Package 'aRtsy'

July 24, 2021

Title Generative Art with 'ggplot2'

Description Combines the ideas of multiple generative artists in the ggplot2 language.

Version 0.1.0

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BugReports https://github.com/koenderks/aRtsy/issues

URL https://github.com/koenderks/aRtsy

Imports dplyr, ggplot2, ggpubr, Rcpp, reshape2

LinkingTo Rcpp, RcppArmadillo

Language en-US

License GPL-3

Encoding UTF-8

RoxygenNote 7.1.1

Suggests testthat (>= 3.0.0)

Config/testthat/edition 3

R topics documented:

paint_ant *Paint Langton's Ant on a Canvas*

Description

This function paints Langton's Ant. Langton's ant is a two-dimensional universal Turing machine with a very simple set of rules but complex emergent behavior.

Usage

```
paint_ant(colors, background = '#fafafa', iterations = 1e7,
          width = 200, height = 200)
```

Arguments

colors	a character (vector) specifying the colors for the ant.
background	a character specifying the color of the background.
iterations	the number of iterations of the ant.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

https://en.wikipedia.org/wiki/Langton%27s_ant

Examples

```
paint_ant(colors = '#000000', background = '#fafafa')
```

paint_arcs *Paint Arcs on a Canvas*

Description

Inspired by the work of @ijeamaka_a, this type of painting mimics her beautiful Arc Series. For private use only.

Usage

```
paint_arcs(colors, background = '#fdf5e6', n = 1, nrow = NULL, ncol = NULL,
           dir = 'right', starts = 'clockwise')
```

Arguments

colors	a character vector specifying the 3 colors used for the arcs.
background	a character string specifying the color used for the background.
n	an integer specifying how many paintings should be put on the canvas.
nrow	an (optional) integer specifying the number of rows on the canvas.
ncol	an (optional) integer specifying the number of columns on the canvas.
dir	a character string specifying which direction the arcs turn. Can be one of "right" (default) or "left".
starts	a character sting specifying where the arcs should start. Can be one of "clockwise" (default) or "random".

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
aRtsy:::paint_arcs(colors = c('darkgreen', 'goldenrod', 'firebrick'), n = 9)
```

---

paint_circlemap *Paint a Circle Map on a Canvas*

Description

This function is my attempt at a circle map.

Usage

```
paint_circlemap(colors, x_min = 0, x_max = 12.56, y_min = 0, y_max = 1,
                iterations = 10, width = 1500, height = 1500)
```

Arguments

colors	a character specifying the color used for the function shape.
x_min	a numeric value specifying the minimum value for the x-axis.
x_max	a numeric value specifying the maximum value for the x-axis.
y_min	a numeric value specifying the minimum value for the y-axis.
y_max	a numeric value specifying the maximum value for the y-axis.
iterations	the number of iterations.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

https://linas.org/art-gallery/circle-map/circle-map.html

Examples

```
paint_circlemap(colors = c('forestgreen', 'firebrick', 'goldenrod', 'navyblue'))
```

---

paint_function *Paint Functions on a Canvas*

Description

This function paints functions with random parameters and mimics the functionality of the generativeart package.

Usage

```
paint_function(color, background = '#fafafa')
```

Arguments

color	a character specifying the color used for the function shape.
background	a character specifying the color used for the background.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

https://github.com/cutterkom/generativeart

Examples

```
set.seed(1)
paint_function(color = '#000000', background = '#fafafa')
```

paint_mondriaan *Paint a Mondriaan on a Canvas*

Description

This function paints a Mondriaan.

Usage

```
paint_mondriaan(colors, background = '#000000', cuts = 50, ratio = 1.618,
                width = 100, height = 100)
```

Arguments

colors	a character vector specifying the colors used in the squares.
background	a character specifying the color used for the background (borders).
cuts	the number of cuts to make.
ratio	the 1:1 ratio for each cut.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
set.seed(6)
paint_mondriaan(colors = c('forestgreen', 'goldenrod', 'firebrick', 'navyblue'))
```

paint_planet *Paint a Planet on a Canvas*

Description

This function paints one or multiple planets.

