plot3D: Tools for plotting 3-D and 2-D data.

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Abstract

R package plot3D (Soetaert 2013b) contains functions for plotting multi-dimensional data. Many functions are derived from the persp function, other functions start from the image or contour function.

Two related packages are:

- plot3Drgl (Soetaert 2013c), that plots multidimensional data using openGL graphics (and using package rgl (Adler and Murdoch 2013)).
- OceanView (Soetaert 2013a) that contains functions for visualising oceanographic data.

A graphical gallery using one of plot3D, plot3Drgl or OceanView is in http://www.rforscience.com/rpackages/visualisation/oceanview/ and http://www.rforscience.com/rpackages/visualisation/plot3d/

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1. Introduction

R package plot3D provides functions for plotting 2-D and 3-D data, and that are either extensions of R’s persp function or of R’s image and contour function.

The main extensions to these functions are:

- In addition to the x, y (and z) values, an additional data dimension can be represented by a color variable (argument colvar).

- A color key (argument colkey) can be written next to the figure. It is possible to log-transform the color key, rescale it, adjust its position, ...

- The resolution of a figure can be increased (argument resfac).

- Either the facets can be colored, just the border, or both.

Package plot3D contains:

- Functions that are based on the persp function, for visualising 3-D data:

  - persp3D: an extended version of the persp function.
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- ribbon3D: perspective plots as ribbons.
- hist3D: 3-D histograms.
- scatter3D, points3D, lines3D, text3D: scatter plots in 3-D, points, lines, labels.
- surf3D: 3-D shapes (or surfaces).
- slice3D, slicecont3D, isosurf3D, voxel3D: slices, isosurfaces and voxels from a full 3-D data set.
- arrows3D: arrows in 3D.
- contour3D, image3D: contours and images in 3D.
- segments3D, polygon3D, rect3D, border3D, box3D: line segments, polygons, rectangles, boxes in 3D.

• Functions defined on the image or contour function:
  - image2D, contour2D, for an extended version of these functions to visualise 2-D (or 3-D) data.
  - ImageOcean, for an image of the ocean’s bathymetry.

• Other functions
  • scatter2D: colored points, lines, ... in 2-D.
  • text2D, arrows2D, segments2D, rect2D, polygon2D for other 2D functions, comparable to R’s base graphics but that have a color key.

• Colors and colorkeys:
  - colkey: color legends.

• Utility functions:
  - mesh: generating rectangular (2D) or (3D) meshes.
  - plotdev: plotting on the current device.

• Data sets:
  - Oxsat: a (rather large) 3-D data set with the ocean’s oxygen saturation values.
  - Hypsometry: a 2-D data set with the world’s elevation and the ocean’s depth.

This vignette contains some examples; more can be found in the package’s help files. To run all examples:

```r
example(persp3D)
example(surf3D)
example(slice3D)
example(scatter3D)
example(segments3D)
example(image2D)
```
example(image3D)
example(contour3D)
example(colkey)
example(jet.col)
example(perspbox)
example(mesh)
example(trans3D)
example(plot.plist)
example(ImageOcean)
example(Oxsat)

2. Functions image2D and persp3D

image2D and persp3D are extensions of R’s `image` and `persp` functions. The arguments of persp3D are (see the help file for what they mean):

```r
args(persp3D)
function (x = seq(0, 1, length.out = nrow(z)), y = seq(0, 1, length.out = ncol(z)), z, ..., colvar = z, phi = 40, theta = 40, col = NULL, NAcol = "white", border = NA, facets = TRUE, colkey = NULL, resfac = 1, image = FALSE, contour = FALSE, panel.first = NULL, clim = NULL, clab = NULL, bty = "b", lighting = FALSE, shade = NA, ltheta = -135, lphi = 0, inttype = 1, curtain = FALSE, add = FALSE, plot = TRUE)
NULL
```

Many examples of the use of `image2D` and `persp3D` are in vignette `volcano`. The Hypsometry data set is depicted first as an `image`, with 0 m contour lines added. Slight shading gives the plot a perspective view. The zoomed region (used in next figure) is then added.

```r
image2D(Hypsometry, xlab = "longitude", ylab = "latitude",
       contour = list(levels = 0, col = "black", lwd = 2),
       shade = 0.1, main = "Hypsometry data set", clab = "m")
rect(-50, 10, -20, 40, lwd = 3)

ii <- which(Hypsometry$x > -50 & Hypsometry$x < -20)
jj <- which(Hypsometry$y > 10 & Hypsometry$y < 40)
zlim <- c(-10000, 0)
```

The perspective figure is made with black side-panels (bty). Grey contour lines are added on the bottom panel ("zmin") and on the persp plot itself ("z"). The resolution is increased (resfac) to make smoother images. A color key (colkey) is added on the first margin (side)
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Figure 1: Hypsometry data set

```r
par(mfrow = c(1, 1))
# Actual bathymetry, 4 times increased resolution, with contours
persp3D(z = Hypsometry$z[ii,jj], xlab = "longitude", bty = "bl2",
ylab = "latitude", zlab = "depth", clab = "depth, m",
expand = 0.5, d = 2, phi = 20, theta = 30, resfac = 2,
contour = list(col = "grey", side = c("zmin", "z")),
zlim = zlim, colkey = list(side = 1, length = 0.5))
```

