

Figures Overview

An introductory guide to MATLAB figures. Demonstrates basic handling and manipulation of figures in MATLAB.

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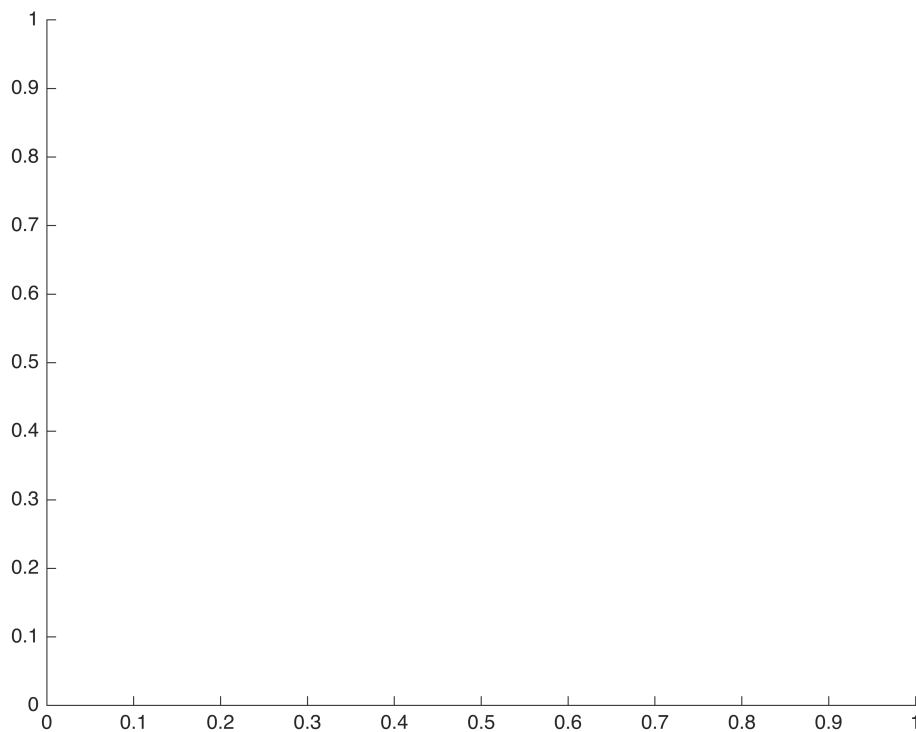
```
% Open a new blank figure window and some axes. Save a handle to the figure
and
% the axes
hfig = figure
```

```
hfig =
  Figure (22) with properties:
```

```
    Number: 22
     Name: ''
    Color: [0.94 0.94 0.94]
 Position: [616 498 560 420]
    Units: 'pixels'
```

Show all properties

```
hax = axes
```



```
hax =
  Axes with properties:
    XLim: [0 1]
    YLim: [0 1]
    XScale: 'linear'
    YScale: 'linear'
    GridLineStyle: '-'
```

```
Position: [0.13 0.11 0.775 0.815]
Units: 'normalized'
```

Show all properties

You will see a summary of the figure and axes properties

You can get and set the values of the properties associated with the handle.

```
get(hfig, 'Color')
```

