

1 Environments

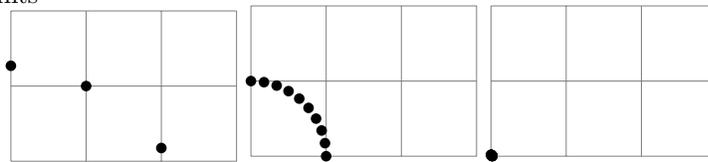
Rectangles \square and \square . Inline \circ . Hello

2 Scopes

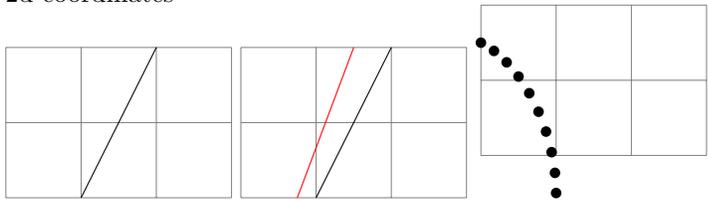
$\square\square\square$

3 Coordinates

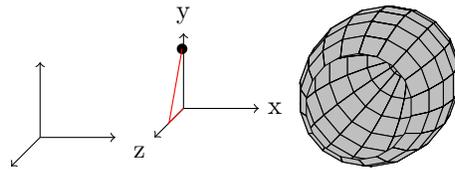
Points



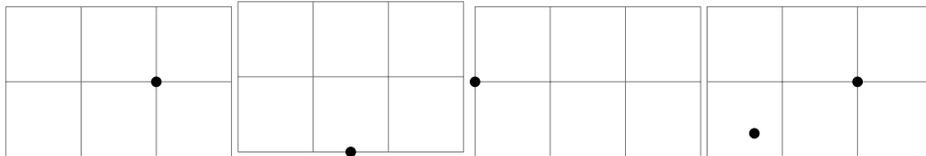
2d coordinates



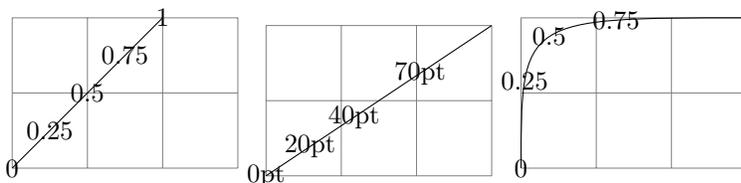
3d coordinates



