TikZ 연습

May 5, 2019

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CHAPTER 1

Tikz 기본 설정

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1. Tikz 사용 용지 설정

■ 사용 용지 설정

```
\usepackage{geometry}
\geometry{top
                  =10em}
\geometry{bottom =10em}
\geometry{left
                    =8em}
\geometry{right
                   =8em}
\geometry{headheight =4em} % 머리말 설치 높이
                  =2em} % 머리말의 본문과의 띠우기 크기
\geometry{headsep
\geometry{footskip =4em} % 꼬리말의 본문과의 띠우기 크기
% paperwidth = left + width + right (1)
% paperheight = top + height + bottom (2)
% width = textwidth (+ marginparsep + marginparwidth) (3)
% height = textheight (+ headheight + headsep + footskip) (4)
```

2. Tikz set

3. Tikz style

CHAPTER	2

기본 도형 그리기

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CHAPTER 2. 기본 도형 그리기

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1. 기본 도형 그리기

color

- \bullet red
- green
- blue
- cyan
- brown
- yellow
- black
- gray
- white

■ line width

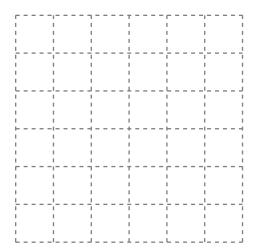
- ultra thick
- very thick
- thick
- semithick
- thin
- very thin
- ultra thin
- line width=

2. grid

■ grid - help line style ;

code

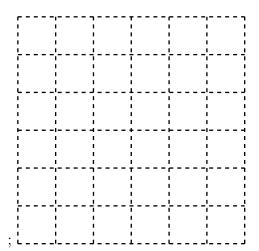
\tikzset{help lines/.style={ultra thin, blue!30}};



■ grid - gray

code

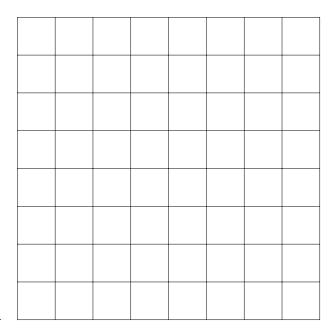
\tikz {\draw [line width=1pt, dashed, gray]
(0,0) grid (6,6) }



■ grid - black ; ------

code

```
\tikzset{help lines/.style={ultra thin, blue!30}};
\tikz {\draw [line width=1pt, dashed, black]
(0,0) grid (6,6) }
```

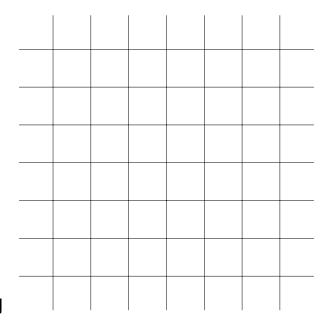


■ Grid

code

```
\begin{tikzpicture}
\draw [step=1cm,black,very thin]
(-2,-2) grid (6,6);
```

\end{tikzpicture}



■ Grid - 테두리 삭제

code

\begin{tikzpicture}

\draw [step=1cm,black,very thin]

(-1.9,-1.9) grid (5.9,5.9);

\end{tikzpicture}



■ Grid - line

```
code

\tikz\draw [line width=0.1pt, gray!30]

(0,0) grid (3,2);

\tikz\draw [line width=0.1pt, gray!30, step=10mm]

(0,0) grid (3,2);

\tikz\draw [line width=0.1pt, gray!30, step=5mm]

(0,0) grid (3,2);
```



■ Grid - Help lines

```
code

\tikz\draw [help lines]

(0,0) grid (3,2);

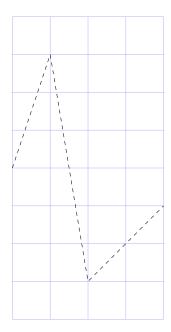
\tikz\draw [help lines, gray!30]

(0,0) grid (3,2);

\tikz\draw [help lines, gray!30, step=2mm]

(0,0) grid (3,2);
```

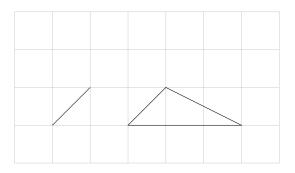
3. coordinate Labels



■ coordinate Labels - path

```
code
\begin{tikzpicture}
\draw [help lines] (-2,-4) grid (+2,+4);
\path (-2,+0) coordinate (c1)
    (-1,+3) coordinate (c2)
    (+0,-3) coordinate (c3)
    (+2,-1) coordinate (c4);
\draw [dashed]
    (c1) -- (c2) -- (c3) -- (c4);
\end{tikzpicture}
```

4. cycle Operation - 닫힌 도형을 만든다



■ cycle Operation

code

\begin{tikzpicture}

\draw [step=1cm,black,very thin, gray!40]

(-1.0,-1.0) grid (6,3);

draw (0,0) -- (1,1)

(2,0) -- (5,0) -- (3,1) -- cycle;

\end{tikzpicture}

5. Horizontal and Vertical Connections

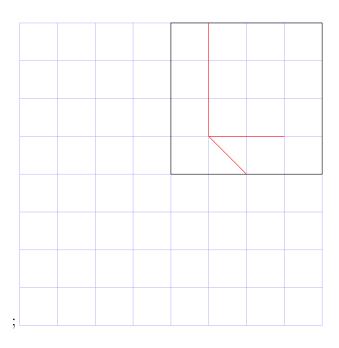
■ Horizontal and Vertical Connections _____

code \tikz\draw (0.0,0.0) -| (2.0,0.5) (1.0,1.0) -| (3.0,0.0);

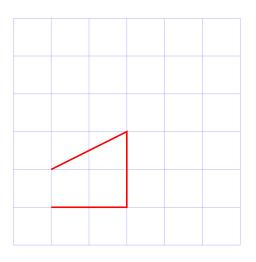
■ Horizontal and Vertical Connections

code \tikz\draw (0.0,0.0) -| (2.0,0.5) (1.0,1.0) -| (3.0,0.0);

6. relative and Incremental Coordinates

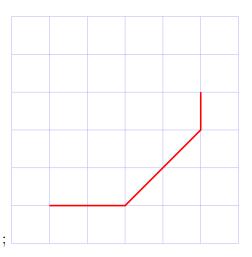


■ relative and Incremental Coordinates ;



■ relative Coordinates : 첫번재 점을 원점으로 해서

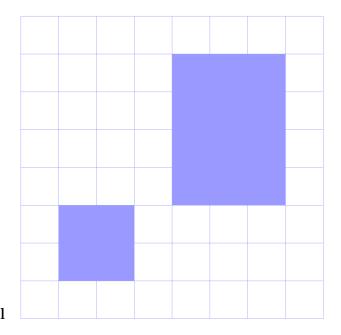
draw (1,1) -- +(2,0) -- +(2,2) -- +(0,1);



■ Incremental Coordinates: 누적 ;

code

 $\frac{1}{1}$ \draw (1,1) -- ++(2,0) -- ++(2,2) -- ++(0,1);



fill

```
code

\begin{tikzpicture}

\draw [help lines] (-3,-3) grid (5,5);

\fill[blue!40!white] (-2,-2) rectangle (0,0)

+(1,0) rectangle +(4,4);

\end{tikzpicture}
```

