colorist, document-class series with colorful design*

IINWEN March 2021, Beijing

Abstract

The colorist class series currently includes lebhart for typesetting articles, beaulivre for typesetting books, and two corresponding fast versions. My original intention in designing this series is to write drafts and notes that look colorful yet not dazzling.

These document-classes support three languages: English, French, and Chinese, and these three languages can be switched seamlessly in a single document. Due to the usage of custom fonts, they need to be compiled with XHATEX or LualATEX.

Finally, this documentation is typeset using lebhart. You can think of it as a short introduction and demonstration.

Since the main body of colorist is modified from the minimalist series, some elements have not been completely redesigned yet, especially the TOC, part and chapter style. These will be added gradually in the future versions.

Contents

1	On the	e naming and differences of these document-classes
2	Some	instructions
	2.1	Theorems and how to reference them
	2.2	Define a new theorem-like environment
	2.3	Draft mark
	2.4	Language configuration
	2.5	On the fonts
3	Docui	ment templates

On the naming and differences of these document-classes

- lebhart is taken from German word "lebhaft" ("vividly"), combined with the first three letters of "artikel" ("article").
- beaulivre is taken from French words "beau" (for "beautiful") and "livre" (for "book").

lebhartfast and beaulivrefast are faster but slightly rougher version of lebhart and beaulivre. The main differences are:

- Use simpler math font configuration;
- Do not use hyperref;
- All color boxes use draft mode;
- Use polyglossia instead of babel to support multiple languages. (Using polyglossia will increase the compilation speed slightly, but the current compatibility with Chinese is not perfect. When it becomes more stable, I will consider fully switching to polyglossia)

During the writing stage of your document, it is recommended to use the "fast" version to speed up compilation and improve the smoothness of your writing experience. At the end, you can remove the "fast" mark to get the final version.

^{*}Corresponding to: colorist 2021/03/12

Some instructions

2.1 | Theorems and how to reference them

Environments such as definitions and theorems have been pre-defined and can be used directly, for example:

```
\begin{definition}[Strange things] \label{def: strange} ...
```

will produce

DEFINITION 2.1 (Strange things) This is the definition of some strange objects.

DEFINITION 2.2 (Another definition) Different definitions are automatically glued together, and there will be no gaps in between.

When referencing, you can directly use clever reference \cref{(label name)}. For example, \cref{def : strange} will be displayed as: DEFINITION 2.1.

The following are several other styles of theorem-like environments:

THEOREM 2.3 Theorem style: theorem, proposition, lemma, corollary

Proof | Proof style



Remark style



CONJECTURE 2.1 Conjecture style

EXAMPLE Example style: example, fact

PROBLEM 2.1 Problem style

2.2 Define a new theorem-like environment

First define the name of this environment in the language used: \((name of environment)()()()() name). Where (language name) can be EN, FR, CN, etc., and then define this environment in one of the following four ways:

- \CreateTheorem*{(name of environment)}
- \CreateTheorem{(name of environment)}[(numbered like)]
- \CreateTheorem{(name of environment)}<(numbered within)>
- \CreateTheorem{(name of environment)}

For example,

```
\def\proofideanameEN{Idea}
\CreateTheorem*{proofidea}
```

defines an unnumbered environment proofidea, which supports using in the English context, and the effect is as follows:

Idea | ...

2.3 | Draft mark

You can use \dnf to mark the unfinished part. For example:

```
\dnf: To be finished here
\dnf<Still need ...>: To be finished here : Still need ...
Similarly, there is \needgraph :

\needgraph:
A graph is needed here
\needgraph<About ...>:
A graph is needed here : About ...
```

2.4 | Language configuration

You can use \UseLanguage {(name of language))} at any time to change the language, Language names include Chinese, English, French (the case of the first letter is arbitrary, for example, "chinese" is also acceptable). With this, the effects of various commands and environments will also change accordingly.

For example, after using \UseLanguage{French}, the theorem and the draft mark will be displayed as:

```
ТнÉORÈME 2.4 (Inutile) Un théorem en Français. À terminer ici
```

When referenced, the name of the theorem always matches the language of the region in which the theorem is located, for example, the definition of the beginning is still displayed in English in the current French mode: DEFINITION 2.1 and THÉORÈME 2.4.

2.5 On the fonts

lebhart and beaulivre use Palatino Linotype as the English font, FounderType's YouSong and YouHei Simplified as the Chinese fonts, and partially use Neo Euler as the mathematical font:

- English main font. English sans serif font.
- 中文主要字体,中文无衬线字体
- Math demonstration: α , β , γ , δ , 1, 2, 3, 4, a, b, c, d,

$$\mathrm{li}(x) \coloneqq \int_2^\infty \frac{1}{\log t} \, \mathrm{d}t$$

Among them, Neo Euler can be downloaded at https://github.com/khaledhosny/euler-otf. Other fonts are not free, you need to purchase and use them on your own. (For the Chinese fonts, visit Founder-Type's website for detail: https://www.foundertype.com).

When the corresponding font is not installed, the font that comes with TeX Live will be used instead, and the experience might be reduced.

Document templates

```
%! TEX program = xelatex
\documentclass{lebhartfast}
\UseLanguage{French}
\begin{document}
\title{Titre}
\author{Nom}
\date{03 / 2021, Lieu}
\maketitle
%% Texte ici
\end{document}
```

```
%! TEX program = xelatex
\documentclass{lebhartfast}
\UseLanguage{Chinese}
\begin{document}
\title{标题}
\author{姓名}
\date{2021年3月, 地点}
\maketitle
%% 正文部分
\end{document}
```

(\UseLanguage can be placed either in the preamble or in the body part, and can be used repeatedly as needed)