

# Polishing plots for communication

06-Polishing-plots.Rmd

## Solution for project problem

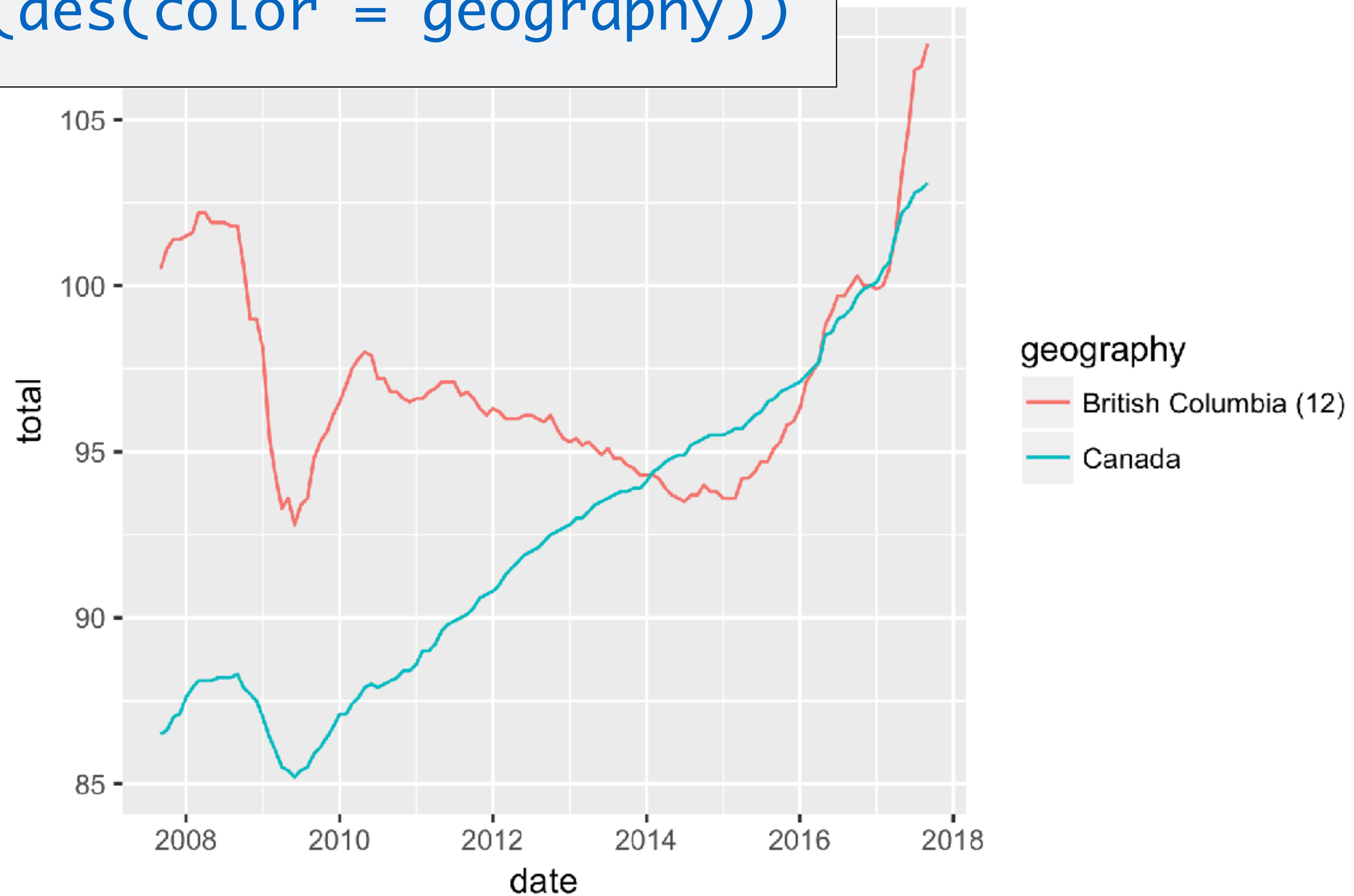
```
housing_reshaped <- housing_raw %>%  
  gather(key = "time", value = "hpi",  
    -Geography, -`New housing price indexes`) %>%  
  spread(`New housing price indexes`, hpi)
```

```
housing_bc <- housing_reshaped %>%  
  mutate(date = lubridate::parse_date_time(time, order = "my")) %>%  
  filter(Geography %in% c("Canada", "British Columbia (12)")) %>%  
  rename(total = `Total (house and land)`,  
    geography = Geography)
```

To export the data:

```
write_csv(housing_bc, "housing.csv")
```

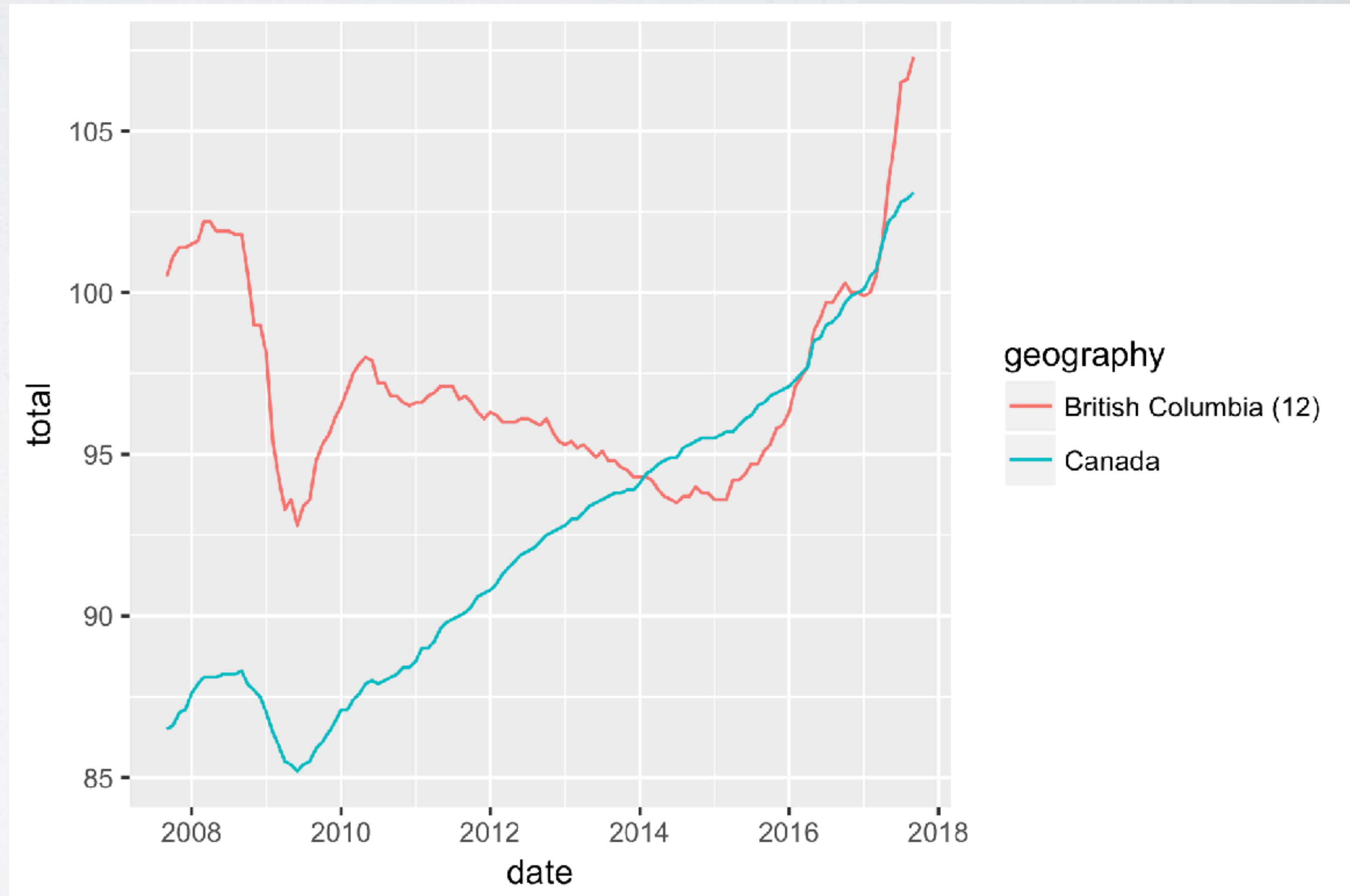
```
housing_bc %>%  
  ggplot(aes(date, total)) +  
  geom_line(aes(color = geography))
```



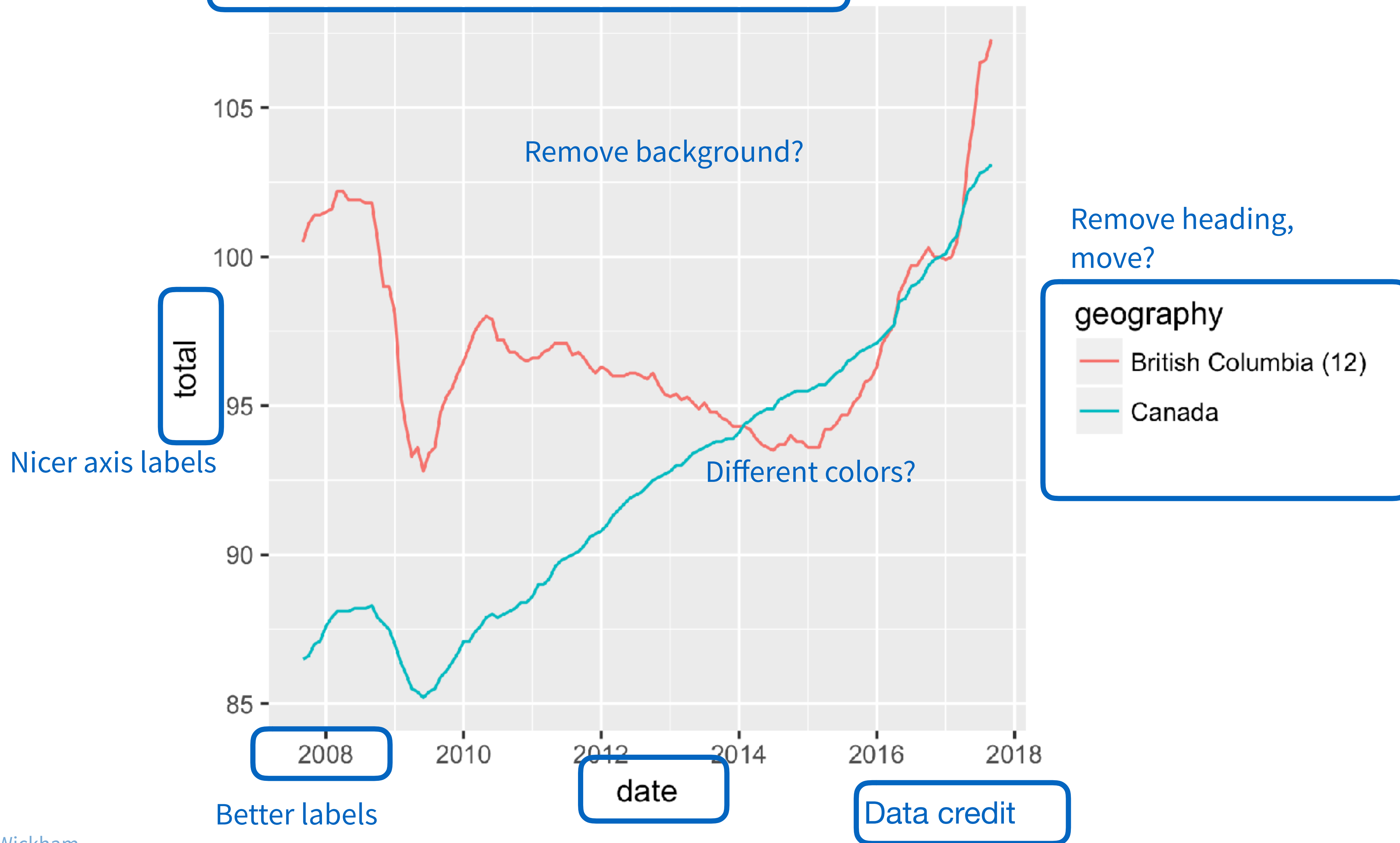
# Your Turn 1

**Discuss with your  
neighbours:**

What would you want  
to change before  
publishing this plot?



Add a title, maybe a subtitle

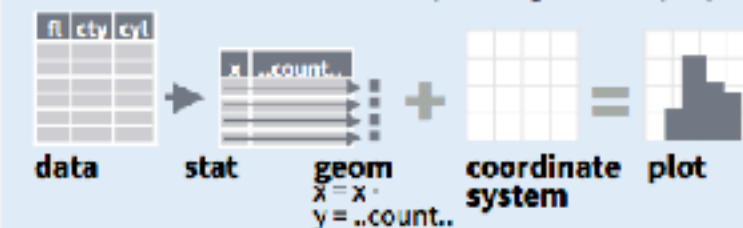




## Stats

An alternative way to build a layer

A stat builds new variables to plot (e.g., count, prop).