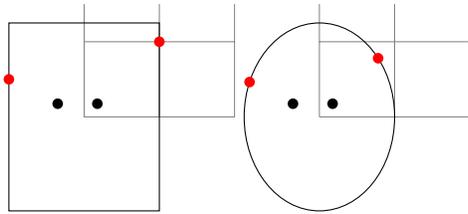
Basic manipulation of coordinates



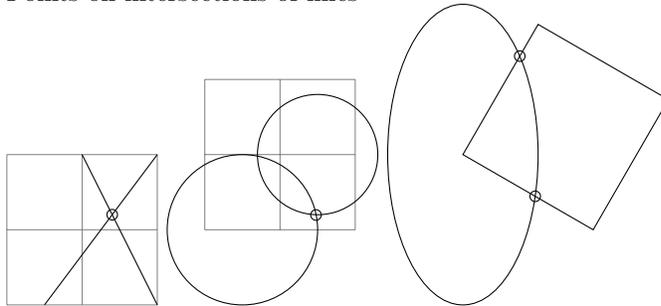
Points along lines and curves
1.25



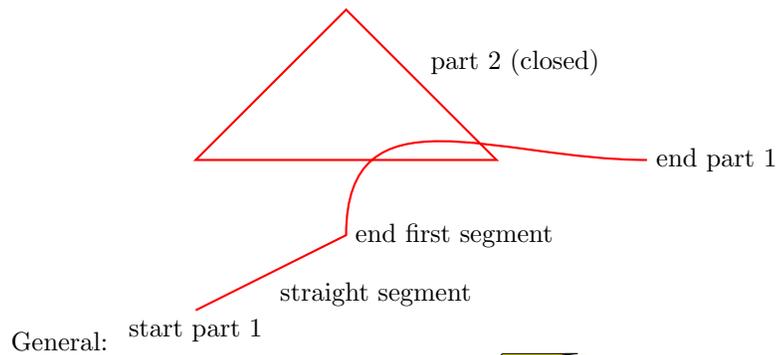
Points on borders of objects



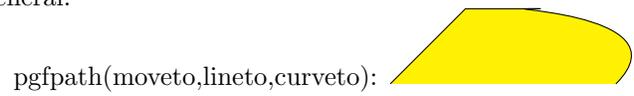
Points on intersections of lines

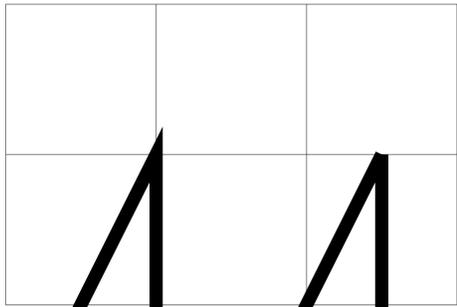


4 Paths

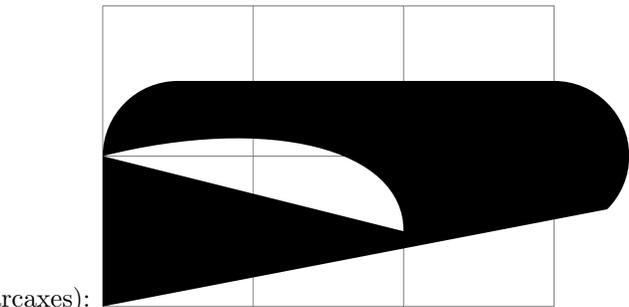


