

The TikZlings package

drawing animals and beings in TikZ

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<https://github.com/samcarter/tikzlings>

Version 0.1 – November 9, 2018

Introduction

The TikZlings are a collection of little animals (and beings) drawn in TikZ. It is the next evolutionary phase of the TikZmarmots package extending it with further animals (and beings) and also adding the ability to natively use many of the accessories known from the TikZducks package.

This package is work in progress, therefore I would be happy to hear your feedback and ideas how to improve the package. The head version of the source code can be found on github.com/samcarter/tikzlings, including a bug tracker – please make constructive use of it!

Acknowledgements

I'd like to thank the friendly and helpful community of [TeX.Stackexchange](https://tex.stackexchange.com) for their suggestions, feedback and help to create this package and find a suitable name for it. As a thank you all the TikZlings have a name which is in some way or another connected to the users of TeX.SE.

License

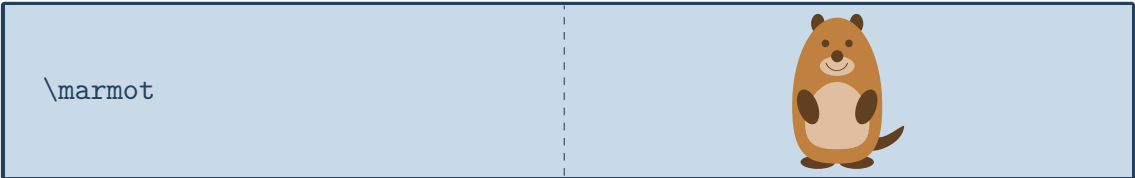
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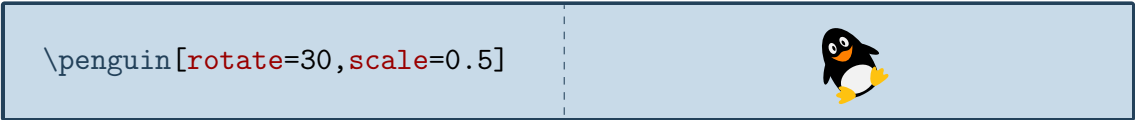
The TikZlings

The TikZlings package is a collection of packages. It can either be loaded as a whole with `\usepackage{tikzlings}` or the subpackages containing the individual animals (and beings) can be used separately, e.g. by loading `\usepackage{tikzlings-marmots}`.

The basic usage is the same for all animals (and beings). Inside a `tikzpicture`, the TikZlings can be added via `\<name_of_the_tikzling>`. For example



will produce a marmot. All usual TikZ and pgf keys can be passed as optional argument to change the appearance. For example scaling and rotating the TikZlings can be done by



In addition to the standard options provided by TikZ each TikZlings also comes with some additional options which are listed in the following sections. If these additional options consist of multiple words they are available both with and without spaces, for example `askphil` and `ask phil` will be treated as the same.

List of all TikZlings:

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Bär, the teddy bear

If you look very closely at the group picture in TUG goes to Rio you can spot the real Bär in it

Package name

```
\usepackage{tikzlings-bears}
```

Basic Usage

```
\bear
```



Options

The basic teddy bear can be modified by changing its colour:

```
\bear[body=blue]
```



The key **3D** will make the teddy bear 3-dimensional:

```
\bear[3D]
```



007, the coati

Named after a coati living in the zoo of Mönchengladbach

Package name

```
\usepackage{tikzlings-coatis}
```

Basic Usage

```
\coati
```



Options

The basic coati can be modified by changing its colour:

```
\coati[body=blue]
```



The head of the coati can be rotated, but please don't overdo this, otherwise his neck might break!

```
\coati[rotatehead=-15]
```



For the head an alternative sideways facing head is available. It can be combined with the `rotatehead` option.

```
\coati[sideward]
```



Finally the key `3D` will make the coati 3-dimensional:



```
\coati[3D]
```



Will, the koala

The koala was generously contributed by the TeX.Stackexchange user marmot and is named in honour of a ~~TeX~~ developer from Down Under

Package name

```
\usepackage{tikzlings-koalas}
```

Basic Usage

```
\koala
```



Options

The basic koala can be modified by changing its colour:

```
\koala[body=blue]
```



It can also blush

```
\koala[blush]
```



and if tired, it is going to take a nap:

```
\koala[sleeping]
```



Finally the key **3D** will make the koala 3-dimensional:



\koala[3D]



Phil, the marmot

Phil got his name from Punxsutawney Phil, the famous weather forecasting groundhog

Package name

```
\usepackage{tikzlings-marmots}
```

Basic Usage

```
\marmot
```



Options

The basic marmot can be modified by changing its colour:

```
\marmot[body=blue]
```



