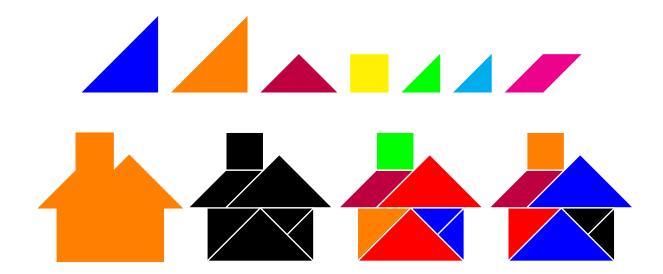
TangramTikz [en]

Tangrams, with TikZ, with solution and/or color.

Version 0.1.1 - 26/01/2023

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https://github.com/cpierquet/TangramTikz

- ▶ Some commands to display existing Tangrams.
- ▶ Create tangram, with postionning manually the pieces.
- ightharpoonup Idea(s) from https://tex.stackexchange.com/questions/407449/typesetting-tangram-figures-in-latex



MEX

pdflATEX

LualATEX

TikZ

T_EXLive

MiKTEX

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Part I

Introduction

1 The package TangramTikz

1.1 Source

Some of the ideas are coming from https://tex.stackexchange.com/questions/407449/typesetting-tangram-figures-in-latex, specially from Andrew Stacey.

The package has been built around the ideas from Andrew Stacey.

1.2 Loading of the package, used packages

The package TangramTikz loads into the preamble by :

```
\usepackage{TangramTikz}
```

It's fully copatible with usuals compilations, such as latex, pdflatex, lualatex or xelatex.

It loads the packages and libraries:

- tikz awith libraries (calc) ans (shapes.geometric);
- xstring, xparse, simplekv and listofitems.

1.3 The package itself

The idea is to, thanks to TikZ, propose commands to display a Tangram Puzzle :

- with full pieces;
- by puzzle with border pieces;
- by puzzle with border colored pieces.

```
%independant command to display a Tangram
\TangramTikz[keys] < options tikz > { tangram_name}
```

There's also an environment and a special command to build the puzzle, by positionning the pieces.

```
%environment, with keys, and positionning the pieces
\begin{EnvTangramTikz} [keys] < options tikz>

%positionning the pieces
\PieceTangram[keys] < options pic> (offsetH,offsetV) {TangBigTri}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangBigTri}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangMedTri}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangSmalTri}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangSmalTri}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangSqua}
\PieceTangram[keys] < options pic> (offsetH,offsetH) {TangPara}

%\filldraw[black] (0,0) circle[radius=4pt]; %help for positionning
\end{EnvTangramTikz}
```

Part II

Usage of the package

2 Manually

2.1 The pieces of the Tangram

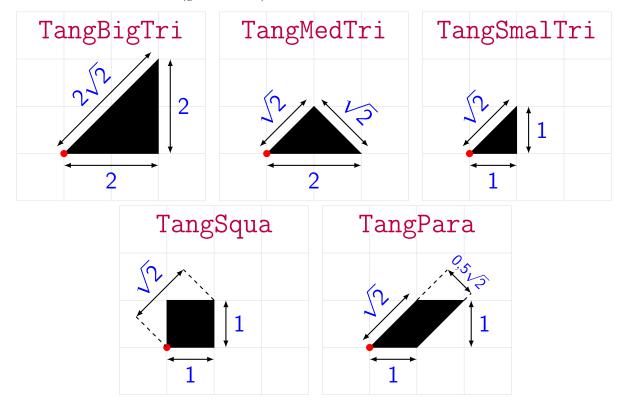
A Tangram is composed by 7 pieces:

- 2 big triangles; 1 medium triangle; 2 small triangles;
- 1 square;
- 1 parallelogram.

Each piece of the Tangram is defined in TikZ, by an independent pic..

A figure to show the 5 pieces:

- with the name of the pic;
- with the initial orientation;
- ullet with thier initial origin;
- with their common dimensions (given in unit).



