

FHZ

There is a TikZ-Impostor Among us

tikz-amongUs package

<https://www.ctan.org/pkg/tikz-amongUs>

Brasil – October 22, 2020 – Version: 1.0

Abstract

This is the `tikz-amongUs` package documentation. This package recreates some AmongUs characters in TikZ environment. Some interesting uses alongside other packages are also presented.

1 Introduction

The following packages are used in the examples and applications.

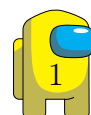
1. CTAN – tikz

Whose following packages are always used as reference of quality and capabilities:

- (a) CTAN – tikzducks
 - (b) CTAN – tikzmarmots
- 2. CTAN – adjustbox
 - 3. CTAN – tcolorbox
 - 4. CTAN – fancyhdr
 - 5. CTAN – eso-pic
 - 6. CTAN – animate

The basic concept started as a question at *T_EXStackExchange* and after some research some new ideas have been found to improve the initial sketch.

- 1. *T_EXStackExchange* – There is a TikZ-impostor Among us: is the original post which started with a very simple design and then received an update with the shade-command style derived from:
 - (a) *T_EXStackExchange* – How to use Tikz \shade command in order to achieve 3D like results: is the inspiration to create commands with parts of a drawing to build a greater design in TikZ and the command shade.
 - (b) **YouTube** – MatPat's Game Theory: is the inspiration to the design of the shadow. Many artists have replicated the original design of the game.



The original game is available in different online stores. I don't own the game, or have any relationship with authors nor any enterprise. I'm just a guy who liked the game and used it as a motivation to create a package for TikZ users.

1. AmongUs original game to smartphones 

2 Using the package

There are three base style files.

```
1 \usepackage{tikz-amongUs}  
2 \usepackage{tikz-amongUs-fancyhdr}  
3 \usepackage{tikz-amongUs-watermark-eso-pic}
```

A brief description follows:

1. `\usepackage{tikz-amongUs}`: Main `.sty` file with the definitions in TikZ of each body part, style of shading and complete design. Although this style is far from the utmost best standards for a TikZ package, it has been a very useful project to motivates me to learn more and improve my own usage of TikZ beyond standalone applications or drawings and also my very first CTAN publication.
2. `\usepackage{tikz-amongUs-fancyhdr}`: A basic implementation to add the Among Us characters in headers or footers due the `fancyhdr` package. This is not a final super fancy implementation, but it splits the configurations to a separated `.sty` file, which can be edited aownernd reused.
3. `\usepackage{tikz-amongUs-watermark-eso-pic}`: A preset implementation of watermarks using the `eso-pic` package. This implementation takes advantage of the `kvoptions` packages in order to add some degrees of flexibility to the watermarks. Of course anyone could just replace the basic command from `eso-pic` in each file they want. The preset configurations aim to be a synthesis and make its usage a little bit more flexible than just copying and pasting content in each file.

3 Examples – tikz-amongUs

While creating the drawing, I did a first attempt, now called **Original**, which is a command with a `tikzpicture` inside it. This command was not made with the best method to be flexible, but it is indeed very simple and direct. I chose to keep it as an alternative to the new commands and because it has a different style. The are two main styles, **Style I** and **Style II**. **Style I** has the shadow create by “hand”, it means, the shadow is a fixed perspective which boundaries were directly programmed in TikZ. **Style II** uses the library `shade` to create shadows, but I couldn't reproduced the same result as I did in **Style I**. In this sense, I chose to keep both styles and using the roman number as a suffix of each command.

3.1 Styles I e II

The basic syntax to insert each character is:



```
1 \amongUsI[<options>]{<BodyColor>}{<EyeColor>}
```

and for each body part, the commands are:

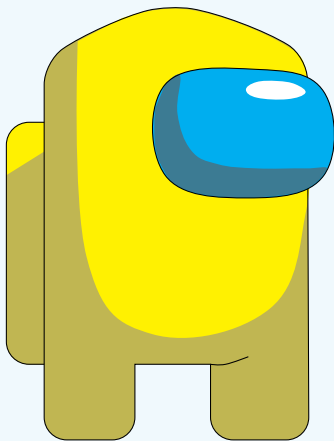
```
1 \amongUsBackpackI[<options>]{<BodyColor>}
2 \amongUsBodyI[<options>]{<BodyColor>}
3 \amongUsEyesI[<options>]{<EyeColor>}
```

where <options> is any suitable option of the environment `scope` of `TikZ`; and <BodyColor> and <EyeColor> are any color provided such as `TikZ` recognizes them. For each command with suffix `I` there is another command with suffix `II`, that represents the alternative method to create shades.

This is the basic use of the package.

