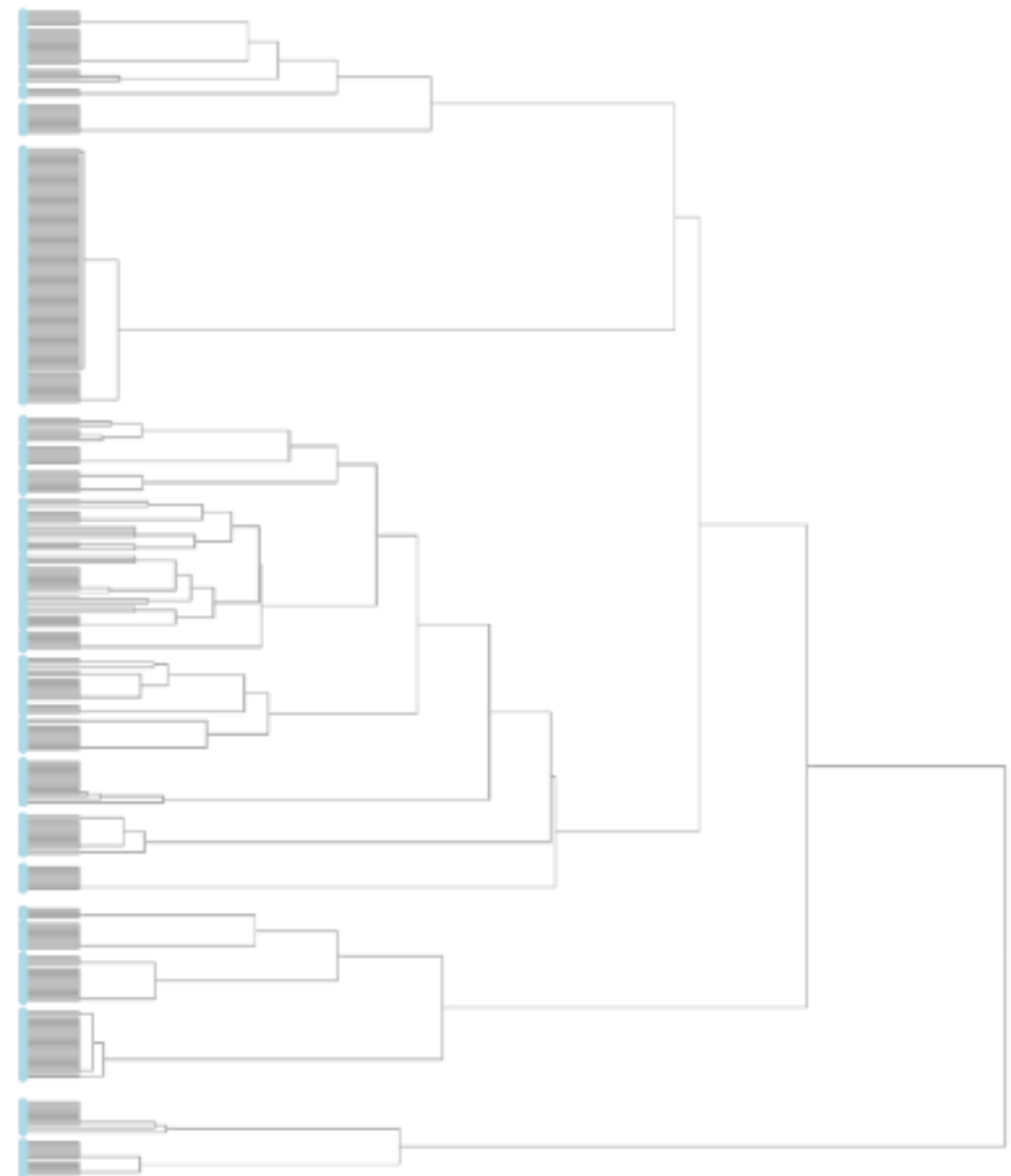# Data agnostic

```r
# Make hclust object
marvel_graph %>%
  igraph::distances() %>%
  as.dist() %>%
  hclust(method = 'ward.D2') %>%

# Plot directly
  ggraph('dendrogram', height = height, repel = TRUE) +
  geom_edge_elbow(colour = 'darkgrey') +
  geom_node_point(aes(filter = leaf), colour = 'lightblue') +
  coord_flip() +
  theme_graph() +
  theme(legend.position = 'none')
```

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# Hairballs, Hierarchies, and Hives

```r
# Reduce the graph a bit
marvel_graph %>%
  activate(edges) %>%
  filter(class %in% c('Ally', 'Enemy')) %>%
  activate(nodes) %>%
  filter(!node_is_isolated()) %>%
  # Use the Kamada-Kawai layout from igraph
  ggraph('kk') +
  geom_edge_link0(alpha = 0.3) +
  geom_node_point(aes(colour = type)) +
  ggtitle('Kamada-Kawai') +
  theme_graph()
```

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