Editor's Note

Ming C. Lin

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As the year 2012 is coming to the end, I am delighted to report some important news that took place this year. Harnessing the electronic revolution, the new OnlinePlus publication model started in 2011, continues to provide significant savings and reduce production/delivery costs, thereby allowing *IEEE Transactions on Visualization and Computer Graphics* (*TVCG*) to deliver more contents to readers at a lower subscription price. In addition to journal access through the IEEE Computer Society Digital Library (CSDL), quarterly color abstract booklets and interactive disks containing all materials have been shipped to all OnlinePlus subscribers. With this model and a continuous increase of accepted papers, *TVCG* has published more papers in 2012 than in any previous year.

The journal continues to be in an excellent state. For the first time, the entire proceedings of IEEE VR 2012 long papers became a special issue of *TVCG* (April 2012 issue). At the start of October 2012, *TVCG* had received more than 220 regular submissions, slightly fewer than last year at the same time, but more than years prior to 2011. This year, we also observed an excellent number of 95 and 437 submissions, respectively, to the IEEE VR Conference issue and the VisWeek Conference issue, which contains the Proceedings of the IEEE Visualization and Information Visualization 2011 Conferences, as well as the 10 best papers from the IEEE Conference on Visual Analytics Science and Technology (VAST). We are expecting a total of more than 800 submissions to *TVCG* by the end of 2012. A total of 145 articles were published in the first 10 regular issues with 1,912 pages, and the VR and VisWeek special issues containing 15 and 96 conference papers, respectively. All submissions in both special issues went through a rigorous two-round journal-quality review process.

Practically all the 2011 papers have also been decided. From the 326 regular submissions (including 28 extended versions of Best Papers from several top venues in graphics and visualization), 70 regular papers and all 28 special section papers were eventually accepted; 93 out of 366 conference submissions were published in the VisWeek special issue. The acceptance rate is about 23 percent for the regular papers and 25 percent for the papers submitted to the VisWeek conference issue. *TVCG* continues to offer authors a remarkably efficient processing of submitted manuscripts: The average time from submission to first decision is less than three months and the average time from submission to publication as a preprint in the CSDL is less than seven months. With its 2011 impact factor of 2.22, *TVCG* remains clearly as *the* top journal in visualization and computer graphics overall.

During 2012, the authors of *TVCG* regular papers were invited to give an oral presentation of their recent work at *TVCG*'s partner conferences. A total of 35 *TVCG* papers were presented at the IEEE Virtual Reality Conference, ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, ACM SIGGRAPH/Eurographics Symposium on Computer Animation, Pacific Graphics, and IEEE VisWeek 2012. Started in 2011, this new arrangement provides a unique opportunity for the audience of these conferences to keep abreast of high-quality research featured in *TVCG*, while encouraging more *TVCG* authors to attend these conferences. Both the *TVCG* authors and the conference attendees have been extremely positive about this new initiative and we plan to continue this conference-journal parternship in 2013. More detail can be found at http://www.computer.org/portal/web/tvcg/Conference-Partners.

Looking forward to 2013, I hope that the journal will continue these positive developments and attract even more readers, authors, and subscribers to *TVCG*. I encourage the visualization and computer graphics community to submit their best and latest research results to *TVCG* and take advantage of *TVCG*'s timely, high-standard reviewing process. I would like to thank all the authors, reviewers, associate editors, and the IEEE Computer Society staff, who have contributed to the success and excellence of *TVCG* during 2012. I would especially like to thank the subscribers of this journal for their continued interest and support in retaining your personal subscription with the new OnlinePlus publication model. Please share with me your ideas on how *TVCG* can better serve our subscribers and the community in an electronic publishing age.

Ming C. Lin
Editor-in-Chief