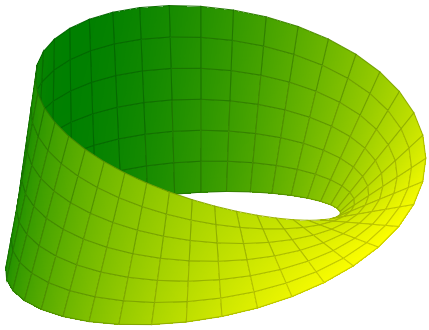
Quick Reference

PGFPLOTS

```
\begin{tikzpicture}
\begin{axis}[
  hide axis,
  view = {40}{40},
]
\addplot3[
  surf,
  colormap/greenyellow,
  shader = faceted interp,
  z buffer = sort,
  point meta = x,
  domain = 0:360,
  domain y = -0.5:0.5,
  samples = 40,
  samples y = 7,
]
({(1 + 0.5 * y * cos(x / 2))) * cos(x)},
 {(1 + 0.5 * y * cos(x / 2))) * sin(x)},
 {0.5 * y * sin(x/2)});
\end{axis}
\end{tikzpicture}
```



Ralph Schleicher

Contents

Nomenclature

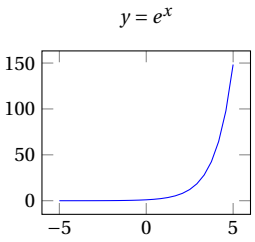
`\foo`	TEX control sequence.
$\texttt{foo}_{\text{env}}$	LATEX environment `foo`.
$\texttt{foo}_{\text{sty}}$	PGFPLOTS style with key `foo`.
`foo`	Terminal symbol, literal text.
⟨*foo*⟩	Non-terminal symbol, metasyntactic variable.
⟨*foo*⟩ → ⟨*bar*⟩	Production rule; ⟨*foo*⟩ can be replaced by ⟨*bar*⟩, ⟨*foo*⟩ and ⟨*bar*⟩ are implicit groups.
⟨*foo*⟩ ⟨*bar*⟩	Sequence; ⟨*foo*⟩ followed by ⟨*bar*⟩.
⟨*foo*⟩ | ⟨*bar*⟩	Choice; ⟨*foo*⟩ or ⟨*bar*⟩.
⟨*foo*⟩*	⟨*foo*⟩ can occur zero or more times.
⟨*foo*⟩$^+$	⟨*foo*⟩ can occur one or more times.
⟨*foo*⟩$^?$	⟨*foo*⟩ is optional.
()	Explicit group.
▷ ⟨*key*⟩ = ⟨*value*⟩	User option, ⟨*key*⟩ and ⟨*value*⟩ are implicit groups.
▷ ⟨*key*⟩	User option without a value.
42	Default value is 42.
↵	Line continuation mark.
⟨*empty*⟩	Nothing.
⟨*newline*⟩	Newline character, `^^M` in TEX.
⟨*dimension*⟩	A legitimate TEX dimension.
⟨*number*⟩	$(-\infty,\infty)\cap\mathbb{R}$.
⟨*positive number*⟩	$(0,\infty)\cap\mathbb{R}$.
⟨*non-negative number*⟩	$[0,\infty)\cap\mathbb{R}$.
⟨*integer*⟩	$(-\infty,\infty)\cap\mathbb{Z}$.
⟨*positive integer*⟩	$(0,\infty)\cap\mathbb{Z}$.
⟨*non-negative integer*⟩	$[0,\infty)\cap\mathbb{Z}$.

1 General

1.1 Document Structure

```
\documentclass{standalone}
\usepackage{pgfplots}
\pgfplotsset{compat=1.16}

\begin{document}
\begin{tikzpicture}
\begin{axis}[title={$y = e^x$}]
\addplot+[no markers] {exp(x)};
\end{axis}
\end{tikzpicture}
\end{document}
```



1.2 PGFPLOTS Options

`\pgfplotsset{`⟨*key/value list*⟩`}`
⟨*key/value list*⟩ → (⟨*key*⟩ `=` ⟨*value*⟩`,`)*

Options are supplied as a ⟨*key/value list*⟩. The `/pgfplots/` and `/tikz/` prefixes in ⟨*key*⟩ can be omitted in the scope of PGFPLOTS commands. Please note that a trailing comma in ⟨*key/value list*⟩ does no harm.

