The Ti*k*Zmarmots package

using marmots in Ti*k*Z

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https://github.com/samcarter/tikzmarmots

https://www.ctan.org/pkg/tikzmarmots

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> **Note**
>
> The Ti*k*Zmarmots package was merged into the Ti*k*Zlings package and, starting with version 2.0, is now a wrapper around the `tikzlings-marmots` package.
>
> To access the previous version, use **\usepackage{**tikzmarmots**}**[v1].

1 Introduction

Inspired by the enthusiasms of the TeX.Stackexchange user @marmot for beings of the same species, this little package can draw marmots using Ti*k*Z.

Unlike its older sibling, the Ti*k*Zducks package, this packages focuses on drawing the marmot itself. Additional accessories are not part of the package, but can be taken from other sources.

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/tikzmarmots, including a bug tracker – please make constructive use of it! A more stable package version can be found on CTAN (www.ctan.org/pkg/tikzmarmots) and is included in both MiKTEX and TEXLive as Ti*k*Zmarmots. If you seek any other assistance (not bug reports/feature requests), I suggest asking on TeX.Stackexchange.

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The shown example marmots are purely fictional characters, any resemblance to real marmots or persons is purely coincidental and no copyright infringement is intended.

2 Phil, the marmot

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

2.1 Package name

Package usage

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

2.2 Basic Usage

Basic marmot

```
\marmot
```


2.3 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[eye=red]
```


Mouth colour

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

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]
```

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[1] https://en.wikipedia.org/wiki/Punxsutawney_Phil
[2] https://www.livescience.com/32974-punxsutawney-phil-weather-prediction-accuracy.html

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]
```

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]
```

If the size of the marmots should be changed or shifted:

Scaled and shifted marmots

```
\begin{tikzpicture}[scale=0.6]
  \marmot
  \marmot[xshift=90pt, scale=.5,
          yshift=150pt,body=brown!80!gray]
  \marmot[xshift=60pt, scale=.5,
          yshift=100pt,body=brown!80!yellow]
  \marmot[xshift=80pt, scale=.5,
          yshift=50pt,body=brown!80!red]
\end{tikzpicture}
```

To make the usage easier for the TikZ-savvy users, the marmots can also be used as TikZ library. It can be loaded with **\usetikzlibrary{**marmots**}**. In addition to the normal functionality of the TikZmarmots package, the marmots are now also available as pic. A short example:

TikZ library "marmots"

```
\documentclass{standalone}

\usepackage{tikz}
\usetikzlibrary{marmots}

\begin{document}

\begin{tikzpicture}
\draw (0,0) pic[
    marmot/body=blue,
    marmot/blush,
  ] {marmot};
\draw (2,0) pic[
    scale=1.4,
  ] {marmot};
\end{tikzpicture}

\end{document}
```

3 Further customisation

The above list of available customisations does not sound very exhaustive, but there are basically infinite possibilities for further customisation, as the marmots are just shapes in a TikZ picture – all the heavy weapons of the TikZ package are thus available for further customisation.

Adding things to the marmot

```
\begin{tikzpicture}
  \marmot
  \fill[blue] (0,0) rectangle (1,1);
\end{tikzpicture}
```

4 Re-using accessories from the TikZlings package

As already said in the introduction, this package focuses on the marmots themselves and does not provide additional accessories. However there is no need to despair! There are many accessories available from the tikzlings-addons package (https://www.ctan.org/pkg/tikzlings).

Marmot Queen[3]

```
%\usepackage{tikzlings-addons}
\begin{tikzpicture}
  \marmot
  \thing[crown]
\end{tikzpicture}
```

The items can be modified with the usual TikZ keys and come with additional options. Here one example:

Happy Birthday!

```
%\usepackage{tikzlings-addons}
\begin{tikzpicture}
  \marmot
  \thing[cake=red!50!violet,
         scale=1.2]
\end{tikzpicture}
```

Please consult the TikZlings package documentation for an exhaustive list of options.

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[3] The Marmot Queen is inspired by The Fanes' saga