

Package: affiner (via r-universe)

September 3, 2024

Type Package

Title A finer way to render 3D illustrated objects in 'grid' using affine transformations

Version 0.1.0-21

Description Dilate, permute, project, reflect, rotate, shear, and translate 2D and 3D points. Supports parallel projections including oblique projections such as the cabinet projection as well as axonometric projections such as the isometric projection. Use 'grid's ``affine transformation" feature to render illustrated flat surfaces.

URL <https://trevorldavis.com/R/affiner/>

BugReports <https://github.com/trevorld/affiner/issues>

License MIT + file LICENSE

Imports graphics, grDevices, grid, R6, utils

Suggests ggplot2, gridpattern, knitr, rgl, rlang, rmarkdown, stats, testthat (>= 3.0.0), vdiff, withr

VignetteBuilder knitr, rmarkdown

Encoding UTF-8

Roxygen list(markdown = TRUE)

RoxygenNote 7.3.1

Config/testthat/edition 3

Repository <https://trevorld.r-universe.dev>

RemoteUrl <https://github.com/trevorld/affiner>

RemoteRef HEAD

RemoteSha 9f87cfff592c173d25b76746885688335aa4ce2

Contents

affiner-package	3
abs.Coord1D	4
affineGrob	5
affiner_options	6
affine_settings	7
angle	9
angle-methods	11
angular_unit	13
as_angle	13
as_coord1d	15
as_coord2d	16
as_coord3d	18
as_line2d	19
as_plane3d	20
as_point1d	21
as_transform1d	22
as_transform2d	23
as_transform3d	23
bounding_ranges	24
centroid	25
convex_hull2d	25
Coord1D	26
Coord2D	28
Coord3D	31
cross_product3d	35
distance1d	35
distance2d	36
distance3d	36
graphics	37
inverse-trigonometric-functions	38
is_angle	40
is_congruent	40
is_coord1d	41
is_coord2d	42
is_coord3d	42
is_line2d	43
is_plane3d	43
is_point1d	44
is_transform1d	44
is_transform2d	45
is_transform3d	45
Line2D	46
normal2d	47
normal3d	48
Plane3D	49
Point1D	50

<i>affiner-package</i>	3
rotate3d_to_AA	51
transform1d	52
transform2d	53
transform3d	55
trigonometric-functions	58
Index	60

<i>affiner-package</i>	<i>affiner: A finer way to render 3D illustrated objects in 'grid' using affine transformations</i>
------------------------	---

Description

Dilate, permute, project, reflect, rotate, shear, and translate 2D and 3D points. Supports parallel projections including oblique projections such as the cabinet projection as well as axonometric projections such as the isometric projection. Use 'grid's "affine transformation" feature to render illustrated flat surfaces.

Package options

The following `affiner` function arguments may be set globally via `base::options()`:

affiner_angular_unit The default for the `unit` argument used by `angle()` and `as_angle()`. The default for this option is "degrees".

affiner_grid_unit The default for the `unit` argument used by `affine_settings()`. The default for this option is "inches".

The following `cli` options may also be of interest:

cli.unicode Whether UTF-8 character support should be assumed. Along with `l10n_info()` used to determine the default of the `use_unicode` argument of `format.angle()` and `print.angle()`.

Author(s)

Maintainer: Trevor L. Davis <trevor.l.davis@gmail.com> ([ORCID](#))

See Also

Useful links:

- <https://trevorldavis.com/R/affiner/>
- Report bugs at <https://github.com/trevorld/affiner/issues>

abs.Coord1D	<i>Compute Euclidean norm</i>
-------------	-------------------------------

Description

abs() computes the Euclidean norm for [Coord2D](#) class objects and [Coord3D](#) class objects.

Usage

```
## S3 method for class 'Coord1D'
abs(x)

## S3 method for class 'Coord2D'
abs(x)

## S3 method for class 'Coord3D'
abs(x)
```

Arguments

x A [Coord2D](#) class object or [Coord2D](#) class object.

Value

A numeric vector

Examples

```
z <- complex(real = 1:4, imaginary = 1:4)
p <- as_coord2d(z)
abs(p) # Euclidean norm
# Less efficient ways to calculate same Euclidean norms
sqrt(p * p) # `*` dot product
distance2d(p, as_coord2d(0, 0, 0))

# In {base} R `abs()` calculates Euclidean norm of complex numbers
all.equal(abs(p), abs(z))
all.equal(Mod(p), Mod(z))

p3 <- as_coord3d(x = 1:4, y = 1:4, z = 1:4)
abs(p3)
```

affineGrob *Affine transformation grob*

Description

affineGrob() is a grid grob function to facilitate using the group affine transformation features introduced in R 4.2.

Usage

```
affineGrob(
  grob,
  vp_define = NULL,
  transform = NULL,
  vp_use = NULL,
  name = NULL,
  gp = grid::gpar(),
  vp = NULL
)

grid.affine(...)
```

Arguments

grob	A grid grob to perform affine transformations on. Passed to <code>grid::defineGrob()</code> as its <code>src</code> argument.
vp_define	<code>grid::viewport()</code> to define grid group in. Passed to <code>grid::defineGrob()</code> as its <code>vp</code> argument. This will cumulative with the current viewport and the <code>vp</code> argument (if any), if this cumulative viewport falls outside the graphics device drawing area this grob may be clipped on certain graphics devices.
transform	An affine transformation function. If NULL default to <code>grid::viewportTransform()</code> . Passed to <code>grid::useGrob()</code> as its <code>transform</code> argument.
vp_use	<code>grid::viewport()</code> passed to <code>grid::useGrob()</code> as its <code>vp</code> argument.
name	A character identifier (for grid).
gp	A <code>grid::gpar()</code> object.
vp	A <code>grid::viewport()</code> object (or NULL).
...	Passed to <code>affineGrob()</code>

Value

A `grid::gTree()` (grob) object of class "affine". As a side effect `grid.affine()` draws to the active graphics device.

See Also

See `affine_settings()` for computing good transform and `vp_use` settings. See <https://www.stat.auckland.ac.nz/~paul/Reports/GraphicsEngine/groups/groups.html> for more information about the group affine transformation feature.

Examples

```

if (require("grid")) {
  grob <- grobTree(rectGrob(gp = gpar(fill = "blue", col = NA)),
                  circleGrob(gp=gpar(fill="yellow", col = NA)),
                  textGrob("RSTATS", gp=gpar(fontsize=32)))

  grid.newpage()
  pushViewport(viewport(width=unit(4, "in"), height=unit(2, "in")))
  grid.draw(grob)
  popViewport()
}

if (require("grid") &&
    getRversion() >= "4.2.0" &&
    isTRUE(dev.capabilities()$transformations)) {
  # Only works if active graphics device supports affine transformations
  # such as `png(type="cairo")` on R 4.2+
  vp_define <- viewport(width=unit(2, "in"), height=unit(2, "in"))
  affine <- affineGrob(grob, vp_define=vp_define)
  grid.newpage()
  pushViewport(viewport(width=unit(4, "in"), height=unit(2, "in")))
  grid.draw(affine)
  popViewport()
}

if (require("grid") &&
    getRversion() >= "4.2.0" &&
    isTRUE(dev.capabilities()$transformations)) {
  # Only works if active graphics device supports affine transformations
  # such as `png(type="cairo")` on R 4.2+
  settings <- affine_settings(xy = list(x = c(3/3, 2/3, 0/3, 1/3),
                                         y = c(2/3, 1/3, 1/3, 2/3)),
                             unit = "snpc")

  affine <- affineGrob(grob,
                      vp_define=vp_define,
                      transform = settings$transform,
                      vp_use = settings$vp)

  grid.newpage()
  grid.draw(affine)
}

```

Description

`affiner_options()` returns the affiner package's global options.

Usage

```
affiner_options(..., default = FALSE)
```

Arguments

`...` affiner package options using `name = value`. The return list will use any of these instead of the current/default values.

`default` If TRUE return the default values instead of current values.

Value

A list of option values. Note this function **does not** set option values itself but this list can be passed to `options()`, `withr::local_options()`, or `withr::with_options()`.

See Also

[affiner](#) for a high-level description of relevant global options.

Examples

```
affiner_options()

affiner_options(default = TRUE)

affiner_options(affiner_angular_unit = "pi-radians")
```

affine_settings	<i>Compute grid affine transformation feature viewports and transformation functions</i>
-----------------	--

Description

`affine_settings()` computes grid group affine transformation feature viewport and transformation function settings given the (x,y) coordinates of the corners of the affine transformed "viewport" one wishes to draw in.

Usage

```
affine_settings(
  xy = data.frame(x = c(0, 0, 1, 1), y = c(1, 0, 0, 1)),
  unit = getOption("affiner_grid_unit", "inches")
)
```

Arguments

<code>xy</code>	An R object with named elements <code>x</code> and <code>y</code> representing the (x,y) coordinates of the affine transformed "viewport" one wishes to draw in. The (x,y) coordinates of the "viewport" should be in "upper left", "lower left", "lower right", and "upper right" order (this ordering should be from the perspective of before the "affine transformation" of the "viewport").
<code>unit</code>	Which <code>grid::unit()</code> to assume the <code>xy</code> "x" and "y" coordinates are expressed in.

Value

A named list with the following group affine transformation feature viewport and functions settings:

transform An affine transformation function to pass to `affineGrob()` or `useGrob()`. If `getRversion()` is less than "4.2.0" will instead be NULL.

vp A `grid::viewport()` object to pass to `affineGrob()` or `useGrob()`.

sx x-axis sx factor

flipX whether the affine transformed "viewport" is "flipped" horizontally

x x-coordinate for viewport

y y-coordinate for viewport

width Width of viewport

height Height of viewport

default.units Default `grid::unit()` for viewport

angle angle for viewport

Usage in other packages

To avoid taking a dependency on `affiner` you may copy the source of `affine_settings()` into your own package under the permissive Unlicense. Either use `usethis::use_standalone("trevorld/affiner", "standalone-affine-settings.r")` or copy the file `standalone-affine-settings.r` into your R directory and add `grid` to the Imports of your DESCRIPTION file.

See Also

Intended for use with `affineGrob()` and `grid::useGrob()`. See <https://www.stat.auckland.ac.nz/~paul/Reports/GraphicsEngine/groups/groups.html> for more information about the group affine transformation feature.

