

Editorial note from the Editor-in-Chief

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Having already started the year 2009, I would like to take the opportunity to thank all authors for their interest to and participation in our journal. We are keeping 12 issues a year and we try not to have a waiting queue for the publication of the papers. Anyway, we can have access to accepted papers immediately on-line.

This year, our issues are already scheduled as follows:

- Jan-09: MMM 2008 Special Issue (14th Multi Media Modeling Conference, Kyoto, Japan)
- Feb-09: Regular Issue
- Mar-09: Regular Issue
- Apr-09: SMI 2008 Special Issue (IEEE International Conference on Shape Modeling and Applications, Stony Brook, NY, USA)
- May-09–July-09: CGI 2009 (Triple special issue. Victoria, British Columbia, Canada)
- Aug-09: Regular Issue
- Sep-09: Special issue 3D Physiological Human Workshop
- Oct-09: SIBGRAPI 2008 (Brazilian Symposium on Computer Graphics and Image Processing, Campo Grande, Brazil)
- Nov-09: Regular Issue
- Dec-09: IEEE VS-Games 2009 Special Issue (IEEE International Conference in Games and Virtual Worlds for Serious Applications, Coventry, UK)*

I would like also to thank our editorial board members for their strong commitment. We will have some change in the management of the journal as until now; we have man-

aged all the reviews at the editorial office in Geneva and have taken all final decisions. In the coming future, papers will be submitted to me as usual, but I will dispatch the submitted papers to the corresponding associate editor and he/she will be able to select at least 4 reviewers to review the papers and take a decision. This will increase the number of potential reviewers and surely accelerate the review process.

I would also like to thank the external reviewers that help us to do more than 1000 reviews a year as the acceptance rate is around 35%, which means that 65% of the papers are not accepted but still reviewed at least by 3 reviewers. . . .

Finally, I would like also to thank Ms. Gabriele Stjepanovic from Springer in Germany for her hard work in the preparation of the publication of the papers, as well as our Springer editor, Ms. Beverley Ford. My gratitude goes also to the Visual Computer assistants at the editorial office, Bart Kevelham and Parag Chaudhury, who really spent a lot of time and effort to help in the managing of the papers. Special thanks go to Renz Baniquett, assistant publisher at Springer, for his constant availability and kindness to solve any problems or questions that authors or we ourselves can raise. I can surely say that we have a great support in this journal and this is a pleasure to work with such dedicated people.

I wish to all of you a nice academic year and I hope that we will continue to improve the quality of our publications and improve the ranking of the journal.

Editor-in-Chief
The Visual Computer

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