1.3 Key Handlers

`\pgfplotsset{`⟨*key*⟩`/.style = {`⟨*key/value list*⟩`}}`

Define or replace style ⟨*key*⟩.

`\pgfplotsset{`⟨*key*⟩`/.append style = {`⟨*key/value list*⟩`}}`

Append to style ⟨*key*⟩.

`\pgfplotsset{`⟨*key*⟩`/.code = {`⟨*TEX code*⟩`}}`

Define or replace ⟨*key*⟩ that – when run – takes one argument; ⟨*TEX code*⟩ can refer to the supplied argument as `#1`. Invoke as '`\pgfplotsset{`⟨*key*⟩ `= {`⟨*argument*⟩`}}`'.

`\pgfplotsset{`⟨*key*⟩`/.code 2 args = {`⟨*TEX code*⟩`}}`

Like ⟨*key*⟩`/.code` but with two arguments; ⟨*TEX code*⟩ can refer to the supplied arguments as `#1` and `#2`. Invoke as '`\pgfplotsset{`⟨*key*⟩ `= {`⟨*first argument*⟩`}{`⟨*second argument*⟩`}}`'.

`\pgfplotsset{`⟨*key*⟩`/.cd}`

Make ⟨*key*⟩ the default prefix.

1.4 Mathematical Expressions

See the TikZ/PGF manual for a detailed description.
Use parenthesis, `(` and `)`, for grouping. Arguments and values of trigonometric functions are in degree angle.
Arithmetic Operators: `+`, `-` (also unary minus), `*`, `/`, `^` (exponentiation), `!` (factorial, postfix operator), `r` (radian, postfix operator, see `deg`).
Relational Operators: `==`, `!=`, `<`, `<=`, `>`, `>=`.
Logical Operators: `!` (not, prefix operator), `||` (or), `&&` (and).
Conditionals: ⟨*condition*⟩`?`⟨*true*⟩`:`⟨*false*⟩.
Constants: `pi`, `e`, `false`, `true`.
Unary Functions: `abs`, `sign`, `int`, `frac` (fractional part), `round`, `floor`, `ceil`, `factorial` (see `!`), `iseven`, `isodd`, `isprime`, `sqrt`, `exp`, `ln`, `log10`, `log2`, `sin`, `cos`, `tan`, `cot`, `sec`, `cosec`, `asin`, `acos`, `atan`, `deg` (degree from radian), `rad` (radian from degree), `sinh`, `cosh`, `tanh`.
Binary Functions: `div` (integer division), `mod`, `Mod` (unsigned result), `gcd`, `pow` (see `^`), `atan2`, `veclen` (vector length in $\mathbb{R}^2$).
n-ary Functions: `min`, `max`.
Pseudo-Random Number Functions (Uniform Distribution): `rnd` ($[0,1]\cap\mathbb{R}$), `rand` ($[-1,1]\cap\mathbb{R}$), `random(`n`)` ($[1,n]\cap\mathbb{N}$), `random(`m`,`n`)` ($[m,n]\cap\mathbb{Z}$).

2 Axis Environments

`\begin{axis}[`⟨*axis options*⟩`]`?
⟨*axis options*⟩ → ⟨*key/value list*⟩

`axis`$_{\text{env}}$ can also be `semilogxaxis`$_{\text{env}}$, `semilogyaxis`$_{\text{env}}$, or `loglogaxis`$_{\text{env}}$.

▷ `every` ⟨*type*⟩`?` `axis` **style**
⟨*type*⟩ → (`linear`|`semilogx`|`semilogy`|`loglog`)

Define default axis options.