General: start part 1

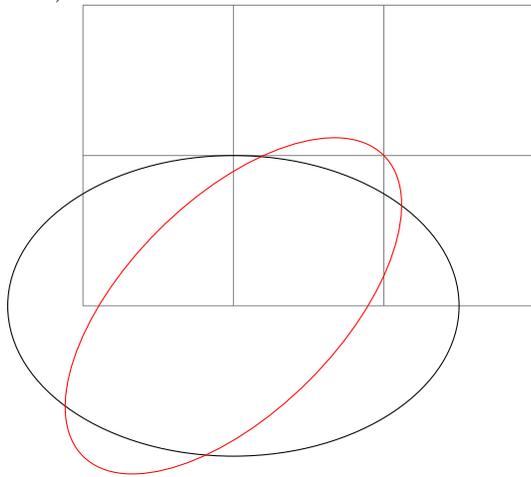




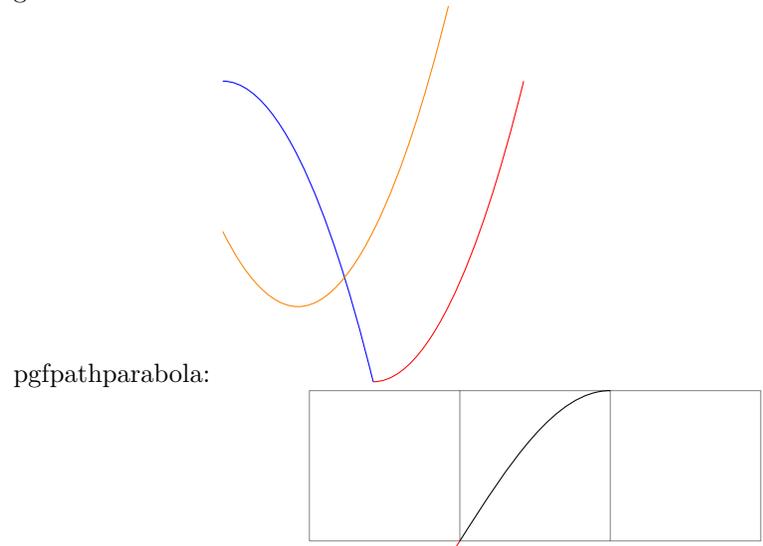
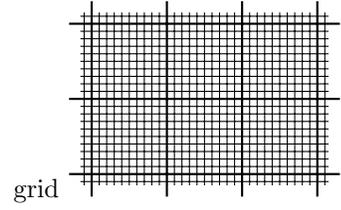
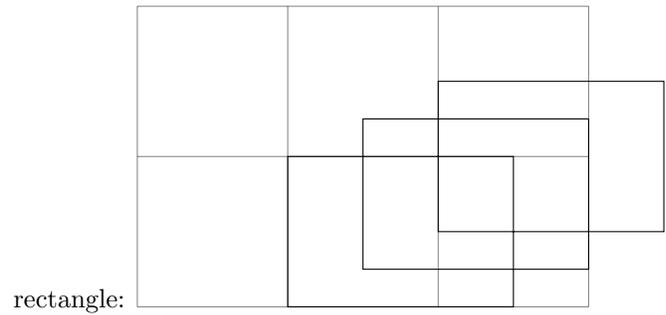
pgfclosepath:

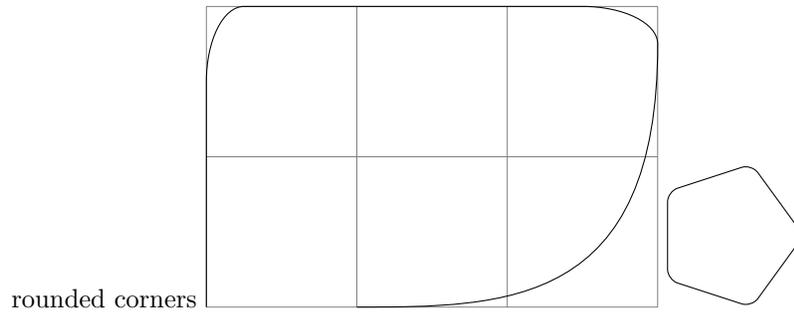


pgfpath(arc,arcaxes):

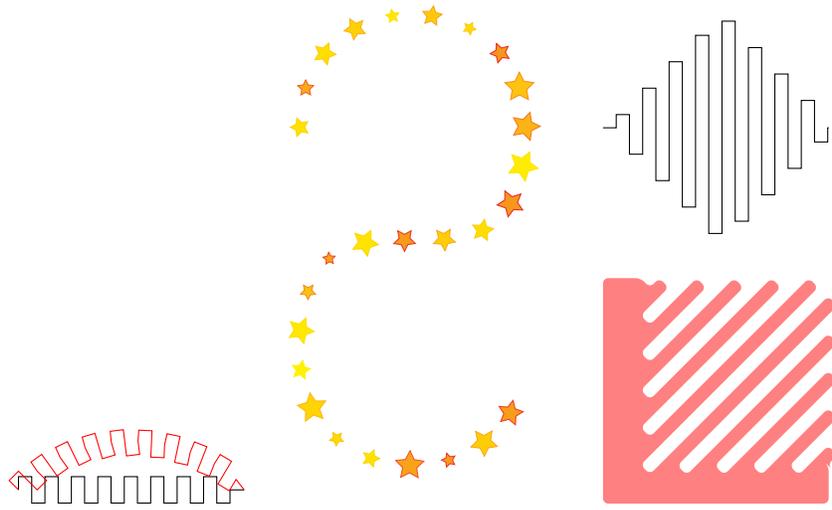
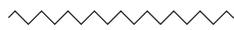


pgfpathellipse:

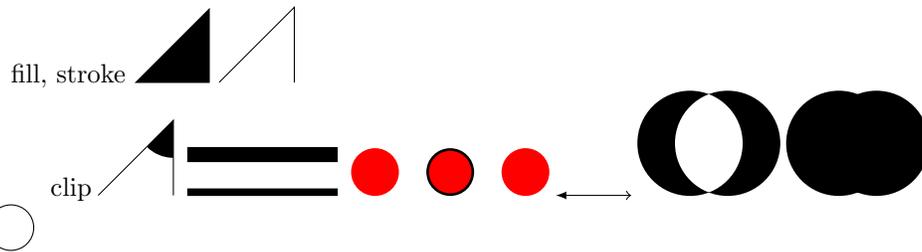




5 Decorations

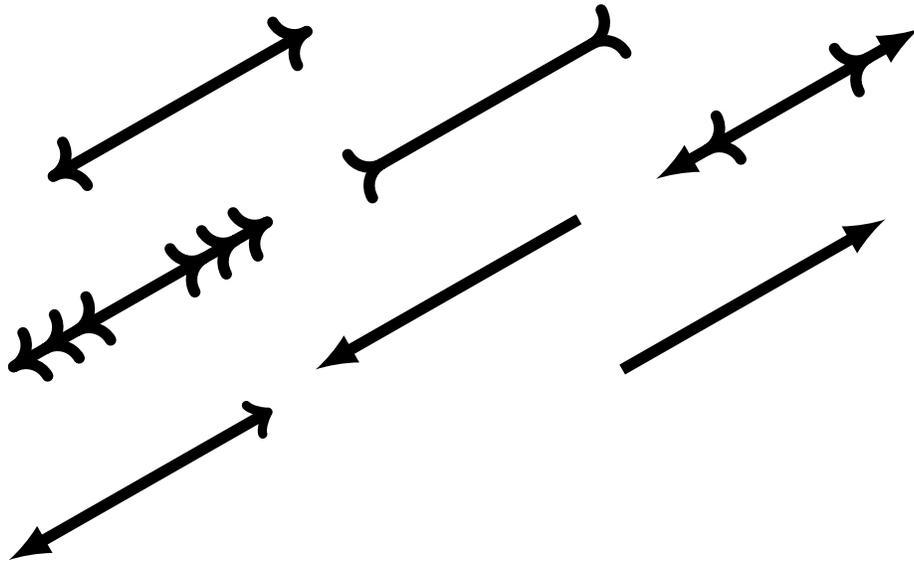


6 More Paths



7 Arrows

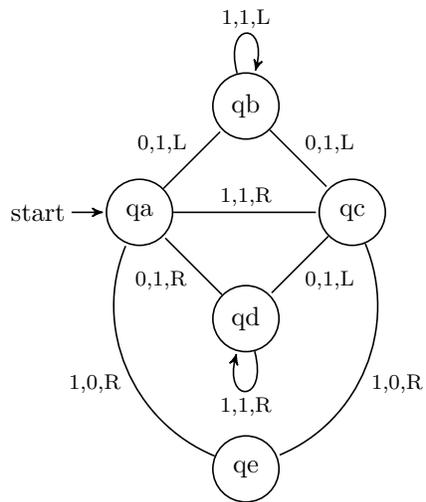




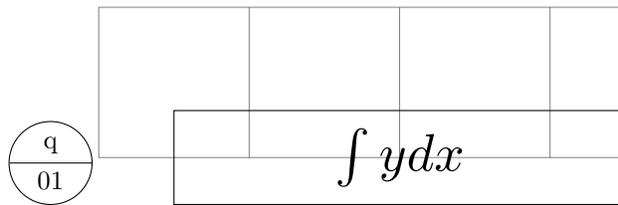
8 Nodes

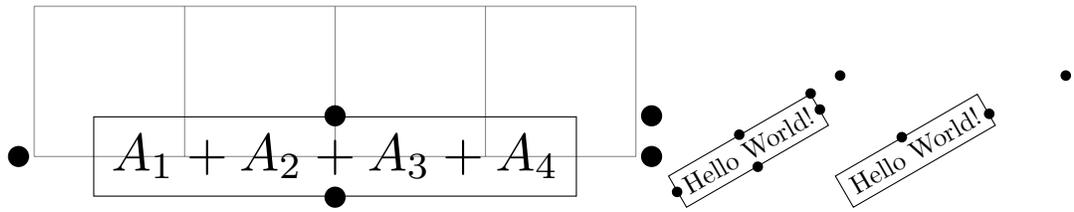
Remark

Use Case



		<i>More: $\int e^{-x} dx$</i>	
		MathML: $\sum_{i=1}^{10} t_i$	
		<i>$\int_0^\infty e^{-x} dx$</i>	

