

Editor's Note

Klaus Mueller^{ID}, Senior Member, IEEE

THE IEEE Computer Society's policy mandates term limits for all members of the Editorial Board. This policy allows new people and expertise to join the board which benefits both the growth and the 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 both the IEEE Computer Society and the TVCG Editorial Board I would like to express our appreciation and gratitude to the 17 Associate Editors who finished their term between January 2020 and July 2021.

Natalia Andrienko, Niklas Elmquist, Xianfeng David Gu, Ingrid Hotz, Peter Lindstrom, Ligang Liu, Ryan McMahan, Niloy Mitra, Stephen North, Scott Schaefer, Michela Spagnuolo, Oliver Staadt, John Stasko, Xavier Tricoche, Peter Wonka, Kun Zhou, and Matthias Zwicker.

It is now my sincere pleasure to introduce the 23 new Associate Editors who have joined the TVCG Editorial Board between January 2020 and July 2021.

Hank Childs, Markus Hadwiger, Stephen Kobourov, Miriah Meyer, Daniel Keefe, Maud Marchal, Daniel Aliaga, Amir Vaxman, Stefanie Zollmann, Evangelos Kalogerakis, Maks Ovsjanikov, Jeanine Stefanucci, Wolfgang Stuerzlinger, Melanie Tory, Wenping Wang, Tim Weyrich, Polo Chau, Christian Sandor, Stefania Serafin, Xiaoru Yuan, Ronald Metoyer, Alex Endert, Remco Chang, Hui Huang, Luciana Nedel, Eric Ragan, Tien-Tsin Wong, Zhigang Deng, and Theodore Kim.

Below are the biographical sketches listing the accomplishments and areas of expertise for each of the incoming associate editors. The TVCG Editorial Board is pleased to welcome these outstanding individuals to their new role.



Daniel Aliaga is currently an associate professor of computer science with Purdue University. His first computer graphics publication was in 1990 and since has resulted in cutting-edge new methodologies, which include more than 120 publications in top-venues covering multiple disciplines. His research interests include 3D computer graphics, which overlaps with computer vision and visualization, while also having strong multi-disciplinary collaborations outside of computer science. His research activities are divided into three groups, including pioneering work in the multidisciplinary area of inverse modeling and design, first-of-its-kind work in codifying information into images and surfaces, and a visual computing framework including high-quality 3D acquisition methods. His inverse modeling and design is particularly focused on digital city planning applications that provide innovative what-if design tools enabling urban stake holders from cities worldwide to automatically integrate, process, analyze, and visualize the complex interdependencies between the urban form, function, and the natural environment. He was a member of more than 70 program committees, including all the leading conferences in his areas of research, several on-going international multi-disciplinary collaborations, with world experts in computer science, photogram-

metry, urban planning, architecture, meteorology, atmospheric sciences, earth sciences, and traffic engineering, and invited national and international talks and presentations, which include about 50 talks and presentations in United States, Brazil, Colombia, Ecuador, France, Japan, South Korea, Peru, Qatar, Sweden, and Switzerland. His research was supported by fundings from multiple entities, including NSF, IARPA, Internet2, MTC, Google, Microsoft, and Adobe and technology transfer, including roles in several startups and multiple patents. His research is in close interaction with PhD candidates and undergraduate students.



Remco Chang received the BA degree in computer science and economics from Johns Hopkins University in 1997, the MSc degree from Brown University in 2000, and the PhD degree in computer science from UNC Charlotte in 2009. He is currently an associate professor with the Computer Science Department, Tufts University. He was with Boeing, developing real-time flight tracking and visualization software. He was a research scientist with UNC Charlotte. He has supervised a number of PhD students and postdocs who became professors of computer science with numerous institutions, including Smith College, DePaul, Washington University in Saint Louis, University of Maryland, University of San Francisco, Bucknell, WPI, San Francisco State, the University of Utrecht and Northeastern, and also in the industry and government research, including Google, Draper, MIT Lincoln Lab, Novartis, and Facebook. His research interests include visual analytics, information visualization, HCI, and databases. His research was funded by the NSF, DARPA, Navy, DOD, Walmart Foundation, DHS, MIT Lincoln Lab, and Draper. He is currently an associate editor for the *ACM Transactions on Interactive Intelligent Systems* and *IEEE Transactions on Visualization and Computer Graphics*. He was one of the program chairs of the IEEE VIS Conference in 2018 and