▷ `xmode`|`ymode`|`zmode` `=` `normal`|`linear`|`log` **option**

Customize axis scaling; `linear` is a synonym for `normal`.

▷ `log basis (x|y|z) =` ⟨*empty*⟩|⟨*positive number*⟩ **option**

The basis for logarithmic axis scaling. Empty means to apply the natural logarithm (base *e*) to any input coordinate – if the axis scaling is logarithmic – and use the decadic/common logarithm (base 10) for displaying tick labels. Any non-empty value causes both, coordinates and tick labels, to use the logarithm with base ⟨*number*⟩.

3 Plots

`\addplot[`⟨*plot options*⟩`]`? ⟨*input data*⟩ ⟨*trailing TikZ path commands*⟩`;`

`\addplot` (without options) and `\addplot+[`⟨*plot options*⟩`]` utilize default options from the cycle list. `\addplot[`⟨*plot options*⟩`]` only use the manually provided options.

▷ `every axis plot (no` *n*`)`? **style**

Define ⟨*plot options*⟩ for all plots or for the n^{th} plot of every axis. Plot numbers are zero-based.

3.1 Input Data

▷ `empty line =` `auto`|`none`|`scanline`|`jump` **option**

How to handle empty lines in ⟨*coordinates list*⟩, `none` means to do nothing, `jump` means to insert a discontinuity.

3.1.1 Coordinates List

⟨*input data*⟩ → `coordinates {`⟨*coordinates list*⟩`}`
⟨*coordinates list*⟩ → ⟨*coordinates*⟩*
⟨*coordinates*⟩ → `(`*x*`,` *y*`,` *z*`)` `(+-` `(`*u*`,` *v*`,` *w*`))`? `(`[⟨*meta data*⟩]`)`?

Read input data from a sequence of coordinates. *x*, *y*, and *z* are the point coordinates. *u*, *v*, and *w* are the error coordinates (reliability bounds) for error bar plots. Coordinate *z* and *w* are only mandatory for 3D plots. Empty lines in the ⟨*coordinates list*⟩ indicate discontinuities; use `\\` when gathering coordinates in a TEX macro.

▷ `plot coordinates/math parser =` `true`|`false` **option**

Whether or not to enable mathematical expressions in every coordinate inside of a ⟨*coordinates list*⟩.

3.1.2 Table Data

⟨*input data*⟩ → `table [`⟨*table options*⟩`]`? `{`⟨*table data*⟩`}`
⟨*table data*⟩ → ⟨*file name*⟩|⟨*inline table*⟩

Read input data from table columns.

▷ `table/`⟨*coordinate*⟩ `=` ⟨*column name*⟩ **option**
▷ `table/`⟨*coordinate*⟩ `index =` ⟨*column index*⟩ **option**
▷ `table/`⟨*coordinate*⟩ `expr =` ⟨*expression*⟩ **option**
⟨*coordinate*⟩ → `x`|`y`|`z`|`(x|y|z) error (plus|minus)`?|`meta`

Column names are case sensitive and have to exist. Use `{`⟨*column name*⟩`}` to quote non-trivial column names. The first column has index zero.
Within ⟨*expression*⟩ `\thisrow{`⟨*column name*⟩`}` and `\thisrowno`⟨*column index*⟩ yields the cell value of the specified column. Likewise, `\coordindex` yields the index of the current set of coordinates and `\lineno` yields the total line number. Both numbers start counting at zero.

▷ `table/header =` `true`|`false` **option**

Whether or not to check ⟨*table data*⟩ for column names. If enabled, the first non-comment line is checked for column names. That means if any element is not a number, all entries are treated as column names.

▷ `table/skip first n =` `0`|⟨*non-negative integer*⟩ **option**

Don't process the first *n* lines in ⟨*table data*⟩.

▷ table/ignore chars = {}|⟨comma-separated list⟩ option
▷ table/white space chars = {}|⟨comma-separated list⟩ option
▷ table/comment chars = {}|⟨comma-separated list⟩ option

Extra characters to be ignored, treated like a whitespace character (beside space and tab), or treated like a comment start character (beside # and %).

