

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 relies on the quality of the submissions and of the reviews, and on the work of the associate editors. Their dedication and support are essential to its continuing growth. A major rotation within the Editorial Board of the *IEEE Transactions on Visualization and Computer Graphics* took place during the first few months of 2015, with eight associate editors stepping down and new ones joining.

On behalf of the IEEE Computer Society and of TVCG's Editorial Board, I would like to express our appreciation and gratitude to the outgoing associate editors: Paolo Cignoni, Jean-Daniel Fekete, Jan Kautz, John Keyser, Bruno Levy, Shigeo Takahashi and Daniel Weiskopf. Also on behalf of the former editor-in-chief, Ming Lin, I would like to thank George Drettakis for his remarkable service and continuous dedication to TVCG as an associate editor-in-chief for the past four years.

It is my pleasure to announce that Chuck Hansen and Amitabh Varshney accepted to continue serving as associate editors-in-chief for TVCG, and that we have a new associate editor-in-chief, Dieter Schmalstieg, who has previously served on the TVCG's Editorial Board for four years, being recognized for his distinguished performances as the *Best Associate Editor* of 2012. I am looking forward to their support in further improving the quality of TVCG and in promoting the work published in the journal. Moreover, I am happy to introduce Enrico Gobbetti, Tao Ju, Shixia Liu, Ariel Shamir, Olga Sorkine-Hornung, Holger Theisel, and Michael Wimmer, who have recently joined TVCG as associate editors. Below are the biographical sketches listing their accomplishments and areas of expertise. The TVCG's Editorial Board is pleased to welcome these outstanding individuals to their new role.

Leila De Floriani
Editor-in-Chief



Dieter Schmalstieg received the Dipl-Ing, DrTechn, and Habilitation degrees in 1993, 1997, and 2001, respectively, from Vienna University of Technology. He is a full professor and the head in the Institute for Computer Graphics and Vision at Graz University of Technology (TUG), Austria. His current research interests include augmented reality, virtual reality, real-time graphics, 3D user interfaces, and visualization. He is an author and a coauthor of more than 200 peer-reviewed scientific publications. He has been an associate editor of the *IEEE Transactions on Visualization and Computer Graphics*, a member of the editorial advisory board of *Computers & Graphics* and of *Springer Virtual Reality*, a member of the steering committee of the IEEE International Symposium on Mixed and Augmented Reality, chair of the Eurographics working group on Virtual Environments (1999-2010), an advisor of the K-Plus Competence Center for Virtual Reality and Visualization in Vienna and a member of the Austrian Academy of Science. In 2002, he received the START Career Award presented by the Austrian Science Fund. In 2012, he received the IEEE Virtual Reality technical achievement award for seminal contributions to the field of augmented reality. Since 2008, he has also been the director in the Christian Doppler Laboratory for Handheld Augmented Reality.



Enrico Gobbetti received the Engineering and PhD degrees in 1989 and 1993, respectively, in computer science from the Swiss Federal Institute of Technology in Lausanne (EPFL). He holds Full Professor Habilitations in computer science and information processing from the Italian Ministry of University and Research. He is director of Visual Computing at the CRS4 research center. Prior to joining CRS4, he held research and teaching positions in the Swiss Federal Institute of Technology (EPFL), the University of Maryland (UMBC), and NASA CESDIS. His research mainly focuses on enabling technology for acquisition, storage, processing, distribution, and interactive exploration of complex objects. Many of the methods and tools developed by his group have been used in as diverse real-world applications as internet geoviewing, scientific data analysis, surgical training, and cultural heritage study and valorization. He has served as an associate editor of *Computer Graphics Forum* (2008-2011), *The Visual Computer* (2010-now), and *Frontiers in Virtual Environments* (2014-now). He is a key member of *IEEE Technical Committees on Multimedia Communication* (2010-now) and *Human Perception and Multimedia Computing* (2012-now). He also served as a program chair of ACM Web3D 2013, as well as a general co-chair of *Eurographics 2012* and *EuroVis 2015*.



Tao Ju received the MS and PhD degrees in computer science from Rice University in 2005. He is an associate professor in the Department of Computer Science and Engineering, Washington University in St. Louis. He conducts research in computer graphics and biomedical applications, and is particularly interested in geometric modeling and processing. He served as an associated editor for *Computer Graphics Forum* (2011-2014), *Computer-Aided Design* (since 2012), and *Graphical Models* (since 2010).