Examples

```
if (require("grid")) {
  grob <- grobTree(rectGrob(gp = gpar(fill = "blue", col = NA)),
                  circleGrob(gp=gpar(fill="yellow", col = NA)),
                  textGrob("RSTATS", gp=gpar(fontsize=32)))
  grid.newpage()
  pushViewport(viewport(width=unit(4, "in"), height=unit(2, "in")))
  grid.draw(grob)
```



```

    popViewport()
  }
  if (require("grid") &&
      getRversion() >= "4.2.0" &&
      isTRUE(dev.capabilities()$transformations)) {
    # Only works if active graphics device supports affine transformations
    # such as `png(type="cairo")` on R 4.2+
    vp_define <- viewport(width=unit(2, "in"), height=unit(2, "in"))
    settings <- affine_settings(xy = list(x = c(1/3, 0/3, 2/3, 3/3),
                                           y = c(2/3, 1/3, 1/3, 2/3)),
                               unit = "snpc")
    affine <- affineGrob(grob,
                        vp_define=vp_define,
                        transform = settings$transform,
                        vp_use = settings$vp)

    grid.newpage()
    grid.draw(affine)
  }
  if (require("grid") &&
      getRversion() >= "4.2.0" &&
      isTRUE(dev.capabilities()$transformations)) {
    # Only works if active graphics device supports affine transformations
    # such as `png(type="cairo")` on R 4.2+
    settings <- affine_settings(xy = list(x = c(3/3, 2/3, 0/3, 1/3),
                                           y = c(2/3, 1/3, 1/3, 2/3)),
                               unit = "snpc")
    affine <- affineGrob(grob,
                        vp_define=vp_define,
                        transform = settings$transform,
                        vp_use = settings$vp)

    grid.newpage()
    grid.draw(affine)
  }
}

```

angle

Angle vectors

Description

`angle()` creates angle vectors with user specified angular unit. around `as_angle()` for those angular units.

Usage

```
angle(x = numeric(), unit = getOption("affiner_angular_unit", "degrees"))
```

```
degrees(x)
```

```
gradians(x)
```

```
pi_radians(x)
```

```
radians(x)
```

```
turns(x)
```

Arguments

x	An angle vector or an object to convert to it (such as a numeric vector)
unit	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing s's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none">• "deg" or "degree"• "half-revolution", "half-turn", or "pi-radian"• "gon", "grad", "grade", or "gradian"• "rad" or "radian"• "rev", "revolution", "tr", or "turn"

Value

A numeric vector of class "angle". Its "unit" attribute is a standardized string of the specified angular unit.

See Also

[as_angle\(\)](#), [angular_unit\(\)](#), and [angle-methods](#). <https://en.wikipedia.org/wiki/Angle#Units> for more information about angular units.

Examples

```
# Different representations of the "same" angle
angle(180, "degrees")
angle(pi, "radians")
angle(0.5, "turns")
angle(200, "gradians")
pi_radians(1)

a1 <- angle(180, "degrees")
angular_unit(a1)
is_angle(a1)
as.numeric(a1, "radians")
cos(a1)

a2 <- as_angle(a1, "radians")
angular_unit(a2)
is_congruent(a1, a2)
```

Description

We implemented methods for several base generics for the `angle()` vectors.

Usage

```
## S3 method for class 'angle'
as.double(x, unit = angular_unit(x), ...)

## S3 method for class 'angle'
as.complex(x, modulus = 1, ...)

## S3 method for class 'angle'
format(x, unit = angular_unit(x), ..., use_unicode = is_utf8_output())

## S3 method for class 'angle'
print(x, unit = angular_unit(x), ..., use_unicode = is_utf8_output())

## S3 method for class 'angle'
abs(x)
```

Arguments

<code>x</code>	<code>angle()</code> vector
<code>unit</code>	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing <code>s</code> 's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none"> • "deg" or "degree" • "half-revolution", "half-turn", or "pi-radian" • "gon", "grad", "grade", or "gradian" • "rad" or "radian" • "rev", "revolution", "tr", or "turn"
<code>...</code>	Passed to <code>print.default()</code>
<code>modulus</code>	Numeric vector representing the complex numbers' modulus
<code>use_unicode</code>	If TRUE use Unicode symbols as appropriate.

Details

- Mathematical `Ops` (in particular `+` and `-`) for two angle vectors will (if necessary) set the second vector's `angular_unit()` to match the first.

- `as.numeric()` takes a unit argument which can be used to convert angles into other angular units e.g. `angle(x, "degrees") |> as.numeric("radians")` to cast a numeric vector `x` from degrees to radians.
- `abs()` will calculate the angle modulo full turns.
- Use `is_congruent()` to test if two angles are congruent instead of `==` or `all.equal()`.
- Not all implemented methods are documented here and since `angle()` is a `numeric()` class many other S3 generics besides the explicitly implemented ones should also work with it.

Value

Typical values as usually returned by these base generics.

Examples

```
# Two "congruent" angles
a1 <- angle(180, "degrees")
a2 <- angle(pi, "radians")

print(a1)
print(a1, unit = "radians")
print(a1, unit = "pi-radians")

cos(a1)
sin(a1)
tan(a1)

# mathematical operations will coerce second `angle()` object to
# same `angular_unit()` as the first one
a1 + a2
a1 - a2

as.numeric(a1)
as.numeric(a1, "radians")
as.numeric(a1, "turns")

# Use `is_congruent()` to check if two angles are "congruent"
a1 == a2
isTRUE(all.equal(a1, a2))
is_congruent(a1, a2)
is_congruent(a1, a2, mod_turns = FALSE)
a3 <- angle(-180, "degrees") # Only congruent modulus full turns
a1 == a3
isTRUE(all.equal(a1, a2))
is_congruent(a1, a3)
is_congruent(a1, a3, mod_turns = FALSE)
```

angular_unit	<i>Get/set angular unit of angle vectors</i>
--------------	--

Description

angular_unit() gets/sets the angular unit of [angle\(\)](#) vectors.

Usage

```
angular_unit(x)
```

```
angular_unit(x) <- value
```

Arguments

x An [angle\(\)](#) vector

value A string of the desired angular unit. See [angle\(\)](#) for supported strings.

Value

angular_unit() returns a string of x's angular unit.

Examples

```
a <- angle(seq(0, 360, by = 90), "degrees")
angular_unit(a)
print(a)
angular_unit(a) <- "turns"
angular_unit(a)
print(a)
```

as_angle	<i>Cast to angle vector</i>
----------	-----------------------------

Description

as_angle() casts to an [angle\(\)](#) vector

Usage

```
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)
```

```
## S3 method for class 'angle'
```

```
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)
```

```
## S3 method for class 'character'
```

```

as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)

## S3 method for class 'complex'
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)

## S3 method for class 'Coord2D'
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)

## S3 method for class 'Coord3D'
as_angle(
  x,
  unit = getOption("affiner_angular_unit", "degrees"),
  type = c("azimuth", "inclination"),
  ...
)

## S3 method for class 'Line2D'
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)

## S3 method for class 'Plane3D'
as_angle(
  x,
  unit = getOption("affiner_angular_unit", "degrees"),
  type = c("azimuth", "inclination"),
  ...
)

## S3 method for class 'numeric'
as_angle(x, unit = getOption("affiner_angular_unit", "degrees"), ...)

```

Arguments

x	An R object to convert to a <code>angle()</code> vector
unit	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing s's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none"> • "deg" or "degree" • "half-revolution", "half-turn", or "pi-radian" • "gon", "grad", "grade", or "gradian" • "rad" or "radian" • "rev", "revolution", "tr", or "turn"
...	Further arguments passed to or from other methods
type	Use "azimuth" to calculate the azimuthal angle and "inclination" to calculate the inclination angle aka polar angle.

Value

An `angle()` vector

Examples

```

as_angle(angle(pi, "radians"), "pi-radians")
as_angle(complex(real = 0, imaginary = 1), "degrees")
as_angle(as_coord2d(x = 0, y = 1), "turns")
as_angle(200, "gradians")

```

as_coord1d

*Cast to coord1d object***Description**

as_coord1d() casts to a [Coord1D](#) class object

Usage

```

as_coord1d(x, ...)

## S3 method for class 'character'
as_coord1d(x, ...)

## S3 method for class 'Coord2D'
as_coord1d(
  x,
  permutation = c("xy", "yx"),
  ...,
  line = as_line2d("x-axis"),
  scale = 0
)

## S3 method for class 'data.frame'
as_coord1d(x, ...)

## S3 method for class 'list'
as_coord1d(x, ...)

## S3 method for class 'matrix'
as_coord1d(x, ...)

## S3 method for class 'numeric'
as_coord1d(x, ...)

## S3 method for class 'Coord1D'
as_coord1d(x, ...)

## S3 method for class 'Point1D'
as_coord1d(x, ...)

```

Arguments

x	An object that can be cast to a Coord1D class object such as a numeric vector of x-coordinates.
...	Further arguments passed to or from other methods
permutation	Either "xy" (no permutation) or "yx" (permute x and y axes)
line	A Line2D object of length one representing the line you wish to reflect across or project to or an object coercible to one by <code>as_line2d(line, ...)</code> such as "x-axis" or "y-axis".
scale	Oblique projection scale factor. A degenerate 0 value indicates an orthogonal projection.

Value

A [Coord1D](#) class object

Examples

```
as_coord1d(x = rnorm(10))
```

as_coord2d

Cast to coord2d object

Description

as_coord2d() casts to a [Coord2D](#) class object

Usage

```
as_coord2d(x, ...)

## S3 method for class 'angle'
as_coord2d(x, radius = 1, ...)

## S3 method for class 'character'
as_coord2d(x, ...)

## S3 method for class 'complex'
as_coord2d(x, ...)

## S3 method for class 'Coord3D'
as_coord2d(
  x,
  permutation = c("xyz", "xzy", "yxz", "yzx", "zyx", "zxy"),
  ...,
  plane = as_plane3d("xy-plane"),
  scale = 0,
```



```

    alpha = angle(45, "degrees")
  )

## S3 method for class 'data.frame'
as_coord2d(x, ...)

## S3 method for class 'list'
as_coord2d(x, ...)

## S3 method for class 'matrix'
as_coord2d(x, ...)

## S3 method for class 'numeric'
as_coord2d(x, y = rep_len(0, length(x)), ...)

## S3 method for class 'Coord2D'
as_coord2d(x, ...)

