Message from the Paper Chairs and Guest Editors

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We are pleased to present the full paper proceedings of the IEEE Virtual Reality Conference 2012 (IEEE VR 2012), held March 4-8, 2012 in Orange County, California, USA.

The IEEE Virtual Reality 2012 full papers program, contained in this special issue, includes 15 papers that present research, applications, and systems in the field of virtual reality. They were selected from 95 submissions by an international program committee of 63 members, supported by 147 external expert reviewers, leading to an acceptance rate for IEEE Virtual Reality 2012 of 15.8%. All papers appearing in this issue have undergone a two-round review process. In the first round review, at least four expert reviewers reviewed the work. The paper chairs selected the primary and secondary reviewers from the international program committee, and the primary reviewer then recruited at least two external experts. After completion of all reviews, the primary reviewer led an online discussion phase, which resulted in an initial recommendation for acceptance or rejection and a set of modifications that were deemed necessary. Based on this recommendation, the program committee, at the two-day online web meeting, selected an initial set of papers for preliminary acceptance. The authors of these papers were given the opportunity to refine and resubmit their work. In the second round review, IPC members checked whether the changes made were sufficient to warrant final acceptance. Based on their input, paper chairs made the final decisions for papers appearing in the TVCG issue. The IEEE VR scientific program also includes 13 short papers published in a separate report.

Many individuals have contributed a great deal of time and energy to making the IEEE Virtual Reality 2012 conference and this special issue a success. We would like to thank the authors of all submitted papers, the members of the Program Committee, as well as all the other reviewers for their many hours of hard work. We also wish to acknowledge James Stewart for his outstanding and timely support with the PCS review system. This year, the Program Committee meeting was run under the Elluminate web conferencing system, access to which was graciously provided by University of Florida. We are grateful to Ben Lok for his help and his expertise with Elluminate. As usual, the paper chairs are indebted to the IEEE Visualization and Graphics Technical Committee (VGTC) publication team, especially the Publications Coordinator, Meghan Haley, for coordinating schedules, collecting materials, and producing these conference proceedings. We warmly thank the Virtual Reality steering committee, especially its chair Doug Bowman for his valuable advice at every stage, and Ming C. Lin, Editor-in-Chief of TVCG, for her continuing active support.

We express our gratitude to the IEEE Virtual Reality General Chairs, Aditi Majumder and Ryohei Nakatsu. Thanks also to Carlo H. Sequin, Professor of EECS, UC Berkeley, David J. Kasik, Senior Technical Fellow Visualization and Interactive Techniques, Boeing, and James J. Blascovich, Professor of Psychology, UC Santa Barbara for agreeing to give keynote presentations during the IEEE Virtual Reality 2012 conference.

The IEEE Virtual Reality 2012 conference also features panels, tutorials, workshops, posters, demos, exhibition, and the IEEE 3D User Interface (3DUI) Symposium. None of these would exist without the time and effort volunteered by our community members.