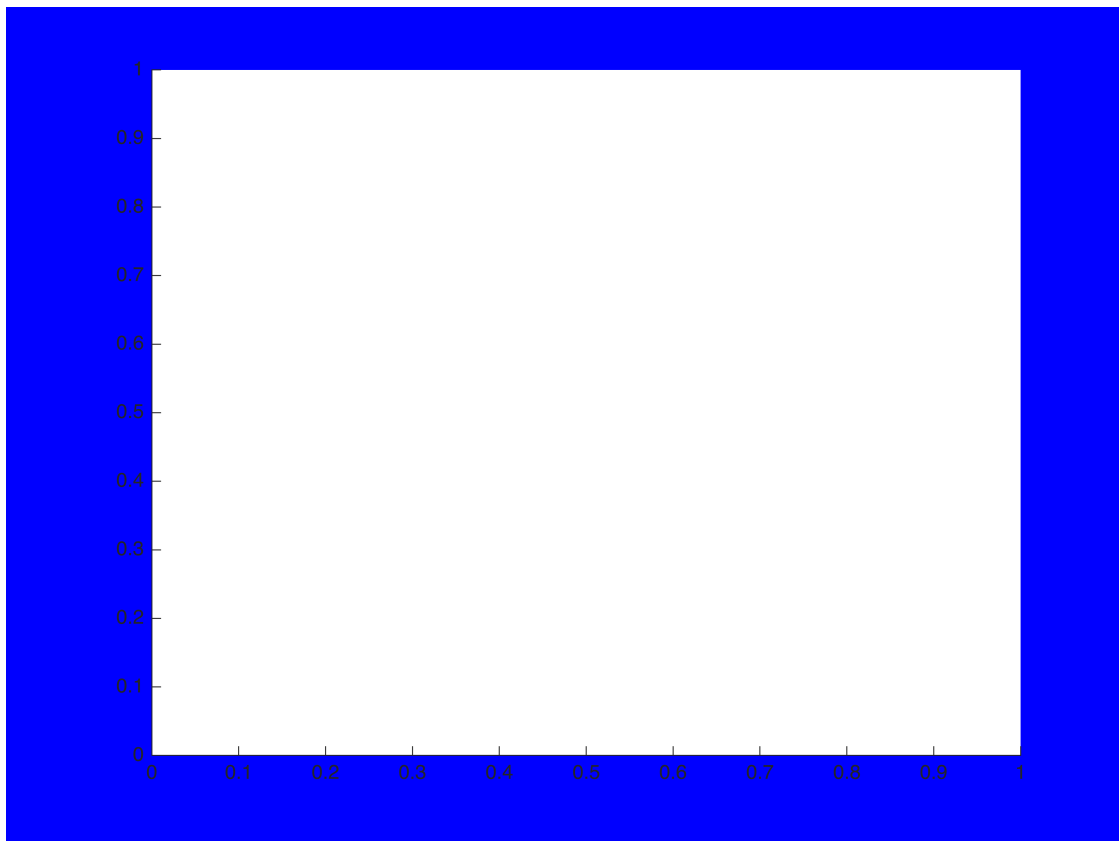
```
ans = 1x3
      1      1      1
```

```
% you can also use dot notation to get the properties
hfig.Color
```