It can also blush

```
\marmot[blush]
```



and whiskers can be added:

```
\marmot[whiskers=gray]
```



Some marmots even show their chisel teeth:




```
\marmot[teeth=white]
```



or can cast a shadow:

```
\marmot[shadow]
```



This ability is important if you want to ask Punxsutawney Phil¹ on Groundhog Day how the weather is going to be. With a probability derived from the statistics of 120 Groundhog Days² the option `askphil` might or might not result in a shadow.

```
\marmot[askphil]
```



If a good weather prognosis is derived, the happy marmot can dance by lifting up its left and right foot:

```
\marmot[leftstep]  
\marmot[rightstep,xshift=2cm]
```



Finally the key `3D` will make the marmot 3-dimensional:

```
\marmot[3D]
```



¹ https://en.wikipedia.org/wiki/Punxsutawney_Phil

² <https://www.livescience.com/32974-punxsutawney-phil-weather-prediction-accuracy.html>



Wilhelm, the mole

The mole was added in celebration of the international mole day and is named after the chemist Wilhelm Ostwald

Package name

```
\usepackage{tikzlings-moles}
```

Basic Usage

Attention: In contrast to the other TikZlings the macro name is the plural form to avoid conflicts with `siunitx` and similar packages.

```
\moles
```



Options

The basic mouse can be modified by changing its colour:

```
\moles[body=blue]
```



In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\moles[muzzle=red]
```



```
\moles[hands=red]
```



```
\moles[feet=red]
```



The key **3D** will make the mole 3-dimensional:

```
\moles[3D]
```



Tokz, the mouse

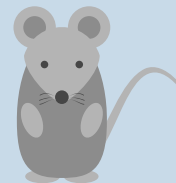
The idea for the mouse came from an Italian TeX.Stackexchange user – Tokz is a combination of the Italian word for mouse and TikZ

Package name

```
\usepackage{tikzlings-mice}
```

Basic Usage

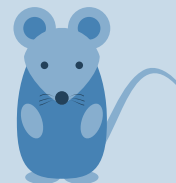
```
\mouse
```



Options

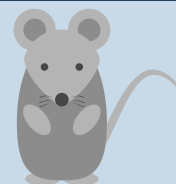
The basic mouse can be modified by changing its colour:

```
\mouse[body=blue]
```



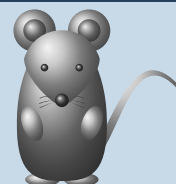
The rotation angle of its arms can be adjusted:

```
\mouse[rotatearms=40]
```



The key **3D** will make the mouse 3-dimensional:

```
\mouse[3D]
```



Jake, the owl

The owl Jake was inspired by the avatar of one of the top users of TeX.Stackexchange

Package name

```
\usepackage{tikzlings-owls}
```

Basic Usage

```
\owl
```



Options

The basic owl can be modified by changing its colour:

```
\owl[body=blue]
```



In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\owl[eye=red]
```



```
\owl[pupil=red]
```



```
\owl[bill=red]
```



```
\owl[feet=red]
```



Finally the key **3D** will make the owl 3-dimensional:

```
\owl[3D]
```



Tux, the penguin

Dedicated to the Linux mascot

Package name

```
\usepackage{tikzlings-penguins}
```

Basic Usage

```
\penguin
```



Options

The basic penguin can be modified by changing its colour:

```
\penguin[body=blue]
```



In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\penguin[eye=red]
```



```
\penguin[pupil=red]
```



```
\penguin[bill=red]
```



```
\penguin[belly=red]
```



```
\penguin[feet=red]
```



Finally the key **3D** will make the penguin 3-dimensional:

```
\penguin[3D]
```



Riley, the sloth

One of the regulars in the *TeX.Stackexchange* chat once met a sloth called Riley

Package name

```
\usepackage{tikzlings-sloths}
```

Basic Usage

```
\sloth
```



Options

The basic sloth can be modified by changing its colour:

```
\sloth[body=blue]
```



If tired, the sloth can take a nap:

```
\sloth[sleeping]
```



Finally the key **3D** will make the sloth 3-dimensional:

```
\sloth[3D]
```



Yuki, the snowman

Yuki is the transcription of the Japanese word for snow

Package name

```
\usepackage{tikzlings-snowmans}
```

Basic Usage

```
\snowman
```



Options

The basic snowman can be modified by changing its colour:

```
\snowman[body=blue]
```



In addition to the colour of the body, the colour of various body parts can be adjusted:

```
\snowman[eye=red]
```



```
\snowman[nose=red]
```



```
\snowman[mouth=red]
```



```
\snowman[buttons=red]
```



Finally the key **3D** will make the snowman 3-dimensional:

```
\snowman[3D]
```



... , the TikZling

The inventor of the word TikZlings has yet to come up with a name for the TikZling

Package name

```
\usepackage{tikzlings}
```

Basic Usage

```
\tikzling
```



Options

Only options common for all TikZlings are supported for the `\tikzling`. These are the ability to change the body colour

```
\tikzling[body=blue]
```



and the `3D` key, which will make the TikZlings 3-dimensional:

```
\tikzling[3D]
```



If an option of a specific tikzlings is used (for example `sleeping` which only the koala can do) this only works if you are lucky and the koala is drawn, in all other cases it will result in an error.

In addition all usual TikZ and pgf keys can be used in the optional argument as well as the accessories presented in the following section.



Accessories

To customise the TikZlings the package provides a number of accessories which can be added to all the TikZlings simply by adding the respective keyword as optional argument:

```
\bear[hat]
```



For most of these items, the colour can be customised:

```
\koala[crown=orange!50!yellow]
```



Unfortunately it is very difficult to create accessories that will fit all the different shapes of the TikZlings. Therefore it is also possible to add them separately as optional argument of the `\thing` macro, which allows more control of their size and placement:

```
\owl  
\thing[tophat,scale=1.5,yshift  
=-0.6cm,xshift=-0.05cm]
```



A list of all available accessories is given below. For completeness the default colours for each key are shown, but actually it is unnecessary unless it should be changed. In case more than one key is shown, all but the first are optional.

Hats

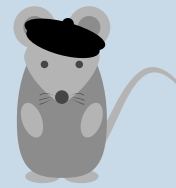
```
\penguin[  
  hat=blue!40!black  
]
```



```
\snowman[  
  tophat=black!90!white  
]
```



```
\mouse[  
  beret=black  
]
```



```
\owl[  
  strawhat=gray!30!white,  
  ribbon=black  
]
```



```
\coati[  
  harlequin=blue,  
  niugelrah=red  
]
```



```
\owl[  
  witch=black  
]
```



```
\bear[  
  magichat=violet,  
  magicstars=yellow!80!brown  
]
```



```
\penguin[  
  crown=yellow!90!orange  
]
```



```
\koala[  
  queencrown=yellow  
]
```



```
\marmot[
  kingcrown=gray
]
```



```
\mouse[
  santa=red!80!black
]
```



```
\bear[
  chef=gray!20!white
]
```



```
\snowman[
  graduate=black,
  tassel=red
]
```



```
\penguin[
  alien=green
]
```

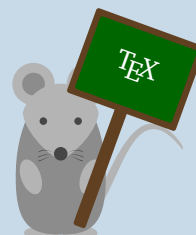


Communication

```
\coati[
  book={\tiny\TeX},
  bookcolour=brown
]
```



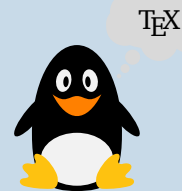
```
\mouse[
  signpost={\TeX},
  signcolour= brown!50!black,
  signback=green!40!black
]
```



```
\bear[
  speech={\TeX},
  bubblecolour=gray!30!white
]
```



```
\penguin[
  think={\TeX},
  bubblecolour=gray!30!white
]
```



Food

```
\koala[
  pizza
]
```



```
\mouse[
  cheese=yellow!30!orange!60!
  white
]
```



```
\coati[
  baguette=brown
]
```



```
\moles[
  cake=violet
]
```



```
\marmot[
  icecream=brown!60!gray,
  flavoura=brown!50!black,
  flavourb=white!70!brown,
  flavourc=red!50!white
]
```




```
\penguin[  
  milkshake=red!20!white  
]
```



```
\owl[  
  wine=red!70!black  
]
```



Sports

```
\coati[  
  cricket=brown  
]
```



```
\mouse[  
  hockey=brown  
]
```



```
\koala[  
  football=white  
]
```



Other items

```
\marmot[  
  crystalball=cyan  
]
```



```
\bear[  
  magicwand  
]
```



```
\coati[  
  rollingpin=brown  
]
```



```
\penguin[  
  lightsaber=green  
]
```



```
\snowman[  
  torch=gray  
]
```



```
\mouse[  
  basket=brown!70!gray  
]
```



```
\sloth[  
  easter=brown!70!gray,  
  egga=blue,  
  eggb=green,  
  eggc=red  
]
```



```
\koala[  
  crozier=brown  
]
```



```
\snowman[  
  shovel=gray  
]
```



```
\penguin[  
  pickaxe=gray  
]
```

