

EIC's Editorial

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Dear readers, this month, I would like to share three important pieces of news: 1) a freshly established *IEEE Computer Graphics and Applications* (IEEE CG&A) department; 2) new Associate Editors; and 3) IEEE CG&A, as one of IEEE's hybrid publications, now qualifies as having the Transformative Journal Status under Plan S (for the benefits this brings to authors who like to publish open access papers, see the last paragraph of this editorial).

As announced in my last editorial, new departments and topics are under discussion. Looking at the spectrum of current IEEE CG&A departments, the idea took hold that animation could be a topic that nicely complements the existing departments. With animation being an important part of computer graphics, such a department promises to be of interest for our readership and might even extend it. So, I thought to myself, *Animation? Disney!* and contacted Markus Gross (my supervisor when I started as a student assistant in Darmstadt, a former Editorial Board member, and present Advisory Board member of IEEE CG&A) to help me find a person interested in the opportunities and responsibilities that come with becoming a Department Editor. A few days later, he replied that he had a chat with Rajesh (Sharma) and that Rajesh is eager to learn more about the role of a Department head—thank you, Markus! So, Rajesh and I arranged a video call; he liked what he heard but wanted to sleep on it. When he eventually accepted my invitation, I thought *awesome!* Now, here we are: it is my pleasure to introduce Rajesh to you.

RAJESH SHARMA—NEW DEPARTMENT EDITOR ANIMATION AND RENDERING



Rajesh Sharma spent 23 years at Walt Disney Animation Studios in various management and individual contributor roles, including incubating and managing the Hyperion renderer team, and driving development for tools like XGen, Paint3D, hair (tonic, beast), cloth, snow (Matterhorn), and water (Splash) simulation. Afterward, he was the VP of

Engineering at Spire Animation Studios, where he led the engineering efforts to enable artists to create high-quality feature animation content using new workflows and game engine technology. Recently, Rajesh joined ETH Zurich as a Ph.D. student, where he conducts research at the intersection of rendering and machine learning at Disney Research. Rajesh is actively involved in SIGGRAPH as a reviewer, juror, and educator and has attended every SIGGRAPH since 1992.

In the sidebar, Rajesh introduces his vision for the Animation and Rendering department and talks a little bit more about potential topics and criteria.

However, he is not the only new person this month. I am happy to welcome the following people as new Associate Editors—each one an excellent researcher in their own right in their respective fields.

NEW ASSOCIATE EDITORS



Ursula Augsdörfer is an associate professor at Graz University of Technology. Prior to joining TU Graz, she has worked with the Computer Graphics and Interaction Group at Cambridge University. She has a mathematics, physics, and engineering background and her research interests lie in the area of computer-aided design and geometry processing. She is particularly interested in improving the creation of high-level 3-D geometric models in the context of product design and has worked on various topics in this field.

I met Ursula for the first time at a workshop in Darmstadt organized by Tor Dokken, Ewald Quak (both SINTEF), and Ulrich Reif (TU Darmstadt). At that time, she was working with Malcolm Sabin in Cambridge. She has a rare combination of expertise spanning geometry design and processing, simulation, and isogeometric analysis. Ursula, I am so glad you have accepted my invitation.



Michelle A. Borkin is an assistant professor in the Khoury College of Computer Sciences, Northeastern University, Boston, MA, USA, and affiliated faculty with the Roux Institute of Northeastern University, Portland, ME, USA. Her research interests include data visualization, human-com-

INTRODUCING THE ANIMATION AND RENDERING DEPARTMENT AT IEEE CG&A

I am very pleased to announce the formation of a brand new department at IEEE CG&A! The Departments at IEEE CG&A have the goal to *offer every reader something accessible and of value in every issue.*

We will aim to cover the fast-growing fields of animation and rendering with applications in many areas including VFX, episodic and feature-length animation, AR/VR, games, and the metaverse. The content may overlap with some other departments as computer graphics is fundamental to all the departments at IEEE CG&A.

