

Package: mypaintr (via r-universe)

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Type Package

Title Plot R Graphics Like a Human

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Description R graphics device for human-like, sketched plotting. Uses libmypaint brushes to draw lines and polygons. Includes functions for plotting ``rough" lines and polygons. Integrates with base and ggplot graphics.

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URL <https://github.com/hughjonesd/mypaintr>,
<https://hughjonesd.github.io/mypaintr/>

BugReports <https://github.com/hughjonesd/mypaintr/issues>

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brush_dirs	<i>Discover installed mypaint brush directories</i>
------------	---

Description

Discover installed mypaint brush directories

Usage

```
brush_dirs()
```

Value

A character vector of directories containing .myb brushes.

See Also

Other brush management: [brush_inputs\(\)](#), [brush_settings\(\)](#), [brushes\(\)](#), [load_brush\(\)](#), [set_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
brush_dirs()
```

brush_inputs	<i>libmypaint brush input metadata</i>
--------------	--

Description

libmypaint brush input metadata

Usage

```
brush_inputs()
```

See Also

Other brush management: [brush_dirs\(\)](#), [brush_settings\(\)](#), [brushes\(\)](#), [load_brush\(\)](#), [set_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
head(brush_inputs())
```

brush_settings	<i>libmypaint brush setting metadata</i>
----------------	--

Description

libmypaint brush setting metadata

Usage

```
brush_settings()
```

See Also

Other brush management: [brush_dirs\(\)](#), [brush_inputs\(\)](#), [brushes\(\)](#), [load_brush\(\)](#), [set_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
head(brush_settings())
```

brushes *List installed mypaint brushes*

Description

List installed mypaint brushes

Usage

```
brushes(paths = default_mypaint_brush_dirs())
```

Arguments

paths Optional brush directories. Defaults to locally discovered mypaint-brushes locations.

Value

A character vector of brush names, relative to the brush root.

See Also

Other brush management: [brush_dirs\(\)](#), [brush_inputs\(\)](#), [brush_settings\(\)](#), [load_brush\(\)](#), [set_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
head(brushes())
```

crosshatch *Cross-hatch fill pattern*

Description

Cross-hatch fill pattern

Usage

```
crosshatch(angle = 45, density = 7, clip = TRUE, padding = 0)
```

Arguments

angle One or two hatch angles in degrees. If a single angle is supplied, the second pass defaults to angle + 90.

density Approximate line density in lines per inch. Larger values give denser fills.

clip When TRUE, hatch endpoints stay on the shape boundary to reduce overshoot.

padding Inset from the polygon edge in inches. Positive values leave a small gap between the fill pattern and the boundary.

Value

A fill-pattern object for draw_rough_*() helpers and mypaint geoms.

See Also

Other fill patterns: [hatch\(\)](#), [jumble\(\)](#), [zigzag\(\)](#)

Examples

```
plot.new()
plot.window(xlim = c(0, 10), ylim = c(0, 10))
draw_rough_rect(
  2, 2, 8, 8,
  col = "grey90",
  fill_pattern = crosshatch(angle = c(30, 120), density = 9)
)
```

geom_mypaint_bar	<i>Draw rough, brush-rendered bars in ggplot2</i>
------------------	---

Description

Draw rough, brush-rendered bars in ggplot2

Usage

```
geom_mypaint_bar(
  mapping = NULL,
  data = NULL,
  stat = "count",
  position = "stack",
  ...,
  just = 0.5,
  lineend = "butt",
  linejoin = "mitre",
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE,
  fill_pattern = NULL,
  brush = NULL,
  fill_brush = NULL,
  hand = NULL,
  stroke_hand = hand,
  fill_hand = hand,
  auto_solid_bg = NULL
)
```

Arguments

mapping, data, position, just, lineend, linejoin, na.rm, show.legend, inherit.aes	As for <code>ggplot2::geom_col()</code> .
stat	The statistical transformation to use. Defaults to "count".
...	Other arguments passed to <code>ggplot2::layer()</code> .
fill_pattern	Optional fill pattern created with <code>hatch()</code> , <code>crosshatch()</code> , <code>zigzag()</code> , or <code>jumble()</code> .
brush	Stroke brush specification created with <code>tweak_brush()</code> , an installed mypaint brush name, .myb file path, JSON brush string, or NULL for solid borders.
fill_brush	Fill brush specification created with <code>tweak_brush()</code> , an installed mypaint brush name, .myb file path, JSON brush string, or NULL for solid fills.
hand	Optional hand-drawn geometry applied to both outline and hatch by default.
stroke_hand	Optional hand-drawn geometry for the outline.
fill_hand	Optional hand-drawn geometry for the hatch strokes.
auto_solid_bg	Reserved for future parity with device-level style controls.

Value

A ggplot layer.

geom_mypaint_col	<i>Draw rough, brush-rendered columns in ggplot2</i>
------------------	--

Description

This geom owns both the bar outline and the hatch fill, so the shading lines follow the same rough outline rather than the underlying true rectangle.

Usage

```
geom_mypaint_col(
  mapping = NULL,
  data = NULL,
  position = "stack",
  ...,
  just = 0.5,
  lineend = "butt",
  linejoin = "mitre",
  na.rm = FALSE,
  show.legend = NA,
  inherit.aes = TRUE,
  fill_pattern = NULL,
  brush = NULL,
  fill_brush = NULL,
```

```

hand = NULL,
stroke_hand = hand,
fill_hand = hand,
auto_solid_bg = NULL
)

```

Arguments

mapping, data, position, just, lineend, linejoin, na.rm, show.legend, inherit.aes

As for `ggplot2::geom_col()`.

...

