# TikZische Erlebnisse Dante Frühjahrstagung 2025

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23. März 2025

### Inhalt

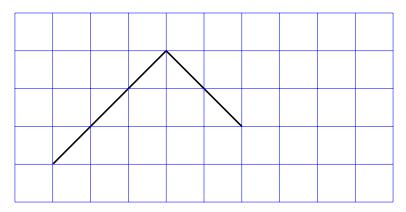
- Kurze (nicht vollständige) Vorstellung von TikZ-Grundlagen
- ▶ Beispiele, Beispiele, Beispiele...

## Geschichte

- TikZ = "TikZ ist kein Zeichenprogramm"
- TikZ = "Frontend" für PGF ("portable graphics format")
- Entwickler Till Tantau, Christian Feuersänger
- Erscheinungsjahr 2005

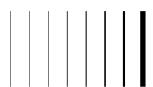
## **Einfache Linien**

```
1 \begin{tikzpicture}
2 \draw[very thick] (1,1) -- (4,4) -- (6,2);
3 \draw[step=1cm,blue,thin] (0,0) grid (10,5);
4 \end{tikzpicture}
```



## Liniendicken

```
1 \begin{tikzpicture}
2 \draw[ultra thin] (2,1) -- (2,3);
3 \draw[very thin] (2.5,1) -- (2.5,3);
4 \draw[thin] (3,1) -- (3,3);
5 \draw[semithick] (3.5,1) -- (3.5,3);
6 \draw[thick] (4,1) -- (4,3);
7 \draw[very thick] (4.5,1) -- (4.5,3);
8 \draw[ultra thick] (5,1) -- (5,3);
9 \draw[line width=4pt] (5.5,1) -- (5.5,3);
10 \end{tikzpicture}
```



#### Linienstile

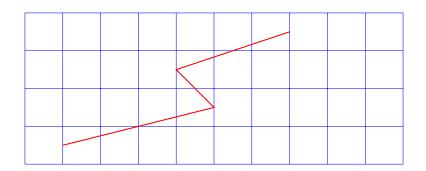
```
1  \begin{tikzpicture}
2  \draw[thick, dashed] (2,1) -- (2,3);
3  \draw[thick, loosely dashed] (2.5,1) -- (2.5,3);
4  \draw[thick, densely dashed] (3,1) -- (3,3);
5  \draw[thick, dotted] (3.5,1) -- (3.5,3);
6  \draw[thick, loosely dotted] (4,1) -- (4,3);
7  \draw[thick, densely dotted] (4.5,1) -- (4.5,3);
8  \end{tikzpicture}
```



#### Rel. Koordinaten I

#### mit Update der Koordinaten

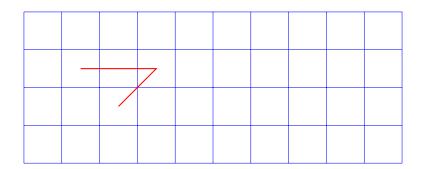
```
1  \begin{tikzpicture}
2  \draw[step=1cm,blue,thin] (0,0) grid (10,4);
3
4  \draw[thick, red] (1,0.5) -- ++(4,1) -- ++(-1,1) -- ++(3,1);
5  \end{tikzpicture}
```



## Rel. Koordinaten II

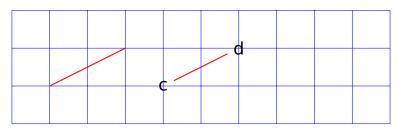
#### ohne Update der Koordinaten

```
1  \begin{tikzpicture}
2  \draw[step=1cm,blue,thin] (0,0) grid (10,4);
3
4  \draw[thick, red] (1,0.5) -- ++(4,1) -- ++(-1,1) -- ++(3,1);
5  \end{tikzpicture}
```



## **Nodes und Coordinates**

```
1  \begin{tikzpicture}
2  \draw[step=1cm,blue,thin] (0,0) grid (10,3);
3
4  \coordinate (a) at (1,1);
5  \coordinate (b) at (5,3);
6  \draw[red, thick] (a) -- (b);
7
8  \node (c) at (3,1){c};
9  \node (d) at (7,3){d};
10  \draw[red, thick] (c) -- (d);
11  \end{tikzpicture}
```



