

1 Environments

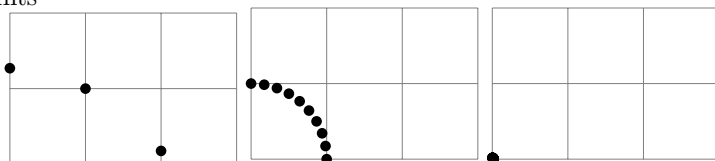
Rectangles \square and \square . Inline \bigcirc . Hello

2 Scopes

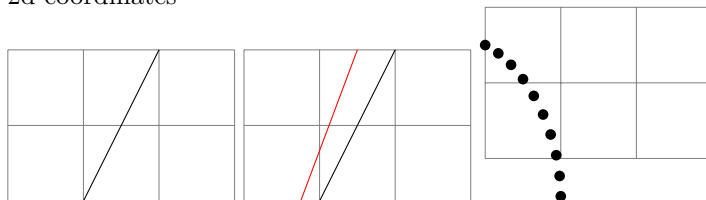
$\square\square\square$

3 Coordinates

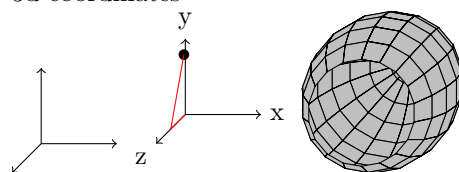
Points



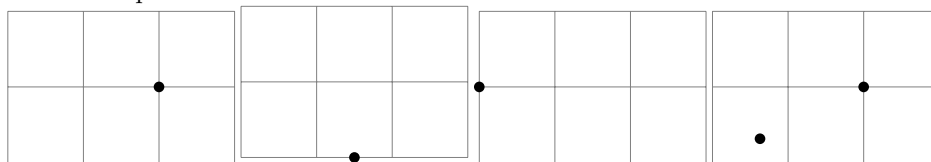
