Slides with `Asymptote`: A Demo

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`http://asymptote.sf.net`

Basic Commands

- item
  - subitem

  remark
- draw [Hob86, Knu86]
- figure
- embedded and external animations: see `slidemovie.asy`

Items

- First item.
  - First subitem.
  - Second subitem.
- Second item.

$$a^2 + b^2 = c^2.$$

$$\begin{aligned} \frac{\sin^2\theta + \cos^2\theta}{\cos^2\theta} &= \frac{1}{\cos^2\theta} \\ &= \sec^2\theta. \end{aligned}$$

A remark.

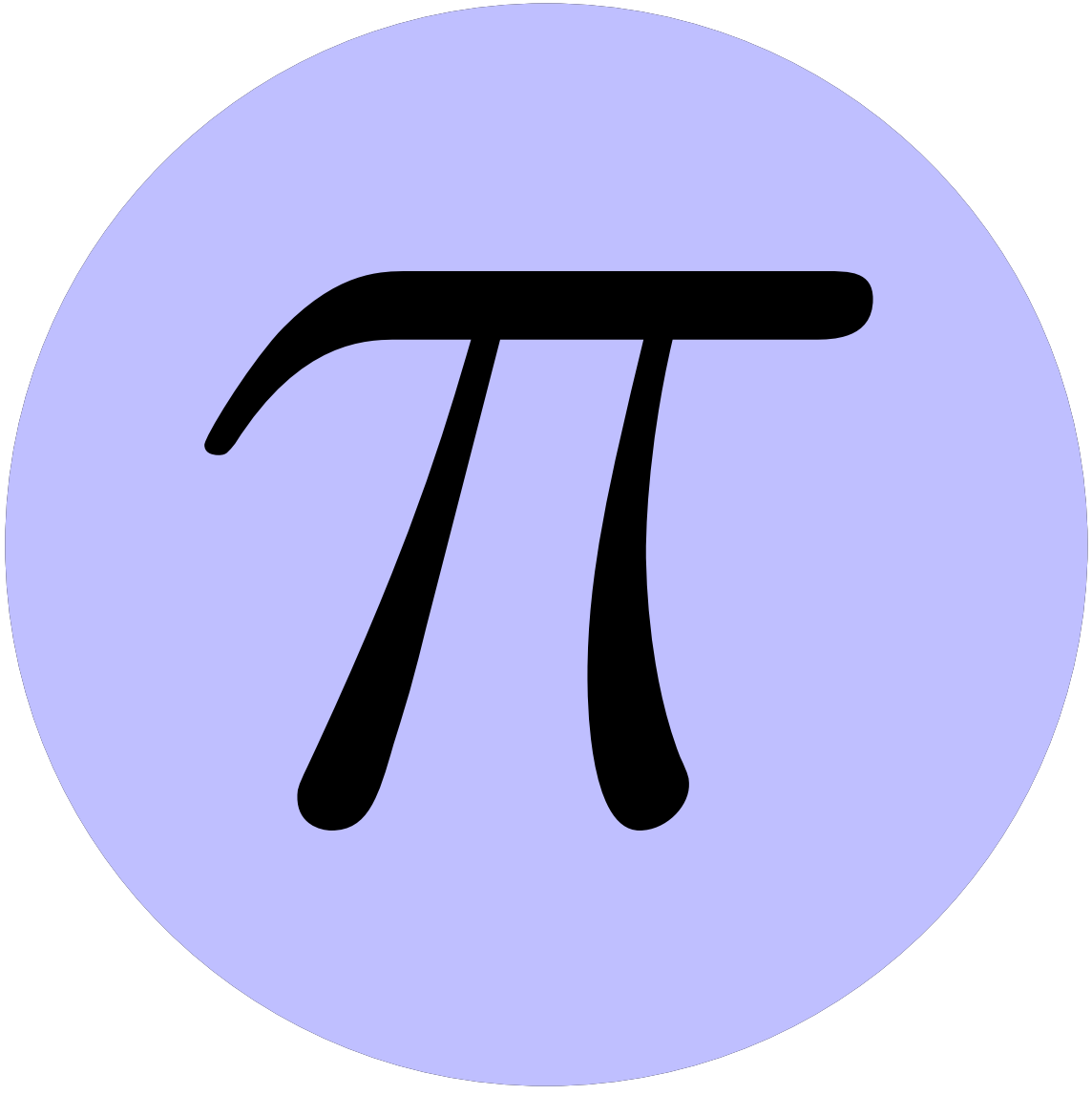
- To enable pausing between bullets:

```
asy -u stepping=true
```

