

Editor's Note

David S. Ebert

I am happy to introduce you to the fifth issue of *TVCG* for 2004. This is our first year of publishing bimonthly instead of quarterly and it has been a great success, allowing us to increase the timeliness of the articles we publish. I am happy to report that, for articles submitted in the past six months, we have been able to provide a high-quality review and decision on average in 70 days. We have also eliminated our temporary backlog of accepted papers; therefore, papers are appearing much more quickly after the receipt of the final manuscript. With our high quality review and quick turnaround process in place, I strongly encourage you to submit your papers to *TVCG*.

On behalf of the IEEE Computer Society and *TVCG*'s Editorial Board, I would like to express our appreciation and thanks to the following recently retired Board members for their service in helping make our journal so successful: Pere Brunet, Daniel Cohen-Or, Roger Crawfis, Robin Forrest, Daniel Keim, George Pagendarm, William Ribarsky, and Jarke van Wijk. It is also my pleasure to introduce Leila De Floriani, Baining Guo, Ming C. Lin, Alex Pang, Rick Parent, Steven Roth, Hans-Peter Seidel, and Rüdiger Westermann, who have recently joined the Editorial Board. Below are biographical sketches listing their accomplishments and areas of expertise. The Editorial Board is pleased to welcome these outstanding individuals to their new roles.

Sincerely,

David S. Ebert
Editor-in-Chief



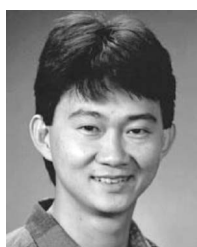
Leila De Floriani received the Laurea degree in mathematics from the University of Genova in 1977. She is a professor of computer science at the University of Genova and at the University of Maryland at College Park. She has written more than 170 publications in the fields of geometric and solid modeling, computer graphics, geographic data processing, and image analysis. Her current research interests include volume data modeling and visualization, level-of-detail geometric modeling, shape modeling and reconstruction, and terrain modeling. She is a member of the ACM and of the IEEE Computer Society and a fellow of the International Association for Pattern Recognition (IAPR).



Baining Guo received the PhD and MS degrees from Cornell University and the BS degree from Beijing University. He is a senior researcher at Microsoft Research Asia, where he leads the graphics research group. Before joining Microsoft, he was a senior staff researcher in the Microcomputer Research Labs at Intel Corporation in Santa Clara, California, where he worked on graphics architecture. Prior to the Silicon Valley, he was with University of Colorado, University of Toronto, and York University. He was also a visiting professor at the Ecole Nationale Supérieure des Telecommunications and Princeton University. His research interests are mainly in modeling and rendering areas of computer graphics, including texture synthesis, reflectance and shading models, real-time rendering, and natural phenomena. He holds more than 20 granted and pending US patents.



Ming C. Lin received the BS, MS, and PhD degrees in electrical engineering and computer science from the University of California, Berkeley. She is currently an associate professor in the Department of Computer Science at the University of North Carolina (UNC), Chapel Hill. She received several honors and awards, including the US National Science Foundation Young Faculty Career Award in 1995, Honda Research Initiation Award in 1997, UNC/IBM Junior Faculty Development Award in 1999, UNC Hettleman Award for Scholarly Achievements in 2002, and several best paper awards at professional conferences. Her research interests include physically-based modeling, haptics, robotics, real-time 3D graphics for virtual environments, geometric computing, and distributed interactive simulation. She has served as a program committee member for many leading conferences on virtual reality, computer graphics, robotics, and computational geometry. She was the organizer, general chair, and/or program chair of the First ACM Workshop on Applied Computational Geometry, 1999 ACM Symposium on Solid Modeling and Applications, Workshop on Intelligent Human Augmentation and Virtual Environments 2002, ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2003, and ACM Workshop on General Purpose Computing on Graphics Processors 2004. She also serves on the Steering Committee of ACM SIGGRAPH/Eurographics Symposium on Computer Animation and has performed editorial duties for several magazines and journals.



