FHZ
There is a Ti*k*Z-Impostor Among us

tikz-among-us package

Abstract

This is the `tikz-among-us` package documentation. This package recreates some AmongUs characters in TikZ environment. Some interesting uses alongside other packages are also presented.

Contents

1 Introduction

The following packages are used in the examples and applications.

1. **CTAN** – tikz

   Whose following packages are always used as reference of quality and capabilities:

   (a) **CTAN** – tikzducks   (b) **CTAN** – tikzmarmots

2. **CTAN** – tcolorbox   4. **CTAN** – eso-pic

3. **CTAN** – fancyhdr   5. **CTAN** – animate

The basic concept started as a question at *T_EXStackExchange* and after some research some new ideas have been found to improve the initial sketch.

1. *T_EXStackExchange* – There is a TikZ-impostor Among us: is the original post which started with a very simple design and then received an update with the shade-command style derived from:

   (a) *T_EXStackExchange* – How to use Tikz \shade command in order to achieve 3D like results: is the inspiration to create commands with parts of a drawing to build a greater design in Ti*k*Z and the command shade.

   (b) **YouTube** – MatPat's Game Theory: is the inspiration to the design of the shadow. Many artists have replicated the original design of the game.

   (c) **YouTube** – Game Toons – Among Us Logic Movie | Cartoon Animation: is a animation featuring Among Us characters and source to many emotional expressions and hand positions since many of them are used to make characters much more expressive.

The original game is available in different online stores. I don't own the game, or have any relationship with authors nor any enterprise. I'm just a guy who liked the game and used it as a motivation to create a package for Ti*k*Z users.

1. AmongUs original game to smartphones

2 Using the package

There are three base style files.

```
1 \usepackage{tikz-among-us}
2 \usepackage{tikz-among-us-fancyhdr}
3 \usepackage{tikz-among-us-watermark-eso-pic}
```

A brief description follows:

1. \usepackage{tikz-among-us}: Main .sty file with the definitions in Ti*k*Z of each body part, style of shading and complete design. Although this style is far from the utmost best standards for a Ti*k*Z package, it has been a very useful project to motivates me to learn more and improve my own usage of Ti*k*Z beyond standalone applications or drawings and also my very first **CTAN** publication.

2. \usepackage{tikz-among-us-fancyhdr}: A basic implementation to add the Among Us characters in headers or footers due the `fancyhdr` package. This is not a final super fancy implementation, but it splits the configurations to a separated .sty file, which can be edited aownernd reused.

3. \usepackage{tikz-among-us-watermark-eso-pic}: A preset implementation of watermarks using the `eso-pic` package. This implementation takes advantage of the `kvoptions` packages in order to add some degrees of flexibility to the watermarks. Of course anyone could just replace the basic command from `eso-pic` in each file they want. The preset configurations aim to be a synthesis and make its usage a little bit more flexible than just copying and pasting content in each file.

3   Examples – tikz-among-us

While creating the drawing, I did a first attempt, now called `Original`, which is a command with a `tikzpicture` inside it. This command was not made with the best method to be flexible, but it is indeed very simple and direct. I chose to keep it as an alternative to the new commands and because it has a different style. The are two main styles, `Style I` and `Style II`. `Style I` has the shadow create by "hand", it means, the shadow is a fixed perspective which boundaries were directly programmed in Ti*k*Z. `Style II` uses the library `shade` to create shadows, but I couldn't reproduced the same result as I did in `Style I`. In this sense, I chose to keep both styles and using the roman number as a suffix of each command.

3.1   Styles I e II

The basic syntax to insert each character is:

```
1  \amongUsI[<options>]{<BodyColor>}{<EyeColor>}
```

and for each body part, the commands are:

```
1  \amongUsBackpackI[<options>]{<BodyColor>}
2  \amongUsBodyI[<options>]{<BodyColor>}
3  \amongUsEyesI[<options>]{<EyeColor>}
```

where `<options>` is any suitable option of the environment `scope` of Ti*k*Z; and `<BodyColor>` and `<EyeColor>` are any color provided such as Ti*k*Z recognizes them. For each basic command with suffix I there is another command with suffix II, that represents the alternative method to create shades. There are no `Style II` for every design.

This is the basic use of the package.

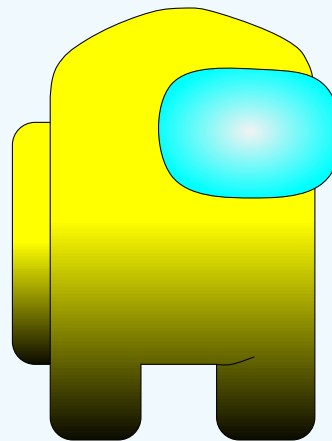### Basic Use – Style I

```
1  \begin{tikzpicture}
2    \amongUsI{yellow}{cyan}
3  \end{tikzpicture}
```
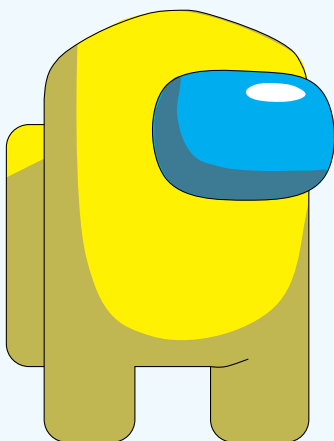

Basic Use – Style II

```
1  \begin{tikzpicture}
2    \amongUsII{yellow}{cyan}
3  \end{tikzpicture}
```


Each body part was created to have its coordinate origin such as it is corrected placed on the main body without the need of any shift. On the other hand, the `shift={(x,y)}` command
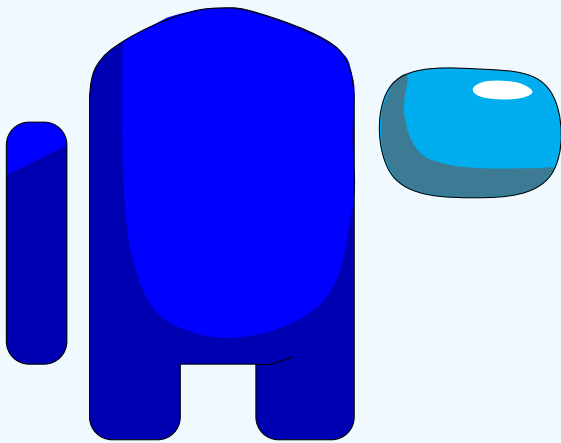
of the environment `scope` is a well suitable method to move each part.

Each body part – Style I

```
1  \begin{tikzpicture}
2    \amongUsBackpackI
3      [shift={(0,0)}]{blue}
4    \amongUsBodyI
5      [shift={(0.6,0)}]{blue}
6    \amongUsEyesI
7      [shift={(3,0)}]{cyan}
8  \end{tikzpicture}
```

Each body part – Style II

```
1  \begin{tikzpicture}
2    \amongUsBackpackII
3      [shift={(0,0)}]{green}
4    \amongUsBodyII
5      [shift={(0.6,0)}]{green}
6    \amongUsEyesII
7      [shift={(3,0)}]{red}
8  \end{tikzpicture}
```
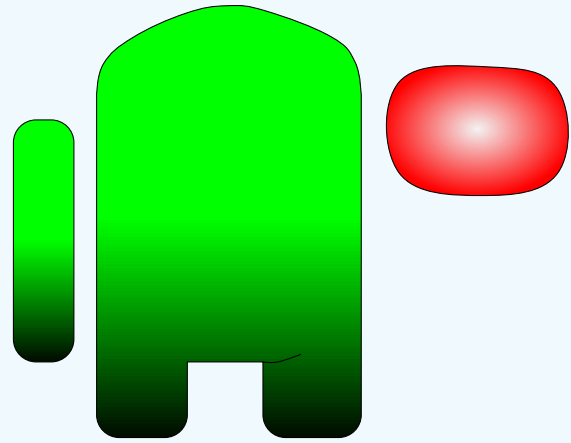
After learning the issues between `scale` and `rounded corners`, I update the drawing since version `1.1.0` to work with the `scale` options. Despite the update, the alternative method using the command `\adjustbox` from the package `adjustbox` is still a valid option. To rotate the draw around its center the command `rotate around={angle:(x0,y0)}` should be used. The center of mass is close to the coordinates $x_0 = 1.75$ and $y_0 = 2.3$.

Scaling with scale

```
1    \begin{tikzpicture}
2      \amongUsI[scale=0.5]{cyan}{gray}
3      \amongUsI[scale=0.3, shift={(10,3)},
4        rotate around={180:(1.75,2.3)}]
5          {green!50!black}{cyan}
6      \amongUsI[scale=0.1, shift={(50.5,0)},
7        rotate around={45:(1.75,2.3)}]
8          {orange!50!black}{orange}
9    \end{tikzpicture}
```
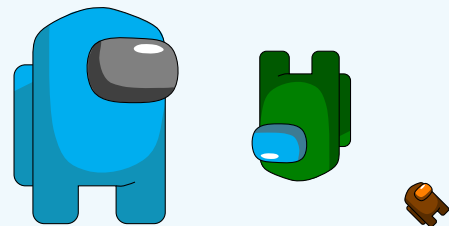
3.2   Style – Original

The original design is much more simplistic.

Original Design – Inside *tikzpicture*

```
1 \begin{tikzpicture}
2   \node at (0,0) {\amongUsOriginal{blue}{orange}};
3   \node at (5,0) {\amongUsOriginal{orange}{blue}};
4   \node[scale=0.25] at (10,0) {\amongUsOriginal{red}{cyan}};
5 \end{tikzpicture}
```
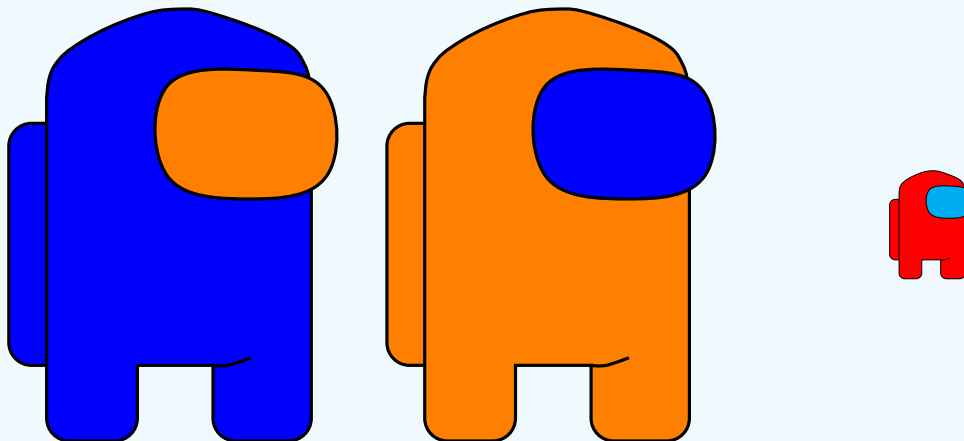

Although it is simplistic, it was a good start point to insert emotions as options to the style. The emotions shall be added to `Styles I` and `II` in the future. The `Original` style can be use outside a `tikzpicture` environment.

Original Design – Outside *tikzpicture*

```
1 \amongUsOriginal{black}{cyan}
2 \amongUsOriginal[angry]{gray}{cyan}
3 \amongUsOriginal[very angry]{white}{cyan}
```
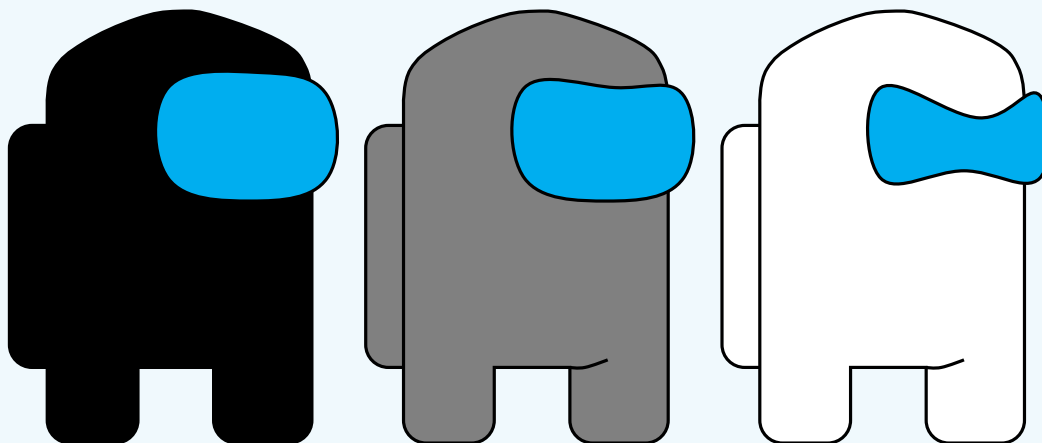

Inside the `tikzpicture` environment is possible to use some options of the command `node` to produce some more combinations. Indeed, that's the best method to achieve a black body suit with visible lines.

