

Package ‘ggcube’

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Type Package

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Provides 3D geoms, stats, and a coord_3d() coordinate
system supporting rotation, perspective, and lighting.

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Description

This function extends `ggplot2::aes()` to support positional mapping to the `z` aesthetic. It maintains full backward compatibility with the original `aes()` function while enabling the convenient `aes(x, y, z)` syntax for 3D plots.

Usage

```
aes(x, y, z, ...)
```

Arguments

<code>x</code>	Variable to map to <code>x</code> aesthetic (required)
<code>y</code>	Variable to map to <code>y</code> aesthetic (required)
<code>z</code>	Variable to map to <code>z</code> aesthetic (optional)
<code>...</code>	Other aesthetic mappings (color, size, etc.)

Details

This function is a lightweight wrapper around `ggplot2::aes()` that:

- Maintains full backward compatibility with existing 2D plots
- Enables positional `z` mapping: `aes(x_var, y_var, z_var)`
- Works with any geom that uses the `z` aesthetic (contour, raster, 3D plots)
- Passes through all other aesthetics unchanged

Value

An aesthetic mapping object, same as `ggplot2::aes()`

See Also

[aes](#) for the original aesthetic mapping function, [coord_3d](#) for 3D coordinate systems

Examples

```
library(ggplot2)

# 2D plots work like regular ggplot2
ggplot(mtcars, aes(mpg, wt)) + geom_point()

# 3D plots can use positional syntax, or explicitly map to z
# same as: ggplot(mtcars, aes(mpg, wt, z = qsec)) + geom_point() + coord_3d()
ggplot(mtcars, aes(mpg, wt, qsec)) + geom_point() + coord_3d()
```

```
# Also works with non-ggcube z-aesthetic geoms
ggplot(mountain, aes(x, y, z)) + geom_contour()
```

animate_3d

Animate a 3D plot

Description

Renders an animated GIF or MP4 of a rotating ggplot with `coord_3d()`, smoothly interpolating rotation angles across frames.

Usage

```
animate_3d(
  plot,
  pitch = NULL,
  roll = NULL,
  yaw = NULL,
  nframes = NULL,
  fps = NULL,
  duration = NULL,
  width = 480,
  height = 480,
  res = 96,
  renderer = gifski_renderer_3d(),
  start_pause = 0,
  end_pause = 0,
  rewind = FALSE,
  cores = 1,
  device = "png",
  progress = interactive()
)
```

Arguments

- | | |
|------------------|--|
| plot | A ggplot object that uses <code>coord_3d()</code> . |
| pitch, roll, yaw | Rotation parameters to animate. Each can be: <ul style="list-style-type: none"> • NULL (default): Hold at the value specified in the plot's <code>coord_3d()</code> call. • A single numeric value: Hold at this value for all frames (overriding the plot's coord). • A numeric vector of length 2+: Keyframe values that are interpolated linearly across the animation. Keyframes are evenly spaced, so <code>c(0, 180, 180)</code> with 100 frames means: start at 0, reach 180 at frame 50, hold at 180 until frame 100. |

nframes, fps, duration	Control animation length and speed. Specify any two of three; the third is computed as $\text{duration} = \text{nframes} / \text{fps}$. Defaults: <code>nframes = 100</code> , <code>fps = 10</code> .
width, height	Dimensions of the animation in pixels. Defaults to 480 x 480.
res	Resolution in ppi for the rendered frames. Default is 96. Controls the size of point-based text/lines/point elements relative to the plot. See <code>?grDevices::png</code> for details.
renderer	A renderer function that combines image frames into an animation file. Built-in options: • <code>gifski_renderer_3d()</code> (default): Renders a GIF using the gifski package. • <code>av_renderer_3d()</code>: Renders a video using the av package. • <code>file_renderer_3d()</code>: Returns the frame image files without combining them. Any function with signature <code>function(frames, fps)</code> can be used.
start_pause, end_pause	Number of frames to hold at the beginning and end of the animation. Default is 0.
rewind	Logical. If TRUE, the animation plays in reverse after completing, creating a seamless loop. Default is FALSE.
cores	Number of CPU cores for parallel frame rendering. Default is 1 (sequential). Values greater than 1 use <code>parallel::parLapply()</code> to render frames in parallel, which can significantly speed up animation of complex plots. Note that progress reporting is not available during parallel rendering.
device	The graphics device to use for rendering frames. Default is "png". Other options include "ragg_png" (requires the ragg package).
progress	Whether to print a progress bar. Ignored when <code>cores > 1</code> .

Value

The return value of the renderer function. For `gifski_renderer_3d()`, a `gif_3d` object (a file path with class attributes for display in RStudio and knitr). For `av_renderer_3d()`, a `video_3d` object (a file path with class attributes for display). For `file_renderer_3d()`, a character vector of file paths to the rendered frame images.

See Also

[anim_save_3d\(\)](#) for saving animations to file. [gifski_renderer_3d\(\)](#) and [file_renderer_3d\(\)](#) for renderer options. [orbit_3d\(\)](#) for interactive drag-to-rotate ggcubes.

Examples

```
# Plot to animate. Note `anchor = "camera"` keeps light source from rotating.
p <- ggplot() +
  geom_function_3d(
    fun = function(x, y) sin(x) * cos(y),
```

```

    xlim = c(-pi, pi), ylim = c(-pi, pi),
    fill = "steelblue", color = "steelblue", linewidth = .5) +
coord_3d(light = light(mode = "hsl", anchor = "camera",
                      direction = c(1, 1, 0))) +
theme_void()

# Simple turntable rotation
# (using small `nframes` to minimize runtime)
animate_3d(p, yaw = c(-30, 330), nframes = 12)

# Multi-segment orbit with pitch change
animate_3d(p, yaw = c(0, 720), roll = c(-90, 0, -90),
          nframes = 12, fps = 15)

# Save to file (writes to a temporary path; specify your own to keep it)
anim <- animate_3d(p, yaw = c(0, 360), nframes = 12)
anim_save_3d(anim, file.path(tempdir(), "rotating_surface.gif"))

```

anim_save_3d

Save a 3D animation to a file

Description

Saves an animation object produced by [animate_3d\(\)](#) to a file. If no animation is provided, saves the most recently rendered animation.

Usage

```
anim_save_3d(animation = NULL, filename)
```

Arguments

animation	An animation object from animate_3d() , or NULL to use the last rendered animation.
filename	Output file path.

Value

Invisibly returns the output file path (a character string). Called primarily for its side effect of copying the animation to filename.

Examples

```

p <- ggplot() +
  geom_function_3d(
    fun = function(x, y) sin(x) * cos(y),

```

```
xlim = c(-pi, pi), ylim = c(-pi, pi),
fill = "steelblue", color = "steelblue") +
coord_3d()

animate_3d(p, yaw = c(0, 360))
anim_save_3d(filename = file.path(tempdir(), "my_animation.gif"))
```

annotate_3d

Create a 3D annotation specification

Description

Defines fixed-position annotations to be embedded within a 3D layer. Annotations are depth-sorted together with the primary geometry, unlike `ggplot2::annotate()` which creates a separate layer.

Usage

```
annotate_3d(type, ...)
```

Arguments

<code>type</code>	Character string specifying the annotation type. One of "point", "text", or "segment".
<code>...</code>	Type-specific parameters. See Details.

Details

Parameters can be vectors to create multiple annotations of the same type in one call, with scalar values recycled as needed (matching `ggplot2::annotate()` behaviour).

Point annotations:

Requires `x`, `y`, `z`. Optional styling: `colour/color`, `fill`, `size`, `shape`, `alpha`, `stroke`.

Text annotations:

Requires `x`, `y`, `z`, `label`. Optional styling: `colour/color`, `size`, `alpha`, `family`, `fontface`, `hjust`, `vjust`, `angle`, `lineheight`.

Segment annotations:

Requires `x`, `y`, `z`, `xend`, `yend`, `zend`. Optional styling: `colour/color`, `linewidth`, `linetype`, `alpha`.

Value

An S3 object of class "annotate_3d".

Examples

```
p <- ggplot(mountain, aes(x, y, z)) +
  coord_3d(ratio = c(2, 3, 1),
    light = light(mode = "hsl", direction = c(-1, 0, 0)))

# Basic point annotation
p + geom_surface_3d(
  annotate = annotate_3d("point", x = .5, y = .25, z = 100,
    color = "red", size = 3))

# Vectorized: multiple points in one call
p + geom_surface_3d(
  annotate = annotate_3d("point", x = .5, y = .25, z = seq(50, 100, 5),
    color = "red", size = 3))

# Multiple annotation types
p + geom_surface_3d(
  annotate = list(
    annotate_3d("point", x = .5, y = .25, z = 100,
      color = "red", size = 3),
    annotate_3d("text", x = .5, y = .25, z = 100,
      color = "red", label = "Look here!",
      vjust = -1, fontface = "bold"),
    annotate_3d("segment", x = .5, y = .25, z = 100,
      xend = .5, yend = .25, zend = 50,
      color = "red", size = 3)))
```

camera_facing

Compute camera-facing direction for 3D text

Description

Creates a specification for camera-facing "billboard" text that will compute the appropriate facing direction for each label position.

Usage

```
camera_facing(
  coord = NULL,
  pitch = 0,
  roll = -60,
  yaw = -30,
  dist = 2,
  mode = c("plane", "point")
)
```

Arguments

coord	Optional objected created by coord_3d. If provided, coord parameters are drawn from this and the pitch, roll, yaw, dist arguments are ignored.
pitch, roll, yaw	Rotation angles in degrees, matching the values you'll use in coord_3d().
dist	Distance from viewer to center of the data cube, matching the value you'll use in coord_3d(). Default is 2. Only used when mode = "point".
mode	Character string specifying how labels should face the camera: • "plane" (default): All labels face parallel to the view plane, like billboards. This is typically easier to read. • "point": Each label faces toward the camera position. Labels at the edges will angle inward, giving perspective-correct orientation.

Details

With mode = "plane", all text labels face the same direction (parallel to the viewing plane), similar to traditional billboard rendering. This produces clean, readable labels.

With mode = "point", each label faces directly toward the camera's position in 3D space. Labels near the edges of the plot will angle inward, which is geometrically correct but can look less clean.

Since geom_text_3d() computes vertex positions before the view is known, you must specify the view parameters here and use the same values in coord_3d().

Value

A camera_facing_spec object to pass to the facing parameter of geom_text_3d().

See Also

[geom_text_3d\(\)](#) for rendering 3D text labels

Examples

```
# Parallel billboard text (default) - all labels face same direction
df <- expand.grid(x = c("H", "B"), y = c("a", "o", "u"), z = c("g", "t"))
df$label <- paste0(df$x, df$y, df$z)

ggplot(df, aes(x, y, z = z, label = label)) +
  geom_text_3d(method = "polygon",
              facing = camera_facing(pitch = 20, roll = -60, yaw = -30)) +
  coord_3d(pitch = 20, roll = -60, yaw = -30)

# Point-facing text - labels angle toward camera position
ggplot(df, aes(x, y, z = z, label = label)) +
  geom_text_3d(method = "polygon",
              facing = camera_facing(pitch = 20, roll = -60, yaw = -30,
                                    mode = "point")) +
  coord_3d(pitch = 20, roll = -60, yaw = -30)
```

coord_3d

*3D coordinate system***Description**

coord_3d is a 3D coordinate system that creates a 2D view of 3D data. This is the essential core component of any plot made with ggcube. It supports rotation, perspective projection, and options for controlling plot aspect ratios, panel selection, axis label placement, and lighting.

Usage

```
coord_3d(
  pitch = 0,
  roll = -60,
  yaw = -30,
  persp = TRUE,
  dist = 2,
  expand = TRUE,
  clip = "off",
  panels = "background",
  xlabels = "auto",
  ylabels = "auto",
  zlabels = "auto",
  title_position = c("auto", "center"),
  rotate_labels = TRUE,
  scales = "free",
  scale_depth = TRUE,
  ratio = c(1, 1, 1),
  zoom = 1,
  light = waiver(),
  ...
)
```

Arguments

roll, pitch, yaw	Rotation around x, y, and z axes, respectively, in degrees. Positive values rotate the near face of the plot "downward", "rightward", and clockwise, respectively.
persp	Logical indicating whether to apply perspective projection. When TRUE (the default), objects farther from the viewer appear smaller. When FALSE, produces an orthographic projection in which lines that are parallel in 3D space render as parallel in the plot.
dist	Distance from viewer to center of the data cube. Only used when persp = TRUE. Larger values create less perspective distortion. Default is 2. Values less than 1 are allowed but can be problematic for rendering.
expand	Logical indicating whether to expand axis ranges beyond the data range, similar to standard ggplot2 behavior. If TRUE (the default), expansion behavior can be

	controlled using standard axis scaling functions, e.g. <code>... + scale_x_continuous(expand = expansion(.5))</code> .
<code>clip</code>	Character string indicating clipping behavior. Use "off" (the default, recommended for some 3D plots) to allow drawing outside the plot panel.
<code>panels</code>	Character vector specifying which panels to render, including one or more of the following: • "background" (the default), "foreground": faces laying behind or in front of the cube's interior volume, respectively. These panels vary depending on plot rotation. • "xmin", "ymax", etc.: names of specific cube faces. • "all", "none": display the full cube or remove all faces. See cube_theming for details on panel styling, including transparency of foreground panels.
<code>xlabels, ylabels, zlabels</code>	Character strings or length-2 character vectors specifying axis label (text and title) placement. Labels are placed inline with grid lines for the selected panel face. For each axis, there are four potential panels where labels could be placed, and two potential edges for each panel. Labels can only be placed on visible faces (see <code>panels</code> argument). Each parameter accepts: • "auto" (default): Automatic edge selection based on an algorithm that prioritizes edges that are visible on the periphery of the plot and considers several attributes of face geometry for better readability. • <code>c("face1", "face2")</code>: Manual edge specification using two adjacent face names (e.g., <code>c("xmin", "ymin")</code> selects the edge shared by the <code>xmin</code> and <code>ymin</code> faces). The first face in the vector determines which face the axis labels will be aligned with, while the second face identifies which edge of this face gets labelled. Available face names are: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax". See cube_theming for details on axis label styling.
<code>title_position</code>	Character string controlling axis title placement. Currently only affects titles for internal axes (not on the plot periphery); titles for axes on the plot periphery are always centered along the axis edge. • "auto" (default): Internal axis titles are placed at the near end of the axis, outside the plot area. • "center": Internal axis titles are centered along the axis edge.
<code>rotate_labels</code>	Logical indicating whether axis labels (text and titles) should automatically rotate to align with the projected axis directions. When <code>FALSE</code> , uses theme text and title angle settings.
<code>scales</code>	Character string specifying aspect ratio behavior: • "free" (default): Each axis scales independently to fill cube space, then ratio applies to standardized coordinates. This gives maximum visual range for each dimension. • "fixed": Maintains proportional relationships in raw data values, as scaled by ratio. Similar to <code>coord_fixed()</code> but for 3D (visual ratios match the labeled axis ranges).

scale_depth	Controls how axis-related elements scale with viewing distance under perspective projection, in which objects nearer the viewer are drawn larger. Accepts: • TRUE (default) or FALSE: full depth scaling, or none. • A single number: applied to every element. 1 is the default strength, 0 disables scaling, values below 1 subdue the effect and values above 1 exaggerate it. Negative values are an error. • A named numeric vector, to set elements individually. Names are "grid" (panel gridlines), "border" (cube edges), and "text" (axis tick labels), after the theme elements they govern. Unnamed elements keep their default. Strength s maps a depth factor d to d^s, so the effect scales geometrically and never produces a non-positive size. This affects axis-related elements only; layers have their own <code>scale_depth</code> parameters. Axis titles are never depth-scaled, since a single title has no series of sizes to read as perspective. Has no effect when <code>persp = FALSE</code>, where all depth factors are 1.
ratio	Numeric vector of length 3 specifying relative axis lengths as $c(x, y, z)$. Defaults to $c(1, 1, 1)$ for equal proportions. • With <code>scales = "free"</code>: Ratios apply to scaled cube coordinates • With <code>scales = "fixed"</code>: Ratios apply to original data coordinates
zoom	Numeric value controlling the framing of the plot. Values greater than 1 zoom in (tighter framing, may crop edges), values less than 1 zoom out (more whitespace around the plot). Default is 1.
light	Lighting specification for the plot. Usually left unset: add <code>light()</code> to the plot instead, which is the recommended way to set plot-level lighting and can appear anywhere in the plot expression. Supplying <code>light</code> here as well as adding <code>light()</code> to the plot is an error. Use NULL to disable lighting, or <code>light("none")</code> for an equivalent lighting object.
...	Additional arguments reserved for internal use.

Value

A Coord object that can be added to a ggplot.

See Also

[light\(\)](#) for lighting specification, [cube_theming](#) for panel and text styling, [polygon_params](#) for 3D-related parameters for polygon layers.

Examples

```
# base plot used in examples
p <- ggplot() +
  geom_function_3d(
    aes(fill = after_stat(z), color = after_stat(z)),
    fun = function(x, y) sin(x) * cos(y),
    xlim = c(-pi, pi), ylim = c(-pi, pi), n = 50) +
  light("direct", contrast = .7) +
  scale_fill_viridis_c() +
```

```

    scale_color_viridis_c() +
    theme(legend.position = "none")

# 3D plot with default coord settings
p + coord_3d()

# Use `pitch`, `roll`, `yaw` to control plot rotation -----

# zero rotation gives view from x-y face
p + coord_3d(pitch = 0, roll = 0, yaw = 0)

# pitch rotates plot around y axis
p + coord_3d(pitch = 30, roll = 0, yaw = 0)

# roll rotates plot around x axis
p + coord_3d(pitch = 0, roll = 30, yaw = 0)

# yaw rotates plot around z axis
p + coord_3d(pitch = 0, roll = 0, yaw = 30)

# combine them to achieve arbitrary rotations
p + coord_3d(pitch = 20, roll = 40, yaw = 60)

# Use `persp` and `dist` to control perspective effects -----

# strong perspective effect as if seen from very close
p + coord_3d(dist = 1)

# weaker perspective effects as if seen from far away
p + coord_3d(dist = 3)

# orthographic projection (`dist = Inf` would be equivalent but it errors)
p + coord_3d(persp = FALSE)

# Use `scales` and `ratio` to control aspect ratio -----

# The default "free" scales shown above give cube with maximum visual range.
# Use "fixed" scales to make figure match data scales, like coord_fixed.
p + coord_3d(scales = "fixed")

# Custom aspect ratios: make y twice as long visually
p + coord_3d(scales = "free", ratio = c(1, 2, 1))

# Combine behaviors: fix scales and make y twice as long
p + coord_3d(scales = "fixed", ratio = c(1, 2, 1))

# Use `panels` to select which cube faces to render -----

```

```

p + coord_3d(panels = c("xmin", "xmax", "zmax"))

# foreground panels default to 20% opaque (can be styled using `theme()`
p + coord_3d(panels = "all")

# Use label params to control axis text placement and rotation -----

p + coord_3d(xlabels = c("ymax", "zmax"),
             zlabels = c("xmax", "ymin"))

p + coord_3d(rotate_labels = FALSE)

```

cube_theming

Using themes to style 3D panels and axis labels

Description

In `ggcube`, standard `ggplot2` themes generally influence 3D plots as expected, including adding complete themes like `ggplot2::theme_dark()` and modifying theme elements like `theme(panel.background = element_rect())`. However, `ggcube` also provides additional theme elements that control 3D-specific styling of panels and labels.

