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Announcement

Most cited paper award

The Publisher presents the third annual "Most Cited Paper Award" for *Computer-Aided Design*. Our most cited paper award offers an alternative to committee-selected "best papers". The only objective and transparent metric that is highly correlated with the quality of a paper is the number of citations. We hope that the design of this most cited paper award will ensure fairness and equal opportunity for all authors published in the Journal. It is our hope that this award will stimulate the best minds to release their best work. Papers for this distinction are determined solely based on the highest number of cites, excluding self-citations, received for all journal articles published between 2006–2008 [data culled from SCOPUS reports (www.scopus.com) created on 24 February 2009]. The winning paper is "Laplace–Beltrami spectra as 'Shape-DNA' of surfaces and solids", by Martin Reuter, Franz-Erich Wolter, and Niklas Peinecke, Comput. Aided Des. 38 (2006) 342–366.

We congratulate Drs. Reuter, Wolter, and Peinecke for this great achievement.

Dr. Reuter works at the Massachusetts General Hospital (Harvard Medical School) as a research fellow in Neurology at the Martinos Center for Biomedical Imaging since Aug. 2008. He holds research appointments at Harvard Medical School, at the MIT Computer Science and Artificial Intelligence Lab (CSAIL) and the Department of Mechanical Engineering, where he stayed as a postdoctoral scholar (2006–2008) with a Feodor-Lynen fellowship of the Alexander von Humboldt Foundation. He has been awarded a prize for outstanding scientific accomplishments in 2006 by the Leibniz University Hannover where he obtained his Ph.D. in 2005 in the area of computational geometry and topology from the faculty of electrical engineering and computer science. Before that he obtained his "Diplom" (M.Sc.) in mathematics with a second major in computer science and a minor in business information technology from the Leibniz University Hannover in 2001. His research interests include computational geometry and topology, computer and medical vision, shape analysis, computer-aided design, geometric modeling, computer graphics as well as neuroimaging.

Dr. Wolter has been a full professor of computer science at the University of Hannover since the winter term of 1994/1995 where he directs the Division of Computer Graphics and Geometric Modeling called Welfenlab. Before coming to Hannover, Dr. Wolter held faculty positions at the University of Hamburg (in 1994), MIT (1989–1993) and Purdue University in the USA (1987–1989). Prior to this he developed industrial expertise as a software and development engineer with AEG in Germany (1986–1987). Dr. Wolter obtained his Ph.D. in 1985 from the department of mathematics at the Technical University of Berlin, Germany, in the area of Riemannian manifolds. In 1980 he graduated in mathematics and theoretical physics from the Free University of Berlin. At MIT Dr. Wolter codeveloped the geometric modeling system Praxiteles for the US Navy from 1989 to 1993 and published various papers that broke new ground applying concepts from differential geometry and topology on problems and design of new methods used in geometric modeling and CAD systems. The latter work is closely related to computational Riemannian geometry being a central field of Dr. Wolter's research. During the last ten years Dr. Wolter's research has been including work on haptic and tactile VR-systems. More recently his research has been extended to biomedical imaging and biomechanical simulation systems. Dr. Wolter is a research affiliate of the MIT department of mechanical engineering.

Niklas Peinecke received his Diploma (MSc) in mathematics with a second major in computer science and a minor in sociology in 2001 at the Leibniz University of Hannover. After receiving his Ph.D. in 2005 in the area of image processing and computational topology he is currently working as a research assistant at the German Aerospace Center in Braunschweig. His research interests include image recognition, computational geometry and topology, computer graphics and object oriented programming theory, as well as sensor simulation technology and GPU based simulation.

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