# Presenting your work - TikZ \& Tricks 

Micha乇 Skrzypczak



# Presenting your work - TikZ \& Tricks 

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[Disclaimer: I'm not an expert...]


## Part I: Content

## Narrative

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i.e.

Mountain hiking or roaming swamps?

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Cathedral $\leadsto$ Arc $m \rightarrow$ Stone $\leadsto \leadsto$ Quarry

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Or: Conjecture $m \rightarrow$ Special case $m \rightarrow$ New technique

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"Border Tracing"


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Dychotomy:

Simple vs. Hard

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Hint: you may skip some minor results!

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"Border Tracing"
Dychotomy: Simple vs. Hard
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## Avoid: "table filling", "lemmata listing", ...

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"Border Tracing"
Dychotomy: Simple vs. Hard
Hint: you may skip some minor results!

Avoid: "table filling", "lemmata listing", ... or at least use a diagram. .

## Less is better

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or
what can you learn from n'th talk during a day

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"Take-home message" (attributed to Jacques Duparc)

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You are an expert!

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2 years of studying $\mathbf{X} \Longrightarrow$ one of the world's top 10 experts of $\mathbf{X}$

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"Take-home message" (attributed to Jacques Duparc)


You are an expert!
2 years of studying $\mathbf{X} \Longrightarrow$ one of the world's top 10 experts of $\mathbf{X}$
No need for complete proofs
it's not your duty to convice them that you know how to do it !!!

## There will be casualties

## There will be casualties



## There will be casualties



## There will be casualties



## There will be casualties



## There will be casualties



## There will be casualties



Think of Placeholder Attendees

## There will be casualties



Think of Placeholder Attendees

Plan Points of Recovery

## There will be casualties



Think of Placeholder Attendees

Plan Points of Recovery
Be careful with Bermuda Definitions

## Part II: Framework

## Axioms

## Axioms

- Interactive and vivid


## Axioms

- Interactive and vivid
- ... but not distractive


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- Interactive and vivid
- ... but not distractive
- Communicative and readable


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- ... but also visually pleasing


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Options
Pros
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Landscape PDFs

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block hell, jumping content

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## Cons

block hell, jumping content manual flow control, limited interactivity

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Power Point

Pros
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Options
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Power Point

Pros
easy

## Cons

block hell, jumping content manual flow control, limited interactivity
quick development
nice animations

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BeamerikZ TikZ integration, alignment support

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Zoom-in-zoom-out
e.g. Flides

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Zoom-in-zoom-out visual TOC, HTML5 features
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Pros
easy
quick development nice animations
e.g. Flides

## Cons

block hell, jumping content manual flow control, limited interactivity
alignment problems, math fonts
time consuming
laborious programming

## Framework choice guidelines

# Framework choice guidelines 

## Attention by suspension

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## Attention by suspension

$m s$ show your content gradually, add/change pieces

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## No lollipop snatching

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$\leadsto \rightarrow$ don't hide/animate things that someone may be reading

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## Blink and see

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## Blink and see

$\leadsto$ few content, well organised in space

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$m$ expose formulae and diagrams that are appealing

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Single picture » paragraph of text

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## Allure of mathematics

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Single picture » paragraph of text
$\leadsto$ try to represent ideas graphically

## Part III: Form

## Pictures!

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Speaker's obligation: draw all that should be drawn

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Choose Minimal Working Examples

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Clickers
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Programmers
TikZ, XY-pic, SVG, ...

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Illustrator, Inkscape, GIMP, ...

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+ scripting, ${ }^{[4} T_{E X}$ macros, reusability


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- time consuming iterations, entry cost


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- no timeline, reusability, alignment


## Simplifications

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Talk $\subsetneq$ Paper

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## TALK $\subsetneq$ PAPER

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- ...solve a special case of the problem...


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## Talk 〔 Paper

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- . . . with a standard semantics. . .
- ... solve a special case of the problem...

But: if you decide not to go into details then don't! :)

## Bibliography

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$\mathbb{P}($ an author of a related work is in the audience $\Gamma) \underset{|\Gamma| \rightarrow \infty}{\longrightarrow} 1$

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Options (+colours):

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- Julius R. Büchi [1960];
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- Palettes:


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Hint: you may use conference's palette!

## Part IV: Miscellanea

## Important details

## Important details

- Alignment


## Important details

- Alignment
a) ...
b) $\ldots$
c) $\ldots$


## Important details

- Alignment


## Important details

- Alignment
- Next slide: "This leads to the notion of... No, sorry, before that. . ."


## Important details

- Alignment
- Next slide: "This leads to the notion of... No, sorry, before that..." $\leadsto$ practice $\vee$ refrain $\vee$ use software


## Important details

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- Laser pointer $\equiv$ Mouse Chaising Hypnosis


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$m$ use for $<10 \%$ of time


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\leadsto \text { use for }=100 \% \text { of time }
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- Stress


## Important details

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- Stress
$\leadsto \rightarrow$ use for $=0 \%$ of time


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- Stress
$\leadsto$ use for $=0 \%$ of time
- Timing


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- Stress
$\leadsto \rightarrow$ use for $=0 \%$ of time
- Timing
$\leadsto$ prepare Pre-final Slides


## Important details

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$\leadsto$ prepare Pre-final Slides
+ Practice
+ be Sloooow
- No reading!


## Last slide

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Two moments of $\sim 100 \%$ attention:

## Last slide

Two moments of $\sim 100 \%$ attention:

1. Chair: "The next speaker is..."

## Last slide

Two moments of $\sim 100 \%$ attention:

1. Chair: "The next speaker is. . ."
2. Chair: "Are there any questions?"

## Last slide

Two moments of $\sim 100 \%$ attention:

1. Chair: "The next speaker is..."
2. Chair: "Are there any questions?"
3. You: 〈FALLING DOWN OF PODIUM〉

## Last slide

Two moments of $\sim 100 \%$ attention:

1. Chair: "The next speaker is. . ."
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## Last slide

Two moments of $\sim 100 \%$ attention:

1. Chair: "The next speaker is. . ."
$m$ use it to display your name and the coauthors
2. Chair: "Are there any questions?"

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$\leadsto$ use it better than
Thanks for your attention!

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## Instead: Discussion Igniting Content

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## Instead: Discussion Igniting Content

- summary + diagram


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