▷ table/row sep = ⟨newline⟩|\\ option

Use \\ as the row seperator if you experience problems with ⟨newline⟩, for example with inline table data or when gathering table data in a TEX macro.

▷ table/col sep = space|tab|comma|semicolon|colon↵ option
|braces|&|ampersand

A space column separator means one or more space or tab characters. With braces, every table cell looks like {⟨contents⟩} and whitespace characters between adjacent table cells is ignored. A & column separator implies 'table/trim cells = true'.

▷ table/read completely = auto|true|false option

Whether or not to read the whole table into memory. Use with care!

▷ table/search path = {}|⟨comma-separated list⟩ option
▷ table/search path/implicit . = true|false option

Search path for input files, . means to use the standard TEX procedure.

\pgfplotstableread{⟨file name⟩}\foo
\addplot table [⟨table options⟩] {\foo};

Read table data once so that you can use it multiple times; \foo is a user-defined command sequence.

3.1.3 Mathematical Expressions

⟨input data⟩ → expression? {⟨expression⟩}
⟨input data⟩ → (⟨x-expression⟩, ⟨y-expression⟩, ⟨z-expression⟩)

Create input data by sampling a mathematical expression over an argument domain. The second form can be used to create parametric plots. Say {⟨x-expression⟩} if ⟨x-expression⟩ contains parenthesis or commas. The ⟨z-expression⟩ is only mandatory for 3D plots.

▷ domain = -5:5|⟨x1⟩:⟨x2⟩ option
▷ domain y = ⟨empty⟩|⟨y1⟩:⟨y2⟩ option

Define the argument domain for the x-axis to the closed interval $[x_1, x_2]$. Likewise for the y-axis for 3D plots. If domain y is empty, use the value of domain.

▷ samples = 25|⟨non-negative integer⟩ option
▷ samples y = ⟨empty⟩|⟨non-negative integer⟩ option

The number of samples to be generated. Samples are equally spaced over the corresponding argument domain. If 'samples y' is empty, use the value of samples.

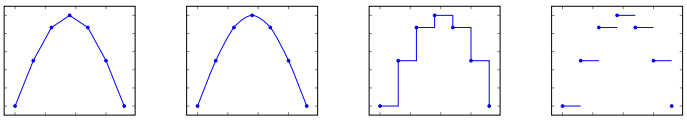
▷ samples at = {}|⟨comma-separated list of numbers⟩ option

Explicit argument values for sampling ⟨expression⟩. This option always overrides the domain and samples options.
⟨comma-separated list of numbers⟩ can contain ... expressions, for example '{-2, -1.8, ..., 2}'.

▷ variable = x|⟨variable name⟩ option
▷ variable y = y|⟨variable name⟩ option

The variable name containing the argument value when evaluating ⟨expression⟩.

3.2 Line Plots



▷ /tikz/sharp plot option

Connect points by straight lines. This is the default.

▷ /tikz/smooth option
▷ /tikz/tension = 0.55|⟨number⟩ option

Connect points by a smooth curve. For best results, points should be equidistant and the bending angles should be less than about 30°. The tension option controls the sharpness of the corners; 0 yields sharp corners and 1 yields a circle if the path is a square.

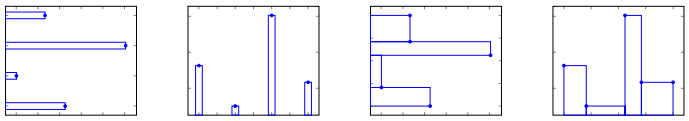
▷ /tikz/const plot option
▷ /tikz/const plot mark (left|mid|right) option

Connect points with horizontal and vertical line segments. 'const plot' is an alias for 'const plot mark left'. Markers are placed on the left corner, in the middle, or on the right corner of the horizontal line segments. Use 'const plot, no markers' to omit the markers.

▷ /tikz/jump mark (left|mid|right) option

Like 'const plot' but omit the vertical line segments.