Text elements

- `axis.text.z`: Styling for z-axis tick labels (inherits from `axis.text`)
- `axis.title.z`: Styling for z-axis title (inherits from `axis.title`)
- `axis.text`, `axis.title`: Standard styling with `element_text()`.

Use `element_text(margin = margin(...))` to adjust text padding, with left/right margins affecting axis text and top/bottom margins affecting axis titles; since placement and justification of these elements varies dynamically, no distinction is made between left and right margins, or between top and bottom margins – you can set either, and the maximum of the two will be used.

Axis ticks

- `axis.ticks.z`: Styling for z-axis ticks (inherits from `axis.ticks`)
- `axis.ticks`, `axis.ticks.x`, `axis.ticks.y`: Standard styling with `element_line()`.
- `axis.ticks.length`, `axis.ticks.length.x/y/z`: Tick length.

Ticks are 3D geometry rather than screen-space annotation: each one continues its gridline past the cube edge, and is projected like everything else. They therefore foreshorten with the view, and a tick pointing away from the viewer is drawn shorter than one lying across it.

Because of this, `axis.ticks.length` is an upper bound rather than an exact length. It is calibrated so that a tick along the least foreshortened axis renders at the requested size, with ticks along the

other axes coming in shorter. Tick length does not vary with axis ratio; a stretched axis gets the same ticks as a compressed one.

As in 2D `ggplot2`, `axis.ticks.length` also contributes to the spacing between the cube and the axis text, whether or not ticks are drawn. Setting `axis.ticks = element_blank()` removes the ticks but leaves that spacing intact; set `axis.ticks.length = unit(0, "pt")` to close the gap as well. Negative lengths point ticks inward, and do not displace the axis text.

Panel elements

- `panel.foreground`: Styling for cube faces rendered in front of data (inherits from `panel.background`). Foreground panels default to 20% opacity to keep them from obscuring the data; this can be overridden by setting `alpha` on either `panel.foreground` or `panel.background`.
- `panel.border.foreground`: Styling for cube faces rendered in front of data (inherits from `panel.border`)
- `panel.grid.foreground`: Styling for grid lines on foreground faces (inherits from `panel.grid`)
- `panel.grid.major.foreground`: Major grid lines on foreground faces (inherits from `panel.grid.foreground`)

Background panels use standard `panel.background`, `panel.border`, `panel.grid`, etc., while foreground panels use the `*.foreground` variants listed above. Since the foreground elements inherit from the standard background and grid elements, you can use `panel.background`, etc. to style both background and foreground faces simultaneously. This also extends to `alpha` set via the enhanced `element_rect()` below: setting `alpha` on `panel.background` will tint both background and foreground panels (overriding the foreground's 20% default), unless an explicit `alpha` is also set on `panel.foreground`.

Depth scaling

Under perspective projection, gridlines, borders, ticks, and axis text are (by default) sized by their distance from the viewer. An element at the center of the cube renders at exactly the size the theme specifies, with nearer elements drawn larger and farther ones smaller. Axis titles are never scaled this way, and orthographic plots are unaffected. You can use `coord_3d(scale_depth = )` to reduce or disable the depth-scaling effect, per element or globally.

Enhanced elements

- `element_rect()` extends `ggplot2::element_rect()` by adding an `alpha` parameter for transparency effects on `coord_3d()`'s foreground and background panels.

Examples

```
# example code
p <- ggplot(sphere_points, aes(x, y, z)) +
  geom_hull_3d() +
  coord_3d(panels = "all") +
  theme(panel.background = element_rect(color = "black"),
        panel.border = element_rect(color = "black"),
        panel.foreground = element_rect(alpha = .3),
        panel.grid.foreground = element_line(color = "gray", linewidth = .25),
        axis.text = element_text(color = "darkblue"),
        axis.text.z = element_text(color = "darkred"),
```

```
axis.title = element_text(margin = margin(t = 30)), # add padding
axis.title.x = element_text(color = "magenta"))
```

element_rect

Enhanced rectangle element with alpha support

Description

This function extends `ggplot2::element_rect()` to support transparency via an `alpha` parameter, which is attached to the returned element as an R attribute (`"ggcube_alpha"`). The attribute survives `ggplot2`'s theme inheritance machinery, so the `alpha` value set here is available to the renderer at draw time. The `alpha` parameter is consumed only by `coord_3d()`'s panel rendering and has no effect on other theme elements.

Usage

```
element_rect(fill = NULL, alpha = NA, ...)
```

Arguments

<code>fill</code>	Fill colour for the rectangle.
<code>alpha</code>	Transparency level applied to the fill of foreground or background panels in <code>coord_3d()</code> , ranging from 0 (completely transparent) to 1 (completely opaque). For <code>panel.foreground</code> , the <code>alpha</code> resolves in order: an explicit value here, then <code>alpha</code> inherited from <code>panel.background</code> , then a default of 0.2. For <code>panel.background</code> , an explicit value is used directly; otherwise the panel is fully opaque. Has no effect on other theme elements or in plots without a 3D coordinate system.
<code>...</code>	Additional arguments passed to element_rect , such as <code>colour</code> , <code>linewidth</code> , <code>linetype</code> , and <code>inherit.blank</code> .

Value

A `ggplot2::element_rect` theme element with an attached `"ggcube_alpha"` attribute.

See Also

[element_rect](#) for the original function, [coord_3d](#) for 3D coordinate systems that utilize foreground panels

Examples

```
# Basic 3D plot with semi-transparent foreground panels
ggplot(mountain, aes(x, y, z)) +
  stat_surface_3d(fill = "darkblue", color = "lightblue", linewidth = .1) +
  coord_3d(panels = c("background", "ymin")) +
  theme(panel.foreground = element_rect(alpha = 0.6))
```

```
# Completely transparent foreground panels
ggplot(mtcars, aes(mpg, wt, qsec)) +
  geom_point() +
  coord_3d(panels = "all") +
  theme(panel.border = element_rect(color = "black"),
        panel.foreground = element_rect(fill = "blue", alpha = 0))
```

geom_bar_3d

3D bar chart with automatic counting or binning

Description

Creates 3D bar charts by automatically counting discrete data or binning continuous data. This is the 3D analogue of `ggplot2::geom_bar()` and `ggplot2::geom_histogram()`.

Usage

```
geom_bar_3d(
  mapping = NULL,
  data = NULL,
  stat = StatBar3D,
  position = "identity",
  ...,
  bins = 10,
  binwidth = NULL,
  drop = TRUE,
  width = 1,
  faces = "all",
  light = NULL,
  cull_backfaces = TRUE,
  sort_method = NULL,
  scale_depth = TRUE,
  force_convex = FALSE,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

```
stat_bar_3d(
  mapping = NULL,
  data = NULL,
  geom = GeomPolygon3D,
  position = "identity",
  ...,
  bins = 10,
  binwidth = NULL,
```

```

drop = TRUE,
width = 1,
faces = "all",
light = NULL,
cull_backfaces = TRUE,
sort_method = NULL,
scale_depth = TRUE,
force_convex = FALSE,
na.rm = FALSE,
show.legend = NA,
inherit.aes = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> .
data	The data to be displayed in this layer.
stat	The statistical transformation to use. Defaults to <code>StatBar3D</code> .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like <code>colour</code> , <code>fill</code> , <code>linewidth</code> , <code>annotate = annotate_3d(...)</code> , etc.
bins	Number of bins in each dimension. Either a single value (used for both x and y) or a vector of length 2 giving <code>c(bins_x, bins_y)</code> . Default is 10. Ignored for discrete variables.
binwidth	Bin width in each dimension. Either a single value or a vector of length 2 giving <code>c(binwidth_x, binwidth_y)</code> . If provided, overrides <code>bins</code> . Ignored for discrete variables.
drop	If TRUE (the default), empty bins/combinations are not rendered. If FALSE, empty bins render as zero-height columns.
width	Column width as a fraction of bin spacing. Either a single value (used for both x and y) or a vector of length 2 giving <code>c(width_x, width_y)</code> . Default is 1.0 (columns touch). Use values less than 1 for gaps between columns.
faces	Character vector specifying which faces to render. Options: • "all" (default): Render all 6 faces • "none": Render no faces • Vector of face names: <code>c("zmax", "xmin", "ymax")</code>, etc. Valid face names: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax". Note that this setting acts jointly with backface culling, which removes faces whose interior faces the viewer – e.g., when <code>cull_backfaces = TRUE</code> and <code>faces = "all"</code> (the default), only front faces are rendered.
light	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.

cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use coord_3d(scale_depth =) for gridlines, cube borders, axis ticks, and axis text.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
geom	The geometric object used to display the data. Defaults to GeomPolygon3D.

Details

The stat automatically detects whether x and y are discrete or continuous:

- **Both discrete:** Counts occurrences of each (x, y) combination
- **Both continuous:** Performs 2D binning (like a 3D histogram)
- **Mixed:** Bins the continuous axis while preserving discrete groups

For pre-computed bar heights, use [geom_col_3d\(\)](#) instead.

Value

A Layer object that can be added to a ggplot.

Aesthetics

stat_bar_3d() requires the following aesthetics:

- **x:** X coordinate
- **y:** Y coordinate

And optionally understands:

- **weight:** Observation weights for counting

Computed variables

These variables can be used with `after_stat()` to map to aesthetics:

- `count`: Number of observations in each bin (default for `z`)
- `proportion`: Count divided by total count (sums to 1)
- `ncount`: Count scaled to maximum of 1
- `density`: Count divided by (total count $\times$ bin area); integrates to 1 for continuous data
- `ndensity`: Density scaled to maximum of 1

See Also

[geom_col_3d\(\)](#) for pre-computed heights, [coord_3d\(\)](#) for 3D coordinate systems, [light\(\)](#) for lighting specifications.

Examples

```
# Discrete x and y: count combinations
d_discrete <- data.frame(
  x = sample(letters[1:4], 200, replace = TRUE),
  y = sample(LETTERS[1:3], 200, replace = TRUE)
)
ggplot(d_discrete, aes(x, y)) +
  geom_bar_3d() +
  coord_3d()

# Continuous x and y: 2D histogram
d_cont <- data.frame(x = rnorm(1000), y = rnorm(1000))
ggplot(d_cont, aes(x, y)) +
  geom_bar_3d() +
  coord_3d()

# Mixed: one discrete, one continuous
d_mixed <- data.frame(
  group = rep(c("A", "B", "C"), each = 100),
  value = c(rnorm(100, 2), rnorm(100, 1, 2), rnorm(100, 0))
)
ggplot(d_mixed, aes(x = group, y = value, fill = group)) +
  geom_bar_3d(bins = 20, width = c(.5, 1)) +
  coord_3d(scales = "fixed", ratio = c(1, 1, .1))

# Use density instead of count for z
ggplot(d_mixed,
  aes(x = group, y = value, z = after_stat(density))) +
  geom_bar_3d(bins = 20, width = c(.5, 1)) +
  coord_3d()

# Show empty bins with drop = FALSE
ggplot(d_cont, aes(x, y)) +
  geom_bar_3d(drop = FALSE) +
  coord_3d()
```

geom_col_3d*3D columns from grid data*

Description

Creates 3D columns (rectangular prisms) from grid data in which x and y fall on a regular grid. Works with both complete and sparse grid data. Each data point becomes a rectangular 3D column extending from a base level to the data value.

Usage

```
geom_col_3d(  
  mapping = NULL,  
  data = NULL,  
  stat = StatCol3D,  
  position = "identity",  
  ...,  
  width = 1,  
  faces = "all",  
  zmin = NULL,  
  light = NULL,  
  cull_backfaces = TRUE,  
  sort_method = NULL,  
  scale_depth = TRUE,  
  force_convex = FALSE,  
  na.rm = FALSE,  
  show.legend = NA,  
  inherit.aes = TRUE  
)
```

```
stat_col_3d(  
  mapping = NULL,  
  data = NULL,  
  geom = GeomPolygon3D,  
  position = "identity",  
  ...,  
  width = 1,  
  faces = "all",  
  zmin = NULL,  
  light = NULL,  
  cull_backfaces = TRUE,  
  sort_method = NULL,  
  scale_depth = TRUE,  
  force_convex = FALSE,  
  na.rm = FALSE,  
  show.legend = NA,  
  inherit.aes = TRUE
```

)

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> .
data	The data to be displayed in this layer.
stat	The statistical transformation to use on the data. Defaults to <code>StatCol3D</code> .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like <code>colour</code> , <code>fill</code> , <code>linewidth</code> , <code>annotate = annotate_3d(...)</code> , etc.
width	Numeric value controlling box width as a fraction of grid spacing. Default is 1.0 (volumes touch each other). Use 0.8 for small gaps, 1.2 for overlap. Grid spacing is determined automatically using <code>ggplot2::resolution()</code>
faces	Character vector specifying which faces to render. Options: • "all" (default): Render all 6 faces • "none": Render no faces • Vector of face names: <code>c("zmax", "xmin", "ymax")</code>, etc. Valid face names: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax". Note that this setting acts jointly with backface culling, which removes faces whose interior faces the viewer – e.g., when <code>cull_backfaces = TRUE</code> and <code>faces = "all"</code> (the default), only front faces are rendered.
zmin	Base level for all columns. When provided as a parameter, overrides any <code>zmin</code> aesthetic mapping. If <code>NULL</code> (the default), uses the <code>zmin</code> aesthetic if mapped, otherwise defaults to 0.
light	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or <code>NULL</code> to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: <code>FALSE</code> for open surface-type geometries, <code>TRUE</code> for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. <code>TRUE</code> (the default) applies full scaling and <code>FALSE</code> disables it; a number sets the strength directly, where 1 matches <code>TRUE</code> , 0 matches <code>FALSE</code> , values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.

<code>force_convex</code>	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
<code>na.rm</code>	If FALSE, missing values are removed.
<code>show.legend</code>	Logical indicating whether this layer should be included in legends.
<code>inherit.aes</code>	If FALSE, overrides the default aesthetics.
<code>geom</code>	The geometric object used to display the data. Defaults to <code>GeomPolygon3D</code> .

Details

This is analogous to `ggplot2::geom_col()` for 3D plots. For automatic counting or binning, see `geom_bar_3d()`.

Note that column geometries often require pairwise depth sorting for correct rendering. This is the default for smaller data sets, but not for larger data sets due to compute speed; in those cases you may wish to manually specify `sort_method = "pairwise"` for good results.

Value

A Layer object that can be added to a ggplot.

Aesthetics

`stat_col_3d()` requires the following aesthetics:

- **x**: X coordinate (grid position)
- **y**: Y coordinate (grid position)
- **z**: Z coordinate (column top height)

And optionally understands:

- **zmin**: Base level for each column (can be overridden by the `zmin` parameter)

Computed variables

- `normal_x`, `normal_y`, `normal_z`: Face normal components
- `col_id`: Sequential column number
- `face_type`: Face name ("zmax", "xmin", etc.)

See Also

`geom_bar_3d()` for automatic counting/binning, `stat_surface_3d()` for smooth surface rendering, `coord_3d()` for 3D coordinate systems, `light()` for lighting specifications.

Examples

```
# Basic 3D bar chart from regular grid
# (columns extend from z=0 by default)
d <- expand.grid(x = 1:5, y = 1:5)
d$z <- d$x + d$y + rnorm(25, 0, 0.5)
ggplot(d, aes(x, y, z)) +
  geom_col_3d() +
  coord_3d()

# Set uniform base level using `zmin` parameter
ggplot(d, aes(x, y, z)) +
  geom_col_3d(aes(fill = z), color = "white",
             zmin = 5) +
  coord_3d()

# Set variable base levels using `zmin` aesthetic
d$base_level <- runif(nrow(d), -5, 1)
ggplot(d, aes(x, y, z = z, zmin = base_level)) +
  geom_col_3d(color = "black") +
  coord_3d()

# Show only a subset of column faces
ggplot(d, aes(x, y, z)) +
  geom_col_3d(faces = c("zmax", "ymin"),
             cull_backfaces = FALSE,
             fill = "steelblue", color = "black") +
  coord_3d()

# With gaps between columns
ggplot(d, aes(x, y, z)) +
  geom_col_3d(color = "black", width = 0.6) +
  coord_3d()
```

geom_contour_3d

Contours of a 3D surface

Description

Renders a surface as stacked horizontal contour bands. Each contour band is a polygon placed at its corresponding z-level.