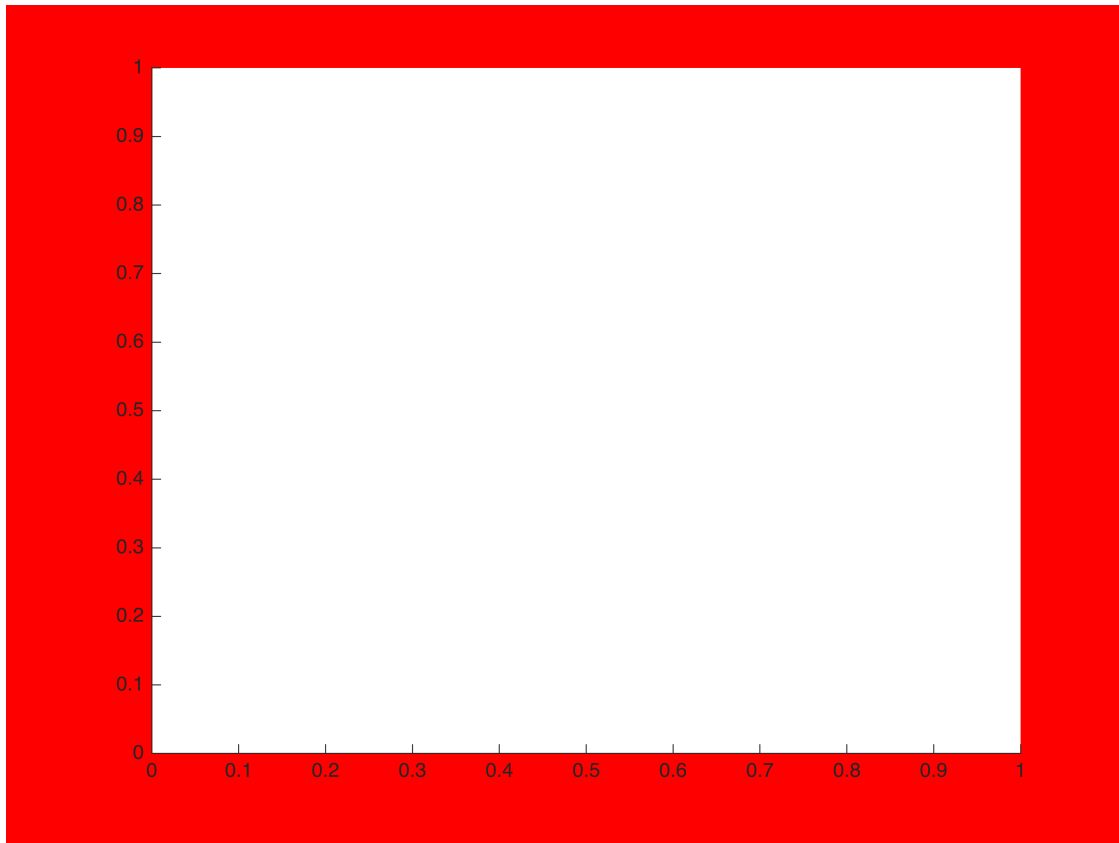
```
ans = 1x3
      1      1      1
```

Note that color here is in RGB units. These vary from 0 (dark) to 1 (bright). For the colour white, there is maximum red, green and blue, i.e. 1 1 1.

```
% Handles can be used to set a property using 'set'
set(hfig, 'Color', 'blue')
```



```
