Beamer v3.0 Guide

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Why Beamer?

Pros:

- Both dvips/ps2pdf¹ and pdflatex supports²
- Rich overlay and transition effects
- Navigational bars and symbols
- Outputs: screen, transparency, handouts, and notes
- Emulation of other PDF presentation tools such as Prosper and FoilT_EX

Cons:

Difficult to design a template



¹You need this route if you use PSTricks.

²No dvipdfm support!

Basic Code I

Beamer class loading with themes

```
\documentclass[slidestop,compress,mathserif]{beamer}
%\usepackage[bars]{beamerthemetree} % Beamer theme v 2.2
\usetheme{Antibes} % Beamer theme v 3.0
\usecolortheme{lily} % Beamer color theme
```

Basic Code I

Beamer class loading with themes

Cover title

Basic Code II

Main slide frame

With v 2.2 macro:

```
\frame[options]{\frametitle{History}%
... slide contents ...
}%
```

Five Themes

- The main difference between v 3.0 and v 2.2 is Beamer themes.
- Five theme categories:
 - Presentation Themes Slide template
 - Color Themes Color scheme for slide template
 - Font Themes
 - Inner Themes
 - Outer Themes
- Example

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```

Go to Themes for more information.

Beamer Options for Layout

- [slidestop] puts frame titles on the top left corner (default=[slidescentered]).
- [compress] makes all navigation bars as small as possible (default=[uncompressed]).
- [red] changes navigation bars and titles to reddish color.
 - blue: Default color scheme
 - red: Used in this presentation
 - brown
 - blackandwhite: Good for transparencies

Beamer Options for Output

- Default: PDF screen (size $128 \text{mm} \times 96 \text{ mm}$)³.
- [handout] for PDF handouts.
- [trans] for PDF transparency.
- [notes=hide/show/only] for notes. Hide notes (default), add notes to the PDF screen, or notes only PDF.



Additional Beamer Options

- [hyperref={bookmarks=false}] removes bookmarks.
- [cjk] for CJK typesetting. \Rightarrow For hangul, use hfont package.
- \usepackage[utf8]{inputenc} for Unicode.

Frame Options

- \frame[plain]{\frametitle{}..} for plane frame style as used in this slide!
- [containsverbatim] for using verbatim environment and \verb command.
- [allowframebreaks] for automatic split of frames if the contents do not fit in a single slide.
- [shrink] for shrinking the contents to fit in a single slide.
- [squeeze] for squeezing vertical space.

Transparency Effects

- All overlayed stuffs are covered (default)
- \beamertemplatetransparentcoveredhigh makes all covered text highly transparent
- \beamertemplatetransparentcovereddynamic medium makes all covered text quite transparent, but is a dynamic way. The range of dynamics is smaller.

Text and Math Fonts I

- Excellent support for selecting text and math fonts.
- Default text and math fonts: CMSS and CMR Math
 - You should avoid CMR Math in presentation
 - Example: http://faq.ktug.or.kr/wiki/uploads/MathFonts.pdf
- Beamer option [sans] for text font (default)
 - mathsans is default.
 - Equivalent to \usefonttheme{default}
- Beamer option [sefif] for text font
 - mathserif is default.
 - Equivalent to \usefonttheme[options]{serif}
- Beamer option [mathsans/mathserif] for math font

Text and Math Fonts II

- Beamer option [professionalfonts] to turn off Beamer's internal font rewriting (⇒ Equivalent to \usefonttheme{professionalfonts})
- Additional font theme macros
 - \usefonttheme{structurebold} for bold faced structures (titles, headlines, footlines, sidebars, ...)
 - \usefonttheme{structureitalicserif}
 - \usefonttheme{structuresmallcapsserif}
- Font settings in this document:

Font Size

- Default font size: 11pt (At the full screen mode this font size corresponds to 22 pt.)
- Available font size options: 8pt, 9pt, 10pt, 11pt, 12pt, 14pt, 17pt, 20pt

