

# Indian T<sub>E</sub>X Users Group

URL: <http://www.river-valley.com/tug>



## On-line Tutorial on L<sup>A</sup>T<sub>E</sub>X

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*This document is generated from L<sup>A</sup>T<sub>E</sub>X sources compiled with pdfL<sup>A</sup>T<sub>E</sub>X v. 14e in an INTEL Pentium III 700 MHz system running Linux kernel version 2.2.14-12. The packages used are hyperref.sty and pdfscreen.sty*

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# 9 The Figure Environment

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Figures are really problematical to present in a document because they never split between pages. These leads to bad page breaks which leave blank space at the bottom of pages. For the fine-tuning of that document, typesetter has to adjust the page breaks manually.

But  $\LaTeX$  provides floating figures which automatically move to suitable locations. So the positioning of figures is the duty of  $\LaTeX$ .

## 9.1. Creating Floating Figures

Floating figures are created by putting commands in a `figure` environment. The contents of the figure environment always remains in one chunk, floating to produce good page breaks. The following commands put the graphic from `figure.eps` inside a floating figure

```

\begin{figure}
\centering
\includegraphics{figure.eps}
\caption{This is an inserted EPS graphic}
\label{fig1}
\end{figure}
```

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### 9.1.1. Features

- The optional `\label` command, can be used with the `\ref`, and `\pageref` commands to reference the caption. The `\label` command must be placed immediately *after* the `\caption`
- If the figure environment contains no `\caption` commands, it produces an unnumbered floating figure.
- If the figure environment contains multiple `\caption` commands, it produces multiple figures which float together. This is useful in constructing side-by-side graphics or complex arrangements.
- A list of figures is generated by the `\listoffigures` command.
- By default, the caption text is used as the caption and also in the list of figures. The caption has an optional argument which specifies the list-of-figure entry. For example,

```
\caption[List Text]{Caption Text}
```

causes “Caption Text” to appear in the caption, but “List Text” to appear in the list of figures. This is useful when using long, descriptive captions.

- The figure environment can only be used in *outer paragraph mode*, preventing it from being used inside any box (such as `parbox` or `minipage`).
- Figure environments inside the paragraphs are not processed until the end of the paragraph. For example:



Figure 1. This is an inserted EPS graphic



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```
..... text text text text text text  
\begin{figure}  
.....  
\end{figure}  
..... text text text text text text
```

## 9.2. Figure Placement

The `figure` environment has an optional argument which allows users to specify possible figure locations. The optional argument can contain any combination of the letters: `h`, `t`, `b`, `p`.

- 
- `h` Place the figure in the text where the figure command is located. This option cannot be executed if there is not enough room remaining on the page.
  - `t` Place the figure at the top of the page.
  - `b` Place the figure at the bottom of a page.
  - `p` Place the figure on a page containing only floats.
- 

If no optional arguments are given, the placement options default to `[tbp]`.

When we input a float,  $\LaTeX$  will read that float and hold it until it can place that at a better location. Unprocessed floats are those which are read by  $\LaTeX$  but not yet placed on the page. Though the float-placing is done by  $\LaTeX$ , sometimes user has to do something to process unprocessed floats. Following commands will do that job:

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`\clearpage`

This command places unprocessed floats and starts a new page.

---

`\FloatBarrier`

This command causes all unprocessed floats to be processed. This is provided by the `placeins` package. It does not start a new page, unlike `\clearpage`.

---

Since it is often desirable to keep floats in the section in which they were issued, the `section` option

```
\usepackage[section]{placeins}
```

redefines the `\section` command, inserting a `\FloatBarrier` command before each section. Note that this option is very strict. This option does not allow a float from the old section to appear at the bottom of the page, since that is after the start of a new section.

The `below` option

```
\usepackage[below]{placeins}
```

is a less-restrictive version of the `section` option. It allows floats to be placed after the beginning of a new section, provided that some of the old section appears on the page.

---

`\afterpage/\clearpage`

The `afterpage` package provides the `\afterpage` command which executes a command at the next naturally-occurring page break.

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Therefore, using `\afterpage{\clearpage}` causes all unprocessed floats to be cleared at the next page break. `\afterpage{\clearpage}` is especially useful when producing small floatpage figures.

## 9.3. Customizing Float Placement

The following style parameters are used by  $\LaTeX$  to prevent awkward-looking pages which contain too many floats or badly-placed floats.

### 9.3.1. Float Placement Counters

---

`\topnumber`                      The maximum number of floats allowed at the top of a text page (the default is 2)

---

`\bottomnumber`                      The maximum number of floats allowed at the bottom of a text page (the default is 1)

---

`\totalnumber`                      The maximum number of floats allowed on any one text page (the default is 3)

---

These counters prevent  $\LaTeX$  from placing too many floats on a text page. These counters do not affect float pages. Specifying a `!` in the float placement options causes  $\LaTeX$  to ignore these parameters. The values of these counters are set with the `\setcounter` command. For example,



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```
\setcounter{totalnumber}{2}
```

prevents more than two floats from being placed on any text page.

