GRAPHIC SHADERS FOR SCIENTIFIC VISUALIZATION

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David Fernández Alcoba

Resumen en castellano

Breve resumen del trabajo.

Palabras clave

Lista de palabras clave

Abstract

English version of the abstract

Keywords

List of keywords

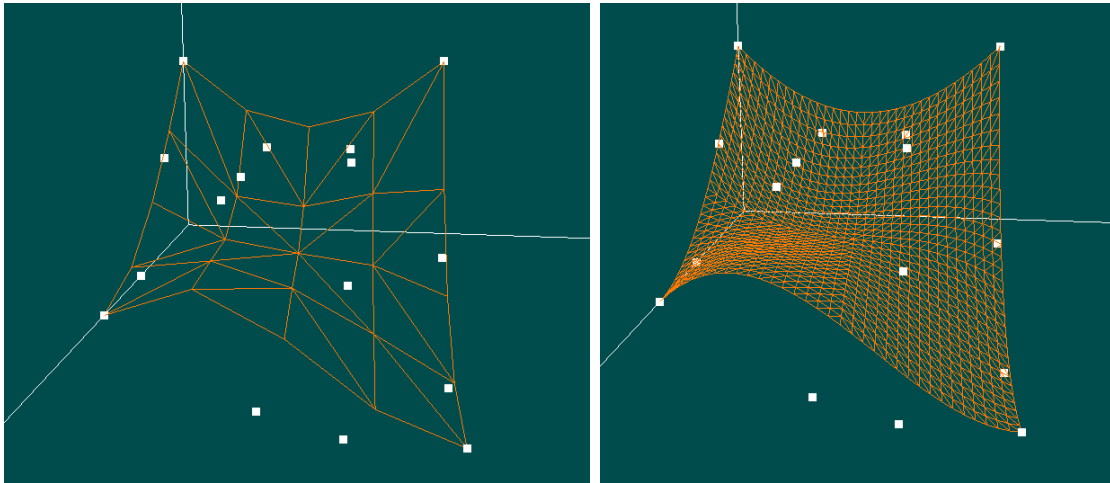# Índice general

Agradecimientos

Agradecimientos.....

Dedicatoria

Texto...

Capítulo 1

Title

In this chapter, there will be examples of various features you may want to incorporate into your document. Here's an example of a figure inserted into the text:

Figura 1.1: *Full caption to appear below the Figure*

Here is an example of a Table:

Column 1 Heading	Column 2 Heading	Column 3 Heading
Col 1 Row 1	Col 2 Row 1	Col 3 Row 1
Col 1 Row 2	Col 2 Row 2	Col 3 Row 2
Col 1 Row 3	Col 2 Row 3	Col 3 Row 3

Cuadro 1.1: *Caption to appear below the table*

1.1.   Making References to Figures or Tables

In this paragraph, we want to refer to Fig. 1.1 mentioned at the beginning of this chapter. We also refer to the Table 1.1.

1.2.   Making a Reference to a Chapter Subsection

In this section, we refer back to text mentioned in Section 1.1 on page 2.

1.3.   Making a Citation

Here's an example of a citation to a single work. Bailey[1] It's also possible to make multiple citations. Bailey[12]

Capítulo 2

This is Chapter 2

In this chapter, I want to refer to Chapter 1, so I'm going to use the slash ref command along with the "makereference"label which I assigned back at the beginning of Chapter 1.

2.1.   Page Number References

I should also be able to refer to a specific page number, such as page 1. Of course, I'll need to have a slash label command and a unique name in each section that I want to be able to refer to later in the text.

2.2.   Referring to Sections Within Chapter 1

Now, I'm going to refer to different sections within Chapter 1. I gave an example of a figure in section 1.1 and an example of a table in section 1.2. In section 1.3, we looked at examples of bibliographic citations.

Capítulo 3

This is Chapter 3

Here are more examples of referring to previous sections. In Chapter 1 there were several sections, including section 1.1, section 1.2, and section 1.3.

Likewise, in Chapter 2, there are sections 2.1 and 2.2.

Bibliografía

[1] M. Bailey. Using gpu shaders for visualization. *IEEE Computer Graphics and Applications*, 29(35):96–100, 2009.

[2] M. Bailey. Using gpu shaders for visualization ii. *IEEE Computer Graphics and Applications*, 31(2):67–73, 2011.

Apéndice A

Title for This Appendix

Apéndice B

Title for This Appendix