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Education Papers

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Preface

The Education track is a traditional and an integral part of the annual Eurographics conference. Its aim is not only to disseminate research and experience about education related to Computer Graphics but also to initiate various discussions among teachers and students, and to offer the best educational practices from various fields touched by Computer Graphics.

This year, we have received 12 submissions of which 8 were accepted for the presentation at the conference and for the publication in these proceedings. The accepted papers are of two different natures - they are either *general education papers* (five papers) introducing novel ways in teaching or papers describing so called *effective assignments* (three papers) that were successfully applied in classes.

We have arranged the papers into three sessions - the first contains regular education papers, the second presents various assignments, and the third opens a space for a discussion - this year's panel will concentrate on the question "*to use or not to use*" API in Introductory Computer Graphics course.

We thank all the reviewers for their hard work, and we hope that all papers in these proceedings will help improving efficiency and enthusiasm in computer graphics classes - both for teachers and students.

Frits Post and Jiří Žára

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