Usage

```
geom_contour_3d(
  mapping = NULL,
  data = NULL,
  stat = "surface_3d",
  position = "identity",
```

```

    ...,
    bins = 20,
    binwidth = NULL,
    breaks = NULL,
    cull_backfaces = FALSE,
    sort_method = "pairwise",
    scale_depth = TRUE,
    force_convex = FALSE,
    light = NULL,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

stat_contour_3d(
  mapping = NULL,
  data = NULL,
  geom = "contour_3d",
  position = "identity",
  ...,
  bins = 20,
  binwidth = NULL,
  breaks = NULL,
  cull_backfaces = FALSE,
  sort_method = "pairwise",
  scale_depth = TRUE,
  force_convex = FALSE,
  light = NULL,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by aes() .
data	Point grid data with x, y, z coordinates.
stat	Statistical transformation. Defaults to "surface_3d".
position	Position adjustment, defaults to "identity".
...	Other arguments passed to the layer.
bins	Number of contour levels. Default is 20. Ignored if breaks or binwidth is provided.
binwidth	Width of each contour band. Overrides bins if provided.
breaks	Numeric vector specifying exact contour break points. Overrides both bins and binwidth if provided.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic

	reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
light	A lighting specification object created by light() , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
geom	Geometry function used to display the data. Defaults to "surface_3d".

Details

This geom takes point grid data (like that produced by [stat_surface_3d\(\)](#), [stat_function_3d\(\)](#), [stat_smooth_3d\(\)](#), or [stat_density_3d\(\)](#)) and converts it to filled contour polygons using the `isoband` package.

Value

A Layer object that can be added to a ggplot.

Aesthetics

`geom_contour_3d()` requires:

x, y, z Point coordinates forming a regular grid

And understands these additional aesthetics:

fill Band fill color. For automatic coloring by elevation, use `aes(fill = after_stat(z))`. Default is "grey60".

colour Band border color (default: "grey30")

alpha Transparency

linewidth Border width (default: 0.1)

linetype Border line type

Computed variables

Each contour band is placed at its corresponding z-level (the upper boundary of the band). To color by elevation, use `aes(fill = after_stat(z))`.

See Also

`geom_surface_3d()` for continuous surface rendering, `geom_ridgeline_3d()` for cross-sectional ridgeline rendering, `stat_function_3d()` for mathematical function surfaces, `stat_smooth_3d()` for fitted model surfaces, `coord_3d()` for 3D coordinate systems, `ggplot2::geom_contour_filled()` for the 2D equivalent.

Examples

```
# Basic usage with volcano data
ggplot(mountain, aes(x, y, z)) +
  geom_contour_3d(color = "white", fill = "black") +
  coord_3d(light = "none", ratio = c(1.5, 2, 1))

# Map fill to elevation and customize number of levels
ggplot(mountain, aes(x, y, z, fill = after_stat(z))) +
  geom_contour_3d(bins = 12, color = "white") +
  scale_fill_viridis_c() +
  coord_3d(light = "none", ratio = c(1.5, 2, 1))

# Specify exact breaks
ggplot(mountain, aes(x, y, z, fill = after_stat(z))) +
  geom_contour_3d(breaks = seq(0, 200, by = 5)) +
  scale_fill_viridis_c() +
  coord_3d(light = "none")

# With stat_density_3d
ggplot(faithful, aes(eruptions, waiting)) +
  stat_density_3d(geom = "contour_3d",
    sort_method = "pairwise") +
  coord_3d()

# With stat_function_3d
ggplot() +
  stat_function_3d(
    fun = function(x, y) sin(x) * cos(y),
    xlim = c(-pi, pi), ylim = c(-pi, pi),
    geom = "contour_3d",
    bins = 50, color = "black"
  ) +
  scale_fill_viridis_c(option = "B") +
  coord_3d(light = "none")
```

geom_density_3d	<i>3D surface from 2D density estimate</i>
-----------------	--

Description

A 3D version of `ggplot2::stat_density_2d()`. Creates surfaces from 2D point data using kernel density estimation. The density values become the z-coordinates of the surface, allowing visualization of data concentration as peaks and valleys in 3D space.

Usage

```
geom_density_3d(
  mapping = NULL,
  data = NULL,
  stat = "density_3d",
  position = "identity",
  ...,
  grid = "rectangle",
  n = 40,
  direction = "x",
  trim = TRUE,
  h = NULL,
  adjust = 1,
  pad = 0.1,
  min_ndensity = 0,
  light = NULL,
  cull_backfaces = FALSE,
  sort_method = NULL,
  force_convex = FALSE,
  scale_depth = TRUE,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

```
stat_density_3d(
  mapping = NULL,
  data = NULL,
  geom = "surface_3d",
  position = "identity",
  ...,
  grid = "rectangle",
  n = 40,
  direction = "x",
  trim = TRUE,
  h = NULL,
  adjust = 1,
```

```

    pad = 0.1,
    min_ndensity = 0,
    light = NULL,
    cull_backfaces = FALSE,
    sort_method = NULL,
    force_convex = FALSE,
    scale_depth = TRUE,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

```

Arguments

mapping	Set of aesthetic mappings created by aes() . This stat requires x and y aesthetics. By default, fill is mapped to <code>after_stat(density)</code> and z is mapped to <code>after_stat(density)</code> .
data	The data to be displayed in this layer. Must contain x and y columns with point coordinates.
stat	The statistical transformation to use on the data. Defaults to <code>StatDensity3D</code> .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like colour, fill, linewidth, <code>annotate = annotate_3d(...)</code> , etc.
grid, n, direction, trim	Parameters determining the geometry, resolution, and orientation of the surface grid. See grid_generation for details.
h	Bandwidth vector. If NULL (default), uses automatic bandwidth selection via <code>MASS::bandwidth.nrd()</code> . Can be a single number (used for both dimensions) or a vector of length 2 for different bandwidths in x and y directions.
adjust	Multiplicative bandwidth adjustment factor. Values greater than 1 produce smoother surfaces; values less than 1 produce more detailed surfaces. Default is 1.
pad	Proportional range expansion factor. The computed density grid extends this proportion of the raw data range beyond each data limit. Default is 0.1.
min_ndensity	Lower cutoff for normalized density (computed variable <code>ndensity</code> described below), below which to filter out results. This is particularly useful for removing low-density corners of rectangular density grids when density surfaces are shown for multiple groups, as in the example below. Default is 0 (no filtering).
light	A lighting specification object created by light() , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom_*_3d()</code> functions, which takes precedence.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic

	reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use coord_3d(scale_depth =) for gridlines, cube borders, axis ticks, and axis text.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
geom	The geometric object used to display the data. Defaults to GeomPolygon3D.

Value

A Layer object that can be added to a ggplot.

Aesthetics

stat_density_3d() requires the following aesthetics from input data:

- **x**: X coordinate of data points
- **y**: Y coordinate of data points

And optionally understands:

- **group**: Grouping variable for computing separate density surfaces
- Additional aesthetics are passed through for surface styling

Computed variables specific to StatDensity3D

- **density**: The kernel density estimate at each grid point
- **ndensity**: Density estimate scaled to maximum of 1 within each group
- **count**: Density estimate × number of observations in group (expected count)
- **n**: Number of observations in each group

Grouping

When aesthetics like colour or fill are mapped to categorical variables, `stat_density_3d()` computes separate density surfaces for each group, just like `stat_density_2d()`. Each group gets its own density calculation with proper count and n values.

Computed variables

The following computed variables are available via `after_stat()`:

- `x`, `y`, `z`: Grid coordinates and function values
- `normal_x`, `normal_y`, `normal_z`: Surface normal components
- `slope`: Gradient magnitude from surface calculations
- `aspect`: Direction of steepest slope from surface calculations
- `dzdx`, `dzdy`: Partial derivatives from surface calculation

See Also

[ggplot2::stat_density_2d\(\)](#) for 2D density contours, [stat_surface_3d\(\)](#) for surfaces from existing grid data, [light\(\)](#) for lighting specifications, [coord_3d\(\)](#) for 3D coordinate systems.

Examples

```
# Basic density surface from scattered points
p <- ggplot(faithful, aes(eruptions, waiting)) +
  coord_3d() +
  scale_fill_viridis_c()
p + geom_density_3d() + guides(fill = guide_colorbar_3d())

# Specify alternative grid geometry and light model
p + geom_density_3d(grid = "equilateral", n = 30, direction = "y",
  light = light("direct"),
  color = "white", linewidth = .1) +
  guides(fill = guide_colorbar_3d())

# Color by alternative density metric
p + geom_density_3d(aes(fill = after_stat(count)))

# Adjust bandwidth for smoother or more detailed surfaces
p + geom_density_3d(adjust = 0.5, n = 100, color = "white") # More detail
p + geom_density_3d(adjust = 2, color = "white") # Smoother

# As contour plot instead of default surface plot
p + stat_density_3d(geom = "contour_3d", light = "none",
  color = "black", bins = 25,
  sort_method = "pairwise")

# Multiple density surfaces by group,
# using normalized density to equalize peak heights
```

```

ggplot(iris, aes(Petal.Length, Sepal.Length, fill = Species)) +
  geom_density_3d(aes(z = after_stat(ndensity), group = Species),
    color = "black", alpha = .7, light = NULL) +
  coord_3d()

# Same, but with extra padding to remove edge effects and
# with density filtering to remove rectangular artifacts
ggplot(iris, aes(Petal.Length, Sepal.Length, fill = Species)) +
  geom_density_3d(aes(z = after_stat(ndensity)),
    pad = .3, min_ndensity = .001,
    color = "black", alpha = .7, light = NULL) +
  coord_3d(ratio = c(3, 3, 1))

```

geom_hull_3d

3D convex and alpha hulls

Description

Turns 3D point clouds into surface hulls consisting of triangular polygons, using either convex hull or alpha shape algorithms.

Usage

```

geom_hull_3d(
  mapping = NULL,
  data = NULL,
  stat = StatHull3D,
  position = "identity",
  ...,
  method = "convex",
  radius = NULL,
  singular = FALSE,
  light = NULL,
  cull_backfaces = TRUE,
  sort_method = NULL,
  scale_depth = TRUE,
  inherit.aes = TRUE,
  show.legend = TRUE
)

```

```

stat_hull_3d(
  mapping = NULL,
  data = NULL,
  geom = GeomPolygon3D,
  position = "identity",

```

```

...,
method = "convex",
radius = NULL,
singular = FALSE,
light = NULL,
cull_backfaces = TRUE,
sort_method = NULL,
scale_depth = TRUE,
inherit.aes = TRUE,
show.legend = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by aes() . The required aesthetics are x, y, and z. Additional aesthetics can use computed variables with ggplot2::after_stat() .
data	The data to be displayed in this layer.
stat	The statistical transformation to use on the data. Defaults to StatHull3D.
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use position_on_face() .
...	Other arguments passed on to the layer function (typically GeomPolygon3D), such as aesthetics like colour, fill, linewidth, <code>annotate = annotate_3d(...)</code> , etc.
method	Triangulation method. Either: • "convex": Convex hull triangulation (default). Requires the geometry package. • "alpha": Alpha shape triangulation (can capture non-convex topologies)
radius	The "alpha" parameter when alpha method is used. A face is included in the resulting alpha shape if it can be "exposed" by a sphere of this radius. If NULL (the default), a simple heuristic based on the data scale is used to calculate a radius value. Note that alpha shapes are quite sensitive to the coordinate scales of your data. See Details section.
singular	Whether to include "singular" faces when method = "alpha". These are faces that do not bound any enclosed volume, appearing as isolated sheets dangling from the surface, and are usually a sign that radius is slightly too small. Because they enclose nothing, they have no well-defined outward direction: their lighting is arbitrary and they are never culled. Defaults to FALSE.
light	A lighting specification object created by light() , light("none") or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the light argument of geom*_3d() functions, which takes precedence.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where

	backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use coord_3d(scale_depth =) for gridlines, cube borders, axis ticks, and axis text.
inherit.aes	If FALSE, overrides the default aesthetics.
show.legend	Logical indicating whether this layer should be included in legends.
geom	The geometric object used to display the data. Defaults to GeomPolygon3D.

Value

A Layer object that can be added to a ggplot.

Grouping

Hulls respect ggplot2 grouping aesthetics. To create separate hulls for different subsets of your data, use aes(group = category_variable) or similar grouping aesthetics. Each group will get its own independent hull.

Alpha scale sensitivity

Alpha shape method is highly sensitive to coordinate scales. radius is expressed in data units, so a value that works for data scaled 0-1 will likely fail for data scaled 0-1000. Guidelines for choosing radius:

- Start at a small fraction of your data's overall extent and adjust based on results
- For data with mixed scales (e.g., x: 0-1, y: 0-1000), consider rescaling your data first
- Larger radius values → smoother, more connected surfaces
- Smaller radius values → more detailed surfaces, but may fragment
- If you get no triangles, try increasing radius by 10x
- If surface fills unwanted holes, try decreasing radius by 10x

Aesthetics

stat_hull_3d() requires the following aesthetics:

- **x**: X coordinate
- **y**: Y coordinate
- **z**: Z coordinate

Computed variables

- normal_x, normal_y, normal_z: Surface normal components

See Also

[coord_3d\(\)](#) for 3D coordinate systems, [geom_polygon_3d](#) for the default geometry with depth sorting, [light\(\)](#) for lighting specifications.

Examples

```
# A solid torus: a shape whose hole a convex hull cannot represent
set.seed(1)
n <- 2000
theta <- runif(n, 0, 2 * pi) # position around the ring
phi <- runif(n, 0, 2 * pi)   # position around the tube
rho <- sqrt(runif(n))        # distance from the tube center
torus <- data.frame(
  x = (3 + rho * cos(phi)) * cos(theta),
  y = (3 + rho * cos(phi)) * sin(theta),
  z = rho * sin(phi)
)

# Convex hull: the hole is bridged over
ggplot(torus, aes(x, y, z)) +
  geom_hull_3d(method = "convex", fill = "gray40") +
  coord_3d(scales = "fixed")

# Alpha shape: the hole is preserved

ggplot(torus, aes(x, y, z)) +
  geom_hull_3d(method = "alpha", radius = 0.6, fill = "gray40") +
  coord_3d(scales = "fixed")

# Use `cull_backfaces = FALSE` to render far side of hull

ggplot(torus, aes(x, y, z)) +
  geom_hull_3d( # default culling for comparison
    method = "alpha", radius = 0.6, light = NULL,
    fill = "steelblue", color = "darkred", linewidth = .5, alpha = .5) +
  geom_hull_3d( # culling disabled
    aes(x = x + 9), cull_backfaces = FALSE,
    method = "alpha", radius = 0.6, light = NULL,
    fill = "steelblue", color = "darkred", linewidth = .5, alpha = .5) +
  coord_3d(scales = "fixed")

# Use grouping to build separate hulls for data subsets
ggplot(iris, aes(Petal.Length, Sepal.Length, Sepal.Width,
  color = Species, fill = Species)) +
  geom_hull_3d() +
  coord_3d(scales = "fixed")
```

geom_path_3d

*3D paths connecting observations***Description**

Connects observations in 3D space in the order they appear in the data. It converts path data into individual segments for proper depth sorting while maintaining the appearance of connected paths. Each path is divided into segments that can be depth-sorted independently.

Usage

```
geom_path_3d(
  mapping = NULL,
  data = NULL,
  stat = StatPath3D,
  position = "identity",
  ...,
  sort_method = "painter",
  scale_depth = TRUE,
  arrow = NULL,
  lineend = "butt",
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)

stat_path_3d(
  mapping = NULL,
  data = NULL,
  geom = GeomSegment3D,
  position = "identity",
  ...,
  sort_method = "painter",
  scale_depth = TRUE,
  arrow = NULL,
  lineend = "butt",
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> . Requires x, y, z coordinates. Grouping aesthetics determine separate paths.
data	The data to be displayed in this layer.

stat	The statistical transformation to use on the data. Defaults to "path_3d".
position	Position adjustment, defaults to "identity".
...	Other arguments passed on to <code>ggplot2::layer()</code> .
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls depth-based scaling, drawing closer elements larger or thicker and farther ones smaller or thinner. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for panel and axis components.
arrow	Specification for arrow heads, created by <code>arrow()</code> .
lineend	Line end style, one of "round", "butt", "square".
na.rm	If FALSE, missing values are removed with a warning.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
geom	The geometric object used to display the data. Defaults to "segment_3d".

Value

A Layer object that can be added to a ggplot.

Aesthetics

`geom_path_3d()` understands the following aesthetics:

- **x, y, z:** Coordinates (required)
- **group:** Grouping variable to create separate paths
- **colour:** Line color
- **linewidth:** Line width (gets depth-scaled when `scale_depth = TRUE`)
- **linetype:** Line type
- **alpha:** Transparency

Computed variables for StatSegment3D

- **x, y, z:** Start coordinates of each segment
- **xend, yend, zend:** End coordinates of each segment
- **group:** Hierarchical group identifier preserving original grouping

Grouping

Multiple paths are created based on grouping aesthetics (group, colour, etc.). Each group forms a separate path, and segments from different paths can be interleaved during depth sorting for proper 3D rendering.

See Also

[geom_segment_3d\(\)](#) for individual segments.

Examples

```
library(ggplot2)

x <- seq(0, 20*pi, pi/16)
spiral <- data.frame(
  x = x,
  y = sin(x),
  z = cos(x))

# Basic path
ggplot(spiral, aes(x, y, z)) +
  geom_path_3d() +
  coord_3d()

# With aesthetic coloring
ggplot(spiral, aes(x, y, z, color = y)) +
  geom_path_3d(linewidth = 1, lineend = "round") +
  coord_3d() +
  scale_color_gradientn(colors = c("red", "purple", "blue"))

# With grouping
ggplot(spiral, aes(x, y, z, color = x > 30)) +
  geom_path_3d(linewidth = 1, lineend = "round") +
  coord_3d()
```

geom_point_3d

3D scatter plot with 2D reference elements

Description

`geom_point_3d()` creates scatter plots in 3D space with automatic depth-based size scaling. Points closer to the viewer appear larger, while points farther away appear smaller, creating realistic perspective effects. Optionally adds reference lines and points projecting to cube faces, to illustrate point locations in 2D.

