LaTeX- slide effects overkill

Drahflow

2015-08-21

Malmoe has too much stuff

- title on each slide
- author name on each slide
- interactive navigation I never use

Nicer bullets

 ← notice that it has color?

 ← . . . and a shadow?

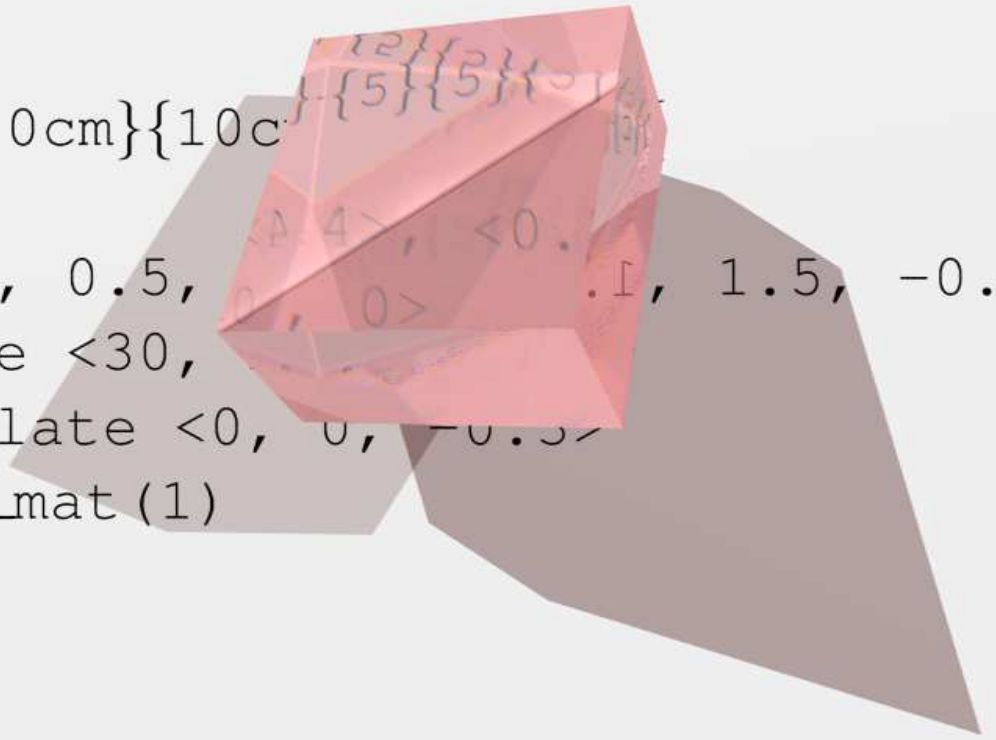
 ← . . . and caustics?

... and enumeration

1. ← looks round
2. ← shadow

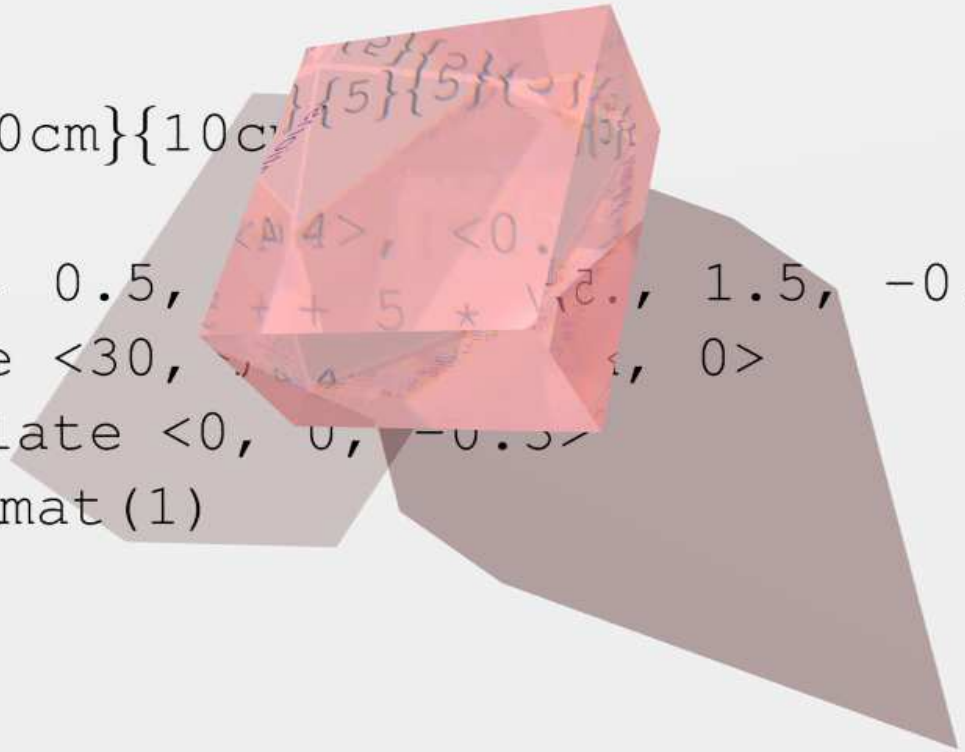
3D objects

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,                  1.5, -0.9>
    rotate <30,
    translate <0, 0,
    item1_mat(1)
  }
}
```



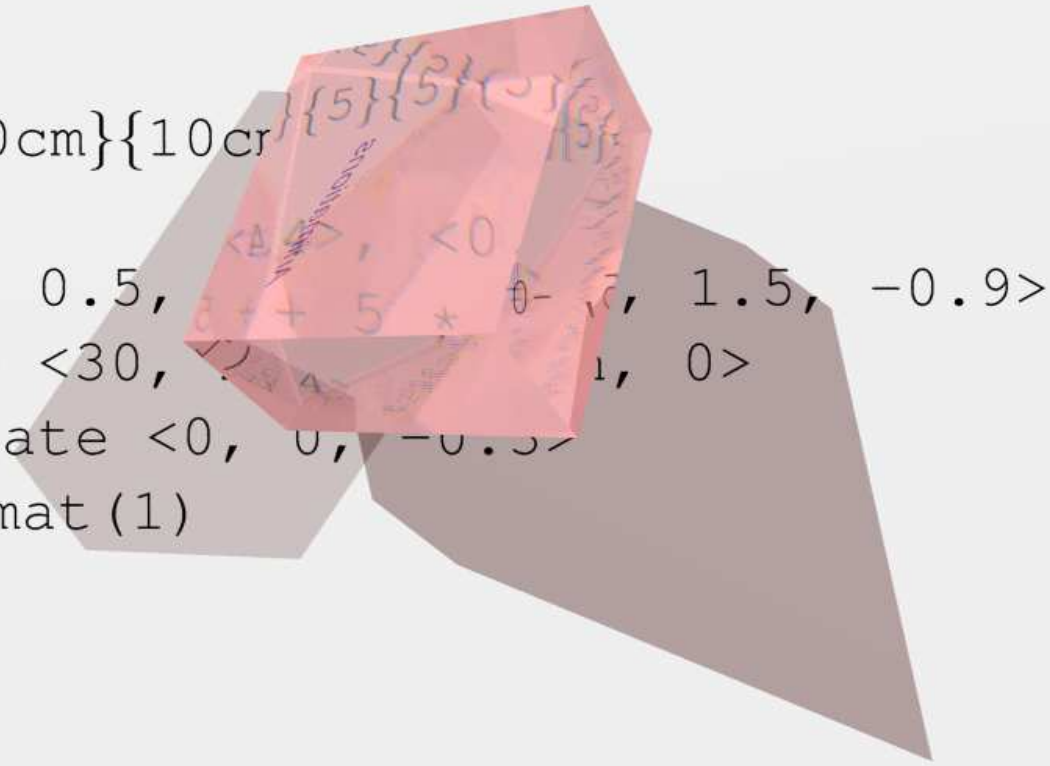
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,                    1.5, -0.9>
    rotate <30,                    0>
    translate <0, 0,
    item1_mat(1)
  }
}
```



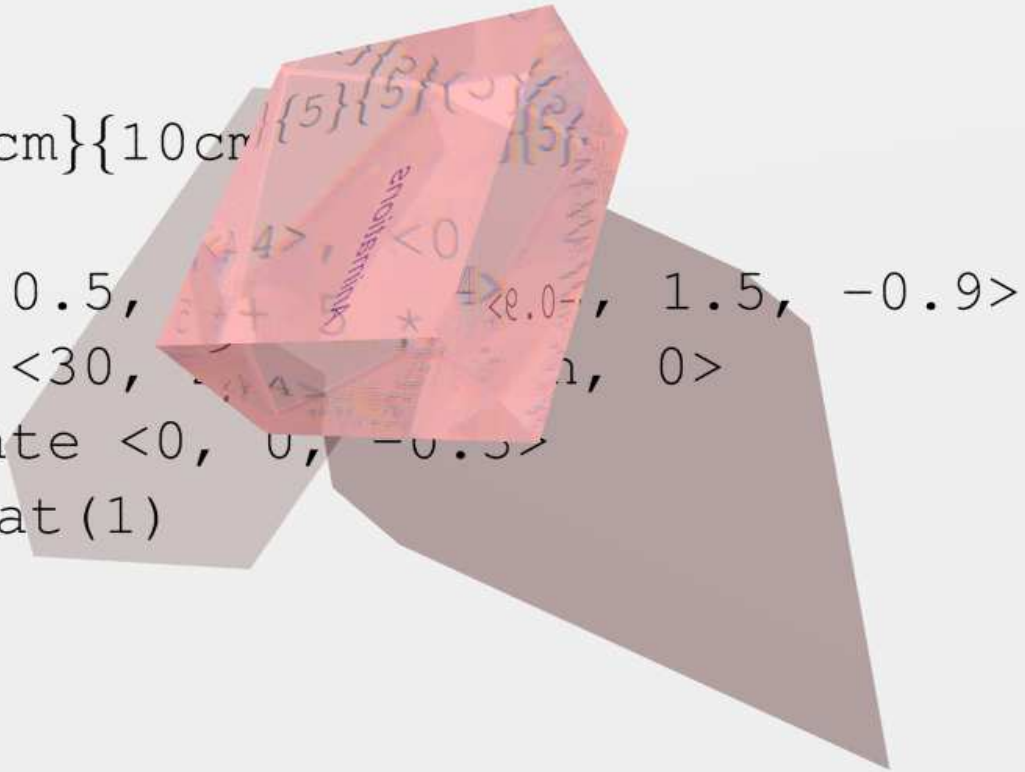
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5,                    , 1.5, -0.9>
    rotate <30,                    , 0>
    translate <0, 0,
    itemi_mat(1)
  }
}
```



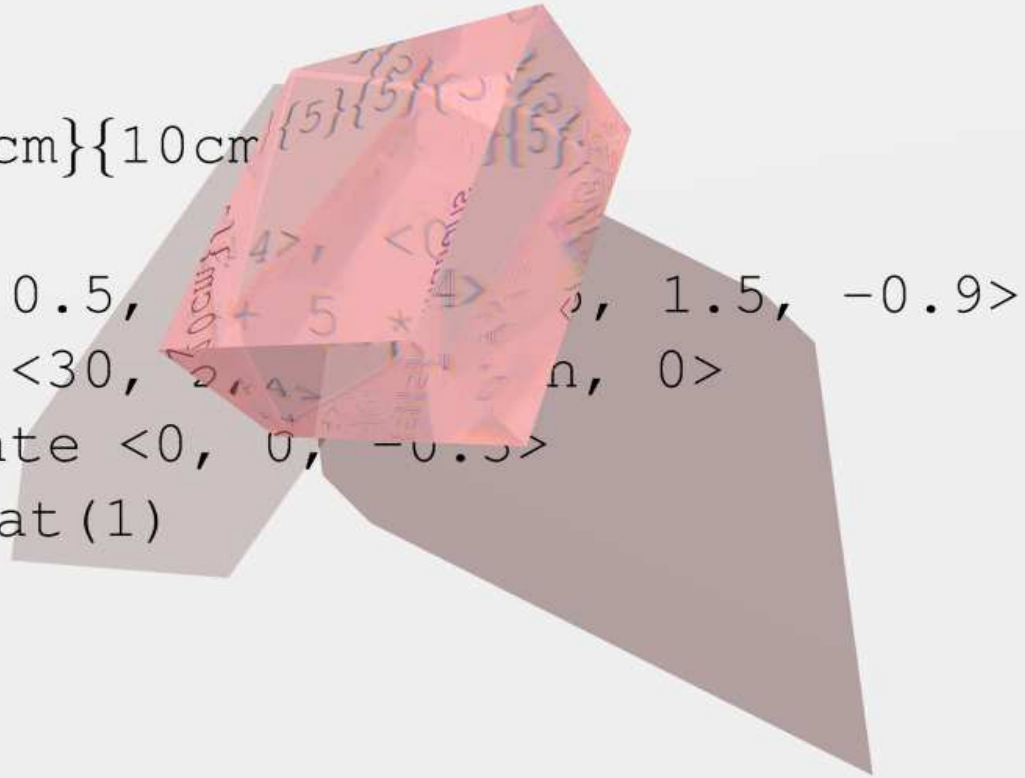
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,                , 1.5, -0.9>
    rotate <30,                n, 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



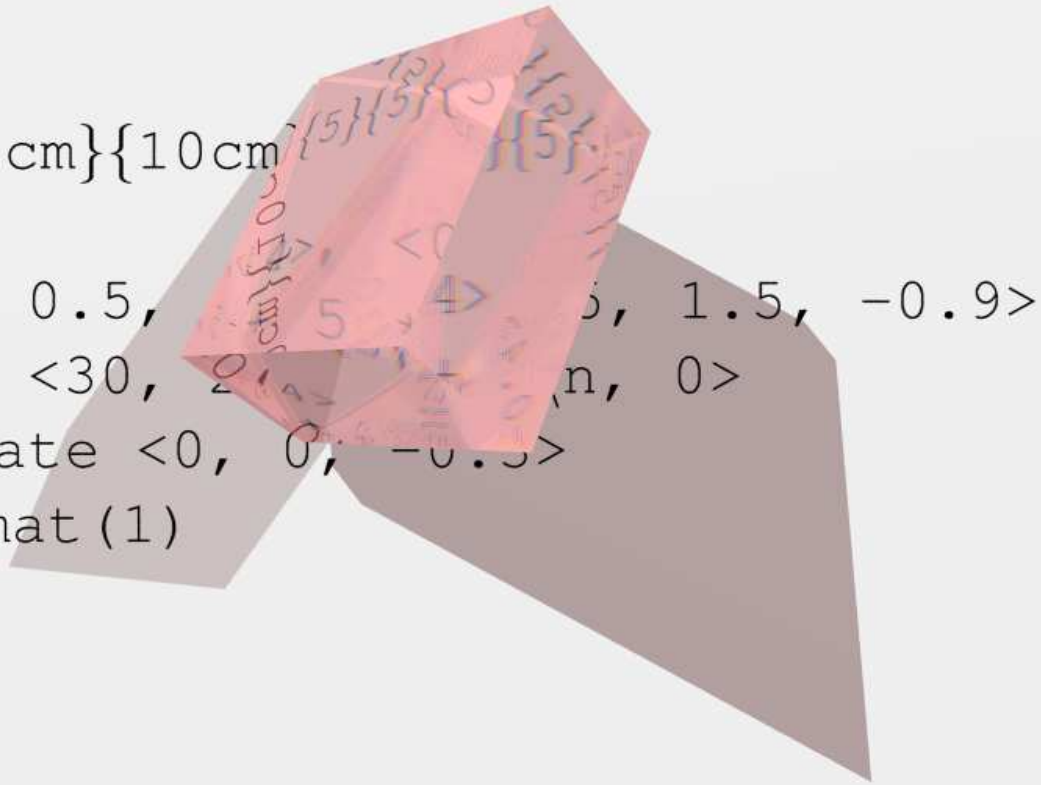
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,                  , 1.5, -0.9>
    rotate <30,                  n, 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



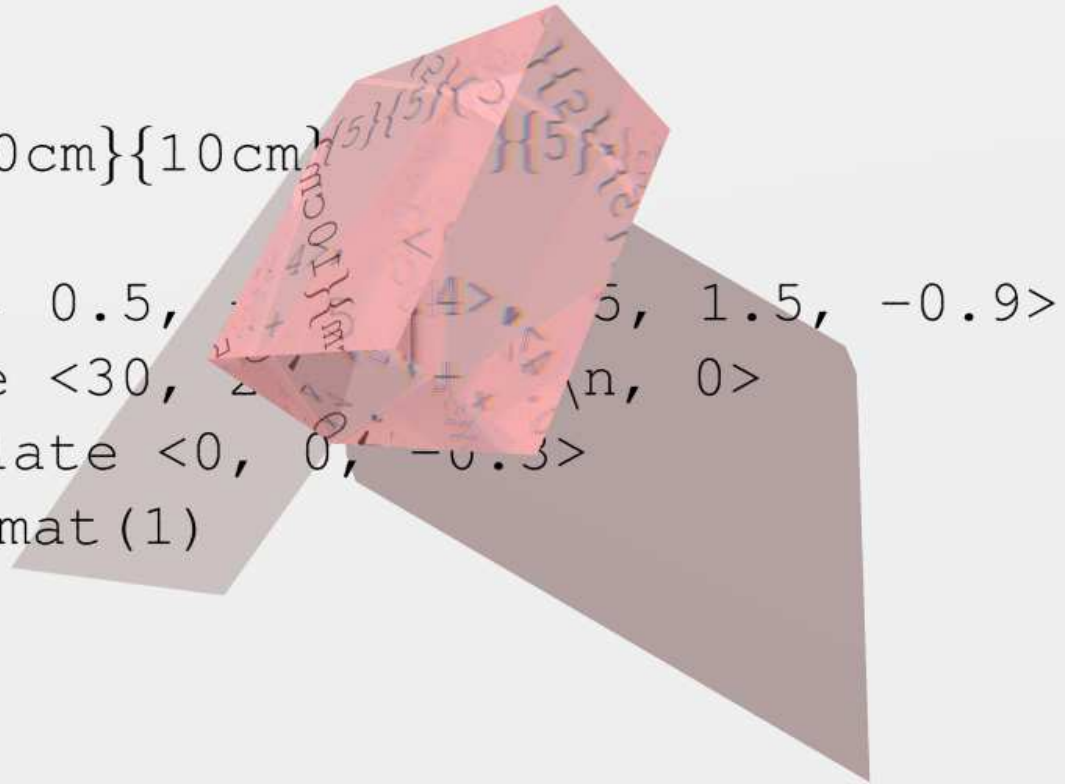
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,                  , 1.5, -0.9>
    rotate <30, 2                n, 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



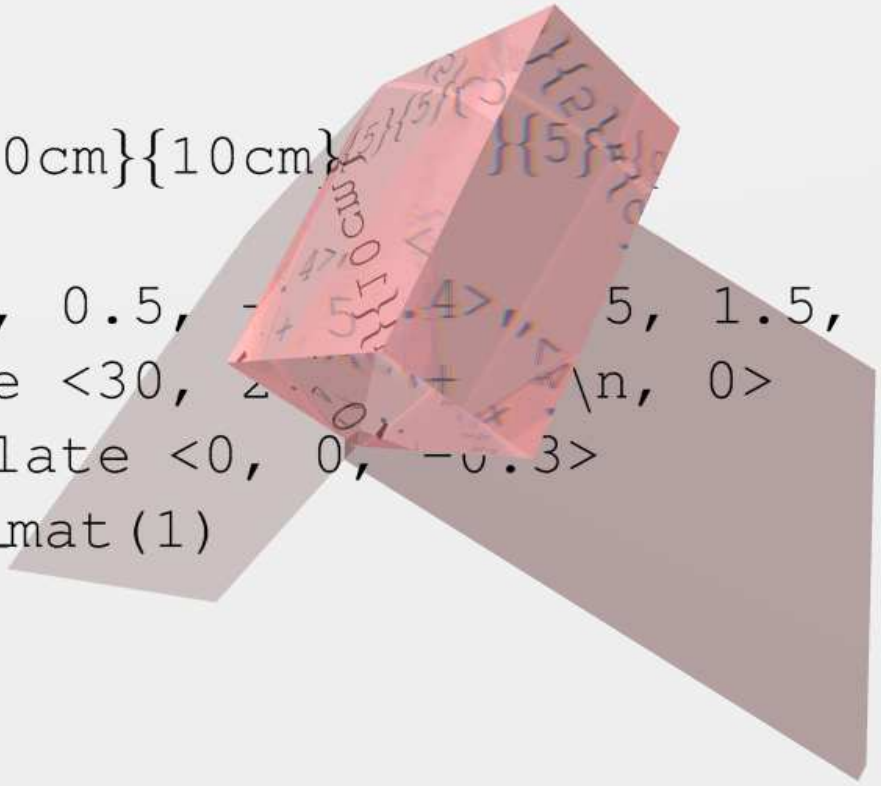
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5,                    5, 1.5, -0.9>
    rotate <30,                    \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



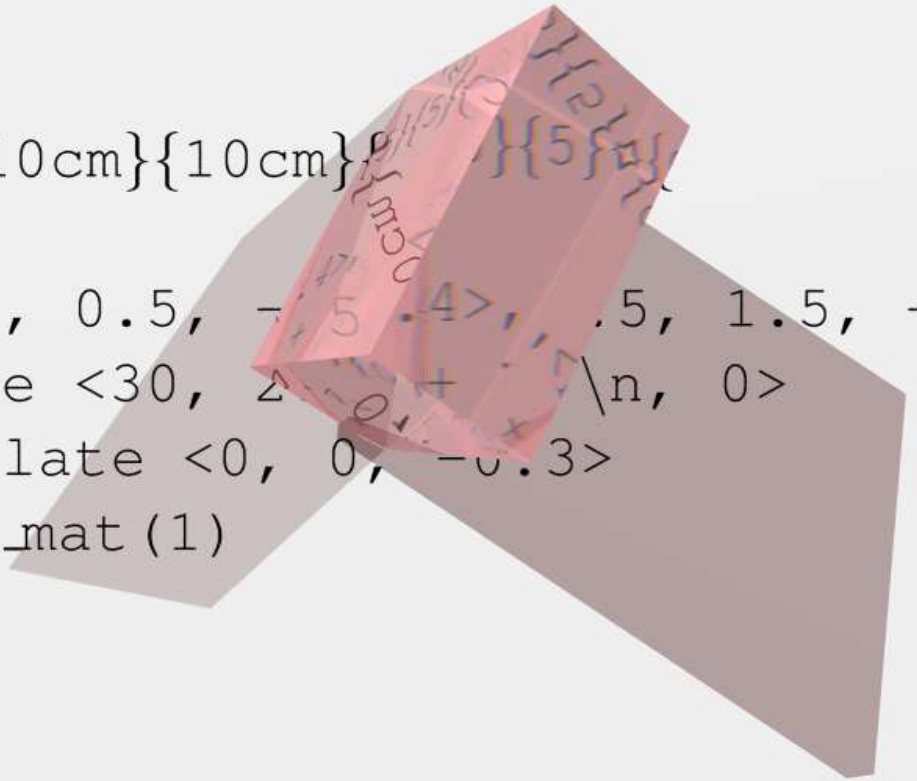
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.4>, 0.5, 1.5, -0.9>
    rotate <30, 2\n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



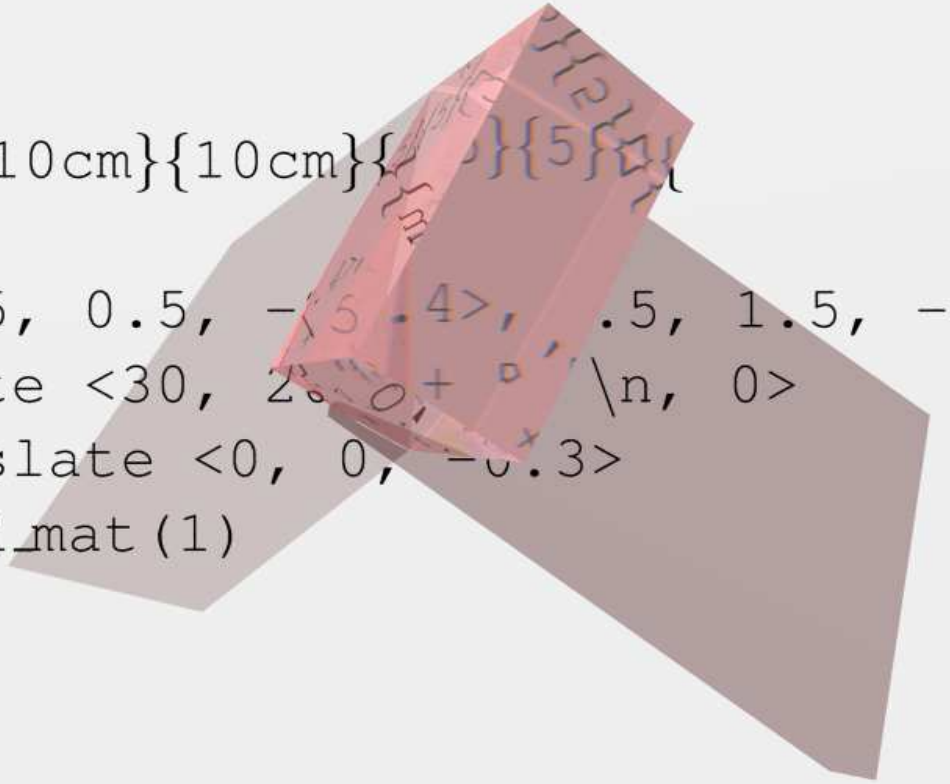
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



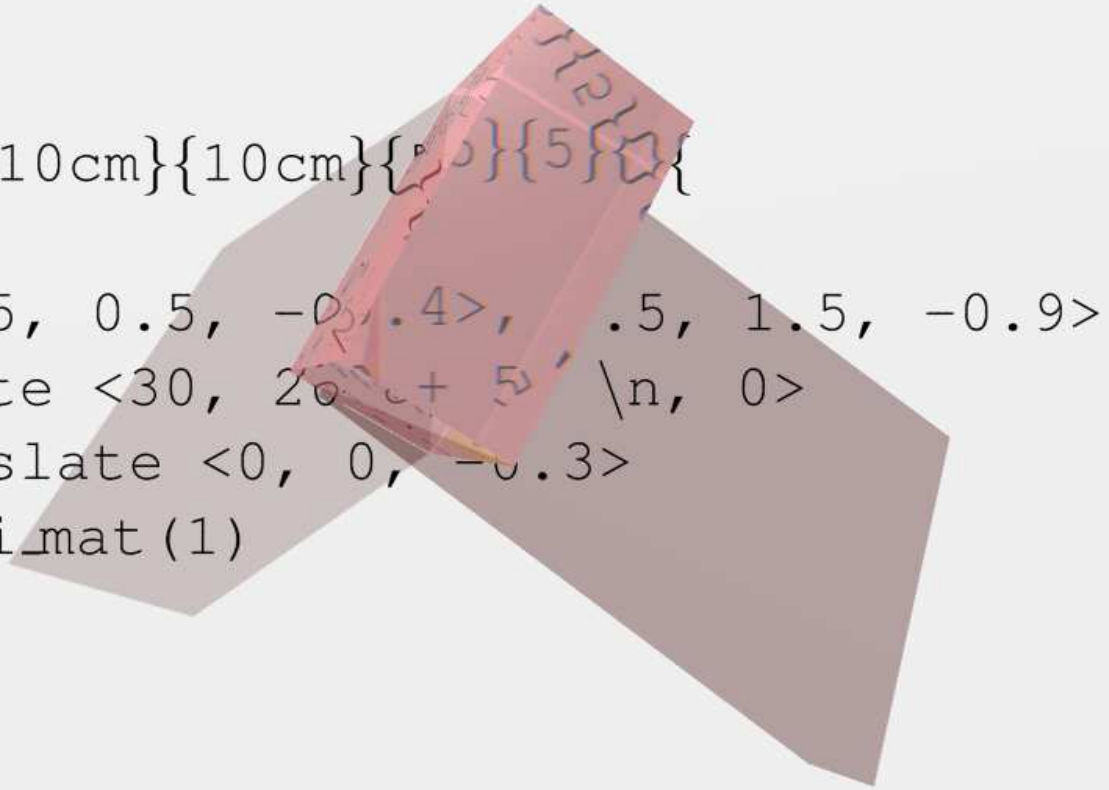
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20, 0>
    translate <0, 0, -0.3>
    item1_mat(1)
  }
}
```



