

Instructions for Authors of SBC Conferences

Papers and Abstracts

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Abstract.

Resumo.

1. Introduction

Keeping this section only to maintain citations and see if everything is working fine.
[Knuth 1984] [Boulic and Renault 1991] [Smith and Jones 1999]

2. Related Concepts

3. Proposal

4. Experiments and Evaluation

5. Conclusion

Referências

Boulic, R. and Renault, O. (1991). 3d hierarchies for animation. In Magnenat-Thalmann, N. and Thalmann, D., editors, *New Trends in Animation and Visualization*. John Wiley & Sons Ltd.

Knuth, D. E. (1984). *The T_EX Book*. Addison-Wesley, 15th edition.

Smith, A. and Jones, B. (1999). On the complexity of computing. In Smith-Jones, A. B., editor, *Advances in Computer Science*, pages 555–566. Publishing Press.