Other arguments passed to `ggplot2::layer()`.

fill_pattern

Optional fill pattern created with `hatch()`, `crosshatch()`, `zigzag()`, or `jumble()`.

brush

Stroke brush specification created with `tweak_brush()`, an installed mypaint brush name, .myb file path, JSON brush string, or NULL for solid borders.

fill_brush

Fill brush specification created with `tweak_brush()`, an installed mypaint brush name, .myb file path, JSON brush string, or NULL for solid fills.

hand

Optional hand-drawn geometry applied to both outline and hatch by default.

stroke_hand

Optional hand-drawn geometry for the outline.

fill_hand

Optional hand-drawn geometry for the hatch strokes.

auto_solid_bg

Reserved for future parity with device-level style controls.

Value

A ggplot layer.

Examples

```

if (requireNamespace("ggplot2", quietly = TRUE)) {
  ggplot2::ggplot(mtcars, ggplot2::aes(factor(cyl))) +
    geom_mypaint_bar(fill_pattern = hatch())
}

```

hand

Hand-drawn geometry settings

Description

`human_hand()` is the same as `hand()`, but starts from rougher defaults with bow, wobble, width jitter, and human-style pressure and speed profiles enabled.

Usage

```

hand(
  seed = NULL,
  bow = 0,
  wobble = 0,
  multi_stroke = 1L,
  width_jitter = 0,
  endpoint_jitter = 0,
  pressure = pressure_flat(),
  speed = speed_flat(),
  xtilt = 0,
  ytilt = 0,
  barrel_rotation = 0
)

```

```

human_hand(
  seed = NULL,
  bow = 0.004,
  wobble = 0.004,
  multi_stroke = 1L,
  width_jitter = 0.08,
  endpoint_jitter = 0,
  pressure = pressure_human(),
  speed = speed_human(),
  xtilt = 0,
  ytilt = 0,
  barrel_rotation = 0
)

```

Arguments

seed	Optional random seed used for repeatable geometry.
bow	Typical bowing of long strokes as a proportion of segment length.
wobble	Low-frequency path wobble as a proportion of segment length.
multi_stroke	Number of overdrawn strokes to use.
width_jitter	Relative variation in line width between overdrawn strokes.
endpoint_jitter	Relative endpoint jitter as a proportion of segment length.
pressure	Pressure profile function, typically created with pressure_flat() , pressure_smooth() , or pressure_human() . A single number is treated as <code>pressure_flat(pressure)</code> .
speed	Speed profile function, typically created with speed_flat() or speed_human() . A single positive number is treated as <code>speed_flat(speed)</code> . Speed profiles affect mypaint_device() brush rendering only.
xtilt, ytilt	Stylus tilt inputs passed to <code>libmypaint</code> , in its normalized -1 to 1 range.
barrel_rotation	Stylus barrel rotation, in degrees.

Details

hand() defaults to plain, base-R-like geometry with no bowing, wobble, or jitter and flat pressure and speed. human_hand() has different, more human-like defaults, including pressure_human() and speed_human().

Pressure and speed profile functions are called with t, turn, and length, where length is the total stroke length in device units.

The speed, xtilt, ytilt, and barrel_rotation arguments affect only brush rendering on mypaint_device(). They are ignored by standard graphics devices.

Value

An object describing how rough geometry should be generated.

An object describing how rough geometry should be generated.

Examples

```
plot.new()
plot.window(c(0, 10), c(0, 10))
draw_rough_lines(c(0, 10), c(8, 8), lwd = 4, hand = hand())
draw_rough_lines(c(0, 10), c(6, 6), lwd = 4, hand = human_hand())
draw_rough_lines(c(0, 10), c(4, 4), lwd = 4,
                 hand = human_hand(seed = 1,
                                   bow = 0.02, wobble = 0.01))
draw_rough_lines(c(0, 10), c(2, 2), lwd = 4,
                 hand = human_hand(seed = 1,
                                   pressure = pressure_smooth(0.7, taper = 0.5)))
draw_rough_lines(c(0, 10), c(1, 1), lwd = 4,
                 hand = human_hand(seed = 1,
                                   pressure = pressure_human()))
```

hatch

Hatch fill pattern

Description

Hatch fill pattern

Usage

```
hatch(angle = 45, density = 8, clip = TRUE, padding = 0)
```

Arguments

angle	Base hatch angle in degrees.
density	Approximate line density in lines per inch. Larger values give denser fills.
clip	When TRUE, hatch endpoints stay on the shape boundary to reduce overshoot.
padding	Inset from the polygon edge in inches. Positive values leave a small gap between the fill pattern and the boundary.

Value

A fill-pattern object for `draw_rough_*()` helpers and `mypaint` geoms.

See Also

Other fill patterns: [crosshatch\(\)](#), [jumble\(\)](#), [zigzag\(\)](#)

Examples

```
plot.new()
plot.window(xlim = c(0, 10), ylim = c(0, 10))
draw_rough_rect(2, 2, 8, 8, col = "red",
               fill_pattern = hatch(density = 10))
```

jumble

Jumble fill pattern

Description

Jumble fill pattern

Usage

```
jumble(
  angle = 0,
  density = 5,
  radius = 0.76/density,
  wobble = 0.2,
  clip = TRUE,
  padding = 0
)
```

Arguments

<code>angle</code>	Base angle in degrees for the underlying guide lines.
<code>density</code>	Approximate line density in lines per inch. Larger values give denser fills.
<code>radius</code>	Loop radius in inches. Defaults to $0.76 / \text{density}$, so the loops are sized as a fraction of the line spacing.
<code>wobble</code>	Amount of irregularity in the loop shapes, spacing, and size. Larger values give less even, more varied loops.
<code>clip</code>	When TRUE, split loop paths at the shape boundary.
<code>padding</code>	Inset from the polygon edge in inches. Positive values leave a small gap between the fill pattern and the boundary.

Value

A fill-pattern object for `draw_rough_*()` helpers and `mypaint` geoms.