Color Definition

- Beamer loads xcolor package by Uwe Kern, which also supports color and pstcol.
- 'xcolor' definition
 - \xdefinecolor{lavendar}{rgb}{0.8,0.6,1}
 - \xdefinecolor{olive}{cmyk}{0.64,0,0.95,0.4}
 - \colorlet{structure}{green!60!black} for color substitution
 - Predefined colors: red, green, blue, cyan, magenta, yellow, black, darkgray, gray, lightgray, orange, violet, purple, and brown
- If you want to use the options of 'color' package, pass [color=option] option to Beamer.
- If you want to use 'pstcol', pass [xcolor=pst,dvips] option to Beamer. Now you should use 'dvips/ps2pdf'

More colors in 'xcolor' package

Color mixing is very easy!

color	example	meaning
green!80!gray	text	80% green + 20% gray
green!60!gray	text	60% green + 40% gray
green!40!gray	text	40% green + 60% gray
-green	text	remove green from above

 You can use animate (Beamer macro) or multido (PSTricks macro) for fade-in and fade-out!

Highlighting Colors

- Beamer also has theme-specific highlighting colors:
 - \alert{text} ⇒ text
 - \structure{text} ⇒ text
- To change these colors:
 - \usecolortheme[named=yellow]{structure} to change to yellow.

Background Colors

- To set solid background color, \beamersetaveragebackground{color} or \beamertemplatesolidbackgroundcolor{color}
- To set gradient background color, \beamertemplateshadingbackground{color1}{color2}. ⇒ The colors in this slide is {blue!5}{yellow!10}.
- To set grid background, \beamertemplategridbackground[grid_space].

Color Example

- Color changes in
 - Navigational bars
 - Background
 - structure{..} color

Colors

Color Example

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Code:

Verbatim w/o Overlays

- '\verb' or 'verbatim' cannot be directly used in Beamer!
- If there is no overlay, use \frame[containsverbatim]

```
\frame[containsverbatim]{\frametitle{..}%
\begin{verbatim}
.. verbatim contents ..
\end{verbatim}
}%
```

- Now in-line verbatim is possible with '\verb'.
- Color and size can be easily changed.

Inline Verbatim with Overlays

My solution: \path{..} instead of \verb.

Color: Hello, Hello

• Size: Hello, Hello, Hello

Inline Verbatim with Overlays

- My solution: \path{..} instead of \verb.
 - Color: Hello, Hello
 Size: Hello, Hello, Hello
 - 312e: ne 110, ne 110, he 110
- Beamer solution: \defverb\command|contents| outside the frame.
 - Define \defverb\myverb|Hello, World!|
 - Then use \myverb ⇒ Hello, World!

Verbatim with Overlays

- Use *Istlisting* environment instead of *verbatim* environment.
- Define \defverbatim[colored]\command{contents} outside frame.
- 'contents' are the listing environment.

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- Example:

```
\defverbatim[colored]\testcode{%
  \begin{lstlisting}[frame=single,emph={ga},emphstyle=\color{olive}]
  ...
  \end{lstlisting}}%
  \frame{%
  \testcode
}%
```

Figures Intro

- Standard <u>MEX</u> figure environment can be used.
- Beamer also loads pgf package. So PGF command, \pgfimage[]{file}, is also possible.
- \includegraphics, \pgfimage, and \pdfuseimage understand overlays.



Figure: Tiger

PGF Macros



- PSTricks and PGF can be used for locating figures exactly.
- Grid size of slide: (LL \times UR) = (0cm,-7cm) \times (11cm,1cm)
- PGF macro for locating figures:

 If you use the same figure several times, use \pgfdecalreimage and \pgfuseimage. Or just use \includegraphics.





Figures inside Columns

• Figures inside 'columns' environment need exact position.

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- PGF macros (PDF, PNG, and JPEG with pdflatex)

```
\begin{columns}
\begin{column}{0.65\textwidth}
A\\B
\end{column}
\begin{column}{0.35\textwidth}
\begin{column}{0.35\textwidth}
\pgfputat{\pgfxy(0,0)}{\pgfbox[left,top]{\includegraphics[width=\textwidth]{tiglend{column}}
\end{column}
```

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\pgfputat{\pgfxy(0,0)}{\pgfbox[left,top]{\includegraphics[width=\textwidth]{tign}
\end{column}
\end{columns}
```

PSTricks macros (EPS with dvips)

