

Package: colorsGen (via r-universe)

August 26, 2024

Title Generation of Random Colors

Version 1.0.0

Description Generation of random colors, possibly with a given hue or a given luminosity. This is a port of the JavaScript library 'randomColor' <<https://randomcolor.l1111111111111111.com/>>.

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URL <https://github.com/stla/colorsGen>

BugReports <https://github.com/stla/colorsGen/issues>

Depends R (>= 2.10)

Imports colorspace, grDevices, methods, stats

Encoding UTF-8

RoxygenNote 7.2.3

Repository <https://stla.r-universe.dev>

RemoteUrl <https://github.com/stla/colorsgen>

RemoteRef HEAD

RemoteSha 619d868c01f04e8bed4213c6e68d82f5f161caf6

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randomColor	<i>Random colors</i>
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Description

Generate random colors.

Usage

```
randomColor(n, hue = "random", luminosity = "random")
```

Arguments

n	number of colors to be generated
hue	the desired hue; it can be a number between 0 and 360, a hexadecimal color code, or a string taken among the possibilities "random", "red", "orange", "yellow", "green", "blue", "purple", "pink", or "monochrome"
luminosity	the desired luminosity, a string taken among the possible choices "random", "light", "bright", or "dark"

Value

A character vector of hexadecimal color codes.

Examples

```
# pie chart ####
n <- 20
clrs <- randomColor(n, hue = "red", luminosity = "dark")
opar <- par(mar = c(0, 0, 0, 0))
pie(rep(1, n), col = clrs)
par(opar)

# Fermat spiral ####
n <- 400
theta <- seq(0, n/3, length.out = n)
x <- sqrt(theta) * cos(theta)
y <- sqrt(theta) * sin(theta)
pts <- cbind(x, y)
clrs <- randomColor(n, hue = "random", luminosity = "bright")
opar <- par(mar = c(0, 0, 0, 0), bg = "black")
plot(
  pts, asp = 1, xlab = NA, ylab = NA,
  axes = FALSE, pch = 19, col = clrs
)
par(opar)
```

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