Usage

```
geom_point_3d(
  mapping = NULL,
  data = NULL,
  stat = StatPoint3D,
  position = "identity",
  ...,
  na.rm = FALSE,
```

```

    sort_method = "painter",
    scale_depth = TRUE,
    raw_points = TRUE,
    ref_lines = FALSE,
    ref_points = FALSE,
    ref_faces = "zmin",
    ref_circle_radius = 1.5,
    ref_circle_vertices = 16,
    ref_line_color = NULL,
    ref_line_colour = NULL,
    ref_line_linewidth = 0.25,
    ref_line_linetype = NULL,
    ref_line_alpha = NULL,
    ref_point_color = NULL,
    ref_point_colour = NULL,
    ref_point_fill = NULL,
    ref_point_size = NULL,
    ref_point_alpha = NULL,
    ref_point_stroke = NULL,
    ref_point_shape = NULL,
    inherit.aes = TRUE,
    show.legend = NA
  )

```

```

stat_point_3d(
  mapping = NULL,
  data = NULL,
  geom = GeomPoint3D,
  position = "identity",
  ...,
  na.rm = FALSE,
  sort_method = "painter",
  scale_depth = TRUE,
  raw_points = TRUE,
  ref_lines = FALSE,
  ref_points = FALSE,
  ref_faces = "zmin",
  ref_circle_radius = 1.5,
  ref_circle_vertices = 16,
  ref_line_color = NULL,
  ref_line_colour = NULL,
  ref_line_linewidth = 0.25,
  ref_line_linetype = NULL,
  ref_line_alpha = NULL,
  ref_point_color = NULL,
  ref_point_colour = NULL,
  ref_point_fill = NULL,
  ref_point_size = NULL,

```

```

    ref_point_alpha = NULL,
    ref_point_stroke = NULL,
    ref_point_shape = NULL,
    inherit.aes = TRUE,
    show.legend = NA
  )

```

Arguments

mapping	Set of aesthetic mappings created by aes() . In addition to the standard point aesthetics, <code>geom_point_3d()</code> requires x, y, and z coordinates.
data	The data to be displayed in this layer.
stat	The statistical transformation to use on the data. Defaults to "point_3d".
position	Position adjustment, defaults to "identity".
...	Other arguments passed on to ggplot2::layer() .
na.rm	If FALSE, missing values are removed with a warning.
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls depth-based scaling, drawing closer elements larger or thicker and farther ones smaller or thinner. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for panel and axis components.
raw_points	Logical indicating whether to show the original 3D points. Default is TRUE.
ref_lines	Logical indicating whether to show reference lines projecting from points to cube faces. Default is FALSE.
ref_points	Type of reference points to create. Options: • FALSE: No reference points (default) • TRUE or "circles": Circular reference points that project properly • "points": Single-point references (renders faster and supports non-circular shapes, but point shape is not 3D-transformed)
ref_faces	Character vector specifying which cube faces to project to. Valid face names are: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax". Default is "zmin" (bottom face). Multiple faces can be specified.
ref_circle_radius	Radius for circular reference points as percentage of standardized coordinate space.
ref_circle_vertices	Number of vertices for circular reference points (higher = smoother).
ref_line_color, ref_line_linetype, ref_line_alpha, ref_line_colour, ref_line_linewidth	Styling overrides for reference lines. When NULL, inherits from point aesthetics or uses defaults. Both American (<code>ref_line_color</code>) and British (<code>ref_line_colour</code>) spellings are accepted.

ref_point_color, ref_point_colour, ref_point_fill, ref_point_size, ref_point_alpha, ref_point_stroke, ref_point_shape	Styling overrides for reference points and circles. When NULL, inherits from raw point aesthetics with shape-aware logic (complex shapes 21-25 vs simple shapes 0-20/characters). Both American (ref_point_color) and British (ref_point_colour) spellings are accepted.
inherit.aes	If FALSE, overrides the default aesthetics.
show.legend	Logical indicating whether this layer should be included in legends.
geom	The geometric object used to display the data. Defaults to "point_3d".

Details

StatPoint3D performs identity transformation (passes data through unchanged) while properly handling discrete scales for 3D coordinate systems. It can optionally generate reference lines and points projecting to cube faces.

Value

A Layer object that can be added to a ggplot.

Aesthetics

geom_point_3d() supports all the same aesthetics as `ggplot2::geom_point()`, plus z:

- **x**: X coordinate (required)
- **y**: Y coordinate (required)
- **z**: Z coordinate (required)
- **alpha**: Transparency
- **colour**: Point border color
- **fill**: Point fill color (for certain shapes)
- **shape**: Point shape
- **size**: Point size (gets depth-scaled when `scale_depth = TRUE`)
- **stroke**: Border width for shapes with borders

StatPoint3D returns the following computed variables

- **x_raw, y_raw, z_raw**: Original values before discrete-to-numeric conversion
- **element_type**: Type of element ("raw_point", "ref_point", "ref_line", "ref_circle")
- **segment_id**: ID linking the two endpoints of reference lines
- **ref_face**: Which face reference elements project to
- **ref_circle_radius**: Radius for circular reference points
- **ref_circle_vertices**: Number of vertices for circular reference points

Depth Scaling

The depth scaling uses an inverse relationship with distance, following the mathematical relationship: $\text{apparent_size} = \text{base_size} * \text{reference_distance} / \text{actual_distance}$

This creates realistic perspective where:

- Objects twice as far appear half as big
- Objects twice as close appear twice as big
- The center of the plot volume renders at exactly the user-specified size

Point Rendering

ggcube uses shape-aware rendering for improved stroke behavior:

- **Simple shapes (0-20, characters):** Use size for fontsize, stroke for border width, no fill
- **Complex shapes (21-25):** Use ggplot2's approach: $\text{size} + 0.5 * \text{stroke}$ for fontsize to prevent gaps
- Both size and stroke are depth-scaled when `scale_depth = TRUE`
- All shapes preserve stroke depth scaling and parameter control

Reference Features

Reference lines and points help visualize the 3D relationships by projecting data points onto cube faces:

- **Reference lines:** Connect each 3D point to its projection on specified faces
- **Reference points:** Show the projected location on the faces
- **Reference circles:** Circular projections that appear as realistic 3D shadows
- **Depth sorting:** All elements (original points, reference lines, reference points) are automatically depth-sorted for proper 3D rendering

Aesthetic Inheritance

Reference elements intelligently inherit styling from raw points:

- **Shape-aware:** Complex shapes (21-25) with fill/colour are handled differently from simple shapes (0-20/characters)
- **Alpha detection:** If all points have `alpha=1`, uses 0.5 default for ref elements; otherwise inherits mapped alpha
- **Priority:** Explicit `ref_*` parameters > mapped aesthetics > smart defaults

See Also

[geom_segment_3d\(\)](#) for 3D segments, [geom_path_3d\(\)](#) for 3D paths, [coord_3d\(\)](#) for 3D coordinate systems.

Examples

```
library(ggplot2)

# Basic 3D scatter plot with depth scaling
ggplot(expand.grid(x = 1:5, y = 1:5, z = 1:5),
  aes(x, y, z, fill = z)) +
  geom_point_3d(size = 10, shape = 21, color = "white", stroke = .1) +
  coord_3d(pitch = 40, roll = 5, yaw = 0, dist = 1.5) +
  scale_fill_viridis_c()

# Add circular reference points on 2D face panel
ggplot(mtcars, aes(mpg, wt, qsec)) +
  geom_point_3d(size = 3,
    ref_points = TRUE, ref_faces = c("ymax", "xmax")) +
  coord_3d()
```

geom_polygon_3d

3D polygon geometry with depth sorting

Description

geom_polygon_3d() renders 3D polygons with proper depth sorting for realistic 3D surface visualization. It's designed to work with surface data from [stat_hull_3d\(\)](#) and [stat_surface_3d\(\)](#), as well as regular polygon data like maps.

Usage

```
geom_polygon_3d(
  mapping = NULL,
  data = NULL,
  stat = StatIdentity3D,
  position = "identity",
  ...,
  rule = "evenodd",
  sort_method = "auto",
  scale_depth = TRUE,
  force_convex = FALSE,
  cull_backfaces = FALSE,
  light = NULL,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

Arguments

mapping	Set of aesthetic mappings created by aes() .
data	The data to be displayed in this layer. Note that if you specify <code>light</code> or <code>cull_backfaces</code> , behavior will depend on the "winding order" of polygon vertices, with the counter-clockwise face considered the "front".
stat	The statistical transformation to use on the data. Defaults to <code>"identity_3d"</code> .
position	Position adjustment, defaults to <code>"identity"</code> . To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like <code>colour</code> , <code>fill</code> , <code>linewidth</code> , <code>annotate = annotate_3d(...)</code> , etc.
rule	Either <code>"evenodd"</code> or <code>"winding"</code> . If polygons with holes are being drawn (using the subgroup aesthetic) this argument defines how the hole coordinates are interpreted. See ggplot2::geom_polygon() for reference.
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. <code>TRUE</code> (the default) applies full scaling and <code>FALSE</code> disables it; a number sets the strength directly, where 1 matches <code>TRUE</code> , 0 matches <code>FALSE</code> , values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying <code>TRUE</code> can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, <code>FALSE</code> is safe because polygons fill always be convex.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: <code>FALSE</code> for open surface-type geometries, <code>TRUE</code> for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
light	A lighting specification object created by light() , <code>light("none")</code> or the string <code>"none"</code> to disable lighting, or <code>NULL</code> to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
na.rm	If <code>FALSE</code> , missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If <code>FALSE</code> , overrides the default aesthetics.

Value

A Layer object that can be added to a ggplot.

Aesthetics

geom_polygon_3d() requires:

- **x**: X coordinate
- **y**: Y coordinate
- **z**: Z coordinate (for depth sorting)
- **group**: Polygon grouping variable

And understands these additional aesthetics:

- **fill**: Polygon fill color
- **colour**: Border color
- **linewidth**: Border line width
- **linetype**: Border line type
- **alpha**: Transparency
- **subgroup**: Secondary grouping for polygons with holes
- **order**: Vertex order within polygons (for proper polygon construction)

Examples

```
# Typically used via stats such as stat_surface_3d() or stat_hull_3d()
ggplot(sphere_points, aes(x, y, z)) +
  stat_hull_3d(method = "convex", fill = "dodgerblue",
    light = light(fill = TRUE, mode = "hsl")) +
  coord_3d()

# Can be used directly with properly structured data
triangles <- data.frame(x = rep(c(3, 2, 1), 3),
  y = rep(c(1, 3, 1), 3),
  z = rep(1:3, each = 3),
  shape = rep(letters[1:3], each = 3))
ggplot(triangles, aes(x, y, z, fill = shape)) +
  geom_polygon_3d(color = "black") +
  coord_3d()

# Use `sort_method` to choose between depth sorting algorithms
d <- data.frame(group = rep(letters[1:3], each = 4),
  x = c(1, 1, 2, 2, 1, 1, 3, 3, 2, 2, 3, 3),
  y = rep(c(1, 2, 2, 1), 3),
  z = rep(c(1, 1.5, 2), each = 4))
p <- ggplot(d, aes(x, y, z, group = group, fill = group)) +
  coord_3d(pitch = 50, roll = 20, yaw = 0,
    scales = "fixed", light = "none") +
  theme_light()

# fast, but rendering order is incorrect in this particular example
p + geom_polygon_3d(color = "black", linewidth = 1, alpha = .75,
  sort_method = "painter")
```

```
# correct rendering order (but slower for large data sets)
p + geom_polygon_3d(color = "black", linewidth = 1, alpha = .75,
  sort_method = "pairwise")
```

geom_ridgeline_3d *3D ridgeline plot from point grid*

Description

Renders a point grid as ridgeline polygons (Joy Division style). Each slice along one axis becomes a filled polygon, creating a cross-sectional view of the surface.

Usage

```
geom_ridgeline_3d(
  mapping = NULL,
  data = NULL,
  stat = "identity_3d",
  position = "identity",
  ...,
  direction = "x",
  base = NULL,
  cull_backfaces = FALSE,
  sort_method = "pairwise",
  scale_depth = TRUE,
  force_convex = FALSE,
  light = NULL,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)
```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> .
data	Point grid data with x, y, z coordinates.
stat	Statistical transformation. Defaults to "identity".
position	Position adjustment, defaults to "identity".
...	Other arguments passed to the layer.
direction	Direction of ridges: "x" One ridge per unique x value; ridge varies in y (default) "y" One ridge per unique y value; ridge varies in x
base	Z-value for ridge polygon bottoms. If NULL, uses min(z).

<code>cull_backfaces</code>	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
<code>sort_method</code>	Depth sorting algorithm. See sorting_methods for details.
<code>scale_depth</code>	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
<code>force_convex</code>	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
<code>light</code>	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
<code>na.rm</code>	If FALSE, missing values are removed.
<code>show.legend</code>	Logical indicating whether this layer should be included in legends.
<code>inherit.aes</code>	If FALSE, overrides the default aesthetics.

Value

A Layer object that can be added to a ggplot.

Aesthetics

x, y, z Point coordinates (required)
fill Polygon fill color (default: "grey70")
colour Polygon border color (default: "black")
alpha Transparency
linewidth Border width
linetype Border type

See Also

[geom_surface_3d\(\)](#), [stat_function_3d\(\)](#), [coord_3d\(\)](#)

Examples

```
# From point grid
grid_data <- expand.grid(x = seq(-3, 3, 0.5), y = seq(-3, 3, 0.1))
grid_data$z <- with(grid_data, dnorm(y) * dnorm(x) * 10)

ggplot(grid_data, aes(x, y, z = z)) +
  geom_ridgeline_3d() +
  coord_3d()

# With fill
ggplot(grid_data, aes(x, y, z = z, fill = x)) +
  geom_ridgeline_3d(colour = "white", linewidth = 0.3) +
  scale_fill_viridis_c() +
  coord_3d()

# Ridges in y direction
ggplot(grid_data, aes(x, y, z = z)) +
  geom_ridgeline_3d(direction = "y", fill = "steelblue") +
  coord_3d()

# With stat_function_3d
ggplot() +
  stat_function_3d(fun = function(x, y) sin(x) * cos(y),
                  xlim = c(-pi, pi), ylim = c(-pi, pi),
                  n = 30,
                  geom = "ridgeline_3d") +
  coord_3d()
```

geom_segment_3d

3D line segments

Description

`geom_segment_3d()` and `stat_segment_3d()` draw line segments in 3D space with automatic depth-based linewidth scaling and proper depth sorting. Each segment is defined by start coordinates (x, y, z) and end coordinates (xend, yend, zend).

Usage

```
geom_segment_3d(
  mapping = NULL,
  data = NULL,
  stat = StatSegment3D,
  position = "identity",
  ...,
  sort_method = "painter",
  scale_depth = TRUE,
  arrow = NULL,
```

```

    lineend = "butt",
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

  stat_segment_3d(
    mapping = NULL,
    data = NULL,
    geom = GeomSegment3D,
    position = "identity",
    ...,
    sort_method = "painter",
    scale_depth = TRUE,
    arrow = NULL,
    lineend = "butt",
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

```

Arguments

mapping	Set of aesthetic mappings created by aes() . Requires x, y, z for start coordinates and xend, yend, zend for end coordinates.
data	The data to be displayed in this layer.
stat	The statistical transformation to use on the data. Defaults to "segment_3d".
position	Position adjustment, defaults to "identity".
...	Other arguments passed on to ggplot2::layer() .
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls depth-based scaling, drawing closer elements larger or thicker and farther ones smaller or thinner. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for panel and axis components.
arrow	Specification for arrow heads, created by arrow() .
lineend	Line end style, one of "round", "butt", "square".
na.rm	If FALSE, missing values are removed with a warning.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
geom	The geometric object used to display the data. Defaults to "segment_3d".

Value

A Layer object that can be added to a ggplot.

Aesthetics

geom_segment_3d() understands the following aesthetics:

- **x, y, z:** Start coordinates (required)
- **xend, yend, zend:** End coordinates (required)
- **colour:** Line color
- **linewidth:** Line width (gets depth-scaled when scale_depth = TRUE)
- **linetype:** Line type
- **alpha:** Transparency

See Also

[geom_path_3d\(\)](#) for connected paths.

Examples

```
# Basic 3D segments
ggplot(sphere_points,
  aes(x, y, z, xend = 0, yend = 0, zend = 0)) +
  geom_segment_3d() +
  coord_3d()

# 3D vector field
data <- expand.grid(x = -1:2, y = -1:2, z = -1:2)
data2 <- data + seq(-.5, .5, length.out = length(as.matrix(data)))
data <- cbind(data, setNames(data2, c("x2", "y2", "z2")))
ggplot(data, aes(x, y, z,
  xend = x2, yend = y2, zend = z2, color = x)) +
  geom_segment_3d(arrow = arrow(length = unit(0.1, "inches"),
    type = "closed", angle = 15),
    linewidth = .5) +
  coord_3d()
```

geom_smooth_3d

3D surface from smoothed conditional means

Description

A 3D version of `ggplot2::geom_smooth()`. Creates surfaces by fitting smoothing models to scattered (x,y,z) data points. The fitted statistical model is evaluated on a regular grid and rendered as a 3D surface with optional standard error surfaces.

Usage

```
geom_smooth_3d(  
  mapping = NULL,  
  data = NULL,  
  stat = StatSmooth3D,  
  position = "identity",  
  ...,  
  method = "loess",  
  formula = NULL,  
  method.args = list(),  
  xlim = NULL,  
  ylim = NULL,  
  n = NULL,  
  grid = NULL,  
  direction = NULL,  
  trim = NULL,  
  domain = c("bbox", "chull"),  
  se = FALSE,  
  level = 0.95,  
  se_fill = NULL,  
  se_colour = NULL,  
  se_color = NULL,  
  se_alpha = 0.5,  
  se_linewidth = NULL,  
  points = FALSE,  
  point_colour = "black",  
  point_color = NULL,  
  point_fill = NA,  
  point_size = 1.5,  
  point_shape = 19,  
  point_alpha = 1,  
  point_stroke = 0.5,  
  residuals = FALSE,  
  residual_colour = "black",  
  residual_color = NULL,  
  residual_linewidth = 0.5,  
  residual_linetype = 1,  
  residual_alpha = 1,  
  light = NULL,  
  cull_backfaces = FALSE,  
  sort_method = NULL,  
  force_convex = TRUE,  
  scale_depth = TRUE,  
  na.rm = FALSE,  
  show.legend = NA,  
  inherit.aes = TRUE  
)
```