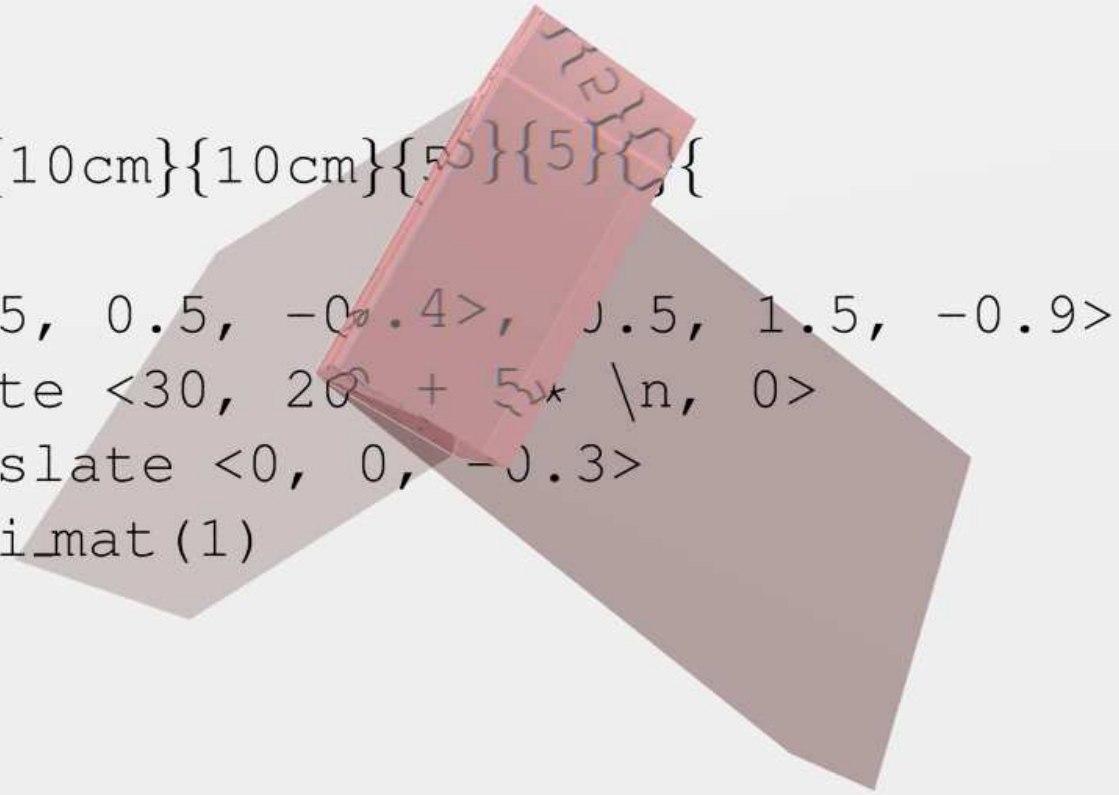
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.4>, .5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



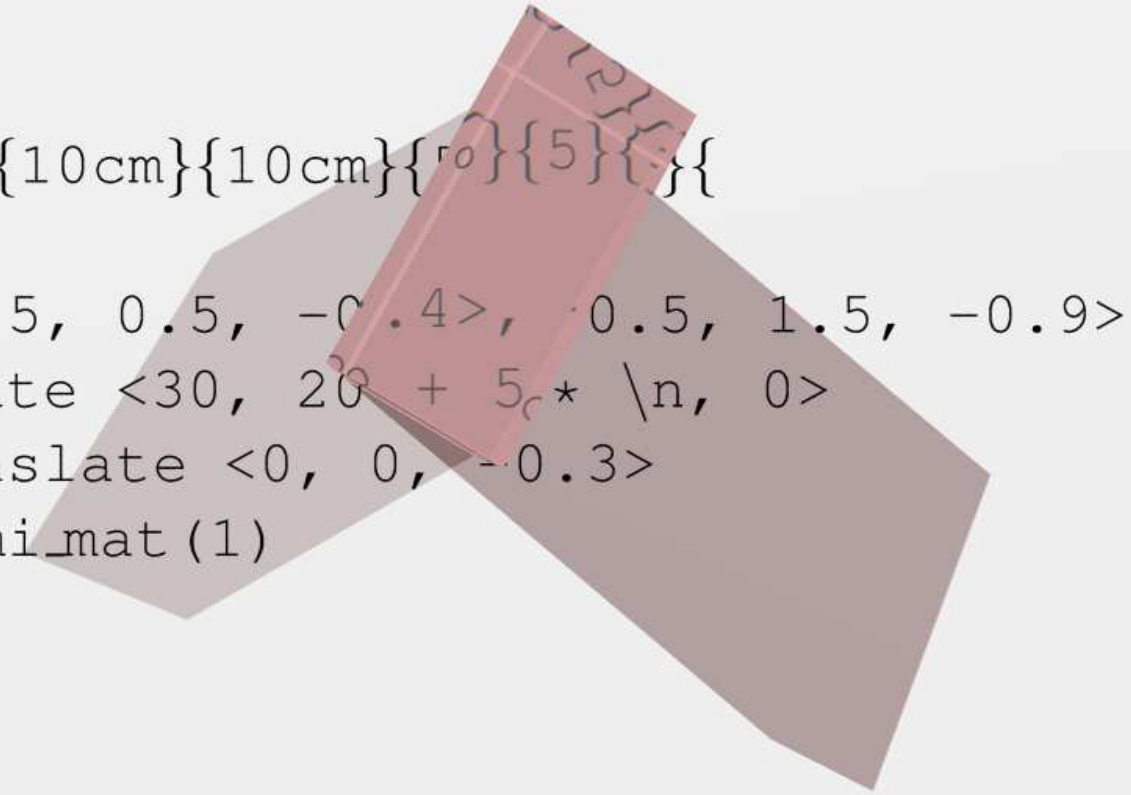
Animations

```
\povray{10cm}{10cm}{5}{5}{0}{
  box {
    <-0.5, 0.5, -0.4>, 0.5, 1.5, -0.9>
    rotate <30, 20 + 5* \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



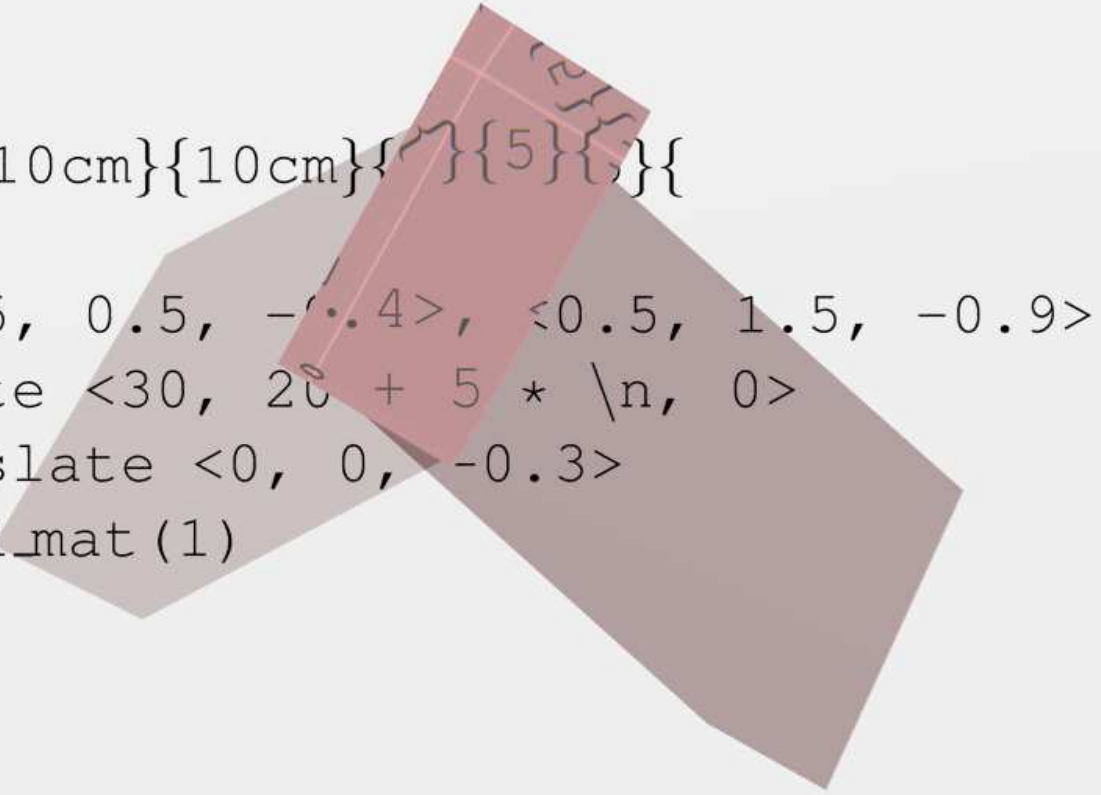
Animations

```
\povray{10cm}{10cm}{r}{5}{}{
  box {
    <-0.5, 0.5, -0.4>, 0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



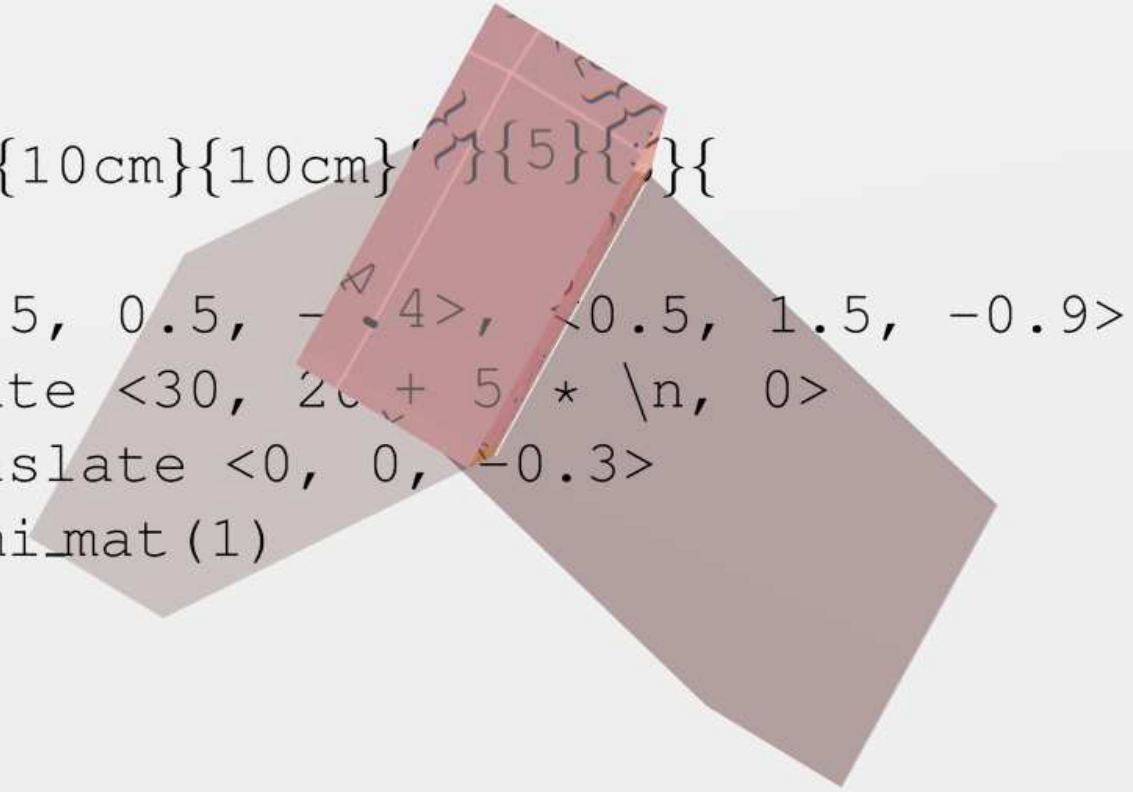
Animations

```
\povray{10cm}{10cm}{\n}{5}{}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



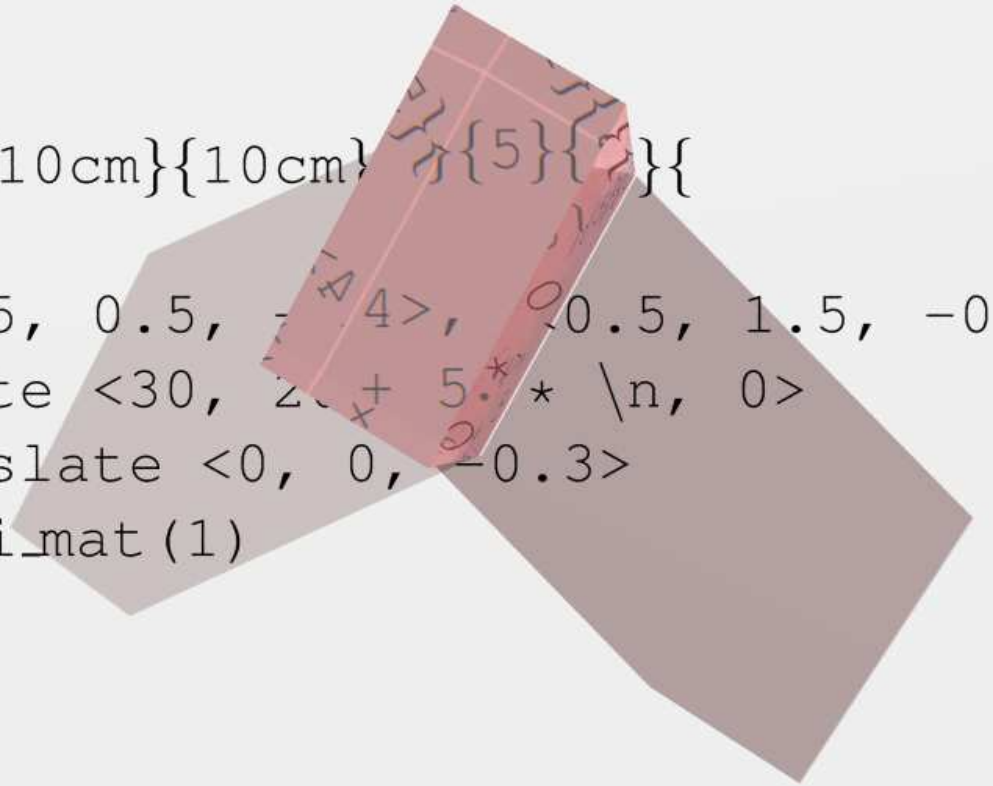
Animations

```
\povray{10cm}{10cm}{}{5}{}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



