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This issue marks the start of a new volume of *Computer Graphics Forum* (CGF, Vol. 42). In 2022, CGF published a total of 269 papers in volume 41. Based on the latest published reports from Thomson Reuters, CGF now has an impact factor of about 2.36 for the articles published during the 2020–2021 period. This means that CGF remains among the most impactful journals in our field. We are very glad about this development and thank all CGF authors, the reviewers and associate editors, the paper chairs of CGF-associated conferences, and our colleagues at Wiley for maintaining the high quality of Computer Graphics Forum. While CGF continues to be among the top-ranking journals in our field, we also look forward to further increasing our impact on computer graphics, visualization, and related fields through novel and stimulating high-quality content.

With the new year 2023, we extend our special thanks to the following 22 members of the editorial board, who completed their four years service as associate editors for CGF by the end of 2022:

- Wolfgang Aigner
- Michael Barton
- David Bommes
- Martin Cadik
- Hamish Carr
- Eric Galin
- Toshiya Hachisuka
- Ying He
- Klaus Hildebrandt
- Jin Huang
- Andreas Kerren
- Yu-Kun Lai
- Julien Pettré
- Soeren Pirk
- Pradeep Sen
- Hubert Shum
- Barbara Solenthaler
- Markus Steinberger
- Daniel Sykora
- Melanie Tory
- Ivan Viola
- Ofir Weber

On behalf of the CGF editorial board, we express our sincere gratitude to all of them for their excellent scientific knowledge and research expertise, for the enormous amounts of time spent for CGF and their community, and for their genuine integrity and thorough professionalism.

We wish to also thank Adrien Bousseau and Krešimir Matković very much for their highly valuable help with further improving our strategy regarding emerging topics and the future impact of CGF.

The editorial board would also like to record our strong appreciation of the exceptional efforts made in managing all the detailed processes by Amit Bansal (Wiley) and Stefanie Behnke (EG). We also appreciate very much the advisory support from the Wiley team, including Samantha Moore, Bhanuchandar Santhakumar, Alivia Lopez, Julio Espin and Amelia Wright, as well as from the EG publication board: Dieter Fellner (chair) and Min Chen.

The portfolio of CGF-associated events includes the Eurographics Annual Conference (EG), the Eurographics Conference on Visualization (EuroVis), the Eurographics Symposium on Rendering (EGSR), the Eurographics Symposium on Geometry Processing (SPG), the Pacific Conference on Computer Graphics and Applications or Pacific Graphics (PG), the Symposium on Computer Animation (SCA) and Conference on High-Performance Graphics (HPG). In total, CGF published six special issues in 2022 for these events. CGF is proud of being the mainstay that supports the broadest range of topics in the scope of computer graphics and visualization.

Wiley keeps maintaining the CGF web site at: <https://onlinelibrary.wiley.com/journal/14678659>

from which readers can access all past issues of CGF and the Early View Repository that hosts recently accepted CGF papers. In addition, there are direct links to

- a full list of GCF's renowned collection of survey and review articles, commonly referred to as *State of The Art Reports* (STARs),
- CGF Frequently-Asked Questions (FAQs), and
- CGF Papers with the Graphics Replicability Stamp.

Each year, CGF holds a cover image competition. The winning image is used on the journal front page and on a variety of materials associated with the journal. For 2023, the winning cover image, as selected by the CGF editorial board members and present and past associated editors, is contributed by Peter Mindek (Nanographics) and Alfredo De Biasio (King Abdullah University of Science and Technology). We thank Federico Ponchio for implementing and maintaining the website that collects the competing images, and for collecting contribution information.

In closing, we would like to encourage you to continue submitting your high-quality research work to CGF!

Pierre Alliez, and Helwig Hauser,
Editors in Chief *Computer Graphics Forum*