```
stat_smooth_3d(  
  mapping = NULL,  
  data = NULL,  
  geom = GeomPolygon3D,  
  position = "identity",  
  ...,  
  method = "loess",  
  formula = NULL,  
  method.args = list(),  
  xlim = NULL,  
  ylim = NULL,  
  n = NULL,  
  grid = NULL,  
  direction = NULL,  
  trim = NULL,  
  domain = c("bbox", "chull"),  
  se = FALSE,  
  level = 0.95,  
  se_fill = NULL,  
  se_colour = NULL,  
  se_color = NULL,  
  se_alpha = 0.5,  
  se_linewidth = NULL,  
  points = FALSE,  
  point_colour = "black",  
  point_color = NULL,  
  point_fill = NA,  
  point_size = 1.5,  
  point_shape = 19,  
  point_alpha = 1,  
  point_stroke = 0.5,  
  residuals = FALSE,  
  residual_colour = "black",  
  residual_color = NULL,  
  residual_linewidth = 0.5,  
  residual_linetype = 1,  
  residual_alpha = 1,  
  light = NULL,  
  cull_backfaces = FALSE,  
  sort_method = NULL,  
  force_convex = TRUE,  
  scale_depth = TRUE,  
  na.rm = FALSE,  
  show.legend = NA,  
  inherit.aes = TRUE  
)
```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> . This stat requires x, y, and z aesthetics from the input data. By default, fill is mapped to <code>after_stat(fitted)</code> .
data	The data to be displayed in this layer. Must contain x, y, z columns.
stat	The statistical transformation to use on the data. Defaults to <code>StatSmooth3D</code> .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like colour, fill, linewidth, <code>annotate = annotate_3d(...)</code> , etc.
method	Smoothing method to use. Currently supported: • "loess" (default): Local polynomial regression • "lm": Linear model • "glm": Generalized linear model • "gam": Generalized additive model (requires <code>mgcv</code> package)
formula	Model formula. If NULL (default), uses method-appropriate defaults: $z \sim x + y$ for lm and glm, $z \sim s(x) + s(y)$ for gam, auto for loess.
method.args	List of additional arguments passed to the fitting function. For loess, this might include span or degree. For lm, this might include weights. For glm, this might include family (defaults to <code>gaussian()</code>). For gam, this might include smoothing parameters or basis specifications.
xlim, ylim	Numeric vectors of length 2 giving the range for prediction grid. If NULL (default), uses the exact data range with no extrapolation.
grid, n, direction, trim	Parameters determining the geometry, resolution, and orientation of the surface grid. See grid_generation for details.
domain	Character indicating the x-y domain over which to visualize the surface. The default, "bbox", shows predictions over the full rectangular bounding box of the predictors. The alternative, "chull", shows predictions only within the convex hull of the input data, which prevents extrapolation into unoccupied corners of predictor space.
se	Logical indicating whether to display confidence interval bands around the smooth; if TRUE, these are rendered as additional surfaces; they inherit aesthetics from the primary smooth layer unless otherwise specified. Defaults to FALSE.
level	Level of confidence interval to use (0.95 by default).
se_fill	Fill colour for confidence interval bands. If NULL, inherits from the main surface fill aesthetic.
se_colour, se_color	Color for confidence interval band borders. If NULL, inherits from the main surface color aesthetic.
se_alpha	Alpha transparency for confidence interval bands. Defaults to 0.5.
se_linewidth	Line width for confidence interval band borders. If NULL, inherits from the main surface linewidth aesthetic.

points	Logical indicating whether to overlay the original data points on the fitted surface. Points are depth-sorted together with the surface polygons for proper 3D rendering. Point styling is controlled via the point_* parameters; mapped aesthetics from the layer are not inherited by annotation points. Default is FALSE.
point_colour, point_color	Color for data points. Defaults to "black".
point_fill	Fill color for data points (only relevant for shapes 21-25). Defaults to NA (transparent).
point_size	Size of data points.
point_shape	Shape of data points.
point_alpha	Alpha transparency for data points.
point_stroke	Stroke width for data points.
residuals	Logical indicating whether to draw residual lines connecting data points to the fitted surface. Default is FALSE. Residual styling is controlled via the residual_* parameters. Note: residual lines may render incorrectly when combined with se = TRUE, as the lines intersect the confidence interval surfaces and cannot be split at intersection points.
residual_colour, residual_color	Color for residual lines.
residual_linewidth	Line width for residual lines.
residual_linetype	Line type for residual lines.
residual_alpha	Alpha transparency for residual lines.
light	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the light argument of <code>geom_*_3d()</code> functions, which takes precedence.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly,

where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use `coord_3d(scale_depth = )` for gridlines, cube borders, axis ticks, and axis text.

<code>na.rm</code>	If FALSE, missing values are removed.
<code>show.legend</code>	Logical indicating whether this layer should be included in legends.
<code>inherit.aes</code>	If FALSE, overrides the default aesthetics.
<code>geom</code>	The geometric object used to display the data. Defaults to <code>GeomPolygon3D</code> .

Value

A Layer object that can be added to a ggplot.

Aesthetics

`stat_smooth_3d()` requires the following aesthetics from input data:

- **x**: X coordinate
- **y**: Y coordinate
- **z**: Z coordinate (response variable to be smoothed)

Computed variables specific to StatSmooth3D

- **level**: Type of surface ("fitted", "upper CI", or "lower CI" for confidence bands)
- **fitted**: Smoothed predictions (same as **z** when `level == "fitted"`)
- **se**: Standard errors of the fitted values (available when `se = TRUE`)

Computed variables

The following computed variables are available via `after_stat()`:

- **x, y, z**: Grid coordinates and function values
- **normal_x, normal_y, normal_z**: Surface normal components
- **slope**: Gradient magnitude from surface calculations
- **aspect**: Direction of steepest slope from surface calculations
- **dzdx, dzdy**: Partial derivatives from surface calculation

See Also

[stat_surface_3d\(\)](#) for surfaces from existing grid data, [stat_function_3d\(\)](#) for mathematical function surfaces.

Examples

```

# Generate scattered 3D data
set.seed(123)
d <- data.frame(
  x = runif(100, -1, 3),
  y = runif(100, -3, 3)
)
d$z <- abs(1 + d$x^2 - d$y^2 + rnorm(100, 0, 1))

# Base plot
p <- ggplot(d, aes(x, y, z)) +
  coord_3d(light = NULL) +
  scale_fill_viridis_c()

# Basic smooth surface with default loess model
p + geom_smooth_3d()

# Show data points
p + geom_smooth_3d(points = TRUE)

# Show data points with residual lines
p + geom_smooth_3d(points = TRUE, residuals = TRUE,
  point_color = "red", alpha = .8)

# Linear model surface with 90% confidence intervals
p + geom_smooth_3d(aes(fill = after_stat(level)),
  method = "lm", color = "black", se = TRUE,
  level = 0.99, se_alpha = .7, n = 10) +
  scale_fill_manual(values = c("red", "darkorchid4", "steelblue"))

# Linear model surface with custom model formula
p + geom_smooth_3d(method = "lm", n = 10,
  formula = z ~ poly(x, 2) + poly(y, 2) + x:y)

# Loess with custom span parameter, and lighting effects
p + geom_smooth_3d(
  method = "loess", method.args = list(span = 0.3),
  fill = "steelblue", color = "white", n = 20,
  light = light(direction = c(0, -1, 0), color = FALSE))

# GLM with gamma family and log link
p + geom_smooth_3d(
  method = "glm", n = 10,
  method.args = list(family = Gamma(link = "log")),
  formula = z ~ poly(x, 2) + poly(y, 2))

# Visualize uncertainty with computed "standard error" variable
p + geom_smooth_3d(aes(fill = after_stat(se * 2))) +
  scale_fill_viridis_c()

```

```
# Extend surface beyond training data range (explicit extrapolation)
p + geom_smooth_3d(method = "lm", xlim = c(-5, 5), ylim = c(-5, 5))

# Clip surface to predictor convex hull
# to prevent extrapolation into corner areas
p + geom_smooth_3d(method = "lm", domain = "chull")

# Specify alternative grid geometry
p + geom_smooth_3d(grid = "right1", n = 30, direction = "y")

# Separate fits for data subgroups
ggplot(mtcars, aes(wt, mpg, qsec, fill = factor(cyl))) +
  geom_smooth_3d(method = "lm", alpha = .7,
    xlim = c(0, 5), ylim = c(0, 40)) + # specify shared domain
  coord_3d() + theme_light()
```

geom_text_3d

3D text labels

Description

geom_text_3d() renders text labels in 3D space. Two rendering methods are available: "billboard" (default) renders text as flat labels that always face the camera, while "polygon" renders text as filled polygons that can be oriented in any direction.

Usage

```
geom_text_3d(
  mapping = NULL,
  data = NULL,
  position = "identity",
  ...,
  method = c("billboard", "polygon"),
  facing = "zmax",
  coord = NULL,
  aspect_adjust = 1,
  light = "none",
  angle = 0,
  nudge_x = 0,
  nudge_y = 0,
  nudge_z = 0,
  size = 3.88,
  hjust = 0.5,
  vjust = 0.5,
  lineheight = 1.2,
```

```

    scale_depth = TRUE,
    family = "sans",
    weight = "normal",
    italic = FALSE,
    fontface = "plain",
    spacing = 0,
    tolerance = 0.01,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

stat_text_3d(
  mapping = NULL,
  data = NULL,
  geom = NULL,
  position = "identity",
  ...,
  method = c("billboard", "polygon"),
  facing = "zmax",
  coord = NULL,
  aspect_adjust = 1,
  light = "none",
  angle = 0,
  nudge_x = 0,
  nudge_y = 0,
  nudge_z = 0,
  size = 3.88,
  hjust = 0.5,
  vjust = 0.5,
  lineheight = 1.2,
  scale_depth = TRUE,
  family = "sans",
  weight = "normal",
  italic = FALSE,
  fontface = "plain",
  spacing = 0,
  tolerance = 0.01,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)

```

Arguments

<code>mapping</code>	Set of aesthetic mappings. See ggplot2::aes() .
<code>data</code>	A data frame containing the variables to plot.
<code>position</code>	Position adjustment. Defaults to "identity".

...	Other arguments passed to the layer.
method	Rendering method: "billboard" (default) for flat camera-facing text, or "polygon" for 3D-oriented filled text.
facing	(Polygon method only) Direction the text should face. One of "xmin", "xmax", "ymin", "ymax", "zmin", "zmax" (default), "camera", a numeric vector of length 3, or a camera_facing() specification. Use "camera" with the coord parameter to automatically face the camera. Ignored with a warning for billboard method.
coord	(Polygon method only) A coord_3d() object. When provided: (1) if facing = "camera", extracts rotation parameters automatically; (2) uses the coord's ratio and scales parameters to correct text aspect ratio so text doesn't appear stretched. Ignored for billboard method.
aspect_adjust	(Polygon method only) Scalar multiplier for text height relative to width. Default is 1 (normal proportions). Values > 1 make text taller, values < 1 make text wider. When coord is provided, this is multiplied by the computed aspect correction. Ignored for billboard method.
light	(Polygon method only) Either a lighting specification created by light(), "none" (the default) or light("none") for no lighting, or NULL to inherit plot-level lighting. When provided, text polygons are shaded based on their facing direction. Ignored for billboard method.
angle	Rotation angle in degrees. For polygon method, rotates around the facing axis. For billboard method, rotates in the view plane.
nudge_x, nudge_y, nudge_z	Offset to apply to text position in data units.
size	Font size in mm (same units as ggplot2::geom_text()). Default is 3.88, which corresponds to approximately 11pt text.
hjust, vjust	Horizontal and vertical justification of text (0-1).
lineheight	Line height multiplier for multi-line text.
scale_depth	Controls depth-based scaling, drawing closer elements larger or thicker and farther ones smaller or thinner. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use coord_3d(scale_depth =) for panel and axis components.
family	Font family.
weight	(Polygon method only) Font weight: "normal", "bold", "thin", "light", etc.
italic	(Polygon method only) Logical; use italic font variant.
fontface	Font face (for billboard method): "plain", "bold", "italic", or "bold.italic".
spacing	(Polygon method only) Additional letter spacing in em units.
tolerance	(Polygon method only) Bezier curve tolerance for text outlines. Lower values give smoother curves but more vertices.
na.rm	If TRUE, silently remove missing values.
show.legend	Logical. Should this layer be included in the legends?
inherit.aes	If TRUE, inherit aesthetics from the plot's default.
geom	The geometric object to use. Defaults based on method.

Value

A ggplot2 layer

Methods

- "billboard" (default): Fast, simple text rendering using native fonts. Text is always parallel to the view plane (like a billboard). Only uses the colour aesthetic for text color.
- "polygon": Renders text as filled polygon outlines. Text can be oriented to face any direction using the facing parameter. Uses both fill (text fill) and colour (text outline) aesthetics.

Orientation (polygon method only)

The facing parameter controls which direction the text faces:

- "zmax" (default): Text faces upward (readable from above)
- "xmin", "xmax", "ymin", "ymax", "zmin": Text faces toward the specified cube face
- A numeric vector c(x, y, z): Text faces the specified direction
- camera_facing(...): Text faces the camera

The angle parameter rotates the text around its facing axis (in degrees). With angle = 0, the text baseline is oriented as horizontally as possible (parallel to the x-y plane when the facing direction allows).

Camera-facing text

For billboard method, text automatically faces the camera - no configuration needed.

For polygon method, there are two ways to make text face the camera:

1. Use facing = "camera" with the coord parameter (recommended):

```
my_coord <- coord_3d(pitch = 20, roll = -60, yaw = -30)
ggplot(df, aes(x, y, z = z, label = label)) +
  geom_text_3d(method = "polygon", facing = "camera", coord = my_coord) +
  my_coord
```

1. Pass camera_facing() directly to facing:

```
ggplot(df, aes(x, y, z = z, label = label)) +
  geom_text_3d(method = "polygon",
    facing = camera_facing(pitch = 20, roll = -60, yaw = -30)) +
  coord_3d(pitch = 20, roll = -60, yaw = -30)
```

Aspect Ratio Correction

For polygon method, text can appear stretched if the x, y, and z axes have different data ranges. Providing a coord_3d() object via the coord parameter enables automatic aspect ratio correction based on the coord's ratio and scales settings.

If other layers in your plot have different data ranges that affect the final scale limits, you can fine-tune the correction with aspect_adjust:

- `aspect_adjust = 1` (default): Use the computed correction
- `aspect_adjust > 1`: Make text taller
- `aspect_adjust < 1`: Make text wider

Size and Scaling

Text size is specified in mm via the `size` parameter, matching the units used by `ggplot2::geom_text()`. The default size of 3.88 corresponds to approximately 11pt text.

Both methods use the same size units, so switching between "billboard" and "polygon" methods with the same size value will produce similarly sized text (assuming a typical 6 inch plot).

When depth scaling is enabled (the default), text farther from the viewer appears smaller, creating a natural perspective effect. For billboard method, this scales the font size. For polygon method, this scales the outline linewidth (the polygon fill is always depth-scaled by the 3D projection).

Aesthetics

`geom_text_3d()` understands the following aesthetics (required in bold):

Both methods:

- **x, y, z, label**
- `alpha`

Billboard method only:

- `colour` - text color

Polygon method only:

- `fill` - text fill color
- `colour` - text outline color
- `linewidth` - outline thickness
- `linetype` - outline line type
- `group`

Other text properties (`size`, `hjust`, `vjust`, `angle`, `family`, `fontface`, `lineheight`, and for the polygon method `weight`, `italic`, `spacing`, `tolerance`) are currently accepted only as fixed values passed as arguments to `geom_text_3d()`, not as mappable aesthetics in `aes()`.

See Also

`camera_facing()` for camera-facing specifications, `text_outlines()` for text-to-polygon conversion

Examples

```
df <- expand.grid(x = c("B", "H", "N"), y = c("a", "o", "u"), z = c("g", "t"))
df$label <- paste0(df$x, df$y, df$z)

# Billboard text (default) - automatically faces camera
ggplot(df, aes(x, y, z, label = label)) +
  geom_text_3d() +
  coord_3d(scales = "fixed")

# Polygon text - can face any direction
ggplot(df, aes(x, y, z, label = label, fill = z)) +
  geom_text_3d(method = "polygon", facing = "zmax") +
  coord_3d(scales = "fixed")

# Polygon text facing camera (using coord parameter)
my_coord <- coord_3d(pitch = 0, roll = -60, yaw = -30, scales = "fixed")
ggplot(df, aes(x, y, z, label = label)) +
  geom_text_3d(method = "polygon", facing = "camera", coord = my_coord,
    color = "red", linewidth = .1) +
  my_coord

# Text with styling
ggplot(df, aes(x, y, z, label = label, fill = factor(x))) +
  geom_text_3d(method = "polygon", facing = "xmin",
    family = "serif", weight = "bold", italic = TRUE,
    size = 6, aspect_adjust = 2) +
  coord_3d(scales = "fixed")
```

geom_voxel_3d

3D voxel visualization from sparse 3D data

Description

Creates 3D voxel visualizations from sparse 3D point data. Each data point becomes a fixed-size cube centered on its coordinates. Useful for volumetric data and 3D pixel art.

Usage

```
geom_voxel_3d(
  mapping = NULL,
  data = NULL,
  stat = StatVoxel3D,
  position = "identity",
  ...,
  width = 1,
  faces = "all",
  light = NULL,
  cull_backfaces = TRUE,
```

```

    sort_method = NULL,
    scale_depth = TRUE,
    force_convex = FALSE,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

stat_voxel_3d(
  mapping = NULL,
  data = NULL,
  geom = GeomPolygon3D,
  position = "identity",
  ...,
  width = 1,
  faces = "all",
  light = NULL,
  cull_backfaces = TRUE,
  sort_method = NULL,
  scale_depth = TRUE,
  force_convex = FALSE,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> .
data	The data to be displayed in this layer.
stat	The statistical transformation to use on the data. Defaults to <code>StatVoxel3D</code> .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use <code>position_on_face()</code> .
...	Other arguments passed on to the layer function (typically <code>GeomPolygon3D</code>), such as aesthetics like colour, fill, linewidth, <code>annotate = annotate_3d(...)</code> , etc.
width	Numeric value controlling box width as a fraction of grid spacing. Default is 1.0 (volumes touch each other). Use 0.8 for small gaps, 1.2 for overlap. Grid spacing is determined automatically using <code>ggplot2::resolution()</code>
faces	Character vector specifying which faces to render. Options: "all" (default): Render all 6 faces "none": Render no faces - Vector of face names: <code>c("zmax", "xmin", "ymax")</code>, etc. Valid face names: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax". Note that this setting acts jointly with backface culling, which removes faces whose interior faces the viewer – e.g., when <code>cull_backfaces = TRUE</code> and <code>faces = "all"</code> (the default), only front faces are rendered.