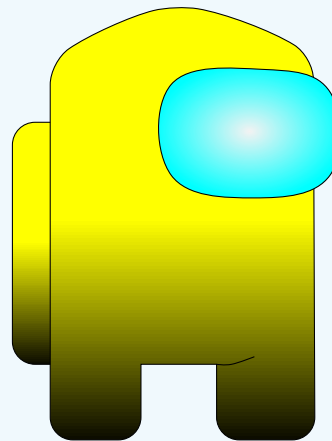
Basic Use – Style I

```
1 \begin{tikzpicture}
2   \amongUsI{yellow}{cyan}
3 \end{tikzpicture}
```



Basic Use – Style II

```
1 \begin{tikzpicture}
2   \amongUsII{yellow}{cyan}
3 \end{tikzpicture}
```



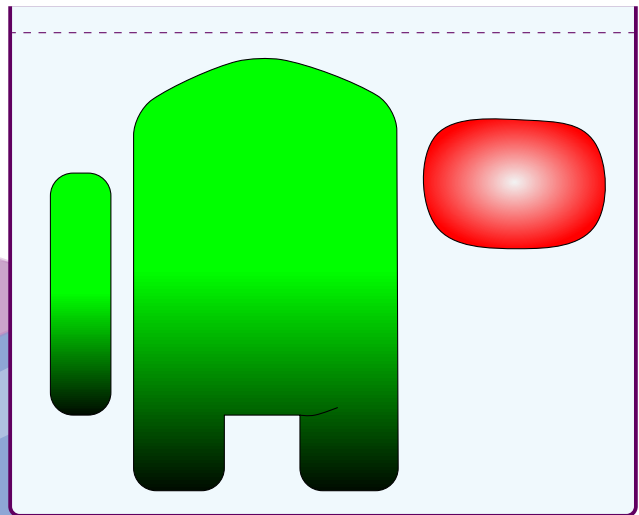
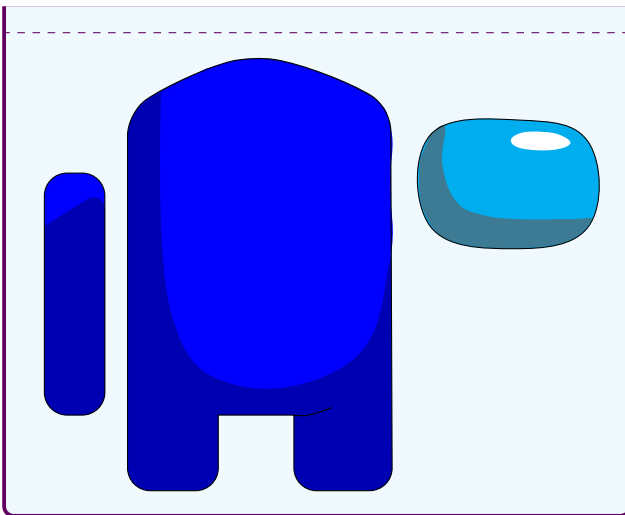
Each body part was created to have its coordinate origin such as it is corrected placed on the main body without the need of any shift. On the other hand, the `shift={(x,y)}` command of the environment `scope` is a well suitable method to move each part.

Each body part – Style I

```
1 \begin{tikzpicture}
2   \amongUsBackpackI
3     [shift={(0,0)}]{blue};
4   \amongUsBodyI
5     [shift={(0.6,0)}]{blue};
6   \amongUsEyesI
7     [shift={(3,0)}]{cyan};
8 \end{tikzpicture}
```

Each body part – Style II

```
1 \begin{tikzpicture}
2   \amongUsBackpackII
3     [shift={(0,0)}]{green};
4   \amongUsBodyII
5     [shift={(0.6,0)}]{green};
6   \amongUsEyesII
7     [shift={(3,0)}]{red};
8 \end{tikzpicture}
```

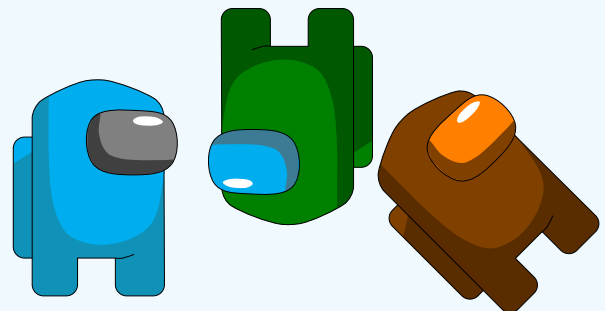


Unfortunately, I'm (still) not the most proficient TikZ user, so I didn't create the most optimized style to properly use the command `scale`, therefore, it is suggested to use the command `\adjustbox` from the package `adjustbox` to scale the drawing without incurring in some errors with the `rounded corners` used in the design. To rotate the draw around its center the command `rotate around={angle:(x0,y0)}` should be used. The center of mass is close to the coordinates $x_0 = 1.75$ and $y_0 = 2.3$.

Scaling with `adjustbox`

```

1 % \usepackage{adjustbox}
2 \adjustbox{scale=0.5}{
3   \begin{tikzpicture}
4     \amongUsI{cyan}{gray};
5     \amongUsI[shift={(5,3)},
6       rotate around={180:(1.75,2.3)}]
7       {green!50!black}{cyan};
8     \amongUsI[shift={(10.5,0)},
9       rotate around={45:(1.75,2.3)}]
10      {orange!50!black}{orange};
11   \end{tikzpicture}
12 }
```



