

TikZ Overview

Eureka

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1 Shading and Highlight



2 Path Decoration

3 Path



4 A Special Example

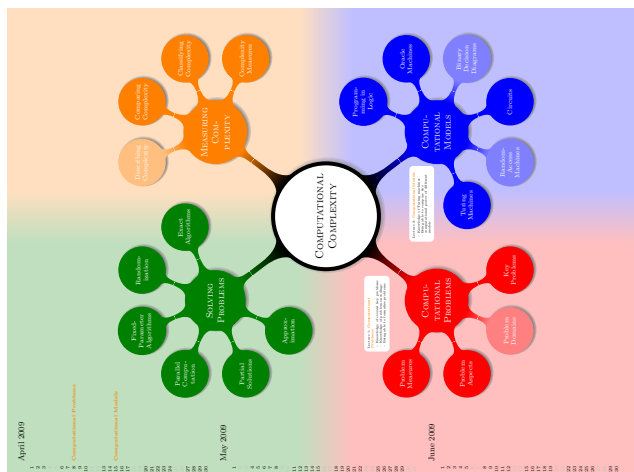
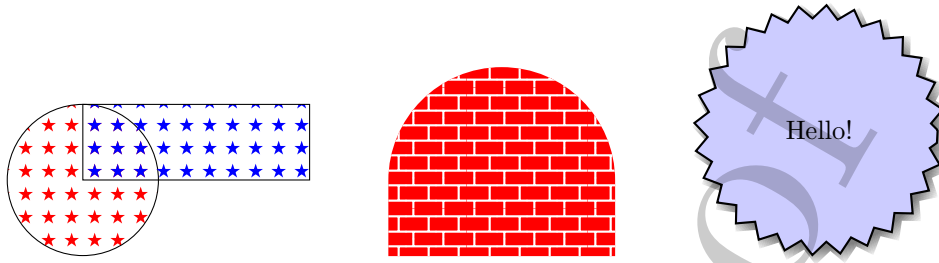
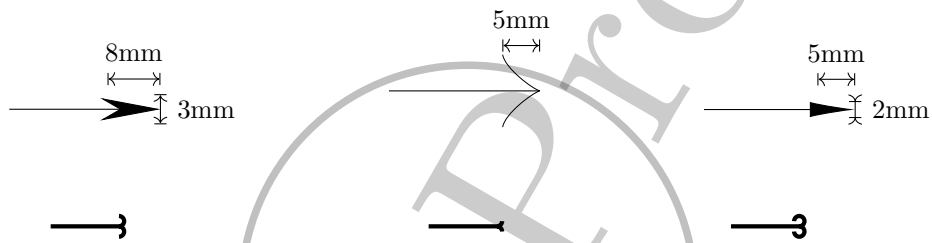


Figure 1: Cover

5 Fill Style



6 Arrows and Arcs



The Following Anote can use as BookTabs

Words over arrow left →



7 WaterProof

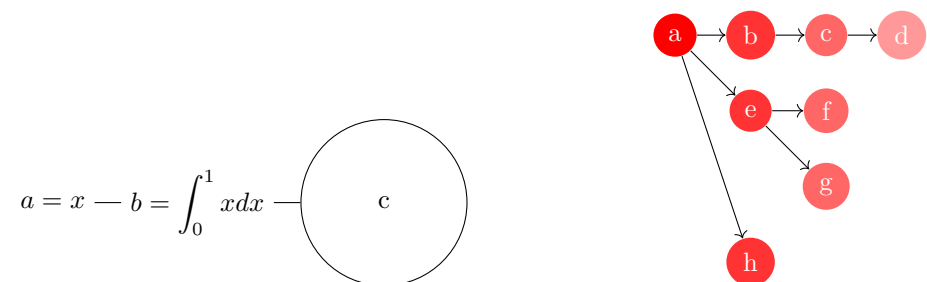
```
\begin{tikzpicture}[remember picture,overlay]
  \draw [line width=1mm,opacity=.25]
    (current page.center) circle (3cm);
  \node [rotate=60,scale=10,text opacity=0.2]
    at (current page.center) {WaterProof};
\end{tikzpicture}
```

8 Ball Drawing

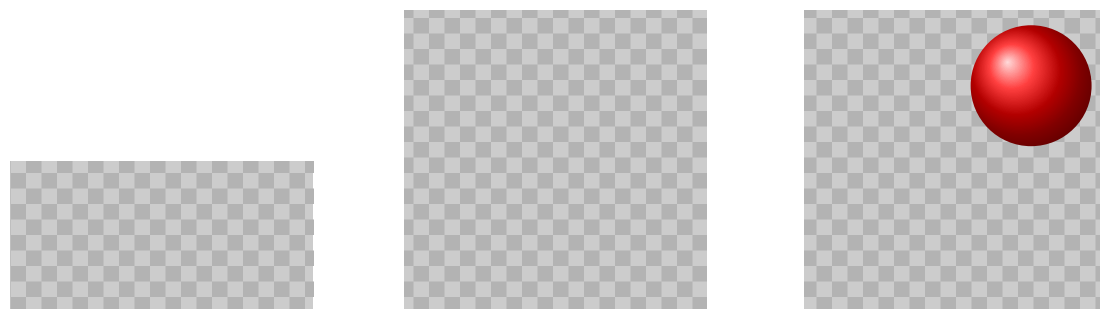
Use Enumerate package To chaneg The Deafault item Style

