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Sample Presentation Title

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Contents

It is easier to create the table of contents manually.

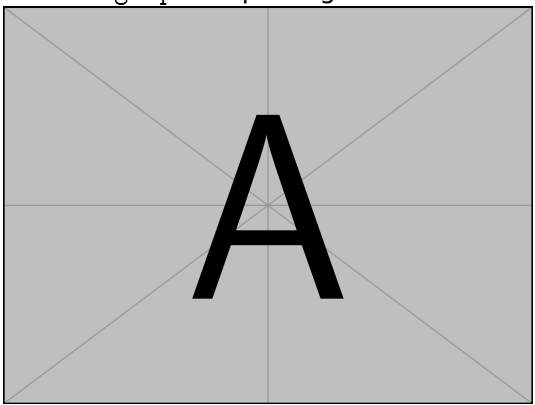
Basic Formatting

You can start

Sections using the secframe command

Importing Images

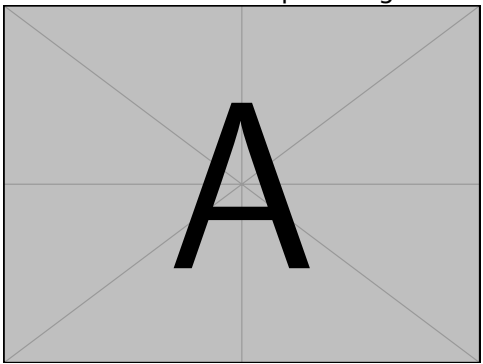
To import an image, use the `graphicx` package.



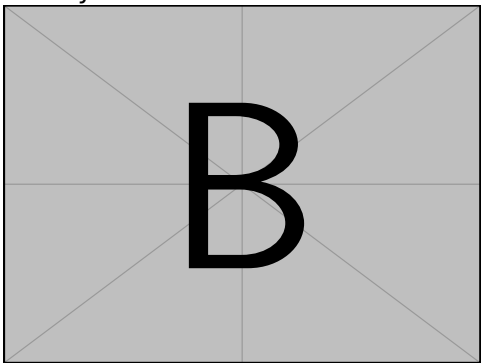
Caption: Caption for example-image-a.

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.

Itemization with Two Levels

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.

Enumeration with Two Levels

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.

Block Environment Example

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.

Two-Column Slide Example

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.

Tabular Environment Example

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.

Pauses in presentation

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

Example:

- Start with an initial point.

Pauses in presentation

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.

Pauses in presentation

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.

Using \pause Command

Introduction:
The `pause` command

Using \pause Command

Introduction:
The `pause` command can also be used.

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

References

You can use some of the macros I have supplied to provide references to other works. For example you can use `fcite` command[1]. You can use it multiple times[2]. 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.

[1] Kaiming He et al. "Deep residual learning for image recognition." In: *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016, pp. 770–778

[2] Mark Everingham et al. "The pascal visual object classes challenge: A retrospective." In: *International journal of computer vision* 111.1 (2015), pp. 98–136

Acknowledging Image Origin

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

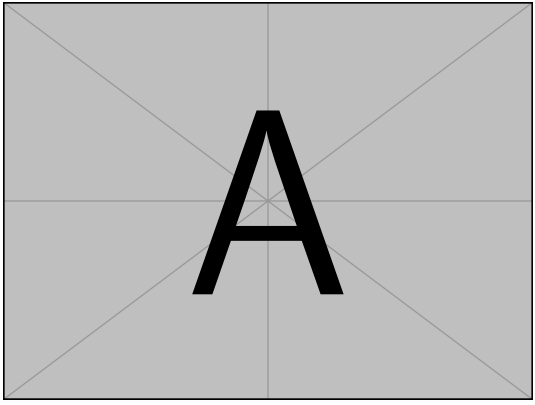


Image adopted from [1]: Kaiming He et al. “Deep residual learning for image recognition.” In: *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016, pp. 770–778

Thank you for your attention!

Appendix

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

References

References I

[1] Kaiming He et al. “Deep residual learning for image recognition.” In: *Proceedings of the IEEE conference on computer vision and pattern recognition*. 2016, pp. 770–778.

[2] Mark Everingham et al. “The pascal visual object classes challenge: A retrospective.” In: *International journal of computer vision* 111.1 (2015), pp. 98–136.