



## Visualising spatial data with R, from base to shiny

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### Abstract

This article traces the development spatial data visualisation methods and capabilities in statistical statistical software since the beginning of the 21<sup>st</sup> Century. Although the focus is on R, the progression from rudimentary and inflexible bitmap images to interactive online maps is applicable to other languages for statistical programming. The paper is primarily a historical review of the evolving state of the art, with the finding that making informative and aesthetically pleasing maps with R has become a more intuitive and interactive process over time. A secondary purpose of the paper is dissemination of best practice (with reproducible and extensible examples) in the field with a view to the future developments in the context of R's rapidly evolving spatial capabilities.

*Keywords:* visualisation, spatial data, R.

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## 1. Introduction

This template demonstrates some of the basic latex you'll need to know to create a JSS article.

### 1.1. Code formatting

Don't use markdown, instead use the more precise latex commands:

- `Java`
- `plyr`
- `print("abc")`

## 2. R code

Can be inserted in regular R markdown blocks.

```
x <- 1:10
```

```
x
```

```
[1]  1  2  3  4  5  6  7  8  9 10
```

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