7. node

8. node Labels

9. node Shapes

10. node Shapes split

11. node Option

12. coordinate labels

13. move-To

14. Line-To

Line _____

```
code

\begin{tikzpicture}

\draw (0,0) -- (4,0);

\end{tikzpicture}
```

Line _____

```
code

\begin{tikzpicture} [color=green]

\draw (0,2) -- (4,2);

\draw [color=red] (0,1) -- (4,1);

\draw [red] (0,0) -- (4,0);

\end{tikzpicture}
```

15. Line width

■ ultra thin _____

code

\tikz {\draw[ultra thin] (-1.5,0) -- (1.5,0) }

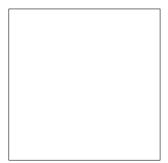
- very thin _____
- **■** thin _____
- line _____
- semithick _____
- **■** thick _____
- very thick _____
- ultra thick _____
- line width=1en

16. Dashed and dotted Lines

17. Line and arrows

- <-> ← →
- **■** |<->| |
- **■** -> _____
- **■** -> _____
- **■** -> _____

18. Box



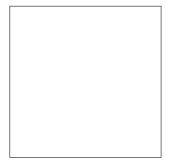
code

\begin{tikzpicture}

square

$$draw (0,0) -- (4,0) -- (4,4) -- (0,4) -- (0,0);$$

\end{tikzpicture}



square

code

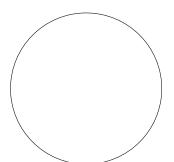
\begin{tikzpicture}

 $\forall 0,0 -- (4,0) -- (4,4) -- (0,4) -- cycle;$

\end{tikzpicture}

```
square
code
\begin{tikzpicture}
\draw (0,0) rectangle (4,4);
\end{tikzpicture}
  square
code
\begin{tikzpicture}
\draw (0,0) rectangle (4,4)
rectangle (5,5);
\end{tikzpicture}
```

19. circle



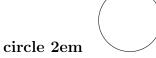
circle

code

\begin{tikzpicture}

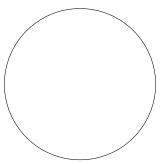
\draw (3,3) circle (2cm);

\end{tikzpicture}

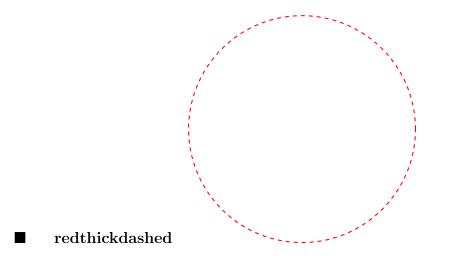


code

\tikz {\draw circle (2em) }



circle 2cm



20. ellipse



■ ellipse

```
code

\begin{tikzpicture}

\draw (2,2) ellipse (3cm and 1cm);

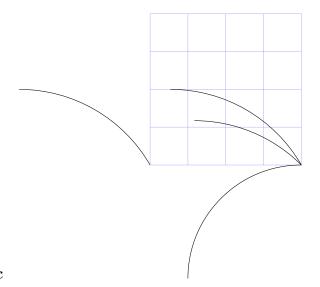
\end{tikzpicture}
```

■ ellipse

code

```
\begin{tikzpicture} [scale=0.4]
\draw (2,2) ellipse (1cm and 3cm);
\end{tikzpicture}
```

21. arc



arc

```
code

\begin{tikzpicture}

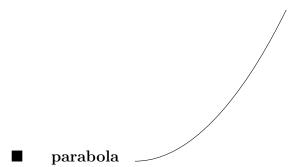
\draw [help lines] (0,0) grid (4,4);

\draw (0,0) arc (30:90:4cm);

\draw (4,0) arc (30:90:4cm);

\end{tikzpicture}
```

22. parabola



23. char

(1,3,4,6)

```
code

\begin{tikzpicture}[baseline=(char.base)]

\node(char)[ draw,
fill=white,
shape=rounded rectangle,
% drop shadow={opacity=.5,shadow xshift=0pt},
minimum width=1.8cm]
{1,3,4,6};
\end{tikzpicture}
```

(1,3,4,6)

```
code

\begin{tikzpicture}

\node(char)[ draw,

fill=white,

shape=rounded rectangle,

% drop shadow={opacity=.5,shadow xshift=0pt},

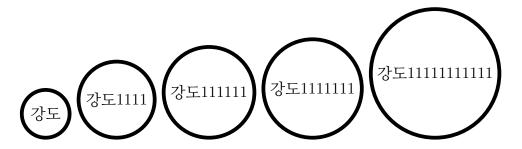
minimum width=1.8cm]

{1,3,4,6};

\end{tikzpicture}
```

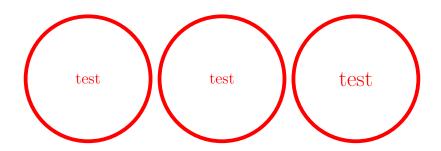
24. 원문자

■ node circle draw



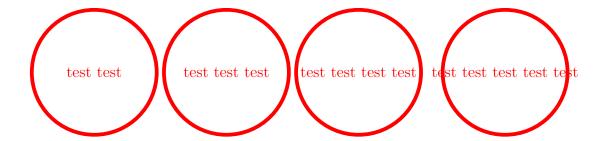
```
code\tikz {\node [line width=1mm, circle, draw] at (0,0) {강도} }\tikz {\node [line width=1mm, circle, draw] at (0,0) {강도11111} }\tikz {\node [line width=1mm, circle, draw] at (0,0) {강도111111} }\tikz {\node [line width=1mm, circle, draw] at (0,0) {강도1111111} }
```

■ node circle=4em draw



```
\tikz {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test} }
\tikz {\draw[line width=1mm, color=red] (0,0) circle (4em) node{\Large test} }
```

■ node circle=4em draw 문자열의 길이가 긴 경우

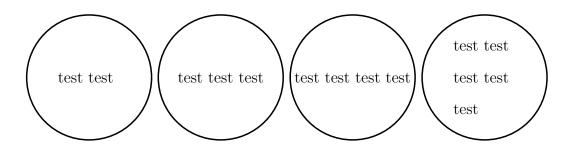


code

```
\tikz {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test} }
\tikz {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test test}
\tikz {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test test test {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test test test {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test test test {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test test {\draw[line width=1mm, color=red] (0,0) circle (4em) node{test test {\draw[line width=1mm, color=red] (0,0) circle (4em) node{\draw[line width=1mm, color=red] (0
```

25. 원문자

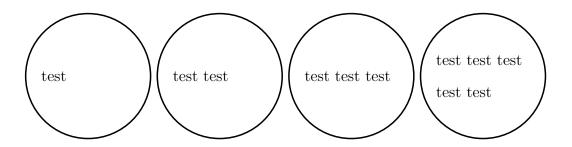
\blacksquare text width = 4em



code

```
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=4em]{test test
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node{test test test} }
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node{test test test }}
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=4em]{test test}}
```

\blacksquare text width = 6em



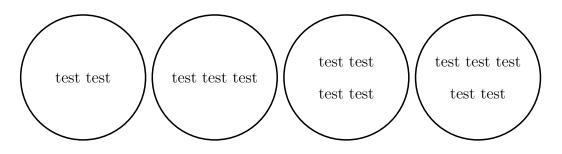
code

```
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=6em]{test} }
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=6em]{test tes}
\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=6em]{test tes}
```