See Also

Other fill patterns: [crosshatch\(\)](#), [hatch\(\)](#), [zigzag\(\)](#)

Examples

```
plot.new()
plot.window(xlim = c(0, 10), ylim = c(0, 10))
draw_rough_rect(2, 2, 8, 8, col = "red", fill_pattern = jumble())
```

knitr_mypaint_hook *Create a knitr chunk hook for live mypaint rendering*

Description

The returned hook opens [mypaint_device\(\)](#) before chunk evaluation and injects the generated PNG files afterward. This avoids knitr's normal plot replay path, which does not preserve device-local style changes such as [set_hand\(\)](#) and [set_brush\(\)](#).

Usage

```
knitr_mypaint_hook(...)
```

Arguments

... Default arguments passed through to [mypaint_device\(\)](#) when the hook opens a device. Chunk-specific overrides can be supplied in the chunk option `mypaint.args` as a named list. Because these arguments are applied when the device opens, use this hook or `mypaint.args` to set chunk defaults; [set_brush\(\)](#) and [set_hand\(\)](#) still work within the chunk after the device is open.

Details

Register it with `knitr::knit_hooks$set(mypaint = knitr_mypaint_hook(...))` and then enable it for chunks with `mypaint = TRUE`. Chunks should also set `fig.keep = "none"` and `fig.ext = "png"`. If a chunk explicitly sets `dev=`, the hook is skipped and knitr's normal device handling is used.

Value

A function suitable for `knitr::knit_hooks$set()`.

Examples

```
if (requireNamespace("knitr", quietly = TRUE)) {
  hook <- knitr_mypaint_hook(brush = "deevad/2B_pencil")
  print(is.function(hook))
}
```

load_brush	<i>Load an installed mypaint brush</i>
------------	--

Description

Load an installed mypaint brush

Usage

```
load_brush(brush, paths = default_mypaint_brush_dirs(), normalize = "all")
```

Arguments

brush	Brush name like "classic/pencil" or a path to a .myb file.
paths	Optional brush directories. Defaults to locally discovered mypaint-brushes locations.
normalize	One of "all", "size", "tracking", or "none". Defaults to "all"; use "none" to explicitly bypass normalization.

Value

A reusable brush specification object.

See Also

Other brush management: [brush_dirs\(\)](#), [brush_inputs\(\)](#), [brush_settings\(\)](#), [brushes\(\)](#), [set_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
if (length(brushes())) {
  x <- load_brush(brushes()[[1]])
  stopifnot(inherits(x, "mypaintr_brush"))
}
```

mypaint_device	<i>Open a libmypaint-backed graphics device</i>
----------------	---

Description

Open a libmypaint-backed graphics device

Usage

```

mypaint_device(
  filename = NULL,
  width = 7,
  height = 7,
  res = 144,
  pointsize = 12,
  bg = "white",
  brush = NULL,
  fill_brush = NULL,
  hand = NULL,
  stroke_hand = NULL,
  fill_hand = NULL,
  auto_solid_bg = TRUE
)

```

Arguments

filename	Output PNG filename. If it contains %d, pages are numbered.
width, height	Device size in inches.
res	Resolution in pixels per inch.
pointsize	Base pointsize.
bg	Background colour.
brush	Stroke brush specification created with <code>tweak_brush()</code> , an installed mypaint brush name, .myb file path, JSON brush string, or NULL for solid strokes.
fill_brush	Optional fill brush spec. Defaults to brush when not supplied. Use explicit NULL for solid fills.
hand	Optional hand-drawn geometry spec applied to both stroke and fill primitives by default.
stroke_hand	Optional hand-drawn geometry spec for strokes.
fill_hand	Optional hand-drawn geometry spec for fills.
auto_solid_bg	Draw large fills that match the device background using normal Cairo rendering even when <code>fill_style = "brush"</code> .

Value

Opens a graphics device and returns NULL invisibly.

Examples

```

out <- tempfile("mypaint.png")
mypaint_device(out, width = 4, height = 3, bg = "ivory")
try(set_brush("classic/pen"), silent = TRUE)
plot(
  1:10,
  col = "steelblue",

```

```

    pch = 16,
    cex = 1.4
  )
dev.off()
unlink(out)

```

mypaint_wrap	<i>Wrap a grid grob, ggplot layer, or ggplot theme element with scoped mypaint styling</i>
--------------	--

Description

`mypaint_wrap()` applies temporary `mypaintr` brush and hand settings while the wrapped object is drawn, then restores the previous device style. It can wrap grid grobs, `ggplot2` layers, and `ggplot2` theme elements. This makes it useful for direct `grid::grid.draw()` workflows, for `ggplot` calls such as `ggplot(...)` + `mypaint_wrap(geom_line(...), ...)`, and for theme elements such as `theme(panel.grid = mypaint_wrap(element_line(), ...))`.

Usage

```

mypaint_wrap(
  object,
  brush = NULL,
  fill_brush = NULL,
  hand = NULL,
  stroke_hand = hand,
  fill_hand = hand,
  auto_solid_bg = NULL
)

```

Arguments

<code>object</code>	A grid grob, <code>ggplot2</code> layer, or <code>ggplot2</code> theme element.
<code>brush</code>	Stroke brush specification created with <code>tweak_brush()</code> , an installed <code>mypaint</code> brush name, <code>.myb</code> file path, JSON brush string, or <code>NULL</code> for solid strokes.
<code>fill_brush</code>	Fill brush specification created with <code>tweak_brush()</code> , an installed <code>mypaint</code> brush name, <code>.myb</code> file path, JSON brush string, or <code>NULL</code> for solid fills.
<code>hand</code>	Optional hand-drawn geometry applied to both stroke and fill by default.
<code>stroke_hand</code>	Optional hand-drawn geometry for strokes.
<code>fill_hand</code>	Optional hand-drawn geometry for fills.
<code>auto_solid_bg</code>	Optional override for background-like fills.

Value

An object of the same general kind as `object`.

Examples

