gustavo Nonato, Bernhard Preim, Tobias Schreck, Oliver Staadt, J. Edward Swan II, Matthias Teschner, Julien Tierny, and Matthias Zwicker, 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.

Leila De Floriani  
*Editor-in-Chief*



**James P. Ahrens** received the MS and PhD degrees in computer science from the University of Washington. He is a senior research scientist with Los Alamos National Laboratory (LANL). He is the founder and design lead of ParaView, a widely adopted visualization and data analysis package for large-scale scientific simulation data. His research interests include the area of large-scale data analysis and visualization, focusing systems, algorithms, applications and evaluation. He is also a national leader of programmatic initiatives important to the United States Department of Energy. He is the data analysis and visualization lead for the US Exascale Computing Project. He has published more than 100 articles in peer-reviewed journals and conferences. He has served as papers chair for the IEEE Visualization conference and as the General Chair for the same conference in 2017.



**Jerne Barbič** received the PhD degree in computer science from Carnegie Mellon University, he did postdoctoral research from MIT CSAIL. He is an associate professor of computer science with the University of Southern California (USC), working in the field of computer graphics and animation. In 2014, he was named a Sloan research fellow. In 2011, MIT Technology Review named him one of the Top 35 Innovators under the age of 35 in the world (TR35). He is the author of Vega FEM, an free C/C++ software physics library for deformable object simulation. His research interests include computer graphics, animation, fast physics, visual effects for movies, medical simulation, FEM deformable objects, haptics, sound simulation, model reduction and control of nonlinear systems, intellectual property law and startup companies. He is an NSF CAREER Award winner, and holds a Viterbi Early Career chair position at USC. He served on the ACM SIGGRAPH Papers Committee in 2011, 2012, 2014, 2016 and 2018. He also served as program chair for Pacific Graphics 2017 and EuroVR 2017.



**Tim Dwyer** received the PhD degree in computer science from the University of Sydney, in 2000. He is an associate professor of computer science with Monash University, Australia. His research covers data visualization, human-computer interaction and optimization, with a particular interest in network visualization and immersive analytics. He has been with Microsoft from 2008 to 2012, creating software visualization tools for the Visual Studio IDE. Before working with Microsoft, he was a post-doctoral researcher at Monash from 2005 to 2008. He has served as papers co-chair for IEEE InfoVis in 2017 and 2018 and IEEE PacificVis in 2017. He was IEEE PacificVis Notes co-chair in 2015 and guest editor for IEEE TVCG 2015—special issue 22(7). He has been the general chair for the Diagrams Conference in 2014, and the editor of the associated Springer LNCS volume. He served on the Diagrams Steering Committee from 2015 to 2017. He has served on numerous International program committees, including InfoVis, PacificVis, EuroVis, Graph Drawing, Diagrams.

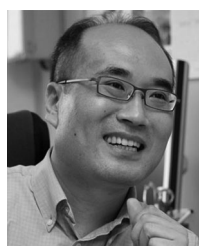
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**Issei Fujishiro** received the PhD degree in information sciences from the University of Tokyo, in 1988. He has been a research associate with the University of Tokyo, in 1985 and then a faculty member for the University of Tsukuba, Ochanomizu University, and Tohoku University, before joining Keio University in 2009, where he is currently head professor of the Center for Information and Computer Science, Graduate School of Science and Technology, Yokohama. He was elected as an honorable alumnus from Keio University, in 2015. He has been a visiting professor at the State University of New York, Stony Brook, USA, from 1994 to 1995. He has served on the editorial boards of several academic journals, including *IEEE Transactions on Visualization and Computer Graphics* (1999-2003), *Journal of Image and Graphics* (2001-2002), *Computers & Graphics* (2003-2013), and *Visual Informatics* (2016 to date). He guest-edited three special issues for *IEEE Computer Graphics and Application* and for *Computers & Graphics*. He has served on the Steering Committee of IEEE SciVis and IEEE PacificVis. He has been the program co-chair for Volume Graphics 2003/2005, IEEE PacificVis 2008, ACM VRCAI 2014, and IEEE SciVis 2018, and chaired many international conferences, including IEEE SMI 2006, Cyberworlds 2013, IEEE PacificVis 2014, ACM VRCAI 2015, TopolnVis 2017, CGI 2017, and PacificVAST 2018. He is the former president of the Institute of Image Electronics Engineers of Japan, the board director of the Japan Federation of Engineering Societies, and the member of Science Council of Japan.



