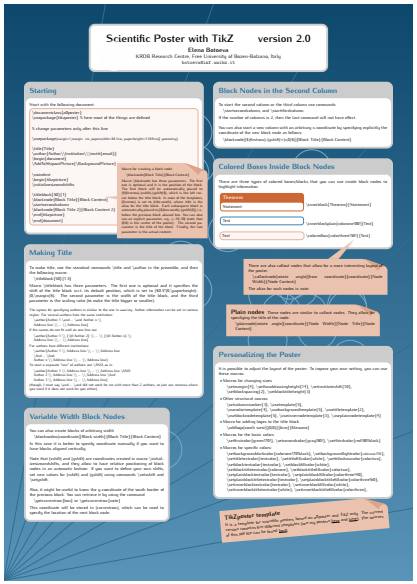
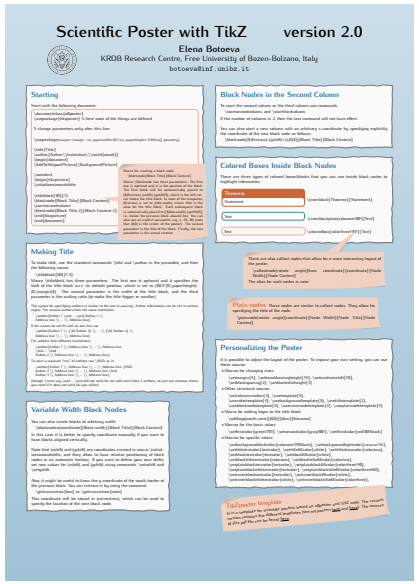
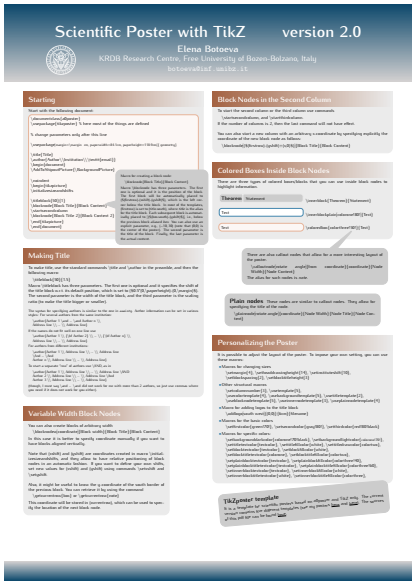
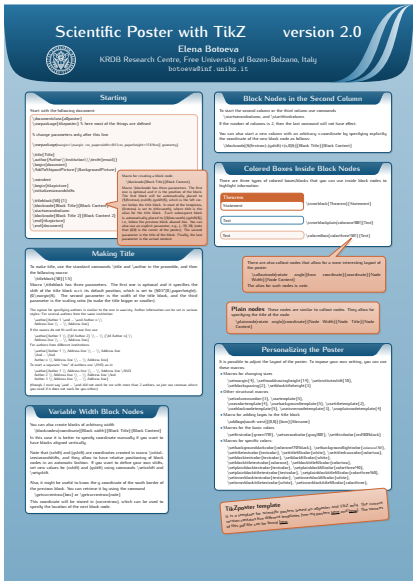
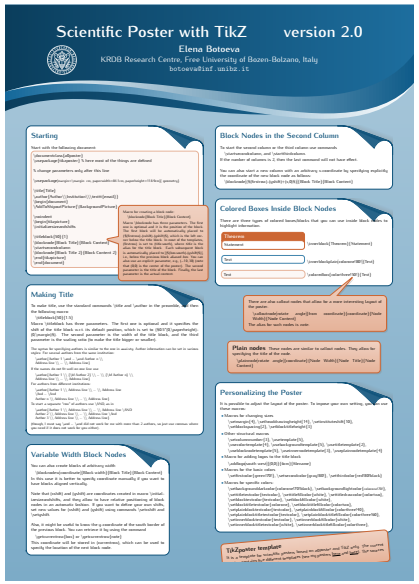
1. Template









