The Ti*k*Zlings package

drawing animals and beings in Ti*k*Z

samcarter
https://github.com/samcarter/tikzlings
https://ctan.org/pkg/tikzlings

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Introduction

The Ti*k*Zlings are a collection of little animals (and beings) drawn in Ti*k*Z. It is the next evolutionary phase of the Ti*k*Zmarmots package, extending it with further animals (and beings) and also adding the ability to natively use many of the accessories known from the Ti*k*Zducks package.

I'd like to thank the friendly and helpful community of TEX users for their suggestions, feedback and help to create this package and naming it. As a thank you, the Ti*k*Zlings all have names which are, in some way or another, connected to their creators, their inspiration or to users of TEX.

This package is work in progress, therefore I would be happy to hear your feedback and ideas how to improve the package. The development version of the source code can be found at https://github.com/samcarter/tikzlings, including an issue tracker. A more stable version of the package can be found on CTAN (https://ctan.org/pkg/tikzlings) and is included in both TEXLive and MiKTEX as **tikzlings**. If you seek any other assistance (not bug reports/feature requests), I suggest asking at https://topanswers.xyz/tex.

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

Basic TikZling

```
\marmot
```

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

TikZling with options

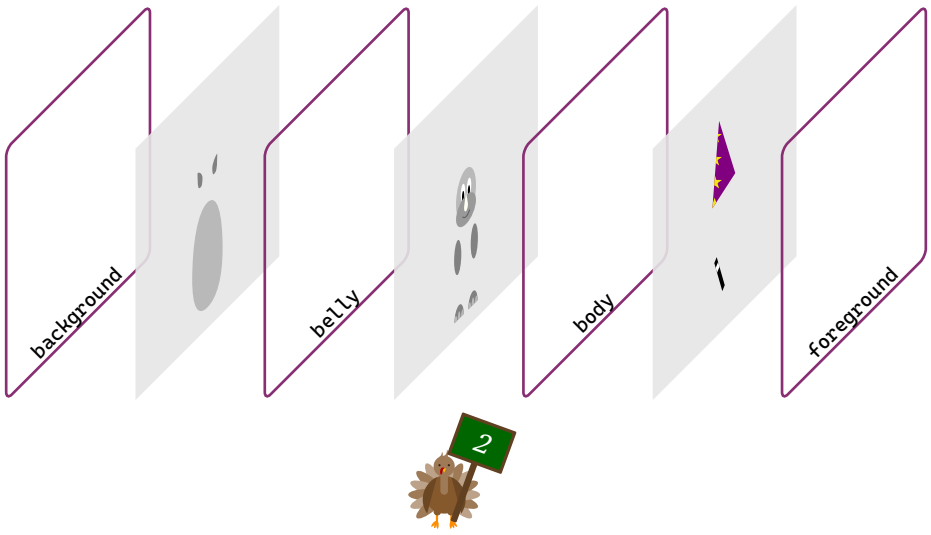
```
\penguin[rotate=30,scale=0.5]
```

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.

To make customisation of the TikZlings easier, some hooks are provided, which can be utilised by the user in order to add commands at specific layers:

- `\NewHook{tikzlings/<name_of_the_tikzling>/background}`
- `\NewHook{tikzlings/<name_of_the_tikzling>/belly}`
- `\NewHook{tikzlings/<name_of_the_tikzling>/body}`
- `\NewHook{tikzlings/<name_of_the_tikzling>/foreground}`

With regard to the individual components of the TikZlings, they are located in the following z order:



In addition, there are also hooks available which will effect all Ti*k*Zlings:

- `\NewHook{tikzlings/background}`
- `\NewHook{tikzlings/belly}`
- `\NewHook{tikzlings/body}`
- `\NewHook{tikzlings/foreground}`

A short example how the hooks can be used:

Hooks

```
\AddToHook{tikzlings/mouse/belly}{%
  \fill[red!80!black] (0.55, 1.35) --
    (0.65, 0.3) -- (-0.65, 0.3) --
    (-0.55, 1.35) -- (0.0, 0.9) -- cycle;
}

\mouse

% optionally
\RemoveFromHook{tikzlings/mouse/belly}
```

Another way to use the Ti*k*Zlings is the Ti*k*Z library of the same name. By loading this library, all macros from the normal package can be used. In addition the Ti*k*Z library also defines the Ti*k*Zlings as `pic`'s:

Ti*k*z library and `\pic`

```
\documentclass{standalone}

\usepackage{tikz}
\usetikzlibrary{tikzlings}

\begin{document}
\begin{tikzpicture}
\path (1,0) pic{bear}
      (2,1) pic[
        coati/body=blue,
        scale=0.5
      ]{coati}
      (3,2) pic[
        thing/hat=red
      ]{penguin};
\end{tikzpicture}
\end{document}
```

List of all TikZlings:

Peter, the anteater

Package name

Package usage

```
\usepackage{tikzlings-anteaters}
```

Basic Usage

Basic anteater

```
\anteater
```

Options

The basic anteater can be modified by changing its colour:

Body colour

```
\anteater[body=blue]
```

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

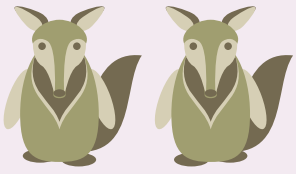
Eye colour

```
\anteater[eyes=red]
```

And the anteater can lift its legs:

Walking

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



To view the anteater from behind:

Back view

```
\anteater[back]
```

The key `3D` will make the anteater 3-dimensional:

3D view

```
\anteater[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\anteater[contour=black]
```

Sandra, the orangutan

The ape was kindly contributed by @NuzzleTOO. It is named after an orangutan who was freed from living alone in a zoo in Bueonos Aires and taken to a sanctuary for great apes after temporarily becoming legally a non-human person.