% alternatively, use the dot notation to set a property  
hfig.Color = 'red' ;
```



Note that common colours can be specified either using RGB, or just their name. Here 'red' is equivalent to an RGB value of [1 0 0] i.e. all red, no blue, no green.

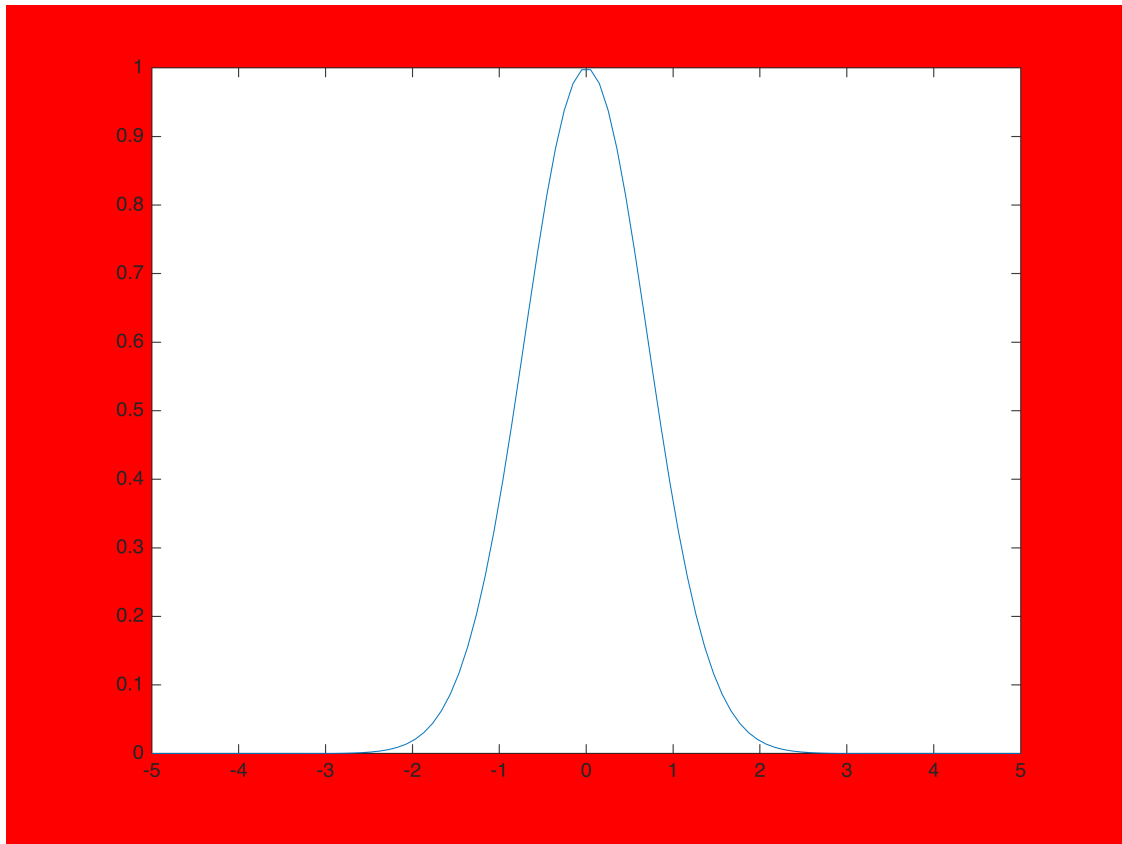
To demonstrate a plot, first create some example data.

