

# Message from the Paper Chairs and Guest Editors

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We are pleased to present the full paper proceedings of the IEEE Virtual Reality Conference 2013 (IEEE VR 2013), held March 16-20, 2013, in Orlando, Florida, USA.

The IEEE Virtual Reality 2013 full papers program, contained in this special issue, includes 21 papers that present research, applications, and systems in the field of virtual reality. They were selected from 97 full paper submissions by an international program committee of 64 members, supported by 225 external expert reviewers, leading to an acceptance rate for IEEE Virtual Reality 2013 of 21.6%. All papers appearing in this issue have undergone a two-round review process. In the first round review, at least four expert reviewers reviewed the work. The paper chairs selected the primary and secondary reviewers from the international program committee, and the primary reviewer then recruited at least two external experts. After completion of all reviews, the primary reviewer led an online discussion phase, which resulted in an initial recommendation for acceptance or rejection and a set of modifications that were deemed necessary. Based on this recommendation, the program committee, at the two-day online meeting, selected an initial set of papers for preliminary acceptance. The authors of these papers were given the opportunity to refine and resubmit their work. In the second round review, IPC members checked whether the changes made were sufficient to warrant final acceptance. Based on their input, paper chairs made the final decisions for papers appearing in the *TVCG* issue. The IEEE VR scientific program also includes 13 short papers published in a separate report.

Many individuals have contributed a great deal of time and energy to making the IEEE Virtual Reality 2013 conference and this special issue a success. We would like to thank the authors of all submitted papers, the members of the Program Committee, as well as all the other reviewers for their many hours of hard work. We also wish to acknowledge James Stewart for his outstanding and timely support with the PCS review system. As usual, the paper chairs are indebted to the IEEE Visualization and Graphics Technical Committee (VGTC) and the Publications Coordinator, Meghan Haley from Junction Publishing,

for coordinating schedules, collecting materials, and producing these conference proceedings. We warmly thank the Virtual Reality steering committee, especially its chair Doug Bowman for his valuable advice at every stage, and Ming C. Lin, Editor-in-Chief of *TVCG*, for her continuing active support.

We express our gratitude to the IEEE Virtual Reality General Chairs, Benjamin Lok and Greg Welch. The IEEE Virtual Reality 2013 conference also features panels, tutorials, workshops, posters, demos, exhibition, and the IEEE 3D User Interface (3DUI) Symposium. None of these would exist without the time and effort volunteered by our community members.