2019. He was also the recipient of the Best Paper and the Best Poster and honorable mention awards at InfoVis, VAST, CHI, VDA, and the NSF CAREER Award in 2015.



Polo Chau is currently an associate professor of computing with Georgia Tech. He codirects the MS Analytics Program, Georgia Tech. He is currently the director of Industry Relations, The Institute for Data Engineering and Science and the associate director of Corporate Relations, The Center for Machine Learning. His research led to open-sourced or deployed technologies by Intel, for ISTC-ARSA: ShapeShifter, SHIELD, ADAGIO, MLsploit, Google, Facebook, Symantec (Polonium, AESOP protect 120M people from malware), and Atlanta Fire Rescue Department. His security and fraud detection research made headlines. His research interests include machine learning and visualization to synthesize scalable interactive tools for making sense of massive datasets, interpreting complex AI models, and solving real world problems in cybersecurity, human-centered AI, graph visualization and mining, and social good. His PhD dissertation in machine learning was the recipient of the Computer Science Dissertation Award, Honorable Mention from Carnegie Mellon University. He was also the recipient of awards and Grants from the NSF, NIH, NASA, DARPA, Intel (Intel Outstanding Researcher), Symantec, Google, NVIDIA, IBM, Yahoo, Amazon, Microsoft, eBay, LexisNexis, the Raytheon Faculty Fellowship, Edenfield Faculty Fellowship, Outstanding Junior Faculty Award, The Lester Endowment Award, Symantec Fellowship (twice), Best Student Papers at SDM'14 and KDD'16 (runner-up), Best Demo at SIGMOD'17 (runner-up), Chinese CHI'18 Best Paper, the ACM TiS 2018 Best Paper, and Honorable Mention.



Zhigang Deng (Senior Member, IEEE) received the BS degree in mathematics from Xiamen University, China, the MS degree in computer science from Peking University, China, and the PhD degree in computer science from the Department of Computer Science, University of Southern California, in 2006. He is currently a full professor and the director of graduate studies with the Computer Science Department, University of Houston. He was a consultant with Founder Group, China, AT&T Research, Tencent, USA, and Qualcomm. His research work was incorporated into many de facto graphics/animation packages, including Maya and Houdini, and used by many game studios. His research interests include computer graphics/animation, human computer interaction, virtual human modeling and animation, and robotics. His research was funded by the NSF, NIH, NASA, DOD, Texas NHARP, QNRP, and various industry sources, including Google, Honda, Electronic Arts, and Nokia. He was the conference general co-chair of CASA 2014 and SCA 2015 and was an associate editor for the *Computer Graphics Forum*, *Computer Animation*, and *Virtual Worlds Journal*. He was the recipient of many awards, including the UH John and Rebecca Moores Professorship (2021), CASA Best Paper awards (2017), ACM ICM Ten Year Technical Impact Award (2014), UH Teaching Excellence Award (2013), ICRA Best Medical Robotics Paper Award Runner-up (2012), and Google Faculty Research Award (2010). He is a senior member of ACM.