Each piece can:

- rotated, thanks to TikZ' option rotate=...;
- fliped vertically or horizontally, thanks to TikZ' option xscale=-1 and yscale=-1;
- moved, by placing it at point (x,y).

Each piece comes with a TikZ' style :

- TangPuzz : piece of Tangram, full, with a color (**(black)** by default) ;
- TangSol: piece of tangram, with white border, with a color (**\langle black \rangle** by default).

2.2 Positionning of the pieces

A first method is to use pic syntax in TikZ:

```
%environment or tikz command
\pic[style,rotate=...,xscale=...] at (x,y) {piece_name};
```

The package TangramTikz proposes a specific command to place the pieces :

```
%environment or tikz command
\PieceTangram[style={color}]<xscale=...,yscale=...,rotate=...>(x,y){piece_name}
```

A Tangram is built form the 7 pieces, by:

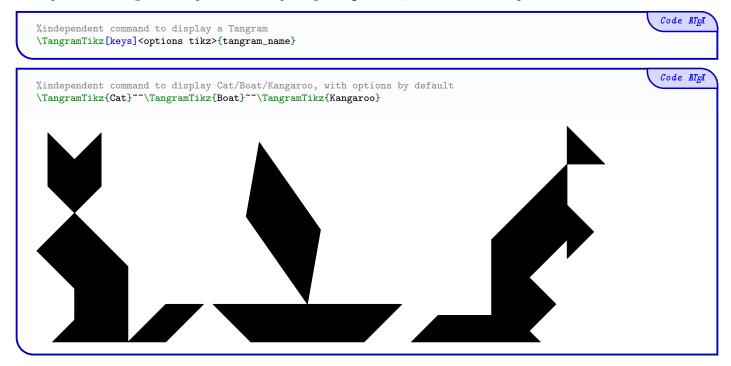
- putting pieces at origin;
- $\bullet \ rotating/fliping$ for the correct orientation ;
- translating for the correct position.

```
Code ATEX
%Correction colored version, initial size
\begin{EnvTangramTikz}
    \PieceTangram[TangSol={green}]({0},{0}){TangSqua}
    \PieceTangram[TangSol={red}]({-1.5},{1}){TangBigTri}
    \PieceTangram[TangSol={red}]<rotate=-90>({0.5},{3}){TangBigTri}
   \PieceTangram[TangSol={purple}] < xscale=-1, rotate=0>({2.5}, {2}) {TangPara}
   \PieceTangram[TangSol={blue}]({-1.5},{2}){TangSmalTri}
   \PieceTangram[TangSol={orange}]({-0.5},{3}){TangMedTri}
    \filldraw[black] (0,0) circle[radius=2pt]; %help
\verb|\end{EnvTangramTikz}|
%Normal version, initial size
\begin{EnvTangramTikz}
    \PieceTangram[TangPuzz]({0},{0}){TangSqua}
    \PieceTangram[TangPuzz]({-1.5},{1}){TangBigTri}
   \PieceTangram[TangPuzz] < rotate = -90 > ({0.5},{3}) {TangBigTri}
   \PieceTangram[TangPuzz] < xscale=-1, rotate=0>({2.5}, {2}){TangPara}
    \PieceTangram[TangPuzz]({-1.5},{2}){TangSmalTri}
    \PieceTangram[TangPuzz] < xscale=-1, rotate=90>(\{-0.5\},\{2\})\{TangSmalTri\}
    \PieceTangram[TangPuzz]((-0.5),(3)){TangMedTri}
\end{EnvTangramTikz}
```

Automatic Method 3

3.1 Command

Some predefined tangrams are present in the package TangramTikz, and thre's an independent command to "call" them:



Keys, options and arguments

The first argument, optional and between [...], give the keys:

- the boolean (Puzzle) to display uni-color pieces, without border; default : (true)
- the boolean (Correction) to display *uni*-color pieces, with border; default : (false)
- (Color) to configure the *uni*-color with the above bololeans;
- the boolean (ColorCorrection) to display colored pieces with border ; default : (false)
- (ColorList) which are the colors of the pieces (BT, MT, ST, SQUA, PARA);

default : (red, orange, blue, green, purple)