3.3 Bar Plots



▷ /tikz/xbar option
▷ /tikz/ybar option

Render coordinates as horizontal or vertical bars respectively.

▷ /pgf/bar width = 10pt|⟨dimension⟩|⟨number⟩ option

Width of a single bar. ⟨dimension⟩ is a TEX dimension and ⟨number⟩ is in axis units. Value can be a mathematical expression. The fully computed value is then available in \pgfplotbarwidth.

▷ /pgf/bar shift = 0pt|⟨dimension⟩|⟨number⟩ option

Off-center distance for the bars. ⟨dimension⟩ is a TEX dimension and ⟨number⟩ is in axis units. Value can be a mathematical expression. The fully computed value is then available in \pgfplotbarshift.

▷ xbar style
▷ xbar(= 2pt|⟨dimension⟩|⟨number⟩)? option
▷ ybar style
▷ ybar(= 2pt|⟨dimension⟩|⟨number⟩)? option

Predefined axis style for bar plots; implies /tikz/xbar or /tikz/ybar respectively, bar shift auto$_{sty}$, and bar cycle list$_{sty}$. The default handler takes one optional argument which is passed on to bar shift auto$_{sty}$.

▷ bar shift auto style
▷ bar shift auto = 2pt|⟨dimension⟩|⟨number⟩ option

Predefined axis style setting /pgf/bar shift to the correct value based on the current plot number and the total number of plots. Argument is the distance between adjacent bars of a group.
When n bar plots are added to an axis, the total width for a group of bars is $n \times \langle \textit{bar width} \rangle + (n-1) \times \langle \textit{bar shift auto} \rangle$.

▷ bar cycle list style

Predefined axis style installing a cycle list for bar plots.

▷ bar direction = auto|x|y option

Explicitly set the bar plot direction. Not needed if you say, for example 'ybar, bar width = 1', because the direction is clear from the context.

▷ /tikz/xbar interval option
▷ /tikz/ybar interval option

Like /tikz/xbar or /tikz/ybar respectively, but draw the bar width as an interval from this point to the next point. You need one extra point to define the interval for the last bar.

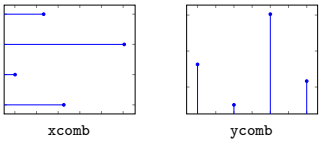
▷ xbar interval style
▷ xbar interval(= 1|⟨relative width⟩)? option
▷ ybar interval style
▷ ybar interval(= 1|⟨relative width⟩)? option

Predefined axis style for interval bar plots; implies /tikz/xbar interval or /tikz/ybar interval respectively and bar cycle list$_{sty}$. The default handler takes one optional argument to scale the intervals.

▷ xticklabel interval boundaries style
▷ yticklabel interval boundaries style
▷ zticklabel interval boundaries style

Axis style to display the interval bounds in the tick labels.

3.4 Comb Plots



▷ /tikz/xcomb option
▷ /tikz/ycomb option
Render coordinates as horizontal or vertical lines respectively.

3.5 Quiver Plots

▷ quiver = {⟨*quiver options*⟩} option
Render coordinates as small arrows. The origin of the arrow is at the final point coordinates (x, y, z) and the direction and length of the arrow is defined by the direction coordinates (u, v, w).
The quiver/ prefix can be omitted within ⟨*quiver options*⟩.

▷ quiver/(u|v|w) = 0|⟨*expression*⟩ option
The direction coordinates of the arrows. Within ⟨*expression*⟩, x, y, and z are bound to the final point coordinates.
For parametric plots use 'variable = t' and 'quiver/u = f(t)' and 'quiver/v = g(t)' to access the parameter.

```
\addplot[
  variable = t,
  quiver = {u = {-sin(t)}, v = {cos(t)}},
]
({cos(t)}, {sin(t)});
```

▷ quiver/(u|v|w) value = 0|⟨*number*⟩ option
Like quiver/u, quiver/v, and quiver/w respectively but without parsing mathematical expressions. However, \thisrow{⟨*column name*⟩} and similar code works.