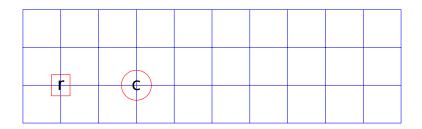
## **Node Shapes**

```
begin{tikzpicture}

draw[step=1cm,blue,thin] (0,0) grid (10,3);

node[rectangle,draw = red] (r) at (1,1){r};

node[circle,draw = red] (c) at (3,1){c};
end{tikzpicture}
```



more with \usetikzlibrary{shapes}



## Mehr Node Shapes

```
hegin{tikzpicture}

draw[step=1cm,blue,thin] (0,0) grid (10,3);

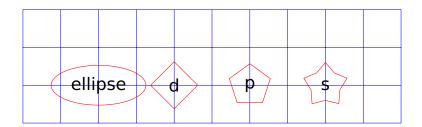
hode[ellipse,draw = red] (e) at (2,1){ellipse};

hode[diamond,draw = red] (d) at (4,1){d};

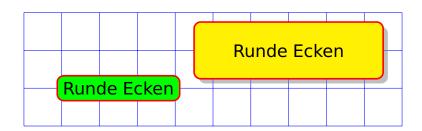
hode[regular polygon,regular polygon sides=5,draw=red](p) at (6,1){p};

hode[star,star points=5,draw = red] (s) at (8,1){s};

hode[star,star points=5,draw = red] (s) at (8,1){s};
```



## Shapes formatieren



# Grundlagen II

**Anchors** 

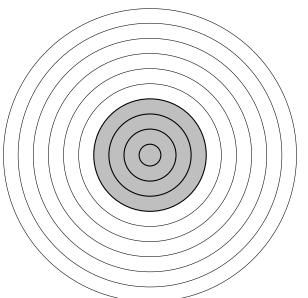
## Anwendungen

- Zielscheibe 10m Luftpistole
- Weihnachtszahlen
- Kalender
- Synthesizer-Diagramm

## Zielscheibe Luftpistole I

```
\begin{tikzpicture}
  \coordinate (o) at (8,8);
   \draw[black] (o) circle (77.5mm);
   \draw[black] (o) circle (69.75mm);
   \draw[black] (o) circle (61.75mm);
   \draw[black] (o) circle (53.75mm);
   \draw[black] (o) circle (45.75mm);
   \draw[black] (o) circle (37.75mm);
   \draw[black,thick,fill=lightgray] (o) circle (29.75mm);
   \draw[black,thick] (o) circle (21.75mm);
10
   \draw[black,thick] (o) circle (13.75mm);
11
   \draw[black,thick] (o) circle (5.75mm);
12
   \end{tikzpicture}
13
```

# Zielscheibe Luftpistole II



## Zielscheibe Luftpistole III

Positioning-Bibliothek laden

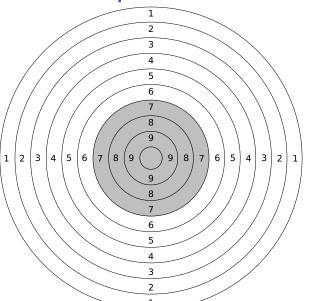
```
1 \usetikzlibrary{positioning}
```

```
\begin{tikzpicture}
   \node[right=0.7cm of o] {9};
   \node[right=1.5cm of o] {8};
   \node[right=2.3cm of o] {7};
   \node[right=3.1cm of o] {6};
   \node[right=3.9cm of o] {5};
   \node[right=4.7cm of o] {4};
7
   \node[right=5.5cm of o] {3};
   \node[right=6.3cm of o] {2};
   \node[right=7.1cm of o] \{1\};
10
   \end{tikzpicture}
11
```

wiederholen für left, above, below



# Zielscheibe Luftpistole IV



## Zielscheibe Luftpistole V

Code vereinfachen mit listofitems Paket

```
\usepackage{listofitems}
  \setsepchar{;}
  \coordinate (o) at (8,8);
  \\draw[black,thick,fill=lightgray] (o) circle (29.75mm);
  \readlist\distances
       {77.5;69.75;61.75;53.75;45.75;37.75;21.75;13.75;5.75}
  \foreachitem\distance\in\distances{
    \draw[black] (o) circle (\distance mm);
7
8
   \readlist\distances{7.1;6.3;5.5;4.7;3.9;3.1;2.3;1.5;0.7}
   \readlist\directions{right;above;left;below}
10
   \foreachitem\direction\in\directions{
11
    \foreachitem\distance\in\distances{
12
      \node[\direction=\distance cm of o] {\distancecnt};
13
     }}
14
```

#### Weihnachtszahlen I

- Zahlen 1–24 für Weihnachten
- DIN A4 Blatt gut ausfüllen
- (Manuelle) Matrix von Nodes

```
1 \node at (0,0) {1};
2 \node at (1,0) {2};
3 \node at (2,0) {3};
4 \node at (3,0) {4};
5
6 \node at (0,-1) {5};
7 \node at (1,-1) {6};
8 \node at (2,-1) {7};
9 \node at (3,-1) {8};
```