Alex Endert is currently an associate professor with the School of Interactive Computing, Georgia Tech and the director of the Visual Analytics Lab, where he and his students explore novel user interaction techniques for visual analytics. He is currently an active contributor to venues for human-computer interaction and information visualization, including the IEEE VIS, *IEEE Transactions on Visualization and Computer Graphics*, and ACM CHI. His research interests include text analysis, intelligence analysis, cyber security, manufacturing, and biology. He is actively engaged with the organization or IEEE VIS, including the co-general chair of IEEE VIS 2019, VIS posters co-chair in 2019, and PC membership. His lab receives support from sponsors, including the NSF, DOD, DHS, DARPA, DOE, and the industry. In 2018, he was the recipient of the CAREER Award from the National Science Foundation, for his work on visual analytics by demonstration.



Hui Huang is currently a Tencent Founders Alumni distinguished professor and the founding director of the Visual Computing Research Center, Shenzhen University. Her research interests include computer graphics, 3D vision and visualization, with a focus on geometric modeling, shape analysis, point optimization, image processing, 3D or 4D acquisition and creation, and visual analysis. She is currently on the editorial board of the *ACM Transactions on Graphics and Computers & Graphics* and on the EG executive committee, EG SGP steering committee, and GRSI International Evaluation Committee. She was the SMI 2020 Conference chair, CAD&CG 2020 program chair, SGP 2019 program chair, GMP 2019 keynoter, the SIGGRAPH ASIA 2017 technical briefs and posters co-chair, the SIGGRAPH ASIA 2016 workshops chair, and the SIGGRAPH ASIA 2014 community liaison chair.



Evangelos Kalogerakis received the PhD degree from the University of Toronto in 2010. He is currently an associate professor of computer science with the University of Massachusetts Amherst. From 2010 to 2012, he was a postdoctoral researcher with Stanford University. In 2012, he joined the College of Information and Computer Sciences, University of Massachusetts Amherst. His research interests include the development of computer graphics and vision techniques, empowered by machine learning, to help people to easily create, process representations of the 3D visual world, algorithms that generate 3D models of objects, scenes, animations, and intelligently process 3D scans, geometric data, collections of shapes, images, and video. He was on program committees for the ACM SIGGRAPH, ACM SIGGRAPH ASIA, Eurographics, and Symposium on Geometry Processing. He is currently an associator editor for the *IEEE Transactions on Visualization Computer Graphics and Elsevier Computers and Graphics*. He also cochaired the Shape Modeling International (SMI) Conference in 2018. His research was supported by the NSF awards and donations from Adobe. He was the recipient of the NSERC Alexander Graham Fellowship and the International EPFL Dimitris N. Chorafas Award for his PhD work.



Theodore Kim received the BS degree in computer science from Cornell University in 2001 and the PhD degree in computer science from the University of North Carolina in 2006. He is currently an associate professor of computer science with Yale University, where he investigates biomechanical solids, fluid dynamics, and selected topics in geometry. He was a senior research scientist with Pixar Animation Studios. He has coauthored more than 45 peer reviewed technical publications. He was on more than 40 conference program committees and was the program chair of the Symposium on Computer Animation in 2013. He was the recipient of the NSF CAREER Award, multiple best paper awards, and a Scientific and Technical Academy Award (SciTech Oscar). His algorithms have appeared in more than 20 films and has screen credits for Cars 3, Coco, Incredibles 2, and Toy Story 4. His first (uncredited) work appeared on-screen on the Sorting Hat in Harry Potter and the Sorcerer's Stone.



Ronald Metoyer received the BS degree in computer science and engineering from the University of California, Los Angeles, in 1994 and the PhD degree in computer science from the Georgia Institute of Technology in 2002. He is currently an associate professor of computer science and engineering and the associate dean for Diversity and Faculty Development, College of Engineering, University of Notre Dame. He is an advocate for broadening participation in computing and has participated in numerous BPC activities throughout his career. He was a member of Graphics, Visualization, and Usability Center, Georgia Institute of Technology. He has authored or coauthored more than 60 papers. His research interests include human-computer interaction with a particular emphasis in the subfield of information visualization, multivariate data visualization, decision making, and narrative visualizations. He was the recipient of the 2002 NSF CAREER Award.



