

# TikZ picture Shape Library

김대희

2015년 7월

TikZ picture Shape Library

2015-07-19

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1.

# 기본 그리기 명령 : draw

## Draw

```
\draw ( - , - ) -- ( - , - ) ;
\draw [ verythin, red ] ( - , - ) -- ( - , - ) ;
```

## 선 굵기

- 1 very thin
- 2 very thick
- 3 ultra thin
- 4 ultra thick
- 5 thin
- 6 thick
- 7 semithick

```
Draw
\draw ( - , - ) -- ( - , - ) ;
\draw [ verythin, red ] ( - , - ) -- ( - , - ) ;
```

### 선 굵기

- 1 very thin
- 2 very thick
- 3 ultra thin
- 4 ultra thick
- 5 thin
- 6 thick
- 7 semithick

Path

```
\path ( a , b )
\path (  $\alpha$  : rim )
       $\alpha$  : angle
      rim : radius
```

# 기본 그리기 명령 : path [ line ]

Path [ line ]

Example

```
\tikzstyle{line} = [ draw , -latex]
\begin{tikzpicture}
\path [line] (0,0)–(1,0);
\end{tikzpicture}
```

Example



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└─ 기본 그리기 명령 : path [ line ]

기본 그리기 명령 : path [ line ]

Path [ line ]

Example

```
\tikzstyle{line} = [ draw , -latex]
\begin{tikzpicture}
\path [line] (0,0)–(1,0);
\end{tikzpicture}
```

Example



1.

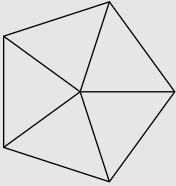
# 기본 그리기 명령

## Example

```
\begin { tikzpicture}
% Define the points of a regular pentagon
\path (0,0) coordinate (origin) ;
\path (0 : 1cm) coordinate (P0 ) ;
\path (1*72 : 1cm) coordinate (P1 ) ;
\path (2*72 : 1cm) coordinate (P2 ) ;
\path (3*72 : 1cm) coordinate (P3 ) ;
\path (4*72 : 1cm) coordinate (P4 ) ;
% Define the points of a regular pentagon
\draw (p0) -- (p1) -- (p2) -- (p3) -- (p4) -- cycle;
% Add spokes
\draw (origin) -- (p0) (origin) -- (p1) (origin) -- (p2) (origin) -- (p3) (origin)
-- (p4);
\end {tikzpicture }
```

```
Example
\begin { tikzpicture}
% Define the points of a regular pentagon
\path (0,0) coordinate (origin) ;
\path (0 : 1cm) coordinate (P0 ) ;
\path (1*72 : 1cm) coordinate (P1 ) ;
\path (2*72 : 1cm) coordinate (P2 ) ;
\path (3*72 : 1cm) coordinate (P3 ) ;
\path (4*72 : 1cm) coordinate (P4 ) ;
% Define the points of a regular pentagon
\draw (p0) -- (p1) -- (p2) -- (p3) -- (p4) -- cycle;
% Add spokes
```

Example



## 기본 그리기 명령 : node

node

# 기본 그리기 명령 : node[block]

node

```
\tikzstyle {block} = [ rectangle, draw, text width=6em, text height=1em]
\tikzstyle{line} = [ draw , -latex]
\begin{tikzpicture}[node distance = 8em and 2em, auto]
\node [block] (b0) 0000
\node [block, left of=b0 ] (b1) 1111
\node [block, right of=b0 ] (b2) 1111
\node [block, below of=b0 ] (b3) 1111
\node [block, below of=b3 ] (b4) 1111
\path [line] (b0) -- (b1)
\path [line] (b0) -- (b2)
\path [line] (b0) -- (b3)
\path [line] (b3) -- (b4)
\end{tikzpicture}
```