Visualize a stat by changing the default stat of a geom function, `geom_bar(stat="count")` or by using a stat function, `stat_count(geom="bar")`, which calls a default geom to make a layer (equivalent to a geom function). Use `..name..` syntax to map stat variables to aesthetics.



```
c + stat_bin(binwidth = 1, origin = 10)
x, y | ..count.., ..ncount.., ..density.., ..ndensity..
c + stat_count(width = 1) x, y, | ..count.., ..prop..
```

```
c + stat_density(adjust = 1, kernel = "gaussian")
x, y, | ..count.., ..density.., ..scaled..
```

```
e + stat_bin_2d(bins = 30, drop = T)
x, y, fill | ..count.., ..density..
```

```
e + stat_bin_hex(bins = 30) x, y, fill | ..count.., ..density..
e + stat_density_2d(contour = TRUE, n = 100)
x, y, color, size | ..level..
```

```
e + stat_ellipse(level = 0.95, segments = 51, type = "t")
```

```
l + stat_contour(aes(z = z)) x, y, z, order | ..level..
```

```
l + stat_summary_hex(aes(z = z), bins = 30, fun = max)
x, y, z, fill | ..value..
```

```
l + stat_summary_2d(aes(z = z), bins = 30, fun = mean)
x, y, z, fill | ..value..
```

```
f + stat_boxplot(coef = 1.5) x, y | ..lower..,
..middle.., ..upper.., ..width.., ..ymin.., ..ymax..
```

```
f + stat_ydensity(kernel = "gaussian", scale = "area") x, y |
..density.., ..scaled.., ..count.., ..n.., ..violinwidth.., ..width..
```

```
e + stat_ecdf(n = 40) x, y | ..x.., ..y..
```

```
e + stat_quantile(quantiles = c(0.1, 0.9), formula = y ~ x,
method = "rq") x, y | ..quantile..
```

```
e + stat_smooth(method = "lm", formula = y ~ x, se = T,
level = 0.95) x, y | ..se.., ..x.., ..y.., ..ymin.., ..ymax..
```

```
ggplot() + stat_function(aes(x = 3:3), n = 99, fun =
dnorm, args = list(sd = 0.5)) x | ..x.., ..y..
```

```
e + stat_identity(na.rm = TRUE)
```

```
ggplot() + stat_qq(aes(sample = 1:100), dist = qt,
dparam = list(df = 5)) sample, x, y | ..sample.., ..theoretical..
```

```
e + stat_sum() x, y, size | ..n.., ..prop..
```

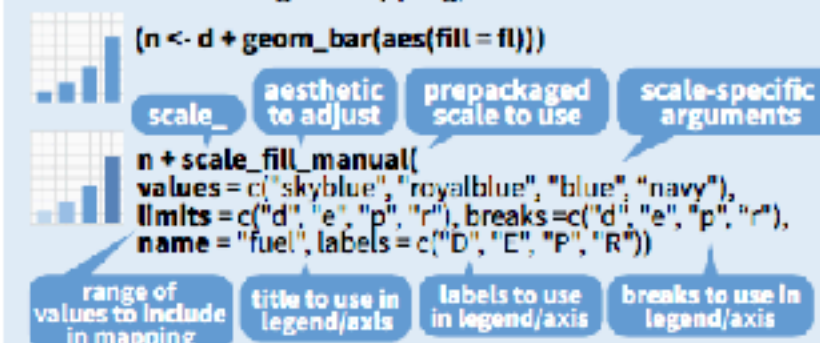
```
e + stat_summary(fun.data = "mean_cl_boot")
```

```
h + stat_summary_bin(fun.y = "mean", geom = "bar")
```

```
e + stat_unique()
```

## Scales

Scales map data values to the visual values of an aesthetic. To change a mapping, add a new scale.



### GENERAL PURPOSE SCALES

Use with most aesthetics

`scale_*_continuous()` - map cont' values to visual ones

`scale_*_discrete()` - map discrete values to visual ones

`scale_*_identity()` - use data values as visual ones

`scale_*_manual(values = c())` - map discrete values to manually chosen visual ones

`scale_*_date(date_labels = "%m/%d")`, `date_breaks = "2 weeks"` - treat data values as dates.

`scale_*_datetime()` - treat data x values as date times. Use same arguments as `scale_x_date()`. See ?strptime for label formats.

### X & Y LOCATION SCALES

Use with x or y aesthetics (x shown here)

`scale_x_log10()` - Plot x on log10 scale

`scale_x_reverse()` - Reverse direction of x axis

`scale_x_sqrt()` - Plot x on square root scale

### COLOR AND FILL SCALES (DISCRETE)

`n <- d + geom_bar(aes(fill = fl))`

`n + scale_fill_brewer(palette = "Blues")`

For palette choices: `RColorBrewer::display.brewer.all()`

`n + scale_fill_grey(start = 0.2, end = 0.8, na.value = "red")`

### COLOR AND FILL SCALES (CONTINUOUS)

`o <- c + geom_dotplot(aes(fill = ..x..))`

`o + scale_fill_distiller(palette = "Blues")`

`o + scale_fill_gradient(low = "red", high = "yellow")`

`o + scale_fill_gradient2(low = "red", high = "blue", mid = "white", midpoint = 25)`

`o + scale_fill_gradientn(colours = topo.colors(6))`

Also: `rainbow()`, `heat.colors()`, `terrain.colors()`, `cm.colors()`, `RColorBrewer::brewer.pal()`

`o + scale_fill_gradientn(colours = topo.colors(6))`

Also: `rainbow()`, `heat.colors()`, `terrain.colors()`, `cm.colors()`, `RColorBrewer::brewer.pal()`

### SHAPE AND SIZE SCALES

`p <- e + geom_point(aes(shape = fl, size = cyl))`

`p + scale_shape() + scale_size()`

`p + scale_shape_manual(values = c(3:7))`

`c 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25`

`p + scale_radius(range = c(1,6))`

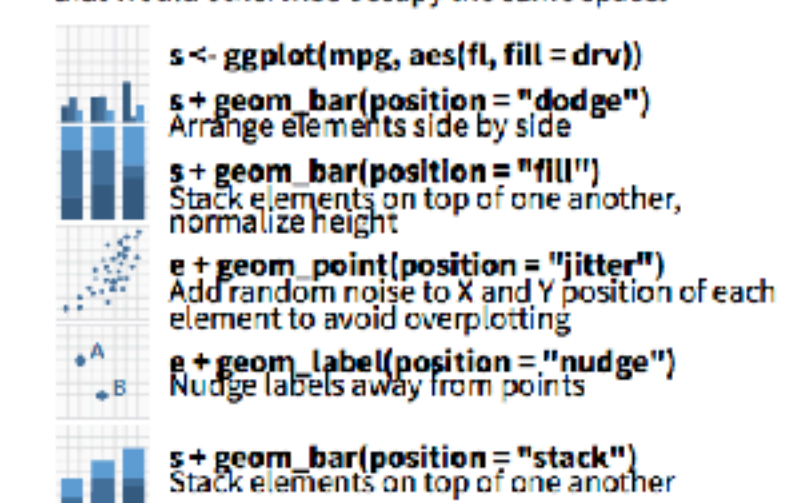
`p + scale_size_area(max_size = 6)`

## Coordinate Systems



## Position Adjustments

Position adjustments determine how to arrange geoms that would otherwise occupy the same space.



Each position adjustment can be recast as a function with manual `width` and `height` arguments

`s + geom_bar(position = position_dodge(width = 1))`

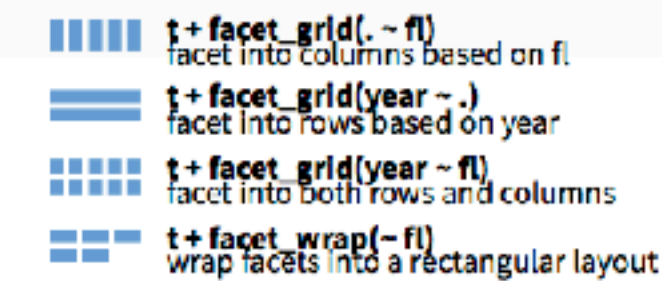
## Themes



## Faceting

Facets divide a plot into subplots based on the values of one or more discrete variables.

`t <- ggplot(mpg, aes(cty, hwy)) + geom_point()`



Set `scales` to let axis limits vary across facets

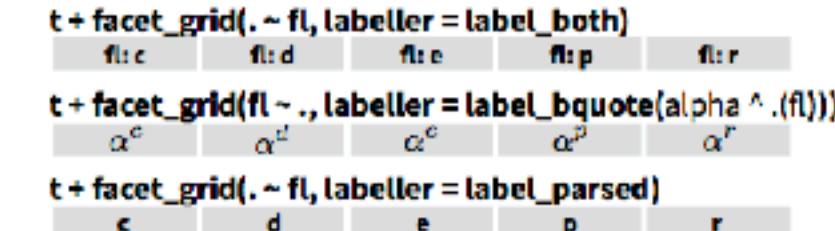
`t + facet_grid(drv ~ fl, scales = "free")`

x and y axis limits adjust to individual facets

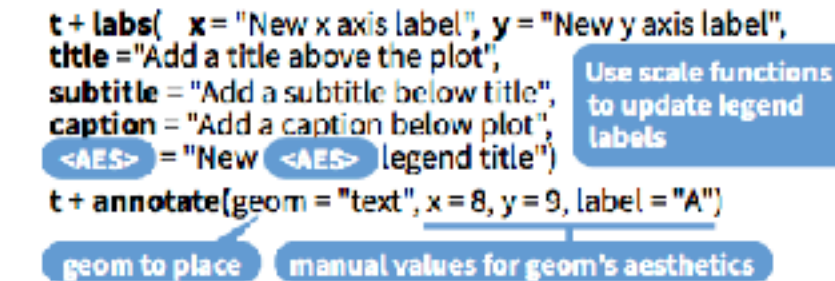
`"free_x"` - x axis limits adjust

`"free_y"` - y axis limits adjust

Set `labeller` to adjust facet labels



## Labels



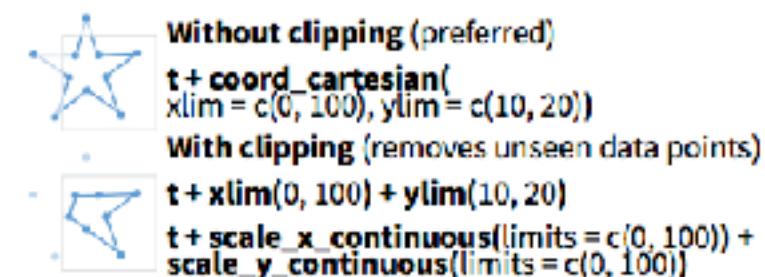
## Legends

`n + theme(legend.position = "bottom")`  
Place legend at "bottom", "top", "left", or "right"

`n + guides(fill = "none")`  
Set legend type for each aesthetic: colorbar, legend, or none (no legend)

`n + scale_fill_discrete(name = "Title", labels = c("A", "B", "C", "D", "E"))`  
Set legend title and labels with a scale function.

