## Message from the Editor-in-Chief and from the Associate Editor-in-Chief

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Welcome to the November 2018 issue of the IEEE Transactions on Visualization and Computer Graphics (TVCG). This issue contains selected papers accepted at the IEEE International Symposium on Mixed and Augmented Reality (ISMAR), held this year in Munich, Germany, from October 16 to October 20, 2018.

The papers presented in this special issue were selected as the top papers from 119 submissions in an extremely competitive two-stage review process overseen by the ISMAR 2018 Program Chairs. These papers address a wide range of topics in the mixed reality space. Trending topics this year encompass real-time environment capturing, display technology (in particular, spatial projection and eyeglass displays), visual guidance, and various aspects of human-computer interaction with augmented reality systems.

Many individuals have committed their time and effort to this *TVCG* issue. We would like to thank all of them for

their excellent work. Special thanks are due to the guest editors of this special issue, who are the ISMAR 2018 Program Chairs, David Chu, Joseph L. Gabbard, Jens Grubert, and Holger Regenbrecht. They tirelessly led the two-round review process with tight deadlines to deliver this issue. We would like to recognize the outstanding efforts that went into the timely production of this issue by the ISMAR 2018 Publication Chair, Veronica Teichrieb, and by IEEE and IEEE Computer Society staff, especially Erin Espriu, IEEE TVCG Journals Coordinator, Katelyn Seyffart, IEEE TVCG Editorial Assistant, and Patrick Kellenberger, the Conference Publishing Manager. We would also like to acknowledge the great support from the ISMAR 2018 General Chairs, Ulrich Eck and Otmar Hilliges, the ISMAR Steering Committee and everybody involved in the ISMAR organization.