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# Education Papers

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## **Preface**

We are excited to present the Eurographics Education track this year.

The EG Education track is a privileged place, within the Computer Graphics community, for educators to discuss their experiences in bringing Computer Graphics to the classrooms and to a broader audience, and getting their passion to others.

This year we offer a rich program, encompassing nine works that investigate on novel tools for assisting the teaching of Computer Graphics and related applications, approaches to foster the creativity of students, and new ways to educate on the concepts of visualization. We also included a short presentation about one remarkably successful student project.

We are thankful to all the contributors, who elected to share with the community their valuable field-tested ideas, findings, and experiences.

Marco Tarini and Eric Galin

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