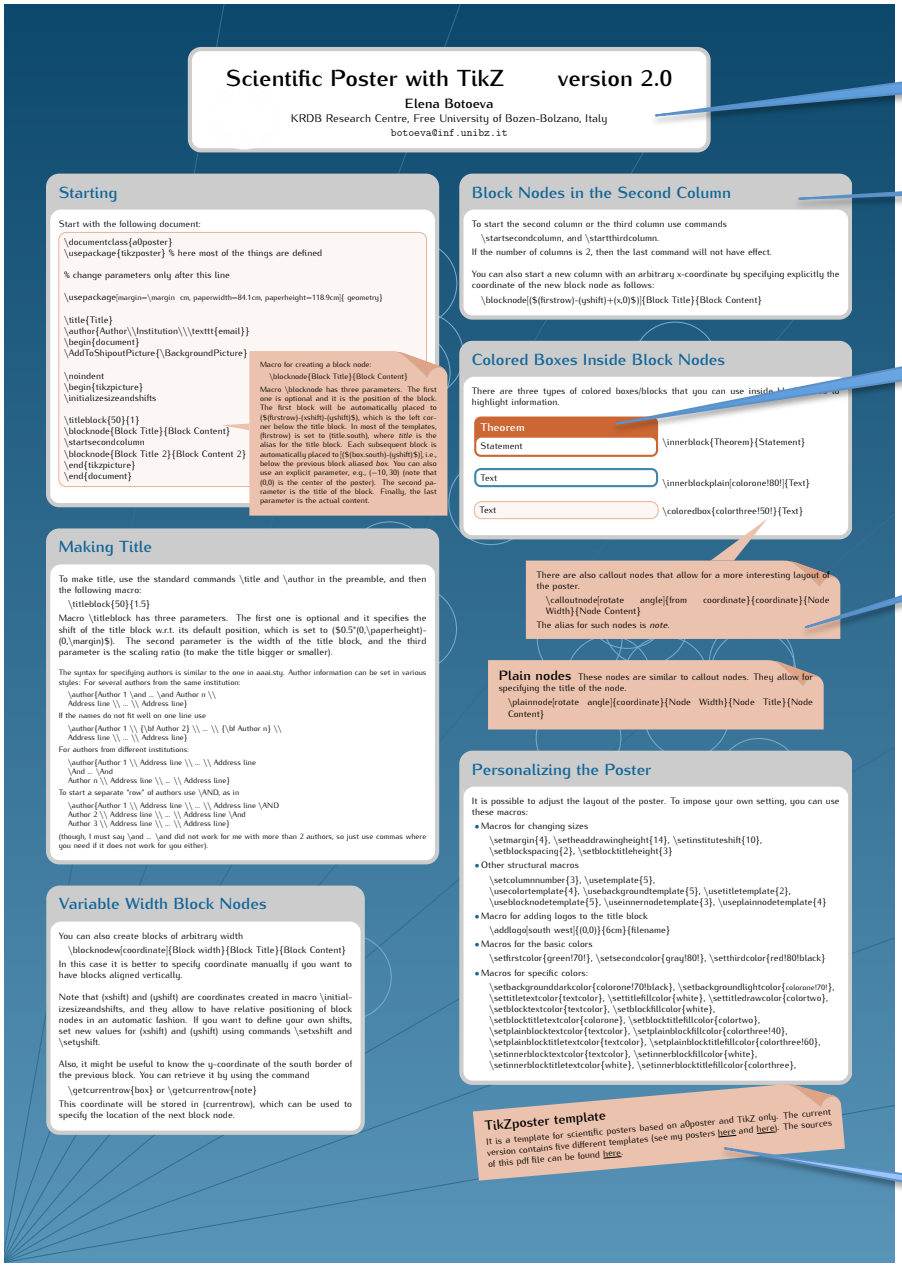


For me, template defines the complete look of a poster, the background, the title, the way nodes are drawn.

In general, I think that the average user does not have to bother himself with adjusting the templates. So the predefined templates should be ready to be used and look nice from the design point of view (like templates in Powerpoint).

But we could also have a template based on what you have already in your tikzposter, so that the user can set up everything himself, things like: rounded, shadow, draw his own nodes, background, etc.

