Eurographics 2003

Education

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(Editors)

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Preface

Eurographics has a long and proud tradition in computer graphics education, going back to the beginnings of the Association. This education work has been carried out through a number of workshops over the years. Some of these workshops have been held in conjunction with the annual Eurographics conference, and several conferences have had papers of panels that deal with education, but 2003 marks the first time that the annual conference has included a formal programme dealing with education. We appreciate the vision of the conference organisers and Eurographics leadership in including this programme in 2003.

We are pleased to present the following set of papers on computer graphics education to the Eurographics community. They include papers on

- An interactive tutorial on computer graphics algorithms.
- A virtual laboratory for group work in computer graphics education, with an eye on distance learning.
- A discussion of 3D virtual environments for constructivist teaching and learning.
- Issues in designing interaction for Web-based teaching.
- A presentation on a Eurographics/SIGGRAPH repository for refereed content for computer graphics education.

We believe that you will find that these papers can give you some interesting ideas on your own teaching. We hope they will lead to more discussion and publication on teaching within Eurographics the broader computer graphics community.

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Steve Cunningham & Domingo Martín Perandrés

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