

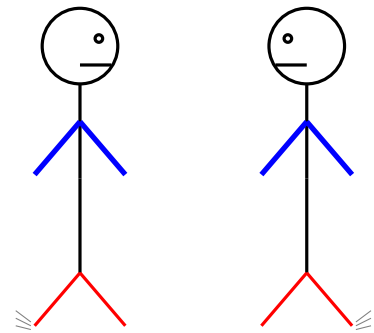
Tikz Examples

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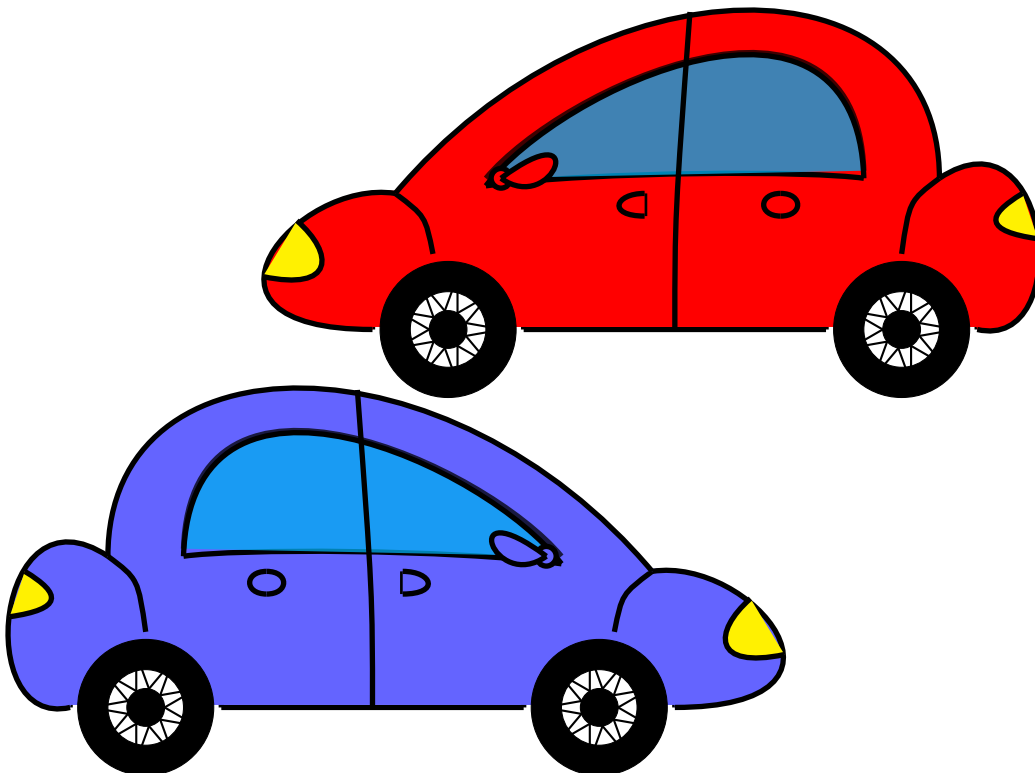
May 20, 2019

