The Ti*k*Zlings package
drawing animals and beings in Ti*k*Z

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https://github.com/samcarter/tikzlings
https://www.ctan.org/pkg/tikzlings

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Introduction

The Ti*k*Zlings are a collection of little animals (and beings) drawn in Ti*k*Z. It is the next evolutionary phase of the Ti*k*Zmarmots package extending it with further animals (and beings) and also adding the ability to natively use many of the accessories known from the Ti*k*Zducks package.

This package is work in progress, therefore I would be happy to hear your feedback and ideas how to improve the package. The head version of the source code can be found on github.com/samcarter/tikzlings, including a bug tracker – please make constructive use of it! If you seek any other assistance (not bug reports/feature requests), I suggest asking a question at topanswers.xyz/tex. A more stable package version can be found on CTAN (https://www.ctan.org/pkg/tikzlings) and is included in both MiKTEX and TEXLive as Ti*k*Zlings.

Acknowledgements

I'd like to thank the friendly and helpful community of TEX users for their suggestions, feedback and help to create this package and find a suitable name for it. As a thank you all the Ti*k*Zlings have a name which is in some way or another connected to the users of TEX.
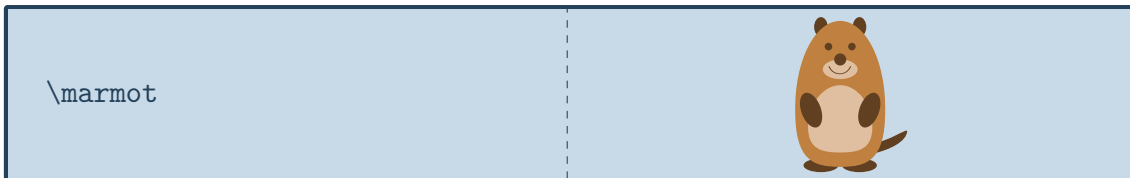
License

The TikZlings

The TikZlings package is a collection of packages. It can either be loaded as a whole with `\usepackage{tikzlings}` or the subpackages containing the individual animals (and beings) can be used separately, e.g. by loading `\usepackage{tikzlings-marmots}`.

The basic usage is the same for all animals (and beings). Inside a `tikzpicture`, the TikZlings can be added via `\<name_of_the_tikzling>`. For example

```
\marmot
```

will produce a marmot. All usual TikZ and `pgf` keys can be passed as optional argument to change the appearance. For example scaling and rotating the TikZlings can be done by

```
\penguin[rotate=30,scale=0.5]
```

In addition to the standard options provided by TikZ each TikZlings also comes with some additional options which are listed in the following sections. If these additional options consist of multiple words they are available both with and without spaces, for example `askphil` and `ask phil` will be treated as the same.

To make customisation of the TikZlings easier, some hooks are provided, which can be redefined by the user in order to add commands at specific layers:

- `\<name_of_the_tikzling>hookbackground`
- `\<name_of_the_tikzling>hookbelly`
- `\<name_of_the_tikzling>hookbody`
- `\<name_of_the_tikzling>hookforeground`

With regard to the individual components of the TikZlings, they are located in the following z order:
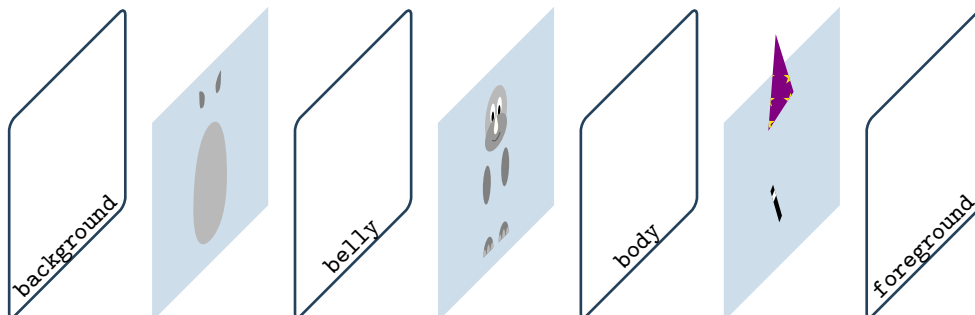
In addition the hooks `\tikzlinghookbackground`, `\tikzlinghookbelly`, `\tikzlinghookbody` and `\tikzlinghookforeground` are available and will effect all TikZlings.

