

Editor's Note

In September 2008, a group of Brazilian researchers working in the field of virtual reality and 3D user interaction started to discuss about the need for more space to present and discuss original research results, specifically on this “still” new area of research. With the valuable support of the Brazilian Computer Society (SBC) through the special interest group on Virtual and Augmented Reality, we decided to create a new scientific journal, so called *SBC Journal on 3D Interactive Systems (JIS)*.

I was leading this initiative since the beginning, in the end of 2008, when we decided to create a journal available exclusively through the Web, free of charges, and published under an open access distribution policy.

The first issue was published in the end of 2010 with one single article. Then, in the two following years (2011 and 2012), we achieved our first main goal that was to publish three issues a year, with a total of 18 full papers and 27 technical communications. Since then we have registered a growing number of submissions. Despite the initial results, the Editorial Board is aware that there is still a lot to be done in order to fulfill the needs of our community. We keep working hard for this.

Now it's time to change. I always believed in new ideas as a way to positively change something. Then, I would like to thank everybody that has involved with JIS until now (the editorial board, authors, readers and reviewers), and to present the new Editor-in-Chief.

I'm grateful to the Brazilian Computer Society (SBC), for the sponsorship, to the Federal University of Rio Grande do Sul (UFRGS), Brazil, that hosts the journal on its Open Journal System (seer.ufrgs.br), and for my colleagues of the Editorial Board (current and former): Alexandre Cardoso, Judith Kelner, Claudio Kirner, Liliane Machado, Fátima Nunes, Alberto Raposo, and Veronica Teichrieb. I'm also grateful to the technical support given by Juliano Frantz during the first two years, and mainly to the 151 authors that published their results at JIS so far.

Since last March, Professor Alberto Raposo, from PUC-Rio, Brazil, is the new Editor-in-Chief of the SBC Journal on 3D Interactive Systems (JIS). I wish him a good and pleasant time leading this board, as I had until now, and hope to keep contributing with JIS as a reader, author, and regular member of the editorial board.

Luciana Nedel
Outgoing Editor-in-Chief