


The TikZmarmots package

using marmots in TikZ

samcarter (alias )

<https://github.com/samcarter8/tikzmarmots>

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1 Introduction

Inspired by the enthusiasms of the TeX.Stackexchange user [@marmot](#) for animals of the same species, this little package can draw marmots using TikZ.

Unlike its older sibling, the TikZducks package, this packages focuses on drawing the marmot itself. Additional accessories are not part of the package, but can be taken from other sources.

This package is work in progress, therefore I would be happy to hear your feedback and ideas how to improve the package. The head version of the source code can be found on github.com/samcarter8/tikzmarmots, including a bug tracker – please make constructive use of it! If you seek any other assistance (not bug reports/feature requests), I suggest asking on [TeX.Stackexchange](#).

1.1 License

Copyright © samcarter. Permission is granted to copy, distribute and/or modify this software under the terms of the LaTeX project public licence, version 1.3c or later <http://www.latex-project.org/lppl.txt>.

The shown example marmots are purely fictional characters, any resemblance to real marmots or persons is purely coincidental and no copyright infringement is intended.

1.2 Dependencies

The TikZmarmots package loads TikZ, which in turn loads the xcolor package (amongst others). If you require one of these packages to be loaded with some option, please consider loading it yourself before the TikZmarmots package or use, e.g.

```
\PassOptionsToPackage{svgnames}{xcolor}
```



2 Usage

The basic usage is fairly simple, to draw a marmot:

Basic marmot

```
\begin{tikzpicture}  
  \marmot  
\end{tikzpicture}
```



To customise this basic marmot, the package uses pgf keys.

These keys can for example be used to change the marmot's colour via `body=<colour name>`.

Blue marmot

```
\begin{tikzpicture}  
  \marmot[body=blue]  
\end{tikzpicture}
```



They can also be used to add whiskers to the marmot:

Whiskers

```
\begin{tikzpicture}  
  \marmot[whiskers]  
\end{tikzpicture}  
\begin{tikzpicture}  
  \marmot[whiskers=blue]  
\end{tikzpicture}
```



Or to make it blush:

Blushing marmot

```
\begin{tikzpicture}  
  \marmot[blush]  
\end{tikzpicture}
```



Some marmots even show their chisel teeth:

Chisel teeth

```
\begin{tikzpicture}  
  \marmot[teeth]  
\end{tikzpicture}
```



If the size of the marmots should be changed or shifted:

Scaled and shifted marmots

```
\begin{tikzpicture}[scale=0.6]
  \marmot
  \begin{scope}[xshift=90pt, scale=.5, yshift=150pt]
    \marmot[body=brown!80!gray]
  \end{scope}
  \begin{scope}[xshift=60pt, scale=.5, yshift=100pt]
    \marmot[body=brown!80!yellow]
  \end{scope}
  \begin{scope}[xshift=80pt, scale=.5, yshift=50pt]
    \marmot[body=brown!80!red]
  \end{scope}
\end{tikzpicture}
```



To make the usage easier for the TikZ-savvy users, the marmots can also be used as TikZ library. It can be loaded with `\usetikzlibrary{marmots}`. In addition to the normal functionality of the TikZmarmots package, the marmots are now also available as `pic`. A short example:

TikZ library “marmots”

```
\documentclass{standalone}

\usepackage{tikz}
\usetikzlibrary{marmots}

\begin{document}

\begin{tikzpicture}
\draw (0,0) pic[
  marmot/body=blue,
  marmot/blush,
] {marmot};
\draw (2,0) pic[
  scale=1.4,
] {marmot};
\end{tikzpicture}

\end{document}
```



3 Further customisation

The above list of available customisations does not sound very exhaustive, but there are basically infinite possibilities for further customisation, as the marmots are just shapes in a TikZ picture – all the heavy weapons of the TikZ package are thus available for further customisation.

Adding things to the marmot

```
\begin{tikzpicture}
  \marmot
  \fill[blue] (2,0) rectangle (1,1);
\end{tikzpicture}
```



4 Re-using accessories from the TikZducks package

As already said in the introduction, this package focuses on the marmots themselves and does not provide additional accessories. However there is no need to despair! Many of the accessories from the TikZducks package (<https://www.ctan.org/pkg/tikzducks>) can be re-used using the `invisible` key which will only produce the desired item without a duck.

The marmots are designed to have the same height as the ducks, so many items can be adopted without any modifications. One example:

Marmot King

```
%\usepackage{tikzducks}
\begin{tikzpicture}
  \marmot
  \duck[invisible,crown]
\end{tikzpicture}
```



Unfortunately not all accessories will work. Some are entirely unsuitable (e.g. clothing which shape was specially designed for the ducks), others can be modified to fit:

Happy Birthday!

```
%\usepackage{tikzducks}
\begin{tikzpicture}
  \marmot
  \begin{scope}[scale=0.7,xshift=9,
    yshift=18]
    \duck[invisible,cake=red!50!
      violet]
  \end{scope}
\end{tikzpicture}
```



For a complete list of available accessories, please see the documentation of the TikZducks package (<http://mirrors.ctan.org/graphics/pgf/contrib/tikzducks/tikzducks-doc.pdf>)

