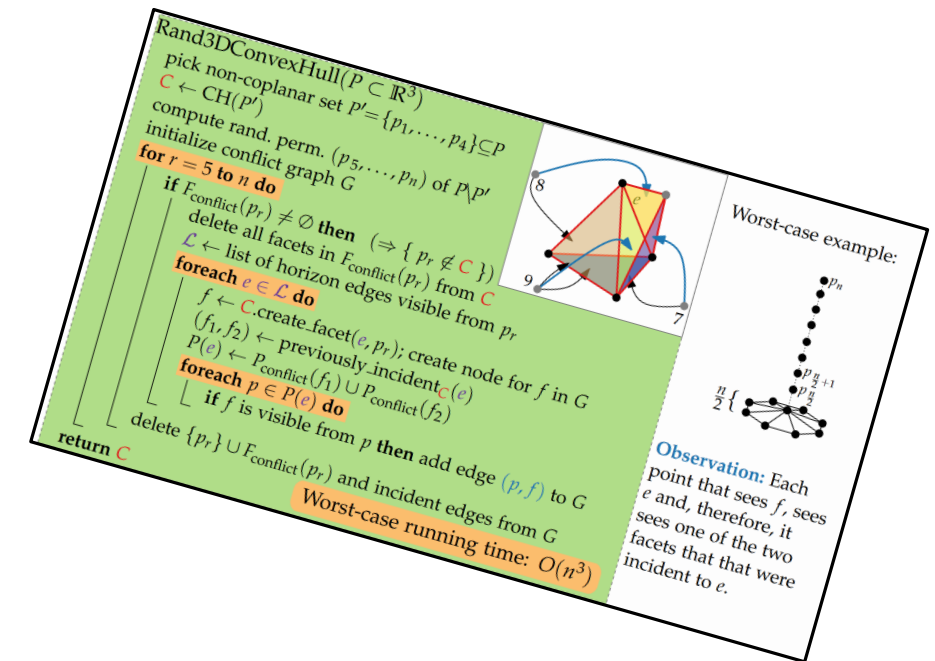
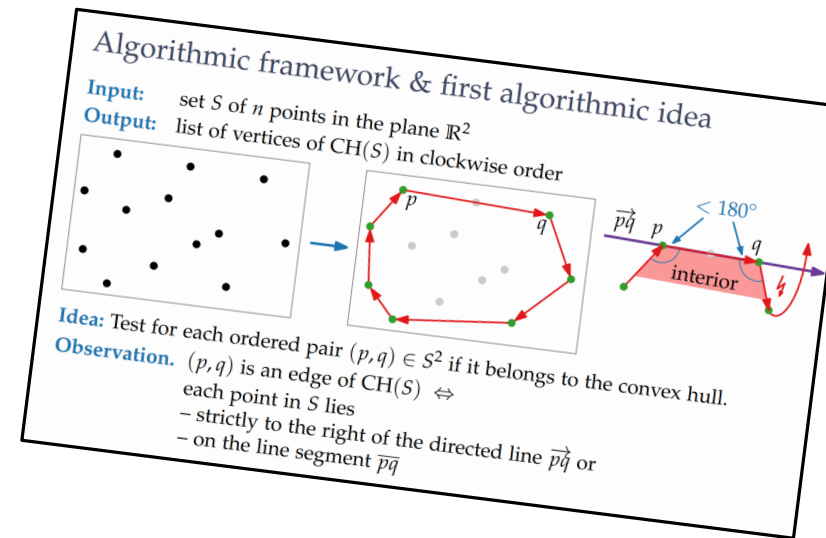
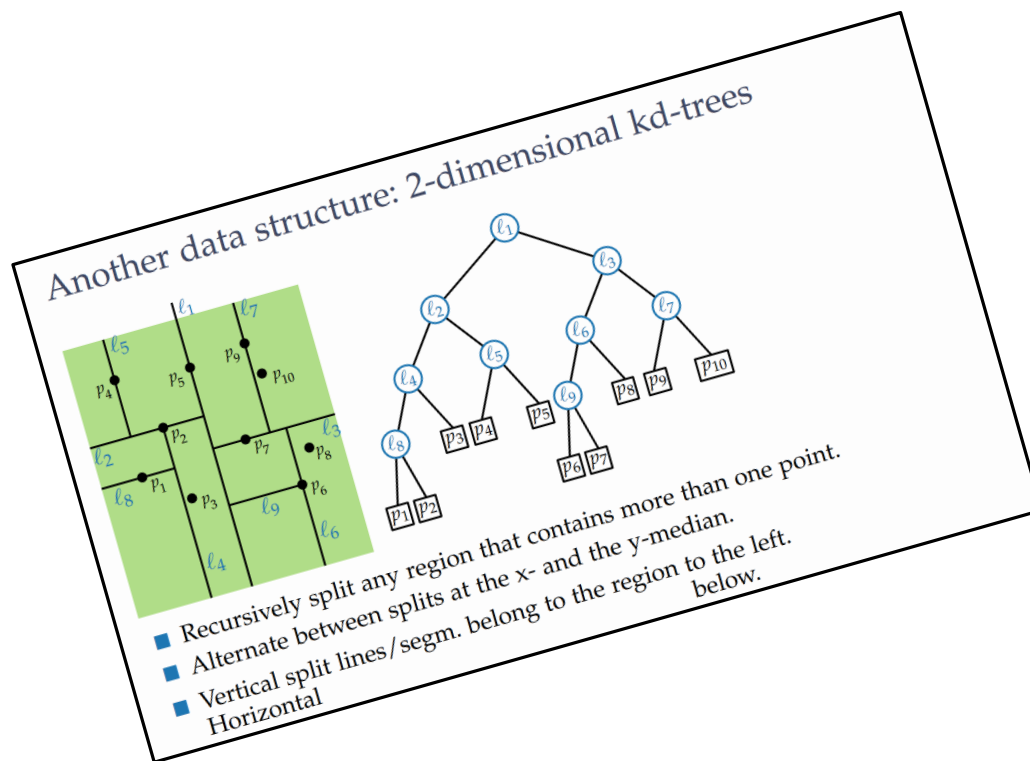


