



## Welcome to the year 2023

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The year 2022 was very active. The Visual Computer has received more than 1900 submissions. Our impact factor has increased to 2.835.

The journal has also received many special issues proposals, but it was not possible to accept many of them. Several of them were not in the main field of our journal and some of them were overlapping with the high number of papers we already have received.

We had to desk reject quite a lot of papers. The reason is that many submitted papers are purely in vision or in machine learning. Our journal is mainly a computer graphics journal. Submissions are accepted only if machine learning or image processing methods are related to solve a computer graphics problem.

As we start a new year, we like to thank our Associate Editors and Reviewers for their tremendous work in reviewing and handling with diligence and dedication a constant high number of papers.

Throughout 2022, some Associate Editors have left the editorial board of the Visual Computer. We would like to thank them for their great work and contribution. The leaving Associate Editors are:

- Tony Birdal
- Ladislau Boloni
- Anirban Chakraborty
- Chen Falai
- Matthew Kyan
- Jing Liao
- Jarek Rossignac
- Greg Slabaugh
- Nobuyuki Umetani
- Dan Xu
- Liang Zheng

The editorial board of the Visual Computer is renewed regularly. This year, due to the high increase of submissions of papers more and more linked to computer vision and machine learning, we have invited Professor Nannan Wang from Xidian University in China to be the associate-editor-in-chief of the journal. We thank him so much to have accepted this new position and for his collaboration.

We have also invited several experts in different fields to join the editorial board. We welcome our new Associate Editors who are listed below:

- Alessia Amelio
- Nantheera Anantrasirichai
- De Cheng
- Jan De Beenhouwer
- Wanxia Deng
- Fei Gao
- Chenqiang Gao
- Peng Hu
- Haibin Huang
- Junjun Jiang
- Xuequan Lu
- Yong LUO
- Binpeng Ma
- Luca Magri
- Chunlei Peng
- Jianfeng Ren
- Xiangbo Shu
- Xian Sun
- Xi Yang
- Shanxin Yuan
- Gabriel Zachmann
- Dngwen Zhang
- Hua Zhang
- Mingjin Zhang
- Qianni Zhang
- Shuaifeng Zhi
- Changqing Zou

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During 2022, as usual, the journal has published a special issue containing the best papers from the Computer Graphics International Conference (CGI'2022) organized by the Computer Graphics Society (CGS). The conference was scheduled in Geneva and held online from September 12 to 16, 2022. The journal has also published several best papers in special sections from conferences as Cyberworlds, Grapp and Hucapp, and learning representations from Visual Data.

This journal could not exist without the strong support and collaboration of many people. We would like to thank several key persons at Springer who are supporting us continuously: our senior editor, Amin Fatemi, our senior editorial assistant, Annette Hinze, and the project coordinator, Jutta Daum who is in charge to publish all the issues. We are also grateful to Murugeswari Rangasamy for answering and dealing with the daily questions we receive from our authors and reviewers. We would like to thank all of them for their continuous great assistance in a journal that handles 12 issues a year containing frequently 30 papers per issue.

Last but not the least, we thank all our authors as well as our readers. We thank them for their interest and support in our journal.

We look forward to 2023 as an exciting year for the Visual Computer and we encourage and thank our authors to submit the best of their work anytime. In addition, the CGI'2023 call for papers is now open for submission and as usual, the best papers will be reviewed through our editorial board and if accepted, published in the September CGI2023 special issue of the Visual Computer. We also plan to have several special sections containing the best selected papers of major conferences in computer graphics.

Thank you for your great collaboration and all the best for 2023.

Nadia Magnenat Thalmann  
Editor-in-Chief  
The Visual Computer

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