```

line <- grid::linesGrob(c(0.1, 0.9), c(0.2, 0.8))
if ("classic/pen" %in% brushes()) {
  wrapped <- mypaint_wrap(line, brush = "classic/pen", hand = hand())
}

if (requireNamespace("ggplot2", quietly = TRUE) &&
    "classic/pen" %in% brushes()) {
  ggplot2::ggplot(mtcars, ggplot2::aes(wt, mpg)) +
    mypaint_wrap(ggplot2::geom_line(), brush = "classic/pen", hand = hand())

  ggplot2::theme(
    panel.grid = mypaint_wrap(ggplot2::element_line(), brush = "classic/pen")
  )
}

```

pressure_flat

Pressure profiles for hand-drawn strokes

Description

Pressure profiles for hand-drawn strokes

Usage

```

pressure_flat(value = 1)

pressure_smooth(value = 1, taper = 1, turn_taper = 0.35)

pressure_human(
  value = 1,
  taper = 0.6,
  start = 0.35,
  end = 0.55,
  peak = 0.45,
  turn_taper = 0.35
)

pressure_dashed(value = 1, pattern = c(24, 12))

pressure_dashed_smooth(value = 1, pattern = c(24, 12), taper = 1)

```

Arguments

value	Maximum pressure supplied to the brush, in the range 0 to 1.
taper	How strongly pressure changes over the stroke. 0 keeps the pressure flat; 1 applies the full profile shape.

turn_taper	How strongly pressure is reduced at sharp turns.
start, end	Relative pressure at the start and end of a human-style stroke when taper = 1.
peak	Position of peak pressure along the stroke, in the range 0 to 1.
pattern	Alternating on/off dash lengths in device units. The default uses a 2:1 on/off ratio like base R's dashed line, at a moderate brush-scale length.

Value

A pressure-profile function for the pressure argument of `hand()` and `human_hand()`. Custom functions can also be supplied directly; they must accept `t`, normalized stroke progress in the range 0 to 1, `turn` in the range 0 to 1, and `length`, the total stroke length in device units. `turn` describes local path curvature: 0 is straight, larger values are sharper corners, and values near 1 are near reversals. Custom functions must be vectorized over `t` and `turn`, and return either `length` 1 or `length(t)`.

Examples

```
plot.new()
plot.window(c(0, 10), c(0, 10))
draw_rough_lines(c(1, 9), c(8, 8), lwd = 5,
                hand = hand(pressure = pressure_flat(0.5)))
draw_rough_lines(c(1, 9), c(5, 5), lwd = 5,
                hand = hand(pressure = pressure_smooth()))
draw_rough_lines(c(1, 9), c(2, 2), lwd = 5,
                hand = hand(pressure = pressure_human()))
```

rough_arrows

Compute or draw rough arrows

Description

Compute or draw rough arrows

Usage

```
rough_arrows(x0, y0, x1, y1, length = 0.25, angle = 30, code = 2, hand = NULL)
```

```
draw_rough_arrows(
  x0,
  y0,
  x1,
  y1,
  length = 0.25,
  angle = 30,
  code = 2,
  hand = NULL,
  ...
)
```

Arguments

<code>x0, y0</code>	Arrow starts.
<code>x1, y1</code>	Arrow ends.
<code>length</code>	Arrowhead length in inches, as in <code>graphics::arrows()</code> .
<code>angle</code>	Arrowhead angle in degrees.
<code>code</code>	Integer code indicating where heads are drawn: 0 for none, 1 at the start, 2 at the end, 3 at both ends.
<code>hand</code>	Hand-drawn geometry settings created with <code>hand()</code> .
<code>...</code>	Graphics parameters passed to <code>graphics::lines()</code> .

Value

A list with `x`, `y`, and `id` components describing roughened polyline geometry for arrow shafts and heads.

See Also

Other rough drawing helpers: `rough_lines()`, `rough_points()`, `rough_polygons()`, `rough_polypath()`, `rough_rect()`, `rough_segments()`

Examples

```
plot(1:10, 1:10, type = "n")
draw_rough_arrows(8, 2, 2, 8, hand = human_hand())
```

rough_lines

Compute or draw rough connected lines

Description

Compute or draw rough connected lines

Usage

```
rough_lines(x, y = NULL, hand = NULL)

draw_rough_lines(x, y = NULL, hand = NULL, ...)
```

Arguments

<code>x, y</code>	Coordinates as for <code>graphics::lines()</code> .
<code>hand</code>	Hand-drawn geometry settings created with <code>hand()</code> .
<code>...</code>	Graphics parameters passed to <code>graphics::lines()</code> .

Value

A list with x, y, and id components describing roughened polyline geometry for each connected run.

See Also

Other rough drawing helpers: [rough_arrows\(\)](#), [rough_points\(\)](#), [rough_polygons\(\)](#), [rough_polypath\(\)](#), [rough_rect\(\)](#), [rough_segments\(\)](#)

Examples

```
y <- c(2, 5, 4, 7, 6, 8)
plot(1:6, y, type = "n")
draw_rough_lines(1:6, y, hand = human_hand(multi_stroke = 2))
```

rough_points	<i>Compute or draw rough points</i>
--------------	-------------------------------------

Description

Compute or draw rough points

Usage

```
rough_points(x, y = NULL, hand = NULL)

draw_rough_points(x, y = NULL, hand = NULL, ...)
```

Arguments

x, y	Point coordinates as for graphics::points() .
hand	Hand-drawn geometry settings created with hand() .
...	Graphics parameters passed to graphics::points() .

Value

A list with jittered x and y point locations.

See Also

Other rough drawing helpers: [rough_arrows\(\)](#), [rough_lines\(\)](#), [rough_polygons\(\)](#), [rough_polypath\(\)](#), [rough_rect\(\)](#), [rough_segments\(\)](#)

Examples