# Presentations with Ipe

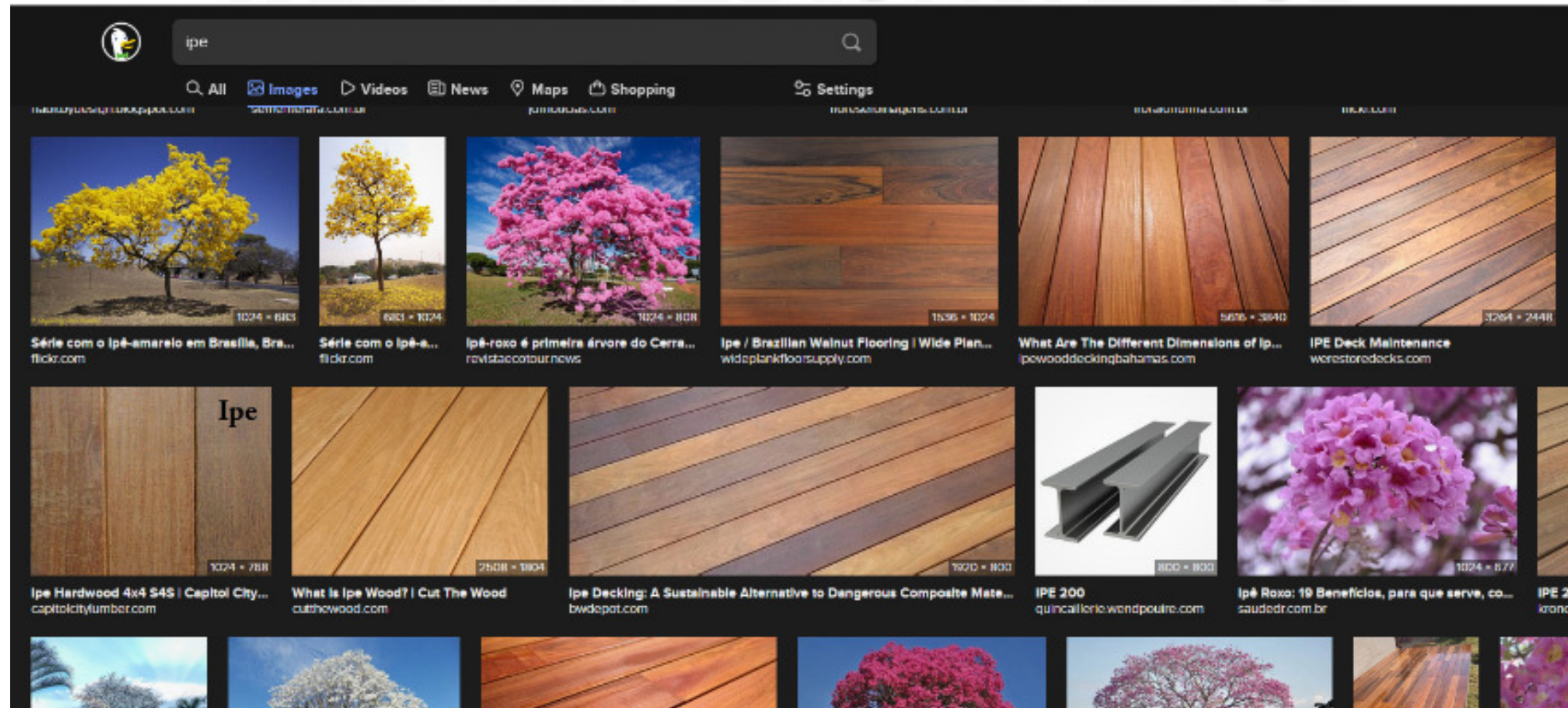
Vasil Alistarov

27. November 2022



What is Ipe ?

**WHEN THEY EXPECT AN EDITOR**

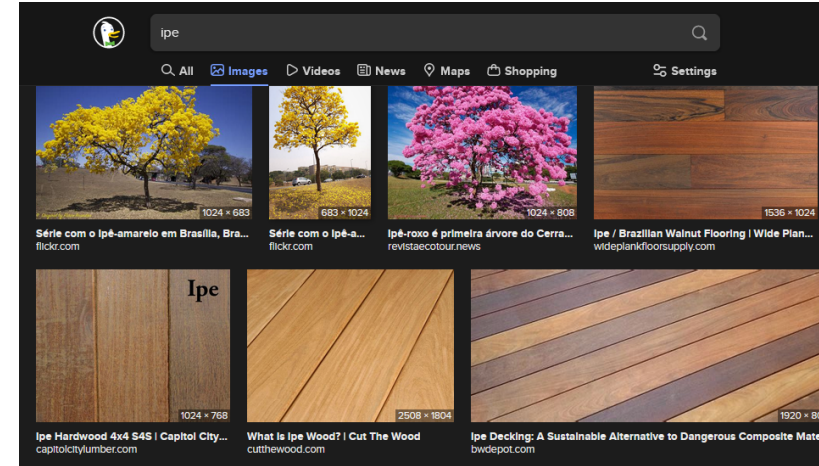


**AND YOU HIT THEM WITH THAT BRAZILIAN WOOD**

# What is Ipe not?

# What is Ipe not?

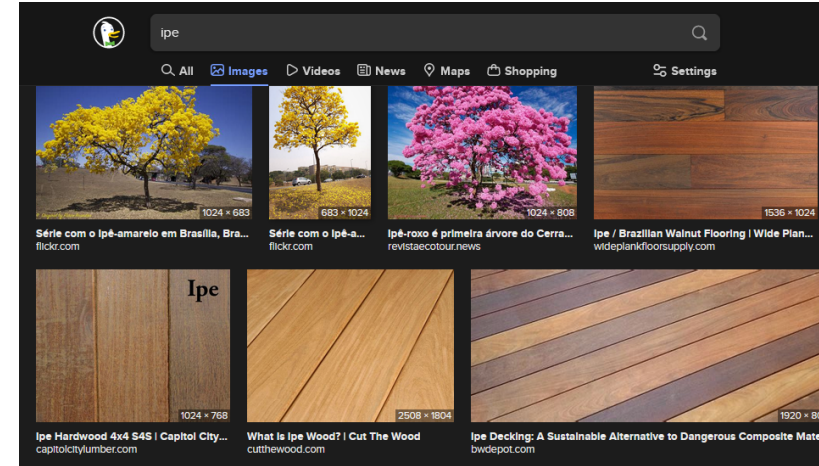
- a type of decking wood





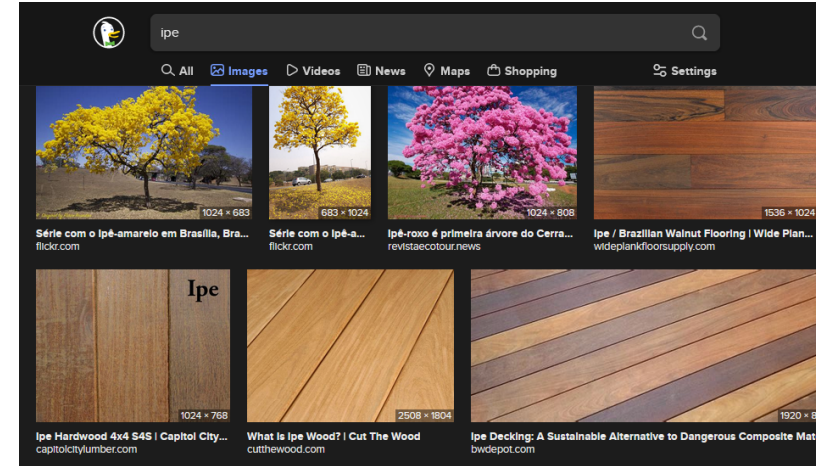
# What is Ipe not?

