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 a subset of papers from the 2016 IEEE Virtual Reality Conference (IEEE VR 2016), held March 19–23, 2016 in Greenville, South Carolina.

There are 17 papers in this special issue, which were selected from a total of 135 submissions, for an acceptance rate of 12.6%. Each of the papers in this special issue went through a rigorous two-round review process. In the first round, each paper was reviewed by two members of the 40-person international program committee, assigned by the program chairs following a bidding process, and by two external experts recruited by these program committee members. After these reviews were completed, an online discussion phase ensued in which the four reviewers for each paper came to a consensus initial recommendation for that submission among the three possibilities: conditionally accept, reject, or discuss with additional readers. The entire program committee then convened for a preliminary video-chat-based meeting where a consensus agreement was reached on the initial partitioning of the full set of submissions. At this meeting, final decisions were taken on the papers in the "clear accept" and "clear reject" categories, and two additional readers were selected from the IPC for each of the papers remaining in the "discuss" category following a second bidding process. After a two-week period, the entire program committee re-assembled for a second, two-day, online meeting, where final decisions were taken on the remaining submissions. Finally, the full set of papers recommended for conditional acceptance to IEEE *TVCG* was forwarded to the *TVCG* board for their consideration and approval. Following its conditional acceptance, each paper then went through a minor revision cycle and was re-reviewed by its primary reviewer to check whether the final version satisfactorily addressed any remaining reviewer concerns.

Many individuals contributed a great deal of time and energy towards the success of this special issue. We would like to thank each of the 545 total authors of submitted papers for sending their work for consideration to IEEE VR and *TVCG*, as well as the 40 members of the international program committee and 196 external reviewers for their many hours of dedicated efforts to select the small subset of exceptional papers that appear here. We would also like to acknowledge James Stewart and the PCS reviewing software that helped the process work smoothly.

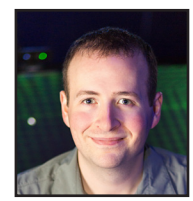
We warmly thank the Virtual Reality Steering Committee for their valuable advice and leadership in shaping the new two-stage IPC meeting process used this year, and Leila De Floriani, the Editor-in-Chief of *TVCG*, as well as Associate Editor-in-Chief Dieter Schmalstieg, for making this special issue possible.

IEEEVR 2016 Program Chairs

Tobias Höllerer is Professor of Computer Science at the University of California, Santa Barbara, where he co-directs the Four Eyes Laboratory, conducting research in the four I's of Imaging, Interaction, and Innovative Interfaces. His research interests include augmented and virtual reality, information visualization, 3D displays and interaction, and social and adaptive user interfaces.

Victoria Interrante is a Professor in the Department of Computer Science and Engineering at the University of Minnesota and Director of the Center for Cognitive Sciences. Her research focus is at the intersection of virtual reality and human perception and cognition.

Anatole Lécuyer is senior researcher and head of Hybrid team, at Inria, the French National Institute for Research in Computer Science and Control, in Rennes, France. His research interests include virtual reality, haptic interaction, 3D user interfaces, and brain-computer interfaces.



Evan Suma is the Associate Director of the MxR Lab at the Institute for Creative Technologies and a Research Assistant Professor in the Department of Computer Science at the University of Southern California. His research interests include techniques and technologies that enhance immersive virtual environments and 3D human-computer interfaces, with a particular focus on human locomotion, perception, and cognition.