We welcome articles that cover trends, innovations, opinions, and in-depth coverage of techniques related to both animation and rendering. Write-ups about applications and approaches as well as case studies for actual production use are also encouraged.

Acceptance Criteria

Since this is a new department, we will experiment with different article lengths and content details but in general:

- The submission should offer some uniqueness. First-time application of new techniques (for example, novel application of related fields like machine learning and AI to animation and rendering).
- Articles should be 4–8 pages in length (including figures).
- Discussion of results, evaluation of pros and cons of the technique used, performance metrics, and opinions are encouraged.

Contact

Submit articles formatted using the IEEE Computer Society templates to Animation and Rendering editor Rajesh Sharma at rajesh.k.sharma@gmail.com.

puter interaction, and application work across domains including astronomy, physics, and medical imaging. She received the M.S. and Ph.D. degrees in 2011 and 2014, both in applied physics, from Harvard University in Cambridge, MA, USA, respectively. She is the recipient of the IEEE VGTC Visualization Significant New Researcher Award (2021), and her work has been acknowledged with best paper and poster awards at ACM CHI and IEEE VIS.

As many of you can imagine, as incoming EIC, I asked the people from the editorial board for suggestions of names. Theresa-Marie Rhyne brought Michelle Borkin into the discussion. I visited her website and was impressed by the pretty unique combination of research interests (see CV above) and her achievements as a young researcher. I immediately contacted her; thank you very much for accepting my invitation, Michelle.



Bing-Yu Chen, aka Robin Chen, is currently a distinguished professor with the Department of Computer Science and Information Engineering, Department of Information Management, and Graduate Institute of Networking and Multimedia of National Taiwan University (NTU), and also the

dean of NTU College of Innovation and Design (D-School). He was an associate dean and the EiMBA Director of the

NTU College of Management (B-School) during 2013–2019. His current research interests include human–computer interaction, computer graphics, image processing, and innovation and entrepreneurship education. He received the B.S. and M.S. degrees in computer science and information engineering from National Taiwan University, Taipei, Taiwan, in 1995 and 1997, respectively, and the Ph.D. degree in information science from The University of Tokyo, Tokyo, Japan, in 2003. He is a senior member of ACM and IEEE.

Well, what shall I say, Robin’s contributions to computer graphics, human–computer interaction, image processing, VR, . . . , are simply stunning! Thank you, Robin, for deciding to accept my invitation.



Siming Chen is an associate professor with the School of Data Science, Fudan University. He is the director of Visual Analytics and Intelligent Decision Lab (FDUVIS), Fudan University. Prior to this, he was a research scientist with Fraunhofer Institute Intelligent Analysis and Informa-

tion Systems (IAIS) and a postdoctoral researcher with the University of Bonn, Bonn, Germany. His research interests include visualization and visual analytics. He has published papers in top conferences and journals, including *IEEE VIS*, *IEEE TVCG*, *EuroVis*, *IEEE CG&A*, *ACM*

CHI, ACM CSCW, etc. He received the Ph.D. degree in computer science from the School of Electronics Engineering and Computer Science, Peking University, and received the B.S. degree in computer science from Fudan University. He has served multiple times in the roles of organizing chair, committee member, and reviewer. He is/was on the program committee of IEEE VIS/EuroVis/IEEE PacificVis. He was awarded 10+ best paper/poster awards and honorable mentioned awards in multiple conferences, including EuroVA, ChinaVis, AGILE, IEEE VIS Poster, and won multiple IEEE VAST Challenge Excellent Awards.

Siming was another person brought to my attention by colleagues—similar to Michelle, he is another relatively young researcher with an outstanding track of awards. His expertise in visual analytics is highly relevant, not only to IEEE CG&A. Siming, it is fantastic to have you on board.



