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







































# Line Plots

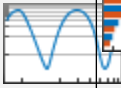
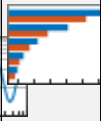

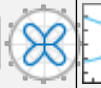

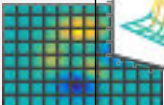
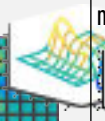
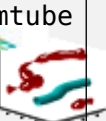
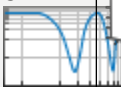
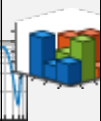
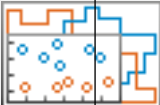
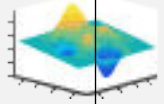
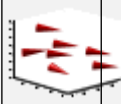
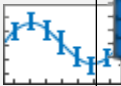
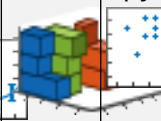
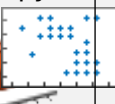
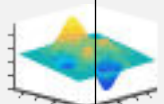
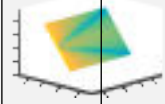

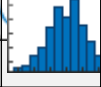
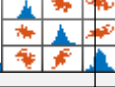

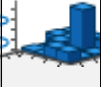
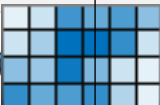
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



- “Types of MATLAB Plots” on page 1-2
- “Create Common 2-D Plots” on page 1-5
- “Create 2-D Line Plot” on page 1-14
- “Create Line Plot with Markers” on page 1-22
- “Combine Line and Bar Charts Using Two y-Axes” on page 1-31
- “Combine Line and Stem Plots” on page 1-35
- “Overlay Stairstep Plot and Line Plot” on page 1-38
- “Line Plot with Confidence Bounds” on page 1-41
- “Plot Imaginary and Complex Data” on page 1-43

## Types of MATLAB Plots

There are various functions that you can use to plot data in MATLAB. This table classifies and illustrates the common graphics functions.

"Line Plots"	"Data Distribution Plots"	"Discrete Data Plots"	"Polar Plots"	"Contour Plots"	"Vector Fields"	"Surface and Mesh Plots"		"Volume Visualization"	"Animation"	"Images"
plot 	area 	stairs 	polar plot 	contour 	quiver 	surf 	mesh 	streamline 	animatedline 	image 
plot3 	pie 	stem 	polar histogram 	contourf 	quiver3 	surfc 	meshc 	streamslice 	comet 	image sc 
stackedplot 	pie3 	stem3 	polar scatter 	contour3 	feather 	surf1 	meshz 	streamparticles 	comet3 	
semilogx 	bar 	scatter 	compass 	contourslice 		ribbon 	waterfall 	streamribbon 		

“Line Plots”	“Data Distribution Plots”	“Discrete Data Plots”	“Polar Plots”	“Contour Plots”	“Vector Fields”	“Surface and Mesh Plots”	“Volume Visualization”	“Animation”	“Images”
semilog 	barh 	scatter3 	ezpolar 	fcontour 		pcolor 	fmesh 	streamtube 	
loglog 	bar3 	scatterhistogram 				fsurf 	coneplot 		
errorbar 	bar3h 	spy 				fimplicit3 	slice 		
fplot 	histogram 	plotmatrix 							
fplot3 	histogram2 	heatmap 							

"Line Plots"	"Data Distribution Plots"	"Discrete Data Plots"	"Polar Plots"	"Contour Plots"	"Vector Fields"	"Surface and Mesh Plots"		"Volume Visualization"	"Animation"	"Images"
fimplicit 	pareto 	geobubble 								
		wordcloud 								

## See Also

### Related Examples

- "Create 2-D Line Plot" on page 1-14
- "Create Graph Using Plots Tab" on page 13-2
- MATLAB Plot Gallery

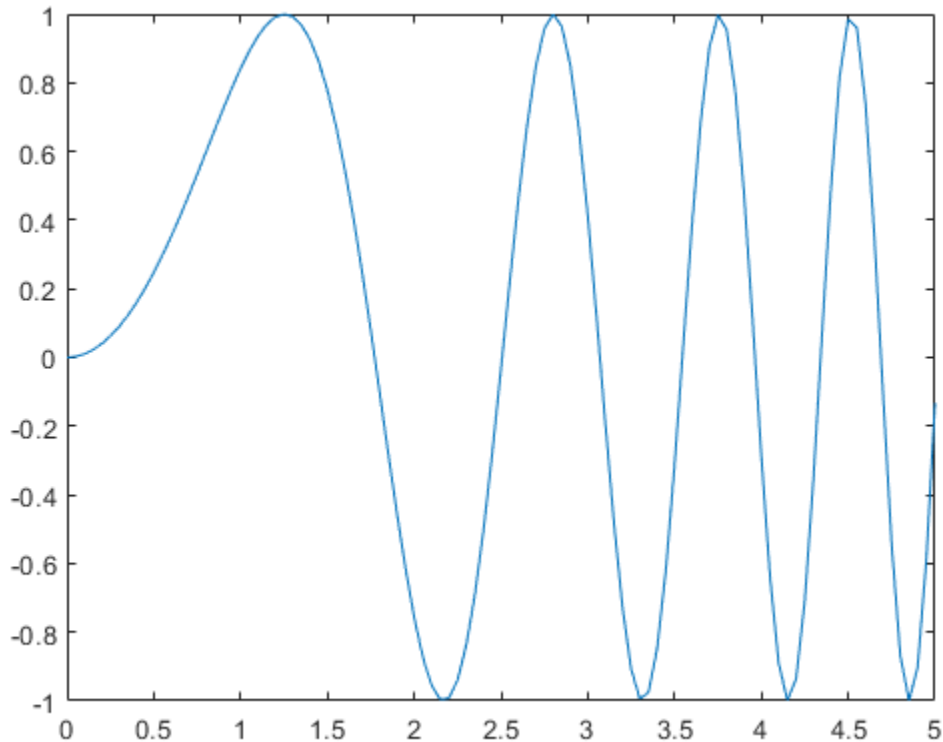
## Create Common 2-D Plots

This example shows how to create a variety of 2-D plots in MATLAB®.

### Line Plots

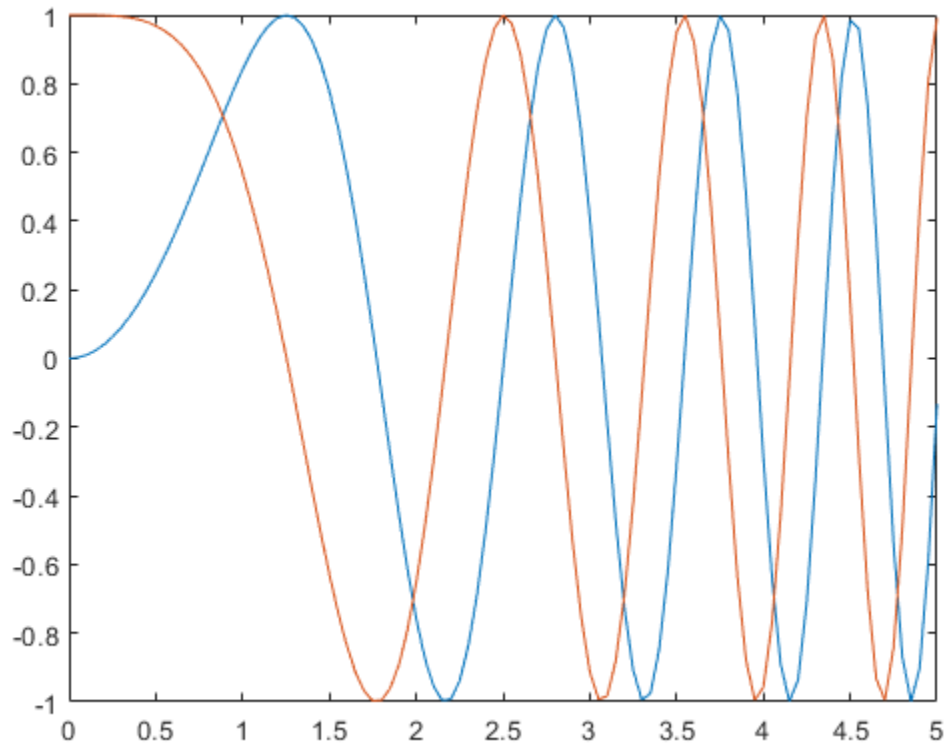
The `plot` function creates simple line plots of  $x$  and  $y$  values.

```
x = 0:0.05:5;  
y = sin(x.^2);  
figure  
plot(x,y)
```



Line plots can display multiple sets of  $x$  and  $y$  data.

```
y1 = sin(x.^2);  
y2 = cos(x.^2);  
plot(x,y1,x,y2)
```

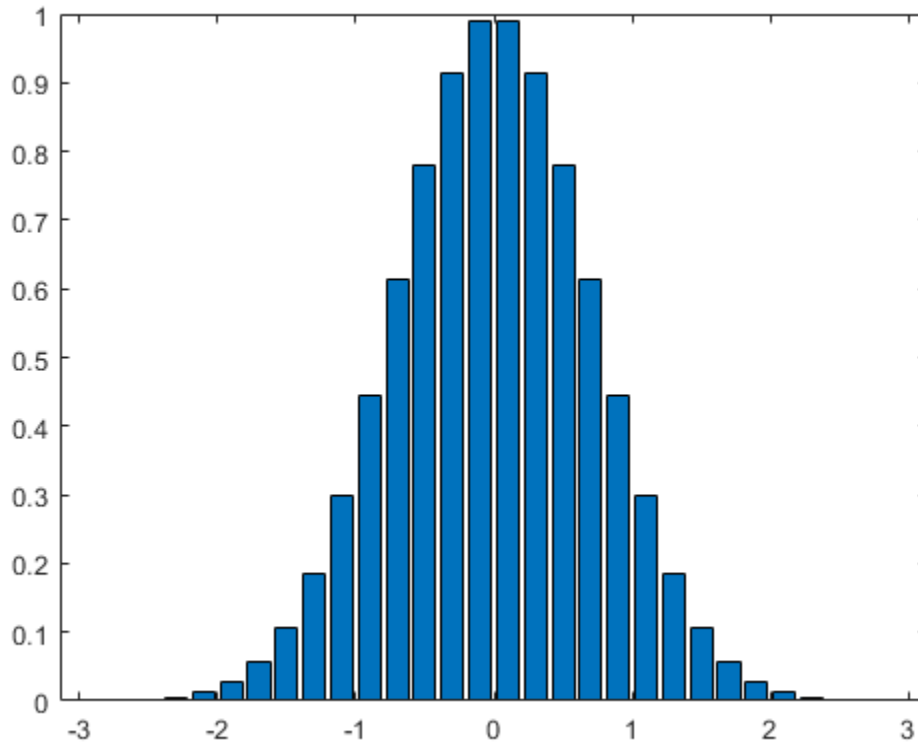


## Bar Plots

The `bar` function creates vertical bar charts. The `barh` function creates horizontal bar charts.

```
x = -2.9:0.2:2.9;  
y = exp(-x.*x);  
bar(x,y)
```

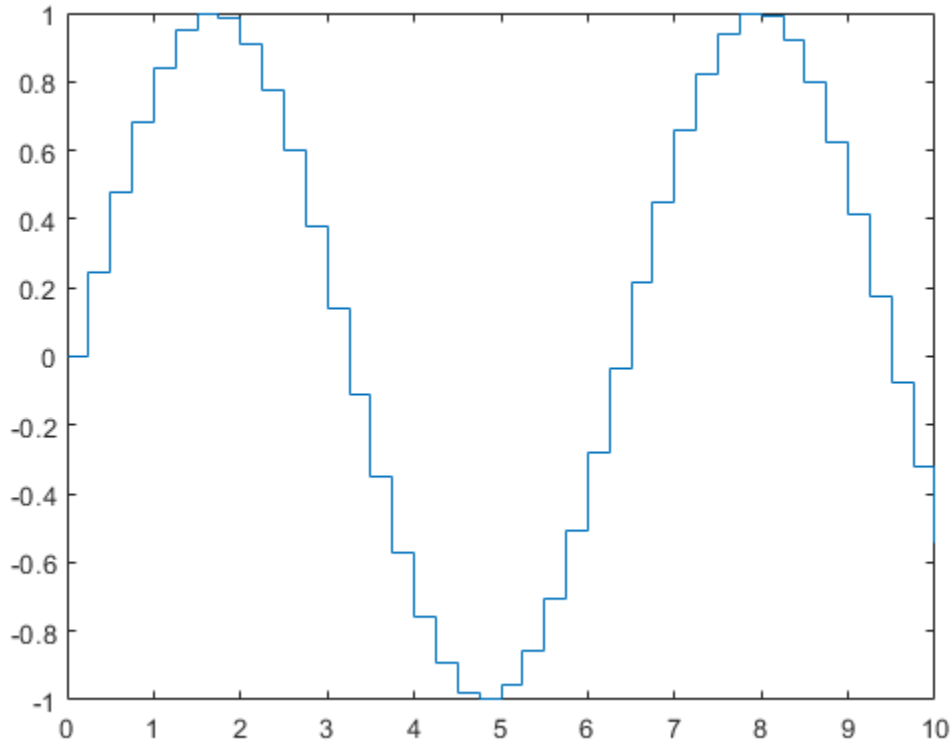




### Stairstep Plots

The `stairs` function creates a stairstep plot. It can create a stairstep plot of Y values only or a stairstep plot of x and y values.

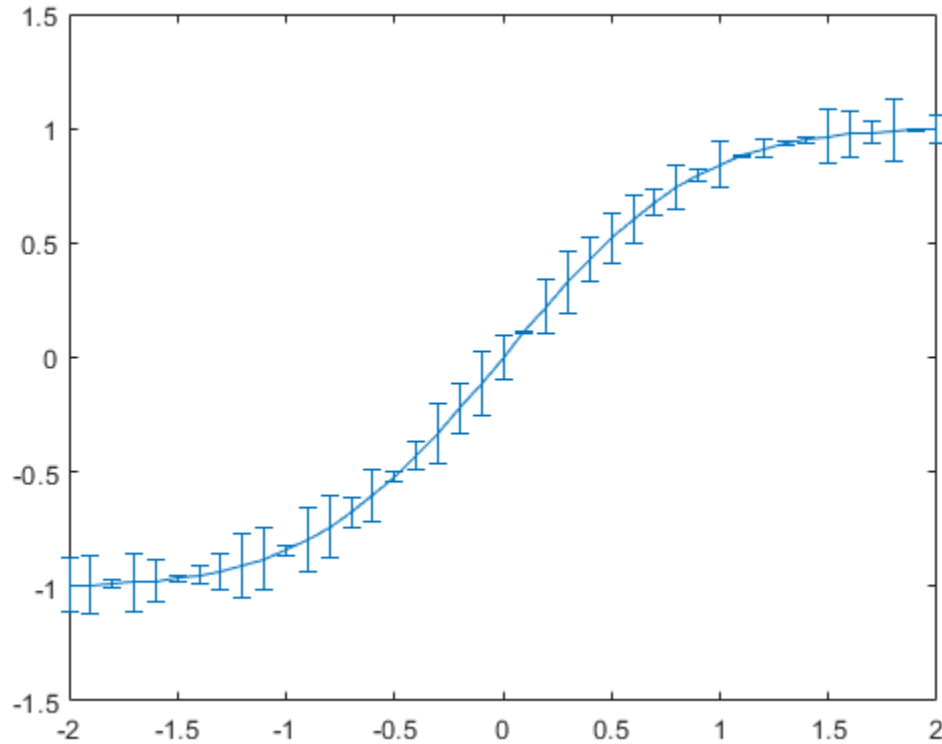
```
x = 0:0.25:10;  
y = sin(x);  
stairs(x,y)
```



## Errorbar Plots

The `errorbar` function draws a line plot of  $x$  and  $y$  values and superimposes a vertical error bar on each observation. To specify the size of the error bar, pass an additional input argument to the `errorbar` function.

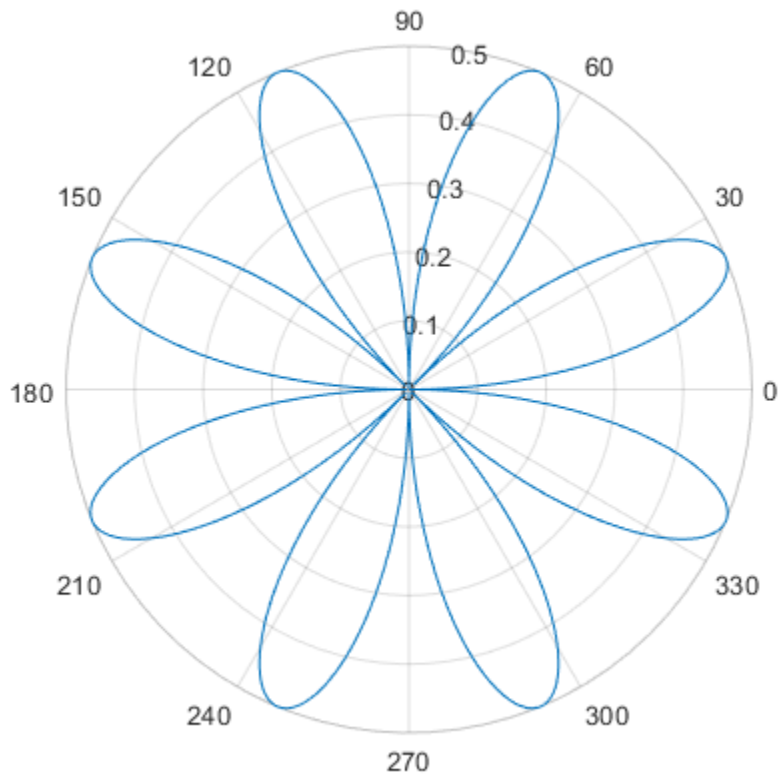
```
x = -2:0.1:2;  
y = erf(x);  
eb = rand(size(x))/7;  
errorbar(x,y,eb)
```



### Polar Plots

The `polarplot` function draws a polar plot of the angle values in `theta` (in radians) versus the radius values in `rho`.

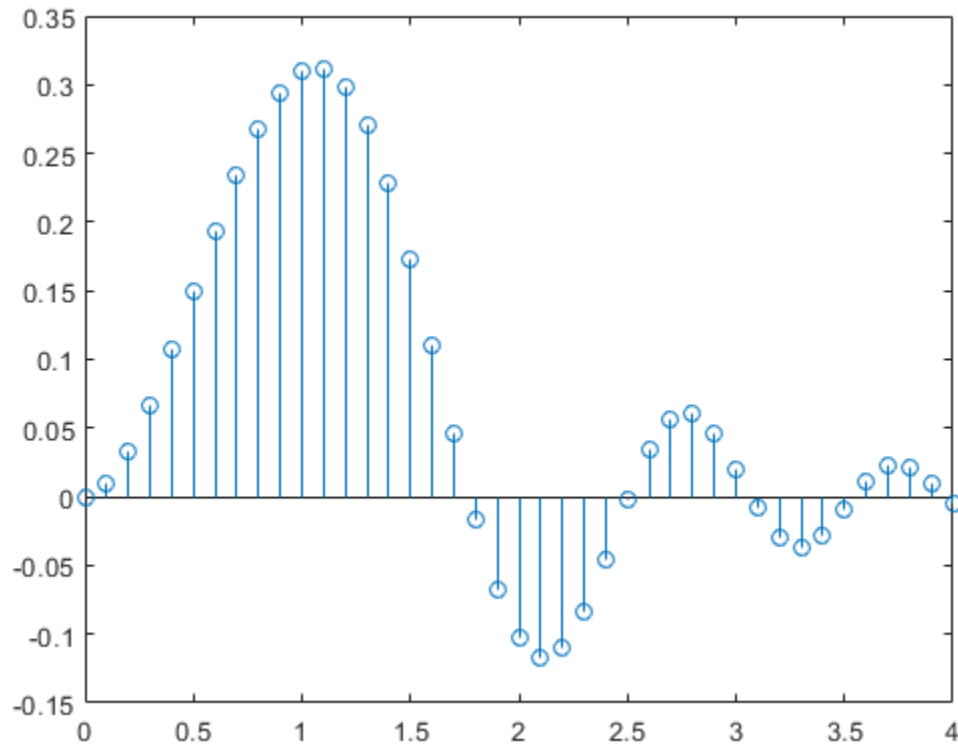
```
theta = 0:0.01:2*pi;           % angle  
rho = abs(sin(2*theta).*cos(2*theta)); % radius  
polarplot(theta,rho)
```



### Stem Plots

The `stem` function draws a marker for each  $x$  and  $y$  value with a vertical line connected to a common baseline.

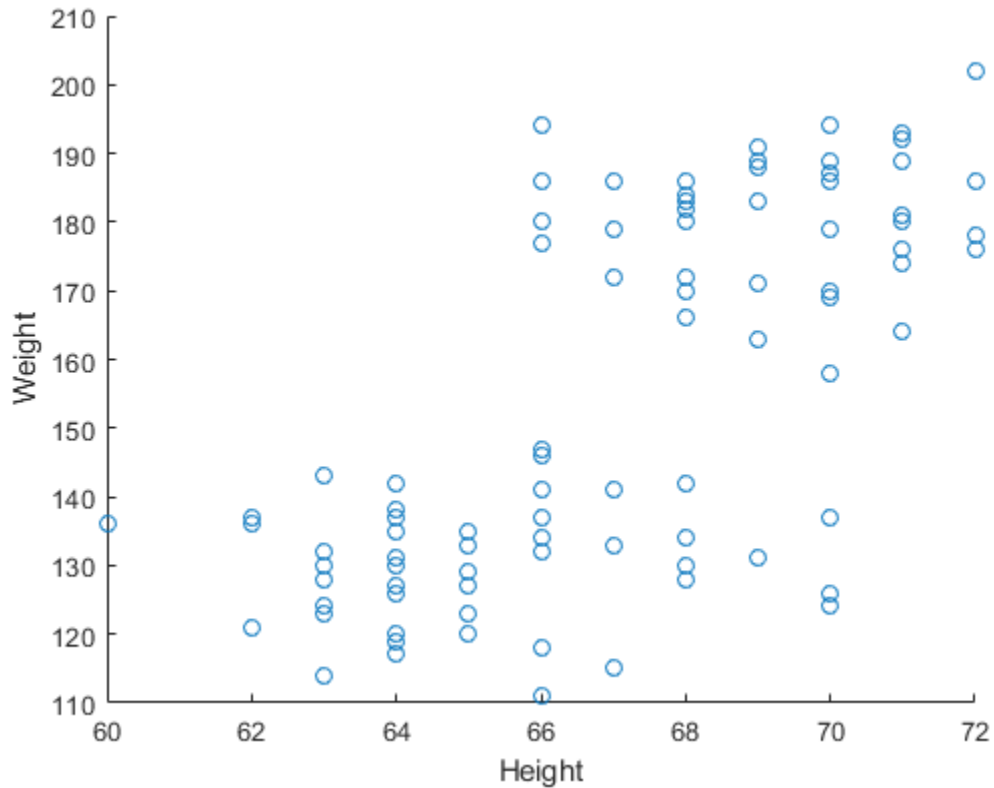
```
x = 0:0.1:4;  
y = sin(x.^2).*exp(-x);  
stem(x,y)
```



## Scatter Plots

The scatter function draws a scatter plot of x and y values.

```
load patients Height Weight Systolic % load data
scatter(Height,Weight) % scatter plot of Weight vs. Height
xlabel('Height')
ylabel('Weight')
```



Use optional arguments to the `scatter` function to specify the marker size and color. Use the `colorbar` function to show the color scale on the current axes.

```
scatter(Height,Weight,20,Systolic)    % color is systolic blood pressure
xlabel('Height')
ylabel('Weight')
colorbar
```



## Create 2-D Line Plot

Create a simple line plot and label the axes. Customize the appearance of plotted lines by changing the line color, the line style, and adding markers.