Luciana Nadel (Member, IEEE) received the PhD degree in computer science from the Swiss Federal Institute of Technology, Lausanne, Switzerland, in 1998. She is currently a full professor with the Institute of Informatics, Universidade Federal do Rio Grande do Sul, UFRGS, Brazil. Since 2002, she has been teaching and doing research in the areas of virtual reality, interactive visualization and human-computer interaction with Universidade Federal do Rio Grande do Sul. She was involved in projects with industry as well as in cooperation with different Universities abroad. In 2005, she spent two months in sabbatical visit with Université Paul Sabatier, Toulouse, France, and participated as invited professor at Université catholique de Louvain, Belgium, for another two months. For more than 15 years she has been in entrepreneurship, and since June 2017, she has been the director of the Business Incubator, Center for Entrepreneurship in Informatics (CEI), UFRGS. In CEI's direction, she is involved in supporting the generation of startups in the IT and social and environmental impact business areas. She attended the Entrepreneurial Leadership & Innovation Program at Babson College in Boston, USA, in 2109. She has authored or coauthored around 200 scientific articles and developed projects funded by government agencies, including CNPq and CAPES, and companies including HP, Microsoft, and Petrobras. Her main research interests include virtual reality, immersive visualization, and non-conventional interaction. She is a member of the Association for Computing Machinery (ACM) and the Brazilian Computer Society (SBC).



Maks Ovsjanikov is currently a professor with Ecole Polytechnique, France. He works on 3D shape analysis with emphasis on shape matching and correspondence. He was on the program committees of international conferences including the SIGGRAPH and SIGGRAPH Asia as a member of the editorial board of *Computer Graphics Forum*. He was also the co-chair of the Symposium on Geometry Processing in 2016. In 2017, he was the recipient of the ERG Starting Grant from the European Commission, a Bronze Medal from the French National Center for Scientific Research (CNRS) for research contributions in Computer Science in 2018, and a Eurographics Young Researcher Award in 2014 in recognition of his outstanding contributions to theoretical foundations of nonrigid shape matching.



Eric Ragan is currently an assistant professor with the Department of Computer and Information Science and Engineering, University of Florida. He leads the Interactive Data and Immersive Environments Lab, a research lab that engages in human-centered research of interactive visualizations. His research interests include the design and evaluation of software applications and techniques that support effective interaction and understanding of data, information, and 3D virtual environments, explainable AI, information visualization, visual analytics, virtual reality, and 3D interaction. He is an active contributor, a reviewer, and a program committee member for numerous IEEE and ACM conferences, including the IEEE Visualization and IEEE Virtual Reality and 3D User Interfaces.



Christian Sandor received the doctorate degree in computer science from the Technische Universität München, Germany, in 2005, under the supervision of professor Gudrun Klinker and professor Steven Feiner. He is currently an associate professor with the School of Creative Media, City University of Hong Kong, where he is co-directing the Extended Reality Lab with associate professor Alvaro Cassinelli. His research focuses on augmented reality, as he believes that it will have a profound impact on the future of mankind. He decided to explore the research world in the spirit of Alexander von Humboldt and has lived outside of Germany ever since. Together with his students, he was the recipient of multiple awards at the premier Augmented Reality conference, IEEE International Symposium on Mixed and Augmented Reality (IEEE ISMAR) Best Demo in 2011 and 2016, and the Best Poster Honorable Mention in 2012 and 2013.



Stefania Serafin received the PhD degree from Stanford University in 2014. She is currently a professor of Sound and Music Computing, Aalborg University, Copenhagen, where she leads the Multisensory Experience Lab and coordinates the Sound and Music Computing Master education. She is currently the president of the Sound and Music Computing Association and the principal investigator with the Nordic Sound and Music Computing Network supported by Nordforsk. She has authored or coauthored in her areas of research, which include sonic interaction design and sound for Virtual and Augmented Reality and multimodal interfaces.