A short example how the hooks can be used:

```
\newcommand{\mousehookbelly}{%
 \fill[red!80!black]
(0.55, 1.35) -- (0.65, 0.3) --
(-0.65, 0.3) -- (-0.55, 1.35)
-- (0.0, 0.9) -- cycle;
}
\mouse
```

List of all TikZlings:

Peter, the anteater

Package name

```
\usepackage{tikzlings-anteaters}
```

Basic Usage

```
\anteater
```

Options

The basic anteater can be modified by changing its colour:

```
\anteater[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\anteater[eye=red]
```

To view the anteater from behind:

```
\anteater[back]
```

The key 3D will make the anteater 3-dimensional:

```
\anteater[3D]
```

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And finally the contour key will only draw the outlines:

\anteater[contour=black]

Bär, the teddy bear

If you look very closely at the group picture in TUG goes to Rio you can spot the real Bär in it

Package name

```
\usepackage{tikzlings-bears}
```

Basic Usage

```
\bear
```

Options

The basic teddy bear can be modified by changing its colour:

```
\bear[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\bear[eye=red]
```

To view the teddy bear from behind:

```
\bear[back]
```

The key 3D will make the teddy bear 3-dimensional:

```
\bear[3D]
```

And finally the `contour` key will only draw the outlines:

```
\bear[contour=black]
```

Extension

The Bär and Ulrike Fischer wrote the fantastic `bearwear` package, that provides many different clothing options for the `TikZbears`. All the other Ti*k*Zlings admire them for the nice clothing!

A short example:

```
%\usepackage{bearwear}
\bear
\bearwear[
  long sleeves,
  shirt=red!80!black
]
```

Many more options and examples can be found in the package documentation https://ctan.org/pkg/bearwear.

Beeing, the bee

The bee was kindly contributed by @marmot

Package name

```
\usepackage{tikzlings-bees}
```

Basic Usage

```
\bee
```

Options

The basic bee can be modified by changing its colour:

```
\bee[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\bee[antennas=red]
```

```
\bee[eye=red]
```

`\bee[mouth=red]`	
`\bee[wings=red]`	
`\bee[hands=red]`	
`\bee[stripes=red]`	

To view the bee from behind:

`\bee[back]`	

The key 3D will make the bee 3-dimensional:

`\bee[3D]`	

And finally the `contour` key will only draw the outlines:

`\bee[contour=black]`	

MisTikZelees, the cat

Named after the worlds best singing cat

Package name

```
\usepackage{tikzlings-cats}
```

Basic Usage

```
\cat
```


Options

The basic cat can be modified by changing its colour:

```
\cat[body=blue]
```
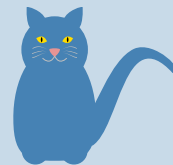

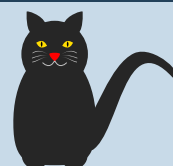In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\cat[eye=green]
```
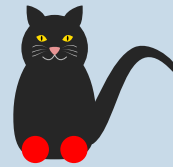


```
\cat[pupil=red]
```



```
\cat[nose=red]
```

```
\cat[whiskers=red]
```

```
\cat[paws=red]
```

The shape of the `pupil` can be changed with the `pupilwidth` option:
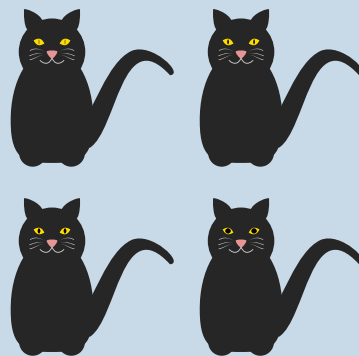
```
\cat[pupilwidth=0.015]
```

Additionally several predefined widths exist:

```
\cat[narrow pupils]

\cat[medium pupils]

\cat[wide pupils]

\cat[very wide pupils]
```

There is also the special option `schroedinger`. This cat is both alive and dead as long as you did not compile your document. Be prepared for a possibly disturbing scene when you open the pdf, this option is not suited for sensitive Ti*k*Zlings.

```
\cat[schroedinger]
```

To view the cat from behind:

```
\cat[back]
```
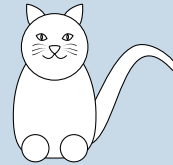
Finally the key 3D will make the cat 3-dimensional:

`\cat[3D]`

And finally the `contour` key will only draw the outlines:
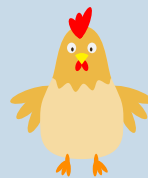
`\cat[contour=black]`

Polly, the chicken

Polly is named after the Italian word for chicken "pollo"

Package name

```
\usepackage{tikzlings-chickens}
```
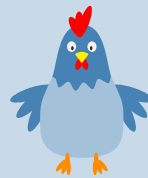
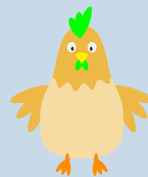## Basic Usage

```
\chicken
```

Options

The basic chicken can be modified by changing its colour:
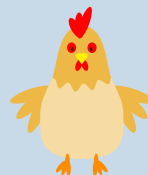
```
\chicken[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:
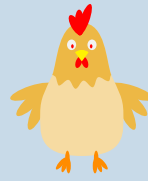
```
\chicken[comb=green]
```

```
\chicken[eye=red]
```

```
\chicken[pupil=red]
```

```
\chicken[bill=red]
```
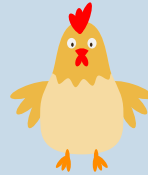
```
\chicken[feet=red]
```
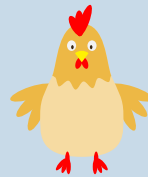
There is also the special option baby which will draw a baby chicken called *Pio*:

```
\chicken[baby=yellow]
```

To view the chicken from behind:

```
\chicken[back]
```

Finally the key 3D will make the chicken 3-dimensional:

```
\chicken[3D]
```

And finally the contour key will only draw the outlines:

```
\chicken[contour=black]
```
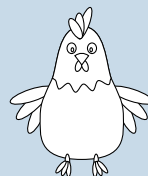
007, the coati

Named after a coati living in the zoo of Mönchengladbach

Package name

```
\usepackage{tikzlings-coatis}
```

Basic Usage

```
\coati
```

Options

The basic coati can be modified by changing its colour:

```
\coati[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\coati[eye=red]
```

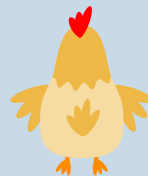The head of the coati can be rotated, but please don't overdo this, otherwise his neck might break!

```
\coati[rotatehead=-15]
```

For the head an alternative sidewards facing head is available. It can be combined with the `rotatehead` option.

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```
\coati[sideward]
```

To view the coati from behind:

```
\coati[back]
```

Finally the key 3D will make the coati 3-dimensional:

```
\coati[3D]
```

And finally the contour key will only draw the outlines:

```
\coati[contour=black]
```

Sieglinde, the hippo

For the winner of the 2019 Groundhog Challenge

Package name

```
\usepackage{tikzlings-hippos}
```

Basic Usage

```
\hippo
```

Options

The basic hippo can be modified by changing its colour:

```
\hippo[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\hippo[eye=red]
```

```
\hippo[pupil=red]
```

The hippo can also do its nails:

```
\hippo[toes=red]
```

To view the hippo from behind:

```
\hippo[back]
```
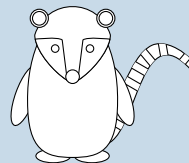
The key 3D will make the hippo 3-dimensional:

```
\hippo[3D]
```

And finally the contour key will only draw the outlines:

```
\hippo[contour=black]
```
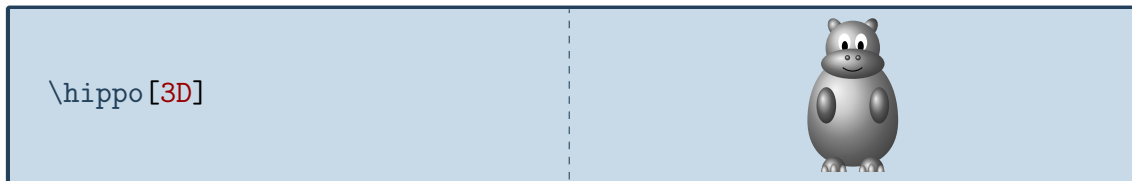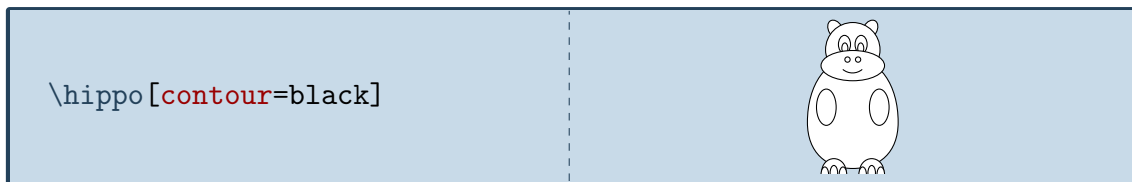
Will, the koala

The koala was generously contributed by @marmot and is named in honour of a LaTeX developer from Down Under

Package name

```
\usepackage{tikzlings-koalas}
```

Basic Usage

```
\koala
```

Options

The basic koala can be modified by changing its colour:

```
\koala[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\koala[eye=red]
```

It can also blush

```
\koala[blush]
```
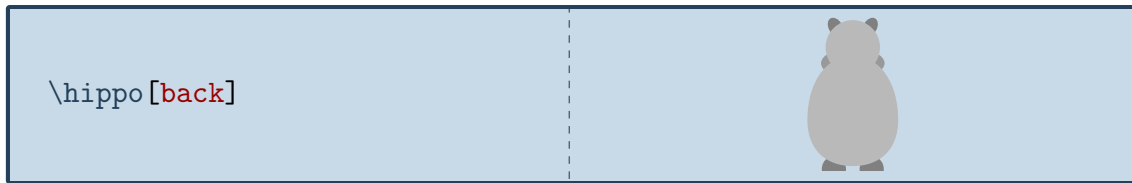
and if tired, it is going to take a nap:

```
\koala[sleeping]
```

To view the koala from behind:

```
\koala[back]
```

Finally the key 3D will make the koala 3-dimensional:

```
\koala[3D]
```

And finally the contour key will only draw the outlines:

```
\koala[contour=black]
```

Phil, the marmot

Phil got his name from Punxsutawney Phil, the famous weather forecasting groundhog

Package name

```
\usepackage{tikzlings-marmots}
```

Basic Usage

```
\marmot
```

Options

The basic marmot can be modified by changing its colour:

```
\marmot[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\marmot[eye=red]
```

The marmot can also blush

```
\marmot[blush]
```

and whiskers can be added:

```
\marmot[whiskers=gray]
```

Some marmots even show their chisel teeth:

```
\marmot[teeth=white]
```

or can cast a shadow:

```
\marmot[shadow]
```

This ability is important if you want to ask Punxsutawney Phil[1] on Groundhog Day how the weather is going to be. With a probability derived from the statistics of 120 Groundhog Days[2] the option askphil might or might not result in a shadow.