▷ quiver/colored option
▷ quiver/colored = mapped color|⟨*color*⟩ option
Set a different color for each arrow. quiver/colored is an alias for 'quiver/colored = mapped color'. Please note that '⟨*color*⟩, quiver = ...' is more efficient if ⟨*color*⟩ is constant.

▷ quiver/scale arrows = 1|⟨*number*⟩ option
Scale all arrows by a constant factor.

▷ quiver/update limits = true|false option
Whether or not the coordinates of the arrow heads shall be considered when determining the axis limits.

▷ quiver/every arrow style
Style to customize arrows individually at visualization time.

▷ quiver/before arrow code
▷ quiver/after arrow code
Run ⟨*TEX code*⟩ before and after drawing a single arrow. Empty by default.

▷ quiver/quiver legend style
Style that redefines legend image code in order to produce a suitable legend for quiver plots.

4 Lines and Markers

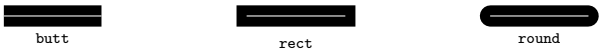
4.1 Line Width

▷ /tikz/ultra thin style
▷ /tikz/very thin style
▷ /tikz/thin style
▷ /tikz/semithick style
▷ /tikz/thick style
▷ /tikz/very thick style
▷ /tikz/ultra thick style
Predefined line widths.

▷ /tikz/line width = 0.4pt|⟨*dimension*⟩ option
Set the line width.

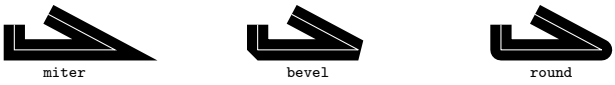
4.2 Line Cap

▷ /tikz/line cap = butt|rect|round option
Set the line cap style.



4.3 Line Join

▷ /tikz/line join = miter|bevel|round option
Set the line join style.



▷ /tikz/miter limit = 10|⟨*number*⟩ option
When the ratio of the miter length to the line width is greater than ⟨*number*⟩, the miter join is replaced by a bevel. A miter limit $\ell = 1/\sin(\alpha/2)$ for $\alpha \in (0°, 180°]$ will create a bevel join for angles less than $\alpha = 2 \cdot \arcsin(1/\ell)$.

4.4 Dash Pattern

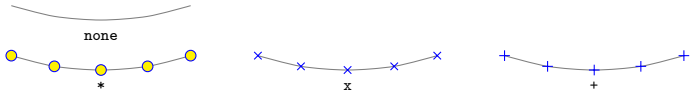
▷ /tikz/solid style
▷ /tikz/dashed style
▷ /tikz/dotted style
▷ /tikz/dashdotted style
▷ /tikz/dashdotdotted style
▷ /tikz/densely dashed style
▷ /tikz/densely dotted style
▷ /tikz/densely dashdotted style
▷ /tikz/densely dashdotdotted style
▷ /tikz/loosely dashed style
▷ /tikz/loosely dotted style
▷ /tikz/loosely dashdotted style
▷ /tikz/loosely dashdotdotted style
Predefined line styles.

▷ /tikz/dash pattern = ((on|off) ⟨*dimension*⟩)$^+$ option
Set the dash pattern (line style) for drawing lines, e.g., 'dash pattern = on 3.5mm off 0.7mm'.