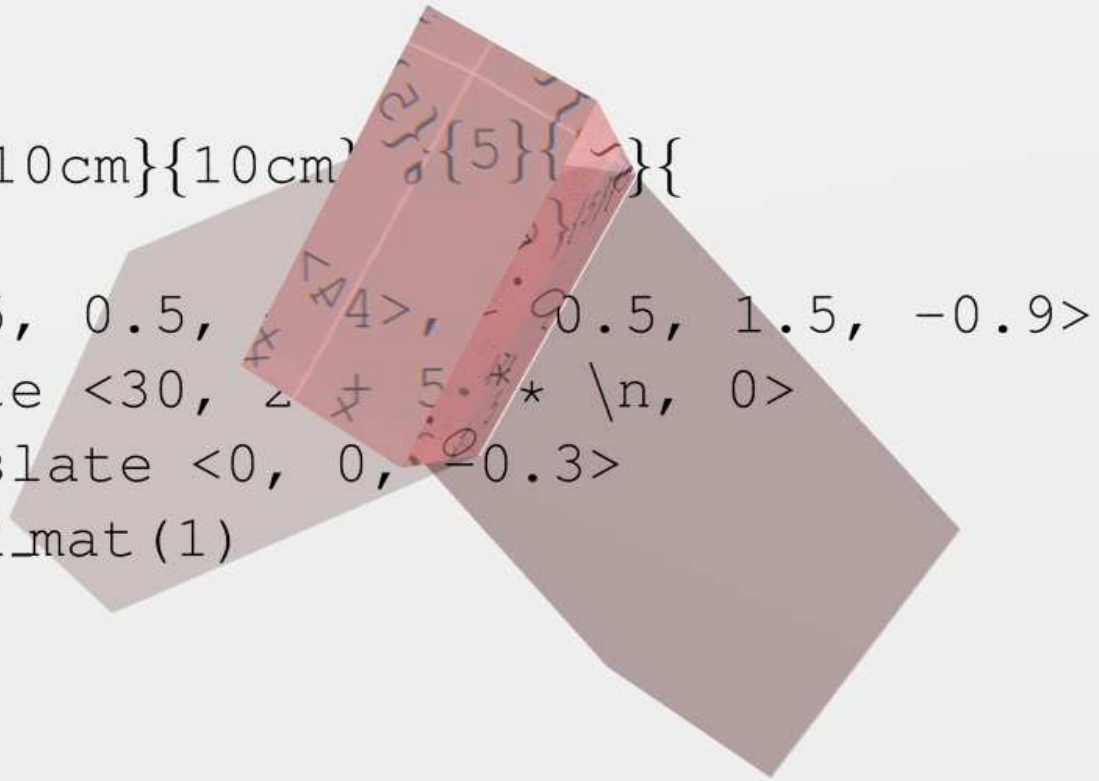
Animations

```
\povray{10cm}{10cm}{5}{}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5.* \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



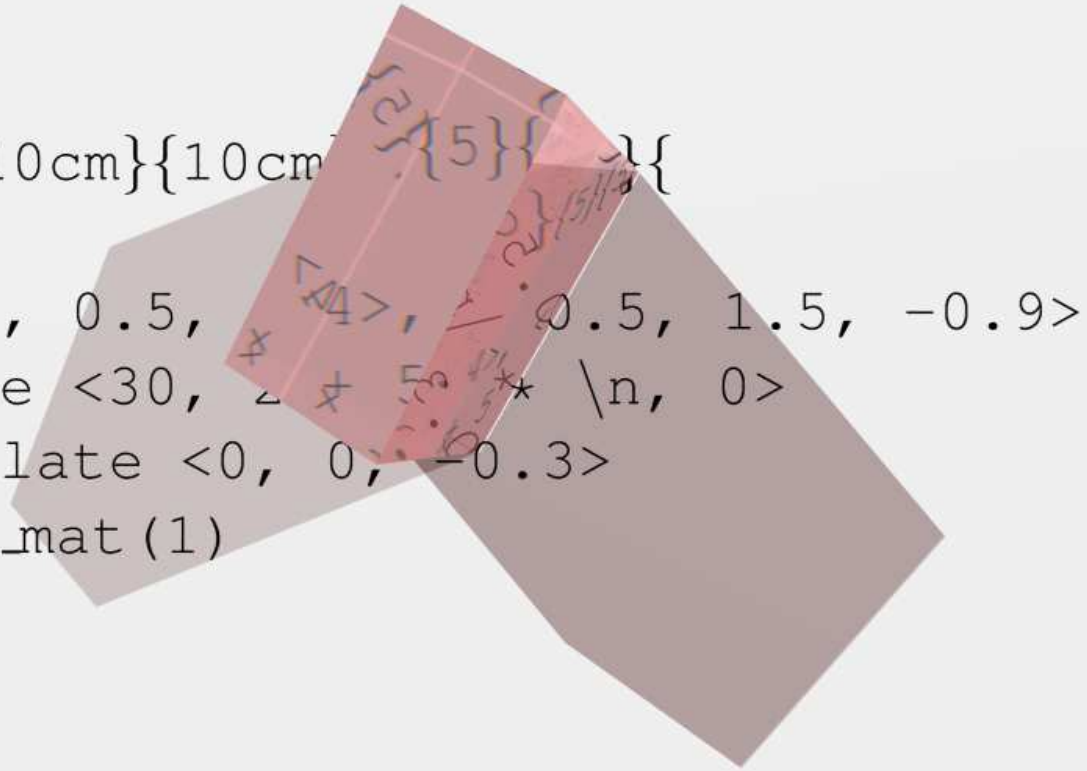
Animations

```
\povray{10cm}{10cm}{5}{}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 2 + 5.* \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



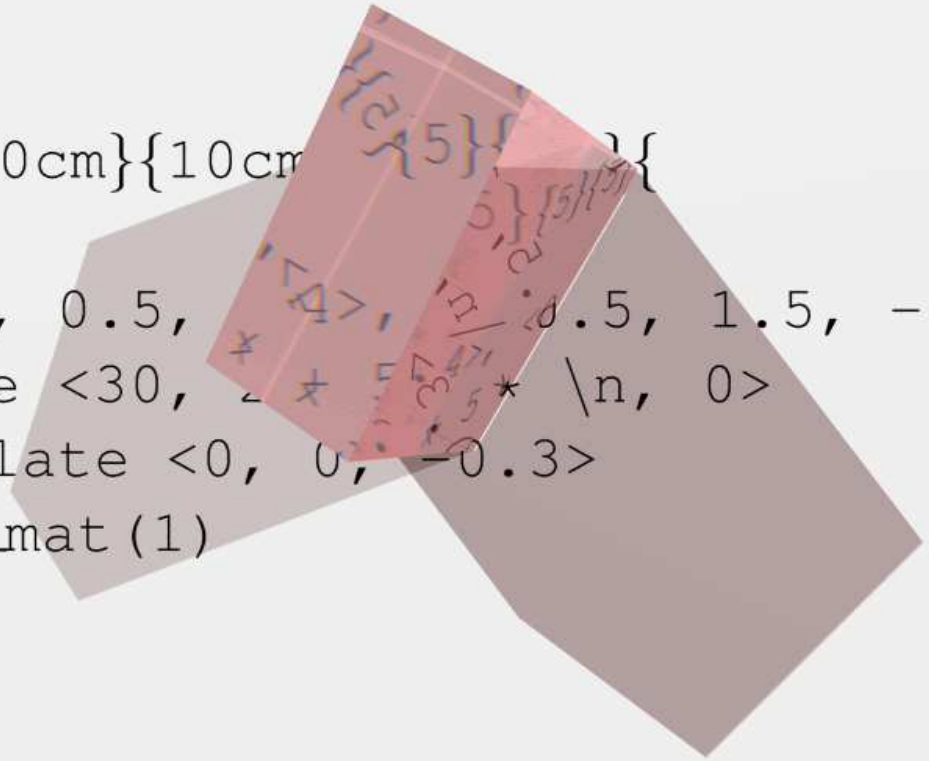
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,
    rotate <30, 2
    translate <0, 0,
    itemi_mat(1)
  }
}
```



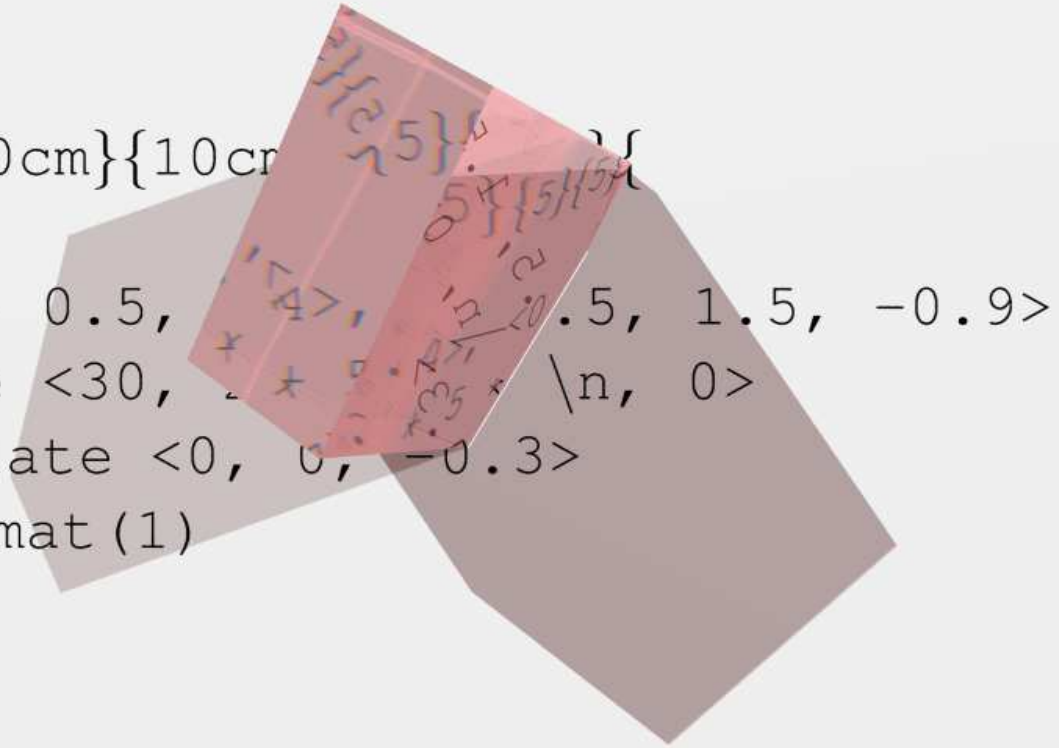
Animations

```
\povray{10cm}{10cm [illegible]}{
  box {
    <-0.5, 0.5, [illegible], 0.5, 1.5, -0.9>
    rotate <30, [illegible] * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



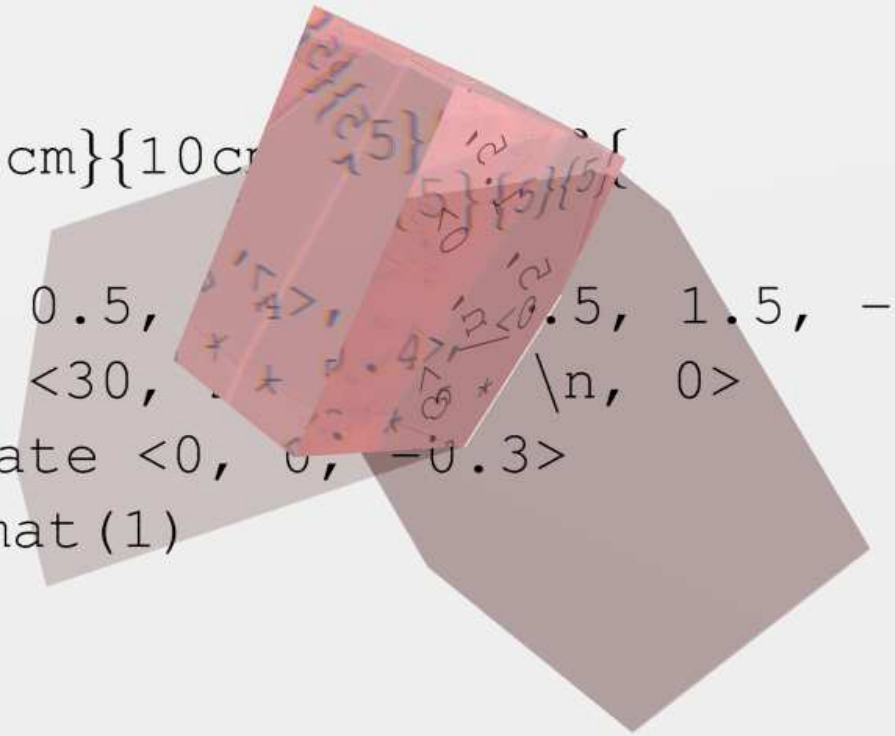
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,
    rotate <30,
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



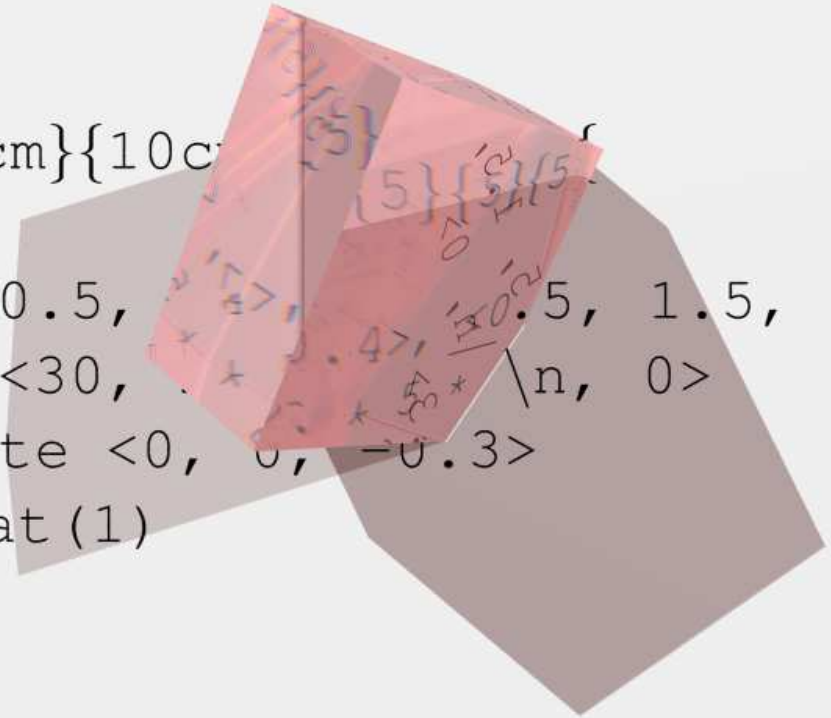
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5,
    rotate <30,
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



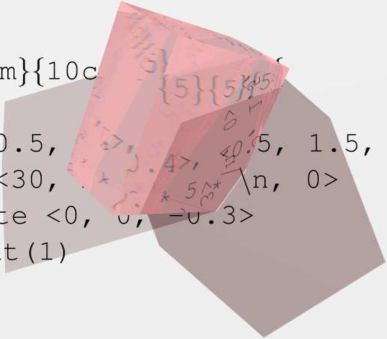
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5,                  .5, 1.5, -0.9>
    rotate <30,                   \n, 0>
    translate <0,                 -0.3>
    itemi_mat(1)
  }
}
```



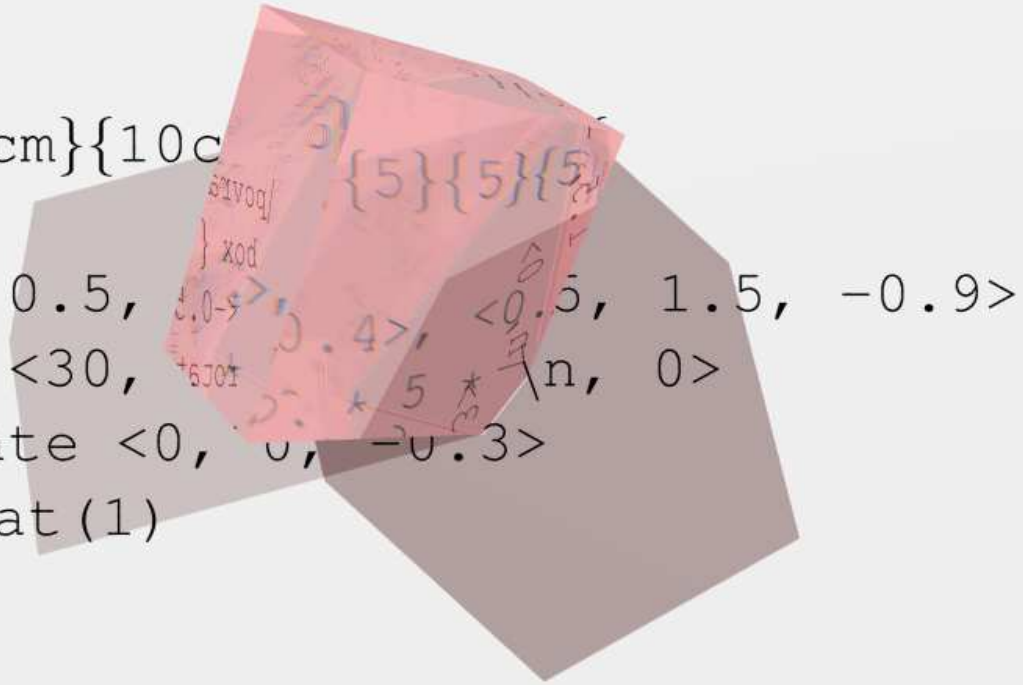
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,                , 1.5, -0.9>
    rotate <30,               \n, 0>
    translate <0,          .3>
    itemi_mat(1)
  }
}
```

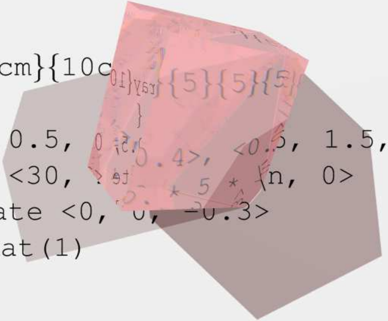


Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,
    rotate <30,
    translate <0,
    itemi_mat(1)
  }
}
```



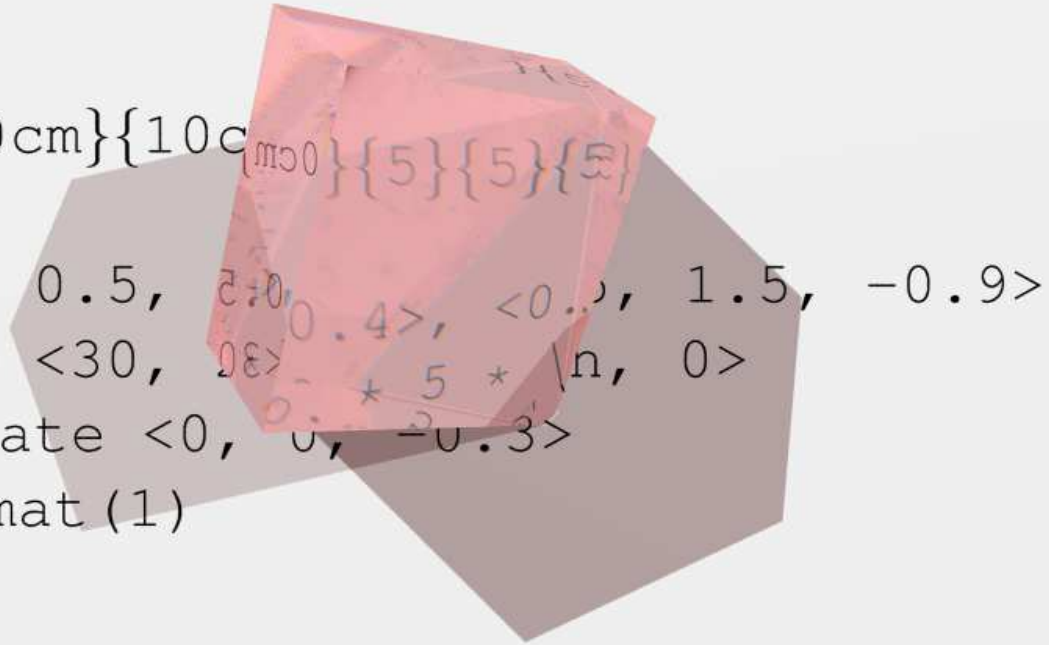
Animations



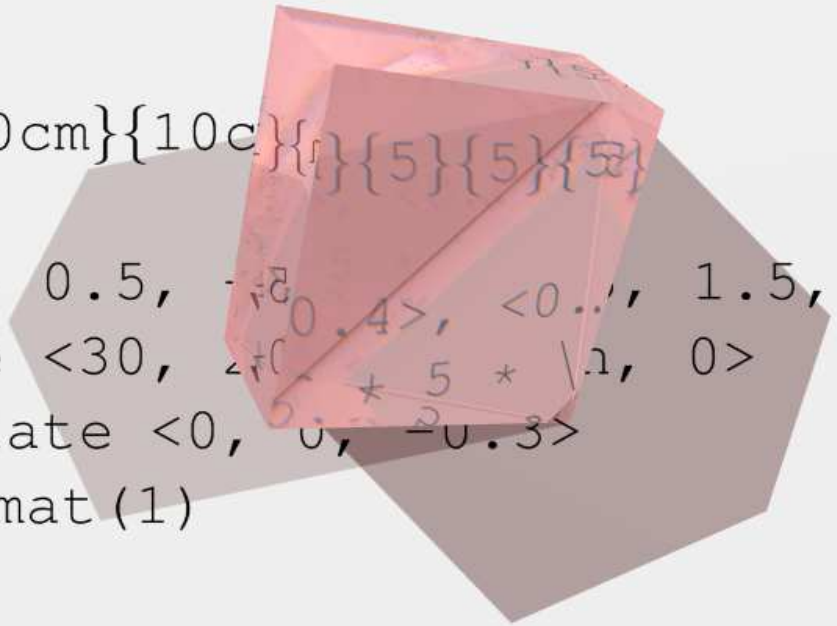
```
\povray{10cm}{10c...
  box {
    <-0.5, 0.5, 0 ... , 1.5, -0.9>
    rotate <30, ... n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```

Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,
    rotate <30,
    translate <0,
    itemi_mat(1)
  }
}
```



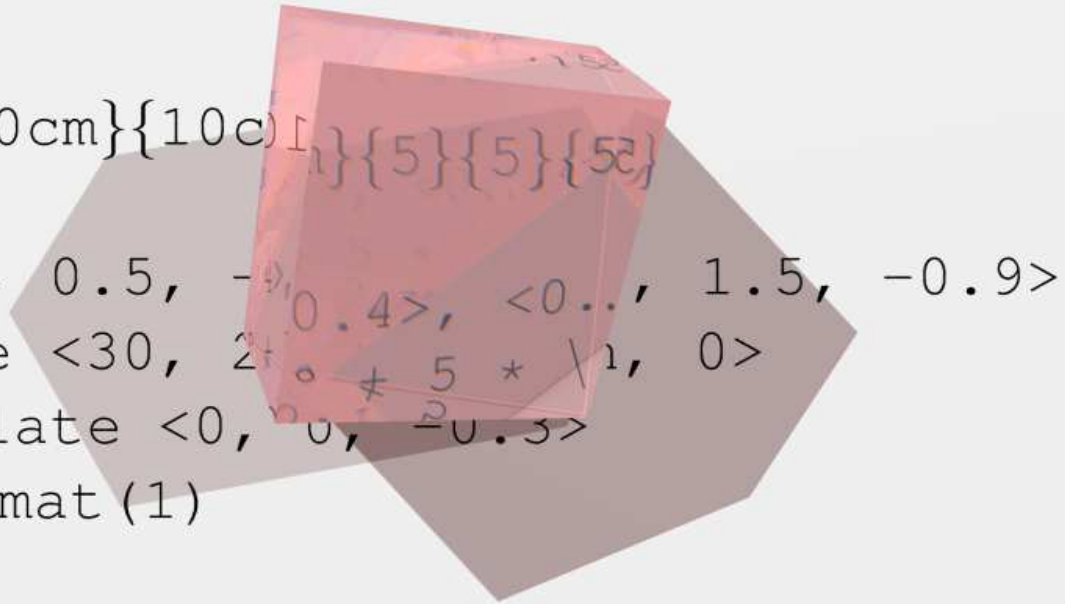
Animations



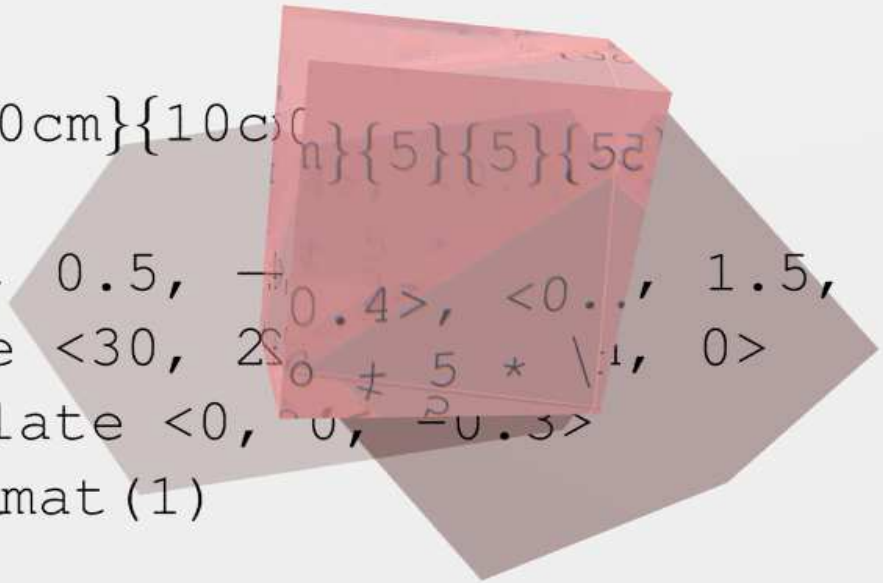
```
\povray{10cm}{10c                    }{5}{5}{5}
  box {
    <-0.5, 0.5,                  0.4>, <0.                , 1.5, -0.9>
    rotate <30, 2*                * 5 * \n, 0>
    translate <0,                 -0.3>
    itemi_mat(1)
  }
}
```

Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5, -
    rotate <30, 2
    translate <0,
    itemi_mat(1)
  }
}
```



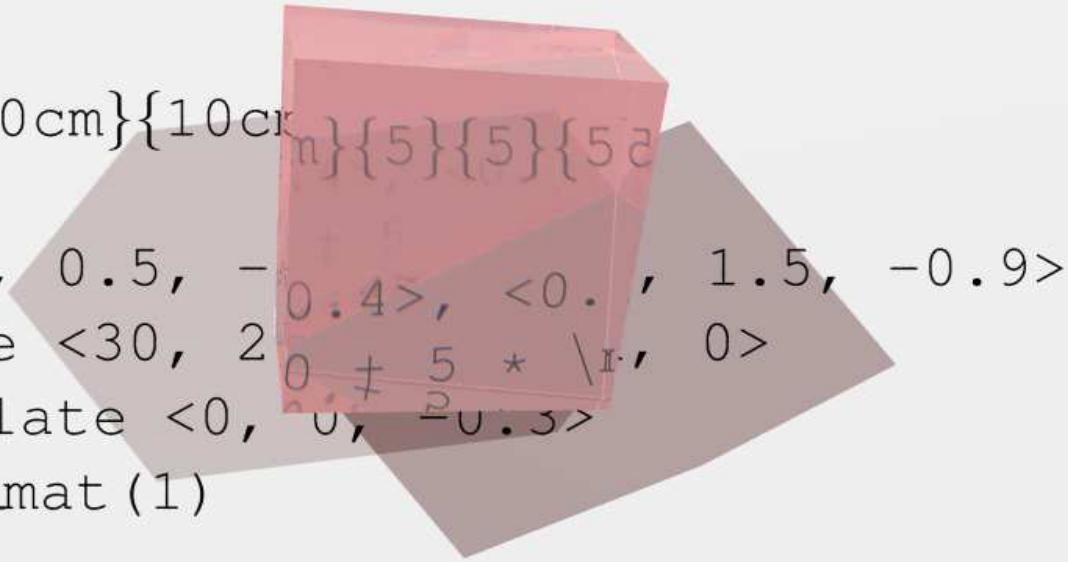
Animations



```
\povray{10cm}{10c
  box {
    <-0.5, 0.5, -
    rotate <30, 2
    translate <0, 0,
    itemi_mat(1)
  }
}
```

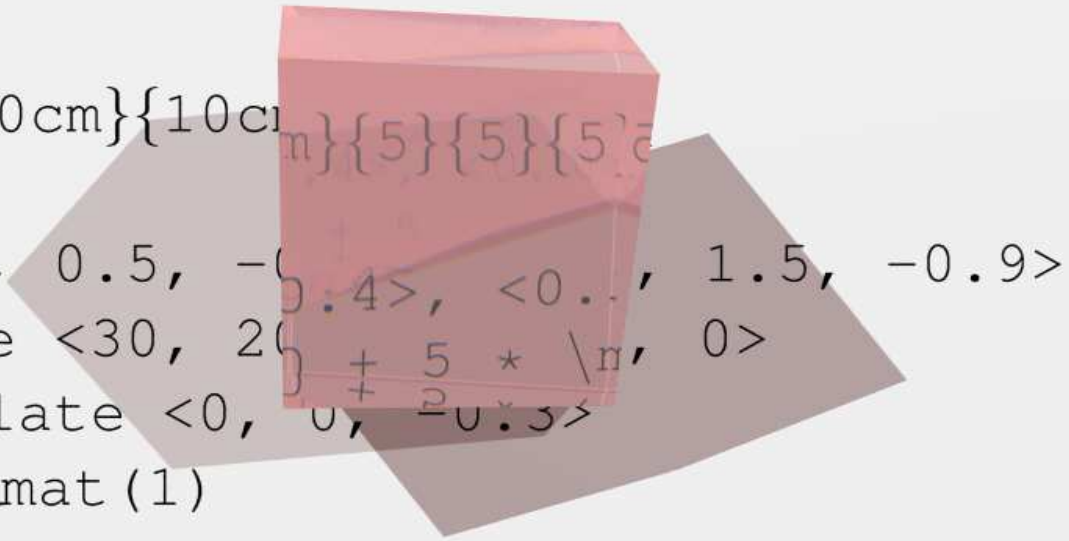
Animations

```
\povray{10cm}{10cm}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \r, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



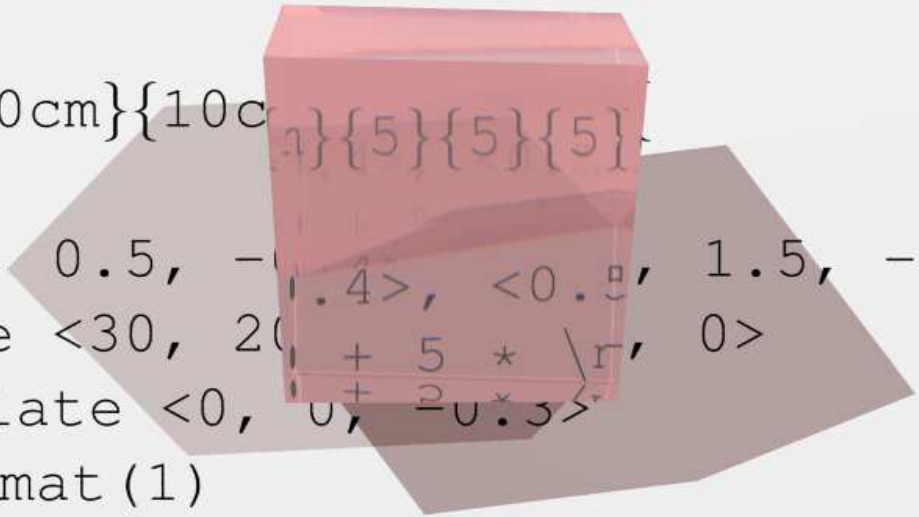
Animations

```
\povray{10cm}{10cm}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \m, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



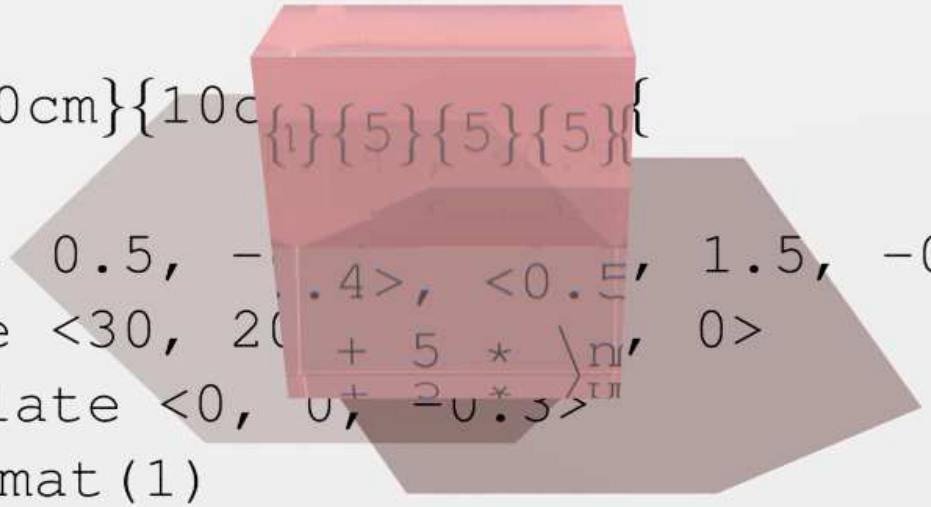
Animations

```
\povray{10cm}{10c                    }{5}{5}{5}{
  box {
    <-0.5, 0.5, -(                .4>, <0.5, 1.5, -0.9>
    rotate <30, 20                + 5 * \r, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



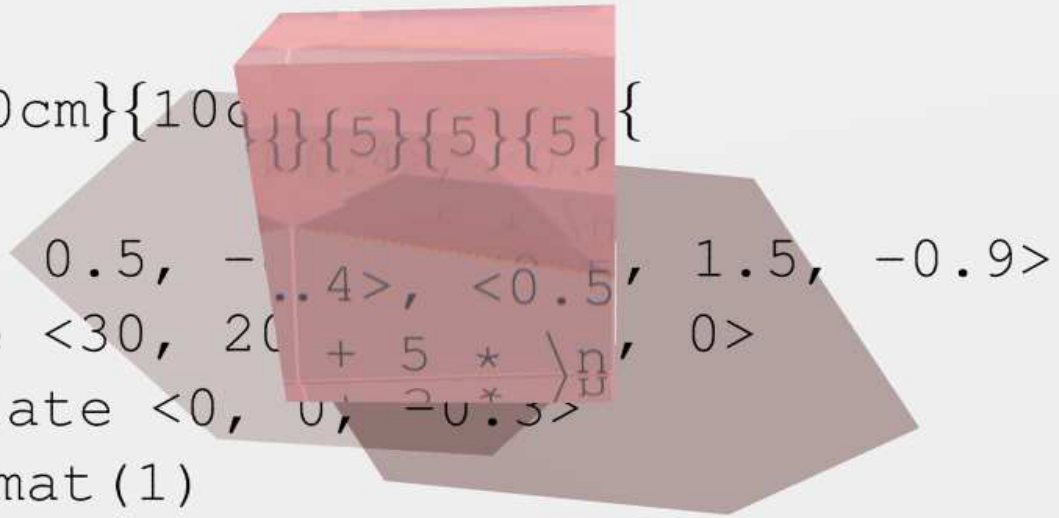
Animations

```
\povray{10cm}{10c                    {}{5}{5}{5}{
  box {
    <-0.5, 0.5, -                .4>, <0.5, 1.5, -0.9>
    rotate <30, 20                + 5 * \n, 0>
    translate <0, 0, -0.3>"
    itemi_mat(1)
  }
}
```



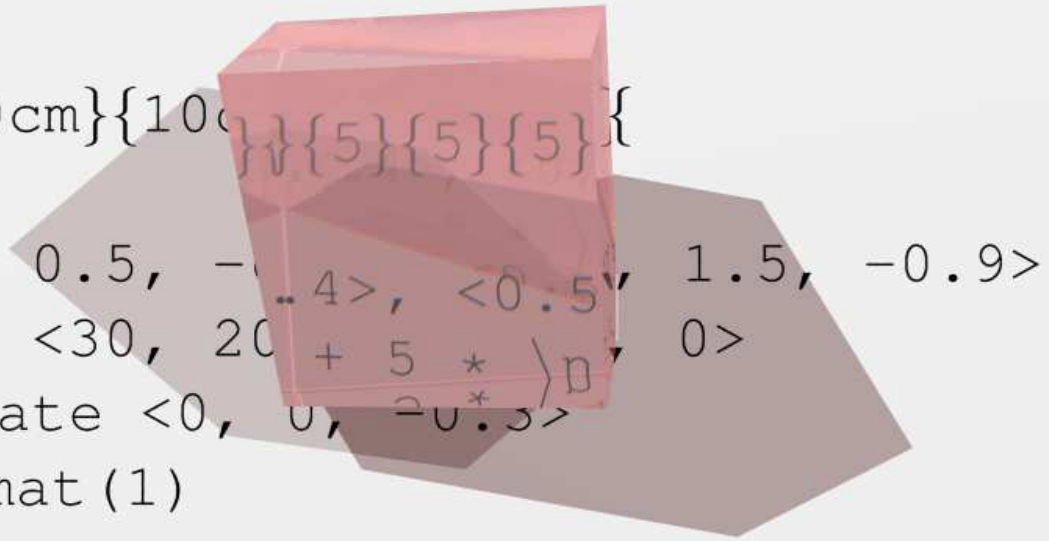
Animations

```
\povray{10cm}{10c                {}{5}{5}{5}{
  box {
    <-0.5, 0.5, -                ..4>, <0.5,  1.5,  -0.9>
    rotate <30, 20                + 5 * \n,  0>
    translate <0, 0,              -0.3>
    itemi_mat(1)
  }
}
```



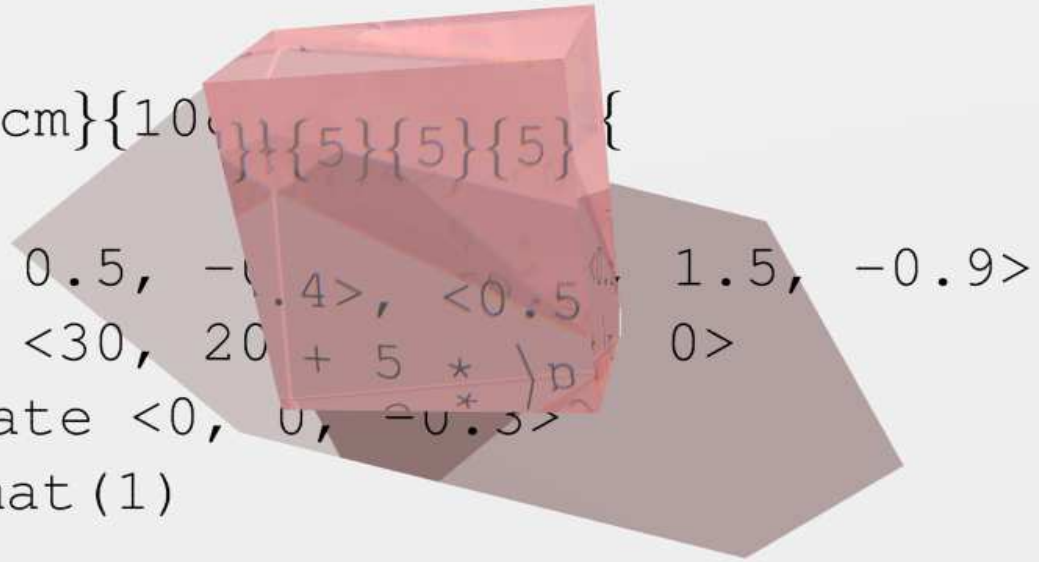
Animations

```
\povray{10cm}{10{}{5}{5}{5}{
  box {
    <-0.5, 0.5, -{ 4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



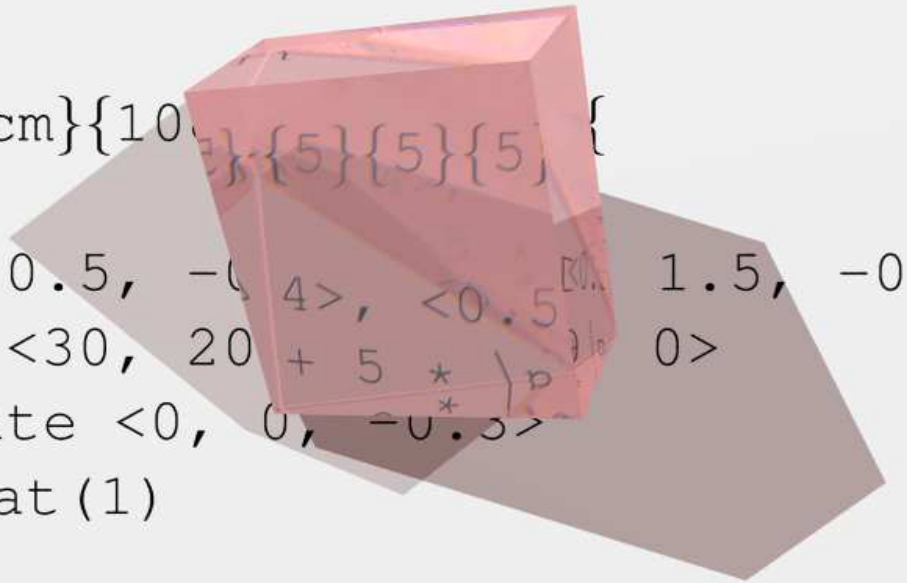
Animations

```
\povray{10cm}{10{}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \p, 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



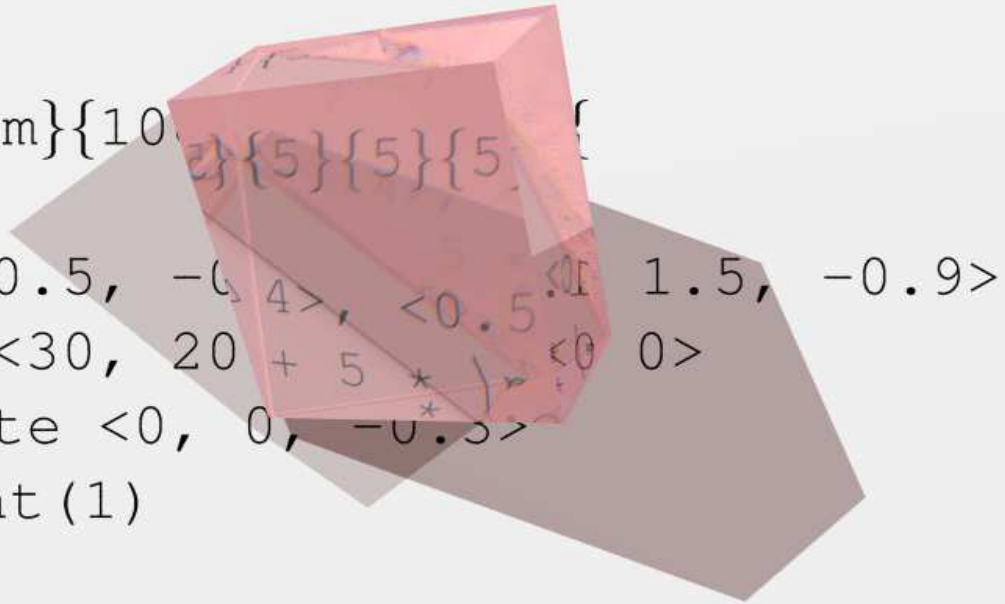
Animations

```
\povray{10cm}{10{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \p, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



