

## New Editor's Note

As the new Editor-in-Chief of SBC Journal on 3D Interactive Systems (JIS), I would like to welcome all the readers and contributors, and to congratulate Prof. Luciana Nedel for conducting this role zealously since the journal's creation, in 2008. As she said in her editorial, it's time to change, and being appointed as the new Editor-in-Chief is both an honor and a challenge for me. I'm honored to be considered by my colleagues of the Editorial Board as an adequate person for this role. And I'm challenged to maintain the growing number of submissions and to improve the journal's importance within the national and, why not, international community.

In the beginning of this year JIS was included in CAPES Qualis as B4 for Computer Science and Interdisciplinary areas. Qualis is the journal classification index of CAPES (Brazilian governmental agency for improvement of higher education personnel) and being included in this index means that JIS finally "exists" in terms of official research productivity metrics. JIS is now also included in Qualis for Engineering and Biological Sciences areas. This is an important achievement for us, and certainly motivates me and the Editorial Board to keep working hard to attract good quality papers and authors.

It is my pleasure to introduce you the first issue of JIS in 2013 and the first one I worked as Editor-in-Chief. This issue contains three original papers and two technical communications. At the end of the issue, we also acknowledge the reviewers that contributed to JIS from 2010 to 2012.

The three full papers presented in this issue, although addressing very different topics, in my opinion share something in common, which is their potential social relevance. The first paper, called "A Survey of Interactive Systems based on Brain- Computer Interfaces", by Alessandro Ferreira, Leonardo Miranda, Erica Miranda, and Sarah Sakamoto, addresses an interaction technology that may open an exciting new range of possibilities for people with mobility limitations. The second paper is even more directly related

to people with special needs, discussing the automatic recognition of LIBRAS (Brazilian Sign Language) gestures. This paper is authored by Mauro Anjo, Ednaldo Pizzolato, and Sebastian Feuerstack, and is called "An evaluation of real-time requirements for automatic sign language recognition using ANNs and HMMs - The LIBRAS use case". Finally, the third paper, called "OpenedEyes: A web standards-based generic framework for multidimensional information visualization", by Caio Almeida and Antônio Apolinário Jr., presents a web-based information visualization framework. This paper presents a case study using a dataset from a civil association that stores data about reports of crimes against the human rights on the Internet, indicating that this kind of tool may also have an interesting social relevance.

In this issue we finally were able to publish a Technical Communications section. As stated in our section policies, Technical Communications can be, among other things, results obtained from undergraduate final projects, reports about research projects (concluded or not), industry communications, books and conferences reviews, etc. The first communication, by Paulo Sampaio, Duarte Teixeira, and Duarte Fernandes, presents a graphical environment for the rapid prototyping of 3D scenarios in OGRE. The second communication, by Junia Anacleto, presents a report about The Brazilian Visual Analytics Initiative, which aims at leveraging the collaborative research in the field of Visual Analytics promoting the networking among Brazilian and Canadian researchers.

I would like to thank the authors and reviewers that contributed to this issue of JIS, and I hope it fulfills your expectations. The Editorial Board is committed to continue and enhance the success of JIS, and we look forward to receiving your contributions.

Alberto Raposo  
*Incoming Editor-in-Chief*