**Anatole Lécuyer** is a senior researcher and the head of Hybrid research team, at INRIA, the French National Institute for Research in Computer Science and Control, in Rennes, France. His research interests include virtual reality (VR), haptic interaction, 3D user interfaces, and brain-computer interfaces (BCI). He regularly serves as expert for public bodies such as European Commission (EC), European Research Council (ERC), or French National Research Agency (ANR). He has been involved in numerous national or international research projects as Principal Investigator for INRIA, such as French ANR projects "OpenViBE1" and "OpenViBE2" on Brain-Computer Interfaces and virtual reality, or European project "HAPPINESS" on haptic interaction. He is currently an associate editor of *Frontiers in Virtual Environments and Presence*, and formerly of *ACM Transactions on Applied Perception* and *International Journal of Human-Computer Studies*. He served as program chair for the IEEE Virtual Reality Conference (IEEE VR) in 2015 and 2016, general chair for the IEEE Symposium on Mixed and Augmented Reality (IEEE ISMAR) in 2017, conference chair for the IEEE Symposium on 3D User Interfaces in 2012-2014 (IEEE 3DUI). He is a former secretary of the IEEE Technical Committee on Haptics (IEEE TCH). He was a recipient of the INRIA-French Academy of Sciences Young Researcher Prize in 2013.



**Seungyong Lee** received the PhD degree in computer science from the Korea Advanced Institute of Science and Technology (KAIST), in 1995. He is a professor of computer science and engineering with the Pohang University of Science and Technology (POSTECH), Korea. From 1995 to 1996, he worked with the City College of New York as a postdoctoral researcher. Since 1996, he has been a faculty member of POSTECH, where he leads the Computer Graphics Group. During his sabbatical years, he worked with MPI Informatik and with the Creative Technologies Lab at Adobe Systems. His technologies on image deblurring and photo upright adjustment have been transferred to Adobe Creative Cloud and Adobe Photoshop Lightroom. His current research interests include image and video processing, deep learning based computational photography, and 3D scene reconstruction. He served on Program/Paper Committees for many prestigious graphics conferences, including ACM SIGGRAPH, ACM SIGGRAPH Asia, Eurographics, Pacific Graphics, NPAR, SGP, SPM, and SMI. He was also a program chair of Pacific Graphics 2009 and a conference chair of Pacific Graphics 2014. He served as an associate editor for prestigious graphics journals, such as *IEEE CG&A*, *Computer Graphics Forum*, and *The Visual Computer*.



**Luis Gustavo Nonato** received the PhD degree in applied mathematics from the Pontificia Universidade Catolica do Rio de Janeiro, in 1998. His research interests include visualization, visual analytics, geometric computing, and data science. He is a full professor with the Institute of Mathematical and Computer Sciences, University of Sao Paulo, Brazil, and he is currently a visiting professor with the Center for Data Science of New York University. From 2008 to 2010 he was a visiting scholar with the Scientific Computing and Imaging Institute of the University of Utah. Besides having served in several program committees, including IEEE SciVis, IEEE InfoVis, and EuroVis, he was associate editor of the *Computer Graphics Forum* from 2011 to 2014. He is currently the co-editor of the SBMAC SpringerBriefs in *Applied Mathematics and Computational Sciences*. He was also the president of the Special Committee on Computer Graphics and Image Processing of the Brazilian Computer Society from October 2011 to September 2013. He has published more than 120 journal and conference papers, some of which awarded as "Best Paper" and "Honorable Mention" in important conferences such as IEEE InfoVis and PacificVis.