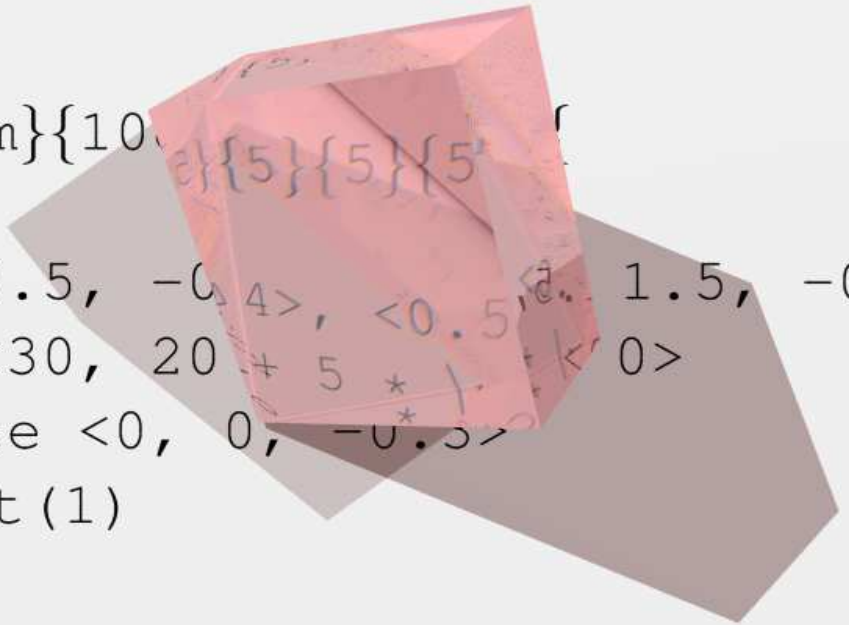
Animations

```
\povray{10cm}{10{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * clock, 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



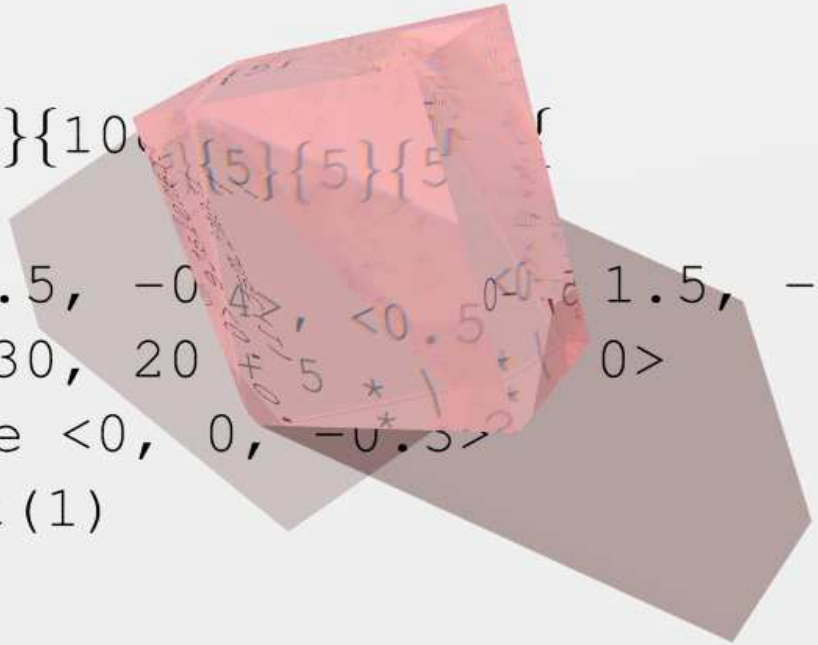
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```

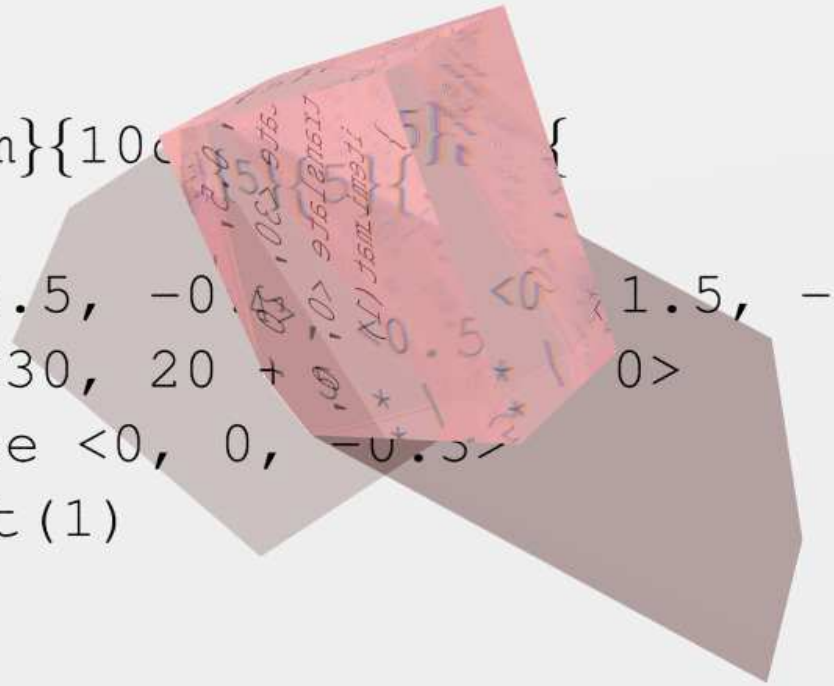


Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```

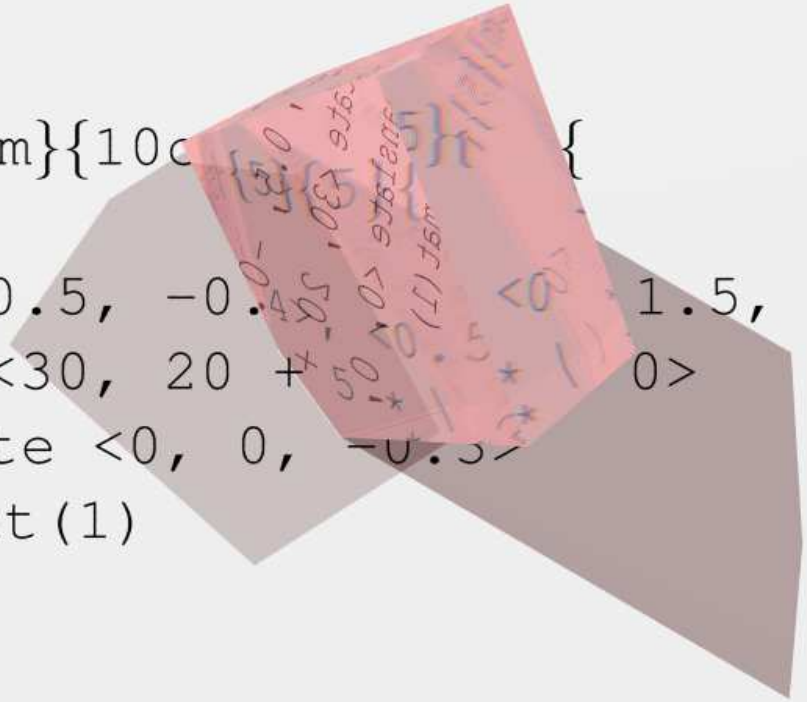
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5, -0.                  1.5, -0.9>
    rotate <30, 20 +                 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



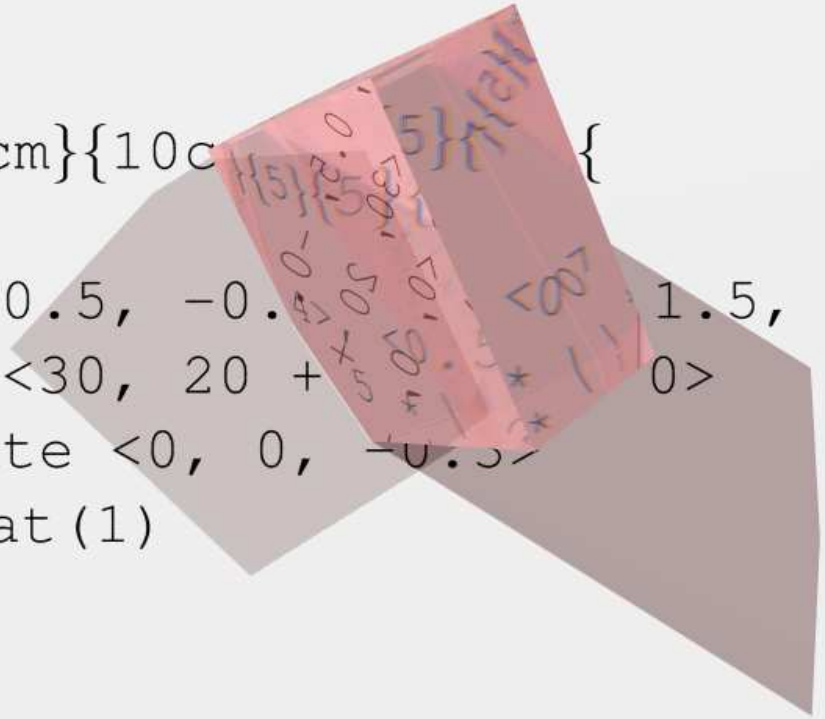
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5, -0.                  1.5, -0.9>
    rotate <30, 20 +                 0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



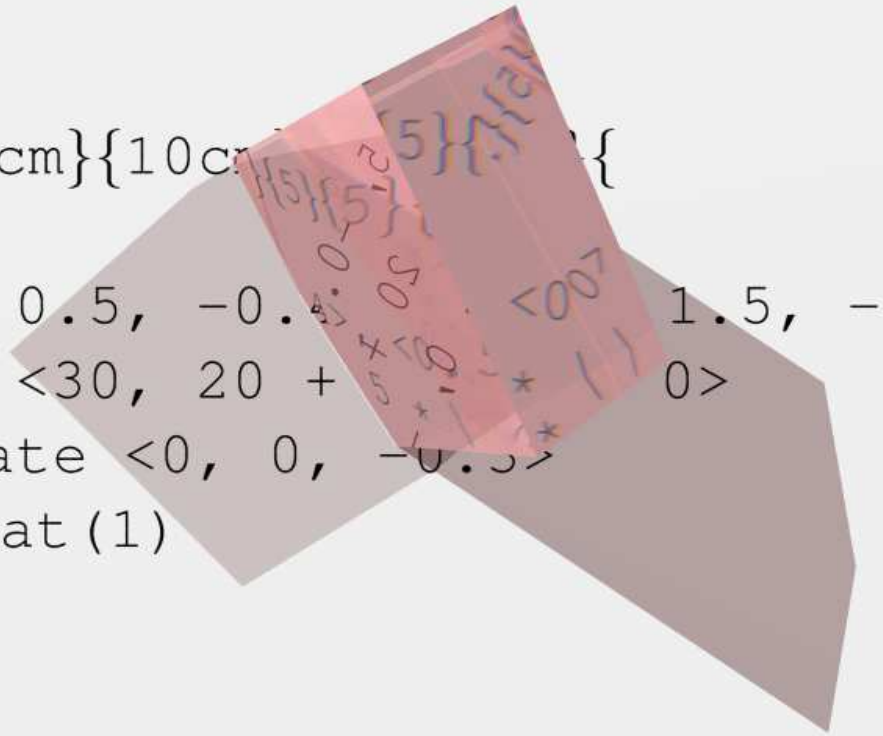
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5, -0.                  1.5, -0.9>
    rotate <30, 20 +                 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



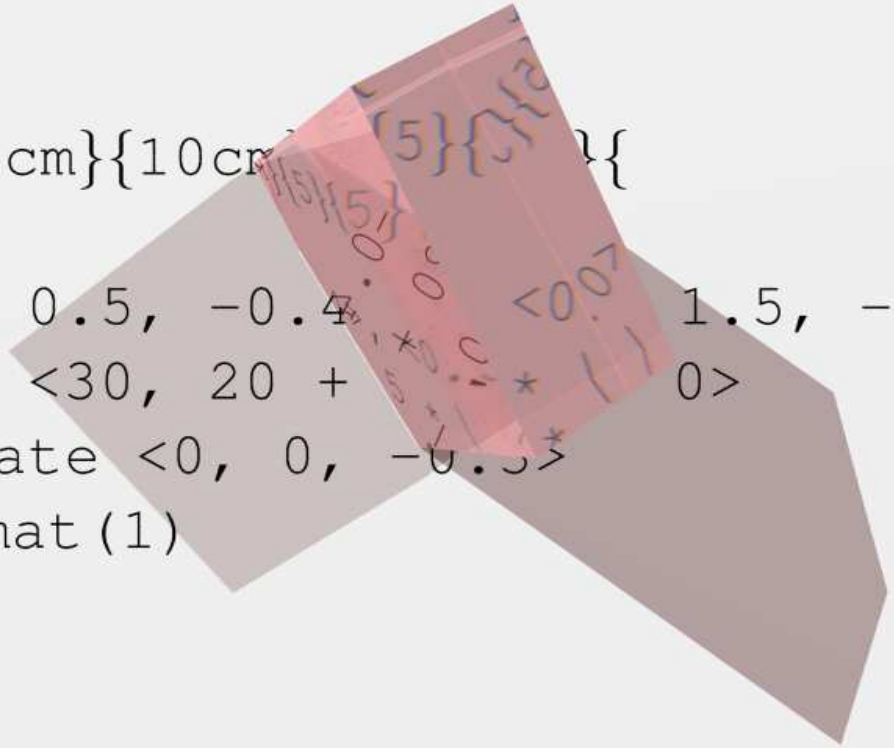
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5, -0.5
    rotate <30, 20 +
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



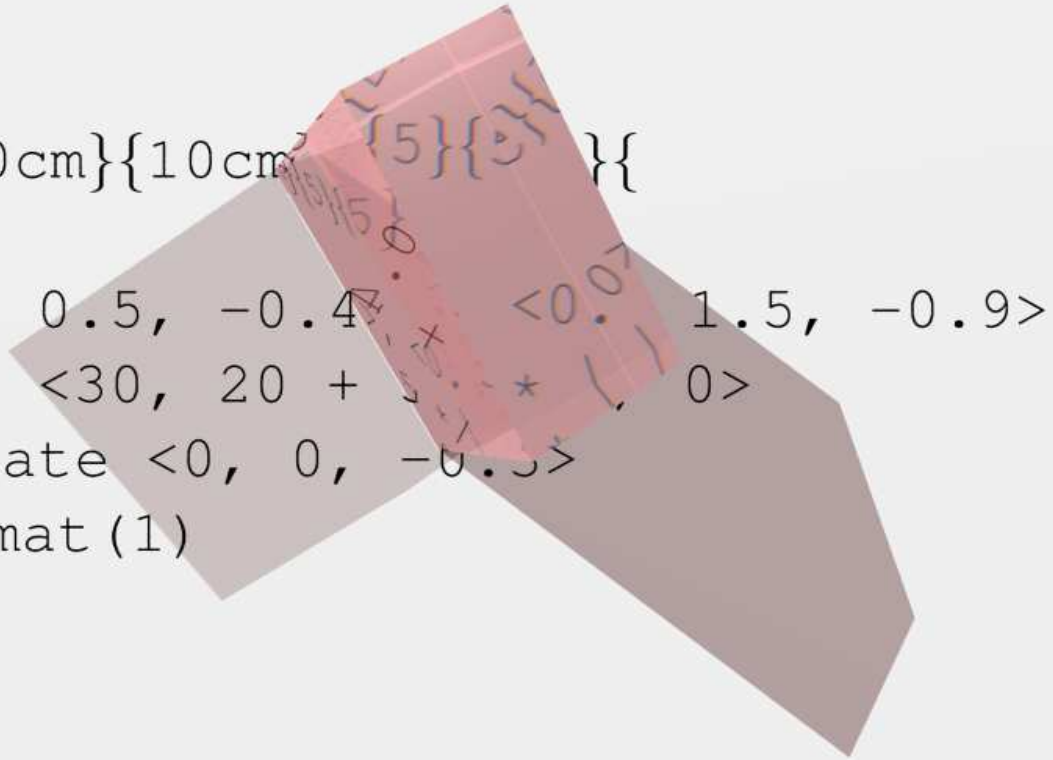
Animations

```
\povray{10cm}{10cm
  box {
    <-0.5, 0.5, -0.4
    rotate <30, 20 +
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



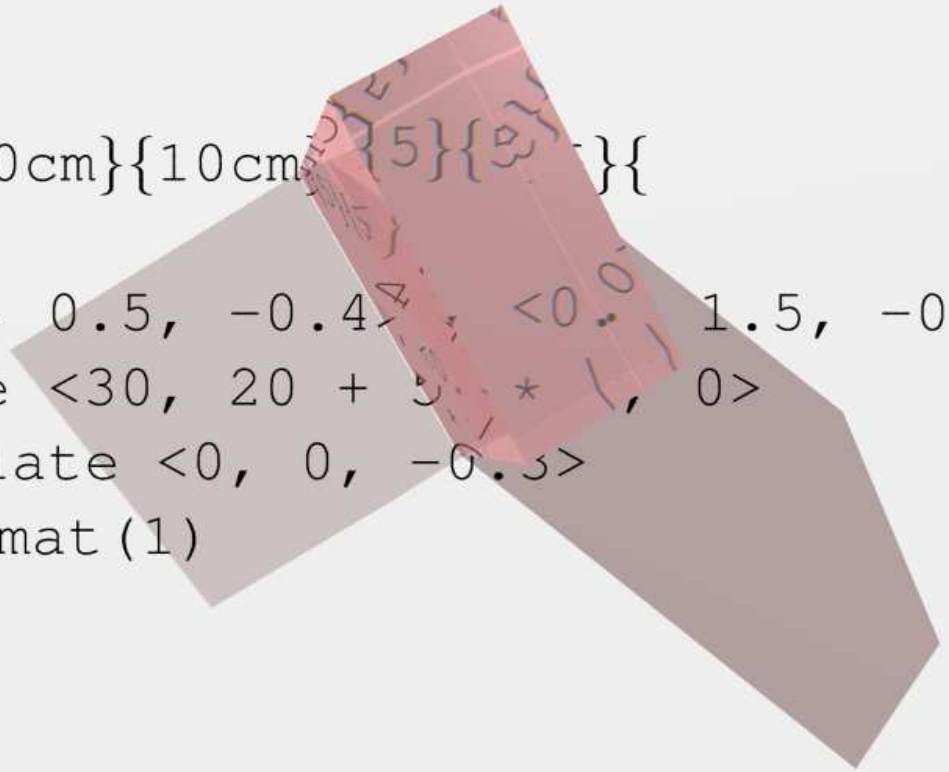
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.4    <0.    1.5, -0.9>
    rotate <30, 20 +     *  (    0>
    translate <0, 0, -0.5>
    itemi_mat(1)
  }
}
```



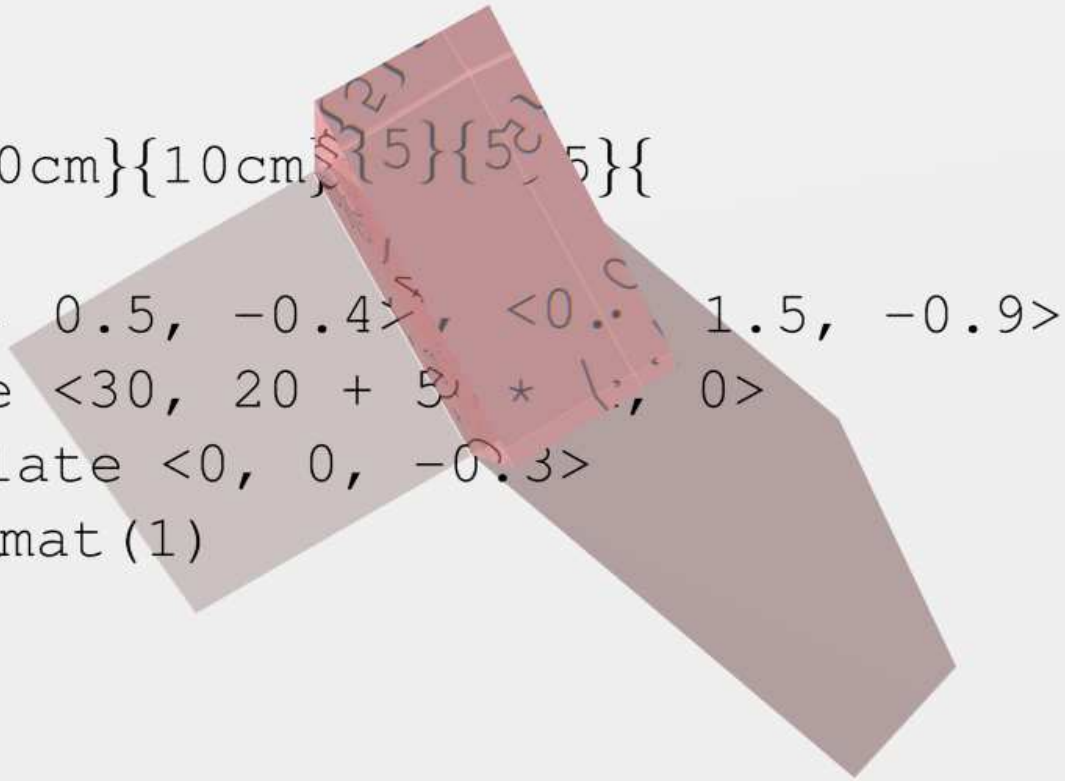
Animations

```
\povray{10cm}{10cm}{5}{8}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