1 Cartoon art in Tikz

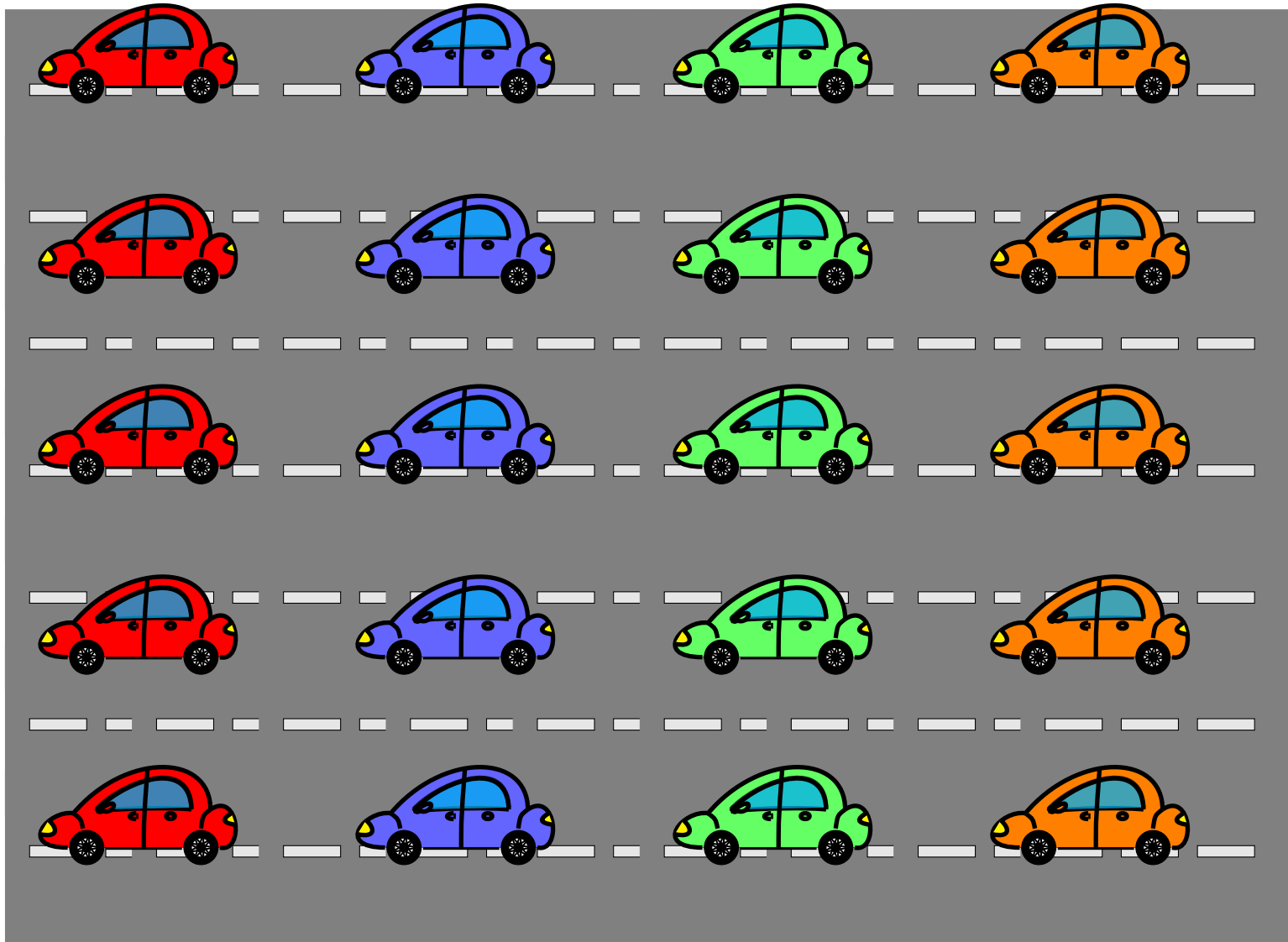
1.1 Stick Figures



1.2 Cars



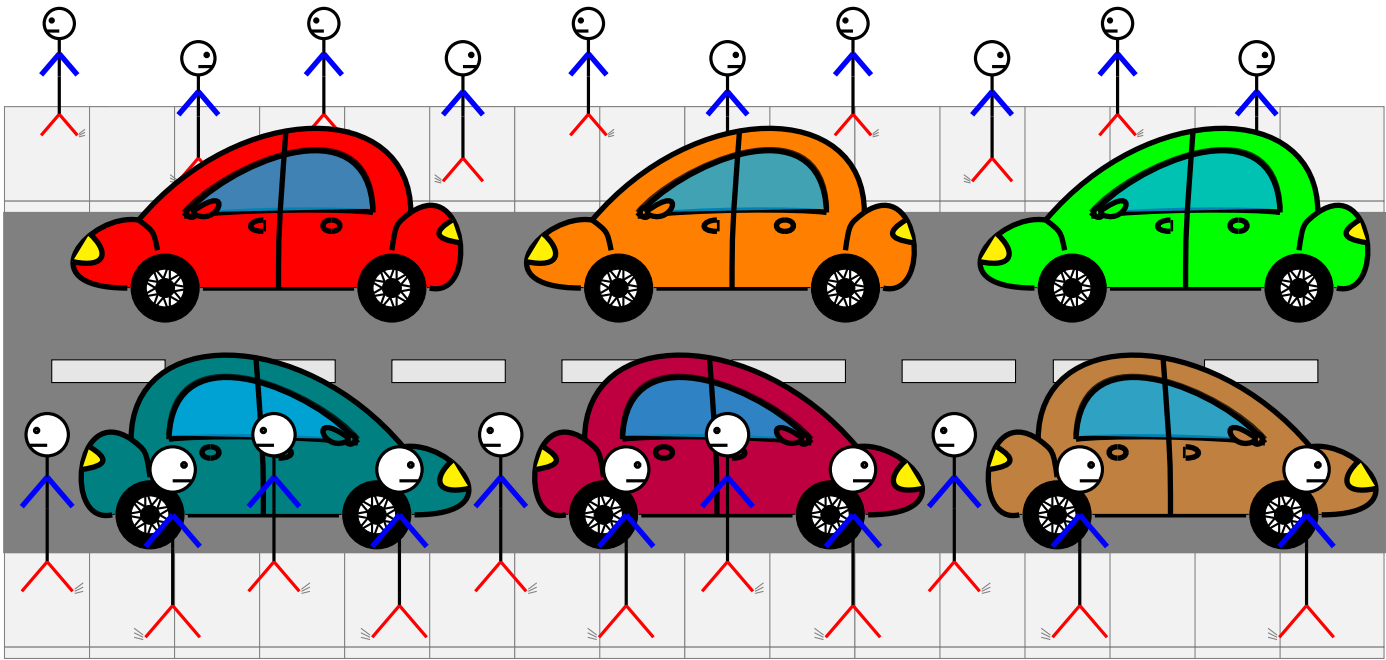
2 Multiple cars



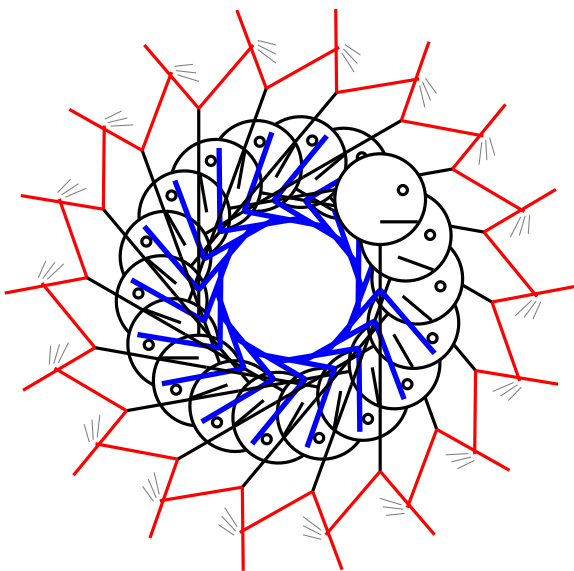
To do this you need to make 2 loops, one for the columns of cars and colors and another loop for the rows.
code:

```
\foreach \c [count=\x from 0] in {red,lt-blue,lt-green,orange}{  
\foreach \y in {0,3,6,...,12}{  
\Car{\x*5}{\y}{1}{.3}{\c} }  
}
```