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \node[red, fill=black] at (0,0) {\amongUsOriginal{white}{cyan}};
3    \node[blue, fill=violet] at (5,0) {\amongUsOriginal[angry]{white}{cyan}};
4    \node[yellow, fill=green] at (10,0)
5      {\amongUsOriginal[very angry]{black}{cyan}};
6  \end{tikzpicture}
```
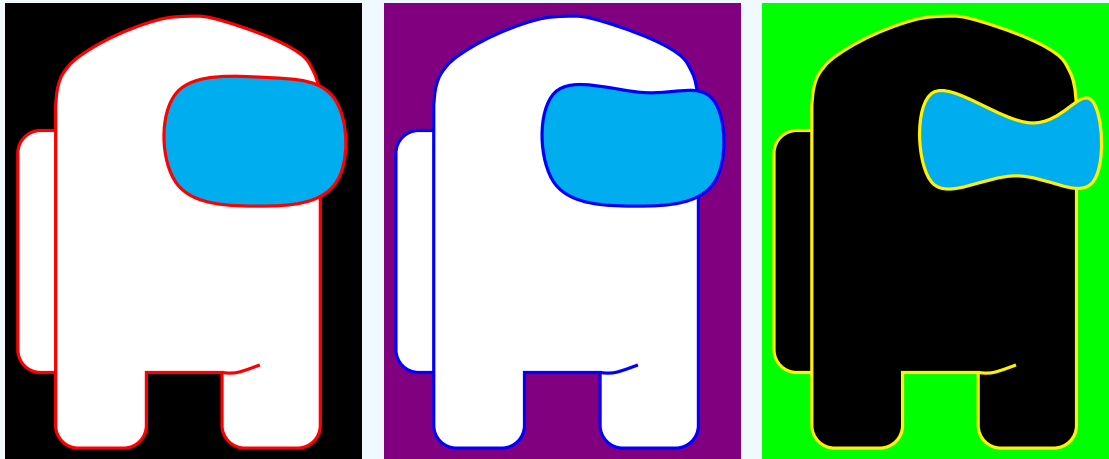

3.3   Show me your Hands

The following command is used to present some hands

```
1  \amongUsHands<X>[<options>]{HandColor}
```

where <X> is a letter from A to G.

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \amongUsHandsA[shift={(0,0)}]{yellow}
3    \amongUsHandsB[shift={(2,0)}]{red}
4    \amongUsHandsC[shift={(4,0)}]{blue}
5    \amongUsHandsD[shift={(6,0)}]{green!50!black}
6    \amongUsHandsE[shift={(8,0)}]{orange}
7    \amongUsHandsF[shift={(10,0)}]{violet}
8    \amongUsHandsG[shift={(12,0)}]{gray}
9  \end{tikzpicture}
```


3.4   Smile as an Impostor

The following commands are used to create the impostor design

```
1  \impostorSmile[<options>]{SmileColor}
2  \impostorTeethUp[<options>]{SmileColor}
3  \impostorTeethLw[<options>]{TeethColor}
4  \impostorTeeth[<options>]{TeethColor}
5  \impostorI[<options>]{BodyColor}{EyeColor}{SmileColor}{TeethColor}
6  \impostorII[<options>]{BodyColor}{EyeColor}{SmileColor}{TeethColor}
```

There are two separated commands to draw the teeth in order to give some flexibility to new designs. The command `\impostorTeeth` just call both commands and is used by the command `\impostorI`.

Why so serious? Smile!

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2  \amongUsI[shift={(5,0)}]{green}{violet}
3  \impostorSmile[shift={(5,0)}]{black}
4  \impostorTeethUp[shift={(5,0)}]{white}
5  \impostorTeethLw[shift={(5,0)}]{white}
6
7  \amongUsI[shift={(10,0)}]{orange}{red}
8  \impostorTeeth[shift={(10,0)}]{yellow}
9
10 \impostorI[shift={(15,0)}]{violet}{gray}{green}{red}
11 \end{tikzpicture}
```
- -
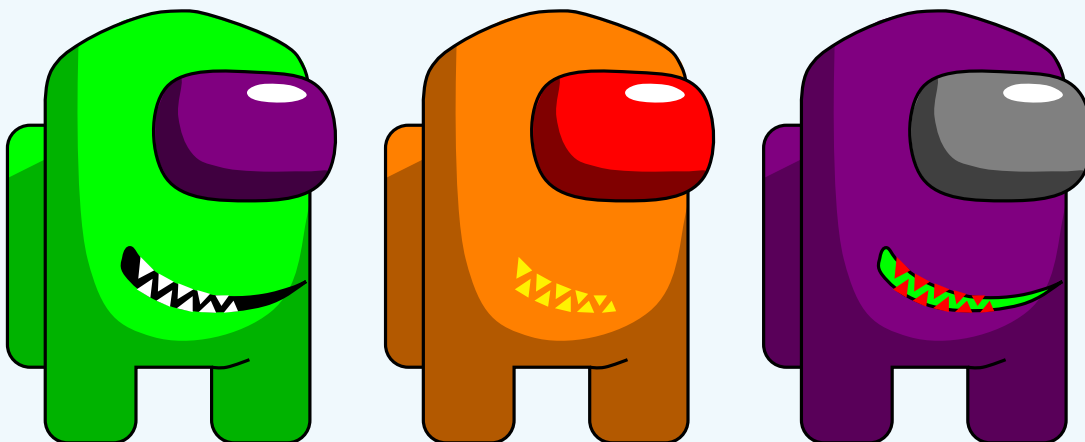
3.5 There are emotions on your Eyes

The options to draw emotional eyes are:

```
1  \amongUsEyesAngryI[<options>]{EyeColor}
2  \amongUsEyesVeryangryI[<options>]{EyeColor}
3  \amongUsEyesHappyI[<options>]{EyeColor}
4  \amongUsEyesScaredI[<options>]{EyeColor}
```

and respective `Style II` version.

Are you angry?

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \amongUsBackpackI{yellow}
3    \amongUsBodyI{yellow}
4    \amongUsEyesAngryI{cyan}
5
6    \begin{scope}[shift={(5,0)}]
7      \amongUsBackpackI{red}
8      \amongUsBodyI{red}
9      \amongUsEyesVeryangryI{blue}
10   \end{scope}
11
12   \begin{scope}[shift={(10,0)}]
13     \amongUsBackpackI{blue}
14     \amongUsBodyI{blue}
15     \amongUsEyesVeryangryI{orange}
16     \impostorSmile{black}
17     \impostorTeeth{white}
18   \end{scope}
19 \end{tikzpicture}
```
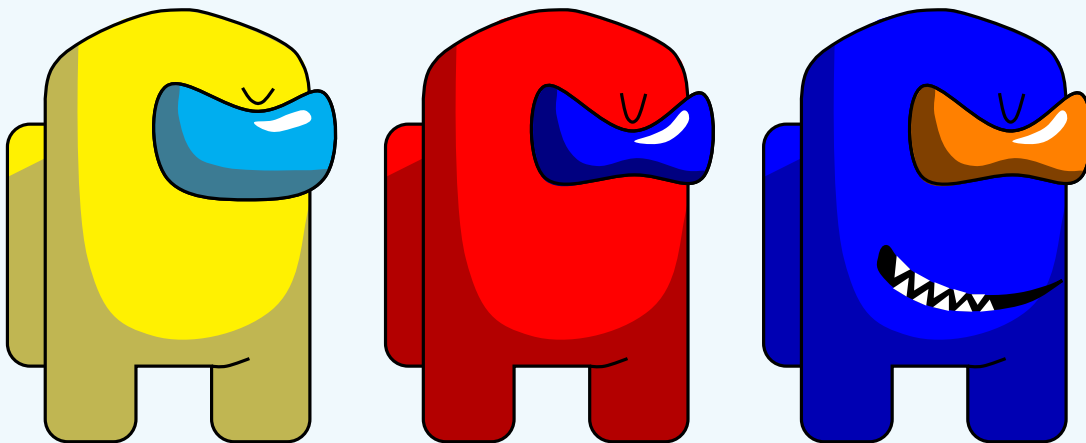

Are you scared or is that a smile?

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \amongUsBackpackI{yellow!60!green}
3    \amongUsBodyI{yellow!60!green}
4    \amongUsEyesScaredI{cyan!90!red}
5
6    \begin{scope}[shift={(5,0)}]
7      \amongUsBackpackI{red!75!purple}
8      \amongUsBodyI{red!75!purple}
9      \amongUsEyesHappyI{green!50!orange}
10   \end{scope}
11
12   \begin{scope}[shift={(10,0)}]
13     \amongUsBackpackI{blue!70!white}
14     \amongUsBodyI{blue!70!white}
```

```
15      \amongUsEyesHappyI{orange!75!black}
16      \impostorSmile{black}
17      \impostorTeeth{white}
18    \end{scope}
19  \end{tikzpicture}
```
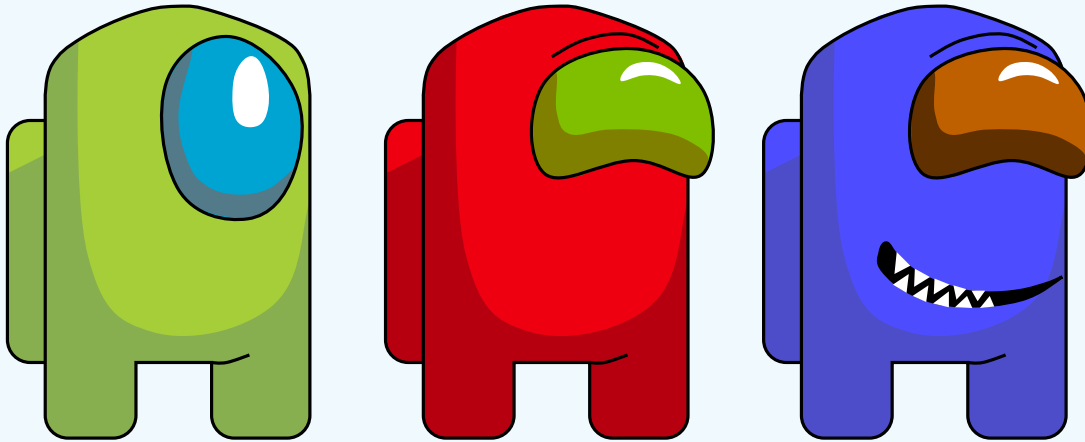
3.6   That's a TikZ impostor!

Let's just create an example unifying impostor, hands and a crew member. The option `xscale=-1` is used to create a mirror effect to draw the left hand from the original right hand design.[1]

Watch out! That's a TikZ-impostor!

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \impostorI{brown}{cyan}{black}{white}
3    \amongUsHandsF[shift={(3.75,-1)}, rotate around={270:(0.5,2.5)},
4      xscale=-1]{brown}
5    \amongUsHandsG[shift={(1.5,-1)}]{brown}
6    \begin{scope}[shift={(6,0)}]
7      \amongUsI{yellow}{green}
8      \amongUsHandsB[shift={(0,3)}]{yellow}
9      \amongUsHandsB[xscale=-1, shift={(-4,3)}]{yellow}
10   \end{scope}
11  \end{tikzpicture}
```

---

[1]A future release might have starred options to directly insert left hands.
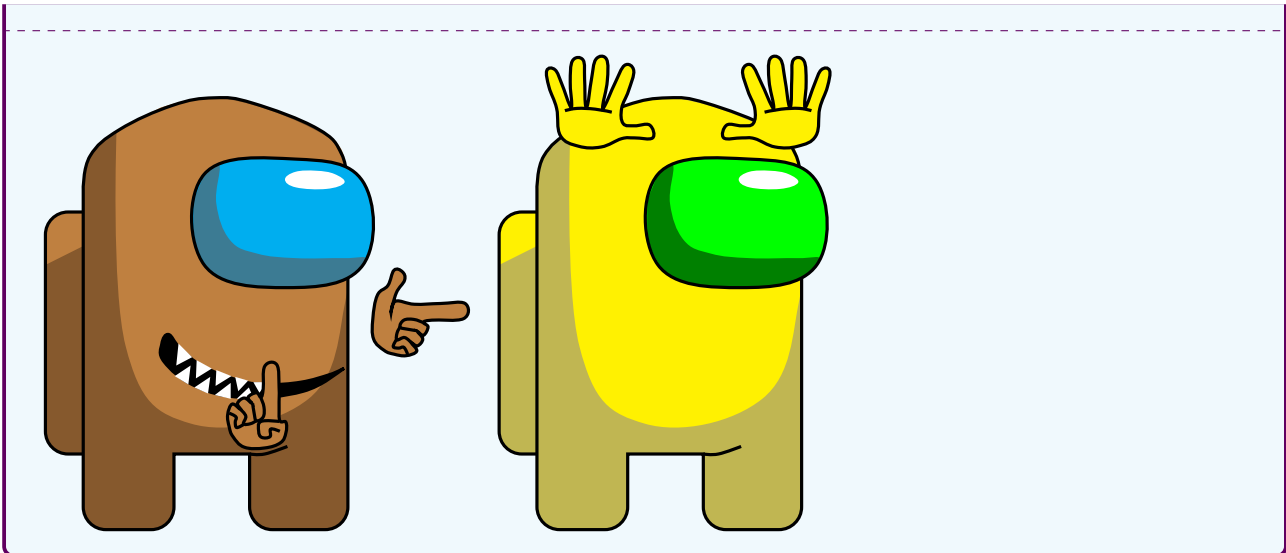
3.7   Oh no! Now you are a Ghost!