## Zooming

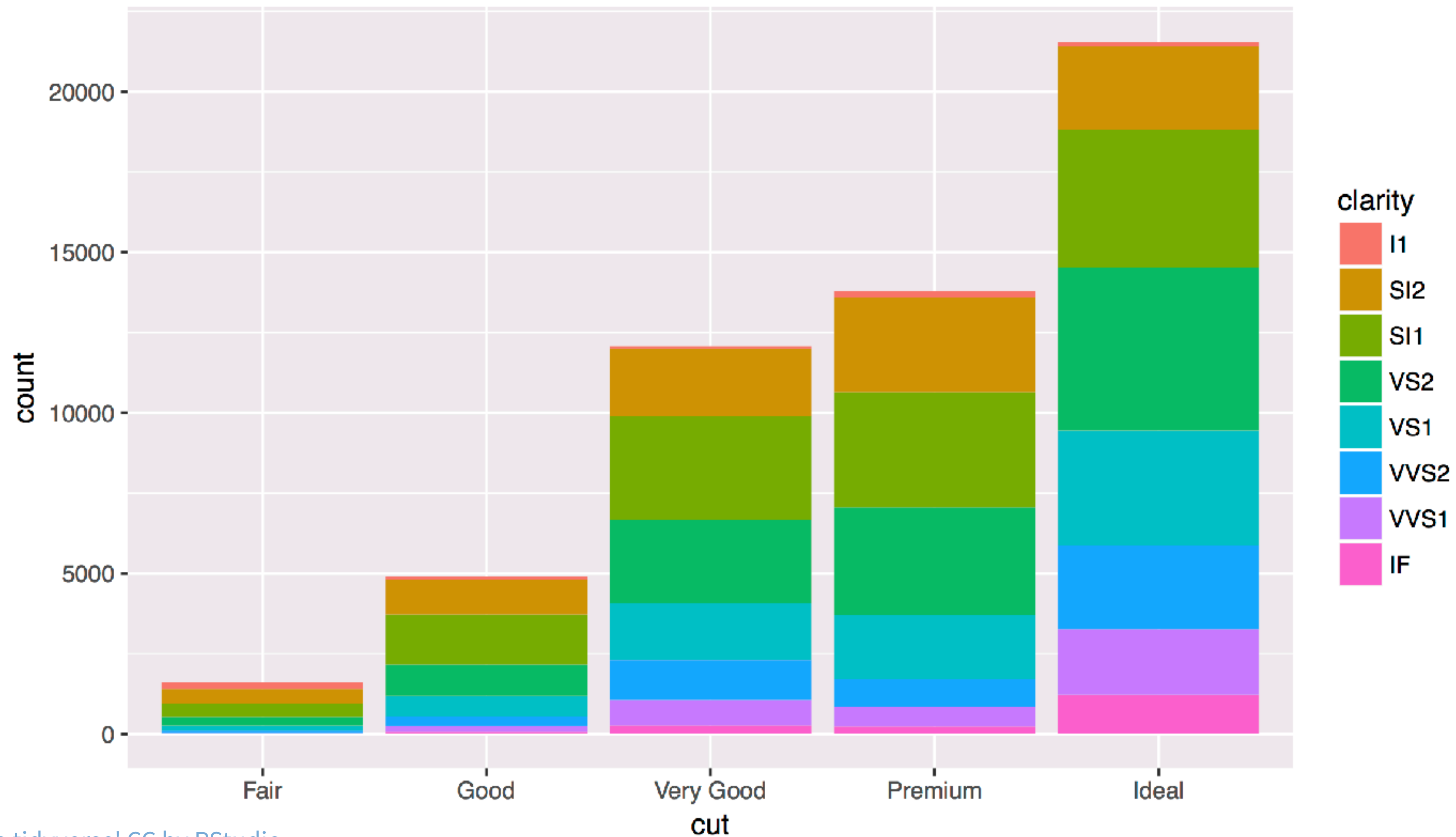




# Labels



```
diamonds_plot <- ggplot(data = diamonds) +  
  geom_bar(mapping = aes(x = cut, fill = clarity))
```



# + labs()

Our original plot

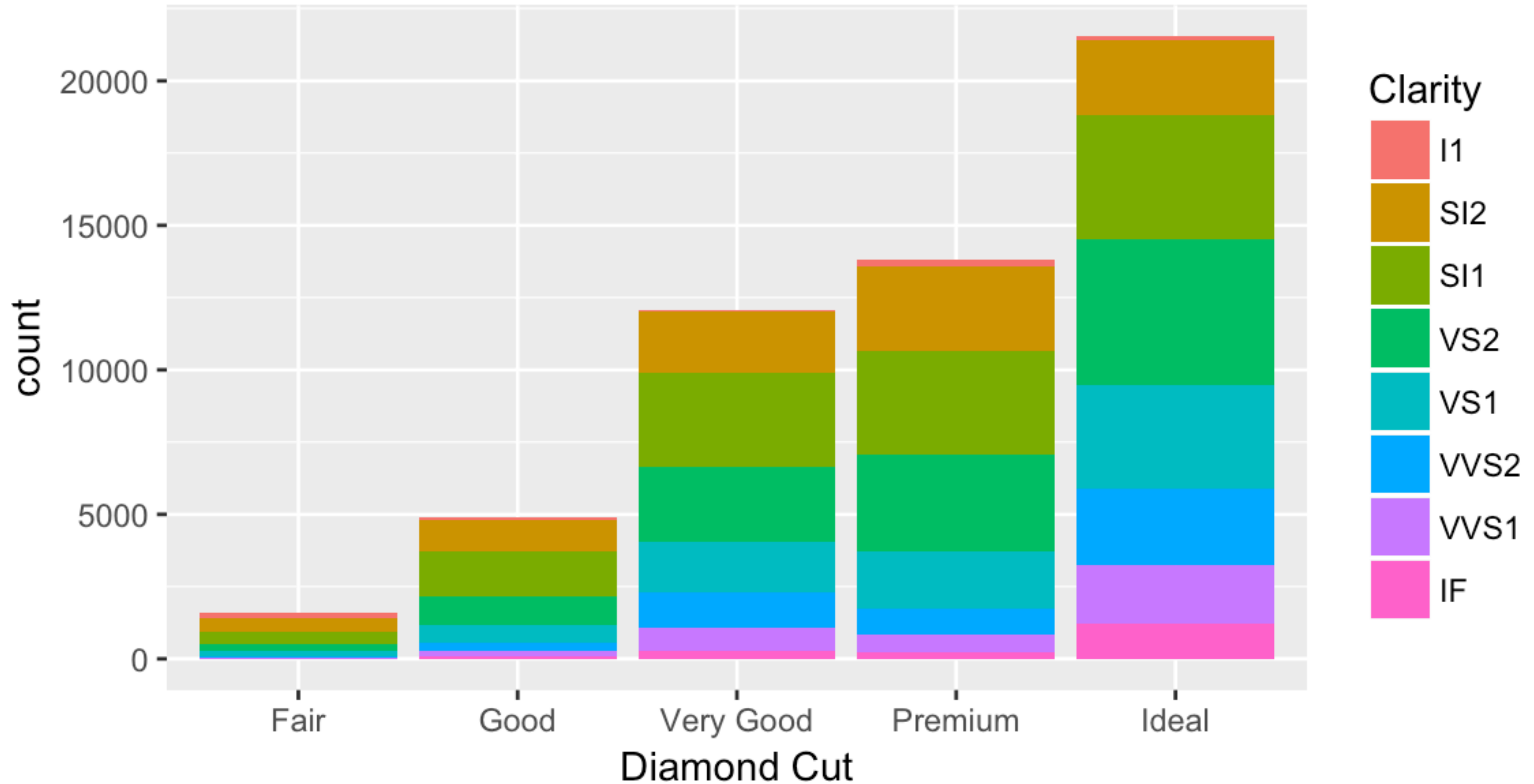
```
diamonds_plot +  
  labs(title = "Diamonds data",  
        subtitle = "Most diamonds are Ideal cut",  
        caption = "Data from ggplot2::diamonds",  
        x = "Diamond Cut",  
        fill = "Clarity"  
  )
```

title, subtitle, caption

Labels for other scales

# Diamonds data

Most diamonds are Ideal cut



Data from ggplot2::diamonds





Add a title, maybe a subtitle

Nicer axis labels

total

date

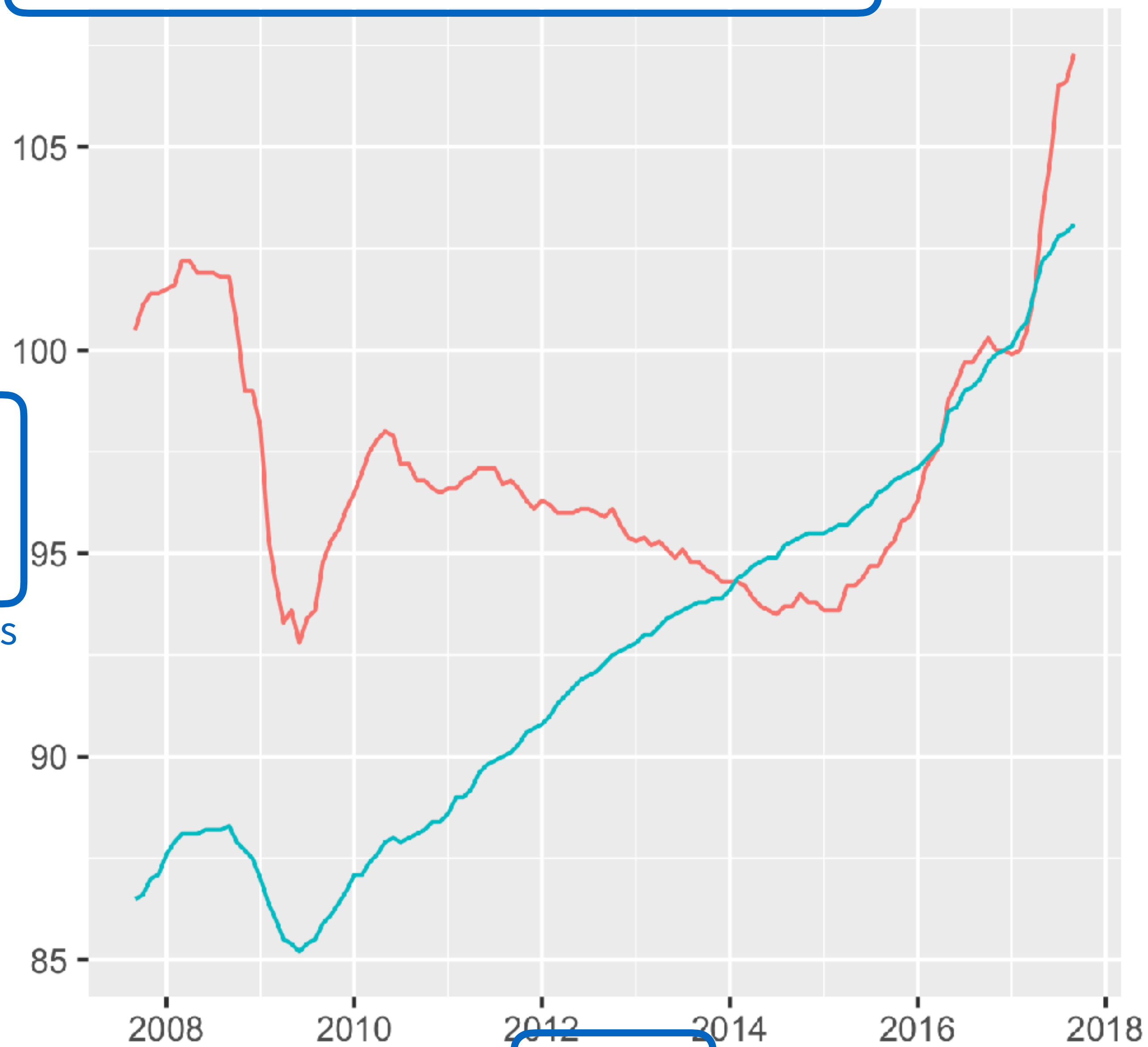
Data credit

Remove heading

geography

British Columbia (12)

Canada





# Your Turn 2

Edit the code to add appropriate labelling to the house price plot.

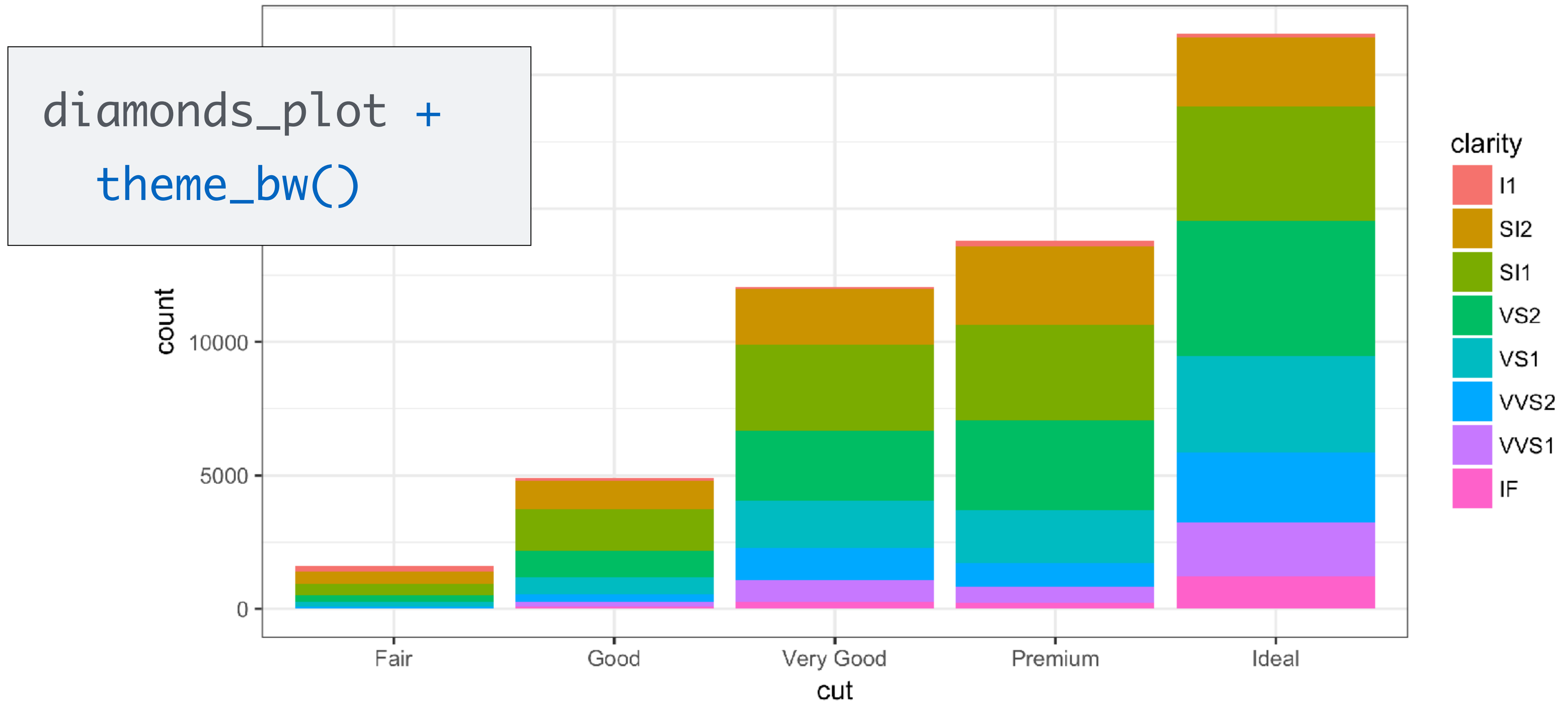


```
basic_plot +  
  labs(title = "New Housing Price Index, Canada and B.C.",  
        subtitle = "Total (house and land)",  
        x = "",  
        y = "NHPI (December 2016 = 100)",  
        color = "",  
        caption = "Source: Statistics Canada CANSIM table  
327-0056"  
  )
```

# Themes

# Themes

## Visual appearance of non-data elements

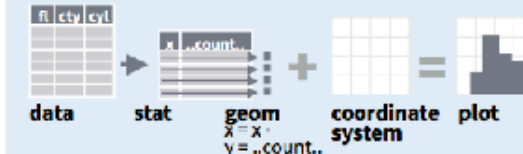




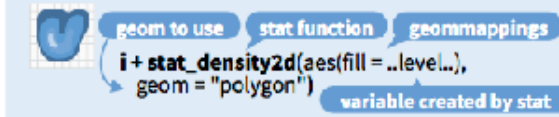
## Stats

An alternative way to build a layer

A stat builds new variables to plot (e.g., count, prop).