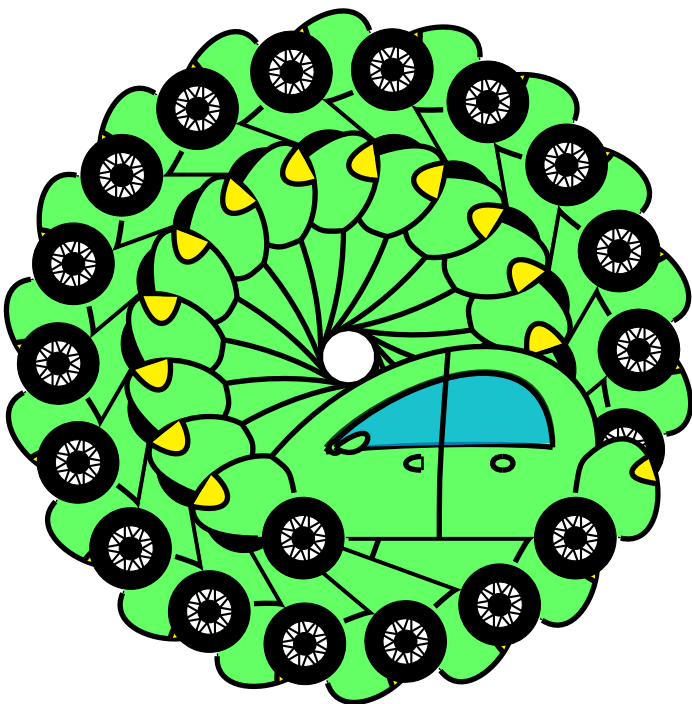
2.1 Street Scene



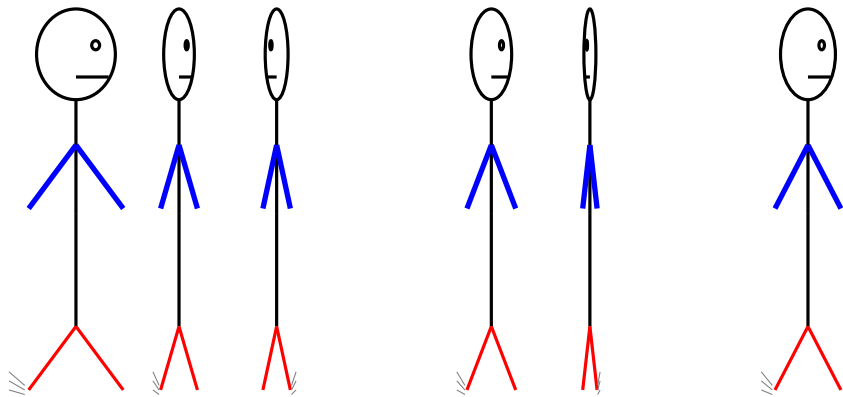
3 Playing with rotations



This example highlights yet another use of scope. We can place the already defined `\Person` in between `\begin{scope} ... \end{scope}` environment and make even more adjustments to them. I in this case we will use `rotate` to make them spin



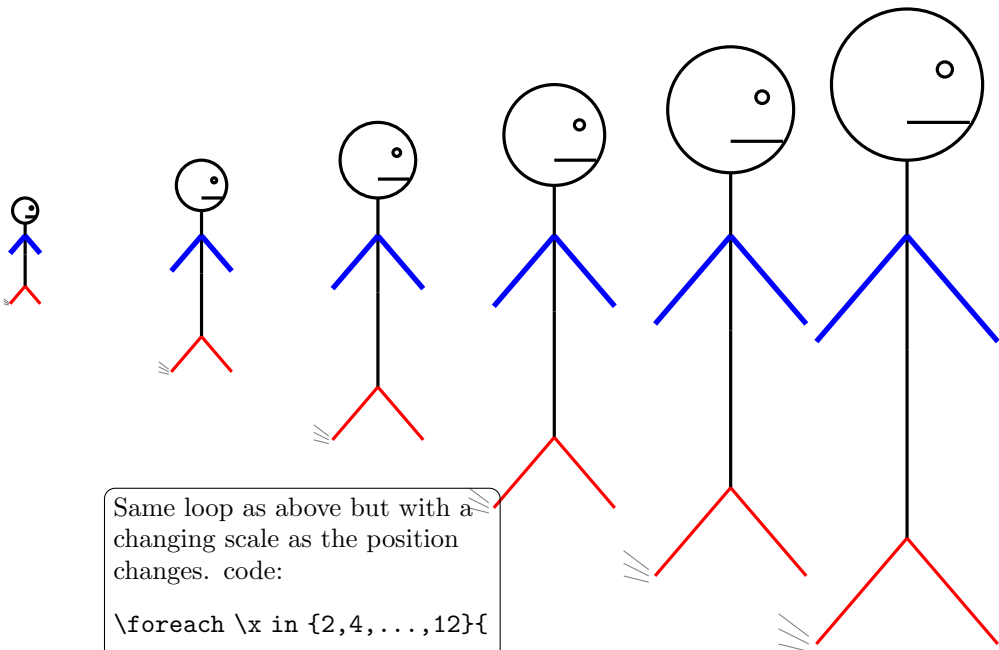
4 spinning



Setting the xscale to a random number will "turn" the object inward code:

```
\foreach \x in {2,4,...,12}{
\Person{\x}{0}{\rand*-1}{.6}
}
```

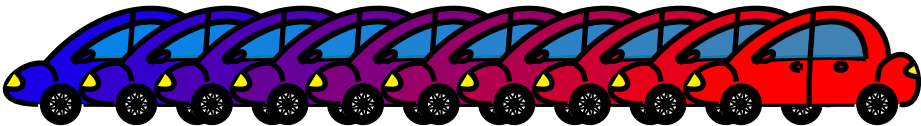
5 Varying scale



Same loop as above but with a changing scale as the position changes. code:

```
\foreach \x in {2,4,...,12}{
\Person{\x}{0}{1}{\x/12}
}
```

6 Varying shades



7 Combining Things

