Package ‘thewitcher’

October 14, 2022

Title  Palettes Inspired by the TV Show "The Witcher"

Version 1.0.1

Description  Plot your data using color palettes for 'ggplot2' inspired by the TV show, book series and video games "The Witcher".

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Encoding UTF-8

RoxygenNote 7.1.2

Depends  R (>= 2.10)

Imports  ggplot2 (>= 1.0.1), dplyr, tidyverse, usethis, gridExtra, MASS, magrittr, grDevices, readr

Suggests  covr

LazyData true

NeedsCompilation no

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The Witcher colour scales

Description

Uses the The Witcher color scale.

Usage

scale_color_witcher(
  ...,  
  alpha = 1,  
  begin = 0,  
  end = 1,  
  direction = 1,  
  discrete = FALSE,  
  option = "Geralt"
)

scale_colour_witcher(
  ...,  
  alpha = 1,  
  begin = 0,  
  end = 1,  
  direction = 1,  
  discrete = FALSE,  
  option = "Geralt"
)

scale_colour_witcher_d(
  ...,  
  alpha = 1,  
  begin = 0,  
  end = 1,  
  direction = 1,  
  option = "Geralt",  
  aesthetics = "colour"
)

scale_color_witcher_d(
  ...,  
  alpha = 1,  
  begin = 0,  
  end = 1,  
  direction = 1,  
  option = "Geralt",  
  aesthetics = "colour"
scale_color_witcher

)`

scale_fill_witcher(
    ...,  
    alpha = 1,  
    begin = 0,  
    end = 1,  
    direction = 1,  
    discrete = FALSE,  
    option = "Geralt"
)

scale_fill_witcher_d(
    ...,  
    alpha = 1,  
    begin = 0,  
    end = 1,  
    direction = 1,  
    option = "Geralt",  
    aesthetics = "fill"
)

Arguments

... parameters to discrete_scale or scale_fill_gradientn
alpha pass through parameter to witcher
begin The (corrected) hue in from 0 to 1 at which the witcher colormap begins.
end The (corrected) hue in from 0 to 1 at which the witcher colormap ends.
direction Sets the order of colors in the scale. If 1, the default, colors are as output by 
    witcher_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.

Examples

library(ggplot2)
ggplot(data.frame(x = rnorm(10000), y = rnorm(10000)), aes(x = x, y = y)) + 
gem_hex() + coord_fixed() +
scale_fill_witcher(option="ciri") + theme_bw()

ggplot(data.frame(x = rnorm(10000), y = rnorm(10000)), aes(x = x, y = y)) +
  geom_hex() + coord_fixed() +
  scale_fill_witcher(option="geralt") + theme_bw()

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**witcher.map**  
*The Witcher‘ colour map*

**Description**  
A dataset containing the colour palettes from the TV show, book series and video games of 'The Witcher'.

**Usage**  
witcher.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 characters of the world of the Witcher.

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**witcher_palettes**  
*Complete list of palettes*

**Description**  
Use witcher to construct palettes of desired length.

**Usage**  
witcher_palettes

**Format**  
An object of class list of length 34.
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