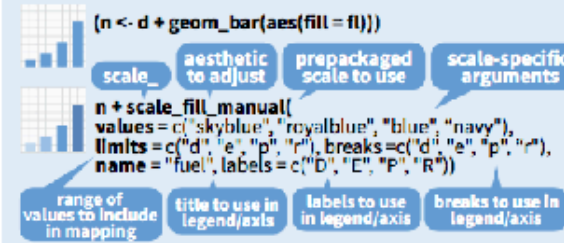
Visualize a stat by changing the default stat of a geom function, `geom_bar(stat="count")` or by using a stat function, `stat_count(geom="bar")`, which calls a default geom to make a layer (equivalent to a geom function). Use `..name..` syntax to map stat variables to aesthetics.



```
c + stat_bin(binwidth = 1, origin = 10)
x, y | ..count.., ..ncount.., ..density.., ..ndensity..
c + stat_count(width = 1) x, y | ..count.., ..prop..
c + stat_density(adjust = 1, kernel = "gaussian")
x, y | ..count.., ..density.., ..scaled..
e + stat_bin_2d(bins = 30, drop = T)
x, y, fill | ..count.., ..density..
e + stat_bin_hex(bins = 30) x, y, fill | ..count.., ..density..
e + stat_density_2d(contour = TRUE, n = 100)
x, y, color, size | ..level..
e + stat_ellipse(level = 0.95, segments = 51, type = "t")
l + stat_contour(aes(z = z)) x, y, z, order | ..level..
l + stat_summary_hex(aes(z = z), bins = 30, fun = max)
x, y, z, fill | ..value..
l + stat_summary_2d(aes(z = z), bins = 30, fun = mean)
x, y, z, fill | ..value..
f + stat_boxplot(coef = 1.5) x, y | ..lower..,
..middle.., ..upper.., ..width.., ..ymin.., ..ymax..
f + stat_ydensity(kernel = "gaussian", scale = "area") x, y |
..density.., ..scaled.., ..count.., ..n.., ..violinwidth.., ..width..
e + stat_ecdf(n = 40) x, y | ..x.., ..y..
e + stat_quantile(quantiles = c(0.1, 0.9), formula = y ~
log(x), method = "rq") x, y | ..quantile..
e + stat_smooth(method = "lm", formula = y ~ x, se = T,
level = 0.55) x, y | ..se.., ..x.., ..y.., ..ymin.., ..ymax..
ggplot() + stat_function(aes(x = 3:33), n = 99, fun =
dnorm, args = list(sd = 0.5)) x | ..x.., ..y..
e + stat_identity(na.rm = TRUE)
ggplot() + stat_qq(aes(sample = 1:100), dist = qt,
dparam = list(df = 5)) sample, x, y | ..sample.., ..theoretical..
e + stat_sum() x, y, size | ..n.., ..prop..
e + stat_summary(fun.data = "mean_cl_boot")
h + stat_summary_bin(fun.y = "mean", geom = "bar")
e + stat_unique()
```

## Scales

Scales map data values to the visual values of an aesthetic. To change a mapping, add a new scale.



### GENERAL PURPOSE SCALES

Use with most aesthetics

`scale_*_continuous()` - map cont' values to visual ones  
`scale_*_discrete()` - map discrete values to visual ones  
`scale_*_identity()` - use data values as visual ones  
`scale_*_manual(values = c())` - map discrete values to manually chosen visual ones  
`scale_*_date(date_labels = "%m/%d")`, `date_breaks = "2 weeks"` - treat data values as dates.  
`scale_*_datetime()` - treat data x values as date times. Use same arguments as `scale_x_date()`. See `?strptime` for label formats.

### X & Y LOCATION SCALES

Use with x or y aesthetics (x shown here)

`scale_x_log10()` - Plot x on log10 scale  
`scale_x_reverse()` - Reverse direction of x axis  
`scale_x_sqrt()` - Plot x on square root scale

### COLOR AND FILL SCALES (DISCRETE)

`n <- d + geom_bar(aes(fill = fl))`  
`n + scale_fill_brewer(palette = "Blues")`  
For palette choices:  
`RColorBrewer::display.brewer.all()`  
`n + scale_fill_grey(start = 0.2, end = 0.8, na.value = "red")`

### COLOR AND FILL SCALES (CONTINUOUS)

`o <- c + geom_dotplot(aes(fill = ..x..))`  
`o + scale_fill_distiller(palette = "Blues")`  
`o + scale_fill_gradient(low = "red", high = "yellow")`  
`o + scale_fill_gradient2(low = "red", high = "blue", mid = "white", midpoint = 25)`

`o + scale_fill_gradientn(colours = topo.colors(5))`  
Also: `rainbow()`, `heat.colors()`, `terrain.colors()`, `cm.colors()`, `RColorBrewer::brewer.pal()`

### SHAPE AND SIZE SCALES

`p <- e + geom_point(aes(shape = fl, size = cyt))`  
`p + scale_shape() + scale_size()`  
`p + scale_shape_manual(values = c(3:7))`  
`p + scale_radius(range = c(1,6))`  
`p + scale_size_area(max_size = 5)`

## Coordinate Systems

`r <- d + geom_bar()`

`r + coord_cartesian(xlim = c(0, 5))`  
`xlim, ylim`  
The default cartesian coordinate system  
`r + coord_fixed(ratio = 1/2)`  
`ratio, xlim, ylim`  
Cartesian coordinates with fixed aspect ratio between x and y units  
`r + coord_flip()`  
`xlim, ylim`  
Flipped Cartesian coordinates  
`r + coord_polar(theta = "x", direction = 1)`  
`theta, start, direction`  
Polar coordinates  
`r + coord_trans(ytrans = "sqrt")`  
`xtrans, ytrans, xlim, ylim`  
Transformed Cartesian coordinates. Set `xtrans` and `ytrans` to the name of a window function.

`r + coord_quickmap()`  
`r + coord_map(projection = "ortho", orientation = c(1, -74, 0))`  
`projection, brienztaet, xlim, ylim`  
Map projections from the `mapproj` package (mercator (default), azecualarec,

## Faceting

Facets divide a plot into subplots based on the values of one or more discrete variables.

`t <- ggplot(mpg, aes(cty, hwy)) + geom_point()`  
`t + facet_grid(~ fl)`  
facet into columns based on fl  
`t + facet_grid(year ~ .)`  
facet into rows based on year  
`t + facet_grid(year ~ fl)`  
facet into both rows and columns  
`t + facet_wrap(~ fl)`  
wrap facets into a rectangular layout

Set scales to let axis limits vary across facets

`t + facet_grid(drv ~ fl, scales = "free")`  
x and y axis limits adjust to individual facets  
`"free_x"` - x axis limits adjust  
`"free_y"` - y axis limits adjust



## Position Adjustment

Position adjustments determine how to a that would otherwise occupy the same space

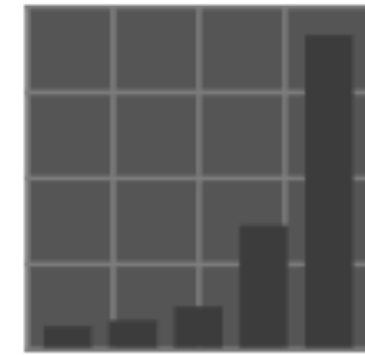
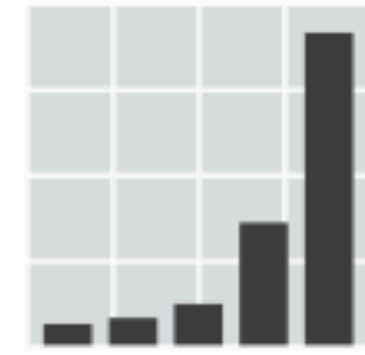
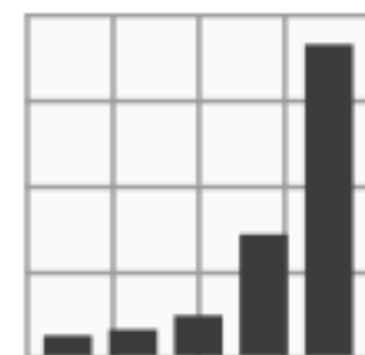
`s <- ggplot(mpg, aes(fl, fill = drv))`  
`s + geom_bar(position = "dodge")`  
Arrange elements side by side  
`s + geom_bar(position = "fill")`  
Stack elements on top of one and normalize height  
`e + geom_point(position = "jitter")`  
Add random noise to X and Y position element to avoid overlapping  
`g + geom_label(position = "nudge")`  
Nudge labels away from points  
`s + geom_bar(position = "stack")`  
Stack elements on top of one and

Each position adjustment can be recast as manual width and height arguments  
`s + geom_bar(position = position_dodge)`

## Themes

`r + theme_bw()`  
White background with grid lines  
`r + theme_gray()`  
Grey background (default theme)  
`r + theme_dark()`  
dark for contrast

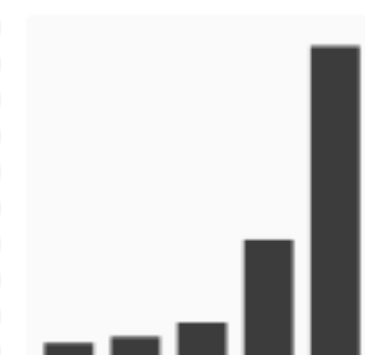
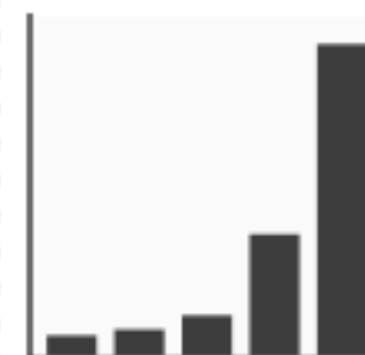
# Themes



**r + theme\_bw()**  
White background with grid lines

**r + theme\_gray()**  
Grey background (default theme)

**r + theme\_dark()**  
dark for contrast



**r + theme\_classic()**

**r + theme\_linedraw()**

**r + theme\_minimal()**

Minimal themes

**r + theme\_void()**  
Empty theme



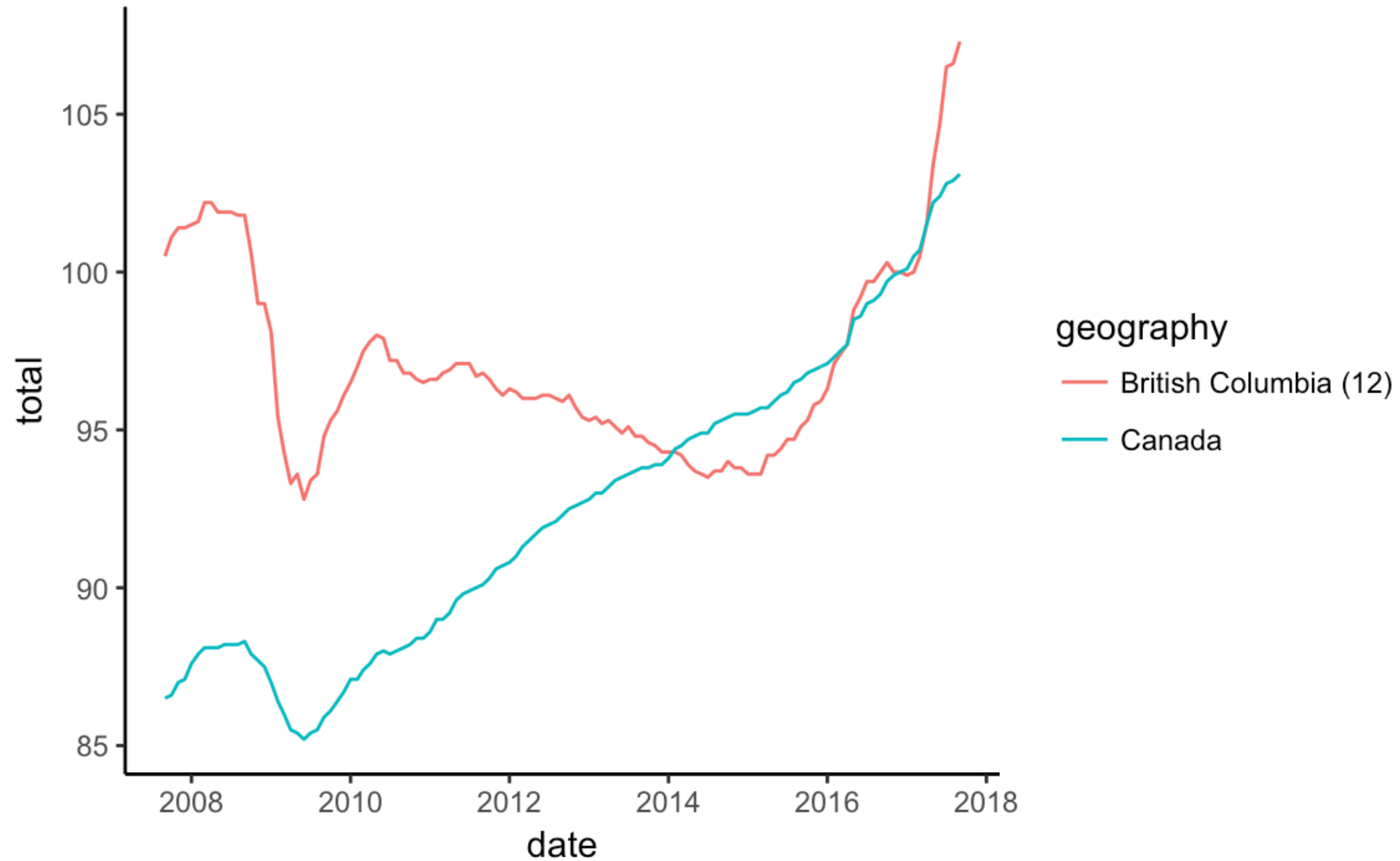
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# Your Turn 3

Add a theme to `basic_plot`. Try a few and pick one you like.

