

## Grundlagen

#### Puzzle Teil

\piece{<bottom>}{<right>}{<top>}{<left>}

- 0: Kante
- 1: Innen
- -1: Außen

#### Beispiel

\begin{tikzpicture}
 \piece{0}{1}{1}{-1}
\end{tikzpicture}



### Farben

#### Füllfarbe

\begin{tikzpicture}
 \piece[magenta] {-1}{1}{-1}{1}
\end{tikzpicture}



#### Umrandung

\begin{tikzpicture}
 \color{magenta}\piece{-1}{-1}{1}{1}
\end{tikzpicture}



## TikZ pic

```
\begin{tikzpicture}
  \path (2,-3) pic[
   fill=blue,draw=magenta,thick
  ]{piece={1}{-1}{1}{0}};
\end{tikzpicture}
```



## Positionierung I – Manuell

### Manuell \begin{tikzpicture} \pic at (0,1)[fill=magenta] {piece={1}{1}{0}{0}}; \pic at (1,1)[fill=blue]{piece={1}{0}{0}{-1}}; \pic at (0,0)[fill=blue]{piece={0}{-1}{-1}{0}}; \pic at (1.0) [fill=magenta]{piece={0}{0}{-1}{1}}; \end{tikzpicture}

## Positionierung II – TikZ matrix



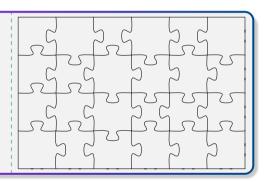
# Positionierung III - \tile

```
\tile[magenta]{1}{1}{0}{0}%
\tile[lightgray]{1}{-1}{0}{-1}%
\tile[blue]{1}{0}{0}{1}
\tile[blue]{1}{-1}{-1}{0}%
\tile[magenta]{1}{-1}{-1}{1}%
\tile[lightgray] {-1} {0} {-1} {1}
\tile[lightgray] {0} {-1} {-1} {0}%
\tile[blue]{0}{-1}{-1}{1}%
\tile[magenta] {0} {0} {1} {1}
```



### Automatische Puzzeln I

\begin{tikzpicture}
\jigsaw{6}{4}
\end{tikzpicture}



### Automatische Puzzeln II

```
\begin{tikzpicture}
\node at (3,2) {%
   \includegraphics[width=6cm,height=4cm]
        {example-image-duck}
};
\jigsaw{6}{4}
\end{tikzpicture}
```