- a type of decking wood
- Investment & Pensions Europe



# What is Ipe not?

- a type of decking wood
- Investment & Pensions Europe
- an art of coaching



# The Ipe Editor

- “...extensible (...) vector graphics editor ...” ~Wikipedia
- $\text{\LaTeX}$  integration
- “ipelet” plugins written in C++ or Lua
- a ton of customisation

$\text{\LaTeX}$



Download: <https://ipe.otfried.org/>

# The Ipe Editor

- “...extensible (...) vector graphics editor ...” ~Wikipedia
- $\text{\LaTeX}$  integration
- “ipelet” plugins written in C++ or Lua
- a ton of customisation
- a definitely very good & intuitive user interface

Download: <https://ipe.otfried.org/>

$\text{\LaTeX}$





Opening Ipe for the first time...



Jarvis, what am I looking at?

# Opening Ipe for the first time...

- Snapping modes



Jarvis, what am I looking at?

# Opening Ipe for the first time...

- Drawing modes

- Snapping modes



Jarvis, what am I looking at?



# Opening Ipe for the first time...

- Drawing modes

- Snapping modes

- Properties



Jarvis, what am I looking at?

# Opening Ipe for the first time...

- Drawing modes

- Snapping modes

- Properties

- Views, pages & layers



Jarvis, what am I looking at?



# Opening Ipe for the first time...

- Drawing modes

- Snapping modes

- Properties

- More weird stuff ...

- Views, pages & layers



Jarvis, what am I looking at?

# Opening Ipe for the first time...

- Drawing modes

- Snapping modes

- Properties

- More weird stuff ...

- Views, pages & layers



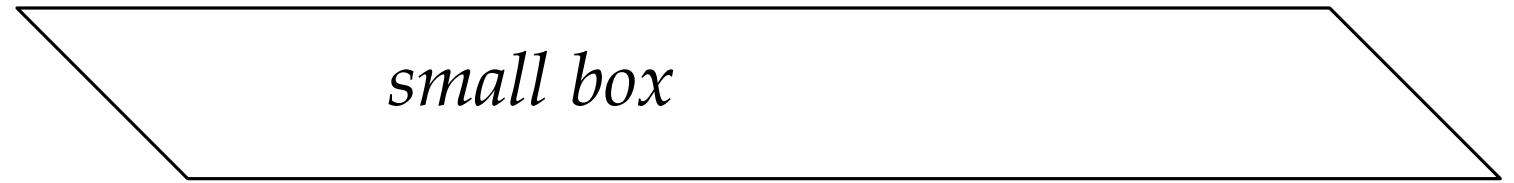
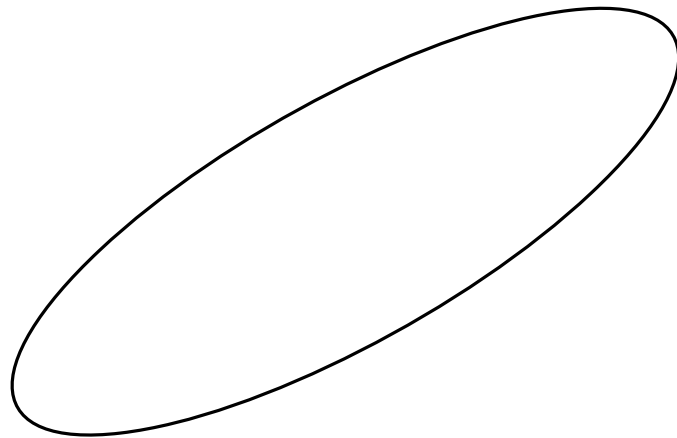
Jarvis, what am I looking at?

... and all of those *again*, plus some others, in the menu above.

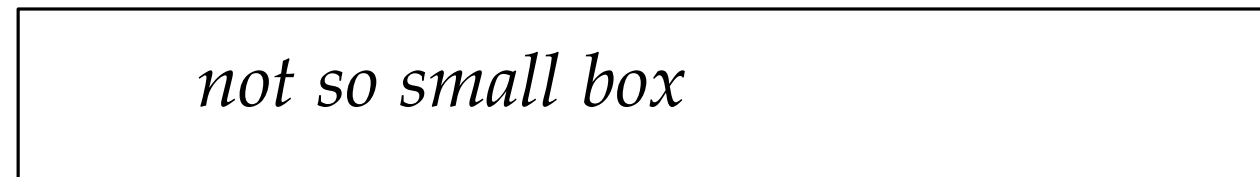
# Drawing Modes

## Object manipulation

- selection [default]
- translation
- rotation
- etc.



*pizza*

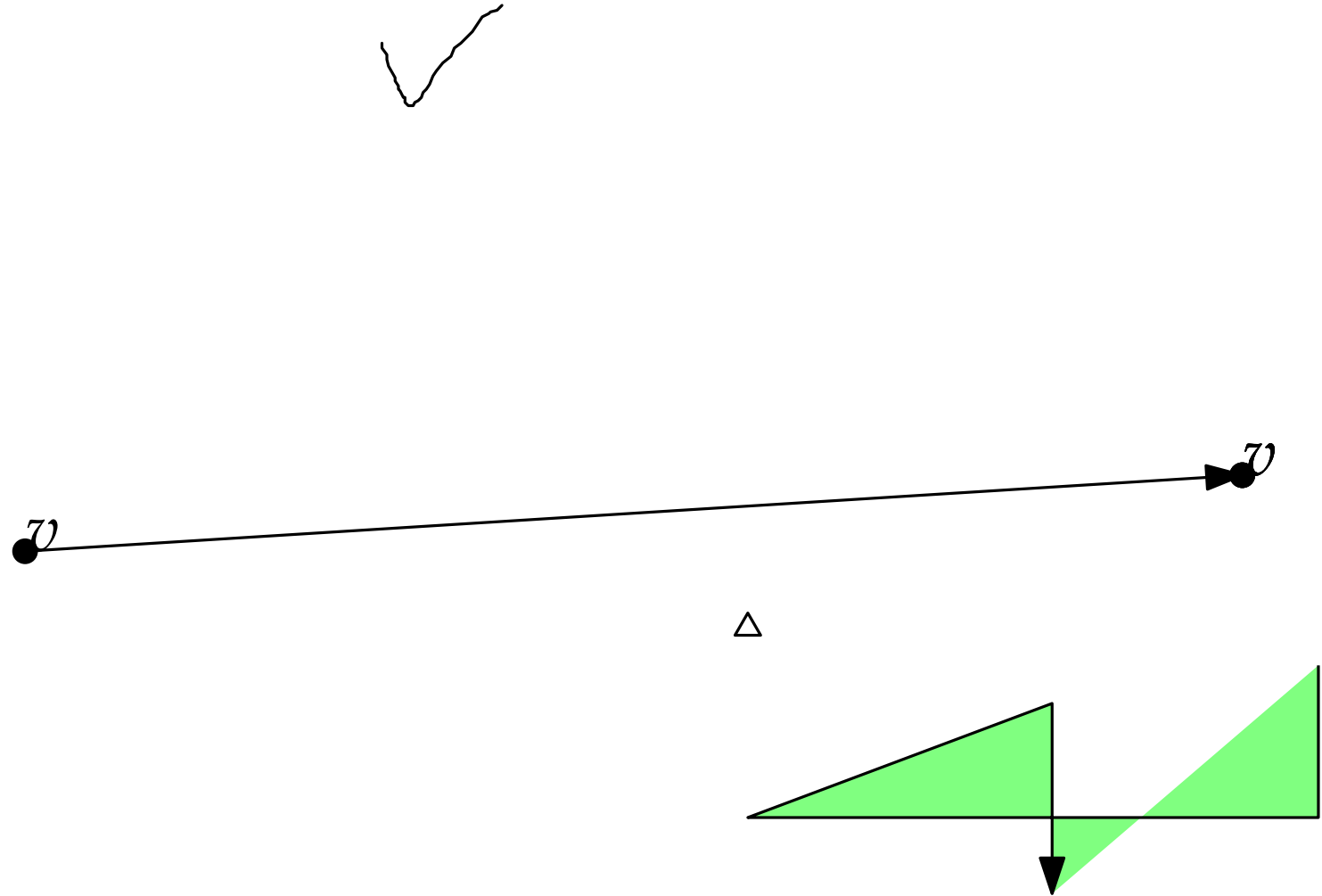
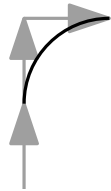




