

# Visual TikZ

**Version 0.61**

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**Objectifs :**

- Avoir une image par commande ou par paramètre.
- Avoir un texte réduit au strict minimum.
- Le plus complet possible au fil de mises à jour régulières.
- Garder la même structure que visuel pstricks

**Remarques :** Le code donné est minimal et ne sert qu'à montrer les commandes concernées. Les effets sont parfois exagérés pour bien les mettre en évidence. Pour en savoir plus, vous pouvez voir la documentation. Pour se faire j'ai indiqué le numéro de Section de pgfmanual

**Vous pouvez me contacter** à mon e-mail personnel pour

- me signaler les erreurs que vous avez constatés
- me faire part de vos commentaires, suggestions ...

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This work has the LPPL maintenance status 'maintained'.

The Current Maintainer of this work is M. Jean Pierre Casteleyn.

**Merci à :**

Till Tantau

Alain Matthes

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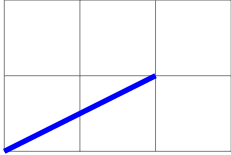
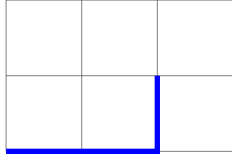
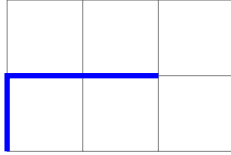
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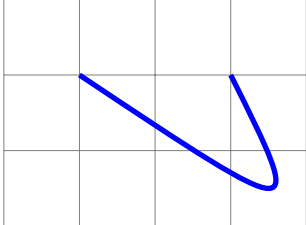
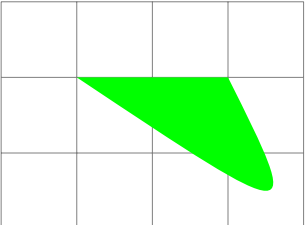
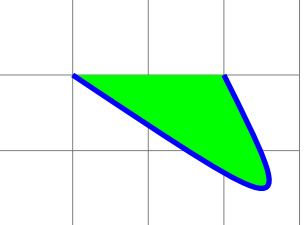
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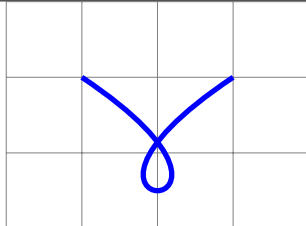
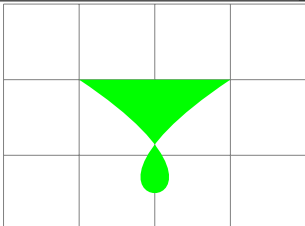
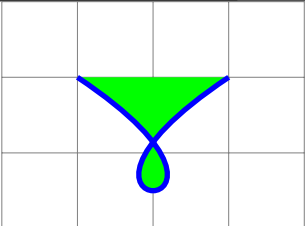
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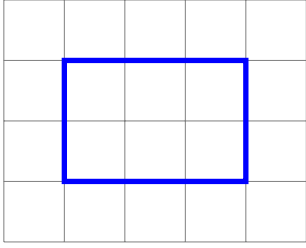
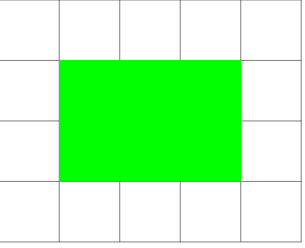
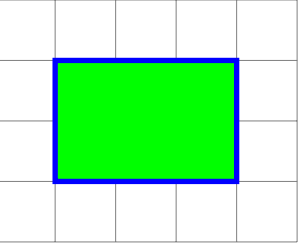
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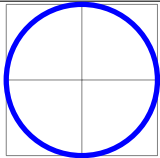
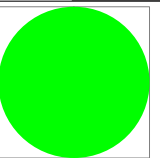
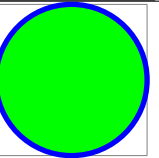
# 1 Les figures de base

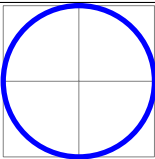
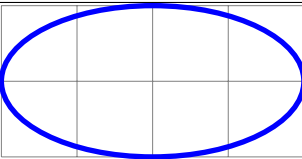
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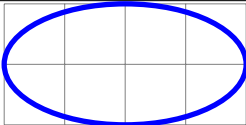
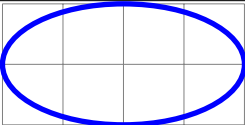
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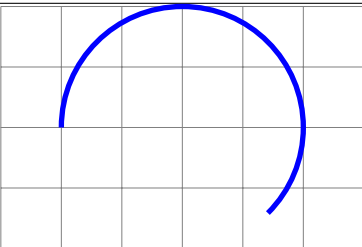
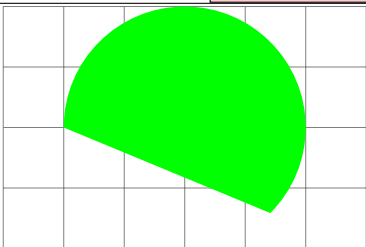
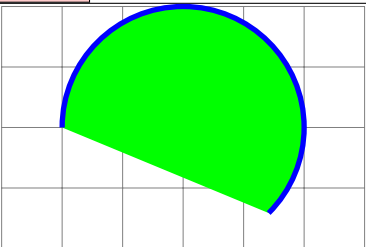
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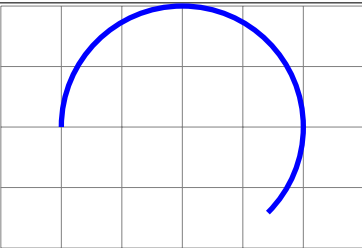
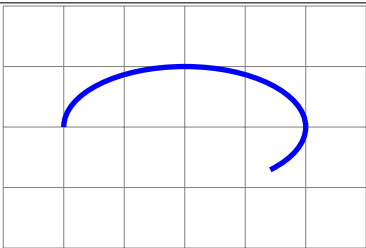
<code>\draw (0,0) rectangle (3,2);</code>			PGFmanual section : 14-4
			
<code>\draw</code>	<code>\fill</code>	<code>\filldraw</code>	

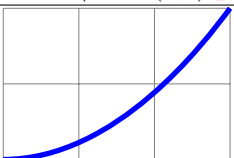
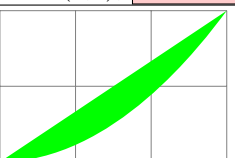
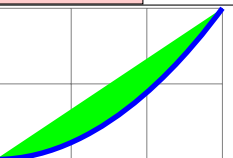
<code>\draw (1,1) circle (1);</code>			PGFmanual section : 14-6
			
<code>\draw</code>	<code>\fill</code>	<code>\filldraw</code>	

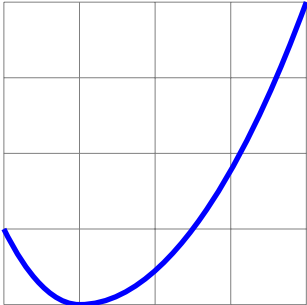
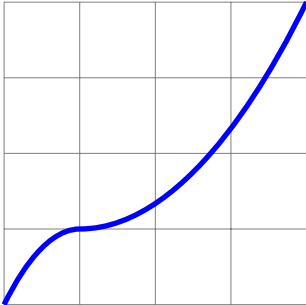
<code>\draw (1,1) circle [radius=1cm];</code>	<code>\draw (1,1) ellipse [x radius=2cm,y radius=1cm]</code>
	
<code>radius=1cm</code>	<code>x radius=2cm,y radius=1cm</code>

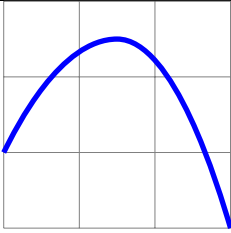
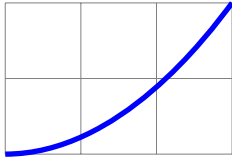
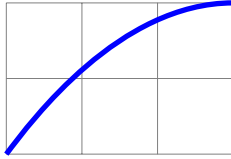
<code>\draw (1,1) circle (2 and 1);</code>	<code>\draw (1,1) ellipse (2 and 1);</code>
	

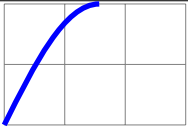

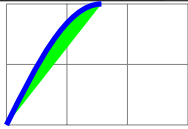
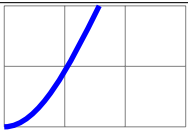

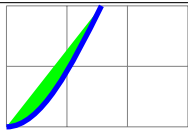
<code>\draw (-2,0) arc (180:-45:2);</code> PGFmanual section : 14-7		
		
<code>\draw</code>	<code>\fill</code>	<code>\filldraw</code>

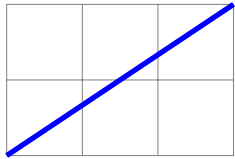
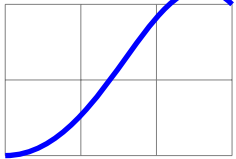
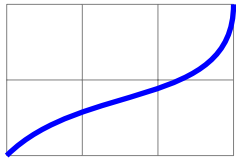
<code>\draw (-2,0) arc [start angle=-20, end angle=135,radius=1]</code>	<code>\draw (-2,0) arc (180:-45:2 and 1)</code>
	
<code>radius=1</code>	<code>x radius=1,y radius=.5</code>

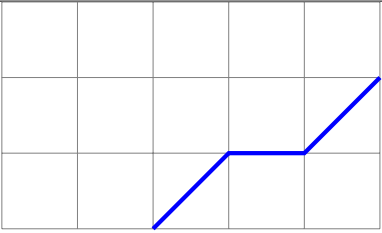
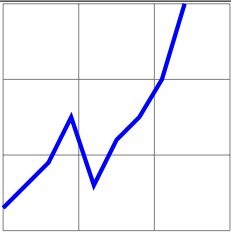
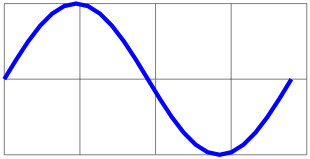
<code>\draw (0,0) parabola (3,2);</code> PGFmanual section : 14-9		
		
<code>\draw</code>	<code>\fill</code>	<code>\filldraw</code>

	
<code>\draw(0,1) parabola bend (1,0) (4,4);</code>	<code>\draw(0,0) parabola[bend pos=0.25] (4,4);</code>

<code>\draw(0,1) parabola [parabola height=2cm] (3,0);</code>	<code>\draw(0,0) parabola[bend at start] (3,2);</code>	
		
	<code>[bend at start]</code>	<code>[bend at end]</code>


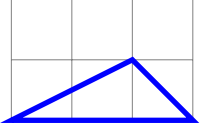
<code>\draw (0,0) sin (1.57,2);</code> PGFmanual section : 14-10		
		
<code>\draw</code>	<code>\fill</code>	<code>\filldraw</code>
		
<code>\draw (0,0) cos (1.57,2);</code>		

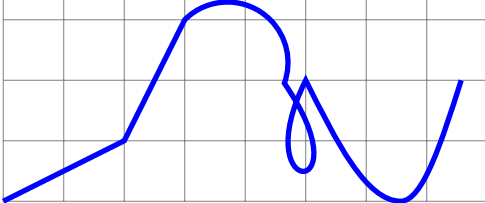
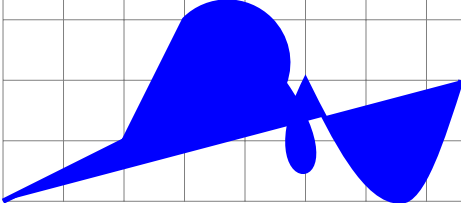
PGFmanual section : 14-13		
		
<code>\draw (0,0) to (3,2);</code>	<code>\draw[out=0] (0,0) to (3,2);</code>	<code>\draw[in=-90] (0,0) to (3,2);</code>
voir section 6.2 page 46		

<b>Dessin avec plot</b>	PGFmanual section : 14-12	PGFmanual section : 22
une liste de coordonnées	un fichier de coordonnées	une équation mathématique
		
plot coordinates <code>{(2,0) (3,1) (4,1) (5,2)}</code>	plot file <code>{table.dat}</code>	plot <code>(\x,{sin(\x)})</code>
voir page 114		

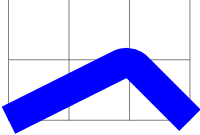
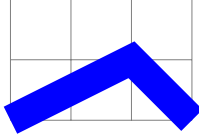
## 2 Notion de Chemin

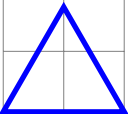
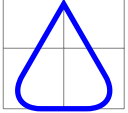
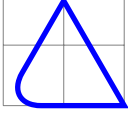
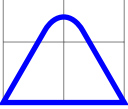
PGFmanual section : 14

	
<code>\draw (0,0) – (2,1) – (3,0) ;</code>	<code>\draw (0,0) – – (2,1) – – (3,0) – – cycle ;</code>

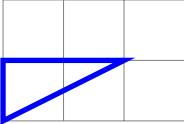
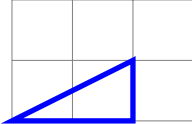
<code>\draw (0,0) – (2,1) – (3,3) arc (135:-20:1) .. controls (6,0) and (4,0) .. (5,2) sin (6.57,0) cos (7.57,2) ;</code>	
	
<code>\draw</code>	<code>\filldraw</code>

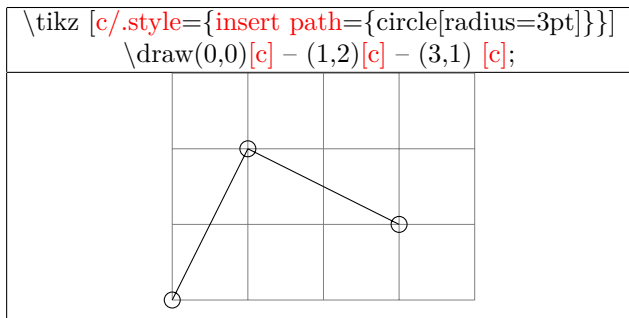
PGFmanual section : 14-5

	
<code>\draw [rounded corners] (0,0) – (2,1) – (3,0) ;</code>	<code>\draw [sharp corners] (0,0) – – (2,1) – – (3,0) ;</code>

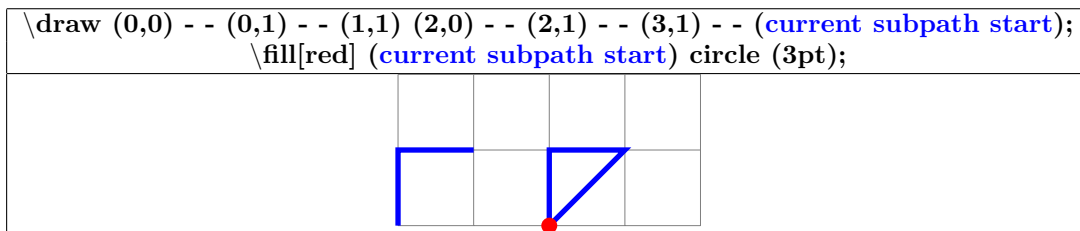
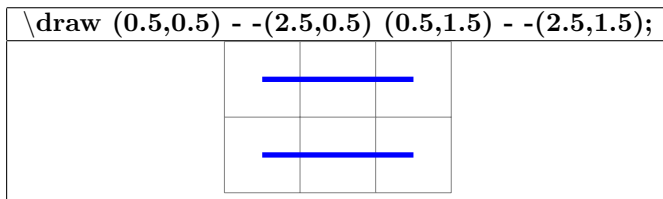
	<code>\draw [rounded corners=0.5cm] (0,0) – – (1,1.732) – – (2,0) – – cycle ;</code>
	<code>\draw (0,0) – – (1,1.732) [rounded corners=0.5cm] – – (2,0) – – cycle ;</code>
	<code>\draw (0,0) – – (1,1.732) – – (2,0)[rounded corners=0.5cm] – – cycle ;</code>
	<code>\draw [rounded corners=0.5cm] (0,0) – – (1,1.732)[sharp corners] – – (2,0) – – cycle ;</code>

PGFmanual section : 14-2-2

	
<code>\draw (0,0) – – (2,1) –  cycle ;</code>	<code>\draw (0,0) – – (2,1)  - cycle ;</code>











Coupure de chemin PGFmanual section : 14-1




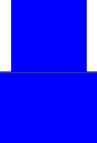







### 3 Les paramètres disponibles

#### 3.1 Épaisseur de ligne




PGFmanual section : 15-3-1			
\tikz \draw[line width=.2cm] (0,0) - - (1,1);			
			
[line width=.2cm]	[ultra thin] (0.1pt)	[very thin] (0.2pt)	[thin] (0.4pt)
			
[semithick] (0.6pt)	[thick] (0.8pt)	[very thick] (1.2pt)	[ultra thick] (1.6pt)

#### 3.2 Dimensions disponibles

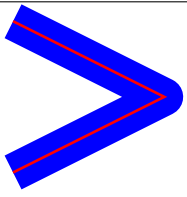
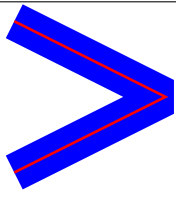
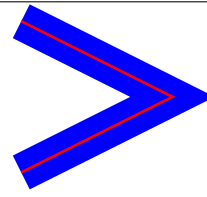
	\draw[line width=10pt] (2,0) to (2,1);
	\draw[line width=10bp] (2,0) to (2,1);
	\draw[line width=10mm] (2,0) to (2,1);
	\draw[line width=1cm] (2,0) to (2,1);
	\draw[line width=1in] (2,0) to (2,1);

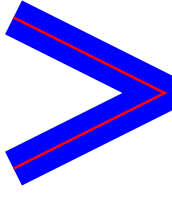
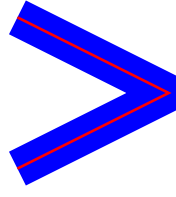
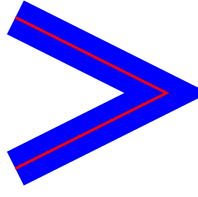
	\draw[line width=1ex] (0,0.5) to (4,.5);
	\Huge \draw[line width=1ex] (0,0.5) to (4,.5);
	\draw[line width=1em] (2,0) to (2,1);
	\Huge \draw[line width=1em] (2,0) to (2,1);

#### 3.3 Terminaisons de lignes

		
[line cap=rect]	[line cap=butt]	[line cap=round]

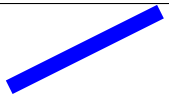
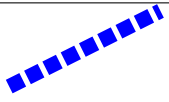
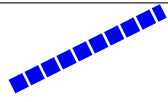
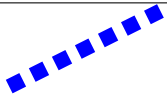
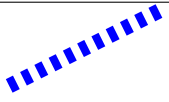
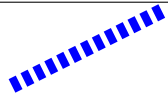
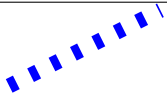
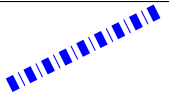
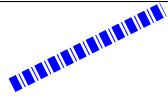
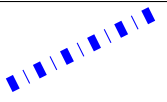
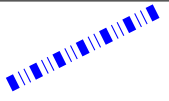
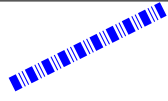
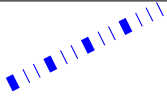
### 3.4 Jonction de lignes













<code>\draw[line join=round] (0,0) - (2,1) - (0,2);</code>		
		
<code>[line join=round]</code>	<code>[line join=bevel]</code>	<code>[line join=miter]</code>

<code>\draw[miter limit=1] (0,0) - (2,1) - (0,2);</code> (Par défaut : miter limit=10)		
		
<code>miter limit=1</code>	<code>miter limit=2</code>	<code>miter limit=3</code>


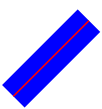


### 3.5 Styles de ligne



PGFmanual section : 15-3-2

<code>\tikz \draw[solid,line width=2mm] (0,0) - - (2,1);</code>		
		
<code>[solid]</code>		
		
<code>[dotted]</code>	<code>[densely dotted]</code>	<code>[loosely dotted]</code>
		
<code>[dashed]</code>	<code>[densely dashed]</code>	<code>[loosely dashed]</code>
		
<code>[dash dot]</code>	<code>[densely dash dot]</code>	<code>[loosely dash dot]</code>
		
<code>[dash dot dot]</code>	<code>[densely dash dot dot]</code>	<code>[loosely dash dot dot]</code>

						
<code>[dash pattern=on 1cm off 0.25cm on 0.25cm off 0.5cm]</code>						
						
<code>[dash pattern=on 1cm off .25cm on .25cm off .5cm,dash phase=1cm]</code>						

PGFmanual section : 15-3-4

\tikz \draw[line width=.2cm,double] (0,0) - - (1,1);			
			
double	draw=blue,double=red	double distance=.3cm	double distance between line centers =.3cm




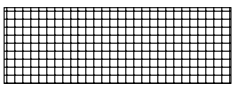
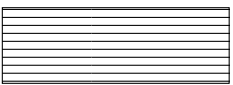
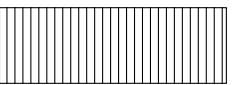


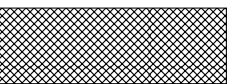

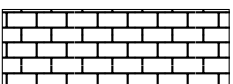
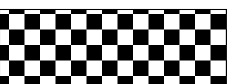
\Huge = \tikz \draw[double equal sign distance] (0,0) - - (4,0);	
	
\Huge	\large


### 3.6 Remplissage en motifs



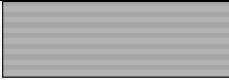
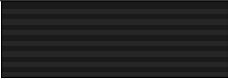
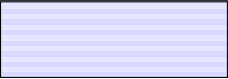

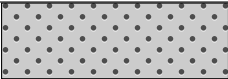

PGFmanual section : 15-5-1

PGFmanual section : 60

Charger l'extension: \usetikzlibrary{patterns}

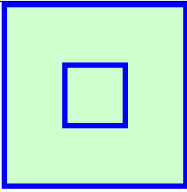
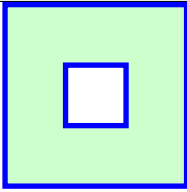
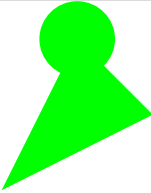
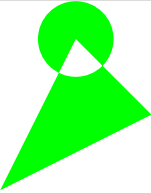
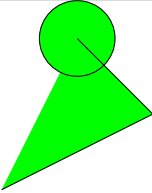
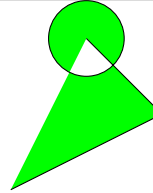
\draw[pattern= dots ] (0,0) - - (3,1);		
		
dots	fivepointed stars	sixpointed stars
		
grid	horizontal lines	vertical lines
		
north east lines	north west lines	crosshatch
		
crosshatch dots	bricks	checkerboard


\draw[pattern=fivepointed stars,pattern color=red] (0,0) rectangle (3,1);

<code>\draw[pattern=checkerboard light gray] (0,0) - - ((3,2) ;</code>		
		
checkerboard light gray	horizontal lines light gray	horizontal lines gray
		
horizontal lines dark gray	horizontal lines light blue	horizontal lines dark blue
		
crosshatch dots gray	crosshatch dots light steel blue	




### 3.7 Règle de remplissage

PGFmanual section : 15-5-2

nonzero rule (Par défaut)			
			
<code>\filldraw [fill=green!20]</code> <code>(0,0) - - (0,3) - - (3,3) - - (3,0) - - cycle</code> <code>(1,1) - - (1,2) - - (2,2) - - (2,1) - - cycle ;</code>		<code>\filldraw [fill=green!20]</code> <code>(0,0) - - (0,3) - - (3,3) - - (3,0) - - cycle</code> <code>(1,1) - - (2,1) - - (2,2) - - (1,2) - - cycle;</code>	
even odd rule			
<code>\[fill=[green] (0,0) - (2,1) - (1,2) circle (.5cm);</code>		<code>\filldraw[fill=green] (0,0) - (2,1) - (1,2) circle (.5cm);</code>	
			
<code>[fill=green]</code>	<code>[even odd rule,fill=green]</code>	<code>[fill=green]</code>	<code>[even odd rule,fill=green]</code>

### 3.8 Remplissage à l'aide d'une image

PGFmanual section : 15-6

<code>\draw [path picture={ \node at (path picture bounding box.center)</code> <code>{\includegraphics[height=3cm]{tiger}};}] (0,1) circle (1);</code>		
		
<code>(0,1) circle (1)</code>	<code>(0,0) - (-1,1) - (0,2) - (1,1) - cycle</code>	<code>(1,0) parabola[parabola height=2cm] (3,0)</code>

<code>\draw [path picture={ \node at (path picture bounding box.north) {\includegraphics[height=3cm]{tiger}};}] (0,1) circle (1);</code>				
north	south	east	west	south east

### 3.9 Ombrage

#### 3.9.1 Ombrages disponibles

PGFmanual section : 15-7

<code>\shade (0,0) rectangle (3,1);</code>	<code>\shadedraw (0,0) rectangle (3,1);</code>

<code>\shadedraw[shading=axis](0,0) rectangle (3,1);</code>		
axis	radial	ball

<code>[left color=red]</code>	<code>[right color=green]</code>	<code>left color=red,right color=green</code>
<code>[top color=red]</code>	<code>[bottom color=green]</code>	<code>middle color=red</code>

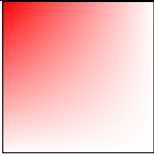

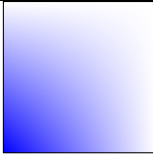
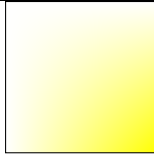
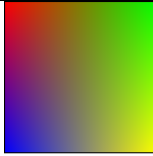
<code>shading angle=90</code>	<code>right color=green</code> <code>[shading angle=45]</code>	<code>left color=red</code> <code>shading angle=-45</code>

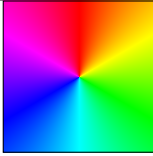


<code>inner color=red</code>	<code>outer color=green</code>	<code>inner color=red outer color=green</code>

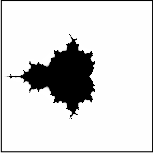
#### 3.9.2 Bibliothèque shadings

PGFmanual section : 65

Charger l'extension: `\usetikzlibrary{shadings}`





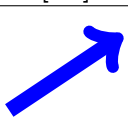
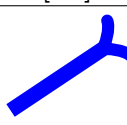
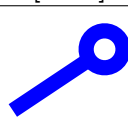
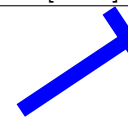
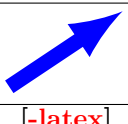
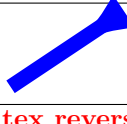


\shadedraw[upper left=red] (0,0) rectangle (2,2) ;				
				
upper left=red	upper right=green	lower left=blue	lower right=yellow	

\shadedraw[shading=color wheel ] (0,0) rectangle (2,2) ;		
		
shading=color wheel	shading=color wheel black center	shading=color wheel white center


shading=Mandelbrot set

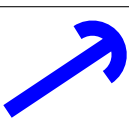
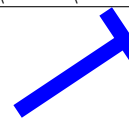
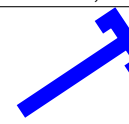
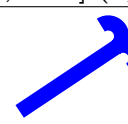
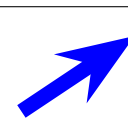
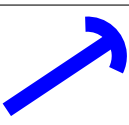
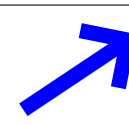
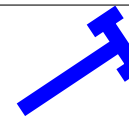
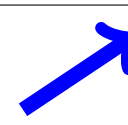
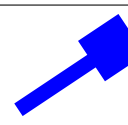
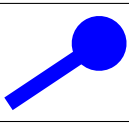
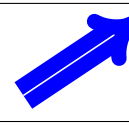
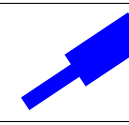
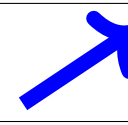
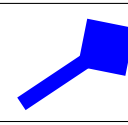


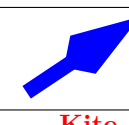
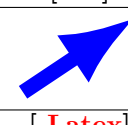
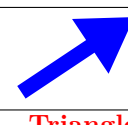
### 3.10 Les extrémités

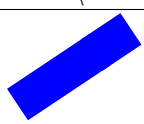
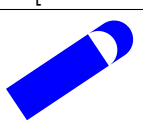
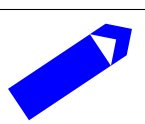
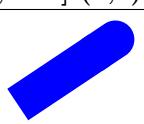
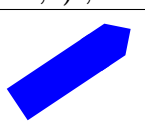
#### 3.10.1 Chargé automatiquement avec TikZ

\tikz \draw[->,line width=.2cm,blue] (0,0) - - (1.5,1);			
			
<code>[-&gt;]</code>	<code>[&lt;-]</code>	<code>[&lt;-&gt;]</code>	<code>[&gt;-&gt;]</code>
			
<code>[-to]</code>	<code>[-to reversed]</code>	<code>[-o]</code>	<code>[- ]</code>
			
<code>[-latex]</code>	<code>[-latex reversed]</code>	<code>[-stealth]</code>	<code>[-stealth reversed]</code>

#### 3.10.2 “library arrow.meta”

Charger l'extension: `\usetikzlibrary{arrows.meta}`

\tikz \draw[-Arc Barb,line width=.2cm,blue ] (0,0) - - (1.5,1) ;				
				
<code>-Arc Barb</code>	<code>-Bar</code>	<code>-Bracket</code>	<code>-Hooks</code>	<code>-Stealth</code>
				
<code>-Parenthesis</code>	<code>-Straight Barb</code>	<code>-Tee Barb</code>	<code>-Classical TikZ Rightarrow</code>	<code>-Square</code>
				
<code>-Circle</code>	<code>-Implies, double</code>	<code>-Rectangle</code>	<code>-Computer Modern Rightarrow</code>	<code>-Turned Square</code>
<code>[-To]</code>				
				
<code>-Diamond</code>	<code>-Ellipse</code>	<code>-Kite</code>	<code>[-Latex]</code>	<code>-Triangle</code>

\tikz \draw[-Butt Cap,line width=.2cm,blue] (0,0) - - (1.5,1) ;				
				
<code>-Butt Cap</code>	<code>-Fast Round</code>	<code>-Fast Triangle</code>	<code>-Round Cap</code>	<code>-Triangle Cap</code>

\tikz \draw[Triangle-Circle,line width=.2cm,blue] (0,0) - - (3.5,1) ;		
Triangle-Circle	{Circle[] Triangle[]}	{Circle[] . Triangle[] Triangle[] }

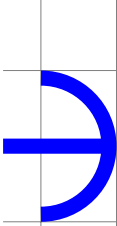
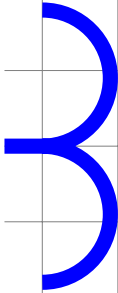
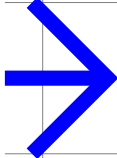


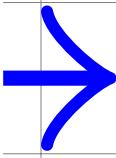
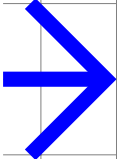





\tikz \draw[-Rays,line width=.1cm,blue] (0,0) - - (1.5,1);				
Rays	{Rays[n=2]}	{Rays[n=3]}	{Rays[n=4]}	{Rays[n=5]}
{Rays[n=6]}	{Rays[n=7]}	{Rays[n=8]}	{Rays[n=9]}	{Rays[n=10]}

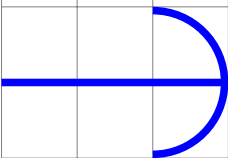
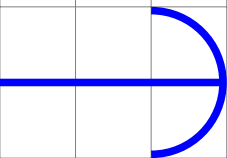
Paramètre sep PGFmanual section : 16-4-2

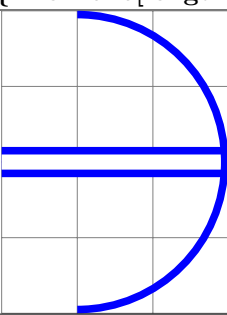
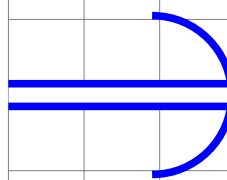
\tikz \draw[-{Arc Barb[sep=.25cm] Arc Barb[]},line width=.1cm,blue] (0,0) - - (1.5,1);					
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Rays
Straight Barb	Tee Barb	Circle	Ellipse	Computer Modern Rightarrow	Triangle
Latex	Kite	Rectangle	Square	Stealth	Turned Square

\tikz \draw[-{Arc Barb[sep=.25cm] • Arc Barb[]},line width=.1cm,blue] (0,0) - - (1.5,1);					
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Rays
Straight Barb	Tee Barb	Circle	Ellipse	Computer Modern Rightarrow	Triangle
Latex	Kite	Rectangle	Square	Stealth	Turned Square

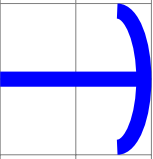
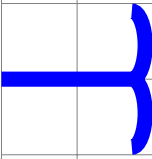
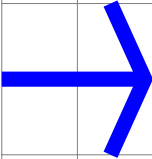
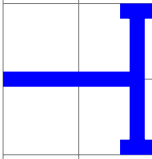
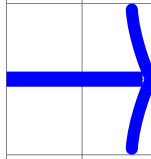
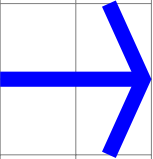
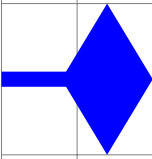
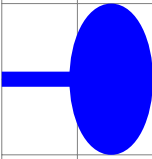
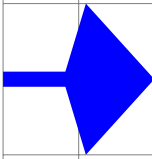
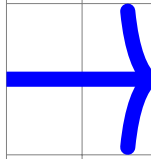
Paramètre lenght PGFmanual section : 16-3-1


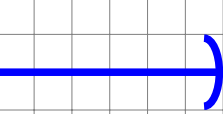
\tikz \draw[-{Arc Barb[length=1cm]},line width=.2cm,blue] (0,0) - - (1,1);					
					
Arc Barb	Hooks	Straight Barb	Tee Barb	Latex	Classical TikZ Rightarrow
					
Straight Barb	Diamond	Ellipse	Kite	Circle	Computer Modern Rightarrow

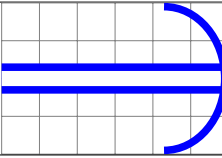
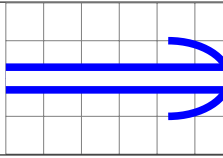
\tikz \draw[-{Arc Barb[length=0cm 10]},line width=.1cm,blue] (0,0) - - (3,1);	
	
[length=0cm 10]	[length=.5cm 5]
0cm + 10 x .1cm = 1cm	.5cm + 5 x .1cm = 1cm

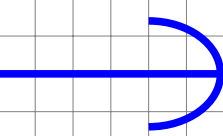
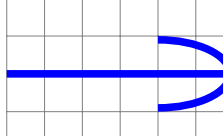
\tikz \draw[-{Arc Barb[length=0cm 5]},line width=.1cm,blue,double,double distance = 2 mm] (0,0) - - (1,1);	
	
[length=0cm 5]	[length=0cm 5 .6]
0cm + 5 x (.1cm + 2 mm + .1cm) = 2cm	0cm + 5 x (.6 x .1cm + (1-.6)(.1cm + 2 mm + .1cm)) = 11 mm

Paramètre width PGFmanual section : 16-3-1

\tikz \draw[-{Arc Barb[width=2cm]},line width=.2cm,blue] (0,0) - - (1,1);				
				
Arc Barb	Hooks	Straight Barb	Tee Barb	Classical TikZ Rightarrow
				
Straight Barb	Diamond	Ellipse	Kite	Computer Modern Rightarrow

\tikz \draw[-{Arc Barb[width=0cm 10]},line width=.1cm,blue] (0,0) - - (3,1);	
	
[width=0cm 10]	[width=.5cm 5]
0cm + 10 x .1cm = 1cm	.5cm + 5 x .1cm = 1cm

\tikz \draw[-{Arc Barb[width=0cm 5]},line width=.1cm,blue,double,double distance = 2 mm] (0,0) - - (3,1);	
	
[width=0cm 5]	[width=0cm 5 .6]
0cm + 5 x (.1cm + 2 mm + .1cm) = 2cm	0cm + 5 x (.6 x .1cm + (1-.6)(.1cm + 2 mm + .1cm)) = 11

\tikz \draw[-{Arc Barb[length=1cm,width=0cm 1.5]},line width=.1cm,blue] (0,0) - - (3,1);	
	
[width'=0cm 1.5]	[width'=.5cm .5]
0cm + 1.5 x 1cm = 1.5cm	.5cm + .5 x 1cm = 1cm

<code>\tikz \draw[-{Arc Barb[length=1cm,width'=0cm 1.5 ]},line width=.1cm,blue,double,double distance = 2</code>	
<code>[width'=0cm 1.5 ]</code>	<code>[width'=0cm 1.5 .6 ]</code>
<code>0cm + 1.5 x 1cm = 1.5cm</code>	<code>0cm + 1.5 x (.6 x 1cm + (1-.6)(1cm + 2 mm + 1cm)) = 11 m</code>

Paramètre inset PGFmanual section : 16-3-1

<code>\tikz \draw[-{Tee Barb[inset=0pt]},line width=.2cm,blue] (0,0) - - (1,1);</code>		
Tee Barb[inset=0pt]	Kite[inset=0pt]	Stealth[inset=0pt]
Tee Barb[inset=1cm]	Kite[inset=1cm]	Stealth[inset=.5cm]

<code>\tikz \draw[-{Fast Round[inset=1cm]},line width=.2cm,blue] (0,0) - - (1,1);</code>			
Fast Round[inset=1cm]	Fast Round[inset=2cm]	Fast Triangle[inset=1cm]	Fast Triangle[inset=2cm]

inset=1cm 1	inset=1cm 2	inset=1cm 4	inset=1cm .2

inset=0cm 1	inset=0cm 2	inset=0cm 4	inset=0cm .2

inset=0cm .2	inset=0cm .2 2	inset=0cm .2 10	inset=0cm 2 .5

inset=0cm .2	inset=0cm .2 2	inset=0cm .2 10	inset=0cm 2 .5

Paramètre angle PGFmanual section : 16-3-1

\tikz \draw[-{Straight Barb[angle=60:.5cm 1]},line width=.2cm,blue] (0,0) - - (1,1);				
[angle=60:.5cm 1]	[angle=60:.5cm 1]	[angle=60:.5cm 20]	[angle=60:.5cm 5]	[angle=90:.5cm 5]

\tikz \draw[-{Triangle[angle=60:.5cm 1]},line width=.2cm,blue] (0,0) - - (1,1);				
[angle=60:.5cm 1]	[angle=60:.5cm 1]	[angle=60:.5cm 20]	[angle=60:.5cm 5]	[angle=90:.5cm 5]

Paramètre scale PGFmanual section : 16-3-2





















\tikz \draw[-{Arc Barb[scale=4]},line width=.1cm,blue] (0,0) - - (3,0) ;		
scale=4	scale length=4	scale width=4

Paramètre arc PGFmanual section : 16-3-3


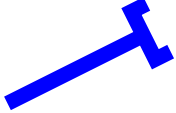

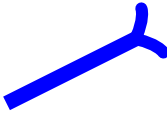
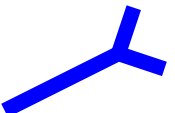
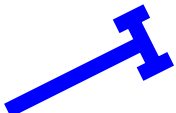
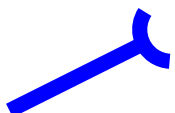
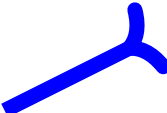
\tikz \draw[-{Arc Barb[arc=270]},line width=.2cm,blue] (0,0) - - (3,1);			
Arc Barb[arc=270]	Arc Barb[arc=360]	Hooks[arc=270]	Hooks[arc=360]