2d coordinates



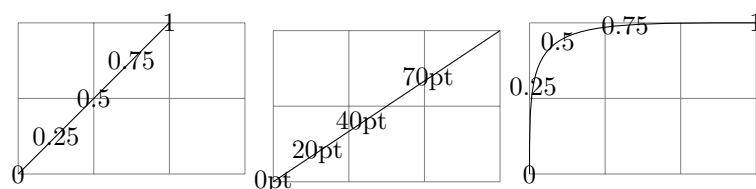
3d coordinates



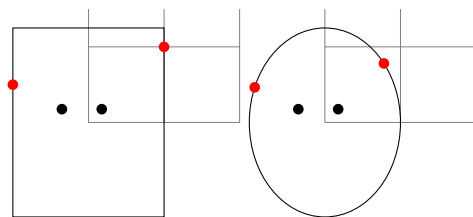
Basic manipulation of coordinates



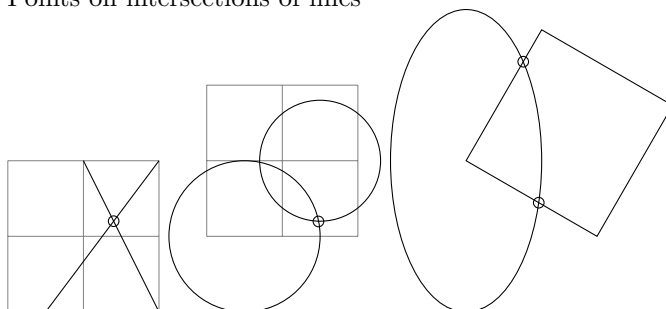
Points along lines and curves
1.25



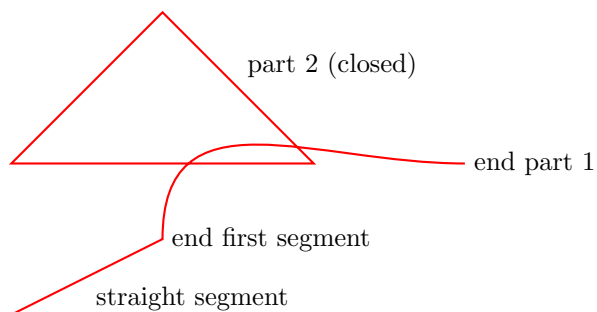
Points on borders of objects



