The 2007 edition of the IEEE Virtual Reality Conference gives all of us in the VR community not only a snapshot of the current state-of-the-art, but also a reminder of where we have been and ideas about where we are going.

The current state-of-the-art is represented, as always, by the excellent technical program at this, the premier forum for VR-related research. We have another high-quality program of papers, sketches, and posters this year, and many thanks are due to the program chairs (Ming Lin, Bill Sherman, and Anthony Steed), the members of the international program committee, and the many reviewers who gave freely of their time and expertise.

We will be reminded of the past in a keynote address by Dr. James Foley. Jim experienced and participated in many of the early successes and innovations in the field of virtual reality, and will provide us with a long-term perspective on VR research and applications.

The future of VR will be discussed and debated throughout the conference as well. Forward-looking workshops and thought-provoking panels will provide us with ideas about many different versions of this future. But of course, the future of VR is also the members of the VR community. We will be privileged to hear from many of the best young researchers in the field.

We are very pleased to continue our relationship with the IEEE Symposium on 3D User Interfaces, now in its second year. Thanks to Wolfgang Stürzlinger, Yoshifumi Kitamura, and Sabine Coquillart for leading the 3DUI effort this year. We are also pleased to be hosted by the city of Charlotte and our colleagues at the University of North Carolina, Charlotte, and hope that you all enjoy this vibrant city.

Organizing a successful VR conference is no small task, but we have been very fortunate to share this responsibility with an excellent conference committee. Many, many thanks to them for their hard work, offered on a completely volunteer basis. Thanks also to the members of the VR steering committee for their guidance, to the helpful staff at the IEEE Computer Society, and to the Visualization and Graphics Technical Committee. Special thanks are due to Torsten Möller and Meghan Haley for their excellent work on our conference publications, both print and electronic.

Supporting Organizations

The conference would like to sincerely thank the following organizations for their support:

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