```
plot(1:10, 1:10, type = "n")
draw_rough_points(1:10, 1:10,
                 hand = human_hand(),
                 pch = 16, cex = 1.4)
```

rough_polygons	<i>Compute or draw rough polygons</i>
----------------	---------------------------------------

Description

Compute or draw rough polygons

Usage

```
rough_polygons(x, y = NULL, hand = NULL)
```

```
draw_rough_polygons(  
  x,  
  y = NULL,  
  hand = NULL,  
  col = NA,  
  border = graphics::par("fg"),  
  fill_pattern = NULL,  
  ...  
)
```

Arguments

x, y	Polygon coordinates.
hand	Hand-drawn geometry settings created with hand() .
col	Fill colour. When visible and <code>fill_pattern</code> is <code>NULL</code> , a solid fill is drawn.
border	Border colour.
fill_pattern	Optional fill pattern created with hatch() , crosshatch() , zigzag() , or jumble() .
...	Graphics parameters passed to graphics::lines() .

Value

A list with x and y components containing a roughened closed outline suitable for plotting with [graphics::lines\(\)](#).

See Also

Other rough drawing helpers: [rough_arrows\(\)](#), [rough_lines\(\)](#), [rough_points\(\)](#), [rough_polypath\(\)](#), [rough_rect\(\)](#), [rough_segments\(\)](#)

Examples

```
plot(1:10, 1:10, type = "n")  
draw_rough_polygons(c(2, 5, 8, 3), c(2, 7, 5, 1),  
  hand = human_hand(),  
  col = "red",  
  fill_pattern = zigzag())
```

rough_polypath	<i>Compute or draw a rough multipath</i>
----------------	--

Description

Compute or draw a rough multipath

Usage

```
rough_polypath(
  x,
  y = NULL,
  id = NULL,
  rule = c("winding", "evenodd"),
  hand = NULL
)

draw_rough_polypath(
  x,
  y = NULL,
  id = NULL,
  rule = c("winding", "evenodd"),
  hand = NULL,
  col = NA,
  border = graphics::par("fg"),
  fill_pattern = NULL,
  ...
)
```

Arguments

x, y	Coordinates as for graphics::polypath() .
id	Optional path ids. Consecutive points with the same id belong to one closed ring.
rule	Fill rule, "winding" or "evenodd".
hand	Hand-drawn geometry settings created with hand() .
col	Fill colour. When visible and fill_pattern is NULL, a solid fill is drawn.
border	Border colour.
fill_pattern	Optional fill pattern created with hatch() , crosshatch() , zigzag() , or jumble() .
...	Graphics parameters passed to graphics::lines() .

Value

A list with x, y, id, and rule components describing roughened closed rings.

See Also

Other rough drawing helpers: [rough_arrows\(\)](#), [rough_lines\(\)](#), [rough_points\(\)](#), [rough_polygons\(\)](#), [rough_rect\(\)](#), [rough_segments\(\)](#)

Examples

```
plot(1:10, 1:10, type = "n")
draw_rough_polypath(c(2, 8, 8, 2, 4, 6, 6, 4),
                   c(2, 2, 8, 8, 4, 4, 6, 6),
                   id = c(rep(1, 4), rep(2, 4)),
                   rule = "evenodd",
                   hand = human_hand(),
                   col = "red",
                   fill_pattern = hatch(density = 9))
```

rough_rect

Compute or draw a rough rectangle

Description

Compute or draw a rough rectangle

Usage

```
rough_rect(x0, y0, x1, y1, hand = NULL)
```

```
draw_rough_rect(
  x0,
  y0,
  x1,
  y1,
  hand = NULL,
  col = NA,
  border = graphics::par("fg"),
  fill_pattern = NULL,
  ...
)
```

Arguments

<code>x0, y0</code>	Rectangle corner.
<code>x1, y1</code>	Opposite rectangle corner.
<code>hand</code>	Hand-drawn geometry settings created with hand() .
<code>col</code>	Fill colour. When visible and <code>fill_pattern</code> is <code>NULL</code> , a solid fill is drawn.
<code>border</code>	Border colour.
<code>fill_pattern</code>	Optional fill pattern created with hatch() , crosshatch() , zigzag() , or jumble() .
<code>...</code>	Graphics parameters passed to graphics::lines() .

Value

A list with x and y components containing a roughened closed outline suitable for plotting with `graphics::lines()`.

See Also

Other rough drawing helpers: `rough_arrows()`, `rough_lines()`, `rough_points()`, `rough_polygons()`, `rough_polypath()`, `rough_segments()`

Examples

```
plot(1:10, 1:10, type = "n")
draw_rough_rect(2, 2, 8, 7,
               hand = human_hand(),
               col = "red",
               fill_pattern = crosshatch(padding = 0.05))
```

<code>rough_segments</code>	<i>Compute or draw rough segments</i>
-----------------------------	---------------------------------------

Description

Compute or draw rough segments

Usage

```
rough_segments(x0, y0, x1, y1, hand = NULL)

draw_rough_segments(x0, y0, x1, y1, hand = NULL, ...)
```

Arguments

<code>x0, y0</code>	Segment starts.
<code>x1, y1</code>	Segment ends.
<code>hand</code>	Hand-drawn geometry settings created with <code>hand()</code> .
<code>...</code>	Graphics parameters passed to <code>graphics::lines()</code> .

Value

A list with x, y, and id components describing roughened polyline geometry for each segment.

See Also

Other rough drawing helpers: `rough_arrows()`, `rough_lines()`, `rough_points()`, `rough_polygons()`, `rough_polypath()`, `rough_rect()`

Examples

