Graphics

There are two basic ways to include graphics in a LaTeX document: by *importing* an external graphic file such as a PNG or GIF, and by giving an *inline* description of your image. Each choice is appropriate for different situations.

To import a graphic file we must first use the `graphicx` package. Then the `includegraphics` command will (surprise!) include a graphic file. For example, here is a png file I cribbed from Wikipedia.

You can import images in several different formats. The best is EPS, a vector image format that plays especially well with PDF.

Importing is appropriate for complex graphics created with tools like Photoshop, GIMP, Inkscape, and so on. For line drawings – especially common in math – there is another option; we can define graphics inline using a special graphic description language. Several are available, but probably the most popular is called *TikZ*. You will probably not need to learn much TikZ for a while; but I mention it here so you're aware that it exists.