The following commands draw the ectoplasmic body and the full ghost adding its eyes.

```
1  \amongUsGhostBodyI[<options>]{BodyColor}
2  \amongUsGhostI[<options>]{BodyColor}{EyeColor}
```

and also `Style II` versions.

After meeting the impostor at the last frame, you are now a ghost. And there are no excuses if you find a angry ghost floating around.

Oh no! Now you are a Ghost!

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \amongUsBackpackI{red!35!white}
3    \amongUsGhostBodyI{red!35!white}
4    \amongUsEyesAngryI{brown}
5
6    \begin{scope}[shift={(5,0)}]
7      \amongUsGhostI{purple}{orange!50!white}
8      \amongUsHandsC[shift={(2,0)}]{purple}
9      \amongUsHandsE[shift={(5,0)},xscale=-1]{purple}
10   \end{scope}
11
12   \begin{scope}[shift={(15,0)}, xscale=-1]
13     \amongUsGhostI{green!50!blue}{yellow!50!black}
14     \amongUsHandsA[shift={(1,0)}]{green!50!blue}
15     \amongUsHandsB[shift={(5,0)},xscale=-1]{green!50!blue}
16   \end{scope}
17 \end{tikzpicture}
```
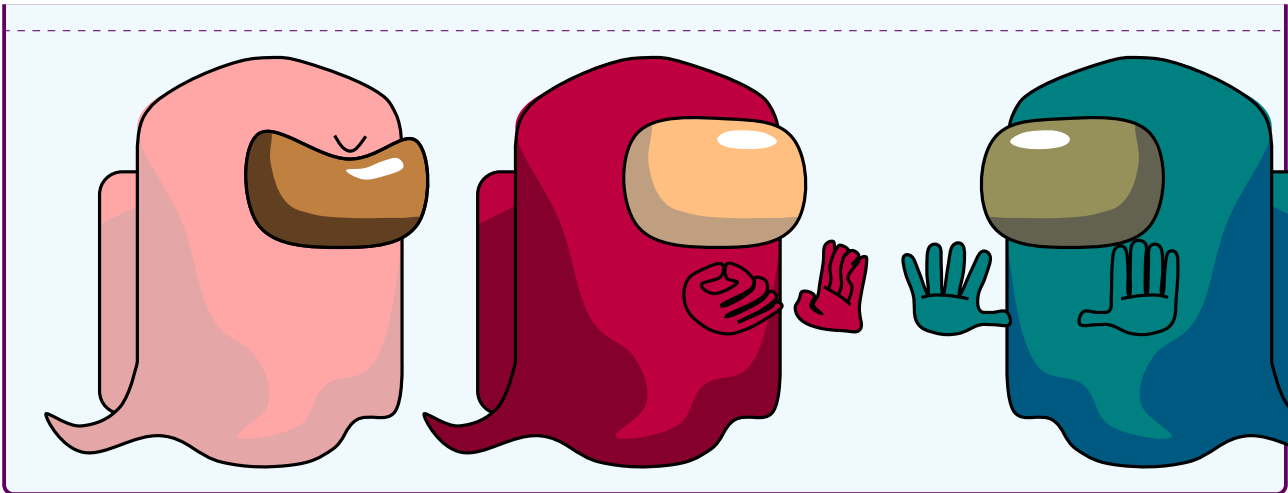
3.8 There is a Amoonguss among us

The Pokémon named Amoonguss is a fungus whose name is very similar to the game, so that another artist create a fan art exploring this idea.

1. Reddit – u/Sarasinapellido – There is one ditto amoonguss: Main discussion about the design.

   (a) Instagram – leroleroart: Original Amoonguss as among us design.

There is one Ditto Amoonguss

```
\begin{tikzpicture}[every path/.style={very thick}, scale=0.5]
  \amongUsBackpackI{yellow}    \amoongussBodyI{yellow}
  \amoongussNoseI{red}         \amoongussLeftHandI{yellow}
  \amoongussRightHandI{yellow} \amongUsEyesI{cyan}

  \amoongussI[shift={(8,0)}]{green!40!black}{orange}{red}{red}{red}
  \impostorSmile[shift={(9.5,1)}, scale=0.5]{white}

  \amoongussII[shift={(16,0)}]{purple}{gray}{green}{orange}{yellow}

  \begin{scope}[shift={(22,0)}]
    \amongUsI{teal!70}{red!25!purple}
    \amoongussNoseI{yellow}
    \amoongussRightHandI[shift={(0.5,0.5)}]{violet}
    \amongUsHandsA[shift={(5.5,0)},xscale=-1]{teal!70}
  \end{scope}
\end{tikzpicture}
```

Wait! Is Amoonguss a ghost Pokémon?

```
1  \begin{tikzpicture}[every path/.style={very thick}]
2    \amoongussGhostI[scale=0.5]{lime}{magenta}
3      {blue!50!white}{blue!50!white}{red}
4    \begin{scope}[shift={(4,0)},scale=0.5]
5      \amongUsBackpackI{lime!50!black}
6      \amoongussGhostBodyI{lime!50!black}
7      \amoongussNoseI{red}
8      \amoongussLeftHandI{magenta!50!black}
9      \amoongussRightHandI{magenta!50!black}
10     \amongUsEyesAngryI{cyan!40!orange}
11   \end{scope}
12   \amoongussGhostII[shift={(14,0)},scale=0.5, xscale=-1]
13   {magenta}{lime}{red}{red}{blue!50!white}
14   \impostorSmile[shift={(11.8,1.8)}, scale=0.4, yscale=-1]{white}
15   \begin{scope}[shift={(10,0)}, scale=0.5, xscale=-1]
16     \amongUsBackpackII{cyan!50!black}
17     \amoongussGhostBodyII{cyan!50!black}
18     \amoongussNoseII{yellow}
19     \amoongussLeftHandII{green!50!black}
20     \amoongussRightHandII{green!50!black}
21     \amongUsEyesHappyII{orange!40!olive}
22     \impostorSmile[shift={(4,1)}, scale=0.5, xscale=-1]{white}
23   \end{scope}
24 \end{tikzpicture}
```
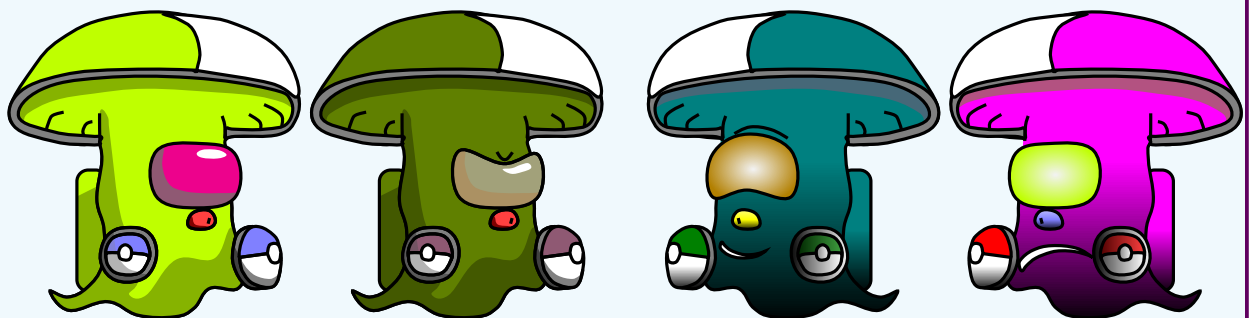
3.9 Don't forget Style II

`Style II` should not be forget, and it also can be combined with ghost, hands and eyes emotions.

Style II are looking back to you

```
1  \begin{tikzpicture}[every path/.style={very thick}, scale=0.5, xscale=-1]
2    \amongUsBackpackII{yellow} \amongUsBodyII{yellow}
3    \amongUsEyesAngryII{cyan}  \impostorSmile{black}
4    \impostorTeeth{white}
5    \begin{scope}[shift={(6,0)}]
6      \amongUsBackpackII{blue} \amongUsGhostBodyII{blue}
7      \amongUsEyesHappyII{orange!75!black} \amongUsHandsE[shift={(2,0)}]{blue}
8      \amongUsHandsG[shift={(3,1)}, xscale=-1, rotate around={90:(0,1)}]{blue}
9    \end{scope}
10   \begin{scope}[shift={(12,0)}]
11     \amongUsBackpackII{red} \amongUsGhostBodyII{red}
12     \amongUsEyesVeryangryII{violet}
13     \impostorSmile{black} \impostorTeeth{white}
14   \end{scope}
15   \begin{scope}[shift={(17,0)}]
16     \amongUsBackpackII{orange} \amongUsBodyII{orange}
17     \amongUsEyesScaredII{blue}
18     \amongUsHandsA{orange} \amongUsHandsD[shift={(4,0)}, xscale=-1]{orange}
19   \end{scope}
20   \amongUsGhostII[shift={(22,0)}]{lime}{red}
21   \impostorII[shift={(27,0)}]{green!75!red}{gray}{black}{green}
22 \end{tikzpicture}
```
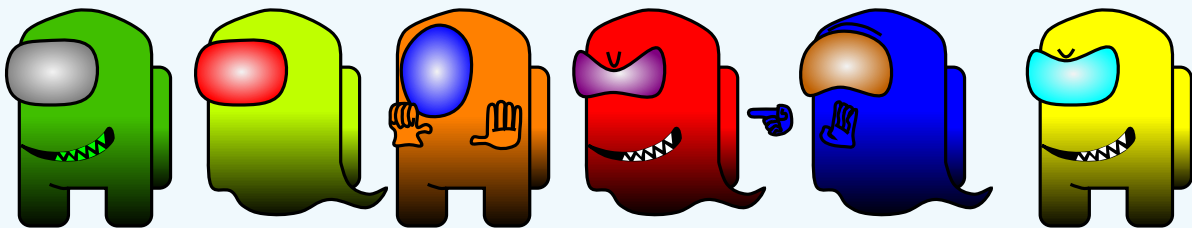

4 Using with own `.sty` file

4.1 Use as watermark

The chosen package to add watermarks is

```
1  \usepackage{eso-pic}
```

A `.sty` file has been created to insert Among us characters from the package `tikz-among-us`, which syntax is

```
1  \usepackage[cor=<color>,<FG/BG>,type=<0/1>]{tikz-among-us-watermark-eso-pic}
```

The options are

1. cor=<color>

   - default color is red

2. FG (default option) *OR* BG

   - These options select between `\AddToShipoutPictureFG` and `\AddToShipoutPictureBG` from the package `eso-pic`.

3. type=<number>

   - number can be either 0 (default if empty) for `Original Style` OR 1 for `Style I`. `Style II` has not been prepared, although any user can copy and edit the syntax at will.

The package `kvoptions` have been used to provide flexible command with direct access to the options values in `cor` and `type`, and a simple true/false statement with `FG` and `BG`. Any other kind or variation of watermark can be achieved by directing setting values to each `<parameter>` in:

```
1 \put(<X>,<Y>){\scalebox{<factor>}{\rotatebox{<degrees>}{\usebox\myboxAmongUs}}}
```

where `\myboxAmongUs` must be previously defined as

```
1 \myboxAmongUs\savebox\myboxAmongUs{%
2   \tikz[color=<color>, opacity=<factor>]
3     \node{\amongUsOriginal{<color>}{white}};
4 }
```

The following box presents some possible combinations of parameters which results are presented at Figure 1.