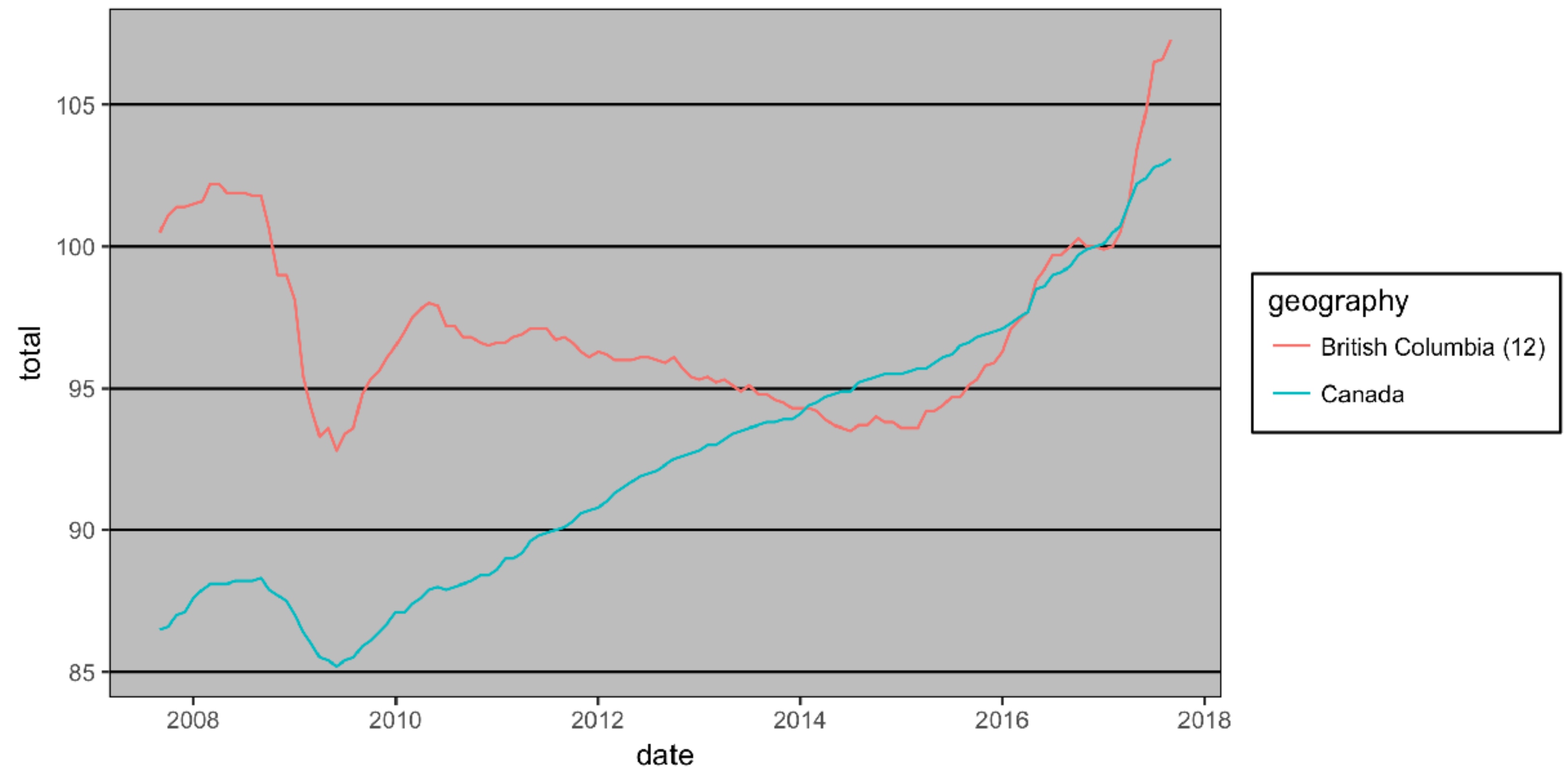
```
basic_plot + theme_classic()
```



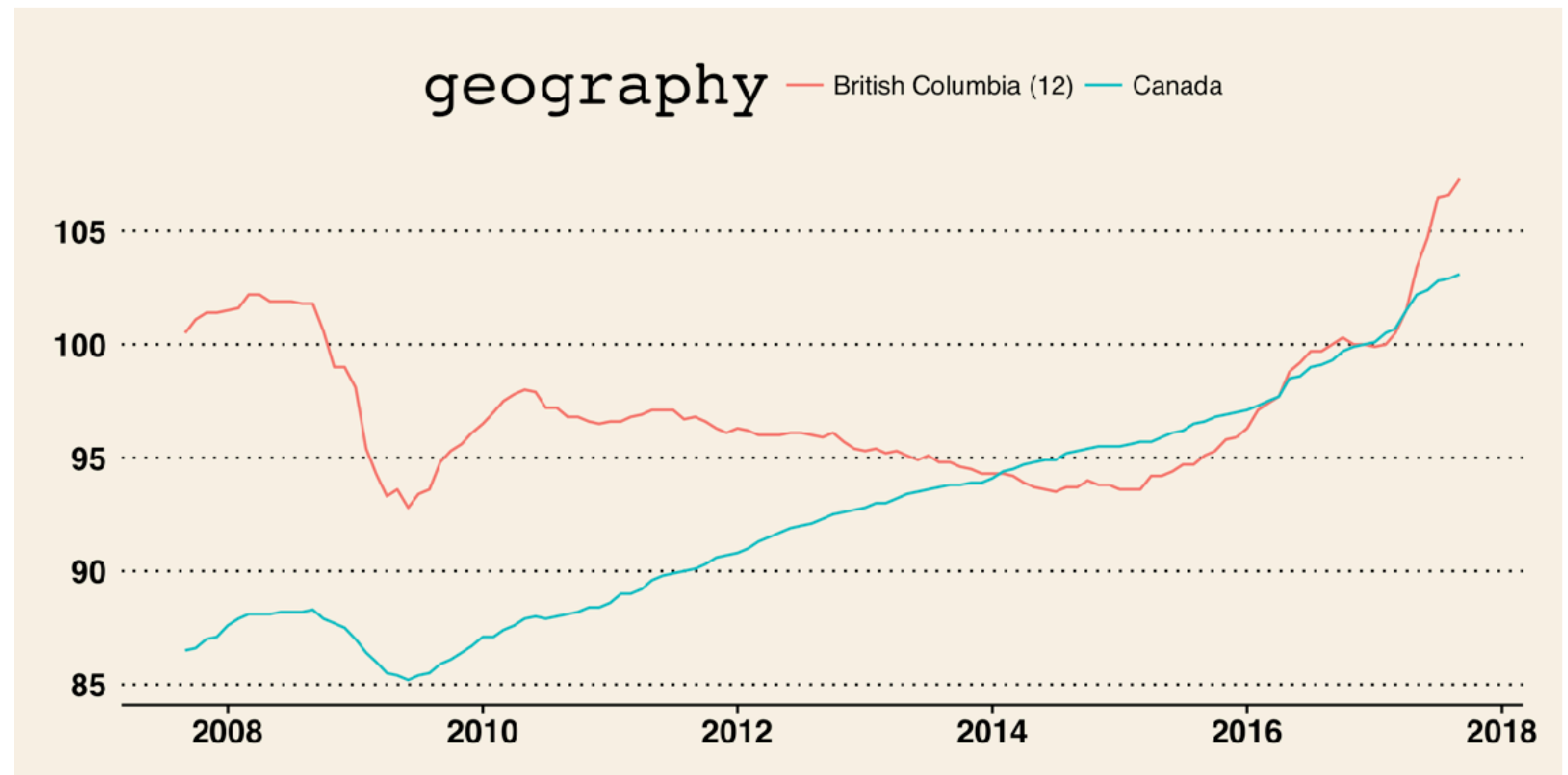


```
# install.packages("ggthemes")  
library(ggthemes)  
basic_plot +  
  theme_excel()
```

## Even more themes



```
# install.packages("ggthemes")  
library(ggthemes)  
basic_plot +  
  theme_ws()
```

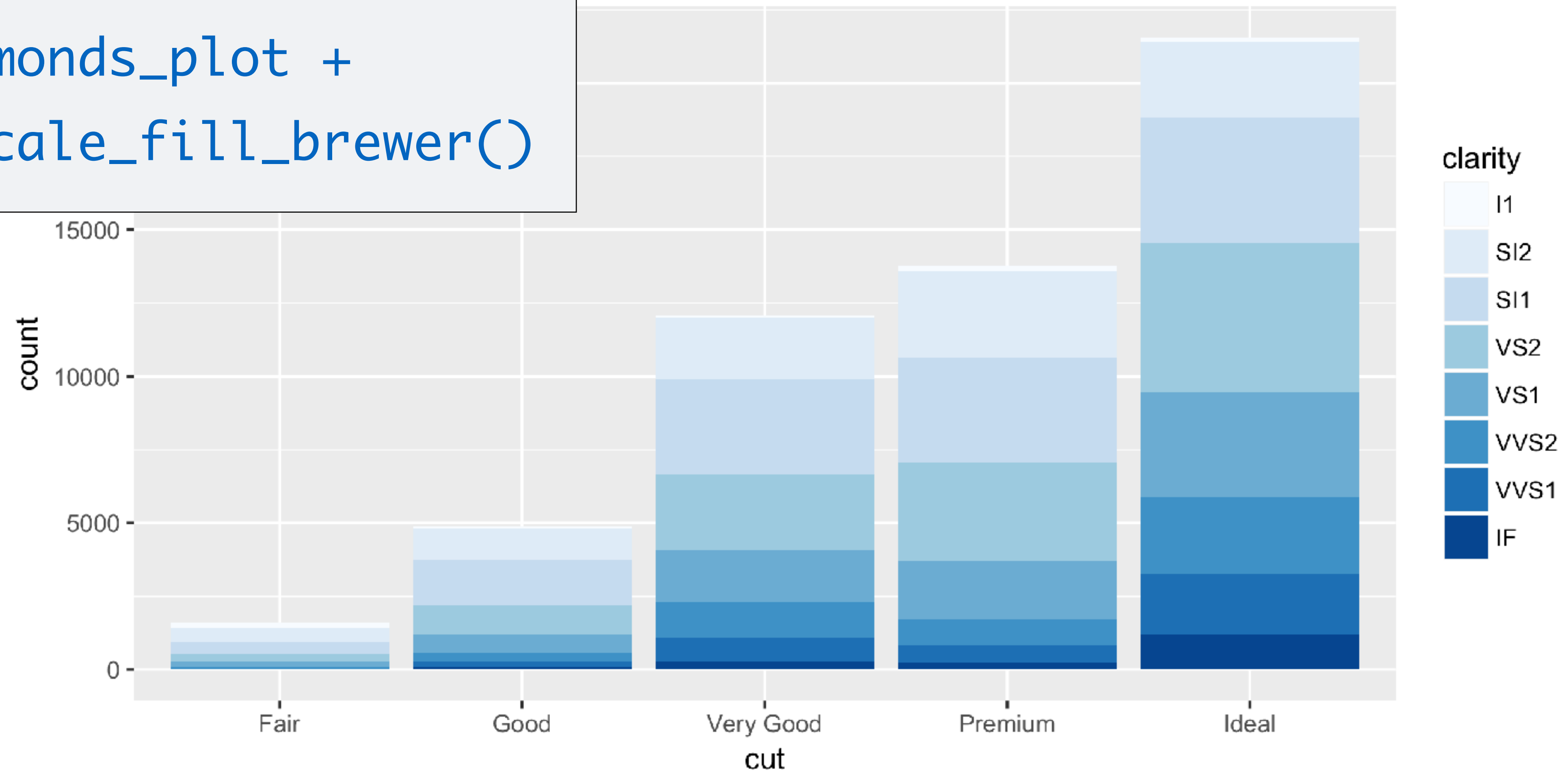


# Scales

# Scales

Customize color scales, other mappings

```
diamonds_plot +  
  scale_fill_brewer()
```