### Create Line Plot

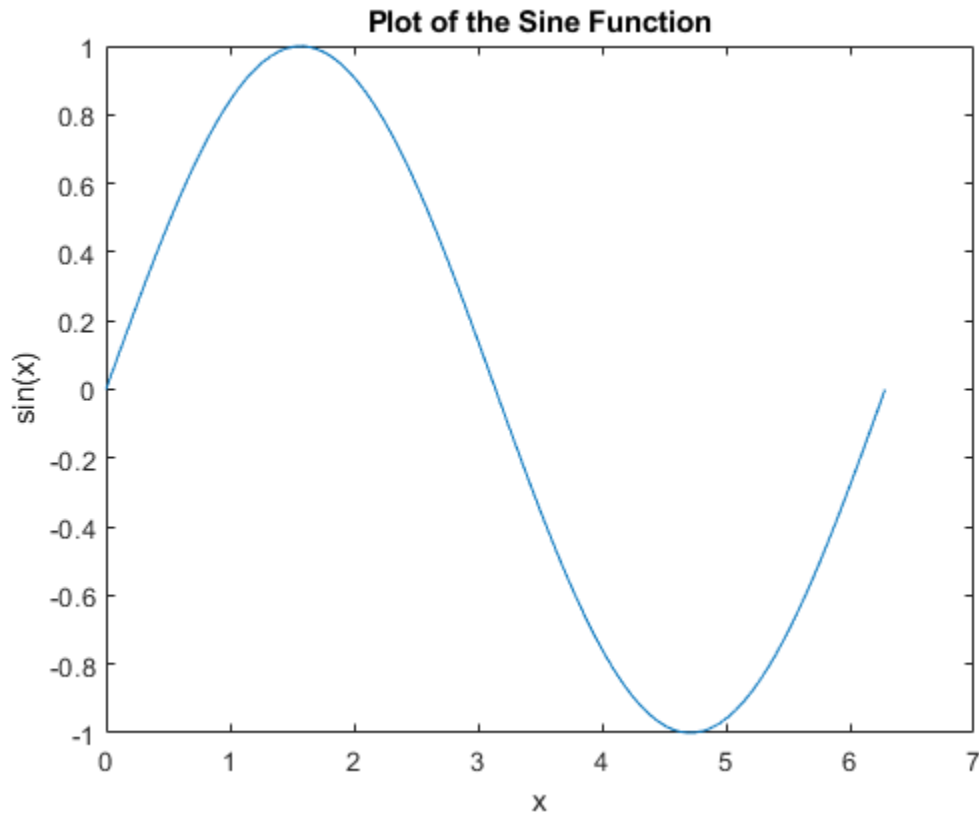
Create a two-dimensional line plot using the `plot` function. For example, plot the value of the sine function from 0 to  $2\pi$ .

```
x = linspace(0,2*pi,100);  
y = sin(x);  
plot(x,y)
```

Label the axes and add a title.

```
xlabel('x')  
ylabel('sin(x)')  
title('Plot of the Sine Function')
```





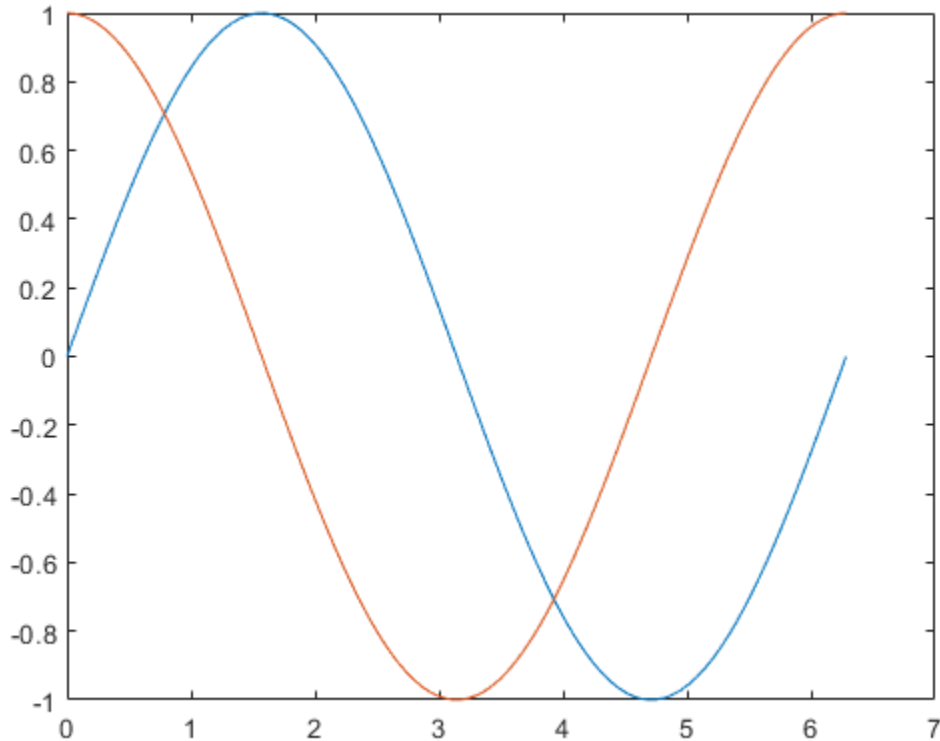
### Plot Multiple Lines

By default, MATLAB clears the figure before each plotting command. Use the `figure` command to open a new figure window. You can plot multiple lines using the `hold on` command. Until you use `hold off` or close the window, all plots appear in the current figure window.

```
figure
x = linspace(0,2*pi,100);
y = sin(x);
plot(x,y)
```

```
hold on
y2 = cos(x);
```

```
plot(x,y2)  
hold off
```



### Change Line Appearance

You can change the line color, line style, or add markers by including an optional line specification when calling the `plot` function. For example:

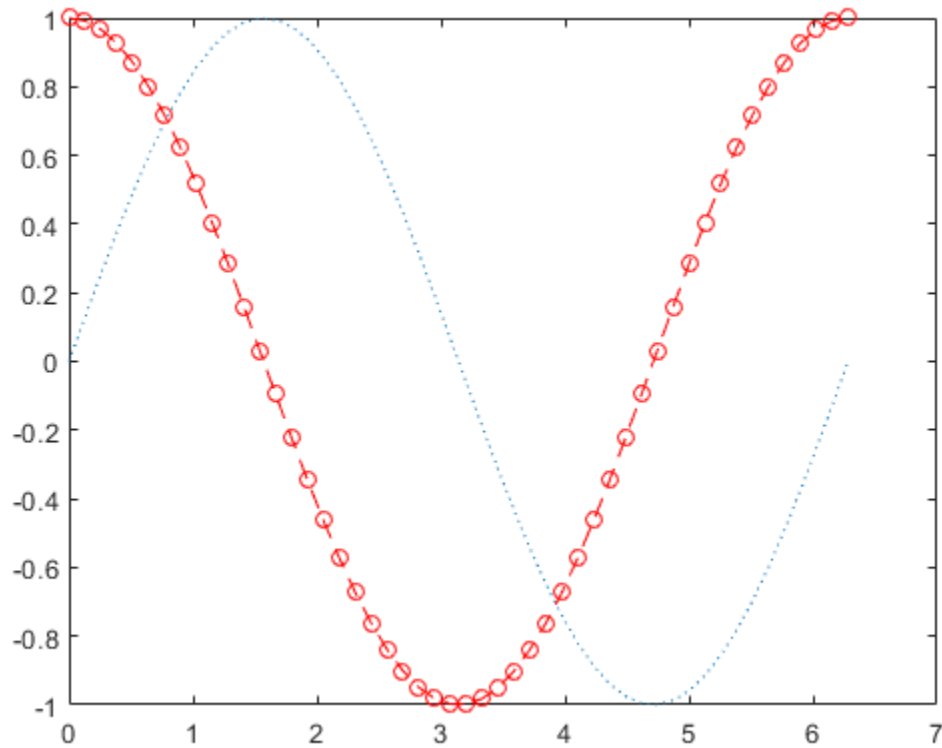
- `' : '` plots a dotted line.
- `' g: '` plots a green, dotted line.
- `' g: * '` plots a green, dotted line with star markers.
- `' * '` plots star markers with no line.

The symbols can appear in any order. You do not need to specify all three characteristics (line color, style, and marker). For more information about the different style options, see the `plot` function page.

For example, plot a dotted line. Add a second plot that uses a dashed, red line with circle markers.

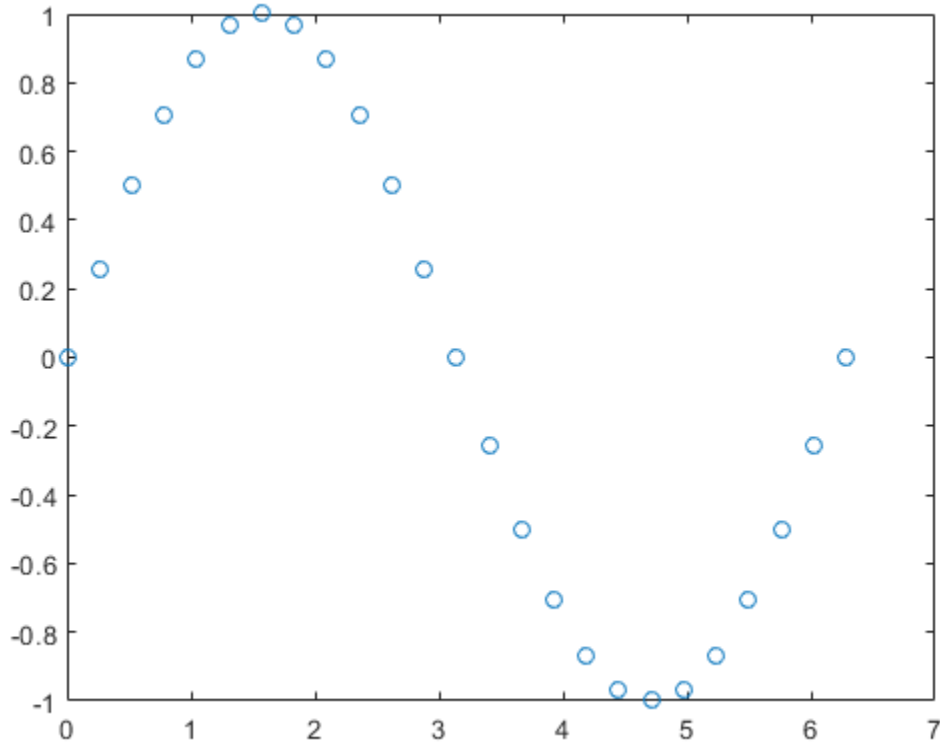
```
x = linspace(0,2*pi,50);  
y = sin(x);  
plot(x,y, ':')
```

```
hold on  
y2 = cos(x);  
plot(x,y2, '--ro')  
hold off
```



Plot only the data points by omitting the line style option from the line specification.

```
x = linspace(0,2*pi,25);  
y = sin(x);  
plot(x,y, 'o')
```



### Change Line Object Properties

You also can customize the appearance of the plot by changing properties of the Line object used to create the plot.

Create a line plot. Assign the Line object created to the variable `ln`. The display shows commonly used properties, such as `Color`, `LineStyle`, and `LineWidth`.

```
x = linspace(0,2*pi,25);  
y = sin(x);  
ln = plot(x,y)
```

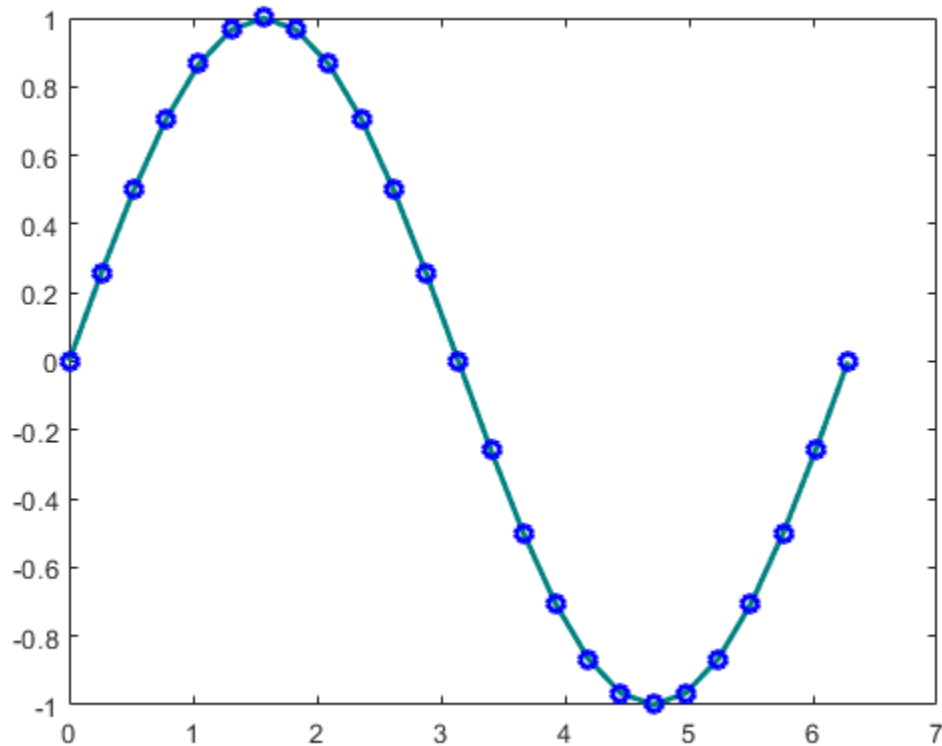
```
ln =  
Line with properties:
```

```
        Color: [0 0.4470 0.7410]
        LineStyle: '-'
        LineWidth: 0.5000
        Marker: 'none'
        MarkerSize: 6
        MarkerFaceColor: 'none'
        XData: [1x25 double]
        YData: [1x25 double]
        ZData: [1x0 double]
```

Show all properties

To access individual properties, use dot notation. For example, change the line width to 2 points and set the line color to an RGB triplet color value, in this case [0 0.5 0.5]. Add blue, circle markers.

```
ln.LineWidth = 2;
ln.Color = [0 0.5 0.5];
ln.Marker = 'o';
ln.MarkerEdgeColor = 'b';
```



## See Also

[Line Properties](#) | [loglog](#) | [plot](#) | [scatter](#)

## Related Examples

- “Add Title and Axis Labels to Chart” on page 8-2
- “Specify Axis Limits” on page 9-2
- “Specify Axis Tick Values and Labels” on page 9-11
- MATLAB Plot Gallery

## Create Line Plot with Markers

Adding markers to a line plot can be a useful way to distinguish multiple lines or to highlight particular data points. Add markers in one of these ways:

- Include a marker symbol in the line-specification input argument, such as `plot(x,y,'-s')`.
- Specify the `Marker` property as a name-value pair, such as `plot(x,y,'Marker','s')`.

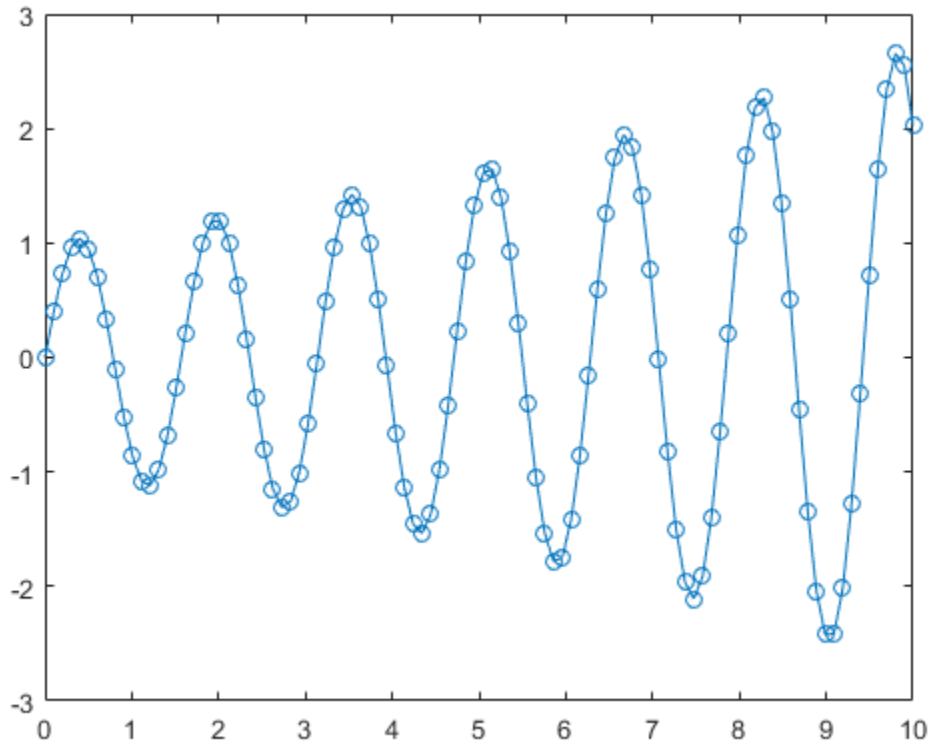
For a list of marker options, see “Supported Marker Symbols” on page 1-29.

### Add Markers to Line Plot

Create a line plot. Display a marker at each data point by including the line-specification input argument when calling the `plot` function. For example, use `'-o'` for a solid line with circle markers.

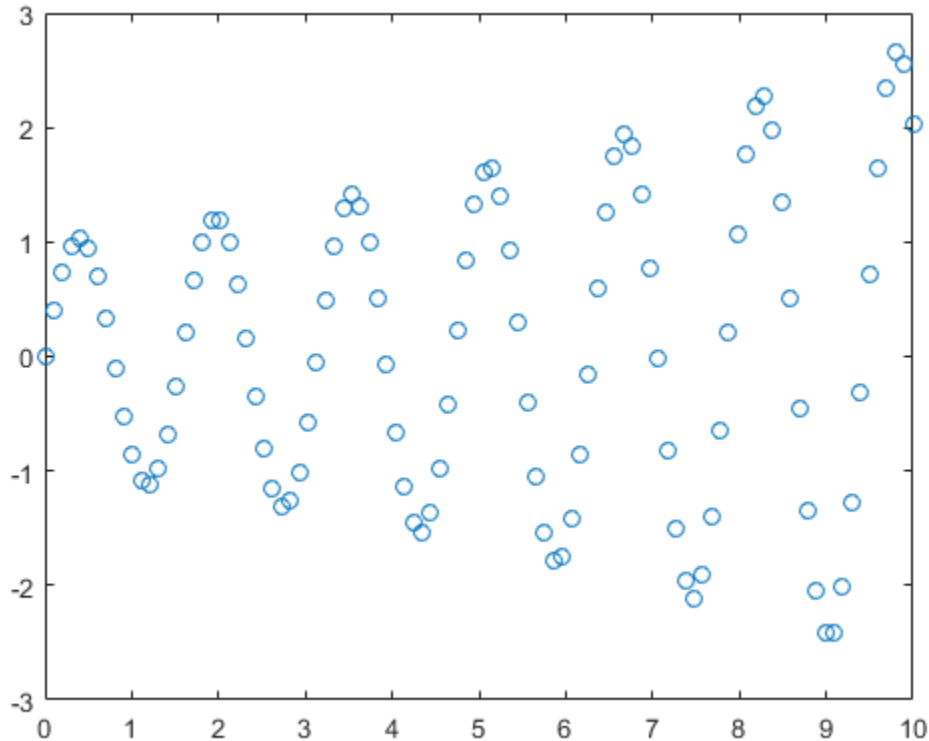
```
x = linspace(0,10,100);  
y = exp(x/10).*sin(4*x);  
plot(x,y,'-o')
```





If you specify a marker symbol and do not specify a line style, then `plot` displays only the markers with no line connecting them.

```
plot(x,y, 'o')
```



Alternatively, you can add markers to a line by setting the `Marker` property as a name-value pair. For example, `plot(x,y,'Marker','o')` plots a line with circle markers.

## Specify Marker Size and Color

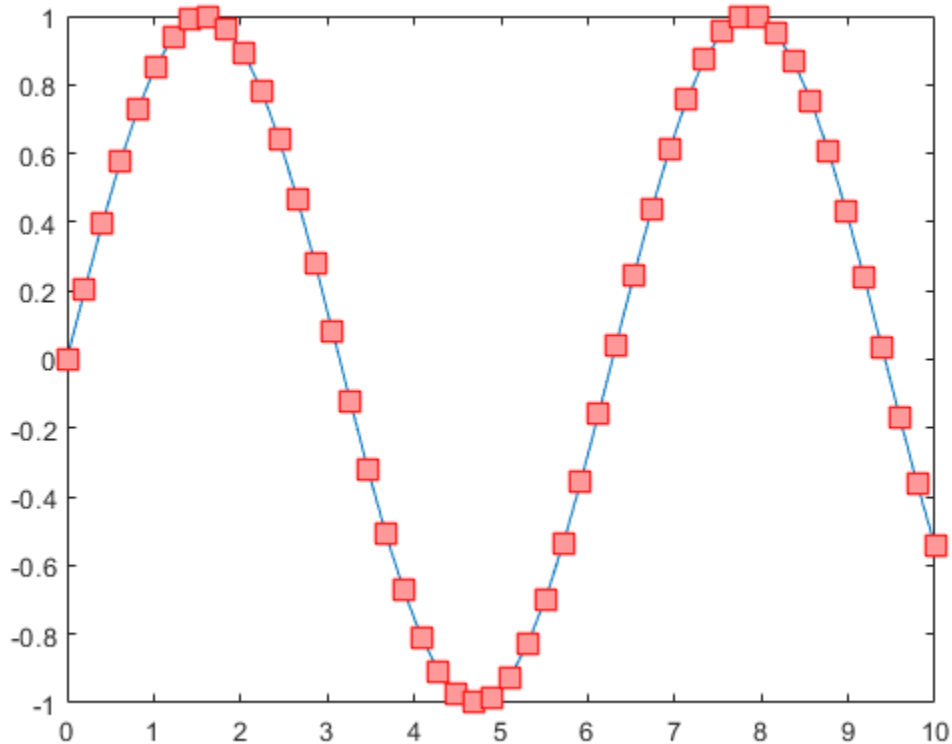
Create a line plot with markers. Customize the markers by setting these properties using name-value pair arguments with the `plot` function:

- `MarkerSize` - Marker size, which is specified as a positive value.
- `MarkerEdgeColor` - Marker outline color, which is specified as a color name or an RGB triplet.

- `MarkerFaceColor` - Marker interior color, which is specified as a color name or an RGB triplet.

Specify the colors using either a character vector of a color name, such as `'red'`, or an RGB triplet, such as `[0.4 0.6 0.7]`. An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range `[0,1]`.

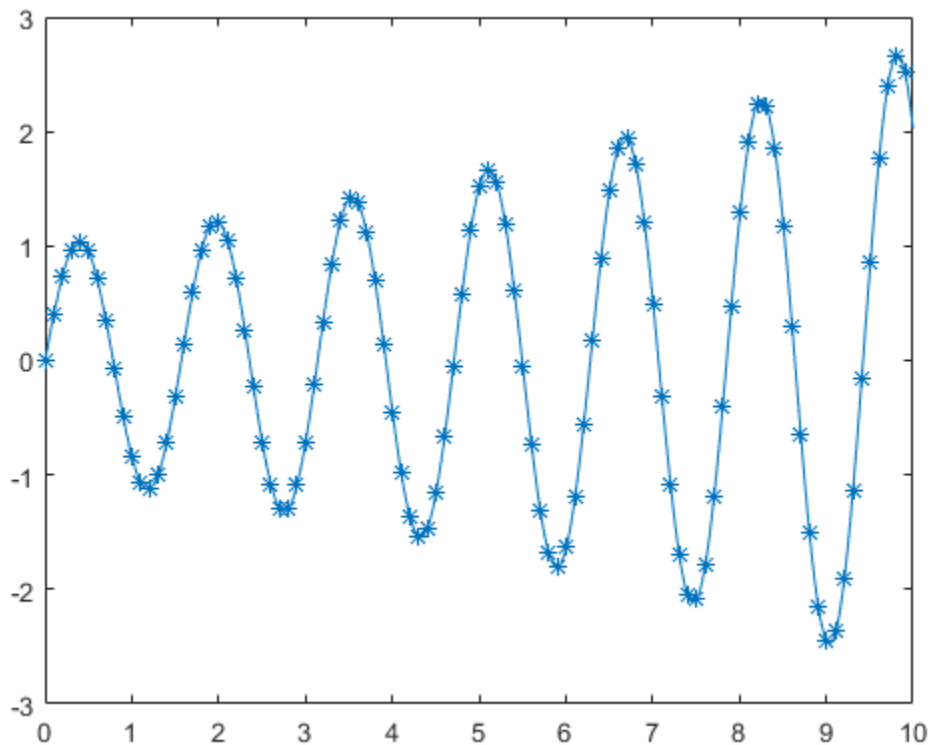
```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y,'-s','MarkerSize',10,...  
      'MarkerEdgeColor','red',...  
      'MarkerFaceColor',[1 .6 .6])
```



## Control Placement of Markers Along Line

Create a line plot with 1,000 data points, add asterisks markers, and control the marker positions using the `MarkerIndices` property. Set the property to the indices of the data points where you want to display markers. Display a marker every tenth data point, starting with the first data point.

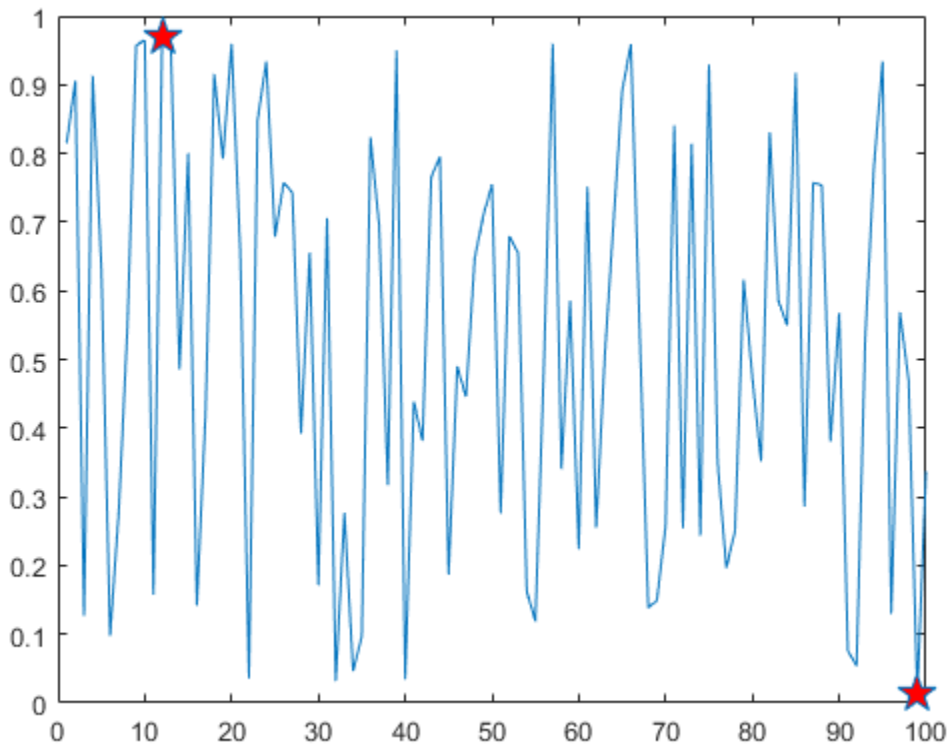
```
x = linspace(0,10,1000);  
y = exp(x/10).*sin(4*x);  
plot(x,y,'-*','MarkerIndices',1:10:length(y))
```



## Display Markers at Maximum and Minimum Data Points

Create a vector of random data and find the index of the minimum and maximum values. Then, create a line plot of the data. Display red markers at the minimum and maximum data values by setting the `MarkerIndices` property to a vector of the index values.

```
x = 1:100;  
y = rand(100,1);  
idxmin = find(y == max(y));  
idxmax = find(y == min(y));  
plot(x,y,'-p','MarkerIndices',[idxmin idxmax],...  
      'MarkerFaceColor','red',...  
      'MarkerSize',15)
```

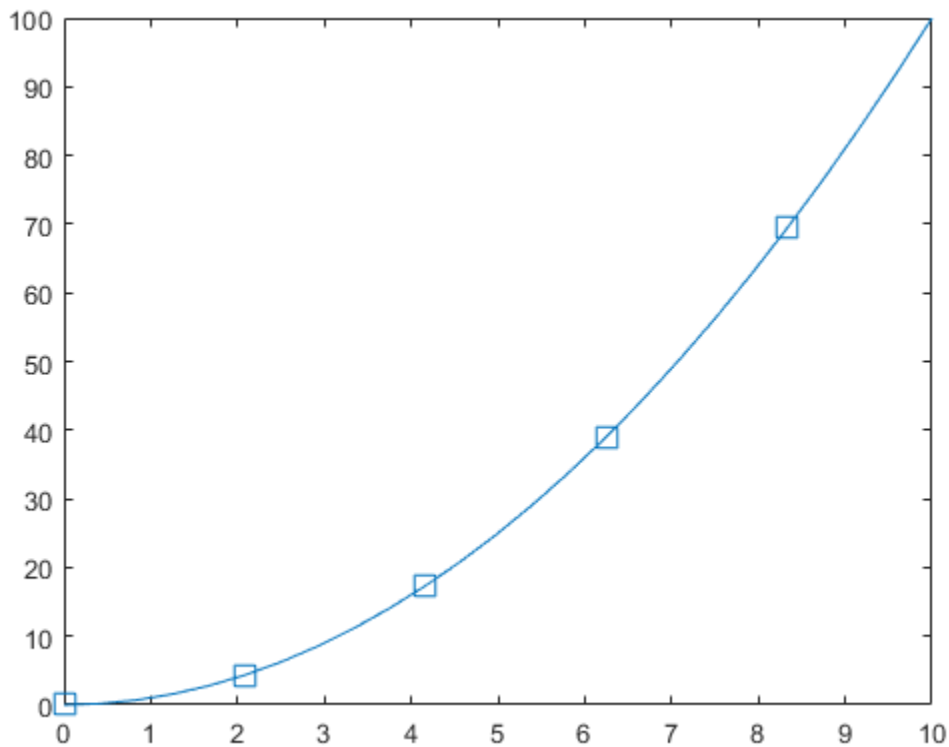


## Revert to Default Marker Locations

Modify the marker locations, then revert back to the default locations.

