# Title goes here

#### Author goes there

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### Summary

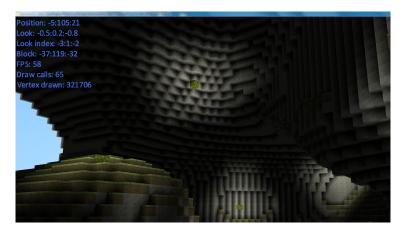
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### Preamble

This file is part of the Voxel Engine project. It is here to document the project, and to explain how the program was conceived. It is not a formal scientific paper, but we should try to stick to this style, to make it more readable and interesting. Thank you for your attention, have a nice reading.

# 1 Abstract

 ${\rm Lorem\ ipsum\ dolor...}$ 



 $Figure \ 1: \ \textit{Illustration of the final result}$ 

# 2 Introduction

## 3 Materials and methods

- 3.1 sub section 1
- 3.1.1 subsub section a
- 3.1.2 subsub section b
- 3.2 sub section 2

4 General conclusion

# References

[1] PEREIRA Romain, Source code, https://github.com/rpereira-dev/VoxelEngine.git, The main repository of the project.