# Drawing Modes

## Object creation

- rectangles & other polygons
- circles & arcs
- splinegons
- lines & splines
- marks

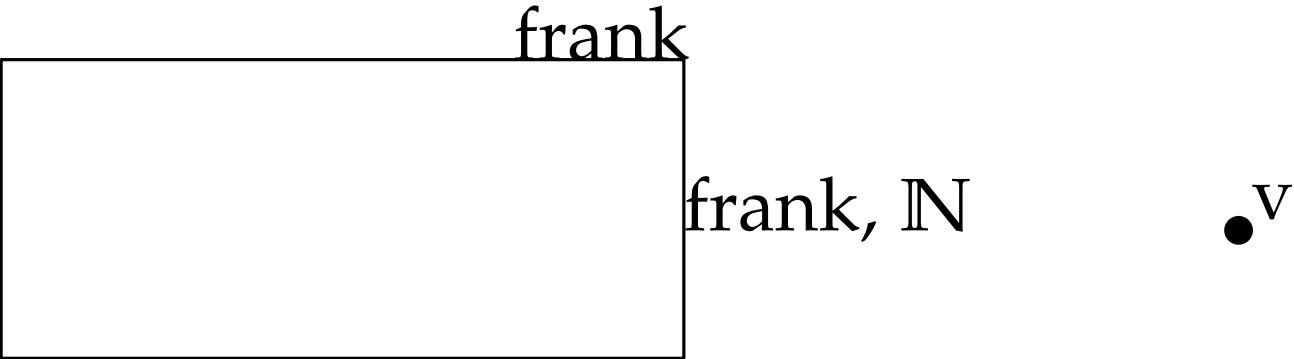




# Drawing Modes

Text (feat. L<sup>A</sup>T<sub>E</sub>X)

- labels



- larger paragraphs

- Lorem ipsum dolor sit amet, consectetur adipiscing elit

- math. formulas

$$\frac{1}{0}.$$

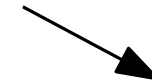
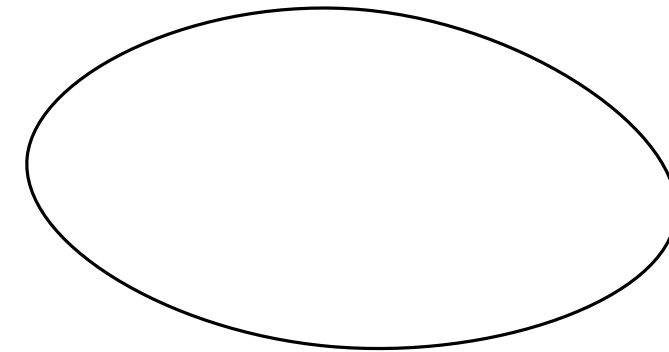
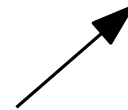
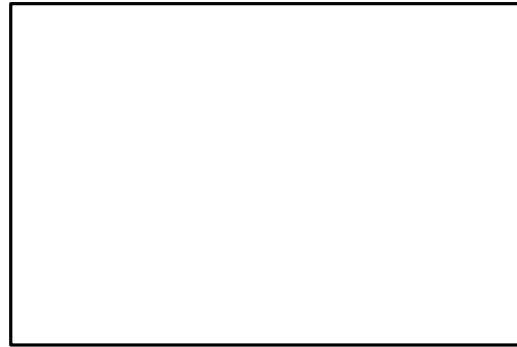
# Snapping Modes

- can use one or multiple at a time
- or disable them altogether



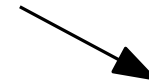
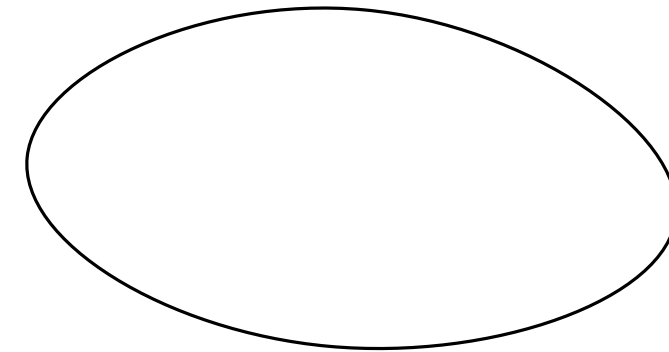
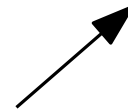
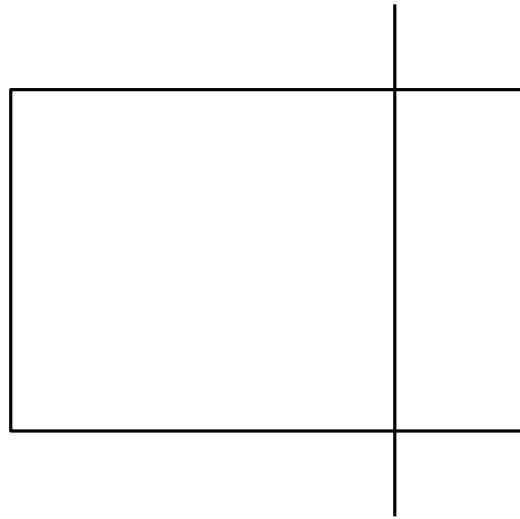
# Snapping Modes

