Preface

Message from the Program Chairs and Guest Editors

In this special issue of IEEE *Transactions on Visualization and Computer Graphics* (*TVCG*), we are pleased to present the long papers from the IEEE Virtual Reality Conference 2015 (IEEE VR 2015), held March 23–27, 2015 in Arles, France.

There are 13 papers in this special issue, which were selected from 94 submissions, for an acceptance rate of 13.8%. These papers have undergone a two-round review process. In the first-round review, at least five experts reviewed each paper: The program chairs selected a primary and two secondary reviewers from the international program committee, and the primary reviewer then recruited at least two additional external experts. After completion of all reviews, the primary reviewer led an online discussion, which resulted in an initial recommendation. Then, the program committee, at a two-day online web-based meeting, came to a consensus of conditional acceptance, or rejection, as well as a set of modifications that were deemed necessary for a conditionally accepted paper to be accepted in the second review round. The set of long papers recommended for conditional acceptance was further approved by the *TVCG* board. For each paper, the program chairs assigned a shepherd from the program committee to oversee the refinement process, and the authors were given the opportunity to refine and resubmit their work in the second review round. The shepherd then checked whether the changes made were sufficient to warrant final acceptance. Based on this input, the program chairs made the final acceptance decisions.

In addition, we are pleased to announce that the 2015 VGTC Virtual Reality Career Award goes to Michitaka Hirose (University of Tokyo), and the 2015 VGTC Virtual Reality Technical Achievement Award goes to Brendan Iribe, Michael Antonov, and Palmer Luckey (Oculus).

Many individuals have contributed a great deal of time and energy towards the success of the IEEE Virtual Reality Conference 2015 and this special issue. We would like to thank the authors of all submitted papers, the 66 members of the program committee, as well as the 187 external reviewers for their many hours of hard work. We also wish to acknowledge James Stewart for his outstanding and timely support of the PCS review system.

The program chairs are indebted to the IEEE Visualization and Graphics Technical Committee (VGTC) publication team, especially the Publication and Project Coordinator, Meghan Haley from Junction Publishing, for collecting materials and producing the conference proceedings. We warmly thank the Virtual Reality Steering Committee for valuable advice at every stage, and Ming Lin, the outgoing Editor-in-Chief of *TVCG*, for her continuing active support, as well as Leila De Floriani, the new Editor-in-Chief of *TVCG*. We express our gratitude to the IEEE Virtual Reality Conference 2015 General Chairs, Sabine Coquillart, Bernd Fröhlich, Daniel Keefe, and Susumu Tachi. Finally, our IEEE Virtual Reality Conference 2015 would not exist without the enormous amount of time and effort volunteered by a large cast of our community members.

2015 VR Program Chairs

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