Points on intersections of lines



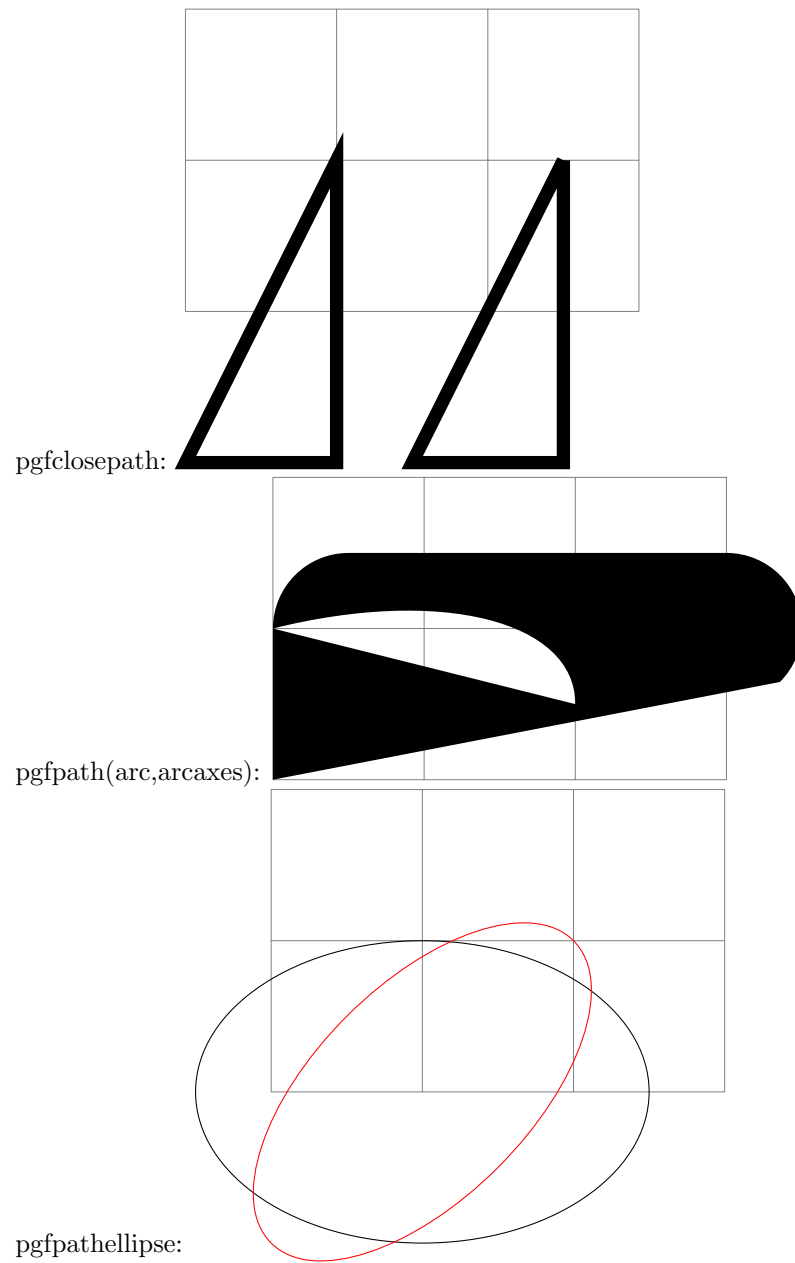
4 Paths

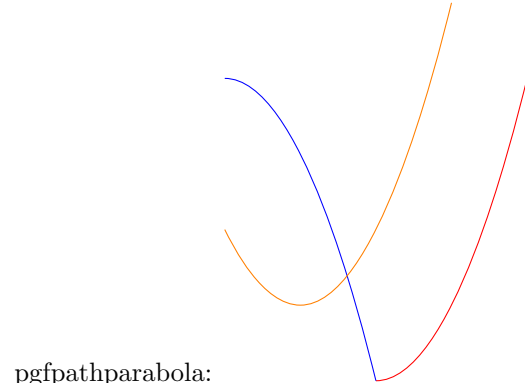
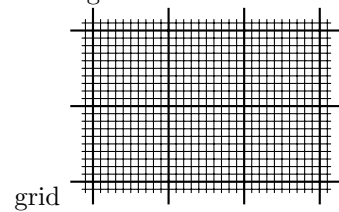
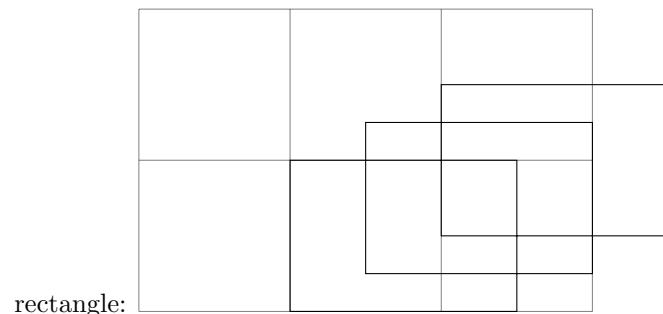


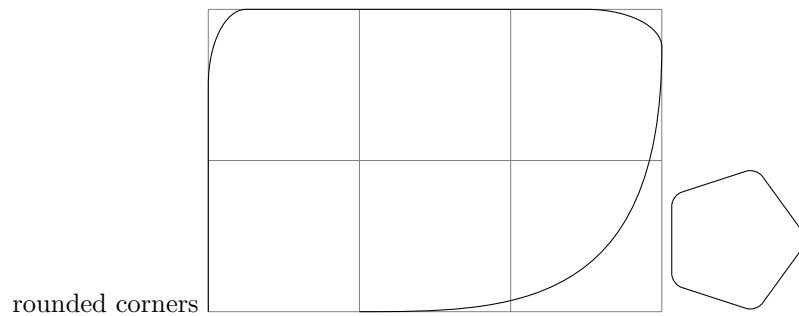
General: start part 1

pgfpath(moveto,lineto,curveto):