```
1  \usepackage{tikz-among-us-watermark-eso-pic}
2  \usepackage[FG]{tikz-among-us-watermark-eso-pic}
3  \usepackage[type=0]{tikz-among-us-watermark-eso-pic}
4
5  \usepackage[cor=blue]{tikz-among-us-watermark-eso-pic}
6  \usepackage[cor=green,FG]{tikz-among-us-watermark-eso-pic}
7
8  \usepackage[BG]{tikz-among-us-watermark-eso-pic}
9  \usepackage[cor=green!80!black,BG]{tikz-among-us-watermark-eso-pic}
10 \usepackage[cor=orange,type=0]{tikz-among-us-watermark-eso-pic}
11
12 \usepackage[cor=yellow!80!black,FG,type=0]{tikz-among-us-watermark-eso-pic}
13 \usepackage[cor=orange,BG,type=0]{tikz-among-us-watermark-eso-pic}
14 \usepackage[BG,type=1]{tikz-among-us-watermark-eso-pic}
15
16 \usepackage[cor=pink,type=1]{tikz-among-us-watermark-eso-pic}
17 \usepackage[cor=teal,FG,type=1]{tikz-among-us-watermark-eso-pic}
```

```
18  \usepackage[cor=brown,BG,type=1]{tikz-among-us-watermark-eso-pic}
```


Figure 1: Example of each presented combination of watermark.

The selected combination used in this documentation is

```
1  \usepackage[cor=violet!70!white,BG,type=1]{tikz-among-us-watermark-eso-pic}
```

4.2   Use as page number

The required packages are:

```
1  \usepackage{fancyhdr}
```

The package `fancyhdr` enables the user to edit headers and footers. I present a simple possibility to use the Among us characters in the footer of each page, such as the ones in this documentation.

The central core of the idea is to shift the position of the \amongUsI, scale it to match its center around the displacement of the command \thepage – that inserts the page's number – and `rotate around` using some math to rotate to body around its center. In the example below, it turns 45 degrees each new page, creating the idea of a body floating around.

The following command just changes the footer. To apply other options check the package `fancyhdr`.

```
1  \fancyfoot[RO,LE]{%
2    \begin{tikzpicture}
3      \amongUsI[rotate around={45*(\thepage-1):(1.75,2.3)},
4        scale=0.25, shift={(5,7)}]{yellow}{cyan}
5      \node at (1.75,2.3) {\thepage};
6    \end{tikzpicture}
7  }
```

5 Using inside other packages

5.1 Use as watermark in tcolorbox

The package `tcolorbox` is one of the most versatile packages of all LaTeX. One of its feature is the possibility to create boxes with many styles, including boxes with watermarks as presented in page 174 of the `tcolorbox` manual (`/tcb/watermark tikz`).

```
1  \usepackage{tcolorbox}
```

The very implementation used in this report to create enumerated list with some Among us floating around is:

```
1  \newtcolorbox{FHZboxEnumerateStyle}{
2    enhanced,
3    colback=orange!15!white,
4    colframe=orange!50!black,
5    watermark tikz={\tikz
6      \node[opacity=0.4, rotate around={-45:(1.75,2.3)}]
7        {\amongUsOriginal{blue}{white}};
8      \node[opacity=0.4, rotate around={45:(1.75,2.3)}] at (5,0)
9        {\amongUsOriginal{pink}{white}};
10     \node[opacity=0.4, rotate around={-135:(1.75,2.3)}] at (10,0)
11       {\amongUsOriginal{green}{white}};
12     \node[opacity=0.4, rotate around={135:(1.75,2.3)}] at (15,0)
13       {\amongUsOriginal{olive}{white}{black}{white}};
14   }
15 }
16 \newenvironment{FHZtcbEnumerate}{%
17   \begin{FHZboxEnumerateStyle}\begin{enumerate}}
18     {\end{enumerate}\end{FHZboxEnumerateStyle}
19 }
```

1. This is an example of a `enumerate` list inside a `tcolorbox` with `tikz-among-us` as watermark.

5.2 Use as animation

This example uses the following package

```
1  \usepackage{animate}
```

This example creates a variable from 0 to 360 to represent each degree of a full rotation.[2] Four Among us characters are placed around the screen by using the option `shift=(x0,y0)` and then rotating them around each respective center of mass. In order to achieve this effect, the most left command must be `shift` and then `rotate around`, the opposite order will rotate around the given point by will shift the object relative center of rotation. To make a body rotate in the opposite direction it is just necessary to add a minus sign in front of the angle variable. Animation is present in Figure 2.

```
1   \begin{animateinline}[controls,loop]{30}
2     \multiframe{180}{rt=0+1}{%
3       \begin{tikzpicture}
4         \draw (-2,-10) rectangle (15,7);
5         \useasboundingbox (-2,-10) rectangle (15,7);
6         \amoongussI[shift={(\rt/9-2.5,-3)}, scale=0.3]
7           {purple!40!black}{yellow}{green}{green}{red}
8         \amongUsI[rotate around={2*\rt:(2,3)}]
9           {orange}{blue}
10        \amongUsGhostI[shift={(8,0)}, rotate around={-2*\rt:(2,3)}]
11          {cyan}{orange}
12        \amongUsII[shift={(0,-8)}, rotate around={2*\rt:(2,3)}]
13          {red}{gray}
14        \impostorI[shift={(8,-8)}, rotate around={-2*\rt:(2,3)}]
15          {green!50!black}{cyan}{black}{white}
16      \end{tikzpicture}
17    }
18  \end{animateinline}
```

6 Future features and ideas

1. Add options for hands ✓

2. Add options to different emotions through the eyes in styles I ✓ and II ✓

3. Improve scale method ✓

4. Draw a impostor design ✓

5. Draw maps

6. Create left and right hand options

   (a) Create a starred version of right hands as left hands

7. Add other emotions than "angry" ones

---

[2]Animation requires some PDF visualization software to properly work. Internet browsers are not normally suitable for this task.
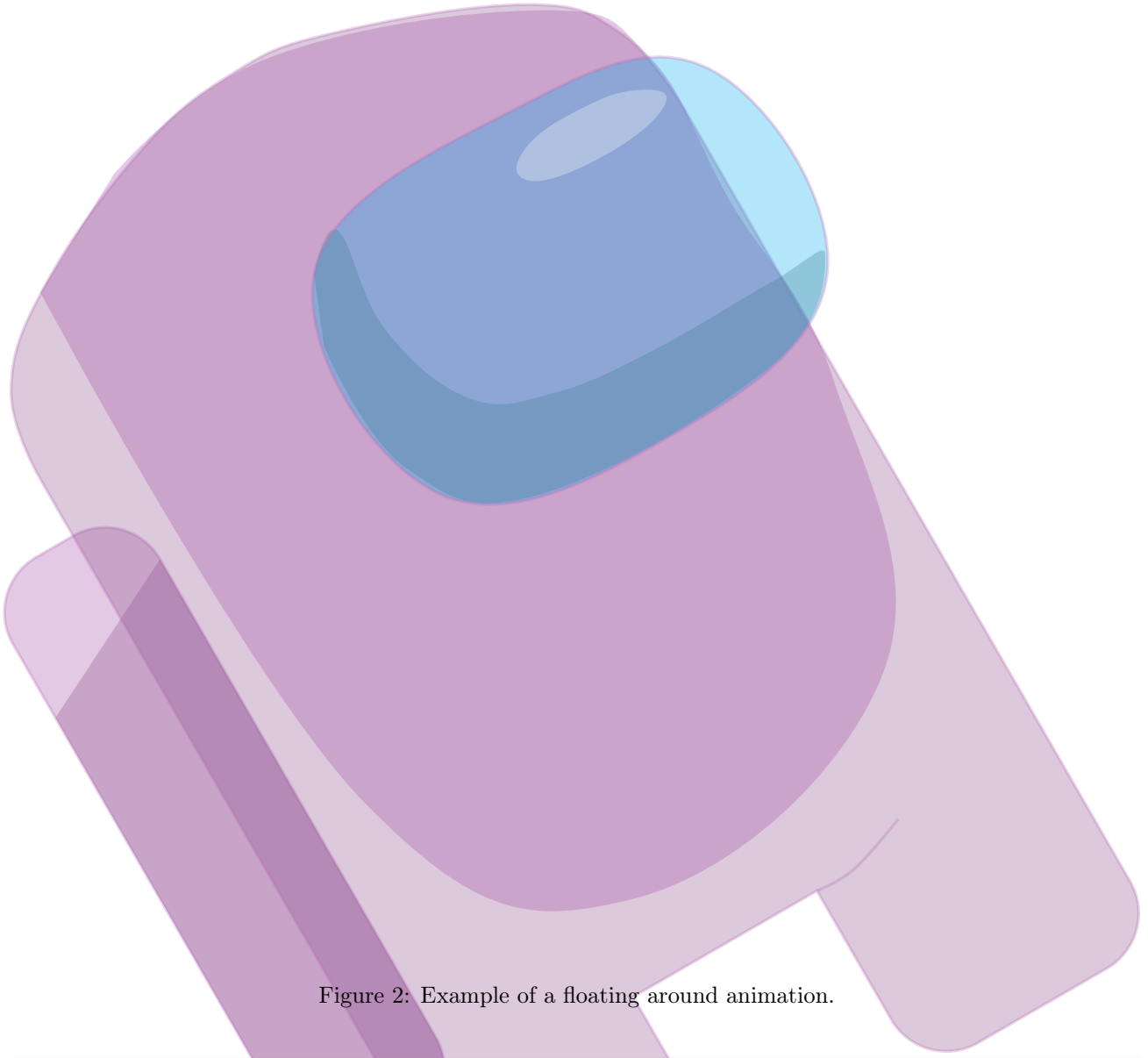
Figure 2: Example of a floating around animation.

    (a) Happy ✓

    (b) Scared ✓

8. Create ghost design ✓

9. Create Pokémon Amoonguss design ✓

7   Historic and version

1.0.0 (2020-10-20): Publication of the style with the original design and Styles I and II of shadows.

1.0.1 (2020-10-23): Minor typos have been corrected.

1.1.0 (2020-10-31): Added new features (both `Styles`)

- Hands;
- Eyes with emotions (Angry, Very angry, Happy, Scared);
- Impostor parts and full body;
- Ghost body;
- Pokémon Amoonguss parts and full body;
- `rounded corners` removed to improve `scale`;
- Ghost Amoonguss body.

8   Implementation

8.1   tikz-among-us.sty

Listing 1 shows the implementation of the package `tikz-among-us.sty`.

Listing 1: Package implementation

```
1  \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2  \ProvidesPackage{tikz-among-us}[2020-10-23 Custom Package for my AmongUs sketch --
   FHZ -- Version 1.1.0]
3
4  \RequirePackage{tikz}
5  \RequirePackage{xifthen}
6  \usetikzlibrary{calc}
7  \usetikzlibrary{shadings}
8
9  % ========================================================
10 % Style 0 -- Original Idea
11 % ========================================================
12 \newcommand{\amongUsOriginal}[3][]{%
13 \begin{tikzpicture}[every path/.style={very thick}]
14   % Backpack
15   \draw[fill=#2] (-0.5,3.9) arc (0:-90:-0.3) -- (0,4.2) arc (90:0:0.3)
16     -- (0.3,1.3) arc (0:-90:0.3) -- (-0.2,1) arc (90:0:-0.3) -- cycle;
17   % Body
18   \draw[fill=#2] (3.5,0.3) arc (0:-90:0.3) -- (2.5,0) arc (90:0:-0.3)
19     -- (2.2,1) coordinate(A) -- (1.2,1) -- (1.2,0.3) arc (0:-90:0.3)
20     -- (0.3,0) arc (90:0:-0.3) -- (0,0.3) --
21     plot[smooth, tension=.7] coordinates {
22       (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
23       (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
24   % Eyes
```

```
25    \ifthenelse{\equal{#1}{angry}}
26      {\draw[fill=#3]  plot[smooth cycle, tension=.7] coordinates
27        {(2.8,4.7) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};}
28      {\ifthenelse{\equal{#1}{very angry}}
29        {\draw[fill=#3]  plot[smooth cycle, tension=.7] coordinates
30          {(2.9,4.3) (3.7,4.6) (3.7,3.5) (2.7,3.6) (1.6,3.5) (1.6,4.7)};}
31        {\draw[fill=#3]  plot[smooth cycle, tension=.7] coordinates
32          {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};}}
33      }
34    % Leg detail
35    \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
36  \end{tikzpicture}
37  }
38  % ****************************************************
39
40  % ====================================================
41  % Style I -- Eyes -- emotions
42  % ====================================================
43  \newcommand{\amongUsEyesI}[2][]{%
44    \begin{scope}[#1]
45      \fill[#2] plot[smooth cycle, tension=.7] coordinates
46        {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
47
48      \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
49        {(1.6,4.7) (1.80,4.82) (1.76,4.31) (1.94,3.83)
50          (2.30,3.65) (2.81,3.59) (3.45,3.59) (3.73,3.57)
51          (3.25,3.25) (2.00,3.27) (1.52,3.69) (1.47,4.38)}};
52
53      \draw plot[smooth cycle, tension=.7] coordinates
54        {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
55
56      \fill[white] plot[smooth cycle, tension=0.7] coordinates
57        {(2.8069,4.7316) (3.081,4.7457) (3.3219,4.7029) (3.4541,4.5887)
58          (3.2168,4.5055) (2.8152,4.525) (2.668,4.6295)};
59    \end{scope}
60  }
61  \newcommand{\amongUsEyesAngryI}[2][]{%
62    \begin{scope}[#1]
63      \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates
64        {(2.78,4.37) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
65
66      \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
67        {(1.6,4.7) (1.77,4.72) (1.7633,4.3111) (1.9423,3.8301)
68          (2.294,3.6464) (2.8087,3.5904) (3.4485,3.5904) (3.7338,3.5723)
69          (3.2492,3.2515) (2.0071,3.2661) (1.5208,3.6849) (1.47,4.47)}};
70
71      \draw plot[smooth cycle, tension=.7] coordinates
72        {(2.78,4.37) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
73
74      \fill[white] plot[smooth cycle, tension=0.7] coordinates
75        {(3.01,4.25) (3.24,4.34) (3.44,4.38) (3.51,4.25)
76          (3.28,4.15) (2.99,4.1) (2.76,4.22)};
77
```

