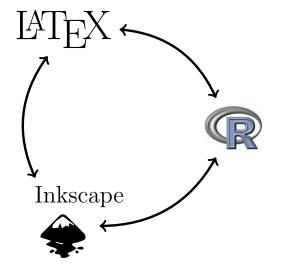
How to make informative figures, purty pictures, and waste time with free and open source software

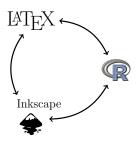
Ian Taylor

Quantitative Ecology and Resource Management University of Washington

May 7, 2008



LATEX packages TikZ & PGF



Inkscape

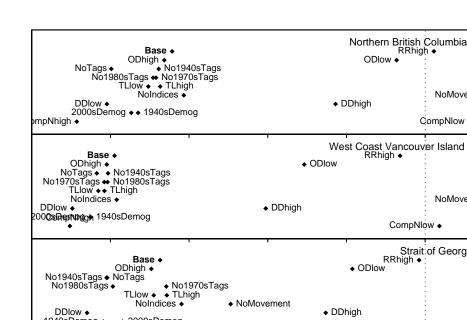


- Inkscape is a vector graphics editor application.
- "Vector graphics is the use of geometrical primitives such as points, lines, curves, and shapes or polygon(s), which are all based upon mathematical equations, to represent images in computer graphics." 1
- ▶ Two key features I'm aware of so far:
 - edit PDF
 - trace bitmap.

