

# L<sup>A</sup>T<sub>E</sub>X Template for ICSC 2024

AuthorA<sup>1</sup> and AuthorB<sup>2</sup> \*

<sup>1</sup> InstituteA

<sup>2</sup> InstituteB

your.email@yourdomain.com

**Abstract.** The abstract should summarize the contents of the paper and should contain at least 150 and at most 350 words. It should be written using the *abstract* environment.

**Keywords:** We would like to encourage you to list your keywords in this section

## 1 Introduction

This is a L<sup>A</sup>T<sub>E</sub>X template to be used, together with the included Springer class file `l1ncs.cls`, for the preparation of manuscripts for the 7<sup>th</sup> *International Csound Conference — ICSC2024*.

The maximum paper length is four pages including abstract, figures, tables and eventual references. An additional fifth page is accepted provided it *only* includes references.

To guarantee the double blind review process, manuscripts should not include the author names nor affiliations. Please keep the generic names included in the template.

## 2 Paper Preparation

When using L<sup>A</sup>T<sub>E</sub>X together with the provided document class file, the text is typeset automatically in Computer Modern Roman (CM) fonts. Please do *not* change the preset fonts or their size, or modify the class file in any way.

Italic type may be used to emphasize words in running text. Bold type and underlining should be avoided.

We recommend using the commands `\label` and `\ref` for cross-references, the commands `\bibitem` and `\cite` for references to the bibliography, and the command `\url` for URL hyperlinks.

### 2.1 Headings

Only two levels of structure should be used throughout the document, corresponding to the `\section` and `\subsection` sectioning commands.

Headings should be capitalized, i.e., nouns, verbs, and all other words except articles, prepositions, and conjunctions should be set with an initial capital. Words joined by a hyphen are subject to a special rule: if the first word can stand alone, the second word should be capitalized.

Here are some examples of headings: “Developing a User-Friendly Interface”, “Processing Multi-track Audio Files with Granular Techniques”.

### 2.2 Figures

For integrating figures into the source file we recommend using the standard L<sup>A</sup>T<sub>E</sub>X `graphics` or `graphicx` package. These provide the `\includegraphics` command. Please center the figures by using the `\centering` declaration. Fig. 1 shows an example.

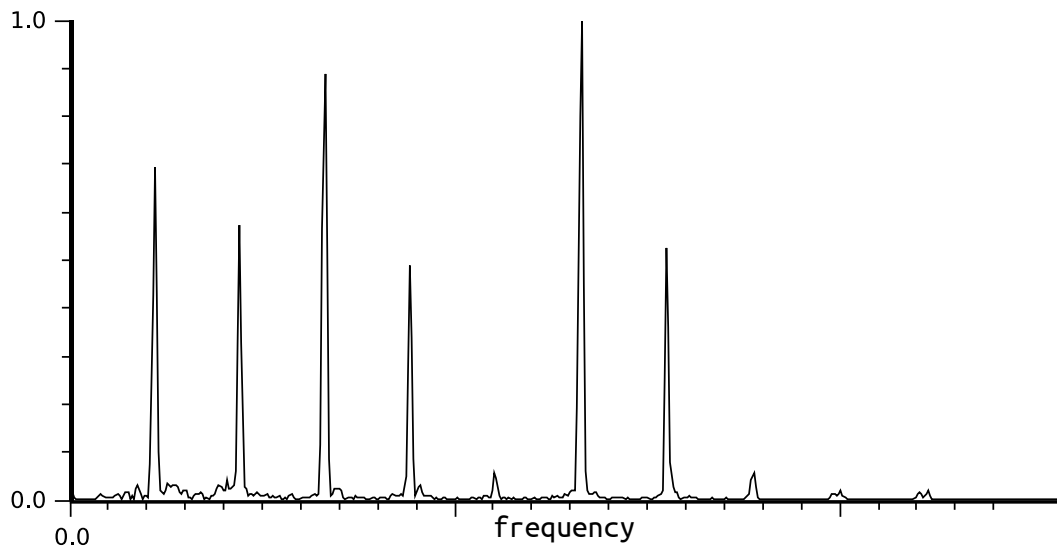
For line drawings, vector graphics file formats like EPS or PDF are preferred when available. When including figures in raster graphics file formats like JPG or PNG, please try to generate an image of the appropriate size and quality. (See Fig. 2)

Figures should be numbered and should have a caption which should always be positioned *under* the figures, in contrast to the caption belonging to a table, which should always appear *above* the table; this is simply achieved as matter of sequence in your source.

