



DEPARTMENT OF INFORMATICS

TECHNISCHE UNIVERSITÄT MÜNCHEN

Thesis type (Bachelor's Thesis in Informatics, Master's Thesis in
Informatics: Games Engineering, ...)

Thesis title

Author





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Titel der Abschlussarbeit

Author:	Author
Supervisor:	Supervisor
Advisor:	Advisor
Submission Date:	Submission date



I confirm that this thesis type (bachelor's thesis in informatics, master's thesis in informatics: games engineering, ...) is my own work and I have documented all sources and material used.

Munich, Submission date

Author

Acknowledgments

Abstract

Kurzfassung

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1. Introduction

Use with pdfLaTeX and Biber.

1.1. Section

Citation test (with Biber) [latex]. Occlusion Culling Methods [1]: **Abstract** Occlusion culling methods are an important tool for efficient rendering of large scenes. Usually only a small part of such a scene is visible from a specific viewpoint. Therefore occlusion culling methods try to determine which parts of the scene are invisible and can be culled. That way usually only a small part of the scene’s primitives has to be drawn. This is especially important for real-time rendering because large scenes can easily contain much more primitives than available hardware can render in real-time. In this state of the art report we present an overview of the already large number of existing occlusion culling methods and their different approaches and characteristics.

1.1.1. Subsection

See Table 1.1, Figure 1.1, Figure 1.2, Figure 1.3, Figure 1.4, Figure 1.5.

Table 1.1.: An example for a simple table.

A	B	C	D
1	2	1	2
2	3	2	3

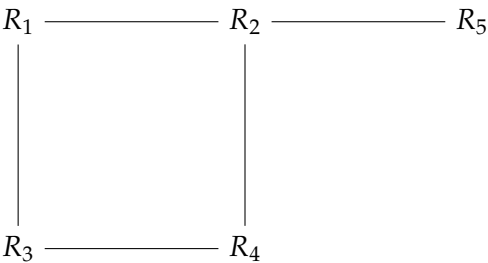


Figure 1.1.: An example for a simple drawing.

This is how the glossary will be used.

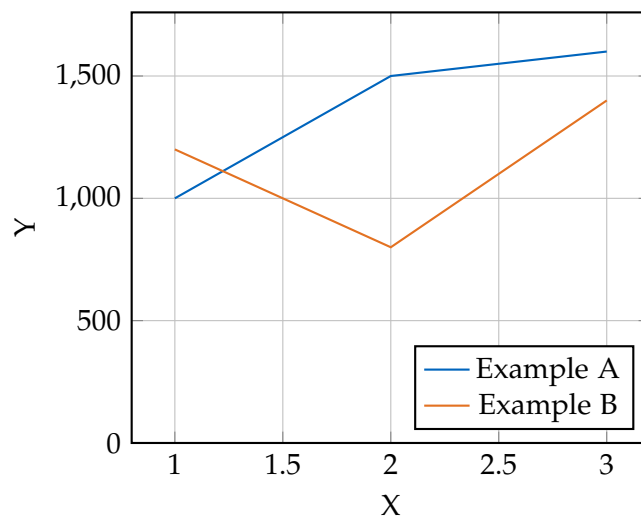


Figure 1.2.: An example for a simple plot.

```
SELECT * FROM tbl WHERE tbl.str = "str"
```

Figure 1.3.: An example for a source code listing.



Figure 1.4.: Includegraphics searches for the filename without extension first in logos, then in figures.



Figure 1.5.: For pictures with the same name, the direct folder needs to be chosen.



(a) The logo.



(b) The famous slide.

Figure 1.6.: Two TUM pictures side by side.

Donor dye, ex. Alexa 488 (D_{dye}), Förster distance, Förster distance (R_0), and k_{DEAC} . Also, the TUM has many computers, not only one Computer. Subsequent acronym usage will only print the short version of Technical University of Munich (TUM) (take care of plural, if needed!), like here with TUM, too. It can also be \rightarrow hidden¹ \leftarrow .

[(TODO: Now it is your turn to write your thesis.

This will be a few tough weeks.)]

[(DONE: NEVERTHELESS, CELEBRATE IT WHEN IT IS DONE!)]

¹Example for a hidden TUM glossary entry.

A. General Addenda

If there are several additions you want to add, but they do not fit into the thesis itself, they belong here.

A.1. Detailed Addition

Even sections are possible, but usually only used for several elements in, e.g. tables, images, etc.

B. Figures

B.1. Example 1

✓

B.2. Example 2

✗

List of Figures

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List of Tables

1.1. Example table 1

Bibliography

- [1] H. Hey and W. Purgathofer. "Occlusion Culling Methods". In: *EUROGRAPHICS STAR* (2001). URL: <https://pdfs.semanticscholar.org/c1a0/aa9000f62bb9b1a60f27182e23872c375e1e.pdf>.