```
\begin{columns}
\begin{column}{0.65\textwidth}
    A\\B
\end{column}
\begin{column}{0.35\textwidth}
\rput[lt](0,0){\includegraphics[clip=true,width=\textwidth]{tiger}}
\end{column}
\end{column}
\end{columns}
```

Zooming Figures

 Figures can be zoomed⁵ using \framezoom<button overlay><zoomed overlay>(x,y)(w,h).

- (x,y): Upper left coordinate point (w,h): Width and height for zooming
- Example:

```
\frame{\frametitle{Zooming Figures -- Example}
\framezoom<1><2>[border](0.5cm,0.5cm)(2cm,1.5cm)
\framezoom<1><3>[border](1cm,3cm)(2cm,1.5cm)
\framezoom<1><4>[border](3cm,2cm)(2cm,2cm)

\pgfimage[height=6cm]{tiger}
%\includegraphics[height=6cm]{tiger} is working, too!
}%
```

Zooming Figures – Example



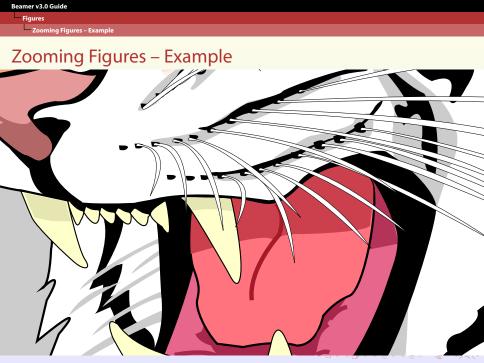
Click the border to zoom-in.

Figures

Zooming Figures – Example

Zooming Figures – Example





Zooming Figures – Example



Drawing Figures

• The most powerful and easiest-to-use package, *PSTricks*, does not work with pdflatex due to fundamental differences in PS and PDF.



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- PGF (portable graphics format) by the Beamer author.
 - Less powerful than PSTricks, but works fine.
 - Supports dvips, dvipdfm⁶, and pdflatex.



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 - Works with dvips/ps2pdf, dvipdfm, and pdflatex



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 - Supports dvips, dvipdfm⁶, and pdflatex.
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 - Works with dvips/ps2pdf, dvipdfm, and pdflatex
- I prefer Beamer + PSTricks.
 - ⇒ See beamer_pstricks.pdf [1]



• Want to mask white background of your images?



=

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Make a mask image in 256 Colors and JPEG Compression⁷

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• But the mask image masks the whole slide! See the font outlines.



⁷I do not know the exact requirement.

Fancy Bullets

- \beamertemplateballitem in the preamble
- ② itemize environment ⇒ Fancy ball
- enumerate environment ⇒ Fancy numbered ball (used here).

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To use different enumerate templates,

```
\begin{enumerate}[minitemplate]
  \item ...
\end{enumerate}
```

where mini template can be 'A', 'a', '1', 'I', '(A)', But the indentation may be changed (bug?)

- i Item 1
- ii Item 2

Framed Text – Predefined

- Beamer supports predefined framed texts:
 - theorem, corollary, definition in structure color frame
 - examples in green color frame
 - block in structure color frame with your own title
 - alertblock in alert color frame with your own title

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Summary
Beamer is excellent!

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- Example:

Summary Beamer is excellent!

Sample code:

```
\begin{block}<+->{Summary}
Beamer is exllent
\end{block}
```

Framed Text - User-defined

- beamerboxes rounded environment
- Example

Theorem

$$A = B$$

$$B=C$$

⇒

Theorem

$$A = C$$
?

Framed Text - User-defined

- beamerboxes rounded environment
- Example

Theorem

$$A = B$$

$$B = C$$

 \Rightarrow

Theorem

A = C?

Source Code:

```
\setbeamercolor{uppercol}{fg=white,bg=ugreen}%
\setbeamercolor{lowercol}{fg=black,bg=lgreen}%
\begin{beamerboxesrounded}{upper=uppercol,lower=lowercol,shadow=true}{Theorem}
$A = B$.
\end{beamerboxesrounded}}
```

Columns

- Use LaTeX minipage environment or
- Use Beamer columns environment

- Standard ETEX table environment can be used.
- \onslide inside 'overprint' environment for showing overlays in the right example.

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Table Overlays:

Cells are growing

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Cells	are	growing
step	by	

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Cells	are	growing
step	by	
step.		Finished!

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 - Dissolve transition: \transdissolve<5>

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 - Boxout\transboxout<3>
 -Boxin: \transboxin<4>
 - Dissolve transition: \transdissolve<5>
 - Split vertical out: \transsplitverticalout<6>

Overlays - Overview

- Overlays is the heart of dynamic PDF presentation.
- Beamer provides plenty of overlay commands.

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- Beamer provides plenty of overlay commands.
- Key overlay functions are:
 - Stepwise viewing
 - Replace
 - Highlighting
- Various overlay counters: 'n', 'n-', '-n', 'n1-n2', '+-'.

pause command⁸ for easy and simple overlays.

```
\begin{itemize}
\pause \item Every thing
\pause \item that has
\pause \item beginning
\pause \item has end.
\end{itemize}
```

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Every thing



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Pause for Stepwise Viewing

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Note that pause does not know overlay counters.



⁸There is also \unpause command.

Class	Α	В	C	D
X	1	2	3	4

Class	Α	В	C	D
Χ	1	2	3	4
Υ	3	4	5	6

Class	Α	В	C	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Row increment in a table:

Class	Α	В	C	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Source code:

```
\rowcolors[]{1}{blue!20}{blue!10}\begin{tabular}{l!{\vrule}cccc} Class & A & B & C & D \\hline X & 1 & 2 & 3 & 4 \pause \\ Y & 3 & 4 & 5 & 6 \pause \\ Z & 5 & 6 & 7 & 8 \end{tabular}
```

• \onslide<n->stuff shows stuff on the given slides.

- \onslide<n->stuff shows stuff on the given slides.
- Example: Column increment in a table:

Class	Α
Χ	1
Υ	3
Z	5

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Class	Α	В
Χ	1	2
Υ	3	4
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Source code:

\item<n-> for incremental overlays with overlay counters.

```
\begin{itemize}
\item<2-> Every thing
\item<3-> that has
\item<4-> beginning
\item<5-> has end.
\end{itemize}
```

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```
\begin{itemize}
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- Everythingthat has
- beginning
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item<n-> for incremental overlays with overlay counters.

```
begin{itemize}
item<2-> Every thing
item<3-> that has
item<4-> beginning
item<5-> has end.
\end{itemize}
```

- Everythingthat has
- beginning
- has end.

What if more items are inserted?

<+-> for incremental overlays w/o overlay counters.

```
\begin{itemize}[<+->]
\item Every thing
\item that has
\item beginning
\item has end.
\end{itemize}
```

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\end{itemize}

Everythingthat has

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\begin{itemize}[<+->]
\item Every thing
\item that has
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\item has end.
\end{itemize}
```

- Everything
- that has
- beginning
- has end.

Note that \item<+-> can be used instead of global setting of \begin{itemize}[<+->].

item < n1-n2 > for fine control of overlays.

```
\begin{itemize}
\item<1-> Every thing
\item<3-4> that has
\item<4> beginning
\item<2-5> has end.
\end{itemize}
```

item < n1-n2 > for fine control of overlays.

\begin{itemize}
\item<1-> Every thing
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\item<4> beginning
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\end{itemize}

Everything

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 item<3-4> that has
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 has end.
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 $\in 1-n2$ for fine control of overlays.

