

Editor's Note

Leila De Floriani

THE IEEE Computer Society's policy limits the terms of the members of its Editorial Board. This policy allows new people and expertise to come in and benefits the growth and vitality of the journal. The success of the journal and its growth rely on the work of the associate editors and on their dedication.

On behalf of the IEEE Computer Society, TVCG Editorial Board, and the former Editor-in-Chief, Ming Lin, I would like to express our appreciation and gratitude to the retiring associate editors for their remarkable service: Maneesh Agrawala, Hyeong-Seok Ko, and Steve Marschner.

At the same time, it is my pleasure to introduce Wolfgang Heidrich, Jehee Lee, Ayellet Tal, and Yizhou Yu, who have recently joined TVCG as associate editors. Below are the biographical sketches listing their accomplishments and areas of expertise. The TVCG Editorial Board is pleased to welcome these outstanding individuals to their new role.

Leila De Floriani
Editor-in-Chief



Wolfgang Heidrich received the PhD degree in computer science from the University of Erlangen in 1999, and then was a research associate in the Computer Graphics Group of the Max Planck Institute for Computer Science in Saarbrücken, Germany, before joining UBC in 2000. He is a professor of computer science and the director of the Visual Computing Center at King Abdullah University of Science and Technology. He is also a professor (on leave) at the University of British Columbia. His research interests lie at the intersection of computer graphics, computer vision, imaging, and optics. In particular, he has worked on computational photography and displays, high dynamic range imaging and display, image-based modeling, measuring, and rendering, geometry acquisition, GPU-based rendering, and global illumination. He has written well over 100 refereed publications on these subjects and has served on numerous program committees. His work on high-dynamic range displays served as the basis for the technology behind Brightside Technologies, which was acquired by Dolby in 2007. He has served on numerous program committees for top-tier conferences such as SIGGRAPH, SIGGRAPH Asia, Eurographics, Eurographics Symposium on Rendering, and he has been the program co-chair for Graphics Hardware 2002, Graphics Interface 2004, the Eurographics Symposium on Rendering 2006, and PROCAMS 2011. He served on the editorial board of *ACM Transactions on Graphics (TOG)*, *Computer Graphics Forum (CGF)*, and the *Journal on Graphics Tools (JGT)*. He received a 2014 Humboldt Research Award.



Jehee Lee received the BS, MS, and PhD degrees in computer science from the Korean Advanced Institute of Science and Technology in 1993, 1995, and 2000, respectively. He is a full professor of computer science and engineering at Seoul National University. His research interests are in the areas of computer graphics, animation, biomechanics, and robotics. He is interested in developing new ways of understanding, representing, planning, and simulating human and animal movements. This involves full-body motion analysis and synthesis, biped control and simulation, clinical gait analysis, motion capture, motion planning, data-driven and physically-based techniques, interactive avatar control, crowd simulation, and controller design. He co-chaired the ACM/EG Symposium on Computer Animation in 2012 and served on numerous program committees, including ACM SIGGRAPH, ACM SIGGRAPH Asia, ACM/EG Symposium on Computer Animation, Pacific Graphics, CGI, and CASA. He is leading the SNU Movement Research Laboratory.



Ayellet Tal received the BSc degree (Summa cum Laude) in mathematics and computer science from Tel-Aviv University, and the PhD degree in computer science from Princeton University. She is a professor in the Department of Electrical Engineering at the Technion and the founder of the Laboratory of Computer Graphics and Multimedia. She served as the program chair of the ACM Symposium on Virtual Reality, Software, and Technology (VRST 2006) and as the chair of Shape Modeling International (SMI 2011). She has also served in the program committees of all the leading conferences in Computer Graphics. She is an associate editor of Computers & Graphics and was on the editorial board of Computer Graphics Forum (CGF). She also edited several special issues of various journals. She received the Henry Taub Prize for Academic Excellence, the Google Research Award, as well as several grants from ISF, BSF, MOST, the sixth European R&D Program, and others.

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Yizhou Yu received the PhD degree from the University of California at Berkeley in 2000. He is currently a full professor in the Department of Computer Science at the University of Hong Kong and an adjunct professor at University of Illinois, Urbana-Champaign. He received the 2002 National Science Foundation CAREER Award, the 1998 Microsoft Fellowship, and the Best Paper Award at 2005 and 2011 ACM SIGGRAPH/EG Symposium on Computer Animation. He has served as an associate editor of *Computer Graphics Forum* and the *Visual Computer*, as a guest editor of *Computer Animation and Virtual Worlds*, and is on the editorial board of *International Journal of Software and Informatics*. He was a program chair of Pacific Graphics 2009, Computer Animation and Social Agents 2012, and a conference chair of 2013 ACM SIGGRAPH/EG Symposium on Computer Animation. He has also served on the program committee of many leading international conferences, including SIGGRAPH, SIGGRAPH Asia, Eurographics and ICCV. His current research interests include computer graphics, computer vision, digital geometry processing, video analytics, and biomedical data analysis.