• (Sep), the width of the border in (Correction) mode.

default : (1pt)

default : (black)

The second argument, optional ans between $\langle \ldots \rangle$, give options to the TikZ environnement, for example:

- unit(s) change, scale change;
- rotation, vertical alignment;
- etc

The third argument, mandatory and between $\{\ldots\}$ is the name of the predefined tangram:

- Square
- Cat
- Candle
- Dog

• Dancer

- Pinguin
- Swan
- Shirt
- Plane
- Camel

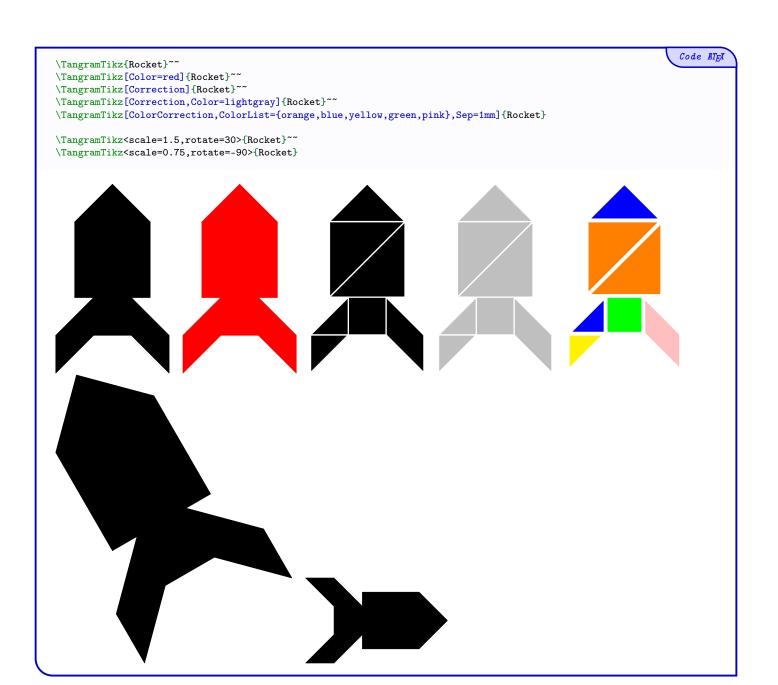
- Boat
- Pyramid
- Fish

- Rabbit

- Home
- Duck
- Sailboat
- Rooster

- FirTree
- Rocket
- Kangaroo
- Jogger

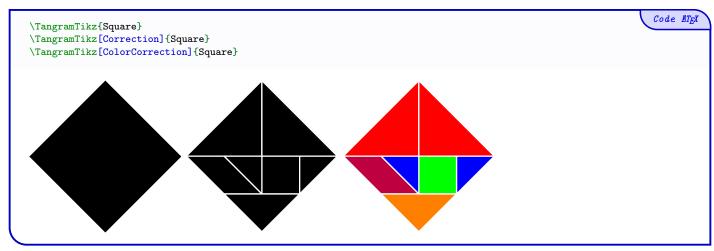
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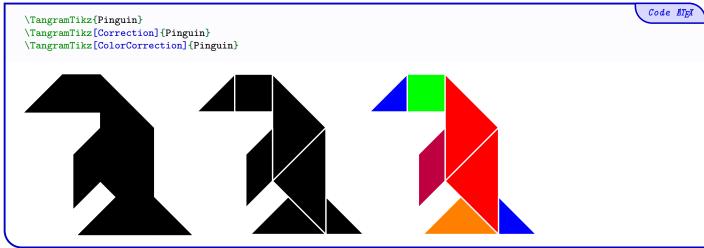