```

Arguments

x	An object that can be cast to a Coord2D class object such as a matrix or data frame of coordinates.
...	Further arguments passed to or from other methods
radius	A numeric vector of radial distances.
permutation	Either "xyz" (no permutation), "xzy" (permute y and z axes), "yxz" (permute x and y axes), "yzx" (x becomes z, y becomes x, z becomes y), "zxy" (x becomes y, y becomes z, z becomes x), "zyx" (permute x and z axes). This permutation is applied before the (oblique) projection.
plane	A Plane3D class object representing the plane you wish to project to or an object coercible to one using <code>as_plane3d(plane, ...)</code> such as "xy-plane", "xz-plane", or "yz-plane".
scale	Oblique projection foreshortening scale factor. A (degenerate) 0 value indicates an orthographic projection. A value of 0.5 is used by a "cabinet projection" while a value of 1.0 is used by a "cavalier projection".
alpha	Oblique projection angle (the angle the third axis is projected going off at). An <code>angle()</code> object or one coercible to one with <code>as_angle(alpha, ...)</code> . Popular angles are 45 degrees, 60 degrees, and <code>arctangent(2)</code> degrees.
y	Numeric vector of y-coordinates to be used.

Value

A [Coord2D](#) class object

Examples

```

df <- data.frame(x = sample.int(10, 3),
                 y = sample.int(10, 3))

```

```

as_coord2d(df)
as_coord2d(complex(real = 3, imaginary = 2))
as_coord2d(angle(90, "degrees"), radius = 2)
as_coord2d(as_coord3d(1, 2, 2), alpha = degrees(90), scale = 0.5)

```

as_coord3d	<i>Cast to coord3d object</i>
------------	-------------------------------

Description

as_coord3d() casts to a [Coord3D](#) class object

Usage

```

as_coord3d(x, ...)

## S3 method for class 'angle'
as_coord3d(x, radius = 1, inclination = NULL, z = NULL, ...)

## S3 method for class 'character'
as_coord3d(x, ...)

## S3 method for class 'data.frame'
as_coord3d(x, ..., z = NULL)

## S3 method for class 'list'
as_coord3d(x, ..., z = NULL)

## S3 method for class 'matrix'
as_coord3d(x, ...)

## S3 method for class 'numeric'
as_coord3d(x, y = rep_len(0, length(x)), z = rep_len(0, length(x)), ...)

## S3 method for class 'Coord3D'
as_coord3d(x, ...)

## S3 method for class 'Coord2D'
as_coord3d(x, z = rep_len(0, length(x)), ...)

```

Arguments

x	An object that can be cast to a Coord3D class object such as a matrix or data frame of coordinates.
...	Further arguments passed to or from other methods
radius	A numeric vector. If inclination is not NULL represents spherical distances of spherical coordinates and if z is not NULL represents radial distances of cylindrical coordinates.

inclination	Spherical coordinates inclination angle aka polar angle. x represents the azimuth aka azimuthal angle.
z	Numeric vector of z-coordinates to be used
y	Numeric vector of y-coordinates to be used if <code>hasName(x, "z")</code> is FALSE.

Value

A [Coord3D](#) class object

Examples

```
as_coord3d(x = 1, y = 2, z = 3)
df <- data.frame(x = sample.int(10, 3),
                y = sample.int(10, 3),
                z = sample.int(10, 3))
as_coord3d(df)
# Cylindrical coordinates
as_coord3d(degrees(90), z = 1, radius = 1)
# Spherical coordinates
as_coord3d(degrees(90), inclination = degrees(90), radius = 1)
```

as_line2d

Cast to Line2D object

Description

`as_line2d()` casts to a [Line2D](#) object.

Usage

```
as_line2d(...)

## S3 method for class 'numeric'
as_line2d(a, b, c, ...)

## S3 method for class 'angle'
as_line2d(theta, p1 = as_coord2d("origin"), ...)

## S3 method for class 'character'
as_line2d(x, ...)

## S3 method for class 'Coord2D'
as_line2d(normal, p1 = as_coord3d("origin"), p2, ...)

## S3 method for class 'Line2D'
as_line2d(line, ...)

## S3 method for class 'Point1D'
as_line2d(point, b = 0, ...)
```

Arguments

...	Passed to other function such as <code>as_coord2d()</code> .
a, b, c	Numeric vectors that parameterize the line via the equation $a * x + b * y + c = 0$. Note if $y = m * x + b$ then $m * x + 1 * y + -b = 0$.
theta	Angle of the line represented by an <code>angle()</code> vector.
p1	Point on the line represented by a <code>Coord2D</code> class object.
x	A (character) vector to be cast to a <code>Line2D</code> object
normal	Normal vector to the line represented by a <code>Coord2D</code> class object. p2 should be missing.
p2	Another point on the line represented by a <code>Coord2D</code> class object.
line	A <code>Line2D</code> object
point	A <code>Point1D</code> object

Examples

```
p1 <- as_coord2d(x = 5, y = 10)
p2 <- as_coord2d(x = 7, y = 12)
theta <- degrees(45)
as_line2d(theta, p1)
as_line2d(p1, p2)
```

as_plane3d

Cast to Plane3D object

Description

`as_plane3d()` casts to a `Plane3D` object.

Usage

```
as_plane3d(...)

## S3 method for class 'numeric'
as_plane3d(a, b, c, d, ...)

## S3 method for class 'character'
as_plane3d(x, ...)

## S3 method for class 'Coord3D'
as_plane3d(normal, p1 = as_coord3d("origin"), p2, p3, ...)

## S3 method for class 'Plane3D'
as_plane3d(plane, ...)
```

```

## S3 method for class 'Point1D'
as_plane3d(point, b = 0, c = 0, ...)

## S3 method for class 'Line2D'
as_plane3d(line, c = 0, ...)

```

Arguments

...	Passed to other function such as <code>as_coord2d()</code> .
a, b, c, d	Numeric vectors that parameterize the plane via the equation $a * x + b * y + c * z + d = 0$.
x	A (character) vector to be cast to a Plane3D object
normal	Normal vector to the plane represented by a Coord3D class object. p2 and p3 should be missing.
p1	Point on the plane represented by a Coord3D class object.
p2, p3	Points on the plane represented by Coord3D class objects. normal should be missing.
plane	A Plane3D object
point	A Point1D object
line	A Line2D object

as_point1d	<i>Cast to Point1D object</i>
------------	-------------------------------

Description

as_point1d() casts to a [Point1D](#) object.

Usage

```

as_point1d(...)

## S3 method for class 'numeric'
as_point1d(a, b, ...)

## S3 method for class 'character'
as_point1d(x, ...)

## S3 method for class 'Coord1D'
as_point1d(normal, ...)

## S3 method for class 'Point1D'
as_point1d(point, ...)

```

Arguments

...	Passed to other function such as <code>as_coord2d()</code> .
a, b	Numeric vectors that parameterize the point via the equation $a * x + b = 0$. Note this means that $x = -b / a$.
x	A (character) vector to be cast to a Point1D object
normal	Coord1D class object.
point	A Point1D object

Examples

```
p1 <- as_point1d(a = 1, b = 0)
```

as_transform1d	<i>Cast to 1D affine transformation matrix</i>
----------------	--

Description

`as_transform1d()` casts to a [transform1d\(\)](#) affine transformation matrix

Usage

```
as_transform1d(x, ...)

## S3 method for class 'transform1d'
as_transform1d(x, ...)

## Default S3 method:
as_transform1d(x, ...)
```

Arguments

x	An object that can be cast to a
...	Further arguments passed to or from other methods

Value

A [transform1d\(\)](#) object

Examples

```
m <- diag(2L)
as_transform1d(m)
```

as_transform2d	<i>Cast to 2D affine transformation matrix</i>
----------------	--

Description

as_transform2d() casts to a [transform2d\(\)](#) affine transformation matrix

Usage

```
as_transform2d(x, ...)  
  
## S3 method for class 'transform2d'  
as_transform2d(x, ...)  
  
## Default S3 method:  
as_transform2d(x, ...)
```

Arguments

x	An object that can be cast to a
...	Further arguments passed to or from other methods

Value

A [transform2d\(\)](#) object

Examples

```
m <- diag(3L)  
as_transform2d(m)
```

as_transform3d	<i>Cast to 3D affine transformation matrix</i>
----------------	--

Description

as_transform3d() casts to a [transform3d\(\)](#) affine transformation matrix

Usage

```
as_transform3d(x, ...)  
  
## S3 method for class 'transform3d'  
as_transform3d(x, ...)  
  
## Default S3 method:  
as_transform3d(x, ...)
```

Arguments

`x` An object that can be cast to a
`...` Further arguments passed to or from other methods

Value

A `transform3d()` object

Examples

```
m <- diag(4L)
as_transform3d(m)
```

bounding_ranges	<i>Compute axis-aligned ranges</i>
-----------------	------------------------------------

Description

`range()` computes axis-aligned ranges for `Coord1D`, `Coord2D`, and `Coord3D` class objects.

Usage

```
## S3 method for class 'Coord1D'
range(..., na.rm = FALSE)

## S3 method for class 'Coord2D'
range(..., na.rm = FALSE)

## S3 method for class 'Coord3D'
range(..., na.rm = FALSE)
```

Arguments

`...` `Coord1D`, `Coord2D`, or `Coord3D` object(s)
`na.rm` logical, indicating if NA's should be omitted

Value

Either a `Coord1D`, `Coord2D`, or `Coord3D` object of length two. The first element will have the minimum `x/y(/z)` coordinates and the second element will have the maximum `x/y(/z)` coordinates of the axis-aligned ranges.

