The BearWear Package[*]

Idea: Bär   Implementation: Ulrike Fischer[†]

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1   Basic Usage
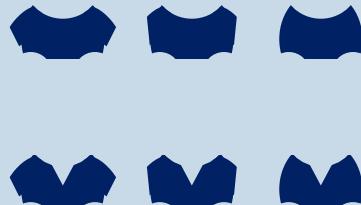
The package is based on Ti*k*Z and the main command should be used in a `tikzpicture` or – as shown in some of the examples – with `\tikz`.

1.1   The shirts

The package provides a number of shirts for the bear, `long sleeves` and `round neckline` are the defaults:

```
\tikz\bearwear % default
  [long sleeves,
   round neckline];
\tikz\bearwear
  [t-shirt];
\tikz\bearwear
  [muscle shirt];

\tikz\bearwear
  [v-neckline];
\tikz\bearwear
  [t-shirt,v-neckline];
\tikz\bearwear
  [muscle shirt,v-neckline];
```

---

[*]This file describes v0.1, last revised 2020-01-15.

[†]Issues should be reported at https://github.com/u-fischer/bearwear

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1.2 Dressing the bear

To dress the bear with the shirt, simply add the \bear command from the tikzlings-bears package.

```
\tikz{\bear;\bearwear[v-neckline];}
\tikz{\bear;\bearwear[muscle shirt];}
```

1.3 Coloring the shirts

The body and the arms of the shirts can be colored. They are three basic keys: leftarm, rightarm and body, and two meta keys: arms and shirt. Basically every option that would make sense in a \fill is allowed here. Patterns e.g. would work too.

```
\bear;
\bearwear
  [v-neckline,
   leftarm=red,
   rightarm=green,
   body=blue];
```

```
\bear;
\bearwear[arms=green];
```

```
\bear;
\bearwear
  [shirt=
    {shade,
     top color=blue,
     bottom color=red}];
```

```
\bear;
\bearwear
  [v-neckline,
   shirt =
     {pattern=
        horizontal lines light blue}];
```

1.4 Additional patterns

As seen in the last example patterns can be added instead of colors, but sometimes it makes sense to add them on top to preserve a background color. For this the package provides special `pattern` keys:
`leftarm pattern`, `rightarm pattern`, `arms pattern`, `body pattern`, `shirt pattern`,

```
\bear;
\bearwear
   [v-neckline,
    shirt=red,
    body pattern =
     {pattern=
        {Stars[points=6,
         radius=0.5mm,distance=1.5mm]},
       pattern color=yellow}];
```

1.5 Decorations

The `deco` keys add their value to a `path picture` key. This can be used to place emblems or use graphics as pattern. To help with the placement two coordinates are predefined: `bearheart` and `beartummy`.

```
\bear;
\bearwear[shirt deco =
 {\fill[red] (beartummy) circle (1pt)
     ;
  \fill[red] (bearheart) circle (1pt)
     ;}
 ]
```

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```
\bear;
\bearwear[shirt deco =
  {\node at (beartummy)
   {\includegraphics[width=5cm]
     {tartan3}};}]
```

```
\bear;
\bearwear[body deco=
  {\node at ([yshift=-1mm]bearheart)
    {\includegraphics[width=0.3cm]
      {flag}};}];
```

```
\bear;
\bearwear[
   shirt=Beige!80!black,
   body deco=
    {\node at ([yshift=-1mm]bearheart)
     {\includegraphics[width=0.5cm]
       {latex-project-logo}};}];
```

```
\bear;
\bearwear[
   shirt=HotPink,
   body deco=
    {\path (bearheart)--++(0,-3mm)
      pic{hippo};}];
```

```
\bear;
\bearwear[
 arms= DeepSkyBlue,
 body deco =
  {\node at ([yshift=-2mm]beartummy)
    {\includegraphics[width=4cm]
      {montblanc}};
   \node[text=white,
       font=\tiny\sffamily]
     at ([yshift=1.95mm]beartummy)
     {{Mont Blanc}};
  }]
```

1.6   Scaling

Scaling works as expected, but don't forget that nodes in TikZ normally don't scale if you don't use the `transform shape` key:

```
\begin{scope}[scale=1.5]
\bear;
\bearwear[
  arms= DeepSkyBlue,
  body deco =
   {\node at ([yshift=-2mm]beartummy)
     {\includegraphics[width=4cm]
       {montblanc}};
    \node[text=white,
        font=\tiny\sffamily]
      at ([yshift=2mm]beartummy)
      {{Mont Blanc}};
   }]
\end{scope}
```
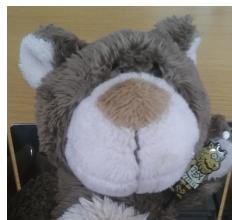
1.7   Setting up defaults

With `\bearwearsetup` you can change the defaults:

```
\bearwearsetup
  {body=green!50!black,arms=green}
\tikz{\bear;\bearwear;}
\tikz{\bear;\bearwear;}
```

2   The brains behind BearWear

Ulrike Bär, your decision to create BearWear has come as a surprise to many. Did you expect this?

Bär Quite true, Ulrike. I am better known as an outdoor type and the fashionistas didn't reckon with me at all.

Ulrike So, why did you take this step?

Bär There were quite a few reasons – most importantly my deeply felt desire to bring more justice to the world. Look at the wonderful world of Ti*k*Zducks fashion, and even Marmots have come far in the area of refinement. Why should Ti*k*Zbears be left behind?

Ulrike You are also concerned with the more momentous issues of our day.

Bär Correct! My fashion line is the first ever to have practically no negative influence on our environment. Manufacture and transportation are ecologically neutral. In fact it's the first time in the history of world economy that goods are produced without the use of raw materials.

Ulrike You claim that BearWear will have a global impact.

Bär Yes, the issue of globalization is one which has been interesting me for a long time. BearWear caters for the needs of Ti*k*Zbears all over the world. There is the Longshirt Line for those who live near the poles, t-shirts for those in temperate regions and even a Muscle Shirt Line for the bears of Australia.

Ulrike How about individuality?

Bär I am particularly proud that BearWear enables every single bear to create his own personal shirt – free of the dictates of the modern Brummells. He may use my suggestions but he need not do so.

Ulrike Will you be seen wearing your own creations?

Bär Well Ulrike, I am afraid this is not very likely. I have got this most beautiful fur and I'd hate to cover it with artifical patterns – no matter how ravishing.

Ulrike One last question: what impulse got you moving towards BearWear?

Bär The death of Karl Lagerfeld. Someone had to fill the void.