**Bernhard Preim** received the diploma in computer science, in 1994, the PhD degree in computer science from the Otto-von-Guericke University of Magdeburg, in 1998, and the Habilitation degree in computer science from the University of Bremen, June 2002. In 1999 he moved to Bremen where he joined the staff of MeVis. In close collaboration with radiologists and surgeons he directed the work on "computer-aided planning in liver surgery". Since March 2003 he is full professor of Visualization with the computer science department, the Otto-von-Guericke-University of Magdeburg, heading a research group on medical visualization and applications in surgical education and surgery planning. He founded the working group on Medical Visualization in the German Society for Computer Science. He is currently the president of the German Society for Computer- and Robot-Assisted Surgery. He was co-chair and co-organizer of the first and second Eurographics Workshop on Visual Computing in Biology and Medicine (VCBM) and is now a member of the steering committee of that workshop. He is the chair of the scientific advisory board of the International Competence Center on Computer-Assisted Surgery, member of advisory board of Fraunhofer Institute Heinrich-Hertz (since 2008), and member of the advisory board of the Institute for Surgical Training and Technology (since 2012).



**Tobias Schreck** received the PhD degree in computer science from the University of Konstanz, in 2006. He is a professor with the Institute for Computer Graphics and Knowledge Visualization, the Graz University of Technology, Austria. Between 2011 and 2015, he was an assistant professor with the Data Analysis and Visualization Group, the University of Konstanz, Germany. Between 2007 and 2011 he was a postdoc researcher and head of a Junior Research Group on Visual Search and Analysis with Technische Universität Darmstadt, Germany. He works in the area of visual analytics, with interests in techniques for time-oriented, high-dimensional and geospatial data, as well as visual-interactive cluster analysis, for applications to visual analysis of social media data, financial data, and team sport data. He has co-authored more than 140 peer-reviewed papers, published in the top journals and conferences in the field. He has been the principal investigator of several European projects, including the EU FP7 Projects PRESIOUS and CONSENSUS, and a project funded by the German Research Foundation, and by the state of Baden-Wuerttemberg, Germany. He has served as a paper co-chair for the IEEE Conference on Visual Analytics Science and Technology (2017), the EG Workshop on Graphics and Cultural Heritage (2017), and the International Conference on 3D Web Technology (2015). He has also served as a short paper co-chair for the EG/VGTC Conference on Visualization (2017). He was a guest editor for special issues of *Graphical Models* (2016), *Information Technology* (2015), and *Visual Computer* (2014, 2012, 2011).



**Oliver Staadt** received the MS degree in computer science from TU Darmstadt and the PhD degree in computer science from ETH Zurich. He is a full professor of computer science with the University of Rostock, Germany. Previously he was an assistant professor of computer science with the University of California, Davis, where he was also the director of the Virtual Reality laboratory. His research interests include computer graphics, virtual reality, telepresence, visualization, and multiresolution analysis. He serves as a member of international program committees of many graphics, virtual reality, and visualization conferences. He is an associate editor of the *Computers & Graphics* and *Computer Animation and Virtual Worlds*. He was co-chair of the program committees of the EG/IEEE Symposium on Point-Based Graphics (PBG), in 2008, and of the Forth International Symposium on 3D Data Processing, Visualization and Transmission (3DPVT), in 2008, and of the 5th Joint Virtual Reality Conference of Eurographics Virtual Environments and EuroVR (JVRC), in 2013. He was STAR co-chair of Eurographics 2015 in Zurich and program co-chair of ACM VRST 2017 in Gothenburg, Sweden. He is a Fellow of the Eurographics Association and a member of ACM, ACM SIGGRAPH, and of the IEEE Computer Society. Since 2013, he is the chair of the Expert Group on Virtual and Augmented Reality of the German Informatics Society.