<code>light</code>	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
<code>cull_backfaces</code>	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
<code>sort_method</code>	Depth sorting algorithm. See sorting_methods for details.
<code>scale_depth</code>	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
<code>force_convex</code>	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
<code>na.rm</code>	If FALSE, missing values are removed.
<code>show.legend</code>	Logical indicating whether this layer should be included in legends.
<code>inherit.aes</code>	If FALSE, overrides the default aesthetics.
<code>geom</code>	The geometric object used to display the data. Defaults to <code>GeomPolygon3D</code> .

Details

Note that voxel geometries sometimes require pairwise depth sorting for correct rendering. This is the default for smaller data sets, but not for larger data sets due to compute speed; in those cases you may wish to manually specify `sort_method = "pairwise"`.

Value

A Layer object that can be added to a ggplot.

Aesthetics

Voxel 3D requires the following aesthetics:

- **x**: X coordinate (voxel center position)
- **y**: Y coordinate (voxel center position)
- **z**: Z coordinate (voxel center position)

Computed variables

- normal_x, normal_y, normal_z: Face normal components
- voxel_id: Sequential voxel number
- face_type: Face name ("zmax", "xmin", etc.)

See Also

[stat_col_3d\(\)](#) for variable-height columns, [stat_surface_3d\(\)](#) for smooth surfaces, [coord_3d\(\)](#) for 3D coordinate systems, [light\(\)](#) for lighting specifications.

Examples

```
# Sparse 3D voxel data
voxel_data <- data.frame(
  x = round(rnorm(100, 0, 2)),
  y = round(rnorm(100, 0, 2)),
  z = round(rnorm(100, 0, 2))
)

p <- ggplot(voxel_data, aes(x, y, z)) + coord_3d()

# Basic 3D voxel plot
p + geom_voxel_3d(fill = "steelblue")

# With aesthetic fill
p + stat_voxel_3d(aes(fill = z)) +
  scale_fill_viridis_c() +
  guides(fill = guide_colorbar_3d())

# Show only some voxel faces
p + geom_voxel_3d(fill = "steelblue",
  faces = c("zmax", "ymin", "xmin"))
```

grid_generation

Grid generation

Description

Parameters defining the geometry, resolution, and orientation of a regular grid of surface tiles, as used by various ggcube layer functions including [geom_smooth_3d\(\)](#), [geom_function_3d\(\)](#), [geom_density_3d\(\)](#), and [geom_surface_3d\(\)](#).

Arguments

grid Character specifying tile geometry. Options:
 "rectangle" Rectangular grid (the default).

- "right1" Rectangular grid with each quad split into two right triangles along the bottom-left to top-right diagonal.
- "right2" Like "right1" but split along the bottom-right to top-left diagonal.
- "equilateral" Equilateral triangular lattice (tessellated via Delaunay triangulation). Can prevent lighting artifacts where a surface curves past parallel with the sight line.
- n Either a single integer specifying grid resolution in both dimensions, or a vector of length 2 specifying c(nx, ny) for separate x and y resolutions. Default is 40. Higher values create smoother surfaces but slower rendering.
- direction Either "x" (the default) or "y", specifying the orientation of tile rows. Ignored for rectangular grids.
- trim Logical. Only relevant for grid = "equilateral". If TRUE (default), trims edge vertices so that grid boundaries are straight lines. If FALSE, preserves the full lattice, resulting in a grid with irregular edges.

guide_3d

*Color guides showing lighting effects***Description**

Creates color guides that show shading variation as gradients within each color. Shows the full range of colors visible when shading is enabled in 3D plots.

Usage

```
guide_colorbar_3d(reverse_shade = FALSE, shade_range = c(-0.5, 0.5), ...)
```

```
guide_legend_3d(reverse_shade = FALSE, shade_range = c(-0.5, 0.5), ...)
```

Arguments

- reverse_shade Logical. If TRUE, reverses the lighting gradient direction. By default, shadows are placed on the left, or on the bottom for horizontal colorbars.
- shade_range Length-2 numeric vector in the range -1 to 1, giving the limits of the shading gradient. -1 is full shade, and 1 is full highlight. Default is c(-.5, .5).
- ... Additional arguments passed to guide_colorbar() or guide_legend().

Details

When fill and color aesthetics map to the same variable (e.g., `aes(fill = z, color = z)`), `ggplot2` creates a shared scale with a single guide. In this case, use `guides(fill = guide_*_3d())` to apply shading, **not** `guides(color = guide_*_3d())`, even if your layer uses the color aesthetic. Only use the color guide when color and fill map to different variables and you want separate guides for each.

Value

A guide object that displays shading effects

Examples

```
# continuous `colorbar` guide
ggplot(mountain, aes(x, y, z, fill = z)) +
  stat_surface_3d(light = light(mode = "hsl", direction = c(1, 0, 0))) +
  guides(fill = guide_colorbar_3d()) +
  scale_fill_gradientn(colors = c("tomato", "dodgerblue")) +
  coord_3d()

# discrete `legend` guide
ggplot(mountain, aes(x, y, z, fill = x > .5, group = 1)) +
  stat_surface_3d(light = light(mode = "hsl", direction = c(1, 0, 0))) +
  guides(fill = guide_legend_3d()) +
  coord_3d()
```

light

Lighting specification for 3D surface rendering

Description

Creates a lighting specification object for use with 3D polygon layers. Lighting modifies the brightness of fill and/or base color aesthetics based on surface orientation (i.e., it implements form shadows but not cast shadows). Various options are available to control light qualities and light source location. The result can be added directly to a plot with `+ light()` to set lighting for the whole plot. It can also be passed to individual `geom_*_3d()` layer functions, which takes precedence over plot-level lighting.

Usage

```
light(
  method = "diffuse",
  direction = c(-0.5, 0, 1),
  anchor = "scene",
  position = NULL,
  distance_falloff = FALSE,
  fill = TRUE,
  color = TRUE,
  mode = "hsv",
  contrast = 1,
  backface_scale = -1,
  backface_offset = 0
)
```

Arguments

method

Character string specifying lighting model:

- "diffuse": The default. Atmospheric lighting with soft shadows (only surfaces pointing directly away from light source are fully dark; base color occurs on surfaces perpendicular to light)

	• "direct": Direct lighting with hard shadows (all surfaces angled beyond 90 degrees from light source are fully dark; base color occurs on surfaces angled 45 degrees toward light) • "rgb": Map surface orientation to three dimensional color space. Rather than the light model darkening or brightening base colors as in the other models, this model generates a wholly new set of colors. If this option is selected, parameters like mode and contrast are ignored, but fill, color, and direction still apply. • "none": Disable lighting entirely. All other parameters are ignored. Equivalent to <code>light(fill = FALSE, color = FALSE)</code>, and to passing the bare string "none" to a light argument.
direction	Numeric vector of length 3 specifying direction in 3D space (x, y, z) that light comes from for directional lighting. Depending on anchor, direction is relative to either the plot axes or the viewing pane. The default is <code>c(-.5, 0, 1)</code> , giving diagonal lighting from the upper right edge with default rotation and anchor. At least one value must be non-zero. Values are automatically normalized, so magnitude doesn't matter, only sign and relative magnitude. Direction is specified in visual space (relative to the rendered cube's bounding box), not data space. This argument is ignored if position is provided.
anchor	Character string specifying the reference frame for light direction: • "scene" (default): Light direction is fixed relative to the data/scene. Light rotates with the plot, so regardless of rotation, <code>direction = c(1, 0, 0)</code> lights surfaces facing the "xmax" cube face, for example. • "camera": Light direction is fixed relative to the camera/viewer. Light direction stays in place regardless of rotation, so <code>direction = c(1, 0, 0)</code> lights surfaces facing the right side of the plot, for example. When all rotation parameters are zero, these options give the same result.
position	Numeric vector of length 3 specifying light source position in data coordinate space for positional lighting. When specified, each face gets its own light direction calculated from the light position to the face center. Mutually exclusive with direction. Default is NULL (use directional lighting).
distance_falloff	Logical indicating whether to apply distance-based intensity falloff for positional lighting using inverse square law (intensity proportional to $1/\text{distance}^2$). Only used when position is specified. Default is FALSE.
fill	Logical indicating whether to apply lighting to fill colors. Default is TRUE.
color	Logical indicating whether to apply lighting to border/line colors. Default is TRUE.
mode	Character string specifying color lighting mode: • "hsv": The default. Modifies <i>value</i> component of <i>HSV</i> color (fades to bright colors at high end, black at low end). • "hsl": Modifies <i>lightness</i> component of <i>HSL</i> color (fades to white at high end, black at low end). These two options give identical results for grayscale colors.

contrast Numeric value greater than zero controlling the intensity of lighting effects. 1.0 (the default) gives full black-to-white range. Values less than 1 give subtler effects, while values greater than 1 give more dramatic effects.

backface_scale, backface_offset Numeric values that determine how "frontface" light values get modified (scaled and then offset) to derive "backface" light values. A backface is the side of a polygon that faces the underside of a surface or the inside of a volume. Frontface light values are typically in the range $[-1, 1]$ (unless contrast is boosted). The default scale of -1 gives backfaces highly contrasting lighting to frontfaces. To light backfaces the same as frontfaces, set scale to 1. To uniformly darken (brighten) all backfaces, use a negative (positive) offset.

Details

Note that light-like effects can also be achieved in some stats by mapping color aesthetics to computed variables such as `after_stat(dzdx)`; see [geom_surface_3d\(\)](#) for examples.

Value

A lighting object that can be added to a plot or passed to polygon-based 3D layers or to `coord_3d()`.

Examples

```
# base plot used in examples
p <- ggplot(sphere_points, aes(x, y, z)) +
  geom_hull_3d(fill = "#9e2602", color = "#5e1600") +
  coord_3d(scales = "fixed")

# Light qualities -----

# default `"diffuse"` lighting
p

# use `"direct"` lighting to apply full shade to unlit surfaces
p + light(method = "direct")

# use `"hsl"` mode to fade highlights to white
p + light(mode = "hsl")

# adjust lighting intensity with `contrast`
p + light(mode = "hsl", contrast = 1.5)

# use `"rgb"` lighting to map face orientation to 3D color space
p + light(method = "rgb")

# Lighting targets -----

# use `fill` and `color` to select which aesthetics get modified by light
```

```

p + light(fill = TRUE, color = FALSE)

# apply lighting to aesthetically mapped colors, with shaded guide to match
p + geom_hull_3d(aes(fill = x, color = x)) +
  scale_fill_viridis_c() +
  scale_color_viridis_c() +
  guides(fill = guide_colorbar_3d()) +
  light(mode = "hsl", contrast = .9)

# disable lighting entirely
p + light("none")

# if provided, layer-level lighting overrides plot-level lighting
p + light("direct") + # plot-level: affects original layer
  geom_hull_3d(aes(x = x + 2.5), fill = "#9e2602", color = "#5e1600",
    light = light("direct", mode = "hsl", direction = c(0, -1, 0)))

# Light sources -----

# directional light from the xmin-ymin-zmin direction
# (`direction` is relative to rotated axes with default `anchor = "scene"`)
p + light(direction = c(-1, -1, -1))

# directional light from top-right corner of figure
# (`anchor = "camera"` makes `direction` fixed relative to the plot)
p + light(direction = c(1, 1, 0), anchor = "camera")

# positional light source within plot
ggplot(mountain, aes(x, y, z)) +
  stat_surface_3d(fill = "red", color = "red") +
  light(position = c(.5, .7, 95), distance_falloff = TRUE,
    mode = "hsl", contrast = .9) +
  coord_3d(ratio = c(1.5, 2, 1))

# Backface lighting -----

# backfaces get "opposite" lighting by default (`backface_scale = -1`)
p <- ggplot() +
  geom_function_3d(fun = function(x, y) x^2 + y^2,
    xlim = c(-3, 3), ylim = c(-3, 3),
    fill = "steelblue", color = "steelblue") +
  coord_3d(pitch = 0, roll = -70, yaw = 0)
p + light(mode = "hsl")

# use `backface_scale = 1` to light backfaces as if they're frontfaces
p + light(backface_scale = 1, mode = "hsl")

# use `backface_offset` to uniformly darken (or lighten) backfaces
p + light(backface_scale = 1, mode = "hsl", backface_offset = -.5)

```

mountain	<i>Volcano terrain data</i>
----------	-----------------------------

Description

A terrain data set representing elevational variation over an x-y grid.

Usage

```
mountain
```

Format

```
mountain:
```

A data frame with 1290 rows and 3 columns (x, y, and z)

Source

derived from the `datasets::volcano` data set

orbit_3d	<i>Create an interactive drag-to-rotate ggcube</i>
----------	--

Description

Creates an interactive HTML widget that you can rotate by dragging. Pre-renders a set of ggcube plots across a 1D or 2D grid of rotation angles and packages them as an **htmlwidgets** widget. The widget displays in the RStudio Viewer, embeds in R Markdown and Quarto documents, works in Shiny (see `orbit3dOutput()`), and can be written to a self-contained HTML file with `file =`. When viewing it, navigate through the views by dragging the image or using the keyboard arrows.

Usage

```
orbit_3d(
  plot,
  pitch = NULL,
  roll = NULL,
  yaw = NULL,
  n = 36,
  loop = NULL,
  start = NULL,
  max_frames = 500,
  width = 480,
  height = 480,
```

```

    res = 96,
    cores = 1,
    device = "png",
    progress = interactive(),
    file = NULL
  )

```

Arguments

plot	A ggplot object that uses <code>coord_3d()</code> .
pitch, roll, yaw	Rotation angles in degrees. Each is either a single value (held fixed) or a length-2 range <code>c(from, to)</code> that becomes a draggable axis. For yaw, using a larger value for from than to gives more natural results. Values specified here replace the ones specified in <code>coord_3d()</code> . See Details.
n	Grid resolution. For a 1D orbit, a single number giving the frame count. For a 2D orbit, a length-2 vector giving the counts for the horizontal and vertical screen axes respectively (in that order, x then y). Its length must match the number of ranged parameters. Default is 36.
loop	Controls seamless wraparound. NULL (default) auto-detects looping independently for each axis by checking whether that axis returns to its starting view. TRUE or FALSE force wrapping on or off for all axes.
start	Initial viewing angle(s) the orbit opens at, given in degrees as a named vector matching the variable axes, e.g. <code>start = c(yaw = 30)</code> or <code>start = c(yaw = 30, roll = 45)</code> . For a 1D orbit a bare scalar (e.g. <code>start = 30</code>) is also accepted. The orbit opens at the frame nearest each given angle. Any variable axis not named in start opens at the midpoint of its range, as does every axis when <code>start = NULL</code> (the default). Naming an axis that is fixed rather than variable throas an error.
max_frames	Safety cap on the total number of rendered frames (<code>prod(n)</code>). A 2D grid can become very large; if the requested grid exceeds this cap the function errors rather than rendering. Raise it to allow larger grids. Default is 500.
width, height	Dimensions of the animation in pixels. Defaults to 480 x 480.
res	Resolution in ppi for the rendered frames. Default is 96. Controls the size of point-based text/lines/point elements relative to the plot. See <code>?grDevices::png</code> for details.
cores	Number of CPU cores for parallel frame rendering. Default is 1 (sequential). Values greater than 1 use <code>parallel::parLapply()</code> to render frames in parallel, which can significantly speed up animation of complex plots. Note that progress reporting is not available during parallel rendering.
device	The graphics device to use for rendering frames. Default is "png". Other options include "ragg_png" (requires the ragg package).
progress	Whether to print a progress bar. Ignored when <code>cores > 1</code> .
file	Optional path to write a self-contained HTML file (via <code>htmlwidgets::saveWidget()</code>). If NULL (default), no file is written and the widget is simply returned for display or embedding.

Value

A `orbit_3d` `htmlwidget`. Printed at the console it opens in the RStudio Viewer or browser; in a knitr document it embeds automatically; in Shiny use `orbit3dOutput()` and `renderOrbit3d()`.

Specifying rotation

Each of `pitch`, `roll`, and `yaw` is given either as a single value (held fixed) or as a length-2 range `c(from, to)` that is a variable, draggable axis. The number of ranges determines the interaction:

- One range gives a 1D orbit: horizontal drag (or left/right keyboard arrows) vary that one parameter across its range.
- Two ranges give a 2D orbit: horizontal drag (or left/right keyboard arrows) vary one parameter while vertical drag/arrows vary the other.

At least one range is required. Supplying three ranges is an error.

For a 2D orbit, the horizontal (x) and vertical (y) axes are assigned from whichever parameters are ranged, by priority. The x axis takes the highest-priority ranged parameter in the order `yaw`, `pitch`, `roll`; the y axis takes the highest-priority remaining ranged parameter in the order `roll`, `pitch`. In the common case `yaw = c(0, 360)`, `roll = c(...)` this puts `yaw` on horizontal drag and `roll` on vertical drag.

The range direction follows the order the values are written: for example `yaw = c(360, 0)` rotates the opposite way from `yaw = c(0, 360)`.

Looping

When a variable axis returns to its starting view (for example a full `yaw = c(0, 360)` turn), that axis loops seamlessly: dragging past either end wraps around. This is detected per axis by comparing the first and last angle modulo 360, so a full-turn axis wraps while a partial range (such as `roll = c(-90, 90)`) clamps. `loop` can force this on or off for all axes at once.

Keyboard

Once the widget has focus, the arrow keys step one frame: left/right move the horizontal axis, and (in a 2D orbit) up/down move the vertical axis.

See Also

[animate_3d\(\)](#) for GIF/MP4 output. [orbit_3d-shiny](#) for including orbits in Shiny apps.

Examples

```
p <- ggplot(mountain, aes(x, y, z, fill = z, color = z)) +
  geom_surface_3d(linewidth = .25) +
  coord_3d(light = light(anchor = "camera", direction = c(1, 1, 0)),
    ratio = c(1.5, 2, 1)) +
  scale_fill_viridis_c() + scale_color_viridis_c() +
  theme_void()
```

```
# 1D drag-to-rotate turntable (small n to minimize runtime)
orbit_3d(p, yaw = c(360, 0), n = 12)

# 2D orbit: drag horizontally to spin (yaw), vertically to tilt (roll)
# (note you could increase `cores` to speed up compute time)
orbit_3d(p, yaw = c(360, 0), roll = c(-90, 0), n = c(20, 10),
        width = 1000, height = 1000, cores = 1)

# Save to a chosen path
orbit_3d(p, yaw = c(360, 0), n = 12,
        file = file.path(tempdir(), "surface.html"))
```

orbit_3d-shiny

Shiny bindings for orbit_3d

Description

Output and render functions for using `orbit_3d()` within Shiny applications and interactive R Markdown documents.

