beamertheme-geode package documentation

Camille Jaret (camille.jaret1@gmail.com)

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Introduction

geode is a beamer package aiming to change the default theme to a new, modern look with a diversity of colour tones. All illustrations are derivatives from the `geode-example.tex` file provided along the package.

1 Installation

geode can be installed on LaTeX like any other package using `\usepackage{beamertheme-geode}`.

2 Dependencies

geode requires the following packages to work properly :

- Tikz
- xcolor
- helvet

3 Subthemes

geode currently offers two ways to modify the default look of beamers using the following options : resolution and colour.

3.1 Resolution

The resolution determine the amount of polygons of the background and surrounding elements. Three settings are available at this time :

- `default` - the default value, for a better visual effect;
- `lowpoly` - a simplified background for a more minimalistic aspect;
- `ultralowpoly` - a very simplified effect (fastest compilation time);
- `highpoly` - a more complex tesselation (may increase processing time).

default setting

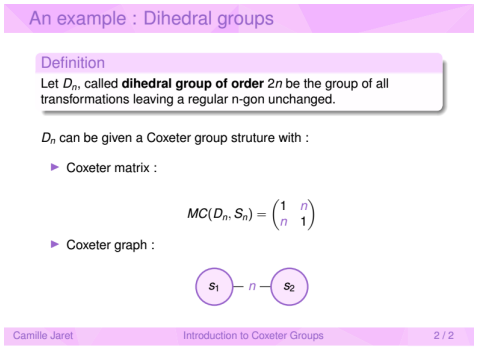
`highpoly` setting

`lowpoly` setting

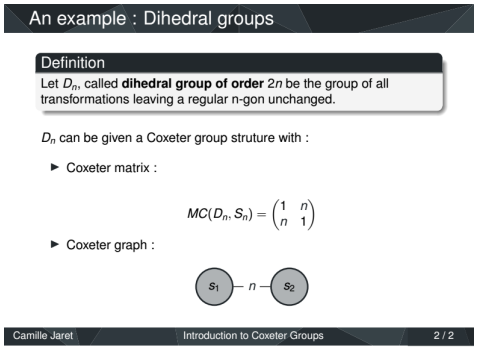
`ultralowpoly` setting

3.2 Colour palettes

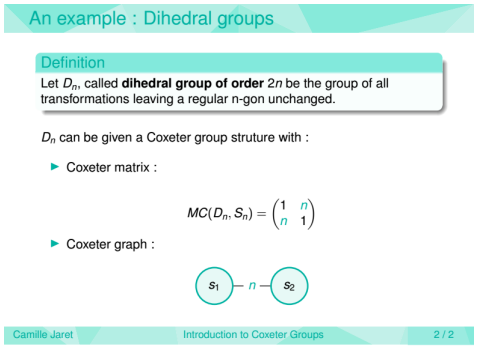
The currently available colour palettes are showcased below along the name of their option.



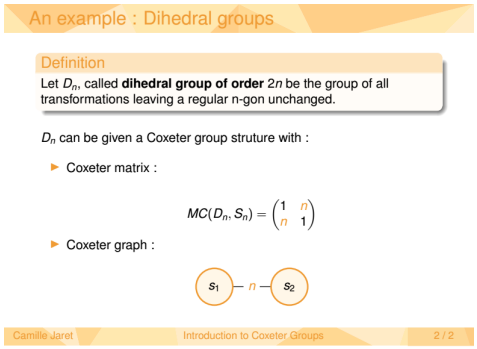
`amethyst` palette



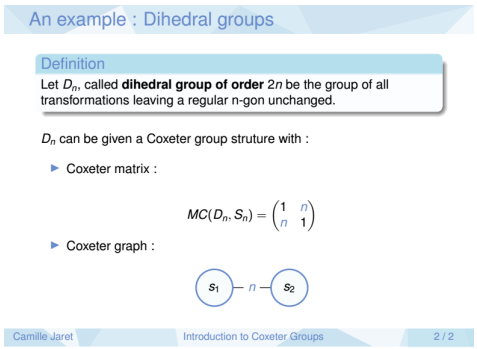
`obs` palette



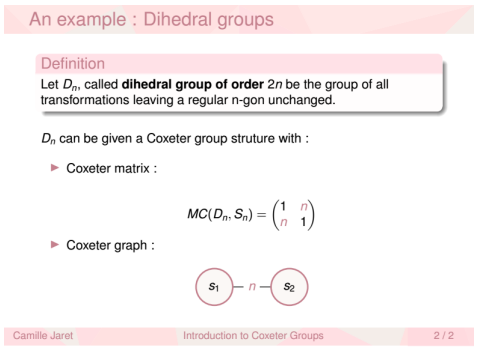
`phos` palette



`citrine` palette



`diamond` palette



`pquartz` palette

The colours of the presentation can be accessed through their names : `bg1`,`bg2`,`bg3`,`bg4` correspond to background colour in order of brightness, `accent` is the colour of titles, and `geode` is the colour of some background elements.
Further customisation is available through the `\custompalette` macro detailed in the next section.

4 Macros

4.1 Presentation

Presentation macros are meant to make your life slightly easier when giving form to your beamer document.

- `\geotitle` - inserts a title card in your presenation;
- `\geosection` - inserts a section card in your presenation;
- `\geosubsec` - inserts a subsection card in your presenation.

4.2 Custom colour palette

In order to modify key colours of the presentation theme, the following macros are available :

- `\custompalette{element}{r}{g}{b}` - the `r,g,b` commponents will affect the hue of the desired `element` of the current palette. *Note that the rgb chanels take values between 0 and 1*

The editable elements are defined as follows, disinguished in two categories :

- Overall modifiers :
  - `background` - hue of the background tesselation
  - `tone` - hue of the important texts, as well as headline and footline
- Specific modifiers :
  - `bg1`, `bg2`, `bg3`, `bg4` - colours for the background. (`bg1` is highlighted in yellow bellow).
  - `accent` - colour of the most important text
  - `geode` - colour of some background elements
  - `dots` - colour of the bullet points (set to `accent` by default, and should be changed if the latter is set to a light colour)

The sleleton for a color theme is as follows :

```
    % Theme colours
\definecolor{accent}{rgb}{0,0,0}
\definecolor{geode}{rgb}{0,0,0}
\definecolor{dot}{rgb}{0,0,0}

% Background
\definecolor{bg1}{rgb}{0,0,0}
\definecolor{bg2}{rgb}{0,0,0}
\definecolor{bg3}{rgb}{0,0,0}
\definecolor{bg4}{rgb}{0,0,0}
```

By naming the file `beamercolorthemegeode-mytheme.sty`, it can be called within a beamer document using `\usecolortheme{geode-mytheme}` to more easily use the same layout over multiple documents. Additionally, the package's Github page feature a 'palette submissions' folder where custom palettes can be added, so that they can be implemented in latter versions of the package.