From the Editor

A New Year

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I wish you all a happy and prosperous New Year, and I look forward to continuing to bring CG&A to all of you.

I’m writing this message in November 2011, with fresh memories of activities I took part in at VisWeek 2011. This year, VisWeek had more than 1,000 attendees—an all-time record. Congratulations to the organizers!

At VisWeek, I participated in the well-attended Meet the Editors panel, along with other editors in chief of major computer graphics publications. Each of us described our publications and compared ours with the others’ in terms of mission, scope, impact factor, refereeing procedure, number of papers published, acceptance rate, and publication timeline. This helped establish the context for the audience, who had plenty of interesting questions at the panel’s end.

During the panel, I also discussed our new best-paper award. We’re busy reviewing all the peer-reviewed articles published in CG&A in 2011. We plan to announce the 2011 winner in our July/August 2012 issue.

The peer-reviewed articles published in our 2012 issues will be eligible for the 2012 award. Even though many of these articles have already been scheduled for publication, you still have time to submit an article for some of the special issues to be published later in the year. For more information, see the editorial calendar and calls for papers at www.computer.org/portal/web/computingnow/writeforus. Of course, nontHEME articles are also eligible for this award. Accepted nontHEME articles will be considered for the award for the year in which they’re published.

I also encourage you to contribute to our departments:

- Applications, edited by Mike Potel (potel@wildcrest.com);
- Education, edited by Gitta Domik (domik@uni-paderborn.de) and Scott Owen (scott_owen@siggraph.org);
- Graphically Speaking, edited by Miguel Encarnação (ime@computer.org);
- Graphics Math and Code, edited by me (taubin@brown.edu);
- Tools and Products and Advanced Graphics Technology, both edited by David Kasik (dave.kasik@comcast.net);
- Tutorials, edited by Cindy Grimm (cmg@wustl.edu); and
- Visualization Viewpoints, edited by Theresa-Marie Rhyne (theresamarierhyne@gmail.com).

If you’re interested, contact the appropriate department editor and pitch your idea. If your idea is accepted, the department editor will work with you to publish your article. For more information about our departments, visit www.computer.org/portal/web/peerreviewmagazines/dgca.

Thank you for reading CG&A. I look forward to another great year in 2012.