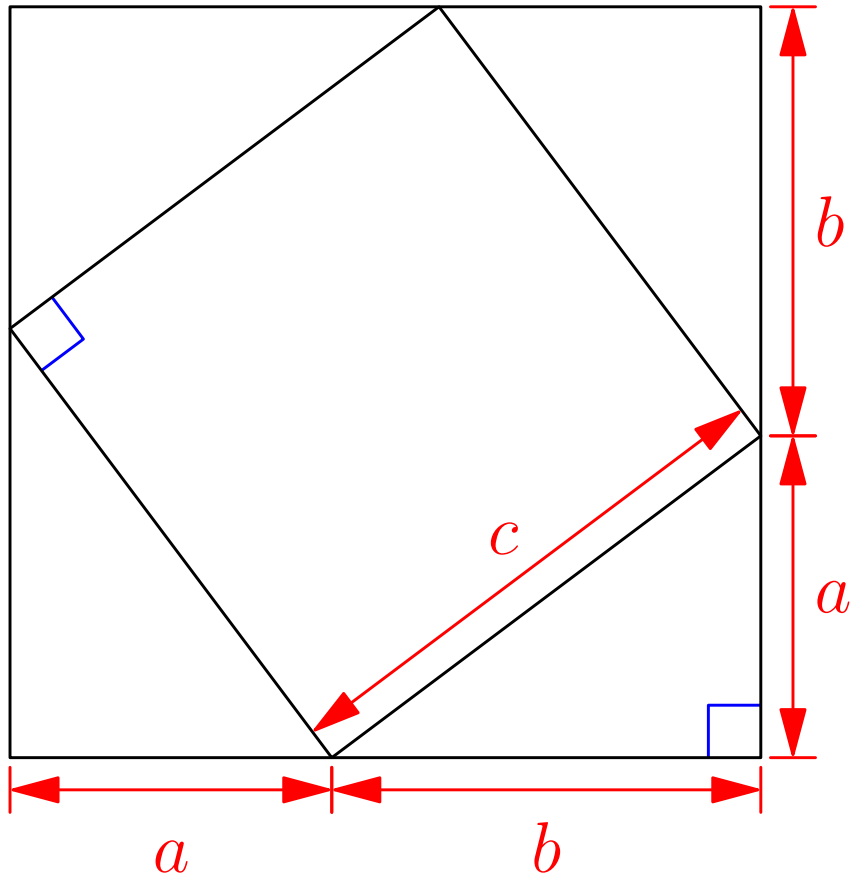
- To enable reverse video:

```
asy -u reverse=true
```

Can draw on a slide, preserving the aspect ratio:



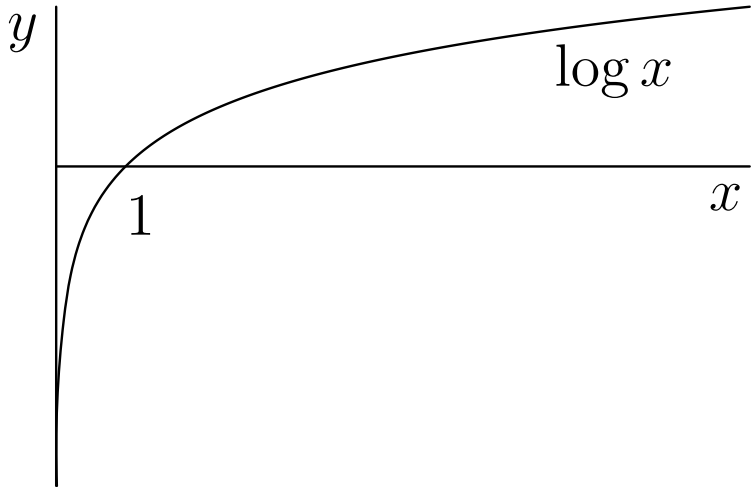
- The slide title can be omitted.



