

# Invitation to $\text{\LaTeX}$ Beamer

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TEX

TEX

TEX

Programming



TEX

T<sub>E</sub>X

Programming

Typesetting ————— T<sub>E</sub>X

TEX

Programming

Typeetting ————— TEX

Hyphenation & Justification

# TeX

Programming

Typesetting ————— TeX ————— Math Formulae

Hyphenation & Justification

TEX

TEX



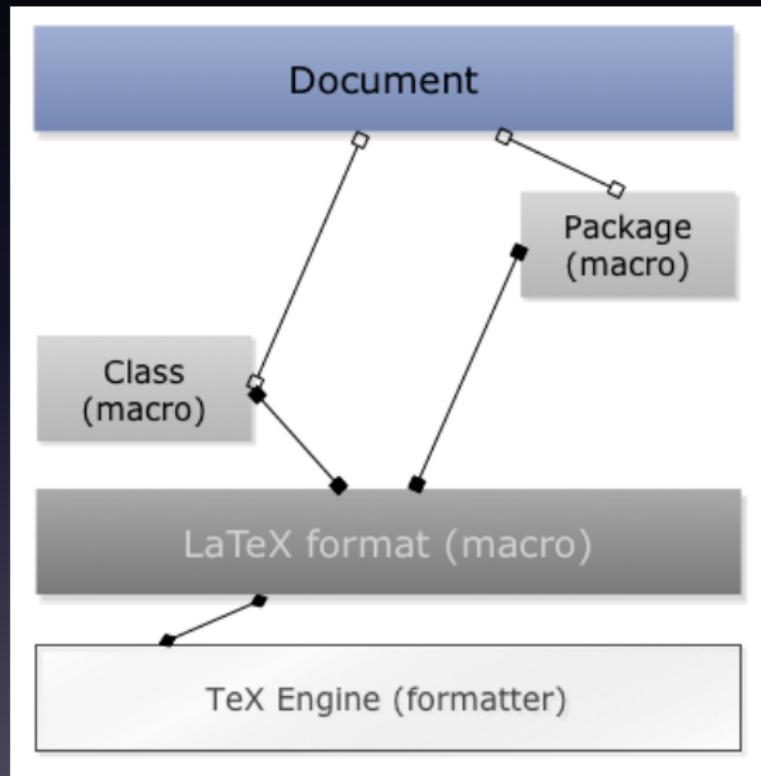
It's possible to control the length of lines in a much more general way, if simple changes to `\leftskip` and `\rightskip` aren't flexible enough for your purposes. For example, a semicircular hole has been cut out of the present paragraph, in order to make room for a circular illustration that contains some of Galileo's immortal words about circles; all of the line breaks in this paragraph and in the circular quotation were found by TeX's line-breaking algorithm. You can specify an essentially arbitrary paragraph shape by saying `\parshape=(number)`, where the `(number)` is a positive integer  $n$ , followed by  $2n$  `(dimen)` specifications. In general, '`\parshape=n i_1 l_1 i_2 l_2 \dots i_n l_n`' specifies a paragraph whose first  $n$  lines will have lengths  $l_1, l_2, \dots, l_n$ , respectively, and they will be indented from the left margin by the respective amounts  $i_1, i_2, \dots, i_n$ . If the paragraph has fewer than  $n$  lines, the additional specifications will be ignored; if it has more than  $n$  lines, the specifications for line  $n$  will be repeated ad infinitum. You can cancel the effect of a previously specified `\parshape` by saying '`\parshape=0`'.

The area of  
a circle is a mean  
proportional between any  
two regular and similar poly-  
gons of which one circumscribes  
it and the other is inscribed  
with it. In addition, the area of the  
circle is less than that of any circum-  
scribed polygon and greater than that  
of any inscribed polygon. And fur-  
ther, of these circumscribed polygons,  
the one that has the greater num-  
ber of sides has a smaller area than  
the one that has a lesser number;  
but, on the other hand, the iso-  
perimetric polygon that has  
the greater number of  
sides is the larger.  
[Galileo, 1638]