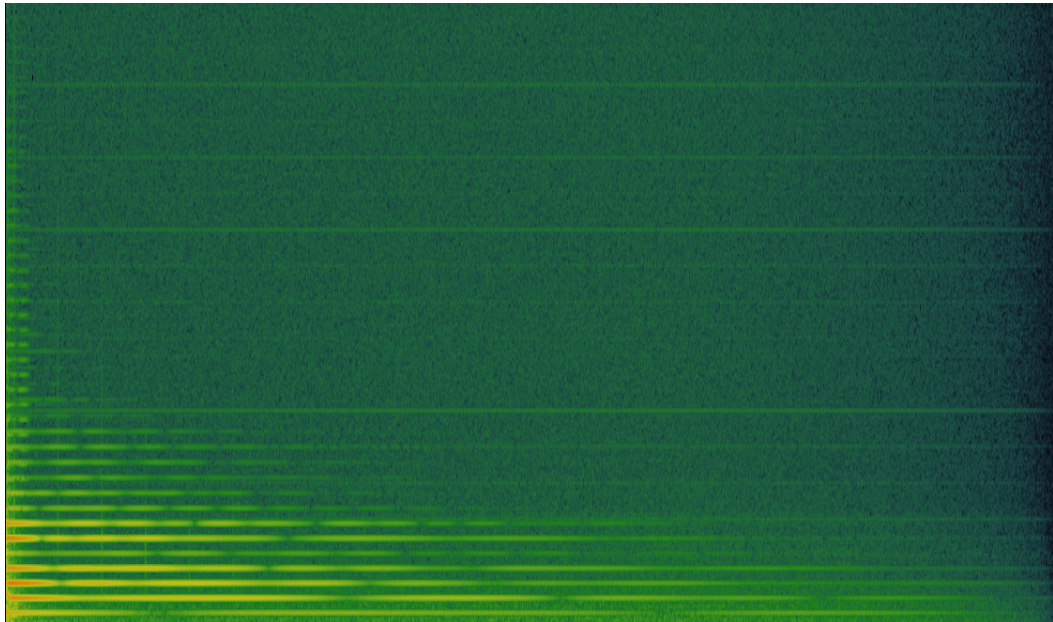
Please define figures (and tables) as floating objects, and avoid using optional location parameters like “[h]” for “here”.

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\* Please place acknowledgement here.



**Fig. 1.** Spectrogram of a piano note A3 in vector graphics (PDF).



**Fig. 2.** Spectrogram of the same sound file in raster image (JPG, 1119×663 pixels).

*Remark.* The proceedings will be distributed only in electronic format, and colored images are welcome. It would be convenient, however, to make sure that all the images remain clear and legible when printed in black and white.

### 2.3 Footnotes

The superscript numeral used to refer to a footnote appears in the text either directly after the word to be discussed or – in relation to a phrase or a sentence – following the punctuation sign (comma, semicolon, or period).<sup>3</sup>

### 2.4 Program Code

Program listings or program commands in the text should use the `verbatim` environment:

```
csound -o dac foo.csd.
```

*Example of Program Code*

```
<CsoundSynthesizer>
<CsInstruments>

sr      = 48000
ksmps   = 8
0dbfs   = 1

instr 1

idur     = p3
iamp     = ampdbfs(p4)
ifreq    = cpspch(p5)
kamp     linen iamp, 0.1, idur, 0.3
a1       poscil kamp, ifreq
out      a1

endin

</CsInstruments>
<CsScore>

i1 0 1 -3 8.00
i1 + . -6 8.01
i1 + . -4.5 8.07

</CsScore>
</CsoundSynthesizer>
```

Example Csound CSD file.

### 2.5 Citations

For citations in the text please use square brackets and consecutive numbers: [1], [5] – provided automatically by L<sup>A</sup>T<sub>E</sub>X's `\cite ... \bibitem` mechanism.

### 2.6 Page Numbering and Running Heads

Pages are numbered automatically. If the paper title is too long to serve as a running head, it will be shortened. A shorter version of the title can be provided with the `\titlerunning` command at the beginning of the `\document` section.

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<sup>3</sup> Example of a footnote.

### 3 The References Section

Only references written using the Latin alphabet are accepted. If the title of the reference uses a different alphabet, please use the transcript or translation of the title, followed by the original language in parenthesis, e. g. (in Russian) or (in Chinese).

The following section shows a sample reference list with entries for journal articles [1], books [2], [3], book chapter [4], proceedings without editors [5], as well as a URL [6].

#### References

1. Lorrain, D.: A panoply of stochastic ‘cannons’. *Computer Music Journal* 4(1), 53–81 (1980)
2. Dodge, C., Jerse, C.: *Computer Music: Synthesis, Composition and Performance*, 2nd edn. Schirmer, New York (1997)
3. Lazzarini, V. et al.: *Csound: A Sound and Music Computing System*. Springer (2016)
4. fitch, J.: Introduction to program design. In: R. Boulanger, V. Lazzarini (eds.) *The Audio Programming Book*, pp. 383–430. MIT Press, Cambridge (2010)
5. Vercoe, B.: Real-Time Csound, Software Synthesis with Sensing and Control. In: *Proceedings of the International Computer Music Conference*, pp. 209–211. Glasgow (1990)
6. Csound Github site, <http://csound.github.io>