

# Style guidelines for CASA Submissions

## Proceedings Paper

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### Abstract

The abstract of the submission is allowed to be up to 200 words for all articles. It should be a concise summary of the whole paper, not just the conclusions, and should be understandable without reference to the rest of the paper. It should contain no citation to other published work.

**Keywords:** submission guidelines, journal, virtual worlds, computer animation

## 1 General style requirements

The language of the proceedings is English. All submissions must have a title and the paper submission must be printed on one side of the paper. The page size is A4. The manuscripts should be written in 11pt font, the whole document must be single-line spaced in two column format and have a margin of 2.7cm all the way round. Illustrations and tables must be incorporated into the text. Headings should be numbered.

## 2 Citing other work

References should be cited by superior numbers and listed at the end of the paper in the order in which they appear in the text, for example [1] or [2]. All references must be complete and accurate. Online citations should include date of access. If necessary, cite unpublished or personal work in the text but do not include it in the reference list.

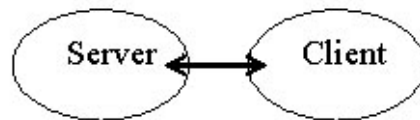


Figure 1: Diagrams aid a readers perception of the paper, to correctly convey information.

## 3 Illustrations

### 3.1 Introduction

Supply each illustration with figure number and caption, as is exemplified here in Figure 1. Authors are requested to use black and white illustrations wherever possible.

## Acknowledgements

Include also the name(s) of any sponsor(s) of the research contained in the paper, along with grant number(s). Thank you very much for taking these requirements into account when you submit the final version of your paper.

## References

- [1] A. Sanna and P. Montuschi. A new algorithm for the rendering of CSG scenes. *The Computer Journal*, 9:555–564, 1997.
- [2] P.-G. Mailliot. Using quaternions for coding 3D transformations. In A. S. Glassner,

editor, *Graphic Gems*, pages 498–515. Academic Press, Boston, MA, 1990.