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Computers & Graphics

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Editorial

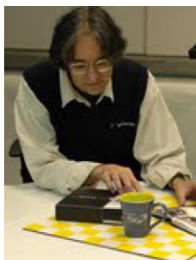
From the Editor

As I write these remarks I have just learned that the impact factor of the journal has significantly increased from last year's. This is not only due to the quality of submission, but also to the efforts of Associate Editors and reviewers. I would like to acknowledge two Associate Editors, who throughout the years have significantly contributed to the success of the Computers and Graphics journal. Luiz Velho has been a long time contributor to Computers and Graphics both as an author, reviewer and Associate Editor. Helwig Hauser has also been a longtime friend of the journal, both as a reviewer, Associate Editor, author and Guest Editor of several special sections notably Illustrative Visualization. I would like to express my warmest and heartfelt thanks to both for their energy, creativity and especially for their indefatigable support of this journal and their significant contributions.

Indeed the journal owes much to the Energy and Dedication of our Associate Editors who can contribute to this journal in many ways from driving the external review process, encouraging others to contribute and promoting quality content for the journal. The Editor in Chief would like to extend a warm welcome to our new Associate Editors *Alexander Hornung*, *Andrei Sharf* and *Anders Ynnerman*. We look forward to work with them and the Interactive Computer Graphics community towards upholding the values of this journal: Thorough, effective, and timely review of scientific work which are the keystones to disseminating relevant quality and innovative contributions to advancing the state of the art.

Joaquim Jorge

Outgoing Board Members:



Luiz Velho is a Full Researcher/Professor at IMPA—Instituto de Matemática Pura e Aplicada of CNPq, and the leading scientist of VISGRAF Laboratory. He received a BE in Industrial Design from ESDI/UERJ in 1979, a MS in Computer Graphics from the MIT/Media Lab in 1985, and a Ph.D. in Computer Science in 1994 from the University of Toronto under the Graphics and Vision groups. His experience in computer graphics spans the fields of modeling, ren-

dering, imaging and animation. During 1982 he was a visiting researcher at the National Film Board of Canada. From 1985 to 1987 he was a Systems Engineer at the Fantastic Animation Machine in New York, where he developed the company's 3D visualization system. From 1987 to 1991 he was a Principal Engineer at Globo TV Network in Brazil, where he created special effects and visual simulation systems. In 1994 he was a visiting professor at the Courant Institute of Mathematical Sciences of New York University. He also was a visiting scientist at the HP Laboratories in 1995 and at Microsoft Research China in 2002. He has published extensively in conferences and journals of the area. He is the author of several books and has taught many courses on graphics-related topics. He is a member of the editorial board of various technical publications. He has also served on numerous conference program committees.



Helwig Hauser graduated in 1995 from Vienna University of Technology (TU Wien), Austria. In 1998, he finished his PhD project on the visualization of dynamical systems and in 2003 he finished his Habilitation entitled "Generalizing Focus+Context Visualization", also at TU Wien. In 2006, this work was awarded with the Heinz-Zemanek Preis (award given every 2 years for exceptional research work in the fields of computer science and related areas).

Helwig Hauser is member of the EuroVis Steering Committee, the TopoInVis Steering Committee, and has served/is serving on the Editorial Boards of Computers & Graphics, Computer Graphics Forum, and IEEE Transactions on Visualization and Computer Graphics. He also (co-)chaired several events, including TopoInVis 2011, EuroVis 2011, and PacificVis 2012, more recently. After first working for TU Wien as assistant (since 1994) and later as assistant professor, he changed to the new VRVis Research Center in 2000. There, he led the basic research group on interactive visualization (until 2003) before he became the scientific director of VRVis. Since 2007, he is a full professor in visualization at the University of Bergen in Norway. Helwig Hauser is broadly interested in many different aspects of visualization, including interactive visual analysis, illustrative visualization, scientific visualization and information visualization, as well as related topics.

New Associate Editors:

Professor Anders Ynnerman received a Ph.D. in physics from Gothenburg University. During the early 90s he was at Oxford University, UK, and Vanderbilt University, USA. From 1997 to 2002 he directed the Swedish National Supercomputer Center and from 2002 to 2006 he directed the Swedish National Infrastructure for Computing (SNIC). Since 1999 he has held a chair in scientific visualization and is the director of the Norrköping Visualization

Center. He is also the chair of the scientific council for the Center for Medical Image Science and Visualization (CMIV). His current research focus is on shading in visualization and graphics, knowledge encoding in visualization and advanced interaction techniques. The primary application domains are found in medicine and astrophysics. Ynnerman was the general chair of Eurographics 2010, co-chair of Eurovis 2007 and Volume Graphics 2008. He is currently vice chair of the Eurographics Association. Ynnerman is a member of the Swedish Royal Academy of Engineering Sciences (IVA) and a board member of the Swedish Research Council.



Andrei Sharf is a faculty at the computer science department at Ben-Gurion University, Israel. Previously, he has been a Visiting Associate Professor at the Shenzhen Institute of Advanced Technology (SIAT) Chinese Academy of Sciences and a Post-doctoral researcher at the School of Computer Science in UC-Davis U.S. His research interests are in computer graphics, including surface reconstruction and novel interaction techniques, geometry processing, urban modeling and motion analysis.



Dr. Alexander Hornung is Research Scientist at Disney Research Zurich, heading the group for imaging and video processing. He is also an adjunct lecturer at ETH Zurich and supervises undergraduate as well as MS and PhD students. Before his time at Disney, Alexander was a Postdoc at the Computer Graphics Laboratory of Prof. Markus Gross at ETH Zurich. He received his Diplom (2003) and PhD (2008) in Computer Science

at the Computer Graphics Group of Prof. Leif Kobbelt at RWTH Aachen. In 2012 he received the Eurographics Young Researcher award. Alexander's research interests lie in computer graphics and vision. In particular, he is interested in the fields of video and light field processing, stereoscopy, image-based rendering and 3D reconstruction, and 2D animation and games.