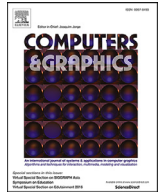


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Editorial

Foreword to the Special Section on the 24th Portuguese meeting of computer graphics and interaction (EPCGI'17)

Foreword

The Portuguese Meeting of Computer Graphics and Interaction (EPCGI) is an annual event promoted by the Portuguese Computer Graphics Association (GPCG) where the research community meet to discuss their ideas and promote research partnerships. The EPCGI'17 edition was held in Guimarães in November 2017 and was a joint organization between the Center for Computer Graphics (CCG), with the support of University of Minho, and GPCG. A total number of 23 full papers were accepted for presentation, from a total of 46 submissions, double blind reviewed by an international program committee composed of 65 experts.

This special edition comprises an extended version of one of the highest ranked works presented at EPCGI that was accepted after a recension process observing the journal editorial criteria.

In their work [1], Monteiro et al. focus on the deep understanding of virtual reality navigation interfaces and their impact on the users' experience. In particular, they present a performance evaluation with respect to two types of navigation: natural (real walking and walk-in-place) vs. unnatural (gamepad), using the Steering Law as a performance metric. From the overall results, they conclude that the natural real walking interface yields the better results with respect to performance, cybersickness and user satisfaction.

We would like to express our appreciation to the Computer and Graphics Journal staff, and in particular to its editor-in-chief—Professor Joaquim Jorge, for all the support on the publication of this special issue devoted to the Portuguese Meeting of Computer Graphics and Interaction. We would also like to thank the authors and the contribution of reviewers regarding the recension of the manuscripts. We would like to address a special word of gratitude to the organization committee, authors, program committee members and to the GPCG board of directors, which made the EPCGI'17 a successful event.

Reference

- [1] Monteiro P, Carvalho D, Melo M, Branco F, Bessa M. Application of the steering law to virtual reality walking navigation interfaces. *Comput. Graph.* 2018; 77:80–7.

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Luís Gonzaga Magalhães has a BSc and MSc in Informatics from the University of Minho and a PhD in Computer Science from the University of Trás-os-Montes e Alto Douro. Currently, he is an Assistant Professor with Habilitation at University of Minho. He is also a Senior Researcher at ALGORITMI Centre. Since 2016 he is the Scientific Coordinator of the Computer Vision, Interaction and Graphics unit at Computer Graphics Centre. He is author or co-author of more than 75 scientific publications on international journals and conference proceedings. His research interests include the use of Computer Vision, Augmented Reality and Computer Graphics. He is, or was, the Scientific Coordinator or a research member in projects related to Expeditious Modeling of Virtual Environments, Immersive 3D Environments, Virtual Environments for Education, High Dynamic Range Imaging and Mixed Reality systems for cultural and entertainment industries.



Pedro Miguel Moreira is coordinator Professor at Instituto Politécnico de Viana do Castelo (IPVC) and holds a PhD (University of Porto – UP) in Computer Graphics and Artificial Intelligence. He is a researcher at the Applied Research Centre for Digital Transformation (ARC4DigIT) at IPVC and also at the Human Machine Intelligent Cooperation Group (HMIC) of the Laboratory of Artificial Intelligence and Computer Science (LIACC – UP). His main research interests are Computer Graphics, Computer Vision, Human Computer Interaction, and Serious Games. He has organized several conferences and workshops on these topics. He has also authored several journal articles, conference papers and book chapters. He belongs to the Portuguese Computer Graphics Group (the Portuguese Eurographics Chapter), of which he is currently a member of the governing bodies.

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