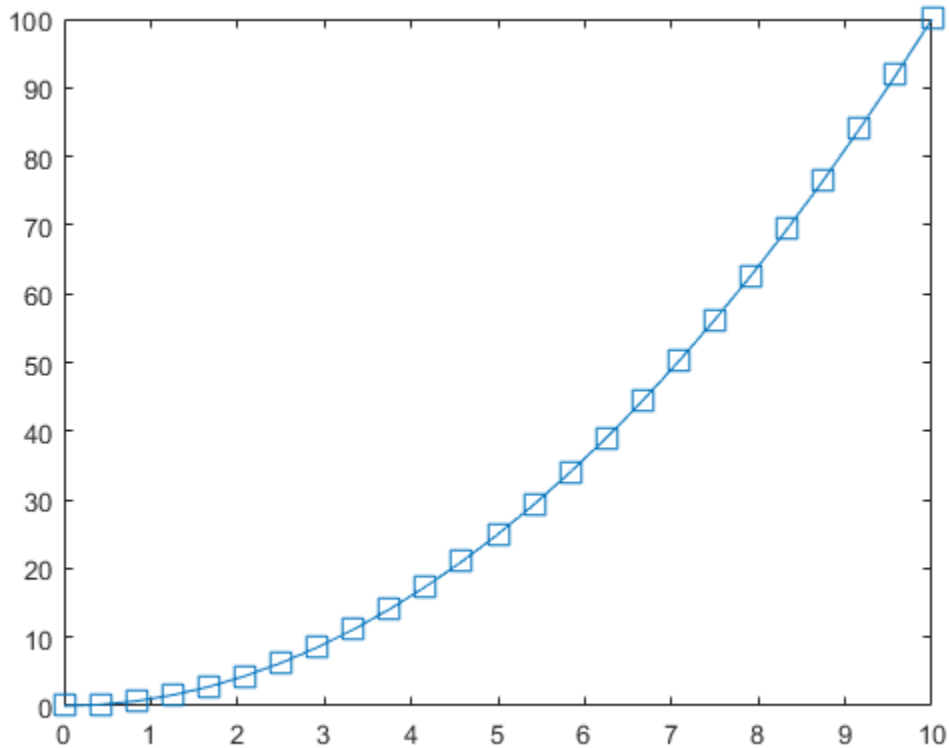
Create a line plot and display large, square markers every five data points. Assign the chart line object to the variable `p` so that you can access its properties after it is created.

```
x = linspace(0,10,25);  
y = x.^2;  
p = plot(x,y,'-s');  
p.MarkerSize = 10;  
p.MarkerIndices = 1:5:length(y);
```



Reset the `MarkerIndices` property to the default value, which is a vector of all index values from 1 to the number of data points.

```
p.MarkerIndices = 1:length(y);
```



## Supported Marker Symbols

Value	Description
'o'	Circle
'+'	Plus sign

<b>Value</b>	<b>Description</b>
'*'	Asterisk
'.'	Point
'x'	Cross
'square' or 's'	Square
'diamond' or 'd'	Diamond
'^'	Upward-pointing triangle
'v'	Downward-pointing triangle
'>'	Right-pointing triangle
'<'	Left-pointing triangle
'pentagram' or 'p'	Five-pointed star (pentagram)
'hexagram' or 'h'	Six-pointed star (hexagram)
'none'	No markers

The line-specification input argument does not support marker options that are more than one character. Use the one character alternative or set the `Marker` property instead.

## See Also

### Functions

`loglog` | `plot` | `plot3` | `scatter`

### Properties

`Line`

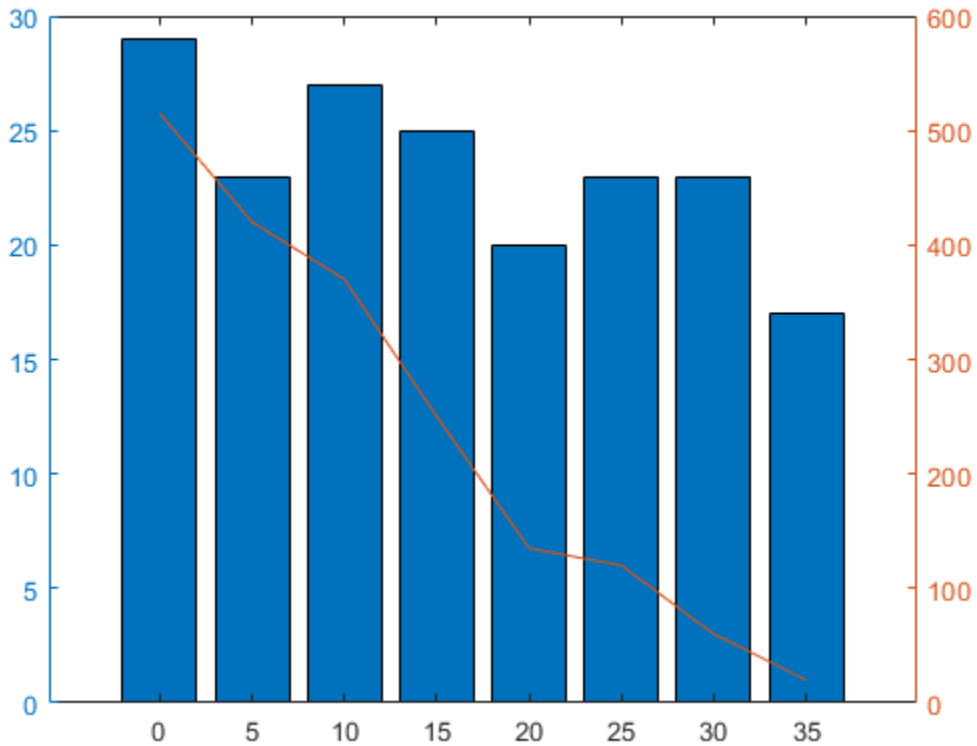


## Combine Line and Bar Charts Using Two y-Axes

This example shows how to combine a line chart and a bar chart using two different y-axes. It also shows how to customize the line and bars.

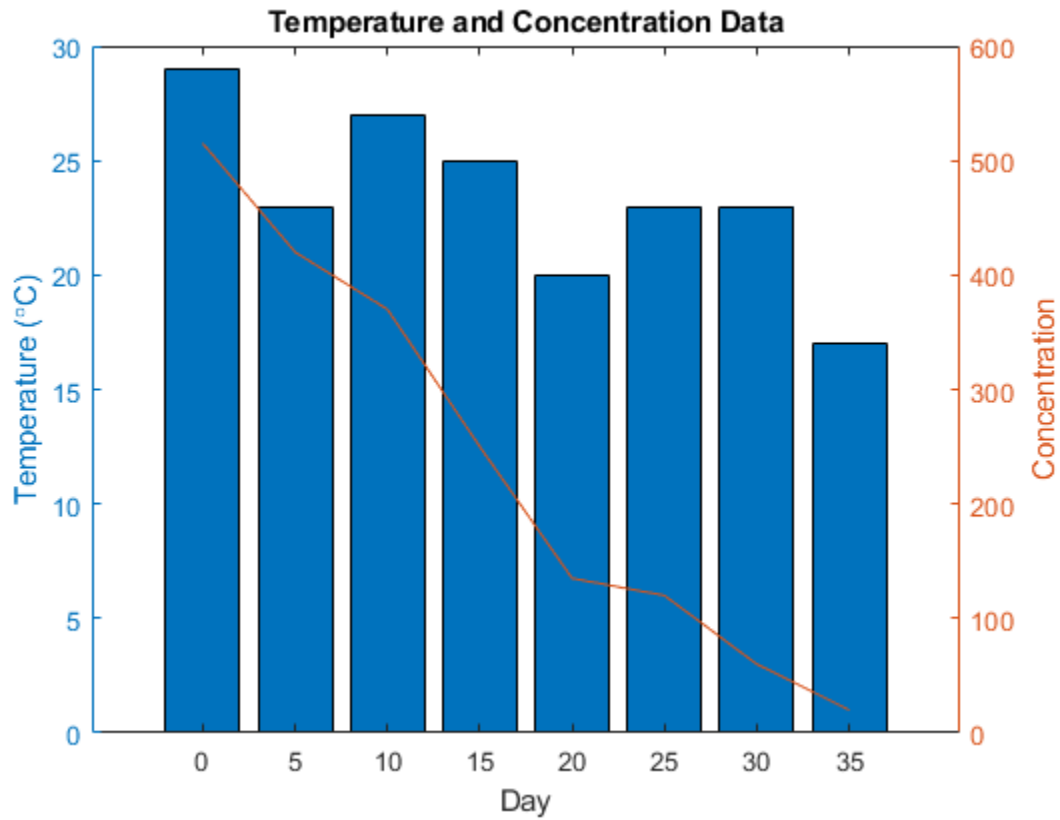
Create a chart that has two y-axes using `yyaxis`. Graphics functions target the active side of the chart. Control the active side using `yyaxis`. Plot a bar chart using the left y-axis. Plot a line chart using the right y-axis. Assign the bar series object and the chart line object to variables.

```
days = 0:5:35;  
conc = [515 420 370 250 135 120 60 20];  
temp = [29 23 27 25 20 23 23 17];  
  
yyaxis left  
b = bar(days,temp);  
yyaxis right  
p = plot(days,conc);
```



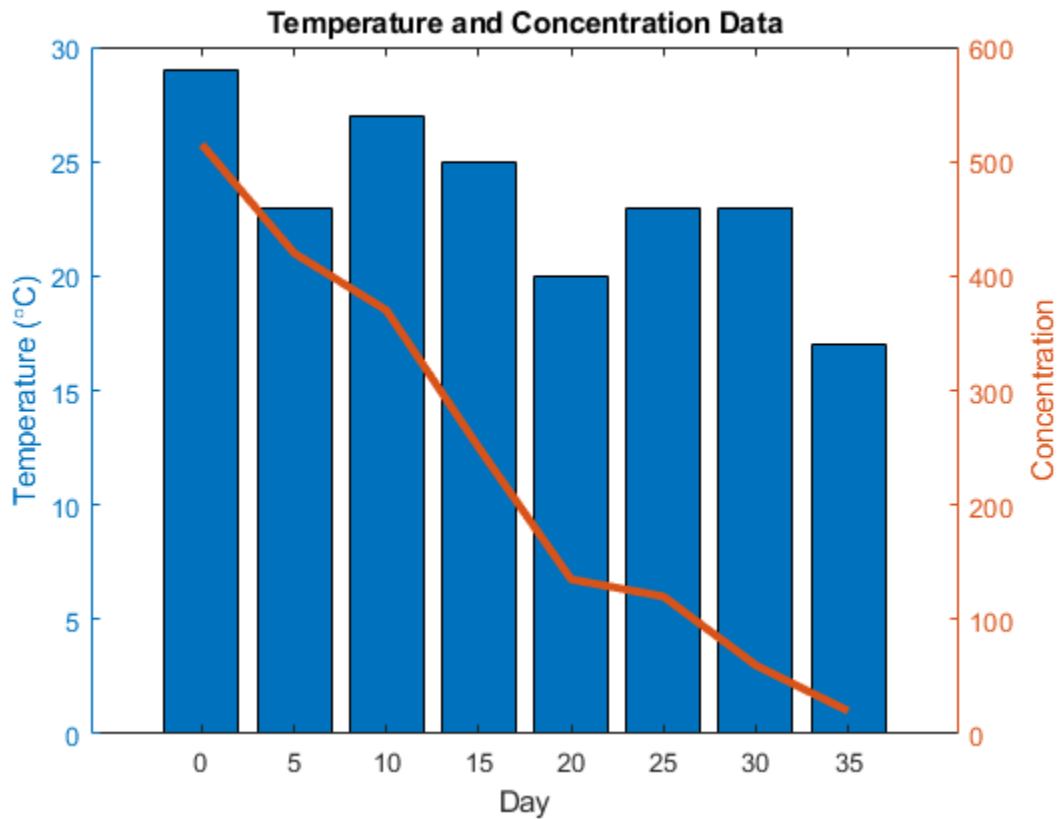
Add a title and axis labels to the chart.

```
title('Temperature and Concentration Data')
xlabel('Day')
yyaxis left
ylabel('Temperature (\circC)')
yyaxis right
ylabel('Concentration')
```



Change the width of the chart line and change the bar colors.

```
p.LineWidth = 3;  
b.FaceColor = [ 0 0.447 0.741];
```



## See Also

### Functions

`bar` | `hold` | `plot` | `title` | `xlabel` | `ylabel` | `yyaxis`

### Properties

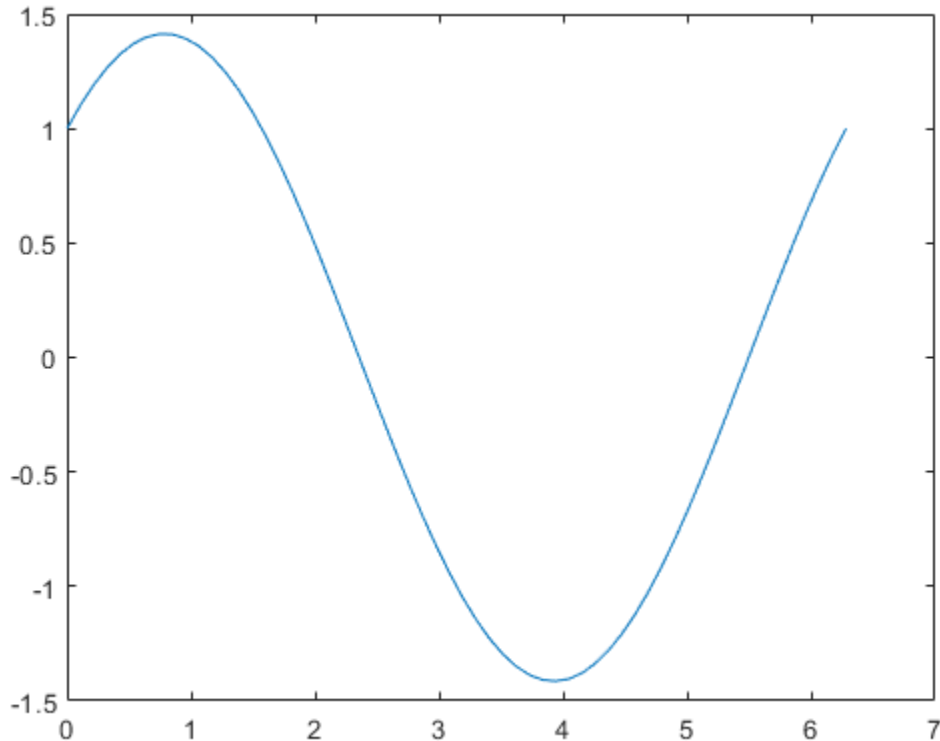
`Bar` | `Line`

## Combine Line and Stem Plots

This example shows how to combine a line plot and two stem plots. Then, it shows how to add a title, axis labels, and a legend.

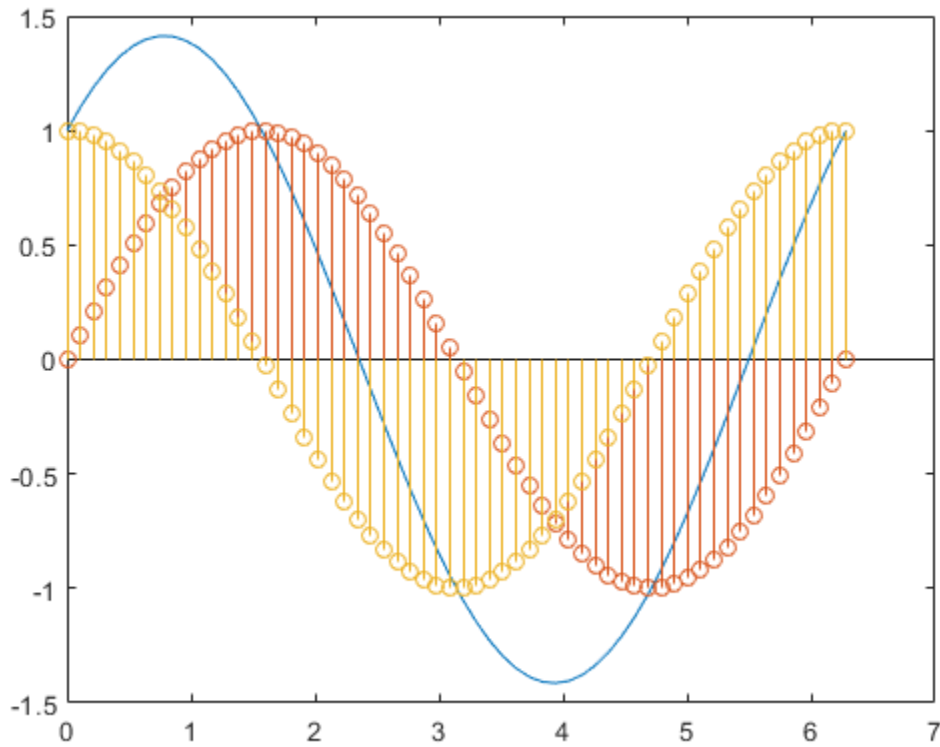
Create the data and plot a line.

```
x = linspace(0,2*pi,60);  
a = sin(x);  
b = cos(x);  
plot(x,a+b)
```



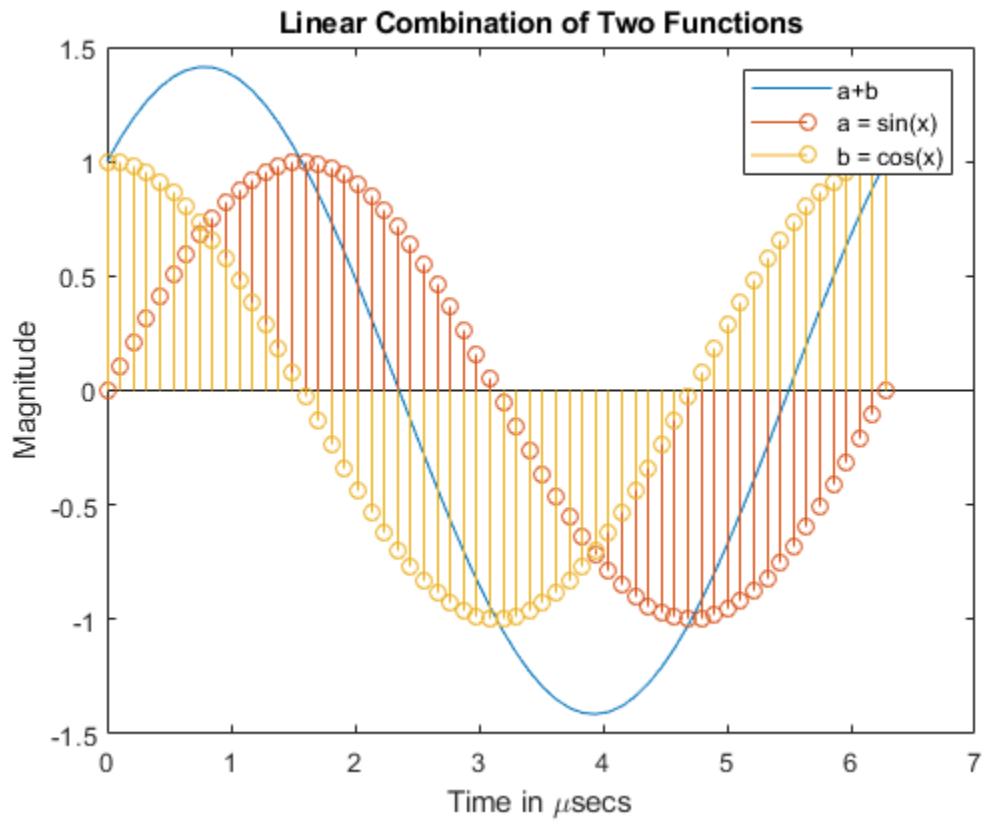
Add two stem plots to the axes. Prevent new plots from replacing existing plots using `hold on`.

```
hold on
stem(x,a)
stem(x,b)
hold off
```



Add a title, axis labels, and a legend. Specify the legend descriptions in the order that you create the plots.

```
title('Linear Combination of Two Functions')
xlabel('Time in \musecs')
ylabel('Magnititude')
legend('a+b', 'a = sin(x)', 'b = cos(x)')
```



## See Also

hold | plot | stem

## Overlay Stairstep Plot and Line Plot

This example shows how to overlay a line plot on a stairstep plot.

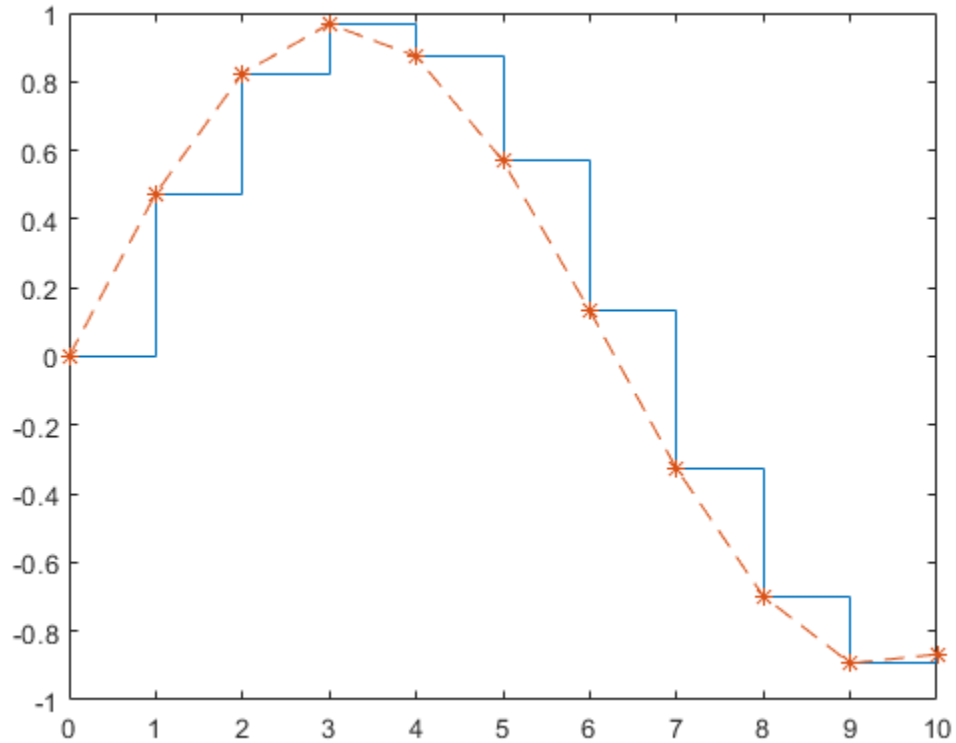
Define the data to plot.

```
alpha = 0.01;  
beta = 0.5;  
t = 0:10;  
f = exp(-alpha*t).*sin(beta*t);
```

Display  $f$  as a stairstep plot. Use the `hold` function to retain the stairstep plot. Add a line plot of  $f$  using a dashed line with star markers.