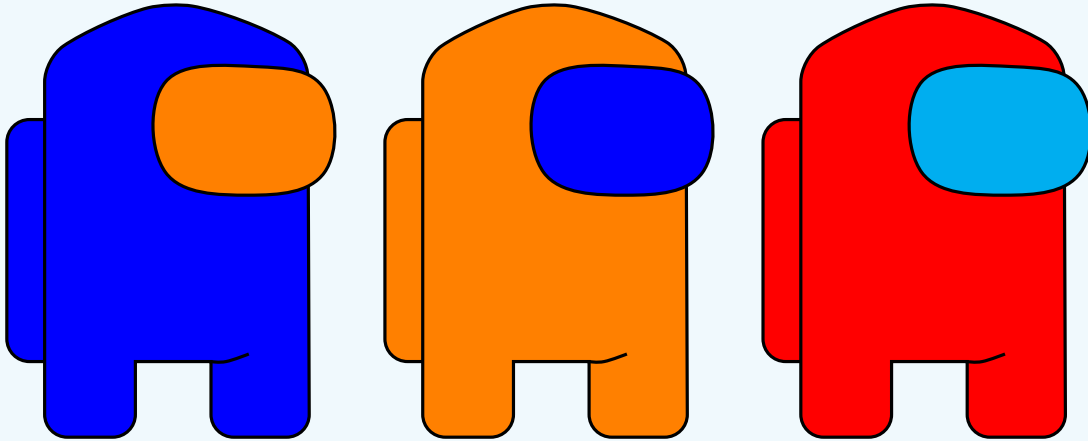
3.2 Styles Original

The original design is much more simplistic.

Original Design – Inside *tikzpicture*

```

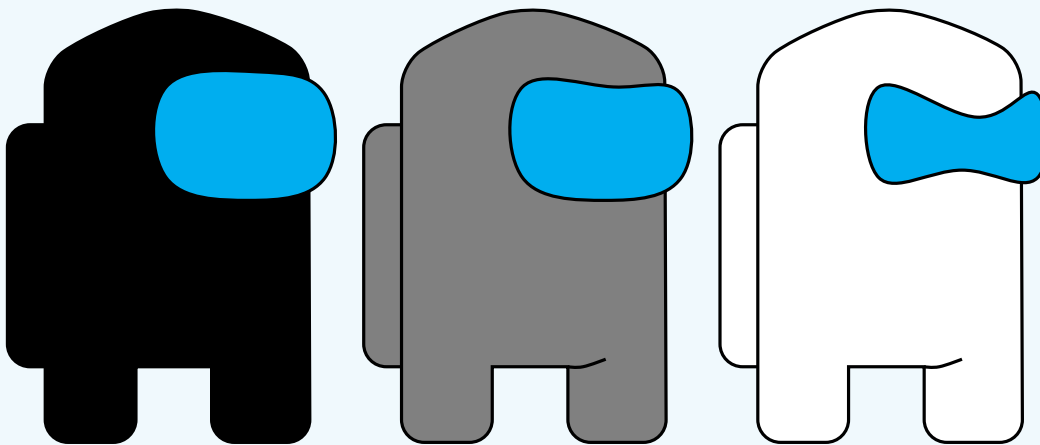
1 \begin{tikzpicture}
2   \node at (0,0) {\amongUsOriginal{blue}{orange}};
3   \node at (5,0) {\amongUsOriginal{orange}{blue}};
4   \node at (10,0) {\amongUsOriginal{red}{cyan}};
5 \end{tikzpicture}
```



Although it is simplistic, it was a good start point to insert emotions as options to the style. The emotions shall be added to Styles I and II in the future. The `Original` style can be use outside a `tikzpicture` environment.

Original Design – Outside *tikzpicture*

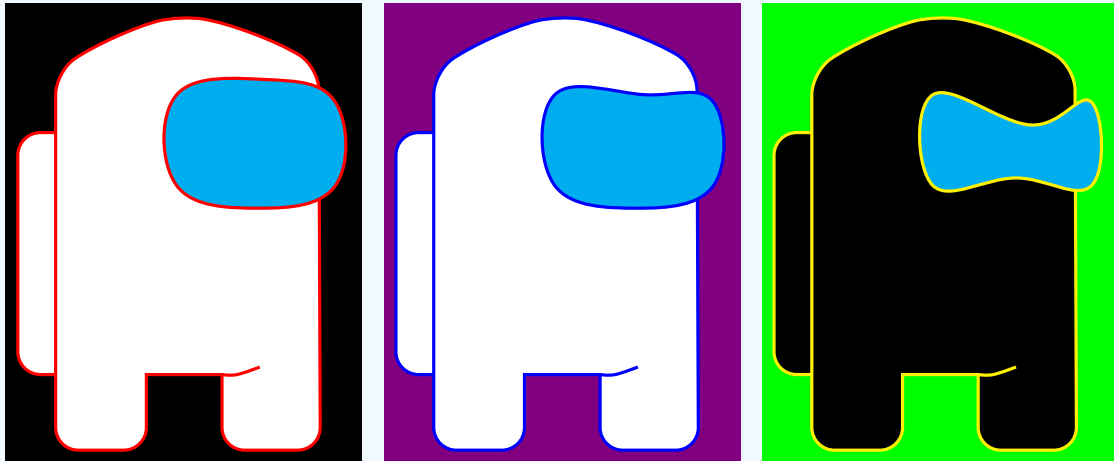
```
1 \amongUsOriginal{black}{cyan}
2 \amongUsOriginal[angry]{gray}{cyan}
3 \amongUsOriginal[very angry]{white}{cyan}
```



Inside the `tikzpicture` environment is possible to use some options of the command `node` to produce some more combinations. Indeed, that's the best method to achieve a black body suit with visible lines.