```
plot(1:10, 1:10, type = "n")
draw_rough_segments(1:3, 2:4, 4:6, c(8, 5, 7), hand = human_hand())
```

set_brush	<i>Set the active mypaintr brush</i>
-----------	--------------------------------------

Description

Set the active mypaintr brush

Usage

```
set_brush(
  brush = NULL,
  type = c("both", "stroke", "fill"),
  auto_solid_bg = NULL
)
```

Arguments

brush	Brush specification created with tweak_brush() , an installed brush name, .myb file path, JSON brush string, or NULL to switch the selected type back to solid rendering.
type	Which rendering channel to update: "both", "stroke", or "fill".
auto_solid_bg	Optional override for background-like fills.

Value

NULL, invisibly. If the active graphics device is not [mypaint_device\(\)](#), this emits a warning and has no effect.

See Also

Other brush management: [brush_dirs\(\)](#), [brush_inputs\(\)](#), [brush_settings\(\)](#), [brushes\(\)](#), [load_brush\(\)](#), [tweak_brush\(\)](#)

Examples

```
ex_file <- tempfile(fileext = ".png")
mypaint_device(ex_file)

plot.new()
plot.window(c(0, 10), c(0, 10))
brushes <- c("classic/pen", "classic/charcoal", "classic/ink_blot",
            "ramon/2B_pencil")
for (idx in seq_along(brushes)) {
  set_brush(brushes[idx])
}
```

```

    lines(c(1, 9), c(2 * idx, 2 * idx), lwd = 2)
  }

dev.off()
img <- png::readPNG(ex_file)
grid::grid.raster(img)

```

set_hand

Set the active hand

Description

Set the active hand

Usage

```
set_hand(hand = NULL, type = c("both", "stroke", "fill"))
```

Arguments

hand	Hand-drawn geometry created with hand() , or NULL to disable it for the selected type. This disables rough path perturbation only; it does not disable the active brush, and note that some brushes have their own internal wobbly pathing! Use set_brush() as well if you want fully plain, solid rendering.
type	Which rendering channel to update: "both", "stroke", or "fill".

Value

NULL, invisibly. If the active graphics device is not [mypaint_device\(\)](#), this emits a warning and has no effect.

Examples

```

ex_file <- tempfile(fileext = ".png")
mypaint_device(ex_file)

plot.new()
plot.window(c(0, 10), c(0, 10))
set_hand(hand())
rect(1, 1, 5, 5, col = "darkred", density = 5)
set_hand(human_hand())
rect(5, 5, 9, 9, col = "darkgreen", density = 5)

dev.off()
img <- png::readPNG(ex_file)
grid::grid.raster(img)

```

 speed_flat

Speed profiles for hand-drawn strokes

Description

Speed profiles for hand-drawn strokes

Usage

```
speed_flat(value = 1)

speed_human(
  value = 1,
  taper = 0.65,
  start = 0.55,
  end = 0.65,
  peak = 1.4,
  peak_at = 0.45,
  turn_slowdown = 0.45,
  min = 0.05
)
```

Arguments

value	Base speed multiplier. 1 preserves the default distance-based timing heuristic, values greater than 1 draw faster, and values below 1 draw slower.
taper	How strongly speed changes over the stroke. 0 keeps the speed flat; 1 applies the full profile shape.
start, end	Relative speed at the start and end of a human-style stroke when taper = 1.
peak	Relative peak speed reached during the stroke when taper = 1.
peak_at	Position of peak speed along the stroke, in the range 0 to 1.
turn_slowdown	How strongly speed is reduced at sharp turns.
min	Minimum speed multiplier returned by the profile.

Value

A speed-profile function for the speed argument of `hand()` and `human_hand()`. Custom functions can also be supplied directly; they must accept `t`, normalized stroke progress in the range 0 to 1, `turn` in the range 0 to 1, and `length`, the total stroke length in device units. Speed profiles return positive speed multipliers. Custom functions must be vectorized over `t` and `turn`, and return either `length` or `length(t)`.

Examples

```
plot.new()
plot.window(c(0, 10), c(0, 10))
draw_rough_lines(c(1, 9), c(8, 8), lwd = 5,
                 hand = hand(speed = speed_flat(0.5)))
draw_rough_lines(c(1, 9), c(5, 5), lwd = 5,
                 hand = hand(speed = speed_human()))
```

tweak_brush

Tweak a brush specification

Description

Tweak a brush specification

Usage

```
tweak_brush(
  brush,
  normalize = "all",
  opaque,
  opaque_multiply,
  opaque_linearize,
  radius_logarithmic,
  hardness,
  anti_aliasing,
  dabs_per_basic_radius,
  dabs_per_actual_radius,
  dabs_per_second,
  radius_by_random,
  speed1_slowness,
  speed2_slowness,
  speed1_gamma,
  speed2_gamma,
  offset_by_random,
  offset_by_speed,
  offset_by_speed_slowness,
  slow_tracking,
  slow_tracking_per_dab,
  tracking_noise,
  color_h,
  color_s,
  color_v,
  restore_color,
  change_color_h,
  change_color_l,
  change_color_hsl_s,
```

