

**** PUT YOUR TITLE HERE ****

*** Put author(s) here separated by ; if necessary ****

**** Institution 1; address; ****

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**** email address1; email address 2; etc ****

Abstract

This is the abstract. Best if it's not too long, and there shouldn't be any paragraph breaks. **** FILL YOUR ABSTRACT IN HERE ****

1 Introduction

We begin like this...

And continue by breaking up our sections under sub-headings. We can refer to papers parenthetically (Buxton et al., 1978; Campbell and Greated, 1988), or by direct reference to the work, as in the next sentence.

Smaill et al. (1993) present some ideas¹.

1.1 A Subsection heading

The subheadings themselves can be distributed under

1.1.1 And one subsection heading

sub-

This would be
a
figure if I had
anything interesting to
put here.

Figure 1: An example figure

1.1.2 Followed by another

Table 1: This is an example table

Again, I don't really
have anything to put in here.

sub-headings.

¹And this is what a footnote looks like

Acknowledgements

Some people are just so wonderful.

References

W. Buxton et al. The use of hierarchy and instance in a data structure for computer music. *Computer Music Journal*, 2:10–20, 1978.

M. Campbell and C. Greated. *The Musician's Guide to Acoustics*. Schirmer, New York, 1988.

A. Smaill, G. A. Wiggins, and M. Harris. Hierarchical music representation for analysis and composition. *Computers and the Humanities*, 27:7–17, 1993. Also from Edinburgh as DAI Research Paper No. 511.