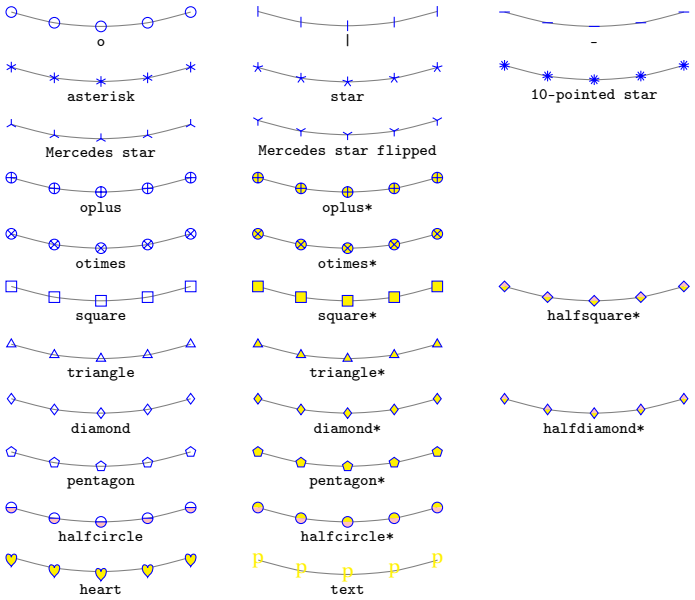
▷ /tikz/dash phase = 0pt|⟨*dimension*⟩ option
Start the dash pattern at offset ⟨*dimension*⟩.

4.5 Markers

Standard markers:



With \usetikzlibrary{plotmarks}:



All markers plotted with
'mark options = {draw = blue, fill = yellow}' and
'mark color = pink'. You can rotate makers with, e.g.,
'mark options = {rotate = 90}'.

▷ /tikz/mark = *|⟨marker⟩ option
Use ⟨marker⟩.

▷ /tikz/mark size = 2pt|⟨dimension⟩ option
Marker size, ⟨dimension⟩ is either the radius or about half the width or height.

▷ /tikz/mark repeat = 1|⟨integer⟩ option
Draw a marker at every ⟨integer⟩th sample.

▷ /tikz/mark phase = 1|⟨integer⟩ option
Draw the first marker at the ⟨integer⟩th sample; ⟨integer⟩ is one based.

▷ /tikz/mark indices = {}|{⟨comma-separated list of integers⟩} option
Explicit sample indices for drawing markers.
⟨comma-separated list of integers⟩ can contain ... expressions, for example
'mark indices = {1, 2, ..., 7}'.

▷ /tikz/every mark style
This style is applied before drawing a marker.

▷ /tikz/mark options = {⟨options⟩} option
Redefine 'every mark' so that it sets ⟨options⟩.

▷ /pgfplots/no markers style
Disable markers; even for cycle lists that contain markers.

▷ /pgf/mark color = white|⟨color⟩ option
Additional fill color for halfcircle, halfcircle*, halfdiamond*, and halfsquare* markers.

▷ /pgf/text mark = p|⟨text⟩ option
Define the text for 'mark = text'.

▷ /pgf/text mark as node = false|true option
Whether or not to draw text markers as nodes.

▷ /pgf/text mark style = {⟨options⟩} option
Customize the appearance of text markers. When 'text mark as node' is true, 'text mark style' are \node options. Otherwise, 'text mark style' are \pgftext options.

5 Color Data

5.1 Colors

Color support is provided by the xcolor package. Standard color names:

black	red	green	blue
darkgray	cyan	magenta	yellow
gray	brown	lime	olive
lightgray	orange	pink	purple
white	teal	violet	none

▷ /tikz/color = ⟨color⟩ option
Set the color for drawing and filling. You can omit the option key if ⟨color⟩ is a color name.

▷ /tikz/draw = ⟨color⟩ option
▷ /tikz/fill = ⟨color⟩ option
Set the color for drawing or filling respectively. You can use none as ⟨color⟩ to disable drawing or filling.

\definecolor{⟨name⟩}{⟨model⟩}{⟨spec⟩}
⟨model⟩ → rgb|cmy|cmyk|hsb|Hsb|tHsb|gray|RGB|HSB|Gray|HTML↵
|wave
⟨rgb spec⟩ → x, x, x
⟨cmy spec⟩ → x, x, x
⟨cmyk spec⟩ → x, x, x, x
⟨hsb spec⟩ → x, x, x
⟨Hsb spec⟩ → H, x, x
⟨tHsb spec⟩ → H, x, x
⟨gray spec⟩ → x
⟨RGB spec⟩ → L, L, L
⟨HSB spec⟩ → M, M, M
⟨Gray spec⟩ → N
⟨HTML spec⟩ → [000000$_{16}$, FFFFFF$_{16}$]
⟨wave spec⟩ → [363, 814]