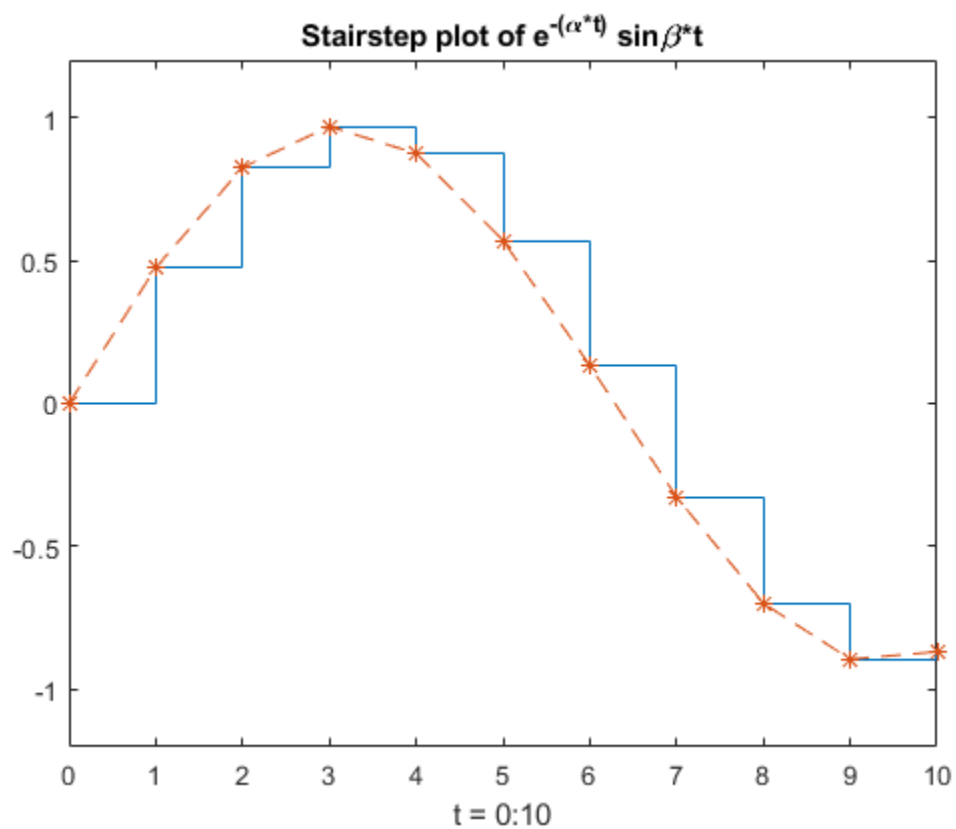
```
stairs(t,f)  
hold on  
plot(t,f,'--*')  
hold off
```





Use the axis function to set the axis limits. Label the x-axis and add a title to the graph.

```
axis([0,10,-1.2,1.2])  
xlabel('t = 0:10')  
title('Stairstep plot of e^{-(\alpha*t)} sin\beta*t')
```



## See Also

`axis` | `plot` | `stairs`

## Line Plot with Confidence Bounds

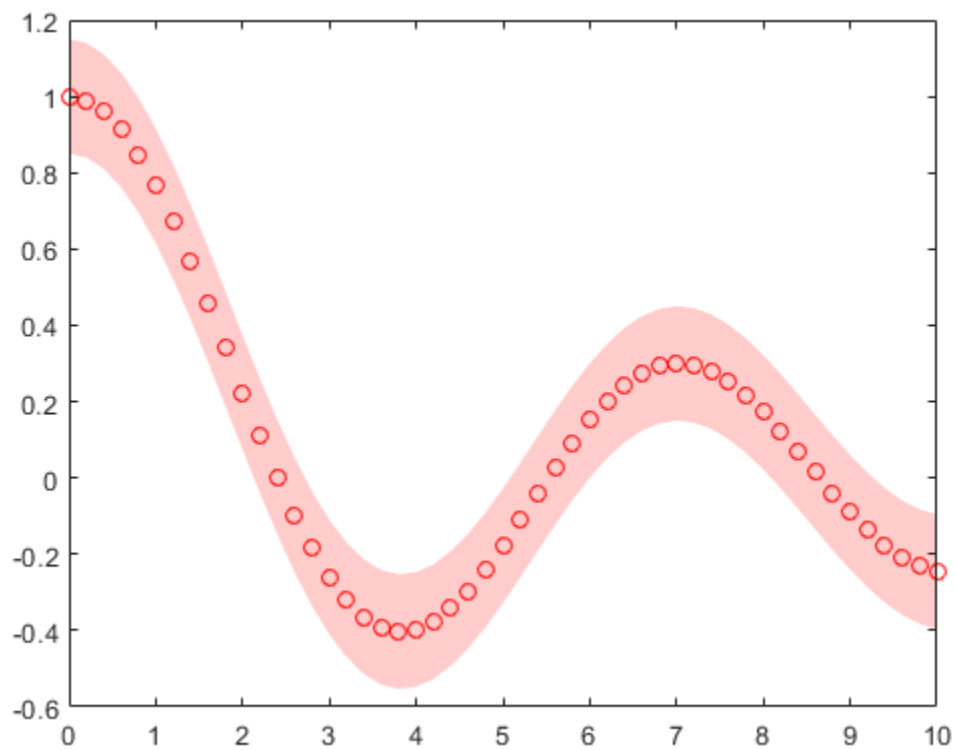
Create a plot with confidence bounds using the `fill` function to draw the confidence bounds and the `plot` function to draw the data points. Use dot notation syntax `object.PropertyName` to customize the look of the plot.

```
x = 0:0.2:10;
y = besselj(0, x);

xconf = [x x(end:-1:1)] ;
yconf = [y+0.15 y(end:-1:1)-0.15];

figure
p = fill(xconf,yconf,'red');
p.FaceColor = [1 0.8 0.8];
p.EdgeColor = 'none';

hold on
plot(x,y,'ro')
hold off
```



## Plot Imaginary and Complex Data

### Plot One Complex Input

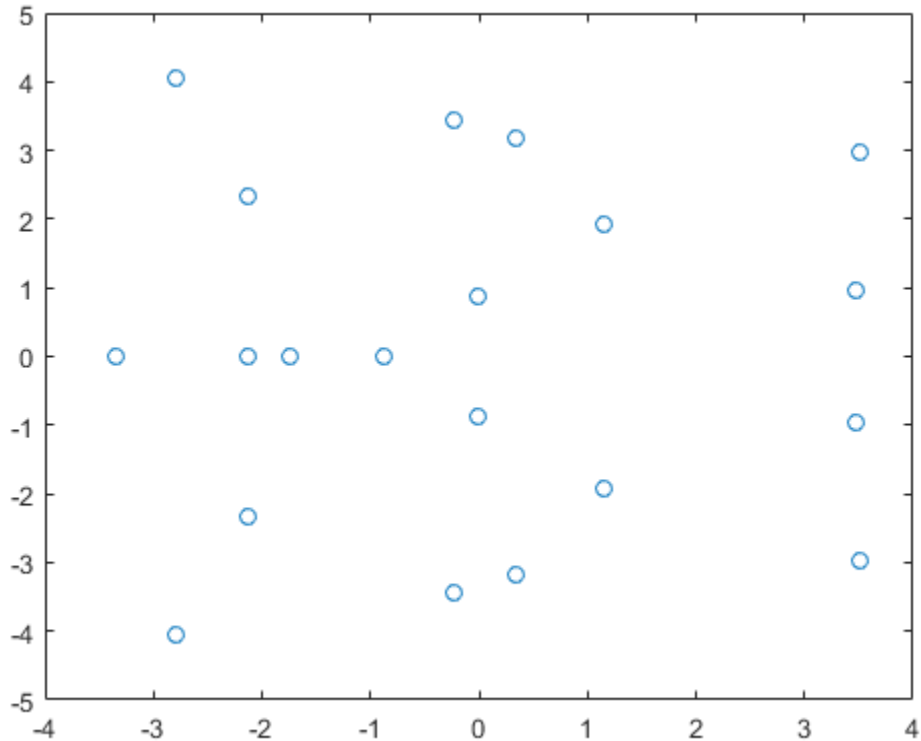
This example shows how to plot the imaginary part versus the real part of a complex vector,  $z$ . With complex inputs, `plot(z)` is equivalent to `plot(real(z), imag(z))`, where `real(z)` is the real part of  $z$  and `imag(z)` is the imaginary part of  $z$ .

Define  $z$  as a vector of eigenvalues of a random matrix.

```
z = eig(randn(20));
```

Plot the imaginary part of  $z$  versus the real part of  $z$ . Display a circle at each data point.

```
figure  
plot(z, 'o')
```



### Plot Multiple Complex Inputs

This example shows how to plot the imaginary part versus the real part of two complex vectors,  $z_1$  and  $z_2$ . If you pass multiple complex arguments to `plot`, such as `plot(z1, z2)`, then MATLAB® ignores the imaginary parts of the inputs and plots the real parts. To plot the real part versus the imaginary part for multiple complex inputs, you must explicitly pass the real parts and the imaginary parts to `plot`.

Define the complex data.

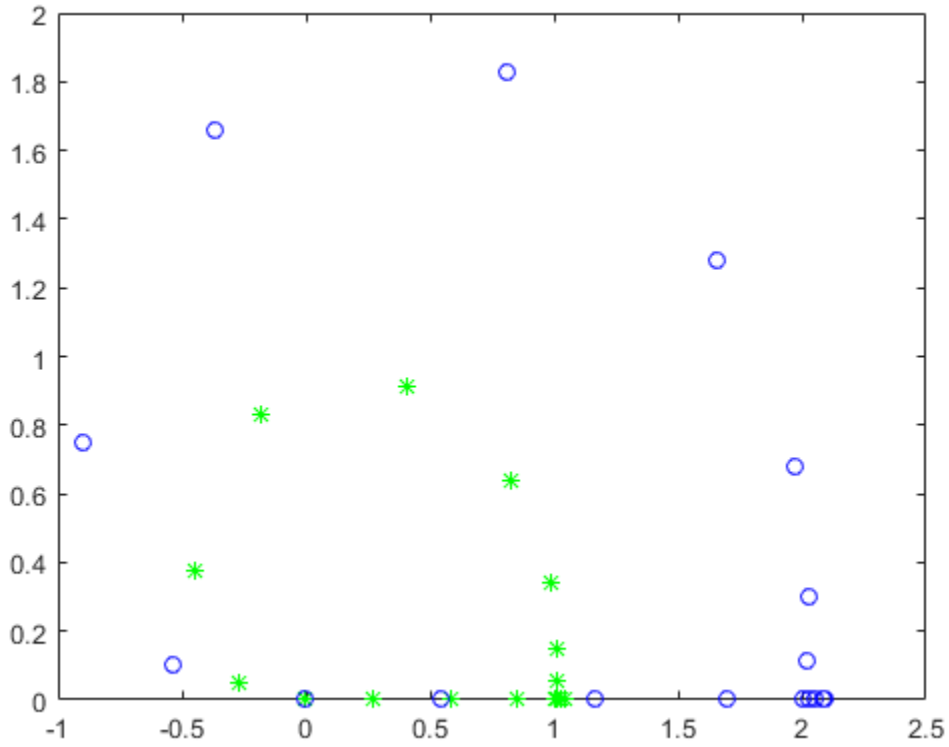
```
x = -2:0.25:2;  
z1 = x.^exp(-x.^2);  
z2 = 2*x.^exp(-x.^2);
```

Find the real part and imaginary part of each vector using the `real` and `imag` functions. Then, plot the data.

```
real_z1 = real(z1);  
imag_z1 = imag(z1);
```

```
real_z2 = real(z2);  
imag_z2 = imag(z2);
```

```
plot(real_z1,imag_z1,'g*',real_z2,imag_z2,'bo')
```



## See Also

`imag | plot | real`



# Pie Charts, Bar Plots, and Histograms

---

- “Types of Bar Graphs” on page 2-2
- “Modify Baseline of Bar Graph” on page 2-9
- “Overlay Bar Graphs” on page 2-12
- “Bar Chart with Error Bars” on page 2-16
- “Color 3-D Bars by Height” on page 2-18
- “Compare Data Sets Using Overlaid Area Graphs” on page 2-21
- “Offset Pie Slice with Greatest Contribution” on page 2-26
- “Add Legend to Pie Chart” on page 2-28
- “Label Pie Chart With Text and Percentages” on page 2-31
- “Data Cursors with Histograms” on page 2-34
- “Color Analysis with Bivariate Histogram” on page 2-36
- “Control Categorical Histogram Display” on page 2-43
- “Replace Discouraged Instances of hist and histc” on page 2-51

### Types of Bar Graphs

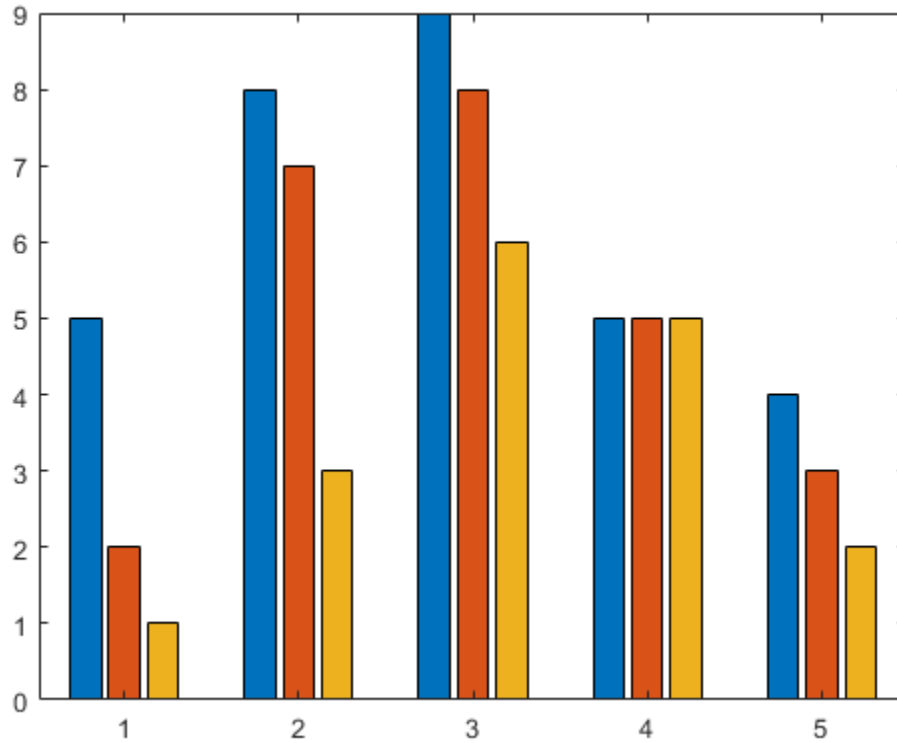
Bar graphs are useful for viewing results over a period of time, comparing results from different data sets, and showing how individual elements contribute to an aggregate amount.

By default, bar graphs represents each element in a vector or matrix as one bar, such that the bar height is proportional to the element value.

#### 2-D Bar Graph

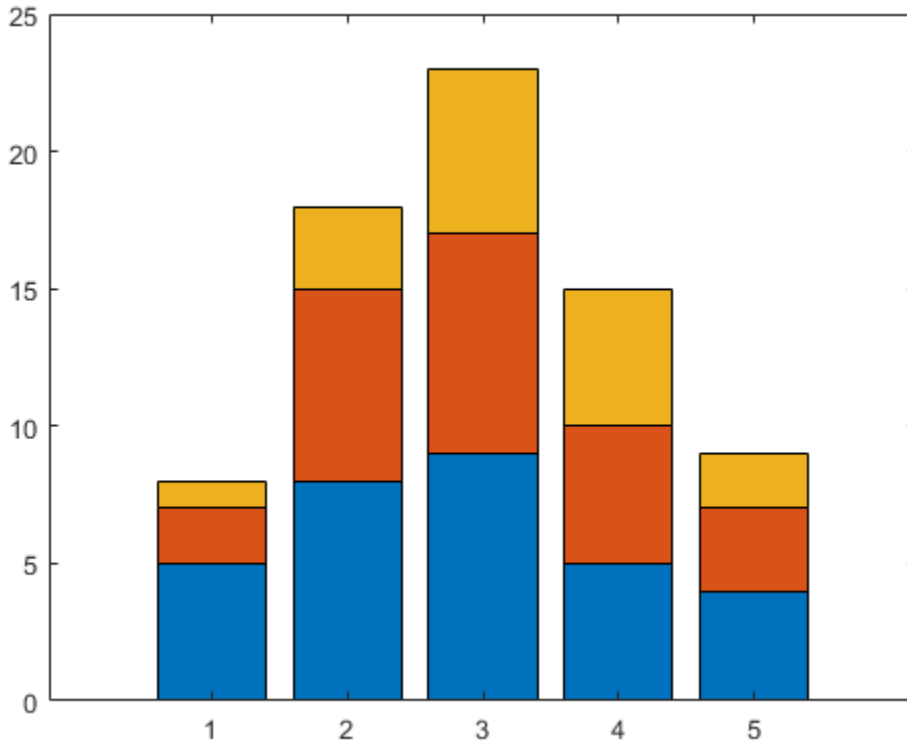
The `bar` function distributes bars along the  $x$ -axis. Elements in the same row of a matrix are grouped together. For example, if a matrix has five rows and three columns, then `bar` displays five groups of three bars along the  $x$ -axis. The first cluster of bars represents the elements in the first row of  $Y$ .

```
Y = [5,2,1
      8,7,3
      9,8,6
      5,5,5
      4,3,2];
figure
bar(Y)
```



To stack the elements in a row, specify the `stacked` option for the `bar` function.

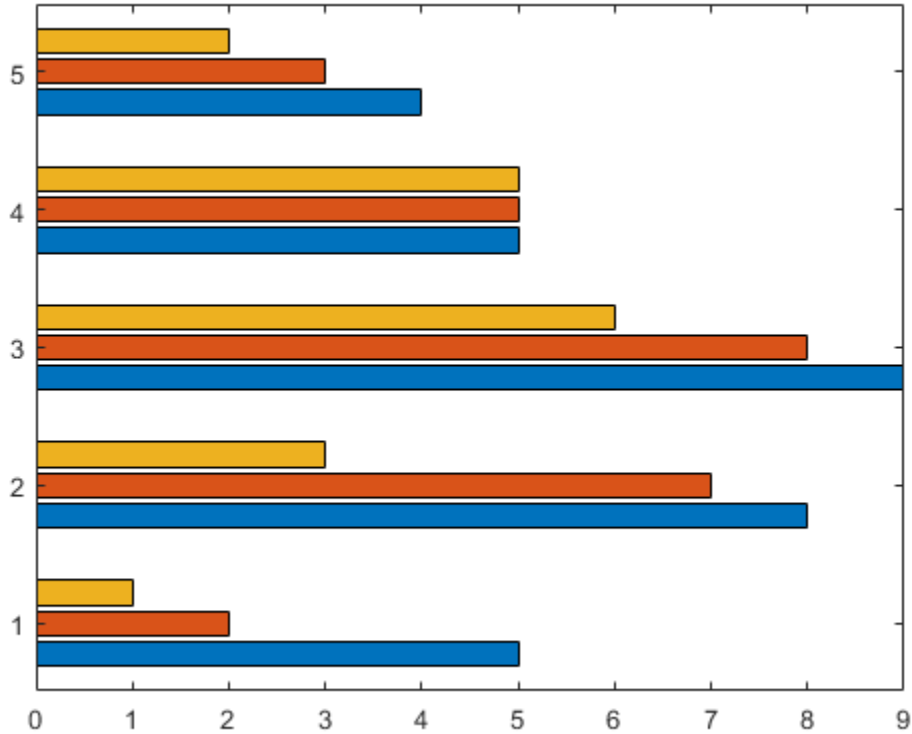
```
figure  
bar(Y, 'stacked')
```



### 2-D Horizontal Bar Graph

The `barh` function distributes bars along the y-axis. Elements in the same row of a matrix are grouped together.

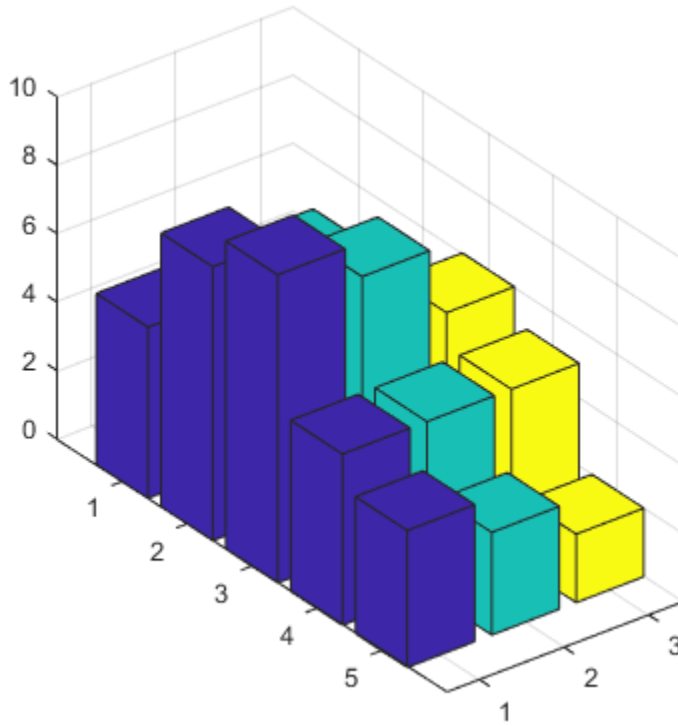
```
Y = [5,2,1  
     8,7,3  
     9,8,6  
     5,5,5  
     4,3,2];  
figure  
barh(Y)
```



### 3-D Bar Graph

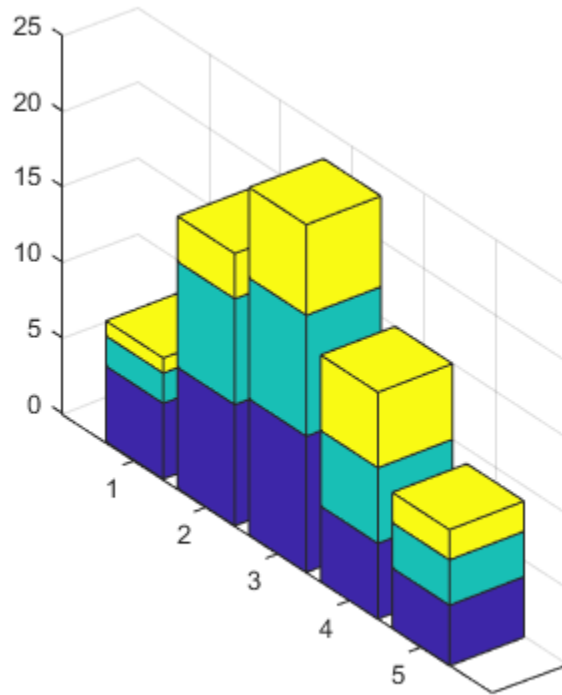
The `bar3` function draws each element as a separate 3-D block and distributes the elements of each column along the y-axis.

```
Y = [5,2,1
      8,7,3
      9,8,6
      5,5,5
      4,3,2];
figure
bar3(Y)
```



To stack the elements in a row, specify the `stacked` option for the `bar3` function.

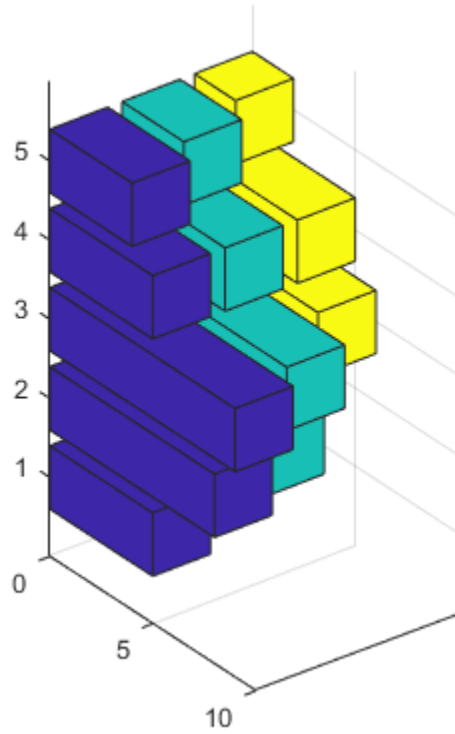
```
figure  
bar3(Y, 'stacked')
```



### 3-D Horizontal Bar Graph

The `bar3h` function draws each element as a separate 3-D block and distributes the elements of each column along the z-axis.

```
Y = [5,2,1  
     8,7,3  
     9,8,6  
     5,5,5  
     4,3,2];  
figure  
bar3h(Y)
```



## See Also

bar | bar3 | bar3h | barh

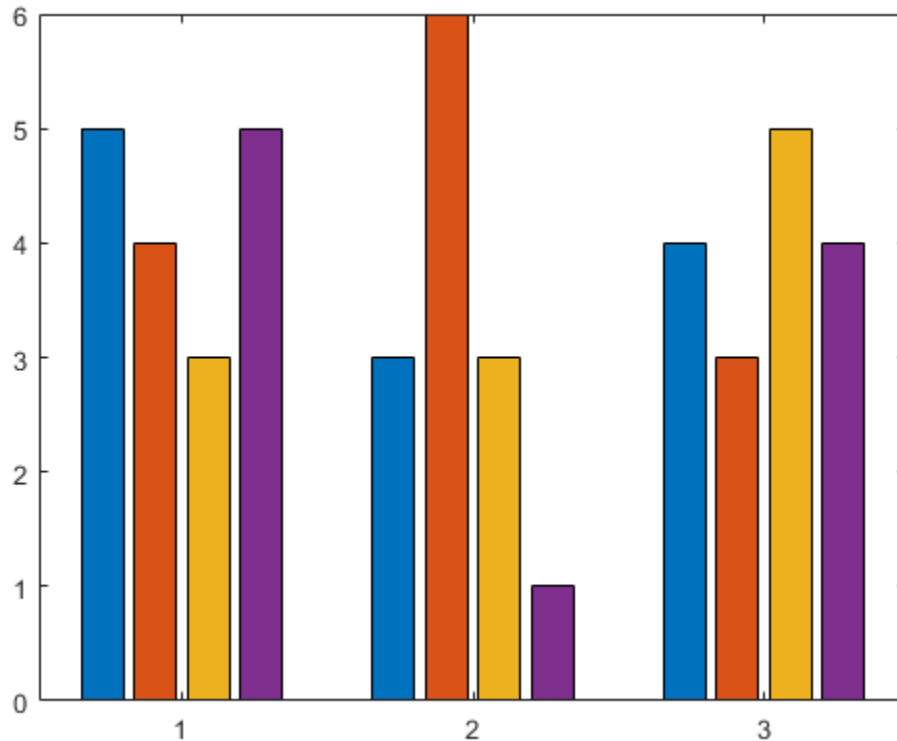


## Modify Baseline of Bar Graph

This example shows how to modify properties of the baseline of a bar graph.

Create a bar graph of a four-column matrix. The `bar` function creates a bar series for each column of the matrix. Return the four bar series as `b`.