¹http://en.wikipedia.org/wiki/Vector_graphics

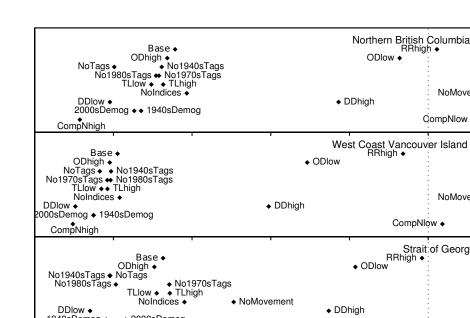


edit PDF



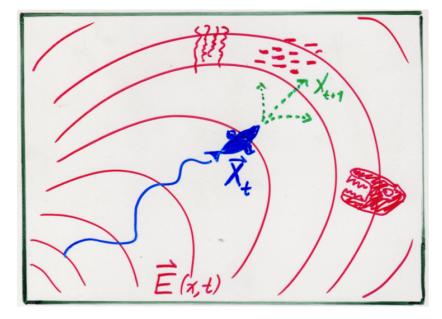


edit PDF



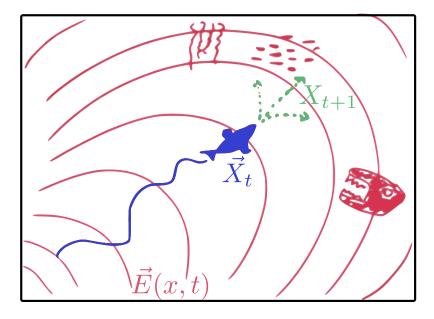


trace bitmap, add text

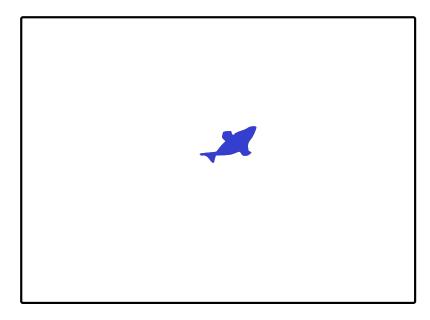




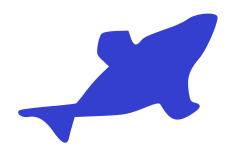
trace bitmap, add text



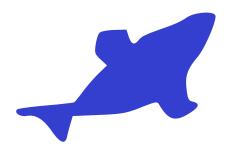












"Vector graphics is the use of geometrical primitives such as points, lines, curves, and shapes or polygon(s), which are all based upon mathematical equations, to represent images in computer graphics."

```
%LaTeX with PSTricks extensions
%%Creator: inkscape 0.46
%%Please note this file requires PSTricks extensions
%\psset{xunit=.5pt,vunit=.5pt,runit=.5pt}
\begin{pspicture}(200.150)
  \newrgbcolor{curcolor}{0.20784314 0.24705882 0.81176472}
  \pscustom[linestvle=none.fillstvle=solid.fillcolor=curcolor]
    \newpath
    \moveto(62.481523.45.57681)
    \curveto(58.004483.52.025789)(53.961043.54.497499)(49.314352.53.625779)
    \curveto(45.893402.52.984009)(42.555682.55.26854)(44.389722.56.99648)
    \curveto(44.888912.57.46679)(51.594992.58.38924)(59.292123.59.04637)
    \curveto(66.989253.59.70349)(73.636733.60.45735)(74.064303.60.7216)
    \curveto(74.491873,60.98585)(76.565533,63.53184)(78.672443,66.37934)
    \curveto(80.779343.69.22684)(84.447673.73.44041)(86.824283.75.74284)
    \lineto(91.145383.79.92908)
    \lineto(87.858773.82.99922)
    \curveto(84.764683,85.88954)(84.612583,86.34723)(85.262193,90.81299)
    \curveto(85.641703.93.42198)(86.525463.96.14864)(87.226113.96.87223)
    \curveto(87.971723,97.64226)(91.145193,98.26432)(94.878463,98.37223)
    \lineto(101.25692.98.55661)
    \lineto(102.39403.95.10098)
    \curveto(103.80439.90.81498)(105.30864.90.23153)(107.61264.93.07685)
    \curveto(109.3492.95.2214)(110.90552.95.93584)(123.29734.100.27701)
    \curveto(126.59734.101.43308)(130.64734.103.38913)(132.29734.104.62379)
    \curveto(136.41234.107.70295)(147.05384.108.47965)(147.60432.105.74101)
    %...six lines cut out...
    \curveto(101.09076,54.99221)(99.030263,54.62606)(86.797343,54.117669)
    \lineto(73.297343.53.556609)
    \lineto(72.126123.49.55661)
    \curveto(71.481953,47.35661)(70.685873,44.31911)(70.357073,42.80661)
    \curveto(69.424843.38.5184)(66.721533.39.46928)(62.481523.45.57681)
    \closepath
 7
\end{pspicture}
```

```
74.491873.60.98585.76.565533.63.53184.78.672443.66.37934.
80.779343.69.22684.84.447673.73.44041.86.824283.75.74284.
91.145383.79.92908.
87.858773,82.99922,
84.764683.85.88954.84.612583.86.34723.85.262193.90.81299.
85.641703.93.42198.86.525463.96.14864.87.226113.96.87223.
87.971723,97.64226,91.145193,98.26432,94.878463,98.37223,
101.25692.98.55661.
102.39403.95.10098.
103.80439.90.81498.105.30864.90.23153.107.61264.93.07685.
109.3492,95.2214,110.90552,95.93584,123.29734,100.27701,
126,59734,101,43308,130,64734,103,38913,132,29734,104,62379,
136.41234,107.70295,147.05384,108.47965,147.60432,105.74101,
#...six lines cut out...
101.09076.54.99221.99.030263.54.62606.86.797343.54.117669.
73.297343.53.556609.
72.126123,49.55661,
71.481953.47.35661.70.685873.44.31911.70.357073.42.80661.
69.424843.38.5184.66.721533.39.46928.62.481523.45.57681)
```

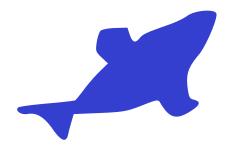
58.004483,52.025789,53.961043,54.497499,49.314352,53.625779, 45.893402,52.984009,42.555682,55.26854,44.3889722,56.99648, 44.888912,57.46679,51.594992,58.38924,59.292123,59.04637, 66.989253,59.70349,73.636733,60.45735,74.064303,60.7216,

R code fish = c(

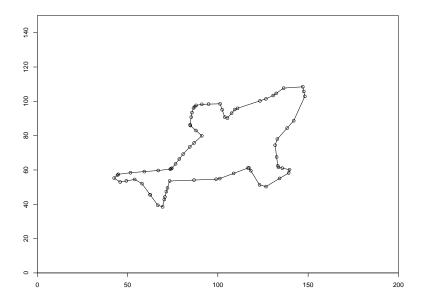
62.481523.45.57681.

fish = matrix(fish,length(fish)/2,2,bvrow=T)











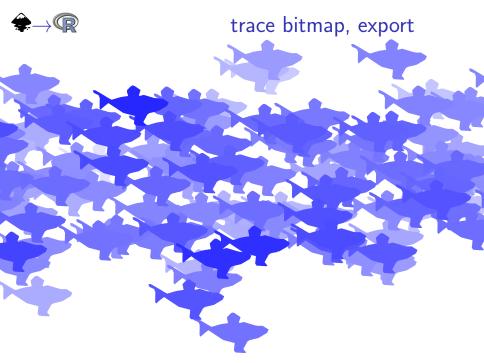
Rotation matrices:2

In matrix theory, a rotation matrix... is a real special orthogonal matrix. The name refers to the fact that an $n \times n$ rotation matrix corresponds to a geometric rotation about a fixed origin in an n-dimensional Euclidean space....

$$Q_{2\times 2} = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix},$$

²http://en.wikipedia.org/wiki/Rotation_matrix



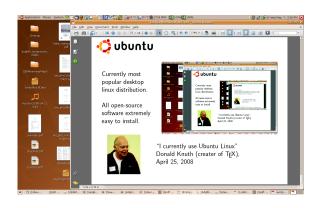




Currently most popular desktop linux distribution.

All open-source software extremely easy to install.





"I currently use Ubuntu Linux" Donald Knuth (creater of TEX), April 25, 2008

Books of Edward Tufte

One-day courses in Seattle July 17 & 18, 2008, \$200 with student ID (includes copies of 4 books): http://www.edwardtufte.com/.

