

Package ‘thewitcher’

March 2, 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”.

License MIT + file LICENSE

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

Author Lukas Graf [aut, cre] (<<https://orcid.org/0000-0001-9630-5615>>)

Maintainer Lukas Graf <graflukas57@gmail.com>

Repository CRAN

Date/Publication 2022-03-02 12:50:02 UTC

R topics documented:

scale_color_witcher	2
witcher.map	4
witcher_palettes	4

Index	5
--------------	----------

scale_color_witcher *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_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 <code>discrete_scale</code> or <code>scale_fill_gradientn</code>
alpha	pass through parameter to <code>witcher</code>
begin	The (corrected) hue in from 0 to 1 at which the <code>witcher</code> colormap begins.
end	The (corrected) hue in from 0 to 1 at which the <code>witcher</code> colormap ends.
direction	Sets the order of colors in the scale. If 1, the default, colors are as output by <code>witcher_pal</code> . 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 <code>aesthetics = c("colour", "fill")</code> . 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)) +
  geom_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()
```

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.

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.

Index

* datasets

- witcher.map, 4
- witcher_palettes, 4

- scale_color_gradientn, 3
- scale_color_witcher, 2
- scale_color_witcher_d
 - (scale_color_witcher), 2
- scale_colour_witcher
 - (scale_color_witcher), 2
- scale_colour_witcher_d
 - (scale_color_witcher), 2
- scale_fill_gradientn, 3
- scale_fill_witcher
 - (scale_color_witcher), 2
- scale_fill_witcher_d
 - (scale_color_witcher), 2
- witcher, 4
- witcher.map, 4
- witcher_palettes, 4