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기본 그리기 명령 : node[block]

```
node
\tikzstyle {block} = [ rectangle, draw, text width=6em, text height=1em]
\tikzstyle{line} = [ draw , -latex]
\begin{tikzpicture}[node distance = 8em and 2em, auto]
\node [block] (b0) 0000
\node [block, left of=b0 ] (b1) 1111
\node [block, right of=b0 ] (b2) 1111
\node [block, below of=b0 ] (b3) 1111
\node [block, below of=b3 ] (b4) 1111
\path [line] (b0) -- (b1)
\path [line] (b0) -- (b2)
\path [line] (b0) -- (b3)
\end{tikzpicture}
```

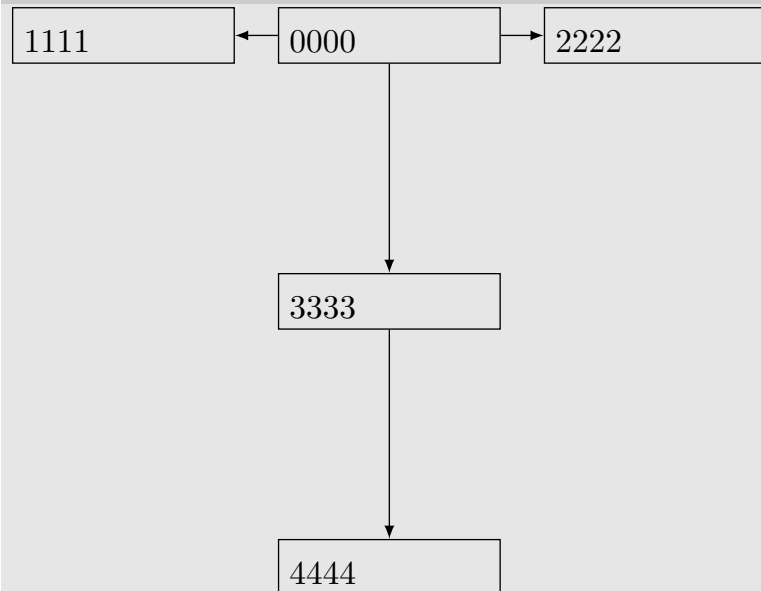
└ 기본 그리기 명령 : node[block]

1. block스타일 정의에서 넓이
2. block스타일 정의에서 높이
3. line의 -retex의 의미
4. block의 배치
  - left
  - right
  - below
  - above
5. distance의 8 과 2의 의미



# 기본 그리기 명령

node

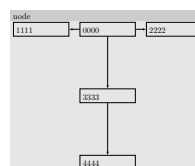


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└ 기본 그리기 명령

기본 그리기 명령



1.

## 기본 그리기 명령 : node[block]

### └ 기본 그리기 명령 : node[block]

1.

## node distance

node distance

```
\begin{tikzpicture}[node distance = 8em and 2em, auto]
```

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└ node distance

node distance

```
node distance  
\begin{tikzpicture}[node distance = 8em and 2em, auto]
```

1.

# positing 라이브러리 사용

## node distance

```
\node [block, below of=b0 ] (b3) { 3333 };
\node [block, below=2em of b0 ] (b3) { 3333 };
```

## xshift, yshift

```
xshift = -2em
yshift = -2em
```

```
node distance
\node [block, below of=b0 ] (b3) { 3333 };
\node [block, below=2em of b0 ] (b3) { 3333 };
```

```
xshift, yshift
xshift = -2em
yshift = -2em
```

## positing 라이브러리 사용

1.

# Placing Nodes

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Placing Nodes

1.

# Placing Nodes

## Placing Nodes Using at syntax

```
\node at ( - , - )
```

## Placing Nodes Using Relative Placement

```
\node [below of=--- ] (b3) { 3333 };
\node [above of=--- ] (b3) { 3333 };
\node [left of=--- ] (b3) { 3333 };
\node [right of=--- ] (b3) { 3333 };
```

## Placing Nodes Using Anchors

```
\node [anchor=north west] (b3) { 3333 };
\node [anchor=north ] (b3) { 3333 };
\node [anchor=north east] (b3) { 3333 };
\node [anchor=west] (b3) { 3333 };
\node [anchor=east] (b3) { 3333 };
\node [base] (b3) { 3333 };
```