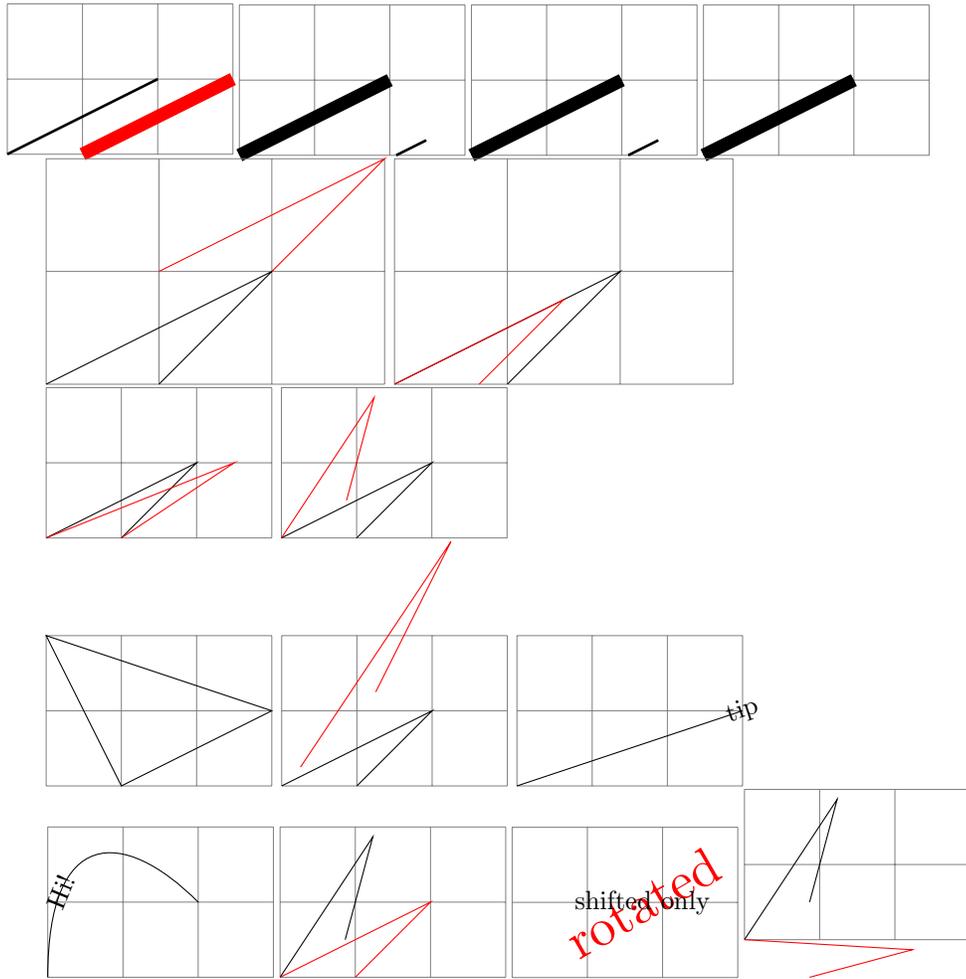




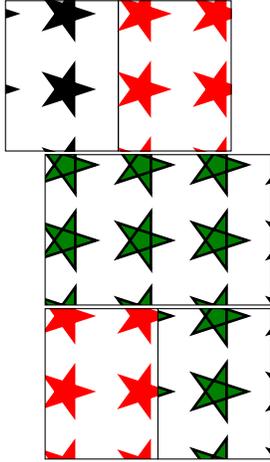
9 Matrices

a

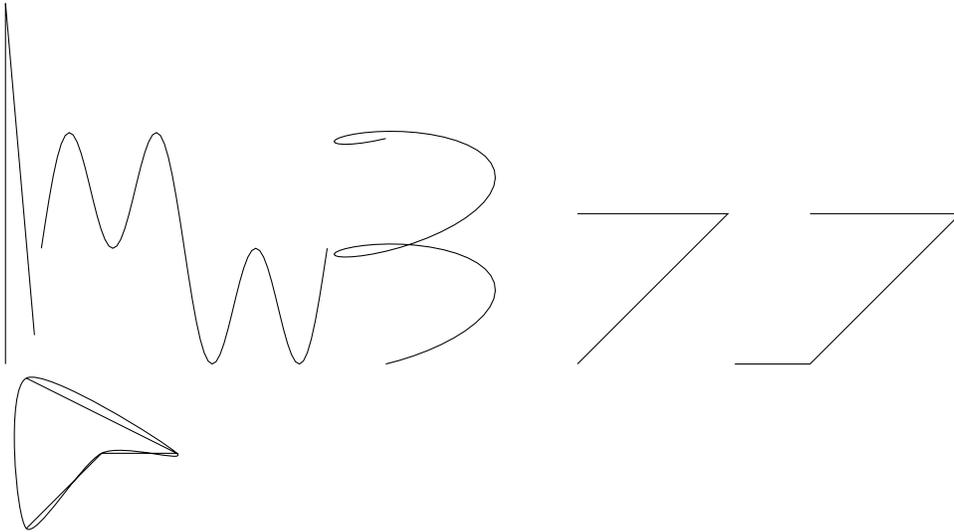