```
78    \draw plot[smooth, tension=.7] coordinates
79      {(2.61,4.68) (2.73,4.51) (2.87,4.49) (3.02,4.67)};
80    \end{scope}
81 }
82 \newcommand{\amongUsEyesVeryangryI}[2][]{%
83    \begin{scope}[#1]
84      \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates
85        {(2.75,4.11) (3.7,4.6) (3.7,3.5) (2.79,3.53) (1.6,3.5) (1.6,4.7)};
86
87      \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
88        {(1.6,4.7) (1.76,4.68) (1.7633,4.3111) (1.9423,3.8301)
89          (2.294,3.6464) (2.86,3.75) (3.4485,3.5904) (3.7338,3.5723)
90          (3.5,3.4) (2.79,3.53) (1.75,3.39) (1.48,3.84) (1.47,4.47)}};
91
92      \draw plot[smooth cycle, tension=.7] coordinates
93        {(2.75,4.11) (3.7,4.6) (3.7,3.5) (2.79,3.53) (1.6,3.5) (1.6,4.7)};
94
95      \fill[white] plot[smooth cycle, tension=0.7] coordinates
96        {(3.03,4.06) (3.24,4.17) (3.44,4.38) (3.51,4.25)
97          (3.34,4.04) (3.1,3.94) (2.79,3.97)};
98
99      \draw plot[smooth, tension=.7] coordinates
100       {(2.62,4.61) (2.7,4.28) (2.83,4.27) (2.94,4.6)};
101   \end{scope}
102 }
103 \newcommand{\amongUsEyesHappyI}[2][]{%
104   \begin{scope}[#1]
105     \fill[#2] plot[smooth cycle, tension=.7] coordinates
106       {(2.76,5.15) (3.7,4.6) (3.7,3.5) (2.78,3.67) (1.6,3.5) (1.6,4.7)};
107
108     \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
109       {(1.6,4.7) (1.76,4.83) (1.7633,4.3111) (1.94,4.02)
110         (2.45,4.08) (3.08,4.06) (3.5062,3.9303) (3.77,3.69)
111         (3.56,3.45) (2.7223,3.6701) (1.96,3.45) (1.51,3.62) (1.47,4.47)}};
112
113     \draw plot[smooth cycle, tension=.7] coordinates
114       {(2.76,5.15) (3.7,4.6) (3.7,3.5) (2.78,3.67) (1.6,3.5) (1.6,4.7)};
115
116     \fill[white] plot[smooth cycle, tension=0.7] coordinates
117       {(2.73,4.92) (3.02,4.97) (3.28,4.86) (3.3982,4.6828)
118         (3.14,4.78) (2.8941,4.7941) (2.6121,4.7236)};
119
120     \draw plot[smooth, tension=.7] coordinates
121       {(1.7,5.04) (2.14,5.27) (2.69,5.34) (3.11,5.16)};
122   \end{scope}
123 }
124 \newcommand{\amongUsEyesScaredI}[2][]{%
125   \begin{scope}[#1]
126     \fill[#2] plot[smooth cycle, tension=.7] coordinates
127       {(2.42,5.31) (3.29,4.61) (3.29,3.51) (2.68,2.9) (1.76,3.29) (1.6,4.7)};
128
129     \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
130       {(1.6,4.7) (1.94,5.14) (1.7633,4.3111) (1.88,3.67)
```

```
131        (2.13,3.34) (2.53,3.22) (2.96,3.3) (3.3238,3.5823)
132        (2.89,2.96) (1.99,3.06) (1.63,3.63) (1.55,4.31)}};
133
134      \draw plot[smooth cycle, tension=.7] coordinates
135        {(2.42,5.31) (3.29,4.61) (3.29,3.51) (2.68,2.9) (1.76,3.29) (1.6,4.7)};
136
137      \fill[white] plot[smooth cycle, tension=0.7] coordinates
138        {(2.58,4.95) (2.77,5.04) (2.92,4.78) (2.95,4.38)
139          (2.81,4.13) (2.53,4.2) (2.48,4.64)};
140    \end{scope}
141 }
142 % ****************************************************
143
144 % ====================================================
145 % Style I -- amongUs
146 % ====================================================
147 \newcommand{\amongUsBackpackI}[2][]{%
148    \begin{scope}[#1]
149      \fill[#2] (-0.5,3.9) arc (0:-90:-0.3) -- (0,4.2) arc (90:0:0.3) --
150        (0.3,1.3) arc (0:-90:0.3) -- (-0.2,1) arc (90:0:-0.3) -- cycle;
151
152      \fill[black!30!#2] (-0.5,3.5) -- (0.3,3.9) --
153        (0.3,1.3) arc (0:-90:0.3) -- (-0.2,1) arc (90:0:-0.3) -- cycle;
154
155      \draw (-0.5,3.9) arc (0:-90:-0.3) -- (0,4.2) arc (90:0:0.3) --
156        (0.3,1.3) arc (0:-90:0.3) -- (-0.2,1) arc (90:0:-0.3) -- cycle;
157    \end{scope}
158 }
159 \newcommand{\amongUsBodyI}[2][]{%
160    \begin{scope}[#1]
161      \fill[black!30!#2] (3.5,0.3) arc (0:-90:0.3) -- (2.5,0) arc (90:0:-0.3)
162      -- (2.2,1) coordinate(A) -- (1.2,1) -- (1.2,0.3) arc (0:-90:0.3)
163      -- (0.3,0) arc (90:0:-0.3) -- (0,0.3) --
164      plot[smooth, tension=.7] coordinates {
165        (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
166        (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
167
168      \fill[#2] plot[smooth, tension=.7] coordinates {
169        (0.44,5.27) (0.56,2.43) (1.43,1.40) (2.98,1.73) (3.47,3.04)
170        (3.47,4.03) (3.48,4.80) (3.15,5.24) (1.92,5.69) (1.02,5.58)};
171
172      \draw (3.5,0.3) arc (0:-90:0.3) -- (2.5,0) arc (90:0:-0.3)
173      -- (2.2,1) coordinate(A) -- (1.2,1) -- (1.2,0.3) arc (0:-90:0.3)
174      -- (0.3,0) arc (90:0:-0.3) -- (0,0.3) --
175      plot[smooth, tension=.7] coordinates {
176        (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
177        (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
178    % ----------- Leg detail
179      \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
180    \end{scope}
181 }
182 \newcommand{\amongUsI}[3][]{%
183    \amongUsBackpackI[#1]{#2};
```

```latex
184       \amongUsBodyI[#1]{#2};
185       \amongUsEyesI[#1]{#3};
186   }
187   % ****************************************************
188
189   % ==========================================================
190   % Style I -- Impostor
191   % ==========================================================
192   \newcommand{\impostorSmile}[2][]{%
193       \begin{scope}[#1]
194           \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
195               (3.43,2.12) (2.91,1.83) (2.10,1.75) (1.48,1.90) (1.07,2.22) (1.04,2.46)
196               (1.13,2.58) (1.28,2.40) (1.58,2.16) (2.07,1.97) (2.44,1.92) (2.88,1.95)
197               (3.26,2.05)};
198       \end{scope}
199   }
200   \newcommand{\impostorTeethUp}[2][]{%
201       \begin{scope}[#1]
202           \fill[#2] (1.26,2.46) -- (1.23,2.17) -- (1.44,2.28);
203           \fill[#2] (1.50,2.24) -- (1.49,2.00) -- (1.70,2.13);
204           \fill[#2] (1.76,2.11) -- (1.75,1.90) -- (1.96,2.03);
205           \fill[#2] (2.01,2.02) -- (2.05,1.83) -- (2.18,1.97);
206           \fill[#2] (2.25,1.95) -- (2.33,1.81) -- (2.43,1.95);
207       \end{scope}
208   }
209   \newcommand{\impostorTeethLw}[2][]{%
210       \begin{scope}[#1]
211           \fill[#2] (1.21,2.03) -- (1.42,2.17) -- (1.39,1.92);
212           \fill[#2] (1.47,1.88) -- (1.68,2.02) -- (1.65,1.80);
213           \fill[#2] (1.74,1.78) -- (1.95,1.94) -- (1.95,1.73);
214           \fill[#2] (2.03,1.73) -- (2.19,1.88) -- (2.26,1.72);
215           \fill[#2] (2.36,1.72) -- (2.49,1.88) -- (2.55,1.74);
216       \end{scope}
217   }
218   \newcommand{\impostorTeeth}[2][]{%
219       \impostorTeethUp[#1]{#2};
220       \impostorTeethLw[#1]{#2};
221   }
222   \newcommand{\impostorI}[5][]{%
223       \amongUsI[#1]{#2}{#3};
224       \impostorSmile[#1]{#4};
225       \impostorTeeth[#1]{#5};
226   }
227   % ****************************************************
228
229   % ==========================================================
230   % Style I -- Ghost
231   % ==========================================================
232   \newcommand{\amongUsGhostBodyI}[2][]{%
233       \begin{scope}[#1]
234           \fill[black!30!#2] plot[smooth, tension=.7] coordinates {
235               (3.50,1.67) (3.40,1.02) (2.90,0.92) (2.58,0.53) (2.02,0.32)
236               (1.12,0.36) (0.31,0.71) (-0.71,0.49) (-1.21,0.99) (-0.74,0.84)
```

```
237        (-0.23,1.09) (0.00,1.69)} --
238      plot[smooth, tension=.7] coordinates {
239        (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
240        (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
241
242      \fill[#2] plot[smooth, tension=.7] coordinates{ (0.44,5.27) (0,4.76)
243        (0.59,3.53)  (0.98,2.29) (1.57,1.75) (1.73,1.14) (1.33,0.69) (2.13,0.84)
244        (2.49,1.38) (3.15,1.71) (3.47,3.05) (3.47,4.03) (3.48,4.80) (3.15,5.24)
245        (1.92,5.70) (1.03,5.58)};
246
247      \draw plot[smooth, tension=.7] coordinates {
248        (3.50,1.67) (3.4,1.02) (2.90,0.92) (2.58,0.53) (2.02,0.32)
249        (1.12,0.36) (0.31,0.71) (-0.71,0.49) (-1.21,0.99) (-0.74,0.84)
250        (-0.23,1.09) (0.00,1.69)} --
251      plot[smooth, tension=.7] coordinates {
252        (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
253        (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
254    \end{scope}
255 }
256 \newcommand{\amongUsGhostI}[3][]{%
257   \amongUsBackpackI[#1]{#2};
258   \amongUsGhostBodyI[#1]{#2};
259   \amongUsEyesI[#1]{#3};
260 }
261 % ****************************************************
262
263 % ====================================================
264 % Style I -- Amoonguss -- Pokémon
265 % ====================================================
266 \newcommand{\amoongussCapInnerDetail}{%
267   \draw plot[smooth, tension=.7] coordinates {
268     (3.43,4.97) (3.41,5.38) (3.34,5.63)};
269   \draw plot[smooth, tension=.7] coordinates {
270     (0.11,4.89) (0.1,5.3) (0.1,5.7)};
271   \draw plot[smooth, tension=.7] coordinates {
272     (-1.31,5.26) (-1.23,5.51) (-1.13,5.65) (-0.85,5.73)};
273   \draw plot[smooth, tension=.7] coordinates {
274     (-0.31,5.1) (-0.34,5.24) (-0.25,5.42) (-0.09,5.48)};
275   \draw plot[smooth, tension=.7] coordinates {
276     (4.36,5.3) (4.33,5.48) (4.05,5.67)};
277   \draw plot[smooth, tension=.7] coordinates {
278     (4.91,5.33) (4.93,5.6) (4.75,5.78) (4.45,5.93)};
279 }
280 \newcommand{\amoongussCapWhite}{%
281   \draw[fill=white]  plot[smooth cycle, tension=.7] coordinates {
282     (2.18,8.19) (2.57,7.91) (2.75,7.32) (2.68,6.84) (2.82,6.81) (4.64,6.49)
283     (5.33,6.14) (5.2,6.89) (4.63,7.59) (3.61,8.09) (2.81,8.25) (1.83,8.33)};
284 }
285 \newcommand{\amoongussCapI}[1]{%
286   \fill[black!30!#1]  plot[smooth cycle, tension=.7] coordinates {
287     (-2.02,5.8) (-1.44,6.33) (0.16,6.64) (2.54,6.64) (4.58,6.35) (5.25,6.07)
288     (5.11,6.08) (5.29,5.91) (5.19,5.85) (4.9,6) (4.23,6.16) (3.24,6.25)
289     (1.33,6.35) (-0.07,6.22) (-1.09,6.04) (-1.78,5.71) (-1.92,5.5)};
```