Here a normal distribution with zero mean

```
% First set up a vector of 100 numbers, linearly spaced in the range -5 to  
+5.  
x = linspace(-5, 5, 100) ;  
  
% Calculate the value  
y = exp( -x.^2 ) ; % use the '.*' for element by element squaring of  
values in x
```

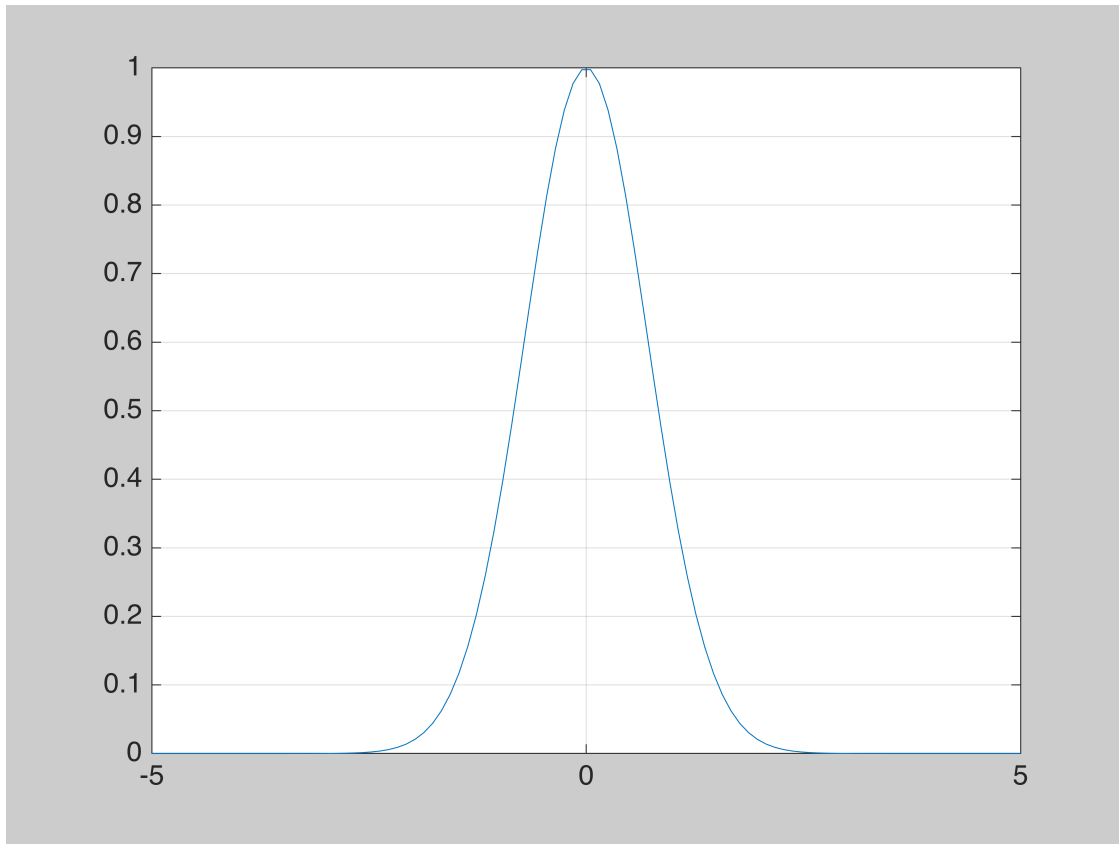
Plot the data

```
plot(x,y)
```



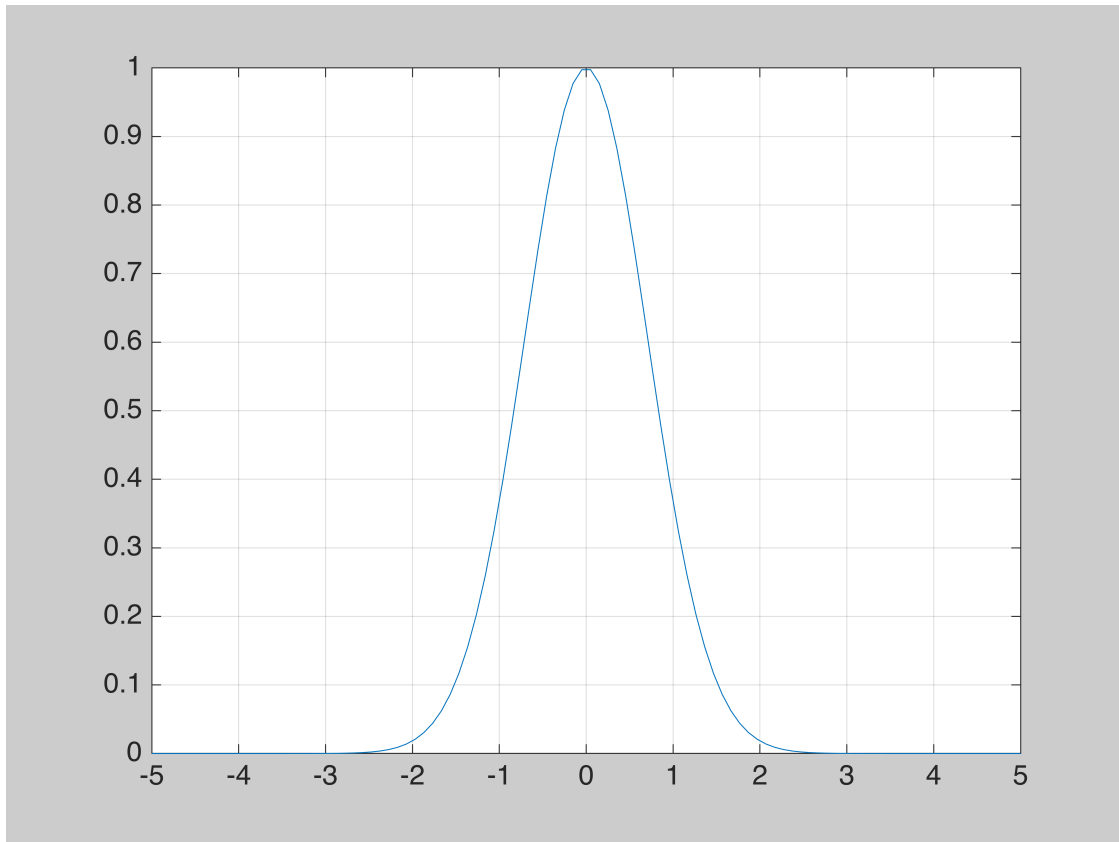
Tidy the plot

```
hax.FontSize = 14 ; % Sets the font size  
hfig.Color = [0.8 0.8 0.8] ; % figure back to grey  
grid on % place a grid of lines on the axes
```