Jeanine Stefanucci is currently an associate professor of psychology with the University of Utah. She has coauthored a book on visual perception and computer graphics. Her research interests include the relationship between the body and perceptual or cognitive systems by documenting that emotional, physiological, and physical states of the body have an influence on how we see, think about, and navigate our environments. A unique contribution of her work is that it considers how and when individual differences contribute to an understanding of space. Her work has focused on how individual differences in perceptions of risk and feelings of fear or arousal affect perceptions of, actions in, and memory for spatial layout. She has expertise in assessing spatial cognition and visual perception in both 2D and 3D displays that convey spatial information to users. She has conducted her research in real environments, including indoor and outdoor, screen-based virtual environments, immersive virtual environments (using head-mounted displays) and augmented reality. She also has expertise in studying navigation and exploration in both real and virtual environments. She tests a wide range of age groups to further examine how spatial cognition develops and changes over the lifespan. She has had continued funding since obtaining her first academic position 14 years ago.



Wolfgang Stuerzlinger is currently a leading expert in 3D user interfaces (3D UIs), human-computer interaction, virtual reality and augmented reality, and is regularly invited to give keynotes. He is currently with the School of Interactive Arts & Technology, Simon Fraser University. He has authored 190 fully refereed publications in a variety of venues, including high-impact conferences, which include ACM CHI, UIST, SIGGRAPH, IEEE VR, and VIS, and journals, including the *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*, *IEEE Transactions on Visualization and Computer Graphics*, *IEEE Transactions on Haptics*, and *Computers and Graphics*. He has also coauthored a book that defines immersive analytics, a field that merges the best aspects of immersive technologies and visual data analytics. Some of his research results have been successfully commercialized. His research interests include making 2D and 3D technologies easier to use and how we can compensate for both human and technical limitations through better UIs. He is a member of various academic steering committees, was a board member for the GRAND National Centre of Excellence, has been program chair of ten scientific events, and has supervised 50 graduate students to completion.



Melanie Tory received the BSc degree from the University of British Columbia and the PhD degree in computer science from Simon Fraser University. She is currently the director of Data Visualization Research, Roux Institute, Northeastern University. She was a manager of user research in visual analytics in Tableau Software. She was an associate professor of visualization with the University of Victoria. Her research interests include human interaction with visual analytic systems and natural language interaction, which contributed to the design of Tableau's Ask Data tool. She is an active member of the visualization research community. She is currently an associate editor for the *IEEE Computer Graphics and Applications* and *Computer Graphics Forum*. She was the Papers co-chair of the IEEE Information Visualization and ACM Interactive Surfaces and Spaces conferences.



Amir Vaxman received the BSc degree in computer engineering and the PhD degree in computer science from Technion-IT. He is currently a tenured assistant professor with the Department of Information and Computing Sciences, Utrecht University, The Netherlands. He was a postdoctoral fellow with Geometric Modeling and Industrial Geometry Group, TU Wien, Vienna. He has authored or coauthored papers in top-ranking venues, including SIGGRAPH and SGP. His research interests include geometry processing and discrete differential geometry, focusing on methods for architectural geometric design, analysis and design of directional fields, and 3D medical reconstruction. He was the general chair of The Symposium of Geometry Processing in 2020 and its program co-chair in 2018. In addition, he was on the SIGGRAPH International Program Committee in 2019 and 2020 and has been an associate editor for *The Visual Computer* since 2016. He was the recipient of best paper awards several times and the Lise-Meitner Fellowship from TU Wien.