10 Transformations



11 Patterns



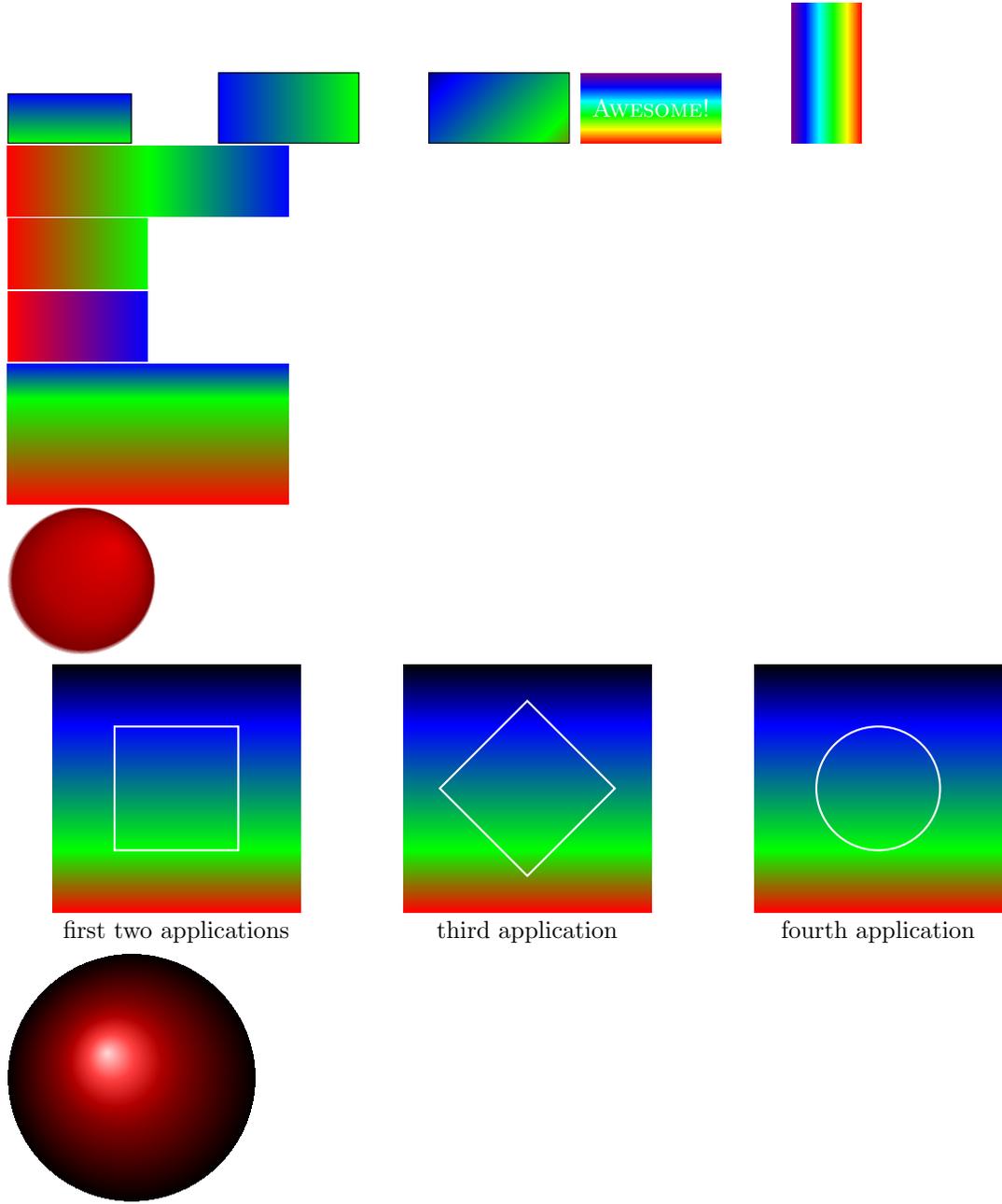
12 Plots

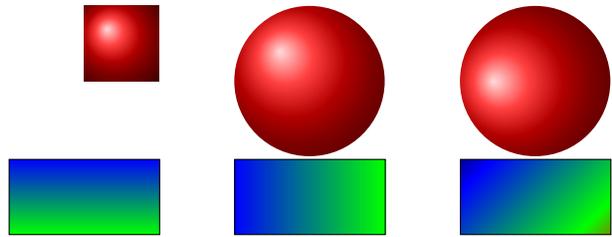


13 Layers