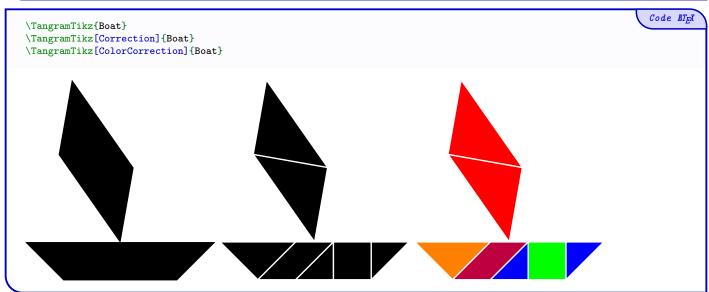
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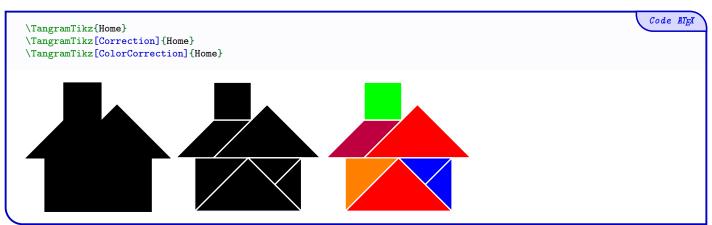
Part III