\tikz {\draw[line width=0.4mm] (0,0) circle (4em) node[text width=6em]{test tes

26. 원문자

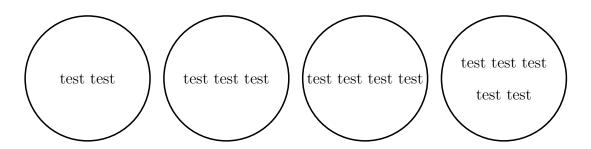
■ 가운데 정렬, text width=6em



code

```
\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=6em]{
```

■ 가운데 정렬, text width=8em

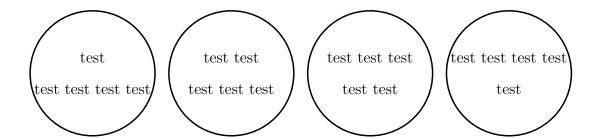


code

```
\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=8em]{\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=8em]{\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=8em]{
```

\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=8em]{

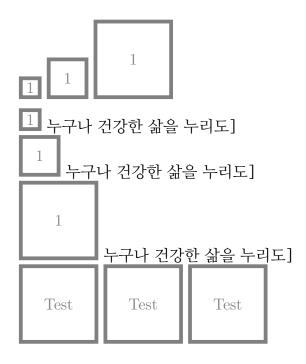
■ 가운데 정렬, text width=8em



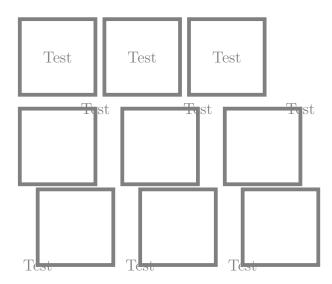
code

```
\tikz {\draw[line width=0.4mm] circle (4em) node[align=center, text width=8em]{
```

27. 사각 문자



■ 문자 위치 조정



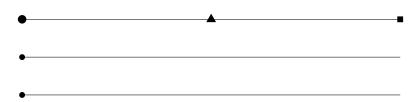
■ scale 적용

Test Test Test

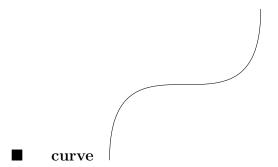
28. 사각 문자

Test	Test 내용 설명
1	Test 내용 설명
2	Test 내용 설명
1	Test 내용 설명
2	Test 내용 설명

29. mark



30. curve



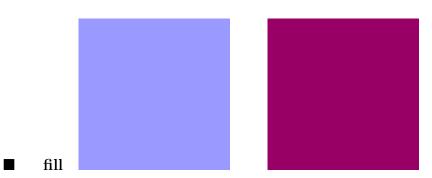
code

```
\begin{tikzpicture}
```

\draw (0,0) .. controls (0,4) and (4,0) .. (4,4);

\end{tikzpicture}

31. Filling



code

\begin{tikzpicture}
\fill[blue!40!white] (0,0) rectangle (4,4);
\fill[blue!40!red] (5,0) rectangle (9,4);
\end{tikzpicture}

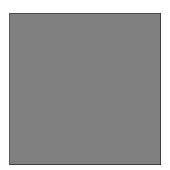
■ filldraw

$\overline{\operatorname{code}}$

\begin{tikzpicture}

\filldraw[fill=blue!40!white, draw=black] (0,0) rectangle (4,4);

\end{tikzpicture}

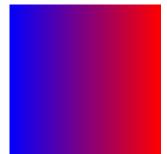


■ filldraw

```
code
```

```
\begin{tikzpicture}
\filldraw[fill=gray, draw=black] (0,0) rectangle (4,4);
```

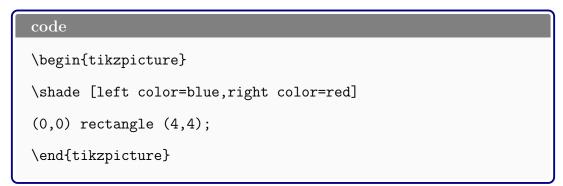
32. Shading



 \blacksquare shade1

Instead of doing it from left to right we

could do it from top to bottom.





 \blacksquare shade 2

Or we could even change it by specifying

an inner and outer colour like this.

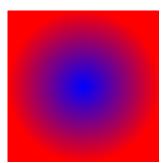
```
code

\begin{tikzpicture}

\shade [top color=blue,bottom color=red]

(0,0) rectangle (4,4);
```

\end{tikzpicture}



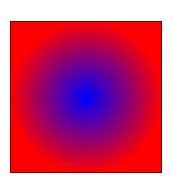
\blacksquare shade 3

code \begin{tikzpicture}

\shade [inner color=blue,outer color=red]

(0,0) rectangle (4,4);

\end{tikzpicture}



shadedraw

```
code
```

```
\begin{tikzpicture}
```

\shadedraw [inner color=blue,outer color=red, draw=black]

(0,0) rectangle (4,4);

\end{tikzpicture}

33. Axes

Axes

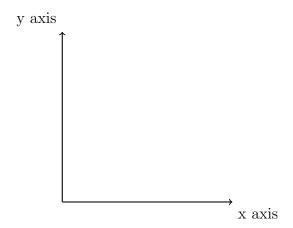
```
code

\begin{tikzpicture}

\draw[thick,->] (0,0) -- (5.5,0);

\draw[thick,->] (0,0) -- (0,4.5);

\end{tikzpicture}
```



plainarrows

```
code

\begin{tikzpicture}

\draw[thick,->] (0,0) -- (4.5,0) node[anchor=north west] {x axis};
```

```
\label{lem:continuous} $$ \displaystyle \lim_{n\to\infty} (0,0) -- (0,4.5) \ node[anchor=south east] {y axis}; $$ \displaystyle \lim_{n\to\infty} (0,0) -- (0,4.5) \ node[anchor=south east] {y axis}; $$ \end{tikzpicture}
```

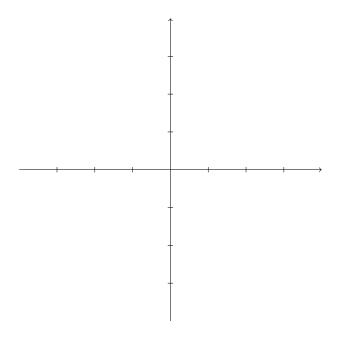
- 4 -
- 3 -
- 2 -
- 1 -
- $\blacksquare \quad \text{for each} \quad \stackrel{0}{\overset{\cdot}{0}} \quad \stackrel{1}{\overset{1}{\overset{1}}} \quad \stackrel{1}{\overset{2}{\overset{1}}} \quad \stackrel{3}{\overset{4}} \quad \stackrel{4}{\overset{1}}$

```
code
```

```
\begin{tikzpicture}
\foreach \x in {0,1,2,3,4}
        \draw (\x cm,1pt) -- (\x cm,-1pt) node[anchor=north] {$\x$};
\foreach \y in {0,1,2,3,4}
        \draw (1pt,\y cm) -- (-1pt,\y cm) node[anchor=east] {$\y$};
\end{tikzpicture}
```

