Package 'fisheye'

December 12, 2023

Title Transform Base Maps Using Log-Azimuthal Projection

Version 0.2.0

Description Base maps are transformed to focus on a specific location using an azimuthal logarithmic distance transformation.

URL https://github.com/riatelab/fisheye

BugReports https://github.com/riatelab/fisheye/issues
License GPL-3
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Imports sf
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fisheye-package

Description

Base maps are transformed to focus on a specific location using an azimuthal logarithmic distance transformation.

References

Hägerstrand, T. (1957). Migration and Area: A Survey of a Sample of Swedish Migration Fields and Hypothetical Considerations of their Genesis. Lund Studies in Geography, Series B, Human Geography, Department of Geography, University of Lund, Lund.

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fisheye
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fisheye

Description

This function transform an sf layer with a fisheye transformation. Several methods are available. This is a visualisation method that should not be used for geospatial calculation (area, distances...). The output sf object has no CRS as it is not relevant.

Usage

fisheye(x, centre, method = "log", k = 1)

Arguments

х	an sf object (POINT, LINESTRING, MULTILINESTRING, POLYGON, MUL- TIPOLYGON) to be transformed. This object needs to be projected (no lon/lat).
centre	an sf object, the center of the transformation. This object must use the same projection as x.
method	transfomation method, either 'log' or 'sqrt'. See Details.
k	integer, factor to adjust the log transformation, higher values soften the defor- mation. See Details.

Details

The 'log' method transforms distances to center with: $d' = \log(1 + 10^{-k} * d)$ The 'sqrt' method transforms distances to center with: $d' = \sqrt{(d)}$

Value

A transformed sf object is returned.

fisheye

Examples

```
library(sf)
ncraw <- st_read(system.file("shape/nc.shp", package="sf"), quiet = TRUE)
nc <- st_transform(ncraw, 3857)
ncfe <- fisheye(nc, centre = nc[100, ], method = 'log', k = 4)
plot(st_geometry(ncfe), col = "grey70", lwd = .2)
plot(st_geometry(ncfe[100,]), col = NA, lwd = 2, border = "red", add = TRUE)</pre>
```

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