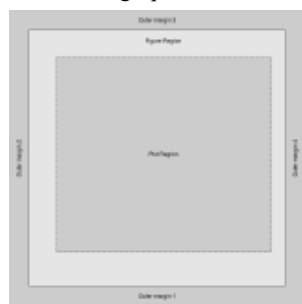## Figure 3.1

The plot regions in traditional graphics
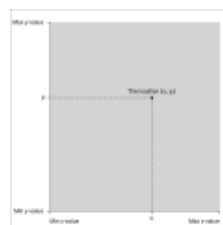
[R code](#)

Figure 3.2

Multiple figure regions in traditional graphics
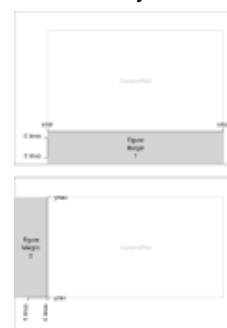
[R code](#)

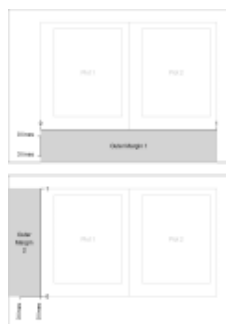## Figure 3.3

The user coordinate system in the plot region

[R code](#)

Figure 3.4

Figure margin coordinate systems

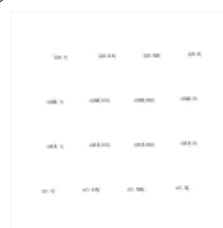[R code](#)

Figure 3.5

Outer margin coordinate systems

[R code](#)

Figure 3.6

Font families and font faces

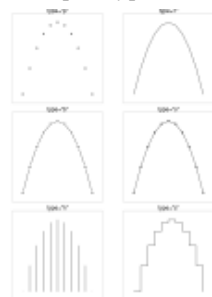[R code](#)

Figure 3.7

Alignment of text in the plot region

[R code](#)

Figure 3.8

Data symbols in traditional graphics
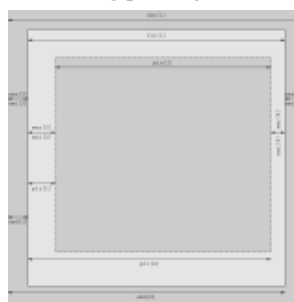
[R code](#)

Figure 3.9

Basic plot types

[R code](#)

Figure 3.10

Different axis styles

[R code](#)

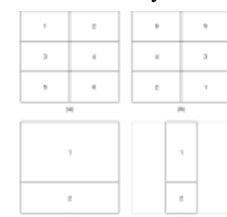## Figure 3.11

Graphics state settings controlling plot regions
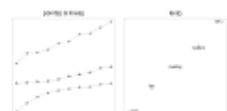
[R code](#)

Figure 3.12

Some basic layouts

[R code](#)

Figure 3.13

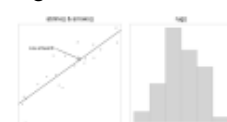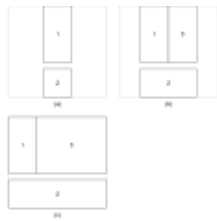Some complex layouts

Figure 3.14

Annotating the plot region
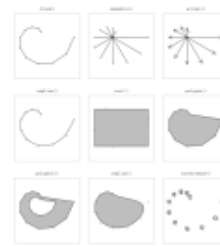
[R code](#)

Figure 3.15

Drawing in the plot region

Figure 3.16

More examples of annotating the plot region

Figure 3.17

Drawing polygons

Figure 3.18

Annotating the margins
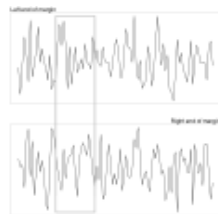
Figure 3.19

Some simple legends
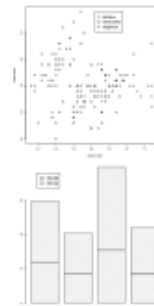
Figure 3.20

Customizing axes

Figure 3.21

Custom coordinate systems
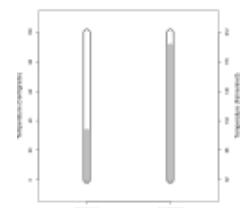
Figure 3.22

Overlaying plots
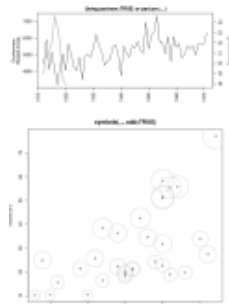
Figure 3.23

Overlaying output
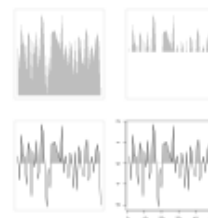
Figure 3.24

Special-case annotations

Figure 3.25

A panel function example
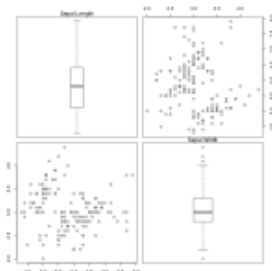
Figure 3.26

Annotating a 3D surface
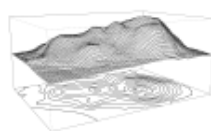
Figure 3.27

A back-to-back barplot
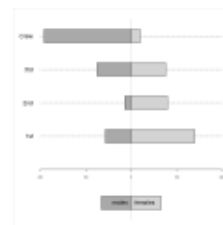
Figure 3.28

A graphics function template