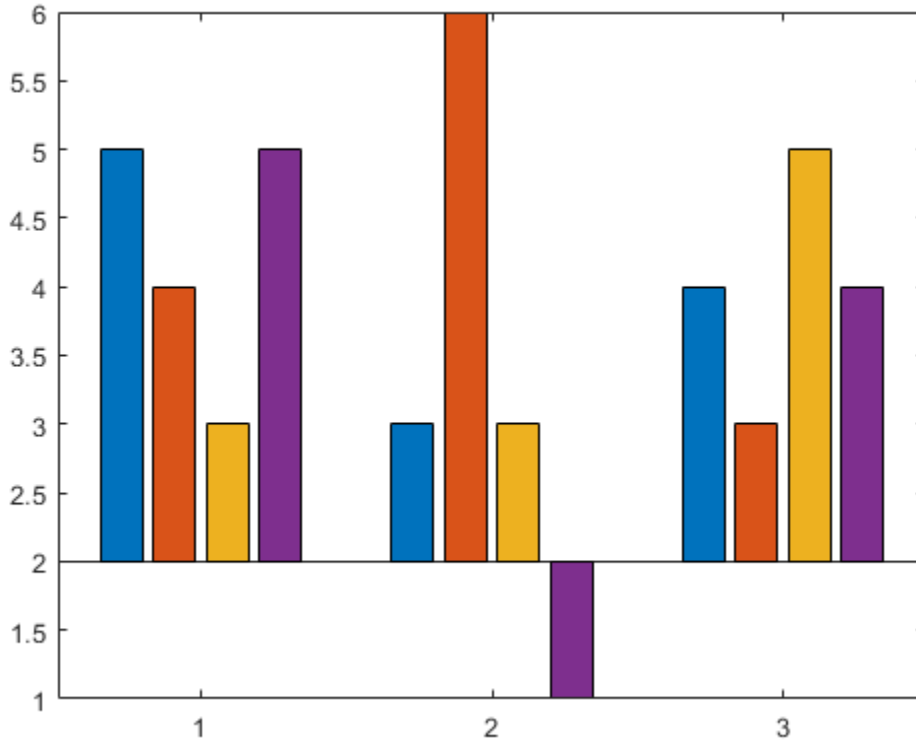
```
Y = [5, 4, 3, 5;  
     3, 6, 3, 1;  
     4, 3, 5, 4];  
b = bar(Y);
```



All bar series in a graph share the same baseline. Change the value of the baseline to 2 by setting the `BaseValue` property for any of the bar series.

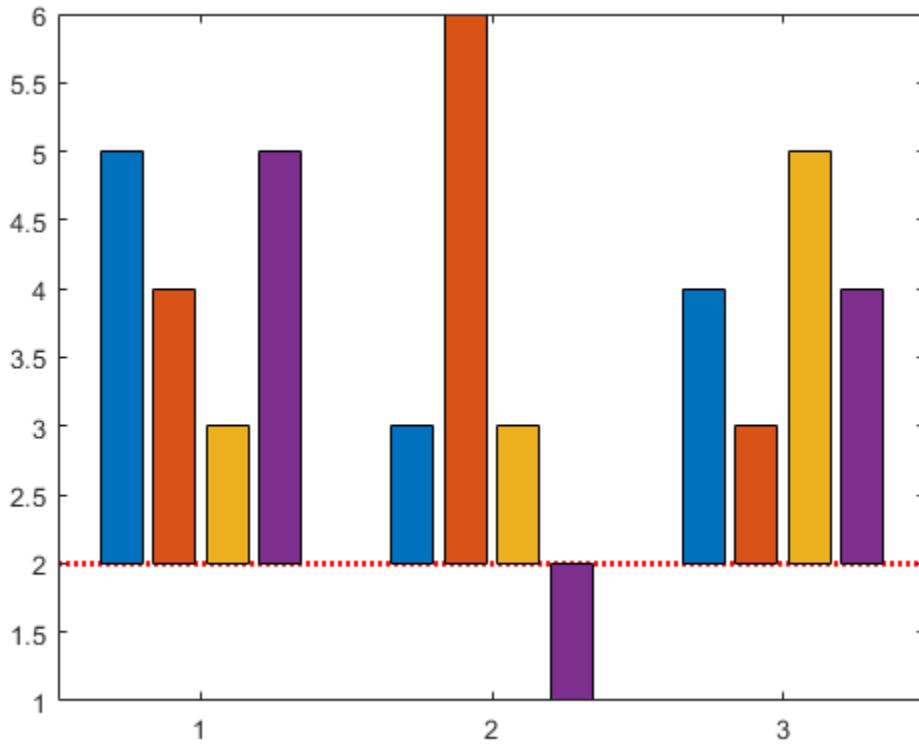
**Note:** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, such as `set(b(1), 'BaseValue', 2)`.

```
b(1).BaseValue = 2;
```



Change the baseline to a thick, red dotted line.

```
b(1).BaseLine.LineStyle = ':';  
b(1).BaseLine.Color = 'red';  
b(1).BaseLine.LineWidth = 2;
```



## See Also

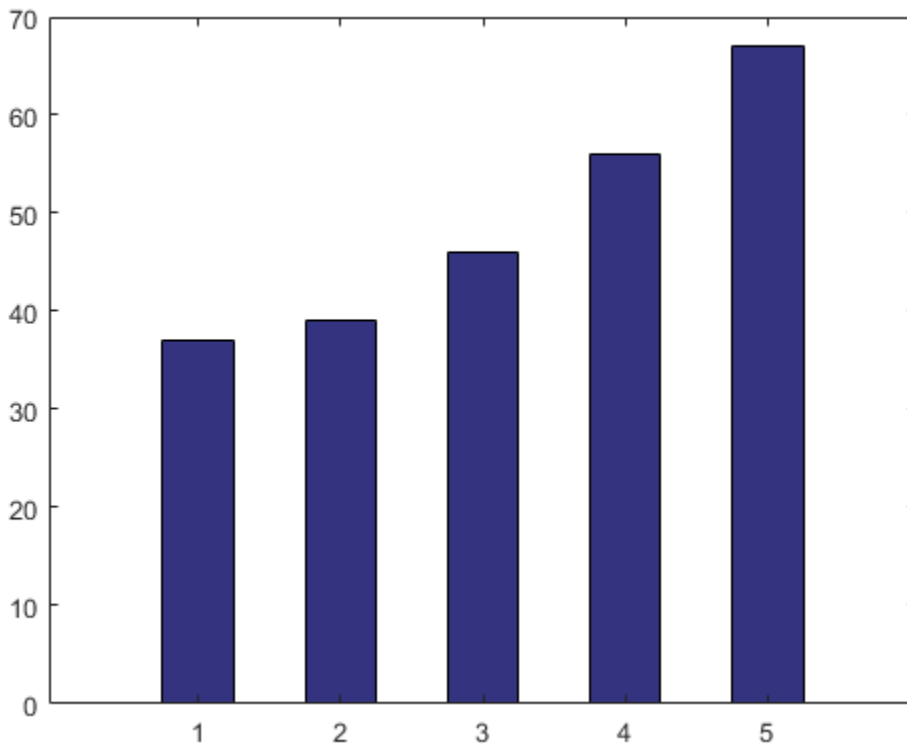
bar | barh

### Overlay Bar Graphs

This example shows how to overlay two bar graphs and specify the bar colors and widths. Then, it shows how to add a legend, display the grid lines, and specify the tick labels.

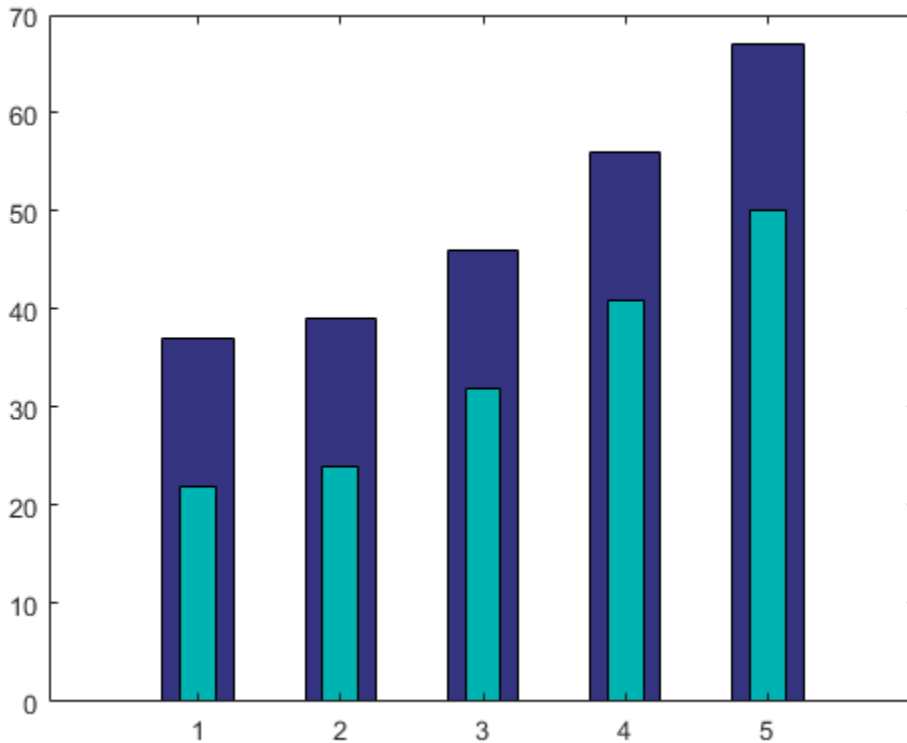
Create a bar graph. Set the bar width to 0.5 so that the bars use 50% of the available space. Specify the bar color by setting the `FaceColor` property to an RGB color value.

```
x = [1 2 3 4 5];  
temp_high = [37 39 46 56 67];  
w1 = 0.5;  
bar(x,temp_high,w1,'FaceColor',[0.2 0.2 0.5])
```



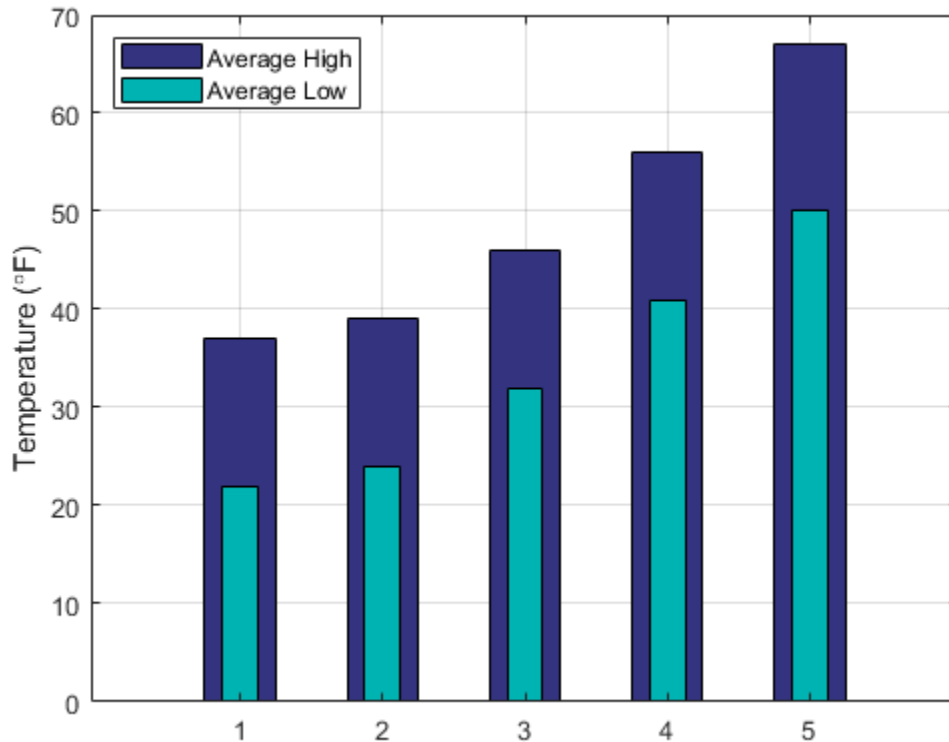
Plot a second bar graph over the first bar graph. Use the `hold` function to retain the first graph. Set the bar width to `.25` so that the bars use 25% of the available space. Specify a different RGB color value for the bar color.

```
temp_low = [22 24 32 41 50];  
w2 = .25;  
hold on  
bar(x,temp_low,w2,'FaceColor',[0 0.7 0.7])  
hold off
```



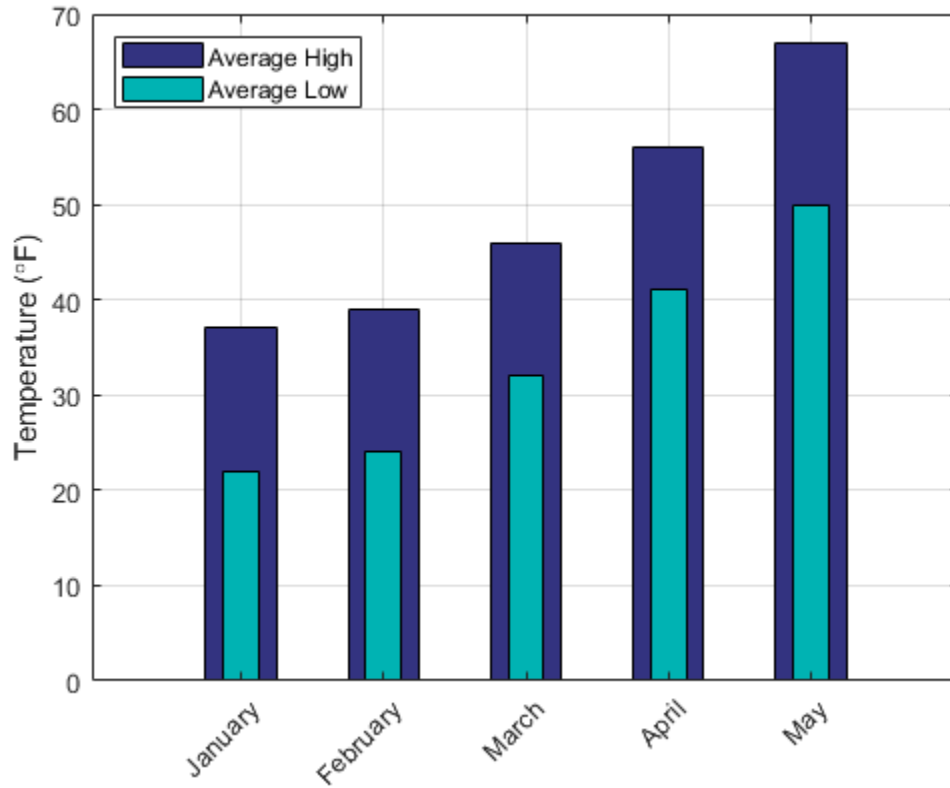
Add grid lines, a y-axis label, and a legend in the upper left corner. Specify the legend descriptions in the order that you create the graphs.

```
grid on
ylabel('Temperature (\textcircled{F})')
legend({'Average High', 'Average Low'}, 'Location', 'northwest')
```



Specify the x-axis tick labels by setting the `XTick` and `XTickLabel` properties of the axes object. The `XTick` property specifies tick value locations along the x-axis. The `XTickLabel` property specifies the text to use at each tick value. Rotate the labels using the `XTickLabelRotation` property. Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` instead.

```
ax = gca;
ax.XTick = [1 2 3 4 5];
ax.XTickLabels = {'January', 'February', 'March', 'April', 'May'};
ax.XTickLabelRotation = 45;
```



## See Also

bar | barh | hold

### Bar Chart with Error Bars

Create a bar chart with error bars using both the `bar` and `errorbar` functions.

```
x = 1:13;
data = [37.6 24.5 14.6 18.1 19.5 8.1 28.5 7.9 3.3 4.1 7.9 1.9 4.3]';
errhigh = [2.1 4.4 0.4 3.3 2.5 0.4 1.6 0.8 0.6 0.8 2.2 0.9 1.5];
errlow = [4.4 2.4 2.3 0.5 1.6 1.5 4.5 1.5 0.4 1.2 1.3 0.8 1.9];

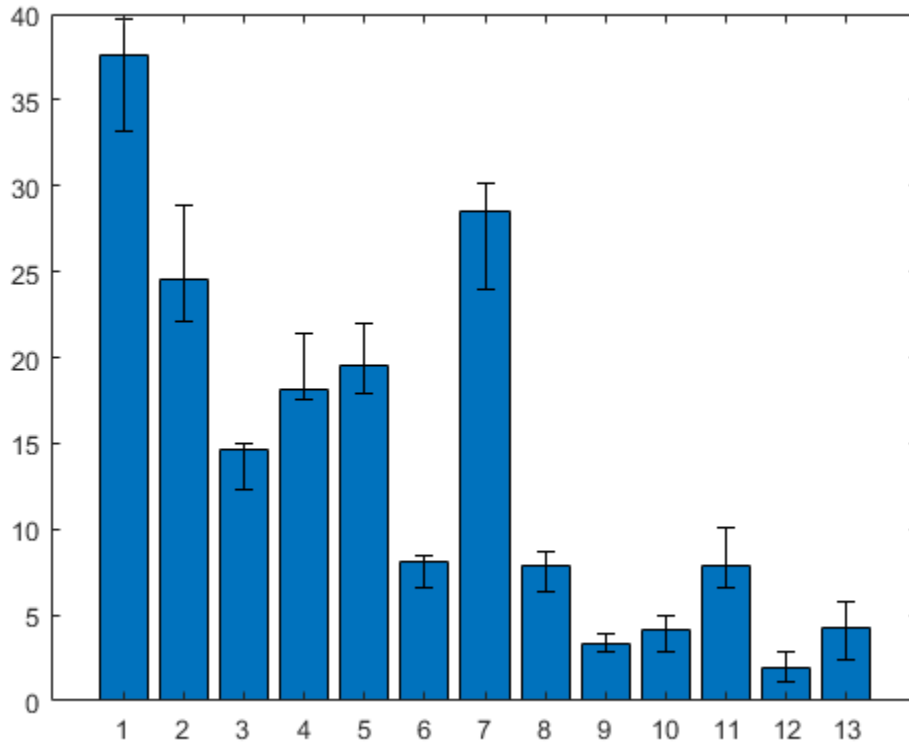
bar(x,data)

hold on

er = errorbar(x,data,errlow,errhigh);
er.Color = [0 0 0];
er.LineStyle = 'none';

hold off
```





## See Also

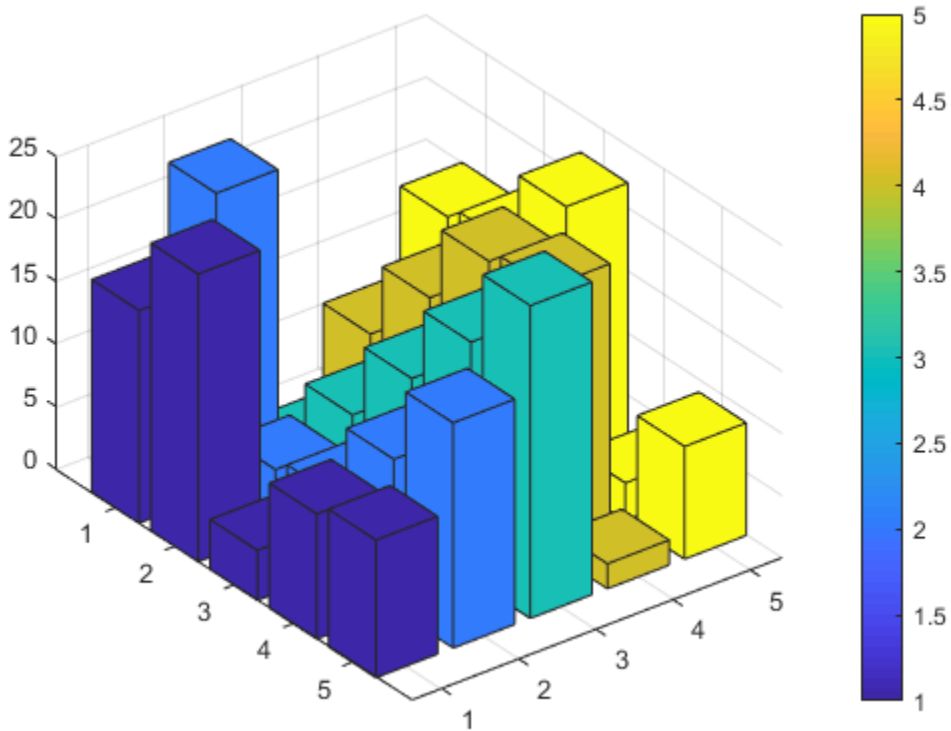
`bar` | `errorbar` | `hold`

## Color 3-D Bars by Height

This example shows how to modify a 3-D bar plot by coloring each bar according to its height.

Create a 3-D bar graph of data from the `magic` function. Return the surface objects used to create the bar graph in array `b`. Add a colorbar to the graph.

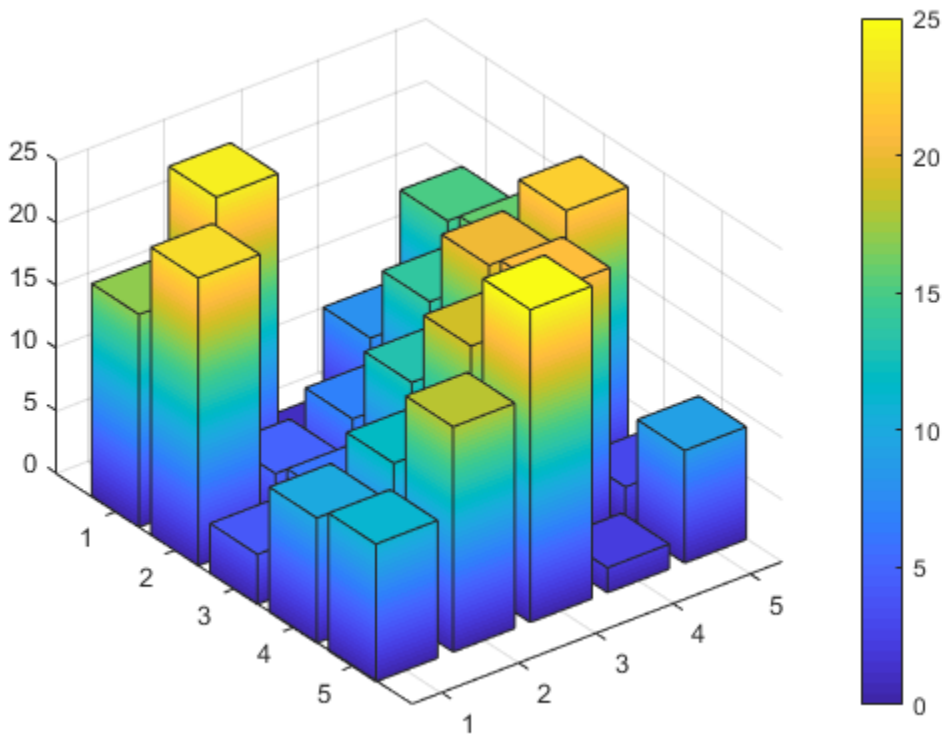
```
Z = magic(5);  
b = bar3(Z);  
colorbar
```



For each surface object, get the array of z-coordinates from the `ZData` property. Use the array to set the `CData` property, which defines the vertex colors. Interpolate the face colors by setting the `FaceColor` properties of the surface objects to `'interp'`.

**Note:** Starting in R2014b, you can use dot notation to query and set properties. If you are using an earlier release, use the `get` and `set` functions instead, such as `zdata = get(b(k), 'ZData')`.

```
for k = 1:length(b)
    zdata = b(k).ZData;
    b(k).CData = zdata;
    b(k).FaceColor = 'interp';
end
```



The height of each bar determines its color. You can estimate the bar heights by comparing the bar colors to the colorbar.

### **See Also**

`bar3 | colorbar`

## Compare Data Sets Using Overlaid Area Graphs

This example shows how to compare two data sets by overlaying their area graphs.

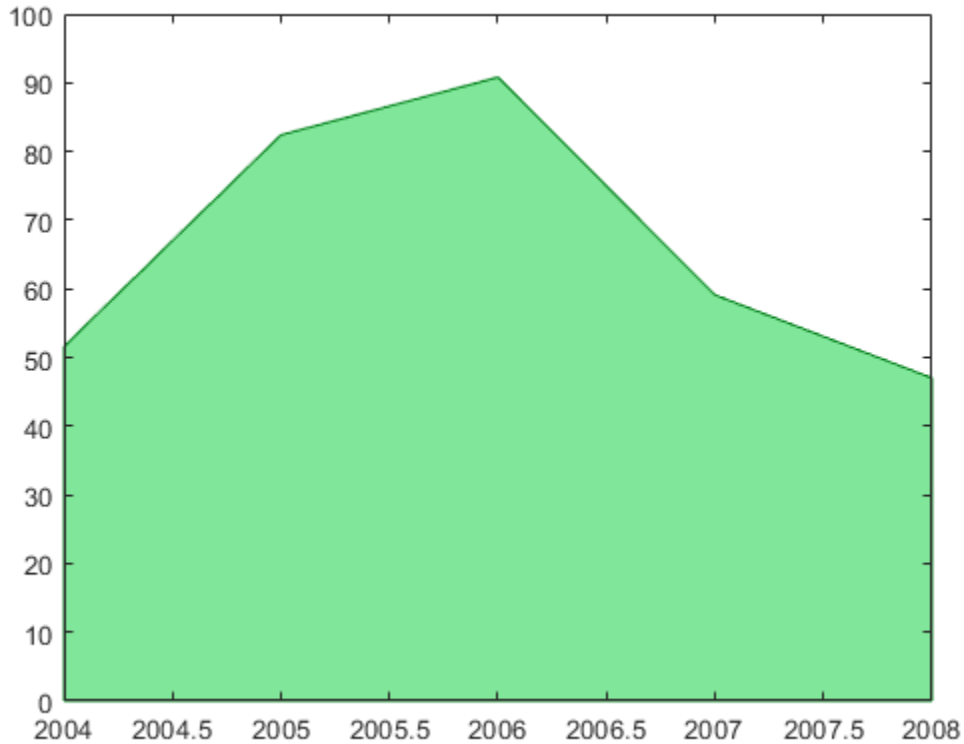
### Overlay Two Area Graphs

Create the sales and expenses data from the years 2004 to 2008.

```
years = 2004:2008;  
sales = [51.6 82.4 90.8 59.1 47.0];  
expenses = [19.3 34.2 61.4 50.5 29.4];
```

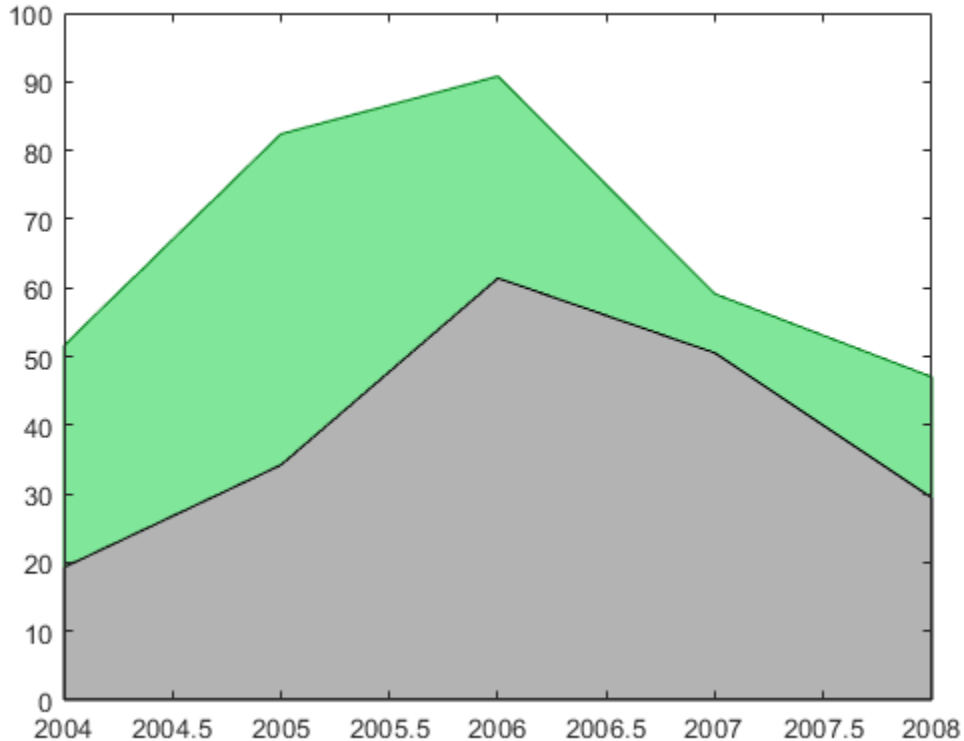
Display sales and expenses as two separate area graphs in the same axes. First, plot an area graph of `sales`. Change the color of the area graph by setting the `FaceColor` and `EdgeColor` properties using RGB triplet color values.

```
area(years,sales,'FaceColor',[0.5 0.9 0.6],'EdgeColor',[0 0.5 0.1])
```



Use the `hold` command to prevent a new graph from replacing the existing graph. Plot a second area graph of expenses. Then, set the `hold` state back to `off`.