34. axes with tick marks

axes



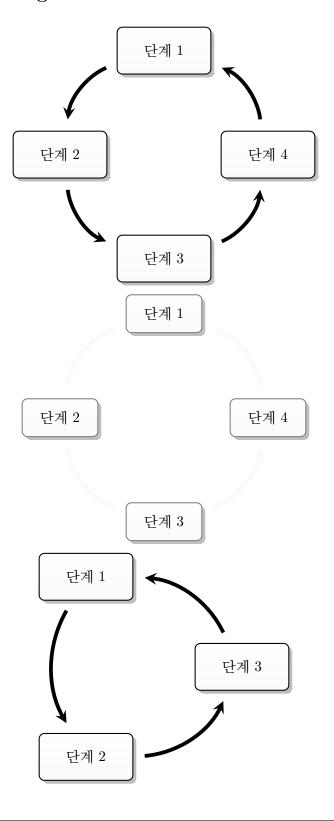
CHAPTER 3

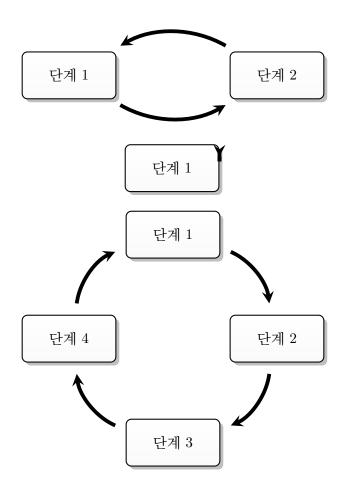
$\operatorname{diagram}$

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5.	constellation diagram	70
6.	sequence diagram	71

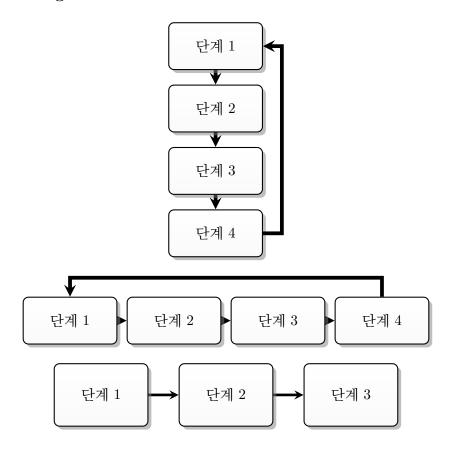
1. circular diagram





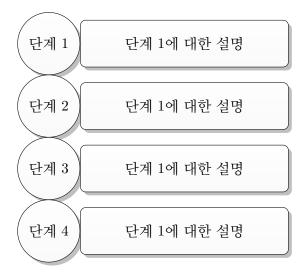
2. flow diagram

■ flow diagram



3. descriptive diagram

■ descriptive



■ descriptive : descriptive items y sep=5em



■ descriptive : descriptive items y sep=5em



4. bubble diagram

■ bubble





5. constellation diagram

constellation



6. sequence diagram

■ sequence

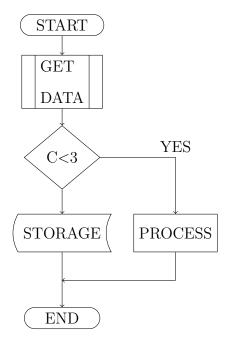


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- Prcess
- Decision
- Predefined Proces
- **■** Storage
- Teminal



표면 조정

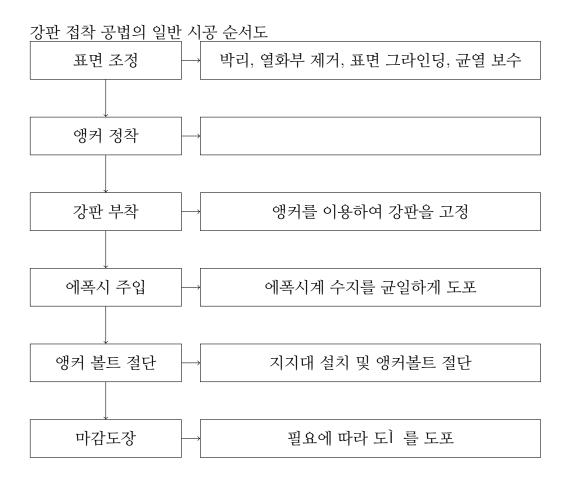
표면 조정

표면 조정

표면 조정

표면 조정

표면 조정



CHAPTER	5
Mind Ma	p

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2.	mind map : 기본 형태
3.	mind map : 기본 세팅
4.	mind map : map style 맵의 종류 84
5.	mind map : 기본 단위 concept
6.	$\mbox{mind map: annotation latex mindmap annotation position} \ . \ \ {\bf 88}$
7.	latex mindmap annotation position 89
8.	mind map : color
9.	mind map : size
10.	mind map: trees
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12.	mind map : clockwise
13.	mind map : clockwise & sibling angle
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18.	mind map : 사용예 - 원 하나
19.	mind map : 사용예 - 원 둘
20.	mind map : 사용예 - 원 셋
21.	mind map : 사용예 - 원 다섯

1. mind map : Package 설정

2. mind map : 기본 형태

ShareLaTeX Tutorial Videos

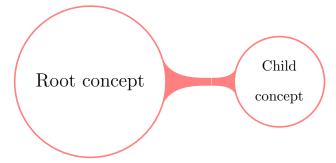
Beginners Breis Secienser Strik Series

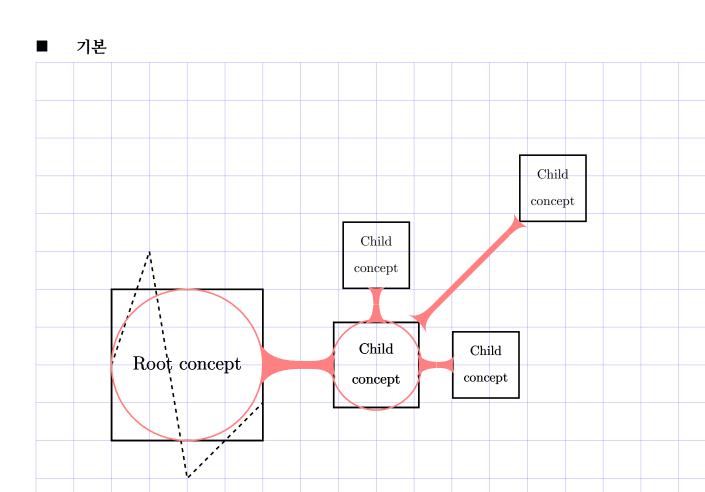
■ 기본

ShareLaTeX Tutorial Videos

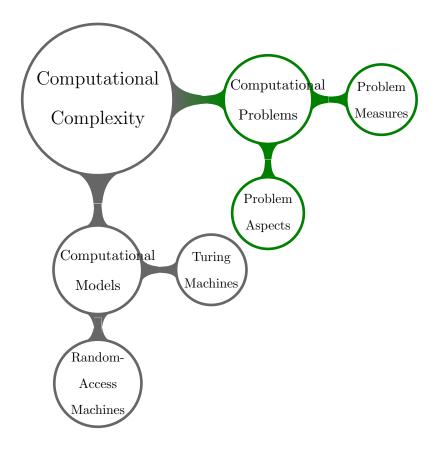
Beginners Theisis Seeinsner Strik Zeries

■ 기본





3. mind map : 기본 세팅



■ mindmap style

every mindmap

■ node style

every node/.style=concept,

■ concept size

every minimum size=0.5cm

■ concept line width

```
line width=2pt,
```

concept color

```
concept color=<color>
every concept/.append style={fill={none}},
```

■ concept text size

text width=4cm,

■ concept text color

text=black,

■ append style - scale

every node/.append style={scale=1.0},

■ append style - fill

```
every concept/.append style={fill={none}},
```

■ growl

grow cyclic,

■ level

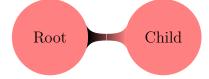
```
level 1/.append style={level distance=4.5cm,sibling angle=45 },
level 2/.append style={level distance=3.0cm,sibling angle=90 }
```

4. mind map : map style 맵의 종류

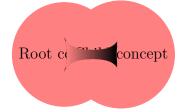
- style
- every mindmap
- small mindmap
- \bullet mindmap
- large mindmap
- huge mindmap

■ every mindmap style

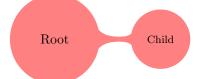
concept의 크기와 거리를 넣어주어야 한다.