- The First
 - The Second
- First
 - Second

9 Graphs



10 Fading



11 Process

12 Animation

Now ,TikZ can Create Animations, But The output Format only Support .svg. Then you should add [dvisvgm] in the document sort like:

```
\documentclass[dvisvgm]article .
```

Of curse, you need import tikzlibrary **animations**.To Compile it, this is the step:

- latex main.tex
- dvisvgm main.dvi

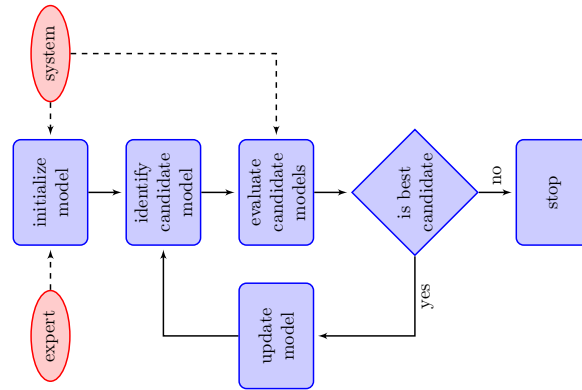


Figure 2: Process

13 Phylogenetic Tree

To Use This library,you need to Compile The source file using `LuaTeX`

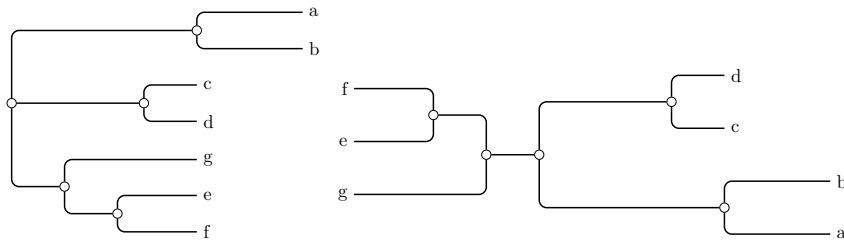


Figure 3: Phylogenetic Tree

14 Library

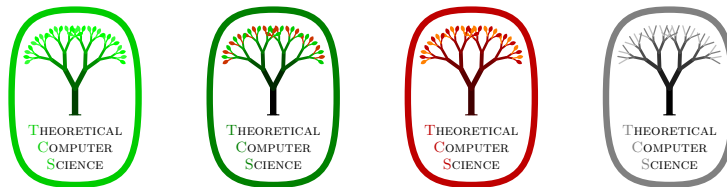
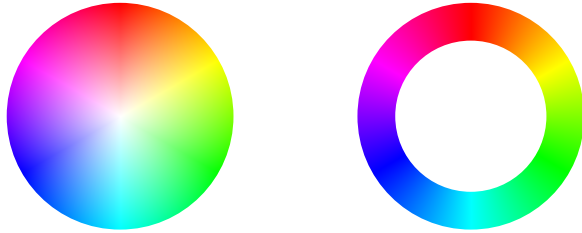


Figure 4: CSTree

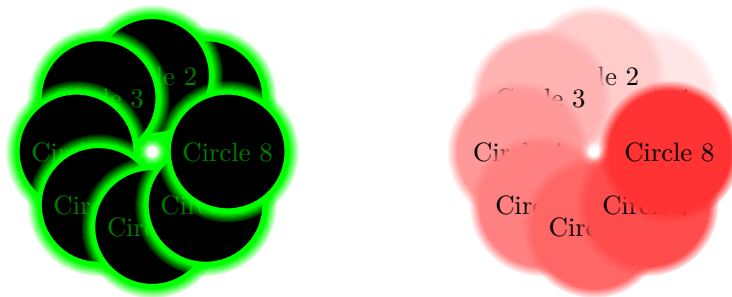
15 color wheel



16 TikZ Ball



17 Shadows



18 Lindenmayer Pics

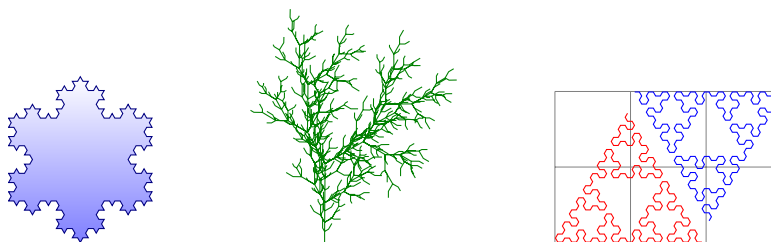


Figure 5: Lindenmayer Pic