Package name

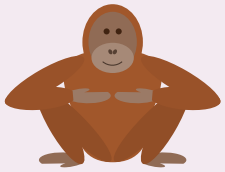
Package usage

```
\usepackage{tikzlings-apes}
```

Basic Usage

Basic ape

```
\ape
```

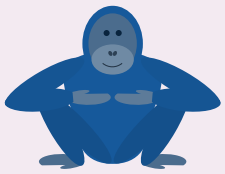


Options

The basic ape can be modified by changing its colour:

Body colour

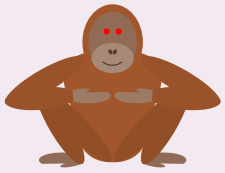
```
\ape[body=blue]
```



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

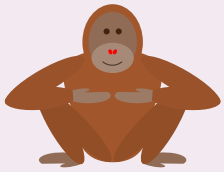
Eye colour

```
\ape[eyes=red]
```



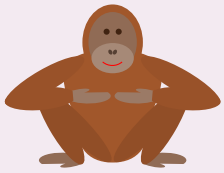
Nose colour

```
\ape[nose=red]
```



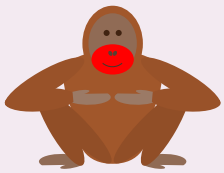
Mouth colour

```
\ape[mouth=red]
```



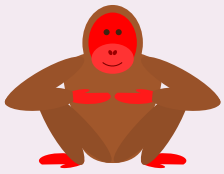
Muzzle colour

```
\ape[muzzle=red]
```



Skin colour

```
\ape[skin=red]
```

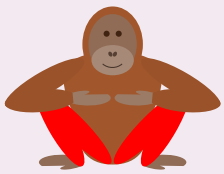


Arm colour

```
\ape[arms=red]
```

Leg colour

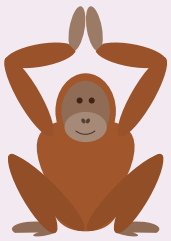
```
\ape[legs=red]
```



The ape make can make use of it hands in different ways:

Clapping ape

```
\ape[handposition=clap]
```



Waving ape

```
\ape[handposition=waving]
```

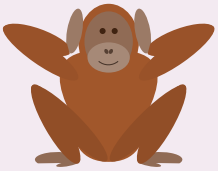
Including the gestures of the three mystic apes **Mizaru** (see no evil), **Kikazaru** (hear no evil) and **Iwazaru** (speak no evil):

See no evil

```
\ape[handposition=seenoevil]
```

hear no evil

```
\ape[handposition=hearnoevil]
```



speak no evil

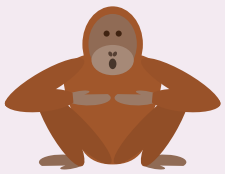
```
\ape[handposition=speaknoevil]
```

As shortcuts, these three apes are also available via `\ape[seenoevil]`, `\ape[hearnoevil]`, `\ape[speaknoevil]` and `\ape[mizaru]`, `\ape[kikazaru]`, `\ape[iwazaru]`.

To see a hooting ape:

Hooting ape

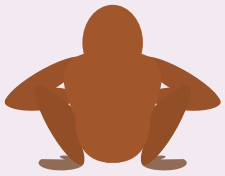
```
\ape[openmouth]
```



To view the ape from behind:

Back view

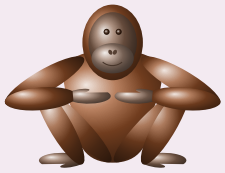
```
\ape[back]
```



The key `3D` will make the ape 3-dimensional:

3D view

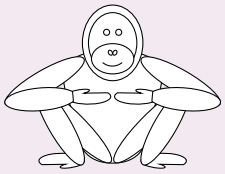
```
\ape[3D]
```



And finally the `contour` key will only draw the outlines:

Contours

```
\ape[contour=black]
```



Natalie, the bat

Named after a dear friend from my undergrad studies

Package name

Package usage

```
\usepackage{tikzlings-bats}
```

Basic Usage

Basic bat

```
\bat
```

Options

The basic bat can be modified by changing its colour:

Body colour

```
\bat[body=blue]
```

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

Eye colour

```
\bat[eyes=red]
```

Pupil colour

```
\bat[pupils=red]
```

Mouth colour

```
\bat[mouth=red]
```

Ear colour

```
\bat[ears=red]
```

Foot colour

```
\bat[feet=red]
```

The bat can open its mouth:

Open mouth

```
\bat[openmouth]
```

With the `wings` option, one can adjust the spread of the wings. It accepts values between 0 and 1:

Wing span

```
\bat[wings=0.5]
```

To turn the bat into a vampire bat, the `teeth` option can be used:

Vampire

```
\bat[teeth=white]
```

To view the bat from behind:

Back view

```
\bat[back]
```

The key `3D` will make the bat 3-dimensional:

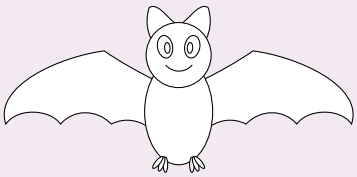
3D view

```
\bat[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\bat[contour=black]
```



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

Package usage

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

Basic Usage

Basic bear

```
\bear
```

Options

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

Body colour

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

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

Eye colour

```
\bear[eyes=red]
```

Mouth colour

```
\bear[mouth=red]
```

The bear can open its mouth:

Open mouth

```
\bear[openmouth]
```

To view the teddy bear from behind:

Back view

```
\bear[back]
```

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

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\bear[contour=black]
```

Extension

The Bär and Ulrike Fischer wrote the fantastic `bearwear` package, that provides many different clothing options for the `TikZbears`. All the other Ti*k*Zlings admire them for the nice clothing!

A short example:

Bearwear example

```
\bear
\bearwear[
  long sleeves,
  shirt=red!80!black
]
```

Many more options and examples can be found in the package documentation https://ctan.org/pkg/bearwear.

Beeing, the bee

The bee was kindly contributed by @marmot

Package name

Package usage

```
\usepackage{tikzlings-bees}
```

Basic Usage

Basic bee

```
\bee
```

Options

The basic bee can be modified by changing its colour:

```
\bee[body=blue]
```

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

Antenna colour

```
\bee[antennas=red]
```

Eye colour

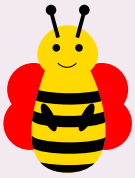
```
\bee[eyes=red]
```

Mouth colour

```
\bee[mouth=red]
```

Wing colour

```
\bee[wings=red]
```



Hand colour

```
\bee[hands=red]
```

Stripe colour

```
\bee[stripes=red]
```

The bee can open its mouth:

Open mouth

```
\bee[openmouth]
```

To view the bee from behind:

back view

```
\bee[back]
```

The key `3D` will make the bee 3-dimensional:

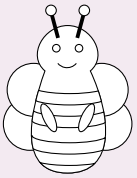
3D view

```
\bee[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\bee[contour=black]
```



Marie, the bug

For a French girl who likes ladybugs – the name comes from the German word for ladybug "Marienkäfer"

Package name

Package usage

```
\usepackage{tikzlings-bugs}
```

Basic Usage

Basic bug

```
\bug
```

Options

The basic bug can be modified by changing its colour:

Body colour

```
\bug[body=blue]
```

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

Antenna Colour

```
\bug[antennas=blue]
```

Eye colour

```
\bug[eyes=blue]
```

Pupil colour

```
\bug[pupils=blue]
```

Mouth colour

```
\bug[mouth=blue]
```

Arm colour

```
\bug[arms=blue]
```

Wing colour

```
\bug[wings=blue]
```

Foot colour

```
\bug[feet=blue]
```

The bug can open its mouth:

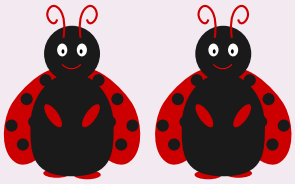
Open mouth

```
\bug[openmouth]
```

And the bug can lift its legs:

Walking

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



To view the bug from behind:

Back view

```
\bug[back]
```

The key `3D` will make the bug 3-dimensional:

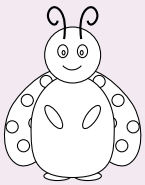
3D view

```
\bug[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\bug[contour=black]
```



MisTi*k*Zelees, the cat

Named after the worlds best singing cat

Package name

Package usage

```
\usepackage{tikzlings-cats}
```

Basic Usage

Basic cat

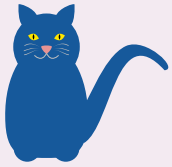
```
\cat
```

Options

The basic cat can be modified by changing its colour:

Body colour

```
\cat[body=blue]
```



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

Eye colour

```
\cat[eyes=green]
```

Pupil colour

```
\cat[pupils=red]
```

Nose colour

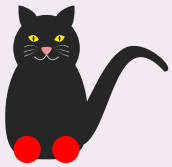
```
\cat[nose=red]
```

Whiskers colour

```
\cat[whiskers=red]
```

Paw colour

```
\cat[paws=red]
```



The cat can open its mouth:

Open mouth

```
\cat[openmouth]
```

The shape of the `pupils` can be changed with the `pupilwidth` option:

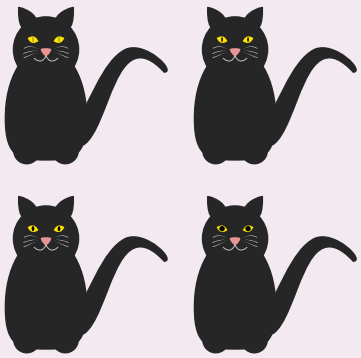
Width of pupils