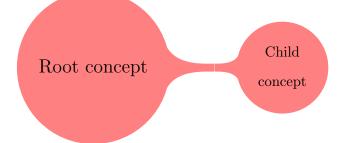
■ every mindmap style



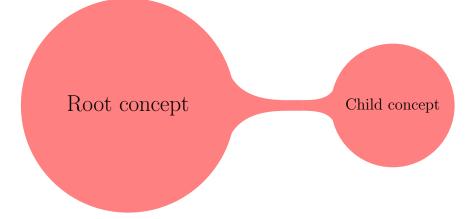
■ small mindmap style



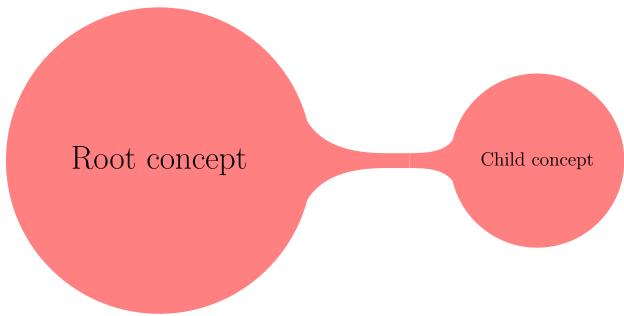
■ mindmap style



■ large mindmap style



■ huge mindmap style



5. mind map : 기본 단위 concept

■ concept

강도 내구성 수밀성 균열 저항성

강재

보호

extra concept



6. mind map: annotation latex mindmap annotation position

강도 1234567890

강<u>\$23456</u>7890

<mark>강도</mark> 1234567890

1234567890강도

7. latex mindmap annotation position

■ annotation position - left

1234567890

강도

■ annotation position - right

강도

1234567890

 \blacksquare annotation position - above

1234567890

강도

■ annotation position - below

강도

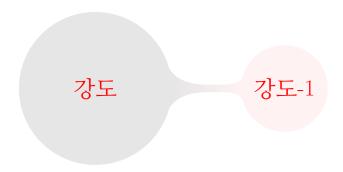
1234567890

8. mind map: color

■ color

 ${\tt concept\ color=black!} 10$

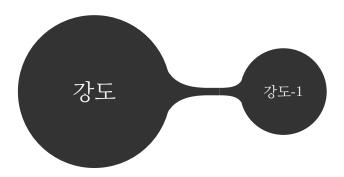
text = red



■ color

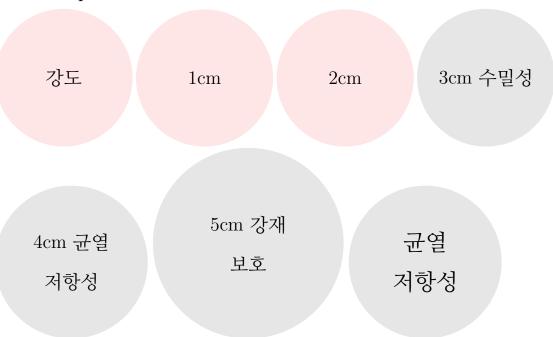
concept color=black!80

text=white



9. mind map: size

■ concept size

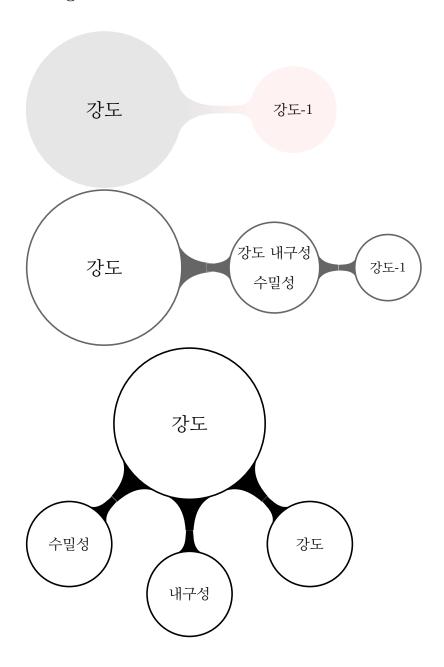


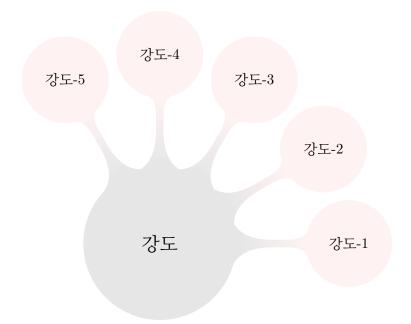
■ every mindmap size



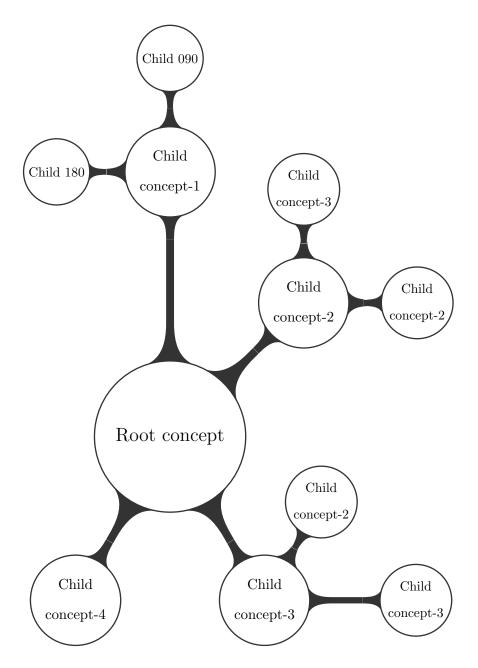
10. mind map: trees

■ grow



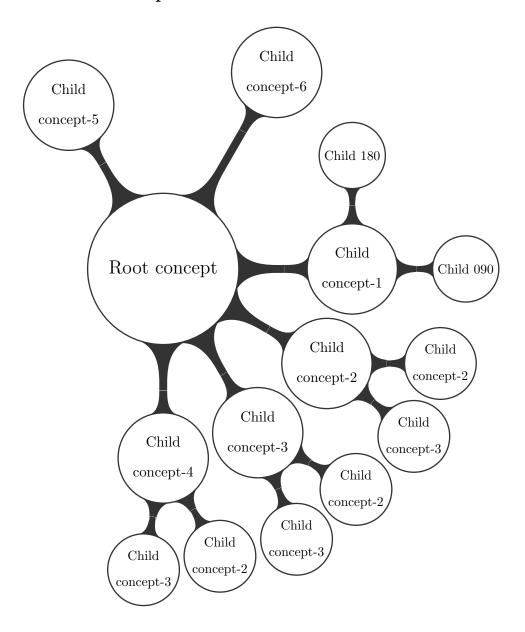


11. mind map: clockwise



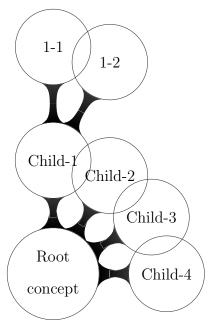
```
\tikz[ mindmap,
line width=1pt,
% grow cyclic,
concept color=black!80,
concept/.append style={fill={none}}
]
\node [concept] {Root concept}
child [grow=090,level distance=7cm] {node[concept] {Child concept-1}
child [grow=180,level distance=3cm] {node[concept]
                                                    {Child 180} }