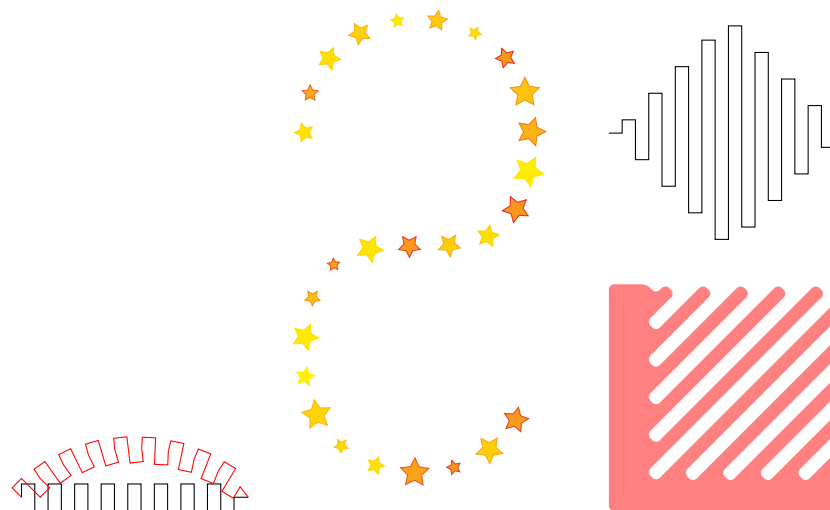




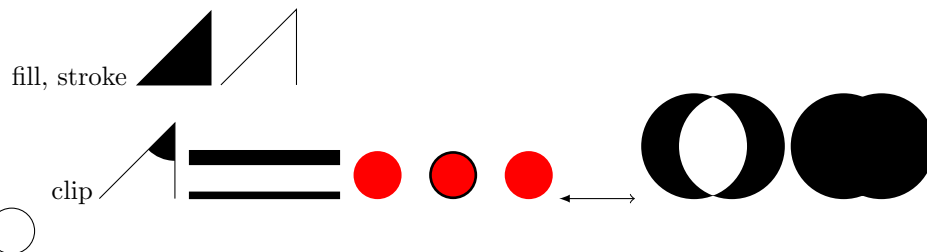




5 Decorations

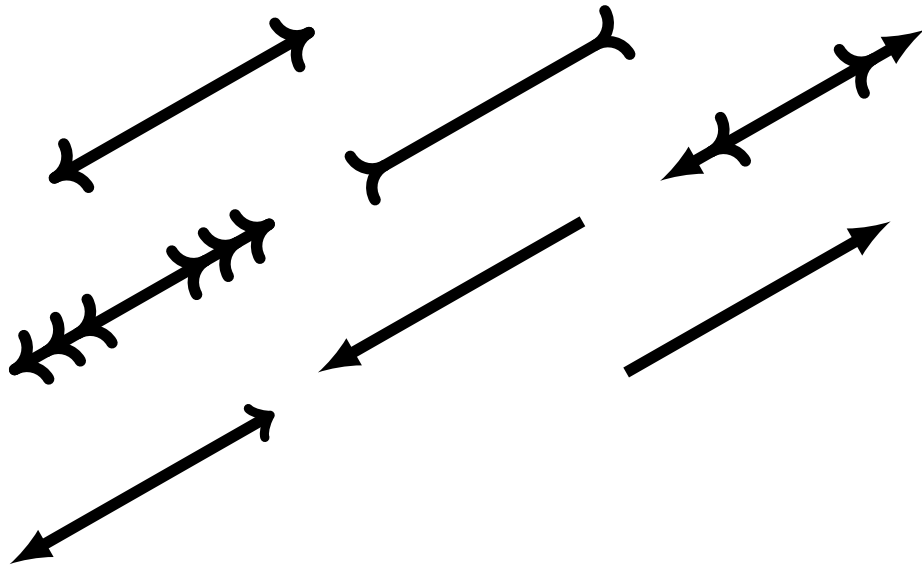


6 More Paths



7 Arrows

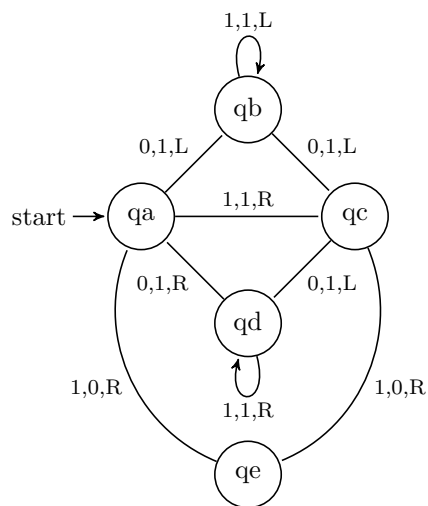




8 Nodes

Remark

