Welcome to the January 2017 issue of the IEEE Transactions on Visualization and Computer Graphics (TVCG)! I am pleased to introduce this special issue containing 100 papers presented at IEEE VIS 2016, which includes the IEEE Conference on Visual Analytics Science and Technology (IEEE VAST 2016), the IEEE Information Visualization Conference (IEEE InfoVis 2016), and the IEEE Scientific Visualization Conference (IEEE SciVis 2016), held in Baltimore, MD, USA, from the 23rd to the 28th of October 2016. These papers, selected from 448 submissions, were recommended for acceptance by the Program Committees of these three conferences, after having undergone a rigorous and competitive two-round review process.

The cooperation between TVCG and IEEE VIS has been considerably growing over the years in terms of the number of publications in the IEEE VIS special issue of TVCG, and of the size of attendance to IEEE VIS. This special hybrid publication model enables timely dissemination of many high-quality research results from the world’s top visualization conferences to TVCG readership, while improving the overall visibility and quality of IEEE VIS publications through a rigorous journal-style review. Since 2011, the authors of TVCG regular papers were invited to give an oral presentation of their recent work at IEEE VIS, thus providing a unique opportunity for the IEEE VIS audience to keep abreast of high-quality visualization research featured in regular issues of TVCG, and encouraging more TVCG authors to attend IEEE VIS. This closely coupled relationship between TVCG and IEEE VIS leads to a more timely exchange of new ideas, to a rapid dissemination of visualization research via an integrated forum for both publications and presentations, and to further expanding our visualization research 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 special issue, who are the IEEE VIS Papers Chairs: James Ahrens, Gennady Andrienko, Niklas Elmqvist, Robert M. (Mike) Kirby, Bongshin Lee, Shixia Liu, Kwan-Liu Ma, Jos Roerdink, and John Stasko. They tirelessly led the two-round review process with tight deadlines to deliver this issue. The Program Committees of the three conferences also played a significant role by participating in a second round of reviews for papers that were accepted with minor revision. I would like to express my gratitude to the TVCG Associate Editors-in-Chief Chuck Hansen and Jeffrey Heer for their invaluable support in overseeing the review process. 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 VIS publication coordinator, Meghan Haley. Thanks are also 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 VIS Conference Committee, the IEEE VGTC Executive Committee, and the IEEE Computer Society Publications Board. In particular, I would like to thank IEEE VIS 2016 Program Chairs, James Ahrens and Gautam Chaudhary, IEEE VIS 2016 General Chair, Terry Yoo, and the IEEE VIS Executive and Steering Committees for coordinating and working on the integration of TVCG papers with the IEEE VIS program.

TVCG is one of the top journals presenting important research results and state-of-the-art seminal papers in computer graphics, animation, visualization and visual analytics, augmented and virtual reality, and human-computer interaction. TVCG is the venue to find extended versions of the best papers of many leading conferences, symposia, and workshops in the field. TVCG is well known for its fast reviewing cycles and for the early availability of preprints in the IEEE Computer Society Digital Library and in IEEE Xplore. I encourage you to browse through www.computer.org/tvcg, to continue submitting your best work to TVCG, to consider contributing as a reviewer, and to become a personal subscriber of TVCG.