Introducing the IEEE CG&A Editorial Board

The editorial board sets the vision and works to make IEEE Computer Graphics and Applications successful. Before introducing the board, let me describe what IEEE CG&A is all about, along with the philosophy that supports it.

IEEE CG&A is a technical magazine that publishes peer-reviewed papers, as well as department articles, which may be reviewed, invited, or even commissioned, depending on the department and the topic. While we maintain the same standards and review process as any technical journal for our papers, we speak not only to experts, but more broadly to practitioners, students, and colleagues in related fields. Blending departments with technical papers gives us a wider range of forums than conferences or transactions. And, while we seek research excellence, we are more receptive to offerings from the technical community that embody good practice, applications, interdisciplinary approaches, and blended perspectives than are conferences and journals that are designed primarily for experts.

Most journal editorial boards are primarily involved in the peer-review process. Submitted papers are distributed based on expertise to the board members, who then solicit three to five reviews from the technical community. In this role, the board members act as associate editors (AEs), managing and evaluating the reviews and ultimately making recommendations to the editor in chief (EIC) to accept or reject papers. The IEEE CG&A board, however, is structured a little differently. While we do have board members who act as AEs, many of our members are primarily department editors. Most of our department editors have been board members for many years, instead of the usual two- to four-year tenure.

Most issues of IEEE CG&A are based around a theme, with guest editors selected for their expertise in the topic. These editors are responsible for the solicitation, review, and selection of three to five peer reviewed papers on the theme. To this, we add one or two papers from our general queue, to both include more diversity of content and encourage general submissions by publishing them in a timely manner. The department content may be coordinated with the theme; however, we do not aim to do this uniformly. Again, diversity in content is valuable to a diverse readership.

IEEE CG&A is structured with an EIC and several associate EICs (AIECs) with specific roles and responsibilities. Before I became EIC, I was the AEIC responsible for selecting and managing the themes, a job I have retained for now. AEIC Holly Rushmeier, of Yale University, manages the general submission papers and their review, a role more like a traditional EIC. Mike Potel, of Wildcrest Associates, is our AEIC in charge of departments.

The IEEE CG&A departments, goals, and requirements are presented in detail on the magazine's Web site at http://www.computer.org/cga/departments. I will briefly summarize, introducing the department editors as I go.

Most issues of IEEE CG&A feature a tutorial or survey, often linked to the theme and written or solicited by the guest editors, then peer reviewed. This department has been run for many years by Frank Bliss, of EDS, who is retiring from the board at the end of this year. Anselmo Lastra, of the University of North Carolina at Chapel Hill, will take over for Frank.

The Applications department, edited by Mike Potel, covers the use of graphics to solve real-world problems. While most Applications articles are solicited by Mike and professionally written, we welcome suggestions and contributions from the technical community as well.

Visualization Viewpoints, edited by Theresa-Marie Rhyne, of North Carolina State University, covers technical opinions on and the use of visualization techniques. Contributions, which are reviewed before acceptance, are either invited by Theresa-Marie or submitted by the technical community.

Projects in VR, edited by Larry Rosenblum, of Naval Research Laboratory, and contributing editor Simon Julier, of University College London, covers both applications and theory relevant to virtual reality. Contributions are primarily solicited and selected by the editors, though unsolicited contributions are welcome also.

Graphically Speaking, edited by Miguel Encarnação, of Humana, Inc., is our newest department. It provides a forum for contributors to present their views, perspectives, and opinions on any aspect of interactive computer graphics. The topic must be technical, but we encourage visionary or controversial opinions. Contributions are both invited and submitted and are reviewed before acceptance.

Tools and Products, solicited and selected by Dave Kasik, of The Boeing Company, and contributing editor Carl Machover, of Machover Associates Corp., reviews and promotes tools useful to the computer graphics community. We encourage submissions, especially tools used by contributors to the magazine.

The IEEE CG&A cover art and its accompanying About the Cover column are solicited and selected by contributing editor Gary Singh and the IEEE CG&A publications staff.
Along with the AIECs and department chairs, our board includes John Dill (Simon Fraser University), Rae Earnshaw (University of Bradford), and Markus Gross (Swiss Federal Institute of Technology), all of whom have been with us for five years or more. Both John and Markus will retire at the end of this year, along with Frank Bliss. Thanks, folks, and we’ll miss you.

Dieter Fellner (TU Darmstadt and Fraunhofer IGD) joined us about two years ago, along with Dave Kasik and Anselmo Lastra. Bill Ribarsky (University of North Carolina at Charlotte), David Ebert (Purdue University), and Kwan-Liu Ma (University of California, Davis) all joined in the last year. Newly confirmed are Tony DeRose (Pixar Animation Studios), Carol O’Sullivan (Trinity College Dublin), and Baining Guo (Microsoft Research Asia). Welcome, new members, and thanks to everyone for helping to make IEEE CG&A a great magazine.

— Maureen C. Stone

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