Alex Pang received the BSc degree magna cum laude in industrial engineering from the University of the Philippines, and the MS and PhD degrees in computer science from the University of California Los Angeles. He is a professor of computer science at the University of California at Santa Cruz. His research interests are in comparative and uncertainty visualization, flow and tensor visualization, collaborative visualization, volume rendering, and the use of virtual reality interfaces for visualization. His passion, though, is in windsurfing.



Rick Parent received the PhD degree in 1977 from the Computer and Information Science (CIS) Department at Ohio State University (OSU), where he worked in the Computer Graphics Research Group (CGRG) under the direction of Charles Csuri and majored in artificial intelligence. He is currently as associate professor in the Computer Science and Engineering Department at OSU, which he joined in 1985. From 1977 to 1980 he worked at CGRG, first as a research associate and then as associate director. In 1980, he founded and was president of The Computer Animation Company. His research interests include various aspects of computer animation with special focus on animation of the human figure. He is the author of *Computer Animation: Algorithms and Techniques* (Morgan Kaufmann, 2001). Currently, he is working on using model-based techniques to track human figures in video.



Steven Roth is an associate research professor in the School of Computer Science at Carnegie Mellon University, Pittsburgh, Pennsylvania, where he has a joint appointment in the Human-Computer Interaction and Robotics Institutes. He is also the president of MAYA Viz, Ltd., a company he founded in 1998 to create visualization software to enable collaborative analysis and decision-making in information-intensive environments. His research interests have been in the areas of: information visualization, human computer interaction, visualization-mediated collaboration, knowledge-based visualization design, computer generated multimedia explanation, and computer-based instruction. His research has focused on basic problems of representing, interacting with, and collaboratively analyzing information using visualization systems. He has led the SAGE project, which produced an approach to the automatic design of visualizations and multimedia (text and graphic) explanations of quantitative data. He currently leads several projects developing visualization approaches for synchronous and asynchronous collaborative analysis. This research has led to the CoMotion system, which has been used to solve numerous applied problems. He has served as program chair of IEEE InfoVis and for many years on the program committees of InfoVis, ACM Intelligent User Interfaces, and IEEE International Conference on Information Visualization (IV). He has reviewed papers for many years for InfoVis, IV, User Interface Software and Technology (UIST), ACM SIG Human Computer Interaction (CHI), *ACM Transactions on Information Systems*, *ACM Transactions on Graphics*, and *IEEE Computer Graphics and Applications*. He has served on numerous research program advisory committees and reviewed grant proposals for DARPA, NSF, and NIH.



Hans-Peter Seidel is the scientific director and chair of the computer graphics group at the Max-Planck-Institut (MPI) Informatik and a professor of computer science at the University of Saarbruecken, Germany. The Saarbruecken computer graphics group was established in 1999 and currently consists of about 35 researchers. He has published some 200 technical papers in the field and has lectured widely on these topics. Recently, he has cochaired the ACM Solid Modeling Symposium '02 and Eurographics '02. He has received grants from a wide range of organizations, including the German National Science Foundation (DFG), the European Community (EU), NATO, and the German-Israel Foundation (GIF). In 2003, he was awarded the "Leibniz Preis," the most prestigious German research award, from the German Research Foundation (DFG). He is the first computer graphics researcher to receive this award.



Rüdiger Westermann pursued his Doctoral thesis on multiresolution techniques in volume rendering and received the PhD degree in computer science from the University of Dortmund in Germany. He is a full professor for computer science at the Technische Universitaet Muenchen. He is the head of the Computer Graphics and Visualization Group. His research interests include volume and flow visualization, hardware accelerated image synthesis, hierarchical methods in scientific visualization, visual simulation, and parallel graphics algorithms. He was a visiting professor at the University of Utah in Salt Lake City. Before he was appointed by the Technische Universitaet Muenchen, he was the head of the Scientific Visualization Group at the Technical University Aachen in Germany.