Examples

```
range(as_coord2d(rnorm(5), rnorm(5)))
range(as_coord3d(rnorm(5), rnorm(5), rnorm(5)))
```

centroid	<i>Compute centroids of coordinates</i>
----------	---

Description

mean() computes centroids for [Coord1D](#), [Coord2D](#), and [Coord3D](#) class objects

Usage

```
## S3 method for class 'Coord1D'
mean(x, ...)

## S3 method for class 'Coord2D'
mean(x, ...)

## S3 method for class 'Coord3D'
mean(x, ...)
```

Arguments

x	A Coord1D , Coord2D , or Coord3D object
...	Passed to <code>base::mean()</code>

Value

A [Coord1D](#), [Coord2D](#), or [Coord3D](#) class object of length one

Examples

```
p <- as_coord2d(x = 1:4, y = 1:4)
print(mean(p))
print(sum(p) / length(p)) # less efficient alternative

p <- as_coord3d(x = 1:4, y = 1:4, z = 1:4)
print(mean(p))
```

convex_hull2d	<i>Compute 2D convex hulls</i>
---------------	--------------------------------

Description

convex_hull2d() is a S3 generic for computing the convex hull of an object. There is an implemented method supporting [Coord2D](#) class objects using `grDevices::chull()` to compute the convex hull.

Usage

```
convex_hull2d(x, ...)

## S3 method for class 'Coord2D'
convex_hull2d(x, ...)
```

Arguments

x An object representing object to compute convex hull of such as a [Coord2D](#) class object.

... Further arguments passed to or from other methods.

Value

An object of same class as **x** representing just the subset of points on the convex hull. The method for [Coord2D](#) class objects returns these points in counter-clockwise order.

Examples

```
p <- as_coord2d(x = rnorm(25), y = rnorm(25))
print(convex_hull2d(p))

# Equivalent to following calculation using `grDevices::chull()`
all.equal(convex_hull2d(p),
          p[rev(grDevices::chull(as.list(p)))])
```

 Coord1D

1D coordinate vector R6 Class

Description

Coord1D is an [R6::R6Class\(\)](#) object representing two-dimensional points represented by Cartesian Coordinates.

Active bindings

xw A two-column matrix representing the homogeneous coordinates. The first column is the "x" coordinates and the second column is all ones.

x A numeric vector of x-coordinates.

Methods**Public methods:**

- [Coord1D\\$new\(\)](#)
- [Coord1D\\$print\(\)](#)
- [Coord1D\\$project\(\)](#)
- [Coord1D\\$reflect\(\)](#)

- [Coord1D\\$scale\(\)](#)
- [Coord1D\\$translate\(\)](#)
- [Coord1D\\$transform\(\)](#)
- [Coord1D\\$clone\(\)](#)

Method new():

Usage:

```
Coord1D$new(xw)
```

Arguments:

xw A matrix with three columns representing (homogeneous) coordinates. The first column represents x coordinates and the last column is all ones. Column names should be "x" and "w".

Method print():

Usage:

```
Coord1D$print(n = NULL, ...)
```

Arguments:

n Number of coordinates to print. If NULL print all of them.

... Passed to [format.default\(\)](#).

Method project():

Usage:

```
Coord1D$project(point = as_point1d("origin"), ...)
```

Arguments:

point A [Point1D](#) object of length one representing the point you wish to reflect across or project to or an object coercible to one by [as_point1d\(point, ...\)](#) such as "origin".

... Passed to [project1d\(\)](#).

Method reflect():

Usage:

```
Coord1D$reflect(point = as_point1d("origin"), ...)
```

Arguments:

point A [Point1D](#) object of length one representing the point you wish to reflect across or project to or an object coercible to one by [as_point1d\(point, ...\)](#) such as "origin".

... Passed to [reflect1d\(\)](#).

Method scale():

Usage:

```
Coord1D$scale(x_scale = 1)
```

Arguments:

x_scale Scaling factor to apply to x coordinates

Method translate():

Usage:

```
Coord1D$translate(x = as_coord1d(0), ...)
```

Arguments:

x A **Coord1D** object of length one or an object coercible to one by `as_coord1d(x, ...)`.
 ... Passed to `as_coord1d(x, ...)` if *x* is not a **Coord1D** object

Method `transform()`:*Usage:*

```
Coord1D$transform(mat = transform1d())
```

Arguments:

mat A 2x2 matrix representing a post-multiplied affine transformation matrix. The last **column** must be equal to $c(0, 1)$. If the last **row** is $c(0, 1)$ you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 1x1 matrix we'll quietly add a final column/row equal to $c(0, 1)$.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Coord1D$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

Examples

```
p <- as_coord1d(x = rnorm(100, 2))
print(p, n = 10L)
pc <- mean(p) # Centroid
# method chained affine transformation matrices are auto-pre-multiplied
p$
  translate(-pc)$
  reflect("origin")$
  print(n = 10L)
```

 Coord2D

2D coordinate vector R6 Class

Description

Coord2D is an **R6: :R6Class()** object representing two-dimensional points represented by Cartesian Coordinates.

Active bindings

xyw A three-column matrix representing the homogeneous coordinates. The first two columns are "x" and "y" coordinates and the third column is all ones.
x A numeric vector of x-coordinates.
y A numeric vector of y-coordinates.

Methods**Public methods:**

- [Coord2D\\$new\(\)](#)
- [Coord2D\\$permute\(\)](#)
- [Coord2D\\$print\(\)](#)
- [Coord2D\\$project\(\)](#)
- [Coord2D\\$reflect\(\)](#)
- [Coord2D\\$rotate\(\)](#)
- [Coord2D\\$scale\(\)](#)
- [Coord2D\\$shear\(\)](#)
- [Coord2D\\$translate\(\)](#)
- [Coord2D\\$transform\(\)](#)
- [Coord2D\\$clone\(\)](#)

Method new():*Usage:*

Coord2D\$new(xyw)

Arguments:

xyw A matrix with three columns representing (homogeneous) coordinates. The first two columns represent x and y coordinates and the last column is all ones. Column names should be "x", "y", and "w".

Method permute():*Usage:*

Coord2D\$permute(permutation = c("xy", "yx"))

Arguments:

permutation Either "xy" (no permutation) or "yx" (permute x and y axes)

Method print():*Usage:*

Coord2D\$print(n = NULL, ...)

Arguments:

n Number of coordinates to print. If NULL print all of them.

... Passed to [format.default\(\)](#).

Method project():*Usage:*

Coord2D\$project(line = as_line2d("x-axis"), ..., scale = 0)

Arguments:

line A [Line2D](#) object of length one representing the line you wish to reflect across or project to or an object coercible to one by [as_line2d\(line, ...\)](#) such as "x-axis" or "y-axis".

... Passed to [project2d\(\)](#)

scale Oblique projection scale factor. A degenerate 0 value indicates an orthogonal projection.

Method reflect():

Usage:

Coord2D\$reflect(line = as_line2d("x-axis"), ...)

Arguments:

line A [Line2D](#) object of length one representing the line you wish to reflect across or project to or an object coercible to one by `as_line2d(line, ...)` such as "x-axis" or "y-axis".

... Passed to [reflect2d\(\)](#).

Method rotate():

Usage:

Coord2D\$rotate(theta = angle(0), ...)

Arguments:

theta An [angle\(\)](#) object of length one or an object coercible to one by `as_angle(theta, ...)`.

... Passed to [as_angle\(\)](#).

Method scale():

Usage:

Coord2D\$scale(x_scale = 1, y_scale = x_scale)

Arguments:

x_scale Scaling factor to apply to x coordinates

y_scale Scaling factor to apply to y coordinates

Method shear():

Usage:

Coord2D\$shear(xy_shear = 0, yx_shear = 0)

Arguments:

xy_shear Horizontal shear factor: $x = x + xy_shear * y$

yx_shear Vertical shear factor: $y = yx_shear * x + y$

Method translate():

Usage:

Coord2D\$translate(x = as_coord2d(0, 0), ...)

Arguments:

x A [Coord2D](#) object of length one or an object coercible to one by `as_coord2d(x, ...)`.

... Passed to `as_coord2d(x, ...)` if x is not a [Coord2D](#) object

Method transform():

Usage:

Coord2D\$transform(mat = transform2d())

Arguments:

mat A 3x3 matrix representing a post-multiplied affine transformation matrix. The last **column** must be equal to $c(0, 0, 1)$. If the last **row** is $c(0, 0, 1)$ you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 2x2 matrix (such as a 2x2 post-multiplied 2D rotation matrix) we'll quietly add a final column/row equal to $c(0, 0, 1)$.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Coord2D$clone(deep = FALSE)
```

Arguments:

`deep` Whether to make a deep clone.

Examples

```
p <- as_coord2d(x = rnorm(100, 2), y = rnorm(100, 2))
print(p, n = 10)
pc <- mean(p) # Centroid
# method chained affine transformation matrices are auto-pre-multiplied
p$
  translate(-pc)$
  shear(x = 1, y = 0)$
  reflect("x-axis")$
  rotate(90, "degrees")$
print(n = 10)
```

Coord3D

3D coordinate vector R6 Class

Description

Coord3D is an `R6::R6Class()` object representing three-dimensional points represented by Cartesian Coordinates.

Active bindings

xyzw A four-column matrix representing the homogeneous coordinates. The first three columns are "x", "y", and "z" coordinates and the fourth column is all ones.

x A numeric vector of x-coordinates.

y A numeric vector of y-coordinates.

z A numeric vector of z-coordinates.

Methods**Public methods:**

- `Coord3D$new()`
- `Coord3D$permute()`
- `Coord3D$print()`
- `Coord3D$project()`
- `Coord3D$reflect()`
- `Coord3D$rotate()`
- `Coord3D$scale()`
- `Coord3D$shear()`
- `Coord3D$translate()`
- `Coord3D$transform()`
- `Coord3D$clone()`

Method new():*Usage:*`Coord3D$new(xyzw)`*Arguments:*

`xyzw` A matrix with four columns representing (homogeneous) coordinates. The first three columns represent x, y, and z coordinates and the last column is all ones. Column names should be "x", "y", "z", and "w".

Method permute():*Usage:*`Coord3D$permute(permutation = c("xyz", "xzy", "yxz", "yzx", "zyx", "zxy"))`*Arguments:*

`permutation` Either "xyz" (no permutation), "xzy" (permute y and z axes), "yxz" (permute x and y axes), "yzx" (x becomes z, y becomes x, z becomes y), "zxy" (x becomes y, y becomes z, z becomes x), "zyx" (permute x and z axes)

Method print():*Usage:*`Coord3D$print(n = NULL, ...)`*Arguments:*

`n` Number of coordinates to print. If NULL print all of them.

`...` Passed to `format.default()`.

Method project():*Usage:*