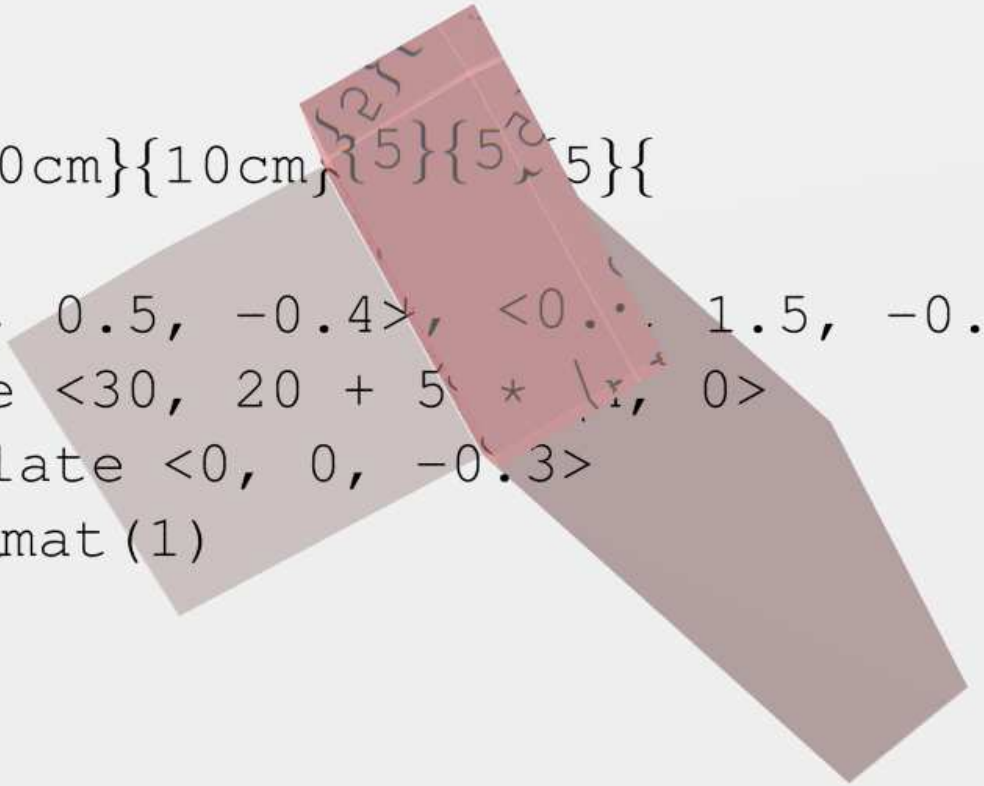
Animations

```
\povray{10cm}{10cm}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \:, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



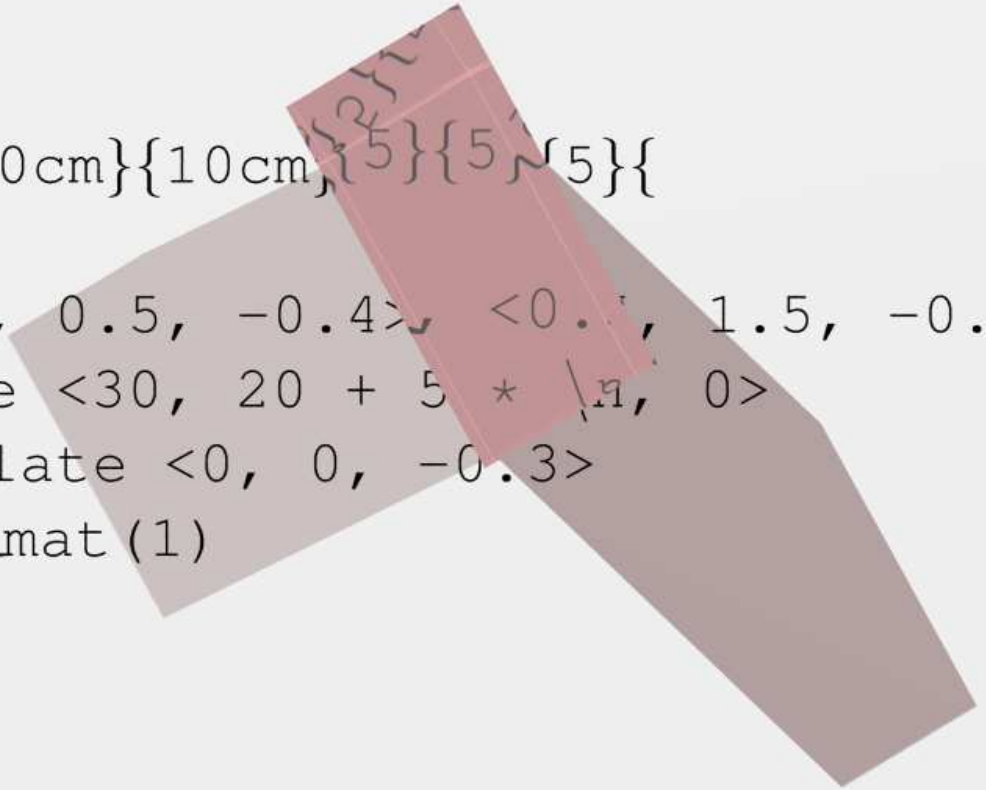
Animations

```
\povray{10cm}{10cm}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \r, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



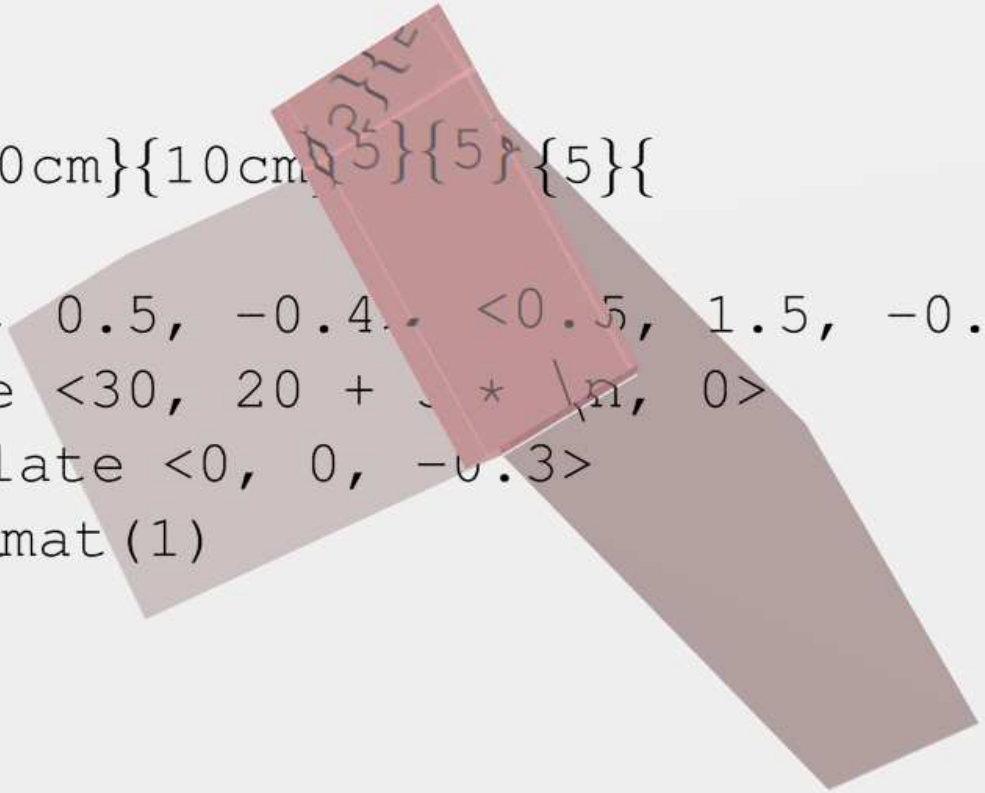
Animations

```
\povray{10cm}{10cm}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



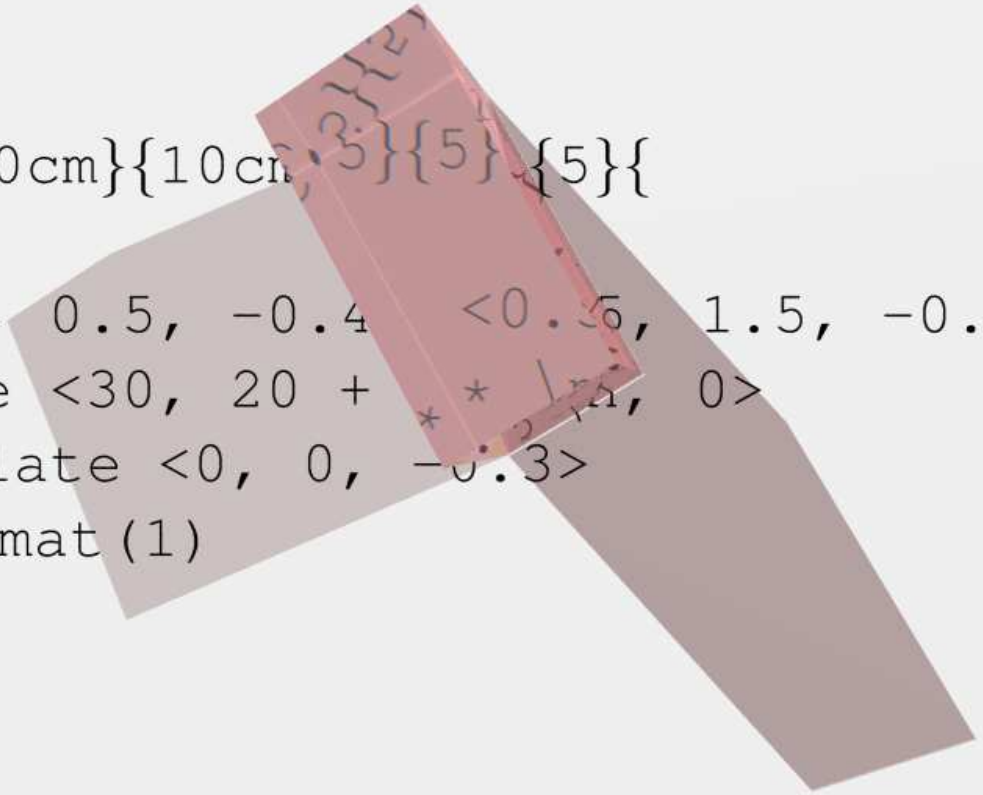
Animations

```
\povray{10cm}{10cm}{5}{5}{5}{
  box {
    <-0.5, 0.5, -0.4> <0.5, 1.5, -0.9>
    rotate <30, 20 + 3 * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



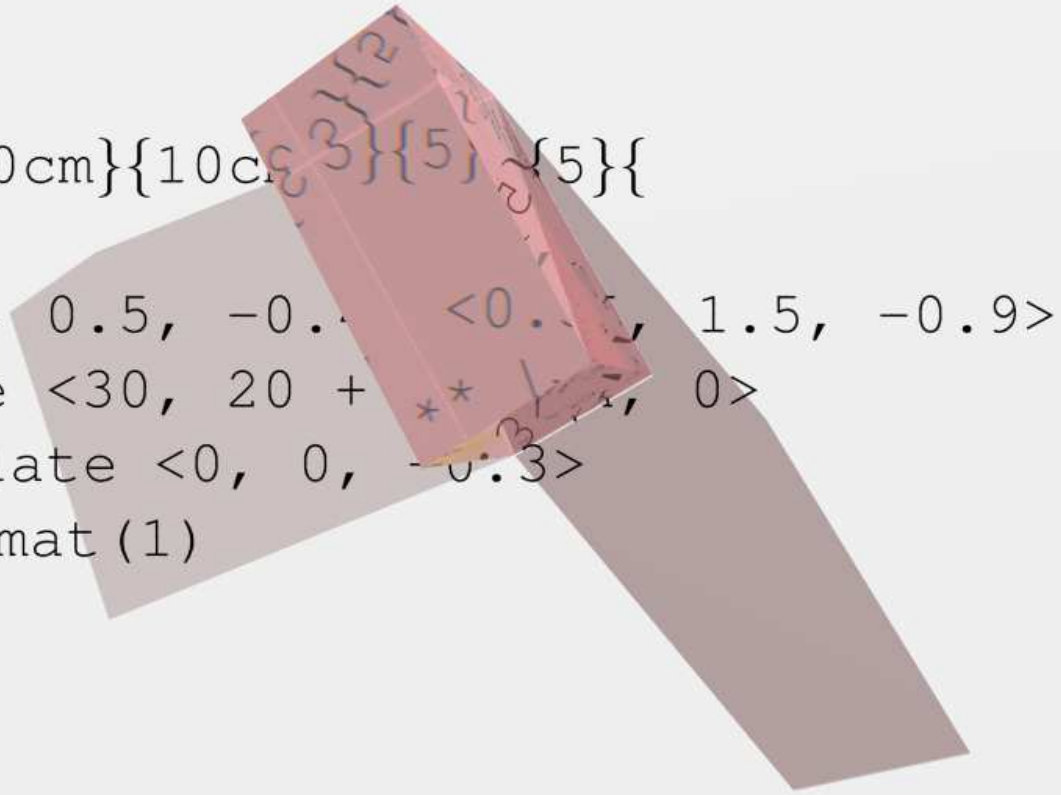
Animations

```
\povray{10cm}{10cm}{5}{5}{
  box {
    <-0.5, 0.5, -0.4    <0.5, 1.5, -0.9>
    rotate <30, 20 +    * \n, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



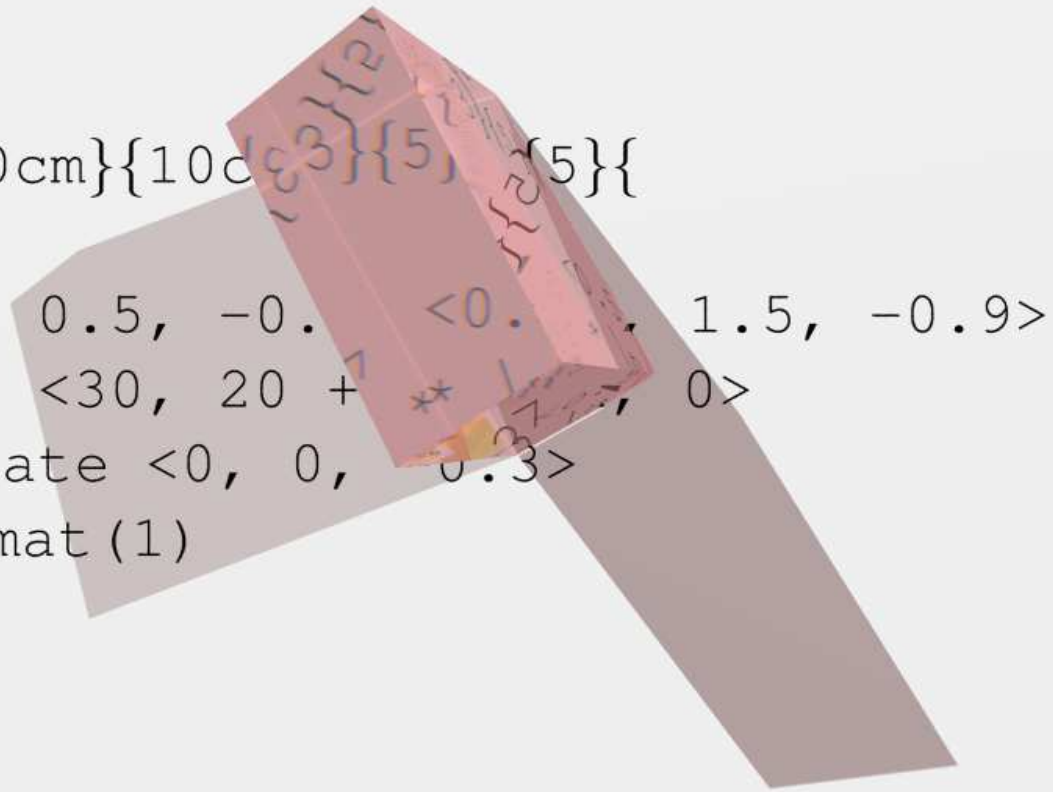
Animations

```
\povray{10cm}{10cm}{5}{5}{
  box {
    <-0.5, 0.5, -0.5>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5*\povrayframe, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



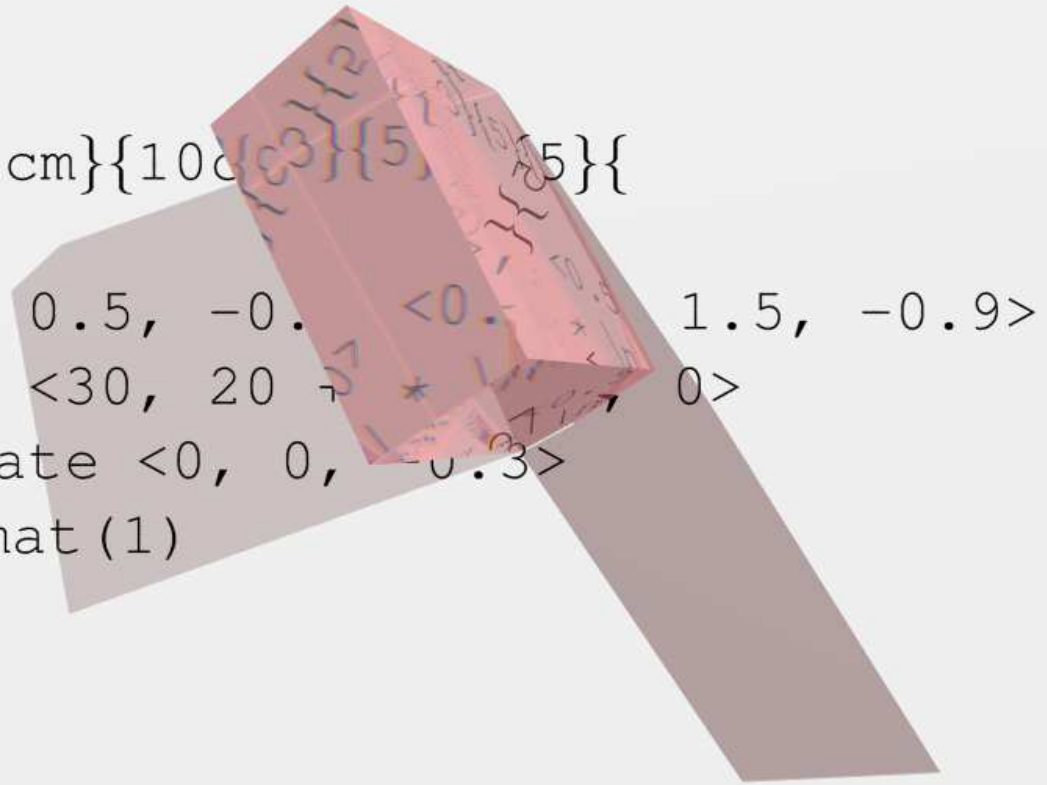
Animations

```
\povray{10cm}{10c  3}{5)  5}{
  box {
    <-0.5, 0.5, -0.    <0.    , 1.5, -0.9>
    rotate <30, 20 +  *  .  , 0>
    translate <0, 0,   0.3>
    itemi_mat(1)
  }
}
```



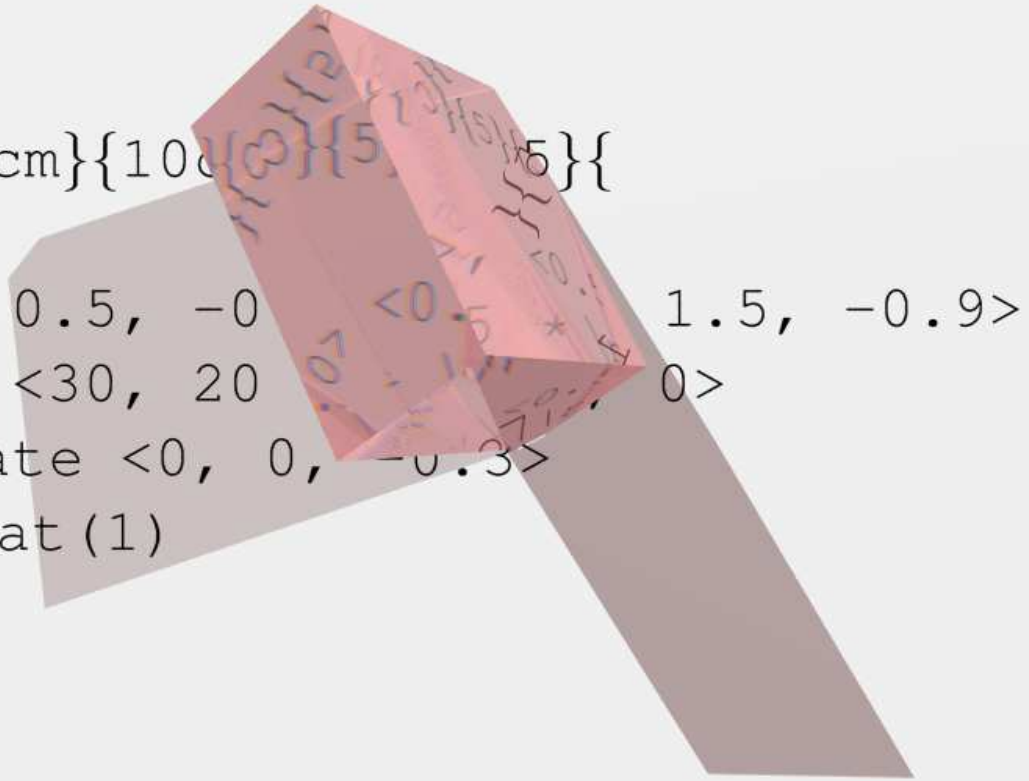
Animations

```
\povray{10cm}{10cm}{5}{
  box {
    <-0.5, 0.5, -0.5>, <0.5, 1.5, -0.9>
    rotate <30, 20 + 5 * clock, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



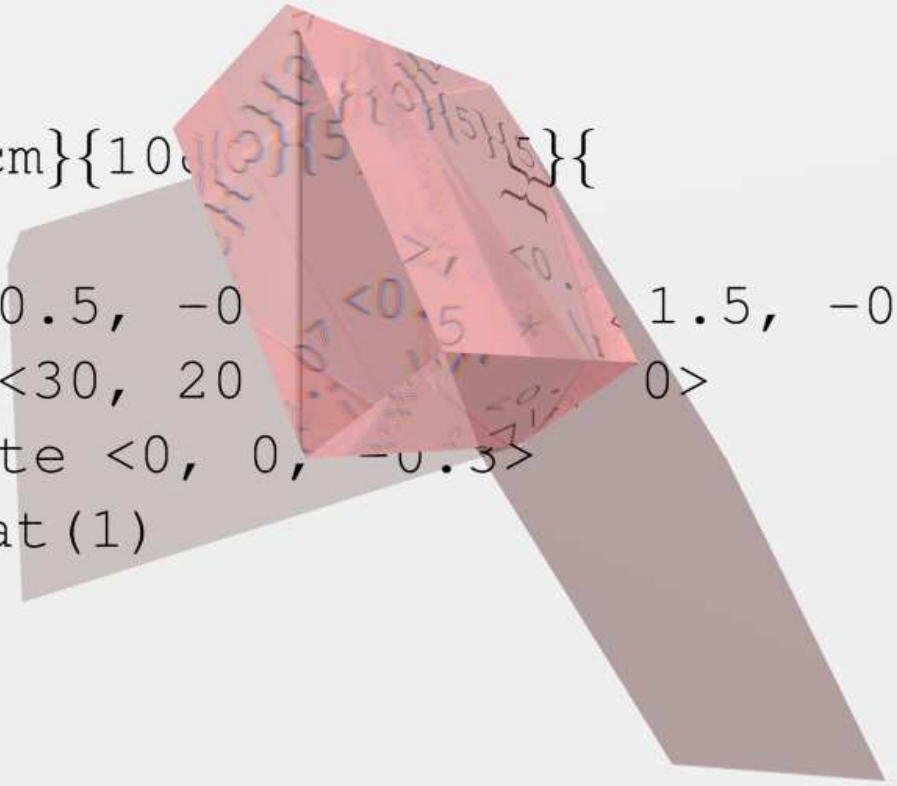
Animations