3. slices and isosurfaces

Function `slice3D` draws slices from volumetric (3D) data, function `isosurf3D` creates and plots isosurfaces. It makes use of a function from package `misc3d` (Feng and Tierney 2008).

```r
args(slice3D)
```

```r
function (x, y, z, colvar, ..., phi = 40, theta = 40, xs = min(x),
ys = max(y), zs = min(z), col = jet.col(100), NAcol = "white",
border = NA, facets = TRUE, colkey = NULL, panel.first = NULL,
clim = NULL, clab = NULL, bty = "b", lighting = FALSE, shade = NA,
ltheta = -135, lphi = 0, add = FALSE, plot = TRUE)
NULL
```
Figure 2: Bathymetry of a part of the ocean

Function `mesh` is used to generate a full rectangular 3-D mesh. This is used to generate the volumetric data \( p \) that defines the coloration. The data are visualised by one slice in \( x \) (\( x_s \)) and 3 slices in \( y \) direction (\( y_s \)). Function `isosurf3D` plots the data for \( p \)-values that are equal to 0.

```
par(mfrow = c(1, 2))
x <- y <- z <- seq(-4, 4, by = 0.2)
M <- mesh(x, y, z)
R <- with (M, sqrt(x^2 + y^2 + z^2))
p <- sin(2*R)/(R+1e-3)
slice3D(x, y, z, colvar = p,
       xs = 0, ys = c(-4, 0, 4), zs = NULL)
isosurf3D(x, y, z, colvar = p, level = 0, col = "red")
```

4. surf3D

Function `surf3D` creates 3-D surface plots.

```
args(surf3D)
```

```
function (x, y, z, ...,
         colvar = z, phi = 40, theta = 40, col = jet.col(100),
         NAcol = "white", border = NA, facets = TRUE, colkey = NULL,
```
Here are 4 applications, showing the different options of coloration.

```r
par(mfrow = c(2, 2), mar = c(0, 0, 0, 0))

# Shape 1
M <- mesh(seq(0, 6*pi, length.out = 80),
          seq(pi/3, pi, length.out = 80))
 u <- M$x; v <- M$y
x <- u/2 * sin(v) * cos(u)
y <- u/2 * sin(v) * sin(u)
z <- u/2 * cos(v)
surf3D(x, y, z, colvar = z, colkey = FALSE, box = FALSE)

# Shape 2: add border
M <- mesh(seq(0, 2*pi, length.out = 80),
          seq(0, 2*pi, length.out = 80))
 u <- M$x; v <- M$y
x <- sin(u)
y <- sin(v)
z <- sin(u + v)
surf3D(x, y, z, colvar = z, border = "black", colkey = FALSE)

# shape 3: uses same mesh, white facets
x <- (3 + cos(v/2)*sin(u) - sin(v/2)*sin(2*u))*cos(v)
y <- (3 + cos(v/2)*sin(u) - sin(v/2)*sin(2*u))*sin(v)
```

Figure 3: Slices and isosurfaces from volumetric data
Figure 4: Surface plots

\[
z <- \sin(v/2) \cdot \sin(u) + \cos(v/2) \cdot \sin(2 \cdot u)
\]

\`
surf3D(x, y, z, colvar = z, colkey = FALSE, facets = FALSE)
``

# shape 4: more complex colvar

\[
M \leftarrow \text{mesh(seq(-13.2, 13.2, length.out = 50),}
\]
\[
\quad \text{seq(-37.4, 37.4, length.out = 50))}
\]

\[
u \leftarrow M$x ; v \leftarrow M$y
\]

\[
b \leftarrow 0.4; r \leftarrow 1 - b^2; w \leftarrow \sqrt{r}
\]

\[
D \leftarrow b \ast ((w \ast \cosh(b \ast u))^2 + (b \ast \sin(w \ast v))^2)
\]

\[
x \leftarrow -u + \frac{(2 \ast r \ast \cosh(b \ast u) \ast \sinh(b \ast u))}{D}
\]

\[
y \leftarrow (2 \ast w \ast \cosh(b \ast u) \ast (-w \ast \cos(v) \ast \cos(w \ast v)) - \sin(v) \ast \sin(w \ast v))) / D
\]

\[
z \leftarrow (2 \ast w \ast \cosh(b \ast u) \ast (-w \ast \sin(v) \ast \cos(w \ast v)) + \cos(v) \ast \sin(w \ast v))) / D
\]

\`
surf3D(x, y, z, colvar = sqrt(x + 8.3), colkey = FALSE, border = "black", box = FALSE)
``
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4.1. scatter2D and scatter3D