**J. Edward Swan II** received the BS degree in computer science from Auburn University, in 1989, the MS and PhD degrees in computer science from Ohio State University, in 1992 and 1997, respectively, where he studied computer graphics and human-computer interaction. He is a professor and interim Department head of Computer Science and Engineering, and faculty at the Center for Advanced Vehicular Systems, at Mississippi State University. Before joining Mississippi State in 2004, he spent seven years as a scientist with the Naval Research Laboratory in Washington. His research and scholarship have encompassed augmented and virtual reality, perception, human-computer interaction, human factors, empirical methods, computer graphics, and visualization. He served as program co-chair for the IEEE International Symposium on Mixed and Augmented Reality (2014, 2015), and of the IEEE Virtual Reality conference (2016, 2017), and he is currently serving on the Steering Committee of both conferences.



**Matthias Teschner** received the PhD degree in electrical engineering from the University of Erlangen-Nuremberg, in 2000. He is a professor of computer science and head of the Computer Graphics group, at the University of Freiburg, Germany. From 2001 to 2004, he was a research associate with Stanford University, and at ETH Zurich. His research interests comprise physically-based simulation, computer animation, rendering and computational geometry. His research focuses on the development of cutting-edge technology for Lagrangian fluid simulations, which are applied in entertainment technology, automotive industry, computational medicine and robotics. He has been a co-founder of FIFTY2 Technology, a technology leader in Lagrangian fluid simulation with a focus on the automotive industry. He serves on program committees of major graphics conferences including Eurographics, Pacific Graphics, IEEE Visualization, and ACM Siggraph/Eurographics SCA. He serves or has served as an associate editor for *Computers & Graphics* (since 2009) and *Computer Graphics Forum* (2011-2014). He received the highly prestigious Guenter Enderle Award at Eurographics 2014 for his research on fluid simulation. He was conference co-chair of the ACM SIGGRAPH/Eurographics Symposium on Computer Animation in 2016.



**Julien Tierny** received the PhD degree in computer science from Lille 1 University, in 2008 and the Habilitation degree (HDR) from Sorbonne Universités UPMC, in 2016. He is currently a CNRS permanent research scientist, affiliated with Sorbonne Universities (LIP6, UPMC Paris 6, France) since September 2014 and with Telecom ParisTech from 2010 to 2014. Prior to his CNRS tenure, he held a Fulbright fellowship and was a post-doctoral research associate with the Scientific Computing and Imaging Institute, the University of Utah. His research expertise includes topological data analysis for scientific visualization. In 2009, he co-edited a book on the topic for Springer and he recently finished a monograph to be published by Springer in 2018. He received several awards for his research, including best paper awards (IEEE VIS 2017, IEEE VIS 2016, IEEE Sci-Vis Contest 2016, EGPGV 2013). He regularly serves as an international program committee member for the most important venues in visualization (IEEE VIS, EuroVis, TopoInVis, EGPGV). In 2018, he will serve as a paper chair for the IEEE Symposium on Large Data Analysis and Visualization. He is also the lead developer of the Topology Toolkit (TTK), an open source library for topological data analysis.



**Matthias Zwicker** received the PhD degree in computer science from ETH in Zurich, Switzerland, in 2003. He has joined the University of Maryland as the Reginald Allan Hahne Endowed E-Novate professor in computer science, in March 2017. From 2003 to 2006 he was a post-doctoral associate with the computer graphics group at the Massachusetts Institute of Technology, and he then held a position of assistant professor with the University of California in San Diego from 2006 to 2008. In 2008-2017, he was a professor of computer science with the University of Bern, Switzerland, and the head of the Computer Graphics Group. His research focus is on efficient high-quality rendering, signal processing techniques for computer graphics, data-driven modeling and animation, and point-based methods. He has served as a papers co-chair and conference chair of the IEEE/Eurographics Symposium on Point-Based Graphics, and as a papers co-chair for Eurographics 2010 and for the Eurographics Symposium on Rendering 2017. He has been a member of program committees for various conferences including ACM SIGGRAPH, ACM SIGGRAPH Asia, and Eurographics, and he has served as an associate editor for journals such as the *Computer Graphics Forum* and the *Visual Computer*.

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