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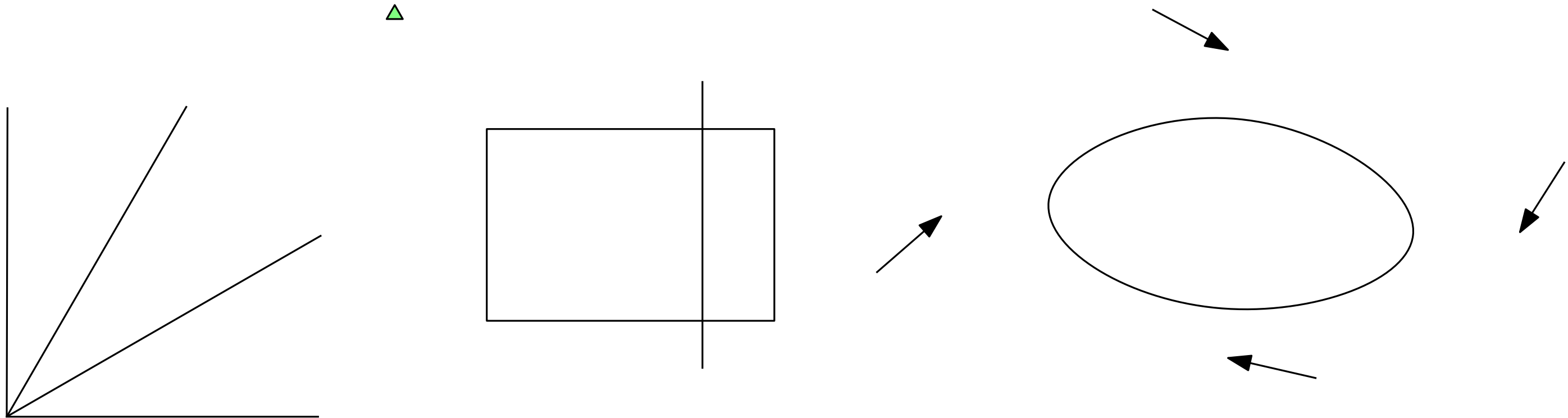
# Snapping Modes

- can use one or multiple at a time
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# Snapping Modes

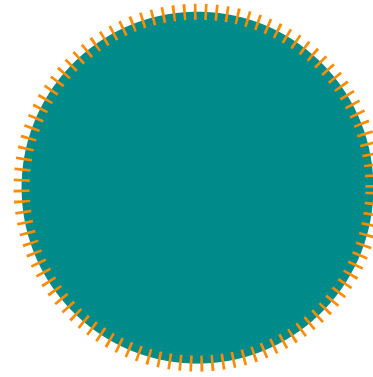
- can use one or multiple at a time
- or disable them altogether





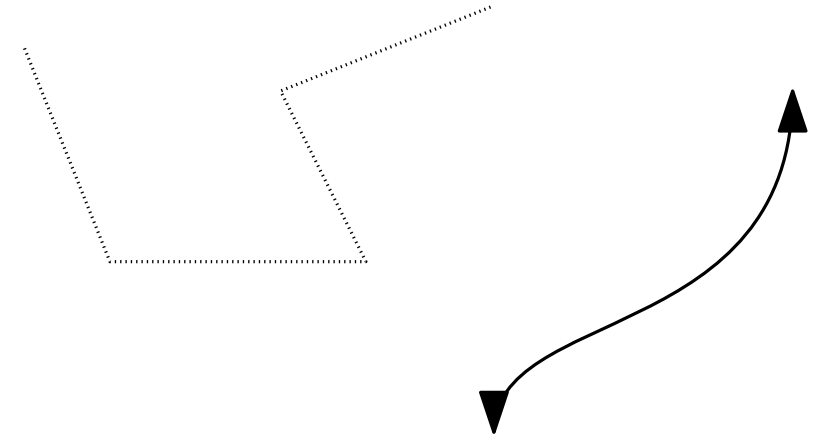
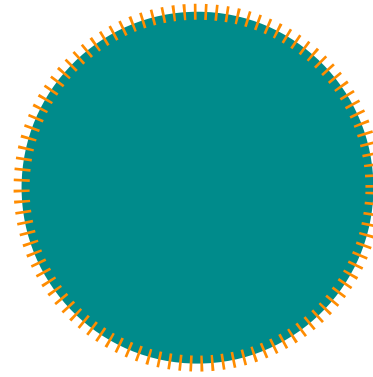
# Properties

- fill and outline (“stroke”) color



# Properties

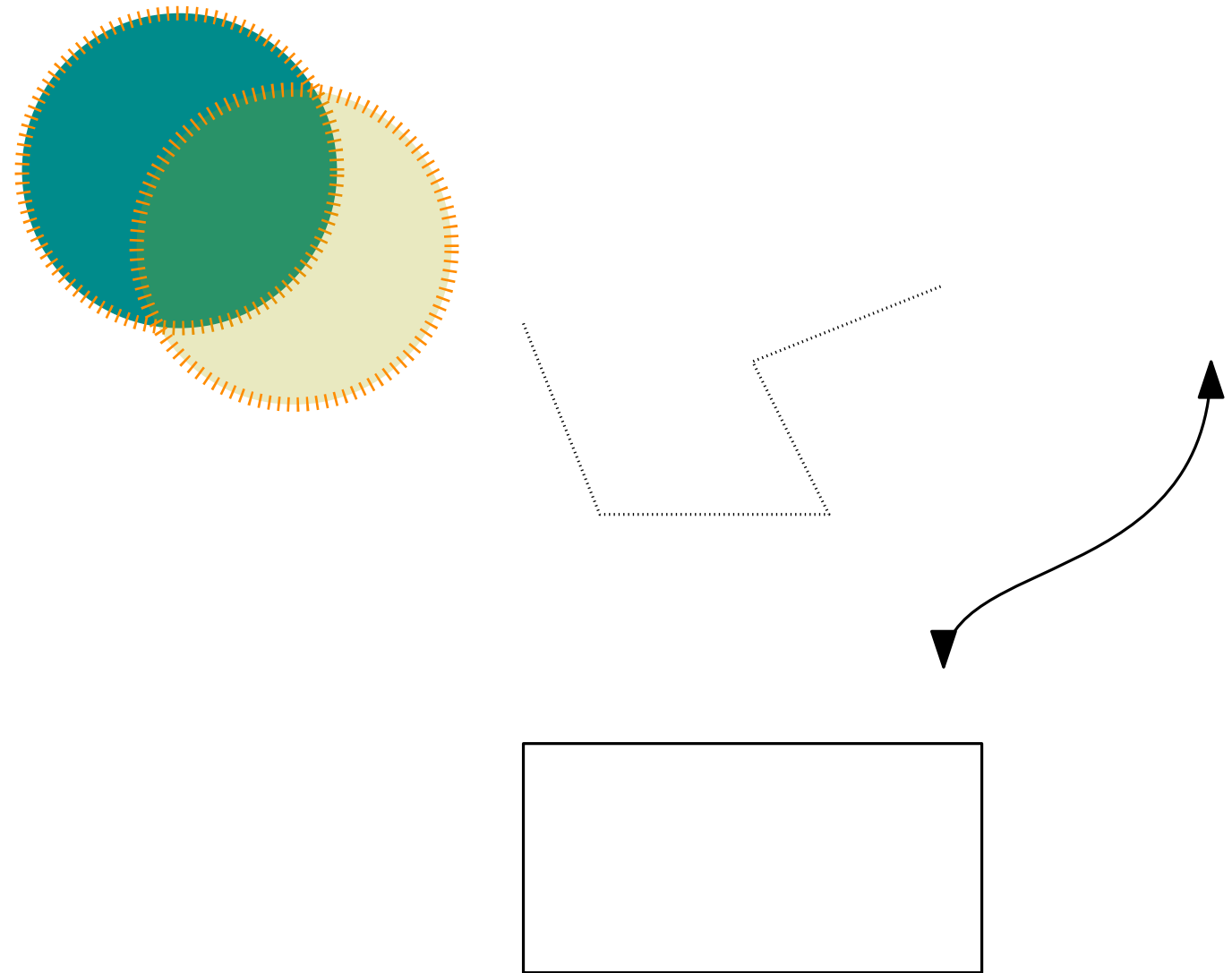
- fill and outline (“stroke”) color
- line style, weight, arrow ends