## Weihnachtszahlen II

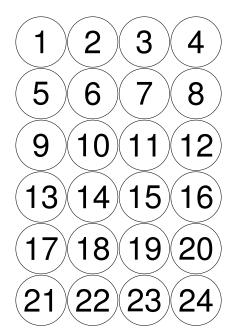
```
1 2 3 4
5 6 7 8
  10 11 12
13 14 15 16
17 18 19 20
21 22 23 24
```

## Weihnachtszahlen III

```
\tikzstyle{every node}=[circle,draw=black]
2
   \node at (0,0) {1};
   \node at (1,0) {2};
   \node at (2,0) {3};
   \node at (3,0) {4};
7
   \node at (0,-1) {5};
   \node at (1,-1) {6};
   \node at (2,-1) {7};
10
   \node at (3,-1) {8};
11
```

#### Weihnachtszahlen IV

```
\tikzstyle{every node}=[circle,draw=black,font=\fontsize
       {80}{80}\selectfont,x=41mm,y=41mm,minimum width=40mm,
       thickl
2
   \node at (0,0) {1};
   \node at (1,0) {2};
   \node at (2,0) {3};
   \node at (3,0) {4};
7
   \node at (0,-1) {5};
   \node at (1,-1) {6};
   \node at (2,-1) {7};
10
   \node at (3,-1) {8};
11
```



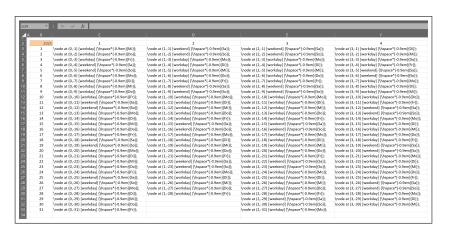
#### Kalender I

- Excel nutzen, um Kalender zu "bauen"
- Gleiches Konzept wie bei den Weihnachtszahlen: viele Nodes

```
=WENNFEHLER("\node at (" & C$2-1 &"," & -1* $B3 & ") [" & WENN(LINKS(TEXT(DATWERT($B3&"."&C$2&"."&$B$2);"TTT ");1)="S";"weekend";"workday") & "] {\hspace*{-0.9em}{" & TEXT(DATWERT($B3&"."&C$2&"."&$B$2);"TTT") & "}};";"")
```

#### Kalender II

- Excel = Lebensnotwendigkeit für BWLer
- \node at (0,-1)[workday] {\hspace\*{-0.9em}{Mi}};

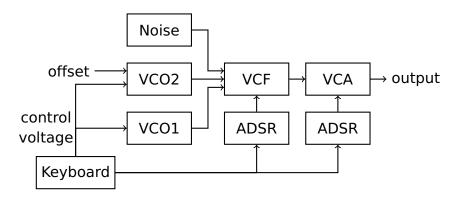


## Kalender III

Januar	Februar	März	April	Mai	Juni	Juli	August	September	Oktober	November	Dezember
M	Sa	Sa	n n	Do	So	a	Fr	in.	м	Sa	Mo
2 00	So	So		Pr	Mo.	=	Sa	DI .	Do	So	Di
B) Fr	Mo	Mo	Do .	Sa	Di	Do	So	M.	Fr	Mo	м
l Sa	Di Di	Di	Fr	So	M	Pr Pr	No.	Do.	Sa	n n	Do
5 50	M	M	Sa	Mo	Do	Sa	Di	Fr	So	M	Er .
Mo Mo	Do	Do	So	Di	Pr .	So	м	Sa	Mo	Do.	Sa
7) 🙉	Fr	Fr	Mo	M	Sa	Mo .	Do	So	DI	Fr	So
3	Sa	Sa	in in	Do	So	a	Fr	No.	м	Sa	Mo
9 00	So	So	M .	Br .	Мо	м	Sa	Di	Do	So	Di
) Fr	Mo	Mo	Do	Sa	Di I	Do	So	Î sa	Fr	Mo	M.
Sa Sa	Di	Di	Fr	So	Mi	Fr .	Mo	Do	Sa	Î B	Do
2 50	м	M	Sa	Mo	Do	Sa	Di	Fr .	So		Br .
3) Mo	Do	Do	So	Di	Pr	So	м	Sa	Mo	Do	Sa
I) N	Fr .	Fr	Mo		Sa	Mo.	De .	So	DI	Fr .	So
5	Sa	Sa	in in	Do	So	а	Fr	No.	м	Sa	Mo
B) 00	So	So	Ĭ #	Pr	Mo		Sa	DI .	Do	So	Di
7) Fr	Mo	Mo	Do	Sa	Di	Do	So	14	Pr .	Mo	M.
3 Sa	Ď DN	Di Di	Fr Fr	So	Mi.	Fr	Mo	Do	Sa	B .	Do
) so	i m	M .	Sa	Mo	Do	Sa	DI	Pr .	So		Fr
) [ No	Do	Do	So	Di	Pr .	So	м	Sa	Mo	Do	Sa
I) [ N	Fr .	Fr	Mo	l m	Sa	Mo.	Do .	So	DI	Fr Fr	So
2) =	Sa	Sa	Di .	Do	So	а	Fr	No.	м	Sa	Mo
3 00	So	So So	Îm	Fr	Mo	Î M	Sa	În	Do .	So	Dis .
Fr Fr	Mo	Mo	Do	Sa	Di .	Do	So	in .	Fr	Mo	M
5) Sa	Î DI	Î N	Fr	So	M	Fr .	Mo	Do	Sa	i a	Do
S (So	) MI	M	Sa	Mo	Do	Sa	Di	Rr .	So		Rr .
7) Mo	Do	Do	So	Di	Pr .	So	·	Sa	Mo	Do	Sa
B) (10	Fr	Fr	Mo .	M	Sa	Mo	Do	So	Di	Fr .	So
) <u> </u>		Sa	Di	Do	So	a .	Rr .	Mo	м	Sa	Mo
00	)	So	Ì m	Fr	Mo		Sa	DI DI	Do	So	Di
Fr Fr	٦	Mo		Sa		Do	So		Fr		м