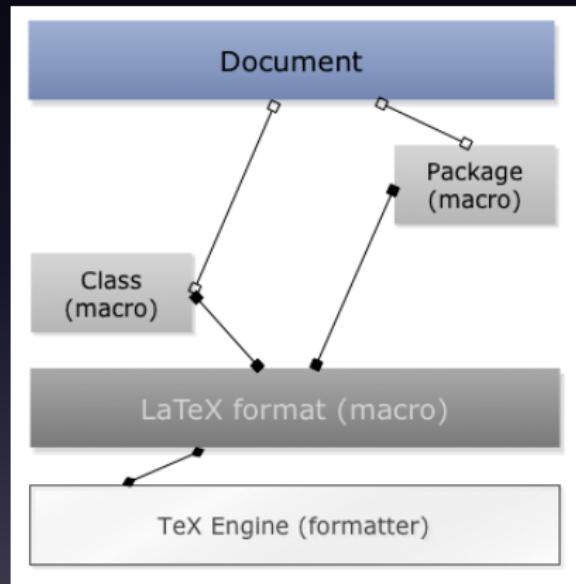
```
6034 -54.08\varunit 108.17\varunit
6035 -51.70\varunit 103.40\varunit
6036 -48.47\varunit 96.93\varunit
6037 -44.19\varunit 88.39\varunit
6038 -38.54\varunit 77.07\varunit
6039 -30.74\varunit 61.48\varunit
6040 -18.25\varunit 36.50\varunit
6041 \fiverm
6042 \frenchspacing
6043 \noindent
6044 \hbadness 6000
6045 \tolerance 9999
6046 \pretolerance 0
6047 \hyphenation{iso-peri-met-ric}
6048 The area of a circle is a mean proportional
6049 between any two regular and similar polygons of which one
6050 circumscribes it and the other is isoperimetric with it.
6051 In addition, the area of the circle is less than that of any
6052 circumscribed polygon and greater than that of any
```