```
\cat[pupilwidth=0.015]
```

Additionally several predefined widths exist:

Predefined pupil widths

```
\cat[narrow pupils]
\cat[medium pupils]
\cat[wide pupils]
\cat[very wide pupils]
```



There is also the special option `schroedinger`. This cat is both alive and dead as long as you did not compile your document. Be prepared for a possibly disturbing scene when you open the pdf, this option is not suited for sensitive Ti*k*Zlings.

Schrödingers cat

```
\cat[schroedinger]
```

To view the cat from behind:

Back view

```
\cat[back]
```

The key `3D` will make the cat 3-dimensional:

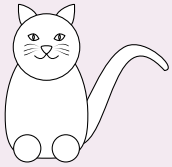
3D view

```
\cat[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\cat[contour=black]
```



Paulette, the chicken

Paulette is named after the French word for chicken "poulet"

Package name

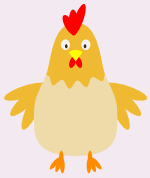
Package usage

```
\usepackage{tikzlings-chickens}
```

Basic Usage

Basic chicken

```
\chicken
```

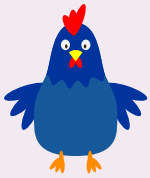


Options

The basic chicken can be modified by changing its colour:

Body colour

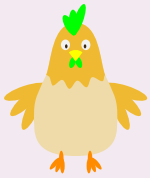
```
\chicken[body=blue]
```



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

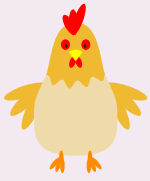
Comb colour

```
\chicken[comb=green]
```



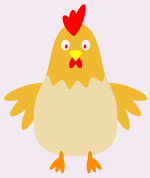
Eye colour

```
\chicken[eyes=red]
```



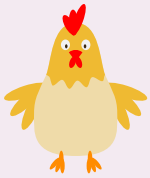
Pupil color

```
\chicken[pupils=red]
```



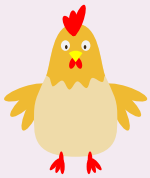
Bill colour

```
\chicken[bill=red]
```



Foot colour

```
\chicken[feet=red]
```



There is also the special option `baby` which will draw a baby chicken called *Pio*:

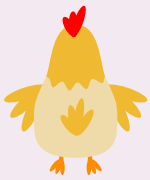
Baby chicken

```
\chicken[baby=yellow]
```

To view the chicken from behind:

Back view

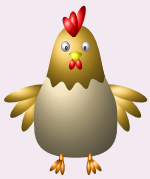
```
\chicken[back]
```



The key `3D` will make the chicken 3-dimensional:

3D view

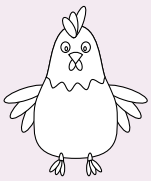
```
\chicken[3D]
```



And finally the **contour** key will only draw the outlines:

Contours

```
\chicken[contour=black]
```



007, the coati

Named after a coati living in the zoo of Mönchengladbach

Package name

Package usage

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

Basic Usage

Basic coati

```
\coati
```

Options

The basic coati can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\coati[eyes=red]
```

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

Rotate head

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

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

Sidewards head

```
\coati[sideward]
```

And the coati can lift its legs:

Walking

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

To view the coati from behind:

Back view

```
\coati[back]
```

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

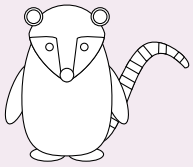
3D view

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

And finally the **contour** key will only draw the outlines:

Contours

```
\coati[contour=black]
```



Cookie, the dog

A friend asked me about a dog-shaped cookie cutter, so the TikZlings got to have a dog

Package name

Package usage

```
\usepackage{tikzlings-dogs}
```

Basic Usage

Basic dog

```
\dog
```

Options

The basic dog can be modified by changing its colour:

Body colour

```
\dog[body=blue]
```

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

Eye colour

```
\dog[eyes=red]
```

Nose colour

```
\dog[nose=red]
```

Head colour

```
\dog[head=red]
```

Ears colour

```
\dog[ears=red]
```

Paw colour

```
\dog[paws=red]
```

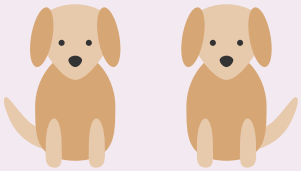
Tail colour

```
\dog[tail=red]
```

The dog can wag its tail:

Wagging tail

```
\dog[tailpos=left]
\dog[tailpos=right,xshift=2cm]
```



To view the dog from behind:

Back view

```
\dog[back]
```

The key `3D` will make the dog 3-dimensional:

3D view

```
\dog[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\dog[contour=black]
```

Johannes, the elephant

The namesake of Johannes loves elephants

Package name

Package usage

```
\usepackage{tikzlings-elephants}
```

Basic Usage

Basic elephant

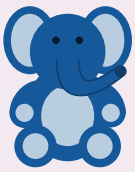
```
\elephant
```

Options

The basic elephant can be modified by changing its colour:

Body colour

```
\elephant[body=blue]
```



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

Ear colour

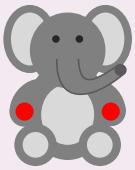
```
\elephant[ears=red]
```

Eye colour

```
\elephant[eyes=red]
```

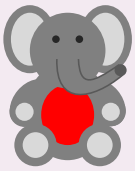
Hand colour

```
\elephant[hands=red]
```



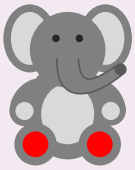
Belly colour

```
\elephant[belly=red]
```



Foot colour

```
\elephant[feet=red]
```



Tail colour

```
\elephant[back,tail=red]
```

To view the elephant from behind:

Back view

```
\elephant[back]
```

The key `3D` will make the elephant 3-dimensional:

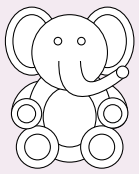
3D view

```
\elephant[3D]
```

And finally the **contour** key will only draw the outlines:

Contours

```
\elephant[contour=black]
```



Sieglinde, the hippo

For the winner of the 2019 Groundhog Challenge

Package name

Package usage

```
\usepackage{tikzlings-hippos}
```

Basic Usage

Basic hippo

```
\hippo
```

Options

The basic hippo can be modified by changing its colour:

Body colour

```
\hippo[body=blue]
```

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

Eye colour

```
\hippo[eyes=red]
```

Pupil colour

```
\hippo[pupils=red]
```

Mouth colour

```
\hippo[mouth=red]
```

The hippo can open its mouth:

Open mouth

```
\hippo[openmouth]
```

The hippo can also do its nails:

Toe colour

```
\hippo[toes=red]
```

To view the hippo from behind:

Back view

```
\hippo[back]
```

The key `3D` will make the hippo 3-dimensional:

3D view

```
\hippo[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\hippo[contour=black]
```

Will, the koala

The koala was generously contributed by @marmot and is named in honour of a LaTeX developer from Down Under

Package name

Package usage

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

Basic Usage

Basic koala

```
\koala
```

Options

The basic koala can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\koala[eyes=red]
```

Mouth colour

```
\koala[mouth=red]
```

The koala can open its mouth:

Open mouth

```
\koala[openmouth]
```

It can also blush

Blushing koala

```
\koala[blush=red]
```

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

Sleep

```
\koala[sleeping]
```

To view the koala from behind:

Back view

```
\koala[back]
```

The key `3D` will make the koala 3-dimensional:

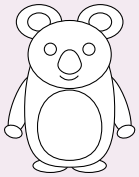
3D view

```
\koala[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\koala[contour=black]
```



Phil, the marmot

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

Package name

Package usage

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

Basic Usage

Basic marmot

```
\marmot
```

Options

The basic marmot can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\marmot[eyes=red]
```

Mouth colour

```
\marmot[mouth=red]
```

The marmot can open its mouth:

Open mouth

```
\marmot[openmouth]
```

The marmot can also blush

Blushing marmot

```
\marmot[blush=red]
```

and whiskers can be added:

Whiskers colour

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

Some marmots even show their chisel teeth:

Teeth colour

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

or can cast a shadow:

Shadow

```
\marmot[shadow]
```

This ability is important if you want to ask Punxsutawney Phil[1] on Groundhog Day how the weather is going to be. With a probability derived from the statistics of 120 Groundhog Days[2] the option `askphil` might or might not result in a shadow.

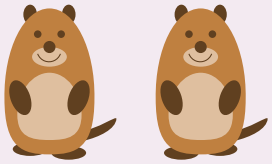
Ask Phil

```
\marmot[askphil]
```

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

Walking

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



To view the marmot from behind:

Back view

```
\marmot[back]
```

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

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\marmot[contour=black]
```

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

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

Ambrogio, the meerkat

The Meerkat was first created by Carla for the Great TikZlings Extravaganza 2022[3]*. Ambrogio got his name from the patreon saint of his home town Milan, Saint Ambrogio*

Package name

Package usage

```
\usepackage{tikzlings-meerkats}
```

Basic Usage

Basic meerkat

```
\meerkat
```

Options

The basic meerkat can be modified by changing its colour:

Body colour

```
\meerkat[body=blue]
```

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

Eye colour

```
\meerkat[eyes=red]
```

[3] https://github.com/TikZlings/Extravaganza2022

Eye circle colour

```
\meerkat[eyecircles=red]
```

Ear colour

```
\meerkat[ears=red]
```

Muzzle colour

```
\meerkat[muzzle=red]
```

Nose colour

```
\meerkat[nose=red]
```

Mouth colour

```
\meerkat[mouth=red]
```

Upper body colour

```
\meerkat[upperbody=red]
```

Chest colour

```
\meerkat[chest=red]
```

Leg colour

```
\meerkat[legs=red]
```

Tail colour

```
\meerkat[tail=red]
```

Tail tip colour

```
\meerkat[tip=red]
```

The meerkat can open its mouth:

Open mouth

```
\meerkat[openmouth]
```

The meerkat can also stand up

Standing meerkat

```
\meerkat[standing]
```

To view the meerkat from behind:

Back view

```
\meerkat[back]
```

The key `3D` will make the meerkat 3-dimensional:

3D view