Original Design – Inside *tikzpicture* with *node* options

```
1 \begin{tikzpicture}[every path/.style={very thick}]
2   \node[red, fill=black] at (0,0) {\amongUsOriginal{white}{cyan}};
3   \node[blue, fill=violet] at (5,0) {\amongUsOriginal[angry]{white}{cyan}};
4   \node[yellow, fill=green] at (10,0)
5     {\amongUsOriginal[very angry]{black}{cyan}};
6 \end{tikzpicture}
```



4 Use as Watermark

The chosen package to add watermarks is

```
1 \usepackage{eso-pic}
```

The syntax of the style created to insert Among us characters from the package `tikz-amongUs` is

```
1 \usepackage[cor=<color>,<FG/BG,type=<0/1>]{tikz-amongUs-watermark-eso-pic}
```

The options are

1. `cor=<color>`

- default color is red

2. `FG` (default if empty) OR `BG`

- These options select between `\AddToShipoutPictureFG` and `\AddToShipoutPictureBG` from the package `eso-pic`.

3. `type=<number>`

- number can be either 0 (default if empty) for Original Style OR 1 for Style I. Style II has not been prepared, although any user can copy and edit the syntax at will.

The package `kvoptions` have been used to provide flexible command with direct access to the options values in `cor` and `type`, and a simple true/false statement with `FG` and `BG`. Any other kind or variation of watermark can be achieved by directing setting values to each `<parameter>` in:

```
1 \put(X,Y){\scalebox{<factor>}{\rotatebox{<degrees>}{\usebox\myboxAmongUs}}}
```

where `\myboxAmongUs` is

```

1 \myboxAmongUs\savebox\myboxAmongUs{%
2 \tikz[color=<color>, opacity=<factor>]
3 \node{\amongUsOriginal{<color>}{white}};
4 }

```

The following box presents some possible combinations of parameters which results are presented at [Figure 1](#).

```

1 \usepackage{tikz-amongUs-watermark-eso-pic}
2 \usepackage[FG]{tikz-amongUs-watermark-eso-pic}
3 \usepackage[type=0]{tikz-amongUs-watermark-eso-pic}
4
5 \usepackage[cor=blue]{tikz-amongUs-watermark-eso-pic}
6 \usepackage[cor=green,FG]{tikz-amongUs-watermark-eso-pic}
7
8 \usepackage[BG]{tikz-amongUs-watermark-eso-pic}
9 \usepackage[cor=green!80!black,BG]{tikz-amongUs-watermark-eso-pic}
10 \usepackage[cor=orange,type=0]{tikz-amongUs-watermark-eso-pic}
11
12 \usepackage[cor=yellow!80!black,FG,type=0]{tikz-amongUs-watermark-eso-pic}
13 \usepackage[cor=orange,BG,type=0]{tikz-amongUs-watermark-eso-pic}
14 \usepackage[BG,type=1]{tikz-amongUs-watermark-eso-pic}
15
16 \usepackage[cor=pink,type=1]{tikz-amongUs-watermark-eso-pic}
17 \usepackage[cor=teal,FG,type=1]{tikz-amongUs-watermark-eso-pic}
18 \usepackage[cor=brown,BG,type=1]{tikz-amongUs-watermark-eso-pic}

```

The selected combination used in this documentation is

```

1 \usepackage[cor=violet!70!white,BG,type=1]{tikz-amongUs-watermark-eso-pic}

```

5 Use as Watermark inside a tcolorbox

`tcolorbox` is one of the most versatile packages of all \LaTeX . One of its feature is the possibility to create boxes with many styles, including boxes with watermarks as presented in page 174 of the `tcolorbox` manual (`/tcb/watermark tikz`).

```

1 \usepackage{tcolorbox}

```

The very implementation used in this report to create enumerated list with some Among us floating around is:

```

1 \newtcolorbox{FHZboxEnumerateStyle}{
2   enhanced,
3   colback=orange!15!white,
4   colframe=orange!50!black,
5   watermark tikz={\tikz[opacity=0.4]
6     \node[rotate around={-45:(1.75,2.3)}] {\amongUsOriginal{blue}{white}};
7     \node[rotate around={45:(1.75,2.3)}] at (5,0)
8       {\amongUsOriginal{pink}{white}};
9   }