```
\povray{10cm}{10{5}{5}{5}{
  box {
    <-0.5, 0.5, -0    <0.5    1.5, -0.9>
    rotate <30, 20          0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



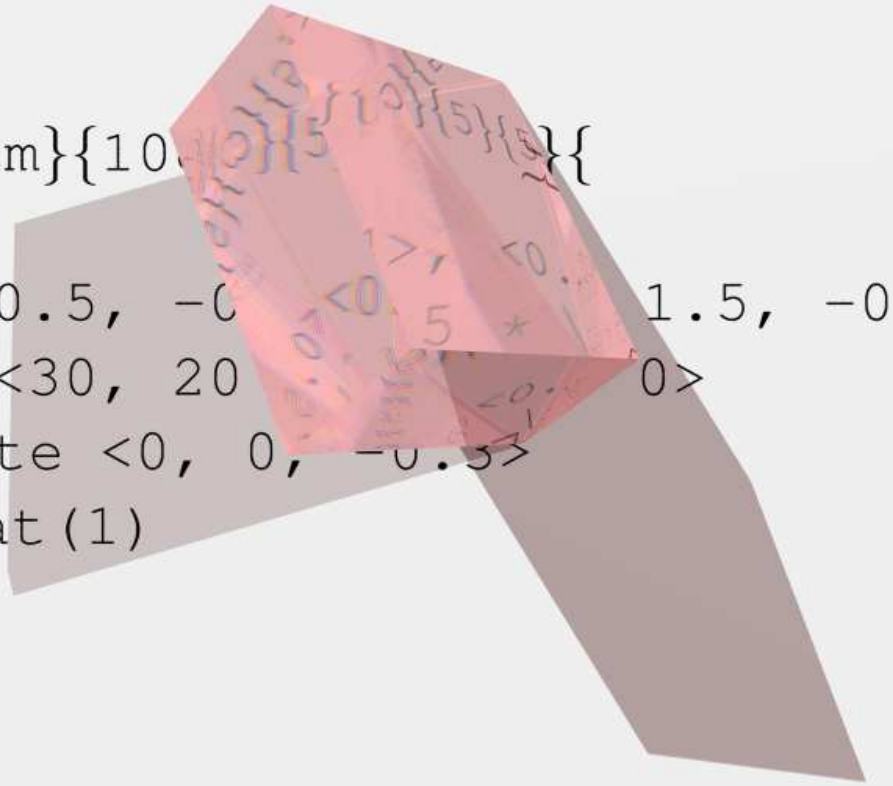
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



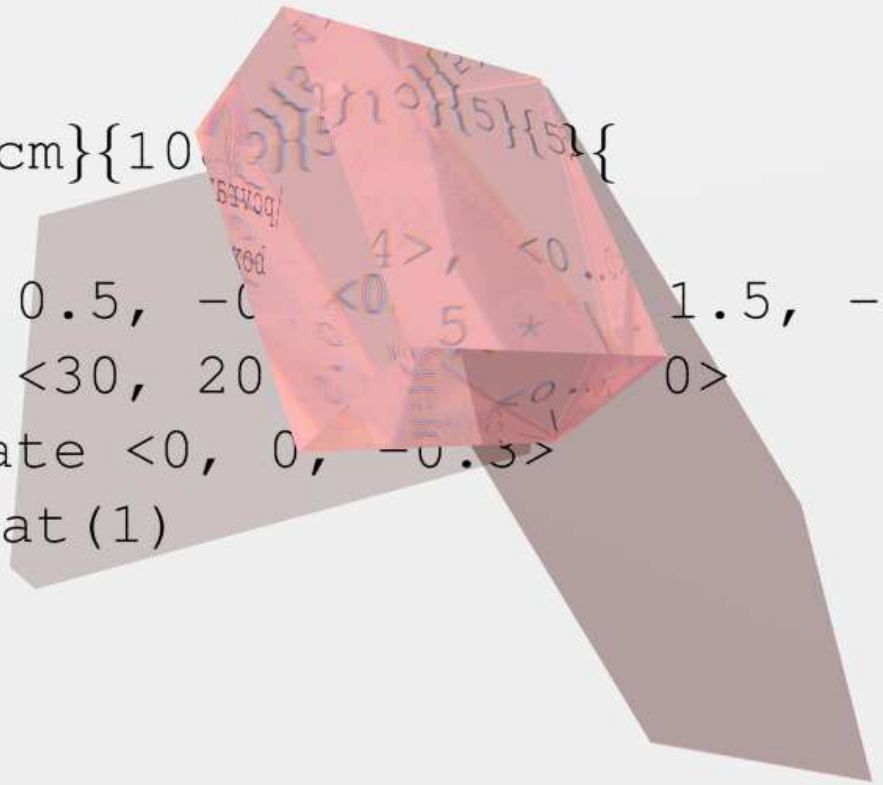
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0                1.5, -0.9>
    rotate <30, 20                0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



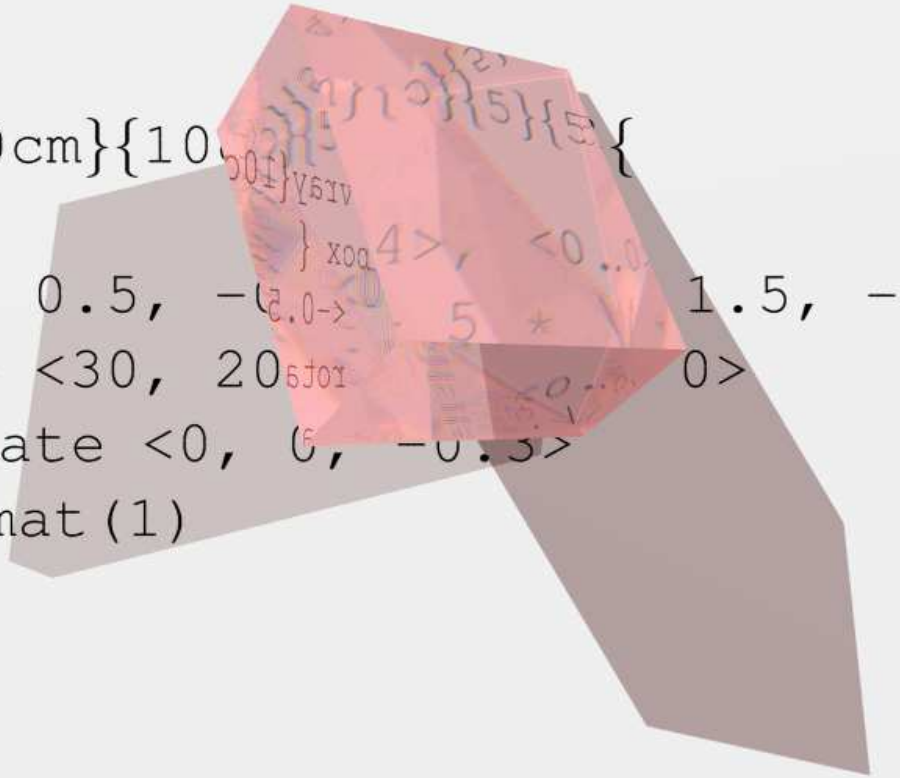
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



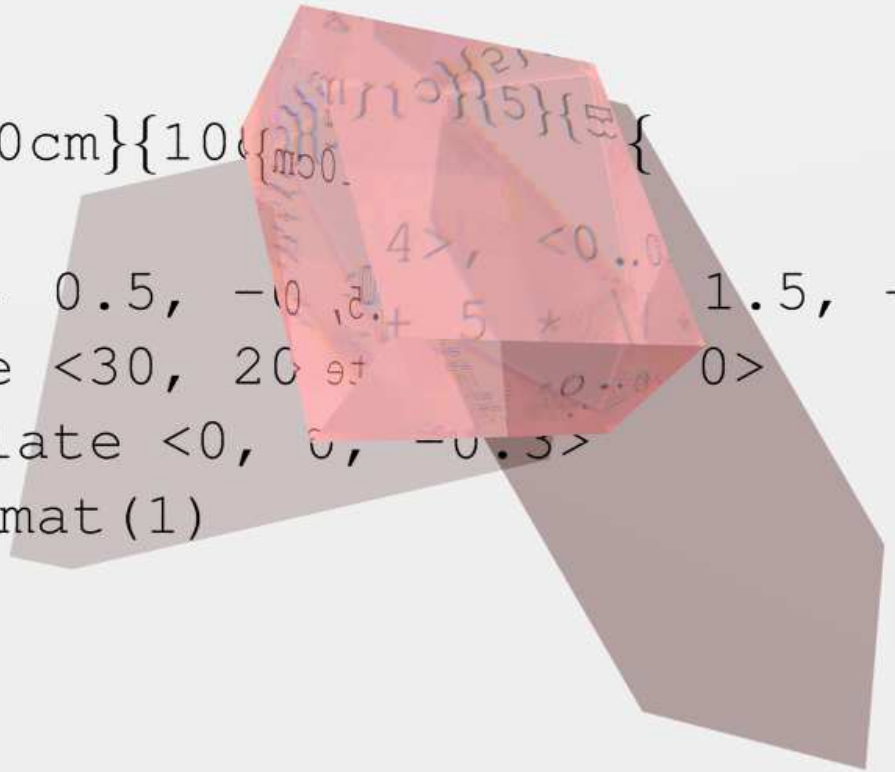
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -0
    rotate <30, 20
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



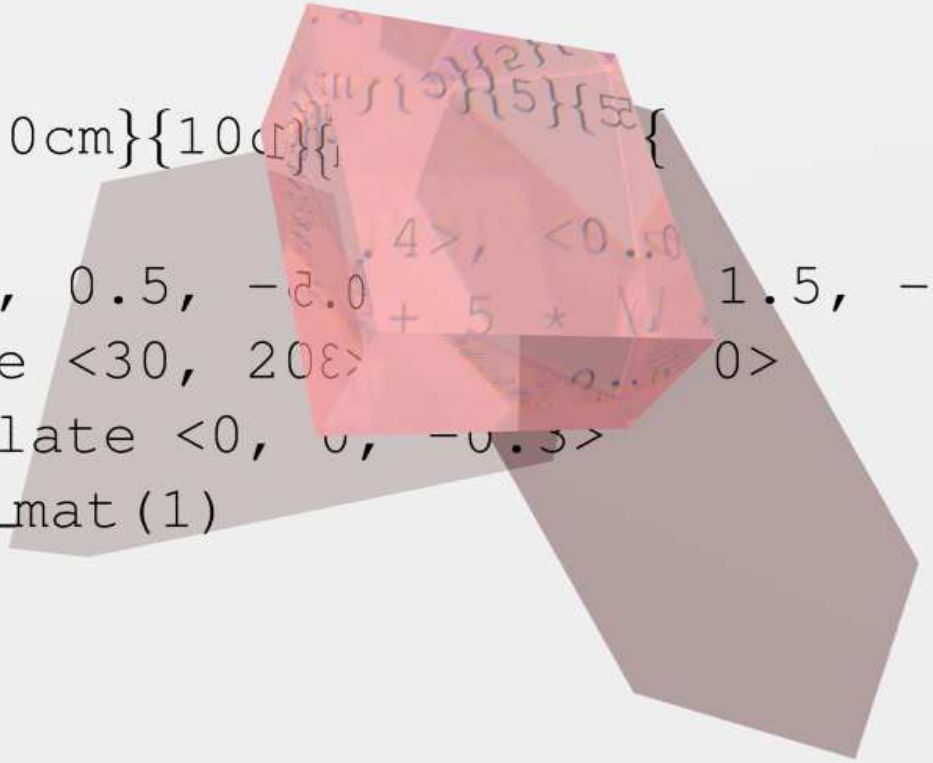
Animations

```
\povray{10cm}{10
  box {
    <-0.5, 0.5, -
    rotate <30, 20
    translate <0,
    itemi_mat(1)
  }
}
```



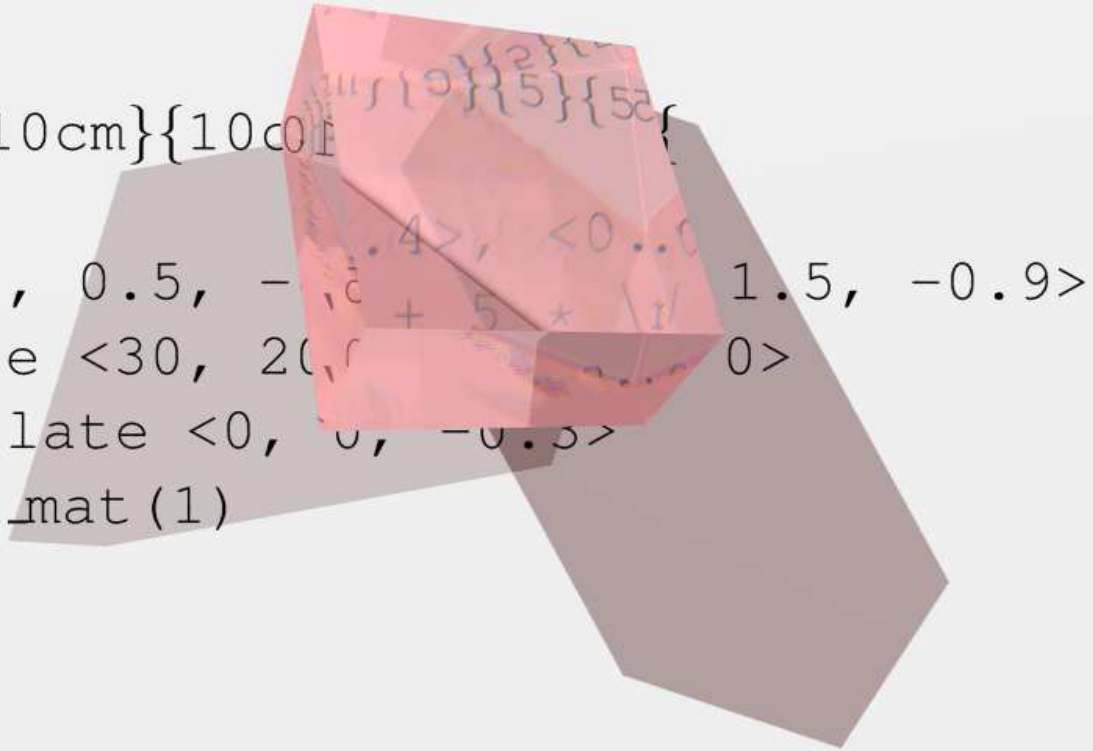
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.5>, <0.5, 1.5, -0.9>
    rotate <30, 20, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



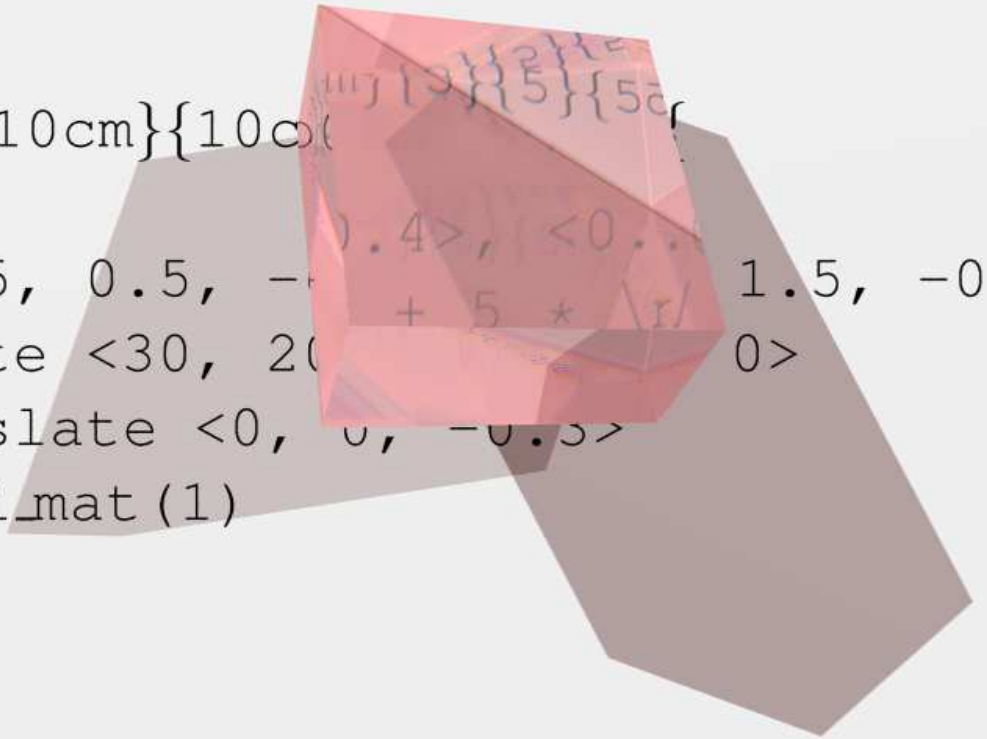
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5, -
    rotate <30, 20
    translate <0,
    itemi_mat(1)
  }
}
```



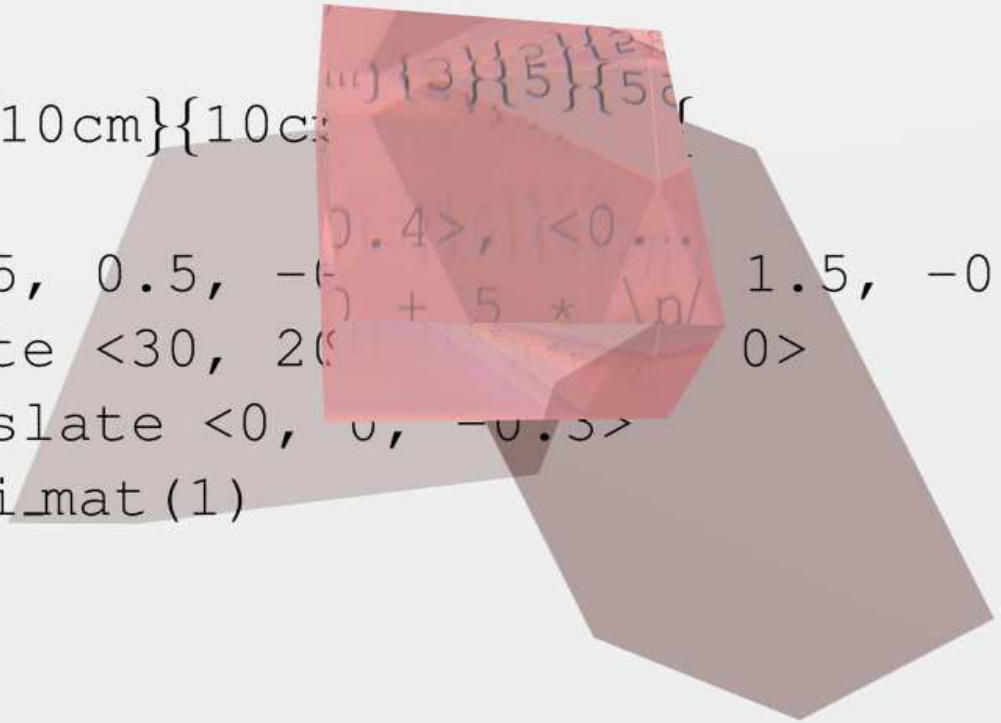
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5, -
    rotate <30, 2
    translate <0,
    itemi_mat(1)
  }
}
```