LATEX

LATEX

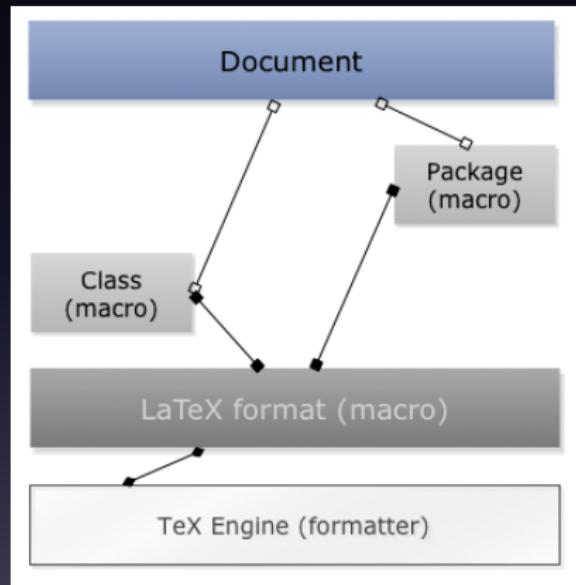


# LaTeX



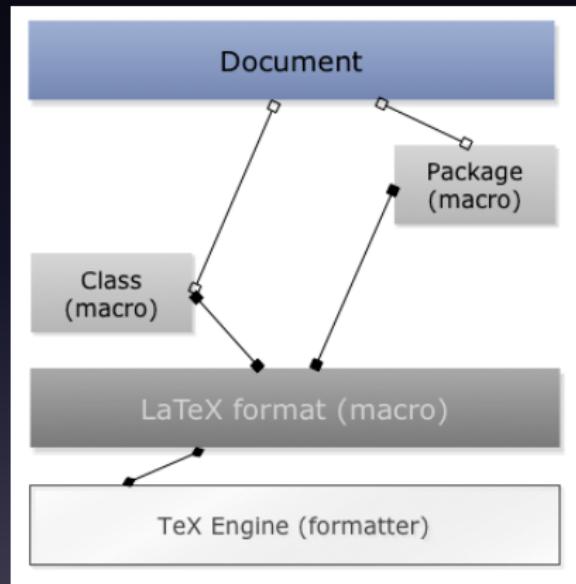
- 탁월한 텍스트 처리능력

# LaTeX



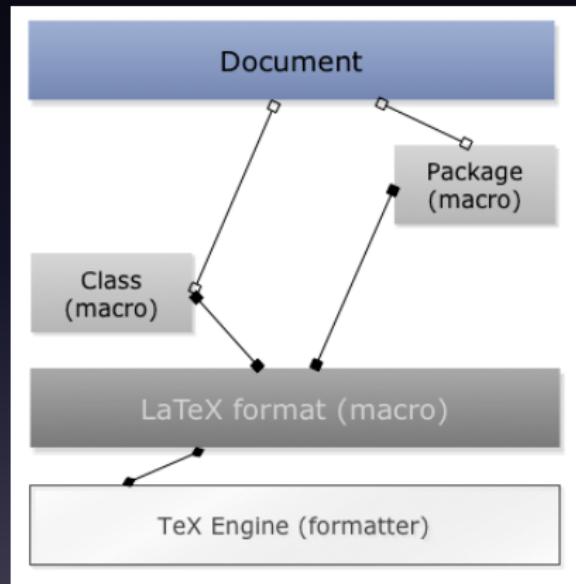
- 탁월한 텍스트 처리능력
- 탁월한 수식 처리능력

# LaTeX



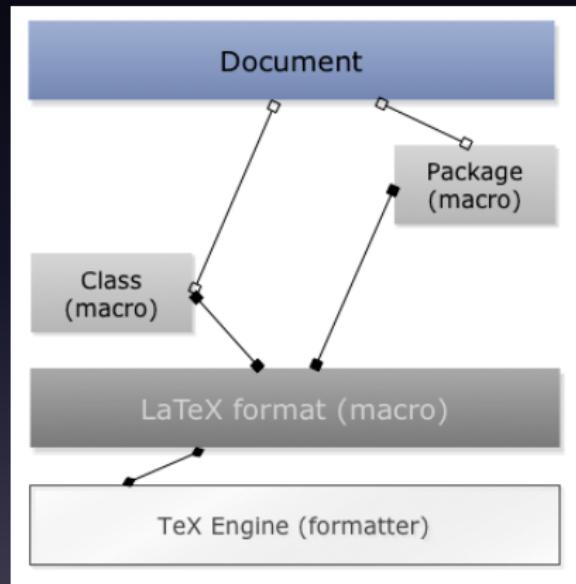
- 탁월한 텍스트 처리능력
- 탁월한 수식 처리능력
- **Mark-up** 문서 작성 방식

# LaTeX



- 탁월한 텍스트 처리능력
- 탁월한 수식 처리능력
- **Mark-up** 문서 작성 방식
- 구조화 문서 작성
- 프로그램 가능한 문서 작성

# LaTeX



- 탁월한 텍스트 처리능력
- 탁월한 수식 처리능력
- **Mark-up** 문서 작성 방식
- 구조화 문서 작성
- 프로그램 가능한 문서 작성
- 수많은 솔루션

# LATEX 텍스트 처리 능력

# LATEX 텍스트 처리 능력

## Examples

춘향(春香)이가 분부(分付) 듣고 전일(前日) 분(憤)이 또 났구나.  
정신(精神)을 가다듬어 자상(仔詳)히 아뢰는데, “소인(小人)의 천  
(賤)한 신세(身世) 기생(妓生)의 자식(子息)이나, 대비(代婢) 넣어  
속신(贖身)하여 기안(妓案) 탁명(坼名) 한 일 없고, 여염(閨閻) 생장  
(生長)하옵더니 …

# LATEX 수식 처리 능력

$$B(r, \phi, \lambda) = \frac{\mu}{r} \left[ \sum_{n=2}^{\infty} \left( \left( \frac{R_e}{r} \right)^n J_n P_n(s\phi) + \sum_{m=1}^n \left( \frac{R_e}{r} \right)^n (C_{nm} \cos m\lambda + S_{nm} \sin m\lambda) P_{nm}(s\phi) \right) \right]$$

# LATEX Mark-up

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"  
      "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">  
  
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">  
  
<head>  
  
    <title>XHTML Example</title>  
  
</head>  
  
<body>  
  
    <p>This is tiny example of an XHTML usage.</p>  
  
</body>  
  
</html>
```

# \LaTeX{} Mark-up

```
\documentclass{article}  
\begin{document}  
\title{\LaTeX{} Example}  
\maketitle
```

This is tiny example of \LaTeXe{} usage.