```

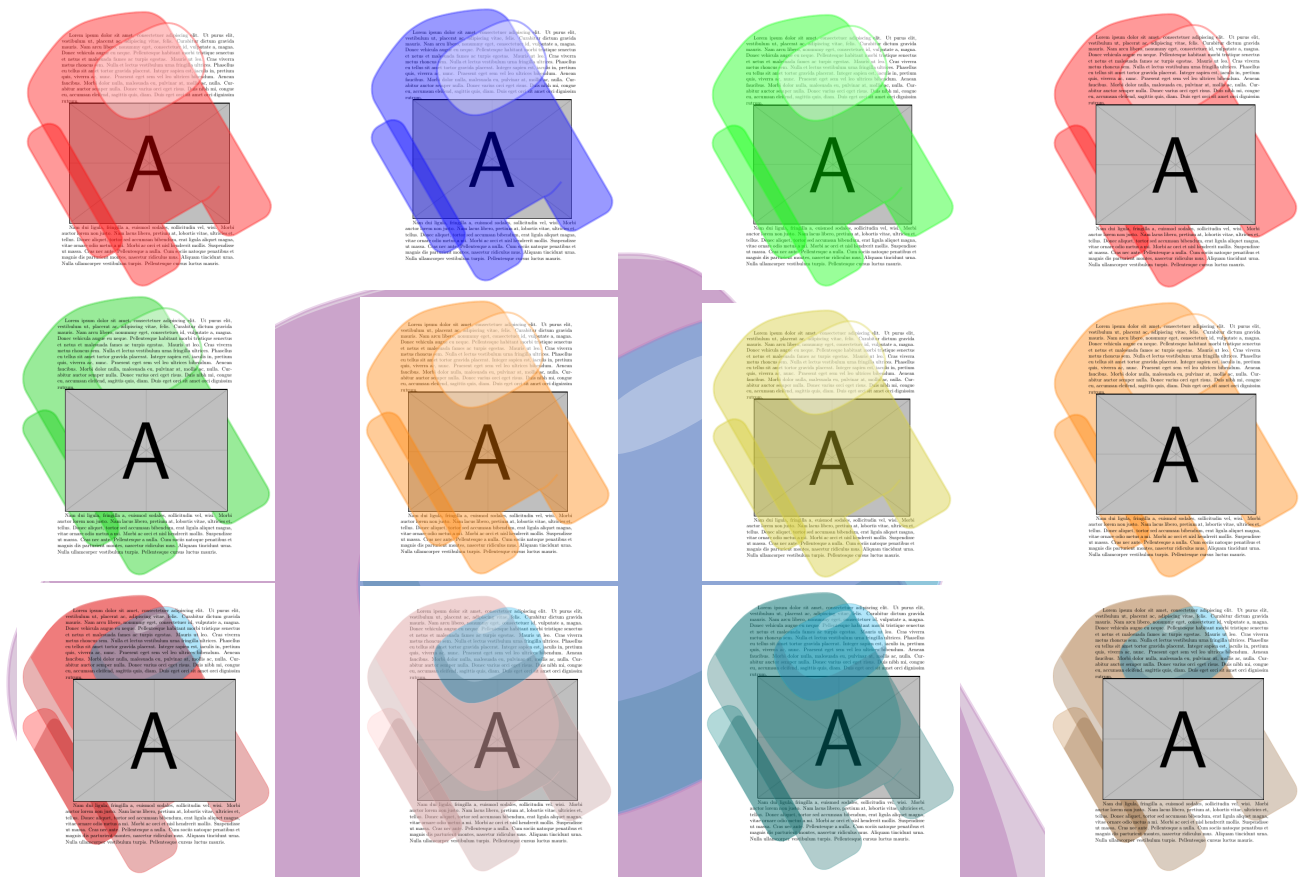



Figure 1: Example of each presented combination of watermark.

```

8 \node[rotate around={-135:(1.75,2.3)}] at (10,0)
   {\amongUsOriginal{green}{white}};
9 \node[rotate around={135:(1.75,2.3)}] at (15,0)
   {\amongUsOriginal{olive}{white}};
10 }
11 }
12 \newenvironment{FHZtcbEnumerate}{%
13 \begin{FHZboxEnumerateStyle}\begin{enumerate}}
14 {\end{enumerate}\end{FHZboxEnumerateStyle}
15 }

```

1. This is an example of a `enumerate` list inside a `tcolorbox` with `tikz-amongUs` as watermark.

6 Use as Page numbering

The required packages are:

```

1 \usepackage{fancyhdr}
2 \usepackage{adjustbox}

```

The package `fancyhdr` enables the user to edit headers and footers. I present a simple possibility to use the Among us characters in the footer of each page, such as the ones in this



documentation.

The central core of the idea is to use `adjustbox` to correct scale down the `tikzpicture`, since the draw was made with `rounded corners` and this feature has some issue while scaling, and insert a `rotate around` command using some math to rotate to body around its center. In the example below, it turns 45 degrees each new page, creating the idea of floating around.

Next, a `node` is insert with the inverse factor of the scaling made in `adjustbox`, it returns the page number to its original size, and also places it at the correct local on the footer.

```
1 \fancyfoot[RO,LE]{%
2   \adjustbox{scale=0.25}{%
3     \begin{tikzpicture}
4       \amongUsI[rotate around={45*(\thepage-1):(1.75,2.3)}]{yellow}{cyan};
5       \node[scale=4] at (1.75,2.3) {\thepage};
6     \end{tikzpicture}
7   }
8 }
```