```
Coord3D$project(
  plane = as_plane3d("xy-plane"),
  ...,
  scale = 0,
  alpha = angle(45, "degrees")
)
```


Arguments:

plane A [Plane3D](#) object of length one representing the plane you wish to reflect across or project to or an object coercible to one using `as_plane3d(plane, ...)` such as "xy-plane", "xz-plane", or "yz-plane".

... Passed to `project3d()`.

scale Oblique projection foreshortening scale factor. A (degenerate) 0 value indicates an orthographic projection. A value of 0.5 is used by a "cabinet projection" while a value of 1.0 is used by a "cavalier projection".

alpha Oblique projection angle (the angle the third axis is projected going off at). An `angle()` object or one coercible to one with `as_angle(alpha, ...)`. Popular angles are 45 degrees, 60 degrees, and `arctangent(2)` degrees.

Method `reflect()`:*Usage:*

```
Coord3D$reflect(plane = as_plane3d("xy-plane"), ...)
```

Arguments:

plane A [Plane3D](#) object of length one representing the plane you wish to reflect across or project to or an object coercible to one using `as_plane3d(plane, ...)` such as "xy-plane", "xz-plane", or "yz-plane".

... Passed to `reflect3d()`.

Method `rotate()`:*Usage:*

```
Coord3D$rotate(axis = as_coord3d("z-axis"), theta = angle(0), ...)
```

Arguments:

axis A [Coord3D](#) class object or one that can coerced to one by `as_coord3d(axis, ...)`. The axis represents the axis to be rotated around.

theta An `angle()` object of length one or an object coercible to one by `as_angle(theta, ...)`.

... Passed to `rotate3d()`.

Method `scale()`:*Usage:*

```
Coord3D$scale(x_scale = 1, y_scale = x_scale, z_scale = x_scale)
```

Arguments:

x_scale Scaling factor to apply to x coordinates

y_scale Scaling factor to apply to y coordinates

z_scale Scaling factor to apply to z coordinates

Method `shear()`:*Usage:*

```
Coord3D$shear(
  xy_shear = 0,
  xz_shear = 0,
  yx_shear = 0,
  yz_shear = 0,
  zx_shear = 0,
  zy_shear = 0
)
```

Arguments:

`xy_shear` Shear factor: $x = x + xy_shear * y + xz_shear * z$

`xz_shear` Shear factor: $x = x + xy_shear * y + xz_shear * z$

`yx_shear` Shear factor: $y = yx_shear * x + y + yz_shear * z$

`yz_shear` Shear factor: $y = yx_shear * x + y + yz_shear * z$

`zx_shear` Shear factor: $z = zx_shear * x + zy_shear * y + z$

`zy_shear` Shear factor: $z = zx_shear * x + zy_shear * y + z$

Method translate():*Usage:*

```
Coord3D$translate(x = as_coord3d(0, 0, 0), ...)
```

Arguments:

`x` A [Coord3D](#) object of length one or an object coercible to one by `as_coord3d(x, ...)`.

... Passed to `as_coord3d(x, ...)` if `x` is not a [Coord3D](#) object

Method transform():*Usage:*

```
Coord3D$transform(mat = transform3d())
```

Arguments:

`mat` A 4x4 matrix representing a post-multiplied affine transformation matrix. The last **column** must be equal to `c(0, 0, 0, 1)`. If the last **row** is `c(0, 0, 0, 1)` you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 3x3 matrix (such as a 3x3 post-multiplied 3D rotation matrix) we'll quietly add a final column/row equal to `c(0, 0, 0, 1)`.

Method clone(): The objects of this class are cloneable with this method.*Usage:*

```
Coord3D$clone(deep = FALSE)
```

Arguments:

`deep` Whether to make a deep clone.

Examples

```
p <- as_coord3d(x = rnorm(100, 2), y = rnorm(100, 2), z = rnorm(100, 2))
print(p, n = 10)
pc <- mean(p) # Centroid
# method chained affine transformation matrices are auto-pre-multiplied
```

```
p$
  translate(-pc)$
  reflect("xy-plane")$
  rotate("z-axis", degrees(90))$
  print(n = 10)
```

cross_product3d *Compute 3D vector cross product*

Description

cross_product3d() computes the cross product of two [Coord3D](#) class vectors.

Usage

```
cross_product3d(x, y)
```

Arguments

x A [Coord3D](#) class vector.
y A [Coord3D](#) class vector.

Value

A [Coord3D](#) class vector

Examples

```
x <- as_coord3d(2, 3, 4)
y <- as_coord3d(5, 6, 7)
cross_product3d(x, y)
```

distance1d *1D Euclidean distances*

Description

distance1d() computes 1D Euclidean distances.

Usage

```
distance1d(x, y)
```

Arguments

x Either a [Coord1D](#) or [Point1D](#) class object
y Either a [Coord1D](#) or [Point1D](#) class object

Examples

```
p <- as_coord1d(x = 1:4)
distance1d(p, as_coord1d(0))
```

distance2d	<i>2D Euclidean distances</i>
------------	-------------------------------

Description

distance2d() computes 2D Euclidean distances.

Usage

```
distance2d(x, y)
```

Arguments

x	Either a Coord2D or Line2D class object
y	Either a Coord2D or Line2D class object

Examples

```
p <- as_coord2d(x = 1:4, y = 1:4)
distance2d(p, as_coord2d(0, 0))
```

distance3d	<i>3D Euclidean distances</i>
------------	-------------------------------

Description

distance3d() computes 3D Euclidean distances.

Usage

```
distance3d(x, y)
```

Arguments

x	Either a Coord3D or Plane3D class object
y	Either a Coord3D or Plane3D class object

Examples

```
p <- as_coord3d(x = 1:4, y = 1:4, z = 1:4)
distance3d(p, as_coord3d("origin"))
```

graphics

*Plot coordinates, points, lines, and planes***Description**

`plot()` plots `Coord1D` and `Coord2D` class objects while `points()` draws `Coord1D` and `Coord2D` class objects and `lines()` draws `Point1D` and `Line2D` class objects to an existing plot. If the suggested `ggplot2` and `rgl` packages are available we also register `ggplot2::autolayer()` methods for `Coord1D`, `Coord2D`, `Point1D`, and `Line2D` class objects and a `rgl::plot3d()` method for `Coord3D` class objects.

Usage

```
## S3 method for class 'Coord1D'
plot(x, ...)

## S3 method for class 'Coord1D'
points(x, ...)

## S3 method for class 'Point1D'
lines(x, ...)

## S3 method for class 'Coord2D'
plot(x, ...)

## S3 method for class 'Coord2D'
points(x, ...)

## S3 method for class 'Line2D'
lines(x, ...)
```

Arguments

`x` A supported object to plot.
`...` Passed to the underlying plot method.

Value

Used for its side effect of drawing to the graphics device.

Examples

```
c1 <- as_coord2d(x = 0, y = 1:10)
l <- as_line2d(a = 1, b = -1, c = 0) # y = x
c2 <- c1$clone()$reflect(l)
plot(c1, xlim = c(-1, 11), ylim = c(-1, 11),
     main = "2D reflection across a line")
lines(l)
```

```

points(c2, col = "red")

c1 <- as_coord2d(x = 1:10, y = 1:10)
l <- as_line2d(a = -1, b = 0, c = 0) # x = 0
c2 <- c1$clone()$project(l)
if (require("ggplot2", quietly = TRUE,
           include.only = c("ggplot", "autolayer", "labs"))) {
  ggplot() +
    autolayer(c1) +
    autolayer(l) +
    autolayer(c2, color = "red") +
    labs(title = "2D projection onto a line")
}

c1 <- as_coord1d(x = seq.int(-4, -1))
pt <- as_point1d(a = 1, b = 0) # x = 0
c2 <- c1$clone()$reflect(pt)
plot(c1, xlim = c(-5, 5), main = "1D reflection across a point")
lines(pt)
points(c2, col = "red")

# 3D reflection across a plane
c1 <- as_coord3d(x = 1:10, y = 1:10, z = 1:10)
pl <- as_plane3d(a = 0, b = 0, c = -1, d = 2) # z = 2
c2 <- c1$clone()$reflect(pl)
if (require("rgl", quietly = TRUE,
           include.only = c("plot3d", "planes3d", "points3d"))) {
  plot3d(c1, size = 8)
  planes3d(as.data.frame(pl), d = pl$d, color = "grey", alpha = 0.6)
  points3d(as.data.frame(c2), col = "red", size = 8)
}

```

inverse-trigonometric-functions

Angle vector aware inverse trigonometric functions

Description

`arcsine()`, `arccosine()`, `arctangent()`, `arcsecant()`, `arccosecant()`, and `arccotangent()` are inverse trigonometric functions that return `angle()` vectors with a user chosen angular unit.

Usage

```

arcsine(
  x,
  unit = getOption("affiner_angular_unit", "degrees"),
  tolerance = sqrt(.Machine$double.eps)
)

```

```

arccosine(
  x,
  unit = getOption("affiner_angular_unit", "degrees"),
  tolerance = sqrt(.Machine$double.eps)
)

arctangent(x, unit = getOption("affiner_angular_unit", "degrees"), y = NULL)

arcsecant(x, unit = getOption("affiner_angular_unit", "degrees"))

arccosecant(x, unit = getOption("affiner_angular_unit", "degrees"))

arccotangent(x, unit = getOption("affiner_angular_unit", "degrees"))

```

Arguments

x	A numeric vector
unit	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing s's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none"> • "deg" or "degree" • "half-revolution", "half-turn", or "pi-radian" • "gon", "grad", "grade", or "gradian" • "rad" or "radian" • "rev", "revolution", "tr", or "turn"
tolerance	If x greater than 1 (or less than -1) but is within a tolerance of 1 (or -1) then it will be treated as 1 (or -1)
y	A numeric vector or NULL. If NULL (default) we compute the 1-argument arctangent else we compute the 2-argument arctangent. For positive coordinates (x, y) then $\text{arctangent}(x = y/x) == \text{arctangent}(x = x, y = y)$.

Value

An `angle()` vector

Examples

```

arccosine(-1, "degrees")
arcsine(0, "turns")
arctangent(0, "gradians")
arccosecant(-1, "degrees")
arcsecant(1, "degrees")
arccotangent(1, "half-turns")

# `base::atan2(y, x)` computes the angle of the vector from origin to (x, y)
as_angle(as_coord2d(x = 1, y = 1), "degrees")

```

is_angle	<i>Test whether an object is an angle vector</i>
----------	--

Description

is_angle() tests whether an object is an angle vector

Usage

```
is_angle(x)
```

Arguments

x	An object
---	-----------

Value

A logical value

Examples

```
a <- angle(180, "degrees")
is_angle(a)
is_angle(pi)
```

is_congruent	<i>Test whether two objects are congruent</i>
--------------	---

Description

is_congruent() is a S3 generic that tests whether two different objects are “congruent”. The is_congruent() method for [angle\(\)](#) classes tests whether two angles are congruent.

Usage

```
is_congruent(x, y, ...)