2. Nodes (blocks)



The title block

Blocknode

Innerblock

Calloutnode

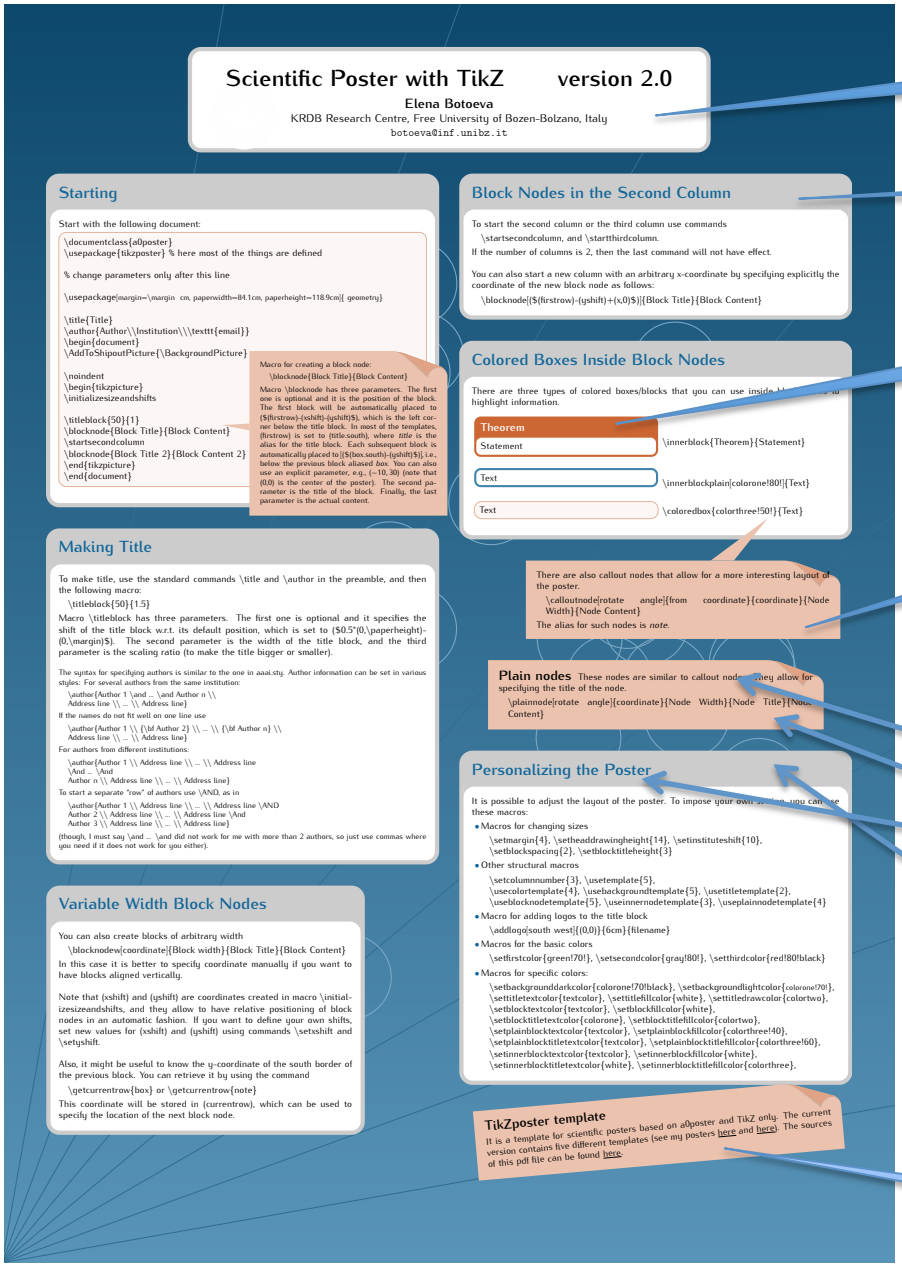
Plainnode

Titleblock and **blocknode** can be placed automatically (i.e., coordinate is optional), **calloutnode** and **plainnode** require explicit coordinates and can be rotated. These four nodes are on the level of TikZ with slightly different sets of parameters.

I think it is IMPORTANT that each node can have *arbitrary position* and *width*, just the same way as if I had a graphical interface to do so (like Powerpoint). Moreover, after a node is drawn, it might be useful to have the alias of that node (e.g., to relatively place a callout node). In general, with these nodes one should have the full power of TikZ, in my opinion.

Innerblock behaves like a normal latex environment. Should be similar to Theorem or Block in Beamer.