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└─ Placing Nodes

### Placing Nodes

#### Placing Nodes Using at syntax

```
\node at ( - , - )
```

#### Placing Nodes Using Relative Placement

```
\node [below of=--- ] (b3) { 3333 };
\node [above of=--- ] (b3) { 3333 };
\node [left of=--- ] (b3) { 3333 };
\node [right of=--- ] (b3) { 3333 };
```

#### Placing Nodes Using Anchors

```
\node [anchor=north west] (b3) { 3333 };
\node [anchor=north ] (b3) { 3333 };
```

# Tikz Style

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Tikz Style

1.

# 영역 색깔로 채우기

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영역 색깔로 채우기

1.



Tikz Style

```
\tikzstyle {block} = [ rectangle, draw, text width=6em, text height=1em]
\tikzstyle{line} = [ draw , -latex]
```

width, height

```
text width = 6em
text height = 6em
minimum width = 6em
minimum height = 6em
```

shape

```
rectangle
trapezium
diamond
```

Tikz Style

round corners

text centered

draw=black

fill=red!30

## Tikz Style : trapezium

trapezium

trapezium left angle=70

trapezium right angle=110

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Tikz Style : trapezium

trapezium

trapezium left angle=70  
trapezium right angle=110

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└─ Tikz Style : trapezium

1.

# Text

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Text

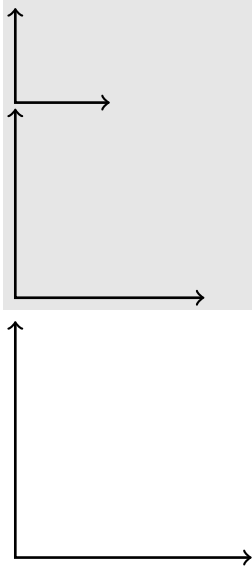
1.



# 원래 치수대로 그려서 스케일로 축소해서 그림 삽입

## Example

```
\begin{tikzpicture} [xscale=3, yscale=1]
\draw [thick, <->] (0,1) -- (0,0) -- (1,0);
\end{tikzpicture}
```



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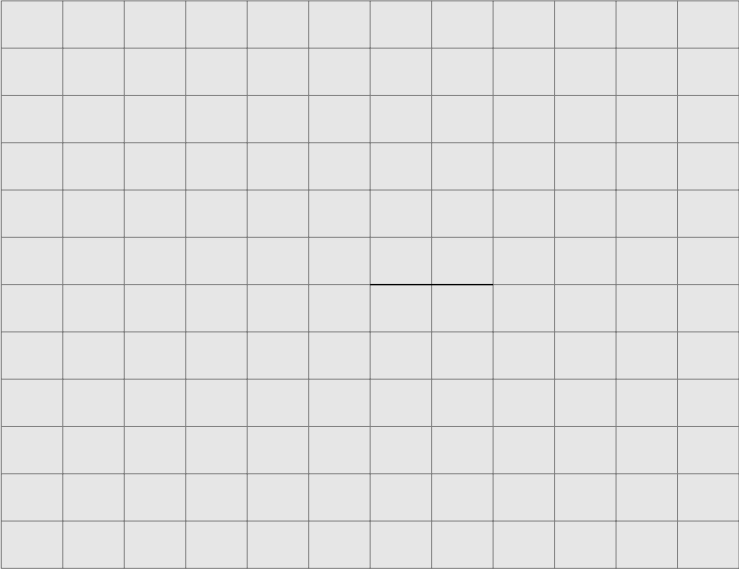
원래 치수대로 그려서 스케일로 축소해서 그림 삽입

```
Example
\begin{tikzpicture} [xscale=3, yscale=1]
\draw [thick, <->] (0,1) -- (0,0) -- (1,0);
\end{tikzpicture}
```