## S3 method for class 'numeric'
is_congruent(x, y, ..., tolerance = sqrt(.Machine$double.eps))

## S3 method for class 'angle'
is_congruent(
  x,
  y,
  ...,
  mod_turns = TRUE,
  tolerance = sqrt(.Machine$double.eps)
)
```


Arguments

x, y	Two objects to test whether they are “congruent”.
...	Further arguments passed to or from other methods.
tolerance	Angles (coerced to half-turns) or numerics with differences smaller than tolerance will be considered “congruent”.
mod_turns	If TRUE angles that are congruent modulo full turns will be considered “congruent”.

Value

A logical vector

Examples

```
# Use `is_congruent()` to check if two angles are "congruent"
a1 <- angle(180, "degrees")
a2 <- angle(pi, "radians")
a3 <- angle(-180, "degrees") # Only congruent modulus full turns
a1 == a2
isTRUE(all.equal(a1, a2))
is_congruent(a1, a2)
is_congruent(a1, a2, mod_turns = FALSE)
a1 == a3
isTRUE(all.equal(a1, a3))
is_congruent(a1, a3)
is_congruent(a1, a3, mod_turns = FALSE)
```

is_coord1d

Test whether an object has a Coord1D class

Description

is_coord1d() tests whether an object has a "Coord1D" class

Usage

```
is_coord1d(x)
```

Arguments

x	An object
---	-----------

Value

A logical value

Examples

```
p <- as_coord1d(x = sample.int(10, 3))
is_coord1d(p)
```

is_coord2d*Test whether an object has a Coord2D class*

Description

is_coord2d() tests whether an object has a "Coord2D" class

Usage

```
is_coord2d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
p <- as_coord2d(x = sample.int(10, 3), y = sample.int(10, 3))
is_coord2d(p)
```

is_coord3d*Test whether an object has a Coord3D class*

Description

is_coord3d() tests whether an object has a "Coord3D" class

Usage

```
is_coord3d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
p <- as_coord3d(x = sample.int(10, 3),
               y = sample.int(10, 3),
               z = sample.int(10, 3))
is_coord3d(p)
```

is_line2d *Test whether an object has a Line2D class*

Description

is_line2d() tests whether an object has a "Line2D" class

Usage

```
is_line2d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
l <- as_line2d(a = 1, b = 2, c = 3)
is_line2d(l)
```

is_plane3d *Test whether an object has a Plane3D class*

Description

is_plane3d() tests whether an object has a "Plane3D" class

Usage

```
is_plane3d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
p <- as_plane3d(a = 1, b = 2, c = 3, 4)
is_plane3d(p)
```

is_point1d

Test whether an object has a Point1D class

Description

is_point1d() tests whether an object has a "Point1D" class

Usage

```
is_point1d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
p <- as_point1d(a = 1, b = 5)
is_point1d(p)
```

is_transform1d

Test if 1D affine transformation matrix

Description

is_transform1d() tests if object is a [transform1d\(\)](#) affine transformation matrix

Usage

```
is_transform1d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
m <- transform1d(diag(2L))
is_transform1d(m)
is_transform1d(diag(2L))
```

is_transform2d	<i>Test if 2D affine transformation matrix</i>
----------------	--

Description

is_transform2d() tests if object is a [transform2d\(\)](#) affine transformation matrix

Usage

```
is_transform2d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
m <- transform2d(diag(3L))
is_transform2d(m)
is_transform2d(diag(3L))
```

is_transform3d	<i>Test if 3D affine transformation matrix</i>
----------------	--

Description

is_transform3d() tests if object is a [transform3d\(\)](#) affine transformation matrix

Usage

```
is_transform3d(x)
```

Arguments

x An object

Value

A logical value

Examples

```
m <- transform3d(diag(4L))
is_transform3d(m)
is_transform3d(diag(4L))
```

Line2D

2D lines R6 Class

Description

Line2D is an `R6::R6Class()` object representing two-dimensional lines.

Public fields

- a Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.
- b Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.
- c Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.

Methods**Public methods:**

- `Line2D$new()`
- `Line2D$print()`
- `Line2D$clone()`

Method new():

Usage:

`Line2D$new(a, b, c)`

Arguments:

- a Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.
- b Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.
- c Numeric vector that parameterizes the line via the equation $a * x + b * y + c = 0$.

Method print():

Usage:

`Line2D$print(n = NULL, ...)`

Arguments:

n Number of lines to print. If NULL print all of them.
 ... Passed to `format.default()`.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Line2D$clone(deep = FALSE)
```

Arguments:

deep Whether to make a deep clone.

Examples

```
p1 <- as_coord2d(x = 5, y = 10)
p2 <- as_coord2d(x = 7, y = 12)
theta <- degrees(45)
as_line2d(theta, p1)
as_line2d(p1, p2)
```

normal2d

2D normal vectors

Description

`normal2d()` is an S3 generic that computes a 2D normal vector.

Usage

```
normal2d(x, ...)

## S3 method for class 'Coord2D'
normal2d(x, ..., normalize = TRUE)

## S3 method for class 'Line2D'
normal2d(x, ..., normalize = TRUE)
```

Arguments

x Object to compute a 2D normal vector for such as a [Line2D](#) object.
 ... Passed to or from other methods.
 normalize If TRUE coerce to a normalize vector

Value

A [Coord2D](#) (normal) vector

Examples

```
p <- as_coord2d(x = 2, y = 3)
normal2d(p)
normal2d(p, normalize = FALSE)
```

normal3d

3D normal vectors

Description

normal3d() is an S3 generic that computes a 3D normal vector.

Usage

```
normal3d(x, ...)

## S3 method for class 'Coord3D'
normal3d(x, cross, ..., normalize = TRUE)

## S3 method for class 'character'
normal3d(x, ..., normalize = TRUE)

## S3 method for class 'Plane3D'
normal3d(x, ..., normalize = TRUE)
```

Arguments

x	Object to compute a 3D normal vector for such as a Plane3D object
...	Passed to other methods such as as_coord3d() .
cross	A Coord3D vector. We'll compute the normal of x and cross by taking their cross product.
normalize	If TRUE normalize to a unit vector

Value

A [Coord3D](#) (normal) vector

Examples

```
normal3d("xy-plane")
normal3d(as_coord3d(2, 0, 0), cross = as_coord3d(0, 2, 0))
```

Plane3D

3D planes R6 Class

Description

Plane3D is an `R6::R6Class()` object representing three-dimensional planes.

Public fields

- a Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- b Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- c Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- d Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.

Methods

Public methods:

- `Plane3D$new()`
- `Plane3D$print()`
- `Plane3D$clone()`

Method `new()`:

Usage:

```
Plane3D$new(a, b, c, d)
```

Arguments:

- a Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- b Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- c Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.
- d Numeric vector that parameterizes the plane via the equation $a * x + b * y + c * z + d = 0$.

Method `print()`:

Usage:

```
Plane3D$print(n = NULL, ...)
```

Arguments:

- n Number of lines to print. If NULL print all of them.
- ... Passed to `format.default()`.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Plane3D$clone(deep = FALSE)
```

Arguments:

- deep Whether to make a deep clone.

Point1D

1D points R6 Class

Description

Point1D is an `R6::R6Class()` object representing one-dimensional points.

Public fields

- a Numeric vector that parameterizes the point via the equation $a * x + b = 0$.
- b Numeric vector that parameterizes the point via the equation $a * x + b = 0$.

Methods

Public methods:

- `Point1D$new()`
- `Point1D$print()`
- `Point1D$clone()`

Method `new()`:

Usage:

```
Point1D$new(a, b)
```

Arguments:

- a Numeric vector that parameterizes the line via the equation $a * x + b = 0$.
- b Numeric vector that parameterizes the line via the equation $a * x + b = 0$.

Method `print()`:

Usage:

```
Point1D$print(n = NULL, ...)
```

Arguments:

- n Number of lines to print. If NULL print all of them.
- ... Passed to `format.default()`.

Method `clone()`: The objects of this class are cloneable with this method.

Usage:

```
Point1D$clone(deep = FALSE)
```

Arguments:

- deep Whether to make a deep clone.

Examples

```
p1 <- as_point1d(a = 1, b = 5)
```

rotate3d_to_AA	<i>Convert from 3D rotation matrix to axis-angle representation.</i>
----------------	--

Description

rotate3d_to_AA() converts from (post-multiplied) rotation matrix to an axis-angle representation of 3D rotations.

Usage

```
rotate3d_to_AA(
  mat = diag(4),
  unit = getOption("affiner_angular_unit", "degrees")
)
```

Arguments

mat	3D rotation matrix (post-multiplied). If you have a pre-multiplied rotation matrix simply transpose it with <code>t()</code> to get a post-multiplied rotation matrix.
unit	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing s's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none"> • "deg" or "degree" • "half-revolution", "half-turn", or "pi-radian" • "gon", "grad", "grade", or "gradian" • "rad" or "radian" • "rev", "revolution", "tr", or "turn"

See Also

https://en.wikipedia.org/wiki/Axis-angle_representation for more details about the Axis-angle representation of 3D rotations. `rotate3d()` can be used to convert from an axis-angle representation to a rotation matrix.

Examples

```
# axis-angle representation of 90 degree rotation about the x-axis
rotate3d_to_AA(rotate3d("x-axis", 90, unit = "degrees"))

# find Axis-Angle representation of first rotating about x-axis 180 degrees
# and then rotating about z-axis 45 degrees
R <- rotate3d("x-axis", 180, unit = "degrees") %*%
  rotate3d("z-axis", 45, unit = "degrees")
AA <- rotate3d_to_AA(R)