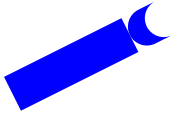
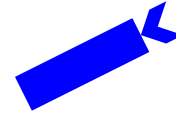
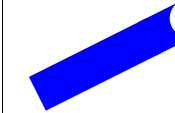

Paramètre slant PGFmanual section : 16-3-4

\tikz \draw[-{Arc Barb[slant=.3]},line width=.2cm,blue] (0,0) - - (1,1);				
slant=0	slant=0.3	slant=0.5	slant=0.8	slant=1


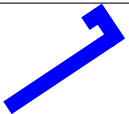





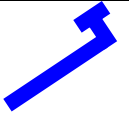






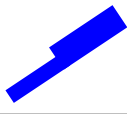
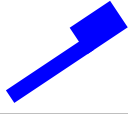


\tikz \draw[-{Arc Barb[slant=.5]},line width=.2cm,blue] (0,0) - - (1,1);				
				
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow
				
Straight Barb	Tee Barb	Circle	Diamond	Ellipse
				
Kite	Latex	Rectangle	Square	Stealth
				
Turned Square	Fast Round	Fast Triangle	Round Cap	Triangle Cap

Paramètre reversed PGFmanual section : 16-3-5



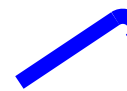




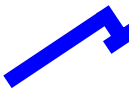










\tikz \draw[-{Arc Barb[reversed]},line width=.2cm,blue] (0,0) - - (2,1) ;			
			
Arc Barb	Bracket	Hooks	Classical TikZ Rightarrow
			
Straight Barb	Tee Barb	Parenthesis	Computer Modern Rightarrow

\tikz \draw[-{Fast Round[reversed]},line width=.5cm,blue] (0,0) - - (2,1);			
			
Fast Round	Fast Triangle	Round Cap	Triangle Cap








Paramètre left PGFmanual section : 16-3-5

\tikz \draw[-{Arc Barb[ <b>left</b> ]},line width=.2cm,blue] (0,0) - - (1.5,1);					
					
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Triangle
					
Straight Barb	Tee Barb	Circle	Diamond	Ellipse	Turned Square
					
Kite	Latex	Rectangle	Square	Stealth	Rays








Paramètre right PGFmanual section : 16-3-5

\tikz \draw[-{Arc Barb[ <b>right</b> ]},line width=.2cm,blue] (0,0) - - (1.5,1);					
					
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Triangle
					
Straight Barb	Tee Barb	Circle	Diamond	Ellipse	Turned Square
					
Kite	Latex	Rectangle	Square	Stealth	Rays

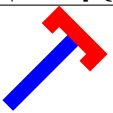
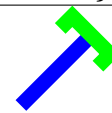
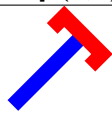
Paramètre harpoon PGFmanual section : 16-3-5


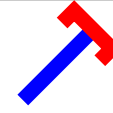




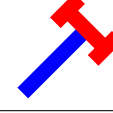
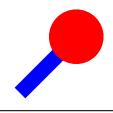
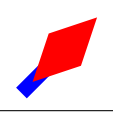
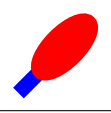
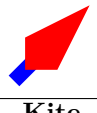


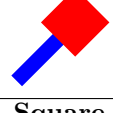



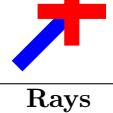
\tikz \draw[-{Arc Barb[ <b>harpoon</b> ]},line width=.2cm,blue] (0,0) - - (1,1);						
						
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Straight Barb	Tee Barb


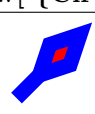
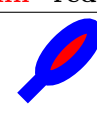
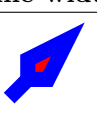
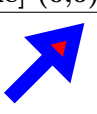

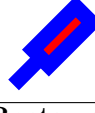
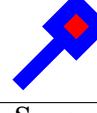

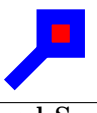
\tikz \draw[-{Arc Barb[ <b>harpoon,swap</b> ]},line width=.2cm,blue] (0,0) - - (1,1);						
						
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow	Straight Barb	Tee Barb











Paramètre color PGFmanual section : 16-3-6

\tikz \draw[-{Arc Barb[ <b>color=red</b> ],line width=.2cm,blue] (0,0) - - (1,1);		
		
Bracket[ <b>color=red</b> ]	Bracket[ <b>color=green</b> ]	Bracket[ <b>red</b> ]











\tikz \draw[-{Arc Barb[ <b>red</b> ],line width=.2cm,blue] (0,0) - - (1,1);				
				
Arc Barb	Bracket	Hooks	Parenthesis	Classical TikZ Rightarrow
				
Straight Barb	Tee Barb	Circle	Diamond	Ellipse
				
Kite	Latex	Rectangle	Square	Stealth
				
Triangle	Turned Square	Rays		

Paramètre fill PGFmanual section : 16-3-6

















\tikz \draw[-{Circle[ <b>fill=red</b> ],line width=.2cm,blue] (0,0) - - (1,1);				
				
Circle	Diamond	Ellipse	Kite	Triangle
				
Latex	Rectangle	Square	Stealth	Turned Square

















\tikz \draw[-{Circle[ <b>fill=none</b> ],line width=.2cm,blue] (0,0) - - (1,1);				
				
Circle	Diamond	Ellipse	Kite	Triangle
				
Latex	Rectangle	Square	Stealth	Turned Square

Paramètre open PGFmanual section : 16-3-6












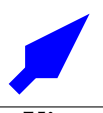




\tikz \draw[-{Circle[open]},line width=.2cm,blue] (0,0) - - (1.5,1) ;				
				
Circle	Diamond	Ellipse	Kite	Triangle
				
Latex	Rectangle	Square	Stealth	Turned Square

















Paramètre line cap  
round or butt PGFmanual section : 16-3-7

\tikz \draw[-{Arc Barb[line cap=butt]},line width=.2cm,blue] (0,0) - - (1,1);							
							
Arc Barb	Bracket	Hooks	Parenthesis	Ellipse	Rectangle	Square	Stealth
							
Straight Barb	Tee Barb	Diamond	Kite	Latex	Triangle	Turned Square	Rays

















\tikz \draw[-{Arc Barb[line cap=round]},line width=.2cm,blue] (0,0) - - (1,1);							
							
Arc Barb	Bracket	Hooks	Parenthesis	Ellipse	Rectangle	Square	Stealth
							
Straight Barb	Tee Barb	Diamond	Kite	Latex	Triangle	Turned Square	Rays

Paramètre line join  
round or miter PGFmanual section : 16-3-7





\tikz \draw[-{Arc Barb[line join=miter]},line width=.2cm,blue] (0,0) - - (1,1);							
							
Arc Barb	Bracket	Hooks	Parenthesis	Ellipse	Rectangle	Square	Stealth
							
Straight Barb	Tee Barb	Diamond	Kite	Latex	Triangle	Turned Square	Rays

\tikz \draw[-{Arc Barb[line cap=round]},line width=.2cm,blue] (0,0) - - (1,1);							
							
Arc Barb	Bracket	Hooks	Parenthesis	Ellipse	Rectangle	Square	Stealth
							
Straight Barb	Tee Barb	Diamond	Kite	Latex	Triangle	Turned Square	Rays

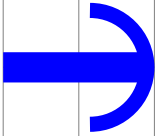
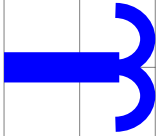
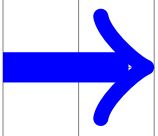
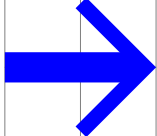
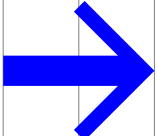
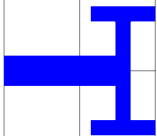
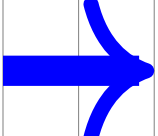
Paramètre round PGFmanual section : 16-3-7

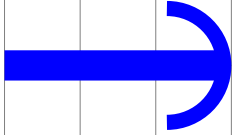
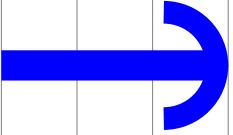
\tikz \draw[-{Arc Barb[round]},line width=.2cm,blue] (0,0) - - (1,1);							
							
Arc Barb	Bracket	Hooks	Parenthesis	Ellipse	Rectangle	Square	Stealth
							
Straight Barb	Tee Barb	Diamond	Kite	Latex	Triangle	Turned Square	Rays

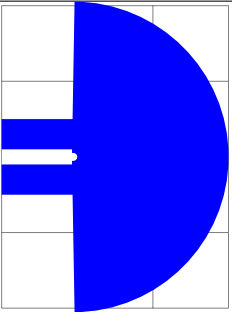
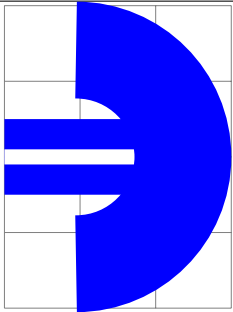
Paramètre sharp PGFmanual section : 16-3-7

\tikz \draw[-{Classical TikZ Rightarrow[sharp]},line width=.2cm,blue] (0,0) - - (2,0) ;			
-{Classical TikZ Rightarrow[sharp]}		-{Computer Modern Rightarrow[sharp]}	
			
sharp	[ ]	sharp	[ ]

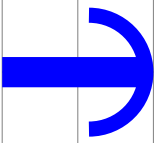
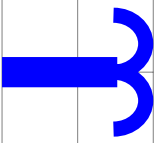
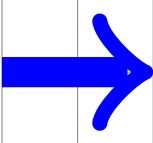
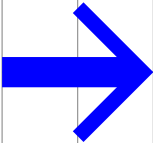
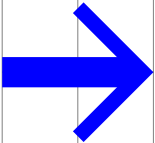
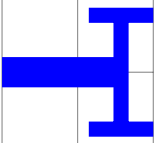
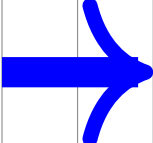
Paramètre line width PGFmanual section : 16-3-7

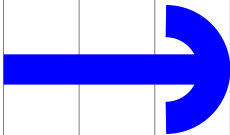
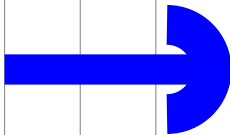
\tikz \draw[-{Arc Barb[line width=.2cm]},line width=.4cm,blue] (0,0) - - (2,0);			
			
Arc Barb	Hooks	Classical TikZ Rightarrow	Straight Barb
			
Straight Barb	Tee Bar	Computer Modern Rightarrow	

\tikz \draw[-{Arc Barb[line width=0cm 10]},line width=.1cm,blue] (0,0) - - (3,1);	
	
[length=0cm 10]	[length=.5cm 5]
0cm + 10 x .1cm = 1cm	.5cm + 5 x .1cm = 1cm

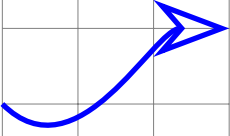
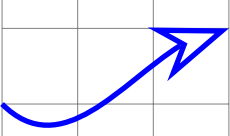
\tikz \draw[-{Arc Barb[length=0cm 5]},line width=.1cm,blue,double,double distance = 2 mm] (0,0) - - (11,0);	
	
[length=0cm 5]	[length=0cm 5 .6]
0cm + 5 x (.1cm + 2 mm + .1cm) = 2cm	0cm + 5 x (.6 x .1cm + (1-.6)(.1cm + 2 mm + .1cm)) = 11 cm

Paramètre line width' PGFmanual section : 16-3-7

\tikz \draw[-{Arc Barb[line width'=.2cm]},line width=.4cm,blue] (0,0) - - (1,1);															
															
Arc Barb				Hooks				Classical TikZ Rightarrow				Straight Barb			
															
Straight Barb				Tee Bar				Computer Modern Rightarrow							

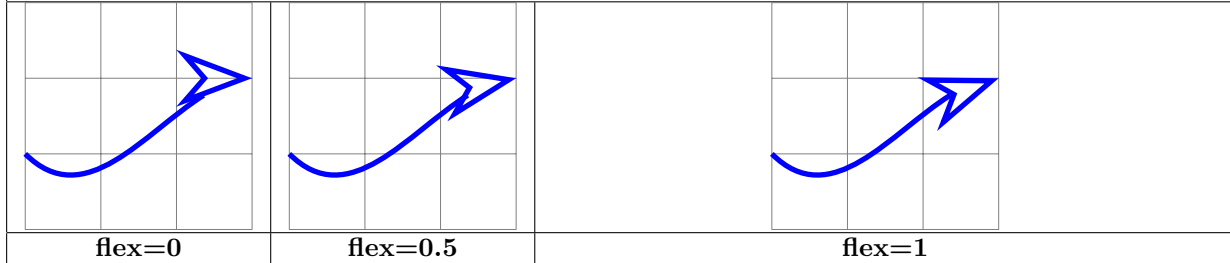
\tikz \draw[-{Arc Barb[line width=0cm 10]},line width'=.1cm,blue] (0,0) - - (3,1);															
															
[length=0cm 10]								[length=.5cm 5]							
0cm + 10 x .1cm = 1cm								.5cm + 5 x .1cm = 1cm							

Paramètre quick PGFmanual section : 16-3-8

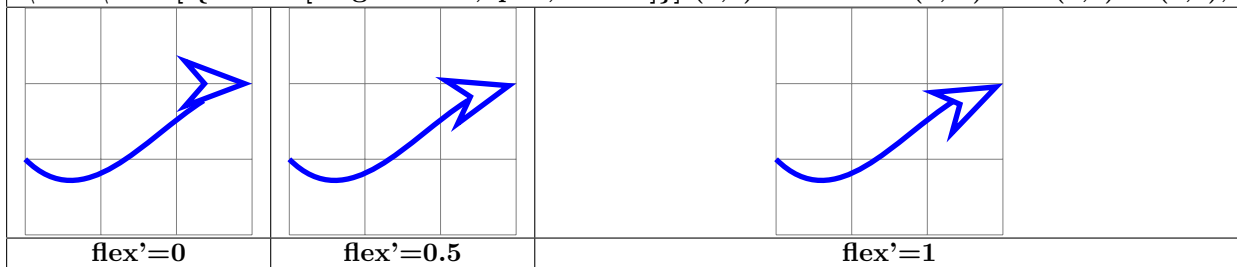
\tikz \draw[-{Stealth[length=1cm,open,quick]}] (0,0) .. controls (1,-1) and (2,1) .. (3,1);															
															
[-Stealth[length=1cm,open,quick]]								[-Stealth[length=1cm,open]]							

Charger l'extension: `\usetikzlibrary{bending}`

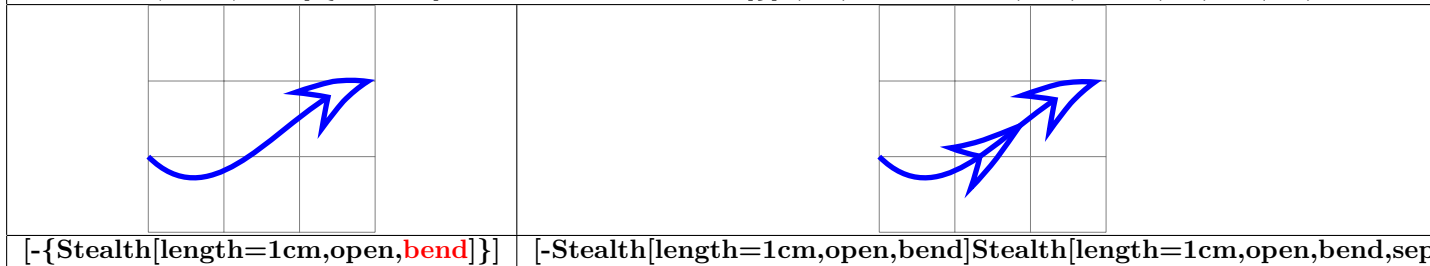
`\tikz \draw[-{Stealth[length=1cm,open,flex=0}}] (0,0) .. controls (1,-1) and (2,1) .. (3,1);`



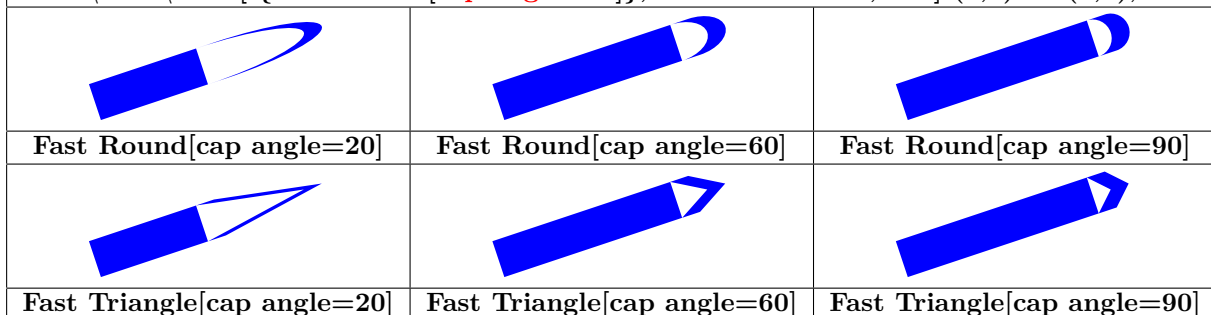
`\tikz \draw[-{Stealth[length=1cm,open,flex'=0}}] (0,0) .. controls (1,-1) and (2,1) .. (3,1);`



`\tikz \draw[-{Stealth[length=1cm,open,bend}}] (0,0) .. controls (1,-1) and (2,1) .. (3,1);`



`\tikz \draw[-{Fast Round[cap angle=60}},line width=.2cm,blue] (0,0) - - (3,1);`




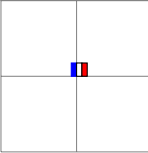
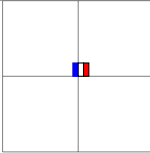
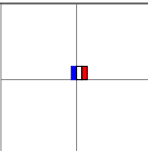
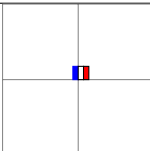
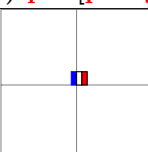
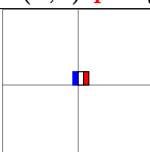
## 4 Insertion de petites images

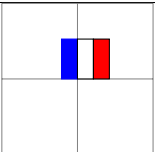
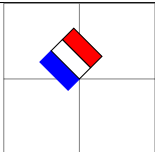
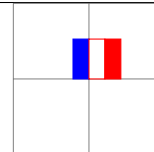
### 4.1 Images créées

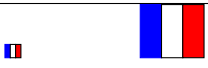
PGFmanual section : 14-19



PGFmanual section : 18






Création	Utilisation
<pre>\tikzset{\dfr/.pic={\filldraw[blue] (-2pt,0) rectangle (0,5pt) ; \filldraw[fill=white] (0,0) rectangle (2pt,5pt); \filldraw[fill=red] (2pt,0) rectangle (4pt,5pt); }}</pre>	<pre>\tikz \pic {dfr};</pre> 


placement à une position	
	
<pre>\pic at (1,1) [<b>pic type</b> = dfr];</pre>	<pre>\pic at (1,1) {dfr};</pre>
	
<pre>\path (1,1) <b>pic</b> [<b>pic type</b>= dfr];</pre>	<pre>\path (1,1) <b>pic</b> {dfr};</pre>
	
<pre>\pic [at={(1,1)}] [<b>pic type</b>= dfr];</pre>	<pre>\pic [at={(1,1)}] {dfr};</pre>


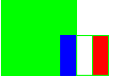
\pic[scale=3] at (1,1) {dfr};		
		
<pre>[<b>scale</b>=3]</pre>	<pre>[<b>scale</b>=3,<b>rotate</b>=45]</pre>	<pre>[<b>scale</b>=3,<b>red</b>]</pre>

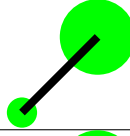
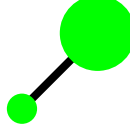
<pre>\tikz [scale=4] \pic at (0,0) {dfr}; \pic at (.5,0) [<b>transform shape</b>] {dfr};</pre>	
--	--

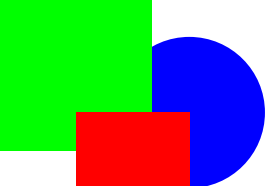
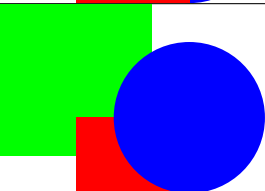
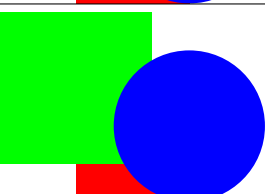
Placement sur un chemin
<pre>\tikz \draw (0,0) to [out=10,in=170] pic [<b>near start</b>] {dfr} pic {dfr} pic [<b>sloped, near end</b>] {dfr} (10,0);</pre>

<pre>\draw (0,0) to [out=10,in=170] pic [pos=.3] {<b>code</b>={\draw circle [radius=3mm];}} (10,0) ;</pre>


Définition :				
<code>\tikzset{ my pic/.pic = {  \path [pic actions] (0,0) circle[radius=3mm];  \draw (-3mm,-3mm) rectangle (3mm,3mm); } }</code>				
Utilisation : <code>\pic [red] {my pic}</code>				
				
[red]	[draw]	[draw=red]	[draw, shading=ball]	[fill=red!50]

<code>\tikz \pic foreach \x in {1,1.5,...,10} at (\x,0) {dfr};</code>


<code>\fill [green] (0,0) -- (1,0) pic [behind path,scale=3] {dfr} -- (1,1) -- (0,1) -- cycle ;</code>	
	
[behind path,scale=3]	[scale=3]



<code>\tikzset{ pics/mon cercle/.style = { background code =  { \fill circle [radius=#1]; } } }  \tikz [fill=green] \draw[line width=3pt] (0,0) pic {mon  cercle=2mm} -- (1,1) pic {mon cercle=5mm};</code>	
<code>\tikzset{ pics/mon cercle/.style = { foreground code =  { \fill circle [radius=#1]; } } }  \tikz [fill=green] \draw[line width=3pt] (0,0) pic {mon  cercle=2mm} -- (1,1) pic {mon cercle=5mm};</code>	

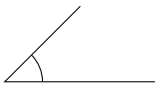
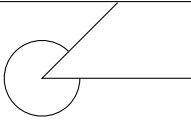
<code>\fill [green](-1,0) -- (1,0)  pic [pics/background code={\fill[blue] (0.5,0.5) circle (1cm )};  , pics/code=\fill[red] (-1,-.5) rectangle (0.5,0.5); ]  {} -- (1,2) -- (-1,2) -- cycle ;</code>	
<code>\fill [green] (-1,0) -- (1,0)  pic [pics/foreground code=\fill[blue] (0.5,0.5) circle (1cm );  ,pics/code={\fill[red] (-1,-.5) rectangle (0.5,0.5); } ]  {} -- (1,2) -- (-1,2) -- cycle ;</code>	
<code>\fill [green](-1,0) -- (1,0)  pic [pics/background code={\fill[blue] (0.5 , 0.5) circle (1cm  );}  ,pics/code={\fill[red] (-1 , -0.5) rectangle (0.5 , 0.5);},behind  path ]  {} -- (1,2) -- (-1,2) -- cycle ;</code>	
<code>\fill [green] (-1,0) -- (1,0)  pic [pics/foreground code={\fill[blue] (0.5 , 0.5) circle (1cm )};  , pics/code={\fill[red] (-1,-.5) rectangle (0.5 , 0.5);},behind  path ]  {} -- (1,2) -- (-1,2) -- cycle ;</code>	

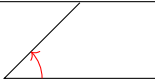
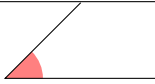
## 4.2 Images prédéfinies : Marquage des angles

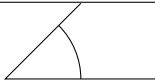

PGFmanual section : 39

Charger l'extension: `\usetikzlibrary{angles}`

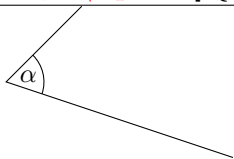
<code>\tikz \draw (2,0) coordinate (A) - - (0,0) coordinate (B)</code> <code>- - (1,1) coordinate (C) <b>pic [draw] {angle};</b></code>	
	
<code>pic [<b>draw</b>] {angle}</code>	<code>pic [<b>fill</b>] {angle}</code>

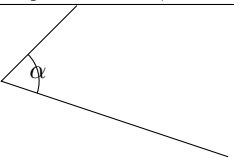
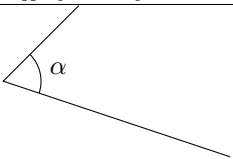
<code>\tikz \draw (2,0) coordinate (X) - - (0,0) coordinate (Y)</code> <code>- - (1,1) coordinate (Z) pic [draw] {<b>angle= X-Y-Z</b>};</code>	
	
<code>pic [<b>draw</b>] {angle= X-Y-Z}</code>	<code>pic [<b>fill</b>] {angle = Z-Y-X}</code>
Par défaut : angle= A-B-C	

<code>\tikz \draw (2,0) coordinate (A) - - (0,0) coordinate (B)</code> <code>- - (1,1) coordinate (C) pic [draw,-&gt;] {angle};</code>	
	
<code>pic [draw,-&gt;] {angle}</code>	<code>pic [fill,<b>fill=red!50</b>] {angle}</code>

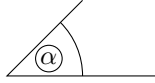
<code>\tikz \draw (2,0) coordinate (A) - - (0,0) coordinate (B)</code> <code>- - (1,1) coordinate (C) pic [draw,<b>angle radius=1cm</b>] {angle};</code>	
	
<code>pic [draw,<b>angle radius=1cm</b>] {angle}</code>	<code>pic [fill,<b>angle radius=1cm</b>] {angle}</code>
Par défaut : angle radius=5mm	

Charger l'extension: `\usetikzlibrary{quotes}`

<code>\tikz \draw (3,0) coordinate (A) - (0,1) coordinate (B) - (1,2) coordinate (C)</code> <code>pic [draw,"<b>\$\alpha\$</b>"] {angle};</code>	
	

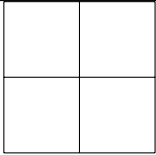
<code>\tikz \draw (3,0) coordinate (A) - (0,1) coordinate (B) - (1,2) coordinate (C)</code> <code>pic [draw,"<b>\$\alpha\$</b>", <b>angle eccentricity=1</b>] {angle};</code>	
	
<code><b>angle eccentricity=1</b></code>	<code><b>angle eccentricity=1.5</b></code>
Par défaut : angle eccentricity= 0.6	

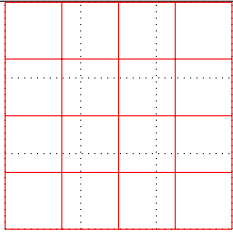
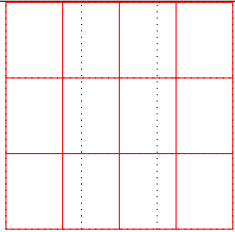
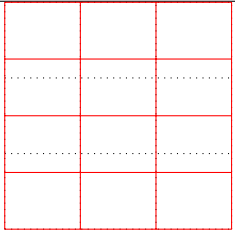
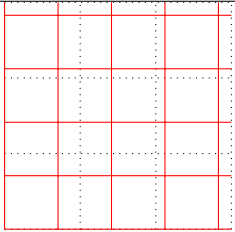
```
\tikz \draw (3,0) coordinate (A) -- (0,1) coordinate (B) -- (1,2) coordinate (C)
pic (xxx) [draw,"$\alpha$ ",angle radius= 1cm ] {angle};
\draw (xxx) circle [radius=5pt];
```

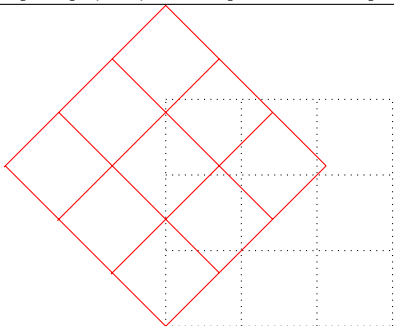
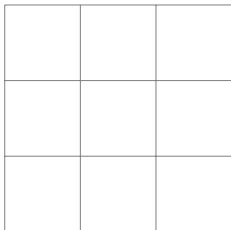


## 5 Les coordonnées

### 5.1 Quadrillage


<code>\draw (0,0) <b>grid</b> (2,2);</code> <span style="background-color: #f0f0f0;">PGFmanual section : 14-8</span>

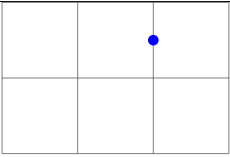
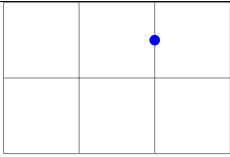
<code>\draw (0,0) grid [<b>step</b>=.75cm] (0,0) grid (3,3);</code>			
			
<b>step</b> =.75cm	<b>x step</b> =.75cm	<b>ystep</b> =.75cm	<b>step</b> =(45:1)

<code>\draw[red] (0,0) grid [<b>rotate</b>=45] (3,3);</code>	<code>\draw[<b>help lines</b>] (0,0) grid (3,3);</code>
	

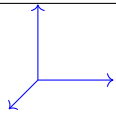
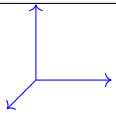
## 5.2 Coordonnées

PGFmanual section : 13-2-1

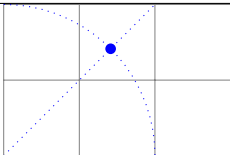
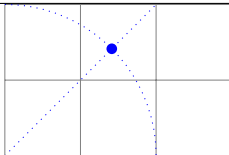
### 5.2.1 Système de coordonnées “canvas”

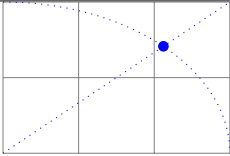
Explicite	Implicite
	
<code>\fill (canvas cs:x=2cm,y=1.5cm) circle (2pt);</code>	<code>\fill (2cm,1.5cm) circle (2pt);</code>

### 5.2.2 Système de coordonnées xyz

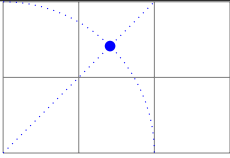
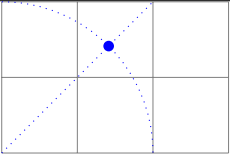
	
<code>\draw (0,0) - - (xyz cs:x=1);</code>	<code>\draw (0,0) - - (1,0,0);</code>
<code>\draw (0,0) - - (xyz cs:y=1);</code>	<code>\draw (0,0) - - (0,1,0);</code>
<code>\draw (0,0) - - (xyz cs:z=1);</code>	<code>\draw (0,0) - - (0,0,1);</code>

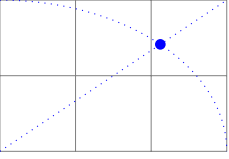
### 5.2.3 Système de coordonnées polaire “canvas”

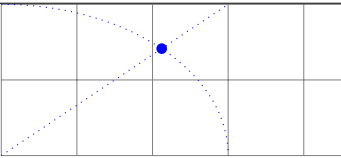
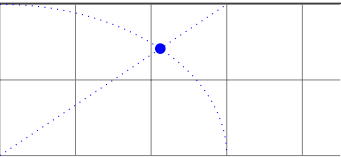
Explicite	Implicite
	
<code>\fill (canvas polar cs:angle=45,radius=2cm) circle (2pt);</code>	<code>\fill (45:2cm) circle (2pt);</code>

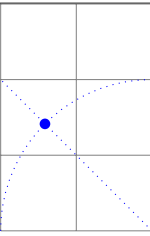
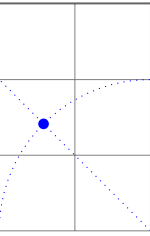

<code>\fill (canvas polar cs:angle=45,x radius=3cm,y radius=2cm) circle (2pt);</code>

### 5.2.4 Coordinate system xyz polar

Explicite	Implicite
	
<code>\fill (xyz polar cs:angle=45,radius=2) circle (2pt);</code>	<code>\fill (45:2cm) circle (2pt);</code>

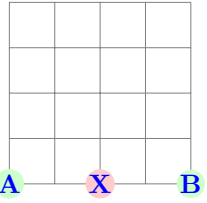
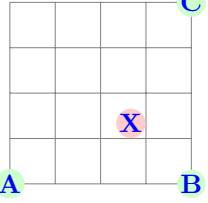
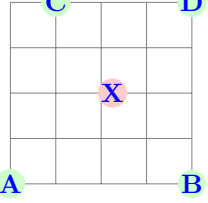
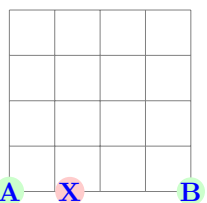
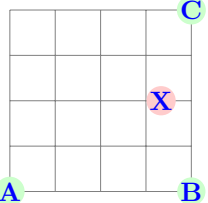
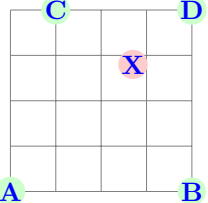

<code>\fill (xyz polar cs:angle=45,x radius=3,y radius=2) circle (2pt);</code>

<code>\begin{tikzpicture}[x=1.5cm,y=1cm]</code>	
	
<code>\fill (xyz polar cs:angle=45,radius=2) circle (2pt);</code>	<code>\fill (45:2cm) circle (2pt);</code>

<code>\begin{tikzpicture}[x={{(0cm,1cm)}},y={{(-1cm,0cm)}}]</code>	
	
<code>\fill (xyz polar cs:angle=45,radius=2) circle (2pt);</code>	<code>\fill (45:2cm) circle (2pt);</code>

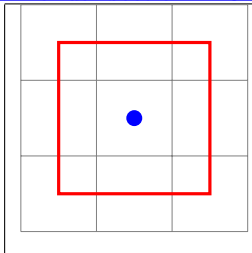
### 5.2.5 Coordonnées barycentriques

[PGFmanual section : 13-2-2](#)

<code>\node [circle,fill=red!20] at (barycentric cs:A=0.6,B=0.3) {X};</code>		
		
A=0.3,B=0.3	A=0.4,B=0.4 ,C=.4	A=0.5,B=0.5,C=.5,D=.5
		
A=0.6,B=0.3	A=0.2,B=0.4 ,C=.6	A=0.2,B=0.4,C=.6,D=.8

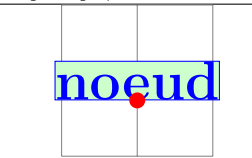
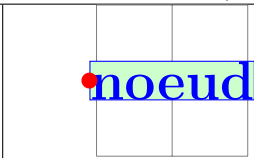
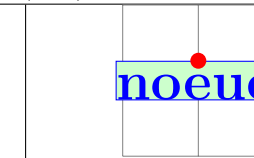
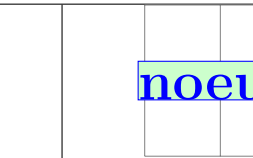
### 5.2.6 Coordonnées nominatives : noeud

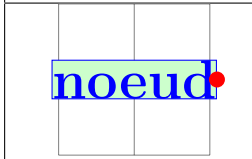
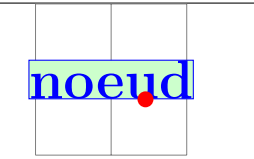
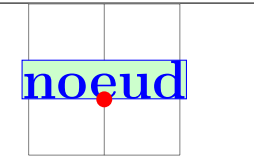
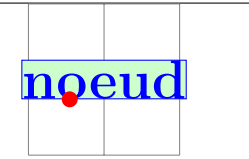
[PGFmanual section : 13-2-3](#)

	<pre>\coordinate (centre) at(1.5,1.5) ; \coordinate (A) at (.5,.5) ; \coordinate (B) at (2.5,2.5) ;  \fill (centre) circle (3pt); \draw[red] (A) rectangle (B) ;</pre>
---	--

voir aussi page 85

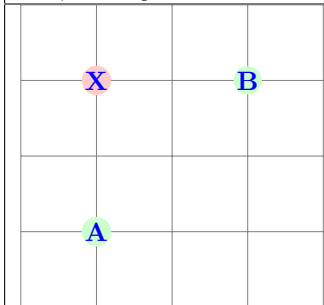
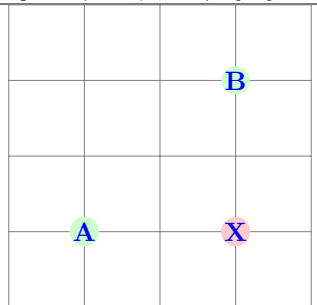
### 5.2.7 Coordonnées relatives à un noeud

<pre>\node [draw,fill=green!20,] (A) at (1,1) {\huge noeud}; \fill[red] (node cs:name=A,anchor=south) circle (3pt);</pre>			
			
name=A,anchor=south	name=A,anchor=west	name=A,anchor=north	name=A,anchor=east

<pre>\fill[red] (node cs:name=A,angle=0) circle (3pt);</pre>			
			
name=A,angle=0	name=A,angle=-30	name=A,angle=-90	name=A,angle=-150

### 5.2.8 Coordonnées relatives à deux points

[PGFmanual section : 13-3-1](#)

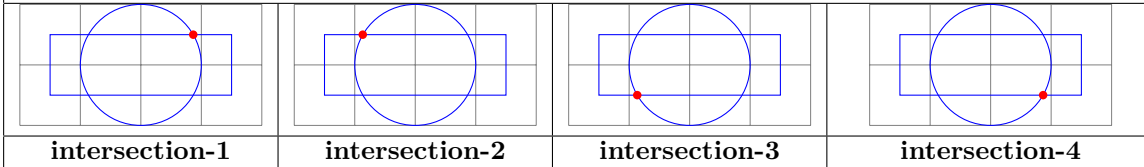
<pre>\node [circle,fill=red!20] at (1,1  - 3,3) {X}</pre>	
	
at (1,1  - 3,3)	at (1,1 -  3,3)

### 5.2.9 Coordonnée relative à une intersection

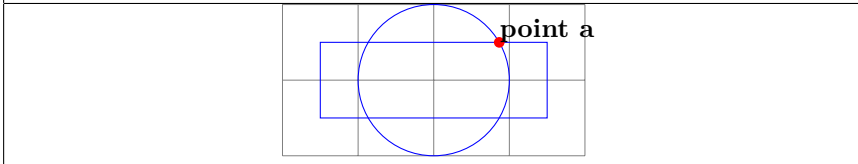
[PGFmanual section : 13-3-2](#)

Charger l'extension: `\usetikzlibrary{intersections}`

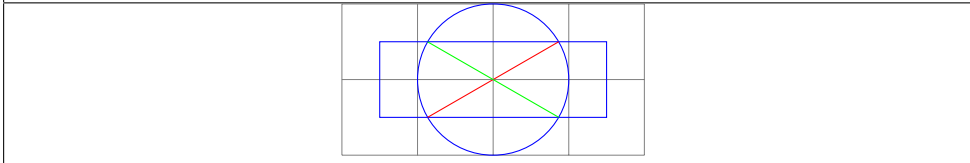
```
\draw [name path=cercle] (2,1) circle (1cm);
\draw [name path=rectangle] (0.5,0.5) rectangle +(3,1);
\fill [red,name intersections={of=cercle and rectangle}] (intersection-1) circle (2pt)
```



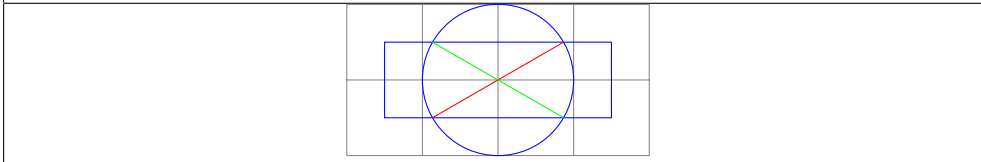
```
\fill [red, name intersections={of=cercle and rectangle}]
(intersection-1) circle (2pt) node[black,above right] {point a};
```