```latex
290
291    \draw[fill=gray]  plot[smooth cycle, tension=.7] coordinates {
292      (3.42,5.17) (3.44,5.03) (3.68,5.09) (4.84,5.14) (5.3,5.56) (5.35,6.16)
293      (5,6.43)  (4.21,6.64) (3.02,6.82) (0.83,6.86) (-0.89,6.71) (-2.08,6.2)
294      (-2.17,5.37) (-1.08,4.95) (-0.18,4.87) (0.1,4.88) (0.1,4.95) (0.14,5.08)
295      (-0.18,5.1) (-1.11,5.21) (-2.04,5.61) (-1.44,6.33) (0.16,6.64) (2.54,6.64)
296      (4.58,6.35) (5.16,6.03) (5.07,5.44) (4.46,5.28) (3.66,5.28) (3.46,5.31)};
297
298    \amoongussCapWhite;
299  }
300  \newcommand{\amoongussBodyI}[2][]{%
301    \begin{scope}[#1]
302      \draw[fill=#2]  plot[smooth cycle, tension=.7] coordinates {
303        (3.47,5.04) (4.21,5.12) (5.11,5.40) (5.36,6.15) (4.83,6.64) (4.08,7.48)
304        (2.30,8.31) (0.38,8.23) (-0.93,7.66) (-1.7,6.84) (-2.29,5.73)
305        (-1.79,5.18) (-0.48,4.88) (0.09,4.91) (0.16,4.45)  (0.03,3.42) (-0.19,2.68)
306        (-0.39,1.59) (-0.17,0.68) (0.53,0.07) (2.71,0.04) (3.64,0.67) (3.9,1.71)
307        (3.63,2.73) (3.59,3.37) (3.49,4.15) (3.49,4.61)};
308
309      \fill[black!30!#2]  plot[smooth cycle, tension=.7] coordinates {
310        (0.16,4.45) (0.03,3.42) (-0.19,2.68) (-0.39,1.59) (-0.17,0.68) (0.53,0.07)
311        (2.71,0.04) (3.64,0.67) (3.9,1.71) (3.61,2.07) (3.21,1.02) (1.67,0.8)
312        (0.48,1.67) (0.4,2.66) (0.38,5.07) (0.31,5.62) (0.1,5.7)};
313
314      \draw plot[smooth, tension=.7] coordinates {
315        (0.09,4.91) (0.16,4.45)  (0.03,3.42) (-0.19,2.68) (-0.39,1.59) (-0.17,0.68)
316        (0.53,0.07) (2.71,0.04) (3.64,0.67) (3.9,1.71) (3.63,2.73) (3.59,3.37)};
317
318      \draw plot[smooth, tension=.7] coordinates {
319        (4.08,7.48) (2.3,8.31) (0.38,8.23) (-0.93,7.66) (-1.7,6.84) (-2.29,5.73)};
320
321      \fill[black!30!#2]  plot[smooth cycle, tension=.7] coordinates {
322        (0.37,8.22) (0.24,7.99) (0.14,7.57) (0.21,7.17) (0.5,6.97)
323        (0.84,6.82) (0.34,6.82) (-0.88,6.7) (-1.72,6.39) (-2,6.28)
324        (-2.1,6.23) (-1.56,7.01) (-1.03,7.56) (-0.26,8.02) (0.52,8.25)};
325      % --------- Mushroom Cap
326      \amoongussCapI{#2};
327      % --------- Mushroom cap inner detail
328      \amoongussCapInnerDetail;
329    \end{scope}
330  }
331  \newcommand{\amoongussLeftHandI}[2][]{%
332    \begin{scope}[#1]
333      \draw[fill=gray] plot[smooth cycle, tension=.7] coordinates {
334        (4.4,2.47) (4.19,2.7) (3.8,2.58) (3.64,2.18) (3.65,1.66)
335        (3.96,1.15) (4.37,1.07) (4.68,1.22) (4.34,1.85)};
336
337      \fill[black!50!gray] plot[smooth cycle, tension=.7] coordinates {
338        (4.21,1.31) (3.95,1.51) (3.8,1.89) (3.64,2.18) (3.65,1.66)
339        (3.96,1.15) (4.37,1.07) (4.64,1.15) (4.48,1.19)};
340
341      \draw plot[smooth cycle, tension=.7] coordinates {
342        (4.4,2.47) (4.19,2.7) (3.8,2.58) (3.64,2.18) (3.65,1.66)
```

```latex
                (3.96,1.15) (4.37,1.07) (4.68,1.22) (4.34,1.85)};
     % ------
     \draw[fill=#2]  plot[smooth cycle, tension=.7] coordinates {
        (4.86,1.79) (4.62,1.63) (4.01,1.8) (3.8,1.89) (3.86,2.32)
        (4.06,2.65) (4.36,2.69) (4.69,2.49) (4.83,2.26) (4.87,1.88)};

     \draw[fill=white] plot[smooth, tension=.7] coordinates {
        (4.54,1.99) (4.61,2.23) (4.85,2.18) (4.89,1.64)  (4.69,1.12)
        (4.14,1.21) (3.86,1.56)} -- (3.82,1.73) -- (3.8,1.89) -- cycle;

     \fill[black!50!white] plot[smooth, tension=.7] coordinates {
        (3.97,1.63) (4.22,1.41) (4.61,1.32) (4.85,1.43)  (4.69,1.12)
        (4.14,1.21) (3.86,1.56)} -- (3.82,1.73) -- (3.8,1.89) -- cycle;
     % ------
     \draw plot[smooth, tension=.7] coordinates {
        (4.88,1.57)  (4.69,1.12) (4.14,1.21) (3.86,1.56)} -- (3.82,1.73)
     -- (3.8,1.89) -- (4.54,1.99);

     \draw plot[smooth, tension=.7] coordinates {
        (4.54,1.99) (4.65,1.77) (4.84,1.78) (4.89,2)};
   \end{scope}
}
\newcommand{\amoongussRightHandI}[2][]{%
  \begin{scope}[#1]
     \draw[fill=gray]  plot[smooth cycle, tension=.7] coordinates {
        (0.85,2.68) (1.35,2.58) (1.6,2.14) (1.5,1.59) (1.13,1.28)
        (0.52,1.29) (0.16,1.68) (0.16,2.18) (0.41,2.56)};

     \fill[black!30!gray]  plot[smooth cycle, tension=.7] coordinates {
        (0.46,2.13) (0.8,1.68) (1.15,1.48) (1.4,1.43) (1.13,1.28)
        (0.52,1.29) (0.16,1.68) (0.16,2.18) (0.46,2.59)};

     \draw plot[smooth cycle, tension=.7] coordinates {
        (0.85,2.68) (1.35,2.58) (1.6,2.14) (1.5,1.59) (1.13,1.28)
        (0.52,1.29) (0.16,1.68) (0.16,2.18) (0.41,2.56)};
     % ------
     \draw[fill=#2]  plot[smooth cycle, tension=.7] coordinates {
        (0.27,1.9) (0.34,2.27) (0.63,2.48) (1.17,2.47) (1.4,2.16)
        (1.38,1.8) (1.02,1.63) (0.48,1.67)};

     \fill[black!30!#2]  plot[smooth cycle, tension=.7] coordinates {
        (0.27,1.9) (0.34,2.27) (0.47,2.4) (0.56,2) (0.78,1.73)
        (0.97,1.69) (0.7,1.52) (0.48,1.67)};

     \draw plot[smooth cycle, tension=.7] coordinates {
        (0.27,1.9) (0.34,2.27) (0.63,2.48) (1.17,2.47) (1.4,2.16)
        (1.38,1.8) (1.02,1.63) (0.48,1.67)};
     % ------
     \draw[fill=white]  plot[smooth cycle, tension=.7] coordinates {
        (0.97,2) (1.35,1.95) (1.38,1.79) (1.13,1.47) (0.6,1.46)
        (0.33,1.67) (0.27,1.96) (0.32,2.01) (0.61,2.01)};

     \fill[black!30!white]  plot[smooth cycle, tension=.7] coordinates {
```

```latex
                (0.61,1.86) (0.85,1.6) (1.11,1.51) (1.13,1.47) (0.6,1.46)
                (0.33,1.67) (0.27,1.96) (0.32,2.01) (0.61,2.01)};

        \draw plot[smooth cycle, tension=.7] coordinates {
            (0.97,2) (1.35,1.95) (1.38,1.79) (1.13,1.47) (0.6,1.46)
            (0.33,1.67) (0.27,1.96) (0.32,2.01) (0.61,2.01)};
        % ------
        \draw[fill=white]  plot[smooth cycle, tension=.7] coordinates {
            (0.61,1.96) (0.66,1.85) (0.84,1.82) (0.93,1.91) (0.93,2.11)
            (0.8,2.22) (0.67,2.17) (0.61,2.05)};
    \end{scope}
}
\newcommand{\amoongussNoseI}[2][]{%
    \begin{scope}[#1]
        \draw[fill=#2!75!white]  plot[smooth cycle, tension=.7] coordinates {
            (2.71,3.13) (2.48,2.97) (2.48,2.69) (2.94,2.65) (3.16,2.83) (3.03,3.11)};

        \fill[black!50!#2]  plot[smooth cycle, tension=.7] coordinates {
            (2.95,2.71) (2.63,2.76) (2.55,2.96) (2.48,2.97) (2.48,2.69) (2.94,2.65)};

        \draw plot[smooth cycle, tension=.7] coordinates {
            (2.71,3.13) (2.48,2.97) (2.48,2.69) (2.94,2.65) (3.16,2.83) (3.03,3.11)};

        \draw plot[smooth, tension=.7] coordinates {(3.01,2.93) (2.97,2.78)};
    \end{scope}
}
\newcommand{\amoongussI}[6][]{%
    \amongUsBackpackI[#1]{#2};
    \amoongussBodyI[#1]{#2};
    \amongUsEyesI[#1]{#3};
    \amoongussLeftHandI[#1]{#4};
    \amoongussRightHandI[#1]{#5};
    \amoongussNoseI[#1]{#6};
}
% ********************************************************
```

```latex
\newcommand{\amoongussGhostBodyI}[2][]{%
    \begin{scope}[#1]
        \draw[fill=#2]  plot[smooth cycle, tension=.7] coordinates {
            (3.47,5.04) (4.21,5.12) (5.11,5.40) (5.36,6.15) (4.83,6.64) (4.08,7.48)
            (2.30,8.31) (0.38,8.23) (-0.93,7.66) (-1.7,6.84) (-2.29,5.73)
            (-1.79,5.18) (-0.48,4.88) (0.09,4.91) (0.16,4.45)  (0.03,3.42) (0.22,2.62)
            (0.17,1.68) (-0.23,1.09) (-0.74,0.84) (-1.21,0.99) (-0.71,0.49) (0.31,0.72)
            (1.12,0.36) (2.09,0.32) (2.6,0.55) (3.01,1.07) (3.76,1.07) (3.9,1.71)
            (3.63,2.73) (3.59,3.37) (3.49,4.15) (3.49,4.61)};

        \fill[black!30!#2]  plot[smooth cycle, tension=.7] coordinates {
            (0.16,4.45) (0.03,3.42) (0.03,3.42) (0.22,2.62)
            (0.17,1.68) (-0.23,1.09) (-0.74,0.84) (-1.21,0.99)
            (-0.71,0.49) (0.31,0.72)
```