Usage

```
paint_planet(colors, threshold = 4, iterations = 200,
             starprob = 0.01, fade = 0.2,
             radius = NULL, center.x = NULL, center.y = NULL,
             light.right = TRUE, width = 1500, height = 1500)
```

Arguments

colors	a character specifying the colors used for the planet(s). Can also be a list where each entry is a vector of colors for each planet.
threshold	a character specifying the threshold for a color take.
iterations	the number of iterations of the planets
starprob	the probability of drawing a star in outer space.
fade	the fading factor.
radius	a numeric (vector) specifying the radius of the planet(s).
center.x	the x-axis coordinate(s) for the center(s) of the planet(s).
center.y	the y-axis coordinate(s) for the center(s) of the planet(s).
light.right	whether to draw the light from the right or the left.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
# Sun behind Earth and Moon
set.seed(1)
colors <- list(c("khaki1", "lightcoral", "lightsalmon"),
               c("dodgerblue", "forestgreen", "white"),
               c("gray", "darkgray", "beige"))
paint_planet(colors, radius = c(800, 400, 150),
             center.x = c(1, 500, 1100),
             center.y = c(1400, 500, 1000),
             starprob = 0.005)
```

---

paint_polylines *Paint Polygons and Lines on Canvas*

Description

This function draws many points on the canvas and connects these points into a polygon. After repeating this for all the colors, the edges of all polygons are drawn on top of the painting.

Usage

```
paint_polylines(colors, background = '#fafafa', ratio = 0.5, iterations = 1000,
                alpha = NULL, size = 0.1, width = 500, height = 500)
```

Arguments

colors	a character (vector) specifying the colors used for the strokes.
background	a character specifying the color used for the background (borders).
ratio	width of the polygons. Larger ratios cause more overlap.
iterations	the number of iterations on the painting.
alpha	transparency of the polygons.
size	size of the borders.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
set.seed(1)
paint_polylines(colors = c('forestgreen', 'goldenrod', 'firebrick', 'navyblue'))
```

---

paint_ribbons *Paint Ribbons on a Canvas*

Description

This function paints ribbons and (optionally) a triangle in the middle.

Usage

```
paint_ribbons(colors, background = '#fdf5e6', triangle = TRUE)
```

Arguments

colors	a character (vector) specifying the colors for the ribbons. Colors determine the number of ribbons.
background	a character specifying the color of the background.
triangle	logical. Whether to draw the triangle that breaks the ribbon polygons.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
set.seed(1)
paint_ribbons(colors = c("forestgreen", "firebrick", "dodgerblue", "goldenrod"))
```

`paint_strokes` *Paint Strokes on a Canvas*

Description

This function creates a painting that resembles paints strokes. The algorithm is based on the simple idea that each next point on the grid has a chance to take over the color of an adjacent colored point but also has a change of generating a new color.

Usage

```
paint_strokes(colors, neighbors = 1, p = 0.01, iterations = 1,
              width = 500, height = 500, side = FALSE)
```

Arguments

`colors`	a character (vector) specifying the colors used for the strokes.
`neighbors`	the number of neighbors a block considers when taking over a color. More neighbors fades the painting.
`p`	the probability of selecting a new color at each block. A higher probability adds more noise to the painting.
`iterations`	the number of iterations on the painting. More iterations fade the painting.
`width`	the width of the painting in pixels.
`height`	the height of the painting in pixels.
`side`	whether to turn the painting on its side.

Value

A `ggplot` object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

Examples

```
set.seed(1)
paint_strokes(colors = c('forestgreen', 'goldenrod', 'firebrick', 'navyblue'))
```

paint_turmite *Paint a Turmite on a Canvas*

Description

This function paints a turmite. A turmite is a Turing machine which has an orientation in addition to a current state and a "tape" that consists of a two-dimensional grid of cells. The algorithm is simple: 1) turn on the spot (left, right, up, down) 2) change the color of the square 3) move forward one square.

Usage

```
paint_turmite(color, background = '#fafafa', p = 0.5, iterations = 1e7,
              width = 1500, height = 1500)
```

Arguments

color	a character specifying the color used for the turmite.
background	a character specifying the color used for the background.
p	the probability of a state switch within the turmite.
iterations	the number of iterations of the turmite.
width	the width of the painting in pixels.
height	the height of the painting in pixels.

Value

A ggplot object containing the painting.

Author(s)

Koen Derks, <koen-derks@hotmail.com>

References

https://en.wikipedia.org/wiki/Turmite

Examples

```
set.seed(1)
paint_turmite(color = "#000000", background = "#fafafa")
```

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