From the Editor

The Queue Is Having an Issue

L. Miguel Encarnação

Made you look!

Don’t worry, there is no crisis with CG&A. In fact, we’ve collected so many high-quality feature articles that once again we are publishing a whole issue with different feature articles that are not thematically connected. This set of articles demonstrates through its diversity the breadth and depth of CG&A’s remarkable authorship.

Before I get into more details about our general queue process, however, I’d like to inform you about another change with the magazine, which further proves the magazine’s vitality and recognition in the community. After founding CG&A’s Education department and developing and nurturing it for six years, Gitta Domik and Scott Owen have handed over the baton to two new coeditors who promise to continue this popular department with enthusiasm, new ideas, and quality input from their respective networks.

At this time, I would like to extend my deep gratitude—personally and in the name of CG&A’s entire editorial board—to Gitta and Scott for launching this important department that bridges the worlds of computer graphics research, education, and instructional design. Their efforts have helped our community explore, document, share, and evaluate computer graphics experiments and best practices for use in the classroom as well as foster the next generation of computer graphics researchers and practitioners.

To successfully and seamlessly continue this legacy, we are extremely grateful that we were able to find two equally qualified and recognized representatives of computer graphics education to take their place as new coeditors. We welcome to the CG&A family Ginger Alford from Trinity Valley School and the Fort Worth Museum of Science and History and Beatriz Sousa Santos from the University of Aveiro, Portugal. Ginger and Beatriz

New Education Department Editors

Ginger Alford is the director of computer sciences at the Trinity Valley School and the strategic project director of technology at the Fort Worth Museum of Science and History. She has industry experience as a software engineer in augmented reality and image processing and consulting experience in medical information systems and digital halftoning.

Her research interests include 2D and 3D digital halftoning, stochastic sampling, and curriculum content for discrete math and computer science education programs. She is chair of the Siggraph Education Committee. Alford has a PhD in electrical and computer engineering from the University of Iowa. Contact her at gralford@acm.org.

Beatriz Sousa Santos is an associate professor in the Department of Electronics, Telecommunications, and Informatics at the University of Aveiro, Portugal. She is also the local coordinator of the interuniversity (Minho, Aveiro, Porto) PhD program in computer science, an expert member of the Computer Science/Engineering Committee of the Portuguese Agency for Assessment and Accreditation of Higher Education (A3ES), education chair of the Eurographics Association, and a member of the Siggraph Education Committee. Her research interests include data and information visualization, VR, and augmented reality. Sousa Santos has a PhD in electrical engineering (medical imaging) from the University of Aveiro. Contact her at bss@ua.pt.
are officially starting their coeditorship with the Education department in this issue of CG&A with an article by Matthias F. Stallman entitled “Algorithm Animation with Galant.”

In addition to our other fine department contributions, this issue contains five feature articles from the CG&A general queue, on topics ranging from natural user interfaces to interacting with undersea robots to a machine-learning-driven sky model. While these articles have been available to the research community as preprints since shortly after their acceptance, they are now being published in their final layout for the first time.

CG&A encourages submission of feature article manuscripts outside of the calls for papers for theme-based issues and regularly publishes general queue articles alongside specially curated themes. However, since speedy final publication of general queue feature articles depends on the size of the general queue, the aforementioned preprint approach accommodates both the authors’ needs to communicate their research results to the research community in a timely manner and the readers’ demand for high-quality content.

We hope you will enjoy this diverse issue of CG&A!

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