Functions scatter2D and scatter3D draw scatterplots.

```r
args(scatter2D)
function (x, y, ..., colvar = NULL, col = NULL, NAcol = "white",
        colkey = NULL, clim = NULL, clab = NULL, CI = NULL, add = FALSE,
        plot = TRUE)
NULL

args(scatter3D)
function (x, y, z, ..., colvar = z, phi = 40, theta = 40, col = NULL,
         NAcol = "white", colkey = NULL, panel.first = NULL, clim = NULL,
         clab = NULL, bty = "b", CI = NULL, surf = NULL, add = FALSE,
         plot = TRUE)
NULL
```

The dataset `quakes` is plotted using function `scatter3D`. Before the 3-D quakes data are
drawn, small dots are added on the bottom and on the depth plane (`panel.first`).

```r
par(mfrow = c(1, 1))
panel.first <- function(pmat) {
  zmin <- min(-quakes$depth)
  XY <- trans3D(quakes$long, quakes$lat,
                z = rep(zmin, nrow(quakes)), pmat = pmat)
  scatter2D(XY$x, XY$y, colvar = quakes$mag, pch = ".",
            cex = 2, add = TRUE, colkey = FALSE)

  xmin <- min(quakes$long)
  XY <- trans3D(x = rep(xmin, nrow(quakes)), y = quakes$lat,
                z = -quakes$depth, pmat = pmat)
  scatter2D(XY$x, XY$y, colvar = quakes$mag, pch = ".",
            cex = 2, add = TRUE, colkey = FALSE)
}
with(quakes, scatter3D(x = long, y = lat, z = -depth, colvar = mag,
                       pch = 16, cex = 1.5, xlab = "longitude", ylab = "latitude",
                       zlab = "depth, km", clab = c("Richter","Magnitude"),
                       main = "Earthquakes off Fiji", ticktype = "detailed",
                       panel.first = panel.first, theta = 10, d = 2,
                       colkey = list(length = 0.5, width = 0.5, cex.clab = 0.75))
```

4.2. arrows3D, arrows2D

Functions arrows2D and arrows3D extend R function arrows with a color variable.
Figure 5: Scatter plot

Earthquakes off Fiji

Richter Magnitude

depth, km

latitude

longitude

Figure 5: Scatter plot
Figure 6: arrows

par (mfrow = c(1, 2))
arrows2D(x0 = runif(10), y0 = runif(10),
    x1 = runif(10), y1 = runif(10), colvar = 1:10,
    code = 3, main = "arrows2D")
arrows3D(x0 = runif(10), y0 = runif(10), z0 = runif(10),
    x1 = runif(10), y1 = runif(10), z1 = runif(10),
    colvar = 1:10, code = 1:3, main = "arrows3D", colkey = FALSE)

5. Functions based on image

The `image2D` function is an extended version of `image`. It has two S3 methods:

```r
image2D(z =, ...)
image2D.matrix(z, x = NULL, y = NULL, ...,
               col = jet.col(100), NAcol = "white", facets = TRUE,
               contour = FALSE, colkey = NULL, resfac = 1,
               clab = NULL, theta = 0, border = NA)
image2D.array(z, margin = c(1, 2), subset, ask = NULL, ...)
```

The data set `Oxsat` has oxygen saturation values in the ocean, at 2dg horizontal resolution, and for 33 depth intervals.
names(Oxsat)

[1] "lon"  "lat"  "depth" "val"  "name"  "units"

dim(Oxsat$val)

[1] 180  90  33

Function `image2D.array` plots several depth intervals at once, looping over the first and second margin. The color key is added in a separate figure.

sub <- c(1, 5, 9)
image2D(z = Oxsat$val, subset = sub,
       x = Oxsat$lon, y = Oxsat$lat,
       margin = c(1, 2), NAcol = "black", colkey = FALSE,
       xlab = "longitude", ylab = "latitude",
       main = paste("depth ", Oxsat$depth[sub], " m"),
       clim = c(0, 115), mfrow = c(2, 2))
colkey(clim = c(0, 115), clab = c("O2 saturation", "percent"))

6. Composite figures

It is also possible to make a composite figure combining several functions.

persp3D(z = volcano, zlim = c(-60, 200), phi = 20,
       colkey = list(length = 0.2, width = 0.4, shift = 0.15,
                    cex.axis = 0.8, cex.clab = 0.85), lighting = TRUE, lphi = 90,
       clab = c("","height","m"), bty = "f", plot = FALSE)
# create gradient in x-direction
Vx <- volcano[-1, ] - volcano[-nrow(volcano), ]
# add as image with own color key, at bottom
image3D(z = -60, colvar = Vx/10, add = TRUE,
         colkey = list(length = 0.2, width = 0.4, shift = -0.15,
                       cex.axis = 0.8, cex.clab = 0.85),
         clab = c("","gradient","m/m"), plot = FALSE)
# add contour
contour3D(z = -60+0.01, colvar = Vx/10, add = TRUE,
          col = "black", plot = TRUE)

7. Finally

This vignette was made with Sweave (Leisch 2002).
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Figure 7: image2D function
Figure 8: Several color keys in composite figure
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References


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