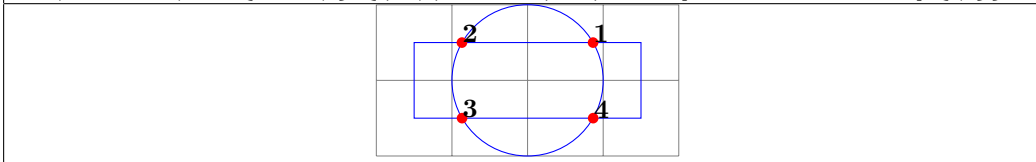
```
\fill [red, name intersections={of=cercle and rectangle, name=point}];
\draw [red] (point-1) -- (point-3); \draw [green] (point-2) -- (point-4);
```



```
\fill [red, name intersections={of=cercle and rectangle, by={a,b,c,d}}];
\draw [red] (a) -- (c); \draw [green] (b) -- (d);
```



```
\fill [name intersections={of=cercle and rectangle, name=i, total=t}] [red]
\foreach \s in {1,...,t} {(i-\s) circle (2pt) node[black,above right] {\s}}
```

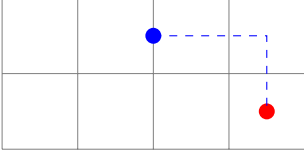


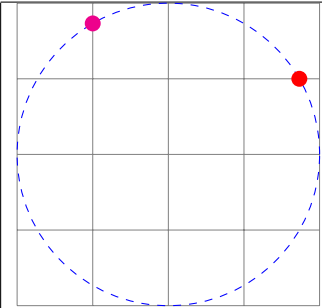
## 5.3 Position calculée

### 5.3.1 Position calculée avec le module “pgfmath”

[PGFmanual section : 13-2-1](#)

Ce module est chargé automatiquement avec le module Tikz

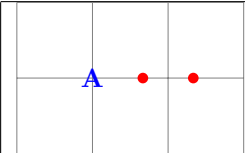

<i>Explicite</i> : <code>\fill [red] (<b>canvas cs</b>:x=2cm+1.5cm,y=1.5cm-1cm) circle (3pt);</code>
<i>Implicite</i> : <code>\fill [red] (<b>2cm+1.5cm,1.5cm-1cm</b>) circle (3pt);</code>

	<pre> \draw[dashed] (2,2) circle (2); \fill [red](<b>2+ 2*cos 30 , 2+2*sin 30</b>) circle (3pt); \fill[magenta] (<b>2+2*cos{(120)}</b> , <b>2+2*sin{(120)}</b>) circle (3pt); </pre>
---	--

## 5.4 Position calculée avec “library calc”

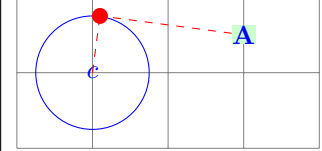
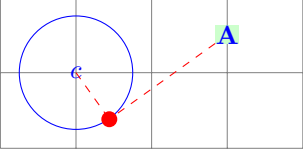
[PGFmanual section : 13-5](#)

Charger l'extension: `\usetikzlibrary{calc}`

	<pre> \node (a) at (1,1) {A}; \fill [red] (<b>\$(a) + 2/3*(1cm,0)\$</b>) circle (2pt); \fill [red] (<b>\$(a) + 4/3*(1cm,0)\$</b>) circle (2pt); </pre>
---	--

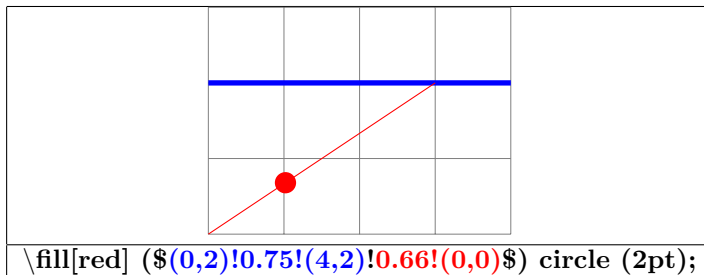
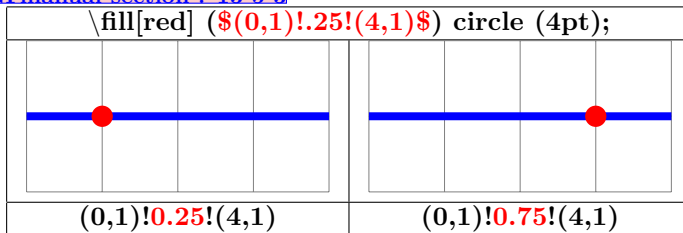
## 5.5 Tangentes avec “library calc”

[PGFmanual section : 13-2-4](#)

<pre> \node[fill=green!20] (a) at (3,1.5) {A}; \fill[red] (<b>tangent cs:node=c,point={A},solution=1</b>); </pre>	
	
<b>solution=1</b>	<b>solution=2</b>

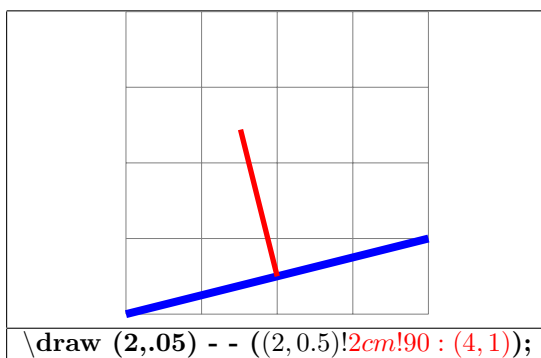
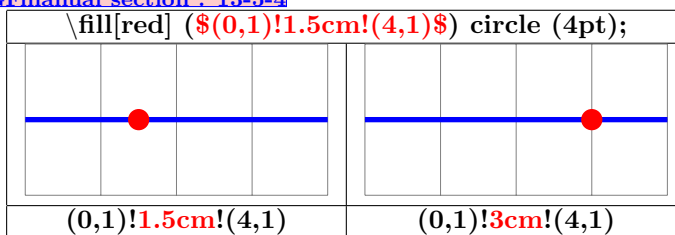
### 5.5.1 Point à pourcentage donné

[PGFmanual section : 13-5-3](#)



### 5.5.2 Point à distance donnée

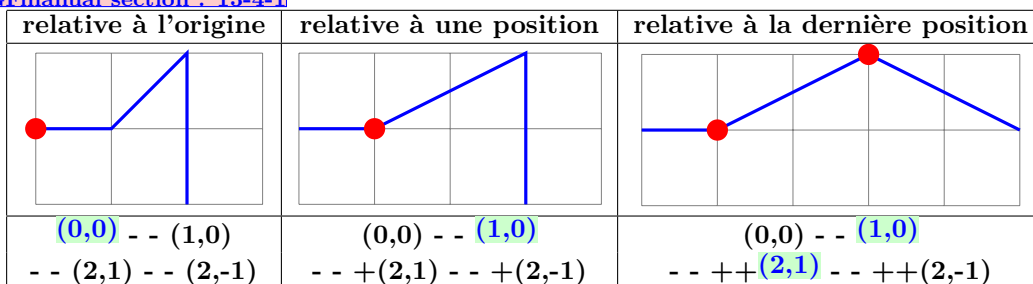
[PGFmanual section : 13-5-4](#)

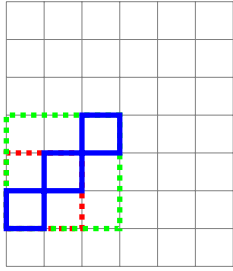
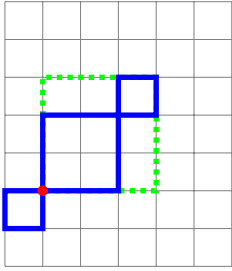
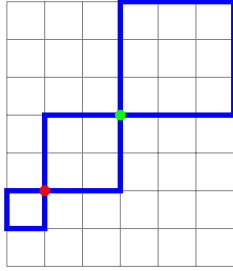


### 5.5.3 Coordonnées relatives

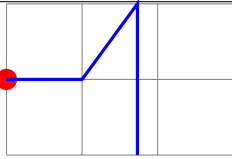
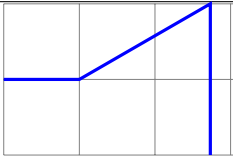
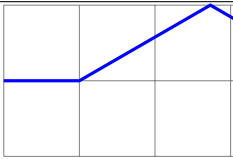
#### 5.5.4 Cartésienne

[PGFmanual section : 13-4-1](#)



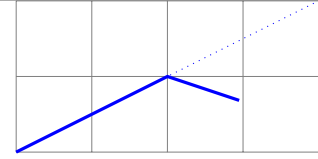
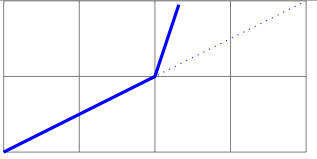
		
<code>\draw (0,0) rectangle (1,1) rectangle (2,2) rectangle (3,3);</code>	<code>\draw (0,0) rectangle (1,1) rectangle +(2,2) rectangle +(3,3);</code>	<code>\draw (0,0) rectangle (1,1) rectangle ++(2,2) rectangle ++(3,3);</code>

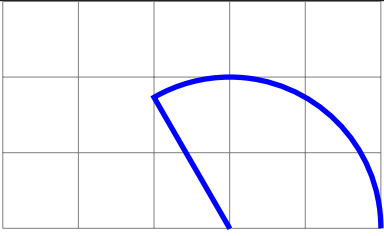
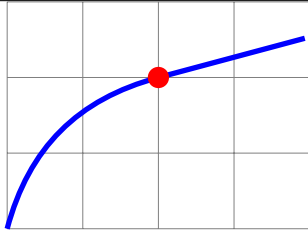
### 5.5.5 Polaire

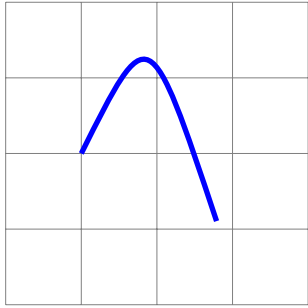
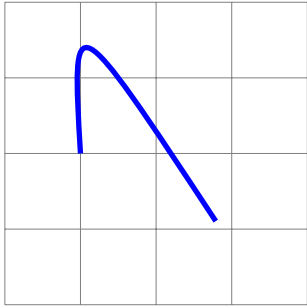
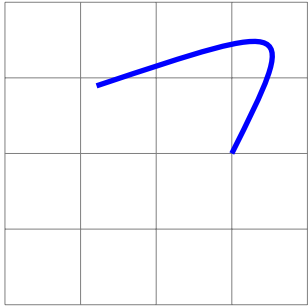
relative à l'origine	relative à une position	relative à la dernière position
		
<code>(0:0) - - (0:1) - - (30:2) - - (-30:2)</code>	<code>(0:0) - - (0:1) - - +(30:2) - - +(-30:2)</code>	<code>(0:0)- - (0:1) - - ++(30:2) - - ++(-30:2)</code>

### 5.5.6 coordonnée relative en polaire

[PGFmanual section : 13-4-2](#)

	
<code>([turn]-45:1cm)</code>	<code>([turn]45:1cm)</code>

	
<code>\draw (4,0) arc (0 :120 :2) - - ([turn]90:2cm) ;</code>	<code>\draw (0,0) to [bend left] (2,2) - - ([turn]0:2cm);</code>

<code>\draw(1,2) .. controls ([turn]0:2cm) .. ([turn]-90:2cm);</code>		
		
<code>([turn]0:2cm) .. ([turn]-90:2cm)</code>	<code>([turn]30:2cm) .. ([turn]-90:2cm)</code>	<code>([turn]0:2cm) .. ([turn]90:2cm)</code>

## 6 Les nœuds

### 6.1 Définition des nœuds

\draw (1,1) node[fill=red!20] {texte};			
Par défaut	node[draw]	node[ <b>circle</b> ]	node[ <b>circle,draw</b> ]

\node at (1,1) [fill=red!20] {};			
[fill=red!20]	[draw]	[circle,fill=red!20]	[circle,draw]

Autres types de nœuds voir page 70

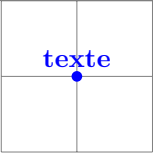
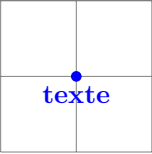
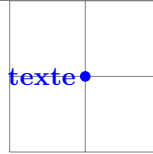
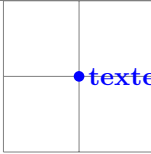
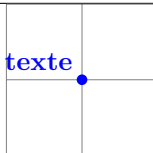
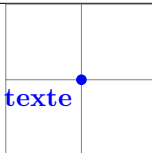
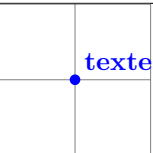
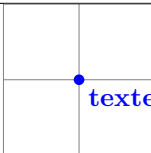
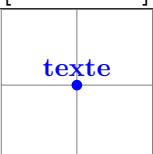
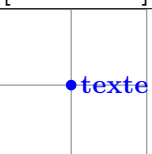
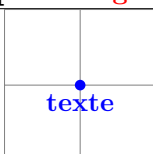
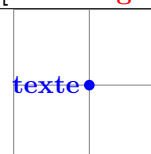
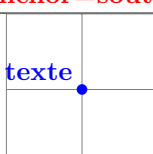
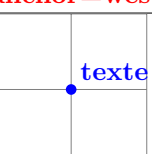
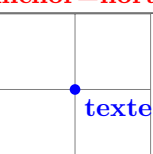

### 6.2 Liaisons

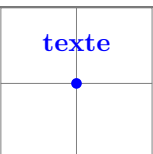
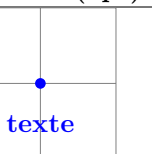
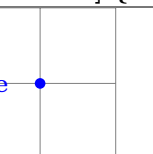
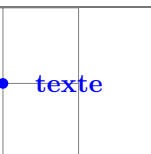
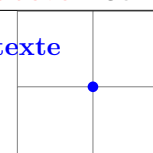
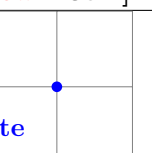
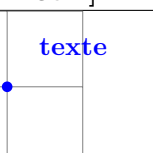
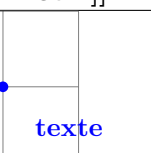
(A) - - (B)	(A)   - (B)	(A) -   (B)
(A) to [bend right] (B)	(A) to [bend left] (B)	(A) to [bend left=0] (B)
(A) to [bend left=120] (B)	(A) to [bend left=45] (B)	(A) to [bend left=90] (B)
(A) to [out=90] (B)	(A) to [out=30] (B)	(A) to [in=-90] (B)

\draw (A) .. controls +(right:2cm) and +(down:2cm) .. (B);	
controls +(right:2cm) and +(down:2cm)	controls +(up:1cm) and +(left:1cm)
controls +(right:1cm) and +(right:2cm)	controls +(up:1cm) and +(right:2cm)
controls +(120:2cm) and +(200:1cm)	controls +(120:2cm) and +(200:1cm)
controls +(C) and +(D)	controls +(D)

\node[draw] (B) at (2,2) {B} \color{red}edge [->] (A);		
[->]	[red]	[dashed]

## 6.3 Étiquettes sur les nœuds

\fill(0,0) circle (2pt) node[above] {texte} ;			
			
[above]	[below]	[left]	[right]
			
[above left]	[below left]	[above right]	[below right]
			
[anchor=south]	[anchor=west]	[anchor=north]	[anchor=east]
			
[anchor=south east]	[anchor=south west]	[anchor=north west]	[anchor=north east]

\fill(0,0) circle (2pt) node[above=.3cm] {texte} ;			
			
[above=.3cm]	[below=.3cm]	[left=.3cm]	[right=.3cm]
			
[above left=.3cm]	[below left=.3cm]	[above right=.3cm]	[below right=.3cm]

$\backslash$ shorthandoff{ : } <sup>1</sup> $\backslash$ node [draw, <b>label</b> =right :texte] {} $\backslash$ shorthandon{ : }				
$\square$ texte	texte $\square$	texte $\square$	$\square$ texte	$\square$ texte
label=right	label=left	label=above	label=below	label=45

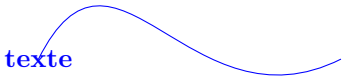

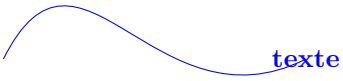
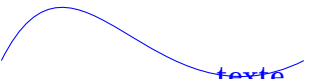


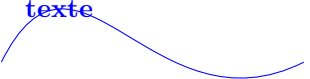
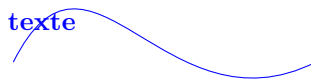
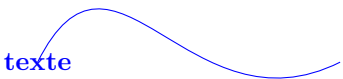
$\backslash$ fill(0,0) circle (2pt) node[below right=.3cm,draw, label=45 :étiquette] {texte} ;


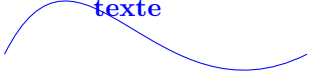

$\backslash$ shorthandoff{ : } $\backslash$ node[circle,draw,blue, <b>pin</b> =texte] {} ; $\backslash$ shorthandon{ : } <sup>1</sup>		
[circle,pin=texte]	[circle,pin=60 :texte]	[circle,pin=right :texte]




$\backslash$ tikz[ <b>pin position</b> =60] $\backslash$ node [circle,pin=texte] {} ;		
[ <b>pin position</b> =60]	[ <b>pin distance</b> =0 cm]	[ <b>pin distance</b> =2 cm]
Par défaut : above	Par défaut : 3 ex	

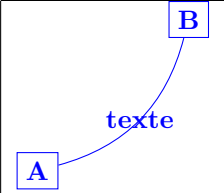
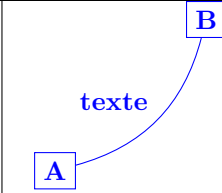
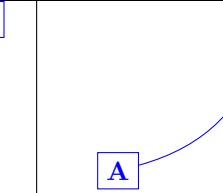
<sup>1</sup>désactivation et ré-activation de « : »conflict entre les modules Tikz et Babel en français

## 6.4 Nœuds sur un chemin

\draw(0,0) .. controls (1,2) and (2,-1) .. (4,0) node[at end] {texte} ;		
		
pos=0	pos=.33	at end (pos=1)
		
very near end (pos=0.875.)	near end (pos=0.75)	midway (pos=0.5)
		
near start (pos=0.25)	very near start (pos=0.125)	at start (pos=0)

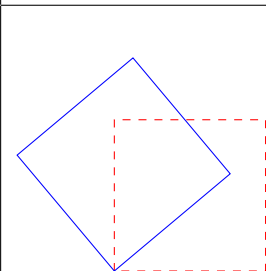
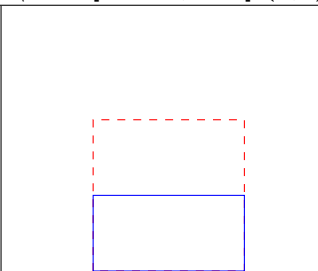
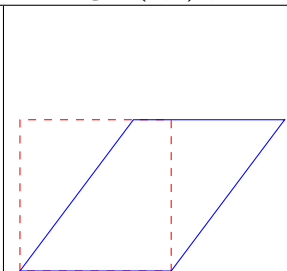
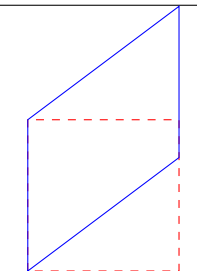
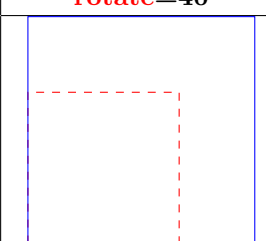
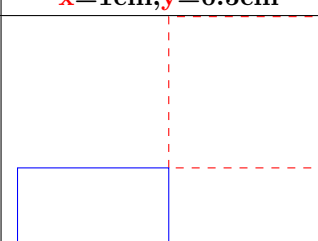
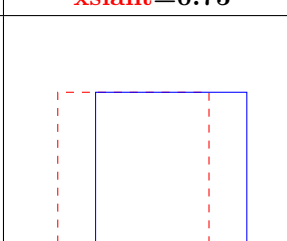
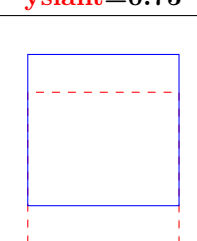
\draw(0,0) .. controls (1,2) and (2,1) .. (4,0) node[sloped,midway] {texte} ;		
		
sloped	above	below

\draw(0,0) .. controls (1,2) and (2,1) .. (5,0) node[sloped,midway,allow upside down] {texte} ;		
		
sloped	above	below

\draw(A) to [bend right] node [bend right] {texte} (B);		
		
[bend right]	[auto,bend right]	[auto,swap,bend right]

## 7 Constructions particulières

PGFmanual section : 25-3

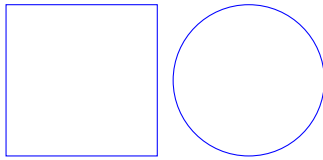
\draw[ <b>rotate</b> ,blue] (0,0) rectangle (2,2) ;			
			
<b>rotate=40</b>	<b>x=1cm,y=0.5cm</b>	<b>xslant=0.75</b>	<b>yslant=0.75</b>
			
<b>scale=1.5</b>	<b>scale=-1</b>	<b>xshift=0.5cm</b>	<b>yshift=0.5cm</b>

## 8 Placer son dessin

### 8.1 Dans le texte

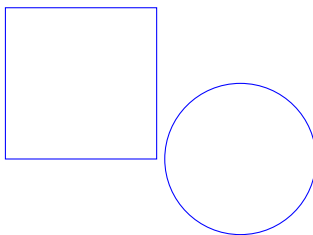
#### 8.1.1 Sans option de décalage

PGFmanual section : 12-2



dessin directement dans le texte ici est inclus le code suivant : `\tikz \Draw (0,0) rectangle(2,2);\tikz \Draw (0,0) circle (1);`

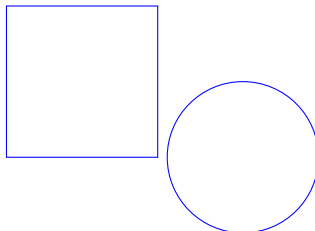
#### 8.1.2 Avec décalage nul



dessin directement dans le texte ici est inclus le code suivant :

`\tikz[baseline=0pt] \Draw (0,0) rectangle(2,2);\tikz[baseline=0pt] \Draw (0,0) circle (1);`

#### 8.1.3 Avec décalage

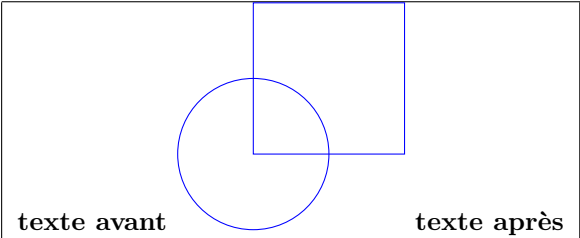
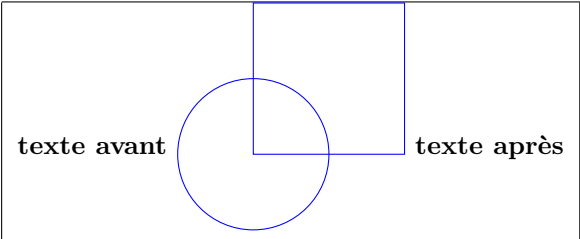
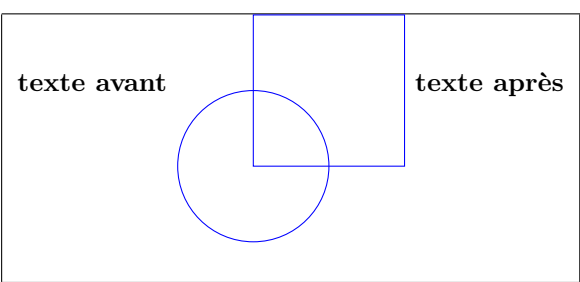


dessin directement dans le texte ici est inclus le code suivant

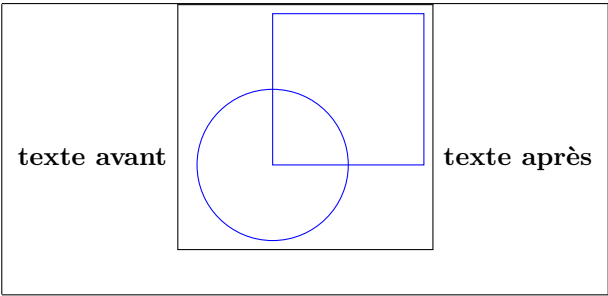
`: \tikz[baseline=1cm] \Draw (0,0) rectangle(2,2);\tikz[baseline=1cm] \Draw (0,0) circle (1);`

8.2 Dans un environnement tikzpicture

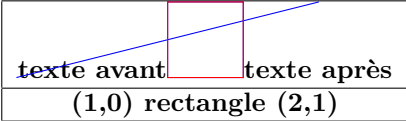
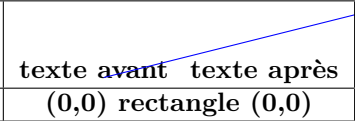
PGFmanual section : 12-1

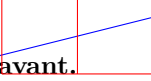
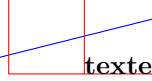
	<pre>texte avant \begin{tikzpicture}[blue] \draw (0,0) rectangle(2,2); \draw (0,0) circle (1); \end{tikzpicture} texte après</pre>
	<pre>texte avant \begin{tikzpicture}[blue,baseline=0pt] \draw (0,0) rectangle(2,2); \draw (0,0) circle (1); \end{tikzpicture} texte après</pre>
	<pre>texte avant \begin{tikzpicture}[blue,baseline=1cm] \draw (0,0) rectangle(2,2); \draw (0,0) circle (1); \end{tikzpicture} texte après</pre>

8.3 Dans un environnement fbox

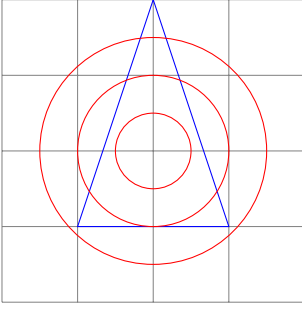
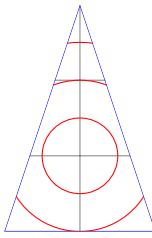
	<pre>texte avant \fbbox{ \begin{tikzpicture}[blue,baseline=0pt] \draw (0,0) rectangle(2,2); \draw (0,0) circle (1); \end{tikzpicture} } texte après</pre>
---	---

8.4 Modification du cadrage

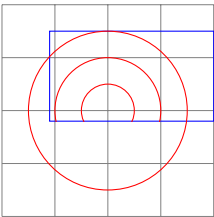
<pre>\draw [use as bounding box] (1,0) rectangle (2,1); \draw[blue] (-1,0) - - (3,1);</pre>	
	
<pre>(1,0) rectangle (2,1)</pre>	<pre>(0,0) rectangle (0,0)</pre>

<pre> texte avant. \begin{tikzpicture} [trim left=1cm] \draw[blue] (-1,0) - - (3,1); \draw[red] (0,0) grid (2,1); \end{tikzpicture}texte après </pre>	
	
[trim left=1cm]	[trim right= 1cm]

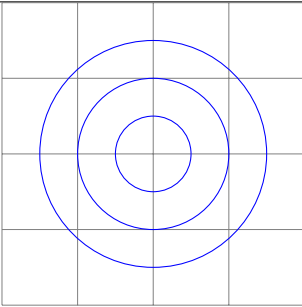
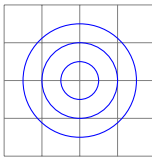
## 8.5 Coupure de l'image

	
sans coupure	\clip (-1,-1) - - (0,2) - - (1,-1) - - cycle;

## 8.6 Rognage partiel

	<pre> \tikzpicture[red,scale=.7] \draw[help lines] (-2,-2) grid (2,2); \draw[blue] (-1.1,-0.2) rectangle (2,1.5); \draw (0,0) circle (1.5); \clip (-1.1,-0.2) rectangle (2,1.5); \draw (0,0) circle (.5); \draw (0,0) circle (1); \end{tikzpicture} </pre>
--	--

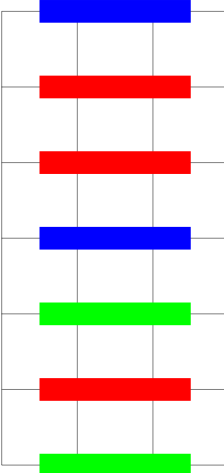
### 8.6.1 Changement d'échelle

	
Taille normale	\tikzpicture[blue,scale=.5]

## 9 Scope

### 9.1 Environnement Scope

[PGFmanual section : 12-3](#)

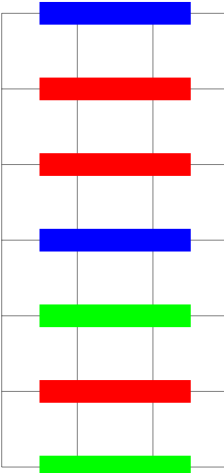
<pre> \begin{tikzpicture}[line width = 3mm]  \draw (0.5,6) - - (2.5,6);  \begin{scope}[red] \draw (0.5,5) - - (2.5,5); \draw (0.5,4) - - (2.5,4); \end{scope}  \draw (0.5,3) - - (2.5,3);  \begin{scope}[green] \draw (0.5,2) - - (2.5,2); \draw [red] (0.5,1) - - (2.5,1); \draw (0.5,0) - - (2.5,0); \end{scope}  \end{tikzpicture} </pre>	
--	--

### 9.2 library scopes

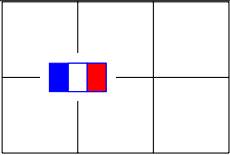
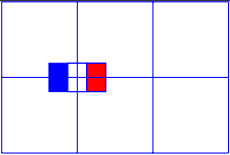
#### 9.2.1 Simplification d'un environnement scope

Shorthand for Scope Environments ] [PGFmanual section : 12-3-2](#)

Charger l'extension: `\usetikzlibrary{scopes}`

<pre> \begin{tikzpicture}[line width = 3mm]  \draw (0.5,6) - - (2.5,6);  { [red] \draw (0.5,5) - - (2.5,5); \draw (0.5,4) - - (2.5,4); }  \draw (0.5,3) - - (2.5,3);  { [green] \draw (0.5,2) - - (2.5,2); \draw [RED] (0.5,1) - - (2.5,1); \draw (0.5,0) - - (2.5,0); }  \end{tikzpicture} </pre>	
--	--

9.2.2 Portée d'un seul élément

	
<code>\node [fill=white] at (1,1) {\DFR};   \scoped [on background layer]     \draw (0,0) grid (3,2);</code>	<code>\node [fill=white] at (1,1) {\DFR};     \draw (0,0) grid (3,2);</code>

à

orth west

north

north east

## 10 Position absolue sur une page

```
\begin{tikzpicture}[remember picture,overlay]
\fill(current page.north) circle (5pt) node[below left=4mm] \Huge north ;
\fill(current page.north east) circle (5pt) node[below left=4mm] \Huge north east ;
\fill(current page.north west) circle (5pt) node[below right=4mm] \Huge north west ;
\fill(current page.east) circle (5pt) node[above left=4mm] \Huge east ;
\fill(current page.center) circle (5pt) node[above left=4mm] \Hugecenter ;
\fill(current page.west) circle (5pt) node[above right=4mm] \Huge west ;
\fill(current page.south) circle (5pt) node[above right=4mm] \Huge south ;
\fill(current page.south west) circle (5pt) node[above right=4mm] \Huge south west ;
\fill(current page.south east) circle (5pt) node[above left=4mm] \Huge south east ;
\end{tikzpicture}
```

```
\begin{tikzpicture}[remember picture,overlay]
\node [opacity=.15] at (current page.center) {\includegraphics[width=8cm]{tiger} };
\end{tikzpicture}
```

```
\begin{tikzpicture}[remember picture,overlay]
\draw[dotted,opacity=.4] (current page.south west) - - (current page.north east)
node[near start] {\Huge TIKZ} ;
\end{tikzpicture}
```

est

center

east

TIKZ

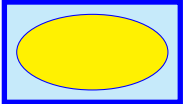
uth west

south

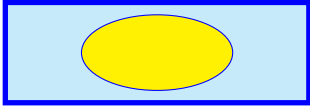
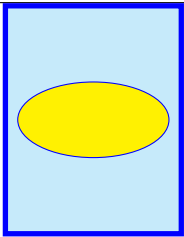
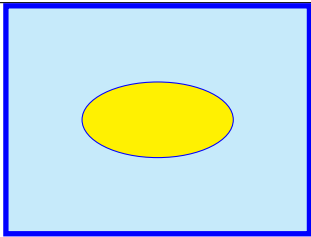
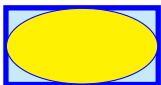
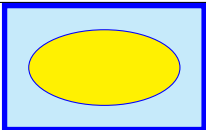
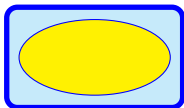
south east

## 11 Arrière plan du dessin

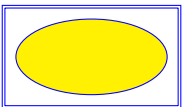
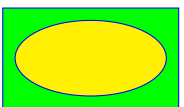
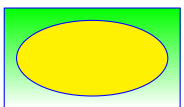
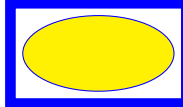
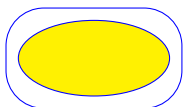
### 11.1 Encadrement

	<sup>1</sup> <pre>\begin{tikzpicture}[show background rectangle] \filldraw[fill=yellow] (0,0) ellipse (1 and .5 ); \end{tikzpicture}</pre> <p><i>Autre syntaxe :</i>  <pre>\begin{tikzpicture}[framed]</pre></p>
---	---

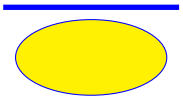
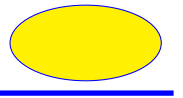
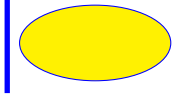
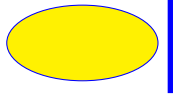
#### 11.1.1 Options

\begin{tikzpicture}[show background rectangle,inner frame xsep=1cm]		
		
inner frame xsep=1cm	inner frame ysep=1cm	inner frame sep=1cm
Par défaut: inner frame xsep=1ex et inner frame ysep=1ex		
		
tight background (inner frame sep = 0pt)	loose background (inner frame sep = 2ex)	rounded corners

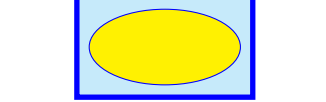
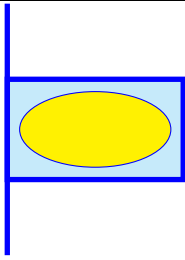
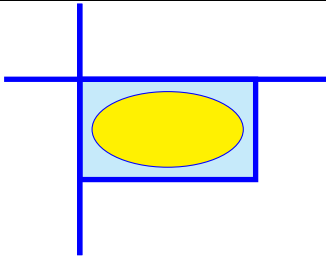
#### 11.1.2 Style

\begin{tikzpicture}[background rectangle/.style={double,draw=blue},framed]				
				
double	fill=green	top color=green	line width=4pt	rounded corners=0.5cm

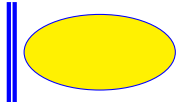
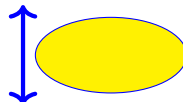
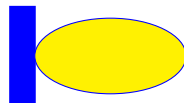
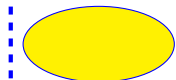
### 11.2 Encadrement partiel

\begin{tikzpicture}[show background top]			
			
show background top	show background bottom	show background left	show background right

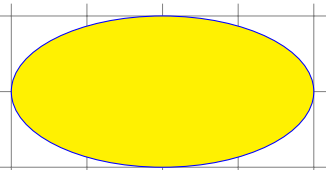
<sup>1</sup>\tikzset{background rectangle/.style={fill=cyan!20,draw=blue,line width=2pt}}

<code>\begin{tikzpicture}[framed,show background top,outer frame xsep=1cm]</code>		
		
<code>outer frame xsep=1cm</code>	<code>outer frame ysep=1cm</code>	<code>outer frame sep=1cm</code>

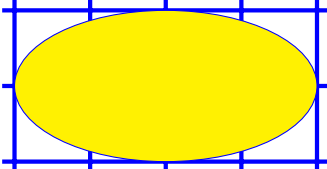
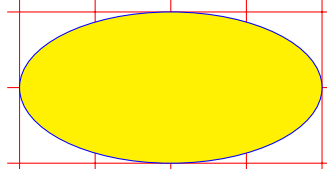
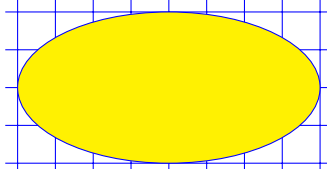
### 11.2.1 Style

<code>\begin{tikzpicture}[show background left, [background left/.style={double,ultra thick,draw=blue}]</code>			
			
<code>double</code>	<code>&lt;-&gt;</code>	<code>line width=10pt</code>	<code>dashed</code>

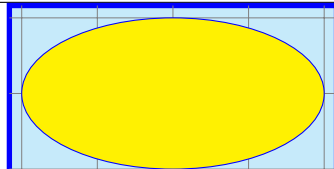
### 11.2.2 Quadrillage

	<code>\begin{tikzpicture}[show background grid]</code> <code>\filldraw[fill=yellow] (0,0) ellipse (2 and 1);</code> <code>\end{tikzpicture}</code>  <i>Autre syntaxe :</i> <code>\begin{tikzpicture}[gridded]</code>
--	---

### 11.2.3 Style

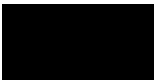






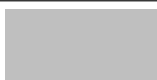









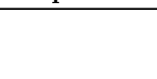

<code>\begin{tikzpicture}[background grid/.style={ultra thick,draw=blue},show background grid]</code>		
		
<code>ultra thick ,draw=blue,draw=blue</code>	<code>draw=red</code>	<code>step=.5cm,draw=blue</code>






### 11.2.4 Encadrement et quadrillage

	<code>\begin{tikzpicture}[framed , gridded ]</code> <code>\filldraw[fill=yellow] (0,0) ellipse (2 and 1);</code> <code>\end{tikzpicture}</code>
---	---




## 12 Créer ses couleurs

### 12.1 Couleurs de base

				
black	blue	brown	cyan	darkgray
				
gray	green	lightgray	lime	magenta
				
olive	orange	pink	purple	red
				
teal	violet	white	yellow	

				
[blue!10]	[blue!30]	[blue!50]	[blue!70]	[blue!90]


### 12.2 Mélange de couleurs

			
[blue!30!red]	[red!80!blue!20]	[red!80!blue!50]	[red!80!blue!50!black!40]



### 12.3 Créer son nom de couleur

[PGFmanual section : 15-2](#)

#### 12.3.1 A pourcentage de rouge vert et bleue

	<pre>\definecolor{<b>macouleur</b>}{rgb}{.75,0.5,0.25}</pre> <p>(75% de rouge 50% de vert 25% de bleu)</p> <pre>\fill [<b>macouleur</b>] (0,0) rectangle (2,1);</pre>
---	---

#### 12.3.2 A partir d'une couleur existante

	<pre>\colorlet{<b>monrouge</b>}{red!25}</pre> <pre>\fill [<b>monrouge</b>] (0,0) rectangle (2,1);</pre>
	<pre>\colorlet{<b>monviolet</b>}{red!25!blue}</pre> <pre>\fill [<b>monviolet</b>] (0,0) rectangle (2,1);</pre>

## 13 Opacité

[PGFmanual section : 23-2](#)