# Scale functions

diamonds\_plot +

**scale\_fill\_brewer()**

All start  
with  
scale\_

Aesthetic  
the scale  
applies to

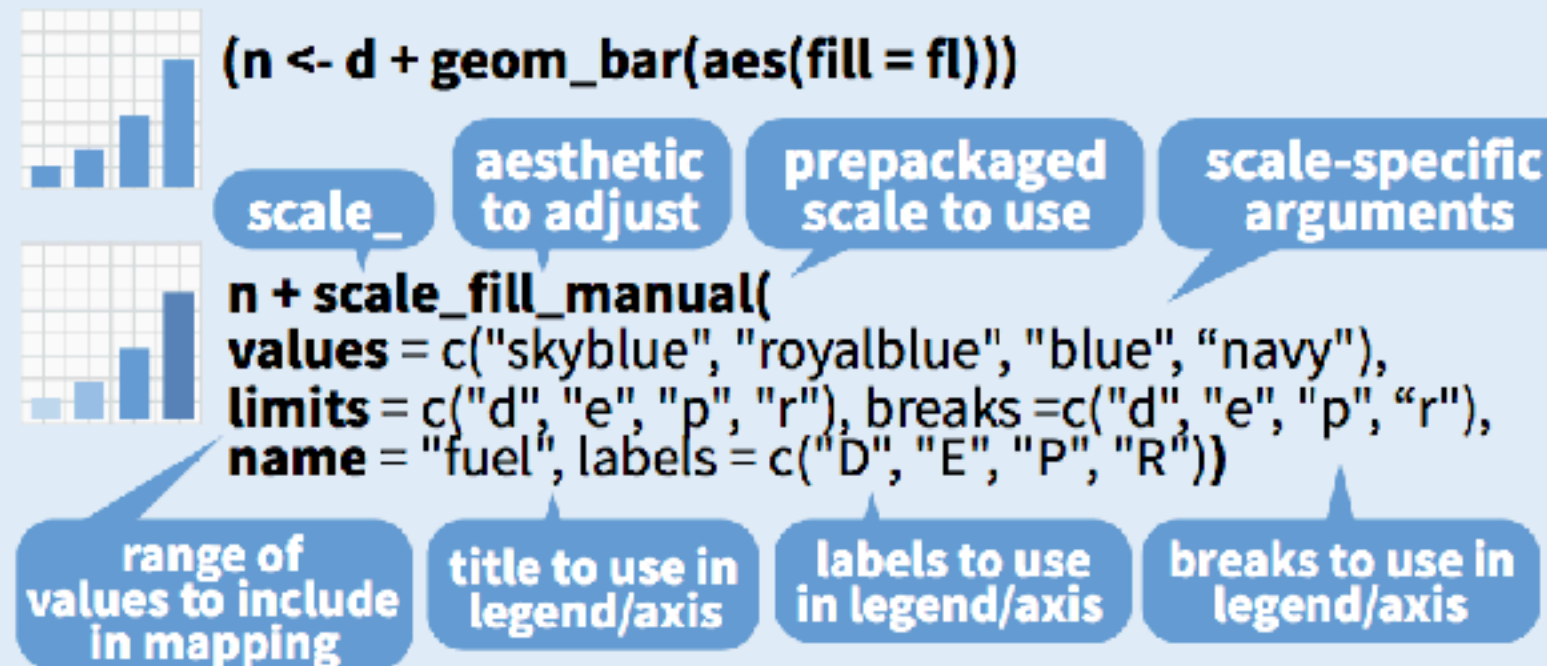
A specific  
kind of  
scale

Other  
arguments  
to the scale



# Scales

**Scales** map data values to the visual values of an aesthetic. To change a mapping, add a new scale.



## GENERAL PURPOSE SCALES

Use with most aesthetics

**scale\_\*\_continuous()** - map cont' values to visual ones

**scale\_\*\_discrete()** - map discrete values to visual ones

**scale\_\*\_identity()** - use data values as visual ones

**scale\_\*\_manual(values = c())** - map discrete values to manually chosen visual ones

**scale\_\*\_date(date\_labels = "%m/%d"), date\_breaks = "2 weeks")** - treat data values as dates.

**scale\_\*\_datetime()** - treat data x values as date times.

Use same arguments as scale\_x\_date(). See ?strptime for label formats.

## X & Y LOCATION SCALES

Use with x or y aesthetics (x shown here)

**scale\_x\_log10()** - Plot x on log10 scale

**scale\_x\_reverse()** - Reverse direction of x axis

**scale\_x\_sqrt()** - Plot x on square root scale

**Stats** An alternative way to build a layer

A stat builds new variables to plot (e.g., count, prop).

**Scales** Scales map data values to the visual values of an aesthetic. To change a mapping, add a new scale.

**Coordinating** The default coordinate system is 'x' and 'y'. The default aesthetic is 'fill'.

**Position** Position adjustment that would otherwise be lost.

**Themes** Themes are a way to control the look of a plot.

**Zooming** Zooming is a way to focus on a specific part of a plot.

**Scale-specific arguments** Scale-specific arguments are used to customize the appearance of a scale.

**Range of values to include in mapping** The range of values to include in mapping is specified by the 'limits' argument.

**Title to use in legend/axis** The title to use in legend/axis is specified by the 'name' argument.

**Labels to use in legend/axis** The labels to use in legend/axis are specified by the 'labels' argument.

**Breaks to use in legend/axis** The breaks to use in legend/axis are specified by the 'breaks' argument.

**GENERAL PURPOSE SCALES**

Use with most aesthetics

**scale\_\*\_continuous()** - map cont' values to visual ones

**scale\_\*\_discrete()** - map discrete values to visual ones

**scale\_\*\_identity()** - use data values as visual ones

**scale\_\*\_manual(values = c())** - map discrete values to manually chosen visual ones

**scale\_\*\_date(date\_labels = "%m/%d"), date\_breaks = "2 weeks")** - treat data values as dates.

**scale\_\*\_datetime()** - treat data x values as date times.

Use same arguments as scale\_x\_date(). See ?strptime for label formats.

**X & Y LOCATION SCALES**

Use with x or y aesthetics (x shown here)

**scale\_x\_log10()** - Plot x on log10 scale

**scale\_x\_reverse()** - Reverse direction of x axis

**scale\_x\_sqrt()** - Plot x on square root scale

**COLOR AND FILL SCALES (DISCRETE)**

**n <- d + geom\_bar(aes(fill = fl))**

**n + scale\_fill\_brewer(palette = "Blues")**

For palette choices: RColorBrewer::display.brewer.all()

**n + scale\_fill\_grey(start = 0.2, end = 0.8, na.value = "red")**

**COLOR AND FILL SCALES (CONTINUOUS)**

**o <- c + geom\_dotplot(aes(fill = ..x..))**

**o + scale\_fill\_distiller(palette = "Blues")**

**o + scale\_fill\_gradient(low="red", high="yellow")**

**o + scale\_fill\_gradient2(low="red", high="blue", mid = "white", midpoint = 25)**

**o + scale\_fill\_gradientn(colours=topo.colors(6))**

Also: rainbow(), heat.colors(), terrain.colors(), cm.colors(), RColorBrewer::brewer.pal()

**SHAPE AND SIZE SCALES**

**p <- e + geom\_point(aes(shape = fl, size = cyl))**

**p + scale\_shape() + scale\_size()**

**p + scale\_shape\_manual(values = c(3:7))**

**p + scale\_size\_manual(values = c(3:7))**

**p + scale\_radius(range = c(1,6))**

**p + scale\_size\_area(max\_size = 6)**

**Themes**

**r + theme\_minimal()** Minimal theme

**r + theme\_void()** Empty theme

**Zooming**

**t + coord\_cartesian(xlim = c(0, 100), ylim = c(0, 20))**

**t + xlim(0, 100) + ylim(0, 20)**

**t + scale\_x\_continuous(limits = c(0, 100)) + scale\_y\_continuous(limits = c(0, 100))**

## COLOR AND FILL SCALES (DISCRETE)

**n <- d + geom\_bar(aes(fill = fl))**

**n + scale\_fill\_brewer(palette = "Blues")**

For palette choices: RColorBrewer::display.brewer.all()

**n + scale\_fill\_grey(start = 0.2, end = 0.8, na.value = "red")**

## COLOR AND FILL SCALES (CONTINUOUS)

**o <- c + geom\_dotplot(aes(fill = ..x..))**

**o + scale\_fill\_distiller(palette = "Blues")**

**o + scale\_fill\_gradient(low="red", high="yellow")**

**o + scale\_fill\_gradient2(low="red", high="blue", mid = "white", midpoint = 25)**

**o + scale\_fill\_gradientn(colours=topo.colors(6))**

Also: rainbow(), heat.colors(), terrain.colors(), cm.colors(), RColorBrewer::brewer.pal()

## SHAPE AND SIZE SCALES

**p <- e + geom\_point(aes(shape = fl, size = cyl))**

**p + scale\_shape() + scale\_size()**

**p + scale\_shape\_manual(values = c(3:7))**

**0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25**

**p + scale\_radius(range = c(1,6))**

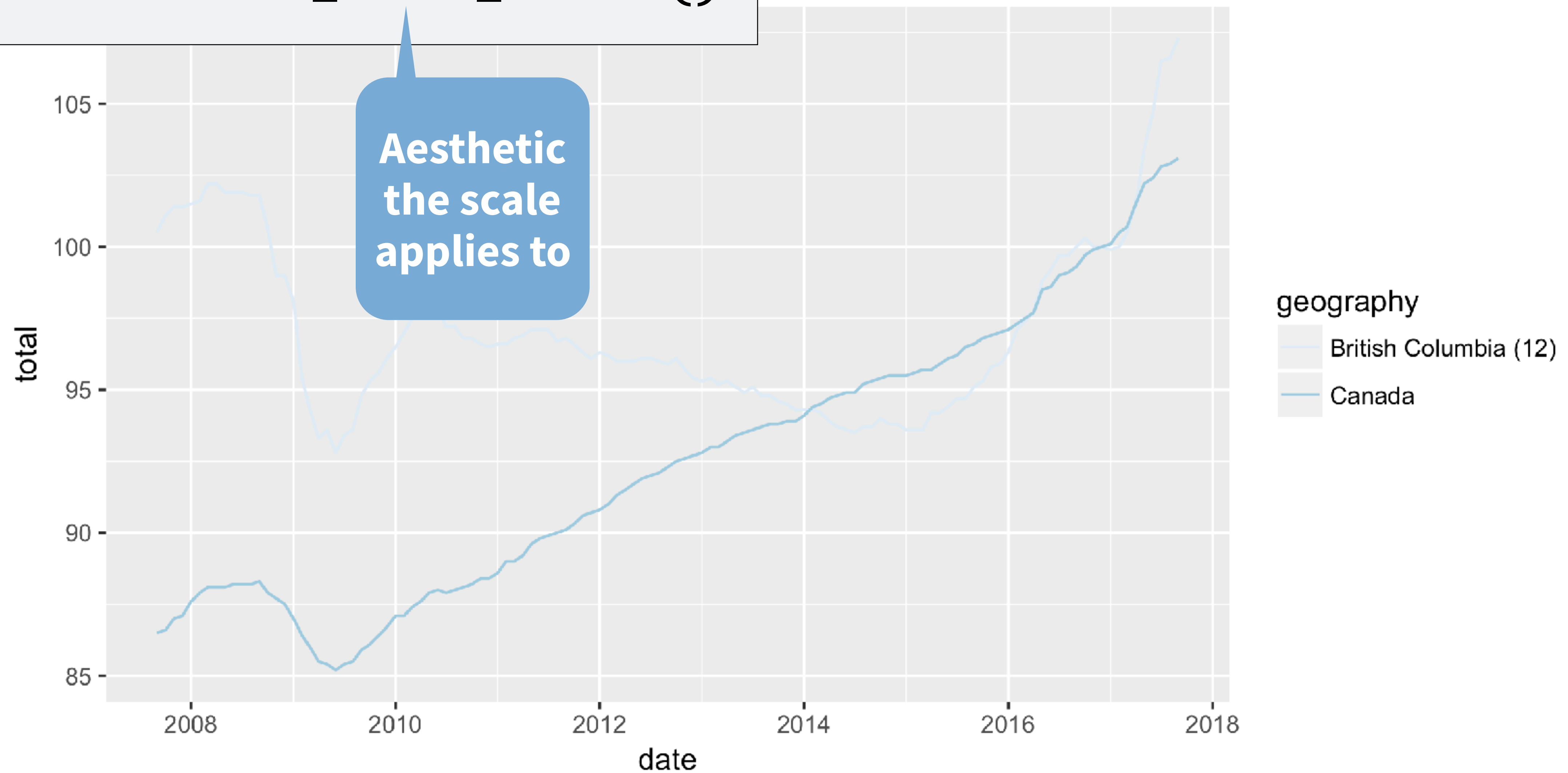
**p + scale\_size\_area(max\_size = 6)**



# Your Turn 4

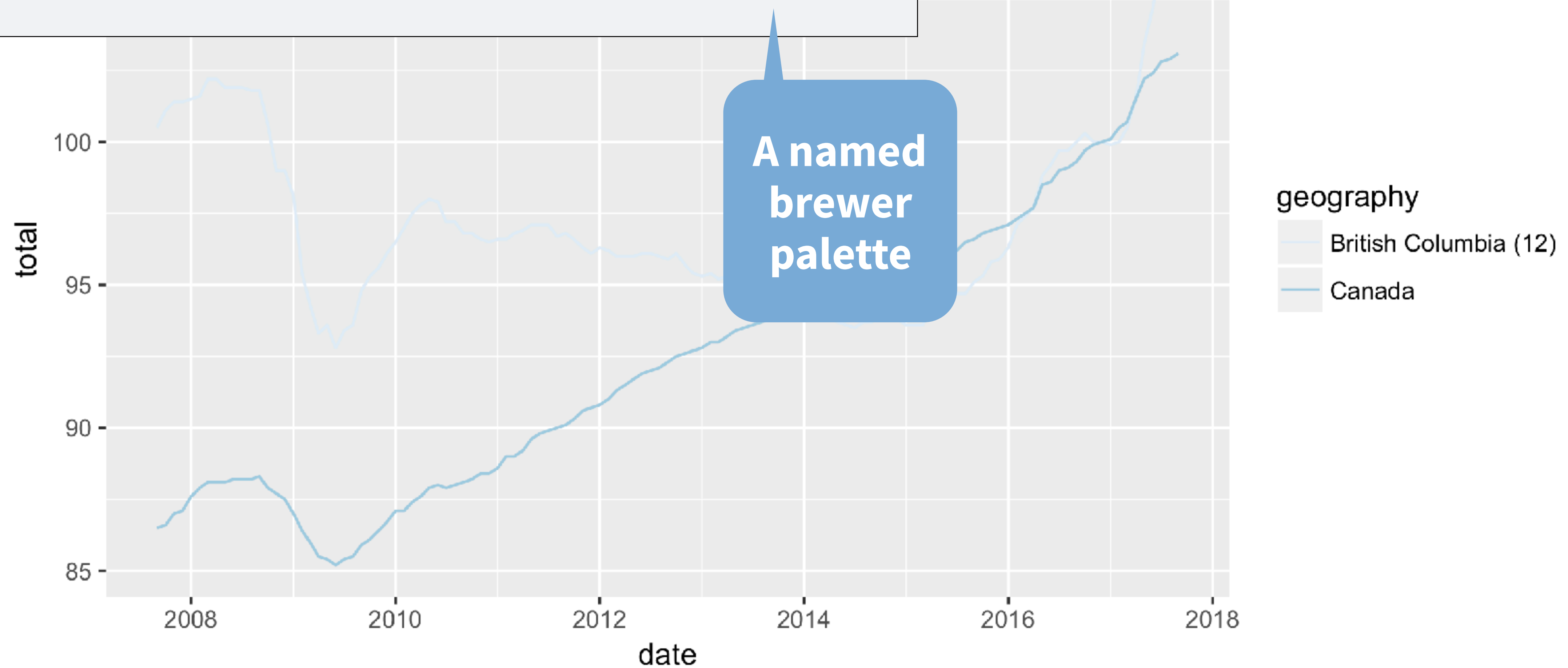
Add a brewer scale to the basic\_plot.

```
basic_plot + scale_color_brewer()
```



