

TITLE OF PAPER

Name of author
Title of author

Author's affiliation
address
email

ABSTRACT

Abstract text. Abstract text. Abstract text. Abstract text. Abstract text. Abstract text. Abstract text. Abstract text. And finally, more abstract text.

1. INTRODUCTION

Body text with citations. Citations look like this [1]. This template is set up to use the an auto-numbering method for citations, figures, equations, and tables. Form the FrameMaker menu bar pick Special > Cross-reference.

2. BODY

A sample figure is shown in Figure 1. Don't forget to spell check your document. This figure used an anchored frame.

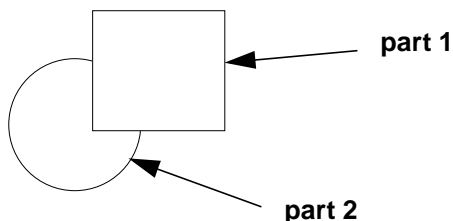


Figure 1. Sample image in a frame.

3. HEADING 1 (HELVETICA 10 PT, BOLD ALL CAPS)

Body text uses a 10 point Times font. Indent space is 0.125 inches. The body has 12 point line spacing. Don't forget to spell check your document. Reference equations like this (EQ. 1).

$$\frac{d}{dt} \left(\frac{\partial T}{\partial \dot{q}_i} \right) - \frac{\partial T}{\partial q_i} + \frac{\partial V}{\partial q_i} = Q_i \quad (1)$$

3.1 Second Level Heading (Helvetica 10pt Bold)

Body text uses a 10 point Times font. Indent space is 0.125 inches. The body has 12 point line spacing. Reference a table like this, as shown in Table 1.

Table 1. System parameters

Parameter	L 1	L 2	L 3	L 4	L 5	L 6	L 7
mass	2.0	0.5	0.5	0.2	0.5	0.5	0.2
length	2.0	0.5	0.5	0.3	0.5	0.5	0.3

Third level heading. Continue with text right after the third level heading text. Body text uses a 10 point Times font. Indent space is 0.125 inches. The body has 12 point line spacing. Use a superscript for the footnote on the page¹ where it is used. Number footnotes sequentially.

APPENDIX

If you need an Appendix it should have a first level heading (Helvetica 10 point font, all caps). Use the Appendix for supplemental materials. References to supplemental electronic materials, can be listed in the Appendix.

Haptics-e encourages the use of additional electronic materials in these forms: HTML and PDF documents, VRML geometry, GIF and JPEG images, MPEG movie files, ASCII text/code.

REFERENCES

- [1] Badler, N. I., Phillips, C. B., and Webber, B. L., *Simulating Humans: Computer Graphics Animation and Control*. Oxford University Press, New York, 1993.
- [2] Laszlo, J., van de Panne, M., Fiume, E., "Limit Cycle Control and its Applications to the Animation of Balancing and Walking." *Computer Graphics (proc. SIGGRAPH)*, pp. 155-162, Aug. 1996.
- [3] Raibert, M.H., *Legged Robots that Balance*, MIT Press, Cambridge, MA, 1986.
- [4] Lastname, F. M., *Book title*, Publisher, Location, Date.
- [5] Lastname, F. M., "Article title." *Journal title*, volume number, page range, Date.

1. This is a footnote using the 8 point Times font.