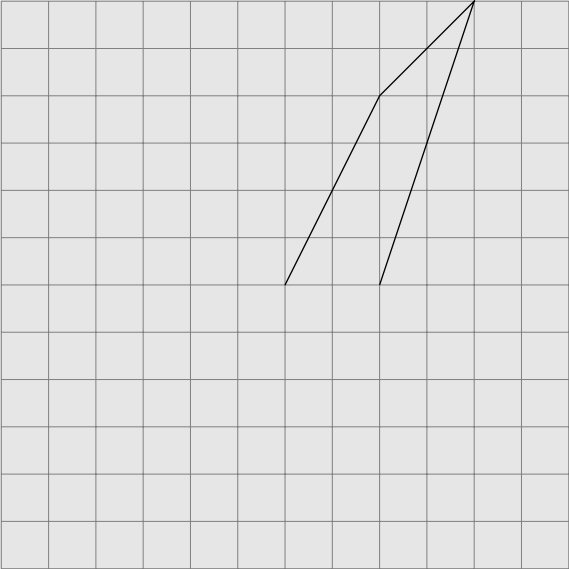
원래 치수대로 그려서 스케일로 축소해서 그림 삽입

Example



A 12x12 grid is shown. A horizontal line segment is drawn from the 7th column to the 8th column in the 6th row.

Example



A 12x12 grid is shown. A triangle is drawn with vertices at (7,10), (8,8), and (9,12) in 0-indexed coordinates.

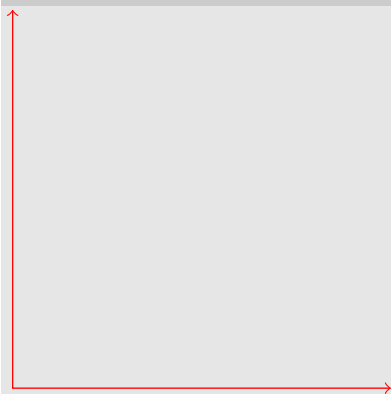
Example

Example



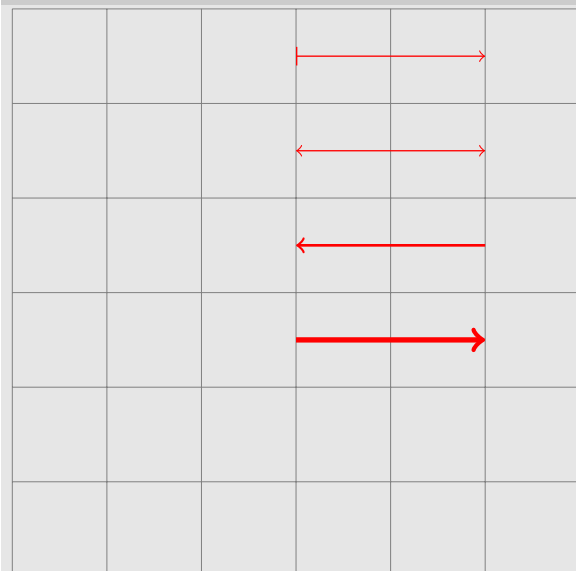
## 예제 001

Example



## 예제 : 선의 두께

Example







## 예제 : 선의 두께

### 선의 두께 종류

ultra thin  
 very thin  
 thin  
 semithick  
 thick  
 very thick  
 ultra thick

## 예제 : 선의 두께 : 사용자 정의

### Example

				0pt
				2pt
				6pt
				12pt

## 예제 : 선의 종류 : 데쉬와 도트

### Example



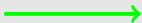

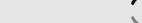
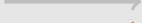
## 예제 : 선의 색깔

### Example



## 예제 : 선의 색깔

### 선의 색깔 종류

red	
green	
blue	
cyan	
magenta	
yellow	
black	
gray	
darkgray	
lightgray	
brown	
lime	
olive	
orange	
pink	
purple	
teal	
violet	
white	