```

change_color_v,
change_color_hsv_s,
smudge,
smudge_length,
smudge_radius_log,
eraser,
stroke_threshold,
stroke_duration_logarithmic,
stroke_holdtime,
custom_input,
custom_input_slowness,
elliptical_dab_ratio,
elliptical_dab_angle,
direction_filter,
lock_alpha,
colorize,
snap_to_pixel,
pressure_gain_log,
gridmap_scale,
gridmap_scale_x,
gridmap_scale_y,
smudge_length_log,
smudge_bucket,
smudge_transparency,
offset_y,
offset_x,
offset_angle,
offset_angle_asc,
offset_angle_view,
offset_angle_2,
offset_angle_2_asc,
offset_angle_2_view,
offset_angle_adj,
offset_multiplier,
posterize,
posterize_num,
paint_mode
)

```

Arguments

brush	Installed brush name, .myb file path, JSON brush string, or another tweak_brush() object.
normalize	One of "all", "size", "tracking", or "none".
opaque	0 means brush is transparent, 1 fully visible (also known as alpha or opacity)
opaque_multiply	This gets multiplied with opaque. You should only change the pressure input of this setting. Use 'opaque' instead to make opacity depend on speed. This

setting is responsible to stop painting when there is zero pressure. This is just a convention, the behaviour is identical to 'opaque'.

- opaque_linearize
Correct the nonlinearity introduced by blending multiple dabs on top of each other. This correction should get you a linear ("natural") pressure response when pressure is mapped to opaque_multiply, as it is usually done. 0.9 is good for standard strokes, set it smaller if your brush scatters a lot, or higher if you use dabs_per_second. 0.0 the opaque value above is for the individual dabs 1.0 the opaque value above is for the final brush stroke, assuming each pixel gets (dabs_per_radius*2) brushdabs on average during a stroke
- radius_logarithmic
Basic brush radius (logarithmic) 0.7 means 2 pixels 3.0 means 20 pixels
- hardness
Hard brush-circle borders (setting to zero will draw nothing). To reach the maximum hardness, you need to disable Pixel feather.
- anti_aliasing
This setting decreases the hardness when necessary to prevent a pixel staircase effect (aliasing) by making the dab more blurred. 0.0 disable (for very strong erasers and pixel brushes) 1.0 blur one pixel (good value) 5.0 notable blur, thin strokes will disappear
- dabs_per_basic_radius
How many dabs to draw while the pointer moves a distance of one brush radius (more precise: the base value of the radius)
- dabs_per_actual_radius
Same as above, but the radius actually drawn is used, which can change dynamically
- dabs_per_second
Dabs to draw each second, no matter how far the pointer moves
- radius_by_random
Alter the radius randomly each dab. You can also do this with the by_random input on the radius setting. If you do it here, there are two differences: 1) the opaque value will be corrected such that a big-radius dabs is more transparent 2) it will not change the actual radius seen by dabs_per_actual_radius
- speed1_slowness
How slow the input fine speed is following the real speed 0.0 change immediately as your speed changes (not recommended, but try it)
- speed2_slowness
Same as 'fine speed filter', but note that the range is different
- speed1_gamma
This changes the reaction of the 'fine speed' input to extreme physical speed. You will see the difference best if 'fine speed' is mapped to the radius. -8.0 very fast speed does not increase 'fine speed' much more +8.0 very fast speed increases 'fine speed' a lot For very slow speed the opposite happens.
- speed2_gamma
Same as 'fine speed gamma' for gross speed
- offset_by_random
Add a random offset to the position where each dab is drawn 0.0 disabled 1.0 standard deviation is one basic radius away <0.0 negative values produce no jitter

offset_by_speed	Change position depending on pointer speed = 0 disable > 0 draw where the pointer moves to < 0 draw where the pointer comes from
offset_by_speed_slowness	How slow the offset goes back to zero when the cursor stops moving
slow_tracking	Slowdown pointer tracking speed. 0 disables it, higher values remove more jitter in cursor movements. Useful for drawing smooth, comic-like outlines.
slow_tracking_per_dab	Similar as above but at brushdab level (ignoring how much time has passed if brushdabs do not depend on time)
tracking_noise	Add randomness to the mouse pointer; this usually generates many small lines in random directions; maybe try this together with 'slow tracking'
color_h	Color hue
color_s	Color saturation
color_v	Color value (brightness, intensity)
restore_color	When selecting a brush, the color can be restored to the color that the brush was saved with. 0.0 do not modify the active color when selecting this brush 0.5 change active color towards brush color 1.0 set the active color to the brush color when selected
change_color_h	Change color hue. -0.1 small clockwise color hue shift 0.0 disable 0.5 counter-clockwise hue shift by 180 degrees
change_color_l	Change the color lightness using the HSL color model. -1.0 blacker 0.0 disable 1.0 whiter
change_color_hsl_s	Change the color saturation using the HSL color model. -1.0 more grayish 0.0 disable 1.0 more saturated
change_color_v	Change the color value (brightness, intensity) using the HSV color model. HSV changes are applied before HSL. -1.0 darker 0.0 disable 1.0 brighter
change_color_hsv_s	Change the color saturation using the HSV color model. HSV changes are applied before HSL. -1.0 more grayish 0.0 disable 1.0 more saturated
smudge	Paint with the smudge color instead of the brush color. The smudge color is slowly changed to the color you are painting on. 0.0 do not use the smudge color 0.5 mix the smudge color with the brush color 1.0 use only the smudge color
smudge_length	This controls how fast the smudge color becomes the color you are painting on. 0.0 immediately update the smudge color (requires more CPU cycles because of the frequent color checks) 0.5 change the smudge color steadily towards the canvas color 1.0 never change the smudge color
smudge_radius_log	This modifies the radius of the circle where color is picked up for smudging. 0.0 use the brush radius -0.7 half the brush radius (fast, but not always intuitive) +0.7 twice the brush radius +1.6 five times the brush radius (slow performance)
eraser	how much this tool behaves like an eraser 0.0 normal painting 1.0 standard eraser 0.5 pixels go towards 50% transparency

stroke_threshold	How much pressure is needed to start a stroke. This affects the stroke input only. MyPaint does not need a minimum pressure to start drawing.
stroke_duration_logarithmic	How far you have to move until the stroke input reaches 1.0. This value is logarithmic (negative values will not invert the process).
stroke_holdtime	This defines how long the stroke input stays at 1.0. After that it will reset to 0.0 and start growing again, even if the stroke is not yet finished. 2.0 means twice as long as it takes to go from 0.0 to 1.0 9.9 or higher stands for infinite
custom_input	Set the custom input to this value. If it is slowed down, move it towards this value (see below). The idea is that you make this input depend on a mixture of pressure/speed/whatever, and then make other settings depend on this 'custom input' instead of repeating this combination everywhere you need it. If you make it change 'by random' you can generate a slow (smooth) random input.
custom_input_slowness	How slow the custom input actually follows the desired value (the one above). This happens at brushdab level (ignoring how much time has passed, if brushdabs do not depend on time). 0.0 no slowdown (changes apply instantly)
elliptical_dab_ratio	Aspect ratio of the dabs; must be ≥ 1.0 , where 1.0 means a perfectly round dab.
elliptical_dab_angle	Angle by which elliptical dabs are tilted 0.0 horizontal dabs 45.0 45 degrees, turned clockwise 180.0 horizontal again
direction_filter	A low value will make the direction input adapt more quickly, a high value will make it smoother
lock_alpha	Do not modify the alpha channel of the layer (paint only where there is paint already) 0.0 normal painting 0.5 half of the paint gets applied normally 1.0 alpha channel fully locked
colorize	Colorize the target layer, setting its hue and saturation from the active brush color while retaining its value and alpha.
snap_to_pixel	Snap brush dab's center and its radius to pixels. Set this to 1.0 for a thin pixel brush.
pressure_gain_log	This changes how hard you have to press. It multiplies tablet pressure by a constant factor.
gridmap_scale	Changes the overall scale that the GridMap brush input operates on. Logarithmic (same scale as brush radius). A scale of 0 will make the grid 256x256 pixels.
gridmap_scale_x	Changes the scale that the GridMap brush input operates on - affects X axis only. The range is 0-5x. This allows you to stretch or compress the GridMap pattern.
gridmap_scale_y	Changes the scale that the GridMap brush input operates on - affects Y axis only. The range is 0-5x. This allows you to stretch or compress the GridMap pattern.

smudge_length_log	Logarithmic multiplier for the "Smudge length" value. Useful to correct for high-definition/large brushes with lots of dabs. The longer the smudge length the more a color will spread and will also boost performance dramatically, as the canvas is sampled less often
smudge_bucket	There are 256 buckets that each can hold a color picked up from the canvas. You can control which bucket to use to improve variability and realism of the brush. Especially useful with the "Custom input" setting to correlate buckets with other settings such as offsets.
smudge_transparency	Control how much transparency is picked up and smudged, similar to lock alpha. 1.0 will not move any transparency. 0.5 will move only 50% transparency and above. 0.0 will have no effect. Negative values do the reverse
offset_y	Moves the dabs up or down based on canvas coordinates.
offset_x	Moves the dabs left or right based on canvas coordinates.
offset_angle	Follows the stroke direction to offset the dabs to one side.
offset_angle_asc	Follows the tilt direction to offset the dabs to one side. Requires Tilt.
offset_angle_view	Follows the view orientation to offset the dabs to one side.
offset_angle_2	Follows the stroke direction to offset the dabs, but to both sides of the stroke.
offset_angle_2_asc	Follows the tilt direction to offset the dabs, but to both sides of the stroke. Requires Tilt.
offset_angle_2_view	Follows the view orientation to offset the dabs, but to both sides of the stroke.
offset_angle_adj	Change the Angular Offset angle from the default, which is 90 degrees.
offset_multiplier	Logarithmic multiplier for X, Y, and Angular Offset settings.
posterize	Strength of posterization, reducing number of colors based on the "Posterization levels" setting, while retaining alpha.
posterize_num	Number of posterization levels (divided by 100). 0.05 = 5 levels, 0.2 = 20 levels, etc. Values above 0.5 may not be noticeable.
paint_mode	Subtractive spectral color mixing mode. 0.0 no spectral mixing 1.0 only spectral mixing

Value

A reusable brush specification object.

See Also

Other brush management: [brush_dirs\(\)](#), [brush_inputs\(\)](#), [brush_settings\(\)](#), [brushes\(\)](#), [load_brush\(\)](#), [set_brush\(\)](#)

Examples