# Can use `rotate3d()` to convert back to rotation matrix representation
all.equal(R, do.call(rotate3d, AA))
```

transform1d	<i>1D affine transformation matrices</i>
-------------	--

Description

transform1d(), reflect1d(), scale2d(), and translate1d() create 1D affine transformation matrix objects.

Usage

```
transform1d(mat = diag(2L))

project1d(point = as_point1d("origin"), ...)

reflect1d(point = as_point1d("origin"), ...)

scale1d(x_scale = 1)

translate1d(x = as_coord1d(0), ...)
```

Arguments

mat	A 2x2 matrix representing a post-multiplied affine transformation matrix. The last column must be equal to $c(0, 1)$. If the last row is $c(0, 1)$ you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 1x1 matrix we'll quietly add a final column/row equal to $c(0, 1)$.
point	A Point1D object of length one representing the point you wish to reflect across or project to or an object coercible to one by <code>as_point1d(point, ...)</code> such as "origin".
...	Passed to as_coord1d() .
x_scale	Scaling factor to apply to x coordinates
x	A Coord1D object of length one or an object coercible to one by <code>as_coord1d(x, ...)</code> .

Details

transform1d() User supplied (post-multiplied) affine transformation matrix.

reflect1d() Reflections across a point.

scale1d() Scale the x-coordinates by multiplicative scale factors.

translate1d() Translate the coordinates by a [Coord1D](#) class object parameter.

transform1d() 1D affine transformation matrix objects are meant to be post-multiplied and therefore should **not** be multiplied in reverse order. Note the [Coord1D](#) class object methods auto-pre-multiply affine transformations when "method chaining" so pre-multiplying affine transformation

matrices to do a single cumulative transformation instead of a method chain of multiple transformations will not improve performance as much as it does in other R packages.

To convert a pre-multiplied 1D affine transformation matrix to a post-multiplied one simply compute its transpose using `t()`. To get an inverse transformation matrix from an existing transformation matrix that does the opposite transformations simply compute its inverse using `solve()`.

Value

A 2x2 post-multiplied affine transformation matrix with classes "transform1d" and "at_matrix"

Examples

```
p <- as_coord1d(x = sample(1:10, 3))

# {affiner} affine transformation matrices are post-multiplied
# and therefore should not go in reverse order
mat <- transform1d(diag(2)) %*%
      scale1d(2) %*%
      translate1d(x = -1)
p1 <- p$
      clone()$
      transform(mat)

# The equivalent result applying affine transformations via method chaining
p2 <- p$
      clone()$
      transform(diag(2))$
      scale(2)$
      translate(x = -1)

all.equal(p1, p2)
```

transform2d

2D affine transformation matrices

Description

`transform2d()`, `project2d()`, `reflect2d()`, `rotate2d()`, `scale2d()`, `shear2d()`, and `translate2d()` create 2D affine transformation matrix objects.

Usage

```
transform2d(mat = diag(3L))

permute2d(permutation = c("xy", "yx"))

project2d(line = as_line2d("x-axis"), ..., scale = 0)

reflect2d(line = as_line2d("x-axis"), ...)
```

```

rotate2d(theta = angle(0), ...)

scale2d(x_scale = 1, y_scale = x_scale)

shear2d(xy_shear = 0, yx_shear = 0)

translate2d(x = as_coord2d(0, 0), ...)

```

Arguments

mat	A 3x3 matrix representing a post-multiplied affine transformation matrix. The last column must be equal to $c(0, 0, 1)$. If the last row is $c(0, 0, 1)$ you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 2x2 matrix (such as a 2x2 post-multiplied 2D rotation matrix) we'll quietly add a final column/row equal to $c(0, 0, 1)$.
permutation	Either "xy" (no permutation) or "yx" (permute x and y axes)
line	A Line2D object of length one representing the line you wish to reflect across or project to or an object coercible to one by <code>as_line2d(line, ...)</code> such as "x-axis" or "y-axis".
...	Passed to <code>as_angle()</code> or <code>as_coord2d()</code> .
scale	Oblique projection scale factor. A degenerate 0 value indicates an orthogonal projection.
theta	An <code>angle()</code> object of length one or an object coercible to one by <code>as_angle(theta, ...)</code> .
x_scale	Scaling factor to apply to x coordinates
y_scale	Scaling factor to apply to y coordinates
xy_shear	Horizontal shear factor: $x = x + xy_shear * y$
yx_shear	Vertical shear factor: $y = yx_shear * x + y$
x	A Coord2D object of length one or an object coercible to one by <code>as_coord2d(x, ...)</code> .

Details

`transform2d()` User supplied (post-multiplied) affine transformation matrix.
`project2d()` Oblique vector projections onto a line parameterized by an oblique projection scale factor. A (degenerate) scale factor of zero results in an orthogonal projection.
`reflect2d()` Reflections across a line. To "flip" across both the x-axis and the y-axis use `scale2d(-1)`.
`rotate2d()` Rotations around the origin parameterized by an `angle()`.
`scale2d()` Scale the x-coordinates and/or the y-coordinates by multiplicative scale factors.
`shear2d()` Shear the x-coordinates and/or the y-coordinates using shear factors.
`translate2d()` Translate the coordinates by a [Coord2D](#) class object parameter.
`transform2d()` 2D affine transformation matrix objects are meant to be post-multiplied and therefore should **not** be multiplied in reverse order. Note the [Coord2D](#) class object methods auto-pre-multiply affine transformations when "method chaining" so pre-multiplying affine transformation

matrices to do a single cumulative transformation instead of a method chain of multiple transformations will not improve performance as much as it does in other R packages.

To convert a pre-multiplied 2D affine transformation matrix to a post-multiplied one simply compute its transpose using `t()`. To get an inverse transformation matrix from an existing transformation matrix that does the opposite transformations simply compute its inverse using `solve()`.

Value

A 3x3 post-multiplied affine transformation matrix with classes "transform2d" and "at_matrix"

Examples

```
p <- as_coord2d(x = sample(1:10, 3), y = sample(1:10, 3))

# {affiner} affine transformation matrices are post-multiplied
# and therefore should not go in reverse order
mat <- transform2d(diag(3)) %*%
  reflect2d(as_coord2d(-1, 1)) %*%
  rotate2d(90, "degrees") %*%
  scale2d(1, 2) %*%
  shear2d(0.5, 0.5) %*%
  translate2d(x = -1, y = -1)

p1 <- p$
  clone()$
  transform(mat)

# The equivalent result applying affine transformations via method chaining
p2 <- p$
  clone()$
  transform(diag(3L))$
  reflect(as_coord2d(-1, 1))$
  rotate(90, "degrees")$
  scale(1, 2)$
  shear(0.5, 0.5)$
  translate(x = -1, y = -1)

all.equal(p1, p2)
```

transform3d

3D affine transformation matrices

Description

`transform3d()`, `project3d()`, `reflect3d()`, `rotate3d()`, `scale3d()`, `shear3d()`, and `translate3d()` create 3D affine transformation matrix objects.

Usage

```

transform3d(mat = diag(4L))

permute3d(permutation = c("xyz", "xzy", "yxz", "yzx", "zyx", "zxy"))

project3d(
  plane = as_plane3d("xy-plane"),
  ...,
  scale = 0,
  alpha = angle(45, "degrees")
)

reflect3d(plane = as_plane3d("xy-plane"), ...)

rotate3d(axis = as_coord3d("z-axis"), theta = angle(0), ...)

scale3d(x_scale = 1, y_scale = x_scale, z_scale = x_scale)

shear3d(
  xy_shear = 0,
  xz_shear = 0,
  yx_shear = 0,
  yz_shear = 0,
  zx_shear = 0,
  zy_shear = 0
)

translate3d(x = as_coord3d(0, 0, 0), ...)

```

Arguments

mat	A 4x4 matrix representing a post-multiplied affine transformation matrix. The last column must be equal to $c(0, 0, 0, 1)$. If the last row is $c(0, 0, 0, 1)$ you may need to transpose it to convert it from a pre-multiplied affine transformation matrix to a post-multiplied one. If a 3x3 matrix (such as a 3x3 post-multiplied 3D rotation matrix) we'll quietly add a final column/row equal to $c(0, 0, 0, 1)$.
permutation	Either "xyz" (no permutation), "xzy" (permute y and z axes), "yxz" (permute x and y axes), "yzx" (x becomes z, y becomes x, z becomes y), "zxy" (x becomes y, y becomes z, z becomes x), "zyx" (permute x and z axes)
plane	A Plane3D object of length one representing the plane you wish to reflect across or project to or an object coercible to one using <code>as_plane3d(plane, ...)</code> such as "xy-plane", "xz-plane", or "yz-plane".
...	Passed to as_angle() or as_coord3d() .
scale	Oblique projection foreshortening scale factor. A (degenerate) 0 value indicates an orthographic projection. A value of 0.5 is used by a "cabinet projection" while a value of 1.0 is used by a "cavalier projection".

alpha	Oblique projection angle (the angle the third axis is projected going off at). An angle() object or one coercible to one with <code>as_angle(alpha, ...)</code> . Popular angles are 45 degrees, 60 degrees, and <code>arctangent(2)</code> degrees.
axis	A Coord3D class object or one that can coerced to one by <code>as_coord3d(axis, ...)</code> . The axis represents the axis to be rotated around.
theta	An angle() object of length one or an object coercible to one by <code>as_angle(theta, ...)</code> .
x_scale	Scaling factor to apply to x coordinates
y_scale	Scaling factor to apply to y coordinates
z_scale	Scaling factor to apply to z coordinates
xy_shear	Shear factor: $x = x + xy_shear * y + xz_shear * z$
xz_shear	Shear factor: $x = x + xy_shear * y + xz_shear * z$
yx_shear	Shear factor: $y = yx_shear * x + y + yz_shear * z$
yz_shear	Shear factor: $y = yx_shear * x + y + yz_shear * z$
zx_shear	Shear factor: $z = zx_shear * x + zy_shear * y + z$
zy_shear	Shear factor: $z = zx_shear * x + zy_shear * y + z$
x	A Coord3D object of length one or an object coercible to one by <code>as_coord3d(x, ...)</code> .

Details

`transform3d()` User supplied (post-multiplied) affine transformation matrix.

`scale3d()` Scale the x-coordinates and/or the y-coordinates and/or the z-coordinates by multiplicative scale factors.

`shear3d()` Shear the x-coordinates and/or the y-coordinates and/or the z-coordinates using shear factors.

`translate3d()` Translate the coordinates by a [Coord3D](#) class object parameter.

`transform3d()` 3D affine transformation matrix objects are meant to be post-multiplied and therefore should **not** be multiplied in reverse order. Note the [Coord3D](#) class object methods auto-pre-multiply affine transformations when "method chaining" so pre-multiplying affine transformation matrices to do a single cumulative transformation instead of a method chain of multiple transformations will not improve performance as much as it does in other R packages.

To convert a pre-multiplied 3D affine transformation matrix to a post-multiplied one simply compute its transpose using `t()`. To get an inverse transformation matrix from an existing transformation matrix that does the opposite transformations simply compute its inverse using `solve()`.

Value

A 4x4 post-multiplied affine transformation matrix with classes "transform3d" and "at_matrix"

Examples