```
449        (1.12,0.36) (2.09,0.32) (2.6,0.55) (3.01,1.07) (3.76,1.07)
450        (3.9,1.71) (3.59,2.68) (3.13,1.86) (2.12,1.83) (1.33,0.89) (0.88,0.91)
451        (1.12,1.27) (1.05,2.17) (0.66,2.99) (0.38,5.07) (0.31,5.62) (0.1,5.7)};
452
453      \draw plot[smooth, tension=.7] coordinates {
454        (0.09,4.91) (0.16,4.45)  (0.03,3.42) (0.22,2.62)
455        (0.17,1.68) (-0.23,1.09) (-0.74,0.84) (-1.21,0.99) (-0.71,0.49) (0.31,0.72)
456        (1.12,0.36) (2.09,0.32) (2.6,0.55) (3.01,1.07) (3.76,1.07) (3.9,1.71)
457        (3.63,2.73) (3.59,3.37) (3.49,4.15)};
458      % --------- Mushroom Cap
459      \amoongussCapI{#2};
460      % --------- Mushroom cap inner detail
461      \amoongussCapInnerDetail;
462    \end{scope}
463  }
464  \newcommand{\amoongussGhostI}[6][]{%
465    \amongUsBackpackI[#1]{#2};
466    \amoongussGhostBodyI[#1]{#2};
467    \amongUsEyesI[#1]{#3};
468    \amoongussLeftHandI[#1]{#4};
469    \amoongussRightHandI[#1]{#5};
470    \amoongussNoseI[#1]{#6};
471  }
472  % ********************************************************
473
474  % =======================================================
475  % Hands
476  % =======================================================
477  \newcommand{\amongUsHandsA}[2][]{%
478    \begin{scope}[#1]
479      \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
480        (1.12,2.17) (0.85,2.06) (0.55,2.07) (0.31,2.21) (0.26,2.57) (0.24,2.90)
481        (0.26,3.12) (0.37,3.13) (0.41,2.92) (0.43,2.62) (0.46,2.62) (0.44,2.92)
482        (0.47,3.20) (0.61,3.21) (0.63,2.96) (0.64,2.63) (0.67,2.62) (0.67,2.97)
483        (0.67,3.25) (0.84,3.25) (0.87,2.93) (0.87,2.61) (0.90,2.61) (0.90,2.93)
484        (0.94,3.19) (1.07,3.18) (1.11,2.95) (1.12,2.57) (1.14,2.37) (1.29,2.34)
485        (1.49,2.35) (1.53,2.18) (1.29,2.18)};
486      % hand line
487      \draw plot[smooth, tension=.7] coordinates
488      {(0.37,2.54) (0.53,2.57) (0.77,2.56) (0.99,2.52)};
489    \end{scope}
490  }
491  \newcommand{\amongUsHandsB}[2][]{%
492    \begin{scope}[#1]
493      \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
494        (1.12,2.17) (0.85,2.06) (0.55,2.07) (0.31,2.21) (0.26,2.57) (0.16,2.85)
495        (0.13,3.07) (0.24,3.08) (0.33,2.89) (0.43,2.62) (0.46,2.62) (0.44,2.92)
496        (0.47,3.20) (0.61,3.21) (0.63,2.96) (0.64,2.63) (0.67,2.62) (0.72,2.95)
497        (0.78,3.22) (0.92,3.22) (0.93,2.93) (0.87,2.61) (0.90,2.61) (1.03,2.90)
498        (1.16,3.14) (1.28,3.07) (1.21,2.80) (1.12,2.57) (1.14,2.37) (1.29,2.34)
499        (1.49,2.35) (1.53,2.18) (1.29,2.18)};
500
501      \draw plot[smooth, tension=.7] coordinates
```

```
502        {(0.37,2.54) (0.53,2.57) (0.77,2.56) (0.99,2.52)};
503      \end{scope}
504  }
505  \newcommand{\amongUsHandsC}[2][]{%
506      \begin{scope}[#1]
507        \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
508          (1.03,2.11) (0.76,2.06) (0.46,2.18) (0.25,2.43) (0.27,2.76) (0.52,2.93)
509          (0.73,2.98) (0.71,2.81) (0.46,2.71) (0.64,2.59) (0.93,2.73) (0.79,2.80)
510          (0.81,2.99) (1.07,2.87) (1.13,2.67) (0.74,2.45) (0.85,2.46) (1.13,2.64)
511          (1.17,2.80) (1.32,2.74) (1.26,2.54) (0.81,2.31) (0.91,2.32) (1.24,2.49)
512          (1.37,2.62) (1.45,2.53) (1.27,2.38) (1.14,2.31) (0.94,2.21) (1.35,2.39)
513          (1.44,2.48) (1.52,2.41) (1.3,2.25)};
514      \end{scope}
515  }
516  \newcommand{\amongUsHandsD}[2][]{%
517      \begin{scope}[#1]
518        \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
519          (0.45,2.36) (0.43,2.13) (0.81,2.15) (1.14,2.13) (1.03,2.41) (1.20,2.49)
520          (1.35,2.47) (1.39,2.57) (1.34,2.65) (1.23,2.68) (1.02,2.62) (1.03,2.99)
521          (0.96,3.20) (0.86,3.21) (0.80,3.23) (0.64,3.24) (0.41,3.20) (0.32,3.06)
522          (0.31,2.87) (0.32,2.65)  (0.43,2.52)};
523        \draw plot[smooth, tension=.7] coordinates
524        {(0.85,3.2) (0.79,2.97) (0.82,2.75) (0.9,2.67) (0.93,2.86)};
525        \draw plot[smooth, tension=.7] coordinates
526        {(0.73,3.23) (0.64,3.09) (0.63,2.97) (0.63,2.81) (0.66,2.69)
527          (0.78,2.63) (0.83,2.74)};
528        \draw plot[smooth, tension=.7] coordinates
529        {(0.61,3.24) (0.54,3.20) (0.49,3.12) (0.46,3.01) (0.45,2.89)
530          (0.48,2.75) (0.56,2.61) (0.62,2.62) (0.67,2.67)};
531        \draw plot[smooth, tension=.7] coordinates
532        {(0.32,2.77) (0.38,2.72) (0.44,2.72) (0.47,2.77)};
533      \end{scope}
534  }
535  \newcommand{\amongUsHandsE}[2][]{%
536      \begin{scope}[#1]
537        \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
538          (1.20,2.62) (1.25,2.51) (1.30,2.39) (1.22,2.24) (1.00,2.14) (0.68,2.10)
539          (0.44,2.12) (0.45,2.44) (0.36,2.96) (0.39,3.08) (0.54,2.98) (0.46,3.09)
540          (0.55,3.16) (0.65,3.09) (0.60,3.17) (0.71,3.23) (0.77,3.17) (0.80,3.28)
541          (0.91,3.22) (0.93,3.00) (0.97,2.76) (1.00,2.57) (1.06,2.44) (0.96,2.33)
542          (1.09,2.42) (1.05,2.57)};
543        \draw plot[smooth, tension=.7] coordinates
544        {(0.45,3.02) (0.60,2.82) (0.549,2.67) (0.599,2.49)};
545        \draw plot[smooth, tension=.7] coordinates
546        {(0.65,3.10) (0.70,2.91) (0.689,2.7) (0.729,2.58)};
547        \draw plot[smooth, tension=.7] coordinates
548        {(0.77,3.17) (0.84,2.96) (0.829,2.78) (0.859,2.65)};
549        \draw plot[smooth, tension=.7] coordinates
550        {(0.57,2.44) (0.67,2.53) (0.799,2.61) (0.919,2.68)};
551      \end{scope}
552  }
553  \newcommand{\amongUsHandsF}[2][]{%
554      \begin{scope}[#1]
```

```
555    \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
556        (1.41,2.47) (1.43,2.36) (1.23,2.28) (1.10,2.14) (0.79,2.08) (0.52,2.09)
557        (0.37,2.23) (0.32,2.36) (0.30,2.52) (0.36,2.66) (0.47,2.59) (0.43,2.67)
558        (0.52,2.74) (0.62,2.67) (0.57,2.75) (0.68,2.81) (0.74,2.75) (0.77,2.86)
559        (0.79,3.28) (0.99,3.30) (0.99,2.97) (0.98,2.63) (1.02,2.38) (0.87,2.32)
560        (1.13,2.39) (1.3,2.5)};
561    \draw plot[smooth, tension=.7] coordinates {(0.74,2.74) (0.78,2.62)
562        (0.77,2.49) (0.68,2.44) (0.65,2.54) (0.63,2.67)};
563    \draw plot[smooth, tension=.7] coordinates {(0.68,2.44) (0.60,2.40)
564        (0.51,2.4) (0.54,2.5) (0.47,2.59)};
565    \draw plot[smooth, tension=.7] coordinates {(0.51,2.39) (0.42,2.35)
566        (0.4,2.42) (0.41,2.49) (0.32,2.54)};
567    \end{scope}
568 }
569 \newcommand{\amongUsHandsG}[2][]{%
570    \begin{scope}[#1]
571    \draw[fill=#2] plot[smooth cycle, tension=.7] coordinates {
572        (1.18,2.42) (1.18,2.28) (1.11,2.15) (0.90,2.08) (0.63,2.09) (0.48,2.23)
573        (0.43,2.36) (0.41,2.52) (0.47,2.66) (0.58,2.59) (0.54,2.67) (0.63,2.74)
574        (0.73,2.67) (0.68,2.75) (0.79,2.81) (0.85,2.75) (0.88,2.86) (0.90,3.16)
575        (1.06,3.18) (1.09,2.88) (1.09,2.63) (1.1,2.44)};
576    \draw plot[smooth, tension=.7] coordinates {(0.85,2.74) (0.89,2.62)
577        (0.88,2.49) (0.79,2.44) (0.76,2.54) (0.74,2.67)};
578    \draw plot[smooth, tension=.7] coordinates {(0.79,2.44) (0.71,2.40)
579        (0.62,2.4) (0.65,2.5) (0.58,2.59)};
580    \draw plot[smooth, tension=.7] coordinates {(0.62,2.39) (0.53,2.35)
581        (0.51,2.42) (0.52,2.49) (0.43,2.54)};
582    \draw plot[smooth, tension=.7] coordinates {(1.09,2.43) (0.85,2.43)
583        (0.82,2.3) (0.86,2.22) (0.97,2.23) (0.98,2.33) (1.1,2.3)};
584    \end{scope}
585 }
586 % ****************************************************
587
588 % ===================================================
589 % Style II -- Eyes -- emotions
590 % ===================================================
591 \newcommand{\amongUsEyesII}[2][]{%
592    \begin{scope}[#1]
593    \draw[shade, inner color=white!95!black, outer color=#2]
594    plot[smooth cycle, tension=.7] coordinates
595    {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
596    \end{scope}
597 }
598 \newcommand{\amongUsEyesAngryII}[2][]{%
599    \begin{scope}[#1]
600    \draw[shade, inner color=white!95!black, outer color=#2]
601    plot[smooth cycle, tension=.7] coordinates
602    {(2.78,4.37) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
603
604    \draw plot[smooth, tension=.7] coordinates
605    {(2.61,4.68) (2.73,4.51) (2.87,4.49) (3.02,4.67)};
606    \end{scope}
607 }
```

```latex
608  \newcommand{\amongUsEyesVeryangryII}[2][]{%
609    \begin{scope}[#1]
610      \draw[shade, inner color=white!95!black, outer color=#2]
611        plot[smooth cycle, tension=.7] coordinates
612        {(2.75,4.11) (3.7,4.6) (3.7,3.5) (2.79,3.53) (1.6,3.5) (1.6,4.7)};
613
614      \draw plot[smooth, tension=.7] coordinates
615      {(2.62,4.61) (2.7,4.28) (2.83,4.27) (2.94,4.6)};
616    \end{scope}
617  }
618  \newcommand{\amongUsEyesHappyII}[2][]{%
619    \begin{scope}[#1]
620      \draw[shade, inner color=white!95!black, outer color=#2]
621        plot[smooth cycle, tension=.7] coordinates
622        {(2.76,5.15) (3.7,4.6) (3.7,3.5) (2.78,3.67) (1.6,3.5) (1.6,4.7)};
623
624      \draw plot[smooth, tension=.7] coordinates
625      {(1.7,5.04) (2.14,5.27) (2.69,5.34) (3.11,5.16)};
626    \end{scope}
627  }
628  \newcommand{\amongUsEyesScaredII}[2][]{%
629    \begin{scope}[#1]
630      \draw[shade, inner color=white!95!black, outer color=#2]
631        plot[smooth cycle, tension=.7] coordinates
632        {(2.42,5.31) (3.29,4.61) (3.29,3.51) (2.68,2.9) (1.76,3.29) (1.6,4.7)};
633    \end{scope}
634  }
635  % ******************************************************
636
637  % ====================================================
638  % Style II -- amongUs
639  % ====================================================
640  \newcommand{\amongUsBackpackII}[2][]{%
641    \begin{scope}[#1]
642      \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2]
643      (-0.5,3.9) arc (0:-90:-0.3) -- (0,4.2) arc (90:0:0.3) --
644      (0.3,1.3) arc (0:-90:0.3) -- (-0.2,1) arc (90:0:-0.3) -- cycle;
645    \end{scope}
646  }
647  \newcommand{\amongUsBodyII}[2][]{%
648    \begin{scope}[#1]
649      \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2]
650      (3.5,0.3) arc (0:-90:0.3) -- (2.5,0) arc (90:0:-0.3)
651      -- (2.2,1) coordinate(A) -- (1.2,1) -- (1.2,0.3) arc (0:-90:0.3)
652      -- (0.3,0) arc (90:0:-0.3) -- (0,0.3) --
653      plot[smooth, tension=.7] coordinates {
654        (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
655        (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
656
657      \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
658    \end{scope}
659  }
660  \newcommand{\amongUsII}[3][]{%
```