### 9.3.2. Figure Fractions

The commands in the below table control what fraction of a page can be covered by floats (where “fraction” refers to the height of the floats divided by `\textheight`). The first three commands pertain only to text pages, while the last command pertains only to float pages. Specifying a `!` in the float placement options causes  $\LaTeX$  to ignore the first three parameters, but `\floatpagefraction` is always used. The value of these fractions are set by `\renewcommand`. For example,

```
\renewcommand{\textfraction}{0.3}
```

---

`\textfraction`

The minimum fraction of a text page which must be occupied by text. The default is 0.2, which prevents floats from covering more than 80% of a text page.



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`\topfraction`

The maximum fraction of a text page which can be occupied by floats at the top of the page. The default is 0.7, which prevents any float whose height is greater than 70% of `\textheight` from being placed at the top of a page.

---

`\bottomfraction`

The maximum fraction of a text page which can be occupied by floats at the bottom of the page. The default is 0.3, which prevents any float whose height is greater than 40% of `\textheight` from being placed at the bottom of a text page.

---

`\floatpagefraction`

The minimum fraction of a float page that must be occupied by floats. Thus the fraction of blank space on a float page cannot be more than  $1 - \text{\floatpagefraction}$ . The default is 0.5.

---

## 9.4. Using Graphics in L<sup>A</sup>T<sub>E</sub>X

This section shows the methods to use graphics in L<sup>A</sup>T<sub>E</sub>X documents. While L<sup>A</sup>T<sub>E</sub>X can import virtually any graphics format, Encapsulated PostScript (EPS) is the easiest graphics format to import into L<sup>A</sup>T<sub>E</sub>X. The ‘eps’ files are inserted into the file using command `\includegraphics{file.eps}`

### 9.4.1. The `\includegraphics` Command

```
\includegraphics [options] {filename}
```

Following are the options available in `\includegraphics` command:

---

<code>width</code>	The width of the graphics (in any of the accepted T <sub>E</sub> X units).
<code>height</code>	The height of the graphics (in any of the accepted T <sub>E</sub> X units).
<code>totalheight</code>	The totalheight of the graphics (in any of the accepted T <sub>E</sub> X units).
<code>scale</code>	Scale factor for the graphic. Specifying <code>scale=2</code> makes the graphic twice as large as its natural size.
<code>angle</code>	Specifies the angle of rotation, in degrees, with a counter-clockwise (anti-clockwise) rotation being positive.

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```

\includegraphics [width=.5\textwidth] {filename}
\includegraphics [height=2in] {filename}
\includegraphics [totalheight=2in] {filename}
\includegraphics [scale=2] {filename}

```



```
\includegraphics [width=1in] {duck}
```



```
\includegraphics [height=1.5in] {duck}
```



```
\includegraphics [scale=.25,angle=45] {duck}
```



```
\includegraphics [scale=.25,angle=90] {duck}
```

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## 9.4.2. Graphics Search Path

By default,  $\LaTeX$  looks for graphics files in any directory on the  $\TeX$  search path. In addition to these directories,  $\LaTeX$  also looks in any directories specified in the `\graphicspath` command. For example,

```
\graphicspath{{dir1/}{dir2/}}
```

tells  $\LaTeX$  to also look for graphics files in `dir1/` and `dir2/`. For Macintosh, this becomes

```
\graphicspath{{dir1:}{dir2:}}
```

## 9.4.3. Graphics Extensions

The `\DeclareGraphicsExtensions` command tells  $\LaTeX$  which extensions to try if a file with no extension is specified in the `\includegraphics` command. For convenience, a default set of extensions is pre-defined depending on which graphics driver is selected. For example if `dvips` is used, the following graphic extensions (defined in `dvips.def`) are used by default

```
\DeclareGraphicsExtensions{.eps,.ps,.eps.gz,.ps.gz,.eps.Z}
```

With the above graphics extensions specified, `\includegraphics{file}` first looks for `file.eps`, then `file.ps`, then file `file.eps.gz`, etc. until a file is found. This allows the graphics to be specified with

```
\includegraphics{file}
```

instead of

```
\includegraphics{file.eps}
```

## 9.5. Rotating and Scaling Objects

In addition to the `\includegraphics` command, the `graphicx` package includes 4 other commands which rotates and scale any  $\LaTeX$  object: text, EPS graphic, etc.

```

\scalebox{2}{\includegraphics{file.eps}}
\resizebox{4in}{!}{\includegraphics{file.eps}}
\rotatebox{45}{\includegraphics{file.eps}}

```

produces the same three graphics as

```

\includegraphics [scale=2] {file.eps}
\includegraphics [width=4in] {file.eps}
\includegraphics [angle=45] {file.eps}

```

For example, the following is produced with



```
\rotatebox{45}{\fbox{\Large  
  \textcolor{blue}{\LaTeX}}}
```



```
\rotatebox{180}{\fbox{\Large  
  \textcolor{blue}{\LaTeX}}}
```

However, the `\includegraphics` is preferred because it is faster and produces more efficient PostScript.



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