```
\meerkat[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\meerkat[contour=black]
```

Tokz, the mouse

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

Package name

Package usage

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

Basic Usage

Basic mouse

```
\mouse
```

Options

The basic mouse can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\mouse[eyes=red]
```

Whiskers colour

```
\mouse[whiskers=red]
```

The rotation angle of its arms can be adjusted:

Rotating the arms

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

And the mouse can lift its legs:

Walking

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

To view the mouse from behind:

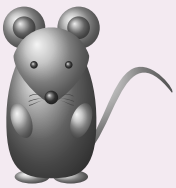
Back view

```
\mouse[back]
```

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

3D view

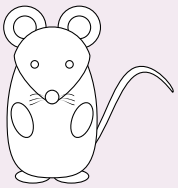
```
\mouse[3D]
```



And finally the **contour** key will only draw the outlines:

Contours

```
\mouse[contour=black]
```



Wilhelm, the mole

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

Package name

Package usage

```
\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.

Basic mole

```
\moles
```

Options

The basic mole can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\moles[eyes=red]
```

Muzzle colour

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

Hand colour

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

Foot colour

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

Mouth colour

```
\moles[mouth=red]
```

The mole can open its mouth:

Open mouth

```
\moles[openmouth]
```

And the mole can lift its legs:

Walking

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

To view the mole from behind:

Back view

```
\moles[back]
```

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

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\moles[contour=black]
```

Jake, the owl

The owl Jake was inspired by the avatar of one of the world's top TikZperts

Package name

Package usage

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

Basic Usage

Basic owl

```
\owl
```

Options

The basic owl can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\owl[eyes=red]
```

Pupil colour

```
\owl[pupils=red]
```

Bill colour

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

Foot colour

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

To view the owl from behind:

Back view

```
\owl[back]
```

The key `3D` will make the owl 3-dimensional:

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\owl[contour=black]
```

Meng Meng, the panda

Meng Meng is named after one of the pandas at the zoological garden Berlin

Package name

Package usage

```
\usepackage{tikzlings-pandas}
```

Basic Usage

Basic panda

```
\panda
```

Options

The basic panda can be modified by changing its colour:

Body colour

```
\panda[body=blue]
```

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

Eye colour

```
\panda[eyes=red]
```

Pupil colour

```
\panda[pupils=red]
```

Mouth colour

```
\panda[mouth=red]
```

The panda can open its mouth:

Open mouth

```
\panda[openmouth]
```

To view the panda from behind:

Back view

```
\panda[back]
```

The key `3D` will make the panda 3-dimensional:

3D view

```
\panda[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\panda[contour=black]
```

Tux, the penguin

Dedicated to the Linux mascot

Package name

Package usage

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

Basic Usage

Basic penguin

```
\penguin
```

Options

The basic penguin can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\penguin[eyes=red]
```

Pupil colour

```
\penguin[pupils=red]
```

Bill colour

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

Belly colour

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

Foot colour

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

To view the penguin from behind:

Back view

```
\penguin[back]
```

The key `3D` will make the penguin 3-dimensional:

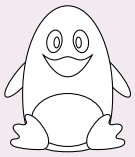
3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\penguin[contour=black]
```



Ms Piggy, the pig

Added on February 5th, 2019 to commemorate the Chinese year of the pig

Package name

Package usage

```
\usepackage{tikzlings-pigs}
```

Basic Usage

Basic pig

```
\pig
```

Options

The basic pig can be modified by changing its colour:

Body colour

```
\pig[body=blue]
```

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

Eye colour

```
\pig[eyes=red]
```

Tail colour

```
\pig[tail=red]
```

Mouth colour

```
\pig[mouth=red]
```

The pig can open its mouth:

Open mouth

```
\pig[openmouth]
```

To view the pig from behind:

Back view

```
\pig[back]
```

The key `3D` will make the pig 3-dimensional:

3D view

```
\pig[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\pig[contour=black]
```

Dürer, the rhino

Named after Albrecht Dürer who painted an amazing rhino merely based on stories

Package name

Package usage

```
\usepackage{tikzlings-rhinos}
```

Basic Usage

Basic rhino

```
\rhino
```

Options

The basic rhino can be modified by changing its colour:

Body colour

```
\rhino[body=blue]
```

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

Eye colour

```
\rhino[eyes=red]
```

Pupil colour

```
\rhino[pupils=red]
```

Mouth colour

```
\rhino[mouth=red]
```

Horn colour

```
\rhino[horn=red]
```

The rhino can open its mouth:

Open mouth

```
\rhino[openmouth]
```

The hippo can also do its nails:

Toe colour

```
\rhino[toes=red]
```

To view the rhino from behind:

Back view

```
\rhino[back]
```

The key `3D` will make the rhino 3-dimensional:

3D view

```
\rhino[3D]
```

And finally the **contour** key will only draw the outlines:

Contours

```
\rhino[contour=black]
```

Mókollur, the sheep

The sheep was kindly contributed by @Plergux. Mókollur is a bit silly and likes to goof off. This sheep's favourite food are boiled potatoes.

Package name

Package usage