```

ex_file <- tempfile(fileext = ".png")
mypaint_device(ex_file)

plot.new()
plot.window(c(0, 10), c(0, 10))
rect(2, 0, 4, 10, col = "orange")
pen <- load_brush("classic/pen")
set_brush(pen)
abline(h = 9, lwd = 3)
set_brush(tweak_brush(pen, dabs_per_actual_radius = 0.5))
abline(h = 7, lwd = 3)
set_brush(tweak_brush(pen, radius_logarithmic = 1.5))
abline(h = 5, lwd = 3)
set_brush(tweak_brush(pen, opaque = 0.5))
abline(h = 3, lwd = 3)
set_brush(tweak_brush(pen, radius_by_random = 0.2))
abline(h = 1, lwd = 3)

dev.off()
img <- png::readPNG(ex_file)
grid::grid.raster(img)

```

zigzag

Zigzag fill pattern

Description

Zigzag fill pattern

Usage

```
zigzag(angle = 45, density = 6, clip = TRUE, padding = 0)
```

Arguments

angle	Base hatch angle in degrees.
density	Approximate line density in lines per inch. Larger values give denser fills.
clip	When TRUE, zigzag endpoints stay on the shape boundary to reduce overshoot.
padding	Inset from the polygon edge in inches. Positive values leave a small gap between the fill pattern and the boundary.

Value

A fill-pattern object for `draw_rough_*()` helpers and `mypaint` geoms.

See Also

Other fill patterns: [crosshatch\(\)](#), [hatch\(\)](#), [jumble\(\)](#)

Examples

```
plot.new()
plot.window(xlim = c(0, 10), ylim = c(0, 10))
draw_rough_rect(2, 2, 8, 8, col = "red",
               fill_pattern = zigzag(density = 7))
```

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