Message from the Editor-in-Chief

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It is a great pleasure to introduce the April 2015 special issue of the IEEE *Transactions on Visualization and Computer Graphics* (*TVCG*). With mixed emotion, I am writing my last editorial for IEEE VR as I am ending my terms as the EIC of *TVCG*. This issue contains 13 regular papers, selected from a total of 94 submissions presented at the IEEE Virtual Reality (VR) Conference in Arles, France from March 23rd to 27th, 2015. These papers underwent a rigorous two-round review process and were recommended for acceptance to be published in this issue by the program committee of the IEEE VR 2015.

Started in 2012, the goal of this partnership between *TVCG* and IEEE VR is to introduce the best research results from the world's premier VR conference to *TVCG*'s readership. It helps to improve the overall quality and visibility of conference publications through a rigorous journal-style review. This objective clearly has been achieved reading through this special issue. Similarly the authors of some *TVCG* regular papers were invited to give an oral presentation of their recent work at the IEEE VR. This arrangement provides a unique opportunity for the VR audience to keep abreast of high-quality virtual and augmented reality, human computer interfaces, and related research featured in *TVCG*, while encouraging more *TVCG* authors to attend IEEE VR. Ultimately, this closely coupled relationship between *TVCG* and IEEE VR should lead to a more timely exchange of new ideas, foster rapid dissemination of recent works via an integrated forum for both publications and presentations, and further expand and grow our community.

Many individuals have committed their time and effort to this *TVCG* issue and I would like to thank them for their excellent work. The guest editors of this journal issue and the IEEE VR 2015 program cochairs, Tobias Höllerer, Victoria Interrante, Anatole Lécuyer, and J. Edward Swan II, led the two-round review process with tight deadlines to deliver this issue. The program committee of IEEE VR conference also played a critical role by participating in a second round of reviews for papers that were accepted with minor revision. I would also like to recognize the outstanding efforts that went into the timely production of this issue by the staff at the IEEE and IEEE Computer Society, namely, Erin Espriu and Meera Patel, as well as the IEEE VGTC Publication and Project Coordinator, Meghan Haley from Junction Publishing. I would also like to acknowledge the support from behind the scenes by the IEEE VR Conference Steering Committee, the IEEE VGTC Executive Committee, and the IEEE Computer Society Publications Board. Most of all, I would like to express my heartfelt gratitude to the 2015 VR General Cochairs, Sabine Coquillart, Bernd Fröhlich, Daniel Keefe, and Susumu Tachi for their support throughout.

If you are a new reader of *TVCG* exposed to this journal as a conference participant, let me encourage you to also have a look at the regular issues of *TVCG*, which are now published monthly with significantly more articles than in previous years. With a new OnlinePlus subscription model starting this year, *TVCG* subscribers will receive online access plus a printed book of article abstracts and a quarterly, searchable interactive disk that gives readers the flexibility of accessing content anywhere. More information about OnlinePlus can be found at http://www.computer.org/portal/web/publications/onlineplus.

TVCG is one of the leading journals presenting important research results and state-of-the-art seminal papers related to computer graphics and visualization techniques, systems, software, hardware, and user interface issues. *TVCG* is the venue to find extended versions of the best papers of many top conferences, symposia, and workshops in the field. *TVCG* is already well known for its fast reviewing cycles and for the early availability of preprints in the IEEE Computer Society Digital Library and in IEEE Xplore. It has been an honor and privilege to serve as the EIC for the IEEE flagship publication and the world's leading journal in computer graphics and visualization over the last four years. Looking forward to the future, I expect the partnership between IEEE VR and IEEE *TVCG* will continue to flourish under the guidance and leadership of the new EIC, Dr. Leila De Floriani.