```

p <- as_coord3d(x = sample(1:10, 3), y = sample(1:10, 3), z = sample(1:10, 3))

# {affiner} affine transformation matrices are post-multiplied
# and therefore should not go in reverse order
mat <- transform3d(diag(4L)) %*%
      rotate3d("z-axis", degrees(90)) %*%
      scale3d(1, 2, 1) %*%
      translate3d(x = -1, y = -1, z = -1)
p1 <- p$
      clone()$
      transform(mat)

# The equivalent result applying affine transformations via method chaining
p2 <- p$
      clone()$
      transform(diag(4L))$
      rotate("z-axis", degrees(90))$
      scale(1, 2, 1)$
      translate(x = -1, y = -1, z = -1)

all.equal(p1, p2)

```

trigonometric-functions

Angle vector aware trigonometric functions

Description

sine(), cosine(), tangent(), secant(), cosecant(), and cotangent() are [angle\(\)](#) aware trigonometric functions that allow for a user chosen angular unit.

Usage

```

sine(x, unit = getOption("affiner_angular_unit", "degrees"))
cosine(x, unit = getOption("affiner_angular_unit", "degrees"))
tangent(x, unit = getOption("affiner_angular_unit", "degrees"))
secant(x, unit = getOption("affiner_angular_unit", "degrees"))
cosecant(x, unit = getOption("affiner_angular_unit", "degrees"))
cotangent(x, unit = getOption("affiner_angular_unit", "degrees"))

```

Arguments

<code>x</code>	An angle vector or an object to convert to it (such as a numeric vector)
<code>unit</code>	A string of the desired angular unit. Supports the following strings (note we ignore any punctuation and space characters as well as any trailing s's e.g. "half turns" will be treated as equivalent to "halfturn"): <ul style="list-style-type: none">• "deg" or "degree"• "half-revolution", "half-turn", or "pi-radian"• "gon", "grad", "grade", or "gradian"• "rad" or "radian"• "rev", "revolution", "tr", or "turn"

Value

A numeric vector

Examples

```
sine(pi, "radians")
cosine(180, "degrees")
tangent(0.5, "turns")

a <- angle(0.5, "turns")
secant(a)
cosecant(a)
cotangent(a)
```

Index

- abs(), 12
- abs.angle (angle-methods), 11
- abs.Coord1D, 4
- abs.Coord2D (abs.Coord1D), 4
- abs.Coord3D (abs.Coord1D), 4
- affine_settings, 7
- affine_settings(), 3, 6
- affineGrob, 5
- affineGrob(), 8
- affiner, 7
- affiner (affiner-package), 3
- affiner-package, 3
- affiner_options, 6
- angle, 9
- angle(), 3, 11–14, 17, 20, 30, 33, 38–40, 54, 57, 58
- angle-methods, 10, 11
- angular_unit, 13
- angular_unit(), 10, 11
- angular_unit<- (angular_unit), 13
- arccosecant
 - (inverse-trigonometric-functions), 38
- arccosine
 - (inverse-trigonometric-functions), 38
- arccotangent
 - (inverse-trigonometric-functions), 38
- arcsecant
 - (inverse-trigonometric-functions), 38
- arcsine
 - (inverse-trigonometric-functions), 38
- arctangent
 - (inverse-trigonometric-functions), 38
- as.complex.angle (angle-methods), 11
- as.double.angle (angle-methods), 11
- as.numeric(), 12
- as_angle, 13
- as_angle(), 3, 9, 10, 30, 54, 56
- as_coord1d, 15
- as_coord1d(), 52
- as_coord2d, 16
- as_coord2d(), 54
- as_coord3d, 18
- as_coord3d(), 48, 56
- as_line2d, 19
- as_plane3d, 20
- as_point1d, 21
- as_transform1d, 22
- as_transform2d, 23
- as_transform3d, 23
- base::mean(), 25
- base::options(), 3
- bounding_ranges, 24
- centroid, 25
- convex_hull12d, 25
- Coord1D, 15, 16, 22, 24, 25, 26, 28, 35, 37, 52
- Coord2D, 4, 16, 17, 20, 24–26, 28, 30, 36, 37, 47, 54
- Coord3D, 4, 18, 19, 21, 24, 25, 31, 33–37, 48, 57
- coscant (trigonometric-functions), 58
- cosine (trigonometric-functions), 58
- cotangent (trigonometric-functions), 58
- cross_product3d, 35
- degrees (angle), 9
- distance1d, 35
- distance2d, 36
- distance3d, 36
- format.angle (angle-methods), 11
- format.angle(), 3

- `format.default()`, [27](#), [29](#), [32](#), [47](#), [49](#), [50](#)
- `ggplot2`, [37](#)
- `ggplot2::autolayer()`, [37](#)
- `gradians (angle)`, [9](#)
- `graphics`, [37](#)
- `grDevices::chull()`, [25](#)
- `grid.affine (affineGrob)`, [5](#)
- `grid::defineGrob()`, [5](#)
- `grid::gpar()`, [5](#)
- `grid::gTree()`, [5](#)
- `grid::unit()`, [8](#)
- `grid::useGrob()`, [5](#), [8](#)
- `grid::viewport()`, [5](#), [8](#)
- `grid::viewportTransform()`, [5](#)
- `inverse-trigonometric-functions`, [38](#)
- `is_angle`, [40](#)
- `is_congruent`, [40](#)
- `is_congruent()`, [12](#)
- `is_coord1d`, [41](#)
- `is_coord2d`, [42](#)
- `is_coord3d`, [42](#)
- `is_line2d`, [43](#)
- `is_plane3d`, [43](#)
- `is_point1d`, [44](#)
- `is_transform1d`, [44](#)
- `is_transform2d`, [45](#)
- `is_transform3d`, [45](#)
- `l10n_info()`, [3](#)
- `Line2D`, [16](#), [19–21](#), [29](#), [30](#), [36](#), [37](#), [46](#), [47](#), [54](#)
- `lines()`, [37](#)
- `lines.Line2D (graphics)`, [37](#)
- `lines.Point1D (graphics)`, [37](#)
- `mean.Coord1D (centroid)`, [25](#)
- `mean.Coord2D (centroid)`, [25](#)
- `mean.Coord3D (centroid)`, [25](#)
- `normal2d`, [47](#)
- `normal3d`, [48](#)
- `numeric()`, [12](#)
- `Ops`, [11](#)
- `options()`, [7](#)
- `permute2d (transform2d)`, [53](#)
- `permute3d (transform3d)`, [55](#)
- `pi_radians (angle)`, [9](#)
- `Plane3D`, [17](#), [20](#), [21](#), [33](#), [36](#), [48](#), [49](#), [56](#)
- `plot()`, [37](#)
- `plot.Coord1D (graphics)`, [37](#)
- `plot.Coord2D (graphics)`, [37](#)
- `Point1D`, [20–22](#), [27](#), [35](#), [37](#), [50](#), [52](#)
- `points()`, [37](#)
- `points.Coord1D (graphics)`, [37](#)
- `points.Coord2D (graphics)`, [37](#)
- `print.angle (angle-methods)`, [11](#)
- `print.angle()`, [3](#)
- `print.default()`, [11](#)
- `project1d (transform1d)`, [52](#)
- `project1d()`, [27](#)
- `project2d (transform2d)`, [53](#)
- `project2d()`, [29](#)
- `project3d (transform3d)`, [55](#)
- `project3d()`, [33](#)
- `R6::R6Class()`, [26](#), [28](#), [31](#), [46](#), [49](#), [50](#)
- `radians (angle)`, [9](#)
- `range.Coord1D (bounding_ranges)`, [24](#)
- `range.Coord2D (bounding_ranges)`, [24](#)
- `range.Coord3D (bounding_ranges)`, [24](#)
- `reflect1d (transform1d)`, [52](#)
- `reflect1d()`, [27](#)
- `reflect2d (transform2d)`, [53](#)
- `reflect2d()`, [30](#)
- `reflect3d (transform3d)`, [55](#)
- `reflect3d()`, [33](#)
- `rgl`, [37](#)
- `rgl::plot3d()`, [37](#)
- `rotate2d (transform2d)`, [53](#)
- `rotate3d (transform3d)`, [55](#)
- `rotate3d()`, [33](#), [51](#)
- `rotate3d_to_AA`, [51](#)
- `scale1d (transform1d)`, [52](#)
- `scale2d (transform2d)`, [53](#)
- `scale3d (transform3d)`, [55](#)
- `secant (trigonometric-functions)`, [58](#)
- `shear2d (transform2d)`, [53](#)
- `shear3d (transform3d)`, [55](#)
- `sine (trigonometric-functions)`, [58](#)
- `solve()`, [53](#), [55](#), [57](#)
- `t()`, [51](#), [53](#), [55](#), [57](#)
- `tangent (trigonometric-functions)`, [58](#)
- `transform1d`, [52](#)
- `transform1d()`, [22](#), [44](#)

transform2d, [53](#)
transform2d(), [23](#), [45](#)
transform3d, [55](#)
transform3d(), [23](#), [24](#), [45](#)
translate1d (transform1d), [52](#)
translate2d (transform2d), [53](#)
translate3d (transform3d), [55](#)
trigonometric-functions, [58](#)
turns (angle), [9](#)

useGrob(), [8](#)

withr::local_options(), [7](#)
withr::with_options(), [7](#)