

Figure 16.1  
A 3D projection



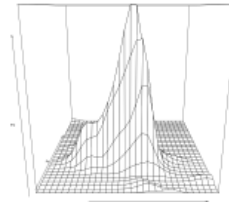
[R code](#)

Figure 16.2  
A 3D viewpoint



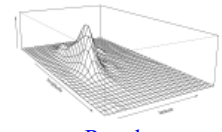
[R code](#)

Figure 16.3  
A 3D surface



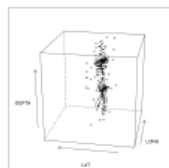
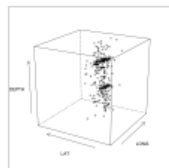
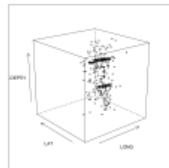
[R code](#)

Figure 16.4  
An improved 3D surface



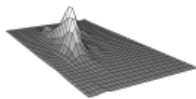
[R code](#)

Figure 16.6  
A 3D scatterplot from  
lattice



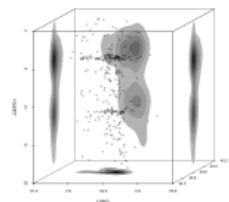
[R code](#)

Figure 16.5  
A shaded 3D surface



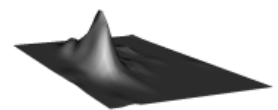
[R code](#)

Figure 16.7  
A 3D scatterplot from scatterplot3d



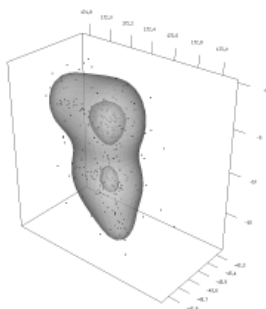
[R code](#)

Figure 16.8  
A 3D surface plot from rgl



[R code](#)

Figure 16.9  
A 3D contour plot of earthquakes



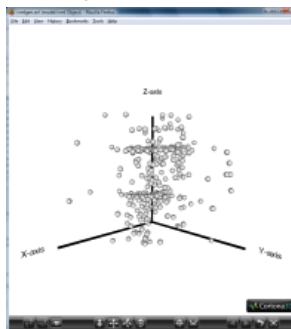
[R code](#)

Figure 16.10  
A 3D image constructed  
from basic shapes



[R code](#)

Figure 16.11  
A 3D image in VRML format



[R code](#)