```
\end{document}
```

# LATEX 구조화 문서

## ① 문서의 섹션ning

# LATEX 구조화 문서

- ① 문서의 섹션ning
- ② 상호참조와 인용의 자동화

# LATEX 구조화 문서

- ① 문서의 섹션ning
- ② 상호참조와 인용의 자동화
- ③ 문서의 논리적 일관성의 유지

# LATEX 구조화 문서

- ① 문서의 섹션ning
- ② 상호참조와 인용의 자동화
- ③ 문서의 논리적 일관성의 유지
- ④ 내용과 형식의 분리

# LATEX 프로그래밍

```
48 \def\CalculateFromHereToBottom{%
49   \stepcounter{@yps}
50   \zsavepos{\thepage}{\the@yps}
51   \setlength{\tmpdima}{\zposy{\thepage}{\the@yps} sp}
52   \advance\tmpdima by-\remfoot
53   \divide\tmpdima by 100\multiply\tmpdima by100
54   \divide\tmpdima by20
55   \setcounter{repCnt}{\tmpdima / 65536}
56   \ifnum\thepCnt<6\addtocounter{repCnt}{-1}\fi
57 }
58 \makeatother
```

# LATEX 솔루션

The screenshot shows a Microsoft Internet Explorer window displaying the Comprehensive TeX Archive Network (CTAN) website at <http://ctan.tug.org/>. The page features the CTAN logo and the tagline "the Comprehensive TeX Archive Network". To the right is a cartoon illustration of a cat reading a book titled "TEX". Below the logo, a large heading says "Welcome to CTAN!". A text block explains that CTAN is the authoritative collection of materials related to the TeX typesetting system. Questions like "Are you new here?" and "Can we be of service?" are posed, with links to learn about TeX, LaTeX, and friends, and an introduction page. A file download interface at the bottom shows "WSsample.zip" being downloaded.

the Comprehensive TeX ... [\[+\] Google](#)

[←](#) [→](#) [C](#) [H](#) [☆ http://ctan.tug.org/](#) [\[+\] Google](#)

Google [TeX](#) Korean TeX Users Gr... [Planet KTUG](#) [Karnes - Google Wa...](#) [책읽기의 낙원](#) [Google 번역](#) [\[+\] 기타 북마크](#)

**CTAN** *the Comprehensive TeX Archive Network*

**Welcome to CTAN!**

The Comprehensive TeX Archive Network is the authoritative collection of materials related to the TeX typesetting system.

*Are you new here?*

You can [learn about TeX, LaTeX, and friends](#). Then our [introduction page](#) will get you started.

*Can we be of service?*

If you're looking for something TeX related then you've come to the right place.

- *Know exactly what you want?* You can search for a [file by name](#).
- *Know sort-of what you want?* You can search [package description](#) or [documentation](#).

WSsample.zip [다운로드](#) [함께 모두 표시...](#)

# Let's just do it! (실습 1)

`http://people.ktug.or.kr/~karnes/KC2009-dev/`

# Beamer

TEX!

# Beamer

Beamer!

· LATEX!

# Beamer

Beamer!

er L<sup>A</sup>T<sub>E</sub>X!

# Beamer

Beamer!

Beamer L<sup>A</sup>T<sub>E</sub>X!

# Beamer

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# Beamer

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# Beamer

Beamer!

eamer Beamer L<sup>A</sup>T<sub>E</sub>X!

# Beamer

Beamer!

Beamer Beamer L<sup>A</sup>T<sub>E</sub>X!

Beamer

# PDF Presentation

# Beamer

# PDF Presentation

not **PowerPoint**

# Beamer

PDF Presentation

## LATEX Class

# Beamer

*LATEX Class*

PDF Presentation

# Beamer

# Beamer

*\LaTeX Class*

PDF Presentation

Beamer

# Apologetics

## ① 아름답고 표준적인 수식

# Apologetics

- ① 아름답고 표준적인 수식
- ② PDF의 간편함과 강력함

# Apologetics

- ① 아름답고 표준적인 수식
- ② PDF의 간편함과 강력함
- ③ 자유

# Apologetics

- ① 아름답고 표준적인 수식
- ② PDF의 간편함과 강력함
- ③ 자유
- ④ Simplicity and Robustness

# Apologetics

- ① 아름답고 표준적인 수식
- ② PDF의 간편함과 강력함
- ③ 자유
- ④ Simplicity and Robustness

# Apologetics II

PPT

Beamer

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다
고급자에게	짜증스럽다	더 재미있다

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다
고급자에게	짜증스럽다	더 재미있다
사용 용도	효과의 화려함	내용의 견고함

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다
고급자에게	짜증스럽다	더 재미있다
사용 용도	효과의 화려함	내용의 견고함
이용 빈도	이따금 발표	규칙적으로 자주

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다
고급자에게	짜증스럽다	더 재미있다
사용 용도	효과의 화려함	내용의 견고함
이용 빈도	이따금 발표	규칙적으로 자주
기반	MS Office (상용)	L <small>A</small> T <small>E</small> X (자유)

# Apologetics II

	PPT	Beamer
초급자에게	쉽다	어렵다
중급자에게	재미있다	재미있다
고급자에게	짜증스럽다	더 재미있다
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기반	MS Office (상용)	L <small>A</small> T <small>E</small> X (자유)

# Let's Start Beamer! (실습 2)

# frame environment

