

Figuras con TikZ 2

J. Luis Torres

7 de julio de 2015

1. TikZ

Poligonal:



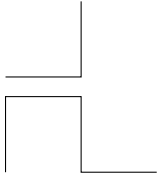
Poligonal con rotación:



Polígono:



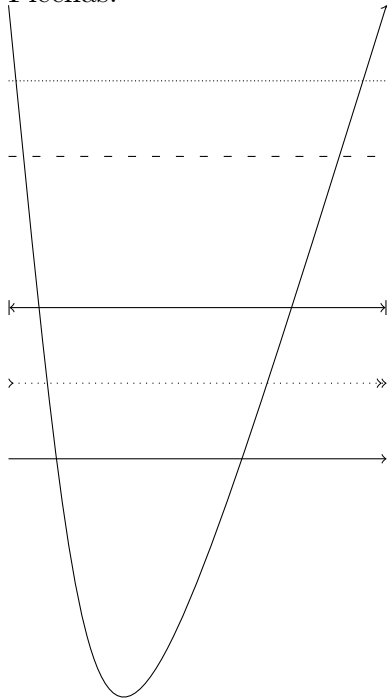
Segmentos perpendiculares:



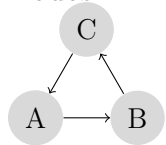
Curva de Bezier:



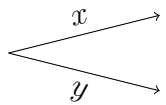
Flechas:



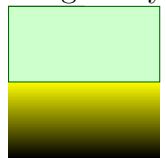
Nodos:

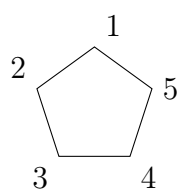
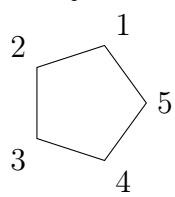
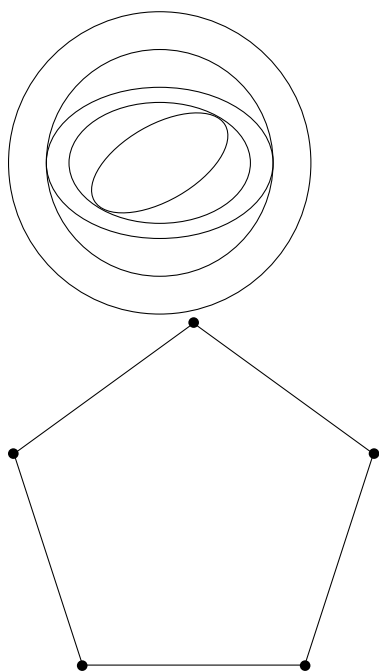


Texto sobre las flechas:

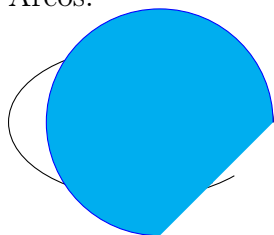


Polígonos y figuras regulares:

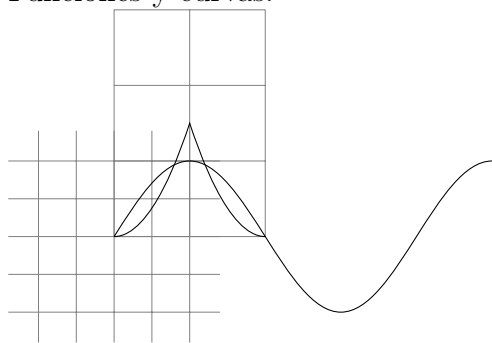


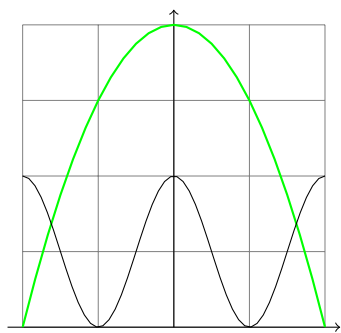


Arcos:



Funciones y curvas:





$$\begin{array}{ccccc}
 F_t(x) & \xrightarrow{\mathcal{B}_t} & F(x) & & G(x) \\
 \mathcal{B}_X \downarrow & \nearrow & \downarrow \mathcal{B}_T & \nearrow & \\
 A_t & \xrightarrow[\mathcal{B}_T]{\exists} & A & &
 \end{array}$$