```
\usepackage{tikzlings-sheep}
```

Basic Usage

Basic sheep

```
\sheep
```

Options

The basic sheep can be modified by changing its colour:

Body colour

```
\sheep[body=blue]
```

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

Eye colour

```
\sheep[eyes=red]
```

Nose colour

```
\sheep[nose=red]
```

The sheep can also blush

Blushing sheep

```
\sheep[blush=red]
```

and put on a monocle

Monocle

```
\sheep[monocle]
```

To view the sheep from behind:

Back view

```
\sheep[back]
```

The key `3D` will make the sheep 3-dimensional:

3D view

```
\sheep[3D]
```

And finally the **contour** key will only draw the outlines:

Contours

```
\sheep[contour=black]
```

Riley, the sloth

One of good souls behind the TugBoat once met a sloth called Riley

Package name

Package usage

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

Basic Usage

Basic sloth

```
\sloth
```

Options

The basic sloth can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\sloth[eyes=red]
```

Mouth colour

```
\sloth[mouth=red]
```

The sloth can open its mouth:

Open mouth

```
\sloth[openmouth]
```

If tired, the sloth can take a nap:

Sleep

```
\sloth[sleeping]
```

Eyelid colour

```
\sloth[sleeping,eyelids=red]
```

To view the sloth from behind:

Back view

```
\sloth[back]
```

The key `3D` will make the sloth 3-dimensional:

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\sloth[contour=black]
```

Yuki, the snowman

Yuki is the transcription of the Japanese word for snow

Package name

Package usage

```
\usepackage{tikzlings-snowmen}
```

Basic Usage

Basic snowman

```
\snowman
```

Options

The basic snowman can be modified by changing its colour:

Body colour

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

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

Eye colour

```
\snowman[eyes=red]
```

Nose colour

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

Mouth colour

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

Button colour

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

The snowman can open its mouth:

Open mouth

```
\snowman[openmouth]
```

The biggest enemy of the snowman are raising temperatures:

Global warming

```
\snowman[globalwarming,tophat]
```

To view the snowman from behind:

Back view

```
\snowman[back]
```


The key `3D` will make the snowman 3-dimensional:

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\snowman[contour=black]
```

Ratatosk, the squirrel

named after the squirrel from Norse mythology who climbs around Yggdrasil

Package name

Package usage

```
\usepackage{tikzlings-squirrels}
```

Basic Usage

Basic squirrel

```
\squirrel
```

Options

The basic squirrel can be modified by changing its colour:

Body colour

```
\squirrel[body=blue]
```

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

Eye colour

```
\squirrel[eyes=red]
```

Pupil colour

```
\squirrel[pupils=red]
```

Mouth colour

```
\squirrel[mouth=red]
```

The squirrel can open its mouth:

Open mouth

```
\squirrel[openmouth]
```

And the squirrel can lift its legs:

Walking

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

To view the squirrel from behind:

Back view

```
\squirrel[back]
```

The key `3D` will make the squirrel 3-dimensional:

3D view

```
\squirrel[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\squirrel[contour=black]
```

Karl, the turkey

Named after @karlh, whose question[4] inspired the turkey.

Package name

Package usage

```
\usepackage{tikzlings-turkeys}
```

Basic Usage

Basic turkey

```
\turkey
```

Options

The basic turkey can be modified by changing its colour:

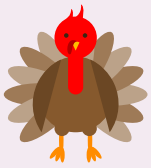
Body colour

```
\turkey[body=blue]
```

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

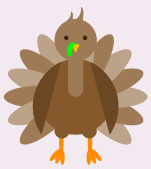
Head colour

```
\turkey[head=red]
```



Wattle colour

```
\turkey[wattle=green]
```



[4] https://tex.stackexchange.com/q/755365/36296

Eye colour

```
\turkey[eyes=red]
```

Bill colour

```
\turkey[bill=red]
```

Foot colour

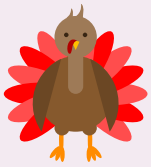
```
\turkey[feet=red]
```

Wing colour

```
\turkey[wings=red]
```

Tail colour

```
\turkey[tail=red]
```



To view the turkey from behind:

Back view

```
\turkey[back]
```

The key `3D` will make the turkey 3-dimensional:

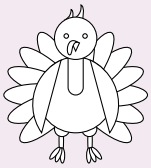
3D view

```
\turkey[3D]
```

And finally the `contour` key will only draw the outlines:

Contours

```
\turkey[contour=black]
```



Westy, the wolf

The wolf was kindly contributed by @cfroccajr. It is named "Westy" for the Western CT State University, whose new mascot is a wolf.