$x = [0,1]$, $H = [0,360]$, $L = [0,255] \cap \mathbb{Z}$, $M = [0,240] \cap \mathbb{Z}$, and $N = [0,15] \cap \mathbb{Z}$. All colors are defined in the sRGB color space. HSB is a synonym for HSL.

unired	unigreen	uniblue	unigray1
uniorange	unisea	univiolet	unigray3
uniyellow	unicyan	unimagenta	unigray2
unilawn	unisky	unirose	unigray3

```
\definecolor{unired}{HTML}{D82F00}
\definecolor{uniorange}{HTML}{DC7500}
\definecolor{uniyellow}{HTML}{D8AB00}
\definecolor{unilawn}{HTML}{7D9700}
\definecolor{unigreen}{HTML}{007C00}
\definecolor{unisea}{HTML}{00AC9B}
\definecolor{unicyan}{HTML}{27D0FF}
\definecolor{unisky}{HTML}{009EFF}
\definecolor{uniblue}{HTML}{2754FF}
\definecolor{univiolet}{HTML}{B565FF}
\definecolor{unimagenta}{HTML}{FF83FF}
\definecolor{unirose}{HTML}{FF3687}
\definecolor{unigray1}{HTML}{6C6C6C}
\definecolor{unigray2}{HTML}{B6B6B6}
\definecolor{unigray3}{HTML}{919191}
```

These colors are perceptually uniform, i.e., the primary colors red, green, and blue have similar lightness in the CIE L*a*b* color space. Likewise for the secondary colors cyan, magenta and yellow. They also satisfy the RGB and CMY color models. The gray levels have the same lightness as the primary, secondary, and tertiary colors.

5.2 Color Maps

▷ /pgfplots/colormap name = hot|⟨color map name⟩ option
Select a predefined color map.

▷ /pgfplots/colormap/viridis style
▷ /pgfplots/colormap/hot style
▷ /pgfplots/colormap/hot2 style
▷ /pgfplots/colormap/cool style
▷ /pgfplots/colormap/blackwhite style
▷ /pgfplots/colormap/greenyellow style
▷ /pgfplots/colormap/redyellow style
▷ /pgfplots/colormap/jet style
▷ /pgfplots/colormap/bluered style
▷ /pgfplots/colormap/violet style
Standard styles which install the corresponding color map.

▷ /pgfplots/colormap/gray style
▷ /pgfplots/colormap/bone style
▷ /pgfplots/colormap/copper style
▷ /pgfplots/colormap/copper2 style
▷ /pgfplots/colormap/sepia style
▷ /pgfplots/colormap/spring style
▷ /pgfplots/colormap/summer style
▷ /pgfplots/colormap/autumn style
▷ /pgfplots/colormap/winter style
▷ /pgfplots/colormap/cold style
▷ /pgfplots/colormap/temp style
▷ /pgfplots/colormap/thermal style
▷ /pgfplots/colormap/earth style
▷ /pgfplots/colormap/pink style
▷ /pgfplots/colormap/bled style
▷ /pgfplots/colormap/hsv style

▷ /pgfplots/colormap/hsv2  style
▷ /pgfplots/colormap/bright  style
▷ /pgfplots/colormap/pastel  style

Styles provided by `\usepgfplotslibrary{colormaps}` which install the corresponding color map.

▷ /pgfplots/`color of colormap` = ⟨*value*⟩ (`of` ⟨*color map*⟩)? option

Set the color for drawing and filling from a color map. ⟨*value*⟩ is a number in the closed interval [0,1000]. ⟨*color map*⟩ is either a color map name or a color map style.

▷ /pgfplots/`const color of colormap` = ⟨*value*⟩ ↵ (`of` ⟨*color map*⟩)? option

Like `color of colormap` but with piecewise constant interpolation.

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