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    item<4> beginning
    item<2-5> has end.
    has end.
has end.
```

Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ GA

⁹See also highlighting section.

Successive \only<n>{..}.
(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ MOGA

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Successive \only<n>{..}.
 (Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA

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- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
 (Ex) \uncover<5>{I am 5} ⇒

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.(Ex) \uncover<5>{I am 5} ⇒ I am 5

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n. (Ex) \uncover<5>{I am 5} ⇒

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n. (Ex) \uncover<5>{I am 5} ⇒
- \invisible<n>{..} hides at given n.
 (Ex) \invisible<8>{Invisible at 8} ⇒ Invisible at 8

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
 (Ex) \uncover<5>{I am 5} ⇒
- \invisible<n>{..} hides at given n.
 (Ex)\invisible<8>{Invisible at 8} ⇒

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
 (Ex) \uncover<5>{I am 5} ⇒
- \invisible<n>{..} hides at given n.
 (Ex)\invisible<8>{Invisible at 8} ⇒ Invisible at 8

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
 (Ex) \uncover<5>{I am 5} ⇒
- \invisible<n>{..} hides at given n.
 (Ex) \invisible<8>{Invisible at 8} ⇒ Invisible at 8
- \alt<n>{at n}{not at n} for two alternatives.(Ex) \alt<11>{I am 11}{I am not 11} ⇒ I am not 11

⁹See also highlighting section.

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
 (Ex) \uncover<5>{I am 5} ⇒
- \invisible<n>{..} hides at given n.
 (Ex) \invisible<8>{Invisible at 8} ⇒ Invisible at 8
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- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
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- \uncover<n>{..} shows at given n.
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- \invisible<n>{..} hides at given n.
 (Ex) \invisible<8>{Invisible at 8} ⇒ Invisible at 8
- \alt<n>{at n}{not at n} for two alternatives.
 (Ex) \alt<11>{I am 11}{I am not 11} ⇒ I am not 11
- \temporal<n>{before}{at n}{after} for three alternatives.9
 (Ex) \temporal<14>{I am 13}{I am 14}{I am 15} ⇒ I am 13



⁹See also highlighting section.

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n.
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- \temporal<n>{before}{at n}{after} for three alternatives.9
 (Ex) \temporal<14>{I am 13}{I am 14}{I am 15} ⇒ I am 14

⁹See also highlighting section.

- Successive \only<n>{..}.(Ex) \only<1>{GA}\only<2>{MOGA}\only<3>{pMOGA} ⇒ pMOGA
- \uncover<n>{..} shows at given n. (Ex) \uncover<5>{I am 5} ⇒
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- \alt<n>{at n}{not at n} for two alternatives.
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- \temporal<n>{before}{at n}{after} for three alternatives.9
 (Ex) \temporal<14>{I am 13}{I am 14}{I am 15} ⇒ I am 15

⁹See also highlighting section.

In case of subtle differences in the heights of replacements, overlayarea and overprint environments can be used.

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 \only<n> in overlayarea environment:
 The development of pMSGA is based on NSGA-II and PGAPack.

In case of subtle differences in the heights of replacements, overlayarea and overprint environments can be used.

\only<n> in overlayarea environment:
 The main difference is sharing again and new density function.

In case of subtle differences in the heights of replacements, overlayarea and overprint environments can be used.

- \only<n> in overlayarea environment:
 The main difference is sharing again and new density function.
- \onslide<n> in overprint environment:
 This is a first line.
 This is a second, long line.

In case of subtle differences in the heights of replacements, overlayarea and overprint environments can be used.

- \only<n> in overlayarea environment:
 The main difference is sharing again and new density function.
- \onslide<n> in overprint environment:
 The previous two lines are replaced by this one.

```
\item <+-| alert@+> for automatic highlighting.
```

```
\begin{itemize}
\item <+- | alert@+> Every thing
\item <+- | alert@+> that has
\item <+- | alert@+> beginning
\item <+- | alert@+> has end.
\end{itemize}
```

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- Everything
- that has

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- Everything
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- beginning

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\item <+-| alert@+> has end.
\end{itemize}

- Everything
- that has
- beginning
- has end.

\item <+-| alert@+> for automatic highlighting.

You can also use \begin{itemize}[<+-|alert@+>] instead of individual '\item <+-| alert@+>'.

\item <+-| alert@+> for automatic highlighting.

- You can also use \begin{itemize}[<+-|alert@+>] instead of individual '\item <+-| alert@+>'.
- You can also use structure instead of alert.

```
\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}
```

```
\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}
```

- Everything
- that has
- beginning
- has end.

```
\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}
```

- Everything
- that has
- beginning
- has end.

```
\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}
```

- Everything
- that has
- beginning
- has end.

\item<n->\alert<n>{stuff} is better than the previous automatic one.

\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}

- Everything
- that has
- beginning
- has end.

\item<n->\alert<n>{stuff} is better than the previous automatic one.

