Editor's Note

It is my pleasure to introduce you the third issue of JIS in 2014 . This issue contains seven papers of the Special Issue of the XVI Symposium on Virtual and Augmented Reality (SVR 2014). As we have been doing since SVR 2010, the best papers of the conference are invited to submit an extended version to a special issue of JIS, guest edited by the conference program chairs. This year, our guest editor was Prof. Marcelo Guimarães, who I thank a lot for the dedication in the preparation of this issue. I invited you to read his editorial in the following.

We also have in this issue an original paper by Anamary Leal and Doug Bowman, from Virginia Tech, entitled "3D Sketching and Flexible Input for Surface Design: A Case Study". They introduce a 3D surface design system based on the concepts of flexible input and 3D sketching.

I would like to thank the authors and reviewers that contributed to this issue of JIS. At the end of the issue we acknowledge the reviewers that contributed to JIS in 2013 and 2014.

Our journal starts 2015 with three Editorial (sub)Boards: Virtual Reality, Games and HCI. We believe this broader scope of JIS may expand the interest to other communities and foment more interdisciplinary research, which enriches all the involved areas. JIS Editorial Boards are looking forward to receiving your contributions.

Hope you enjoy reading this issue.

Alberto Raposo
Editor-in-Chief