Package ‘gameofthrones’

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Type Package
Title Palettes Inspired in the TV Show `Game of Thrones`
Version 1.0.2
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Description Implementation of the characteristic palettes from the TV show 'Game of Thrones'.
License MIT + file LICENSE
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BugReports https://github.com/aljrico/gameofthrones/issues
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gotMap

Description

A dataset containing the colour palettes from the TV show 'Game of Thrones'.

Usage

got.map

Format

A data frame containing all the colours used in the palette:

- V1: Red value
- V2: Green value
- V3: Blue value
- option: Refers to the houses of Westeros, or other colourmaps. It is intended to be a general option for choosing the specific colour palette.

gotMap

Game of Thrones Colour Map.

Description

This function creates a vector of n equally spaced colors along the 'got colour map'.

Usage

gotMap(
    n = 256,
    alpha = 1,
    begin = 0,
    end = 1,
    direction = 1,
    option = "Daenerys"
)

got(n, alpha = 1, begin = 0, end = 1, direction = 1, option = "Daenerys")

got_pal(alpha = 1, begin = 0, end = 1, direction = 1, option = "Daenerys")

gameofthrones(
    n,
alpha = 1,
begin = 0,
end = 1,
direction = 1,
option = "Daenerys"
)

Arguments

<table>
<thead>
<tr>
<th>n</th>
<th>The number of colors (≥ 1) to be in the palette.</th>
</tr>
</thead>
<tbody>
<tr>
<td>alpha</td>
<td>The alpha transparency, a number in [0,1], see argument alpha in hsv.</td>
</tr>
<tr>
<td>begin</td>
<td>The (corrected) hue in [0,1] at which the got colormap begins.</td>
</tr>
<tr>
<td>end</td>
<td>The (corrected) hue in [0,1] at which the got colormap ends.</td>
</tr>
<tr>
<td>direction</td>
<td>Sets the order of colors in the scale. If 1, the default, colors are ordered from darkest to lightest. If -1, the order of colors is reversed.</td>
</tr>
<tr>
<td>option</td>
<td>A character string indicating the colourmap to use. It is not case-sensible</td>
</tr>
</tbody>
</table>

Details

Here are the color scales:

Semi-transparent colors (0 < alpha < 1) are supported only on some devices: see rgb.

Value
got returns a character vector, cv, of color hex codes. This can be used either to create a user-defined color palette for subsequent graphics by palette(cv), a col = specification in graphics functions or in par.
gotMap returns a n lines data frame containing the red (R), green (G), blue (B) and alpha (alpha) channels of n equally spaced colors along the 'Game of Thrones' colour map. n = 256 by default.
Examples

```r
library(ggplot2)
library(hexbin)

dat <- data.frame(x = rnorm(1e4), y = rnorm(1e4))

ggplot(dat, aes(x = x, y = y)) +
  geom_hex() + coord_fixed() +
  scale_fill_gradientn(colours = got(128, option = "targaryen")) +
  theme_minimal()

pal <- got(256, option = "Wildfire")
image(volcano, col = pal)
```

---

got_palettes  Complete list of palettes

Description

Use `got` to construct palettes of desired length.

Usage

```r
got_palettes
```

Format

An object of class list of length 18.

---

scale_color_got  Game of Thrones colour scales

Description

Uses the Game of Thrones color scale.
scale_color_got

Usage

scale_color_got(
  ..., 
  alpha = 1, 
  begin = 0, 
  end = 1, 
  direction = 1, 
  discrete = FALSE, 
  option = "Daenerys"
)

scale_colour_got(
  ..., 
  alpha = 1, 
  begin = 0, 
  end = 1, 
  direction = 1, 
  discrete = FALSE, 
  option = "Daenerys"
)

scale_colour_got_d(
  ..., 
  alpha = 1, 
  begin = 0, 
  end = 1, 
  direction = 1, 
  option = "Daenerys", 
  aesthetics = "colour"
)

scale_color_got_d(
  ..., 
  alpha = 1, 
  begin = 0, 
  end = 1, 
  direction = 1, 
  option = "Daenerys", 
  aesthetics = "colour"
)

scale_fill_got(
  ..., 
  alpha = 1, 
  begin = 0, 
  end = 1, 
  direction = 1, 
  discrete = FALSE, 
  option = "Daenerys"
)
Arguments

... parameters to discrete_scale or scale_fill_gradientn
alpha pass through parameter to got
begin The (corrected) hue in [0,1] at which the got colormap begins.
end The (corrected) hue in [0,1] at which the got colormap ends.
direction Sets the order of colors in the scale. If 1, the default, colors are as output by got_pal. If -1, the order of colors is reversed.
discrete generate a discrete palette? (default: FALSE - generate continuous palette)
option A character string indicating the colourmap to use.
aesthetics Character string or vector of character strings listing the name(s) of the aesthetic(s) that this scale works with. This can be useful, for example, to apply colour settings to the ‘colour’ and ‘fill’ aesthetics at the same time, via ‘aesthetics = c(“colour”, “fill”)’. Parameter inherited from ‘ggplot2’.

Details

For discrete == FALSE (the default) all other arguments are as to scale_fill_gradientn or scale_color_gradientn. Otherwise the function will return a discrete_scale with the plot-computed number of colors.

Author(s)

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Examples

library(ggplot2)

ggplot(mtcars, aes(factor(cyl), fill=factor(vs))) +
  geom_bar() +
  scale_fill_got(discrete = TRUE, option = "Daenerys")

ggplot(mtcars, aes(factor(gear), fill=factor(carb))) +
  geom_bar() +
  scale_fill_got(discrete = TRUE, option = "Tully")
ggplot(mtcars, aes(x = mpg, y = disp, colour = hp)) +
geom_point(size = 2) +
scale_colour_got(option = "Lannister")
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