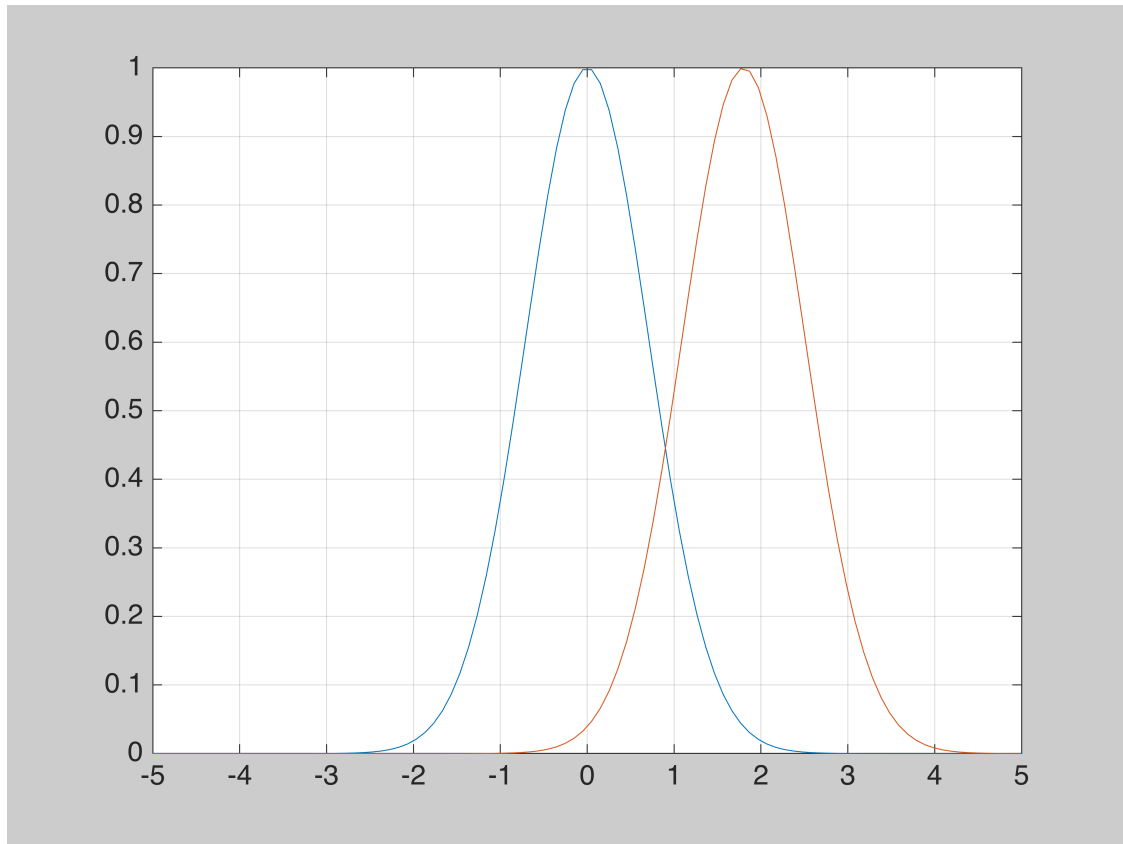
Adjust the x-axis tick marks

```
hax.XTick = [-5 : 5] ; % This produces a vector of numbers from -5 to +5 in  
steps of 1.
```



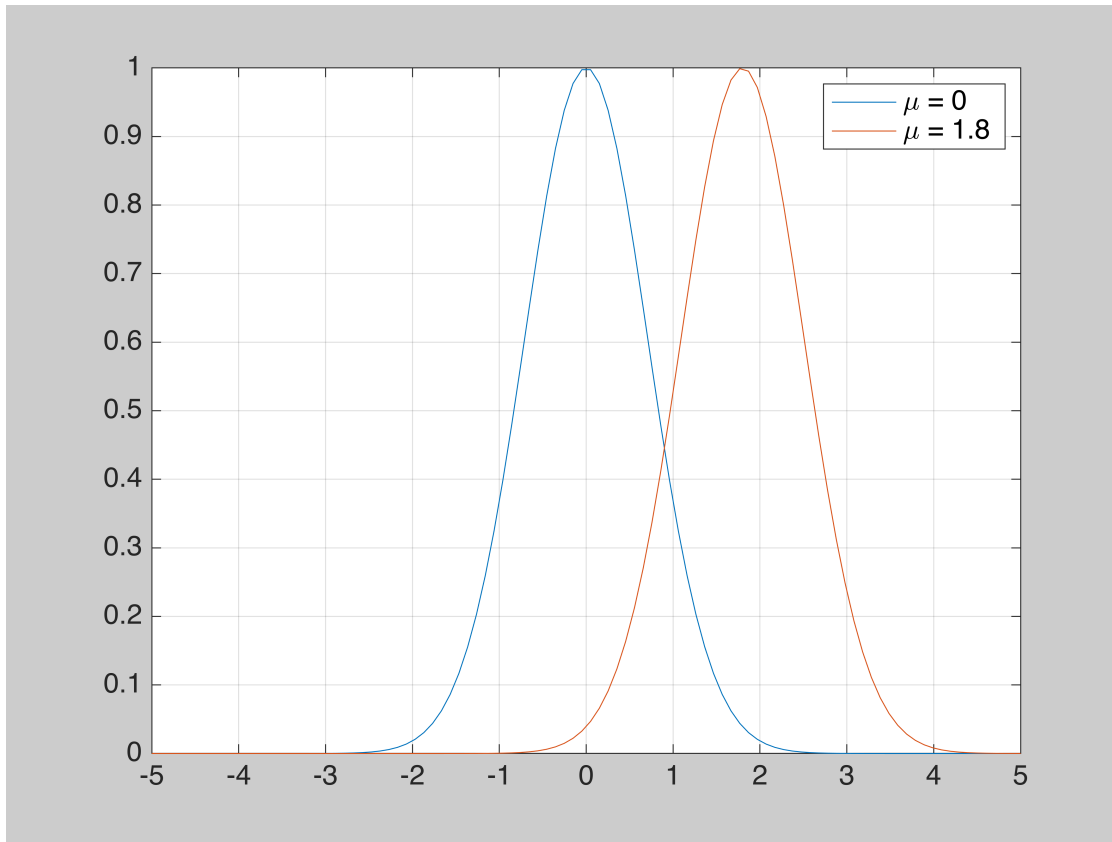
Add a second distribution, this time with a mean of 1.8

```
z = exp( -(x-1.8).^2 ) ;  
hold on % hold keeps the first line in the plot, otherwise it is replaced.  
plot(hax, x, z)
```