# Properties

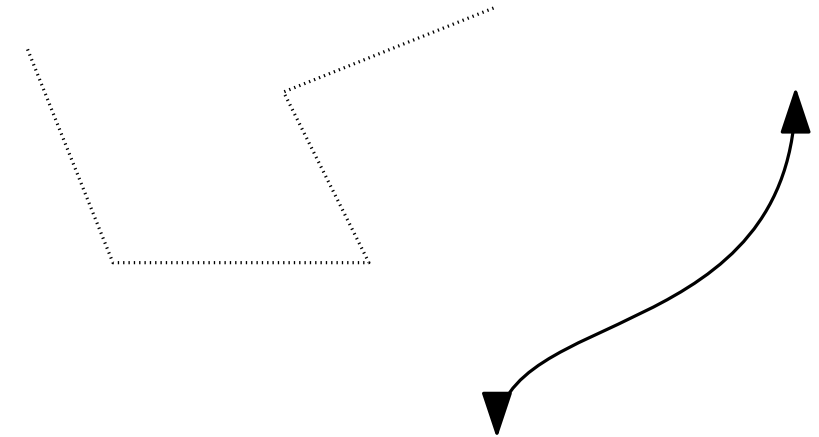
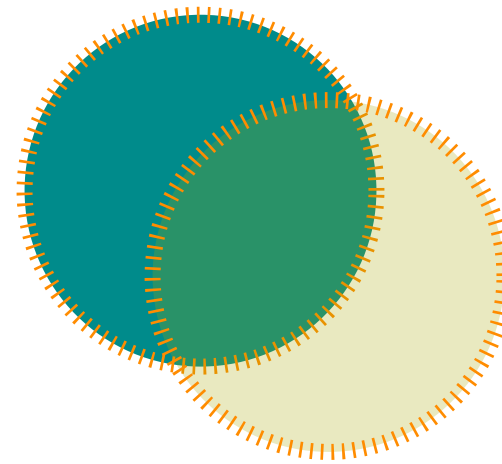
- fill and outline (“stroke”) color
- line style, weight, arrow ends

