Message from the Editor-in-Chief

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EIC IEEE *TVCG*

I am greatly pleased to introduce the April 2013 issue of the IEEE *Transactions on Visualization and Computer Graphics* (*TVCG*). It contains 21 regular papers, selected from a total of 150 submissions, to be presented at the IEEE Virtual Reality (VR) Conference, USA, from March 16th to 23rd, 2013. These papers that were recommended for acceptance by the program committee of the IEEE VR 2013, after having undergone a rigorous two-round review process, are published in this issue.

This special issue is the culmination of the newly formed partnership between *TVCG* and IEEE VR. The goal of this cooperation is to introduce many high-quality research results from the world's premier VR conference to *TVCG*'s readership, while improving the overall quality and visibility of conference publications through a rigorous journal-style review. This special issue clearly demonstrates that this objective has been achieved. With a similar motivation, the authors of some *TVCG* regular papers were invited to give an oral presentation of their recent work at the IEEE VR. This arrangement provides a unique opportunity for the VR audience to keep abreast of high-quality virtual and augmented reality, human computer interfaces, and related research featured in *TVCG*, while encouraging more *TVCG* authors to attend IEEE VR. Ultimately, this closely coupled relationship between *TVCG* and IEEE VR should lead to a more timely exchange of new ideas, foster rapid dissemination of recent works via an integrated forum for both publications and presentations, and further expand and grow our community.

Many individuals have committed their time and effort to this *TVCG* issue and I would like to thank them for their excellent work. The guest editors of this journal issue, the IEEE VR 2013 program cochairs, Sabine Coquillart, Joseph LaViola, Zhigeng Pan, and Dieter Schmalstieg tirelessly led the two-round review process with tight deadlines to deliver this issue. The program committee of the IEEE VR conference also played a critical role by participating in a second round of reviews for papers that were accepted with minor revision. I would also like to recognize the outstanding efforts that went into the timely production of this issue by both the VR publication coordinator, Meghan Haley from Junction Publishing, and the staff at the IEEE Computer Society, namely, Alicia Stickley, Erin Espriu, Hilda Carman, Joyce Arnold, and Kathleen Henry. I would also like to acknowledge the support from behind the scenes by the IEEE VR Conference Steering Committee, the IEEE VGTC Executive Committee, and the IEEE Computer Society Publications Board. In particular, I would like to express my heartfelt gratitude to the 2013 VR General Cochairs, Benjamin Lok and Greg Welch, for their support throughout.

If you are a new reader of *TVCG* exposed to this journal as a conference participant, let me encourage you to also have a look at the regular issues of *TVCG*, which are now published monthly online with significantly more articles than in previous years. With an OnlinePlus subscription, *TVCG* subscribers will receive online access plus a quarterly printed book of article abstracts and a searchable interactive disk that gives readers the flexibility of accessing content anywhere. More information about OnlinePlus can be found at http://www.computer.org/portal/web/publications/onlineplus.

TVCG is one of the top journals presenting important research results and state-of-the-art seminal papers related to computer graphics and visualization techniques, systems, software, hardware, and user interface issues. *TVCG* is the venue to find extended versions of the best papers of many leading conferences, symposia, and workshops in the field. *TVCG* is already 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. I ask you to consider submitting your best work to *TVCG* and become a personal subscriber.