

Lab The Last
The Beamer Class
Presentations May 4 and 12 (later section) and 16 (earlier section)

This lab will give an introduction to the *Beamer* class of documents. Beamer was developed by Til Tantau in 2003 as a sort of mathematical equivalent to Microsoft's *Power Point* program. Beamer allows you to create a presentation of overhead slides, which can incorporate all of the nifty mathematics that L^AT_EX can produce, as well as *.jpg*, *.eps* and *.pdf* files. One of the (many) nice advantages to using *Beamer* is that your presentation is compiled as a *.pdf* file, rather than a *.ppt* file, thus you'll be able to present your work on any platform that has Adobe Illustrator.

1 Creating a Beamer Document

As with most other types of L^AT_EX documents, it is easiest to work from and modify an existing document to meet your needs. As such, the course website has a copy in both *.pdf* and *.tex* format of the short presentation given at the beginning of class today. Also provided is Tantau's user guide to the class (similar to the 'Not So Short' L^AT_EX guide that is in hard copy at each terminal), as well as a terser and more basic guide. Peruse these to learn of the innumerable wondrous things that Beamer can do for you.

Spend some time on the first day amending the existing document, changing things like color, content, and format, perhaps adding and removing slides. *Important Note:* While you have the document at hand, you don't have the files *KidPic.jpg*, *snakes.pdf*, etc., so you'll need to replace these in the document with files of your own. Make sure that the relevant files are in the same folder as the document that you are creating, just as you would with any graphics files in an ordinary L^AT_EX document.

Once you get the document compiled, change some of the options in terms of adding/removing sections and subsections from the table of contents, changing the colors of the presentation, or

2 The Presentation

You are to group up with others that have academic interests similar to yours (engineering interests, economics interests, astronomy interests, etc.), and devise a 12-15 minute presentation on a topic of your choosing. You will present your talk using the Beamer class, so the topic that you choose should involve some mathematics (to show off what Beamer can do). Please submit a one-paragraph abstract of your presentation to me by Monday, April 25, at 5PM. I will be meeting with groups individually during the class periods on April 27 to discuss the abstracts and the presentations as a whole.