This is my last bow as editor-in-chief. It is time to turn it over to my successor, Chip Hatfield. In my five years at the helm I have watched CG&A grow from an idea to a leading publication. This impressive growth was sustained by risky and sometimes bold decisions made at crucial times by people of vision and dedication.

I believe the original idea for a new graphics publication came from Tse Feng, then president of the Computer Society. I’m sure the late Dick Merwin, vice president of publications, was also a key player. Both men believed strongly that a professional society serves its members best through publications.

At any rate, Bert Herzog and I were invited to attend a meeting of the Executive Committee to help resolve two issues: Could the computer graphics field sustain another publication? And if the answer were yes, who would champion the cause? After two days of debate, we concluded a new publication was needed and I would be recommended to the Governing Board as charter senior editor (the title at that time). Then Bert and I went about assembling the Editorial Board.

The next major issue surfaced at the Governing Board meeting a short time later. The board supported the new publication but did not like the proposed titles. This time Ed Parrish, society board member, came to the rescue. Ed and I held our own caucus, and we finally converged on Computer Graphics and Applications. We both felt computer graphics is driven by applications, at least from an engineering viewpoint, and we wanted to attract a broad professional readership.

One of the last crucial decisions came a few years later, when CG&A was a rapidly growing bimonthly. Both True Seaborn, Computer Society editor and publisher, and I felt the momentum was right to go monthly. The Editorial Board agreed. But we had difficulty lining up the necessary votes. The budget for the next year was bleak, and committee members felt conservative. Finally Oscar Garcia, as chairman, cast the tie-breaking vote in favor of going monthly. I am very grateful to Oscar for his courageous support.

I cannot find the proper words to express my thanks to the Editorial Board. I was indeed fortunate to work with the calibre of people who comprise this group. I still marvel at the number of simultaneous jobs Carl Machover can handle, effortlessly, and with consistent high quality. We could always count on Carl to come through in tight times. I feel that Jose Encarnacao and Frank Lillihagen are two of the best minds in computer graphics in Europe, which was clear from the special issue they guest edited. And Professor Kunii from the University of Tokyo was simply unbelievable in his ability to put together high-quality guest issues in a short time, again and again. Space does not allow me to single out every board member, but each has contributed significantly. My deepest thanks to all of you.

It is very difficult to choose any one best issue, but a top vote getter would be the solid modeling issue guest edited by Herb Voelcker and Ari Requicha.

I also want to thank the many reviewers who spent such thankless unacknowledged hours insuring the high quality of the papers in each issue.

I’m sure every author ever published in CG&A joins me in deep gratitude to CS Editor and Publisher True Seaborn and his staff. True’s patience is superseded only by his ability to create high-quality work on extremely tight deadlines. True is a professional of the first rank, and I consider it a rare privilege to have worked with him.

Closer to home, I owe immeasurable gratitude to Mary Johnson from my staff at RPI, for being the real force behind CG&A. She has a very strong sense of dedication, coupled with a rare ability to produce under extreme deadlines. I shudder to think what my tenure would have been like without her. Thanks, Mary.

So Chip, we’ve worked together through the years, and that won’t change. I’m really pleased you will succeed me. I have every confidence you will take CG&A on to new and ever higher plateaus.

Hello, Chip Hatfield.