Vijay Natarajan is a professor with the Department of Computer Science and Automation, Indian Institute of Science, Bangalore. He was the Mindtree Chair Professor at IISc (2018–2021), and has served as a guest professor at Zuse Institute Berlin and LJK INRIA Rhone-Alpes. He received the Ph.D.

degree in computer science from Duke University, the B.E. degree in computer science, and the M.Sc. degree in mathematics from BITS Pilani. He is a Fellow of the Indian National Academy of Engineering, and a recipient of the Humboldt Research Fellowship for Experienced Researchers, the Swarnajayanti Fellowship, DST, Government of India. He has served/is serving as the Posters Chair IEEE VIS 2021, Posters Chair IEEE VIS 2022, Chair TopolnVis Workshop at IEEE VIS 2022, Associate Editor of IEEE *Transactions on Visualization and Computer Graphics* 2022–present, Program Co-Chair ICVGIP 2016, Visualization Track Chair, Workshop at SIGGRAPH ASIA 2012, and regularly served on the PC of IEEE VIS, EuroVis, PacificVis, LDAH, and TopolnVis. His research interests include scientific visualization, topological data analysis, and computational topology. In current work, he is developing topological methods for time-varying and multifield data visualization, and studying applications in biology, material science, and climate science. His research has been recognized with different awards including the Third Best Paper Award at EuroVis 2011, Best Poster Award SciVis Track at IEEE VIS 2017, and Student Best Paper Award Finalist, ACM/IEEE Supercomputing 2012.

Vijay's publications in scientific visualization and beyond grabbed my attention a while ago. Encouraged by other editorial board members, I invited him to become Associate Editor for IEEE CG&A. Vijay, you and your expertise are very much needed on the editorial board. Thank you for accepting and welcome to the team!

CHRIS WEAVER—NEW LIAISON FOR IEEE VIS AND ASSOCIATE EDITOR



Chris Weaver is an associate professor with the School of Computer Science, University of Oklahoma. In 2011 and 2012, he served as Papers Co-Chair, and in 2013 as Conference Chair, of the IEEE Conference on Information Visualization. He has served in 70+ roles on the organizing, program, and/or best paper committees of various IEEE conferences and affiliated events from 2007 to present. His research centers around bringing people, data, and visualization together through visual interaction and coordination approaches that support open-ended scholarship, and in more recent years with a focus on applications in the digital humanities. He received the B.S. degree in chemistry and math from Michigan State University, the M.S. and Ph.D. degrees in computer science from the University of Wisconsin-Madison, and spent 3 years as a postdoctoral with the GeoVISTA Center, Penn State University. His research has been supported by funding awards totaling over \$5M from the National Science Foundation, Mellon Foundation, and others, including a 2014 NSF CAREER Award.

Tim Dwyer, our former liaison for *IEEE VIS and AE*, brought Chris into the conversation. I contacted Chris and he was interested to learn more about the responsibilities. As incoming EIC, I felt Tim is the best person to tell Chris more; they met and Chris accepted both roles: AE and liaison for IEEE VIS. Thank you Tim and welcome Chris!

To all of you, I really appreciate that you dedicate your time, effort, and expertise to IEEE CG&A.

In this issue, I would like to conclude my editorial with good news for the whole research community contributing their papers to IEEE CG&A: as a “hybrid publication” IEEE CG&A has offered authors the opportunity to make their articles open access by paying an article processing charge for the last couple of years. However, until recently, hybrid publications did not qualify as open access under Plan S. Now, IEEE CG&A qualifies as having the “Transformative Journal Status” under Plan S. With this change of the status of IEEE CG&A, authors who have research grants from Coalition S (a group of research funders) are compliant with Plan S. For more information on the benefits and requirements, please read the “IEEE Transformative Journal Status Under Plan S FAQ for IEEE Authors and Editors” available at <https://open.ieee.org/transformative-journals-FAQ/>.

Sincerely,
André Stork