```
\begin{frame}  
    \frametitle{Frame Title}  
    %% here come your contents of the frame  
    \end{frame}
```

# Sectioning

```
%% outside of frame environment  
\section{My Section Title}
```

# Predefined Framed Text

```
%%% theorem, definition, corollary, examples
```

```
\begin{theorem}{First Theorem}
```

Beamer is excellent

```
\end{theorem}
```

# Predefined Framed Text

Theorem

First Theorem Beamer is excellent

# Columns

```
\begin{columns}
\begin{column}[pos]{width}
... contents ...
\end{column}
\begin{column}[pos]{width}
... contents ...
\end{column}
\end{columns}
```

# Overlays : Stepwise

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

# Overlays : Stepwise

# Overlays : Stepwise

- Every thing

# Overlays : Stepwise

- Every thing
- that has

# Overlays : Stepwise

- Every thing
- that has
- beginning

# Overlays : Stepwise

- Every thing
- that has
- beginning
- has end.

# Overlays : onslide method

```
\rowcolors[]{}{blue!20}{blue!10}

\begin{tabular}{l!{\vrule}c<{\onslide<2->}c<{\onslide<3->} %
c<{\onslide<4->}c<{\onslide}c}

Class & A & B & C & D \\

X & 1 & 2 & 3 & 4 \\

Y & 3 & 4 & 5 & 6 \\

Z & 5 & 6 & 7 & 8

\end{tabular}
```

# Overlays : onslide method

Class	A
X	1
Y	3
Z	5

# Overlays : onslide method

Class	A	B
X	1	2
Y	3	4
Z	5	6

# Overlays : onslide method

Class	A	B	C
X	1	2	3
Y	3	4	5
Z	5	6	7

# Overlays : onslide method

Class	A	B	C	D
X	1	2	3	4
Y	3	4	5	6
Z	5	6	7	8

# Overlays : overlay counter

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

# Overlays : overlay counter

- Every thing

# Overlays : overlay counter

- Every thing
- has end.

# Overlays : overlay counter

- Every thing
- that has
- has end.

# Overlays : overlay counter

- Every thing
- that has
- beginning
- has end.

# Overlays : overlay counter

- Every thing
- has end.

# Multimedia

```
\usepackage{multimedia} %% preamble  
  
\sound[autoplay,samplingrate=705000,bitspersample=16,  
channels=2]{Example}{notify.wav}  
  
\movie[options]{poster}{file_name} % avi, mpg  
  
\animate<2-10>  
  
\multiinclude[start=1]{animation}
```

# pgf animation

# Animation

# Themes

THEMES