

Global Illumination for Fun and Profit

Max Mustermann

Zusammenfassung—Sum up your work and the ideas behind it in 150 to 250 words.

Schlüsselwörter—Fill, In, Your, Own, Keywords

1 INTRODUCTION

This is where your introductory text starts. As this should be a scientific publications, do not forget to cite other scientific papers to justify your argumentation. You might mention the work of Cooper et al. [1], a paper on the effects of 2D geometric transformation on visual memory [3] or even websites [2] (but only as a last resort). If LaTeX displays only question marks [?] and shows warnings, re-run the build process. If that does not fix it, check your source name for typos.

2 OVERVIEW

2.1 Subsection 1 of Overview

2.1.1 Subsubsection 1 of Subsection 1

2.1.2 Subsubsection 2 of Subsection 1

2.2 Subsection 2 of Overview

This is how you do a list in LaTeX:

- First list item
- Second list item
- Third list item

3 LOREM IPSUM

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- This research paper was written for the Media Informatics Proseminar on "Algorithms in Media Informatics", 2009

Tabelle 1. Vis Paper Acceptance Rate

Year	Submitted	Accepted	Accepted (%)
1994	91	41	45.1
1995	102	41	40.2
1996	101	43	42.6
1997	117	44	37.6
1998	118	50	42.4
1999	129	47	36.4
2000	151	52	34.4
2001	152	51	33.6
2002	172	58	33.7
2003	192	63	32.8
2004	167	46	27.6
2005	268	88	32.8
2006	228	63	27.6

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4 SECOND SECTION

4.1 And another subsection

Here is what a table looks like. And do not forget to ref it as table (*see table 1*). Again, if the number of the table does not show up in the text re-run the build process and check your ref.

Here is a sample illustration. Again, do not forget to mention it somewhere in your text (*see figure 1*).

5 ANOTHER SECTION

6 AND YET ANOTHER SECTION

7 CONCLUSION

Here is room to sum up your paper and provide an outlook on future developments.

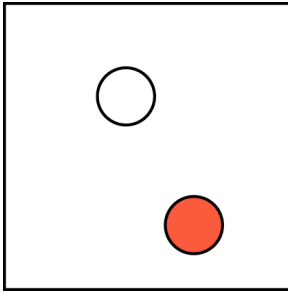


Abbildung 1. Sample illustration.

LITERATUR

- [1] K. Cooper, O. de Bruijn, R. Spence, and M. Witkowski. A comparison of static and moving presentation modes for image collections. In *AVI '06: Proceedings of the working conference on Advanced visual interfaces*, pages 381–388, New York, NY, USA, 2006. ACM Press.
- [2] B. Gardiner. Why you're not getting your money's worth out of that new cpu. <http://www.wired.com/techbiz/it/news/2007/08/multicore>, 2006. visited 10.10.2008.
- [3] H. Lam, R. A. Rensink, and T. Munzner. Effects of 2d geometric transformations on visual memory. In *APGV '06: Proceedings of the 3rd symposium on Applied perception in graphics and visualization*, pages 119–126, New York, NY, USA, 2006. ACM Press.