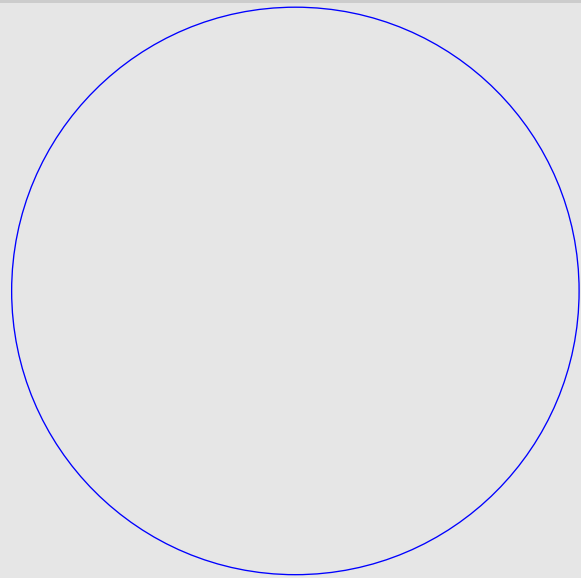
## 예제 : 사각형 그리기 예제

### Example



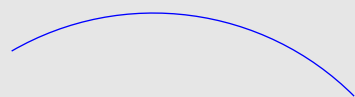
## 예제 : 원 그리기 예제

Example



## 예제 : 호 그리기 예제

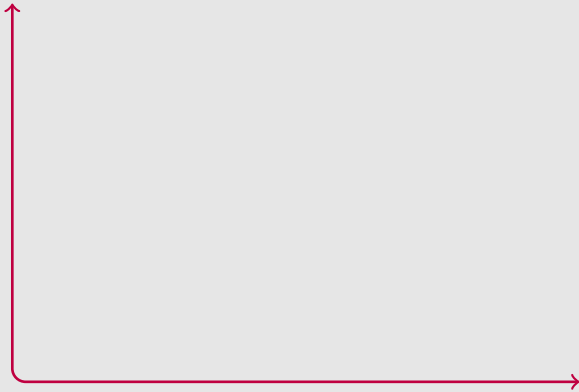
Example



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예제 : rounded corners

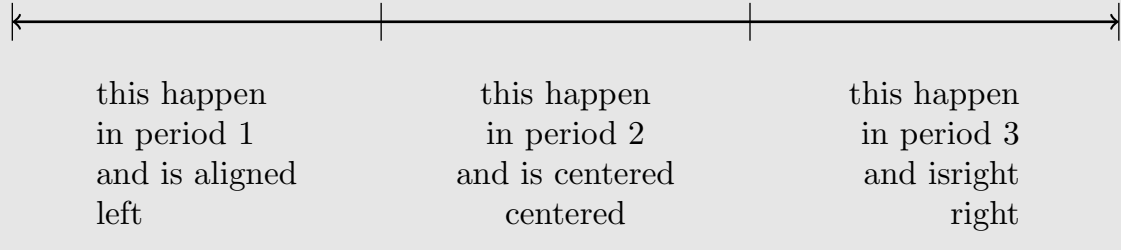
Example



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예제 001

Example



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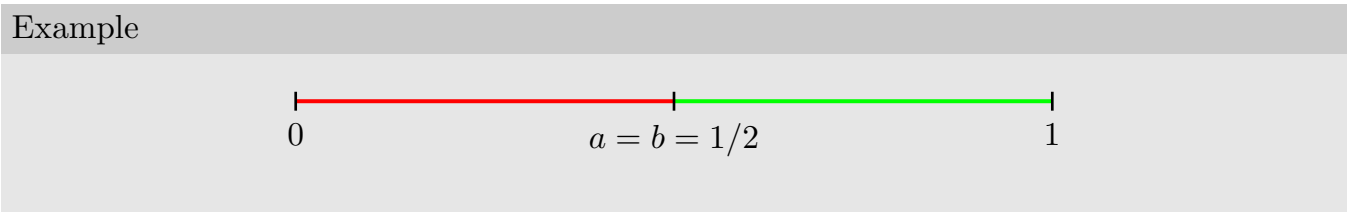
예제 002

Example

————→ above below

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예제 003



## 예제 004

Example

