Your Great Title For Your Thesis

A THESIS
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Acknowledgements

Some acks are nice.

Dedication

Your dedication goes here.

Abstract

This thesis examines the use of interactive immersive displays for exploiring urban design data. Exploratory interfaces that utilzes human center algorithms will convey more information.

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1 Introduction

It's always good to introduce your (1) problem, (2) why it is interesting, (3) what you did, and (4) roughly, how well did it work. You might even have citations in here, as in this paper [2].

2 Background

2.1 Background

2.2 Previous Work

In seminar today, we looked for papers on the ACM Digital Library. The following paper is about virtual reality [1].

Found another paper... think the tile has VRGP in it... make sure to read.

3 Implementation

3.1 First section

You may need a nice figure, which you can algorithmically render using the Tikz package. You should really check out the Texample web site where several nice tikz examples are provided (http://www.texample.net/tikz/examples/all/).

3.2 Initial Section

- What language am I doing this in?
- What is the question the urban p[lanner want solved?

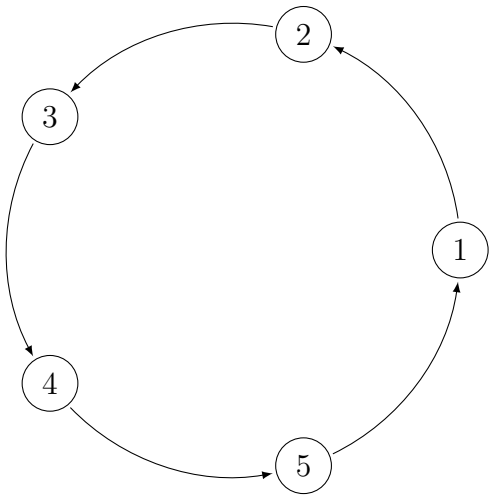

Figure 3.1: Clear and concise figure captions are important to write. This one illustrates the cycle of a graph.

1. What languge am I doing this in?

2. What is the question the urban p[lanner want solved?

3. new item

    - new 1
    - new 2

A graph rendered with the Tikz package is shown in Figure 3.1.

3.2.1 Subsection One

3.2.2 Subsection Two

3.2.3 Subsection Three

3.3 New Section For Next Important Topic

3.3.1 Algorithm Initialization

3.3.2 Atomic Operations

You may even need code in your thesis. Here is a way to nicely include code with LaTeXusing the listings package.

```
1 for (unsigned int idx=0; idx<maxSize; idx++) {
2   atomic_add( idx );
3 }
```

3.3.3 Programming Style

Explaining Fine Detail Here

TODO: Make sure to finish this!

Last Subsection

4 Results

Your results. This worked great. Here's a plot to show how great it worked.

We can reference the plot in Figure /reffig:goodData. Also, it's sometimes nice to include tables.

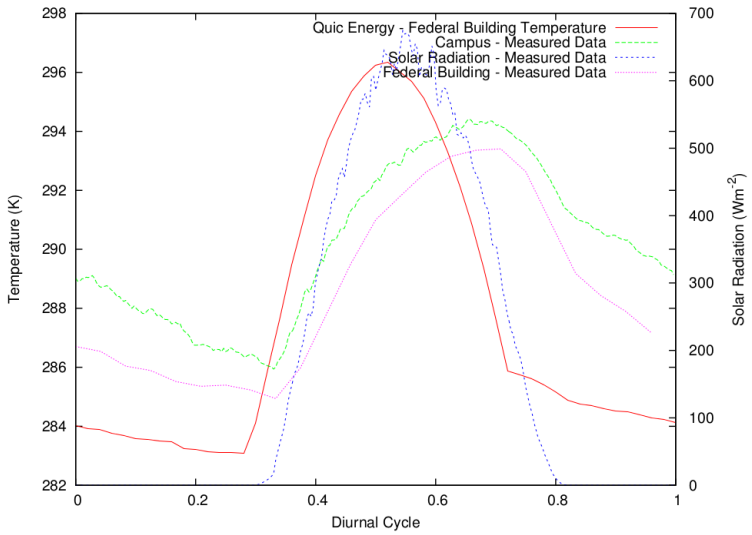

Figure 4.1: Good data.

Variable	Condition 1	Condition 2
arc	1.796	0.304
boo	3.112	0.411
gar	4.344	0.629

Table 4.1: Illustrates the relationship between variables and the related experiment conditions.

5 Conclusions

How can you wrap this up?

A Appendix A

Do you need an Appendix? You can include several of them if you want.

References

[1] O. Kreylos, G. Bawden, T. Bernardin, M. I. Billen, E. S. Cowgill, R. D. Gold, B. Hamann, M. Jadamec, L. H. Kellogg, O. G. Staadt, and D. Y. Sumner. ``Enabling Scientific Workflows in Virtual Reality". In: *Proceedings of the 2006 ACM International Conference on Virtual Reality Continuum and Its Applications*. VRCIA '06. Hong Kong, China: ACM, 2006, pp. 155–162. ISBN: 1-59593-324-7. DOI: 10.1145/1128923.1128948. URL: http://doi.acm.org/10.1145/1128923.1128948 (cit. on p. 2).

[2] K. N. Takashi Asawa Akira Hoyanob. ``Thermal design tool for outdoor spaces based on heat balance simulation using a 3D-CAD system". In: *Building and Environment* 43.1 (Dec. 2007), pp. 2112–2123 (cit. on p. 1).