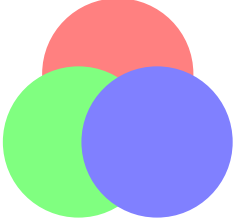
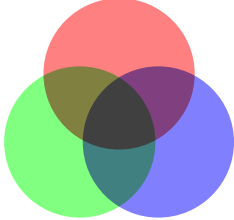
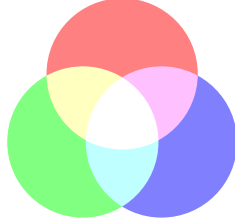

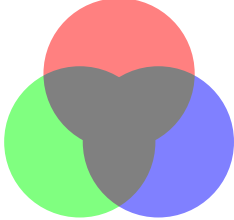

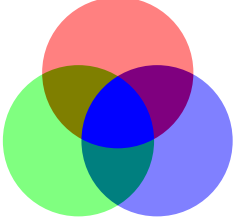

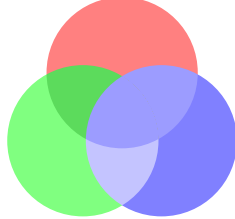
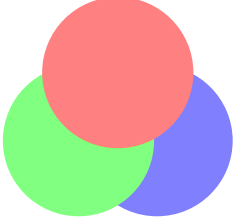
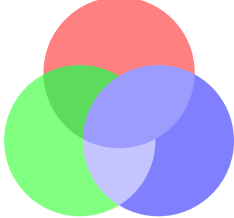
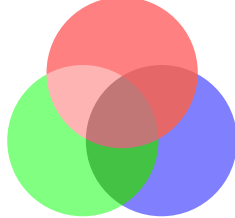
\draw[red] (0,0) – (2,1);    \draw [blue,draw opacity=0] (0,1) - - (2,0);				
draw opacity=0	draw opacity=0.25	draw opacity=0.5	draw opacity=0.75	draw opacity=1

\fill[red] (0,0) rectangle (1,1);    \fill[blue,transparent] (0.5,0) rectangle (1.5,1);				
transparent	ultra nearly transparent	very nearly transparent	nearly transparent	
semitransparent	nearly opaque	very nearly opaque	ultra nearly opaque	
opaque	fill opacity=.25	fill opacity=.5	fill opacity=.75	

\node at (1,1) [text opacity=1] { \Huge texte } ;				
text opacity=1	text opacity=0.75	text opacity=0.5	opacity=0.25	text opacity=0

13.1 Blend Modes

PGFmanual section : 23-3

		
blend group=normal	blend group=multiply	blend group=screen
		
blend group=overlay	blend group=darken	blend group=lighten
		
blend group=difference	blend group=exclusion	blend group=hue
		
blend group=saturation	blend group=color	blend group=luminosity

A revoir message d'erreur Unknow blend mode			
blend group=colordodge	blend group=colorburn	blend group=hardlight	blend group=softlight

## 13.2 Fading

Charger l'extension: `\usetikzlibrary{fadings}`

### 13.2.1 Modèles prédéfinis

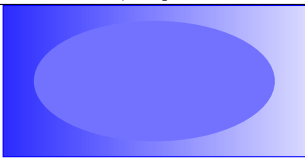

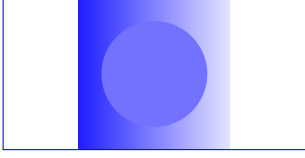

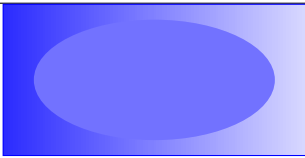



PGFmanual section : 51

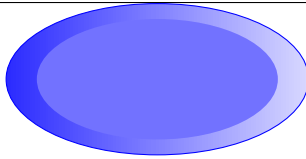

<code>\fill [blue,path fading=north] (-1,-1) rectangle (1,1);</code>			
path fading=north	path fading=south	path fading=east	path fading=west
path fading=circle with fuzzy edge 10 percent		path fading=circle with fuzzy edge 15 percent	
path fading=circle with fuzzy edge 20 percent		path fading=fuzzy ring 15 percent	

### 13.2.2 Création de décoloration avec tikzfadingfrompicture

PGFmanual section : 23-4-1

<i>Création</i>	<i>Visualisation</i>
<pre> \begin{tikzfadingfrompicture}[name=filtre] \shade[left color=yellow,right color=blue!100] (0,0) rectangle (2,2); \fill[blue!50] (1,1) circle (0.7); \end{tikzfadingfrompicture} </pre>	
<pre> \begin{tikzfadingfrompicture}[name=tikz] \node [draw,text=transparent!20] {\fontfamily{ptm}\fontsize{25}{25}\bfseries\selectfont TikZ}; \end{tikzfadingfrompicture} </pre>	

Utilisation dans un rectangle	
<code>\fill[<b>path fading</b>=filtre] (-2,-1) rectangle (2,1);</code>	
	
<code>[<b>path fading</b>=filtre]</code>	<code>[<b>path fading</b>=tikz]</code>
	
<code>[<b>path fading</b>=filtre ,<b>fit fading</b>=false]</code>	<code>[<b>path fading</b>=tikz,<b>fit fading</b>=false]</code>
	
<code>left color=blue,right color=red</code>	<code>[<b>path left color</b>=blue,<b>right color</b>=red]</code>
	
<code>[<b>path fading</b>=filtre ,red]</code>	<code>[<b>path fading</b>=tikz,red]</code>

Utilisation dans un ellipse	
<code>\fill[<b>path fading</b>=filtre] (-2,-1) ellipse (2 and 1);</code>	
	
<code>[<b>path fading</b>=filtre]</code>	<code>[<b>path fading</b>=tikz]</code>

### 13.3 Création de décoloration avec tikzfading

<pre>\tikzfading[name=fade right, left color=transparent!0, right color=transparent!100]</pre> <pre>\tikz \filldraw [red,path fading=fade right] (-1,-1) rectangle (1,1);</pre>	
<pre>\tikzfading[name=fade out, inner color=transparent!0, outer color=transparent!100]</pre> <pre>\tikz \filldraw [blue,path fading=fade out] (-1,-1) rectangle (1,1);</pre>	
<pre>\tikzfading[name=fade inside, inner color=transparent!80, outer color=transparent!10]</pre> <pre>\tikz \filldraw [blue,path fading=fade inside] (-1,-1) rectangle (1,1);</pre>	
<pre>\tikzfading[name=middle, top color=transparent!80, bottom color=transparent!80, middle color=transparent!20]</pre> <pre>\tikz \filldraw [blue,path fading=middle] (-1,-1) rectangle (1,1);</pre>	

#### 13.3.1 Modification de la décoloration

PGFmanual section : 23-4-2

<pre>\fill [blue,path fading=north,fading transform={yshift=-.5cm}] (-1,-1) rectangle (1,1);</pre>		
<b>fading transform={yshift=-.5cm}</b>	<b>fading transform={yshift=-.5cm}</b>	<b>fading angle=30</b>

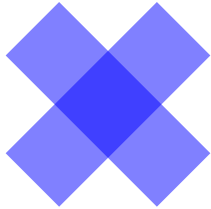
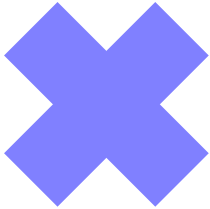
PGFmanual section : 23-4-3


<pre>\begin{tikzpicture} \draw (-1,-1) rectangle (1,1); \path [scope fading=east] (-1,-1) rectangle (1,1); \fill[red] ( 90:1) circle (1); \fill[green] (210:1) circle (1); \fill[blue] (330:1) circle (1); \end{tikzpicture}</pre>	
--	--

<pre>\tikz \node [black,scope fading=south,fading angle=45,text width=5cm] { VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ }; </pre>	<pre>VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ VisualTIKZ</pre>
---	---

## 13.4 Transparency Groups

PGFmanual section : 23-5

<pre>\begin{tikzpicture}[opacity=.5] \draw [line width=1cm] (0,0) -- (2,2); \draw [line width=1cm] (0,2) -- (2,0); \end{tikzpicture}</pre>	
	
[opacity=.5]	[opacity=.5,transparency group]

A revoir : ne fonctionne pas	
<pre>\begin{tikzpicture} \shade [left color=red,right color=blue] (-2,-1) rect- angle (2,1); \begin{scope}[transparency group=knockout] \fill[white] (-1.9,-.9) rectangle (1.9,.9); \node [opacity=0] TikZ; \end{scope} \end{tikzpicture}</pre>	

## 14 Créer ses commandes

Charger l'extension: Attention : la création de la commande doit être placée avant `\begin{document}` !

syntaxe : `\newcommand{\nom}[nombre de variables]{Description}`

Exemple : commande avec une variable :

*Création*

```
\newcommand
{\maboite}[1]{          % commande nommée ma boîte et 1 seul d'argument
\begin{center}          % centrage sur la ligne
\tikzpicture \node[fill=yellow % un nœud de texte de couleur jaune
,text centered          % centrage du texte dans la boîte
,text width=.5\linewidth] % largeur : la moitié de la ligne
#1} ; \end{center}      % #1 correspond à l'argument
}
```

*Utilisation* : `\maboite{contenu}`

Charger l'extension: contenu

Exemple : commande sans variable :

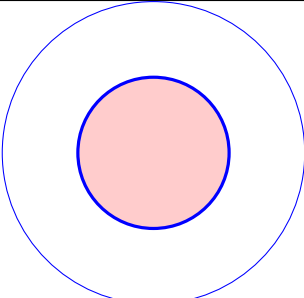
*Création*

```
\newcommand{\DFR}{\tikzpicture[scale=.25] \draw [fill=blue](0,0) rectangle
(3,1.5); \draw [fill=white](1,0) rectangle (2,1.5); \draw[fill=red](2,0) rectangle (3,1.5);\endtikzpicture }
```



*Utilisation* : `\DFR` 

## 15 Créer ses styles

### 15.1 Style sans variable

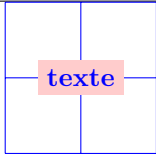
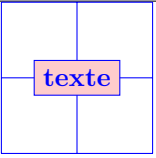
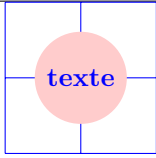
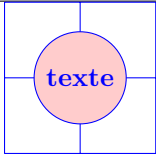
	<pre>\begin{tikzpicture} [mon style/.style={draw=blue, fill=red!20, very thick}] \draw (0,0) circle (2cm); \draw[mon style] (0,0) circle (1cm); \end{tikzpicture}</pre>
---	---

### 15.2 Style sans variable









	<pre>\begin{tikzpicture} [mon style/.style={draw=#1, thick, fill=#1!50, scale=.5}] \filldraw [mon style=red] (0,0) rectangle (2,1); \filldraw [mon style=blue] (3,0) rectangle (5,1); \end{tikzpicture}</pre>
valeur par défaut	
	<pre>\begin{tikzpicture} [mon style/.style={draw=#1,fill=#1!20,very thick}, mon style/.default=black] \filldraw [mon style] (0,0) rectangle (2,1); \filldraw [mon style=blue] (3,0) rectangle (5,1); \end{tikzpicture}</pre>


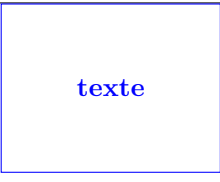


## 16 Mettre du texte en valeur

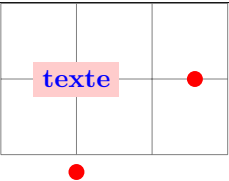
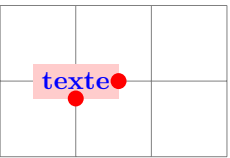
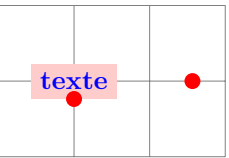
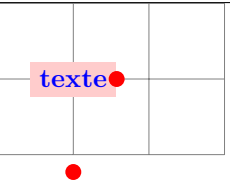
### 16.1 Dans un nœud de Tikz

\tikz \draw (0,0) grid (2,2) (1,1) node[fill=red!20,] {texte};			
			
node[fill=red!20]	node[fill=red!20,draw]	node[fill=red!20,circle]	node[fill=red!20,circle,draw]


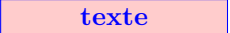

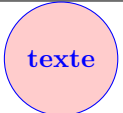
#### 16.1.1 Options

\tikz \draw node[draw,double,blue] {texte};							
							
double	rounded corners	ultra thick	dashed	red	rotate=45	shading=radial	text=red

\tikz \draw node[draw,inner sep=0pt] {texte};			
			
inner sep=0pt	inner sep=1cm	inner xsep=1cm	inner ysep=1cm
Par défaut : 0.3333em			

\node [fill=red!20,outer sep=1cm] (A) at (1,1) {texte}; \fill (node cs:name=A,anchor=east) circle (3pt); \fill (node cs:name=A,anchor=south) circle (3pt);			
			
outer sep=1cm	outer sep=0pt	outer xsep=1cm	outer ysep=1cm
Par défaut : 0.5\pgflinewidth			

#### 16.1.2 Taille minimale des noeuds

\draw((0,0) node[fill=blue!20,minimum height=1.5cm,draw] {texte} ;	
	
minimum height=1.5cm	minimum width=3cm
	
minimum size=1.5cm,draw	minimum size=1.5cm,circle

## 16.2 Dans un nœud à formes géométriques

Charger l'extension: `\usetikzlibrary{shapes.geometric}`

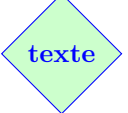
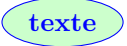


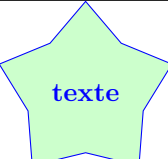
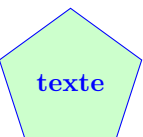
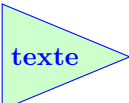
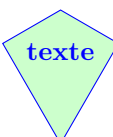
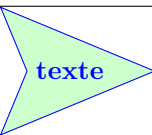
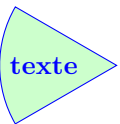

PGFmanual section : 67-3

### 16.2.1 Formes disponibles

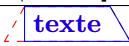
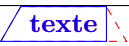
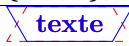
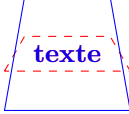

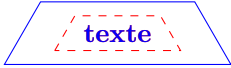
2 syntaxes :

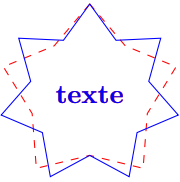
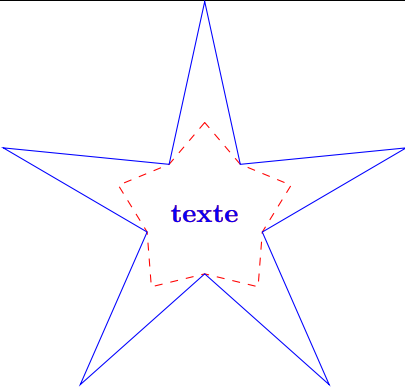
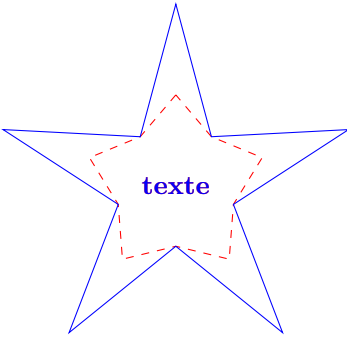
`\tikz \node[fill=green!20,shape=diamond,draw,blue] {texte};`

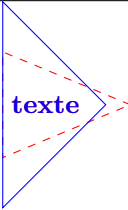
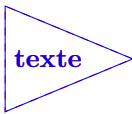
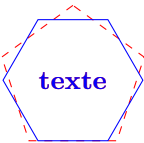
`\tikz \node[fill=green!20,diamond,draw] {texte};`

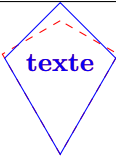
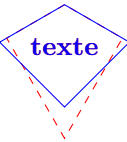
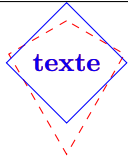
			
diamond	ellipse	trapezium	semicircle
			
star	regular polygon	isosceles triangle	kite
			
dart	circular sector	cylinder	

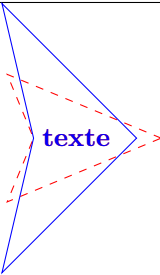
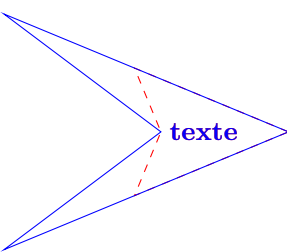
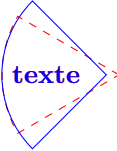
### 16.2.2 Options





<code>\node [trapezium,draw, trapezium left angle=90,draw,blue] {texte};</code>		
		
trapezium left angle=90	trapezium right angle=90	trapezium angle=120
		
minimum height=1.5cm trapezium stretches=true	minimum height=1.5cm trapezium stretches=false	minimum width=1.5cm trapezium stretches





\tikz \node [fill=green!20,star,star points=6,draw] {texte};		
		
star points=7 Par défaut5	star point height = 2cm Par défaut.5cm	star point ratio = 3 Par défaut1.5

\node [isosceles triangle,isosceles triangle apex angle=90,draw,blue] {texte}; \node [regular polygon, regular polygon sides=6,draw,blue] {texte};		
		
isosceles triangle apex angle=90	isosceles triangle stretches	regular polygon sides=6

\node [kite,kite upper vertex angle=90,draw,blue] {texte};		
		
kite upper vertex angle=90 initially 120	kite lower vertex angle=90 initially 60	kite vertex angles=90

\node [dart,dart tip angle=90,draw,blue] {texte};		
		
dart tip angle=90 initially 45	dart tail angle=90 initially 135	circular sector angle=90 initially 60

\node [cylinder,aspect=2,draw,blue] {texte};	
	
aspect=2	aspect=4
	
cylinder uses custom fill, cylinder end fill=yellow	cylinder uses custom fill, cylinder body fill=yellow


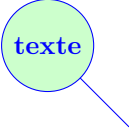




\draw(0,0) node[shape aspect=1,diamond,draw] {texte} ;			
			
shape aspect=1	shape aspect=2	shape aspect=3	shape aspect=4

## 16.3 Dans un nœud en forme de symboles

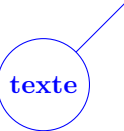
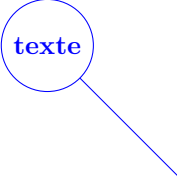

Charger l'extension: `\usetikzlibrary{shapes.symbols}`


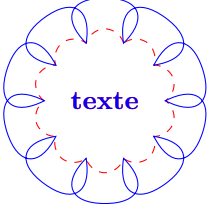


PGFmanual section : 67-4

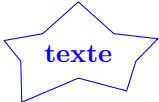
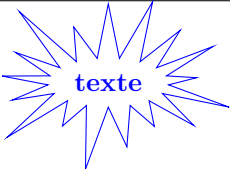


### 16.3.1 Formes disponibles




		
forbidden sign	magnifying glass	cloud
		
starburst	signal	tape





### 16.3.2 Options





<code>\node[magnifying glass,magnifying glass handle angle=45,draw,blue] {texte} ;</code>		
		
<code>magnifying glass handle angle=45</code> Par défaut : -45	<code>magnifying glass handle aspect=3</code> Par défaut : 1.5	<code>line width=1ex</code>



<code>\node [cloud,cloud puffs=5,draw,blue] {texte};</code>			
			
<code>cloud puffs=5</code> Par défaut: 10	<code>cloud puff arc=270</code> Par défaut: 135	<code>cloud ignores aspect=false</code>	<code>cloud ignores aspect=true</code> Par défaut: true







<code>\node [starburst,starburst points=5,draw,blue] {texte};</code>			
			
<code>starburst points=5</code>	<code>starburst point height=1cm</code>	<code>random starburst=50</code>	<code>random starburst=0</code>

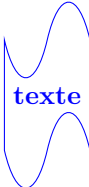
\node [signal,signal pointer angle=45,draw,blue] {texte};		
		
signal pointer angle=45	signal pointer angle=10	signal pointer angle=300
Par défaut : signal pointer angle= 90		

\node [signal,signal to=above,draw,blue] {texte};			
			
signal to=above	signal to=below	signal to=right	signal to=above

\tikz [signal to=nowhere] \node [signal,signal from=above=45,draw,blue] {texte};			
			
signal from=above	signal from=below	signal from=right	signal from=above

	
signal from=east , signal to=west	signal from=south, signal to=north

\tikz \node [tape, draw,tape bend top=out and in] {texte};		
		
tape bend top=out and in	tape bend bottom=out and in	tape bend bottom=in and in
		
tape bend top=none	tape bend bottom=out and in tape bend top=out and in	tape bend bottom=in and out tape bend top=in and out (Par défaut )



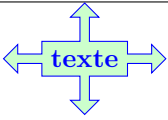
\tikz \node [tape, draw, tape bend height=1cm,blue] {texte};

Par défaut : tape bend height = 5pt

## 16.4 Dans un nœud en forme de flèche

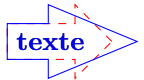
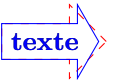
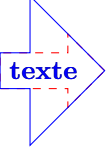

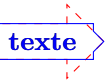
Charger l'extension: `\usetikzlibrary{shapes.arrows}`

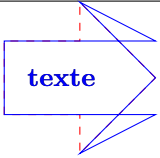
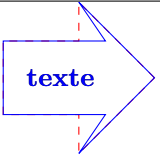
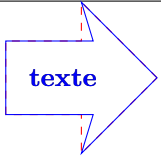
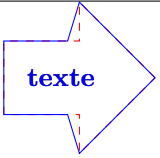
PGFmanual section : 67-5

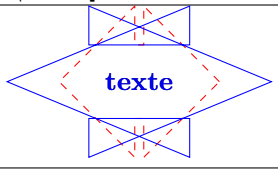
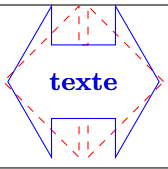
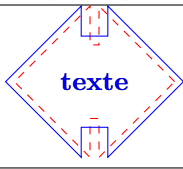
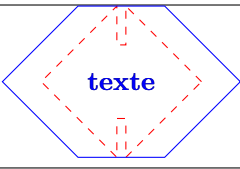
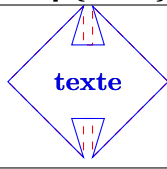
### 16.4.1 Formes disponibles

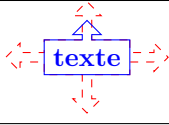
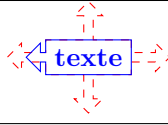
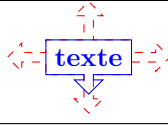
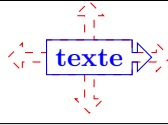
		
single arrow	double arrow	arrow box

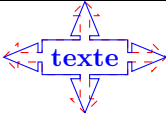
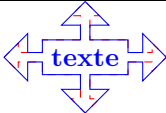
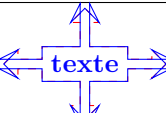
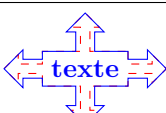
### 16.4.2 Options

<code>\node[single arrow,draw,red,single arrow tip angle=45] {texte};</code> <code>\node[single arrow,draw,red,single arrow head extend=.75cm] {texte};</code>				
				
angle=45	angle=120	extend=.75cm]	extend=0cm	extend=-1mm
Par défaut: single arrow tip angle= 90		Par défaut: single arrow head extend=0.5cm		

<code>\node[minimum size=2cm,single arrow,draw,red,single arrow head indent=1cm,blue] {texte};</code>			
			
indent=1cm	indent=10pt	indent=1ex	indent=-1ex

<code>\node[minimum size=2cm,double arrow,draw,red,double arrow tip angle=45] {texte};</code> <code>\node[minimum size=2cm,double arrow,draw,red,double arrow head extend=1ex] {texte};</code> <code>\node[minimum size=2cm,double arrow,draw,red,double arrow head indent=1ex] {texte};</code>				
				
angle=45	angle=120	extend=1ex	extend=0	indent=1ex

<code>\node [arrow box, draw, red, arrow box arrows={north:.25cm}] {texte};</code>			
			
{north:.25cm}	{west:.25cm}	{south:.25cm}	{east:.25cm}
Par défaut : 0.5 cm			




<code>\node [arrow box, draw, <b>arrow box tip angle=45</b>] {texte};</code>	
	
<b>arrow box tip angle=45</b>	<b>arrow box head extend=.25cm</b>
Par défaut: 90	Par défaut: 0.125cm
	
<b>arrow box head indent=.25cm</b>	<b>arrow box shaft width=.25cm</b>
Par défaut : 0cm	Par défaut : 0.125cm

## 16.5 Dans un nœud en forme de bulle


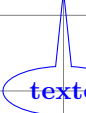
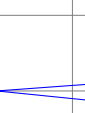
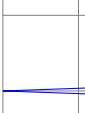
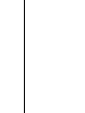
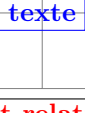
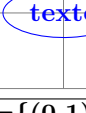
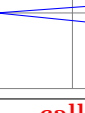
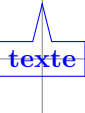
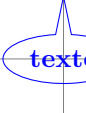

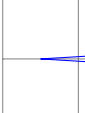
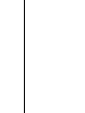



Charger l'extension: `\usetikzlibrary{shapes.callouts}`




PGFmanual section : 67-7

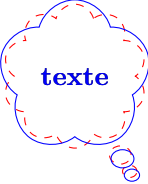

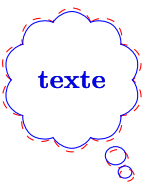
### 16.5.1 Formes disponibles







		
ellipse callout	rectangle callout	cloud callout

### 16.5.2 Options

<code>\node [rectangle callout,draw,callout absolute pointer=(0,1)] at (2,1) {texte};</code>							
							
<code>callout relative pointer={{(0,1)}}</code>				<code>callout absolute pointer={{(0,1)}}</code>			
							
<code>callout pointer shorten=.5cm</code>							

<code>\node [ellipse callout,draw,callout pointer arc=1] at (0,1.5) {texte};</code>		
		
<code>callout pointer arc=1</code>	<code>callout pointer arc=30</code>	<code>callout pointer arc=90</code>
Par défaut : <code>callout pointer arc=15</code>		

<code>\node[draw,cloud callout, aspect=2.5] {texte};</code>		
		
<code>cloud puffs=5</code>	<code>aspect=2.5</code>	<code>cloud puff arc=120</code>





\node [draw,cloud callout,callout pointer start size=.1] {texte};		
		
callout pointer start size=.1	start size=.8cm	start size=20pt and 1pt
Par défaut : callout pointer start size =.2 of callout		
		
callout pointer end size=.5	callout pointer end size=.8cm	callout pointer segments=3
Par défaut : callout pointer start size = .1 of callout		Par défaut : segments=2

## 16.6 Dans un nœud en diverses formes diverses

Charger l'extension: `\usetikzlibrary{shapes.misc}`






PGFmanual section : 67-8





### 16.6.1 Formes disponibles




			
cross out	strike out	rounded rectangle	chamfered rectangle

### 16.6.2 Options





Options pour “rounded rectangle” :






<code>\node [draw, rounded rectangle,rounded rectangle arc length=270] {texte};</code>				
				
270	180	120	90	45




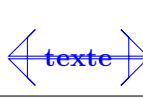

<code>\node [draw, rounded rectangle,rounded rectangle west arc=concave] {texte};</code>				<code>\node [draw, rounded rectangle,rounded rectangle left arc=concave] {texte};</code>	
					
concave	convex	none			




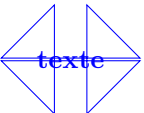
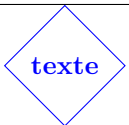
<code>\node [draw, rounded rectangle,rounded rectangle east arc=concave] {texte};</code>		<code>\node [draw, rounded rectangle,rounded rectangle right arc=concave] {texte};</code>			
					
concave	convex		none		




Options pour “chamfered rectangle” :

<code>\node [draw, chamfered rectangle,chamfered rectangle angle=30] {texte};</code>			
			
10	30	60	80
Par défaut: 45			

<code>\node [draw, chamfered rectangle,chamfered rectangle xsep=10pt] {texte};</code>				
				
xsep=0pt	xsep=5pt	xsep=10pt	xsep=-10pt	xsep=2cm
Par défaut: 0.666ex				

<code>\node [draw, chamfered rectangle,chamfered rectangle ysep=10pt] {texte};</code>				
				
ysep=0pt	ysep=5pt	ysep=10pt	ysep=-10pt	ysep=1cm

\node [draw, chamfered rectangle, <b>chamfered rectangle ysep=10pt</b> ] {texte};				
				
sep=0pt	sep=5pt	sep=10pt	sep=-10pt	sep=1cm

\node [draw, chamfered rectangle, <b>chamfered rectangle corners=north west</b> ] {texte};		
		
north west	{north east, south east}	{north east, south west}

## 16.7 Nœuds à plusieurs parties

Charger l'extension: `\usetikzlibrary{shapes.multipart}`

PGFmanual section : 67-6

```
\node [circle split,draw,fill=green!20]{haut \nodepart{lower} bas };
```

circle split	circle solidus	ellipse split	rectangle split

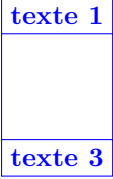



	<pre>\node[rectangle split,rectangle split parts=5,draw] {texte 1 \nodepart{second} texte 2 \nodepart{four} texte 3};</pre> <p>Par défaut: rectangle split parts=4</p>
--	--

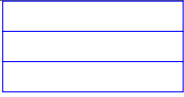

<pre>\node [rectangle split,rectangle split parts=3,rectangle split horizontal,draw,blue] {texte1\nodepart{two}texte2\nodepart{three}texte3};</pre>	
---	--


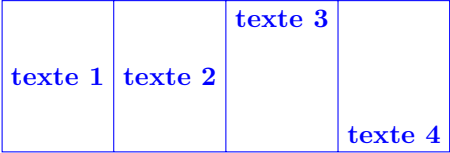
	<pre>\node[rectangle split,rectangle split parts=5,draw] {texte 1 \nodepart{second} texte 2a \\texte 2b \\ texte 2c \nodepart{three} texte 3a \\ texte 3b };</pre>
--	--

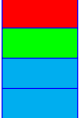
<pre>\node[rectangle split, draw,blue,minimum size = 2cm,rectangle split draw splits= true] {texte 1 \nodepart{two} texte 2 \nodepart{three} texte 3 \nodepart{four} texte 4};</pre>		
rectangle split draw splits= true Par défaut	rectangle split draw splits= false	

<pre>\node [rectangle split,rectangle split parts=3,draw,rectangle split ignore empty parts=false] {texte 1 \nodepart{second} \nodepart{third}texte 3};</pre>		
rectangle split ignore empty parts=false	rectangle split ignore empty parts=true	

<pre>\node [rectangle split,rectangle split parts=3,draw,rectangle split empty part depth=1cm] {texte 1 \nodepart{second} \nodepart{third}texte 3};</pre>	
	
<b>rectangle split empty part depth=1cm</b>	<b>text depth=1cm</b>
Par défaut: 0ex	Par défaut: 0ex
	
<b>rectangle split empty part height=1cm</b>	<b>text height=1cm</b>
Par défaut: 1ex	Par défaut: 1ex

<pre>\node [rectangle split,rectangle split parts=3,draw,rectangle split empty part width=1cm] {};</pre>	
	
<b>rectangle split empty part width=2cm</b>	Par défaut: 1ex

	<pre>\node[rectangle split, draw,blue,minimum size = 2cm, rectangle split part align={center, left,right}] {texte 1 \nodepart{two} texte 2 \nodepart{three} texte 3 \nodepart{four} texte 4};</pre>
	<pre>\node[rectangle split, draw,blue,minimum size = 2cm, rectangle split horizontal, rectangle split part align={center,base, top,bottom}] {texte 1 \nodepart{two} texte 2 \nodepart{three} texte 3 \nodepart{four} texte 4};</pre>

	<pre>\node[rectangle split, draw,blue, minimum width=1cm, rectangle split part fill={red, green,cyan}]{};</pre>
---	---

## 16.8 Mise en forme du texte

### 16.8.1 Position

PGFmanual section : 17-4-3

<pre>\tikz \draw (0,0) node[fill=blue!10,text width=2cm,text justified] {Ceci est une démonstration d'un texte sur une largeur de 2cm};</pre>			
sans option	text justified	text centered	text ragged
text badly ragged	text badly centered	align=center	align=flush center
align=justify	align=flush right	align=right	align=flush left

### 16.8.2 Couleur et fontes

<b>Texte.</b>	<i>Texte.</i>	<i>Texte.</i>	<i>Texte.</i>	<i>Texte.</i>	<i>Texte.</i>
[text= red]	[font=\itshape]	[font=\slshape]	[font=\scshape]	[font=\upshape]	[font=\bfseries]

### 16.8.3 Taille des fontes

\tikz \draw (0,0) node[font=\tiny]{Texte.}						
\tiny	\footnotesize	\small	\large	\Large	\huge	\Huge

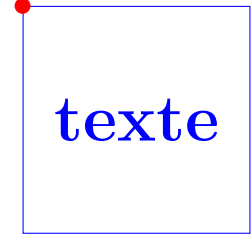
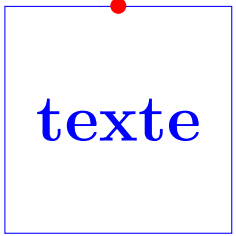


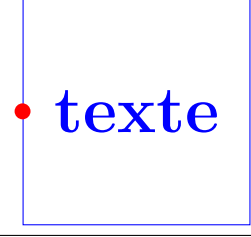
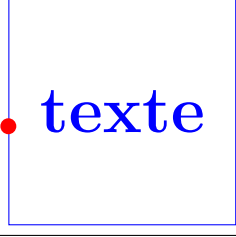
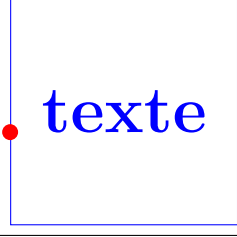
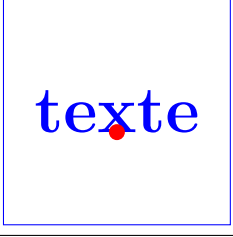
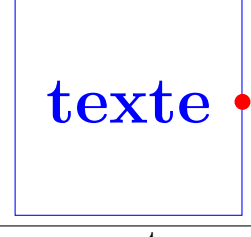
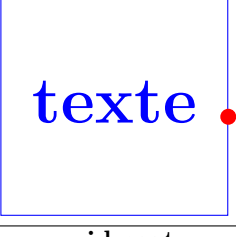
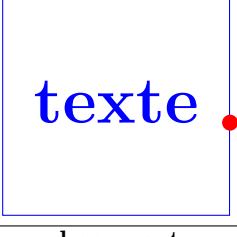
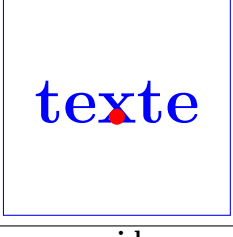
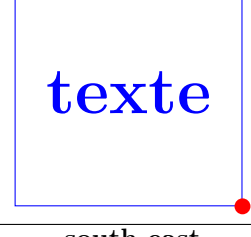
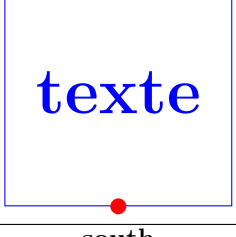
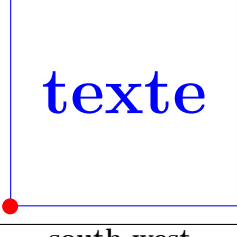
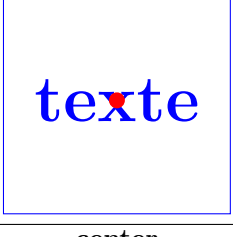
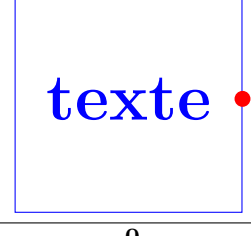
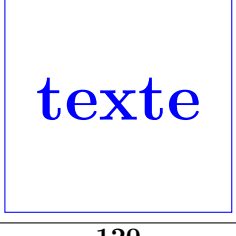
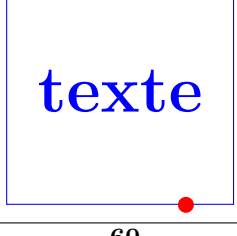
PGFmanual section : 17-4-4

text height=1cm	text depth=1cm

## 16.9 Positions prédéfinies sur un nœud

### 16.9.1 pour l'ensemble des nœuds

PGFmanual section : 17-5-1

			
north west	north	north east	text
			
west	mid west	base west	base
			
east	mid east	base east	mid
			
south east	south	south west	center
			
0	120	-60	

### 16.9.2 spécifique à un nœud

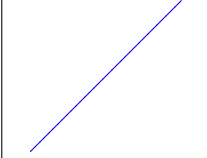
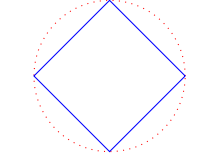
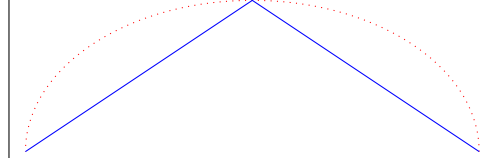
Dans une prochaine version !