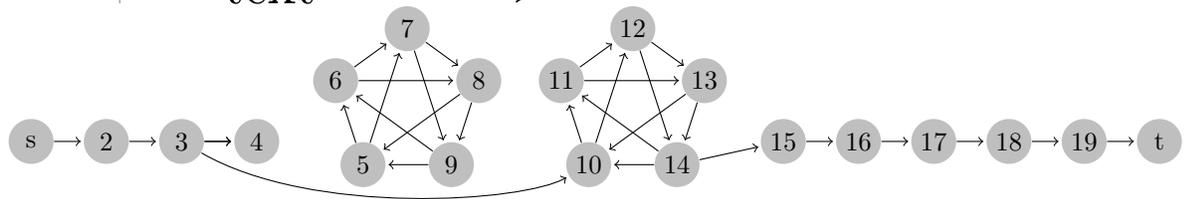
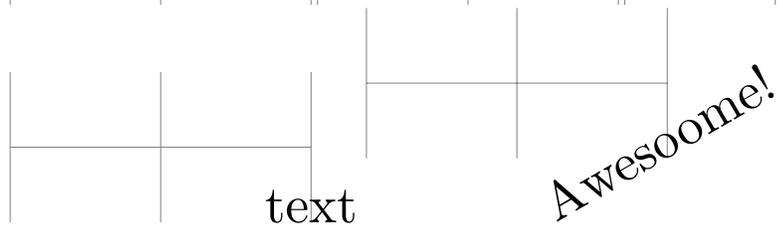
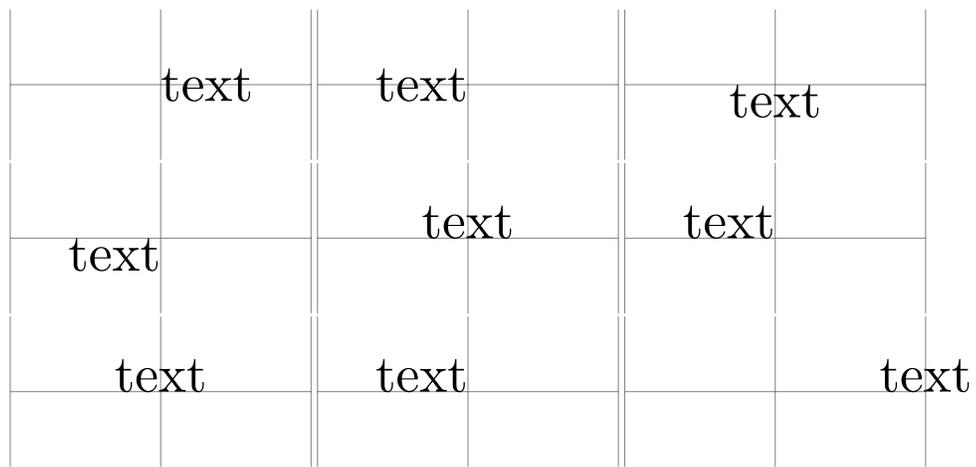


14 Shadings

