EIC's Editorial

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Dear readers, welcome to the New Year. I hope you started 2024 well and I wish you all the best for the months ahead!

Ahead of us with regard to *IEEE Computer Graphics and Applications* (IEEE CG&A) are the following five exiting Special Issue topics:

› Art and Artificial Intelligence (Art + AI),
› Visual Computing for Autonomous Driving,
› Multisensory Experiences in eXtended Reality,
› Quantum Visual Computing, and
› Next-generation Spatial Computing User Experiences,

along with many interesting department and regular articles.

The January/February 2024 issue is again an unusual one; it is a half Special Issue. Our topic "Visualization in the Wild" has received so many good contributions that we decided to dedicate half of this January/February 2024 issue to two accepted articles for the "Visualization in the Wild" topic. Our guest editors have a column in this issue to introduce the two articles and a bit of context to the special topic. In addition to these two half SI articles and the department articles, this issue features three articles from our regular queue—A dedicated editorial introduces them.

NEW DEPARTMENT

This month, we introduce another new department. Those of you who have read IEEE CG&A for a longer period will remember that in the past we had a department "Tools and Products." That department has not been active for quite some time. Mike Potel, our Associate Editor-in-Chief for departments, and I discussed what to do about it for a couple of months. We felt that with social media, newsletters, etc., many of us are overwhelmed by information on tools and products. We would rather give a platform to those who cannot afford running expensive marketing campaigns. Thus, the idea of establishing a department around open source tools and technologies emerged. We "just" needed to find the right person to head the department (e.g., somebody very well connected to the open standards community). At SIGGRAPH 2023, I met Nicholas Polys again after some years in which we have not seen each other due to the pandemic and travel restrictions. I thought to myself, Nicholas would actually be the right person for many reasons: his track record in Computer Graphics (CG); his network into the CG community; and particularly his decade-long activities in standards organizations, first and foremost W3C and Web3D standards. After a few additional e-mails, the profile and focus of the new department became clear. So, here we are: it is my pleasure to introduce to you our new department, "@theSource" (see sidebar), and our new department editor, Nicholas Polys.

Dr. Polys is the Director of Visual Computing with Virginia Tech Research Computing Group and Affiliate Professor with the Department of Computer Science. He has developed interactive 3-D graphics content and systems since 1997. His research interests lie at the center of graphics and human–computer interaction: the intersection of visualization,

@THESOURCE:
FOR ARTICLES CONCERNING OPEN SOURCE GRAPHICS TECHNOLOGY, TECHNIQUES, AND OPEN STANDARDS

@theSource highlights innovations in the open source and open standards graphics community. The department is broadly concerned with how open communities and ecosystems have (and are) impacting computer graphics.

The intent is to highlight:

› Open source software: architectures, engines, frameworks, libraries, services.
› Open standards.
› Open source data and models.
› Applications and impacts of open graphics technologies.
› Historical and summative reviews.
› Cultural and economic aspects of open source and open standards graphics ecosystems.

Acceptance Criteria

The following criteria will be applied:

› Significance: Appropriate content to the department (relevance, impact).
› Presentation.
› Clarity: Submissions should include some discussion of: context, motivations, and requirements; architectural and design decisions; tradeoffs, results, and lessons learned.
› Completeness: The referencing of online repositories and supporting Web content is strongly encouraged.

Contact

Submit articles to editor Nicholas Polys at npolys@vt.edu.

virtual environments, and perception. After his undergraduate research in Cognitive Science at Vassar College (1996), he jumped into the networked information space of the WWW developing audio, visual, and 3-D assets and software. His doctoral work at Virginia Tech (2006) examined perceptual cues and layout behaviors for information-rich virtual environments for desktop to immersive platforms. He is a member of ACM, IEEE Computer Society, and the Web3D Consortium. He is coauthor of the international standard (ISO) Extensible 3D (X3D), and the elected Director and President of the Web3D Consortium. To date, he has published 5 book chapters, 30 journal articles, and 70 peer-reviewed conference papers. His visualization technology and methods have been applied across numerous applications from science and engineering, to medicine, to architecture and design.

Nicholas, welcome onboard, we are glad to have you and I am looking forward to working with you! Open source has become a decisive part of Computer Graphics, Visualization, and Visual Computing. There are plenty of tools and technologies for which your department can raise attention to our readership. I am curious to see the first articles published in your department.

And to the open source community, we extend our warm welcome and encourage you to send Nicholas your ideas and proposals for articles about open source technologies and projects that you use, find valuable, and contribute to in your pursuit of computer graphics.

Unfortunately, I also have sad news regarding some departures from our contributors: our Video Volunteers, Katharina Wünsche and Timothée Schmude, University of Vienna, need to retire from their volunteer work for IEEE CG&A to focus on their Ph.Ds. I regret this decision, but can completely understand them. A Ph.D. track has a certain duration and can only withstand a certain amount of distraction. I like to thank both for their time, effort, and dedication and wish them good luck with their Ph.Ds.!

Sincerely,
André Stork