2. Nodes' color schemes



The title block

Blocknode

Innerblock

Calloutnode

Plainnode

Each of these nodes have 4 color parameters:

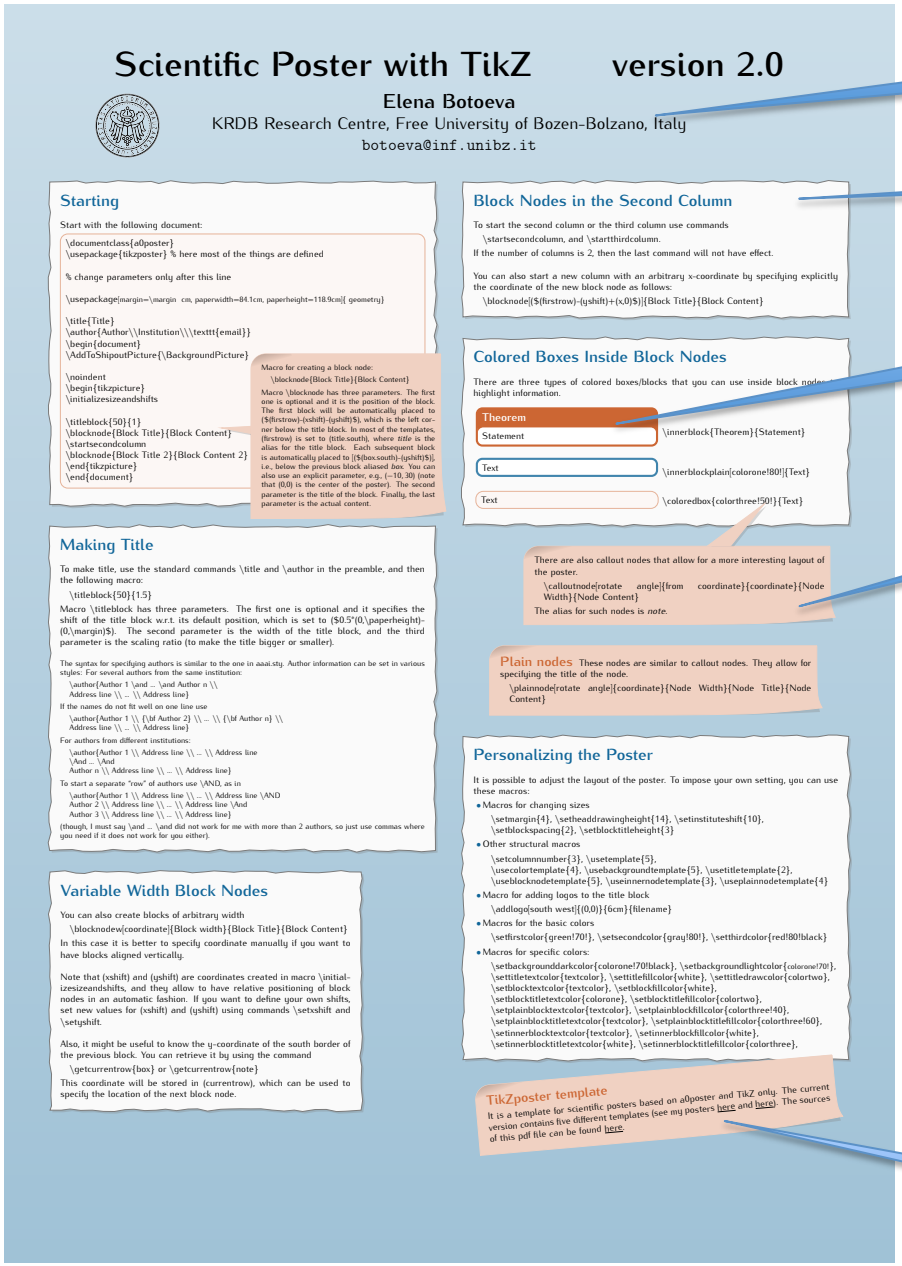
textcolor -- the color of the main text

fillcolor – the color of the background of the main text

titletextcolor – the color of the title text

titlefillcolor – the color of the title background/the color of the frame

2. Nodes' templates (themes)



The title block

Blocknode

Innerblock

Calloutnode

Plainnode

I have
- 5 different **blocknode** templates,
- 4 different **plainnode/calloutnode** templates,
- 2 different **innerblock** templates.

Note that for some of the node templates you should NOT be able to change roundedness, shadows, etc.