```latex
661    \amongUsBackpackII[#1]{#2};
662    \amongUsBodyII[#1]{#2};
663    \amongUsEyesII[#1]{#3};
664  }
665  % *******************************************************
666
667  % =======================================================
668  % Style II -- Impostor
669  % =======================================================
670  \newcommand{\impostorII}[5][]{%
671    \amongUsII[#1]{#2}{#3};
672    \impostorSmile[#1]{#4};
673    \impostorTeeth[#1]{#5};
674  }
675  % *******************************************************
676
677  % =======================================================
678  % Style II -- Ghost
679  % =======================================================
680  \newcommand{\amongUsGhostBodyII}[2][]{%
681    \begin{scope}[#1]
682      \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2]
683        plot[smooth, tension=.7] coordinates {
684          (3.50,1.67) (3.4,1.02) (2.9,0.92) (2.58,0.53) (2.02,0.32) (1.12,0.36)
685          (0.3,0.7) (-0.71,0.49) (-1.21,0.99) (-0.74,0.84) (-0.23,1.09) (0,1.69)} --
686        plot[smooth, tension=.7] coordinates {
687          (0,4.5) (0.09,4.94) (0.48,5.29) (1.18,5.61) (1.73,5.71)
688          (2.24,5.64) (3.1,5.3) (3.42,4.96) (3.5,4.5)} -- cycle;
689    \end{scope}
690  }
691  \newcommand{\amongUsGhostII}[3][]{%
692    \amongUsBackpackII[#1]{#2};
693    \amongUsGhostBodyII[#1]{#2};
694    \amongUsEyesII[#1]{#3};
695  }
696  % *******************************************************
697
698  % =======================================================
699  % Style II -- Amoonguss -- Pokémon
700  % =======================================================
701  \newcommand{\amoongussCapII}[1]{%
702    \fill[shade, top color=black, bottom color=#1, middle color=#1!75!black]
703      plot[smooth cycle, tension=.7] coordinates {
704        (-2.02,5.8) (-1.44,6.33) (0.16,6.64) (2.54,6.64) (4.58,6.35) (5.25,6.07)
705        (5.11,6.08) (5.29,5.91) (5.19,5.85) (4.9,6) (4.23,6.16) (3.24,6.25)
706        (1.33,6.35) (-0.07,6.22) (-1.09,6.04) (-1.78,5.71) (-1.92,5.5)};
707
708    \draw[shade, top color=gray, bottom color=gray!5!black, middle color=gray]
709      plot[smooth cycle, tension=.7] coordinates {
710        (3.42,5.17) (3.44,5.03) (3.68,5.09) (4.84,5.14) (5.3,5.56) (5.35,6.16)
711        (5,6.43)  (4.21,6.64) (3.02,6.82) (0.83,6.86) (-0.89,6.71) (-2.08,6.2)
712        (-2.17,5.37) (-1.08,4.95) (-0.18,4.87) (0.1,4.88) (0.1,4.95) (0.14,5.08)
713        (-0.18,5.1) (-1.11,5.21) (-2.04,5.61) (-1.44,6.33) (0.16,6.64) (2.54,6.64)
```

```latex
              (4.58,6.35) (5.16,6.03) (5.07,5.44) (4.46,5.28) (3.66,5.28) (3.46,5.31)};

    \amoongussCapWhite;
}
\newcommand{\amoongussBodyII}[2][]{%
  \begin{scope}[#1]
    \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2]
      plot[smooth, tension=.7] coordinates {
        (3.47,5.04) (4.21,5.12) (5.11,5.40) (5.36,6.15) (4.83,6.64) (4.08,7.48)
        (2.30,8.31) (0.38,8.23) (-0.93,7.66) (-1.7,6.84) (-2.29,5.73)
        (-1.79,5.18) (-0.48,4.88) (0.09,4.91) (0.16,4.45)  (0.03,3.42) (-0.19,2.68)
        (-0.39,1.59) (-0.17,0.68) (0.53,0.07) (2.71,0.04) (3.64,0.67) (3.9,1.71)
        (3.63,2.73) (3.59,3.37) (3.49,4.15) (3.49,4.61)};
    % --------- Mushroom Cap
    \amoongussCapII{#2};
    % --------- Mushroom cap inner detail
    \amoongussCapInnerDetail;
  \end{scope}
}
\newcommand{\amoongussLeftHandII}[2][]{%
  \begin{scope}[#1]
    \draw[shade, top color=gray, bottom color=gray!5!black, middle color=gray]
    plot[smooth cycle, tension=.7] coordinates {
      (4.4,2.47) (4.19,2.7) (3.8,2.58) (3.64,2.18) (3.65,1.66)
      (3.96,1.15) (4.37,1.07) (4.68,1.22) (4.34,1.85)};

    \draw[fill=#2]  plot[smooth cycle, tension=.7] coordinates {
      (4.86,1.79) (4.62,1.63) (4.01,1.8) (3.8,1.89) (3.86,2.32)
      (4.06,2.65) (4.36,2.69) (4.69,2.49) (4.83,2.26) (4.87,1.88)};

    \draw[shade, top color=white, bottom color=white!5!black, middle color=white]
    plot[smooth, tension=.7] coordinates {
      (4.54,1.99) (4.61,2.23) (4.85,2.18) (4.89,1.64)  (4.69,1.12)
      (4.14,1.21) (3.86,1.56)} -- (3.82,1.73) -- (3.8,1.89) -- cycle;

    \draw plot[smooth, tension=.7] coordinates {
      (4.54,1.99) (4.65,1.77) (4.84,1.78) (4.89,2)};
  \end{scope}
}
\newcommand{\amoongussRightHandII}[2][]{%
  \begin{scope}[#1]
    \draw[shade, left color=gray!5!black, bottom color=gray!50,
      right color=gray!5!white] plot[smooth cycle, tension=.7] coordinates {
        (0.85,2.68) (1.35,2.58) (1.6,2.14) (1.5,1.59) (1.13,1.28)
        (0.52,1.29) (0.16,1.68) (0.16,2.18) (0.41,2.56)};

    \draw[shade, left color=#2!30!black, bottom color=#2!50,
      right color=#2!75!white] plot[smooth cycle, tension=.7] coordinates {
        (0.27,1.9) (0.34,2.27) (0.63,2.48) (1.17,2.47) (1.4,2.16)
        (1.38,1.8) (1.02,1.63) (0.48,1.67)};

    \draw[shade, left color=white!30!black, bottom color=white!50,
      right color=white!75] plot[smooth cycle, tension=.7] coordinates {
```

```
                (0.97,2) (1.35,1.95) (1.38,1.79) (1.13,1.47) (0.6,1.46)
                (0.33,1.67) (0.27,1.96) (0.32,2.01) (0.61,2.01)};

        \draw[shade, left color=white!50!black, bottom color=white!30,
        right color=white!50] plot[smooth cycle, tension=.7] coordinates {
                (0.61,1.96) (0.66,1.85) (0.84,1.82) (0.93,1.91) (0.93,2.11)
                (0.8,2.22) (0.67,2.17) (0.61,2.05)};
    \end{scope}
}
\newcommand{\amoongussNoseII}[2][]{%
    \begin{scope}[#1]
        \draw[shade, top color=#2!50, bottom color=#2!5!black, middle color=#2]
            plot[smooth cycle, tension=.7] coordinates {
            (2.71,3.13) (2.48,2.97) (2.48,2.69) (2.94,2.65) (3.16,2.83) (3.03,3.11)};

        \draw plot[smooth, tension=.7] coordinates {(3.01,2.93) (2.97,2.78)};
    \end{scope}
}
\newcommand{\amoongussII}[6][]{%
    \amongUsBackpackII[#1]{#2};
    \amoongussBodyII[#1]{#2};
    \amongUsEyesII[#1]{#3};
    \amoongussLeftHandII[#1]{#4};
    \amoongussRightHandII[#1]{#5};
    \amoongussNoseII[#1]{#6};
}
% ****************************************************
    
% ===================================================
% Style II -- Amoonguss -- Ghost -- Pokémon
% ===================================================
\newcommand{\amoongussGhostBodyII}[2][]{%
    \begin{scope}[#1]
        \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2]
        plot[smooth, tension=.7] coordinates {
                (3.47,5.04) (4.21,5.12) (5.11,5.40) (5.36,6.15) (4.83,6.64) (4.08,7.48)
                (2.30,8.31) (0.38,8.23) (-0.93,7.66) (-1.7,6.84) (-2.29,5.73)
                (-1.79,5.18) (-0.48,4.88) (0.09,4.91) (0.16,4.45)  (0.03,3.42) (0.22,2.62)
                (0.17,1.68) (-0.23,1.09) (-0.74,0.84) (-1.21,0.99) (-0.71,0.49) (0.31,0.72)
                (1.12,0.36) (2.09,0.32) (2.6,0.55) (3.01,1.07) (3.76,1.07) (3.9,1.71)
                (3.63,2.73) (3.59,3.37) (3.49,4.15) (3.49,4.61)};
        % --------- Mushroom Cap
        \amoongussCapI{#2};
        % --------- Mushroom cap inner detail
        \amoongussCapInnerDetail;
    \end{scope}
}
\newcommand{\amoongussGhostII}[6][]{%
    \amongUsBackpackII[#1]{#2};
    \amoongussGhostBodyII[#1]{#2};
    \amongUsEyesII[#1]{#3};
    \amoongussLeftHandII[#1]{#4};
    \amoongussRightHandII[#1]{#5};
```

```
820    \amoongussNoseII[#1]{#6};
821  }
822  % ****************************************************
823
824  \endinput
```

8.2 tikz-among-us-fancyhdr.sty

Listing 2 shows the implementation of the package `tikz-among-us-fancyhdr.sty`.

Listing 2: Package implementation

```
1   \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2   \ProvidesPackage{tikz-among-us-fancyhdr}[2020-10-23 Custom Package for my AmongUs
    PageNumbering base configuration -- FHZ  -- Version 1.0.1]
3
4   \RequirePackage{tikz-among-us}
5   \RequirePackage{fancyhdr}
6
7   \fancypagestyle{headings}{% changes predefined style
8     \fancyhf{} % clear all header and footer fields
9     \fancyfoot[RO,LE]{%
10        \begin{tikzpicture}
11          \amongUsI[rotate around={45*(\thepage-1):(1.75,2.3)},
12            scale=0.25, shift={(5,7)}]{yellow}{cyan};
13          \node at (1.75,2.3) {\thepage};
14        \end{tikzpicture}
15    }
16    \renewcommand{\headrulewidth}{0pt} % remove line between header and main text
17  }
18  \pagestyle{headings}
19
20  \endinput
```

8.3 tikz-among-us-watermark-eso-pic.sty

Listing 3 shows the implementation of the package `tikz-among-us-watermark-eso-pic.sty`.

Listing 3: Package implementation

```
1   \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2   \ProvidesPackage{tikz-among-us-watermark-eso-pic}[2020-10-23 Custom Package for
    watermark with eso-pic configurations for AmongUs -- FHZ  -- Version 1.0.1]
3
4   \RequirePackage{tikz-among-us}
5   \RequirePackage{tikz}
6   \RequirePackage{xifthen}
7
8   \RequirePackage{eso-pic}
9   \RequirePackage{kvoptions}
10  \SetupKeyvalOptions{
11    family=FHZ,
```

```latex
12    prefix=FHZ@
13  }
14
15  % -----------------------------------------
16  % Property cor -- default red
17  % -----------------------------------------
18  \DeclareStringOption[red]{cor}
19
20  % -----------------------------------------
21  % Property type -- default 0
22  % -----------------------------------------
23  \DeclareStringOption[0]{type}
24
25  % -----------------------------------------
26  % FrontGround (default) BackGround
27  % -----------------------------------------
28  \newif\ifFG
29  \DeclareBoolOption[true]{FG}{%
30    \FGtrue
31  }
32  \DeclareComplementaryOption{BG}{FG}{%
33    \FGfalse
34  }
35
36  \ProcessKeyvalOptions*
37
38  % ===============================
39  \newcommand{\FHZ@typeSelection}[1]{
40    \ifthenelse{\equal{#1}{0}}
41      {\tikz[color=\FHZ@cor!80, opacity=0.4]
42        \node{\amongUsOriginal{\FHZ@cor}{white}};}
43      {\tikz[color=\FHZ@cor!80, opacity=0.3]
44        {\amongUsI{\FHZ@cor}{cyan};}}
45  }
46  \newsavebox\myboxAmongUs\savebox\myboxAmongUs{
47      \FHZ@typeSelection{\FHZ@type}
48  }
49  % ===============================
50
51  \DeclareOption*{%
52    \PackageWarning{FHZ-watermark-eso-pic-amongUs}{Unknown-Desconhecido
  '\CurrentOption'}
53  }
54  \ProcessOptions\relax
55
56  % -----------------------------------------
57  % Apply eso-pic watermark FG or BG
58  % -----------------------------------------
59  \ifFHZ@FG
60    \AddToShipoutPictureFG{%
61      \AtStockLowerLeft{\put(-50,100)
62        {\scalebox{3.2}{\rotatebox{30}{\usebox\myboxAmongUs}}}}%
63    }
```

```
64  \else
65    \AddToShipoutPictureBG{%
66      \AtStockLowerLeft{\put(-50,100)
67        {\scalebox{3.2}{\rotatebox{30}{\usebox\myboxAmongUs}}}}%
68    }
69  \fi
70
71  \endinput
```