

# Global Illumination for Fun and Profit

Max Mustermann

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

**Index Terms**—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

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Donec luctus, nulla et semper congue, risus metus euismod leo, a blandit neque nisi a purus. Phasellus justo. Praesent viverra, massa ut condimentum ullamcorper, nisl lorem euismod turpis, a sagittis ligula leo ac orci. Nullam semper dolor quis augue. Mauris dapibus, leo et molestie tempor, augue tellus interdum pede, quis tempus odio eros ac quam. Morbi eget purus. Aenean sodales, sapien in convallis porttitor, odio nisi semper neque, vel convallis mauris tellus id neque. Maecenas iaculis libero ut odio vestibulum molestie. Sed vel nisi. Donec vehicula diam vitae sapien. Integer varius varius enim. Morbi consequat ornare ante. Cras tempor placerat erat.

Nulla tincidunt, nisi quis cursus sollicitudin, magna urna euismod lacus, sit amet porttitor neque purus ut nibh. Fusce suscipit tortor nec urna. Nulla nec lorem in semper tempor. Sed et mauris id ipsum malesuada congue. Cras nisi. Vivamus mollis arcu sed turpis. Nulla facilisi. Sed nisi. Nulla cursus. Aliquam purus quam, ultrices sed, consectetur vel, posuere quis, lacus. Etiam eget turpis id libero dictum pretium. Aliquam rhoncus. Pellentesque lacus sapien, aliquam in, rhoncus sed, cursus semper, dolor. Proin porta arcu in purus.

Pellentesque ut mi. Nullam dictum. Vivamus in eros sed est tristique varius. Etiam faucibus posuere ligula. Nulla facilisi. Sed dui. Sed id lacus ac tortor posuere ultricies. Proin viverra orci sit amet tortor. Morbi aliquet. Donec ut velit. Aliquam sed tortor vel lorem mollis ultricies. Sed vestibulum, est sit amet luctus rutrum, enim erat semper turpis, vel tempus libero elit tincidunt sapien.

- Max Mustermann is studying Media Informatics at the University of Munich, Germany, E-mail: max.mustermann@campus.lmu.de
- This research paper was written for the Media Informatics Advanced Seminar on Interactive Surfaces, 2009

Table 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

Nullam id tellus ac urna gravida vestibulum. Integer sed mauris. Aenean at enim eget massa bibendum congue. Nullam eu nulla ac lacus bibendum blandit. Sed et nisi. Fusce molestie, quam quis suscipit venenatis, neque lacus blandit orci, ut ultrices nulla nisl eget mi. Integer felis. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Praesent enim urna, vehicula vitae, lobortis nec, lobortis non, felis. Integer aliquam, nisl ac sollicitudin pulvinar, est eros posuere turpis, eu tempus est odio nec est. Vestibulum ante quam, blandit id, ornare a, posuere et, lacus. Vivamus nec nunc. Aliquam sed nisl ut tellus ultricies accumsan. Aenean vitae nulla non urna vulputate luctus. Aenean dui ante, condimentum ac, iaculis eget, tempus sed, lorem.

Nunc vulputate justo elementum ipsum consectetur scelerisque. Nam iaculis quam eget ligula. Pellentesque augue leo, euismod et, commodo non, convallis dignissim, felis. Nunc quis tellus at massa dictum gravida. Vivamus ipsum elit, dignissim eu, rutrum eu, varius non, lacus. Donec pharetra. Integer quis purus laoreet mi bibendum vehicula. Integer est. Duis ornare velit non urna. Maecenas posuere posuere justo.

## 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.

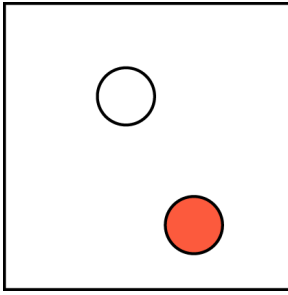


Fig. 1. Sample illustration.

## REFERENCES

- [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.