child [grow=090,level distance=3cm] {node[concept]
                                                    {Child 090} }
}
child [grow=45] {node[concept] {Child concept-2}
child [grow=000,level distance=3cm] {node[concept]
                                                    {Child concept-2} }
child [grow=090,level distance=3cm] {node[concept]
                                                    {Child concept-3} }
}
child [grow=-060,sibling angle=90]{node[concept]
                                                   {Child concept-3}
[clockwise from=60]
child [level distance=3cm] {node[concept] {Child concept-2} }
child [level distance=4cm] {node[concept] {Child concept-3} }
}
child [grow=-120]{node[concept] {Child concept-4} };
```

12. mind map: clockwise

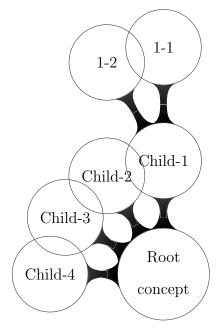


13. mind map: clockwise & sibling angle

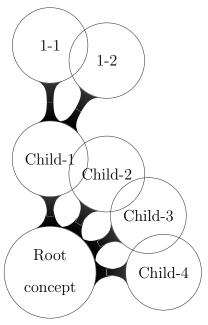
■ clockwise from = 90 sibling angle=30



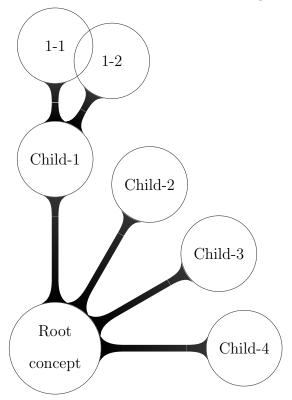
 \blacksquare clockwise from = 90 sibling angle=-30



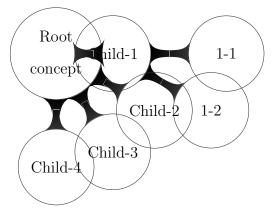
■ clockwise from = 90 sibling angle=30, level distance=3cm



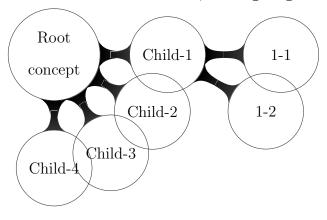
 \blacksquare clockwise from = 90 sibling angle=30



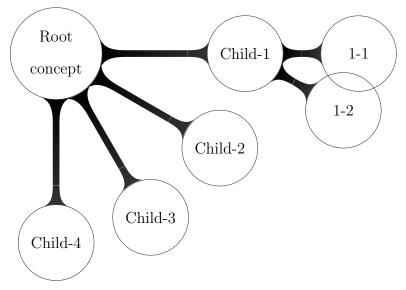
\blacksquare clockwise from = 0 sibling angle=30



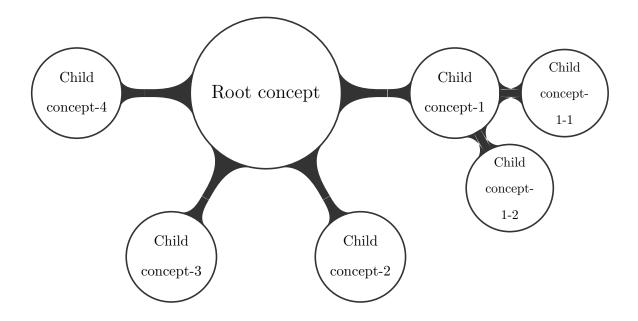
\blacksquare clockwise from = 0, sibling angle=30, level distance=3cm



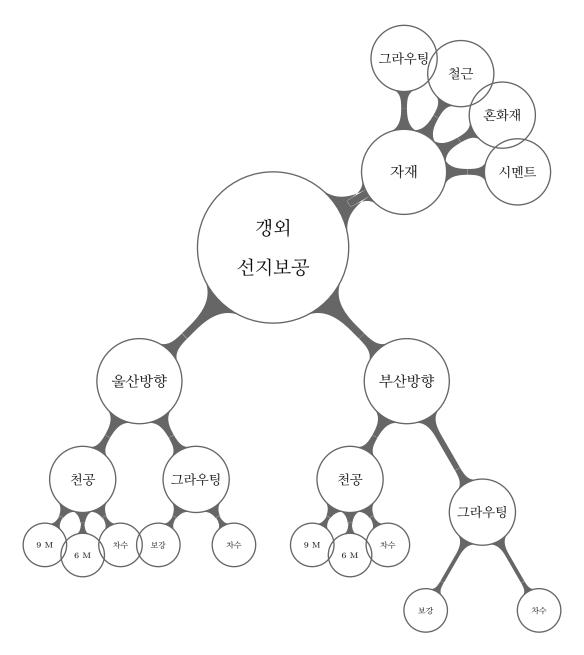
\blacksquare clockwise from = 0, sibling angle=30, level distance=5cm