```
\marmot[askphil]
```

If a good weather prognosis is derived, the happy marmot can dance by lifting up its left and right foot:

```
\marmot[leftstep]
\marmot[rightstep,xshift=2cm]
```
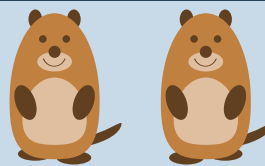
To view the marmot from behind:

```
\marmot[back]
```

Finally the key 3D will make the marmot 3-dimensional:

---

[1] https://en.wikipedia.org/wiki/Punxsutawney_Phil
[2] https://www.livescience.com/32974-punxsutawney-phil-weather-prediction-accuracy.html

```
\marmot[3D]
```

And finally the `contour` key will only draw the outlines:

```
\marmot[contour=black]
```

Wilhelm, the mole

The mole was added in celebration of the international mole day and is named after the chemist Wilhelm Ostwald

Package name

```
\usepackage{tikzlings-moles}
```

Basic Usage

Attention: In contrast to the other TikZlings the macro name is the plural form to avoid conflicts with `siunitx` and similar packages.

```
\moles
```

Options

The basic mole can be modified by changing its colour:

```
\moles[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\moles[eye=red]
```

```
\moles[muzzle=red]
```

`\moles[`hands`=red]`

`\moles[`feet`=red]`

To view the mole from behind:

`\moles[`back`]`

The key 3D will make the mole 3-dimensional:

`\moles[`3D`]`

And finally the `contour` key will only draw the outlines:

`\moles[`contour`=black]`

Tokz, the mouse

The idea for the mouse came from an Italian LaTeX user – Tokz is a combination of the Italian word for mouse and TikZ

Package name

```
\usepackage{tikzlings-mice}
```

Basic Usage

```
\mouse
```

Options

The basic mouse can be modified by changing its colour:

```
\mouse[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\mouse[eye=red]
```

The rotation angle of its arms can be adjusted:

```
\mouse[rotatearms=40]
```

And the mouse can lift its legs:

```
\mouse[leftstep]
\mouse[rightstep,xshift=2cm]
```

To view the mouse from behind:

```
\mouse[back]
```
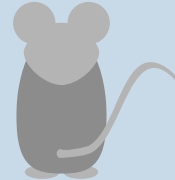
The key 3D will make the mouse 3-dimensional:

```
\mouse[3D]
```
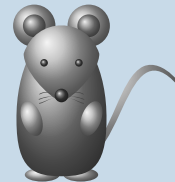
And finally the contour key will only draw the outlines:
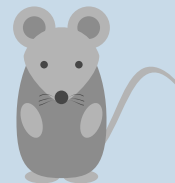
```
\mouse[contour=black]
```

Jake, the owl

The owl Jake was inspired by the avatar of one of the world's top TikZperts

Package name

```
\usepackage{tikzlings-owls}
```
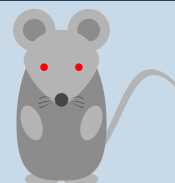
Basic Usage

```
\owl
```

Options

The basic owl can be modified by changing its colour:
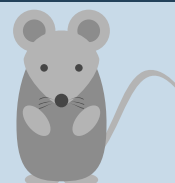
```
\owl[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\owl[eye=red]
```

```
\owl[pupil=red]
```

```
\owl[bill=red]
```

```
\owl[feet=red]
```

To view the owl from behind:

```
\owl[back]
```

Finally the key 3D will make the owl 3-dimensional:

```
\owl[3D]
```

And finally the contour key will only draw the outlines:

```
\owl[contour=black]
```

Meng Meng, the panda

Meng Meng is named after one of the pandas at the zoological garden Berlin

Package name

```
\usepackage{tikzlings-pandas}
```

Basic Usage

```
\panda
```

Options

The basic panda can be modified by changing its colour:

```
\panda[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\panda[eye=red]
```

```
\panda[pupil=red]
```

To view the panda from behind:

```
\panda[back]
```

The key 3D will make the panda 3-dimensional:

```
\panda[3D]
```

And finally the contour key will only draw the outlines:

```
\panda[contour=black]
```

Tux, the penguin

Dedicated to the Linux mascot

Package name

```
\usepackage{tikzlings-penguins}
```

Basic Usage

```
\penguin
```

Options

The basic penguin can be modified by changing its colour:

```
\penguin[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\penguin[eye=red]
```

```
\penguin[pupil=red]
```

```
\penguin[bill=red]
```

```
\penguin[belly=red]
```

```
\penguin[feet=red]
```

To view the penguin from behind:

```
\penguin[back]
```

Finally the key 3D will make the penguin 3-dimensional:

```
\penguin[3D]
```

And finally the contour key will only draw the outlines:

```
\penguin[contour=black]
```

Ms Piggy, the pig

Added on February 5th, 2019 to commemorate the Chinese year of the pig

Package name

```
\usepackage{tikzlings-pigs}
```

Basic Usage

```
\pig
```

Options

The basic pig can be modified by changing its colour:

```
\pig[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:
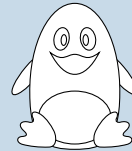
```
\pig[eye=red]
```

To view the pig from behind:

```
\pig[back]
```

The key 3D will make the pig 3-dimensional:

`\pig[3D]`

And finally the `contour` key will only draw the outlines:

`\pig[contour=black]`

Dürer, the rhino

Named after Albrecht Dürer who painted an amazing rhino merely based on stories

Package name

```
\usepackage{tikzlings-rhinos}
```

Basic Usage

```
\rhino
```

Options

The basic rhino can be modified by changing its colour:

```
\rhino[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\rhino[eye=red]
```

```
\rhino[pupil=red]
```

The hippo can also do its nails:
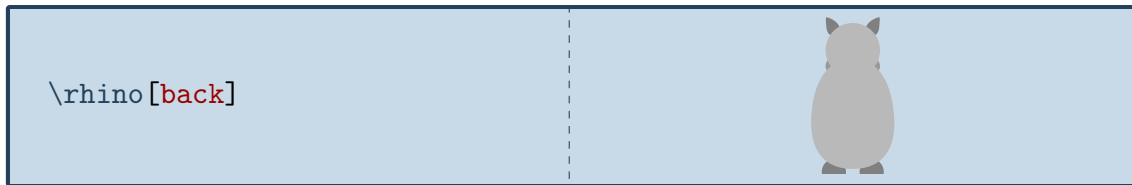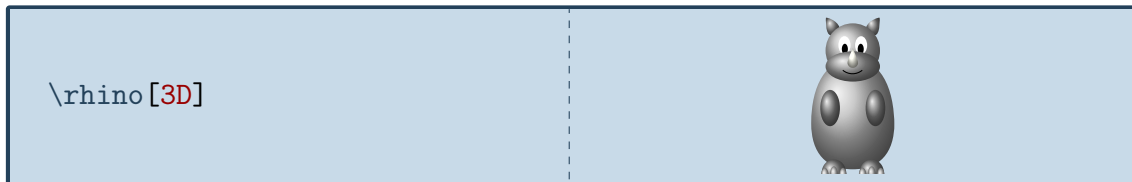
```
\rhino[toes=red]
```

To view the rhino from behind:

```
\rhino[back]
```

The key 3D will make the rhino 3-dimensional:

```
\rhino[3D]
```

And finally the contour key will only draw the outlines:

```
\rhino[contour=black]
```
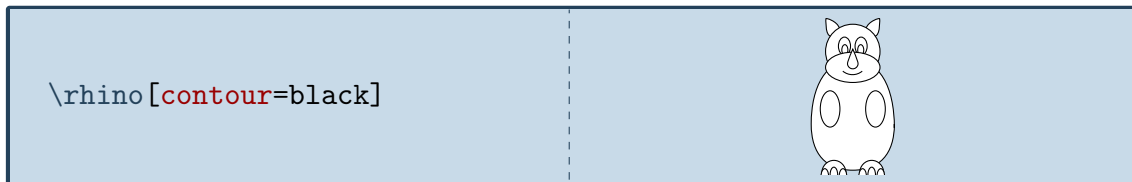
Mókollur, the sheep

The sheep was kindly contributed by @Plergux. Mókollur is a bit silly and likes to goof off. This sheep's favourite food are boiled potatoes.