Usage

```
orbit3dOutput(outputId, width = "100%", height = "400px")
```

```
renderOrbit3d(expr, env = parent.frame(), quoted = FALSE)
```

Arguments

<code>outputId</code>	Output variable to read from.
<code>width, height</code>	Must be a valid CSS unit (like "100%", "400px", "auto") or a number, which will be coerced to a string and have "px" appended.
<code>expr</code>	An expression that generates a orbit (a call to <code>orbit_3d()</code>).
<code>env</code>	The environment in which to evaluate <code>expr</code> .
<code>quoted</code>	Is <code>expr</code> a quoted expression (with <code>quote()</code>)? This is useful if you want to save an expression in a variable.

Examples

```
library(shiny)

p <- ggplot(mountain, aes(x, y, z, fill = z, color = z)) +
  geom_surface_3d(linewidth = .25) +
  coord_3d(light = light(anchor = "camera", direction = c(1, 1, 0)),
          ratio = c(1.5, 2, 1)) +
  scale_fill_viridis_c() + scale_color_viridis_c() +
  theme_void()
```

```

ui <- fluidPage(
  titlePanel("Interactive ggcube"),
  orbit3dOutput("fb", width = "500px", height = "500px")
)

server <- function(input, output, session) {
  output$fb <- renderOrbit3d({
    orbit_3d(p, yaw = c(360, 0), n = 12)
  })
}

shinyApp(ui, server)

```

position_on_face	<i>Position for projecting 2D and 3D layers onto cube faces</i>
------------------	---

Description

Enables layers to be projected onto 2D faces of the 3D coordinate cube. It can be used to flatten 3D ggcube layers onto a single cube face as a way of visualizing them in 2D, or to add certain natively 2D ggplot2 layers like `geom_density_2d()` or `geom_smooth()` to a cube face.

Usage

```
position_on_face(faces = "zmin", axes = NULL)
```

Arguments

faces	Character string or vector specifying which cube face(s) to project onto. Valid options are: "xmin", "xmax", "ymin", "ymax", "zmin", "zmax", "3D". "3D" indicates the raw, non-flattened 3D position. Multiple faces and "3D" are only supported for 3D layers (when axes = NULL).
axes	For 2D layers only: Character vector of length 2 specifying which 3D dimensions the 2D layer's x and y aesthetics represent. For example, <code>c("x", "z")</code> means the 2D x-axis maps to the 3D x-axis and the 2D y-axis maps to the 3D z-axis. For 3D layers, use NULL (default) to preserve the existing x,y,z mapping.

Details

This position adjustment supports both 2D and 3D layers:

For 3D layers (axes = NULL):

- Data already has x,y,z coordinates in the correct order
- Simply adds projection metadata for `coord_3d` to place the layer on the specified face(s)
- The face coordinate will be overridden during coordinate transformation

- Multiple faces are supported - the layer will be duplicated on each specified face. All specified faces inherit aesthetics from the layer function; if you want different parameters for different faces and on the primary 3D layer, add each as a separate layer call.

For 2D layers (axes = c("dim1", "dim2")):

- Renames the layer's x,y columns to match the specified 3D axes
- Adds the missing third dimension
- Adds projection metadata for coord_3d
- Only single faces are supported for 2D layers

The actual projection happens during coordinate transformation in coord_3d.

Compatibility Note: This position adjustment is not compatible with all 2D stats. It works well with stat_density_2d() and other stats that don't depend heavily on scale ranges during computation, but may cause errors or rendering issues with stat_density_2d_filled() and similar stats that generate polygons based on scale domains, as well as with layers like stat_bin_2d() that return position variables other than x and y. For geom_smooth(), this position works only if you set se = FALSE as shown in the example.

Value

A ggplot position object that can be supplied to the position argument to layer functions.

See Also

[coord_3d\(\)](#) for 3D coordinate systems, [ggplot2::stat_density_2d\(\)](#) and other 2D statistical transformations that can be projected onto faces.

Examples

```
# 3D point layer in raw 3D form, and projected onto 2D face
ggplot(sphere_points, aes(x, y, z)) +
  geom_point_3d(position = position_on_face("zmin"), color = "red") +
  geom_point_3d(color = "black") + # add this layer last so it appears on top
  coord_3d()

# 3D layer projected to multiple faces
set.seed(1)
d <- data.frame(x = round(rnorm(10)), y = round(rnorm(10)), z = round(rnorm(10)))
ggplot(d, aes(x, y, z)) +
  stat_voxel_3d(color = "black", fill = "steelblue",
    light = light(direction = c(1, 1, 0), mode = "hsv"),
    position = position_on_face(c("3D", "zmin", "xmax", "ymax"))) +
  coord_3d()

# 3D layer projected differently on individual faces
ggplot(sphere_points, aes(x, y, z)) +
  stat_hull_3d(position = position_on_face("zmin"), fill = "black") +
  geom_point_3d(position = position_on_face("ymax")) +
  geom_path_3d(position = position_on_face("xmax")) +
  stat_hull_3d(color = "black") +
```

```

coord_3d()

# 2D density contour on a specific face
ggplot(iris, aes(Sepal.Length, Sepal.Width, Petal.Length, color = Species)) +
  stat_density_2d(position = position_on_face(faces = "zmin", axes = c("x", "y"))) +
  geom_point_3d() +
  coord_3d()

# Distinct 2D layers projected to different faces
ggplot(mtcars) +
  geom_smooth(aes(mpg, qsec), color = "red", alpha = .5, se = FALSE,
    position = position_on_face(faces = "ymax", axes = c("x", "z"))) +
  geom_density_2d(aes(mpg, wt), alpha = .5,
    position = position_on_face(faces = "zmin", axes = c("x", "y"))) +
  geom_path(aes(wt, qsec), color = "forestgreen", alpha = .5,
    position = position_on_face(faces = "xmax", axes = c("y", "z"))) +
  geom_point_3d(aes(mpg, wt, qsec)) +
  coord_3d() +
  theme_light()

```

renderers_3d

Animation renderers for animate_3d

Description

Renderer functions that combine individual frame images into a final animation file. These are factory functions that return the actual rendering function.

Usage

```
gifski_renderer_3d(file = NULL, loop = TRUE)
```

```
av_renderer_3d(file = NULL, vfilter = "null", codec = NULL)
```

```
file_renderer_3d(dir = tempdir(), prefix = "ggcube_frame", overwrite = FALSE)
```

Arguments

file	Output file path. If NULL, a temporary file is used.
loop	Logical. Should the GIF loop? Default is TRUE.
vfilter	A video filter string for ffmpeg (passed to av).
codec	Video codec name. Default lets av choose.
dir	Directory to copy frame files into. Defaults to a session temporary directory (tempdir()). For animations you want to keep, pass an explicit directory.
prefix	Filename prefix for copied frame files.
overwrite	Logical. Overwrite existing files? Default is FALSE.

Value

A function with signature `function(frames, fps, width, height)` that produces the animation output.

Examples

```
p <- ggplot() +
  geom_function_3d(
    fun = function(x, y) sin(x) * cos(y),
    xlim = c(-pi, pi), ylim = c(-pi, pi),
    fill = "steelblue", color = "steelblue") +
  coord_3d()

# GIF output (default)
animate_3d(p, yaw = c(0, 360), renderer = gifsqi_renderer_3d())

# Video output
animate_3d(p, yaw = c(0, 360), renderer = av_renderer_3d())

# Keep individual frame files in a chosen directory
animate_3d(p, yaw = c(0, 360),
  renderer = file_renderer_3d(dir = file.path(tempdir(), "my_frames")))
```

scale_z_continuous	<i>Continuous z-axis scale for 3D plots</i>
--------------------	---

Description

`scale_z_continuous` creates a continuous scale for the `z` aesthetic in 3D plots. It works similarly to `scale_x_continuous` and `scale_y_continuous`, providing control over axis breaks, labels, limits, and transformations for the `z` dimension.

Usage

```
scale_z_continuous(
  name = waiver(),
  breaks = waiver(),
  minor_breaks = waiver(),
  n.breaks = NULL,
  labels = waiver(),
  limits = NULL,
  expand = waiver(),
  oob = scales::censor,
  na.value = NA_real_,
  transform = "identity",
```

```

    guide = "none",
    ...
)

```

Arguments

name	The name of the scale, used as the axis title. Use <code>waiver()</code> for the default, or <code>NULL</code> to omit the title.
breaks	One of: • <code>NULL</code> for no breaks • <code>waiver()</code> for the default breaks • A numeric vector of positions • A function that takes the limits as input and returns breaks as output
minor_breaks	One of: • <code>NULL</code> for no minor breaks • <code>waiver()</code> for the default minor breaks • A numeric vector of positions • A function that takes the limits as input and returns minor breaks as output
n.breaks	An integer guiding the number of major breaks. The algorithm may choose a slightly different number to ensure nice break labels.
labels	One of: • <code>NULL</code> for no labels • <code>waiver()</code> for the default labels • A character vector giving labels (must be same length as breaks) • A function that takes the breaks as input and returns labels as output
limits	A numeric vector of length two providing limits of the scale. Use <code>NA</code> to refer to the existing minimum or maximum.
expand	For position scales, a vector of range expansion constants used to add some padding around the data to ensure that they are placed some distance away from the axes.
oob	One of: • Function that handles limits outside the scale limits (out of bounds). • <code>scales::censor</code> for replacing out of bounds values with <code>NA</code> • <code>scales::squish</code> for squishing out of bounds values into range
na.value	Missing values will be replaced with this value.
transform	The name of a transformation object or the object itself. Default is "identity", but works with standard transform options such as "log10", "sqrt", and "reverse", detailed in the documentation for <code>ggplot2::scale_x_continuous()</code> .
guide	A function used to create a guide or its name. Since z-axis guides are not yet supported, this defaults to "none".
...	Other arguments passed on to <code>continuous_scale()</code> .

Value

A ggplot2 scale object for the z aesthetic.

See Also

[xlim](#) for a shorthand way to set z-axis limits, [coord_3d](#) for the 3D coordinate system

Other 3D scale functions: [scale_z_discrete\(\)](#), [xlim\(\)](#)

Examples

```
# Custom breaks, labels, and limits
ggplot(mtcars, aes(mpg, wt, z = qsec)) +
  geom_point() +
  scale_z_continuous(
    breaks = c(15, 17, 19, 21),
    labels = c("Fast", "Medium", "Slow", "Very Slow"),
    limits = c(10, NA)) +
  coord_3d()

# Works with standard scale transformations like "reverse", "log10", etc.
ggplot(mtcars, aes(mpg, wt, z = qsec)) +
  geom_point() +
  scale_z_continuous(transform = "reverse") +
  coord_3d()
```

scale_z_discrete	<i>Discrete z-axis scale for 3D plots</i>
------------------	---

Description

`scale_z_discrete` creates a discrete scale for the z aesthetic in 3D plots. It works with categorical/factor data, positioning each level at integer coordinates (1, 2, 3, ...) in 3D space.

Usage

```
scale_z_discrete(
  name = waiver(),
  breaks = waiver(),
  labels = waiver(),
  limits = NULL,
  expand = waiver(),
  guide = "none",
  na.translate = TRUE,
  na.value = NA_real_,
  drop = TRUE,
  ...
)
```

Arguments

name	The name of the scale, used as the axis title. Use <code>waiver()</code> for the default, or <code>NULL</code> to omit the title.
breaks	One of: • <code>NULL</code> for no breaks • <code>waiver()</code> for all breaks • A character vector of breaks • A function that takes the limits as input and returns breaks as output
labels	One of: • <code>NULL</code> for no labels • <code>waiver()</code> for the default labels • A character vector giving labels (must be same length as breaks) • A function that takes the breaks as input and returns labels as output
limits	A character vector that defines possible values of the scale and their order.
expand	A numeric vector of length two giving multiplicative and additive expansion constants. These constants ensure that data is placed some distance away from the axes. The defaults are to expand by 0.6 units on each side for discrete scales.
guide	A function used to create a guide or its name. Since z-axis guides are not yet supported, this defaults to "none".
na.translate	Unlike continuous scales, discrete scales can easily show missing values, and do so by default. If you want to remove missing values from a discrete scale, specify <code>na.translate = FALSE</code> .
na.value	If <code>na.translate = TRUE</code> , what aesthetic value should the missing values be displayed as? Does not apply to position scales where NA is always placed at the far right.
drop	Should unused factor levels be omitted from the scale? The default, <code>TRUE</code> , uses the levels that appear in the data; <code>FALSE</code> uses all the levels in the factor.
...	Other arguments passed on to <code>discrete_scale()</code> .

Value

A `ggplot2` scale object for the z aesthetic.

See Also

[scale_z_continuous](#) for continuous z-axis scaling, [coord_3d](#) for the 3D coordinate system

Other 3D scale functions: [scale_z_continuous\(\)](#), [xlim\(\)](#)

Examples

```
library(ggplot2)

# Basic usage to control order, breaks, labels, expansion, etc.
ggplot(mpg, aes(displ, cty, drv, color = drv)) +
```

```

geom_point() +
scale_z_discrete(limits = c("f", "r", "4"), # change default order
                 breaks = c("f", "r", "4"),
                 labels = c("front", "rear", "4-wheel"),
                 expand = expansion(.5)) +
coord_3d()

```

sorting_methods	<i>Depth sorting method</i>
-----------------	-----------------------------

Description

The `sort_method` argument determines the order in which elements are rendered. This controls depth sorting for all geometry types within a layer, including polygons, points, segments, and text. Default varies by geometry type.

Options

"painter" Elements are sorted by the mean depth (distance from viewer after rotation) of their vertices. This is fast, but can give incorrect results when primitives overlap in screen space at different depths.

"pairwise" A more intensive sorting algorithm that compares every pair of elements to determine occlusion order. Uses type-specific geometric tests: polygon overlap detection for polygon-polygon pairs, point-in-polygon tests for polygon-point pairs, line clipping for polygon-segment pairs, and line intersection for segment-segment pairs. When elements are coplanar, smaller primitives (points, segments) render on top of larger ones (polygons). Slower but more accurate.

"auto" Uses pairwise if the data has fewer than 500 rows, and painter otherwise.

sphere_points	<i>Sphere surface points</i>
---------------	------------------------------

Description

A toy data set representing points on a sphere surface, useful for testing hull functions

Usage

```
sphere_points
```

Format

sphere_points:

A data frame with 200 rows and 3 columns (x, y, and z)

stat_distributions_3d *3D ridgeline distributions*

Description

Computes 1D kernel density estimates for each group and arranges them as ridgeline polygons in 3D space. Similar to `ggridges::geom_density_ridges()`, but rendered as 3D surfaces using `geom_ridgeline_3d()`.

Usage

```
stat_distributions_3d(  
  mapping = NULL,  
  data = NULL,  
  geom = "ridgeline_3d",  
  position = "identity",  
  ...,  
  direction = NULL,  
  bw = "nrd0",  
  adjust = 1,  
  kernel = "gaussian",  
  n = 512,  
  trim = FALSE,  
  bounds = c(-Inf, Inf),  
  rel_min_height = 0,  
  joint_bandwidth = FALSE,  
  base = 0,  
  light = NULL,  
  cull_backfaces = FALSE,  
  sort_method = NULL,  
  scale_depth = TRUE,  
  force_convex = FALSE,  
  na.rm = FALSE,  
  show.legend = NA,  
  inherit.aes = TRUE  
)  
  
geom_distributions_3d(  
  mapping = NULL,  
  data = NULL,  
  stat = "distributions_3d",  
  position = "identity",  
  ...,  
  direction = NULL,  
  bw = "nrd0",  
  adjust = 1,  
  kernel = "gaussian",
```

```

n = 512,
trim = FALSE,
bounds = c(-Inf, Inf),
rel_min_height = 0,
joint_bandwidth = FALSE,
base = 0,
light = NULL,
cull_backfaces = FALSE,
sort_method = NULL,
scale_depth = TRUE,
force_convex = FALSE,
na.rm = FALSE,
show.legend = NA,
inherit.aes = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by aes() . This stat requires x and y aesthetics. One of these serves as the grouping/position variable (determined by direction), and the other provides values for density estimation.
data	The data to be displayed in this layer.
geom	The geometric object to use to display the data. Defaults to geom_ridgeline_3d() .
position	Position adjustment, defaults to "identity". To collapse the result onto one 2D surface, use position_on_face() .
...	Other arguments passed to the layer.
direction	Direction of ridges: " x " One ridge per unique x value; ridge varies in y (default) " y " One ridge per unique y value; ridge varies in x
bw	The smoothing bandwidth to be used. If numeric, the standard deviation of the smoothing kernel. If character, a rule to choose the bandwidth, as listed in stats::bw.nrd() . Options include "nrd0" (default), "nrd", "ucv", "bcv", "SJ", "SJ-ste", and "SJ-dpi". Note that automatic calculation is performed per-group unless <code>joint_bandwidth = TRUE</code> .
adjust	A multiplicative bandwidth adjustment. This makes it possible to adjust the bandwidth while still using a bandwidth estimator. For example, <code>adjust = 1/2</code> means use half of the default bandwidth. Default is 1.
kernel	Kernel function to use. One of "gaussian" (default), "rectangular", "triangular", "epanechnikov", "biweight", "cosine", or "optcosine". See stats::density() for details.
n	Number of equally spaced points at which the density is estimated. Should be a power of two for efficiency. Default is 512.
trim	If FALSE (the default), each density is computed on the full range of the data (extended by a factor based on bandwidth). If TRUE, each density is computed over the range of that group only.

bounds	A numeric vector of length 2 giving the lower and upper bounds for bounded density estimation. Density values outside bounds are set to zero. Data points outside bounds are removed with a warning. Default is <code>c(-Inf, Inf)</code> (unbounded).
rel_min_height	Lines with heights below this cutoff will be removed. The cutoff is measured relative to the maximum height within each group. For example, <code>rel_min_height = 0.01</code> removes points with density less than 1% of the peak. Default is 0 (no removal). This is similar to the parameter of the same name in <code>ggribes::geom_density_ridges()</code> .
joint_bandwidth	If TRUE, bandwidth is computed jointly across all groups using the specified bw method, ensuring consistent smoothing across all density curves. This matches the behavior of <code>ggribes::stat_density_ridges()</code> . If FALSE (the default), bandwidth is computed separately for each group, matching <code>ggplot2::stat_density()</code> . Only applies when bw is a character string (bandwidth rule), not when bw is provided as a numeric value.
base	Z-value for ridge polygon bottoms. If NULL, uses <code>min(z)</code> .
light	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
stat	Statistical transformation to use on the data. Defaults to <code>stat_distributions_3d()</code> .

Details

This stat is modeled after `ggplot2::stat_density()`, with similar parametrization for bandwidth selection, kernel choice, and boundary handling.

Value

A Layer object that can be added to a ggplot.

Aesthetics

`stat_distributions_3d()` understands the following aesthetics (required aesthetics are in bold):

x X coordinate - either density variable or position variable depending on direction

y Y coordinate - either position variable or density variable depending on direction

group Grouping variable (typically derived from the position aesthetic)

fill, colour, alpha, linewidth, linetype Passed to `geom_ridgeline_3d()`

Direction

The direction parameter determines how the data is interpreted:

`direction = NULL` (**default**) Automatically detects direction based on whether x or y is discrete (factor/character). If x is discrete and y is continuous, uses "x"; if y is discrete and x is continuous, uses "y". Falls back to "x" if ambiguous.

`direction = "x"` Ridges march along the x-axis. Each unique x value defines a group, and density is computed from the y values within that group. The resulting density curves lie in the y-z plane.

`direction = "y"` Ridges march along the y-axis. Each unique y value defines a group, and density is computed from the x values. The resulting density curves lie in the x-z plane.

Computed variables

The following variables are computed and available via `after_stat()`:

density The kernel density estimate at each point

ndensity Density normalized to a maximum of 1 within each group

count Density multiplied by number of observations (expected count)

n Number of observations in the group

bw Bandwidth actually used for this group

See Also

`geom_ridgeline_3d()` for rendering pre-computed ridgeline data, `stat_density_3d()` for 2D kernel density surfaces, `ggplot2::stat_density()` for the parametrization this stat follows, `ggridges::geom_density_ri` for the 2D ridgeline equivalent.

Examples

