

Orbital Patterns of Martian Moons

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Outline

- Model Goals
- Problem Overview
- Calculations
- Conclusion

Model Goals

- The goal of our project is to model the interactions of the moons Phobos & Deimos with the planet Mars due to Gravity
- The program we created will simulate an objects path given some initial conditions and a gravitational constant.
- The simulation is run for each moon to simulate their interactions with the planet.

Problem Overview

A simple slide with some bullet points...

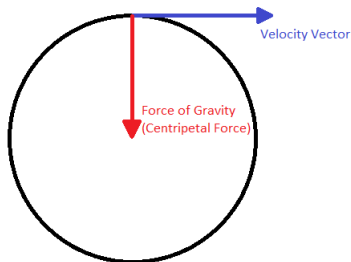


Figure: Orbital Diagram

Introduction

Beamer can do some neat things...like creating blocks and such...Here is a simple block:

Title of Block

- This statement is inside of a block.
- Blocks look nice and give a little shine to your presentation...

You can even put “pause” commands

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Some Basics

Graphics

- Graphics are the same in beamer presentations as they are in article class
- The code will look something like this:

```
\centerline{\includegraphics[width=1.00\textwidth]  
{filename}}
```

Some Basics

We can also have columns...here is an example.

First Column

- First item
- Second item
- Third item

Second Column

- Fourth item
- Fifth item
- Sixth item

Beamer is very easy to learn even if you are completely new to \LaTeX . There are many different things you can do with the Beamer class...you can even embed video into your slides!

There are many, many, many good sources available on the web for \LaTeX . Wiki Books on \LaTeX is a great place to start. Using the Beamer class is pretty redundant...after making a few slides, you'll get used to it pretty quick.

I know this guide was very short, but the basics of presentations are pretty much the same regardless if you are using powerpoint or \LaTeX . If you know \LaTeX then you know that math looks best in this typeset language...so all you need to know is how to basically create one slide that may include bullet points, pictures, and columns.

Once you know these things, than you can format your Beamer slides any way you want. The best way to learn is to try it yourself. I hope this guide will help get you started.