Editorial

Message from the Editor-in-Chief

Shi-Min Hu

I would like to take this opportunity to thank everyone who has helped to make *Computational Visual Media* a success in its ninth year of 2023. In particular, my thanks go to the authors, the reviewers, and the Editorial Board members, as well as the staff of Springer and Tsinghua University Press. A total of 48 papers were published in 4 issues in 2023, including regular submitted papers, and papers recommended by the CVM Conference. Considering the rapid increasing number of submissions to *Computational Visual Media*, in order to speed up the publishing cycle, *Computational Visual Media* will change from quarterly to bimonthly issues from 2024.

As in 2020, 2021, and 2022, *Computational Visual Media* selected several outstanding papers as spotlight papers which were publicized in social media. The 4 papers selected in 2023 were:

A survey of urban visual analytics: Advances and future directions [1],

Semi-supervised 3D shape segmentation with multilevel consistency and part substitution [2],

A survey of deep learning-based 3D shape generation [3],

Visual attention network [4].

Exciting news for *Computational Visual Media* in 2023 was its new impact factor of 6.9 provided by Web of Science, which ranks it 1st amongst computer graphics journals. Despite its short history, *Computational Visual Media* is included in most important indexing and database services, including SCIE, DBLP, EI Compendex, INSPEC, and SCOPUS.

We look forward to receiving further excellent papers in 2024!

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