

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



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Welcome to the November 2022 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). The conference took place in Singapore from October 17-22, 2022 in hybrid mode.

The 35 papers included in this issue were selected as the top papers from 162 submissions in an extremely competitive two-stage review process overseen by the ISMAR 2022 Program Chairs. These papers present the latest research in a diverse set of areas relevant to mixed and augmented reality, such as graphics rendering and display, scene understanding, interaction, visual and haptic perception, authoring, applications, and others.

Many individuals have contributed their valuable time and effort to bring this *TVCG* issue into being, and we would like to thank them for their dedication and excellent work. Special thanks go to the guest editors of this special issue, the ISMAR 2022 Journal Paper S&T Program Chairs Guillaume Moreau, Joseph L. Gabbart, Lili Wang, and Daisuke Iwai. They tirelessly led the two-round review process with tight deadlines to deliver this issue. We would also like to recognize the outstanding efforts that went into the timely production of this issue by the ISMAR 2022 Publication Chairs Xinxing Xia, Mohammed Safayet Arefin and Weitao Song, and by the IEEE and IEEE Computer Society staff, especially Erin Pacino and Pilar Etuk, *TVCG* Journals Coordinators, Katelyn Seyffart, *TVCG* Editorial Assistant, and Patrick Kellenberger and Lisa O’Conner with the IEEE Computer Society Conference Publishing Services team. Last, but not least, we would also like to acknowledge the great support from the ISMAR 2022 General Chairs Frank Guan, Yiyu Cai, and Michele Fiorentino, the ISMAR Steering Committee, and everybody involved in the ISMAR organization and paper review process

TVCG welcomes submissions from all fields of visual computing, ranging from graphics and visualization all the way to augmented and virtual reality. Accepted papers can be orally presented at our partner conferences (see website¹). *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. *TVCG* offers a great opportunity for the presentation of high-profile research results and survey papers on important new topics.

¹ <https://www.computer.org/digital-library/journals/tvcg/tvcg-partners-with-conferences>