```
library(ggplot2)

# Basic usage with iris data
p <- ggplot(iris, aes(y = Sepal.Length, x = Species, fill = Species)) +
  coord_3d() +
  scale_z_continuous(expand = expansion(mult = c(0, NA))) + # remove gap beneath ridges
  theme(legend.position = "none")
p + stat_distributions_3d()

# Normalize max ridge heights
p + stat_distributions_3d(aes(z = after_stat(ndensity)))

# Adjust smoothing bandwidth
p + stat_distributions_3d(adjust = 0.5)

# Use joint bandwidth for consistent smoothing across groups
p + stat_distributions_3d(joint_bandwidth = TRUE)

# Different bandwidth selection rules
p + stat_distributions_3d(bw = "SJ")

# Remove tails with rel_min_height
p + stat_distributions_3d(rel_min_height = 0.05)

# Trim to data range
p + stat_distributions_3d(trim = TRUE)

# Rotated to reduce perspective distortion
p + stat_distributions_3d(alpha = .7) +
  coord_3d(pitch = 0, roll = -90, yaw = 90, dist = 5,
    panels = c("zmin", "xmin"))
```

stat_function_3d	<i>3D surface from a function</i>
------------------	-----------------------------------

Description

Evaluates a function $f(x,y) = z$ over a regular grid and renders the result as a 3D surface or ridgeline plot.

Usage

```
stat_function_3d(
  mapping = NULL,
  data = ensure_nonempty_data,
  geom = "surface_3d",
  position = "identity",
```

```

    ...,
    fun = NULL,
    xlim = NULL,
    ylim = NULL,
    grid = "rectangle",
    n = 40,
    direction = "x",
    trim = TRUE,
    cull_backfaces = FALSE,
    light = NULL,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
)

geom_function_3d(
  mapping = NULL,
  data = ensure_nonempty_data,
  stat = "function_3d",
  position = "identity",
  ...,
  fun = NULL,
  xlim = NULL,
  ylim = NULL,
  grid = "rectangle",
  n = 40,
  direction = "x",
  trim = TRUE,
  cull_backfaces = FALSE,
  light = NULL,
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE
)

```

Arguments

mapping	Set of aesthetic mappings created by <code>aes()</code> . By default, fill is mapped to <code>after_stat(z)</code> .
data	Ignored; this stat generates its own data.
geom	Geom to use for rendering. Defaults to "surface_3d" for mesh surfaces. Use "ridgeline_3d" for ridgeline rendering.
position	Position adjustment, defaults to "identity".
...	Other arguments passed to the layer.
fun	Function to evaluate. Must accept (x, y) and return numeric z values.
xlim, ylim	Length-2 numeric vectors giving the x and y ranges over which to plot the function.

grid, n, direction, trim	Parameters determining the geometry, resolution, and orientation of the surface grid. See grid_generation for details.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
light	A lighting specification object created by light() , light("none") or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the <code>light</code> argument of geom*_3d() functions, which takes precedence.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
stat	Statistical transformation to use on the data. Defaults to "surface_3d".

Value

A Layer object that can be added to a ggplot.

Computed variables

x, y, z Grid coordinates and function values
dzdx, dzdy Partial derivatives at each point
slope Gradient magnitude: $\sqrt{dzdx^2 + dzdy^2}$
aspect Direction of steepest slope: $\text{atan2}(dzdy, dzdx)$

See Also

[geom_surface_3d\(\)](#), [geom_ridgeline_3d\(\)](#), [coord_3d\(\)](#)

Examples

```
# Basic function surface
ggplot() +
  geom_function_3d(fun = function(x, y) sin(x) * cos(y),
                  xlim = c(-pi, pi), ylim = c(-pi, pi)) +
  coord_3d()

# Fill by slope
ggplot() +
  geom_function_3d(fun = function(x, y) x^2 + y^2,
                  xlim = c(-2, 2), ylim = c(-2, 2),
```

```

      aes(fill = after_stat(slope)),
      grid = "equilateral") +
  scale_fill_viridis_c() +
  coord_3d()

# As ridgelines
ggplot() +
  stat_function_3d(fun = function(x, y) dnorm(x) * dnorm(y) * 10,
    xlim = c(-1.5, 1.5), ylim = c(-1.5, 1.5), n = c(15, 30),
    geom = "ridgeline_3d", base = 0, light = "none",
    fill = "black", color = "white") +
  coord_3d()

```

stat_identity_3d	<i>3D-aware identity transformation</i>
------------------	---

Description

This stat performs identity transformation (passes data through unchanged) while properly handling discrete scales and lighting specifications for 3D coordinate systems. It also converts group values to hierarchical format to prevent reordering withing groups during depth sorting.

Usage

```

stat_identity_3d(
  mapping = NULL,
  data = NULL,
  geom = "point",
  position = "identity",
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE,
  light = NULL,
  ...
)

```

Arguments

mapping	Set of aesthetic mappings created by aes() .
data	The data to be displayed in this layer.
geom	The geometric object to use display the data.
position	Position adjustment, defaults to "identity".
na.rm	If FALSE, missing values are removed with a warning.
show.legend	Logical indicating whether this layer should be included in legends.

<code>inherit.aes</code>	If FALSE, overrides the default aesthetics.
<code>light</code>	A lighting specification object created by <code>light()</code> , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding <code>light()</code> to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
<code>...</code>	Other arguments passed on to geom layer.

Details

This stat is primarily intended for use with 3D geoms that need discrete scale or lighting support, following the same pattern as other ggcube stats.

Value

A Layer object that can be added to a ggplot.

Computed variables

- `x_raw`, `y_raw`, `z_raw`: Original values before discrete-to-numeric conversion
- `group`: Converted to hierarchical format (e.g., "1__group", "2__group") for proper depth sorting.

See Also

`geom_point_3d()`, `geom_polygon_3d()` which use this stat for discrete scale support.

<code>stat_surface_3d</code>	<i>3D surface from point data</i>
------------------------------	-----------------------------------

Description

Takes user-provided (x, y, z) point data and prepares it for surface rendering. If data form a regular grid, can render either a `GeomSurface3D` of rectangular or right-triangular tiles, or a `GeomRidge-line3D` or `GeomContour3D` set of surface slices; otherwise, renders irregular triangular tiles via Delaunay triangulation.

Usage

```
stat_surface_3d(
  mapping = NULL,
  data = NULL,
  geom = "surface_3d",
  position = "identity",
  ...,
  cull_backfaces = FALSE,
  light = NULL,
  na.rm = FALSE,
```

```

    show.legend = NA,
    inherit.aes = TRUE
  )

  geom_surface_3d(
    mapping = NULL,
    data = NULL,
    stat = "surface_3d",
    position = "identity",
    ...,
    method = "auto",
    grid = NULL,
    cull_backfaces = FALSE,
    sort_method = "auto",
    scale_depth = TRUE,
    force_convex = TRUE,
    light = NULL,
    na.rm = FALSE,
    show.legend = NA,
    inherit.aes = TRUE
  )

```

Arguments

mapping	Set of aesthetic mappings created by aes() . Must include x, y, and z. By default, fill is mapped to <code>after_stat(z)</code> .
data	Data frame containing point coordinates.
geom	Geom to use for rendering. Defaults to "surface_3d" for mesh surfaces. Use "ridgeline_3d" for ridgeline rendering.
position	Position adjustment, defaults to "identity".
...	Other arguments passed to the layer.
cull_backfaces	Logical indicating whether to remove back-facing polygons from rendering. This is primarily for performance optimization but may be useful for aesthetic reasons in some situations. Backfaces are determined using screen-space winding order after 3D transformation. Defaults vary by geometry type: FALSE for open surface-type geometries, TRUE for solid objects (hulls, voxels, etc. where backfaces are generally hidden unless frontfaces are transparent or explicitly disabled).
light	A lighting specification object created by light() , <code>light("none")</code> or the string "none" to disable lighting, or NULL to inherit plot-level lighting. Set plot-level lighting by adding light() to the plot, and layer-specific lighting via the <code>light</code> argument of <code>geom*_3d()</code> functions, which takes precedence.
na.rm	If FALSE, missing values are removed.
show.legend	Logical indicating whether this layer should be included in legends.
inherit.aes	If FALSE, overrides the default aesthetics.
stat	Statistical transformation to use on the data. Defaults to "surface_3d".

method	Tessellation method passed to <code>geom_surface_3d()</code> : "auto" (default), "grid", or "delaunay".
grid	Tile geometry for regular grids: "rectangle" (default), "right1", or "right2".
sort_method	Depth sorting algorithm. See sorting_methods for details.
scale_depth	Controls whether polygon linewidths are scaled to make closer lines wider and farther lines narrower, based on the mean depth of a polygon. TRUE (the default) applies full scaling and FALSE disables it; a number sets the strength directly, where 1 matches TRUE, 0 matches FALSE, values below 1 subdue the effect and values above 1 exaggerate it. This affects the layer only; use <code>coord_3d(scale_depth =)</code> for gridlines, cube borders, axis ticks, and axis text.
force_convex	Logical indicating whether to remove polygon vertices that are not part of the convex hull. Default value varies by geom. Specifying TRUE can help reduce artifacts in surfaces that have polygon tiles that wrap over a visible horizon. For prism-type geoms like columns and voxels, FALSE is safe because polygons fill always be convex.

Details

For regular grids, computes point-level gradients. Works with both `geom_surface_3d()` for mesh rendering and `geom_ridgeline_3d()` for ridgeline rendering.

Value

A Layer object that can be added to a ggplot.

Computed variables

For regular grid data:

dzdx, dzdy Partial derivatives at each point

slope Gradient magnitude: $\sqrt{dzdx^2 + dzdy^2}$

aspect Direction of steepest slope: $\text{atan2}(dzdy, dzdx)$

For irregular data, gradient variables are NA.

Grid detection

The stat automatically detects whether data forms a regular grid by checking if `nrow(data) == length(unique(x)) * length(unique(y))`. Regular grids get point-level gradient computation; irregular point clouds are passed through for Delaunay tessellation by the geom.

See Also

[geom_surface_3d\(\)](#), [geom_ridgeline_3d\(\)](#), [stat_function_3d\(\)](#), [coord_3d\(\)](#)

Examples

```
# Regular grid data -----

# simulated data and base plot for basic surface
d <- dplyr::mutate(tidyr::expand_grid(x = -10:10, y = -10:10),
                  z = sqrt(x^2 + y^2) / 1.5,
                  z = cos(z) - z)
p <- ggplot(d, aes(x, y, z)) +
  coord_3d(light = light(mode = "hsl", direction = c(1, 0, 0)))

# surface with 3d lighting
p + geom_surface_3d(fill = "steelblue", color = "steelblue", linewidth = .2)

# mesh wireframe (`fill = NA`) with aes line color
p + geom_surface_3d(aes(color = z), fill = NA,
                    linewidth = .5, light = "none") +
  scale_color_gradientn(colors = c("black", "blue", "red"))

# triangulated surface (can prevent lighting flaws)
p + geom_surface_3d(fill = "#9e2602", color = "black", grid = "right2")

# use after_stat to access computed surface-orientation variables
p + geom_surface_3d(aes(fill = after_stat(slope)), grid = "right2") +
  scale_fill_viridis_c() +
  guides(fill = guide_colorbar_3d())

# use `group` to plot data for multiple surfaces
d <- expand_grid(x = -5:5, y = -5:5)
d$z <- d$x^2 - d$y^2
d$g <- "a"
d2 <- d
d2$z <- d$z + 15
d2$g <- "b"
ggplot(rbind(d, d2), aes(x, y, z, group = g, fill = g)) +
  coord_3d(light = "none") +
  geom_surface_3d(color = "black", alpha = .5, light = NULL)

# terrain surface with topographic hillshade and elevational fill
ggplot(mountain, aes(x, y, z, fill = z, color = z)) +
  geom_surface_3d(light = light(direction = c(1, 0, .5),
                                mode = "hsv", contrast = 1.5),
                  linewidth = .2) +
  coord_3d(ratio = c(1, 1.5, .75)) +
  theme_light() +
  scale_fill_gradientn(colors = c("darkgreen", "rosybrown4", "gray60")) +
  scale_color_gradientn(colors = c("darkgreen", "rosybrown4", "gray60")) +
  guides(fill = guide_colorbar_3d())

# stack of flat surfaces (e.g. a time series of raster maps)
d <- expand_grid(lon = 1:20, lat = 1:20, time = 1:6)
```

```

d$value <- sin(-d$lon * d$lat / 10) + d$time / 2
ggplot(d, aes(lon, lat, time, group = time,
              fill = value, color = value)) +
  geom_surface_3d(light = "none") +
  coord_3d() +
  scale_color_viridis_c() + scale_fill_viridis_c()

# stat_surface_3d with alternative geoms -----

# horizontal slices with geom_ridgeline_3d
ggplot(mountain, aes(x, y, z)) +
  stat_surface_3d(geom = "ridgeline_3d",
                 fill = "black", color = "white",
                 light = "none", linewidth = .1) +
  coord_3d(ratio = c(1, 1.5, .75), yaw = 45)

# elevation contours with geom_contour_3d
ggplot(mountain, aes(x, y, z, fill = z)) +
  stat_surface_3d(geom = "contour_3d", light = "none",
                 bins = 25, sort_method = "pairwise",
                 color = "black") +
  coord_3d(ratio = c(1, 1.5, .75), yaw = 45) +
  scale_fill_viridis_c(option = "B")

# Irregular point data -----

set.seed(42)
pts <- data.frame(x = runif(200, -2, 2), y = runif(200, -2, 2))
pts$z <- with(pts, sin(x) * cos(y))

ggplot(pts, aes(x, y, z = z, fill = z)) +
  stat_surface_3d(sort_method = "pairwise") +
  scale_fill_viridis_c() +
  coord_3d(light = "none")

```

text_outlines

Convert text to polygon outlines

Description

Converts a text string into polygon vertices suitable for plotting with ggplot2's `geom_polygon`. Uses `systemfonts` for font matching and glyph extraction.

Usage

```
text_outlines(
```

```

text,
family = "sans",
weight = "normal",
italic = FALSE,
size = 12,
tolerance = 0.01,
spacing = 0,
hjust = 0.5,
vjust = 0.5,
width = NA,
align = "left",
lineheight = 1,
internal_size = 144
)

```

Arguments

text	Character string to convert
family	Font family name (e.g., "Arial", "Helvetica", "sans")
weight	Font weight ("normal", "bold", "thin", "light", etc.)
italic	Logical; use italic variant
size	Font size in points
tolerance	Bezier curve tolerance; lower values give more detailed outlines
spacing	Additional letter spacing in em units
hjust, vjust	The justification of the textbox surrounding the text
width	Maximum line width in inches for word wrapping; NA disables wrapping
align	Text alignment: "left", "center", or "right"
lineheight	Line height multiplier
internal_size	Internal rendering size for kerning precision; generally shouldn't need adjustment

Value

A data frame with columns: x, y, contour, glyph, letter, poly_id. X and y are vertex coordinates, in point units.

Examples

```

data <- text_outlines("Howdy, partner", family = "Arial")

ggplot2::ggplot(data, ggplot2::aes(x, y, group = letter, subgroup = poly_id)) +
  ggplot2::geom_polygon() +
  ggplot2::coord_fixed()

```

zlim

*Set z-axis limits***Description**

This is a shorthand for `scale_z_continuous(limits = c(min, max))`. It's a convenient way to set the z-axis limits without specifying other scale parameters.

Usage

```
zlim(min, max, ...)
```

Arguments

<code>min, max</code>	The minimum and maximum values for the z-axis.
<code>...</code>	Additional arguments passed to <code>scale_z_continuous()</code> .

Value

A ggplot2 scale object for the z aesthetic with specified limits.

See Also

[scale_z_continuous](#) for more control over z-axis scaling, [xlim](#), [ylim](#) for x and y axis limits

Other 3D scale functions: [scale_z_continuous\(\)](#), [scale_z_discrete\(\)](#)

Examples

```
library(ggplot2)

# Set z-axis limits
ggplot(mtcars, aes(mpg, wt, z = qsec)) +
  geom_point() +
  zlim(15, 20) +
  coord_3d()

# Equivalent to:
ggplot(mtcars, aes(mpg, wt, z = qsec)) +
  geom_point() +
  scale_z_continuous(limits = c(15, 20)) +
  coord_3d()
```

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