

Message from the Editor-in-Chief

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It is a great pleasure for me to introduce the April 2016 issue of the IEEE *Transactions on Visualization and Computer Graphics (TVCG)*. This special issue contains 17 papers, selected from a total of 135 submissions, presented at the IEEE Virtual Reality (VR) Conference in Greenville, South Carolina (USA), from the 19th to the 23rd of March 2016. These papers were recommended for acceptance by the program committee of IEEE VR 2016, after having undergone a rigorous and competitive two-round review process.

The cooperation between *TVCG* and IEEE VR started in 2012 and has been steadily growing over the years, marking a new emphasis of *TVCG* towards research in virtual and augmented reality. This special hybrid publication model enables timely dissemination of many high-quality research results from the world's premier virtual reality conference to *TVCG* readership, while improving the overall visibility and quality of IEEE VR publications through a rigorous journal-style review. Moreover, the authors of some *TVCG* regular papers were invited to give an oral presentation of their recent work at IEEE VR, thus providing a unique opportunity for the VR audience to keep abreast of high-quality VR research featured in regular issues of *TVCG*, and encouraging more *TVCG* authors to attend IEEE VR. This closely coupled relationship between *TVCG* and IEEE VR should lead to a more timely exchange of new ideas, to a rapid dissemination of virtual reality research via an integrated forum for both publications and presentations, and to further expanding our community.

Many individuals have committed their time and effort to this *TVCG* issue, and I would like to thank all of them for their excellent work. Special thanks are due to the guest editors of this journal issue and IEEE VR 2016 Program Cochairs, Tobias Höllerer, Victoria Interrante, Anatole Lécuyer and Evan Suma, who tirelessly led the two-round review process with tight deadlines to deliver this issue. The program committee of IEEE VR also played a critical role by participating in a second round of reviews for papers that were accepted with minor revision. I would like to express my deep gratitude to *TVCG* AEIC, Dieter Schmalstieg, for his fundamental help and continuous support in managing this special issue. I would like to recognize the outstanding efforts that went into the timely production of this issue by the IEEE and IEEE Computer Society staff, especially

Erin Espriu, Meera Patel, and Kimberly Sperka, as well as the IEEE VGTC Publication Coordinator, Meghan Haley from Junction Publishing. Thanks are due to Joyce Arnold and Alison Larkin for *TVCG* peer review support. I would also like to acknowledge the support from behind the scenes by the IEEE VR Steering Committees, the IEEE VGTC Executive Committee, and the IEEE Computer Society Publications Board. Finally, I would like to express my gratitude to the IEEE VR 2016 General Cochairs, Sabarish Babu, Sabine Coquillart, Larry Hodges and Zach Wartell for their great support throughout.

Let me also encourage any new reader of *TVCG* exposed to the journal as conference participant to take a look at the regular issues of *TVCG*. With the OnlinePlus (www.computer.org/portal/web/publications/onlineplus) subscription model started in 2011, *TVCG* subscribers have been able to 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.

TVCG is one of the leading journals publishing important research results and state-of-the-art seminal papers in the wide field of visual computing, namely in computer graphics, augmented and virtual reality, visualization, visual analytics, and human-computer interaction. We welcome contributions from all these areas also through submissions as regular papers, which can also then be presented at leading conferences through *TVCG* partnership (see <http://www.computer.org/portal/web/TVCG/Conference-Partners>). With a rapid turnaround, an early availability of preprints in the IEEE Computer Society Digital Library and in IEEE Xplore and a high impact factor, *TVCG* offers a great opportunity for the presentation of high-profile research results, or of survey papers on important new topics.