Use Case



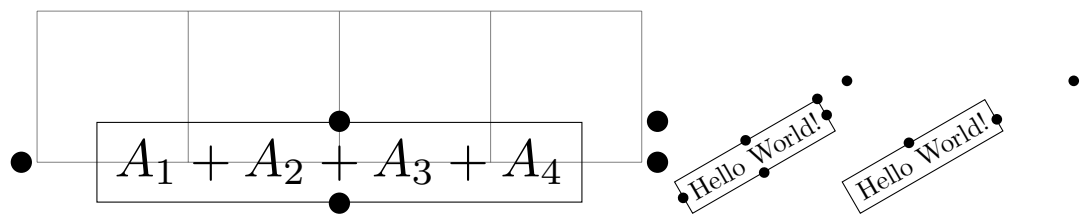
More: $\int e^{-x} dx$

MathML: $\sum_{i=1}^{10} t_i$

$$\int_0^{\infty} e^{-x} dx$$

$$\frac{q}{01}$$

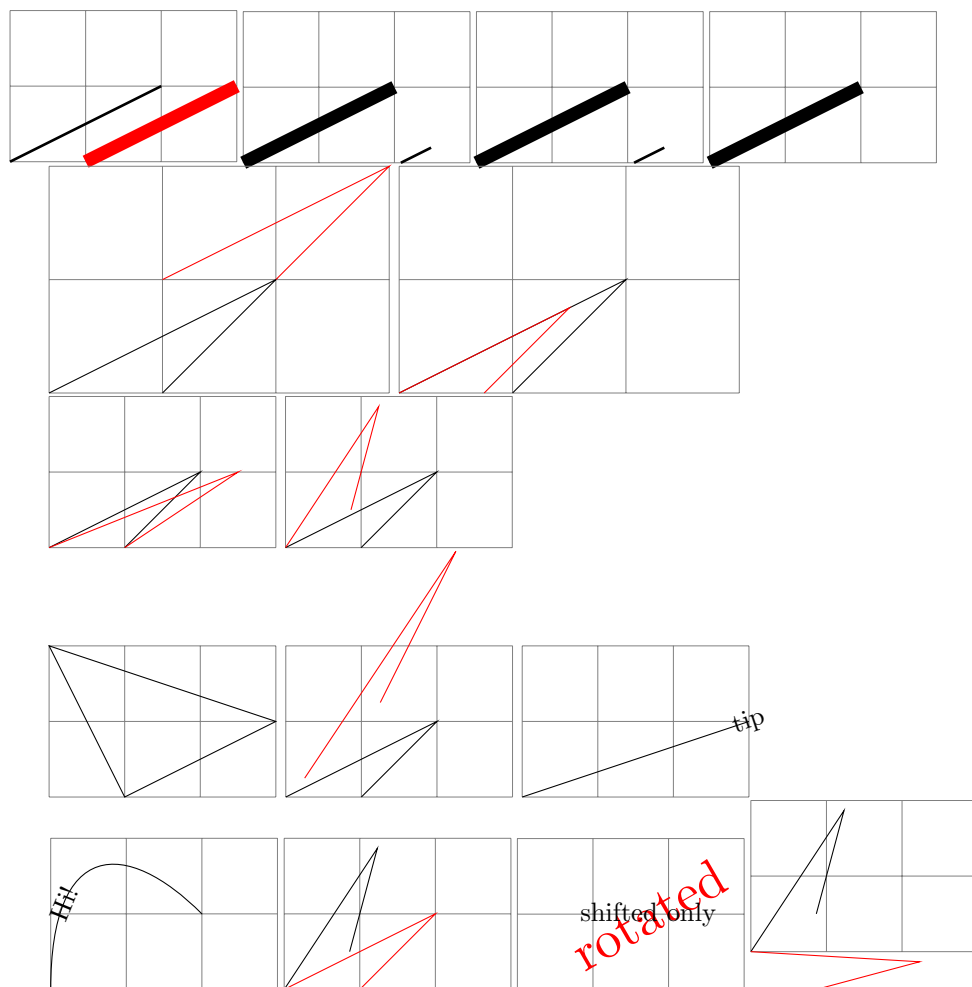
$$\int y dx$$



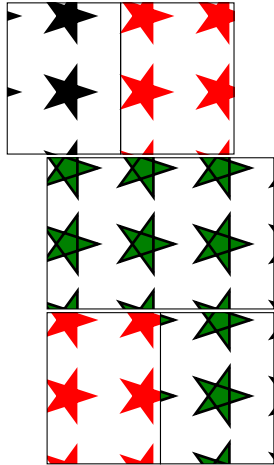