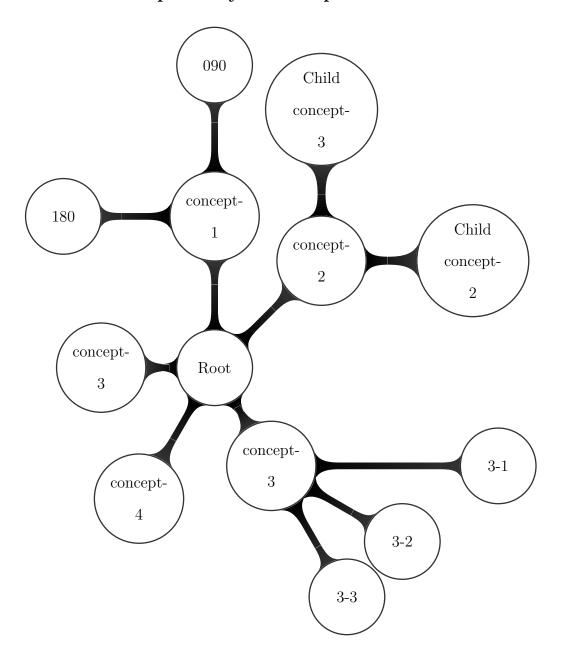
\blacksquare clockwise from = 00



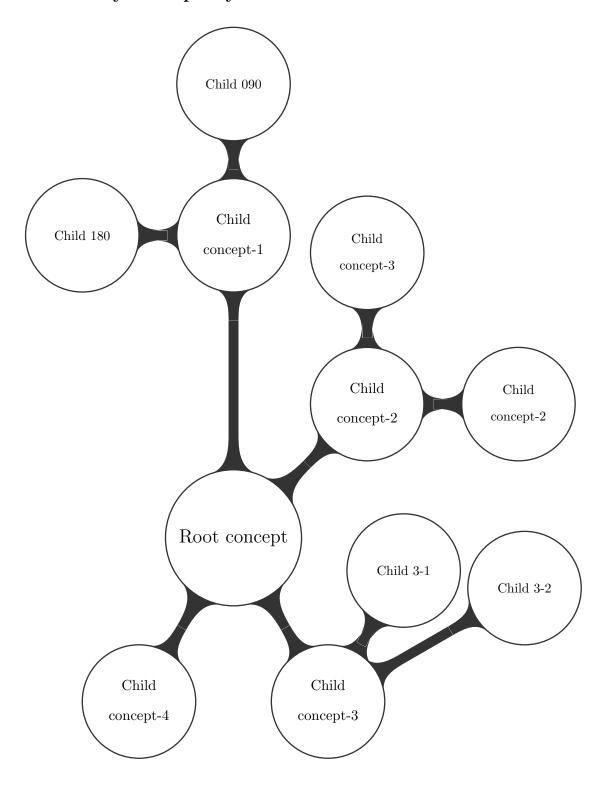
14. mind map



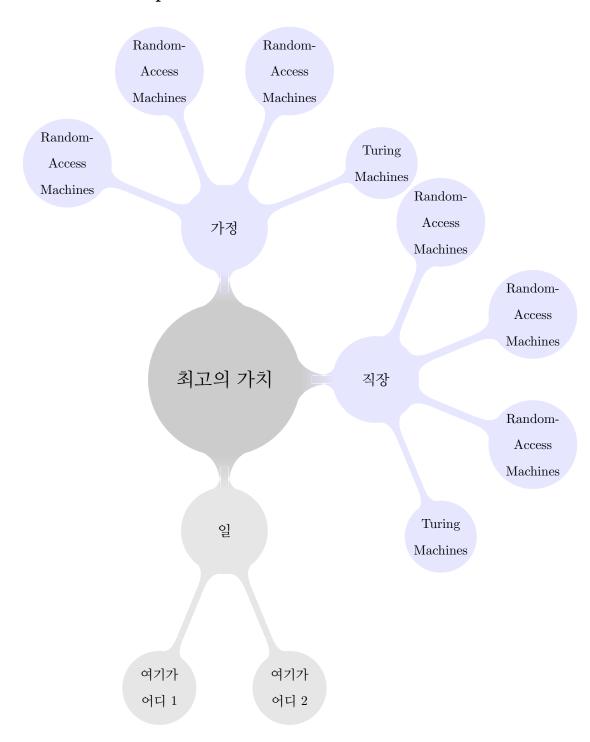
15. mind map: every mindmap



$16. \quad every \ concept.style=minimum \ size=3cm$



17. mind map



```
\begin{tikzpicture}[ mindmap,
   every node/.style=concept,
   concept color=black!20,
   grow cyclic,
   level 1/.append style={level distance=4.5cm, sibling angle=90},
   level 2/.append style={level distance=4.5cm,sibling angle=45}
   ]
 \node [root concept] { Computational Complexity} % root
    child [concept color=black!10] { node {여기가 어디 0}
child { node {여기가 어디 1} }
child { node {여기가 어디 2} }
 }
child [concept color=blue!10] { node {Computational Models}
child { node {Turing Machines} }
child { node {Random-Access Machines} }
   };
\end{tikzpicture}
```