```
\begin{itemize}
\item<2->\alert<2> Every thing
\item<2->\alert<3> that has
\item<2->\alert<4> beginning
\item<2->\alert<5> has end.
\end{itemize}
Everything
that has
beginning
has end.
```

Note that $item<2->\alert<2>$ is same to $item<2-|\alert@2>$.

• \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting

- \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting
- Example:
 - Everything
 - that has
 - beginning
 - has end.

- \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting
- Example:
 - Everything
 - that has
 - beginning
 - has end.

- \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting
- Example:
 - Everything
 - that has
 - beginning
 - has end.

- \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting
- Example:
 - Everything
 - that has
 - beginning
 - has end.

- \alt<n>{\color{col1}..}{\color{col2}..} for active/inactive highlighting
- Example:
 - Everything
 - that has
 - beginning
 - has end.
- Source code:

```
\begin{itemize}
\item<2-> \alt<2>{\color{blue} Everything}{\color{gray} Everything}
\item<2-> \alt<3>{\color{blue} that has}{\color{gray} that has}
\item<2-> \alt<4>{\color{blue} beginning}{\color{gray} beginning}
\item<2-> \alt<5>{\color{blue} has end.}{\color{gray} has end.}
\end{itemize}
```

Temporal for Highlighting

• \temporal<n>{before}{on}{after} for incremental highlighting

Temporal for Highlighting

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \temporal<n>{before}{on}{after} for incremental highlighting
- Ready?
 - Everything
 - that has
 - beginning
 - has end.
- Source code:

• \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.

- \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.
- Example

- \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.
- Example
 - Everything (\color<3-4>{olive}{Everything})

- \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.
- Example
 - Everything (\color<3-4>{olive}{Everything})
 - that has

- \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.
- Example
 - Everything (\color<3-4>{olive}{Everything})
 - that has
 - beginning (\color<5>[rgb]{.9,.5,.5}beginning)

- \textbf, \textit, \texts1, \textrm, \textsf, and \color also understand overlays.
- Example
 - Everything (\color<3-4>{olive}{Everything})
 - that has
 - beginning (\color<5>[rgb]{.9,.5,.5}beginning)
 - has end.

Animation

- For dynamic presentation Beamer supports *transition*, *overlay*, and *animation*.
- Animation depends on your imagination and LTEX skill.

Animation

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- Supported animation types
 - Animate + Overlay
 - Animatevalue
 - Timed overlays (auto advancing)

Animation

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- Animation depends on your imagination and LTEX skill.
- Supported animation types
 - Animate + Overlay
 - Animatevalue
 - Timed overlays (auto advancing)
- Use with caution as animation needs lots of slides

• \animate<n>10 for automatic stepwise viewing

- \animate<n>10 for automatic stepwise viewing
- Ready?



- \animate<n>10 for automatic stepwise viewing
- Ready?
 - Everything



- \animate<n>10 for automatic stepwise viewing
- Ready?
 - Everything
 - that has

- \animate<n>10 for automatic stepwise viewing
- Ready?
 - Everything
 - that has
 - beginning

- \animate<n>10 for automatic stepwise viewing
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \animate<n>10 for automatic stepwise viewing
- Ready?
 - Everything
 - that has
 - beginning
 - has end.

- \animate<n>¹⁰ for automatic stepwise viewing
- Ready?
 - Everything
 - that has
 - beginning
 - has end.
- Source code:

```
\frame{\animate<3-6>\frametitle{Animate + Overlay}%
...
\begin{itemize}[<+->]
\item Everything
\item that has
\item beginning
\item has end.
\end{itemize}
```

¹⁰Remember that n can be n1-n2, n1-, or etc.

Animatevalue

- \animate<n> to animate 'n' slides
- \animatevalue<n>{name}{start}{end} for specifying animation effects
 - name: counter or dimension
 - start and end values of the value

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?

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Flying in from right!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?Flying in from right!

- \animate and \animatevalue are used.
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- Ready to explore?Flying in from right!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?Flying in from right!

m left

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?Flying in from right!

from left!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?

Flying in from right!

in from left!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?

Flying in from right!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?Flying in from right!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?

Flying in from right!

- \animate and \animatevalue are used.
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- This animation consumes 31 pages!
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- This animation consumes 31 pages!
- Ready to explore?

 Flying in from right!

 Flying in from left!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?
 Flying in from right!
 Flying in from left!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
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 Flying in from right!
 Flying in from left!

- \animate and \animatevalue are used.
- This animation consumes 31 pages!
- Ready to explore?

Flying in from right! Flying in from left!

Flying Animation - Source

