Message from the Editor-in-Chief

Leila De Floriani

EIC IEEE *TVCG*
University of Maryland at College Park
Editor-in-Chief 2015-2018

Welcome to the January 2019 issue of the *IEEE Transactions on Visualization and Computer Graphics* (*TVCG*)! I am pleased to introduce this special issue containing 120 papers presented at IEEE VIS 2018, which includes the Conference on Visual Analytics Science and Technology (IEEE VAST 2018), the IEEE Information Visualization Conference (IEEE InfoVis 2018), and the IEEE Scientific Visualization Conference (IEEE SciVis 2018), held in Berlin, from the 21st to the 26th of October 2018. These papers, selected from 479 submissions, were recommended for acceptance by the Program Committees of these three conferences, after having undergone a rigorous and competitive two-round review process.

The cooperation between *TVCG* and IEEE VIS has been considerably growing over the years in terms of the number of publications in the *TVCG* IEEE VIS special issue, and of the size of attendance to IEEE VIS. This special hybrid publication model enables timely dissemination of many high-quality research results from the world's top visualization conferences to *TVCG* readership, while improving the overall visibility and quality of IEEE VIS publications through a rigorous journal-style review. The authors of *TVCG* regular papers have been invited to give an oral presentation of their recent work at IEEE VIS, thus providing a unique opportunity for the VIS audience to keep abreast of high-quality visualization research featured in regular issues of *TVCG*, and encouraging more *TVCG* authors to attend IEEE VIS. This year, a record number of 42 *TVCG* regular papers are presented at IEEE VIS, four of which are survey papers answering to *TVCG* VIS Surveys initiative. This closely coupled relationship between *TVCG* and VIS has been leading to a more timely exchange of new ideas, to a rapid dissemination of visualization research via an integrated forum for both publications and presentations, and to further expanding our visualization community.

Many individuals have committed their time and effort to this *TVCG* issue, and I 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 IEEE VIS Papers Co-Chairs: Remco Chang, Tim Dwyer, Steve Franconeri, Issei Fugishiro, Petra Isenberg, Huamin Qu, Tobias Schreck, Gunther Weber, and Daniel Weiskopf. They tirelessly led the two-round review process with tight deadlines to deliver this issue. The program committees of the three conferences also played a very significant role by also participating in a second round of reviews for papers that were accepted with minor revision. I would like to express my gratitude to the *TVCG* Associate Editors-in-Chief, Chuck Hansen, Jeffrey Heer, and Klaus Mueller, for their invaluable support in overseeing the review process. I would like to recognize the outstanding efforts that went into the timely production of this issue by the IEEE and IEEE Computer Society staff, especially Erin Espriu and Kimberly Sperka, as well as the IEEE VIS publication coordinator, Meghan Haley. Thanks are also due to Natalie Cicero and Alison Larkin for *TVCG* peer review support, and Jenessa Daly and Katelyn Seyffart for their editorial assistance. I would also like to acknowledge the support from behind the scenes by the IEEE VIS Conference Committee, the IEEE VGTC Executive Committee, and the IEEE Computer Society Publications Board. In particular, I would like to thank the IEEE VIS 2018 General Chair, Holger Theisel, and General Vice-Chairs, Hans-Christian Hege, Bernhard Preim, and Gerik Scheuermann, the IEEE VIS 2018 Program Chair, Gautam Chaudhary, the VIS Executive Committee Chair, Lisa Avila, and the VIS Executive and Steering Committees for coordinating and working on the integration of *TVCG* papers with the VIS program.

TVCG is one of the top journals presenting important research results and state-of-the-art seminal papers in scientific and information visualization, visual analytics, computer graphics and virtual and augmented reality. *TVCG* is also the venue to find extended versions of the best papers of many leading conferences, symposia, and workshops in the field. *TVCG* is 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, to continue submitting your best work to *TVCG*, to consider contributing as a reviewer, and to become a personal subscriber of *TVCG*.