- 18. mind map : 사용예 원 하나
- every mindmap은 줄바꿈이 안됨

 4cm 균열저항성
 4cm 균열저항성
 4cm 균열저항성
 4cm 균열저항성
 4cm 균열저항성
 4cm 균열저항성

4cm 균열저항성

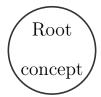
■ mindmap은 줄바꿈이 됨

강도 1cm 2cm 3cm 수밀성

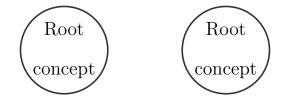
4cm 균열 저항성 5cm 강재 보호

균열 저항성

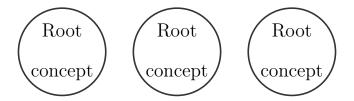
■ 원 1개



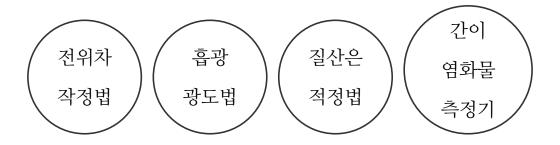
■ 원 2개



■ 원 3개

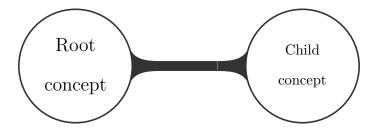


■ 원 4개

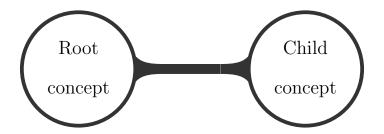


19. mind map : 사용예 - 원 둘

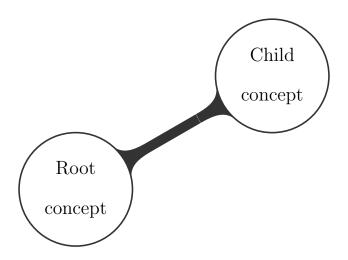
\blacksquare minimum size = 3cm



\blacksquare clockwise from = 0



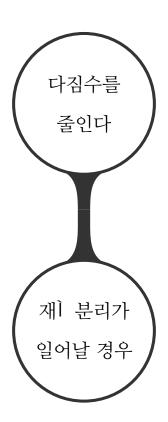
\blacksquare clockwise from = 30



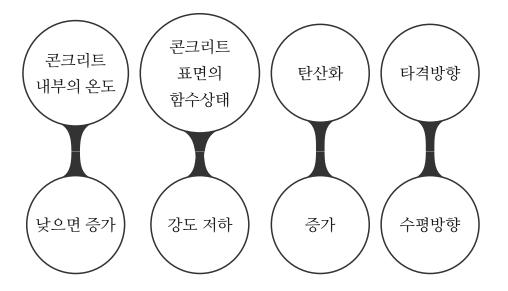
\blacksquare clockwise from = 90



■ 수직 2단



■ 수직 2단 4열 small mindmap



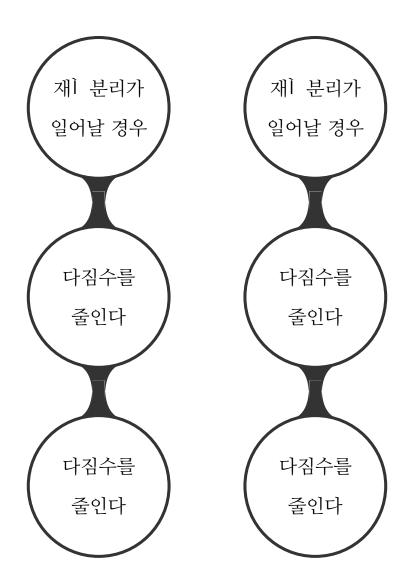
■ 수평 3단



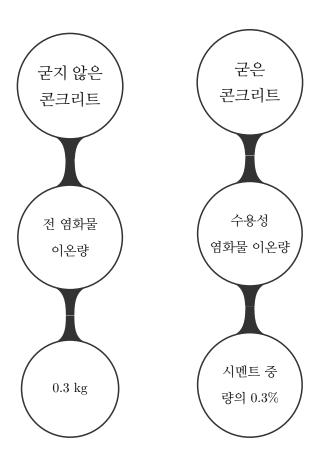
■ 수직 3단

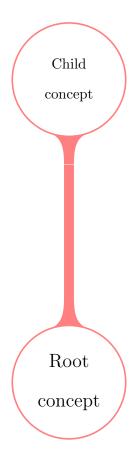


■ 수직 3단 2열

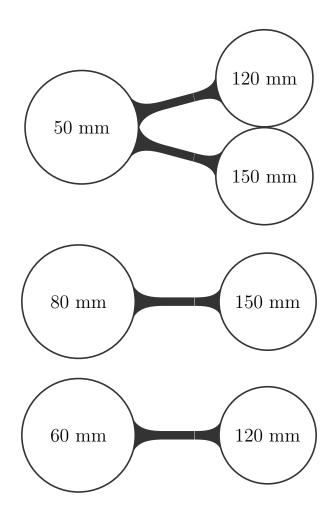


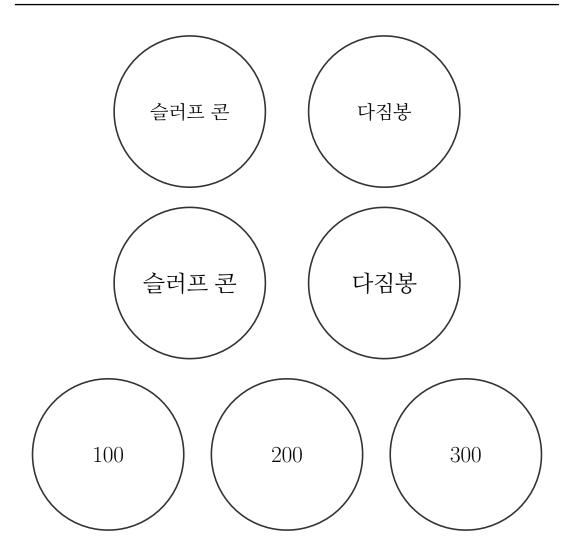
■ 수직 3단 2열 small mindmap





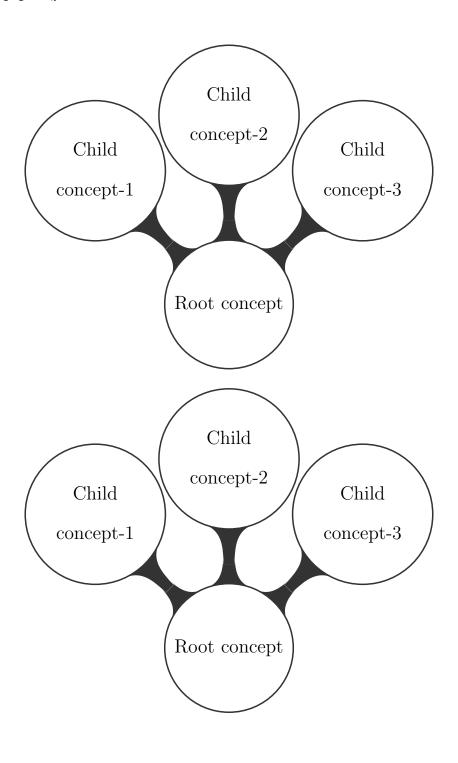
■ 3줄



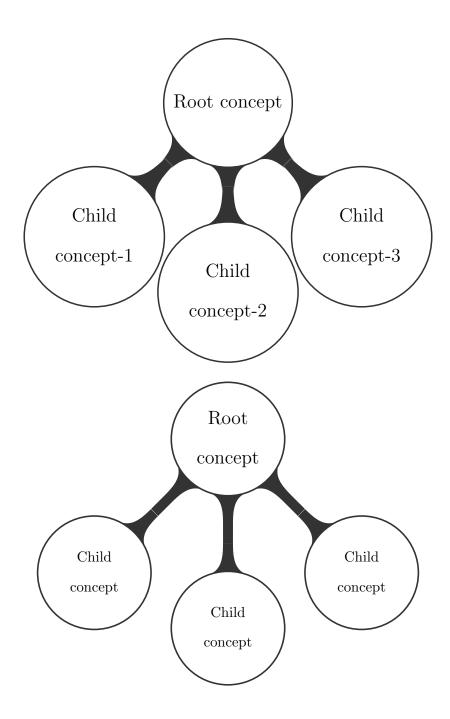


20. mind map : 사용예 - 원 셋

■ 상향 3개

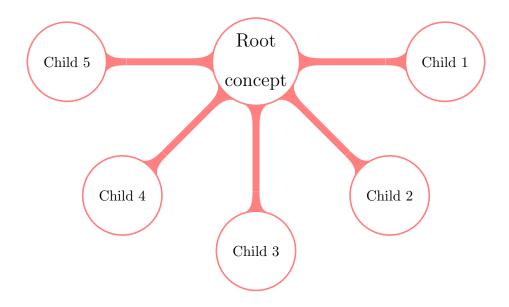


■ 하향 3개

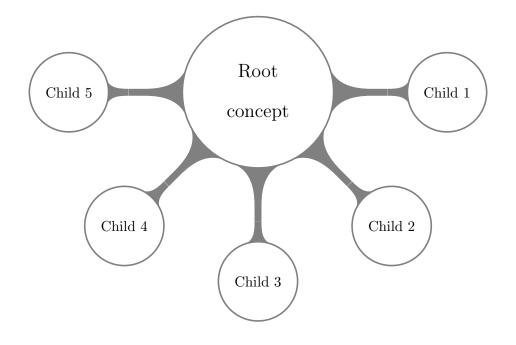


21. mind map : 사용예 - 원 다섯

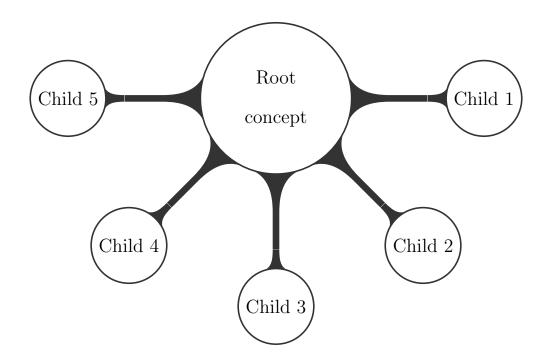
■ 하향 5개



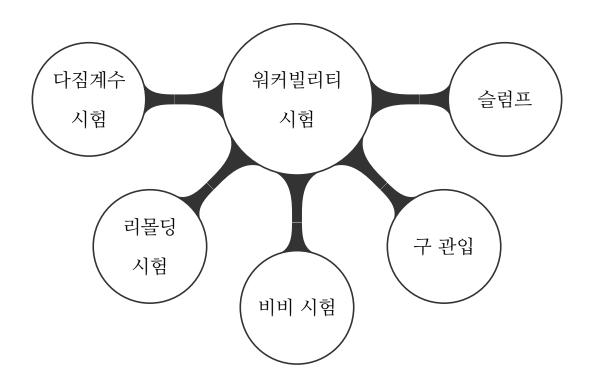
■ 하향 5개



■ 하향 5개



■ 하향 5개



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1. 참고

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