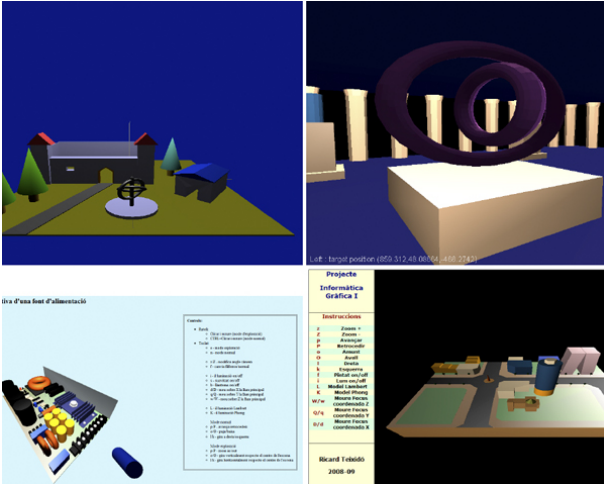


Distance Learning in Computer Graphics

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Computer graphic courses are pretty established in most computer graphics degrees worldwide. Distance learning has been gaining popularity as fast internet access from home has been reaching wider areas around the world. If we combine this with the fact that the popularity of video games all over the world has made the technology required for rendering real time graphics widely available and affordable, we have the perfect environment for teaching computer graphics through distance learning universities. In this paper, we explain our experience in teaching Computer Graphics basics for the last 10 years at the distance

teaching university Universitat Oberta de Catalunya (UOC). By using materials that include interactive applets which allow the student to play with basic Computer Graphics concepts, we observe that students can understand the course despite the teacher not being present in the learning process.