

University of Utah Beamer Theme

Presentation Template

Your Name

University of Utah
Kahlert School of Computing

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① Background

② Related Work

③ Features

④ Timeline

⑤ References

Why Use Beamer?

- Many people use \LaTeX , and many universities have their own Beamer themes

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- GitHub project:
<https://github.com/eazhou99/UofU-Beamer-Theme>

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- GitHub project:
<https://github.com/eazhou99/UofU-Beamer-Theme>
- This template is based on the original THU Beamer Theme

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- There are some themes built into L^AT_EX
- Various universities have created their own themes
- This template originated from
<https://www.latexstudio.net/archives/4051.html>
- The original [link](#) is no longer available
- Examples by Jiayi Weng (2016–17):
https://github.com/Trinkle23897/oi_slides

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University of Utah Version Modifications

- Colors based on University of Utah Brand Guidelines [Uni24a]
- University of Utah red (#BE0000)
- More colors documented in CLAUDE.md for vibe coding convenience
- Logos available at University of Utah Brand website [Uni24b]
- More features can be found at LaTeX Studio [LaT18]
- Some examples below are adapted from TUNA [TUN18]

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Why Beamer

- \LaTeX is widely used in academia for journal and conference papers

Microsoft [®] Word	\LaTeX
Word processor	Professional typesetting
Easy to learn, intuitive	Easy to start
WYSIWYG	What you think is what you get
Advanced features hard to master	Advanced features rarely needed
Long documents require experience	Same workflow for any length
Spend time on formatting	Focus on content
Equation typesetting is mediocre	Excellent equation typesetting
Binary format, compatibility issues	Text files, readable, stable
Paid commercial license	Free and open source

Math Examples

Unnumbered Equation

$$J(\theta) = \mathbb{E}_{\pi_\theta}[G_t] = \sum_{s \in \mathcal{S}} d^\pi(s) V^\pi(s) = \sum_{s \in \mathcal{S}} d^\pi(s) \sum_{a \in \mathcal{A}} \pi_\theta(a|s) Q^\pi(s, a)$$

Multi-line Equation¹

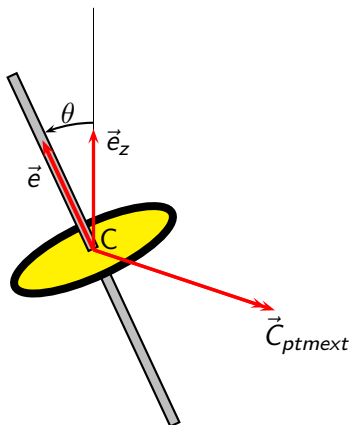
$$\begin{aligned} Q_{\text{target}} &= r + \gamma Q^\pi(s', \pi_\theta(s')) + \epsilon \\ \epsilon &\sim \text{clip}(\mathcal{N}(0, \sigma), -c, c) \end{aligned} \tag{1}$$

¹If text appears in equations, use `\mathrm{}` or `\text{}`, otherwise it looks like *clip* instead of clip.

Numbered Multi-line Equation

$$\begin{aligned} A = \lim_{n \rightarrow \infty} \Delta x & \left(a^2 + \left(a^2 + 2a\Delta x + (\Delta x)^2 \right) \right. \\ & + \left(a^2 + 2 \cdot 2a\Delta x + 2^2 (\Delta x)^2 \right) \\ & + \left(a^2 + 2 \cdot 3a\Delta x + 3^2 (\Delta x)^2 \right) \\ & + \dots \\ & \left. + \left(a^2 + 2 \cdot (n-1)a\Delta x + (n-1)^2 (\Delta x)^2 \right) \right) \\ & = \frac{1}{3} (b^3 - a^3) \quad (2) \end{aligned}$$

Figures and Columns



1	2	3	A	697 Hz
4	5	6	B	770 Hz
7	8	9	C	852 Hz
*	0	#	D	941 Hz
1209 Hz	1366 Hz	1477 Hz	1633 Hz	

L^AT_EX Common Commands

Commands

<code>\chapter</code>	<code>\section</code>	<code>\subsection</code>	<code>\paragraph</code>
Chapter	Section	Subsection	Paragraph
<code>\centering</code>	<code>\emph</code>	<code>\verb</code>	<code>\url</code>
Center align	Emphasize	Verbatim	Hyperlink
<code>\footnote</code>	<code>\item</code>	<code>\caption</code>	<code>\includegraphics</code>
Footnote	List item	Caption	Insert image
<code>\label</code>	<code>\cite</code>	<code>\ref</code>	
Label	Cite reference	Cross-reference	

Environments

<code>table</code>	<code>figure</code>	<code>equation</code>
Table	Figure	Equation
<code>itemize</code>	<code>enumerate</code>	<code>description</code>
Bulleted list	Numbered list	Description list

L^AT_EX Environment Examples

```
1 \begin{itemize}
2   \item A \item B
3   \item C
4   \begin{itemize}
5     \item C-1
6   \end{itemize}
7 \end{itemize}
```

- A
- B
- C
 - C-1

²“n+e” is a homophone of the original author Jiayi Weng’s Chinese name.
“Learning” is self-deprecation—actually Expert level.

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```
1 \begin{itemize}
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```

- A
- B
- C
 - C-1

```
1 \begin{enumerate}
2   \item Expert \item Advanced
3   \item Beginner
4   \begin{itemize}
5     \item[n+e] Learning
6   \end{itemize}
7 \end{enumerate}
```

- 1 Expert
- 2 Advanced
- 3 Beginner
 - n+e Learning²

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LaTeX Math Formulas

```
1 $V = \frac{4}{3}\pi r^3$  
2  
3 \[  
4   V = \frac{4}{3}\pi r^3  
5 \]  
6  
7 \begin{equation}  
8   \label{eq:vsphere}  
9   V = \frac{4}{3}\pi r^3  
10 \end{equation}
```

$$V = \frac{4}{3}\pi r^3$$

$$V = \frac{4}{3}\pi r^3$$

$$V = \frac{4}{3}\pi r^3 \quad (3)$$

- More information: [LaTeX Math Guide](#)

```
1 \begin{table}[htbp]
2   \caption{Numbers and Values}
3   \label{tab:number}
4   \centering
5   \begin{tabular}{cl}
6     \toprule
7     Number & Value \\
8     \midrule
9     1 & 4.0 \\
10    2 & 3.7 \\
11    \bottomrule
12  \end{tabular}
13 \end{table}
14 Equation~(\ref{eq:vsphere})
15 values are shown in
16 Table~\ref{tab:number}.
```

Table 1: Numbers and Values

Number	Value
1	4.0
2	3.7

Equation (3) values are shown in Table 1.

Graphics

- Vector graphics: eps, ps, pdf
 - METAPOST, pstricks, pgf ...
 - Xfig, Dia, Visio, Inkscape ...
 - Matlab / Excel can export to pdf
- Raster graphics: png, jpg, tiff ...
 - Use high resolution to avoid blurriness
 - Should be avoided when possible



Figure 1: This logo is a vector graphic

- ~~Month 1: Complete literature review~~
- ~~Month 2: Reproduce and evaluate various Beamer themes~~
- ~~Month 3-4: Customize and refine the theme~~
- ~~Month 5: Write documentation~~

Just one cozy night of vibe coding with Claude Code and voilà —
University of Utah edition done!

Thanks!