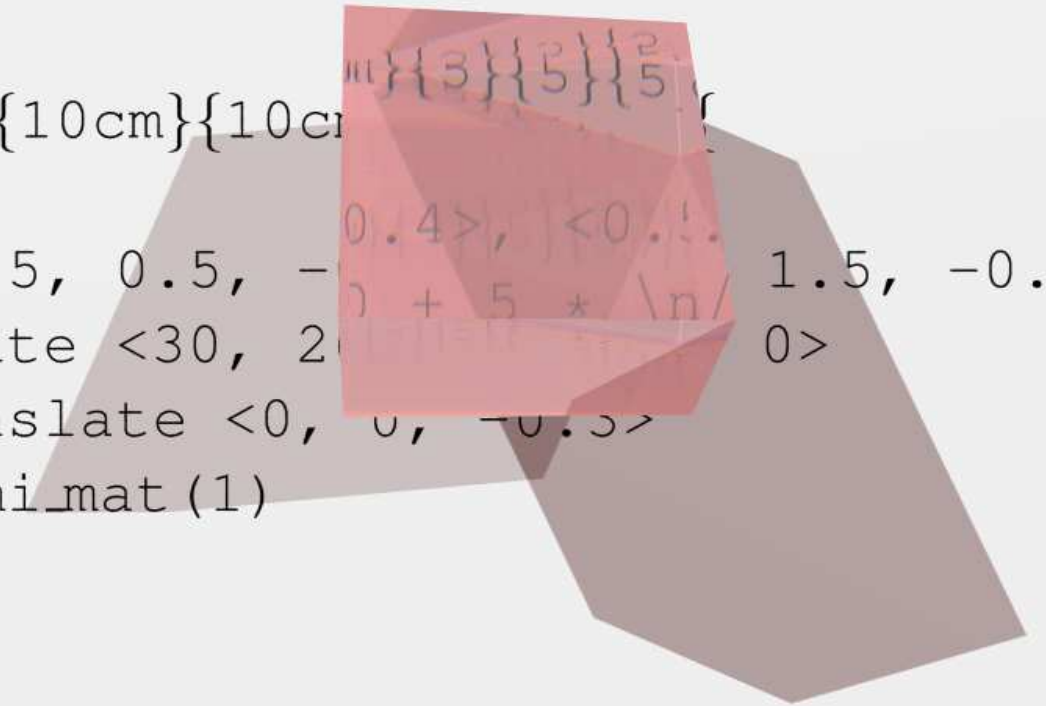
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5, -
    rotate <30, 2
    translate <0,
    itemi_mat(1)
  }
}
```



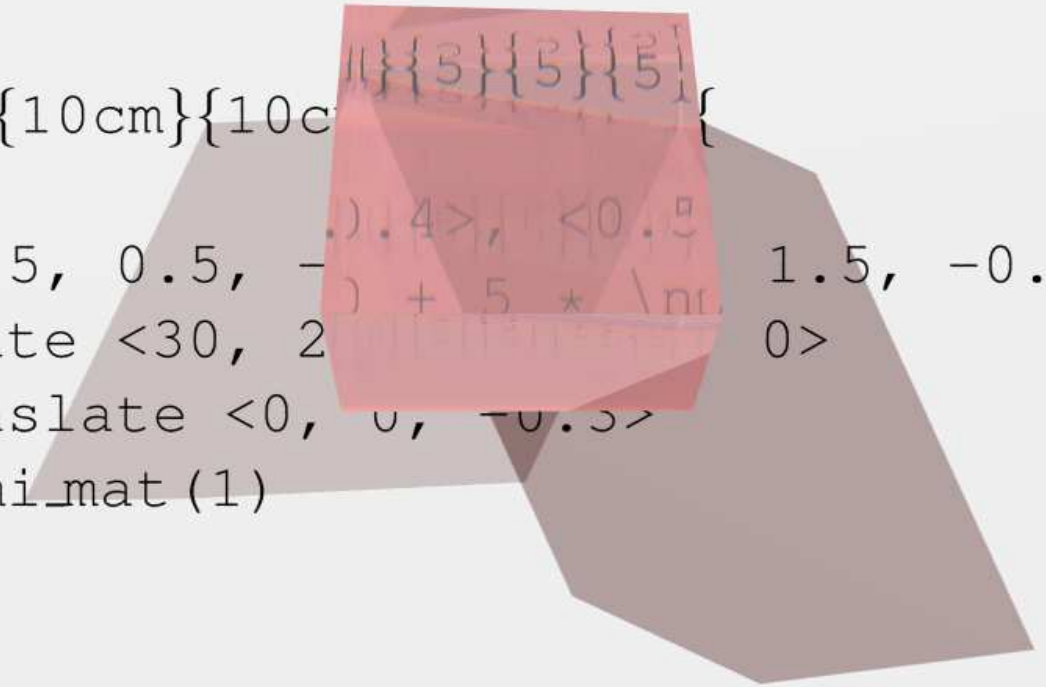
Animations

```
\povray{10cm}{10cm}{
  box {
    <-0.5, 0.5, -0.5>, <0.5, 1.5, -0.9>
    rotate <30, 20, 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



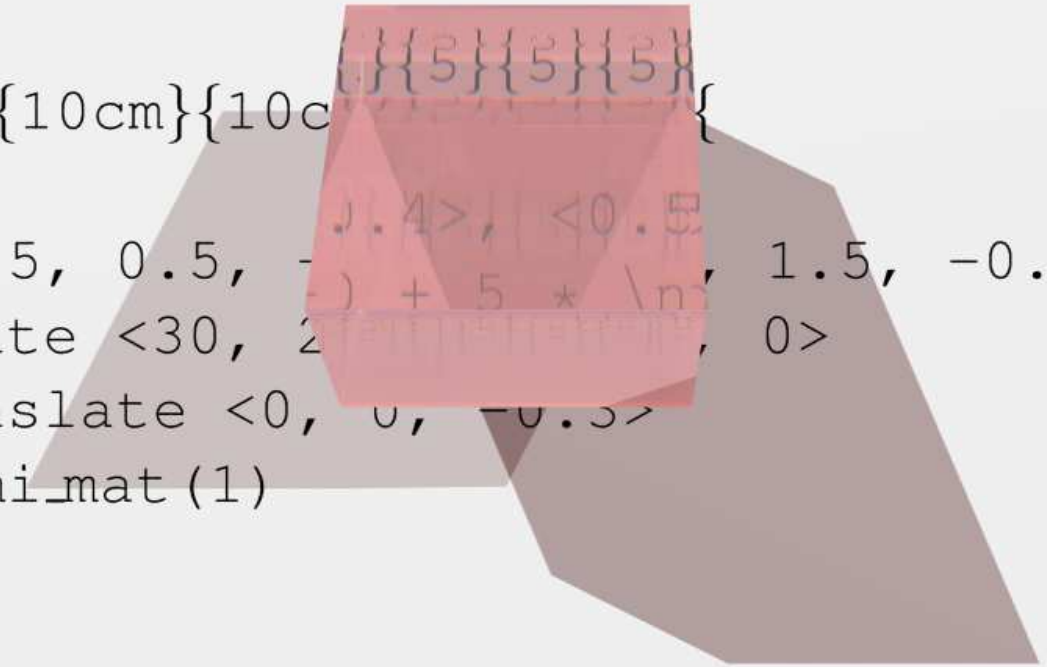
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5, -                    1.5, -0.9>
    rotate <30, 2                    0>
    translate <0,  0,  -0.3>
    itemi_mat(1)
  }
}
```



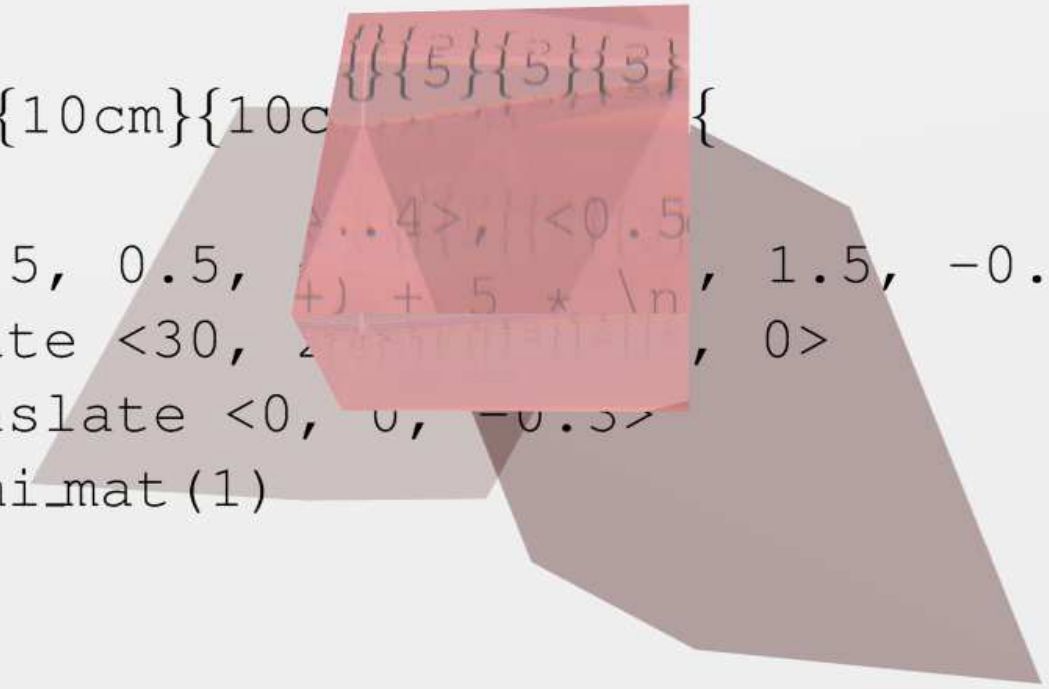
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5, -                    , 1.5, -0.9>
    rotate <30, 2                    , 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



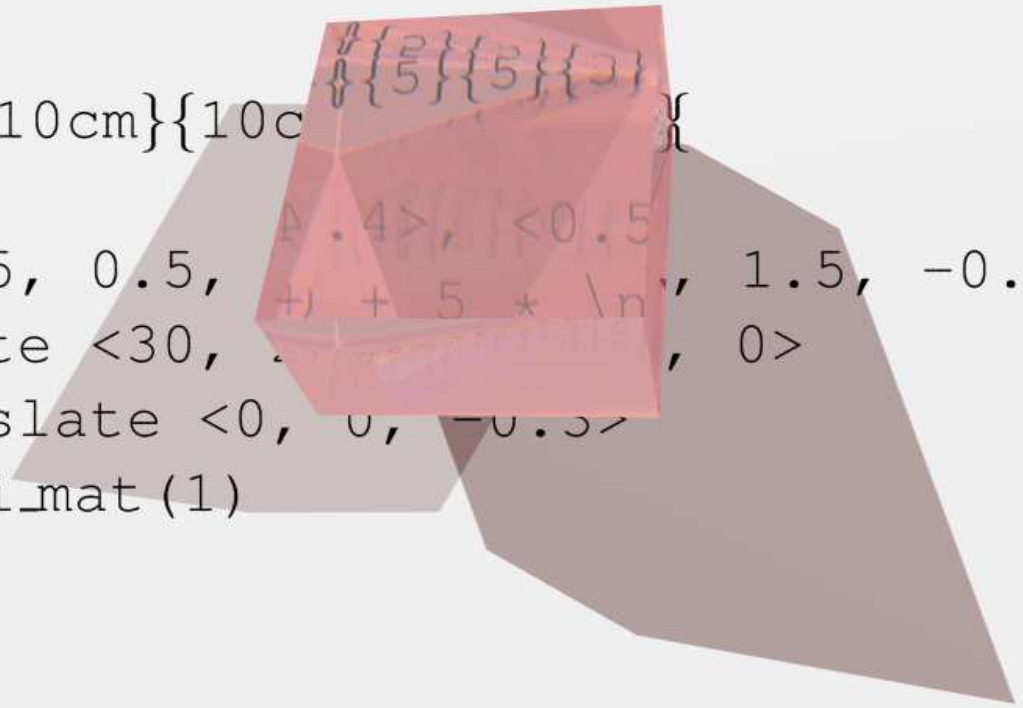
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5,                      , 1.5, -0.9>
    rotate <30,                      , 0>
    translate <0,                    >
    itemi_mat(1)
  }
}
```



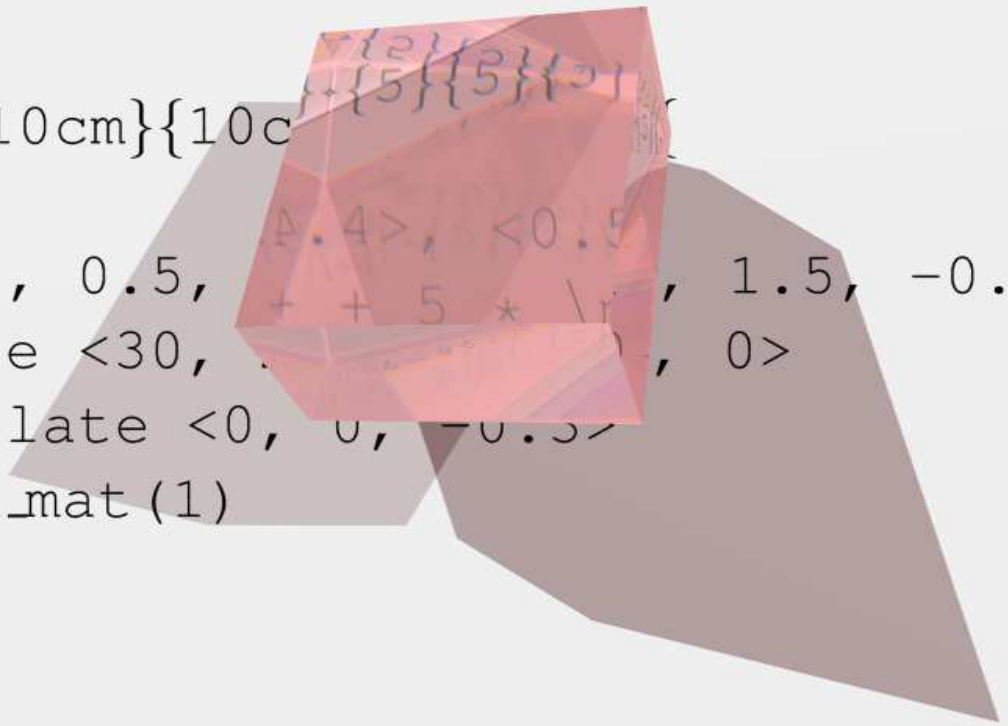
Animations

```
\povray{10cm}{10c                    {
  box {
    <-0.5, 0.5,                      , 1.5, -0.9>
    rotate <30,                      , 0>
    translate <0,                    >
    itemi_mat(1)
  }
}
```



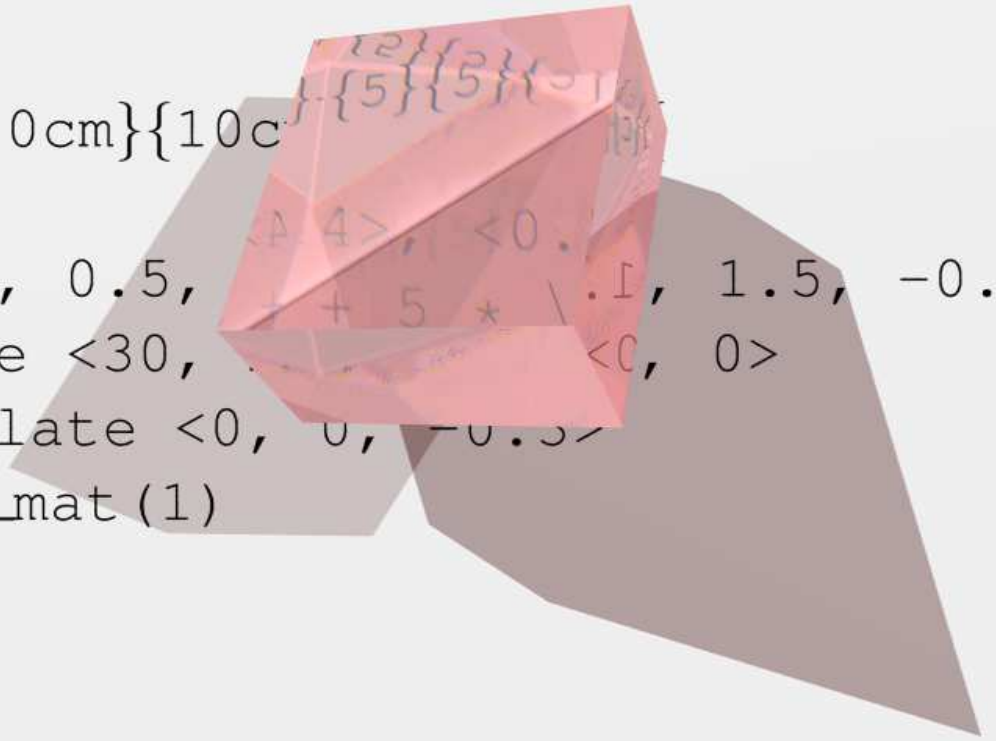
Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,                    , 1.5, -0.9>
    rotate <30,                    , 0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



Animations

```
\povray{10cm}{10c
  box {
    <-0.5, 0.5,                    1.5, -0.9>
    rotate <30,                    0>
    translate <0, 0, -0.3>
    itemi_mat(1)
  }
}
```



How

- from LaTeXrender pages
- export \itemize positions etc. using PostScript debug stream
- meta information like animation start, end, etc. into .aux-like file
- create a povray file per frame, LaTeX output is background plane texture
- . . . creating 3D objects at specified points
- convert rendered pages into output formats
- . . . PDF, HTML+Theora, mplayer+shell script
- for PDF, render original LaTeX again but with rendered overlay
- . . . so search + copy-n-paste works

PostScript debug stream

```
\def\dumpstring#1{\pscustom{\code{
(#1 ) dup dup length 1 sub 10 put print
}}}
\def\dumppoint#1{\pscustom{\coor(#1)\code{
(#1 ) dup dup length 1 sub 32 put print
20 string cvs print 1 string dup 0 32 put print
20 string cvs print 1 string dup 0 10 put print
}}}
```

\item

```
\newcounter{pres@uniq}
\setbeamertemplate{itemize item}{
  \addtocounter{pres@uniq}{1}
  \addtocounter{pres@itemcount}{1}
  \let\old=\allpoints
  \xdef\allpoints{\old\waitnow\dumppoint{%
    presP\thepage U\thepres@uniq DitemiA%
    \thepres@itemcount}}
  \rnode{presP\thepage U\thepres@uniq%
    DitemiA\thepres@itemcount}{\phantom{X}}
}
```

Meta information

```
\newwrite\pres@stream
\immediate\openout\pres@stream=\jobname.presinput
\let\pres@enddocument=\enddocument
\def\enddocument{
  \immediate\closeout\pres@stream
  \pres@enddocument
}

\def\animation{
  \immediate\write\pres@stream{AnimationBegin%
    \thepage}
}
```

Creating povray files

```
echo '#include "$*-$(NAME).povpoints"' > \
    $*-$(NAME).curinc && \
echo '#declare image="$*-$(NAME).png"' >> \
    $*-$(NAME).curinc && \
echo '#declare image_bw="$*-$(NAME).bw.png"' >> \
    $*-$(NAME).curinc && \
echo '#!/bin/sh' > render && \
echo 'povray $(POVOPT) $(POVQUAL) +W$(POVRESX) \
        +H$(POVRESY) \
        +HI"$*-$(NAME).curinc" +I"$(NAME).pov" \
        +O"$*-$(NAME)".done.png' >> render && \
chmod +x render && \
```

Texturing

```
difference {
  plane {
    <0, 0, -1>, 0
    texture {
      pigment {
        image_map { png image interpolate 2 once }
      }
      finish { ambient <0.4, 0.4, 0.4> }
    }
  }
  drawNegativeElements()
  no_shadow
}

drawElements()
```

Converting coordinates

```
if($name =~ /^presP(\d+)U\d+D([0-9a-z]+)
              (?:A([0-9]+))?/) {
  if($1 == $page) {
    push @elements, {'macro' => $2, 'x' => $rx,
      'y' => $ry, 'arg' => $3 };
  }
} elsif($name =~ /^presPov1TL(P(\d+)U\d+)/) {


...
print OUT "#macro drawElements()\n";

foreach my $elem (@elements) {
  print OUT $elem->{'macro'}
    . '(' . $elem->{'x'} . ',' . $elem->{'y'}
    . ", " . $elem->{'arg'} . ")\n";
}
```

Creating objects

```
#macro itemi(rx, ry, i)
box {
  <-0.007, -0.007, -0.007>, <0.007, 0.007, 0.007>
  scale <1, 1, 0.5>
  itemi_mat(i)
  translate <rx, ry, 0.005>
  photons {
    target on
    reflection on
    refraction on
  }
}
#end
```

Conversion to PDF 1/2

```
foreach my $slide (@slides) {
  my ($idx) = $slide->[0] =~ /^(\d+)/;
  call("convert '$idx-$name.done.png'
                '$idx-$name.done.eps'");
}

call("latex '" .
  "\\def\\presentationCompileStep{final}" .
  "\\def\\presentationName{$name}" .
  "\\input{$name.latex}" .
  "'");
call("dvips '$name.dvi'");
call("ps2pdf '$name.ps'");
```

Conversion to PDF 2/2

```
\def\presentationCompileStepFinal{final}
\def\endbeamer@frameslide{%
  \gdef\waitnow{}%
  \rput(start\thepage){\allpoints}%
  \ifx\presentationCompileStep%
      \presentationCompileStepFinal%
    \rput[bl](start\thepage){%
      \rput[bl](-1.01,-0.125){%
        \includegraphics[width=%
            \paperwidth,height=\paperheight]{%
          \thepage-\presentationName.done.eps}}}%
  \fi%
  \endpres@frameslide
}
```