The code for some of the nodes is a bit dirty (I was using some tricks to draw, e.g., the plainnodes/calloutnodes on this slide)

3. Colors

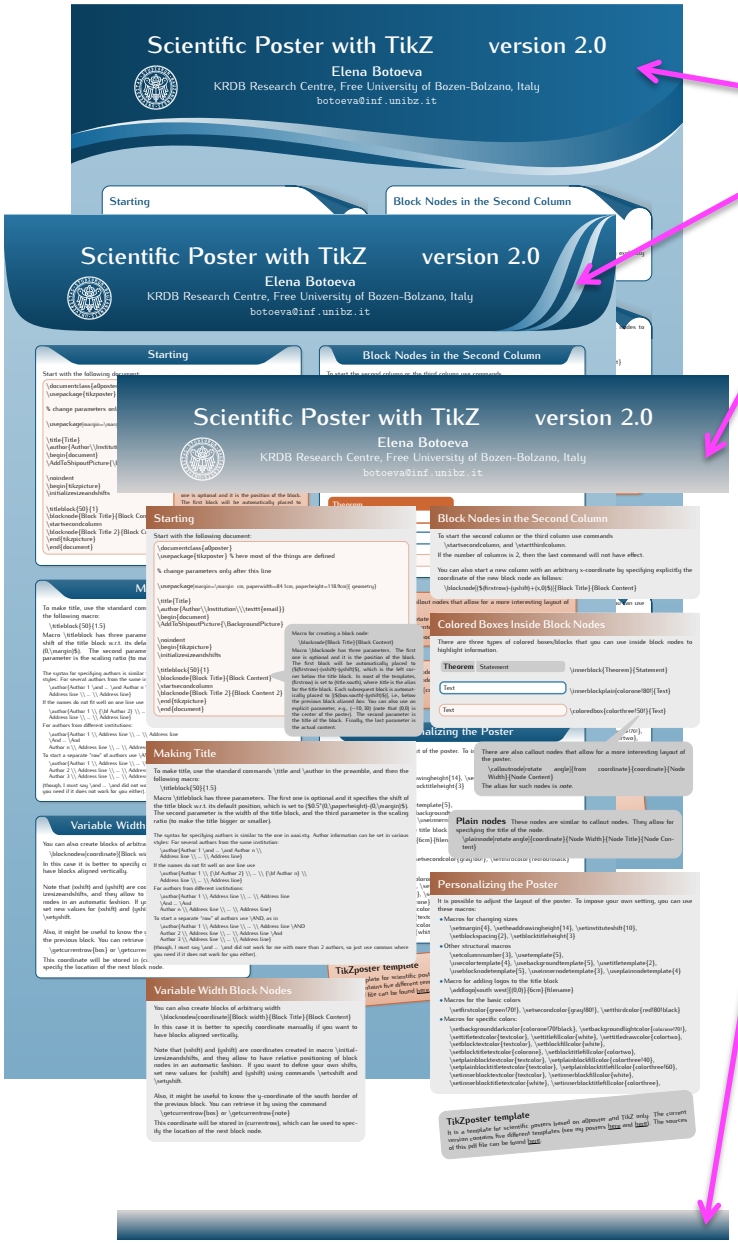
In my implementation I have THREE basic colors, called very simply :-) **colorone** (default blue), **colortwo** (default gray) and **colorthree** (default orange). We could call them similarly to beamer, they have **structure**, etc.

In my opinion there should not be more than 3 basic colors (bear in mind white and black). This number of colors should be enough for a good design.

All other colors (like titlefillcolor of nodes, the colors of the background, etc.) are defined from the basic three colors. So by changing these three colors, the user can quickly change the colors of the whole poster.