• *figure style*

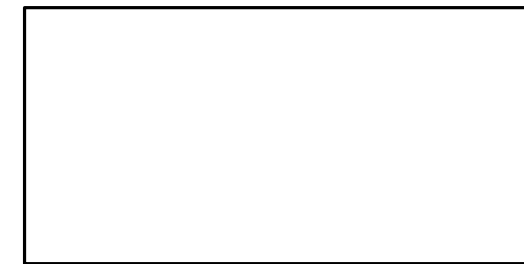


# Properties

- fill and outline (“stroke”) color
- line style, weight, arrow ends



- mark style & size



# Pages, Views and Layers

## Separate pages

- each page has a list of views





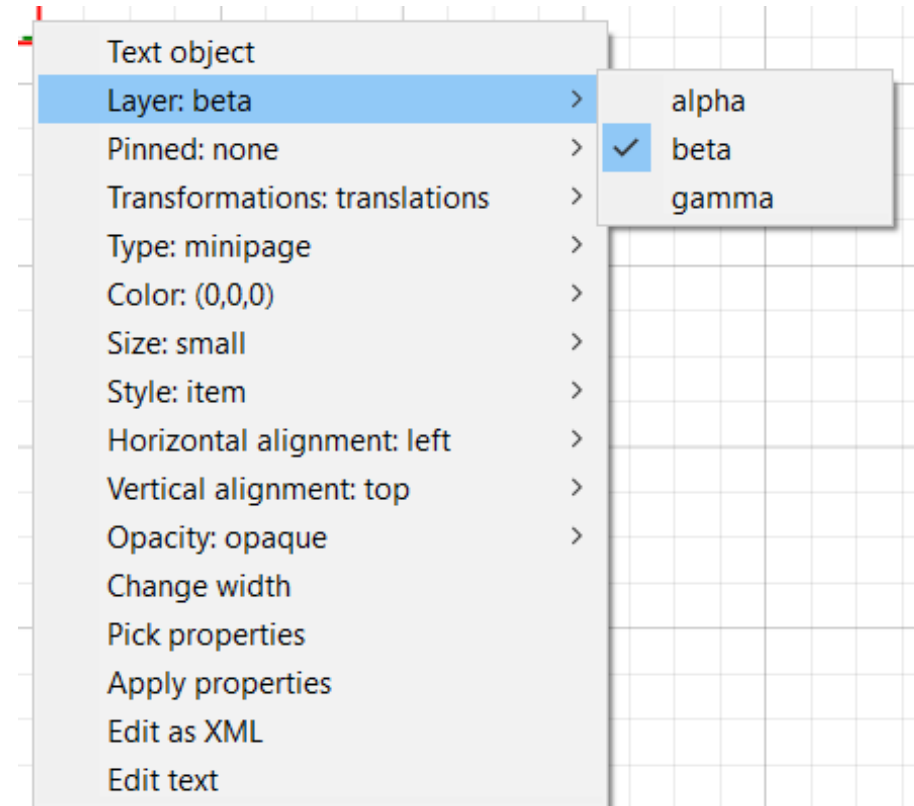
# Pages, Views and Layers

## Separate pages

- each page has a list of views

## Each object can be assigned to a layer

- each view can include multiple layers



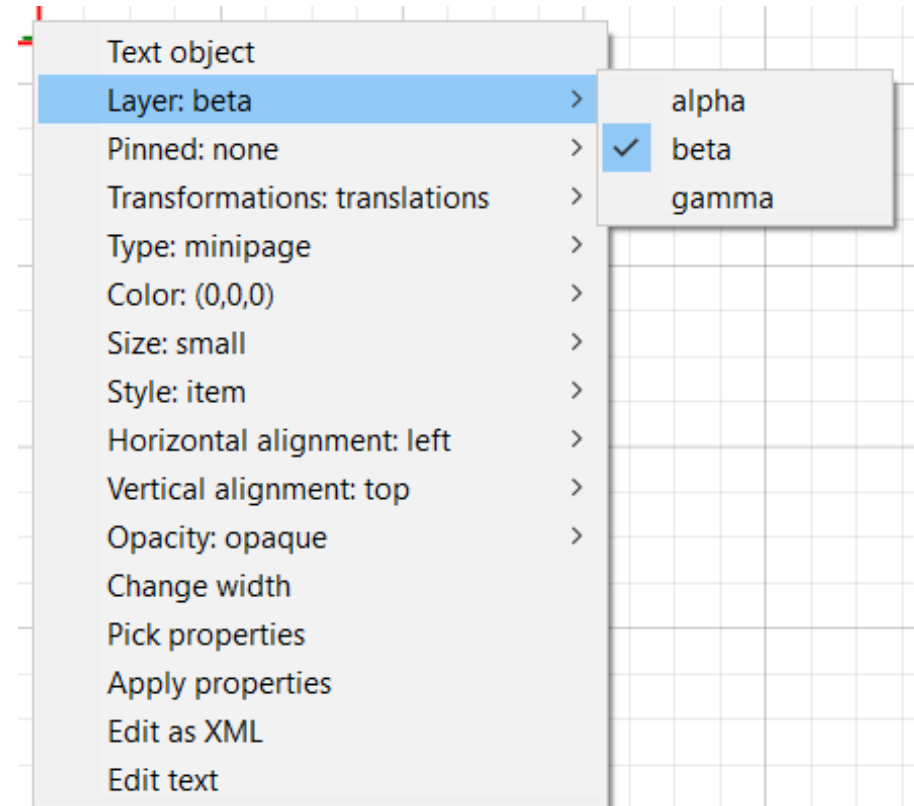
# Pages, Views and Layers

## Separate pages

- each page has a list of views

## Each object can be assigned to a layer

- each view can include multiple layers
- layers can be renamed for convenience

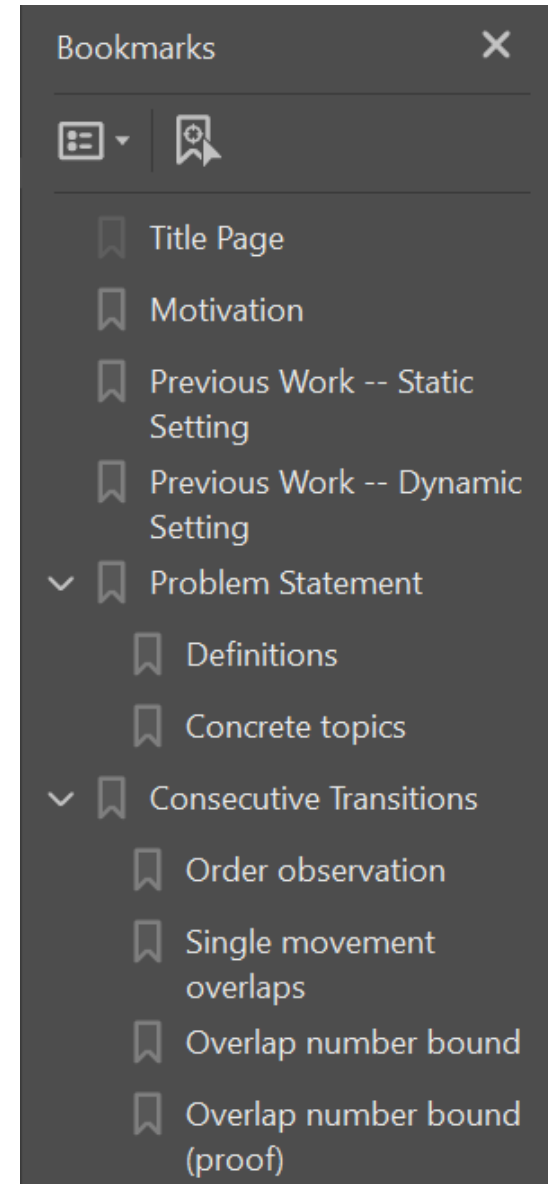


# Pages, Views and Layers



Pages → Edit title & sections

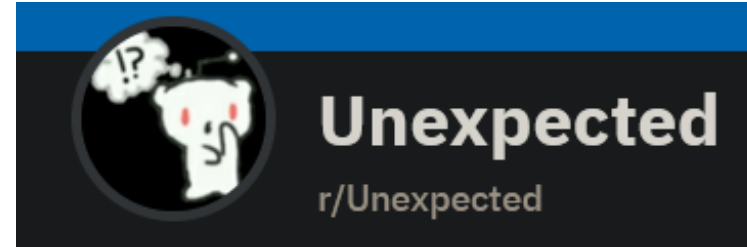
- allows editing of (sub)sections shown in PDF viewers



# Hotkeys & Tricks

Hotkeys can immensely increase your efficiency using Ipe!

- S → Selection mode
- T → Translation mode
- G → Paragraphs
- M → Marks



# Hotkeys & Tricks

If in doubt, try Shift!

- (de)select single objects
- create squares instead of random polygons
- resize instead of stretch



# Hotkeys & Tricks

Two “hidden” selection modes

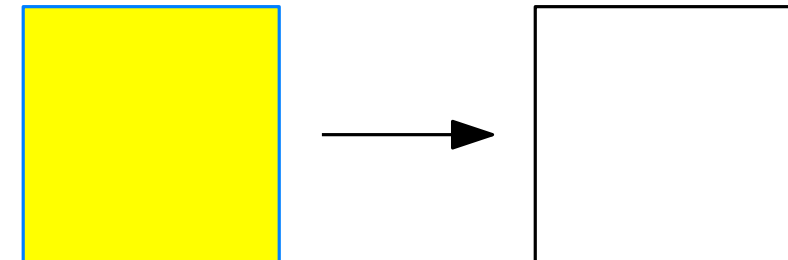
- from left to right: select objects **completely in** your bounding box
- from right to left: select objects **intersected by** your bounding box

L<sup>A</sup>T<sub>E</sub>X auto-compilation is annoying? Disable it!

- instead, compile manually (Ctrl+L)

pizza  
↓  
pasta

Pick and apply properties from one object to another



# Save & Read Anywhere

Ipe documents can be saved in two ways...

- PDF
- XML (.xml or .ipe)
  - allows for use of versioning tools (e.g. Git)

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Ipe documents can be saved in two ways...

- PDF
- XML (.xml or .ipe)
  - allows for use of versioning tools (e.g. Git)
  - copying Ipe elements also puts them in the clipboard as XML
    - → copy entire pages!



