

**Figure 1.** Trustworthiness of information by file extension

Reference to the image [1](#)

**Table 1.** Table example

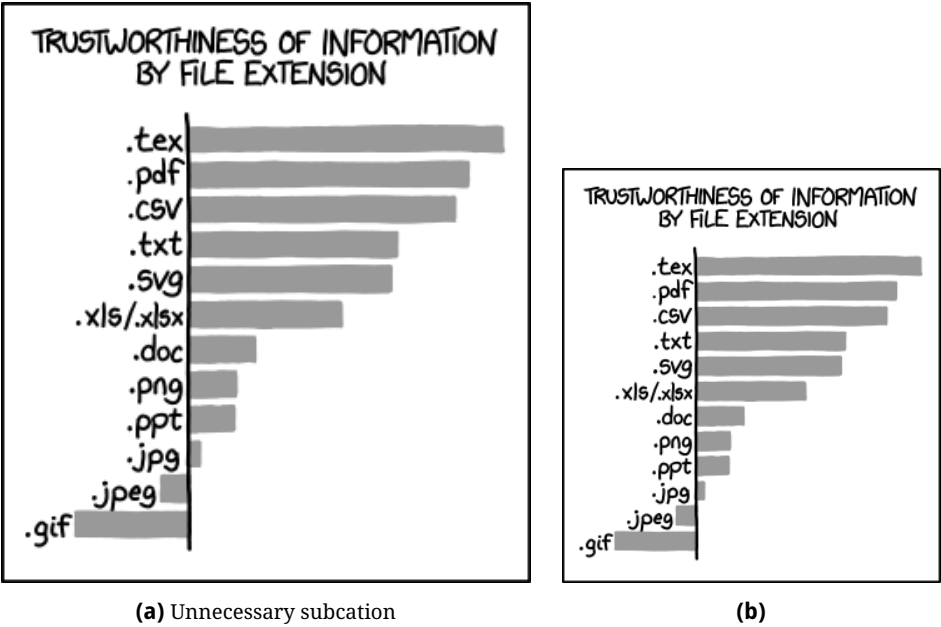
|          |    |
|----------|----|
| Question | ?  |
| Answer   | 42 |

**2.1. A subsection**

Text in subsection

**2.1.1. A sub-subsection**

Text in subsection with an example of an image consisting of two images. We can reference the full image, for example, [2](#), or subimages, for example, [2b](#).



**Figure 2.** An example of two images next to each other at the same figure

### 3. CONCLUSION

Some conclusion text with a reference: [1, 2]

### References

1. *Madhav S.* Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design). UK, 2013.
2. *Ericson C.* Real-Time Collision Detection. USA, 2004.

additional info, some grant information, if needed

Received October 7, 2001, The final version: December 28, 2015

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