

SUBSCRIPTION INFORMATION

The International Journal of Virtual Reality is published by IPI Press, a division of IPI International Corp., in collaboration with Virtual Worlds Media Corp. Single issues of the printed journal with accompanying CD-ROM are available to individuals for \$50. Subscription prices are \$45 per issue (\$180 per year) to individuals. Phone the IJVR Business Office at 800-IPI-IJVR (800-474-4587).

Libraries and organizational subscriptions are \$125 per issue or \$450 per year. Special library privileges and promotional subscription rates can be obtained by phoning the IJVR Business Office at 800-IPI-IJVR (800-474-4587).

AUTHOR SUBMISSIONS

Potential authors are encouraged to submit articles either to individual content editors or to Richard A. Blade, Editor-in-Chief, IJVR, at IPI Press, 2608 N. Cascade, Colorado Springs, CO 80907. See the Author's Guide in this issue for details.

Editorial: THE PRESENT AND THE FUTURE FOR THE IJVR

Richard A. Blade

It seems fitting that the IJVR be premiered at the VRAIS'95 conference¹, in that I was inspired to start the IJVR at the VRAIS'93 conference. It became clear to me there that paper proceedings were a far cry from adequate in terms of conveying what was presented. What was needed was a journal for VR professionals that permits the authors to demonstrate their results in multimedia. This publication is designed to fill that need.

Even with a number of people working very hard to get this edition out the door (only Fred Henderson, the managing editor, is full time), there are many things we wanted to do but had to delay.

First, we wanted the CD-ROM to be multiplatform. Despite our best efforts, that did not happen, and the project has now been put on hold in view of the great changes in computer hardware and operating systems that are anticipated in the next 2 to 3 years.

Second, we had hoped to begin publishing papers incorporating stereographic photos and graphics. It turned out the software drivers for the low-cost shutter glasses and head mounted displays were just not ready for us in time. Thus we had to delay publishing a paper by William Martens titled *Demystifying Spatial Audio*, which incorporates a number of stereoscopic images to present the important points. In the more distant future we expect the IJVR to include software for

such things as tracking body motion to provide interactive VR.

Third, we had hoped that the rapidly developing technology would permit us to present full-screen movies rather than quarter-screen movies. While software MPEG compression to do this currently exists, we are compelled to provide a medium that most readers can use on their current computers without expensive upgrades. Our current standard assumes the reader has a minimum 386-based PC with a 256-color VGA display, double speed CD-ROM drive and sound card.

Fourth, while this issue includes four frames of computer generated art, we hope to have significant contributions in "VR art". More generally, we are actively seeking contributions in the fine arts, humanities, and social sciences. It is the hope and intent of all those involved with the IJVR that this be a interdisciplinary publication for *all* persons involved professionally in some aspect of VR.

Likewise, we intend this to be a truly international journal. It is our intent to actively recruit both authors and editors throughout the world. To the degree possible, we would like to see international authors able to work through editors in their own country. We have been courted by various international publishers for the international distribution rights. We are approaching the subject very carefully because of our inexperience.

In this issue we are proud that we were able to provide Creve Maples a full ten minutes of movie clips on the CD-ROM. I think you will agree that the *muSE* (pronounced "muse") project at Sandia is truly fascinating, and the movie clips really elucidate the concepts. It is unlikely we are going to be able to provide that much space on the CD-ROM to any single author in the future.

Many persons have suggested that we publish the IJVR on the Internet. We certainly plan to make individual papers available for a fee that way, because it is virtually the only way to effectively transmit the multimedia enhancements for an individual paper. We are not yet convinced that we can derive the income required to sustain the operations using the Internet for distribution of the entire publication. Every step of the way for us has been ground breaking, and we have to carefully feel our way in terms of the marketing.

It is clear that we shall be publishing many more papers in each future issue, and may have to publish more frequently in order to handle the many articles worthy of publication. It may even be necessary to divide the publication into several parts to satisfy different reader interests, though I personally feel the VR field will be enriched by the interaction of diverse disciplines. The final test will be what our readers want to see in the journal.

In any case, we intend for future editions of this journal to involve a larger printed edition and special issues that each focus on a single subject. For example, coming up next summer or fall will be an issue devoted entirely to VR in medicine.

-- End of Editorial

¹ VRAIS (pronounced "vray") stands for IEEE *Virtual Reality Annual International Symposium*, held March 11-15, 1995 at the Sheraton Imperial Hotel & Convention Center, Research Triangle Park, NC.