Wenping Wang (Fellow, IEEE) received the PhD degree in computer science from the University of Alberta in 1992. He is currently a professor of computer science with the University of Hong Kong. He is also the head of the Department of Visualization, Texas A&M University. His research interests include computer graphics, computer visualization, computer vision, robotics, medical image processing, and geometric computing. He was an associate editor for several premium journals, including the *Computer Aided Geometric Design*, *Computer Graphics Forum*, *Computer & Graphics*, *IEEE Transactions on Computers*, and *IEEE Computer Graphics and Applications*. He was the chair of more than 20 international conferences, including the Pacific Graphics 2012, ACM Symposium on Physical and Solid Modeling (SPM) 2013, SIGGRAPH Asia 2013, and Geometry Submit 2019. He was the recipient of the John Gregory Memorial Award in 2017 for his contributions in geometric modeling.



Tim Weyrich received the PhD degree from ETH Zurich, Switzerland, in 2006. He is currently a professor of visual computing with the Virtual Environments and Computer Graphics Group, Department of Computer Science, University College London. He was a postdoctoral teaching fellow with Princeton Computer Graphics Group, Princeton University. His research interests include content creation, computational photography, appearance modelling and fabrication, point-based graphics, cultural heritage analysis, and digital humanities. He is currently the deputy director of UCL Centre for Digital Humanities, a member of the executive committee of Eurographics, a member of the steering boards of the Eurographics Workshop on Graphics and Cultural Heritage and of the UCL Centre for Digital Humanities, a steering committee EPSRC Doctoral Training Centre of Science and Engineering in Arts, Heritage and Archaeology. He was an associate editor for the *IEEE Transactions on Visualization and Computer Graphics* and was on the editorial board of *Computer Graphics Forum*. He is currently an associate editor for the *Elsevier Computer & Graphics*.



Tien-Tsin Wong received the BSc, MPhil, and PhD degrees in computer science from The Chinese University of Hong Kong, Hong Kong, in 1992, 1994, and 1998, respectively. He is currently a professor with the Department of Computer Science and Engineering, The Chinese University of Hong Kong. He proposed a series of innovative ideas in invertible generative model including invertible grayscale, binocular video mononization, and video snapshot. His main research interests include computer graphics, computational manga, machine learning for graphics, image-based rendering, GPU techniques, medical visualization, multimedia compression, computer vision, computational Manga, and several innovative methods to the field. He was the recipient of the *IEEE Transactions on Multimedia Prize Paper Award* 2005 and the Young Researcher Award 2004.



Xiaoru Yuan received the PhD degree in computer science from the University of Minnesota at Twin Cities in 2006. He is currently a tenured faculty member with the School of Electronics Engineering and Computer Science, Peking University, China. He is also the deputy vice director of the National Engineering Laboratory on Big Data Analysis and Applications, Peking University. He is currently the director of the visualization and visual analytics technical committee, China Society of Image and Graphics. His primary research interests include the field of visualization and visual analytics. His coauthored work on high dynamic range volume visualization was the recipient of the Best Application Paper Award at the IEEE Visualization 2005 conference. He was also the recipient of the Okawa Research Fund Award in 2018. He was on the program committees of IEEE VIS, EuroVis, and IEEE PacificVis. He was the organization co-chair of IEEE PacificVis 2009, the poster chair of IEEE VIS 2015/2016, and the paper chair of IEEE VIS 2017 and PacificVis 2015.



Stefanie Zollmann received the Graduation degree in media systems (computer science for media) from Bauhaus University Weimar, Germany, in 2007 and the PhD degree from the Graz University of Technology. She is currently a senior lecturer with the University of Otago, New Zealand and is co-leading the Visual Computing Otago Research Group. She was a software developer and a researcher with Animation Research Ltd, New Zealand, working on computer graphics and vision for sports broadcasting, a postdoctoral researcher with the Institute for Computer Graphics and Vision, Graz University of Technology working on augmented reality for civil engineering and the construction industry, and a research assistant and a doctoral with CGI and Daimler Research. Her main research interests include visualization techniques for augmented reality, content creation for extended reality (XR), localization and tracking for augmented reality, mobile augmented reality, and projector based augmented reality.

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