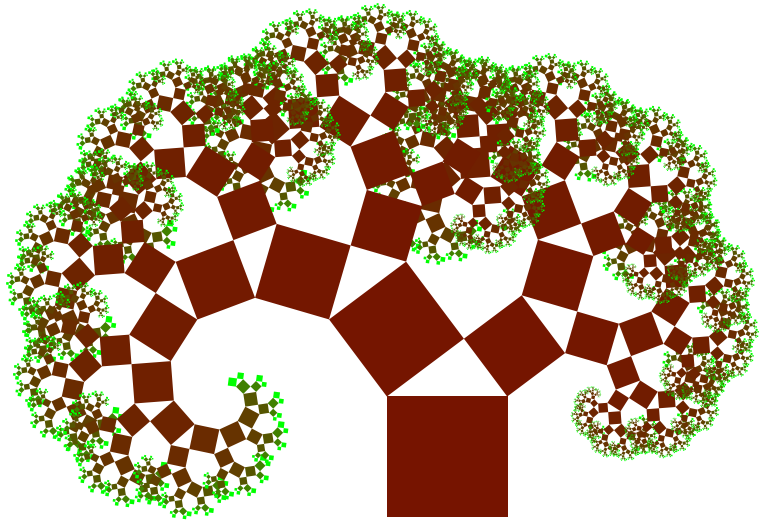
A simple proof of Pythagoras' Theorem.

- Single skip:

- Double skip:



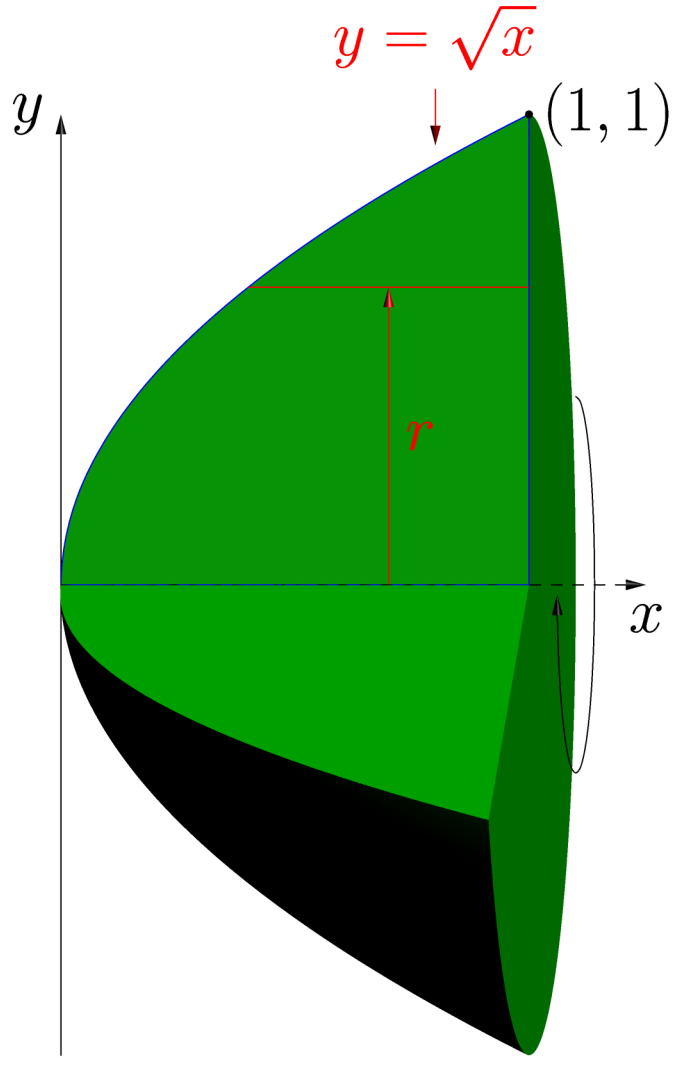
`log.asy`



`PythagoreanTree.asy`

Examples of **`Asymptote`** output.

Embedded Interactive 3D Graphics



Asymptote: 2D & 3D Vector Graphics Language

`http://asymptote.sf.net`

(freely available under the LGPL license)

References

[Hob86] John D. Hobby. Smooth, easy to compute interpolating splines. *Discrete Comput. Geom.*, 1:123–140, 1986.

[Knu86] Donald E. Knuth. *The METAFONTbook*. Addison-Wesley, Reading, Massachusetts, 1986.