7 Use as Animation

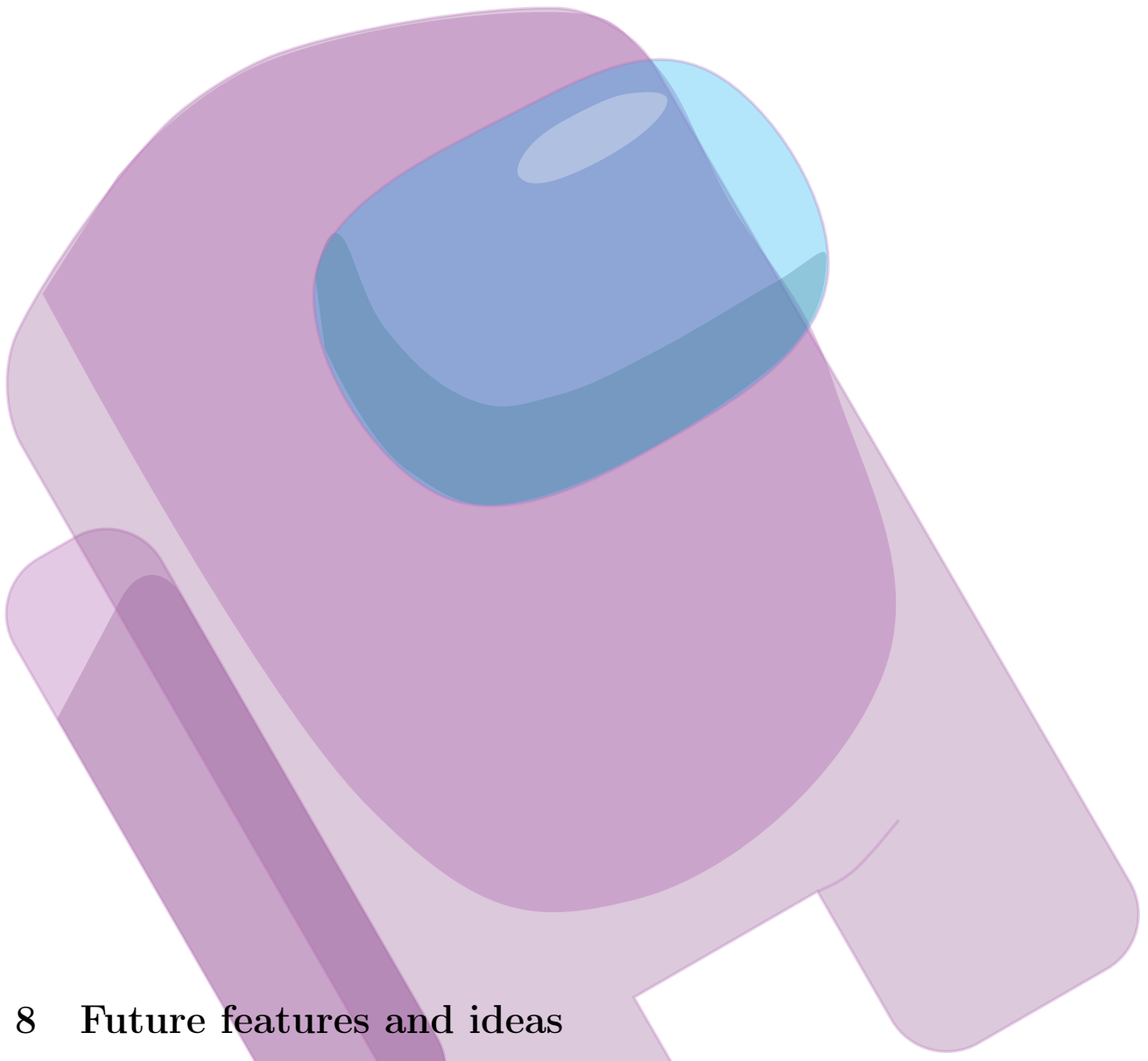
This example uses the following package

```
1 \usepackage{animate}
```

This example creates a variable from 0 to 360 to represent each degree of a full rotation.¹ Four Among us characters are placed around the screen by using the option `shift=(x0,y0)` and then rotating them around each respective center of mass. In order to achieve this effect, the most left command must be `shift` and then `rotate around`, the opposite order will rotate around the given point by will shift the object relative center of rotation. To make a body rotate in the opposite direction it is just necessary to add a minus sign in front of the angle variable.

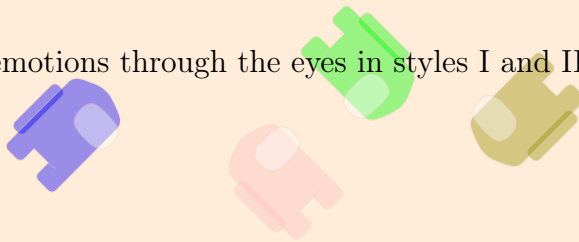
```
1 \begin{animateinline}[controls,loop]{30}
2   \multiframe{360}{rt=0+1}{%
3     \begin{tikzpicture}
4       \draw (-2,-10) rectangle (15,7);
5       \amongUsI[rotate around={\rt:(2,3)}]
6         {orange}{blue};
7       \amongUsI[shift={(8,0)}, rotate around={-\rt:(2,3)}]
8         {cyan}{orange};
9       \amongUsII[shift={(0,-8)}, rotate around={\rt:(2,3)}]
10        {red}{gray};
11       \amongUsII[shift={(8,-8)}, rotate around={-\rt:(2,3)}]
12        {green!50!black}{cyan};
13     \end{tikzpicture}
14   }
15 \end{animateinline}
```

¹Animation requires some PDF visualization software to properly work. Internet browsers are not normally suitable for this task.



8 Future features and ideas

1. Add options for hands;
2. Add options to different emotions through the eyes in styles I and II;
3. Improve scale method;
4. Draw the impostor;
5. Draw maps.



9 Historic and version

1.0 (2020-10-20): Publication of the style with the original design and Styles I and II of shadows.

10 Implementation

10.1 tikz-amongUs.sty

Listing 1 shows the implementation of the package `tikz-amongUs.sty`.