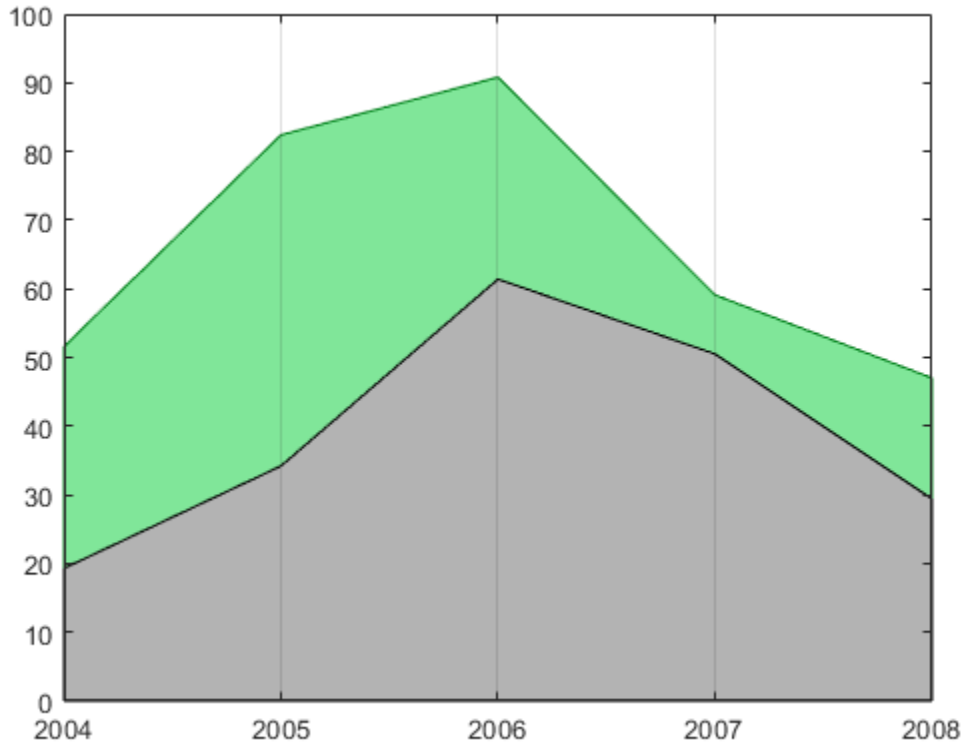
```
hold on  
area(years,expenses,'FaceColor',[0.7 0.7 0.7],'EdgeColor','k')  
hold off
```



### Add Grid Lines

Set the tick marks along the x-axis to correspond to whole years. Draw a grid line for each tick mark. Display the grid lines on top of the area graphs by setting the `Layer` property. Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead.

```
ax = gca; % current axes
ax.XTick = years;
ax.XGrid = 'on';
ax.Layer = 'top';
```

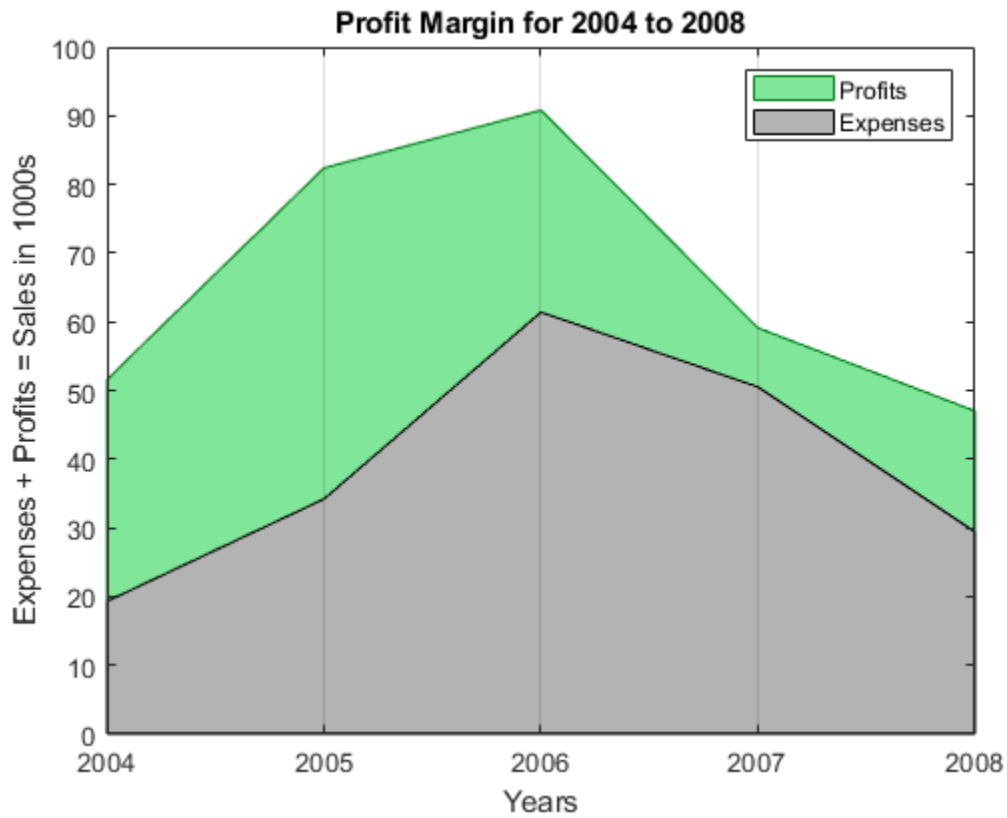


### Add Title, Axis Labels, and Legend

Give the graph a title and add axis labels. Add a legend to the graph to indicate the areas of profits and expenses.

```
title('Profit Margin for 2004 to 2008')
xlabel('Years')
ylabel('Expenses + Profits = Sales in 1000s')
legend('Profits', 'Expenses')
```





## See Also

area | hold | legend

## Offset Pie Slice with Greatest Contribution

This example shows how to create a pie graph and automatically offset the pie slice with the greatest contribution.

Set up a three-column array,  $X$ , so that each column contains yearly sales data for a specific product over a 5-year period.

```
X = [19.3, 22.1, 51.6
      34.2, 70.3, 82.4
      61.4, 82.9, 90.8
      50.5, 54.9, 59.1
      29.4, 36.3, 47.0];
```

Calculate the total sales for each product over the 5-year period by taking the sum of each column. Store the results in `product_totals`.

```
product_totals = sum(X);
```

Use the `max` function to find the largest element in `product_totals` and return the index of this element, `ind`.

```
[c,ind] = max(product_totals);
```

Use the `pie` function input argument, `explode`, to offset a pie slice. The `explode` argument is a vector of zero and nonzero values where the nonzero values indicate the slices to offset. Initialize `explode` as a three-element vector of zeros.

```
explode = zeros(1,3);
```

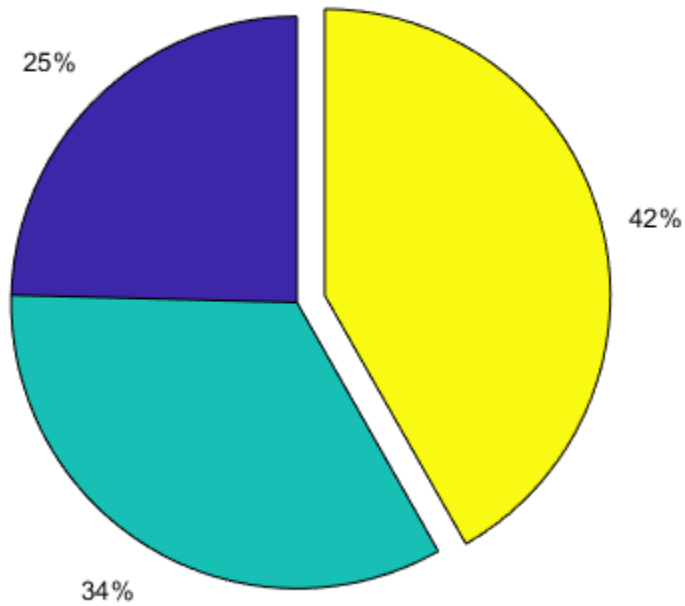
Use the index of the maximum element in `product_totals` to set the corresponding `explode` element to 1.

```
explode(ind) = 1;
```

Create a pie chart of the sales totals for each product and offset the pie slice for the product with the largest total sales.

```
figure
pie(product_totals,explode)
title('Sales Contributions of Three Products')
```

**Sales Contributions of Three Products**



## See Also

max | pie | zeros

## Related Examples

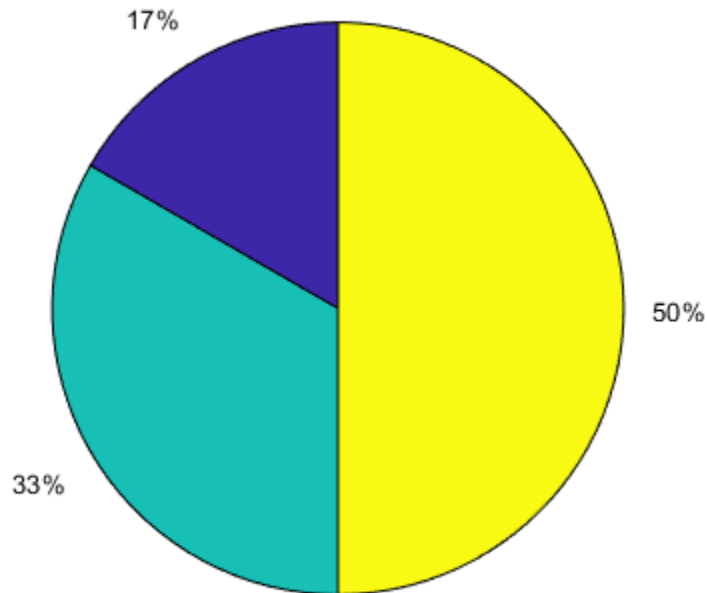
- “Add Legend to Pie Chart” on page 2-28

### Add Legend to Pie Chart

This example shows how to add a legend to a pie chart that displays a description for each slice.

Define `x` and create a pie chart.

```
x = [1,2,3];  
figure  
pie(x)
```

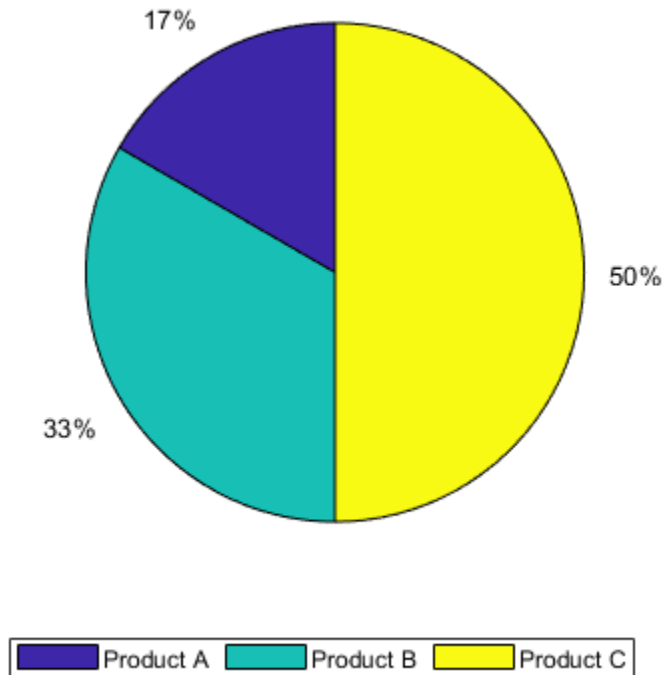


Specify the description for each pie slice in the cell array `labels`.

```
labels = {'Product A', 'Product B', 'Product C'};
```

Display a horizontal legend below the pie chart. Pass the descriptions contained in labels to the legend function. Set the legend's Location property to 'southoutside' and its Orientation property to 'horizontal'.

```
legend(labels, 'Location', 'southoutside', 'Orientation', 'horizontal')
```



The graph contains a pie chart and a horizontal legend with descriptions for each pie slice.

## See Also

legend | pie

### **Related Examples**

- “Offset Pie Slice with Greatest Contribution” on page 2-26

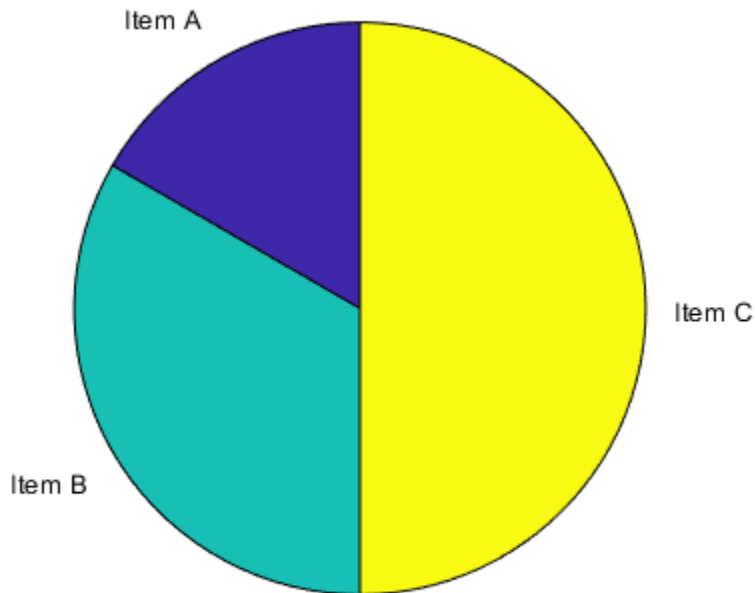
## Label Pie Chart With Text and Percentages

When you create a pie chart, MATLAB labels each pie slice with the percentage of the whole that slice represents. You can change the labels to show different text.

### Simple Text Labels

Create a pie chart with simple text labels.

```
x = [1,2,3];  
pie(x,{'Item A','Item B','Item C'})
```



### Labels with Percentages and Text

Create a pie chart with labels that contain custom text and the precalculated percent values for each slice.

Create the pie chart and specify an output argument, `p`, to contain the text and patch objects created by the `pie` function. The `pie` function creates one text object and one patch object for each pie slice.

```
x = [1,2,3];  
p = pie(x);
```

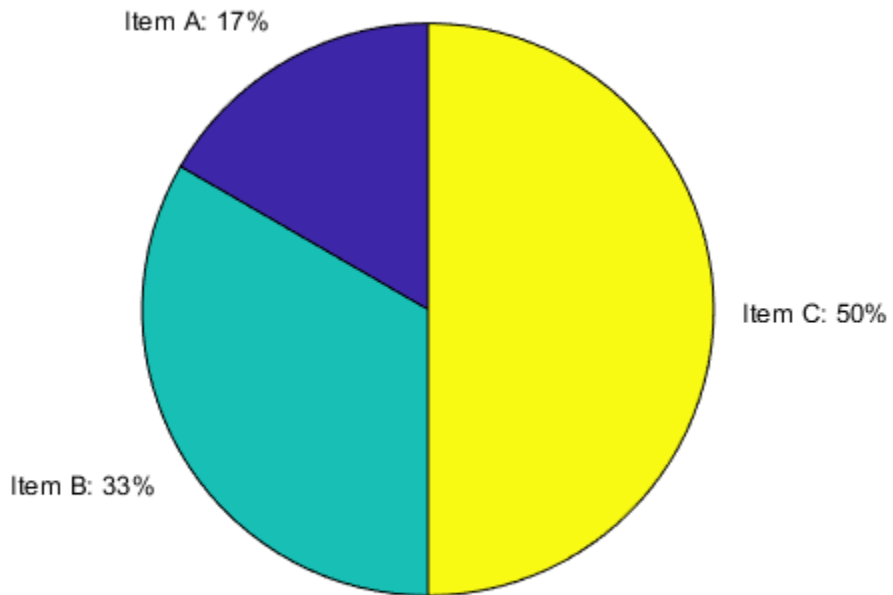
Get the percent contributions for each pie slice from the `String` properties of the text objects. Then, specify the text that you want in the cell array `txt`. Concatenate the text with the associated percent values in the cell array `combinedtxt`.

```
pText = findobj(p, 'Type', 'text');  
percentValues = get(pText, 'String');  
txt = {'Item A: '; 'Item B: '; 'Item C: '};  
combinedtxt = strcat(txt, percentValues);
```

Change the labels by setting the `String` properties of the text objects to `combinedtxt`.

```
pText(1).String = combinedtxt(1);  
pText(2).String = combinedtxt(2);  
pText(3).String = combinedtxt(3);
```






## See Also

`cell2mat` | `findobj` | `pie`

## Related Examples

- “Add Legend to Pie Chart” on page 2-28

### Data Cursors with Histograms

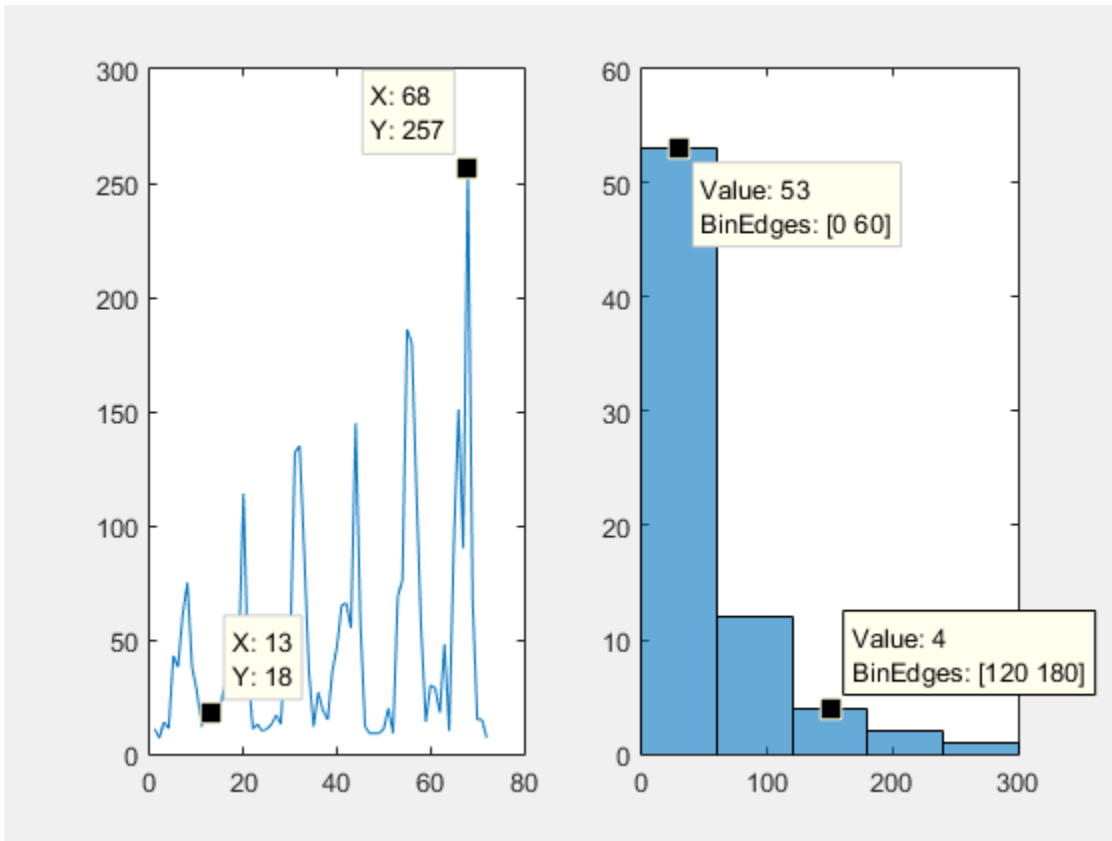
When you use the Data Cursor tool  on a histogram plot, it customizes the data tips it displays in an appropriate way. Instead of providing  $x$ -,  $y$ -,  $z$ - coordinates, the datatips display the following information:

- Number of observations falling into the selected bin
- The lower and upper  $x$  values for the bin

For example, The following figures show a line plot and a histogram of `count.dat`, a data set that contains three columns, giving hourly traffic counts at three different locations. The plots depict the sum the values over the locations. Each graph displays two datatips, but the datatips in the right-hand plot give information specific to histograms.

```
load count.dat
subplot(1,2,1);
plot(count(:))
subplot(1,2,2);
histogram(count(:),5)
datacursormode on
```

Click to place a datatip or drag an existing one to a new location. You can add new datatips to a plot by right-clicking, selecting **Create new datatip**, and clicking the graph where you want to put it.



When you add a datatip to a histogram, you can move the datatip to any other bar by clicking inside that bar. If you use the cursor keys to shift the datatip back or forth across the graph, the datatip moves to the preceding or succeeding bar.

### Color Analysis with Bivariate Histogram

This example shows how to adjust the color scale of a bivariate histogram plot to reveal additional details about the bins.

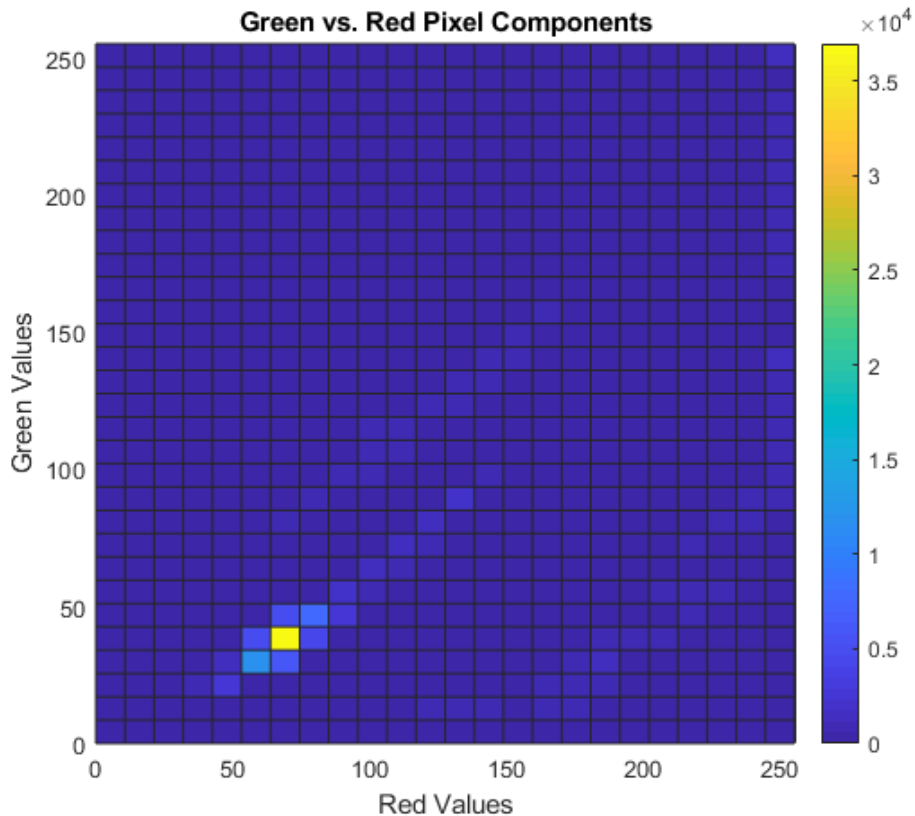
Load the image `peppers.png`, which is a color photo of several types of peppers and other vegetables. The unsigned 8-bit integer array `rgb` contains the image data.

```
rgb = imread('peppers.png');  
imshow(rgb)
```



Plot a bivariate histogram of the red and green RGB values for each pixel to visualize the color distribution.

```
r = rgb(:,:,1);  
g = rgb(:,:,2);  
b = rgb(:,:,3);  
histogram2(r,g,'DisplayStyle','tile','ShowEmptyBins','on', ...  
    'XBinLimits',[0 255],'YBinLimits',[0 255]);  
axis equal  
colorbar  
xlabel('Red Values')  
ylabel('Green Values')  
title('Green vs. Red Pixel Components')
```

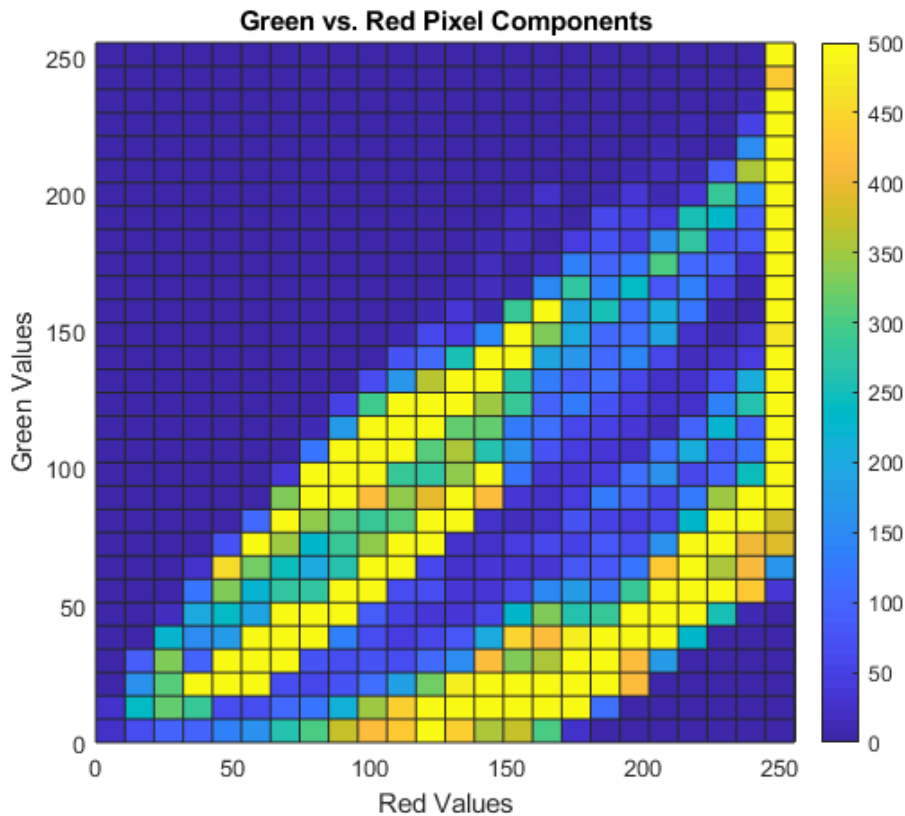


The histogram is heavily weighted towards the bottom of the color scale because there are a few bins with very large counts. This results in most of the bins displaying as the

first color in the colormap, blue. Without additional detail it is hard to draw any conclusions about which color is more dominant.

