EIC Farewell and New EIC Introduction

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As we have just celebrated the 20th Anniversary of TVCG this year and my second term as Editor-in-Chief (EIC) of the IEEE Transactions on Visualization and Computer Graphics (TVCG) is ending, I am delighted to report that the journal has continued to sustain strong growth and expanded its rich contents over the past four years.

Thanks to the support of IEEE CS Publications, starting in 2011 we have succeeded in increasing the frequency of TVCG issues (from six to twelve) and it is now a monthly periodical; while at the same time the number of pages published each year within TVCG has grown to 2,800-3,000 pages per year during this period. Meanwhile, the online publication model, also started in 2011, has continued to provide significant savings and reduce production/delivery costs, at the same time allowing TVCG rapid delivery of more contents to readers at a low 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.

The journal continues to be in an excellent state. For the first time, the entire proceedings of IEEE VR long papers have become a special issue of TVCG since 2012 and the proceedings of IEEE VAST have also become part of the VIS special issues of IEEE TVCG since 2013; while a similar agreement has been made for IEEE ISMAR starting 2015. All submissions in special issues went through a rigorous two-round journal-quality review process. We are expecting a total of over 900 (a record high number) submissions for 2014 to TVCG by the end of 2014. TVCG continues to offer authors a remarkably efficient processing of submitted manuscripts: the average time from submission to first decision is about three months for regular issues and the average time from submission to publication as a preprint in the digital library is about seven months.

During 2011-2014, the authors of TVCG regular papers were invited to give an oral presentation of their recent work at TVCG’s partner conferences. About 145 TVCG papers were presented at the TVCG partner conferences. This new partnership continues to provide 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. This collaboration has been very well received by conference attendees and TVCG authors alike. Furthermore, some exemplary works of TVCG with more general appeal have started and will continue to be featured in popular IEEE magazines, like Computer, Computing Now, and IEEE Computer Graphics & Applications, as well as the brand new TVCG Multimedia Center (http://www.computer.org/portal/web/tvcg/multimedia). I invite the community to continue suggest new ways to promote the TVCG works via innovative means both within and outside of the visualization and graphics community.

Lastly I would like to thank all the authors, reviewers, associate editors (AEs), and IEEE Computer Society staff, who have contributed to the continuing success and excellence of TVCG since the founding of TVCG. During these past four years, thousands of reviewers have reviewed for TVCG and nearly 100 associate editors and guest editors have helped handling the review process of over 3,000 submissions. TVCG led the way among the IEEE CS transactions in starting the reviewer and AE recognition programs based on the reviewing statistics, the AE’s recommendation, and occasionally the author’s feedback. We hope that these programs help strengthening the peer review process and recognize the importance of these dedicated individuals’ essential services to the community as a whole.

I am especially indebted to my extraordinary associate EICs, George Drettakis, Chuck Hansen and Amitabh Varshney, as well as the great associate editors that I have had the fortune to work with during my terms. Their work is invaluable to the success of TVCG. The IEEE CS and IEEE Publications staff, especially Alicia Stickley, Erin Espriu, Hilda Carman, Joyce Arnold, Kathy Santa Maria, Kimberly Sperka, Alison Larkin, and Andy Morton from Allen Press as the TVCG Administrator, have been great colleagues and I am extremely thankful for their support and timely response during my terms.

It is an honor and privilege to have served in this capacity for the IEEE flagship publication and world’s leading journal in visualization and computer graphics over the last four years. Looking forward to the future, it is my great pleasure to introduce Dr. Leila De Floriani as the new EIC of TVCG. Dr. De Floriani was an associate editor of TVCG and a highly well-regarded researcher in the visualization and graphics community. An international search for a new EIC was conducted. The search committee received nominations for several very-well qualified candidates and eventually made their recommendations to the IEEE Computer Society Publications Board, with the official appointment being made by the President of the IEEE Computer Society. Dr. De Floriani is an excellent choice for the new EIC, given her diverse research interest.
I am delighted that she will continue the excellent traditions started by former EICs to continue steering TVCG with her visions. Under her guidance for the next four years, I expect the journal to continue to grow. I wish her all the best for this rewarding but at times demanding position in this very exciting and continuously evolving moment in digital publishing.

Ming C. Lin
Outgoing Editor-in-Chief

Leila De Floriani is a professor of computer science at the University of Genova, Genova, Italy, where she founded the Geometry and Computer Graphics group. She is also an adjunct professor at the University of Maryland at College Park. During her career, she has held positions at the Italian National Research Council, the University of Nebraska, Rensselaer Polytechnic Institute, and the University of Maryland. She has more than 280 publications in the fields of computer graphics, visualization, geometric modeling, shape and image analysis, and geographic data processing, which have appeared in international journals and conferences. The main focus of her research is in geometric modeling for computer graphics, scientific visualization, terrain modeling, and in topological data analysis. She is an associate editor of Graphical Models and of ACM Transactions on Spatial Algorithms and Systems, and a member of the editorial board of GeoInformatica. She has been an associate editor of the IEEE Transactions on Computer Graphics and Visualization, and a member of the editorial board of Computer-Aided Design and of the International Journal of Geographic Information Science. She has served on the program committee of all major international conferences in the areas of geometric and shape modeling, computer graphics, visualization, and geographic data processing, and has coordinated both national and international research projects in these areas. She is a member of the ACM, IEEE, and IEEE Computer Society, and is a fellow of the International Association for Pattern Recognition (IAPR).