

Message from the Editor-in-Chief and from the Associate Editor-in-Chief

Leila De Floriani and Dieter Schmalstieg

EIC IEEE TVCG, University of Genova
AEIC IEEE TVCG, University of Graz



Welcome to the November 2016 issue of the *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. This issue contains a special section composed of selected papers accepted at the *IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, held this year in Merida, Mexico, from September 19 to September 23, 2016.

Like its sister conference, *IEEE Virtual Reality (VR)*, *ISMAR* is a premier venue for research advances in the field of virtual, augmented and mixed reality. There is currently a lot of interest in this research field as a wave of new dedicated hardware devices, such as the Oculus Rift and the Microsoft HoloLens, enter the market and are received with enthusiasm from both gamers and professional users. At the time of writing this editorial, Nintendo's market value has doubled overnight due to the overwhelming success of *Pokemon Go*, the first massive multiplayer mobile augmented reality game. With such strong commercial interest, researchers are even more challenged to address the many open problems that the field still has to solve.

The seven papers presented in this special section were selected as the top papers in an extremely competitive two-stage review process overseen by the *ISMAR 2016* Program Chairs. The topics addressed in the *ISMAR 2016* papers demonstrate the breadth of the field, ranging from displays (photometric calibration and compensation, scanning laser projectors) and tracking (high frame rates from camera arrays) to visualization (automotive diminished reality, motion retargeting) and interaction (remote collaboration).

This special issue is the result of the combined effort of many talented individuals, who we thank for their great work. The Program Chairs of *ISMAR 2016* have served as guest editors to the special issue, Wolfgang Broll, Hideo Saito and J. Edward Swan. The Program committee of *ISMAR* and the many volunteer reviewers put in countless hours to create the best possible selection of technical papers. A special thank to the *ISMAR 2016* publication Chair, Veronica Teichrieb, and to the staff at *IEEE* and *IEEE Computer Society*, Erin Espriu, Patrick Kellenberger, and Meera Patel, who did a great job in keeping the timeline and ensuring that all production requirements were met. Thanks are also due to Joyce Arnold and Alison Larkin for *TVCG* peer review support. We would also like to acknowledge the great support from behind the scenes from *ISMAR 2016* General Chair, Walterio Mayol-Cuevas, and from the *ISMAR* Steering Committee.

TVCG is proud to present this impressive and diverse set of papers, which represent topics in visual computing that are complementary to the more traditional topics found in *TVCG*, like computer graphics, geometric modeling, visualization and visual analytics. The Editorial Board is making a strong effort to encourage submissions from all areas of visual computing. Authors with an interdisciplinary approach may expect that their work is viewed with a broad mind-set and evaluated by a balanced choice of experts. If your work touches upon multiple areas inside visual computing, and, in particular, if you would like to publish your high quality research in virtual, augmented and mixed reality, *TVCG* is the place to go.