Test slide deck

BEAMER-REVEAL

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Overview

Overview

Good news

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

- ▶ all the nice LATEX stuff at your fingertips
- ▶ no tempation to use too much unnecessary animation

Indeed, there are no tools that can typeset equations like the tools form the TEX-ecosystem:

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

A dummy slide
number one

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

A dummy slide
number two

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

Overview

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 dymmy slide
number three

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

Overview

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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!

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.

Media/beamer-reveal-PCB.html

Overview

Adding audio to your slides

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

Media/beamer-reveal-AudioSample.ogg

Overview

Making animations with LaTeX (using TikZ as example)

It is easier than ever before

The animation content is exported to a standalone LaTeX-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.