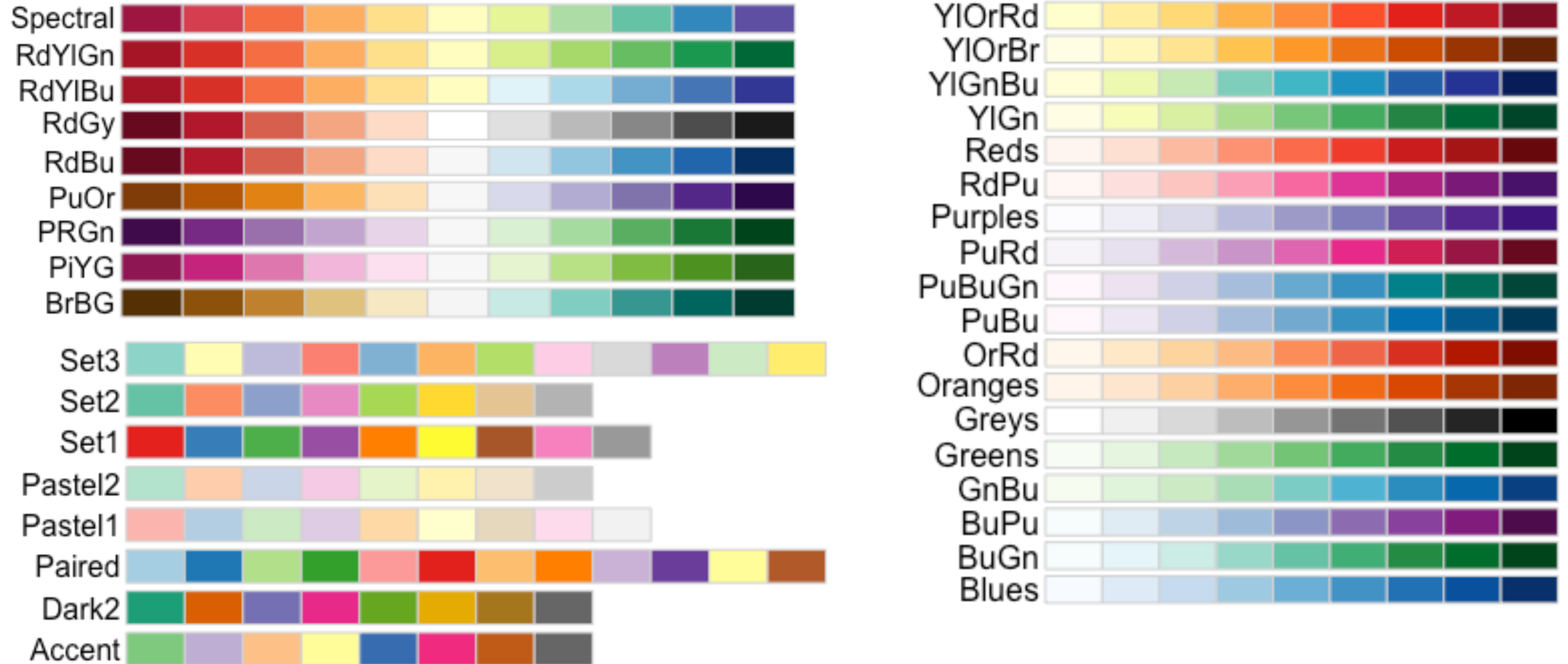


```
basic_plot +  
  scale_color_brewer(palette = "Blues")
```

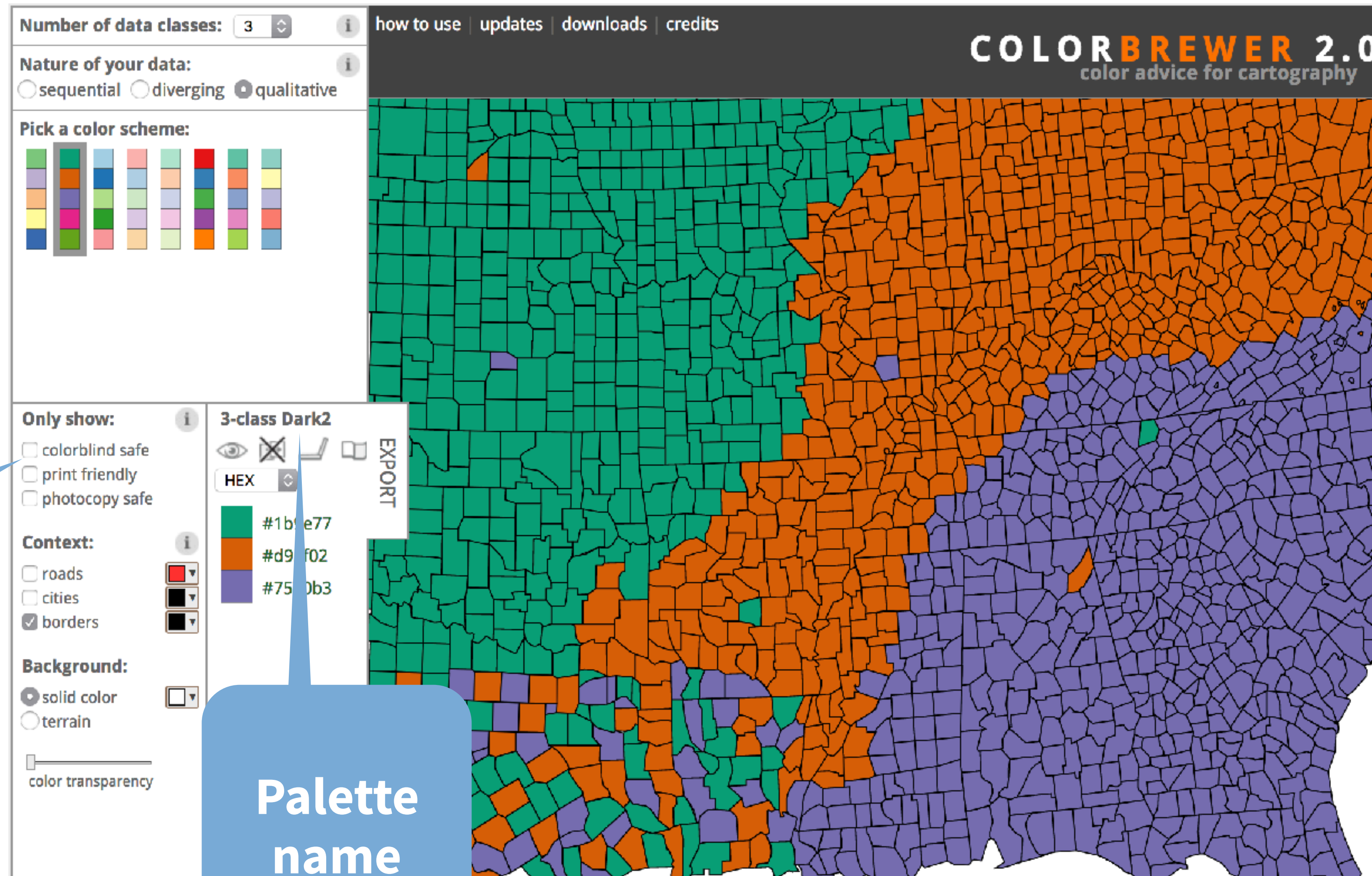


To see available brewer palettes

```
RColorBrewer::display.brewer.all()
```



<http://colorbrewer2.org/>

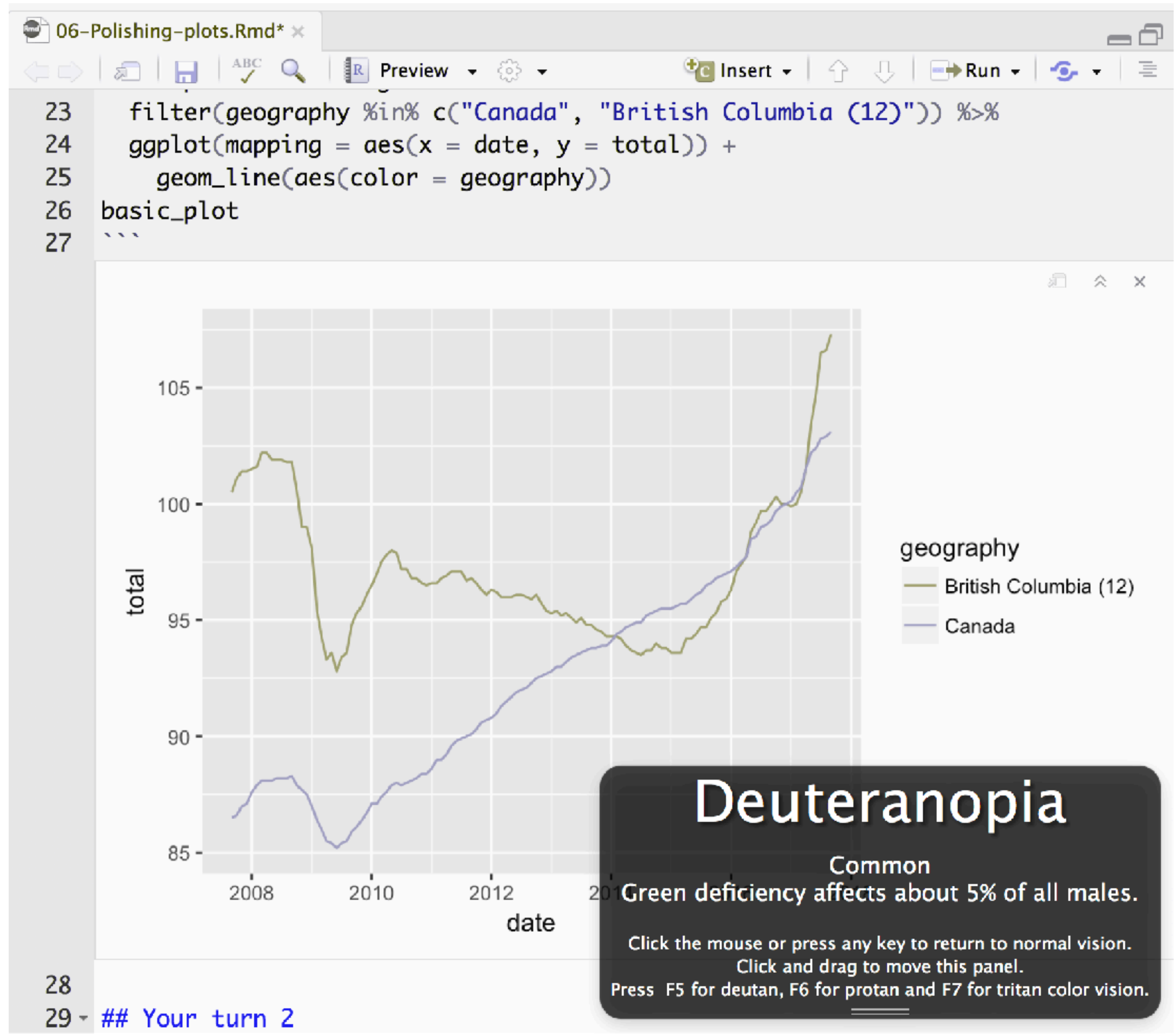


Check  
this!

