

Editor's Note

The year of 2014 starts with a change in the scope of JIS. The journal was created in 2008, within the scope of the Brazilian Virtual Reality community. I became Editor-in-Chief in 2013 with the goal of bringing JIS closer to related research communities. In 2013, we made an important approximation with the Games community. As a result of this approximation, we invited Prof. Esteban Clua from Universidade Federal Fluminense to join our Editorial Board and proposed a special issue in Games, published in this issue. Following the idea of broadening our scope, we also included the area of HCI.

So, we are now creating three Editorial (sub)Boards: Virtual Reality, Games and HCI. The idea is to keep the growing number of submissions and to become an important vehicle for these two incoming communities, as it has been for Brazilian VR community. Moreover, we believe this new vision of the journal may open the door for more interdisciplinary research, which enriches all the involved areas.

It is my pleasure to introduce you the first issue of JIS in 2014 . This issue contains three papers of the Special Issue in Games, edited by Profs. Esteban Clua and Veronica Teichrieb. I thank both for their dedication for this special issue and invite you to read their editorial in the following.

We also have in this issue an original paper by Arthur de Godoy, Caio Viel, and colleagues, entitled "Multimedia Presentation Integrating Media with Virtual 3D Realistic Environment Produced in Real Time with High Performance Processing". This paper presents a proposal for integrating complex 3D environments with a high degree of realism into multimedia presentations, based on principles of video streaming.

In this issue we also resume the Technical Communications section. The first communication, by Marco Santos Souza, Aldo Wangenheim, and Eros Comunello, presents a cloth simulation technique with attractive results. The second communication, by Héctor Martínez and Seppo Laukkanen, presents the results in the area of Augmented Reality of a three-year research project inside PURESAFE project, supported by the European Community.

I would like to thank the authors and reviewers that contributed to this issue of JIS, and I hope it fulfills your expectations. JIS Editorial Board is looking forward to receiving your contributions.

Alberto Raposo
Editor-in-Chief