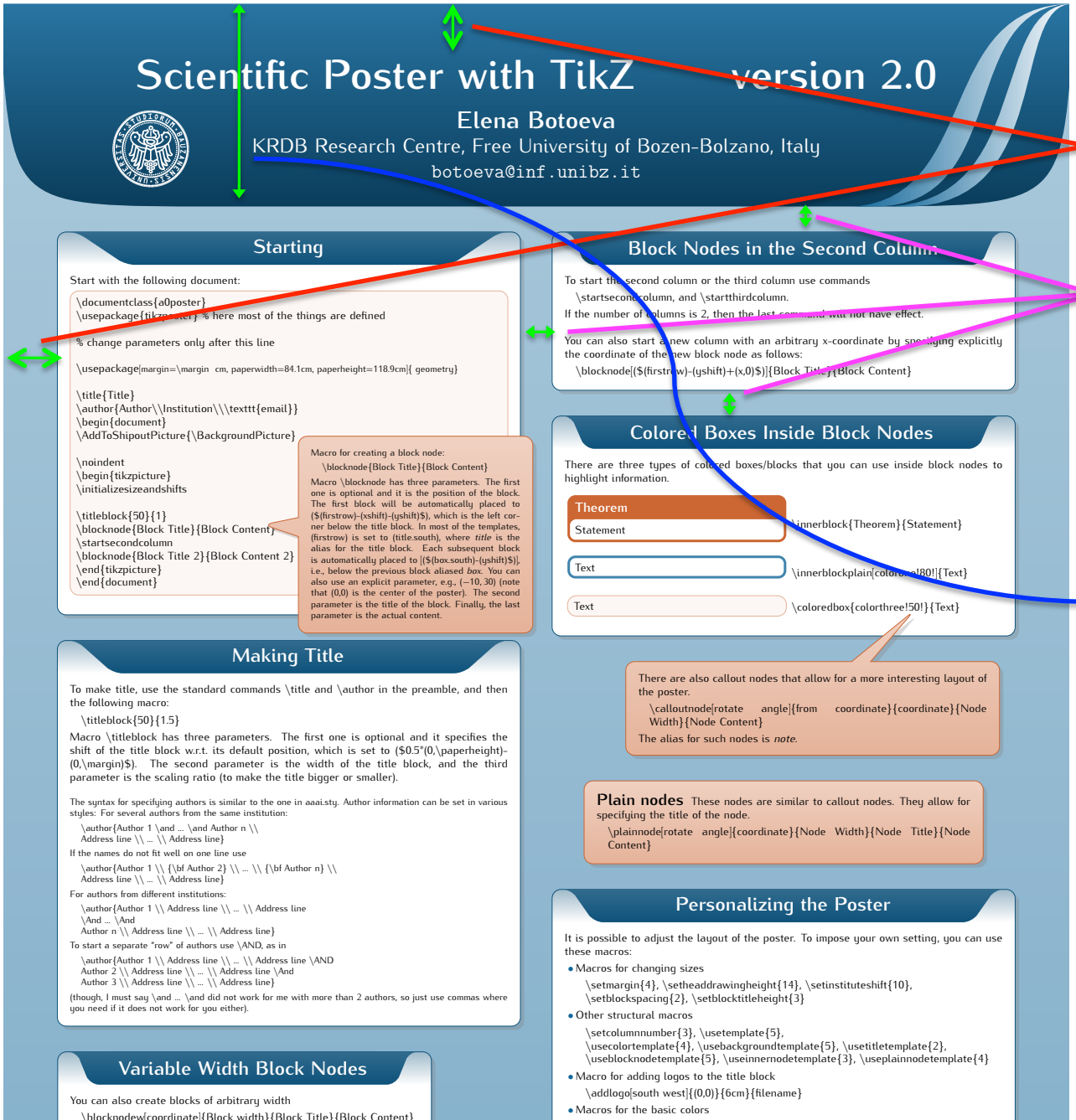
Then the individual colors can be adjusted in arbitrary ways.