Palette  
name



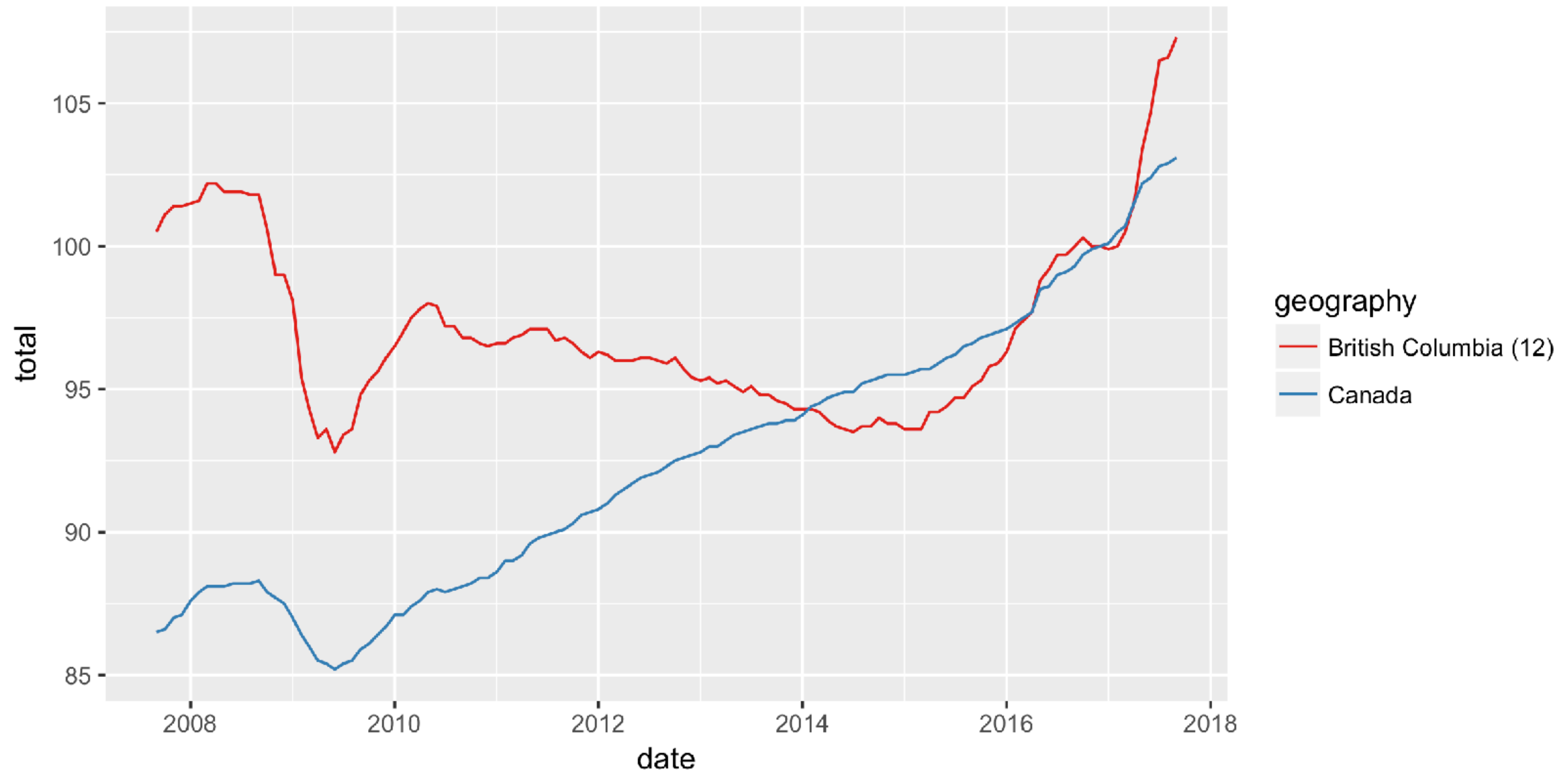
<http://colororacle.org/>



# Your Turn 5

Choose a better color palette for the brewer scale.

```
basic_plot + scale_color_brewer(palette = "Set1")
```





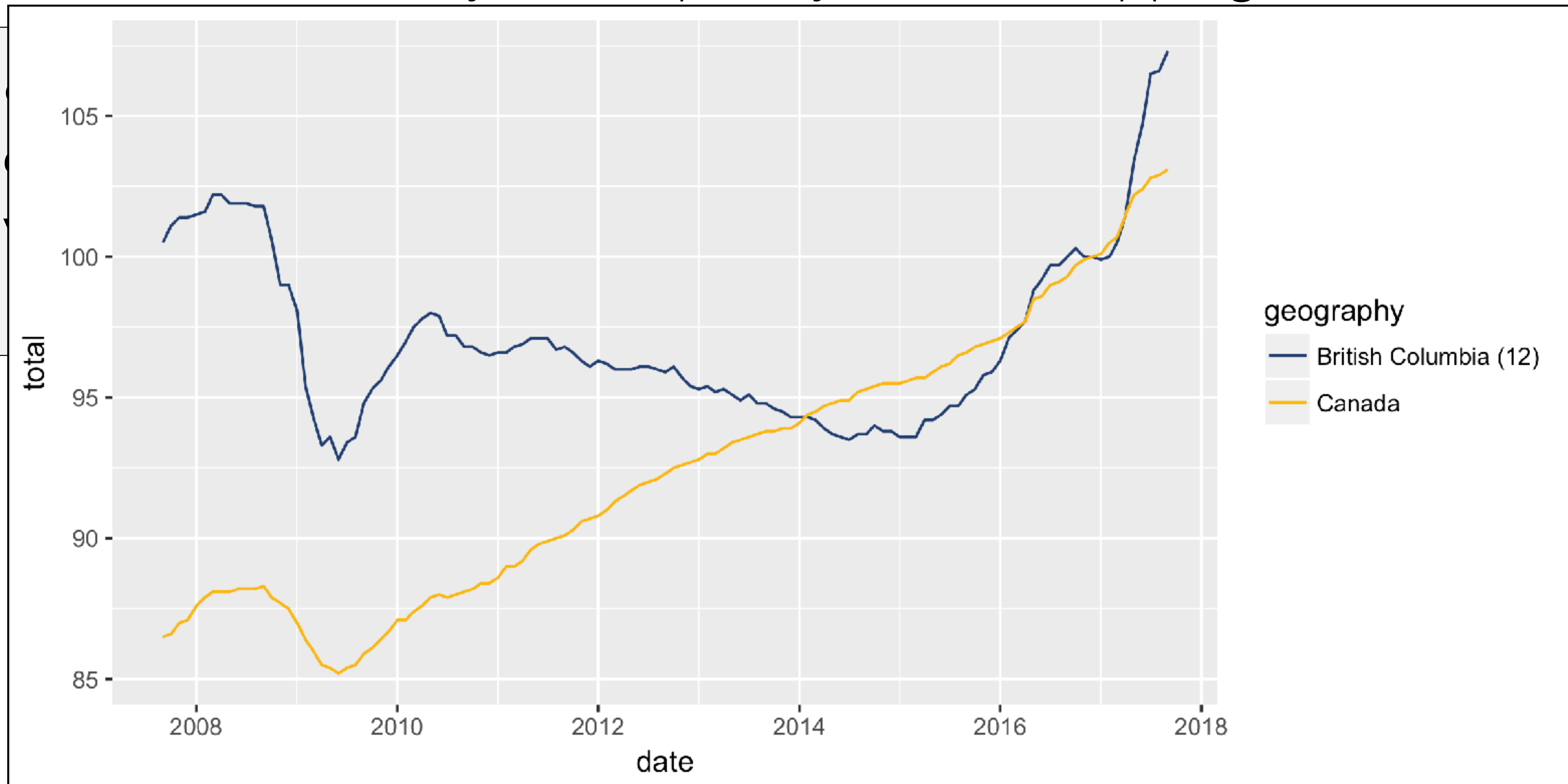
# scale\_color\_manual()

A way to completely control mapping

```
basic_plot +  
  scale_color_manual(  
    labels = c("Canada", "British Columbia"),  
    values = c("Canada" = "#fdb913", "British Columbia (12)" = "#234075")  
  )
```

# scale\_color\_manual()

An way to completely control mapping



basic  
scale  
)

75")

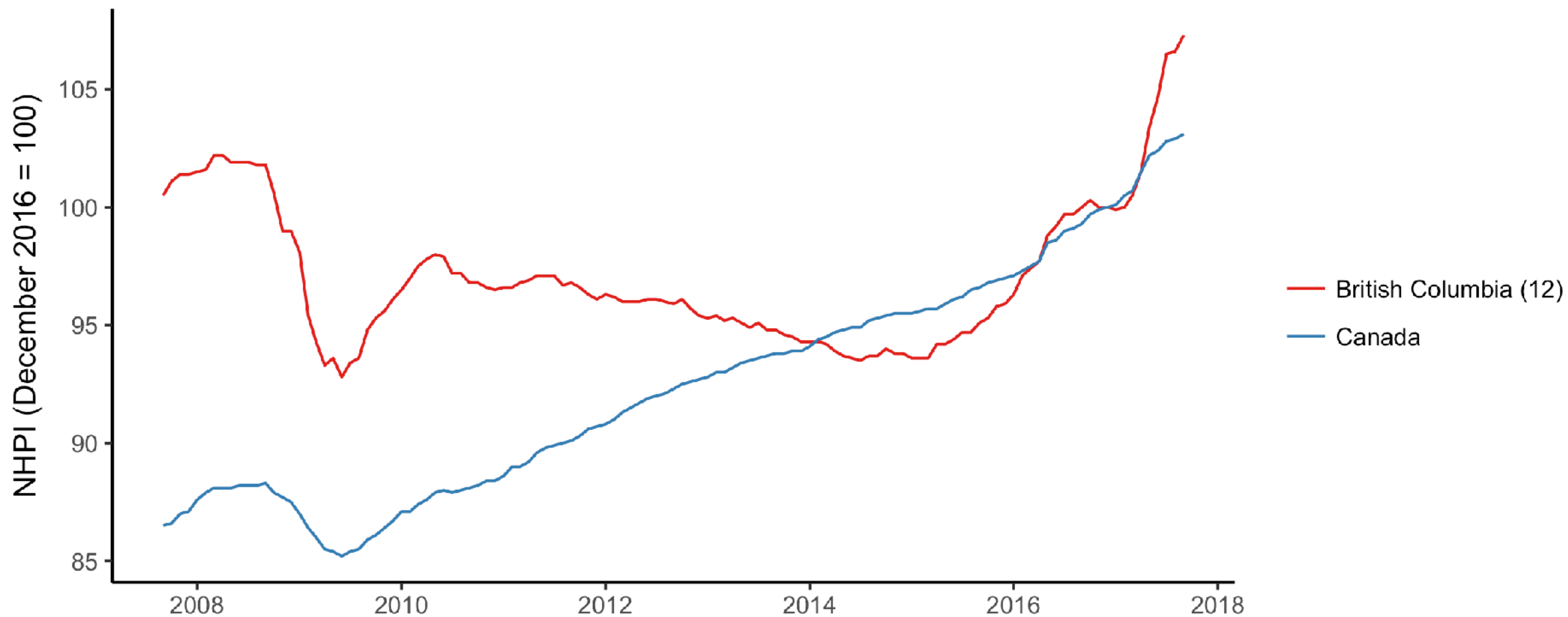
Putting it together



```
basic_plot +  
  labs(title = "New Housing Price Index, Canada and B.C.",  
        subtitle = "Total (house and land)",  
        x = "",  
        y = "NHPI (December 2016 = 100)",  
        color = "",  
        caption = "Source: Statistics Canada CANSIM table 327-0056") +  
  theme_classic() +  
  scale_color_brewer(palette = "Set1")
```

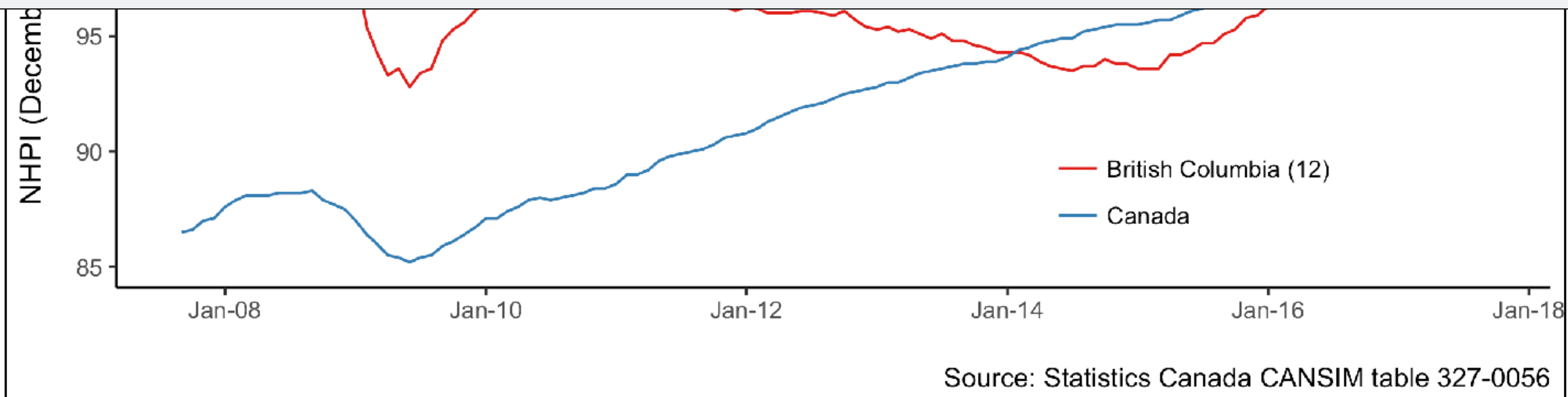
# New Housing Price Index, Canada and B.C.

Total (house and land)



Source: Statistics Canada CANSIM table 327-0056

```
last_plot() +  
  scale_color_manual(  
    labels = c("Canada" = "Canada",  
               "British Columbia (12)" = "British Columbia"),  
    values = c("Canada" = "#fdb913", "British Columbia (12)" = "#234075")  
  )  
  scale_x_datetime(date_labels = "%b-%y") +  
  theme(legend.position = c(0.75, 0.2))
```





# Summary

Everything visual on the plot is customizable

**Labels** - easiest thing to change to increase readability

**Themes** - change all non-data visual elements

**Scales** - control mappings and the legends that go with them