To view more detail, rescale the histogram color scale by setting the `CLim` property of the axes to have a range between 0 and 500. The result is that the histogram bins whose count is 500 or greater display as the last color in the colormap, yellow. Since most of the bin counts are within this smaller range, there is greater variation in the color of bins displayed.

```
ax = gca;  
ax.CLim = [0 500];
```

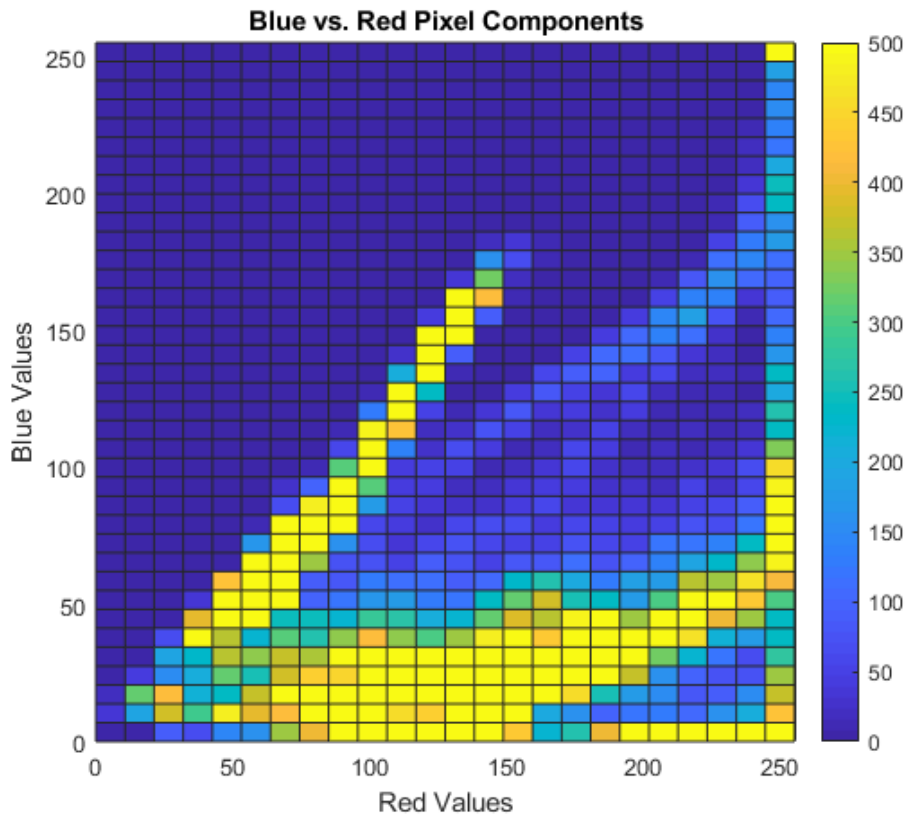


Use a similar method to compare the dominance of red vs. blue and green vs. blue.

```

histogram2(r,b,'DisplayStyle','tile','ShowEmptyBins','on',...
'XBinLimits',[0 255],'YBinLimits',[0 255]);
axis equal
colorbar
xlabel('Red Values')
ylabel('Blue Values')
title('Blue vs. Red Pixel Components')
ax = gca;
ax.CLim = [0 500];

```

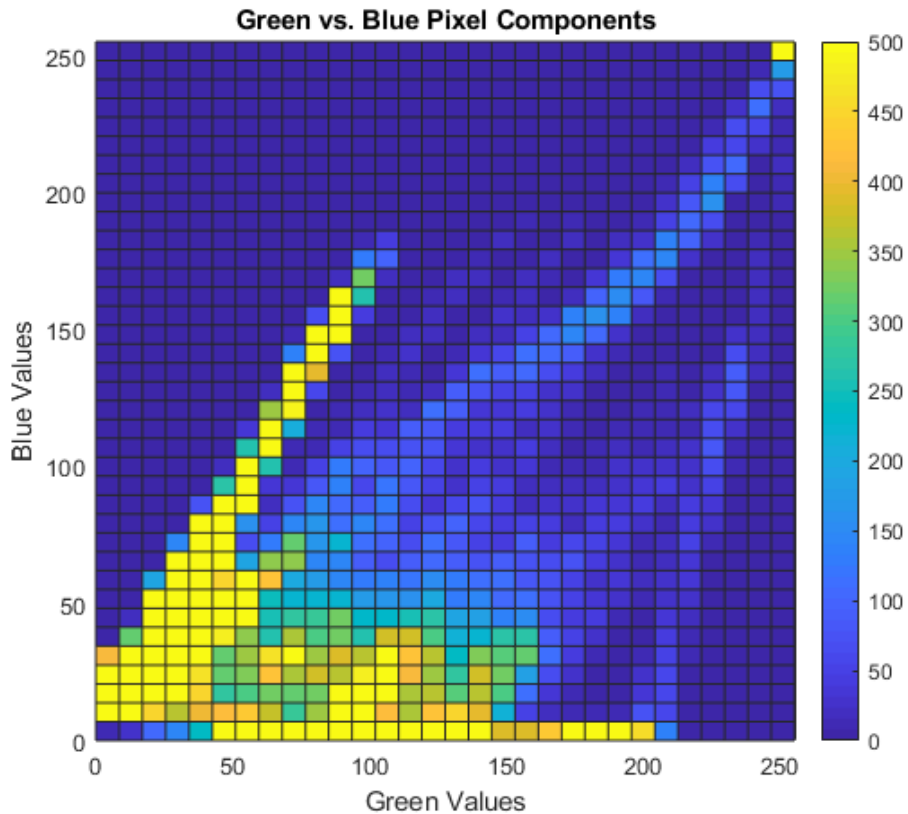


```

histogram2(g,b,'DisplayStyle','tile','ShowEmptyBins','on',...
'XBinLimits',[0 255],'YBinLimits',[0 255]);
axis equal
colorbar

```

```
xlabel('Green Values')
ylabel('Blue Values')
title('Green vs. Blue Pixel Components')
ax = gca;
ax.Clim = [0 500];
```

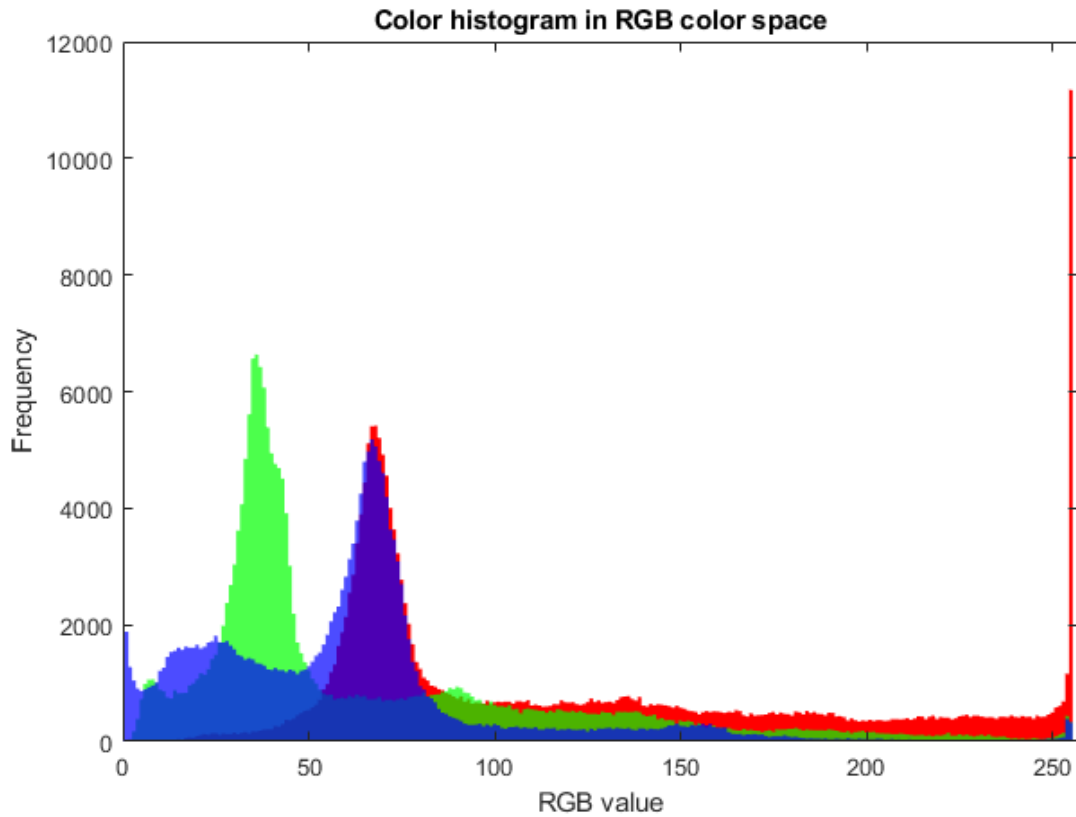


In each case, blue is the least dominant color signal. Looking at all three histograms, red appears to be the dominant color.

Confirm the results by creating a color histogram in the RGB color space. All three color components have spikes for smaller RGB values. However, the values above 100 occur more frequently in the red component than any other.



```
histogram(r, 'BinMethod', 'integers', 'FaceColor', 'r', 'EdgeAlpha', 0, 'FaceAlpha', 1)
hold on
histogram(g, 'BinMethod', 'integers', 'FaceColor', 'g', 'EdgeAlpha', 0, 'FaceAlpha', 0.7)
histogram(b, 'BinMethod', 'integers', 'FaceColor', 'b', 'EdgeAlpha', 0, 'FaceAlpha', 0.7)
xlabel('RGB value')
ylabel('Frequency')
title('Color histogram in RGB color space')
xlim([0 257])
```



## **See Also**

histogram | histogram2

## Control Categorical Histogram Display

This example shows how to use `histogram` to effectively view categorical data. You can use the name-value pairs `'NumDisplayBins'`, `'DisplayOrder'`, and `'ShowOthers'` to change the display of a categorical histogram. These options help you to better organize the data and reduce noise in the plot.

### Create Categorical Histogram

The sample file `outages.csv` contains data representing electric utility outages in the United States. The file contains six columns: `Region`, `OutageTime`, `Loss`, `Customers`, `RestorationTime`, and `Cause`.

Read the `outages.csv` file as a table. Use the `'Format'` option to specify the kind of data each column contains: categorical (`'%C'`), floating-point numeric (`'%f'`), or datetime (`'%D'`). Index into the first few rows of data to see the variables.

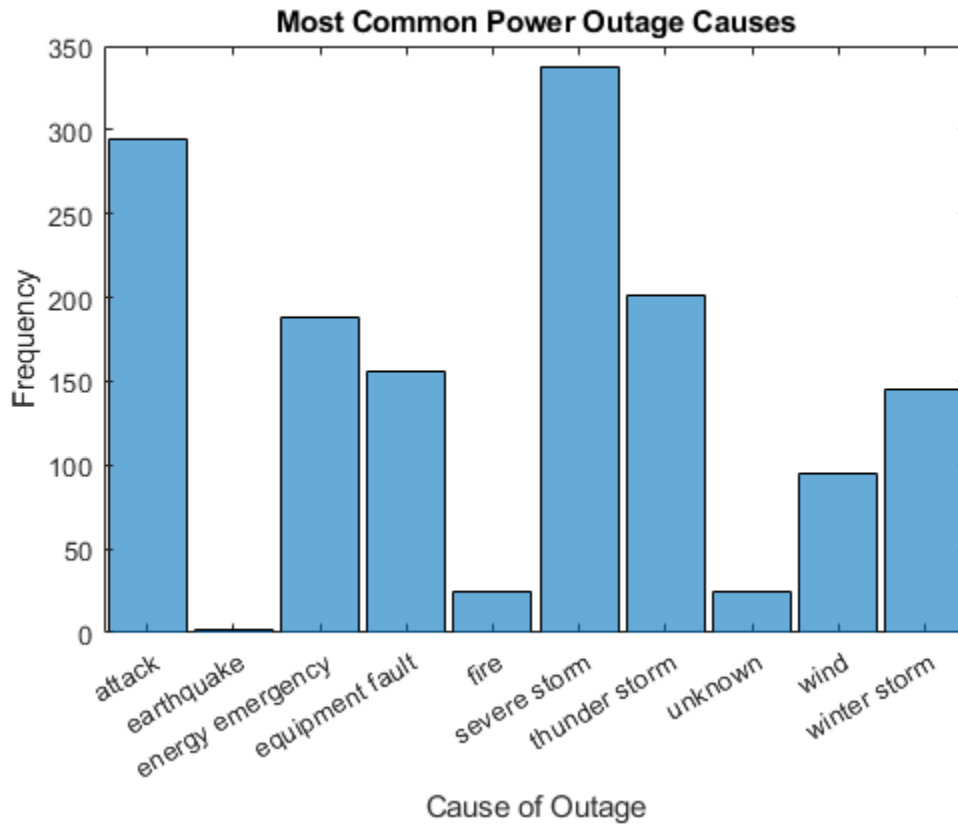
```
data_formats = '%C%D%f%f%D%C';
C = readtable('outages.csv','Format',data_formats);
first_few_rows = C(1:10,:)
```

`first_few_rows=10x6 table`

Region	OutageTime	Loss	Customers	RestorationTime	Cause
SouthWest	2002-02-01 12:18	458.98	1.8202e+06	2002-02-07 16:50	winter
SouthEast	2003-01-23 00:49	530.14	2.1204e+05	NaT	winter
SouthEast	2003-02-07 21:15	289.4	1.4294e+05	2003-02-17 08:14	winter
West	2004-04-06 05:44	434.81	3.4037e+05	2004-04-06 06:10	equipm
MidWest	2002-03-16 06:18	186.44	2.1275e+05	2002-03-18 23:23	severe
West	2003-06-18 02:49	0	0	2003-06-18 10:54	attach
West	2004-06-20 14:39	231.29	NaN	2004-06-20 19:16	equipm
West	2002-06-06 19:28	311.86	NaN	2002-06-07 00:51	equipm
NorthEast	2003-07-16 16:23	239.93	49434	2003-07-17 01:12	fire
MidWest	2004-09-27 11:09	286.72	66104	2004-09-27 16:37	equipm

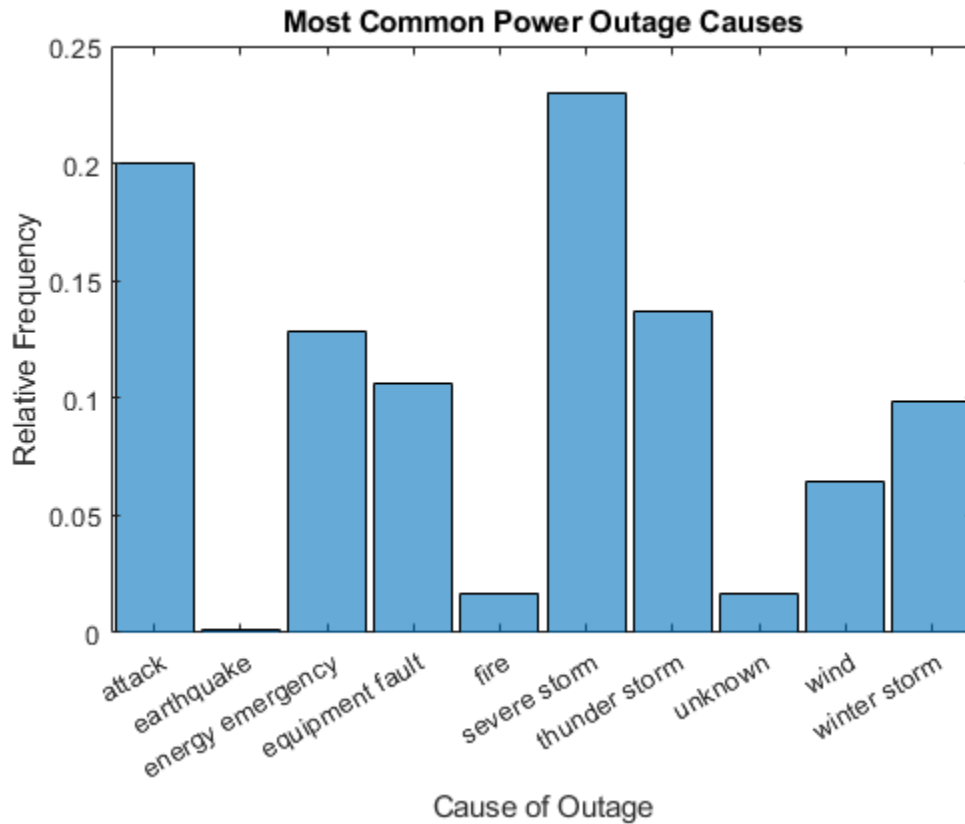
Plot a categorical histogram of the `Cause` variable. Specify an output argument to return a handle to the histogram object.

```
h = histogram(C.Cause);
xlabel('Cause of Outage')
ylabel('Frequency')
title('Most Common Power Outage Causes')
```



Change the normalization of the histogram to use the 'probability' normalization, which displays the relative frequency of each outage cause.

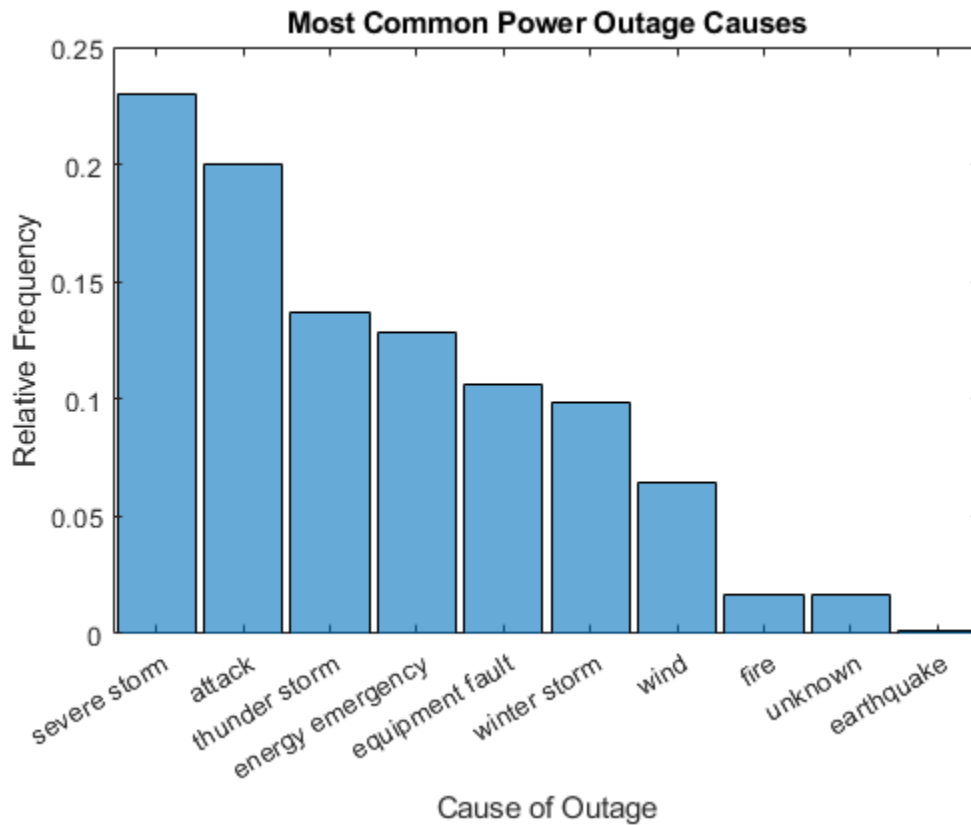
```
h.Normalization = 'probability';  
ylabel('Relative Frequency')
```



### Change Display Order

Use the 'DisplayOrder' option to sort the bins from largest to smallest.

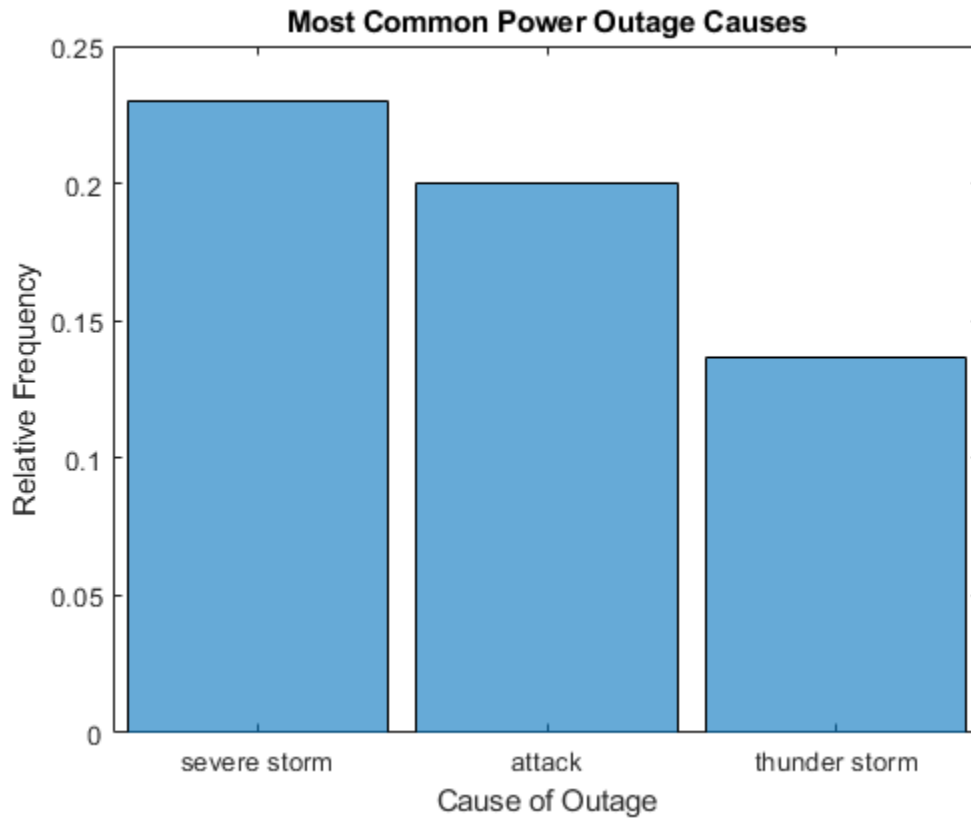
```
h.DisplayOrder = 'descend';
```



### Truncate Number of Bars Displayed

Use the 'NumDisplayBins' option to display only three bars in the plot. The displayed probabilities no longer add to 1 since the undisplayed data is still taken into account for normalization.