## 17 Décorations

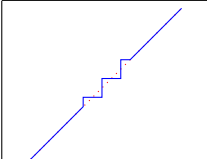
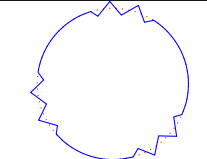
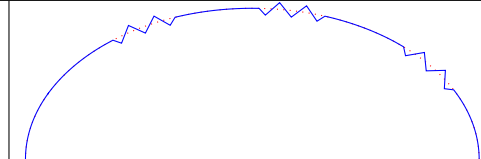
### 17.1 Library “ decorations.pathmorphing “

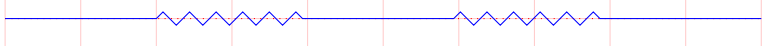
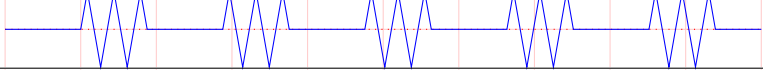

PGFmanual section : 48-2

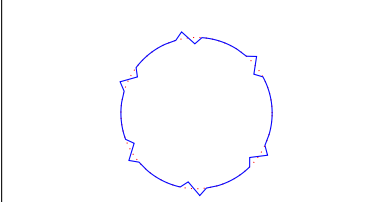
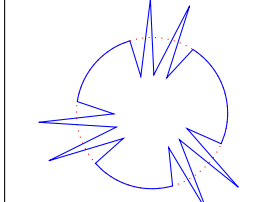
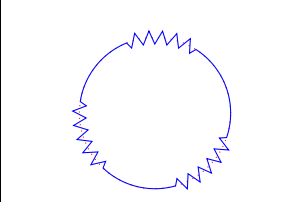
#### 17.1.1 ”lineto “

		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

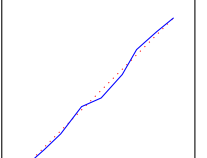
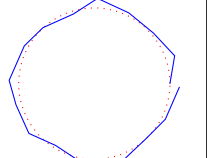
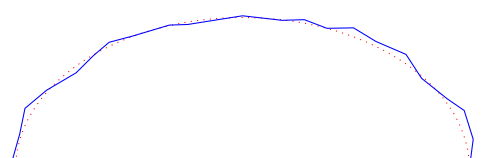
#### 17.1.2 “ straight zigzag “

\draw[decorate,decoration=straight zigzag] (0,0) - - (2,2) ;		
		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2);

\draw[decorate,decoration={straight zigzag,meta-segment length=2cm}] (0,0) - - (10,0);		Par défaut
meta-segment length=2cm		1cm
amplitude=0.5cm		2.5pt
segment length=1cm		10pt

\draw[decorate,decoration={straight zigzag,meta-segment length=0.5cm}] (1,1) circle (1);		
		
meta-segment length=2cm	amplitude=0.5cm	segment length=5pt

#### 17.1.3 ” random steps “

\draw[decorate,decoration=random steps] (0,0) - - (2,2) ;		
		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

\draw[decorate,decoration={random steps,segment length=2cm}] (0,0) - - (10,0);		Par défaut
segment length=2pt		10pt
segment length=1cm		
amplitude=0.5cm		2.5pt
amplitude=0.5cm, segment length=1cm		

\draw[decorate,decoration={random steps,segment length=2cm}] (1,1) circle (1);		
meta-segment length=2cm	amplitude=0.5cm	segment length=5pt

#### 17.1.4 "saw" saw

\draw[decorate,decoration=saw] (0,0) - - (2,2) ;		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2);

\draw[decorate,decoration={saw,meta-segment length=0.5cm}] (0,0) - - (10,0);		Par défaut
segment length=0.5cm		10 pt
segment length=2cm		
amplitude=0.5cm		2.5 pt

\draw[decorate,decoration={saw,segment length=20pt}] (1,1) circle (1);		
segment length=20pt	segment length=5pt	amplitude=0.5cm

### 17.1.5 ” zigzag “

\draw[decorate,decoration=zigzag] (0,0) - - (2,2) ;		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2);

\draw[decorate,decoration={zigzag,meta-segment length=2cm}] (0,0) - - (10,0);		Par défaut
segment length=0.5cm		10pt
segment length=2cm		
amplitude=0.5cm		2.5 pt

\draw[decorate,decoration={saw,segment length=20pt}] (1,1) circle (1);		
segment length=20pt	segment length=5pt	amplitude=0.5cm

### 17.1.6 ” bent “

(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2);

\draw[decorate,decoration={bent,amplitude=0.5cm}] (0,0) - - (10,0);		Par défaut
amplitude=0.5cm		2.5 pt
aspect=0.1 (en bleue) aspect=0.9 (en vert) amplitude=0.5cm		0.5

amplitude=1cm	amplitude=0.5cm	aspect=0.25

### 17.1.7 " bumps "

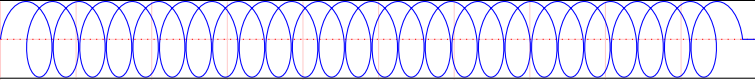
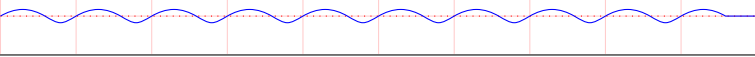
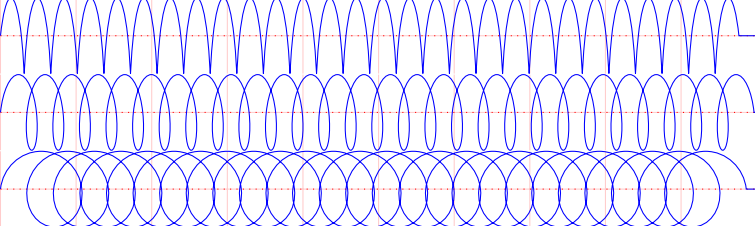
\draw[decorate,decoration=bumps] (0,0) - - (2,2) ;		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

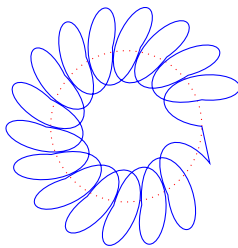
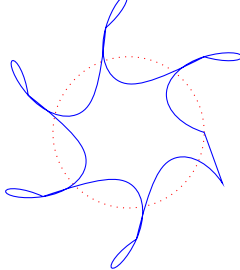
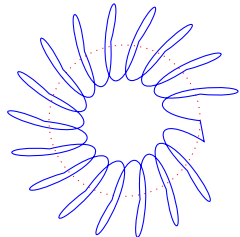
\draw[decorate,decoration={bumps,amplitude=0.5cm}] (0,0) - - (10,0);		Par défaut
amplitude=0.5cm		2.5 pt
segment length=1cm		10 pt

\draw[decorate,decoration={bumps,amplitude=10pt}] (1,1) circle (1);		
amplitude=10pt	amplitude=0.5cm	segment length=20pt

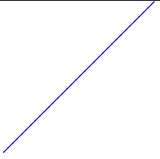
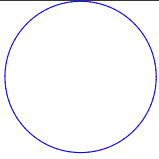
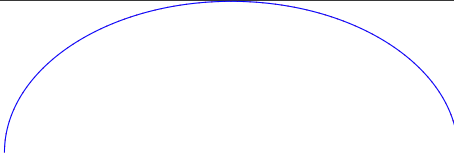
### 17.1.8 " coil "

\draw[decorate,decoration=coil] (0,0) - - (2,2) ;		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

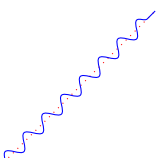
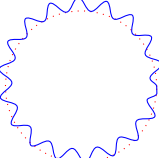
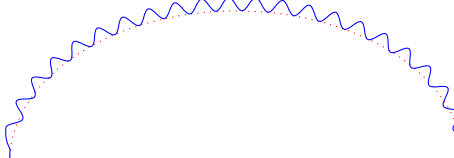
<code>\draw[decorate,decoration={coil,amplitude=0.5cm}] (0,0) - - (10,0);</code>		Par défaut
<code>amplitude=0.5cm</code>		2.5 pt
<code>segment length=1cm</code>		10 pt
<code>aspect=0.1</code> ( <code>amplitude=0.5cm</code> )  <code>aspect=0.3</code>  <code>aspect=0.9</code>		0.5

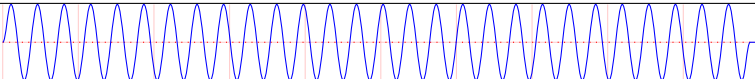
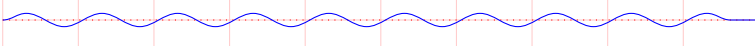
<code>\draw[decorate,decoration={coil,amplitude=0.5cm}] (1,1) circle (1);</code>		
		
<code>amplitude=0.5 cm</code>	<code>segment length=1cm</code> <code>amplitude=0.5cm</code>	<code>aspect=0.25</code> <code>amplitude=0.5cm</code>

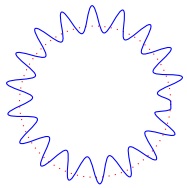
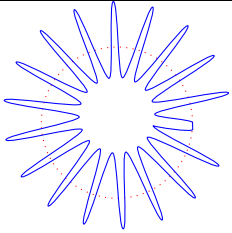
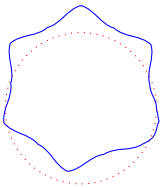
#### 17.1.9 "curveto"

		
<code>(0,0) - - (2,2)</code>	<code>(1,1) circle (1)</code>	<code>(0,0) arc (0:180:3 and 2)</code>

#### 17.1.10 "snake"

<code>\draw[decorate,decoration=snake] (0,0) - - (2,2) ;</code>		
		
<code>(0,0) - - (2,2)</code>	<code>(1,1) circle (1)</code>	<code>(0,0) arc (0:180:3 and 2)</code>

<code>\draw[decorate,decoration={snake,segment length=2cm}] (0,0) - - (10,0);</code>		Par défaut
<code>amplitude=0.5cm</code>		2.5 pt
<code>segment length=1cm</code>		10 pt

\draw[decorate,decoration= snake, amplitude=5pt] (1,1) circle (1);		
		
amplitude=5pt	amplitude=0.5cm	segment length=5pt

## 17.2 Library “ decorations.pathreplacing “

Charger l'extension: `\usetikzlibrary{decorations.pathreplacing}`

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### 17.2.1 ” border “

<code>\draw[decorate,decoration=<b>border</b>] (0,0) - - (2,2) ;</code>		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

<code>\draw[decorate,decoration={border,<b>amplitude</b>=0.5cm}] (0,0) - - (10,0);</code>		Par défaut
<b>amplitude</b> =0.5cm		2.5 pt
<b>segment length</b> =1cm , <b>amplitude</b> =0.5cm		10 pt
<b>angle</b> =90 , <b>amplitude</b> =0.5cm		45

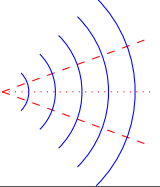
<code>\draw[decorate,decoration={border,<b>amplitude</b>=0.5cm}] (1,1) circle (1);</code>		
<b>amplitude</b> =0.5cm	<b>segment length</b> =1cm , <b>amplitude</b> =0.5cm	<b>angle</b> =90 , <b>amplitude</b> =0.5cm

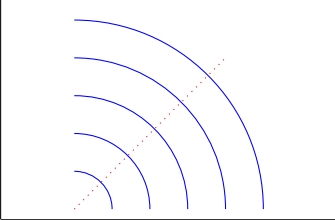
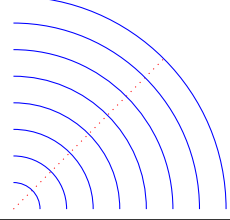
### 17.2.2 ” brace ”

	<code>\draw [decorate,<b>decoration</b>=brace] (0,0) - - (3,1);</code>
--	--

<code>\draw[decorate,decoration={brace,<b>amplitude</b>=0.5cm}] (1,1) circle (1); ;</code>			
<b>amplitude</b> =0.5cm	<b>aspect</b> =0.65 , <b>amplitude</b> = 0.5cm	<b>raise</b> = 0.25cm , <b>amplitude</b> = 0.5cm	<b>mirror</b> , <b>amplitude</b> = 0.5cm
Par défaut: 2.5	Par défaut: 0.5	Par défaut: 0	

### 17.2.3 "expanding waves"

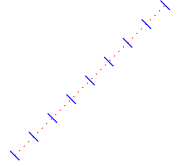
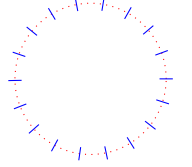
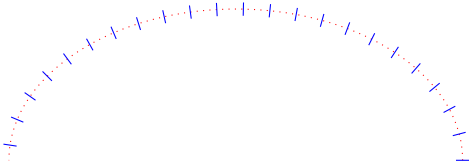
	<pre>\draw[dashed,red](0,0) -- (20:2); \draw[dashed,red](0,0) -- (-20:2); \draw[decorate,decoration={expanding waves}](0,0) -- (2,0);</pre>
---	---

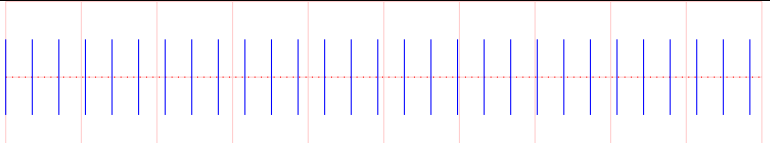

<pre>\draw[decorate,decoration={expanding waves,segment length=0.5cm}](1,1) circle (1);</pre>	
	
<b>segment length=0.5cm</b>	<b>angle=45</b>
Par défaut: 10pt	Par défaut: 20

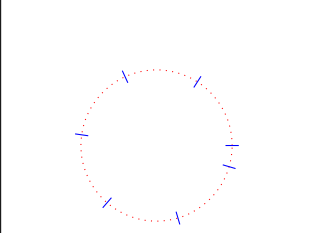
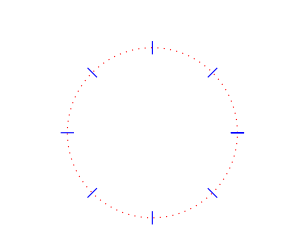
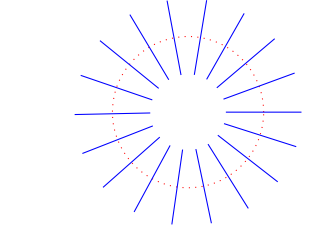
### 17.2.4 "moveto"

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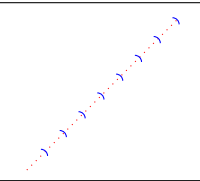
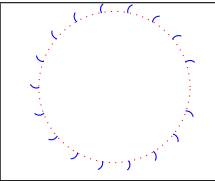
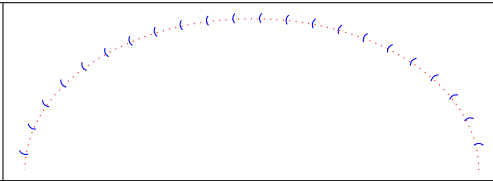
### 17.2.5 "ticks"

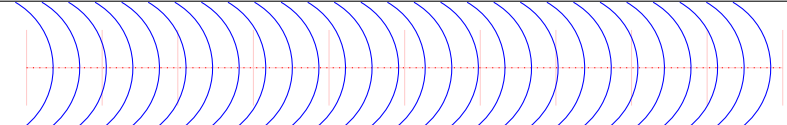
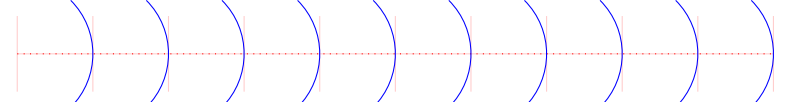
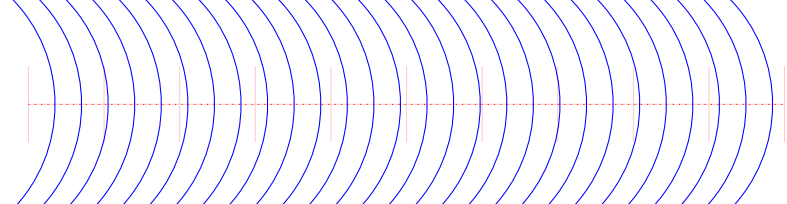
<pre>\draw[decorate,decoration=ticks](0,0) -- (2,2);</pre>		
		
(0,0) -- (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

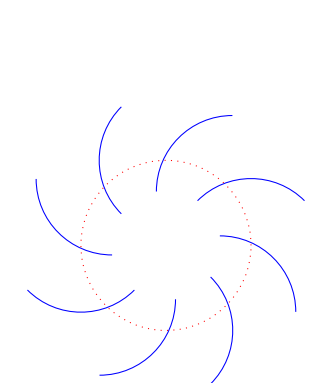
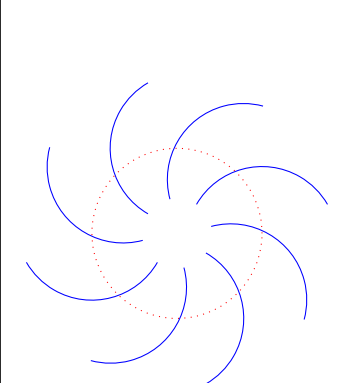
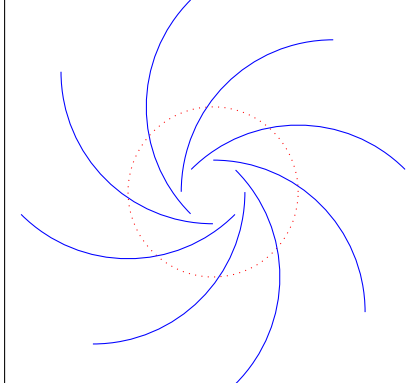
<pre>\draw[decorate,decoration={ticks,amplitude=0.5cm}](0,0) -- (10,0);</pre>		Par défaut
<b>amplitude=0.5cm</b>		2.5 pt
<b>segment length=1cm</b>		10 pt

<pre>\draw[decorate,decoration={ticks,segment length=1cm}](1,1) circle (1);</pre>		
		
<b>segment length=1cm</b> (1,1) circle (1)	<b>segment length=pi*8</b> (1,1) circle (32pt)	<b>amplitude=0.5cm</b> (1,1) circle (1)

17.2.6 " waves "

\draw[decorate,decoration=waves] (0,0) - - (2,2) ;		
		
(0,0) - - (2,2)	(1,1) circle (1)	(0,0) arc (0:180:3 and 2)

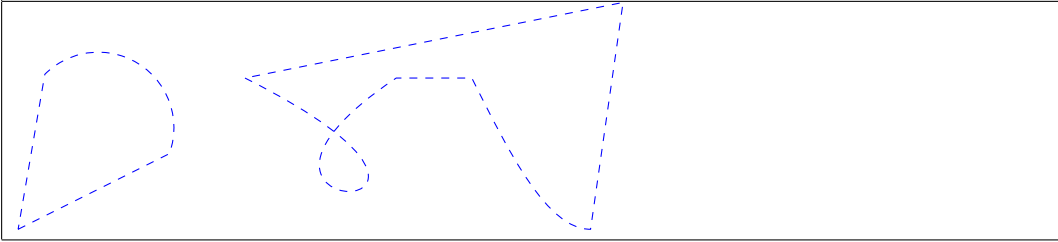
\draw[decorate,decoration={waves,angle=60,radius=1cm}] (0,0) - - (10,0);		Par défaut
angle=60		45
segment length=1cm		10 pt
radius=2cm		10 pt

\draw[decorate,decoration={waves,segment length=pi*8,radius=1cm}] (1,1) circle (32pt);		
		
segment length = pi*8	angle=60 , segment length = pi*8	radius=2cm , segment length = pi*8

17.2.7 " show path construction "

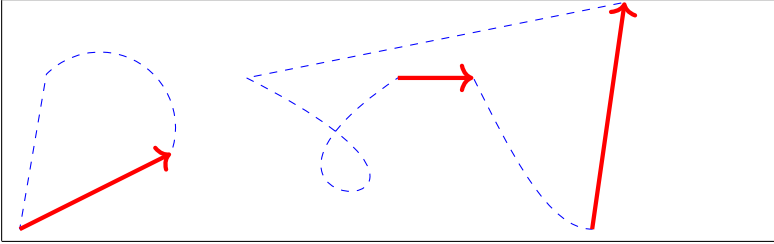
Chemin à décorer

```
\draw [blue,dashed] (0,0) - - (2,1) arc (-20:135:1) - - cycle
(3,2) .. controls (7,0) and (2,0) .. (5,2) - - (6,2) sin (7.57,0) - - (8,3) - - cycle;
```



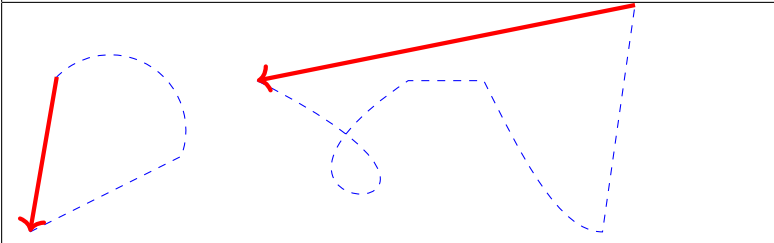
composants linéaires “ lineto “ :

```
decoration={ show path construction,  
lineto code={ \draw [red,ultra thick,->]  
(\tikzinputsegmentfirst) - - (\tikzinputsegmentlast); },}
```



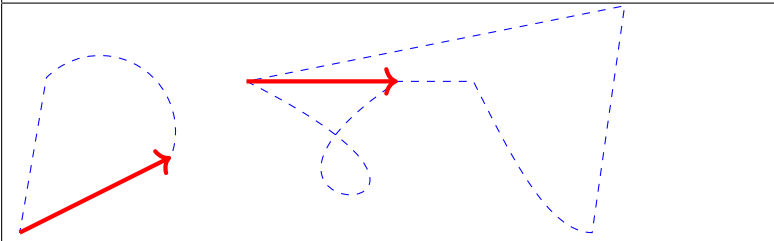
Fermetures de chemin “ closepath “ :

```
decoration={ show path construction,  
closepath code={ \draw [red,ultra thick,->]  
(\tikzinputsegmentfirst) - - (\tikzinputsegmentlast); },}
```



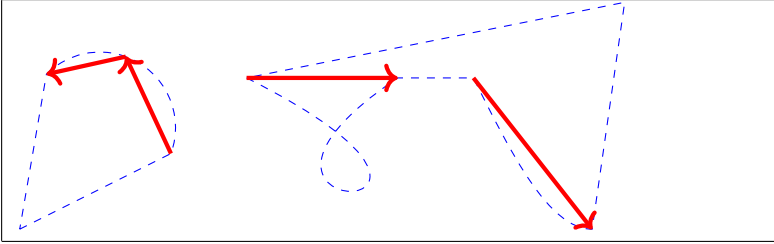
coupure de chemin “ moveto code “ :

```
decoration={ show path construction,  
moveto code={ \draw [red,ultra thick,->]  
(\tikzinputsegmentfirst) - - (\tikzinputsegmentlast); },}
```

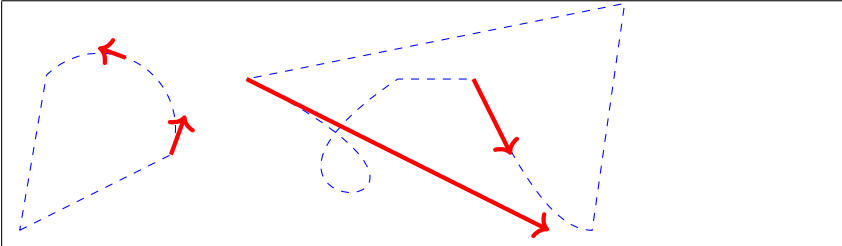


composants courbes “ curveto “ :

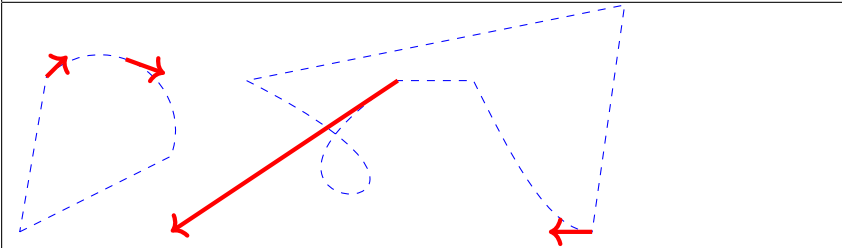
```
decoration={ show path construction,
curveto code={ \draw [red,ultra thick,->]
(\tikzinputsegmentfirst) - - (\tikzinputsegmentlast); },}
```



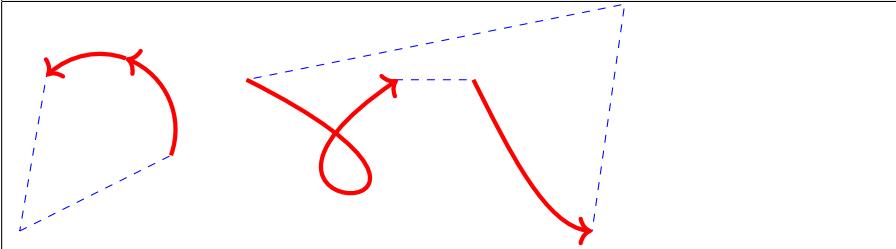
```
decoration={ show path construction,
curveto code={ \draw [red,ultra thick,->]
(\tikzinputsegmentfirst) - - (\tikzinputsegmentsupporta); },}
```



```
decoration={ show path construction,
curveto code={ \draw [red,ultra thick,->]
(\tikzinputsegmentlast) - - (\tikzinputsegmentsupportb); },}
```



```
decoration={ show path construction,
curveto code={ \draw [red,ultra thick,->]
(\tikzinputsegmentfirst) .. controls (\tikzinputsegmentsupporta)
and (\tikzinputsegmentsupportb) .. (\tikzinputsegmentlast) ; },}
```



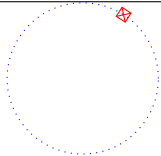
## 17.3 Library “decorations.markings”

Charger l'extension: `\usetikzlibrary{decorations.markings}`

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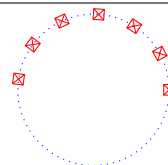
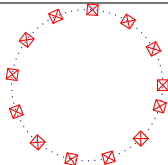
### 17.3.1 Sa marque à une position

```
\draw [decorate,decoration={markings,mark=at position 1cm
with { \draw[red] (-2pt,-2pt) - - (2pt,2pt); \draw[red](2pt,-2pt) - - (-2pt,2pt);
\draw[red] (-2pt,-2pt) rectangle (2pt,2pt); }}] (1,1) circle (1);
```



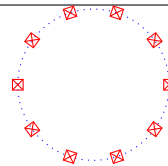
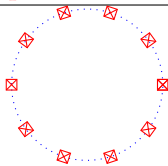
### 17.3.2 Ses marques : origine, fin et pas

```
\draw[decorate,{markings,mark=between positions 0 and 1 step 5mm with ... }] (1,1) circle (1);;
```



mark=between positions 0 and 1 step 5mm

between positions 0 and 0.5 step 5mm

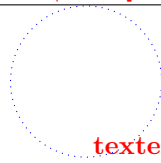
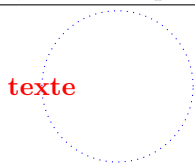
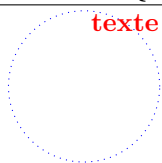


mark= between positions 0 and 1 step 1/10

between positions 0 and 1 step 0.1

### 17.3.3 Marque avec un nœud contenant du texte

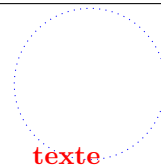
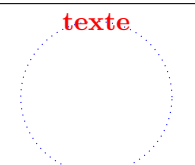
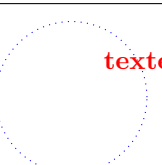
```
decoration={markings,mark=at position 1cm with \node[red]{texte}}
```



at position 1cm

at position 0.5

at position -1cm

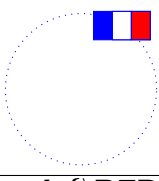
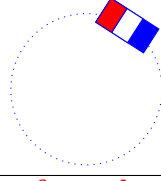
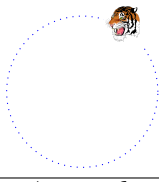
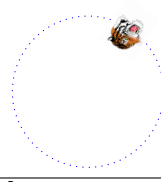


at position 1cm/2

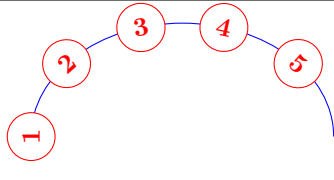
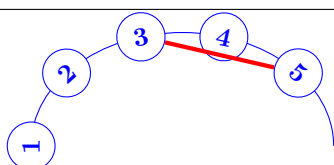
at position 0.5/2

at position -0.5/2

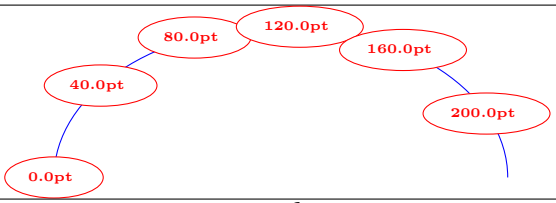
### 17.3.4 Marque avec un nœud contenant une image

<code>\draw [decorate,decoration={markings,mark=at position 1cm with \node{\DFR}; }] (1,1) circle (1);</code>	
	
<code>\node{\DFR}</code>	<code>\node[transform shape]{\DFR}</code>
	
<code>\node{\includegraphics[width=0.5cm]{tiger} }</code>	<code>\node[transform shape]{\includegraphics[width=0.5cm]{tiger} }</code>

### 17.3.5 Numérotation des marques et affectation d'un nom

	<code>decoration={markings,</code> <code>mark=between positions 0 and 1 step 0.2</code> <code>with { \node [draw , circle ,fill=white, name=</code> <code>marque-\pgfkeysvalueof{/pgf/decoration/mark info/sequence</code> <code>number},</code> <code>transform shape]</code> <code>{\pgfkeysvalueof{/pgf/decoration/mark info/sequence num-</code> <code>ber}};};}</code>
	<code>\draw [red,ultra thick] (marque-3) - - (marque-5);</code>

### 17.3.6 Distance des nœuds

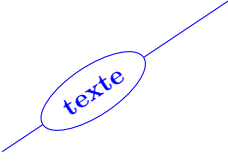
	
<code>decoration={markings,</code> <code>mark=between positions 0 and 1 step 40pt with</code> <code>{ \node [red,draw,ellipse,fill=white,font=\tiny]</code> <code>{\pgfkeysvalueof{/pgf/decoration/mark info/distance from start} };} }</code>	

`/pgf/decoration/reset marks` (no value)

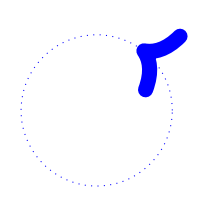
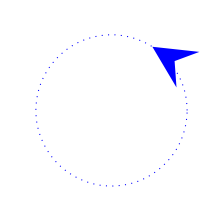
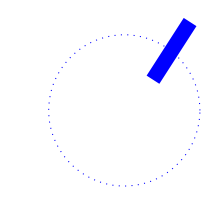
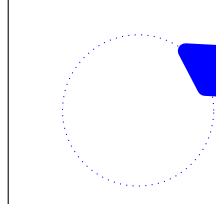
`/pgf/decoration/mark connection node=node name` (no default, initially empty)

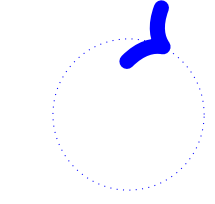
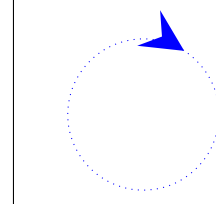
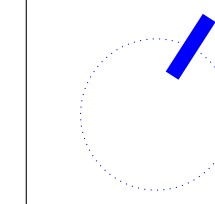
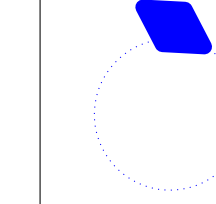
17.3.7 Nœud sur une liaison

17.3.8 Nœud sur une liaison

	<pre>\draw [decorate,decoration={markings, mark connection node=mon noeud,mark=at position 0.4 with {\node [draw,ellipse,blue,transform shape] (mon noeud) {texte};}}] (0,0) -- (3,2) ;</pre>
---	---

17.3.9 Arrow Tip Markings

<pre>\draw[decorate,decoration={ markings,mark=at position 1cm with {\arrow[blue,line width=2mm]{&gt;}}}] (1,1) circle (1);</pre>			
			
<pre>{&gt;}</pre>	<pre>{stealth }</pre>	<pre>{[]}</pre>	<pre>{diamond}</pre>
Autres possibilités et paramètres voir page 20 et suivantes			

<pre>\draw[decorate,decoration={markings,mark=at position 1cm with {\arrowreversed[blue,line width=2mm]{&gt;}}}] (1,1) circle (1);</pre>			
			
<pre>{&gt;}</pre>	<pre>{stealth }</pre>	<pre>{[]}</pre>	<pre>{diamond}</pre>

## 17.4 Library “ decorations.footprints “

Charger l'extension: `\usetikzlibrary{decorations.footprints}`

PGFmanual section : 48-5-2

<code>\tikz \draw[decorate,decoration=footprints] (0,0) - (10,0);</code>

<code>\draw[decorate,decoration={footprints,foot of = gnome}] (0,2.5) - - (3,2.5);</code>			
foot of = <b>gnome</b>	foot of = <b>human</b> (Par défaut)	foot of = <b>bird</b>	foot of = <b>felis silvestris</b>

<code>\fill[decorate,decoration={footprints,foot of = gnome}] (0,2.5) - - (3,2.5);</code>			
foot of = <b>gnome</b>	foot of = <b>human</b>	foot of = <b>bird</b>	foot of = <b>felis silvestris</b>

<code>\fill[decorate,decoration={footprints,foot length=20pt}] (0,2.5) - - (3,2.5);</code>	
<b>foot length=1cm</b>	<b>stride length=2cm</b>
Par défaut : 10pt	Par défaut : 30pt
<b>foot sep=1cm</b>	<b>foot angle = 45</b>
Par défaut : 4pt	Par défaut : 10

<code>\fill[decorate,decoration={footprints,foot length=20pt}] (0,2.5) - - (3,2.5);</code>			
<b>foot length=20pt</b>	<b>foot length=1cm</b>	<b>stride length=15pt</b>	<b>stride length=2cm</b>
Par défaut : foot length=10pt	Par défaut : stride length=30pt		
<b>foot sep=10pt</b>	<b>foot sep=1cm</b>	<b>foot angle = -45</b>	<b>foot angle = 45</b>
Par défaut : foot sep=4pt	Par défaut : doot angle=10		

17.5 Library “ decorations.shapes “

17.5.1 introduction

Charger l’extension: \usetikzlibrary{decorations.shapes}

PGFmanual section : 48-5-3









\draw[decorate,decoration=crosses] (0,0) - - (3,0);		
x x x x x x x x x	▷ ▷ ▷ ▷ ▷ ▷ ▷ ▷ ▷	o o o o o o o o o o o o
<b>crosses</b>	<b>triangles</b>	<b>shape backgrounds</b>

\draw[decorate,decoration={crosses,segment length=1cm}](0,0) - - (10,0);	
<b>segment length = 1cm</b>	x x x x x x x x x x x
<b>shape width = 1cm</b>	
<b>shape height = 1cm</b>	
<b>shape size = 1cm</b>	
Par défaut: shape width = shape height = 2.5pt	





17.5.2 ” shape backgrounds “





\draw[decorate with=dart] (0,2.5) - - (3,2.5);			
▷▷▷▷▷▷▷▷▷▷▷▷▷▷▷	◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇	□□□□□□□□□□□□□	○○○○○○○○○○○○○○○○○
<b>dart</b>	<b>diamond</b>	<b>rectangle</b>	<b>circle</b>
☆☆☆☆☆☆☆☆☆☆☆☆	⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡⬡	▤▤▤▤▤▤▤▤▤▤▤▤▤	▽▽▽▽▽▽▽▽▽▽▽▽▽▽
<b>star</b>	<b>regular polygon</b>	<b>signal</b>	<b>kite</b>
Autres possibilités et paramètres voir page 71 et suivantes			

Formes :



<i>syntaxe</i>	\draw[decorate,decoration={ <b>shape backgrounds</b> ,shape=dart, shape size=.5cm,shape sep=1cm}] (0,0) - - (10,0);										
<i>Autre syntaxe</i>	\draw[ <b>decorate with</b> =dart,decoration={shape size=.5cm,shape sep=1cm}] (0,0) - (10,0);										
<b>dart</b>											
<b>rectangle</b>											
<b>cloud</b>											
<b>star</b>											
<b>starburst</b>											
<b>tape</b>											
<b>kite</b>											
<b>signal</b>											
Par défaut: shape= circle											
Autres possibilités voir page 71 et suivantes											

### Paramètres :


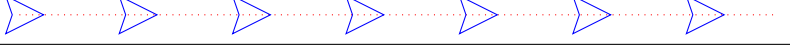
\draw[decorate with=star,star points=3,decoration={shape size=.5cm,shape sep=1cm}] (0,2.5) - - (3,2.5);			
			
star points=3	star points=4	star points=5	star points=8

\draw[decorate with=star,paint=green,decoration={shape size=.5cm,shape sep=1cm}] (0,2.5) - - (3,2.5);			
			
paint=green	double	ultra thick	star point ratio = 3

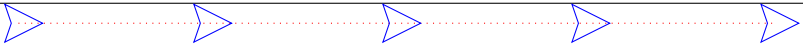

### Espacement :

\draw[decorate with=dart,decoration={shape size=.5cm,shape sep=1cm}] (0,2.5) - - (10,2.5);	
shape sep={1cm}	
shape sep={2cm}	
Par défaut: shape sep= 0.25cm	

### Type d'espacement :

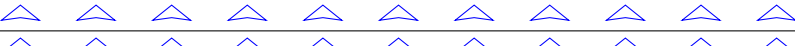


\draw[decorate with=dart,decoration={shape size=.5cm,shape sep={1cm,between centers}}] (0,2.5) - - (10,2.5);	
between centers	
between borders	
Par défaut: between centers	

### Espacement automatique :

\draw[decorate with=dart,decoration={shape size=.5cm,shape evenly spread=5}] (0,0) - - (10,0);	
shape evenly spread=5	
shape evenly spread=10	

### Orientation :

#### ” shape border rotate “ :

shape border rotate=90	
shape border rotate=45	
shape border rotate=180	

#### ” shape sloped “ :

$\backslash\text{draw}[\text{decorate with}=\text{dart},\text{decoration}=\{\text{shape width}=.5\text{cm},\text{shape sep}=1\text{cm},$ $\text{shape sloped}=\text{true}\}] (0,0) - - (3,3);$	
shape sloped=true	shape sloped=false
Par défaut: shape sloped=true	

$\backslash\text{draw}[\text{decorate with}=\text{dart},\text{decoration}=\{\text{shape width}=.5\text{cm},\text{shape sep}=1\text{cm},$ $\text{shape sloped}=\text{true}\}] (0,0) \text{ arc } (0:180:3 \text{ and } 2);$	
shape sloped=true	shape sloped=false
Par défaut: shape sloped=true	

$\backslash\text{draw}[\text{decorate with}=\text{dart},\text{decoration}=\{\text{shape width}=.5\text{cm},\text{shape sep}=1\text{cm},$ $\text{shape border rotate}=90,\text{shape sloped}=\text{true} \}] (0,0) - - (3,3);$	
shape sloped=true	shape sloped=false

” shift only “ :

$\text{decoration}=\text{transform}=\{\text{shift only}\},\text{shape width}=5\text{mm},\text{segment length}=.5\text{cm},\text{shape sep}=1\text{cm}$	
avec	sans

Dimensions :

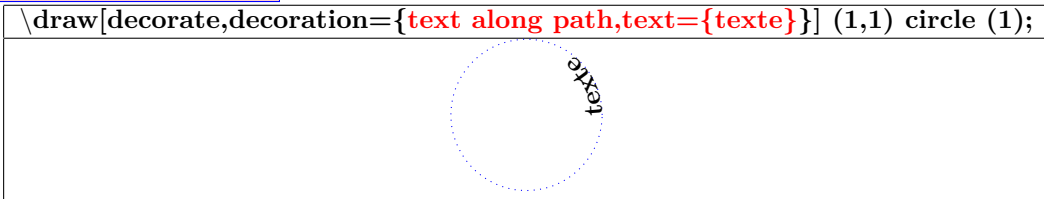
$\backslash\text{draw}[\text{decorate with}=\text{dart},\text{decoration}=\{\text{shape size}=.5\text{cm},$ $\text{shape height}=1\text{cm} \}] (0,0) - - (10,0);$	
shape height=1cm	
shape width=1cm	
shape size=1cm	

$\backslash\text{draw}[\text{decorate with}=\text{dart},\text{decoration}=\{\text{shape size}=.5\text{cm},$ $\text{shape start size}=1\text{cm},\text{shape scaled }\}\] (0,2.5) - - (10,2.5);$	
shape start size=1cm	
shape start height=1cm	
shape start width=1cm	
shape end size=1cm	
shape end height=1cm	
shape end width=1cm	

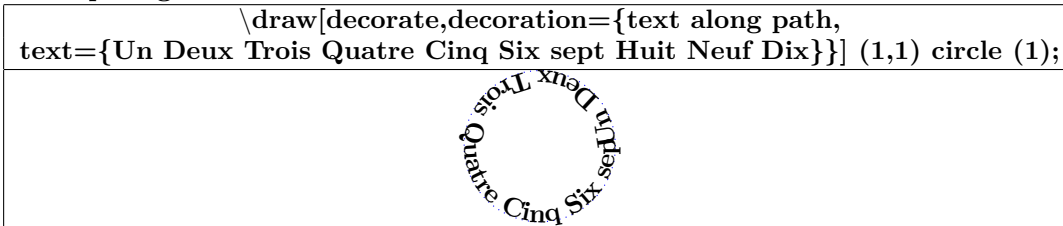
## 17.6 Library “decorations.text”

