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Editorial

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This special issue contains the 39 best papers accepted for the 26th Computer Graphics International Conference, CGI 2008, held in Istanbul between June 9–11, 2008. The

CGI has been organized every year since 1983 by the Computer Graphics Society (CGS).

The overall standard of the papers submitted to the conference was very high. There were 220 paper submissions, and after the rigorous review process, the program committee could only accept 39 journal papers and 40 conference papers. The conference included one invited talk from Prof. Werner Purgathofer and two tutorials coordinated by Prof. Nadia Magnenat-Thalmann, Prof. Daniel Thalmann and Prof. Vaclav Skala.

We are grateful to several institutions that have made the conference possible: Bilkent University, Sabanci University, the Turkish National Science Foundation (TUBITAK) and the Computer Graphics Society. We would like to thank all the people from the local organization, the conference support personnel, the invited speaker, the tutorial instructors, the reviewers and the authors who have kept the high quality of submitted works and provided the excellent level of CGI 2008.

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