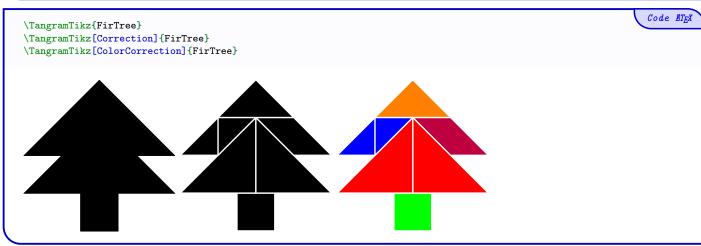
Gallery of Tangrams

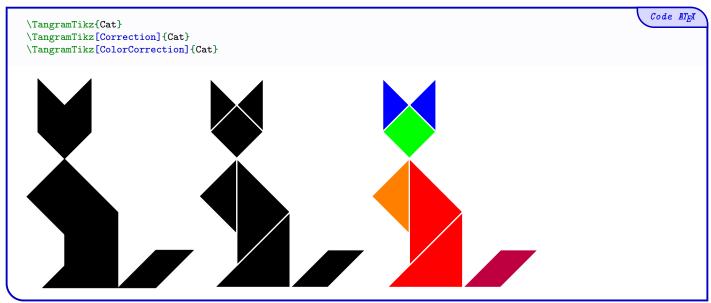


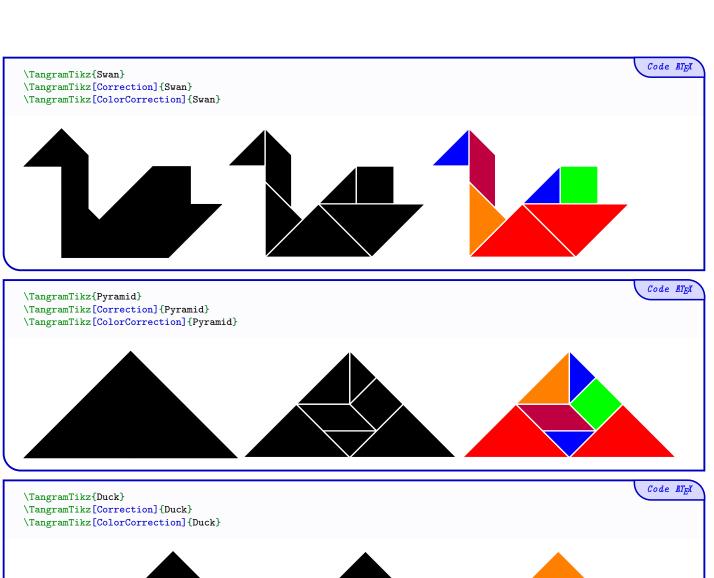


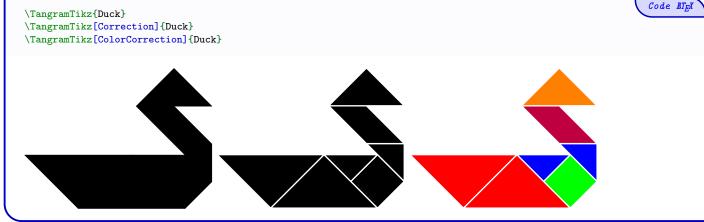


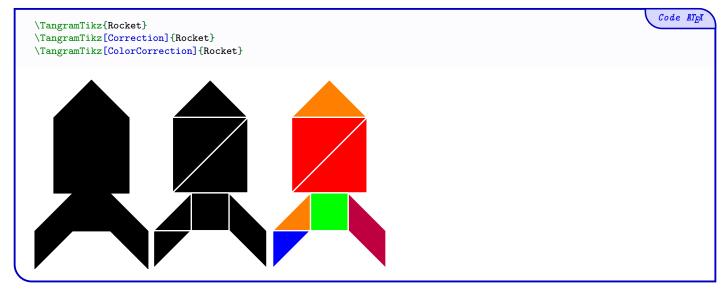


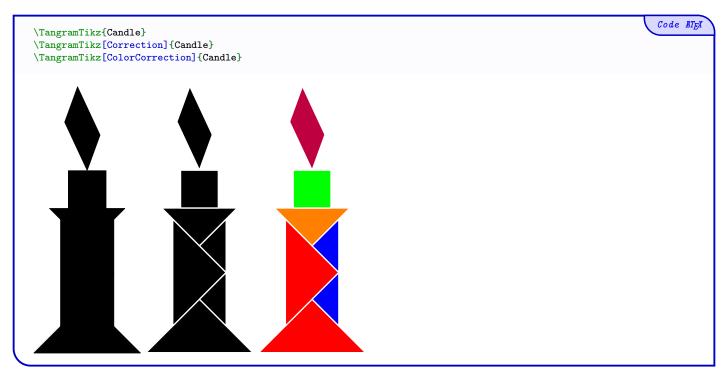


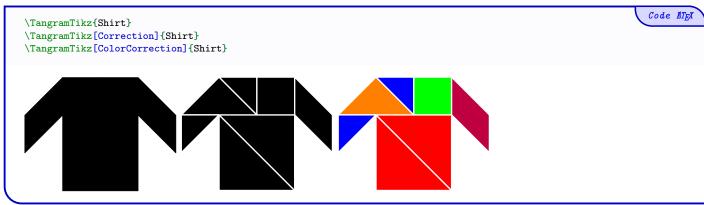


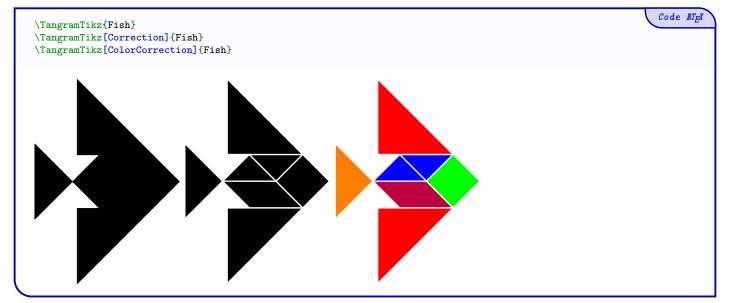