Charger l'extension: `\usetikzlibrary{decorations.text}`

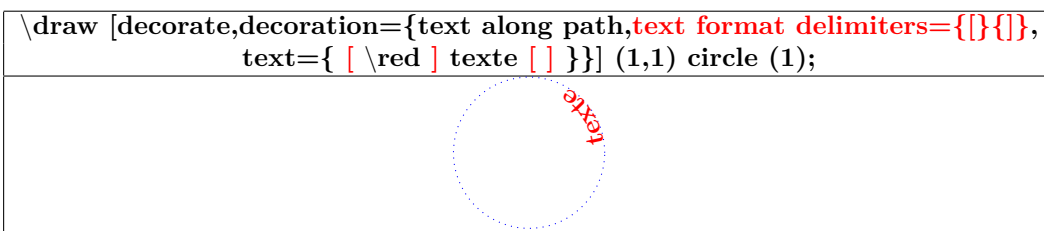
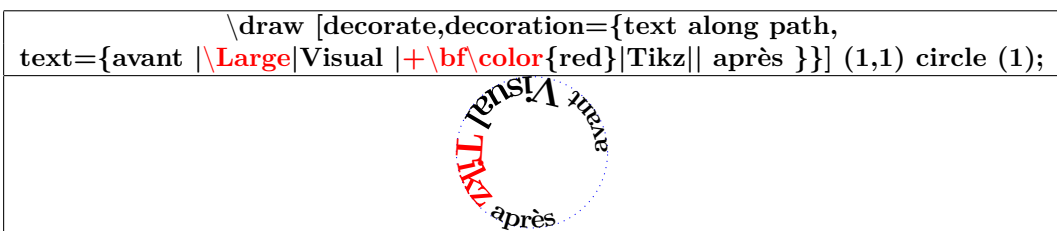
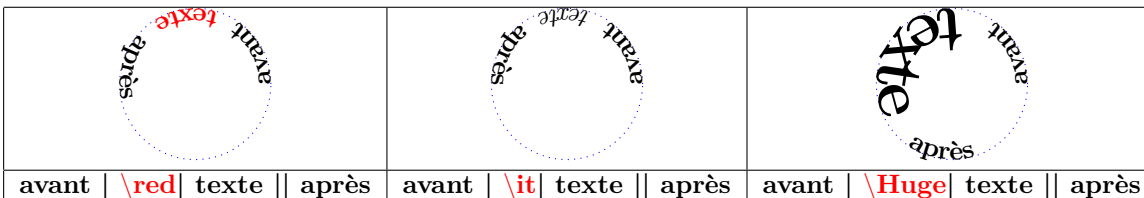
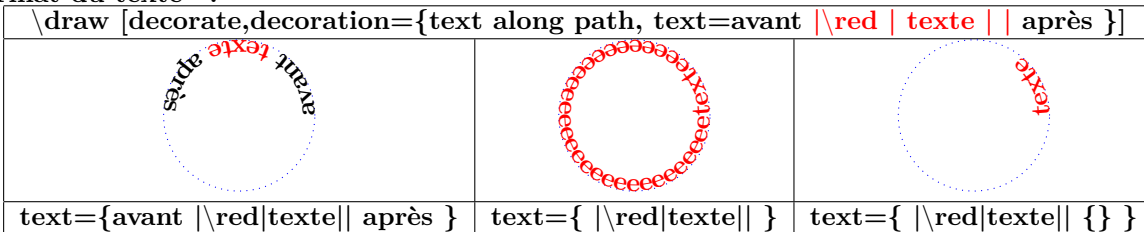
PGFmanual section : 48-6



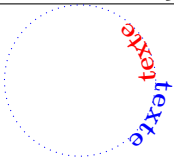
Texte trop long :



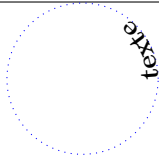
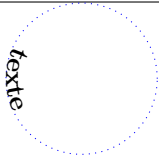
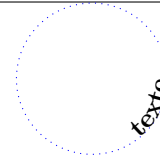
Format du texte :

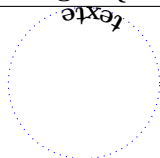
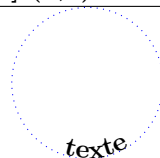


Sens du texte :


<code>\draw[decorate,decoration={text along path,text={texte}, text color=blue, <b>reverse path</b> }] (1,1) circle (1);</code>


Position du texte :

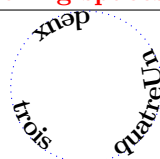
<code>\draw[decorate,decoration={ text along path,text={texte}, <b>text align={align=left}</b> }] (1,1) circle (1);</code>		
		
<code>align={<b>align=left</b>}</code>	<code>align={<b>align=center</b>}</code>	<code>align={<b>align=right</b>}</code>

<code>\draw[ decorate,decoration={text along path,text={texte}, text align={align=left,<b>left indent=1cm</b> } } ] (1,1) circle (1);</code>	
	
<code>align={align=left,<b>left indent=1cm</b>}</code>	<code>align={align=right,<b>right indent=1cm</b>}</code>

Justification du texte :

<code>\draw [decoration={text along path, text={Un deux trois quatre }, text align={<b>fit to path</b>}}, decorate] (1,1) circle (1);</code>


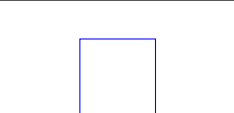
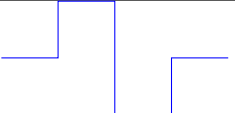


Justification des espaces :

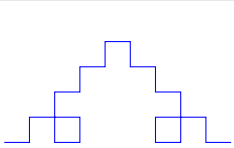
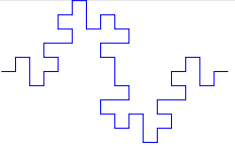
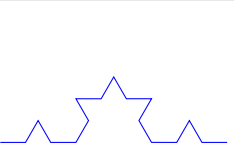

<code>\draw [decoration={text along path, text={Un deux trois quatre }, text align={<b>fit to path stretching spaces</b>}}, decorate] (1,1) circle (1);</code>


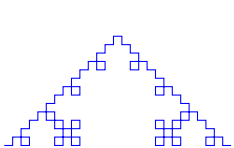
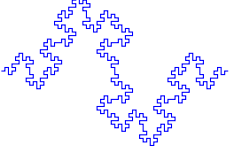
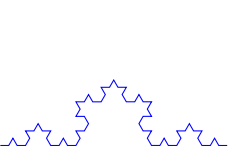

## 17.7 Library “decorations.fractals”

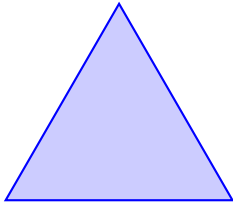
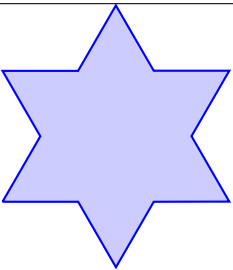
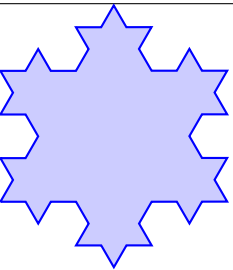
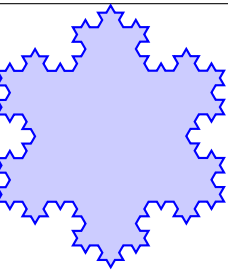
Charger l'extension: `\usetikzlibrary{decorations.fractals}`

PGFmanual section : 48-7

<code>\draw[decorate,decoration=Koch curve type 1] (0,0) - - (3,0);</code>			
			
Koch curve type 1	Koch curve type 2	Koch snowflake	Cantor set

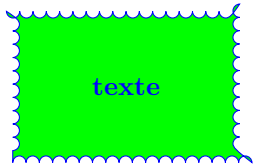
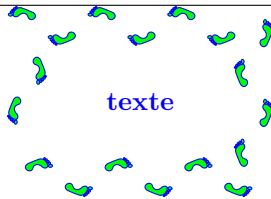
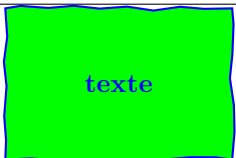



<code>\begin{tikzpicture}[decoration=Koch curve type 1]</code> <code>\draw decorate { decorate { (0,0) - (3,0) } };</code> <code>\end{tikzpicture}</code>			
			
Koch curve type 1	Koch curve type 2	Koch snowflake	Cantor set

<code>\draw decorate { decorate { decorate { (0,0) - (3,0) } } };</code>			
			
Koch curve type 1	Koch curve type 2	Koch snowflake	Cantor set

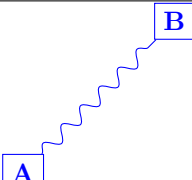
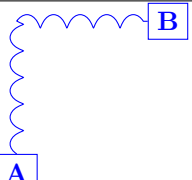
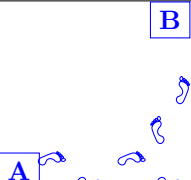
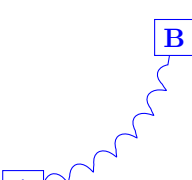
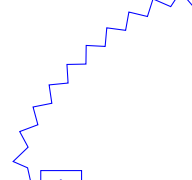
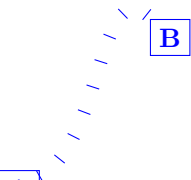
			
sans	1 decorate	2 decorate	3 decorate

## 17.8 Applications

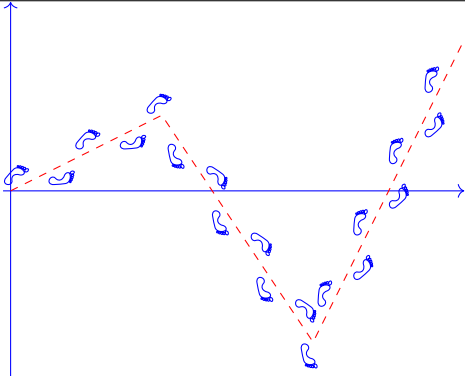
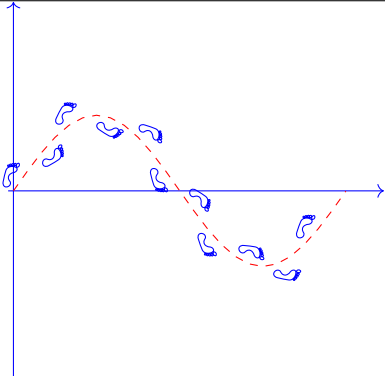
### 17.8.1 Décoration d'un nœud

<code>\node [draw,decorate,decoration={bumps, minimum height=2cm, minimum width=3cm}] {texte};</code>	
	
<code>decoration=<b>bumps</b></code>	<code>decoration=<b>footprints</b></code>
	
<code>decoration={random steps , amplitude = 1pt }</code>	<code>starburst,decoration={random steps, segment length=3pt , amplitude=2pt}</code>
	
<code>ellipse,decoration=zigzag</code>	<code>decoration= {text along path,text= {Un Deux Trois Quatre Cinq Six Sept Huit Neuf} }</code>

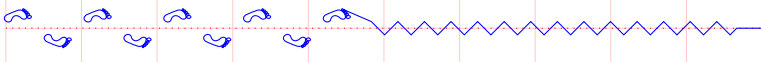
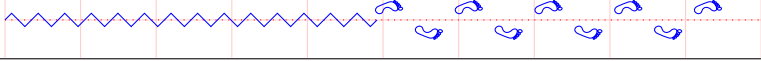
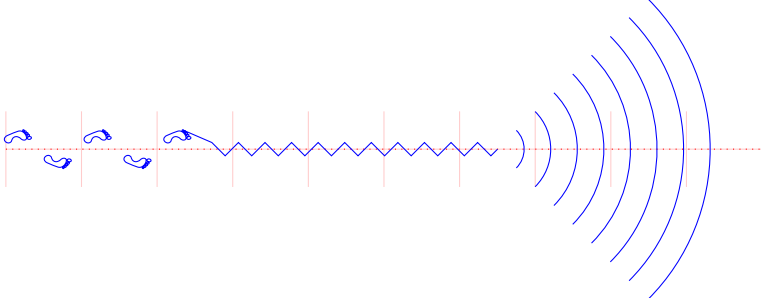
### 17.8.2 Décoration de liaisons de noeuds

<code>\draw [decorate,decoration=sake](A) - (B);</code>		
		
<code>decoration=sake (A) - - (B)</code>	<code>decoration=coil (A)   - (B)</code>	<code>decoration=footprints (A) -   (B)</code>
		
<code>decoration=coil (A) to [bend right] (B)</code>	<code>decoration=zigzag (A) to [bend left=120] (B)</code>	<code>decoration=ticks (A) to [out=30] (B)</code>

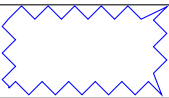

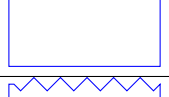

### 17.8.3 Décoration d'un graphe

<code>\draw[decorate, ecorate, decoration=footprints] plot coordinates (0,0) (2,1) (4,-2) (6,2) ;</code>	
	
plot coordinates (0,0) (2,1) (4,-2) (6,2)	plot (\x,{sin(\x r)})

### 17.8.4 Décorations variables

<code>\draw [decorate, decoration={zigzag,pre=footprints,pre length=5cm}](0,0) – (10,0);</code>	
	
<code>decoration={zigzag,pre=footprints,pre length=5cm}</code>	
	
<code>decoration={zigzag,post=footprints,post length=5cm}</code>	
	
<code>decoration={zigzag,pre=footprints,pre length=3cm, ,post=expanding waves,post length=3cm}</code>	

### 17.8.5 Décoration partielle

	<code>\draw [decorate,decoration=zigzag] (0,0) – (2,0) – (2,1) – (0,1)– cycle;</code>
	<code>\draw [decoration=zigzag] (0,0) – (2,0) decorate{– (2,1)} – (0,1)– cycle;</code>
	<code>\draw [decorate,decoration=zigzag] (0,0) – (2,0) – (2,1) – decorate{(0,1)}– cycle;</code>
	<code>\draw [decorate,decoration=zigzag] (0,0) decorate{– (2,0)} – (2,1) – decorate{(0,1)}– cycle;</code>

” lineto “ :

<code>\draw [decorate, decoration={zigzag,pre=lineto,pre length=5cm}](0,0) – (10,0);</code>
<code>decoration={zigzag,pre=lineto,pre length=5cm}</code>
<code>decoration={zigzag,post=lineto,post length=5cm}</code>
<code>decoration={zigzag,pre=lineto,pre length=3cm, ,post=curveto,post length=3cm}</code>

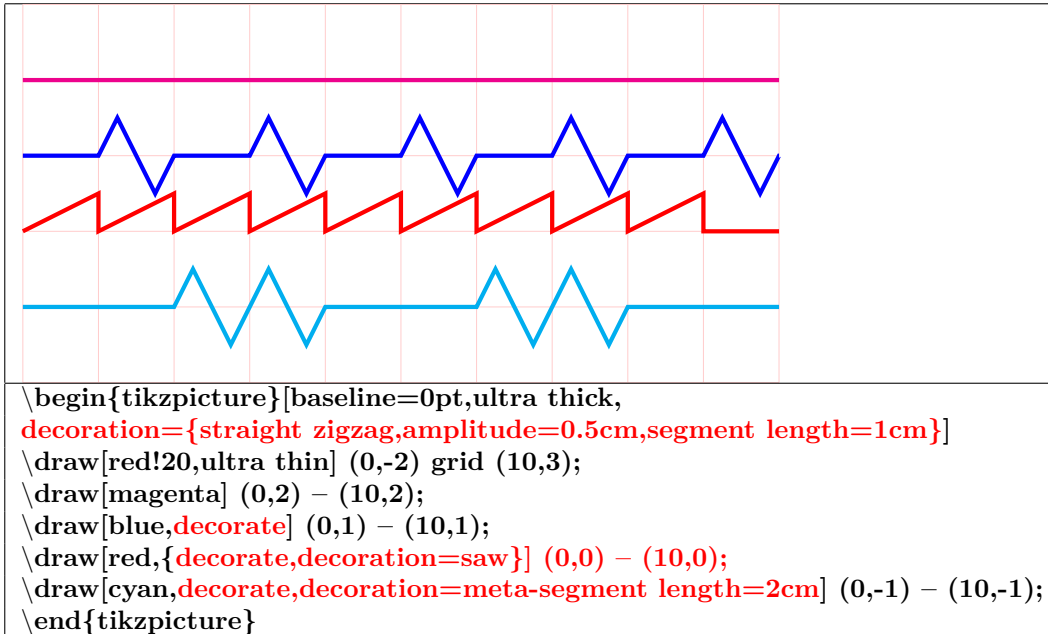
“ curveto “ :

<code>\draw [decorate, decoration={zigzag,pre=curveto,pre length=5cm}](0,0) – (10,0);</code>
<code>decoration={zigzag,pre=curveto,pre length=5cm}</code>
<code>decoration={zigzag,post=curveto,post length=5cm}</code>
<code>decoration={zigzag,pre=curveto,pre length=3cm, ,post=curveto,post length=3cm}</code>

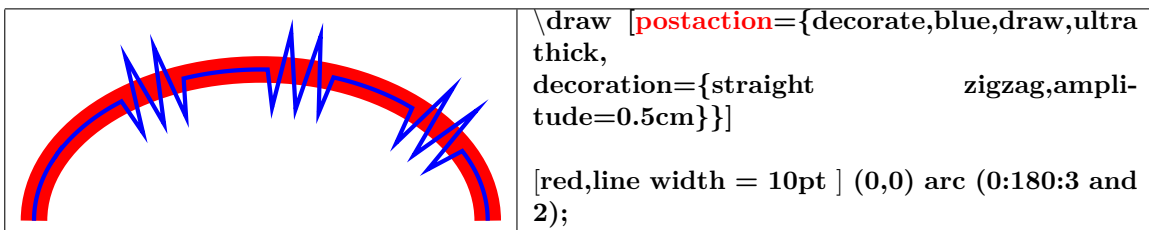
” moveto “ :

<code>\draw [decorate, decoration={zigzag,pre=moveto,pre length=5cm}](0,0) – (10,0);</code>
<code>decoration={zigzag,pre=moveto,pre length=5cm}</code>
<code>decoration={zigzag,post=moveto,post length=5cm}</code>
<code>decoration={zigzag,pre=moveto,pre length=3cm, ,post=moveto,post length=3cm}</code>

### 17.8.6 Paramètres globaux ou particuliers

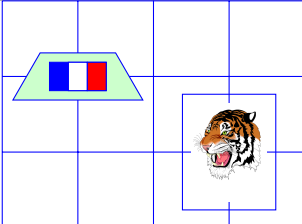


### 17.8.7 Tracer le chemin et sa décoration avec Postaction “

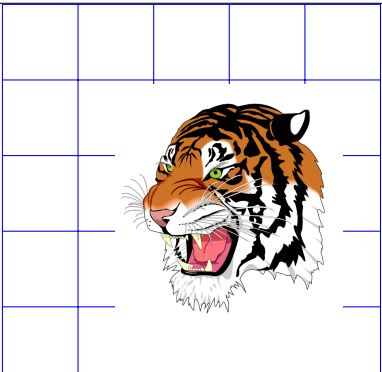


## 18 Insertion images dans un environnement TikZ

### 18.0.1 Dans un noeud

	<pre> \begin{tikzpicture} \draw (0,0) grid (5,3); \node [fill=green!20,trapezium,draw] at (1,2) {\DFR }; 68 \node [draw] at (3,1) {\includegraphics[width=1cm]{tiger} }; \end{tikzpicture} </pre>
---	---

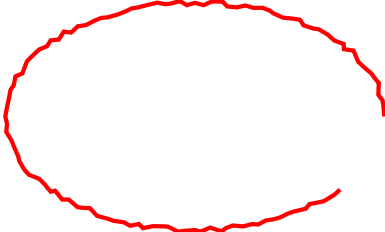
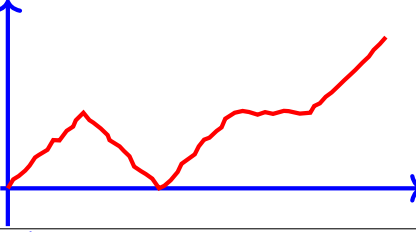
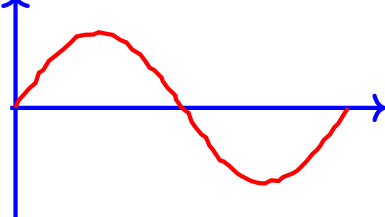
### 18.0.2 En déclarant l'image dans pgf

	<pre> \pgfdeclareimage[width=3cm]{ttt}{tiger}  \begin{tikzpicture} \draw (0,0) grid (5,5); \draw (3,2) node {\pgfuseimage{ttt}} ; \end{tikzpicture} </pre>
--	--

## 19 Des lignes et liaisons spéciales

### 19.1 Trait à main levée

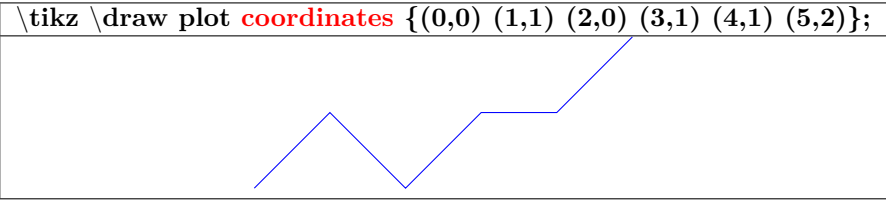
voir page 86

	<pre> \draw[decorate,decoration={random steps, amplitude=1pt,segment length=3pt}] (0,0) arc (0:320:2.5 and 1.5); </pre>
	<pre> \draw[decorate,decoration={random steps, amplitude=1pt,segment length=3pt}] plot coordinates (0,0) (1,1) (2,0) (3,1) (4,1) (5,2); </pre>
	<pre> \draw[decorate, decoration={random steps, amplitude=1pt,segment length=3pt}] plot (\x,\sin(\x r)); </pre>

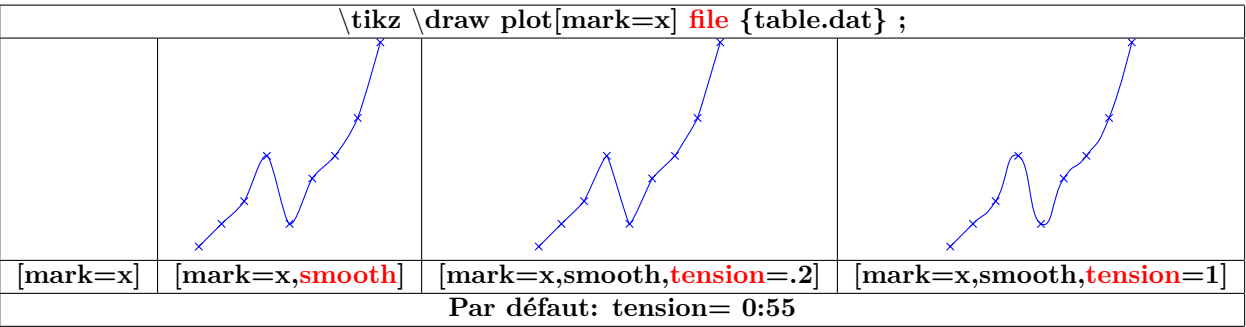
## 20 Créer un graphe

### 20.1 Graphe avec TikZ

#### 20.1.1 Graphe à partir d'une liste de points

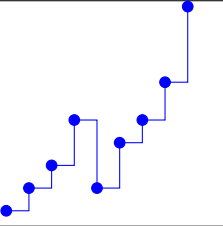
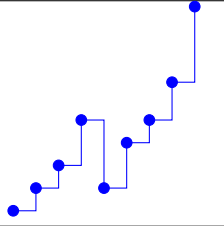
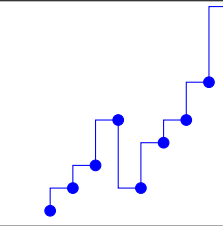
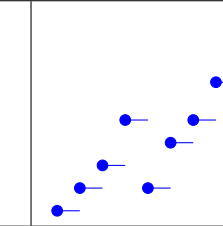
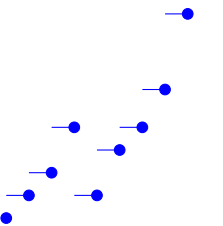
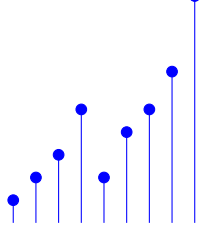
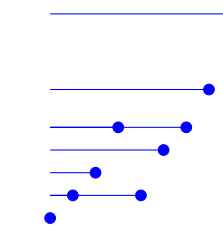
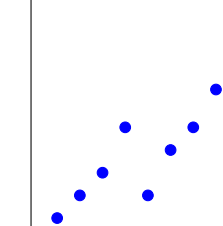


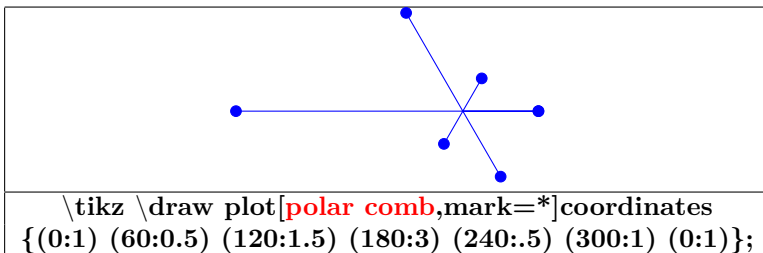
#### 20.1.2 Graphe à partir d'un fichier de données

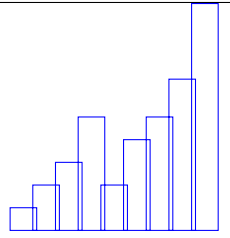
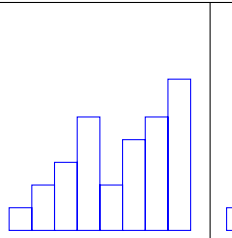
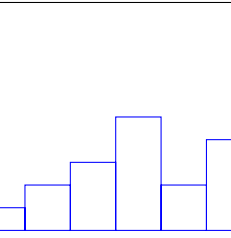
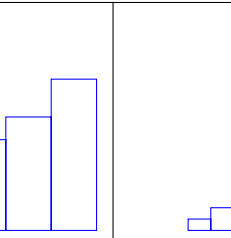


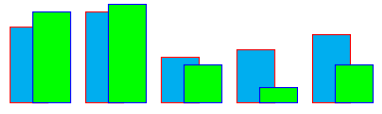
Contenu du fichier table.dat	
0.0	0.3
0.3	0.6
0.6	0.9
0.9	1.5
1.2	0.6
1.5	1.2
1.8	1.5
2.1	2.0
2.4	3.0

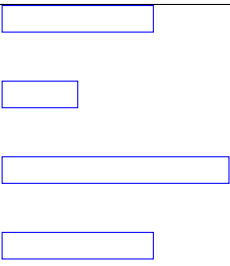
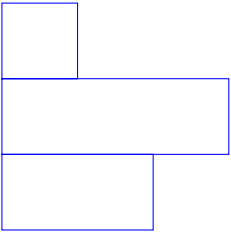
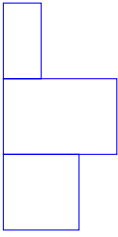
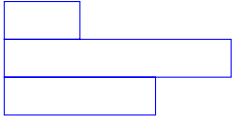
### 20.1.3 Les types de graphes

\tikz \draw plot[mark=*,const plot] file {table.dat} ;			
			
const plot	const plot mark left	const plot mark right	jump mark left
			
jump mark right	ycomb	xcomb	only marks

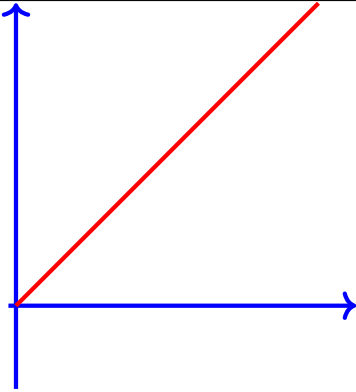
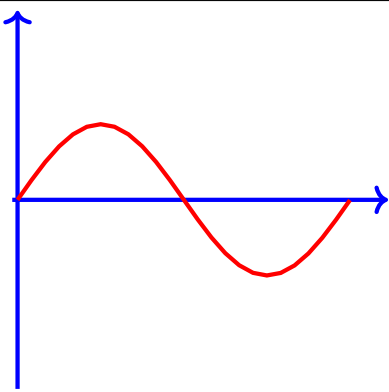
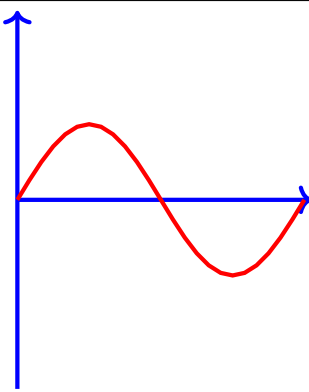


\tikz \draw plot[ybar] file {table.dat} ;			
			
[ybar]	[ybar interval]	[ybar interval,x=2cm]	[ybar interval,y=.5cm]

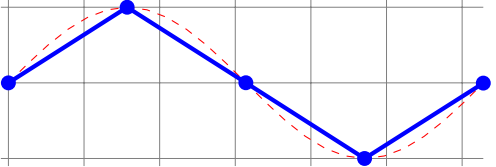
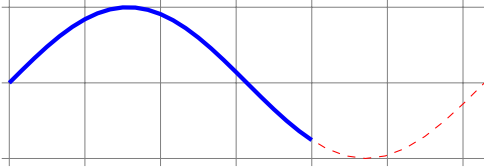
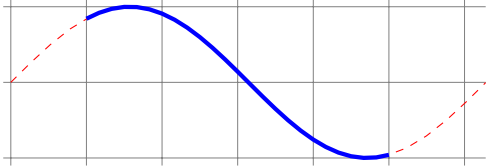
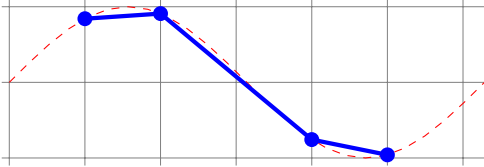
	<pre> \begin{tikzpicture} \draw[red,fill=cyan,ybar,bar width=.5cm]   plot coordinates {(0,1) (1,1.2) (2,.6) (3,.7) (4,.9)}; \draw[blue,fill=green,ybar,bar   width=.5cm,bar   shift=.3cm]   plot coordinates {(0,1.2) (1,1.3) (2,.5) (3,.2)   (4,.5)}; \end{tikzpicture} </pre>
---	---

\tikz \draw plot[xbar interval] file {table.dat} ;			
			
[xbar]	[xbar interval]	[xbar interval,x=.5cm]	[xbar interval,y=.5cm]

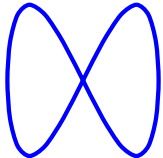
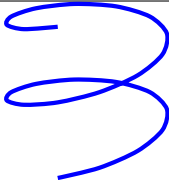
### 20.1.4 Graphe à partir d'une fonction

<code>\draw [color=red] plot (\x,\x);</code>		
		
$(\x,\x)$	$(\x,\{\sin(\x\text{ r})\})$ x en radian	$(\x,\{\sin(\x)\})$ x en degré

#### Options

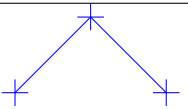
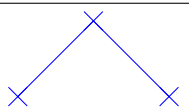
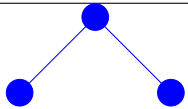
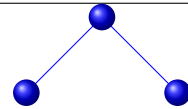
<code>\draw[color=red,dashed] plot(\x,\{\sin(\x\text{ r})\});</code> <code>\draw[color=blue,samples=5,mark=*,ultra thick] plot(\x,\{\sin(\x\text{ r})\});</code>	
	
<code>[color=blue,samples=5,mark=*]</code>	<code>[color=blue,domain=0:4]</code>
	
<code>[color=blue,domain=1:5]</code>	<code>[color=blue,samples at={1,2,4,5},mark=*]</code>

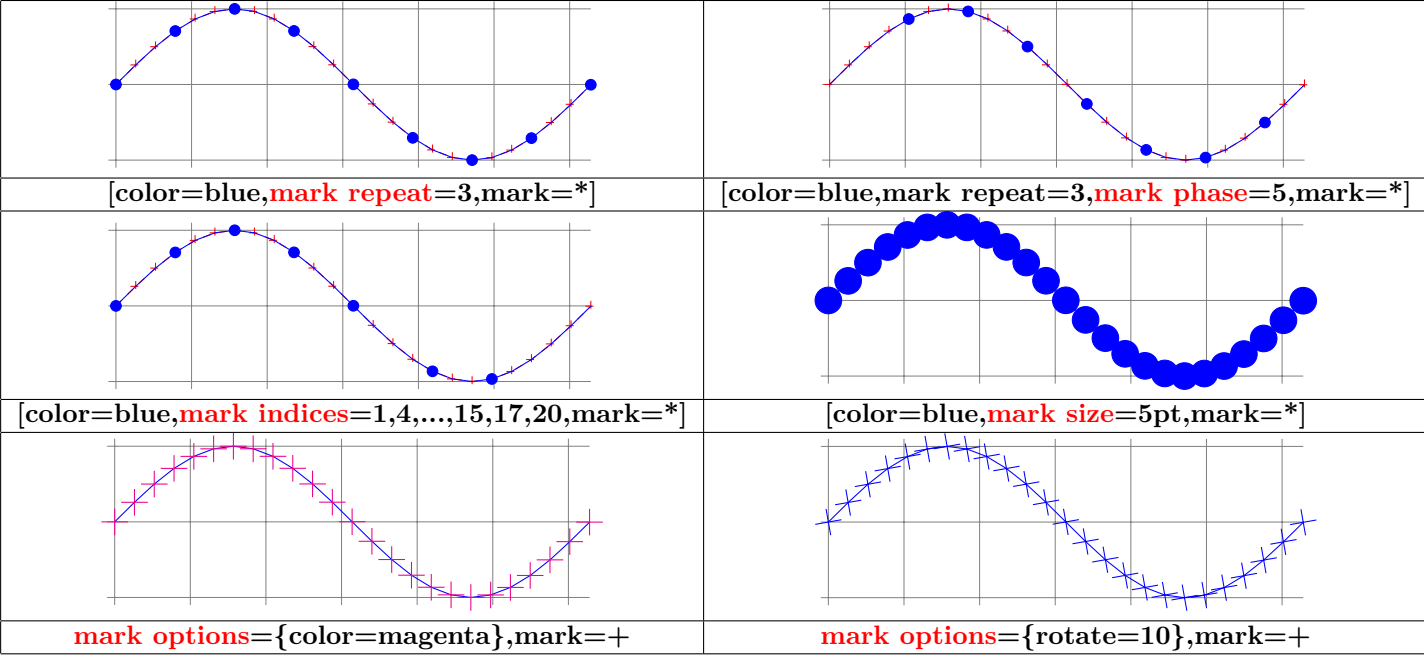
### 20.1.5 Fonctions paramétriques

<code>\draw[domain=-3.141:3.141,smooth,variable=\t]plot ({sin(\t r)},{sin(2 *\t r)});</code> <code>\draw[domain=0:720,smooth,variable=\t]plot ({sin(\t)},{\t/360},{cos(\t)});</code>	
	
$(\{\sin(\t\text{ r})\},\{\sin(2 *\t\text{ r})\})$	$(\{\sin(\t)\},\t/360,\{\cos(\t)\})$

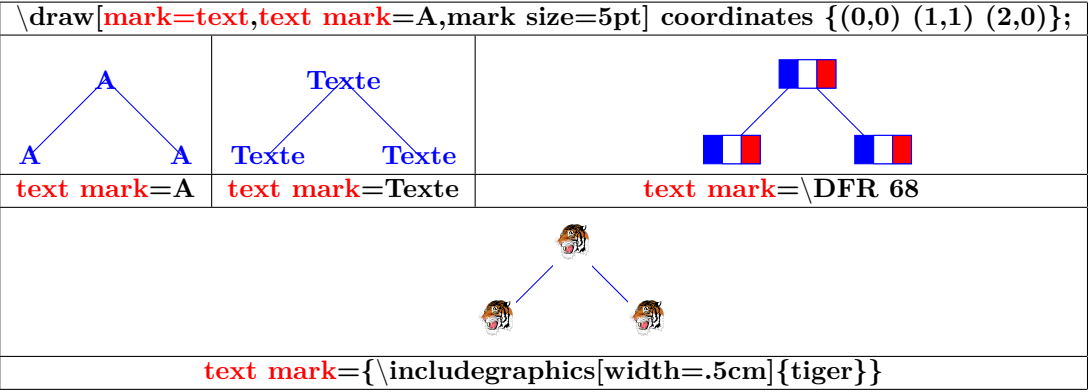
## 20.2 Marques

### 20.2.1 Marques avec TikZ

			
mark=+	mark=x	mark=*	mark=ball



20.2.2 Marques personnalisées avec text mark



### 20.2.3 Marques avec l'extension plotmarks

Charger l'extension: `\usetikzlibrary{plotmarks}`

PGFmanual section : 63

mark=-	mark=	mark=o	mark=asterisk
mark=star	mark=10-pointed star	mark=oplus	mark=oplus*
mark=otimes	mark=otimes*	mark=square	mark=square*
mark=triangle	mark=triangle*	mark=diamond	mark=diamond*
mark=halfdiamond*	mark=halfsquare*	mark=halfsquare right*	mark=halfsquare left*
mark=pentagon	mark=pentagon*	mark=Mercedes star	mark=Mercedes star flipped
mark=halfcircle	mark=halfcircle*	mark=heart	mark=text

`\draw[mark=halfcircle,mark color=red,mark size=5pt] coordinates {(0,0) (1,1) (2,0)};`

mark=halfcircle	mark=halfcircle*	mark=halfdiamond*	mark=halfsquare*

### 20.3 Graphes avec Gnuplot

`\draw[color=red] plot[id=sin] function{sin(x)} ;`

==> `plot[id=sin]` crée le fichier "sin.gnuplot"

==> Ouvrir le fichier "sin.gnuplot" avec le programme gnuplot pour créer le fichier "sin.table"

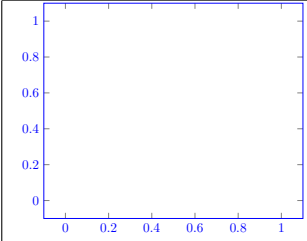
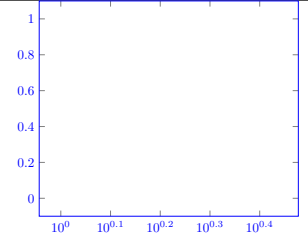
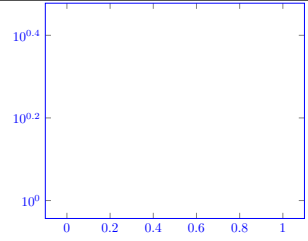
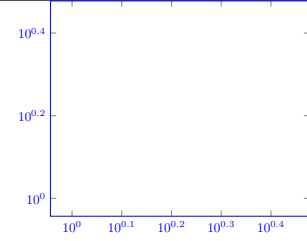
==> Utiliser le fichier de données "sin.table"

## 21 Créer un graphe avec pgfplot [2]

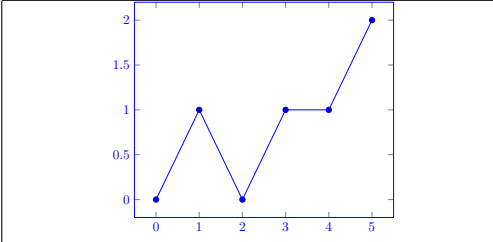
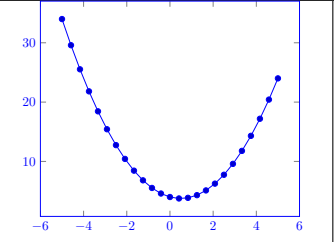
Charger l'extension: `\usepackage{pgfplots}`