Listing 1: Package implementation

```
1 \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2 \ProvidesPackage{tikz-amongUs}[2020-10-19 Custom Package for my amongUs sketch --
  FHZ -- Version 1.0]
3
4 \RequirePackage{tikz}
5 \RequirePackage{xifthen}
6 \usetikzlibrary{calc}
7 \usetikzlibrary{shadings}
8
9 % =====
10 % Style 0 -- Original Idea
11 % =====
12 \newcommand{\amongUsOriginal}[3] [] {%
13 \begin{tikzpicture}[every path/.style={very thick}]
14   % Backpack
15   \draw[fill=#2, rounded corners = 3mm] (-0.5,1) rectangle ++(0.8,3.2);
16   % Body
17   \draw[fill=#2, rounded corners = 3mm] (0,0) -- (0,5)
18     arc (124.8074:103.8454:5) arc (80.6307:58.1808:5) -- (3.5,0) -- (2.2,0)
19     {[rounded corners = 0mm] -- (2.2,1) coordinate(A) -- (1.2,1)}
20     -- (1.2,0) -- cycle;
21   % Eyes
22   \ifthenelse{\equal{#1}{angry}}{
23     {\draw[fill=#3] plot[smooth cycle, tension=.7] coordinates
24       {(2.8,4.7) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};}}
25     {\ifthenelse{\equal{#1}{very angry}}{
26       {\draw[fill=#3] plot[smooth cycle, tension=.7] coordinates
27         {(2.9,4.3) (3.7,4.6) (3.7,3.5) (2.7,3.6) (1.6,3.5) (1.6,4.7)};}}
28       {\draw[fill=#3] plot[smooth cycle, tension=.7] coordinates
29         {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};}}
30   }
31   % Leg detail
32   \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
33 \end{tikzpicture}
34 }
35 % *****
36
37 % =====
38 % Style I
```

```

39 % =====
40 \newcommand{\amongUsBackpackI}[2][{}]{%
41   \begin{scope}[#1]
42     \fill[#2, rounded corners = 3mm] (-0.5,1) coordinate(R1)
43       rectangle ++(0.8,3.2) coordinate(R2);
44
45     \fill[black!30!#2, rounded corners = 3mm] (R1) -| ($(R2)+(0,-0.2)$)
46       [{sharp corners]-- (-0.5,3.5)} -- cycle;
47
48     \draw[rounded corners = 3mm] (-0.5,1) rectangle ++(0.8,3.2);
49   \end{scope}
50 }
51 \newcommand{\amongUsBodyI}[2][{}]{%
52   \begin{scope}[#1]
53     \fill[black!30!#2, rounded corners = 3mm] (0,0) -- (0,5)
54       arc (124.8074:103.8454:5) arc (80.6307:58.1808:5)-- (3.5,0) -- (2.2,0)
55       [{rounded corners = 0mm] -- (2.2,1) -- (1.2,1)}
56       -- (1.2,0) -- cycle;
57
58     \fill[#2] plot[smooth, tension=.7] coordinates
59       {(0.4436,5.2721) (0.5594,2.4257) (1.4347,1.3971)
60        (2.9826,1.7343) (3.4666,3.0446) (3.4686,4.0294)
61        (3.4797,4.7974) (3.1523,5.2436) (1.9183,5.6907) (1.0265,5.5757)};
62
63     \draw[rounded corners = 3mm] (0,0) -- (0,5)
64       arc (124.8074:103.8454:5) arc (80.6307:58.1808:5)-- (3.5,0) -- (2.2,0)
65       [{sharp corners] -- (2.2,1) coordinate(A) -- (1.2,1)}
66       -- (1.2,0) -- cycle;
67     % ----- Leg detail
68     \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
69   \end{scope}
70 }
71 \newcommand{\amongUsEyesI}[2][{}]{%
72   \begin{scope}[#1]
73     \fill[#2] plot[smooth cycle, tension=.7] coordinates
74       {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
75
76     \fill[black!50!#2] {plot[smooth, tension=.7] coordinates
77       {(1.6,4.7) (1.7964,4.8157) (1.7633,4.3111) (1.9423,3.8301)
78        (2.294,3.6464) (2.8087,3.5904) (3.4485,3.5904) (3.7338,3.5723)
79        (3.2492,3.2515) (2.0071,3.2661) (1.5208,3.6849) (1.4691,4.3844)}};
80
81     \draw plot[smooth cycle, tension=.7] coordinates
82       {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
83
84     \fill[white] plot[smooth cycle, tension=0.7] coordinates
85       {(2.8069,4.7316) (3.081,4.7457) (3.3219,4.7029) (3.4541,4.5887)
86        (3.2168,4.5055) (2.8152,4.525) (2.668,4.6295)};
87   \end{scope}
88 }
89 \newcommand{\amongUsI}[3][{}]{%
90   \amongUsBackpackI[#1]{#2};
91   \amongUsBodyI[#1]{#2};