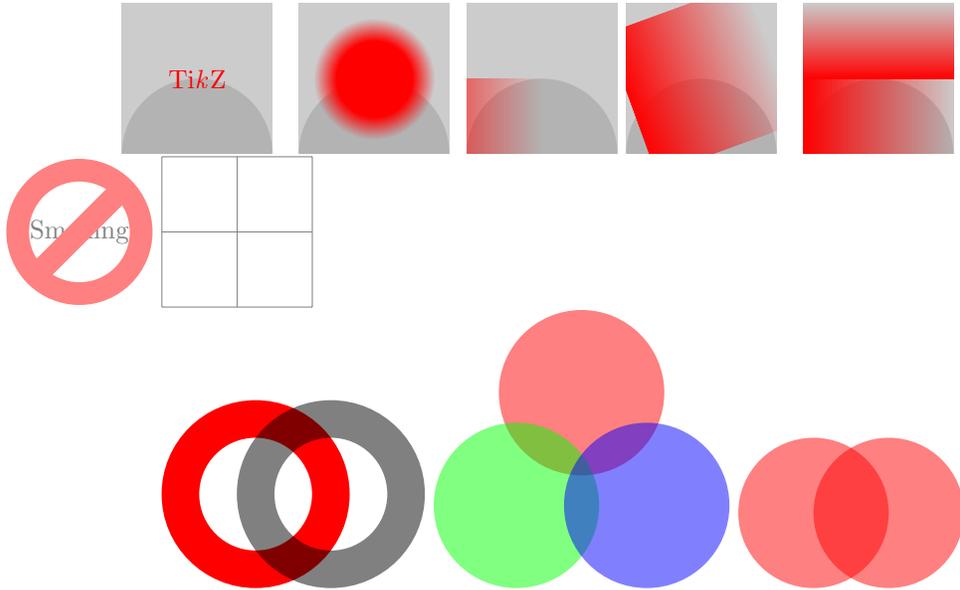




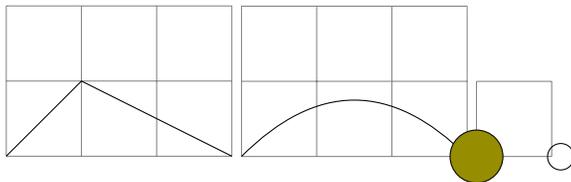
15 Text



16 Transparency



17 Quick Commands



18 Fun Patterns