Package name

```
\usepackage{tikzlings-sheep}
```

Basic Usage

```
\sheep
```

Options

The basic sheep can be modified by changing its colour:

```
\sheep[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\sheep[eye=red]
```

The sheep can also blush

```
\sheep[blush]
```

and put on a monocle

`\sheep[monocle]`

To view the sheep from behind:

`\sheep[back]`

The key 3D will make the sheep 3-dimensional:

`\sheep[3D]`

And finally the `contour` key will only draw the outlines:

`\sheep[contour=black]`

Riley, the sloth

One of good souls behind the TugBoat once met a sloth called Riley

Package name

```
\usepackage{tikzlings-sloths}
```

Basic Usage

```
\sloth
```

Options

The basic sloth can be modified by changing its colour:

```
\sloth[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\sloth[eye=red]
```

If tired, the sloth can take a nap:

```
\sloth[sleeping]
```

To view the sloth from behind:

```
\sloth[back]
```

Finally the key 3D will make the sloth 3-dimensional:

```
\sloth[3D]
```

And finally the contour key will only draw the outlines:

```
\sloth[contour=black]
```

Ratatosk, the squirrel

named after the squirrel from Norse mythology who climbs around Yggdrasil

Package name

```
\usepackage{tikzlings-squirrels}
```

Basic Usage

```
\squirrel
```

Options

The basic squirrel can be modified by changing its colour:

```
\squirrel[body=blue]
```

In addition to the colour of the body, the colour of the eyes can be adjusted:

```
\squirrel[eye=red]
```

```
\squirrel[pupil=red]
```

To view the squirrel from behind:

```
\squirrel[back]
```

Finally the key 3D will make the squirrel 3-dimensional:

`\squirrel[3D]`

And finally the `contour` key will only draw the outlines:

`\squirrel[contour=black]`

Yuki, the snowman

Yuki is the transcription of the Japanese word for snow

Package name

```
\usepackage{tikzlings-snowmen}
```

Basic Usage

```
\snowman
```

Options

The basic snowman can be modified by changing its colour:

```
\snowman[body=blue]
```

In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\snowman[eye=red]
```

```
\snowman[nose=red]
```

```
\snowman[mouth=red]
```

```
\snowman[buttons=red]
```

The biggest enemy of the snowman are raising temperatures:

```
\snowman[globalwarming,tophat]
```

To view the snowman from behind:

```
\snowman[back]
```

Finally the key 3D will make the snowman 3-dimensional:

```
\snowman[3D]
```

And finally the contour key will only draw the outlines:

```
\snowman[contour=black]
```

... , the Ti*k*Zling

The inventor of the word TikZlings has yet to come up with a name for the TikZling

Package name

```
\usepackage{tikzlings}
```

Basic Usage

```
\tikzling
```


Options

Only options common for all Ti*k*Zlings are supported for the `\tikzling`. These are the ability to change the body colour

```
\tikzling[body=blue]
```


to view the Ti*k*Zlings from behind

```
\tikzling[back]
```


and the 3D key, which will make the Ti*k*Zlings 3-dimensional:

```
\tikzling[3D]
```


And finally the `contour` key will only draw the outlines:

`\tikzling[contour=black]`

If an option of a specific tikzlings is used (for example `sleeping` which only the koala and sloth can do) this only works if you are lucky and one of them is drawn, in all other cases it will result in an error.

In addition all usual TikZ and `pgf` keys can be used in the optional argument as well as the accessories presented in the following section.

Accessories

To customise the TikZlings the package provides a number of accessories which can be added to all the TikZlings simply by adding the respective keyword as optional argument:

```
\bear[hat]
```

For most of these items, the colour can be customised:

```
\koala[crown=orange!50!yellow]
```

Unfortunately it is very difficult to create accessories that will fit all the different shapes of the TikZlings. Therefore it is also possible to add them separately as optional argument of the \thing macro, which allows more control of their size and placement:

```
\owl
\thing[tophat,scale=1.5,yshift
    =-0.6cm,xshift=-0.05cm]
```

A list of all available accessories is given below. For completeness the default colours for each key are shown, but actually it is unnecessary unless it should be changed. In case more than one key is shown, all but the first are optional.
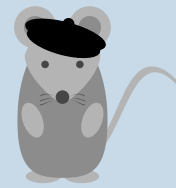
Hats

```
\penguin[
    hat=blue!40!black
]
```

```
\snowman[
    tophat=black!90!white
]
```

```
\mouse[
  beret=black
]
```

```
\anteater[
  strawhat=blue,
  ribbon=black
]
```

```
\coati[
  harlequin=blue,
  niuqelrah=red
]
```

```
\cat[
  witch=gray
]
```

```
\bear[
  magichat=violet,
  magicstars=yellow!80!brown
]
```

```
\sheep[
  crown=yellow!90!orange
]
```

```
\koala[
  queencrown=yellow
]
```

```
\marmot[
  kingcrown=gray
]
```

```
\mouse[
  santa=red!80!black
]
```

```
\bear[
  chef=gray!20!white
]
```

```
\snowman[
  graduate=black,
  tassel=red
]
```

```
\penguin[
  alien=green
]
```
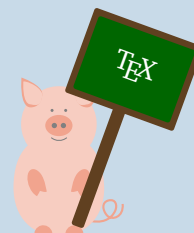
Communication

```
\coati[
  book={\tiny\TeX},
  bookcolour=brown
]
```
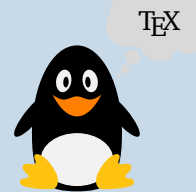
```
\pig[
  signpost={\TeX},
  signcolour= brown!50!black,
  signback=green!40!black
]
```

```
\bear[
  speech={\TeX},
  bubblecolour=gray!30!white
]
```



```
\penguin[
  think={\TeX},
  bubblecolour=gray!30!white
]
```


Food

```
\koala[
  pizza
]
```



```
\mouse[
  cheese=yellow!30!orange!60!
    white
]
```



```
\coati[
  baguette=brown
]
```



```
\moles[
  cake=violet
]
```



```
\marmot[
  icecream=brown!60!gray,
  flavoura=brown!50!black,
  flavourb=white!70!brown,
  flavourc=red!50!white
]
```

```
\penguin[
  milkshake=red!20!white
]
```



```
\owl[
  wine=red!70!black
]
```


Sports

```
\coati[
  cricket=brown
]
```



```
\bee[
  hockey=brown
]
```



```
\squirrel[
  football=white
]
```


Other items

```
\marmot[
  crystalball=cyan
]
```



```
\bear[
  magicwand
]
```

```
\coati[
  rollingpin=brown
]
```

```
\penguin[
  lightsaber=green
]
```

```
\snowman[
  torch=gray
]
```

```
\mouse[
  basket=brown!70!gray
]
```

```
\sloth[
  easter=brown!70!gray,
  egga=blue,
  eggb=green,
  eggc=red
]
```

```
\koala[
  crozier=brown
]
```

```
\snowman[
  shovel=gray
]
```

```
\penguin[
  pickaxe=gray
]
```

```
\rhino[
  umbrella=cyan
]
```



```
\marmot[
  umbrellaclosed=cyan
]
```



```
\mouse[
  handbag=red!70!black
]
```



```
\bear[
  cocktail
]
```