LaTeX formatting is the default

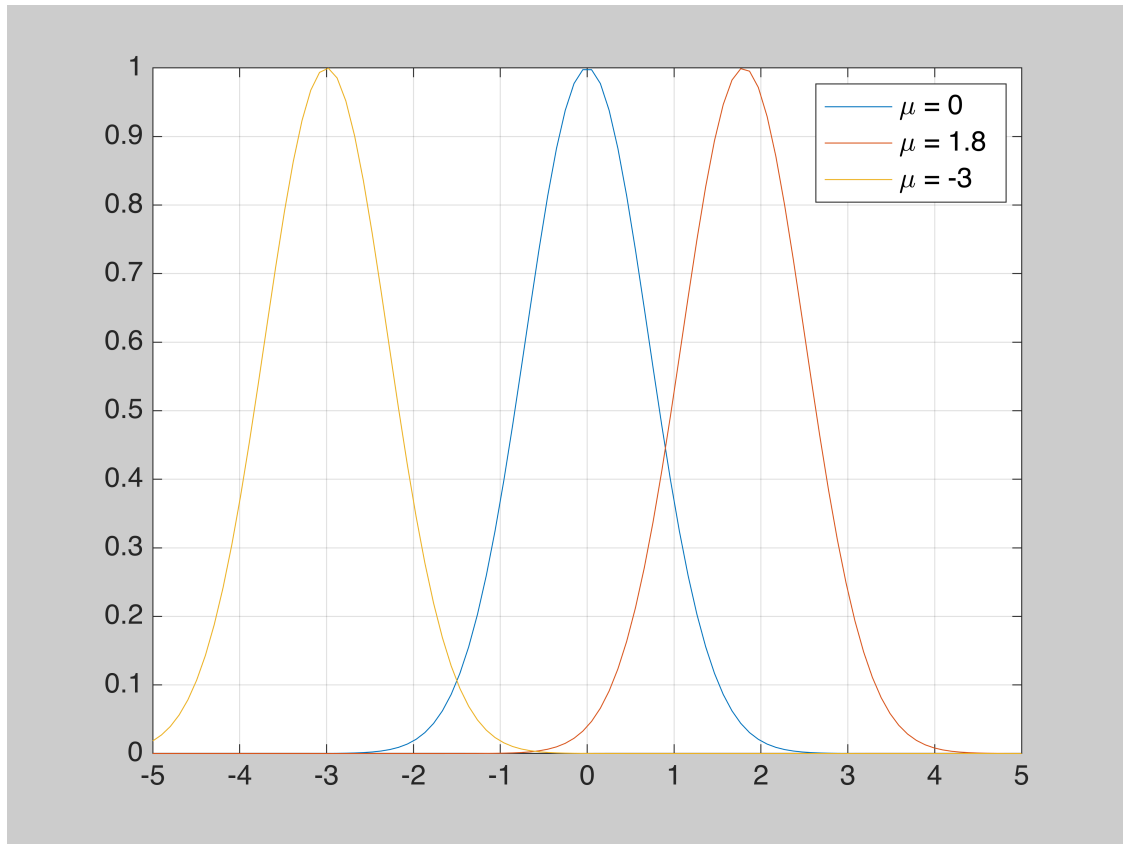
```
legend('\mu = 0', '\mu = 1.8', 'FontSize', 14)
```



To reduce the chance of errors in legends, specify the legend text at time of plotting the line using `DisplayName`.