```
\newcount\opaqueness
\newdimen\offset
\frame{\frametitle{Flying Animation}%
\animate<2-15.17-30>
                               % Actual animation values. Trv <1-31>
\begin{itemize}
\item[]
\animatevalue<1-15>{\operatorname{opaqueness}}{0}{100}%
\animatevalue<1-15>{\offset}{6cm}{0cm}%
\begin{colormixin}{\the\opaqueness!averagebackgroundcolor}
 \hspace{\offset} Flying in from {\color{olive} right}!
\end{colormixin}
\item[]
\animatevalue<17-31>{\opaqueness}{0}{100} % Starts at 17, not 16, to give
\animatevalue<17-31>{\offset}{-5cm}{0cm} % one pause!
\begin{colormixin}{\the\opaqueness!averagebackgroundcolor}
 \hspace{\offset} Flying in from {\color{olive} left}!
\end{colormixin}
\end{itemize}
```

Timed Overlays

- Adobe Reader supports timed overlays, often called auto advancing.
- Two approaches
 - \hypersetup{pdfpageduration=time} from hyperref package + overlay macros
 - \transduration<n>{time} from beamer package + overlay macros
- See beamer_pstricks.pdf to see a fancy example.
- Try to do the same thing using PGF. Easy or not?

Presentation Themes

- \usetheme[option]{name}: Named to beamertheme<name>.sty.
- Old themes: bars, boxes, classic, default, lined, plain, shadow, sidebar, sidebardark, sidebardarktab, sidebartab, split, tree, treebars
- New themes (v3.0)
 - W/o navigation bar: default, boxes, Bergen, Madrid, Pittsburgh, Rochester
 - With a tree-like navigation bar: Antibes, JuanLesPins, Montpellier.
 - With a TOC sidebar: Berkeley, PaloAlto, Goettingen, Marburg, Hannover
 - With a mini frame navigation: Berlin, Ilmenau, Dresden, Darmstadt, Frankfurt, Singapore, Szeged
 - With section and subsection titles: Copenhagen, Luebeck, Malmoe, Warsaw





Color Themes

- \usecolortheme[option] {name}: Named to beamercolortheme<name>.sty.
- Four basic color themes:
 - Default and special-purpose themes: default, structure (e.g., \usecolortheme[named=SeaGreen] {structure}).
 - Complete color themes: albatross, beetle, crane, dove, fly, seagull
 - Inner color themes: lily, orchid
 - Outer color themes: whale, seahorse
- \setbeamercolor{beamer_element}{color} for color setup of Beamer elements

