

PAPER TITLE

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Abstract

An abstract in English. Some abstract in English. An abstract in English. Some abstract in English.

Keywords: *keywords in English, more keywords in English*

1. INTRODUCTION

Some English text, with proper hyphenation. Very extermination extermination extermination extermination extermination extermination extermination word, and anyway with the hyphenation.

2. FIRST SECTION

Some English text, with proper hyphenation.

- Itemization example.
- The second point.
- The third point.

And now for something completely different:

1. The first point;
2. The second point;
3. The third point.

Reference to the image 1

Table 1. Table example

Question	?
Answer	42

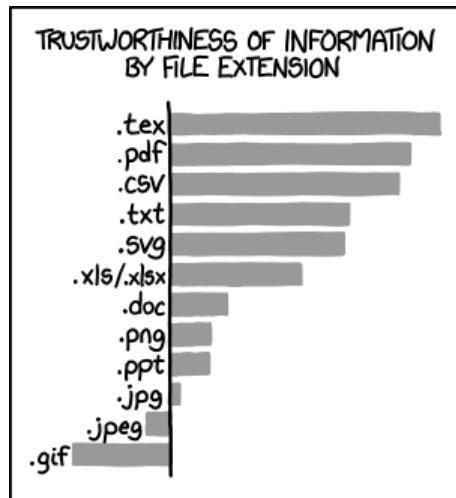


Figure 1. Trustworthiness of information by file extension

2.1. A subsection

Text in subsection

2.1.1. A sub-subsection

Text in subsection with an example of an image consisting of two images. We can reference the full image, for example, [2](#), or subimages, for example, [2b](#).

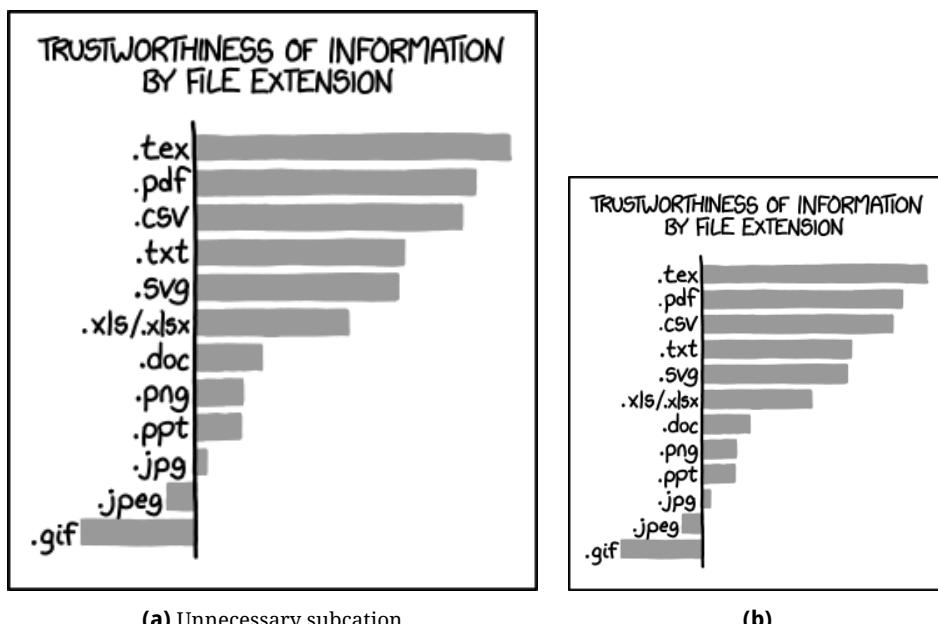


Figure 2. An example of two images next to each other at the same figure

3. CONCLUSION

Some conclusion text with a reference: [1, 2]

References

1. Madhav S. Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design). UK, 2013.
 2. Ericson C. Real-Time Collision Detection. USA, 2004.
-

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Русский заголовок

Андреев А., Борисов Б.

Аннотация

Русский текст аннотации, русский текст аннотации.

Ключевые слова: *русские ключевые слова, разделенные запятыми*



Our authors, 2015.
Наши авторы, 2015.

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