Package name

Package usage

```
\usepackage{tikzlings-wolves}
```

Basic Usage

Basic wolf

```
\wolf
```

Options

The basic wolf can be modified by changing its colour:

Body colour

```
\wolf[body=blue]
```

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

Eye colour

```
\wolf[eyes=red]
```

Pupil Colour

```
\wolf[pupils=red]
```

The rotation angle of its arms can be adjusted:

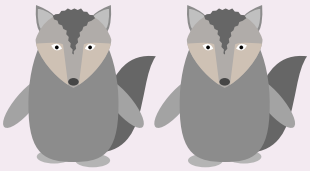
Rotating the arms

```
\wolf[rotatearms=40]
```

And the wolf can lift its legs:

Walking

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



To view the wolf from behind:

Back view

```
\wolf[back]
```

The key `3D` will make the wolf 3-dimensional:

3D view

```
\wolf[3D]
```

And finally the **contour** key will only draw the outlines:

Contours

```
\wolf[contour=black]
```

Buffon, the random TikZling

Buffon is named after the French scientist Georges-Louis Leclerc de Buffon. If the name sounds familiar, then maybe from his famous needle problem, which – amongst other things – can be used to approximate the value of π.

Package name

Package usage

```
\usepackage{tikzlings}
```

Basic Usage

Basic TikZling

```
\tikzling
```

Options

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

Body colour

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

to view the TikZlings from behind

Back view

```
\tikzling[back]
```

and the `3D` key, which will make the Ti*k*Zlings 3-dimensional:

3D view

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

And finally the `contour` key will only draw the outlines:

Contours

```
\tikzling[contour=black]
```

If an option of a specific Ti*k*Zling is used (for example `sleeping`, which only the koala and sloth can do) this option will only work for these Ti*k*Zlings. For all other Ti*k*Zlings, the option will be silently ignored.

In addition all usual Ti*k*Z and `pgf` keys can be used in the optional argument as well as the accessories presented in the following section.

Accessories

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

Basic usage

```
\bear[
  hat
]
```

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

Customisation

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

Unfortunately it is very difficult to create accessories that will fit all the different shapes of the Ti*k*Zlings. 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:

Further customisation

```
\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

Hat

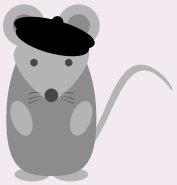
```
\penguin[
  hat=blue!40!black
]
```

Top hat

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

Beret

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



Strawhat

```
\anteater[
  strawhat=blue,
  ribbon=black
]
```

Harlequin hat

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

Witch hat

```
\cat[
  witch=gray
]
```

Magic hat

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

Crown

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

Queen crown

```
\bat[
  queencrown=yellow
]
```

King crown

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

Santa hat

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

Chefs hat

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

Graduate cap

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

Alien antennas

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

Sombrero

```
\marmot[
  sombrero=orange!70!yellow,
  sombreroa= green!70!blue,
  sombrerob= red,
  sombreroc= blue
]
```

Communication

Book

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

Sign post

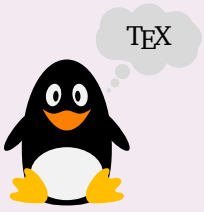
```
\pig[
  signpost={\TeX},
  signcolour= brown!50!black,
  signback=green!40!black
]
```

Speech bubble

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

Thinking bubble

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



Food

Pizza

```
\koala[
  pizza
]
```

Cheese

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

Baguette

```
\bug[
  baguette=brown
]
```

Cake

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

Ice cream

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

Milk shake

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

wine

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

Cocktail

```
\bear[
  cocktail
]
```

Banana

```
\ape[
  banana=yellow!80!orange
]
```

Sports

Cricket bat

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

Hockey stick

```
\bug[
  hockey=brown
]
```

Football

```
\elephant[
  football=white
]
```

Other items

Crystal ball

```
\meerkat[
  crystalball=cyan
]
```

Magic wand

```
\bear[
  magicwand
]
```

Rolling pin

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

Light sabre

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

Torch

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

Basket

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

Easter Basket

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

Crozier

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

Shovel

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

Pick axe

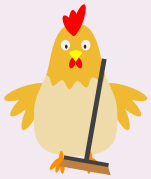
```
\penguin[
  pickaxe=gray
]
```

Straw broom

```
\bug[
  strawbroom=brown!50!white,
  strawbroomstick=brown,
  strawbroomribbon=red!50!black
]
```

broom

```
\chicken[
  broom=brown,
  broomstick=gray!50!black
]
```



Open umbrella

```
\rhino[
  umbrella=cyan
]
```

Closed umbrella

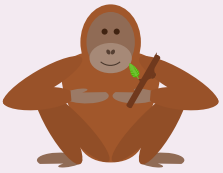
```
\marmot[
  umbrellaclosed=cyan
]
```

Handbag

```
\mouse[
  handbag=red!70!black
]
```

Stick with leaf

```
\ape[
  stick=brown!50!black,
  leaf=green!70!red
]
```



Towel

```
\moles[
  towel=violet
]
```

Present

```
\dog[present=violet]
\dog[present, xshift=2cm,
     present top=cyan,
     present bottom=blue,
     present ribbon=teal]
```

Random accessories

Given the number of available accessories, it can be hard to decide which ones to use. Luckily, one does not need to decide and pick random accessories instead. There are two options for

this purpose, `randomhead` and `randomaccessories`, which will choose a random headpiece and a random other accessories, respectively.

Random accessories

```
\coati[
  randomhead,
  randomaccessories
]
```