

Test slide deck

BEAMER-REVEAL

Walter Daems

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Overview

Introduction

- Slide making

- Pimping your slides

In detail

- Candy for the eye

- Resonance for the ear

- Make (video) animations with LaTeX

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Good news

You can keep on making your slides the way you are used to!

- ▶ all the nice L^AT_EX stuff at your fingertips
- ▶ no temptation to use too much unnecessary animation

Indeed, there are no tools that can typeset equations like the tools from the T_EX-ecosystem:

$$e^{-j\pi} + 1 = 0 \tag{1}$$

Prêt-à-porter

A dummy slide

Showing off the 'concave' slide transition animation. Not recommended!

Très chique

A dummy slide

Showing off the 'convex' slide transition animation. Not recommended!

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And even more good news

...almost seems to good to be true...

However, now you can pimp your slides like never before. You can incorporate:

- ▶ videos and audio fragments
- ▶ animated GIFs and LaTeX animations
- ▶ iframe content

without being tied to Acrobat reader. In addition, there are some extra features

- ▶ press '?' for keyboard help, amongst which you will find:
- ▶ press 'm' to open the slide menu on the left
- ▶ press 'o' to get an overview of the slides
- ▶ press 's' to start a speaker view
- ▶ press 'g' to go to a specific slide by typing its slide number

The pancake menu on the bottom left also opens the menu.

A dummy slide

number three

Showing off the 'zoom slide transition animation. Not recommended!

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Placing videos

On this first slide there is nothing to see. On the next animation frame, a video will appear.

Placing videos

Here it is!



Media/beamer-reveal-testvideo.mp4

Placing images (possibly animated)

Below you will find a png (for which you don't need reveal, BTW).

But you can exploit the transparency!

And on the top right you will find a swinging pendulum (an animated GIF).

Placing iframe material (possibly animated)

e.g. generated with asymptote

Click and drag on the iframe below. You can manipulate it! Use your mouse scroll-wheel to zoom in or out.



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Adding audio to your slides

On the very bottom right, there is an audio block that automatically starts playing.

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Making animations with LaTeX (using TikZ as example)

It is easier than ever before

The animation content is exported to a standalone L^AT_EX-document that creates a loop over it, for a duration of `duration` seconds at `framerate` frames per second providing a `\progress` variable that goes gradually from 0 to 1 in `duration × framerate` frames. The `beamer-reveal.pl` script transforms it to mp4 exploiting your full potential of your multi-core hardware.