```

```

92   \amongUsEyesI[#1]{#3};
93 }
94 % *****
95
96 % =====
97 % Style II
98 % =====
99 \newcommand{\amongUsBackpackII}[2][]{%
100   \begin{scope}[#1]
101     \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2,
102           rounded corners = 3mm] (-0.5,1) rectangle ++(0.8,3.2);
103   \end{scope}
104 }
105 \newcommand{\amongUsBodyII}[2][]{%
106   \begin{scope}[#1]
107     \draw[shade, top color=#2, bottom color=#2!5!black, middle color=#2,
108           rounded corners = 3mm]
109     (0,0) -- (0,5) arc (124.8074:103.8454:5) arc (80.6307:58.1808:5)
110     -- (3.5,0) -- (2.2,0)
111     {[sharp corners] -- (2.2,1) coordinate(A) -- (1.2,1)}
112     -- (1.2,0) -- cycle;
113
114     \draw plot[smooth, tension=.7] coordinates {(A) (2.4,1) (2.7,1.1)};
115   \end{scope}
116 }
117 \newcommand{\amongUsEyesII}[2][]{%
118   \begin{scope}[#1]
119     \draw[shade, inner color=white!95!black, outer color=#2]
120     plot[smooth cycle, tension=.7] coordinates
121     {(2.8,4.9) (3.7,4.6) (3.7,3.5) (2.7,3.2) (1.6,3.5) (1.6,4.7)};
122   \end{scope}
123 }
124 \newcommand{\amongUsII}[3][]{%
125   \amongUsBackpackII[#1]{#2};
126   \amongUsBodyII[#1]{#2};
127   \amongUsEyesII[#1]{#3};
128 }
129 % *****
130
131 \endinput

```

10.2 tikz-amongUs-fancyhdr.sty

Listing 2 shows the implementation of the package `tikz-amongUs-fancyhdr.sty`.

Listing 2: Package implementation

```

1 \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2 \ProvidesPackage{tikz-amongUs-fancyhdr}[2020-10-19 Custom Package for my AmongUs
  PageNumbering base configuration -- FHZ -- Version 1.0]
3
4 \RequirePackage{tikz-amongUs}
5 \RequirePackage{fancyhdr}

```

```

6 \RequirePackage{adjustbox}
7
8 \fancypagestyle{headings}{% changes predefined style
9   \fancyhf{} % clear all header and footer fields
10   %\fancyhead[RO,LE]{\thepage} % Right Odd, Left Even => Outside
11   \fancyfoot[RO,LE]{%
12     \adjustbox{scale=0.25}{%
13       \begin{tikzpicture}
14         \amongUsI[rotate around={45*(\thepage-1):(1.75,2.3)}]{yellow}{cyan};
15         \node[scale=4] at (1.75,2.3) {\thepage};
16       \end{tikzpicture}
17     }
18   }
19   \renewcommand{\headrulewidth}{0pt} % remove line between header and main text
20 }
21 \pagestyle{headings}
22
23 \endinput

```

10.3 tikz-amongUs-watermark-eso-pic.sty

Listing 3 shows the implementation of the package `tikz-amongUs-watermark-eso-pic.sty`.

Listing 3: Package implementation

```

1 \NeedsTeXFormat{LaTeX2e}[1994/06/01]
2 \ProvidesPackage{tikz-amongUs-watermark-eso-pic}[2020-10-19 Custom Package for
watermark with eso-pic configurations for AmongUs -- FHZ -- Version 1.0]
3
4 \RequirePackage{tikz-amongUs}
5 \RequirePackage{tikz}
6 \RequirePackage{xifthen}
7
8 \RequirePackage{eso-pic}
9 \RequirePackage{kvoptions}
10 \SetupKeyvalOptions{
11   family=FHZ,
12   prefix=FHZ@
13 }
14
15 % -----
16 % Property cor -- default red
17 % -----
18 \DeclareStringOption[red]{cor}
19
20 % -----
21 % Property type -- default 0
22 % -----
23 \DeclareStringOption[0]{type}
24
25 % -----
26 % FrontGround (default) BackGround
27 % -----

```

```

28 \newif\ifFG
29 \DeclareBoolOption[true]{FG}{%
30   \FGtrue
31 }
32 \DeclareComplementaryOption{BG}{FG}{%
33   \FGfalse
34 }
35
36 \ProcessKeyvalOptions*
37
38 % =====
39 \newcommand{\FHZ@typeSelection}[1]{
40   \ifthenelse{\equal{#1}{0}}{
41     {\tikz[color=\FHZ@cor!80, opacity=0.4]
42       \node{\amongUsOriginal{\FHZ@cor}{white}};}
43     {\tikz[color=\FHZ@cor!80, opacity=0.3]
44       {\amongUsI{\FHZ@cor}{cyan}};}
45   }
46   \newsavebox\myboxAmongUs\savebox\myboxAmongUs{
47     \FHZ@typeSelection{\FHZ@type}
48   }
49   % =====
50
51 \DeclareOption*{%
52   \PackageWarning{FHZ-watermark-eso-pic-amongUs}{Unknown-Desconhecido
53     '\CurrentOption'}
54 }
55 \ProcessOptions\relax
56 % -----
57 % Apply eso-pic watermark FG or BG
58 % -----
59 \ifFHZ@FG
60   \AddToShipoutPictureFG{%
61     \AtStockLowerLeft{\put(-50,100)
62       {\scalebox{3.2}{\rotatebox{30}{\usebox\myboxAmongUs}}}}%
63   }
64 \else
65   \AddToShipoutPictureBG{%
66     \AtStockLowerLeft{\put(-50,100)
67       {\scalebox{3.2}{\rotatebox{30}{\usebox\myboxAmongUs}}}}%
68   }
69 \fi
70
71 \endinput

```