As individuals, we devote our professional lives to helping others translate the skills and expertise we’ve provided into useful processes. The best contributions lead to new inroads and pathways for computer graphics’ contribution to communication and science. Presentation techniques improve communication of results, visually. The field of computer graphics considers a subset of results to help practitioners pursue skills and expertise that will improve the next iteration of their work. Increasingly, artists are gaining access to new tools and information-encoding techniques that could facilitate their participation in computer graphics. But in what ways can artistic participation improve results in the field?

Artists are formally trained in skills they apply often when making art. Incorporating feedback from that process leads to expertise. Formal training and experience in applying these skills lead to a professional identity that can be useful when collaborating with computer graphics specialists who lack the artistic perspective. Where can an artist’s expertise further the goals of computer graphics? Where have experiments aspired to contribute to the exploratory properties of scientific visualization, widen audience engagement in data visualization, or propose new mediums or presentation methods that improve the functionality and communicative properties of visualization?

Acceptance Criteria
To help promote and facilitate the value of the artist’s inclusion in computer graphics and applications, we welcome articles that

- effectively convey an aha moment whereby a team including an artist gained insight leading to a new, fruitful direction of research, or
- provide evidence that unexpected collisions between nonartistic and artistic professionals can lead to innovative work that none of them anticipated.

Submissions
Submissions shouldn’t exceed four magazine pages (3,200 words, including figures and tables, which each count as 200 words). Image sizes might be adjusted to meet the page limit. Shorter articles will be considered. Submissions should contain no more than 10 references. Include an abstract and keywords for use in our digital library. Provide specific information on how we can follow up with you, such as contact names and addresses, phone numbers, and email and Web addresses.

Submissions should otherwise follow the general stylistic guidelines for CG&A authors of regular papers (see www.computer.org/portal/web/peerreviewmagazines/accga). Articles are reviewed by the department editors, CG&A staff, and an editorial board member. Given the space limitations, authors should expect that the CG&A staff will edit or rewrite articles as necessary.

The author is responsible for ensuring that he or she has permission to publish images in print and online in our digital library. If the author didn’t create an image, he or she must acquire permission from the image’s owner. We can’t publish an image without the image owner’s consent.

We welcome submissions from both commercial and academic sources and from both researchers and practitioners.

Send submissions to the department coeditors Bruce Campbell at bcampbel01@risd.edu and Francesca Samsel at fjsamsel@utep.edu.