9 Matrices

a

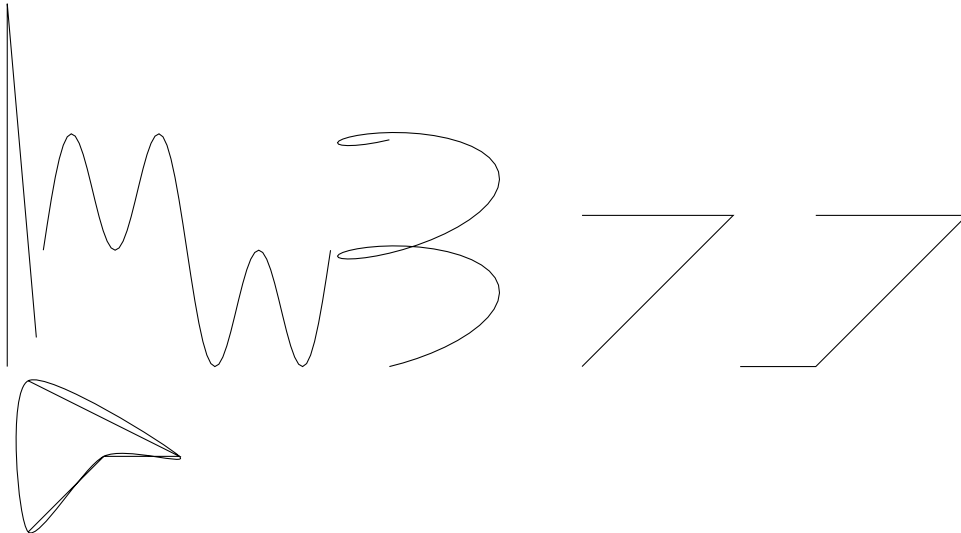
10 Transformations



11 Patterns



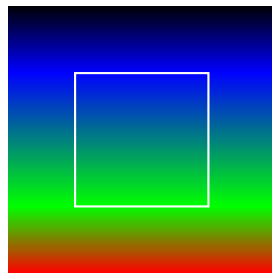
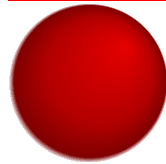
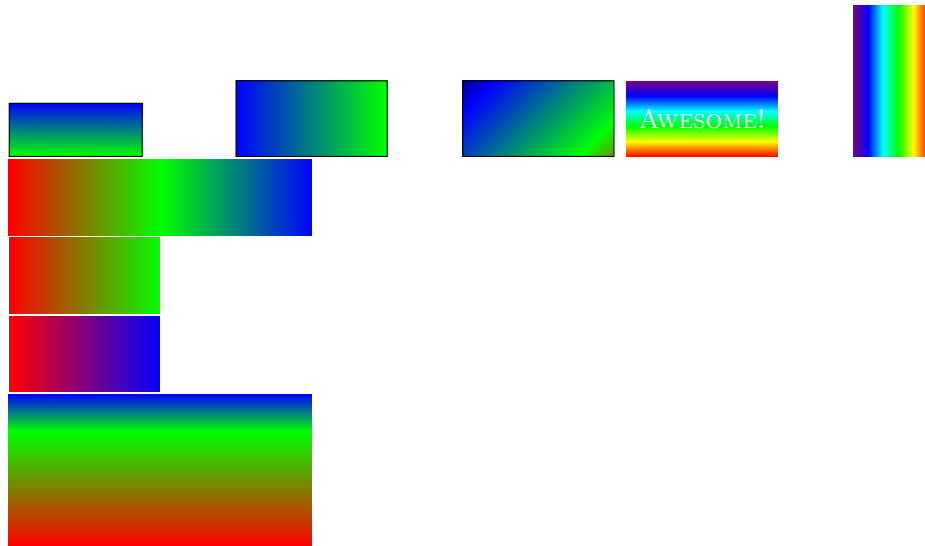
12 Plots