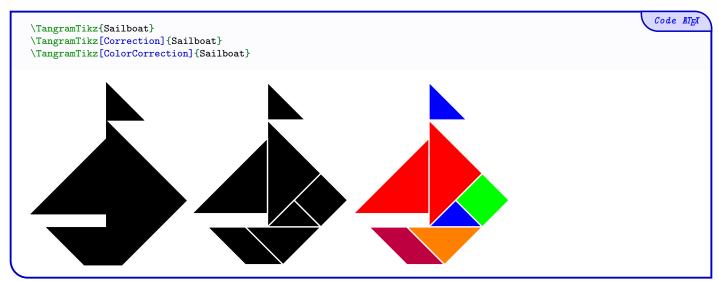




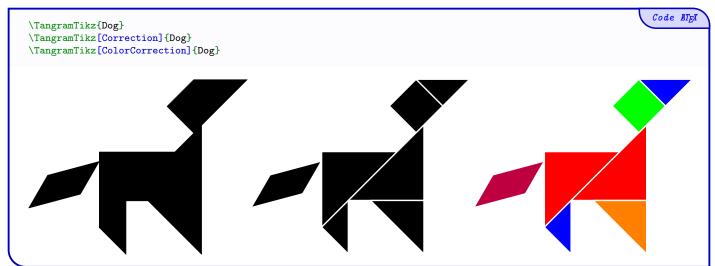


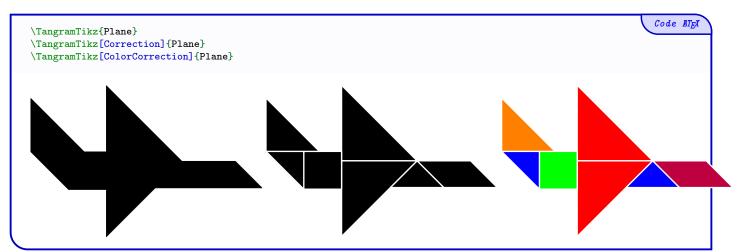


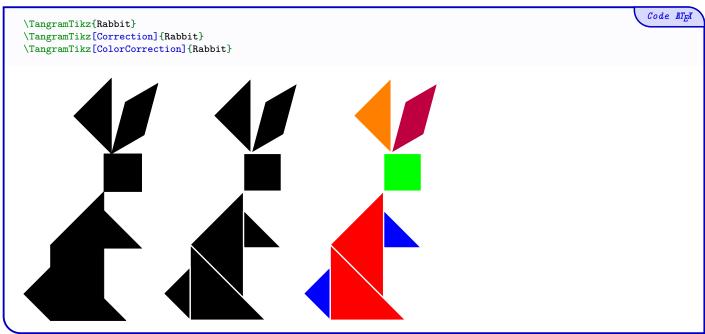




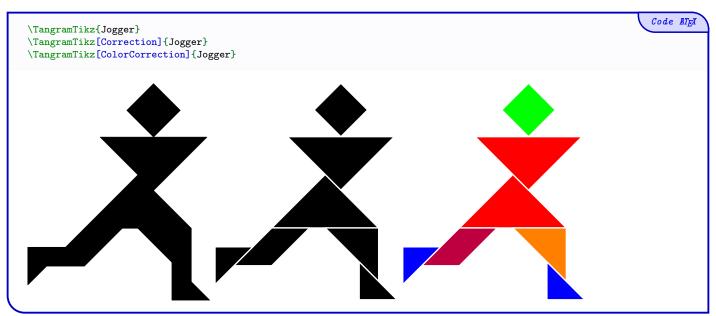


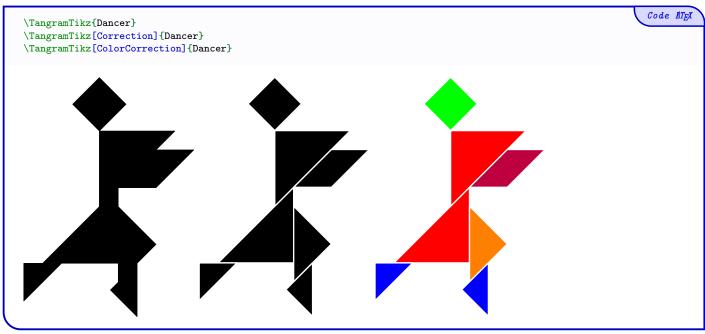


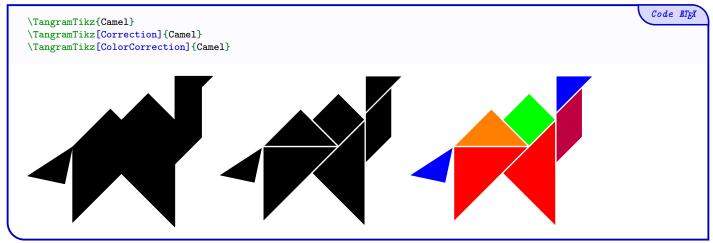












Part IV

History

v0.1.1: New models v0.1.0: Initial version