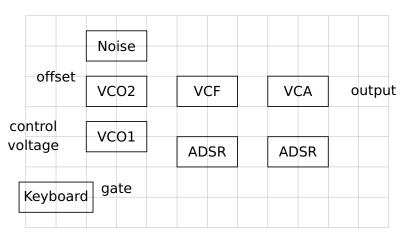
# Synthesizer-Diagramm I

- Bisher mein komplexestes TikZ-Diagramm
- Beschreibt den Signalweg in Synthesizer
- Steile Lernkurve!



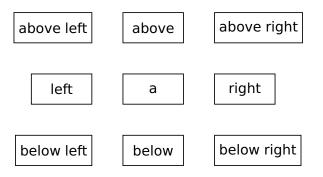
# Synthesizer-Diagramm II

Nodes mit absoluten Koordinaten



# Synthesizer-Diagramm III

Relative Koordinaten mit der positioning Library



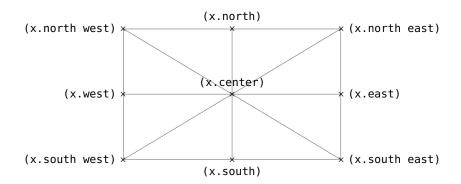
3d5r

# Synthesizer-Diagramm IV

```
node at (0,0) [box] (a) {a};
node [below = of a,box] (b) {below};
node [above = of a,box] (c) {above};
node [left = of a,box] (d) {left};
node [right = of a,box] (e) {right};
node [below left = of a,box] (f) {below left};
node [below right= of a,box] (g) {below right};
node [above left = of a,box] (h) {above left};
node [above right= of a,box] (i) {above right};
node [below right = 3cm and 5cm of a] {3d5r};
```

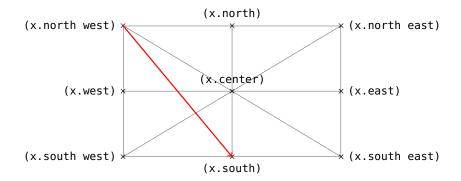
# Synthesizer-Diagramm V

Jeder Node hat vordefinierte Ankerpunkte



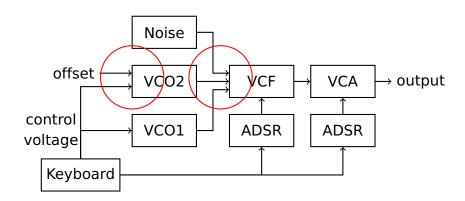
# Synthesizer-Diagramm VI

Pfeil von x.north west nach x.south



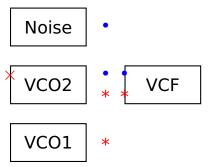
# Synthesizer-Diagramm VII

- So weit, so gut, aber...
- Wir brauchen mehr Anker!



# Synthesizer-Diagramm VIII

Zu berechnende Punkte



# Synthesizer-Diagramm IX

Koordinatenberechnungen mit der calc Library

```
($<coordinate>!<number>!<coordinate>$)
```

- <coordinate> steht dabei für eine Koordinate, die – vielleicht etwas vereinfachend erklärt – einfach nur ein Node ohne den (optionalen) Text ist.
- <number> ist Zahl zwischen 0 und 1 und gibt die Prozente an, um den wir uns von Koordinate 1 zu Koordinate 2 bewegen.
- 0.25 steht also für ein Viertel des Weges