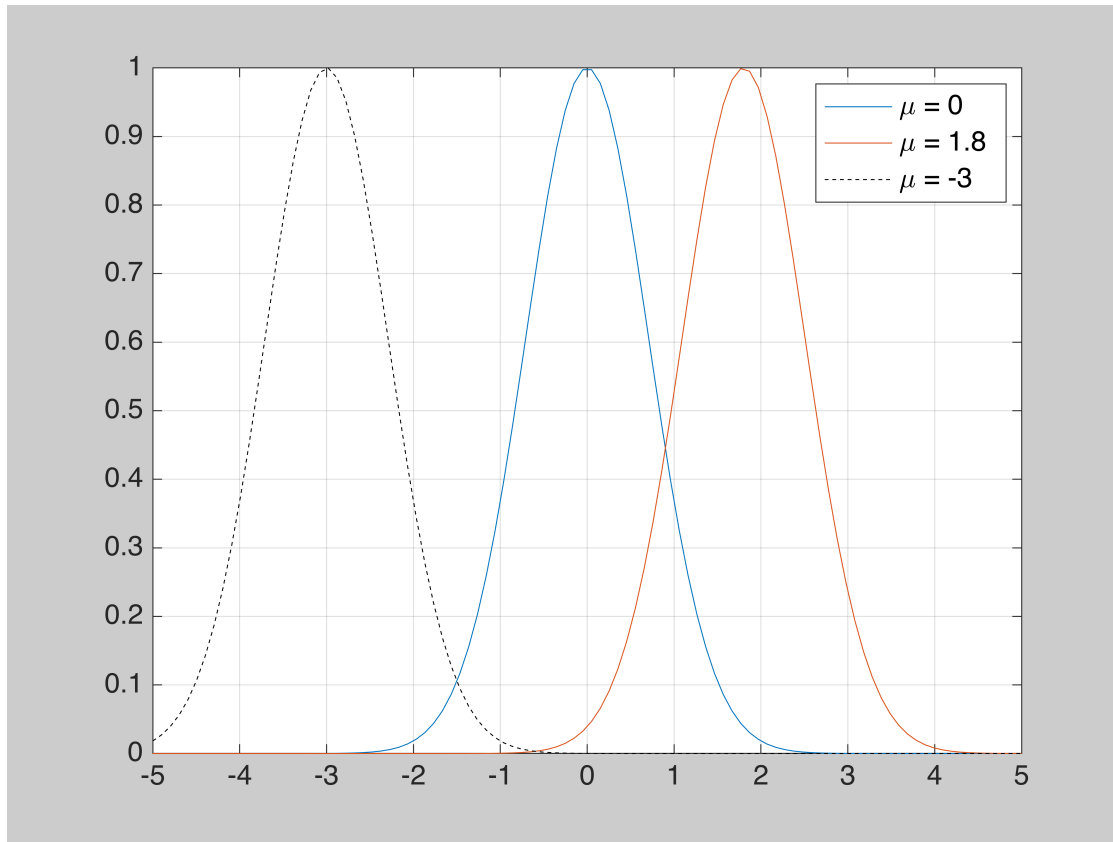
We are also saving a handle here (hp) to the line drawn by `plot`

```
w = exp( -(x+3).^2 ) ;  
hp = plot(hax, x, w, 'DisplayName','\mu = -3') ;
```

Change the line color (not colour) and style

```
hp.Color = 'black' ;  
hp.LineStyle = '--' ;
```



Hopefully this is enough to get started. Getting a figure to look nice needs some trial and error. A typical approach is to inspect the properties associates with the figure, axes or lines, and modify those.

David Atkinson, November 2023.