Shixia Liu received the BS and MS degrees in computational mathematics from Harbin Institute of Technology, and the PhD degree in computer science from Tsinghua University. She is an associate professor at Tsinghua University. Her research interests include visual text analytics, visual social analytics, visual behavior analytics, tree visualization, and graph visualization. Before joining Tsinghua University, she was a lead researcher at Microsoft Research Asia and a research staff member at IBM China Research Lab. She is on the editorial board of *Information Visualization*. She was the guest editor of ACM Transactions on Intelligent Systems and Technology and of Tsinghua Science and Technology. She was the program co-chair of PacificVis 2015 and of the International Symposium on Visual Information Communication and Interaction (VINCI) 2012. She was on the steering committee of VINCI 2013. She is on the organizing committee of IEEE VIS 2014 and 2015. She was a member of the program committee of InfoVis 2014 and 2015, VAST 2014 and 2015, ACM SIGKDD on Knowledge Discovery and Data Mining (2013-2015), ACM Multimedia 2009, 2008 SIAM Conference on Data Mining, ACM Conference on Intelligence User Interfaces 2009 and 2011, PacificVis (2008-2011), Pacific-Asia Conference on Knowledge Discovery and Data Mining 2013, International Conference on Computer Vision Theory and Applications (2011-12) and VINCI 2011.



Ariel Shamir received the PhD degree in computer science in 2000 from the Hebrew University in Jerusalem. He is a professor at the School of Computer Science at the Interdisciplinary Center in Israel, where he is currently the vice-dean. He spent two years in the Center for Computational Visualization, University of Texas in Austin. He was a visiting scientist at Mitsubishi Electric Research Labs in Cambridge MA (2006), Disney Research Boston, and MIT (2013). He has numerous publications in journals and international refereed conferences, and a broad commercial experience working with, and consulting numerous companies including Mitsubishi Electric, Disney, PrimeSense (now Apple) and more. He was an associate editor for *Computers & Graphics* journal (2010-2014), and is currently an associate editor for *Computer Graphics Forum*. He was named one of the highly cited researchers on the Thomson Reuters list 2013. He specializes in geometric modeling, computer graphics, image processing and machine learning. He is a member of the ACM SIGGRAPH, IEEE Computer, and Eurographics societies.



Olga Sorkine-Hornung received the BSc degree in mathematics and computer science and the PhD degree in computer science from Tel Aviv University in 2000 and 2006, respectively. She is an associate professor of computer science at ETH Zurich, where she leads the Interactive Geometry Lab. Prior to joining ETH, she was an assistant professor at the Courant Institute of Mathematical Sciences, New York University (2008-2011). Following her studies, she received the Alexander von Humboldt Foundation Fellowship and spent two years as a postdoc at the Technical University of Berlin. She is interested in theoretical foundations and practical algorithms for digital content creation tasks, such as shape representation and editing, geometric modeling techniques, computer animation, and digital image manipulation. She also works on fundamental problems in digital geometry processing, including reconstruction, filtering, parameterization, and compression of geometric data. She has coauthored and published papers and presented tutorials at the top computer graphics venues, such as ACM SIGGRAPH, *ACM Transactions on Graphics*, *IEEE Transactions on Visualization and Computer Graphics*, *Computer Graphics Forum*, Eurographics, Symposium on Geometry Processing and Shape Modeling International. She served as the

program co-chair of EG Symposium on Geometry Processing 2010, ECCV Media Retargeting Workshop 2010, Shape Modeling International 2011, 3DIMPVT 2012, Eurographics 2013 short papers and Eurographics 2015 full papers. She regularly serves on numerous conference program committees (SIGGRAPH, Eurographics, Symposium on Geometry Processing, etc.) and on the editorial boards of *IEEE Computer Graphics and Applications*, *Computer Graphics Forum*, *Computers & Graphics*, *The Visual Computer* and *Graphical Models*. She received the Eurographics Young Researcher Award (2008), the ACM SIGGRAPH Significant New Researcher Award (2011), the ERC Starting Grant (2012), the ETH Latsis Prize (2012), and the Intel Early Career Faculty Award (2013).



Holger Theisel received the MS, PhD, and habilitation degrees in 1994, 1996, and 2001, respectively, from the University of Rostock, Germany, where he studied computer science (1989-1994) and was a research and teaching assistant (1995-2001). He spent 12 months (1994-1995) as a visiting scholar at Arizona State University, and six months as a guest lecturer at ICIMAF, Havana (Cuba). In 2002–2006, he was a member of the Computer Graphics Group at MPI Informatik, Saarbrücken, Germany. In 2006-2007, he was a professor of computer graphics at Bielefeld University, Germany. Since October 2007, he has been a full professor of visual computing at the University of Magdeburg. His research interests focus on scientific visualization as well as on geometric design, geometry processing and information visualization and visual analytics.



Michael Wimmer received the MSc and PhD degrees in 1997 and 2001, respectively, from the Institute of Computer Graphics and Algorithms, Vienna University of Technology, where he is an associate professor. His current research interests include real-time rendering, computer games, real-time visualization of urban environments, point-based rendering, and procedural modeling. He has coauthored more than 100 papers in these fields. He has been paper co-chair of the Eurographics Symposium on Rendering in 2008 and of Pacific Graphics 2012, he is an associate editor of *Computers & Graphics*, and is a paper co-chair of Eurographics 2015.