

# Lecture 16 – 3D Plotting

## Today's Learning Objectives:

1. Describe when the use of 3D cues is appropriate in visualizations.
2. Practice different methods of implementing 3D cues.

# Discussion: When do you use 3D?

**Question 1:** What are data/plot types that would benefit from using 3D elements?

topographic

building renderings

isosurfaces

reconstruction of 3D objects

**Question 2:** What are data/plot types would adding 3D elements make the visualization less clear?

# Install rayshader package

- For Mac Users:
  - Install Xcode before attempting to install rayshader
  - Install XQuartz before attempting to run
- For Windows Users:
  - Install Rtools before attempting to install rayshader
- Install rayshader:
  - `install.packages("rgdal")`
  - `install.packages("rayshader")`