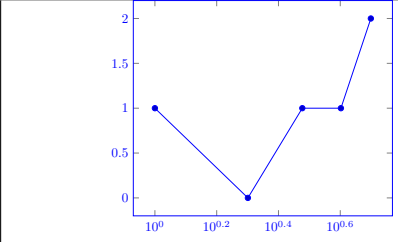
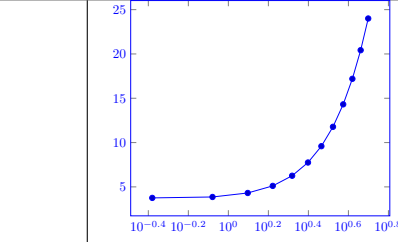
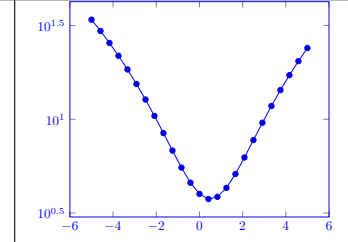
### 21.1 Courbes 2 D

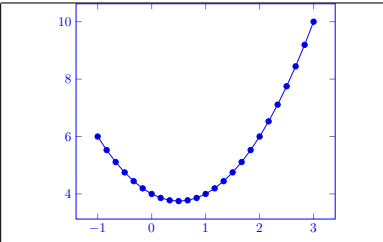
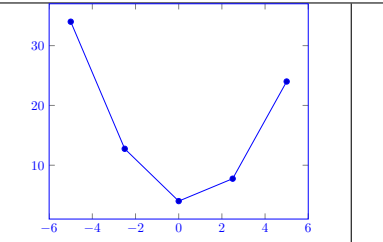
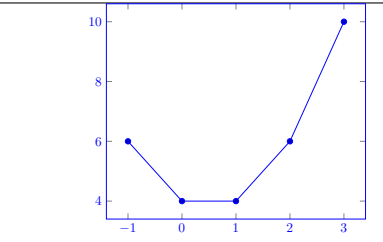
#### 21.1.1 Axes

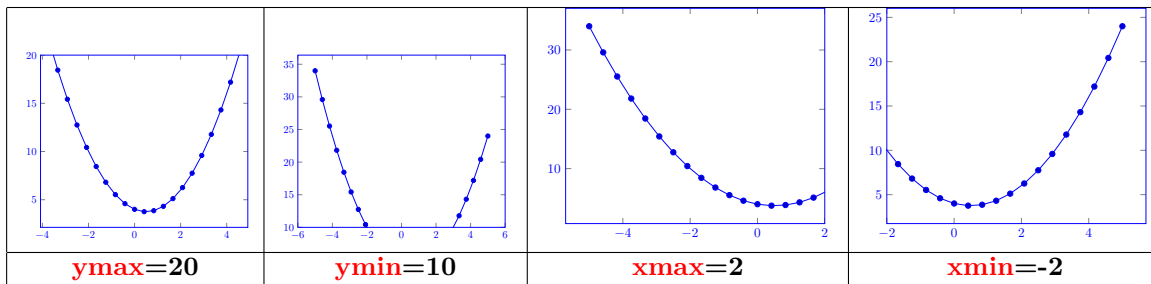
			
<code>\begin{axis}</code>	<code>\begin{semilogxaxis}</code>	<code>\begin{semilogyaxis}</code>	<code>\begin{loglogaxis}</code>
<code>\end{axis}</code>	<code>\end{semilogxaxis}</code>	<code>\end{semilogyaxis}</code>	<code>\end{loglogaxis}</code>

#### 21.1.2 Tracé de la courbe

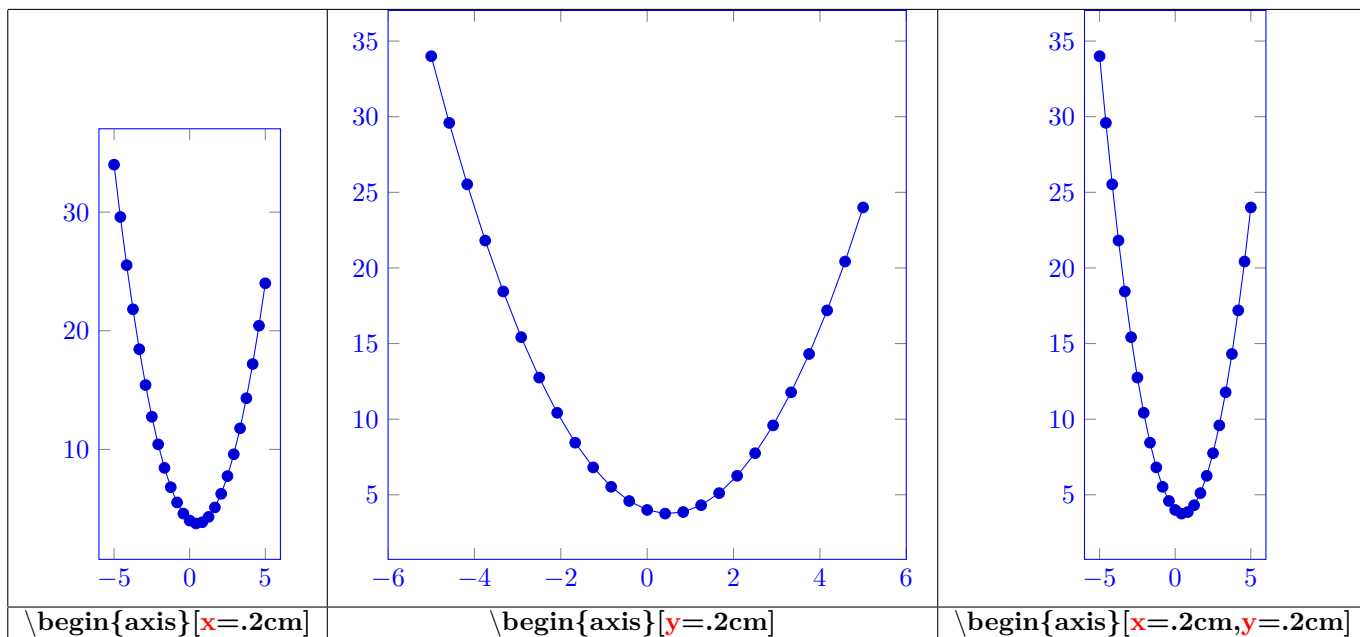
		
<code>\addplot coordinates</code> <code>{(0,0) (1,1) (2,0) (3,1) (4,1) (5,2)};</code>	<code>\addplot {x^2 - x + 4};</code>	<code>\addplot gnuplot[id=sin]{sin(x)};</code>

		
axes : <b>semilogxaxis</b>	axes : <b>semilogxaxis</b>	axes : <b>semilogyaxis</b>
<code>\addplot coordinates</code> <code>{(0,0) (1,1) (2,0) (3,1) (4,1) (5,2)};</code>	<code>\addplot {x^2 - x + 4};</code>	<code>\addplot {x^2 - x + 4};</code>

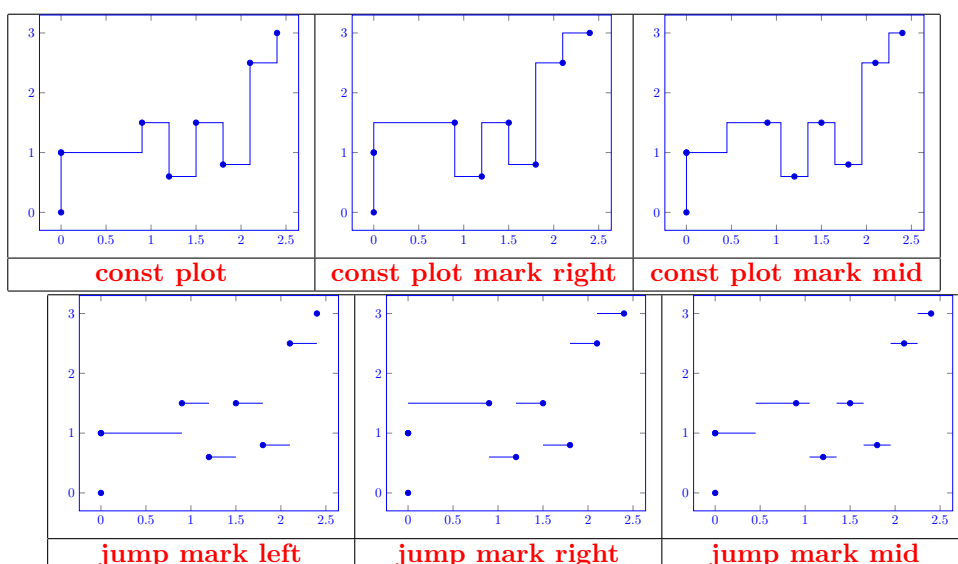
		
<code>\begin{axis}[domain=-1:3]</code>	<code>\begin{axis}[samples=5]</code>	<code>\begin{axis}[domain=-1:3,samples=5]</code>

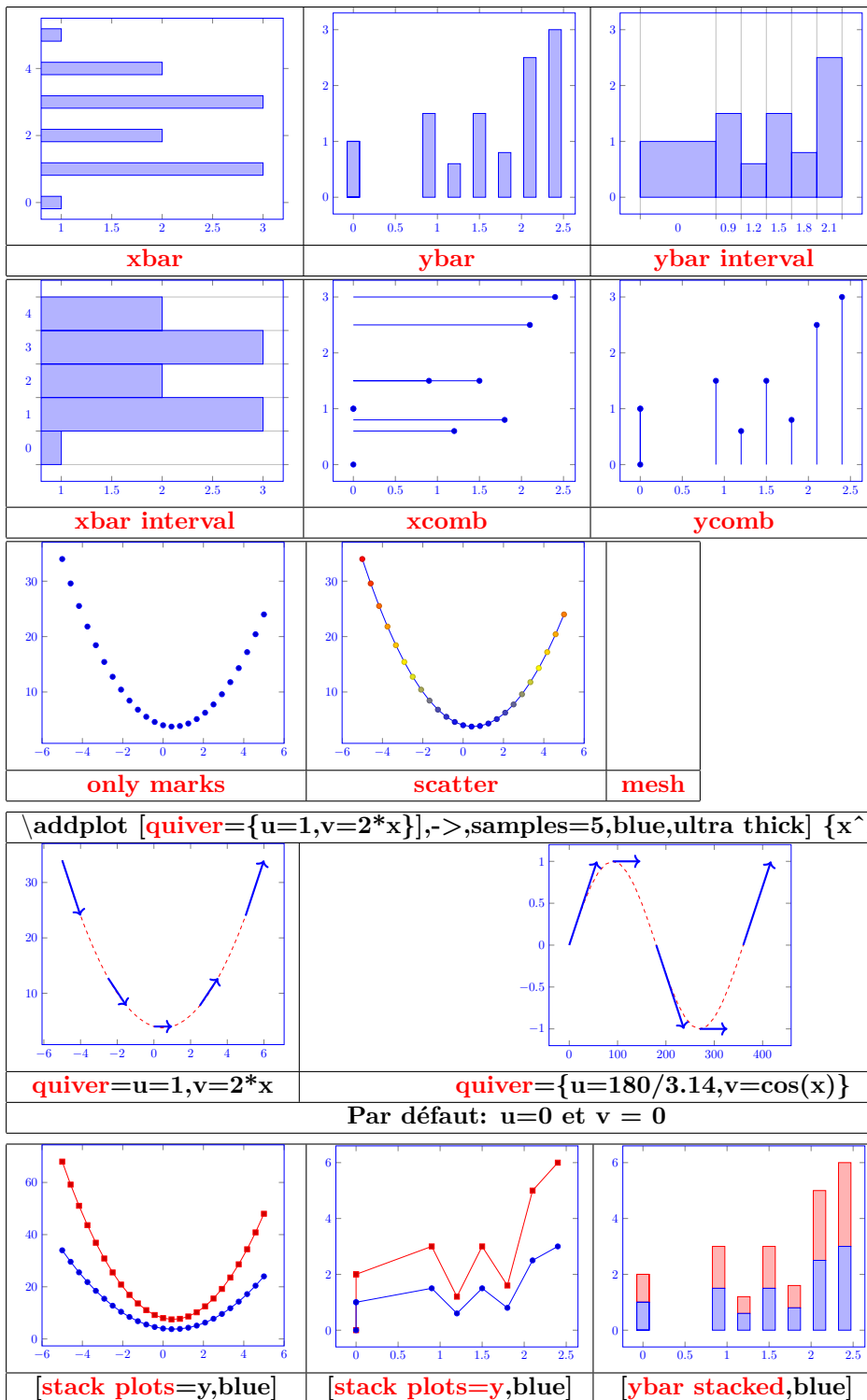


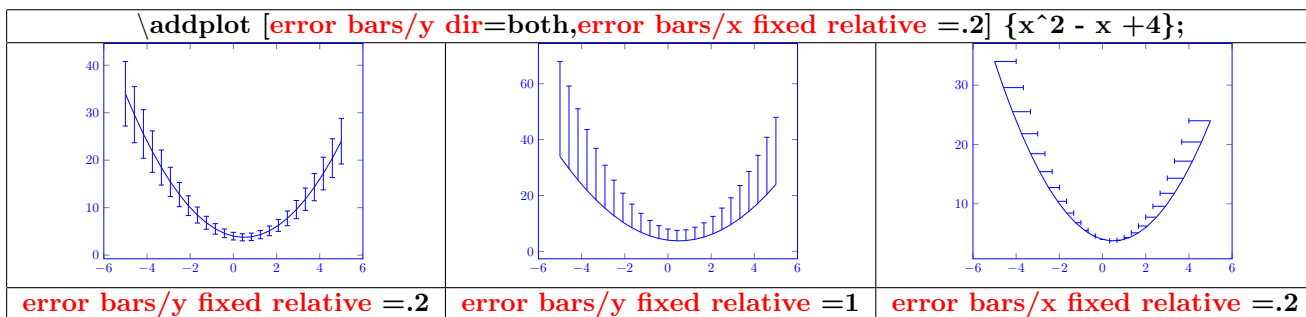
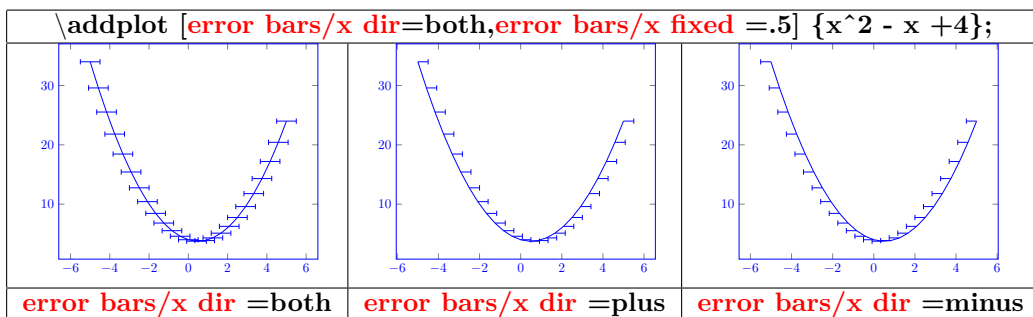
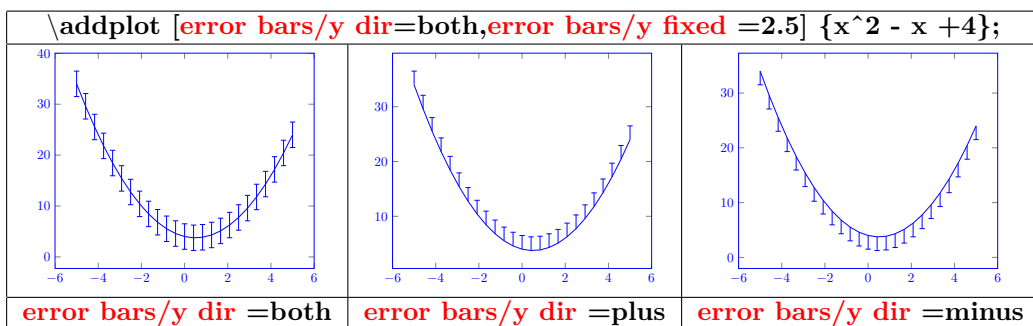
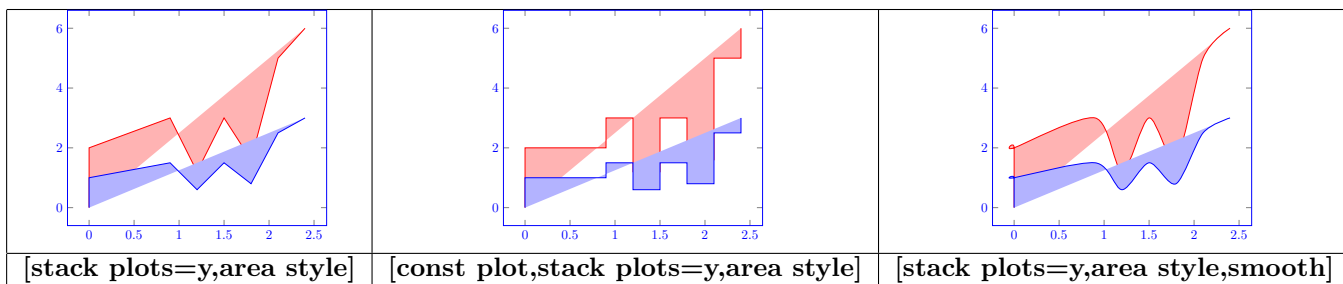
### 21.1.3 Dimension unitaire en X et Y



### 21.1.4 Type de graphiques

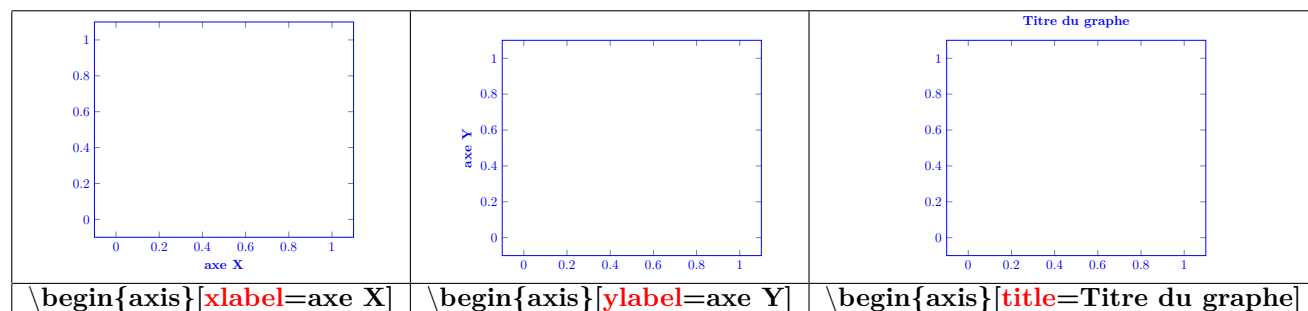




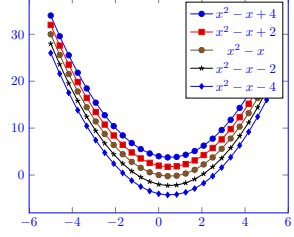
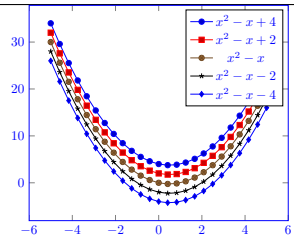


## 21.2 Habillage du graphe

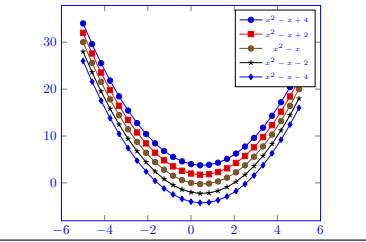
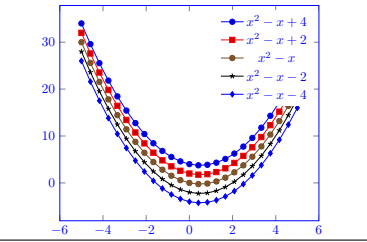
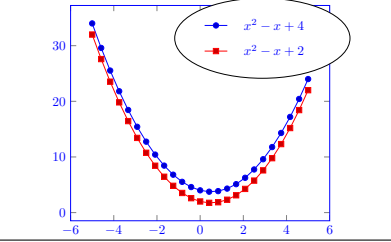
### 21.2.1 Titres

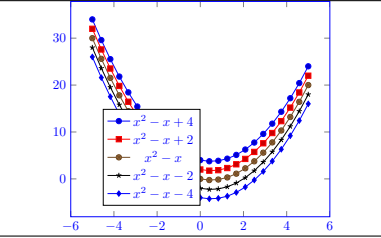
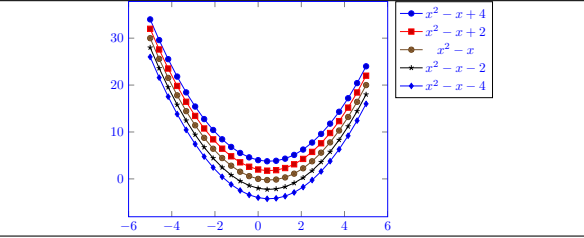


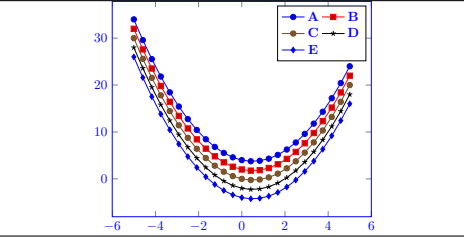
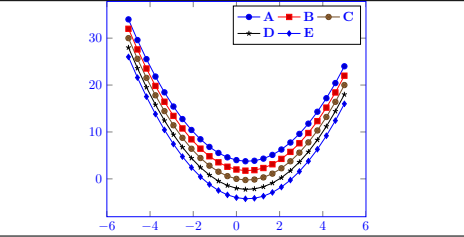
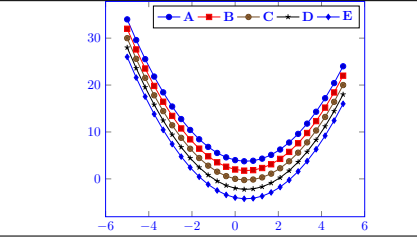
### 21.2.2 Légende

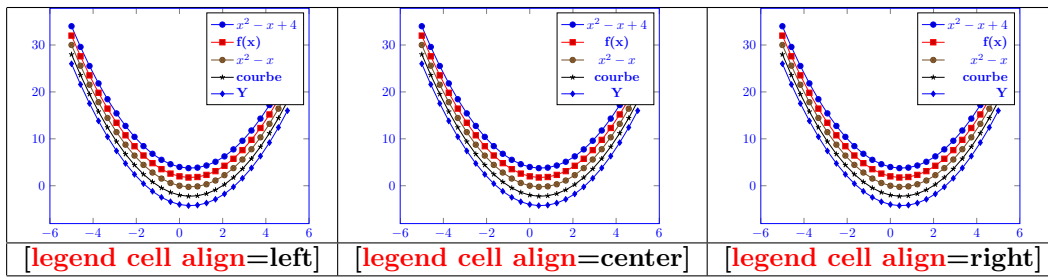
	<pre> \begin{axis} \addplot {x^2 - x +4}; \addplot {x^2 - x +2}; \addplot {x^2 - x }; \addplot {x^2 - x -2 }; \addplot {x^2 - x -4 };  \legend{\$x^2 - x +4\$,\$x^2 - x +2\$,\$x^2 - x \$,\$x^2 - x -2 \$,\$x^2 - x -4 \$} \end{axis} </pre>
	<pre> \begin{axis}[legend entries= {\$ x^2 - x +4 \$,\$ x^2 - x +2 \$,\$ x^2 - x \$,\$ x^2 - x -2 \$,\$ x^2 - x -4 \$} ] \addplot {x^2 - x +4}; \addplot {x^2 - x +2}; \addplot {x^2 - x }; \addplot {x^2 - x -2 }; \addplot {x^2 - x -4 }; \end{axis} </pre>

#### Options

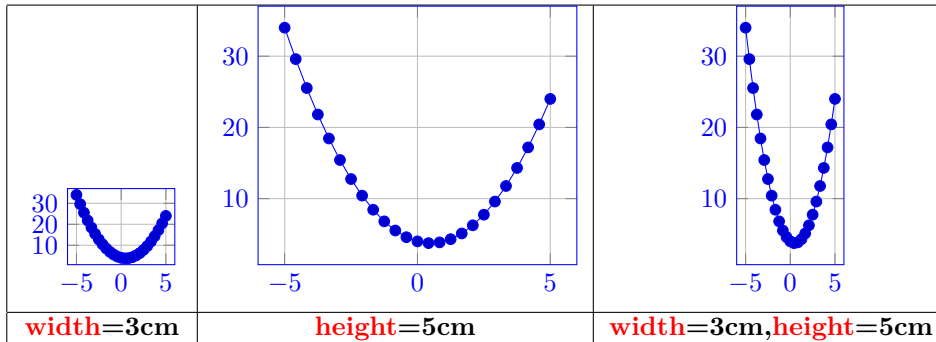
		
<b>legend style={font=\tiny}</b>	<b>legend style={draw=none}</b>	<b>legend style={shape=ellipse}</b>

	
<b>legend style={at={(.5,.5)}}</b>	<b>legend style={legend pos=outer north east}</b>

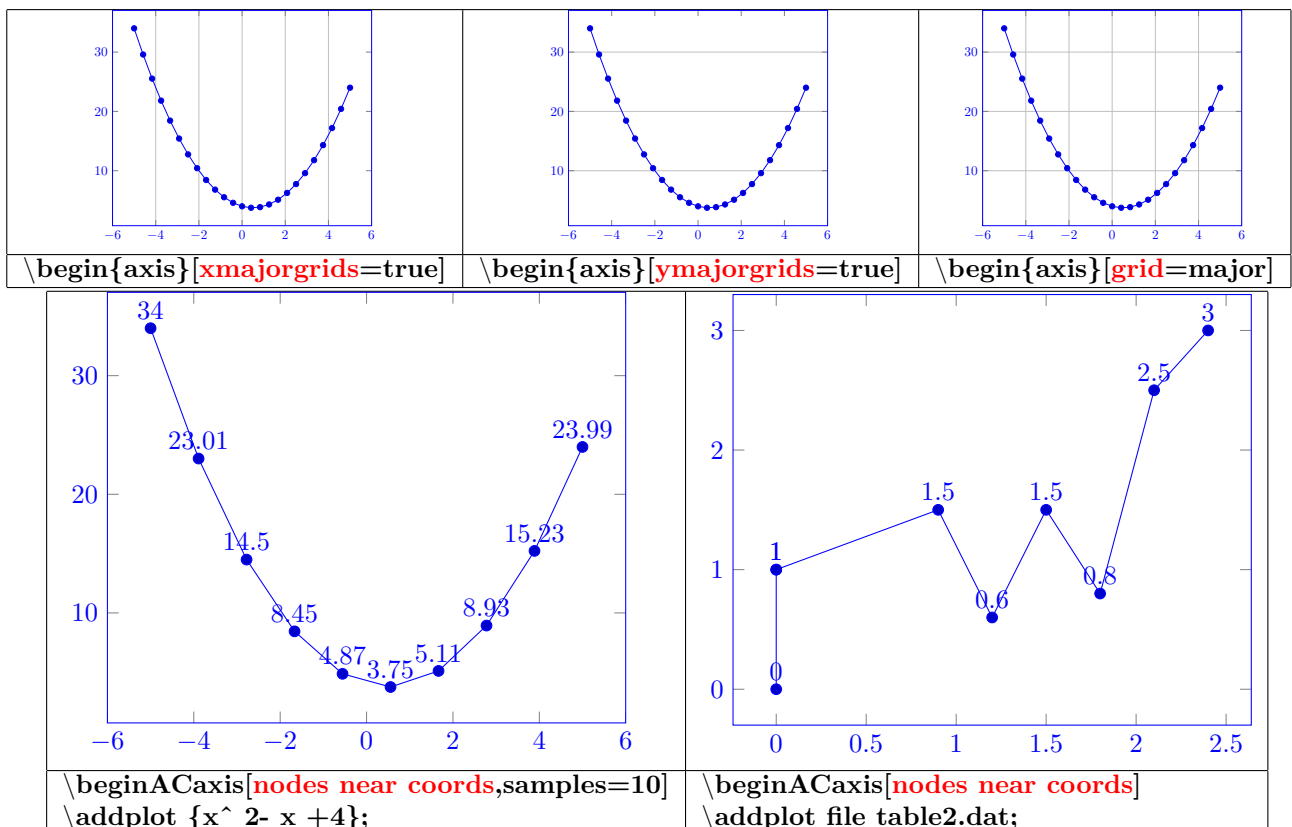
		
<b>legend style={legend columns=2}</b>	<b>legend style={legend columns=3}</b>	<b>legend style={legend columns=5}</b>



### 21.2.3 Taille du graphe

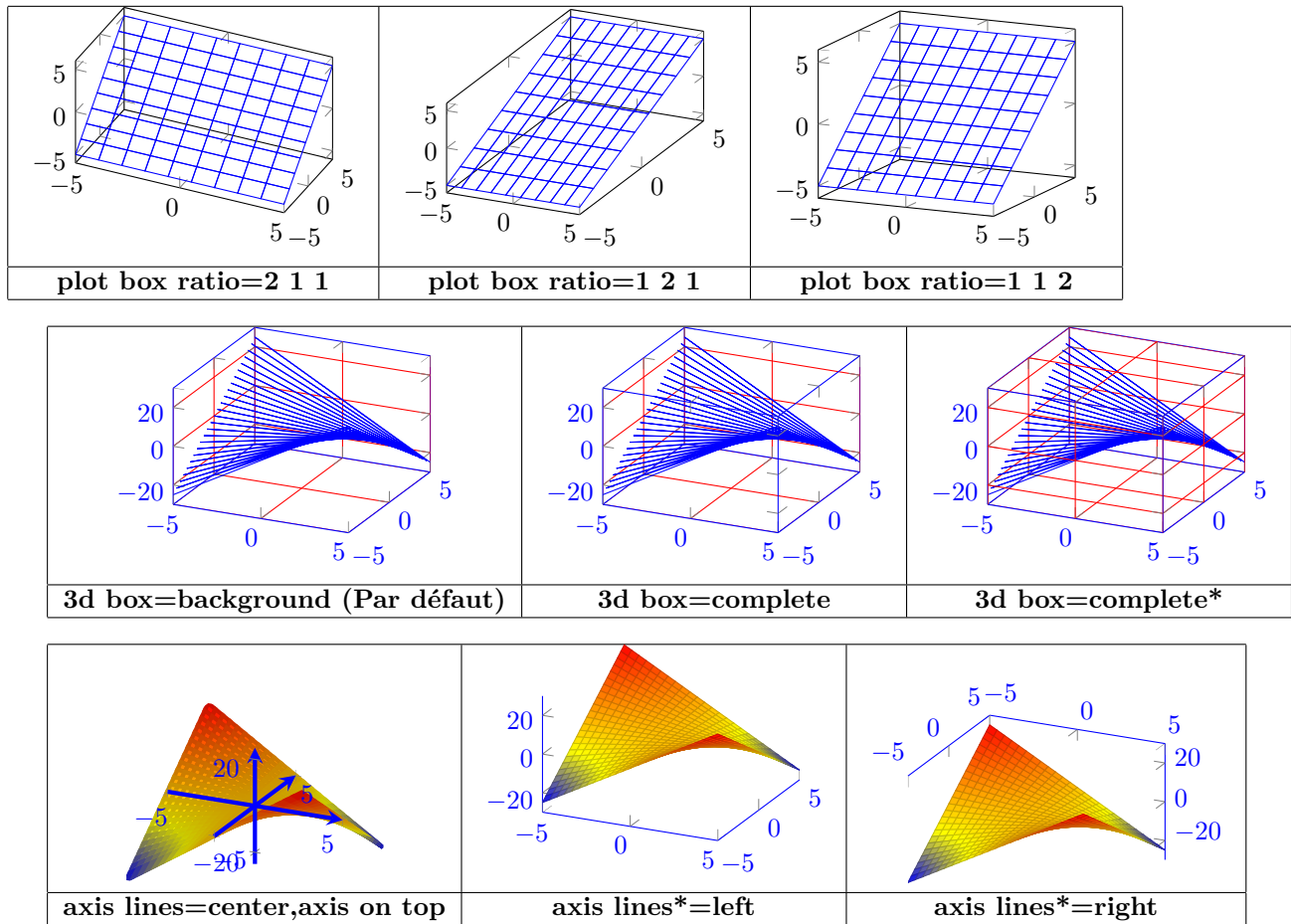


### 21.2.4 Quadrillage

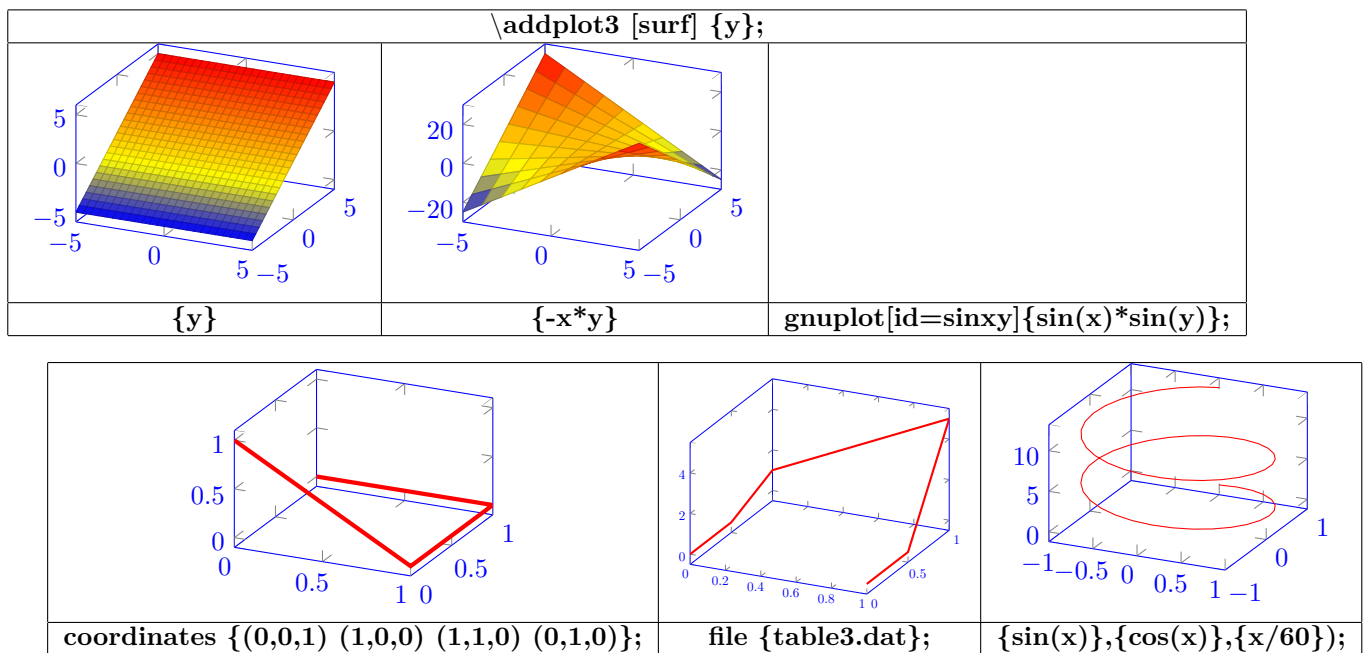


## 21.3 Courbes 3D

### 21.3.1 Axes



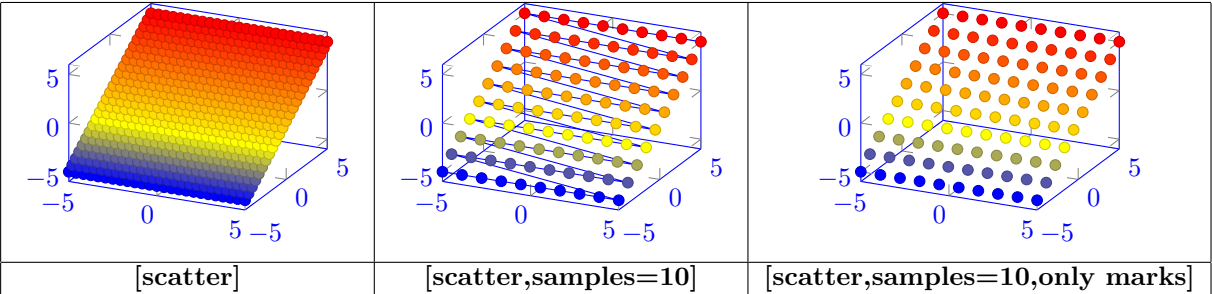
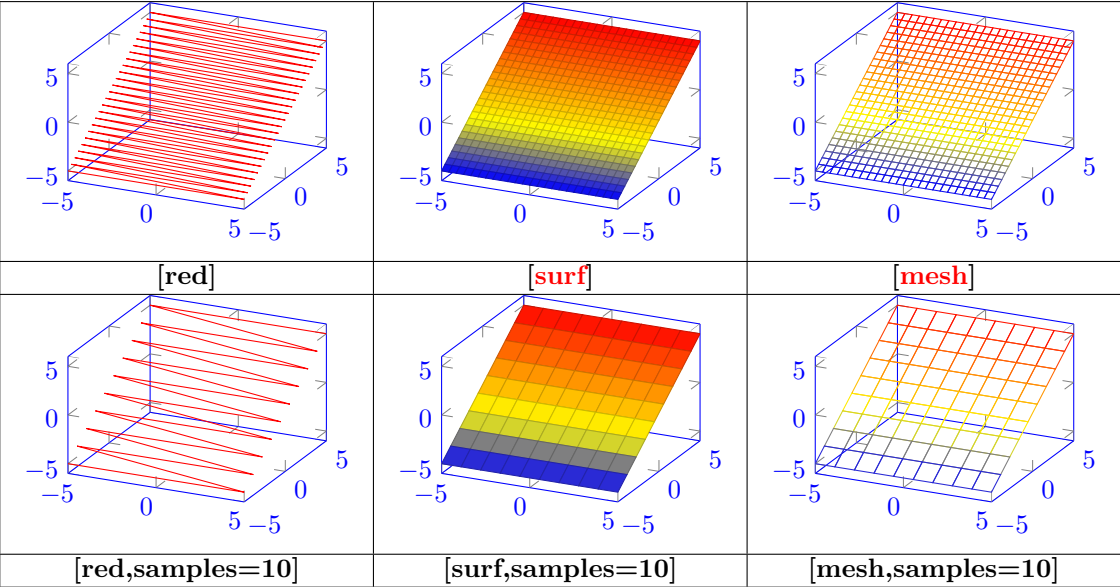
### 21.3.2 Tracé de la courbe

