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Sample Presentation Title

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It is easier to create the table of contents manually.

- Basic Formatting

- ▶ Images
- ▶ Equations
- ▶ Lists
- ▶ Blocks
- ▶ Columns
- ▶ Tables

- Slide Controls

- References



Basic Formatting

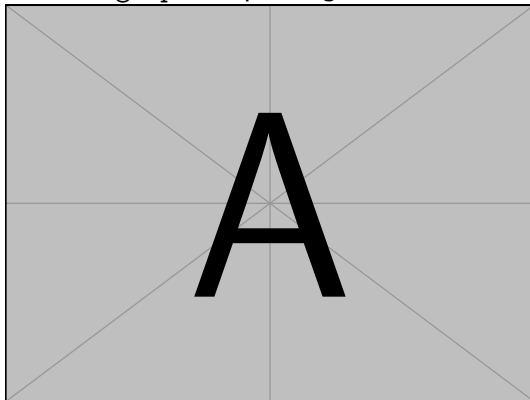


You can start

Sections using the secframe command



To import an image, use the `graphicx` package.

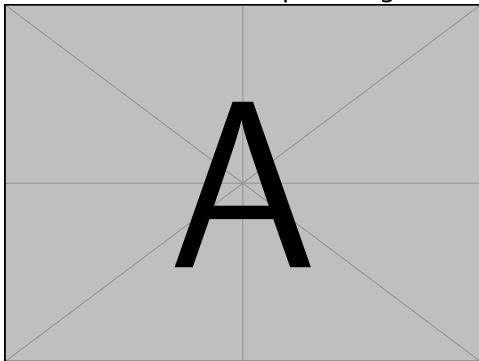


Caption: Caption for example-image-a.

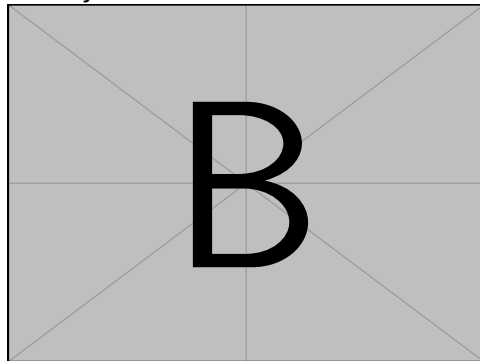
Multiple Images



You can include multiple images in a grid or side by side.



Caption: Caption for example-image-a.



Caption: Caption for example-image-b.



Equation Environment:

Use the `equation` environment for numbered equations.

$$E = mc^2 \tag{1}$$

This equation is automatically numbered.

Equation* Environment:

If you want an unnumbered equation, use the `equation*` environment.

$$F = ma$$

This equation won't have a number.

Inline Mathematics:

For inline mathematics, enclose the math expression with dollar signs.

The famous equation by Euler: $e^{i\pi} + 1 = 0$

Inline mathematics doesn't get numbered.



Top Level Items:

- First top-level item.
 - ▶ First nested item.
 - ▶ Second nested item.
- Second top-level item.
 - ▶ First nested item.
 - ▶ Second nested item.
- Third top-level item.
 - ▶ First nested item.
 - ▶ Second nested item.

Conclusion:

Use the `itemize` environment for easy bullet-point lists, and you can nest items to create a hierarchy.



Top Level Items:

1. First top-level item.
 - 1.1 First nested item.
 - 1.2 Second nested item.
2. Second top-level item.
 - 2.1 First nested item.
 - 2.2 Second nested item.
3. Third top-level item.
 - 3.1 First nested item.
 - 3.2 Second nested item.

Conclusion:

Use the `enumerate` environment for numbered lists, and you can nest items to create a hierarchy.



Introduction

This is a block with a title. It can be used to highlight important information or introduce a section.

Main Points

- First main point.
- Second main point.
- Third main point.

Conclusion

In conclusion, the block environment is a versatile way to structure content in Beamer presentations.



Left Column

- Item 1
- Item 2
- Item 3

Right Column

1. First item
2. Second item
3. Third item

Conclusion:

The 'columns' environment is useful for creating multi-column layouts in Beamer presentations.



Column 1	Column 2	Column 3
Row 1, Cell 1	Row 1, Cell 2	Row 1, Cell 3
Row 2, Cell 1	Row 2, Cell 2	Row 2, Cell 3
Row 3, Cell 1	Row 3, Cell 2	Row 3, Cell 3

Conclusion:

The 'tabular' environment is used to create tables in Beamer presentations. Adjust the formatting and content as needed.



Introduction:

The `<>` structure after a command allows you to gradually reveal information in your presentation.

Example:

- Start with an initial point.



Introduction:

The `<>` structure after a command allows you to gradually reveal information in your presentation.

Example:

- Start with an initial point.
- Gradually reveal the next point.



Introduction:

The `<>` structure after a command allows you to gradually reveal information in your presentation.

Example:

- Start with an initial point.
- Gradually reveal the next point.
- Continue the sequence.

Conclusion:

- The `<>` structure command is useful for creating step-by-step presentations.
- It helps to keep the audience focused and engaged.



Introduction:

The `\pause` command



Introduction:

The `\pause` command can also be used.

Other beamers commands such as `onslide`, `alt` can also be used.



You can use some of the macros I have supplied to provide references to other works. For example you can use `fcite` command¹. You can use it multiple times². If you need to use the same citation again you should use `ffcite`¹.

You should include the bib information in the `presentation.bib` file.

¹Kaiming He et al. "Deep residual learning for image recognition." *CVPR*. 2016

²Mark Everingham et al. "The pascal visual object classes challenge: A retrospective." *IJCV* (2015)



To reference the source of an image you can use the `imfcite` command.

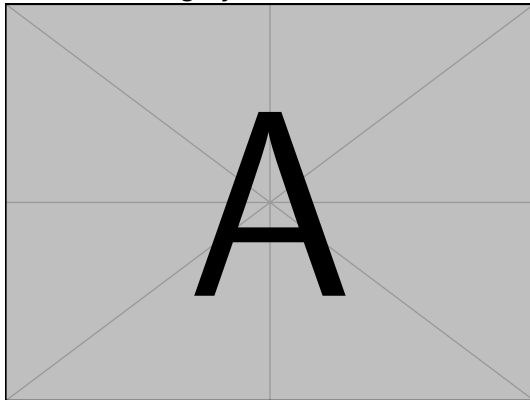


Image adopted from [1]: Kaiming He et al. "Deep residual learning for image recognition." *CVPR*. 2016



Thank you for your attention!



You can add additional information in the appendix. These pages will not count towards the total number of pages.



References



- [1] Kaiming He et al. “Deep residual learning for image recognition.” *CVPR*. 2016, pp. 770–778.
- [2] Mark Everingham et al. “The pascal visual object classes challenge: A retrospective.” *IJCV* 111.1 (2015), pp. 98–136.