Editor's Note

Ming C. Lin

THE IEEE Computer Society's policy limits the terms of the members of its Editorial Board. This allows new people and expertise to come in and benefits the growth and vitality of the journal. The success of the journal relies on the quality of the submissions and reviews, and the work of the associate editors. The dedication of associate editors is essential to the continuing growth of the journal.

On behalf of the *IEEE TVCG*'s Editorial Board, it is my pleasure to introduce Gennady Andrienko and Steve Marschner, who have recently joined the *TVCG* Editorial Board as Associate Editors. Below are the biographical sketches listing their accomplishments and areas of expertise. The *TVCG* Editorial Board is pleased to welcome these outstanding researchers to their new role.

Ming C. Lin
Editor-in-Chief

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Gennady Andrienko received the master's degree in computer science from Kiev State University in 1986 and the PhD equivalent degree from Moscow State University in 1992. Currently, he is a lead scientist responsible for the visual analytics research at the Fraunhofer Institute for Intelligent Analysis and Information Systems (IAIS). He did research on knowledge-based systems at the Institute for Mathematics of Moldavian Academy of Sciences (Kishinev, Moldova), then at the Institute for Mathematical Problems of Biology of Russian Academy of Sciences (Pushchino, Russia). Since 1997, he has been working at GMD, now Fraunhofer IAIS. He coauthored the monograph *Exploratory Analysis of Spatial and Temporal Data* (Springer, 2006), more than 60 peer-reviewed journal papers, 20 book chapters, and 100 conference papers. Since 2007, Gennady Andrienko has been chairing the ICA Commission on GeoVisualization. He co-organized scientific events on visual analytics, geovisualization, and visual data mining. He also coedited 10 special issues of journals and seven proceedings volumes.

Steve Marschner received the ScB from Brown University in 1993 and the PhD degree from Cornell in 1998. He is an associate professor of computer science at Cornell University. His primary research area is in realistically simulating the optics and mechanics of materials for computer graphics. He held research positions at Hewlett-Packard Labs, Microsoft Research, and Stanford University before joining Cornell in 2002. He has received the Sloan Research Fellowship, the US National Science Foundation (NSF) CAREER Award, and for contributions in rendering translucent materials, he is corecipient with Henrik Wann Jensen and Pat Hanrahan of a 2003 Academy Award for technical achievement. He was the program cochair for the Eurographics Symposium on Rendering 2008 and has served on several international program committees in computer graphics.