4. Background



In my implementation the header (or footer) drawing is a part of the background

5. Structure



In my implementation I have the following `structural' parameters

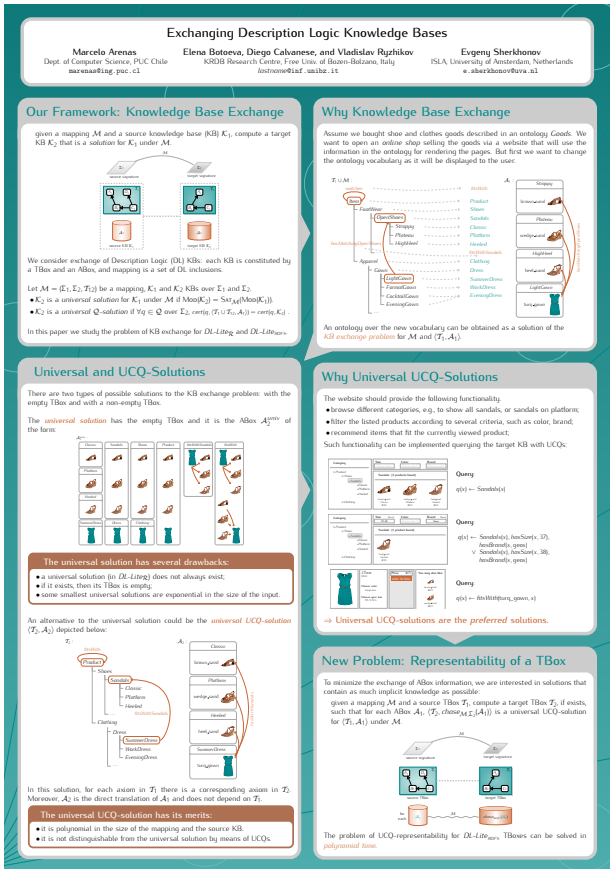
1) Margin

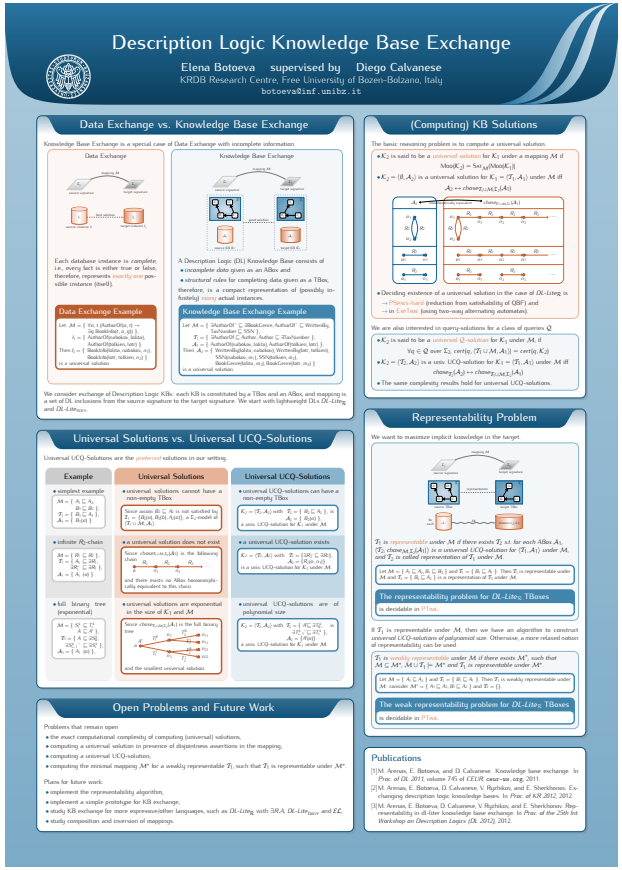
2) Blockspacing

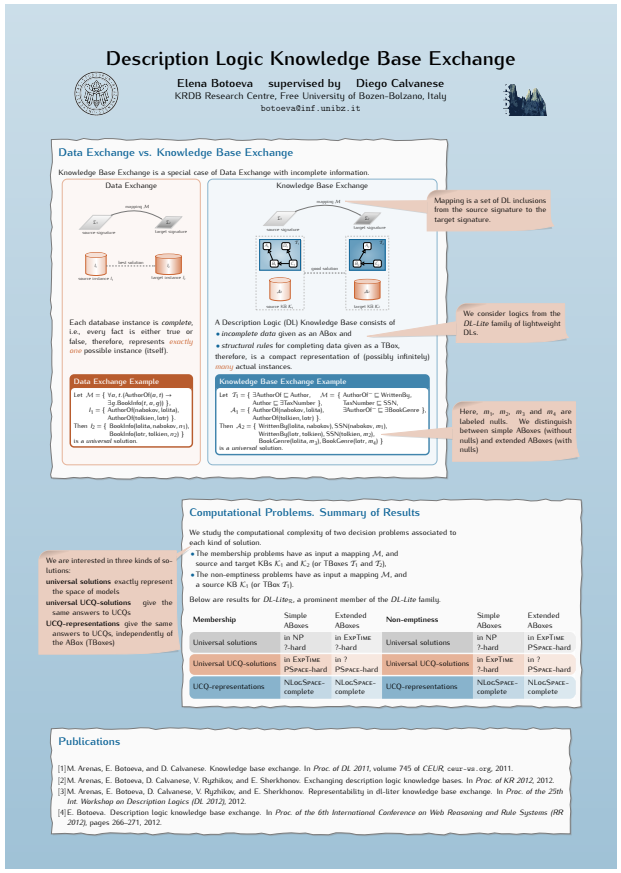
3) Headdrawingheight

The default positions of nodes and their widths are calculated automatically taking into account these parameters.

Examples of my posters







On Flexibility

While, I agree, it is very useful to have a structured poster with all the functionality concerning columns, automatic coordinates, width and so on,
I believe that the user should have the possibility to have an unstructured poster, for instance like this one