Capítulo 1

Nome da Prática

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1.1. Tópico

All submitted paper to some SBC conference, including any supporting documents, should be written in English or in Portuguese. The format paper should be A4 with single column, 3.5 cm for upper margin, 2.5 cm for bottom margin and 3.0 cm for lateral margins, without headers or footers. The main font must be Times, 12 point nominal size, with 6 points of space before each paragraph. Page numbers must be suppressed in the final version.

Full papers must respect the page limits defined by the conference. Conferences that publish just abstracts ask for **one**-page texts.

1.2. Objetivo

The first page must display the paper title, the name and address of the authors, the abstract in English and "resumo" in Portuguese (for papers written in Portuguese). The title must be justified at the left, in 20 point boldface font. Author names must be justified in the same way, as shown in this example.

1.3. Materiais

In some conferences, the papers are published on CD-ROM while only the abstract is published in the Proceedings. In this case, authors are invited to prepare two final versions of the paper. One, complete, to be published on the CD and the other, containing only the first page, with abstract and "resumo" (for papers in Portuguese).

1.4. Método

Section titles must be in boldface, 13pt, flush left. There should be an extra 12 pt of space before each title. The first paragraph of each section should not be indented; the first lines of subsequent paragraphs should be indented by 1.27 cm.

1.4.1. Subseção

The subsection titles must be in boldface, 12pt, flush left.

1.5. Avaliação

Figures and tables captions should be centered if less than one line (Figure 1.1), otherwise justified and indented by 0.8cm on both margins, as shown in Figure 1.2. The font must be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.

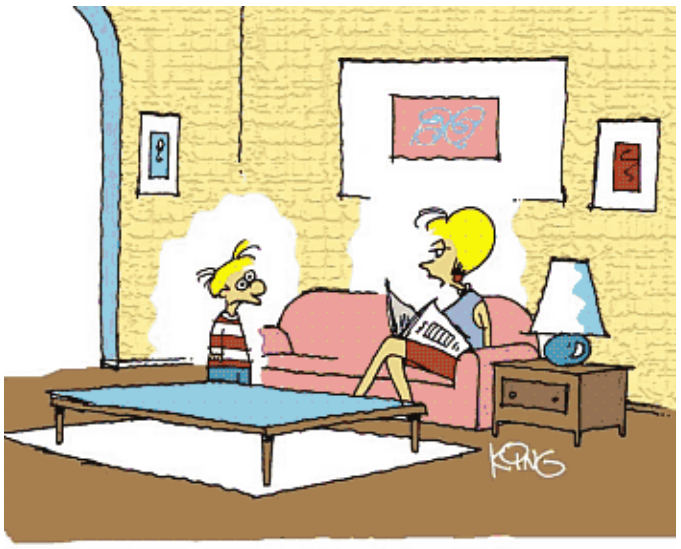


Figura 1.1. Xxxxx

In tables, do not use colored or shaded backgrounds, and avoid thick, doubled, or unnecessary framing lines. When reporting empirical data, do not use more decimal digits than warranted by their precision and reproducibility. Table caption must be placed before the table (see Table 1.1) and the font used must also be Helvetica, 10 point, boldface, with 6 points of space before and after each caption.

> Figure and table references must be composed by the chapter number and a sequence number beginning in one (see the examples of Figure 1.1, Figure 1.2 and Table 1.1).

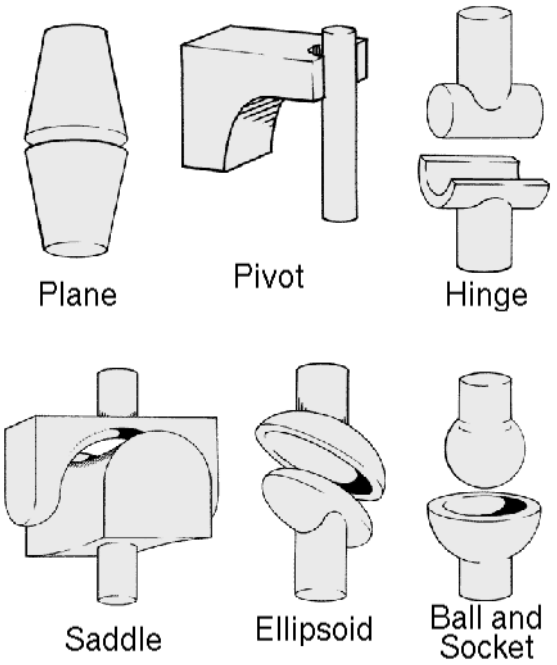


Figura 1.2. xxxx.

1.6. Experiência de uso

All images and illustrations should be in black-and-white, or gray tones. The image resolution on paper should be about 600 dpi for black-and-white images, and 150-200 dpi for grayscale images. Do not include images with excessive resolution, as they may take hours to print, without any visible difference in the result.

Tabela 1.1. xxxxxxx.

Tarefa	Variável	Métrica utilizada
Seleção	Distância do alvo	Virtual cubits
	Direção horizontal e vertical do alvo	Graus do arco
	Distância do objeto oculto	Virtual cubits
	Direção da oclusão	Esquerda/direita/cima/baixo
Posicionamento	Distância inicial	Virtual cubits
	Direções iniciais horizontal e vertical	Graus do arco
	Distância final	Virtual cubits
	Direções finais horizontal e vertical	Graus do arco
	Precisão vertical	Porcentagem de sobreposição
	Precisão horizontal	Porcentagem de sobreposição
Orientação	Distância	Virtual cubits
	Direções horizontal e vertical	Graus do arco
	Orientação inicial (3 angulos)	Graus do arco
	Orientação final (3 angulos)	Graus do arco
	Exatidão/precisão	Graus do arco

Bibliographic references must be unambiguous and uniform. We recommend giving the author names references in brackets, e.g. [Knuth 1984], [Kernighan and Ritchie 1990]; or dates in parentheses, e.g. Knuth (1984), Sederberg and Zundel (1989,1990).

Referências

Boulic, R. and Renault, O. (1991) “3D Hierarchies for Animation”, In: New Trends in Animation and Visualization, Edited by Nadia Magnenat-Thalmann and Daniel Thalmann, John Wiley & Sons ltd., England.

Dyer, S., Martin, J. and Zulauf, J. (1995) “Motion Capture White Paper”, http://reality.sgi.com/employees/jam_sb/mocap/MoCapWP_v2.0.html, December.

Holton, M. and Alexander, S. (1995) “Soft Cellular Modeling: A Technique for the Simulation of Non-rigid Materials”, Computer Graphics: Developments in Virtual Environments, R. A. Earnshaw and J. A. Vince, England, Academic Press Ltd., p. 449-460.

Knuth, D. E., The TeXbook, Addison Wesley, 1984.

<Anexos e Apêndices são permitidos após as referências>