

GVE 99

The Graphics and Visualization Education Workshop (GVE 99), held in July in Coimbra, Portugal, was a joint Eurographics/SIGGRAPH event and was partially supported by the National Science Foundation. It assembled 44 colleagues from 12 countries to consider the future in computer graphics education. Among the workshop themes were curriculum for computer graphics in computer science and in art, development of computer graphics for teaching, topics in interaction, and collaborations between disciplines and institutions. These will be followed up by several future activities. This panel summarizes the themes.

Spread the word - send a contribution to "Computer Graphics: Tools and Techniques for Teaching"!



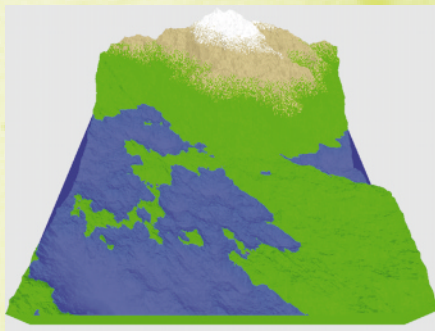
Rosalie Wolf
DePaul University

Collaboration supports new approaches in computer graphics education.



Cappuccino by Lava Lamp Light
© 1998, Ana Corina, Alex Elgu, Jason Lohewill, Martin Rowley, Christian Volonté - University of Maryland, Baltimore County
Faculty Advisors: Dan Bailey and David Ebert

The trend in computer science is to base the first graphics course on a high-level API, but the rendering pipeline is of enduring importance.



Ben Eadington
California State University, Stanislaus

Online and distance education will use computer graphics in new and exciting ways.



Image of the Martian Landscape from Art World
Courtesy of the Scientific Computing and Visualization Group at Boston University
Contributors: Matt Hartzel, Paul Haman, Tom Cuffin, Jeong-Hoon Lee, Karlo Takki