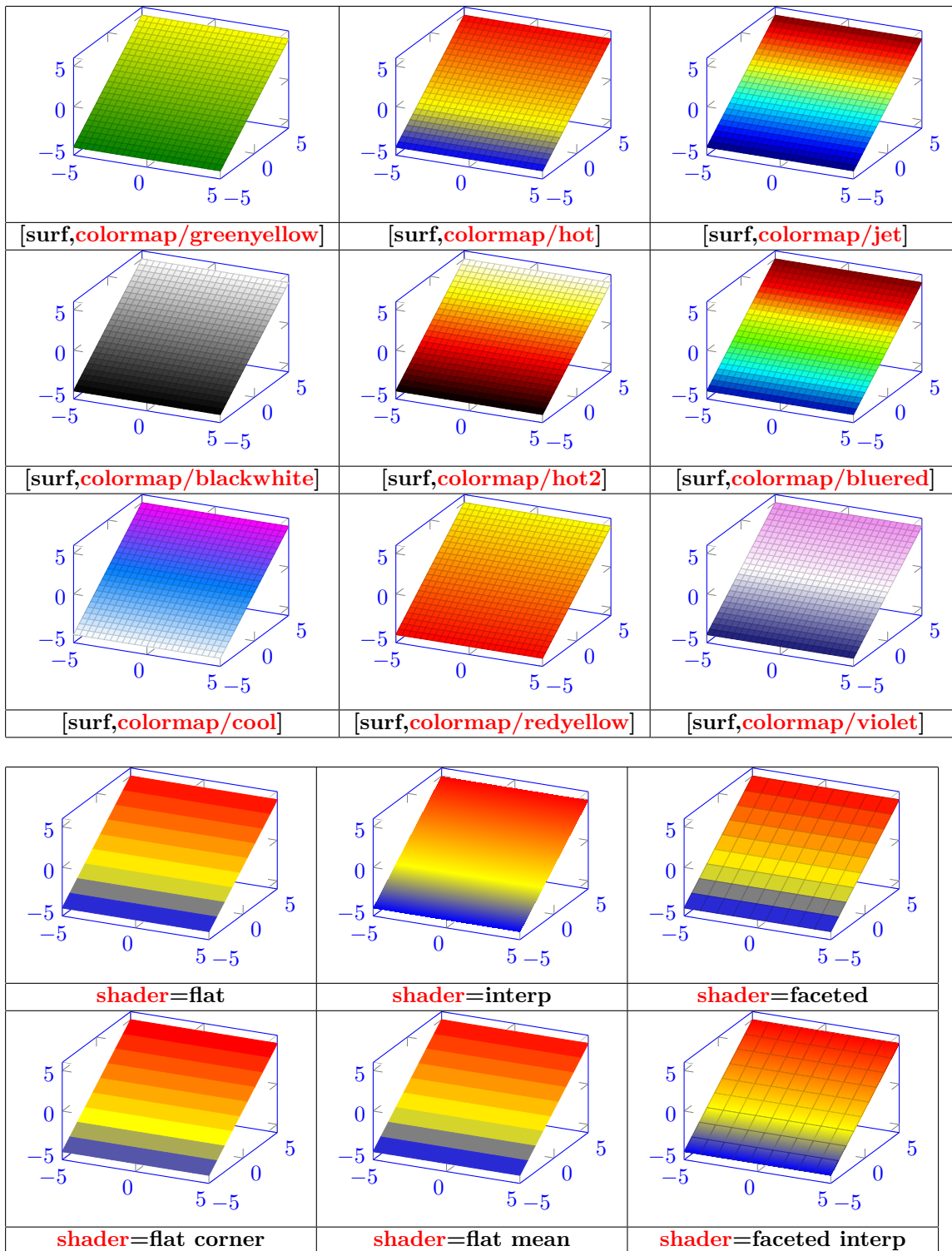


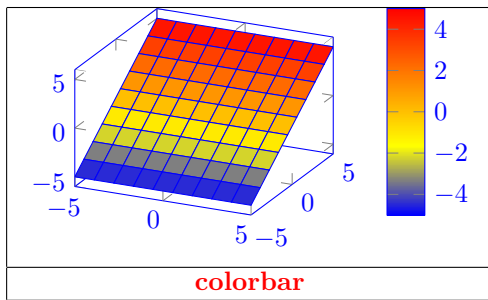
Contenu du fichier table3.dat :

0	0	0
0	.5	0
0	1	1
1	1	5
1	.5	0
1	0	0

21.3.3 Aspect







#### 21.3.4 Point de vue

**Azimuth**  
 $\text{view}/\text{az}$  = angle de - 50 à +50

**Élévation**  
 $\text{view}/\text{el}$  = angle de - 50 à +50

## 22 Les Tableaux de variation

Charger l'extension: `\usepackage{tkz-tab}`

### 22.1 Déclaration du tableau

1° ligne	a	b	c
2° ligne			

```

\begin{tikzpicture}
\tkzTabInit{1° ligne / 1 , 2° ligne / 1 } { a , b , c }
\end{tikzpicture}

```

#### 22.1.1 Options

Hauteur des ligne			
1° ligne	a	b	c
2° ligne			
3° ligne			

```

\tikz \tkzTabInit{1° ligne '/1 , 2° ligne /.5 , 3° ligne /1.5 }{a , b , c };

```

Largeur de la première colonne			
$x$	a	b	c

```

\tkzTabInit[lgt=4]{ x / 1}{ a , b , c };
Par défaut: lgt==2 cm

```

Espace entre deux valeurs			
$x$	a	b	c

```

\tkzTabInit[espcl=1]{ x / 1}{ a , b , c };
Par défaut: espcl=2 cm

```

Marge de début et de fin			
$x$	a	b	c

```

\tkzTabInit[deltacl=1]{ x / 1}{ a , b , c };
Par défaut: deltacl=0.5 cm

```

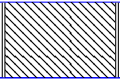
Épaisseur des lignes du tableau			
$x$	a	b	c
$\backslash\mathrm{tkzTabInit}[\mathrm{dlw}=2\mathrm{pt}]\{x / 1\}\{a, b, c\};$ Par défaut: $\mathrm{lw}=0,4\ \mathrm{pt}$			

Absence de cadre			
$x$	a	b	c
$\backslash\mathrm{tkzTabInit}[\mathrm{nocadre}]\{x / 1\}\{a, b, c\};$ Par défaut: $\mathrm{nocadre}=\mathrm{false}$			

Mise en couleur			
\tkzTabInit [color,colorT = yellow]{1°ligne/1 , 2°ligne/1}{ a , b }			
1°ligne	a	b	
2°ligne			
[color,colorT = yellow]		[color,colorC = cyan]	
1°ligne	a	b	
2°ligne			
[color,colorL = green]		[color,colorV = magenta]	
Par défaut: color = false                      colorT=colorC=colorL=colorV =white			

### 22.2 Création d'une ligne de signes

$x$	a	b	c
$f(x)$	2	4	
$\backslash\mathrm{tkzTabLine}\{\mathrm{t}, 2,\mathrm{t}, 4, \mathrm{t}\}$			
$x$	a	b	c
$f(x)$	2	4	
$\backslash\mathrm{tkzTabLine}\{\mathrm{d}, 2, \mathrm{d}, 4, \mathrm{d}\}$			
$x$	a	b	c
$f(x)$	0	2	0
$\backslash\mathrm{tkzTabLine}\{\mathrm{z}, 2, \mathrm{z}, 4, \mathrm{z}\}$			
$x$	a	b	c
$f(x)$	1	3	4
$\backslash\mathrm{tkzTabLine}\{1, \mathrm{h}, 3, 4, 5\}$			

Exemple					
$x$	$-\infty$	$-4$	$4$	$10$	$+\infty$
$f(x)$	$+$		$-$	$0$	$+$

```

\begin{tikzpicture}
\tkzTabInit[espcl=1.5]{\$x\$ / 1 ,\$f(x)\$ /1 } {  $-\infty$  ,  $-4$  ,  $10$  ,  $+\infty$  }
\tkzTabLine{ t,+ , d ,h ,d,-,z,+ }
\end{tikzpicture}

```

### 22.3 Création d'une ligne de variations

$x$	$a$	$b$	$c$
$f(x)$	$1 \rightarrow 2$		

$\backslash\text{tkzTabVar}\{ +/1 , -/2 \}$

$x$	$a$	$b$	$c$
$f(x)$	$1 \longrightarrow 2$		

$\backslash\text{tkzTabVar}\{ -/1 , +/2 \}$

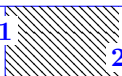
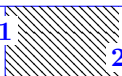
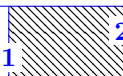
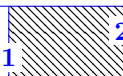
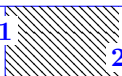
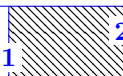












$x$	$a$	$b$	$c$
$f(x)$	$1 \longrightarrow 2$		

$\backslash\text{tkzTabVar}\{ +/1 , +/2 \}$

$x$	$a$	$b$	$c$
$f(x)$	$\parallel 1 \rightarrow 2$		

$x$	$a$	$b$	$c$
$f(x)$	$\parallel 1 \rightarrow 2$		

$\backslash\text{tkzTabVar}\{ +\textcolor{red}{C}/1 , -/2 \}$	$\backslash\text{tkzTabVar}\{ -\textcolor{red}{C}/1 , +/2 \}$		
$x$	$a$	$b$	$c$
$f(x)$	$1 \rightarrow \parallel 2$		
$x$	$a$	$b$	$c$
$f(x)$	$1 \rightarrow \parallel 2$		
$\backslash\text{tkzTabVar}\{ -/1 , -\textcolor{red}{C}/2 \}$	$\backslash\text{tkzTabVar}\{ +/1 , +\textcolor{red}{C}/2 \}$		

<table><tr><td><math>x</math></td><td><math>a</math></td><td><math>b</math></td><td><math>c</math></td></tr><tr><td><math>f(x)</math></td><td>1</td><td></td><td>2</td></tr></table>	$x$	$a$	$b$	$c$	$f(x)$	1		2	<table><tr><td><math>x</math></td><td><math>a</math></td><td><math>b</math></td><td><math>c</math></td></tr><tr><td><math>f(x)</math></td><td></td><td>2</td><td>1</td></tr></table>	$x$	$a$	$b$	$c$	$f(x)$		2	1
$x$	$a$	$b$	$c$														
$f(x)$	1		2														
$x$	$a$	$b$	$c$														
$f(x)$		2	1														
<code>\tkzTabVar{ +H/1 , -/2 }</code>	<code>\tkzTabVar{ -H/1 , +/2 }</code>																
<table><tr><td><math>x</math></td><td><math>a</math></td><td><math>b</math></td><td><math>c</math></td></tr><tr><td><math>f(x)</math></td><td>1</td><td></td><td></td></tr></table>	$x$	$a$	$b$	$c$	$f(x)$	1			<table><tr><td><math>x</math></td><td><math>a</math></td><td><math>b</math></td><td><math>c</math></td></tr><tr><td><math>f(x)</math></td><td></td><td>2</td><td></td></tr></table>	$x$	$a$	$b$	$c$	$f(x)$		2	
$x$	$a$	$b$	$c$														
$f(x)$	1																
$x$	$a$	$b$	$c$														
$f(x)$		2															
<code>\tkzTabVar{-/1 , -H/2 }</code>	<code>\tkzTabVar{ +/1 , +H/2 }</code>																

$x$	a	b	c
$f(x)$	1	$\longrightarrow$	2

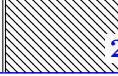
$x$	a	b	c
$f(x)$	1	$\nearrow$	2

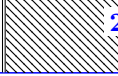
$\backslash\text{tkzTabVar}\{+D/1, -/2\}$	$\backslash\text{tkzTabVar}\{-D/1, +/2\}$		
$x$	a	b	c
$f(x)$	1	$\nearrow$	2
$\backslash\text{tkzTabVar}\{-/1, -D/2\}$	$\backslash\text{tkzTabVar}\{+/1, +D/2\}$		

$x$	a	b	c
$f(x)$		1	$\nearrow$


$x$	a	b	c
$f(x)$		1	$\nearrow$


$\backslash\text{tkzTabVar}\{D+/1, -/2\}$	$\backslash\text{tkzTabVar}\{D-/1, +/2\}$		
$x$	a	b	c
$f(x)$	1	$\longrightarrow$	2
$\backslash\text{tkzTabVar}\{-/1, D-/2\}$	$\backslash\text{tkzTabVar}\{+/1, D+/2\}$		

$x$	a	b	c
$f(x)$	1		2

$x$	a	b	c
$f(x)$	1		2

$\backslash\text{tkzTabVar}\{+DH/1, -/2\}$	$\backslash\text{tkzTabVar}\{-DH/1, +/2\}$		
$x$	a	b	c
$f(x)$	1	$\nearrow$	2
$\backslash\text{tkzTabVar}\{-/1, -DH/2\}$	$\backslash\text{tkzTabVar}\{+DH/1, +/2\}$		

$x$	a	b	c
$f(x)$	1		2

$x$	a	b	c
$f(x)$	1		2

$\backslash\text{tkzTabVar}\{+CH/1, -/2\}$	$\backslash\text{tkzTabVar}\{-CH/1, +/2\}$		
$x$	a	b	c
$f(x)$	1	$\nearrow$	2
$\backslash\text{tkzTabVar}\{-/1, -CH/2\}$	$\backslash\text{tkzTabVar}\{+/1, +CH/2\}$		

$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{D}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{D}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{D}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{D}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{CD}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{CD}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{CD}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{CD}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{DC}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{DC}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{DC}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{DC}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{V}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{V}+/2, -/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{+/1, -\textcolor{red}{V}-/2, +/3\}$			
$x$	a	b	c
$f(x)$	1	2	3
$\backslash\text{tkzTabVar}\{-/1, +\textcolor{red}{V}+/2, -/3\}$			

Mise en évidence d'une valeur			
$x$	a	b	c
$f(x)$	1	2	3

`\tkzTabVar{+/1 , -V-/\colorbox{yellow}{2} , +/3}`

Variation sur plusieurs colonnes			
$x$	a	b	c
$f(x)$	1	→ 3	

`\tkzTabVar{-/1 , R/ , +/3}`



Valeurs intermédiaires

<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; padding: 5px; border: 1px solid black;"><math>x</math></td> <td style="width: 85%; padding: 5px; border: 1px solid black;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <span>a    A    b</span> <span>c</span> </div> </td> </tr> <tr> <td style="width: 15%; padding: 5px; border: 1px solid black;"><math>f(x)</math></td> <td style="width: 85%; padding: 5px; border: 1px solid black;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <span>1    <math>\xrightarrow{\quad x \quad}</math>    3</span> </div> </td> </tr> </table>	$x$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>a    A    b</span> <span>c</span> </div>	$f(x)$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>1    <math>\xrightarrow{\quad x \quad}</math>    3</span> </div>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; padding: 5px; border: 1px solid black;"><math>x</math></td> <td style="width: 85%; padding: 5px; border: 1px solid black;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <span>a            b    A    c</span> </div> </td> </tr> <tr> <td style="width: 15%; padding: 5px; border: 1px solid black;"><math>f(x)</math></td> <td style="width: 85%; padding: 5px; border: 1px solid black;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <span>1                    x    <math>\rightarrow</math>    3</span> </div> </td> </tr> </table>	$x$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>a            b    A    c</span> </div>	$f(x)$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>1                    x    <math>\rightarrow</math>    3</span> </div>
$x$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>a    A    b</span> <span>c</span> </div>								
$f(x)$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>1    <math>\xrightarrow{\quad x \quad}</math>    3</span> </div>								
$x$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>a            b    A    c</span> </div>								
$f(x)$	<div style="display: flex; justify-content: space-between; align-items: center;"> <span>1                    x    <math>\rightarrow</math>    3</span> </div>								
\tkzTabVal{1}{3}{0.25}{A}{x}	\tkzTabVal{1}{3}{0.75}{A}{x}								

$x$	a	A	b	c
$f(x)$	1	→ 3		

`\tkzTabVal[draw]{1}{3}{0.25}{A}{x}`

Ajout d'images

$x$	a	b	c	d	$x$	a	b	c	d
$f(x)$	1				$f(x)$	1			


`\tkzTabIma{1}{4}{2}{x}`

`\tkzTabIma{1}{4}{3}{x}`


## 23 Les répétitions

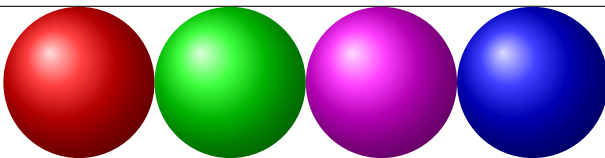
Utilisation du module “pgffor” chargé automatiquement avec TikZ

### 23.1 Répétition à 1 variable


<code>\tikz \foreach \x in {1,...,10} \fill[blue](\x,0) circle (0.4cm);</code>
Variable <code>\x</code> : position en X

### 23.2 Répétition à 2 variables

Liste de variables numériques

<code>\tikz \foreach \pos/\y in {1/10,2/20,3/30,4/40,5/50,6/60,7/70,8/80,9/90,10/100} \fill[color=blue!\y](\pos,0) circle (0.5cm);</code>
Variable <code>\pos</code> : position en X      Variable <code>\y</code> : couleur

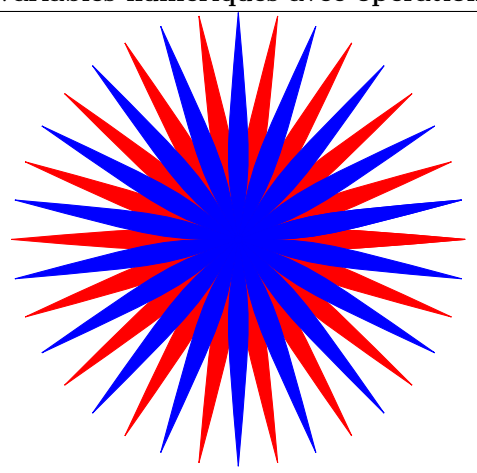
Liste de variables mixtes

<code>\tikz \foreach \x/\col in 1/red,3/green,5/magenta,7/blue \shade[ball color=\col](\x,0) circle (1);</code>
Variable <code>\x</code> : position en X      Variable <code>\col</code> : couleur

Liste de variables avec un pas							
1,3	2,3	3,3	4,3	7,3	8,3	9,3	10,3
1,2	2,2	3,2	4,2	7,2	8,2	9,2	10,2
1,1	2,1	3,1	4,1	7,1	8,1	9,1	10,1

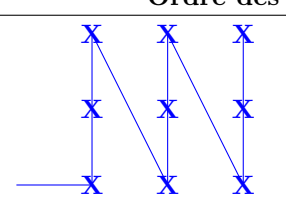
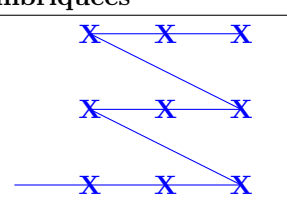
```
\begin{tikzpicture}
\foreach \x in {1,2,...,4,7,8,...,10}
\foreach \y in {1,...,3}
{ \draw (\x,\y) ++(-.5,-.5) rectangle ++(.5,.5); \draw (\x,\y)
node\x,\y; }
\end{tikzpicture}
```

Variable \x : position en X	Variable \y : position en Y
-----------------------------	-----------------------------

Exemples de liste	
1, 2, 3, 4, 5, 6,	<code>\foreach \x in {1,...,6} {\x, }</code>
1, 3, 5, 7, 9, 11,	<code>\foreach \x in {1,3,...,11} {\x, }</code>
Z, X, V, T, R, P, N,	<code>\foreach \x in {Z,X,...,M} {\x, }</code>
$2^1, 2^2, 2^3, 2^4, 2^5, 2^6, 2^7,$	<code>\foreach \x in {2^1,2^2,...,2^7} {\x, }</code>
0cm, 0.5cm, 1cm, 1.5cm, 2cm, 2.5cm, 3cm,	<code>\foreach \x in {0cm,0.5cm,...cm,3cm} {\x, }</code>
$A_1, B_1, C_1, D_1, E_1, F_1, G_1, H_1,$	<code>\foreach \x in {A_1,..._1,H_1} {\x, }</code>

Variables numériques avec opération

<pre> \begin{tikzpicture} \foreach \x in 0,20,...,360{ \filldraw[red] (0,0) .. controls (\x+10:1) .. (\x:1) .. controls (\x-10:1) .. (0,0);} \foreach \x in 10,30,...,370{ \filldraw[blue] (0,0) .. controls (\x+10:3) .. (\x:3) .. controls (\x-10:3) .. (0,0);} \end{tikzpicture} </pre>
Variable $\x$ : angle

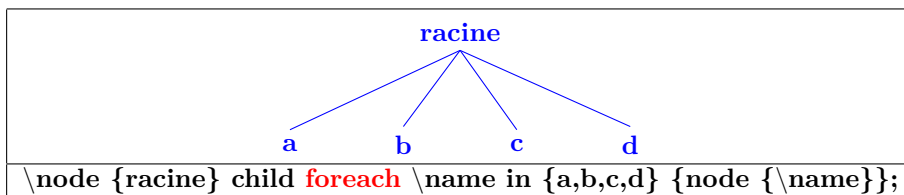
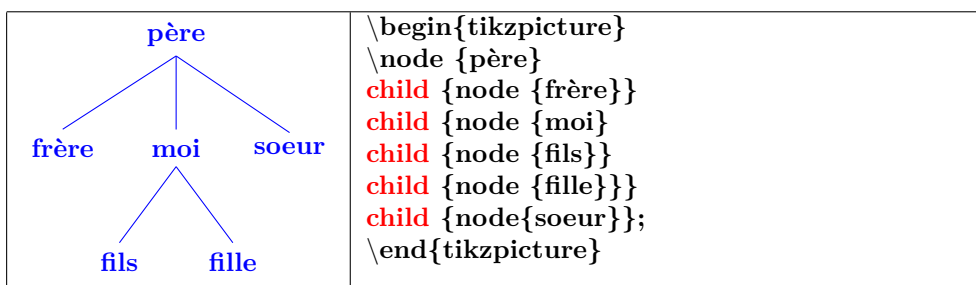
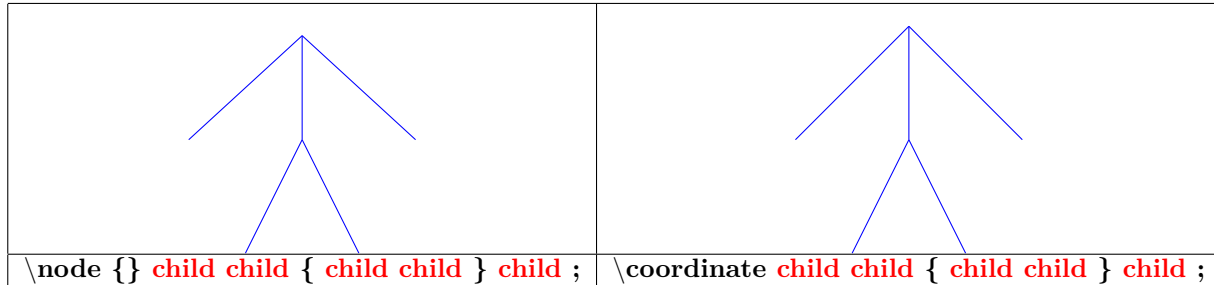
### 23.3 Répétition à 2 variables - boucles imbriquées

Ordre des boucles imbriquées	
	
<pre> \begin{tikzpicture} \draw (0,0) \foreach \x in {1,2,3} \foreach \y in {0,1,2} {- (\x,\y) node{X}}; \end{tikzpicture} </pre>	<pre> \begin{tikzpicture} \draw (0,0) \foreach \y in {0,1,2} \foreach \x in {1,2,3} {- (\x,\y) node{X}}; \end{tikzpicture} </pre>

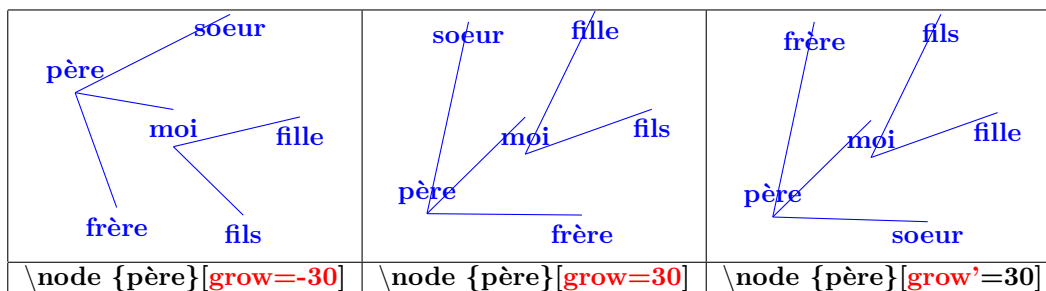
## 24 Les diagrammes arborescents

PGFmanual section : 21

### 24.1 Structure



### 24.2 Orientation



<code>\node {père}[grow=up]</code>	<code>\node {père}[grow=left]</code>	<code>\node {père}[grow=right]</code>
<code>\node {père}[grow=north]</code>	<code>\node {père}[grow=east]</code>	<code>\node {père}[grow=north east]</code>

	<pre> \node {père}   child[grow=right,red] {node {frère}}   child {node {moi}}   child {node {fils}}   child {node {filles}}   child[grow=north west,red] {node{soeur}}; </pre>
--	---

## 24.3 Distance

## 24.4 Distance père fils

<code>\node {père}[level distance=3cm,red]</code>	<pre> child[level distance=3cm,red] {node {frère}} child[level distance=.5cm,red] {node {filles}} </pre>
Par défaut : level distance=15 mm	

<code>\node {père}[level 1/.style={level distance=1cm}]</code>	<code>\node {père}[level 2/.style={level distance=.5cm}]</code>

24.5 Distance père fils

<code>\node {père}[sibling distance=1cm,red]</code>	<code>\node {père}[sibling distance=3cm,red]</code>
Par défaut : sibling distance=15 mm	

Problème	solution
<code>[sibling distance=2cm]</code>	<code>[level 1/.style=sibling distance=2cm, level 2/.style=sibling distance=1cm]</code>

## 24.6 Personnalisation des noeuds

	<pre> \newcommand{\starburst}{\draw[red,starburst] (0,0) -- (1,1) -- (2,1) -- (2,0) -- (1,-1) -- (0,-1) -- (0,0);} \newcommand{\diamond}{\draw[red,diamond] (0,0) -- (1,1) -- (2,1) -- (2,0) -- (1,-1) -- (0,-1) -- (0,0);} \newcommand{\oval}{\draw[red,oval] (0,0) -- (1,1) -- (2,1) -- (2,0) -- (1,-1) -- (0,-1) -- (0,0);}  \begin{tikzpicture} \node[starburst,draw] (père){père} child {node[diamond,draw] (moi){moi}} child {node[diamond,draw] (soeur){soeur}} child {node[diamond,draw] (frère){frère}} child {node[oval,draw] (fils){fils}} child {node[oval,draw] (filles){filles}}; \end{tikzpicture} </pre>
	<pre> \begin{tikzpicture} \node[rectangle,double,draw,text width=1cm,text centered] (père){père et mère} child {node[rectangle,dashed,draw] (moi){moi}} child {node[rectangle,dotted,draw] (soeur){soeur}} child {node[rectangle,red,draw,rotate=45] (frère){frère}} child {node[oval,draw] (fils){fils}} child {node[oval,fill] (filles){filles}}; \end{tikzpicture} </pre>

### 24.6.1 Nom des noeuds

	<pre> \begin{tikzpicture} \node (a) {a} child { child { child {child child} child {child} }; \node at (a-1) {a-1}; \node at (a-2) {a-2}; \node at (a-2-2) {a-2-2}; \node at (a-2-1) {a-2-1}; \node at (a-2-1-2) {a-2-1-2}; \draw[red,ultra thick] (a-1) -- (a-2); \end{tikzpicture} </pre>
--	--

<sup>1</sup> autres types de noeuds voir pages 71 ,74 ,76, etc

	<pre> \node (a) {a} child child child coordinate (b) child child child ; \node at (a-1) {a-1}; \node at (a-2) {a-2}; \node at (b) {b}; \node at (a-2-2) {a-2-2}; \node at (b-1) {b-1}; \node at (a-2-1-2) {a-2-1-2};  \draw[red,ultra thick] (a-1) - (b-1); </pre>
--	--

	<pre> \node (a) {père} child {node (b) {frère}} child {node (c) {moi}} child {node (d) {fils}} child {node (e) {filles}} child {node (f) {soeur}};  \draw[red,,ultra thick] (b) - (d); </pre>
--	---

### 24.6.2 Omission d'un noeud

	<pre> child[missing] {node {4} } </pre>
--	---

### 24.6.3 Modification du point d'accrochage

<pre> \node {père} [child anchor=east,red] child {node {frère}} child { node {moi}} child {node {fils}} child {node {fils}} }; </pre>	<pre> \node {père} child {node {frère}} child { node {moi}} child [child anchor=west,red] {node {fils}} child {node {fils}} }; </pre>

<pre>\node {père} [parent anchor=east,red] child {node {frère}} child { node {moi}} child {node {fils}} child {node {fils}} };</pre>	<pre>\node {père} child {node {frère}} child { node {moi}} child [parent anchor=west,red] {node {fils}} child {node {fils}} };</pre>

#### 24.6.4 Liaison

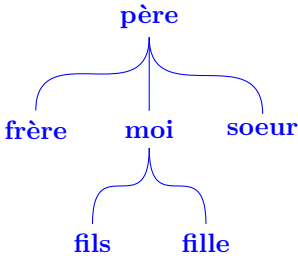
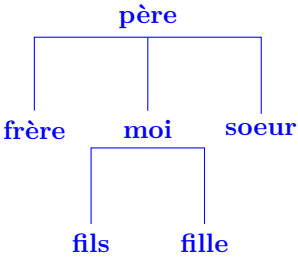
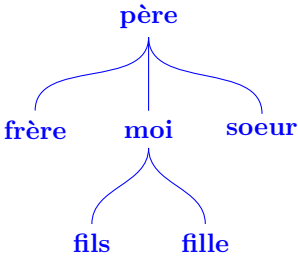
<pre>child {node {moi}} edge from parent[red,ultra thick]</pre>	<pre>child {node {fils}} edge from parent[red,ultra thick] }</pre>	<pre>child { node {fille}} edge from parent[draw=none] }</pre>

<pre>[edge from parent/.style={draw,red,ultra thick}] \node {père}</pre>

#### 24.6.5 Étiquettes sur liaisons

\node {père} child {node {fils}} edge from parent node[left,red] {texte}};			
node[left,red]	node[right,red]	node[near end,red]	node[draw,red]

24.6.6 Personalisation des liaisons

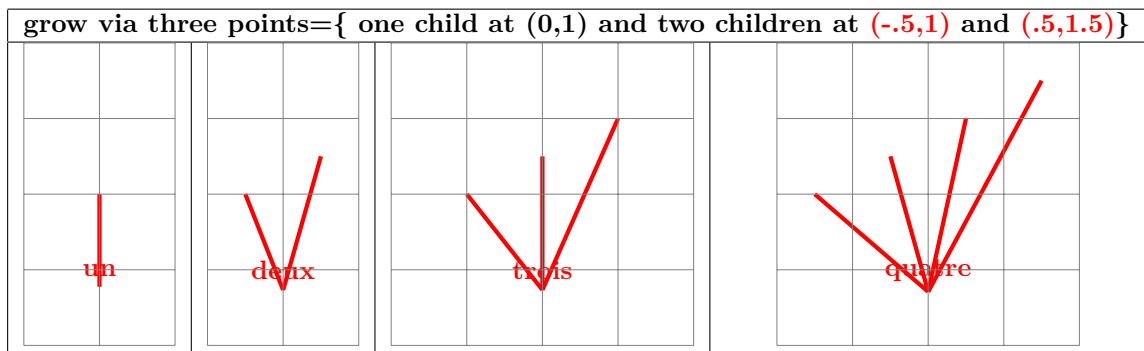
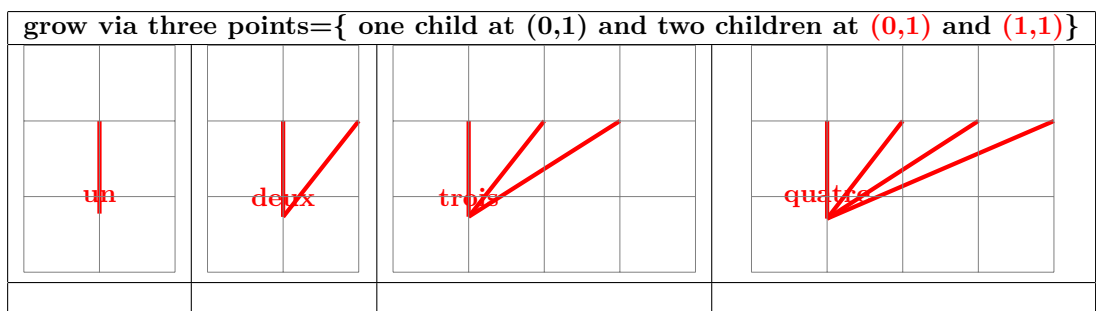
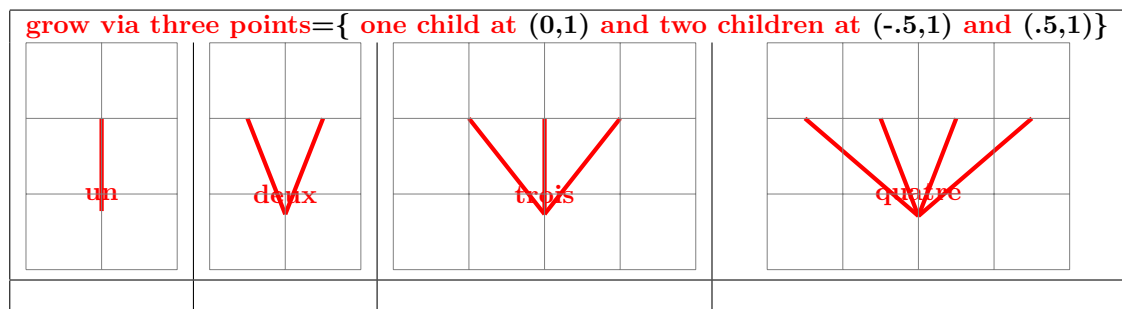
[ edge from parent path= {(\tikzparentnode.south) .. controls +(0,-1) and +(0,1) .. (\tikzchildnode.north)} ]		
		
.. controls +(0,-1) and +(0,1) .. voir liaison de noeuds label	-	to[in=90,out=-90]

## 24.7 Options supplémentaires avec « library trees »

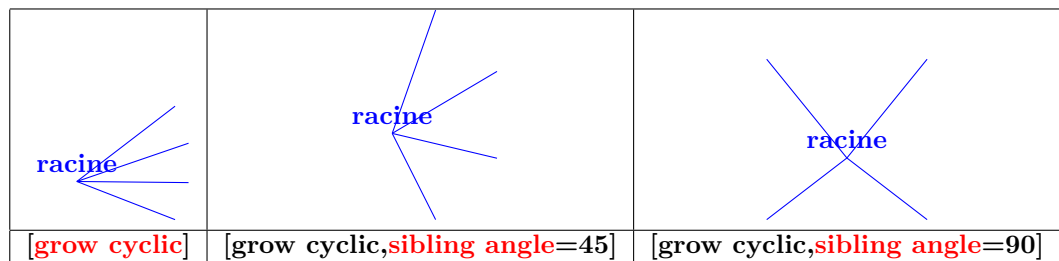
Charger l'extension: `\usetikzlibrary{trees}`

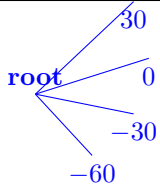
PGFmanual section : 72

### 24.7.1 Positions d'un fils et de deux fils

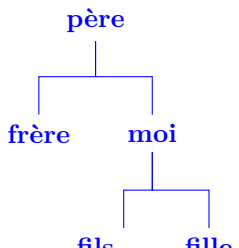


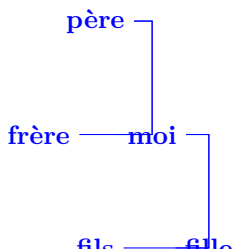
### 24.7.2 Liaison angulaire

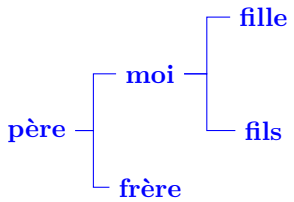


	<pre> \mode {racine} [clockwise from=30,sibling angle=30]  child {node {\$30\$} } child {node {\$0\$} } child {node {\$-30\$} } child {node {\$-60\$} };</pre>
---	--

### 24.7.3 Liaisons en fourchette

	<pre> \mode {père} [edge from parent fork down]  child {node {frère}} child {node {moi}} child [child anchor=north east] {node {fils}} child {node {filles}} };</pre>
---	---



	<pre> \mode {père} [edge from parent fork right]  child {node {frère}} child {node {moi}} child {node {fils}} child {node {filles}} };</pre>
--	--

	<pre> \mode {père} [edge from parent fork right,grow=right]  child {node {frère}} child {node {moi}} child {node {fils}} child {node {filles}} };</pre>
---	---

## 25 Les animations

Charger l'extension: `\usepackage{animate}`

### 25.1 Animation à partir de fichiers d'image

première image	seconde et dernière image
	
<code>\includegraphics{XXX1}</code>	<code>\includegraphics{XXX2}</code>

<code>\animategraphics:</code>	
<code>[ controls,</code>	<code>:boutons de contrôle</code>
<code>loop</code>	<code>:en boucle</code>
<code>autoplay ]</code>	<code>:auto démarrage</code>
<code>{4}</code>	<code>:4 fois par seconde</code>
<code>{XXX}</code>	<code>:base du nom fichier</code>
<code>{1}</code>	<code>:numero de début</code>
<code>{2}</code>	<code>:numero de fin</code>

### 25.2 Animateinline

```
\begin{animateinline}[controls,loop,autoplay]{5}

% première image
\begin{tikzpicture} \fill[blue] (45:2) - - (135:.5) - - (225:2) - - (315:.5)
- - cycle; \fill[blue] (45:.5) - - (135:2) - - (225:.5) - - (315:2) - - cycle;
\end{tikzpicture}
% deuxième
\newframe
\begin{tikzpicture}
\fill[blue] (0:2) - - (90:.5) - - (180:2) - - (270:.5) - - cycle;
\fill[blue] (0:.5) - - (90:2) - - (180:.5) - - (270:2) - - cycle;
\end{tikzpicture}

\end{animateinline}
```

### 25.3 Multiframe

```
\begin{animateinline}[poster=first,controls, palindrome]{12}
\multiframe{29}{iAngle=80+10, Rdim=2.0+-0.2}{
\begin{tikzpicture}
\fill[blue] (\iAngle+45:\Rdim) - - (\iAngle+135:.5)- -
(\iAngle+225:\Rdim)- -(\iAngle+315:.5) - - cycle;
\fill[blue] (\iAngle+45:.5) - - (\iAngle+135:\Rdim)- - (\iAn-
gle+225:.5)- -(\iAngle+315:\Rdim) - - cycle;
\end{tikzpicture} }
\end{animateinline}
```

L'initiale de la variable définit son type

entier	initiale : i ou I
réelles	initiale : n, N, r ou R
longueurs	initiale : d ou D

```
\begin{animateinline}[autoplay,loop]{12}
\multiframe{24}{iAngle=0+15,icol=0+5}{\begin{tikzpicture}
\draw[line width=0pt] (-2,-3) rectangle(6,3);
\draw (0,0) node[fill=white,circle,rotate=\iAngle]
{\includegraphics[width=2cm]{LogoIUT}} (0,0) circle (1);
\draw (0,0) circle (1);
\coordinate (abc) at ($\sqrt{9-\sin(\iAngle)*\sin(\iAngle))+\cos(\iAngle)}*(1,0)$
;
\coordinate (xyz) at (\iAngle:1);
\draw[ultra thick] (0,0) - -(xyz);
\draw[ultra thick] (xyz) - - (abc) ;
\fill[color=blue!\icol] (abc)++(0.5,-1) rectangle (5,1) ;
\draw[ultra thick] (abc) ++(0,-1) rectangle ++(.5,2) ;
\draw[ultra thick] (1.5,1) - - (5,1) - - (5,-1) - - (1.5,-1);
\fill[red] (xyz) circle (4pt);
\fill[red] (abc) circle (4pt);
\end{tikzpicture}}
\end{animateinline}
```

## 26 Les modules étudiés dans ce document

module de base TikZ :

Charger l'extension: `\usepackage{tikz}`

### Autres modules




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- [2] pgfplots.pdf          version 1.80          439 pages          
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