# Package 'ggfoundry'

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geom\_casting

Arbitrary hand-crafted fillable shapes for ggplot2

#### **Description**

#### [Experimental]

Arbitrary hand-crafted colourable and fillable shapes for ggplot2.

New shapes may be feature requested via a Github issue.

#### Usage

```
geom_casting(
  mapping = NULL,
  data = NULL,
  stat = "identity",
  position = "identity",
  ...,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

#### **Arguments**

mapping

Set of aesthetic mappings created by aes(). If specified and inherit.aes = TRUE (the default), it is combined with the default mapping at the top level of the plot. You must supply mapping if there is no plot mapping.

data

The data to be displayed in this layer. There are three options:

If NULL, the default, the data is inherited from the plot data as specified in the call to ggplot().

A data.frame, or other object, will override the plot data. All objects will be fortified to produce a data frame. See fortify() for which variables will be created.

A function will be called with a single argument, the plot data. The return value must be a data. frame, and will be used as the layer data. A function can be created from a formula (e.g.  $\sim$  head(.x, 10)).

stat

The statistical transformation to use on the data for this layer. When using a geom\_\*() function to construct a layer, the stat argument can be used the override the default coupling between geoms and stats. The stat argument accepts the following:

- A Stat ggproto subclass, for example StatCount.
- A string naming the stat. To give the stat as a string, strip the function name of the stat\_ prefix. For example, to use stat\_count(), give the stat as "count".

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 For more information and other ways to specify the stat, see the layer stat documentation.

position

A position adjustment to use on the data for this layer. This can be used in various ways, including to prevent overplotting and improving the display. The position argument accepts the following:

- The result of calling a position function, such as position\_jitter(). This method allows for passing extra arguments to the position.
- A string naming the position adjustment. To give the position as a string, strip the function name of the position\_ prefix. For example, to use position\_jitter(), give the position as "jitter".
- For more information and other ways to specify the position, see the layer position documentation.

Other arguments passed on to layer()'s params argument. These arguments broadly fall into one of 4 categories below. Notably, further arguments to the position argument, or aesthetics that are required can *not* be passed through . . . . Unknown arguments that are not part of the 4 categories below are ignored.

- Static aesthetics that are not mapped to a scale, but are at a fixed value and apply to the layer as a whole. For example, colour = "red" or linewidth = 3. The geom's documentation has an **Aesthetics** section that lists the available options. The 'required' aesthetics cannot be passed on to the params. Please note that while passing unmapped aesthetics as vectors is technically possible, the order and required length is not guaranteed to be parallel to the input data.
- When constructing a layer using a stat\_\*() function, the ... argument can be used to pass on parameters to the geom part of the layer. An example of this is stat\_density(geom = "area", outline.type = "both"). The geom's documentation lists which parameters it can accept.
- Inversely, when constructing a layer using a geom\_\*() function, the ... argument can be used to pass on parameters to the stat part of the layer. An example of this is geom\_area(stat = "density", adjust = 0.5). The stat's documentation lists which parameters it can accept.
- The key\_glyph argument of layer() may also be passed on through . . . .
  This can be one of the functions described as key glyphs, to change the display of the layer in the legend.

na.rm

If FALSE, the default, missing values are removed with a warning. If TRUE, missing values are silently removed.

show.legend

logical. Should this layer be included in the legends? NA, the default, includes if any aesthetics are mapped. FALSE never includes, and TRUE always includes. It can also be a named logical vector to finely select the aesthetics to display.

inherit.aes

If FALSE, overrides the default aesthetics, rather than combining with them. This is most useful for helper functions that define both data and aesthetics and shouldn't inherit behaviour from the default plot specification, e.g. borders().

#### **Details**

Behind the scenes, a pair of hand-drawn vector images (outline & fill) are converted into Cairo graphics library SVG files, then into grid graphical objects (grobs) for use in a ggplot2 layer.

. .

geom\_casting

By default, the "violin" shape is used.

If the shape is mapped to a variable, e.g. aes(shape = factor(cyl)), then scale\_shape\_manual() is also required to explicitly name the desired shapes as a character vector (see examples). This is because standard shapes are associated with a number, e.g. a circle is 19, whereas geom\_casting() shapes are associated only with character strings.

In addition to the supported aesthetics below, nudge\_x and nudge\_y are also respected.

#### Value

A geom layer that can be added to a ggplot.

#### Aesthetics

geom\_casting() understands the following aesthetics (required aesthetics are in bold):

- X
- y
- alpha
- angle
- colour
- fill
- group
- shape
- size

Learn more about setting these aesthetics in vignette("ggplot2-specs")

#### **Examples**

```
library(ggplot2)

# "Baby violin" shape by default
p <- ggplot(mtcars, aes(wt, mpg))
p + geom_casting()

# Change shape & fill
p + geom_casting(shape = "box", fill = "lightgreen")

# Shapes mapped to a variable
ggplot(mtcars, aes(wt, mpg, fill = factor(cyl))) +
    geom_casting(aes(shape = factor(cyl))) +
    scale_shape_manual(values = c("violin", "dendro", "box"))</pre>
```

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shapes\_cast

Get the names of available shapes

# Description

# [Experimental]

Create a data frame of available shapes and associated sets. This may be filtered and used as a vector of strings in scale\_shape\_manual.

#### Usage

```
shapes_cast()
```

#### Value

A data frame of available sets and shapes.

### **Examples**

```
# Returns a data frame of available shapes
shapes_cast()
```

# **Index**

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