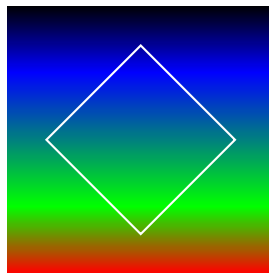
13 Layers



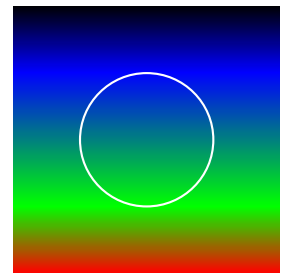
14 Shadings



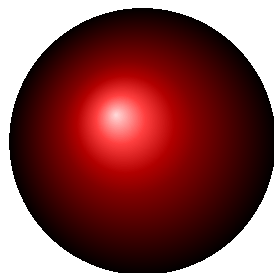
first two applications

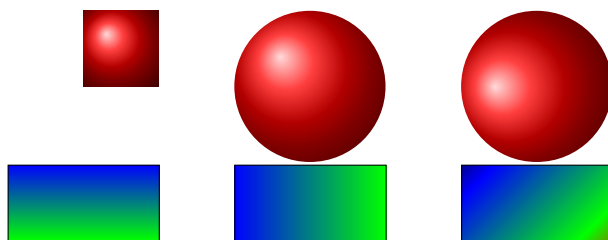


third application



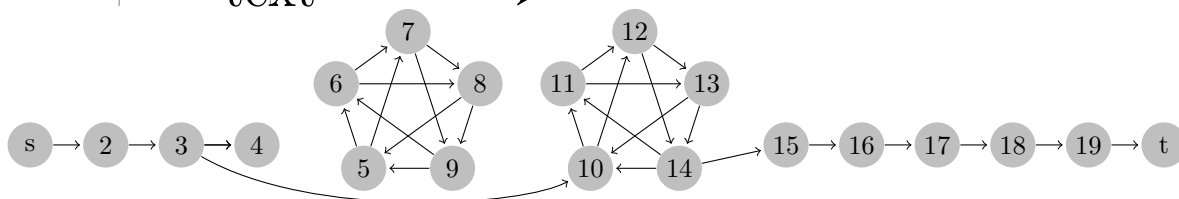
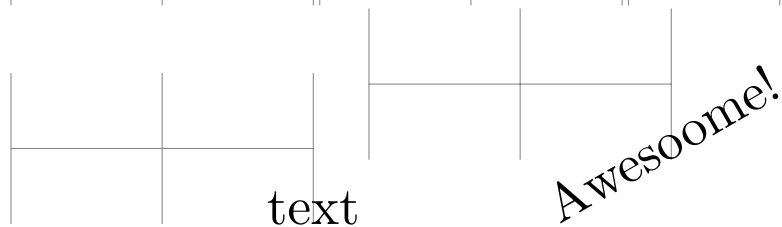
fourth application



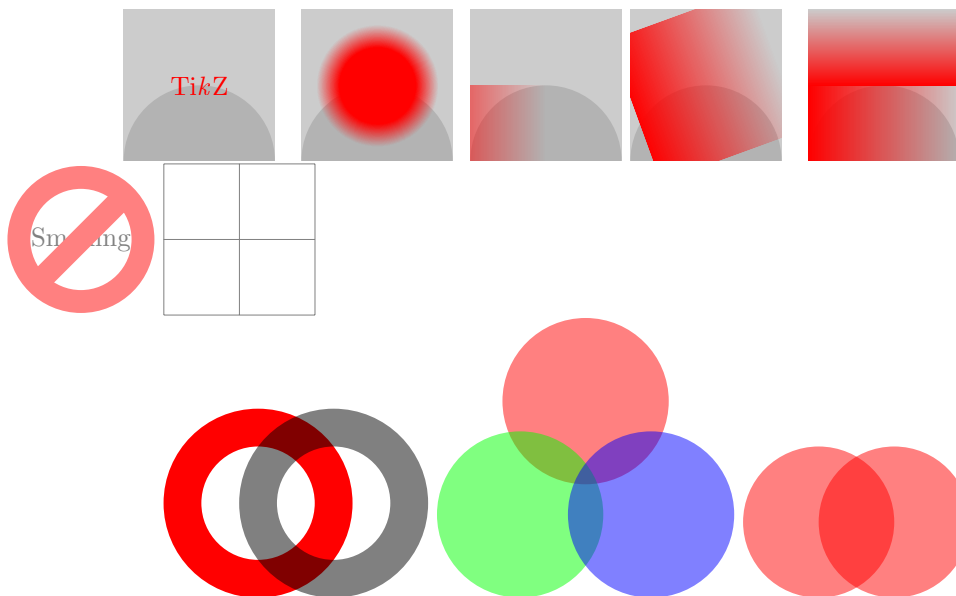


15 Text

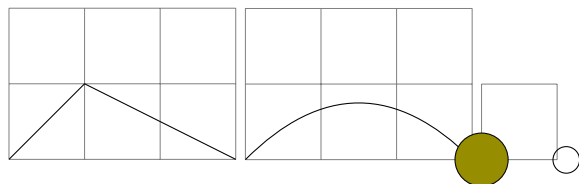
	text	text		text
		text	text	
text				
text	text			text



16 Transparency



17 Quick Commands



18 Fun Patterns