# Save & Read Anywhere

Ipe documents can be saved in two ways...

- PDF
- XML (.xml or .ipe)
  - allows for use of versioning tools (e.g. Git)
  - copying Ipe elements also puts them in the clipboard as XML
    - → copy entire pages!

Any Ipe PDFs are automatically recognised and can be edited again!



# Style Sheets

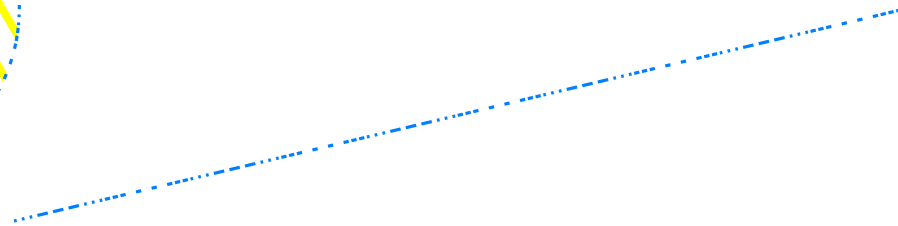
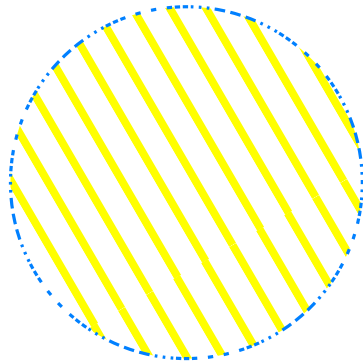
- ...are a great way of customising your slides
- and there is hardly any info on how to create one!

**When your custom character appears in a cutscene**



# Style Sheets

- Edit → Style sheets
- a *stack* of .isy documents
- provide custom elements and styling
- copied on import & must not be shipped
- can be removed/updated



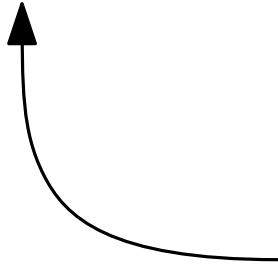
# Style Sheets

Also responsible for

- paper dimensions
- title style & position
- slide background
- L<sup>A</sup>T<sub>E</sub>X preamble

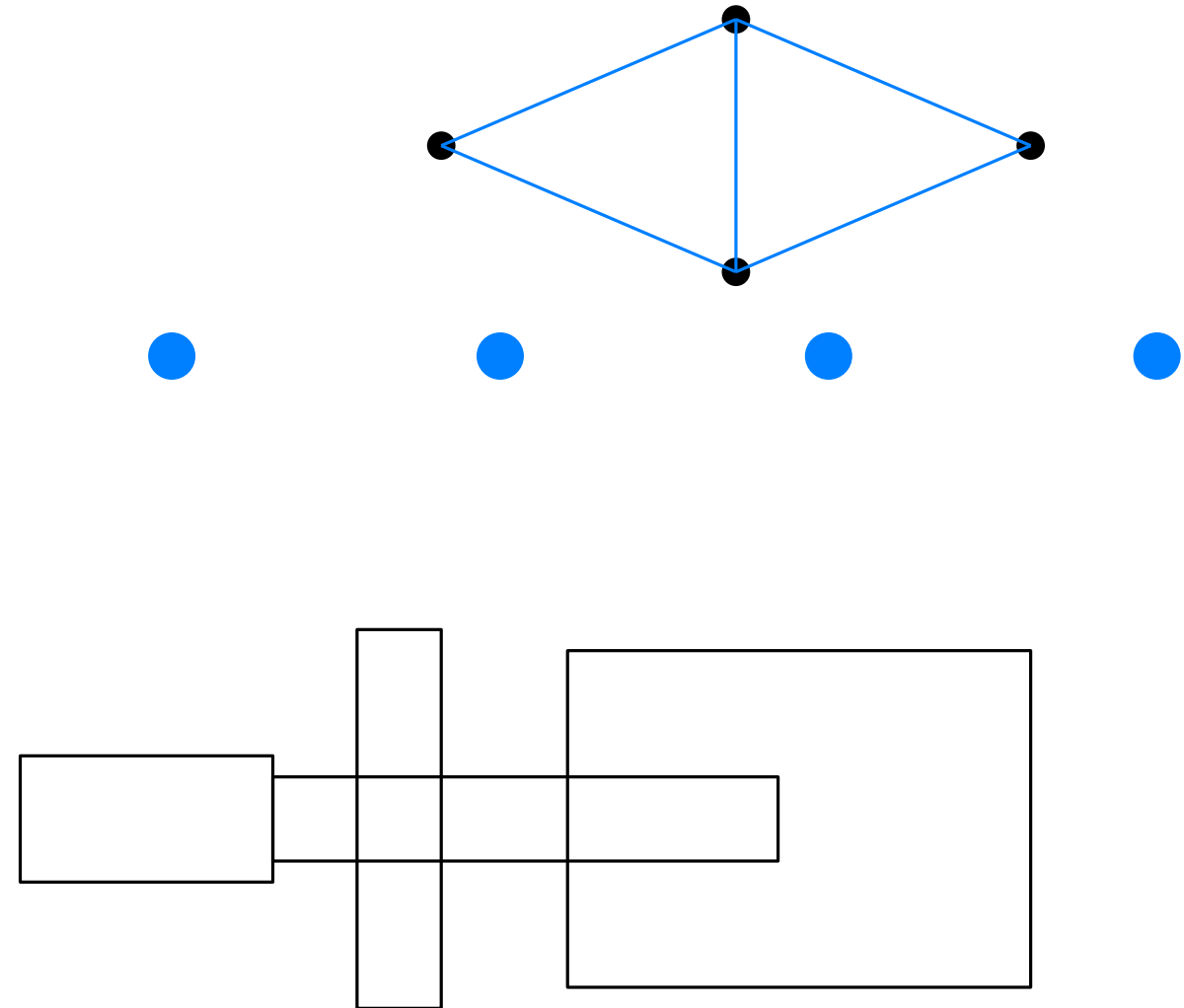
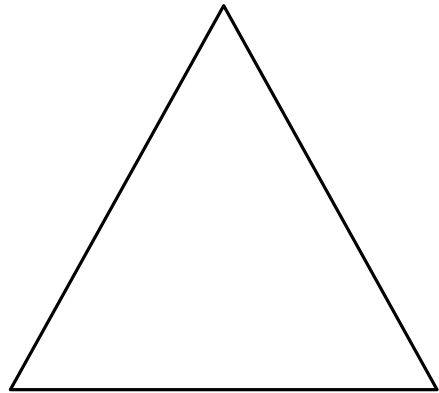
also the L<sup>A</sup>T<sub>E</sub>X engine to use,  
document title, author etc. . . .

can also be defined in “Edit → Document  
properties”



# Ipelets

- custom scripts in Lua/C++
- nice additional functionalities!





# Discussion