```
(Ex) \setbeamercolor{frametitle}{fg=blue,bg=yellow}
```

◆ Return to Theme



Font Themes

- \usecolortheme[option] {name}: Named to beamerfonttheme<name>.sty.
- New themes (v3.0): default, professionalfonts, serif, structurebold, structureitalicserif, structuresmallcapsserif

◀ Return to Theme

Hyperlinks and Buttons

- Beamer provides additional options for hyperlinks and buttons.
- \hyperlink{targetname}{\beamergotobutton{text}} to create link.
- \hypertarget{targetname}{text} to create target.
- Some useful buttons are \beamerbutton, \beamergotobutton, and \beamerreturnbutton.
- To go to the last slide, click Phere.

Notes

- To add notes to PDF screen, \documentclass [notes] {beamer}.
- To make only notes, \documentclass[notesonly]{beamer}.

Notes

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- Notes addition by adding \note[options]{...} after \frame{...}.

Notes

- To add notes to PDF screen, \documentclass[notes] {beamer}.
- To make only notes, \documentclass[notesonly]{beamer}.
- Notes addition by adding \note[options]{...} after \frame{...}.
- This slide has notes. Want to see them?

- Can you see me?
- Two note options for note are itemize and enumerate.
- \beamertemplatenoteplain for plain note page!

Merge for "trans" Output

- Beamer screen size = 128mm x 96mm
- Merge transparency output on letter paper for printing!

• To return, click here.

Movie

- Beamer provides multimedia package.¹¹
- \movie[options]{poster}{file_name}
 - poster: Poster for the movie (empty, text, or image).
 - file_name: AVI or MPG.
 - Works with pdflatex and dvips/ps2pdf routes.
- Some useful options
 - autostart, loop, repeat, palindrome
 - borderwidth, showcontrols, externalviewer

Example: clock.avi



¹¹New in Version 2.2. Can be used independently.

Sound

- Beamer provides multimedia package.
- \sound[options]{poster}{file_name}
 - Cannot be used with dvips/ps2pdf route.
 - File types depend on Acrobat Reader versions
- Some useful options
 - autostart, automute, loop, repeat.
 - inlinesound to embed sound files to PDF.
 - channels (1), samplingrate (44100), bitspersample (16), encoding (μlaw) are important!
- Example: \sound[autostart, samplingrate=705000, bitspersample=16, channels=2]{Example}{notify.wav}

Footer Design

- To add logo, \logo{stuff} in the preamble.
 - The logo will place in the right bottom corner.
 - How to change it? See below!
- To redesign the footer, apply the following code:

```
\usefoottemplate{\vbox{%
  \tinycolouredline{structure!25}%
    {\color{white}\textbf{\insertshortauthor\hfill%
     \insertshortinstitute}}%
  \tinycolouredline{structure}%
    {\color{white}\textbf{\insertshorttitle}\hfill}%
}}
```

Emulations of Other Packages

- You can use FoilT_EX, (HA)Prosper, Seminar, or T_EXPower slides within Beamer.
- Not perfect, but you can easily import your slides written from the above four classes.
- Prosper example:

```
\usepackage{beamerprosper}  % Required
...
\overlays{8}{%
\begin{slide}{Prosper Emulation Example}
\begin{itemize}
\item Backward writing is easy and simple:
\fromSlide{8}{{\color{green} P}}%
\fromSlide{7}{{\color{blue} R}}%
\fromSlide{6}{{\color{magenta} 0}}%
\fromSlide{5}{{\color{cyan} S}}%
\fromSlide{5}{{\color{cyan} S}}%
\fromSlide{3}{{\color{green} P}}%
\fromSlide{2}{{\color{cyan} S}}%
\fromSlide{2}{{\color{cyan} S}}%
\fromSlide{2}{{\color{green} P}}%
\fromSlide{2}{{\color{green} P}}%
\end{itemize}
\end{slide} }%
```

- This slide is written with Prosper syntax!
- Backward writing is easy and simple:

- This slide is written with Prosper syntax!
- Backward writing is easy and simple:R

- This slide is written with Prosper syntax!
- Backward writing is easy and simple:
 ER

- This slide is written with Prosper syntax!
- Backward writing is easy and simple: PER

- This slide is written with Prosper syntax!
- Backward writing is easy and simple: SPER

- This slide is written with Prosper syntax!
- Backward writing is easy and simple: OSPER

- This slide is written with Prosper syntax!
- Backward writing is easy and simple: ROSPER

- This slide is written with Prosper syntax!
- Backward writing is easy and simple: PROSPER

Hangul

- If you installed HŁTEX, load \usepackage{hfont}.
 - \textgs{...} ⇒ 아름다운 한글 그리고 金 杞朱
 - Click to return.
- Note: Hangul bookmarks and Hangul search in PDF are only supported by dvipdfm(x). But Beamer does not support dvipdfm(x).
- Beamer option [cjk] is supported.
- \usepackage[utf8]{inputenc} is supported.

Other Macros

To remove navigation symbols, \usenavigationsymbolstemplate{}.

Last Slide

- This page is directed from the button you clicked.
- To go back, click here.

Reference



Ki-Joo Kim, Ki-Joo's <u>ETEX</u> Documents (http://www.geocities.com/kijoo2000/).



Michael Wiedmann, Screen Presentation Tools (http://www.miwie.org/presentations/presentations.html).