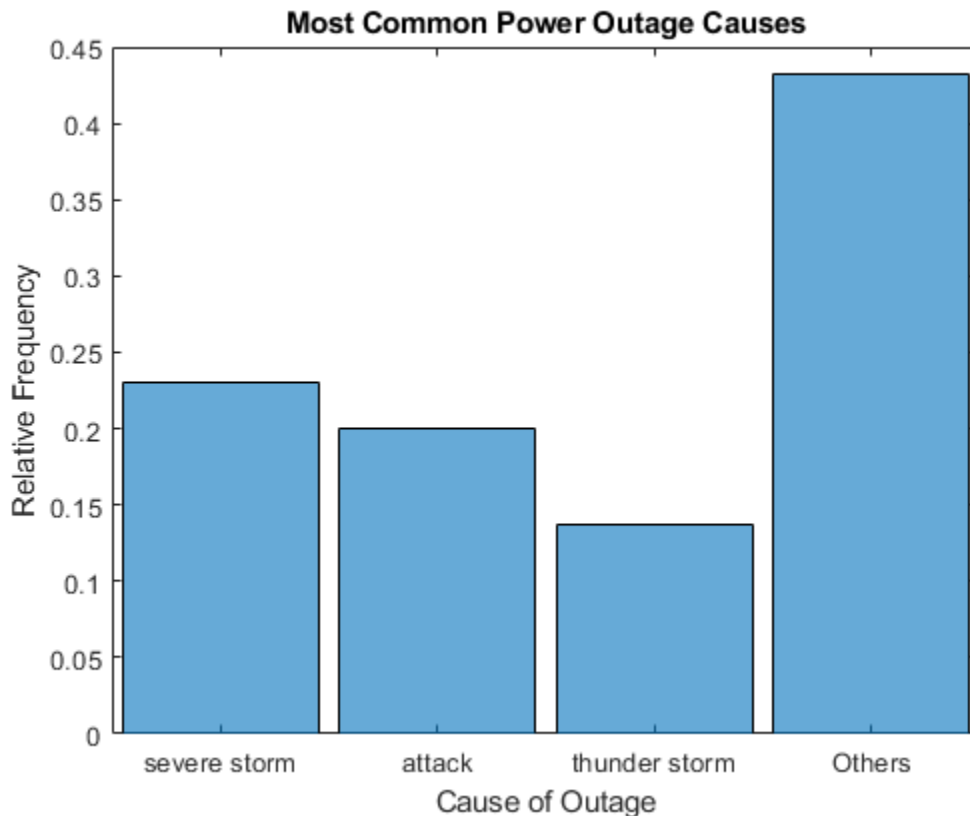
```
h.NumDisplayBins = 3;
```



### Summarize Excluded Data

Use the 'ShowOthers' option to summarize all of the excluded bars, so that the displayed probabilities again add to 1.

```
h.ShowOthers = 'on';
```



### Limit Normalization to Display Data

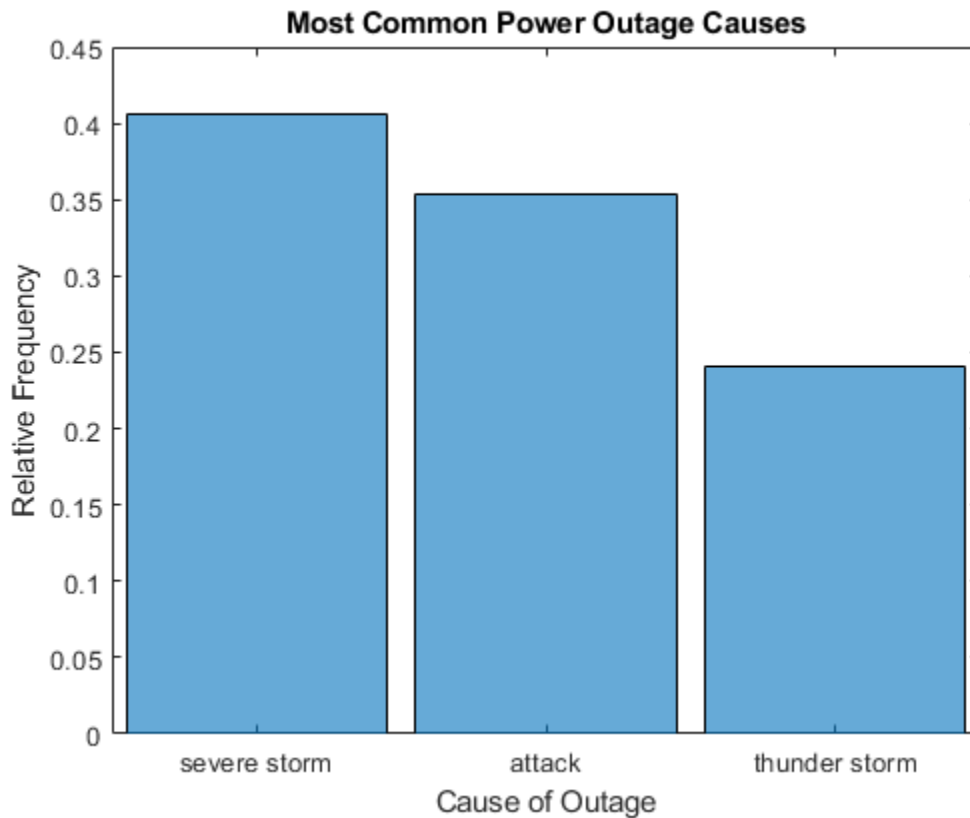
Prior to R2017a, the `histogram` and `histcounts` functions used only *binned* data to calculate normalizations. This behavior meant that if some of the data ended up outside the bins, it was ignored for the purposes of normalization. However, in MATLAB® R2017a, the behavior changed to always normalize using the total number of elements in the input data. The new behavior is more intuitive, but if you prefer the old behavior, then you need to take a few special steps to limit the normalization only to the binned data.

Instead of normalizing over all of the input data, you can limit the probability normalization to the data that is displayed in the histogram. Simply update the `Data` property of the histogram object to remove the other categories. The `Categories` property reflects the categories displayed in the histogram. Use `setdiff` to compare the



two property values and remove any category from Data that is not in Categories. Then remove all of the resulting undefined categorical elements from the data, leaving only elements in the displayed categories.

```
h.ShowOthers = 'off';  
cats_to_remove = setdiff(categories(h.Data),h.Categories);  
h.Data = removecats(h.Data,cats_to_remove);  
h.Data = rmmissing(h.Data);
```



The normalization is now based only on the three remaining categories, so the three bars add to 1.

### **See Also**

categorical | histogram | histogram

## Replace Discouraged Instances of hist and histc

### In this section...

“Old Histogram Functions (hist, histc)” on page 2-51

“Recommended Histogram Functions” on page 2-51

“Differences Requiring Code Updates” on page 2-52

### Old Histogram Functions (hist, histc)

Earlier versions of MATLAB use the `hist` and `histc` functions as the primary way to create histograms and calculate histogram bin counts. These functions, while good for some general purposes, have limited overall capabilities. The use of `hist` and `histc` in new code is discouraged for these reasons (among others):

- After using `hist` to create a histogram, modifying properties of the histogram is difficult and requires recomputing the entire histogram.
- The default behavior of `hist` is to use 10 bins, which is not suitable for many data sets.
- Plotting a normalized histogram requires manual computations.
- `hist` and `histc` do not have consistent behavior.

### Recommended Histogram Functions

The `histogram`, `histcounts`, and `discretize` functions dramatically advance the capabilities of histogram creation and calculation in MATLAB, while still promoting consistency and ease of use. `histogram`, `histcounts`, and `discretize` are the recommended histogram creation and computation functions for new code.

Of particular note are the following changes, which stand as *improvements* over `hist` and `histc`:

- `histogram` can return a histogram object. You can use the object to modify properties of the histogram.
- Both `histogram` and `histcounts` have automatic binning and normalization capabilities, with several common options built-in.
- `histcounts` is the primary calculation function for `histogram`. The result is that the functions have consistent behavior.

- `discretize` provides additional options and flexibility for determining the bin placement of each element.

### **Differences Requiring Code Updates**

Despite the aforementioned improvements, there are several important *differences* between the old and now recommended functions, which might require updating your code. The tables summarize the differences between the functions and provide suggestions for updating code.

## Code Updates for hist

Difference	Old behavior with hist	New behavior with histogram
Input matrices	<p>hist creates a histogram for each column of an input matrix and plots the histograms side-by-side in the same figure.</p> <pre>A = randn(100,2); hist(A)</pre>	<p>histogram treats the input matrix as a single tall vector and creates a single histogram. To plot multiple histograms, create a different histogram object for each column of data. Use the hold on command to plot the histograms in the same figure.</p> <pre>A = randn(100,2); h1 = histogram(A(:,1),10) edges = h1.BinEdges; hold on h2 = histogram(A(:,2),edges)</pre> <p>The above code example uses the same bin edges for each histogram, but in some cases it is better to set the BinWidth of each histogram to be the same instead. Also, for display purposes, it might be helpful to set the FaceAlpha property of each histogram, as this affects the transparency of overlapping bars.</p>

Difference	Old behavior with <code>hist</code>	New behavior with <code>histogram</code>
Bin specification	<code>hist</code> accepts the bin <i>centers</i> as a second input.	<p><code>histogram</code> accepts the bin <i>edges</i> as a second input.</p> <p>To convert bin centers into bin edges for use with <code>histogram</code>, see “Convert Bin Centers to Bin Edges” on page 2-59.</p> <hr/> <p><b>Note</b> In cases where the bin centers used with <code>hist</code> are integers, such as <code>hist(A, -3:3)</code>, use the new built-in binning method of <code>histogram</code> for integers.</p> <p><code>histogram(A, 'BinLimits', [-3,3], 'BinM</code></p>

Difference	Old behavior with <code>hist</code>	New behavior with <code>histogram</code>
Output arguments	<p><code>hist</code> returns the bin counts as an output argument, and optionally can return the bin centers as a second output argument.</p> <pre>A = randn(100,1); [N, Centers] = hist(A)</pre>	<p><code>histogram</code> returns a histogram object as an output argument. The object contains many properties of interest (bin counts, bin edges, and so on). You can modify aspects of the histogram by changing its property values. For more information, see <code>histogram</code>.</p> <pre>A = randn(100,1); h = histogram(A); N = h.Values Edges = h.BinEdges</pre> <hr/> <p><b>Note</b> To calculate bin counts (without plotting a histogram), replace <code>[N, Centers] = hist(A)</code> with <code>[N,edges] = histcounts(A,nbins)</code>.</p>
Default number of bins	<p><code>hist</code> uses 10 bins by default.</p>	<p>Both <code>histogram</code> and <code>histcounts</code> use an automatic binning algorithm by default. The number of bins is determined by the size and spread of the input data.</p> <pre>A = randn(100,1); histogram(A) histcounts(A)</pre>

Difference	Old behavior with <code>hist</code>	New behavior with <code>histogram</code>
Bin limits	<p><code>hist</code> uses the minimum and maximum finite data values to determine the left and right edges of the first and last bar in the plot. <code>-Inf</code> and <code>Inf</code> are included in the first and last bin, respectively.</p>	<p>If <code>BinLimits</code> is not set, then <code>histogram</code> uses rational bin limits based on, but not exactly equal to, the minimum and maximum finite data values. <code>histogram</code> ignores <code>Inf</code> values unless one of the bin edges explicitly specifies <code>Inf</code> or <code>-Inf</code> as a bin edge.</p> <p>To reproduce the results of <code>hist(A)</code> for finite data (no <code>Inf</code> values), use 10 bins and explicitly set <code>BinLimits</code> to the minimum and maximum data values.</p> <pre>A = randi(5,100,1); histogram(A,10,'BinLimits',[min(A) m</pre>



### Code Updates for histc

Difference	Old behavior with histc	New behavior with histcounts
Input matrices	<p>histc calculates the bin counts for each column of input data. For an input matrix of size m-by-n, histc returns a matrix of bin counts of size length(edges)-by-n.</p> <pre>A = randn(100,10); edges = -4:4; N = histc(A,edges)</pre>	<p>histcounts treats the input matrix as a single tall vector and calculates the bin counts for the entire matrix.</p> <pre>A = randn(100,10); edges = -4:4; N = histcounts(A,edges)</pre> <p>Use a for-loop to calculate bin counts over each column.</p> <pre>A = randn(100,10); nbins = 10; N = zeros(nbins, size(A,2)); for k = 1:size(A,2)     N(:,k) = histcounts(A(:,k),nbins); end</pre> <p>If performance is a problem due to a large number of columns in the matrix, then consider continuing to use histc for the column-wise bin counts.</p>

Difference	Old behavior with <code>histc</code>	New behavior with <code>histcounts</code>
Values included in last bin	<p><code>histc</code> includes an element <code>A(i)</code> in the last bin if <code>A(i) == edges(end)</code>. The output, <code>N</code>, is a vector with <code>length(edges)</code> elements containing the bin counts. Values falling outside the bins are not counted.</p>	<p><code>histcounts</code> includes an element <code>A(i)</code> in the last bin if <code>edges(end-1) &lt;= A(i) &lt;= edges(end)</code>. In other words, <code>histcounts</code> combines the last two bins from <code>histc</code> into a single final bin. The output, <code>N</code>, is a vector with <code>length(edges) - 1</code> elements containing the bin counts. If you specify the bin edges, then values falling outside the bins are not counted. Otherwise, <code>histcounts</code> automatically determines the proper bin edges to use to include all of the data.</p> <pre>A = 1:4; edges = [1 2 2.5 3] N = histcounts(A) N = histcounts(A,edges)</pre> <p>The last bin from <code>histc</code> is primarily useful to count integers. To do this integer counting with <code>histcounts</code>, use the <code>'integers'</code> bin method:</p> <pre>N = histcounts(A,'BinMethod','integers')</pre>

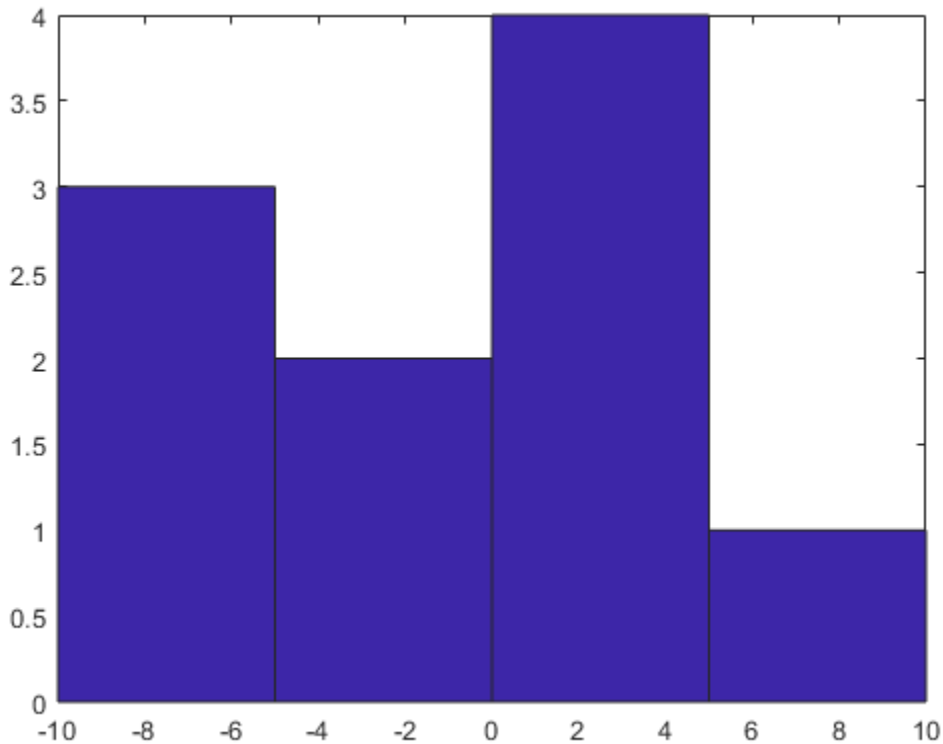
Difference	Old behavior with <code>histc</code>	New behavior with <code>histcounts</code>
Output arguments	<p><code>histc</code> returns the bin counts as an output argument, and optionally can return the bin indices as a second output argument.</p> <pre>A = randn(15,1); edges = -4:4; [N,Bin] = histc(A,edges)</pre>	<ul style="list-style-type: none"> <li>For bin count calculations like <code>N = histc(A,edges)</code> or <code>[N,bin] = histc(A,edges)</code>, use <code>histcounts</code>. The <code>histcounts</code> function returns the bin counts as an output argument, and optionally can return the bin edges as a second output, or the bin indices as a third output. <pre>A = randn(15,1); [N,Edges,Bin] = histcounts(A)</pre> </li> <li>For bin placement calculations like <code>[~,Bin] = histc(A,edges)</code>, use <code>discretize</code>. The <code>discretize</code> function offers additional options for determining the bin placement of each element. <pre>A = randn(15,1); edges = -4:4; Bin = discretize(A,edges)</pre> </li> </ul>

### Convert Bin Centers to Bin Edges

The `hist` function accepts bin centers, whereas the `histogram` function accepts bin edges. To update code to use `histogram`, you might need to convert bin centers to bin edges to reproduce results achieved with `hist`.

For example, specify bin centers for use with `hist`. These bins have a uniform width.

```
A = [-9 -6 -5 -2 0 1 3 3 4 7];  
centers = [-7.5 -2.5 2.5 7.5];  
hist(A,centers)
```



To convert the bin centers into bin edges, calculate the midpoint between consecutive values in `centers`. This method reproduces the results of `hist` for both uniform and nonuniform bin widths.

```
d = diff(centers)/2;  
edges = [centers(1)-d(1), centers(1:end-1)+d, centers(end)+d(end)];
```

The `hist` function includes values falling on the right edge of each bin (the first bin includes both edges), whereas `histogram` includes values that fall on the left edge of

each bin (and the last bin includes both edges). Shift the bin edges slightly to obtain the same bin counts as hist.

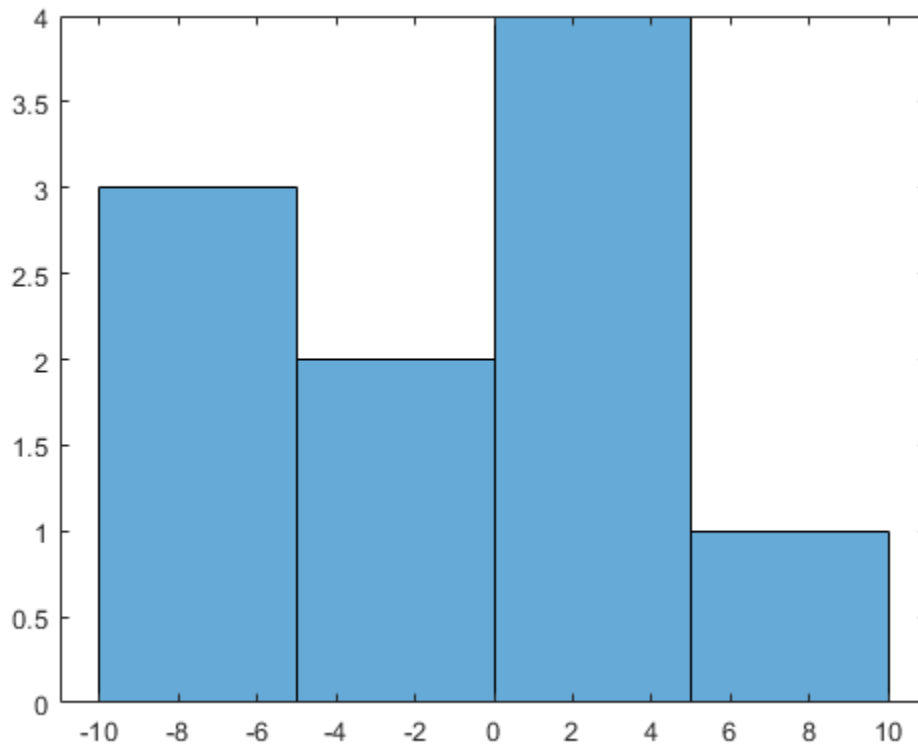
```
edges(2:end) = edges(2:end)+eps(edges(2:end))
```

```
edges = 1×5
```

```
-10.0000 -5.0000 0.0000 5.0000 10.0000
```

Now, use histogram with the bin edges.

```
histogram(A,edges)
```





# Polar Plots

---

- “Plotting in Polar Coordinates” on page 3-2
- “Customizing Polar Axes” on page 3-15
- “Customize Polar Axes” on page 3-25
- “Compass Labels on Polar Axes” on page 3-34

## Plotting in Polar Coordinates

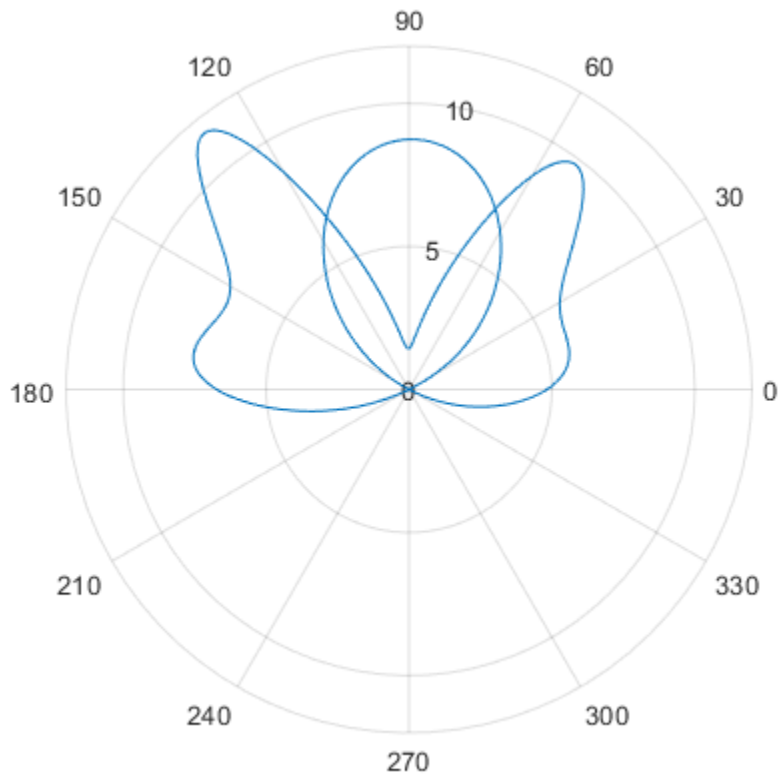
These examples show how to create line plots, scatter plots, and histograms in polar coordinates. They also show how to annotate and change axes limits on polar plots.

### Create Polar Line Plot

Visualize the radiation pattern from an antenna in polar coordinates. Load the file `antennaData.mat`, which contains the variables `theta` and `rho`. The variable `rho` is a measure of how intensely the antenna radiates for each value of `theta`. Visualize this radiation pattern by plotting the data in polar coordinates using the `polarplot` function.

```
load(fullfile(matlabroot, 'examples', 'matlab_featured', 'antennaData.mat'))  
  
figure  
polarplot(theta, rho)
```

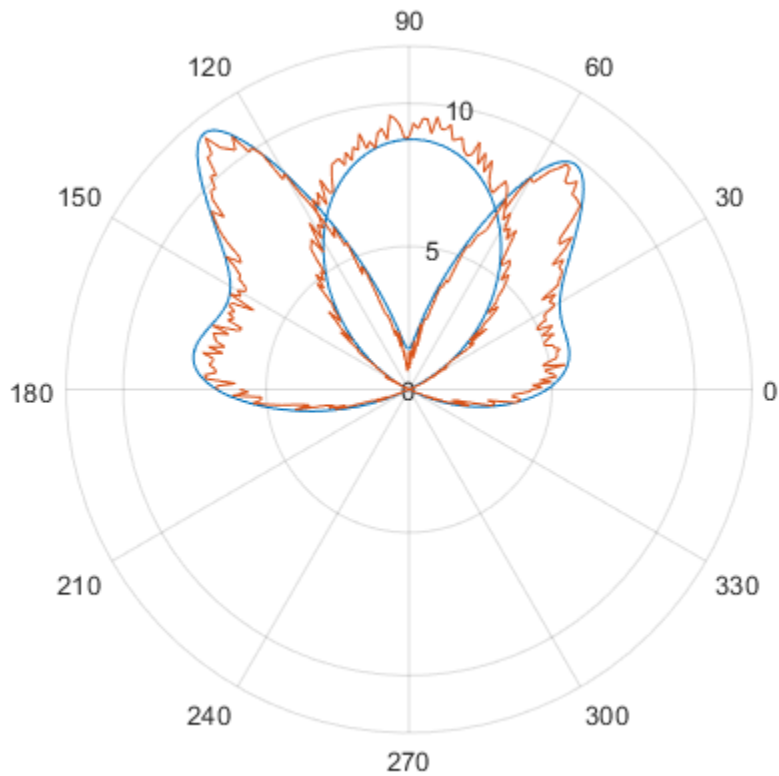




### Multiple Polar Line Plots

Use `hold on` to retain the current polar axes and plot additional data using `polarplot`.

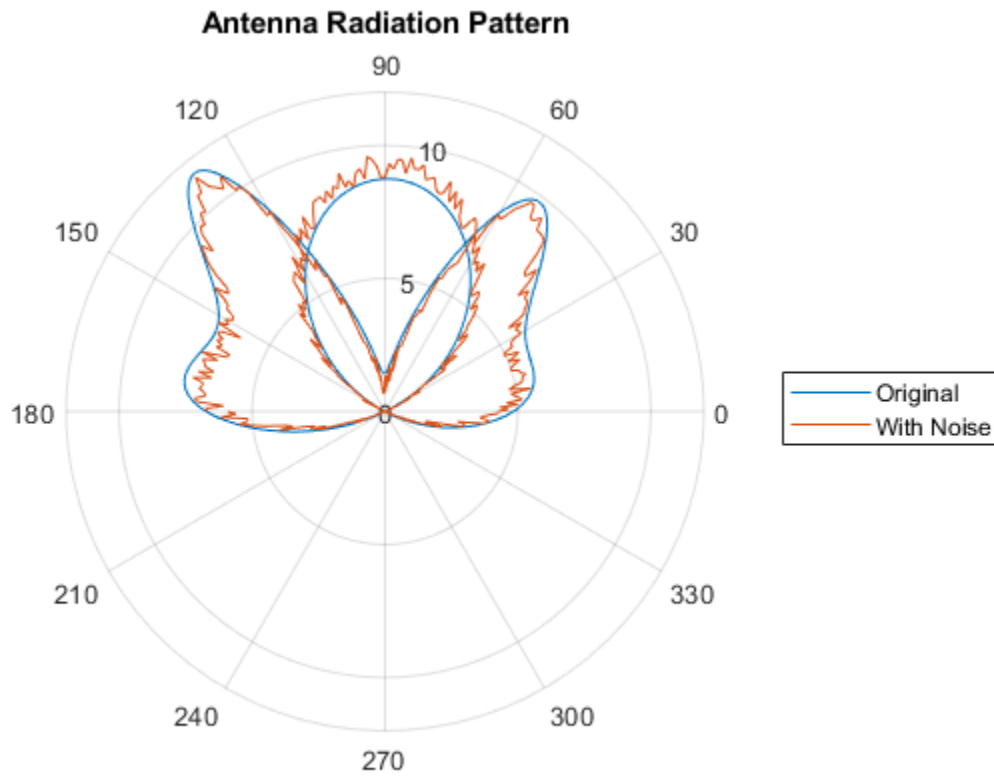
```
rng('default')
noisy = rho + rand(size(rho));
hold on
polarplot(theta,noisy)
hold off
```



#### Annotating Polar Plots

Use annotation functions such as `legend` and `title` to label polar plots like other visualization types.

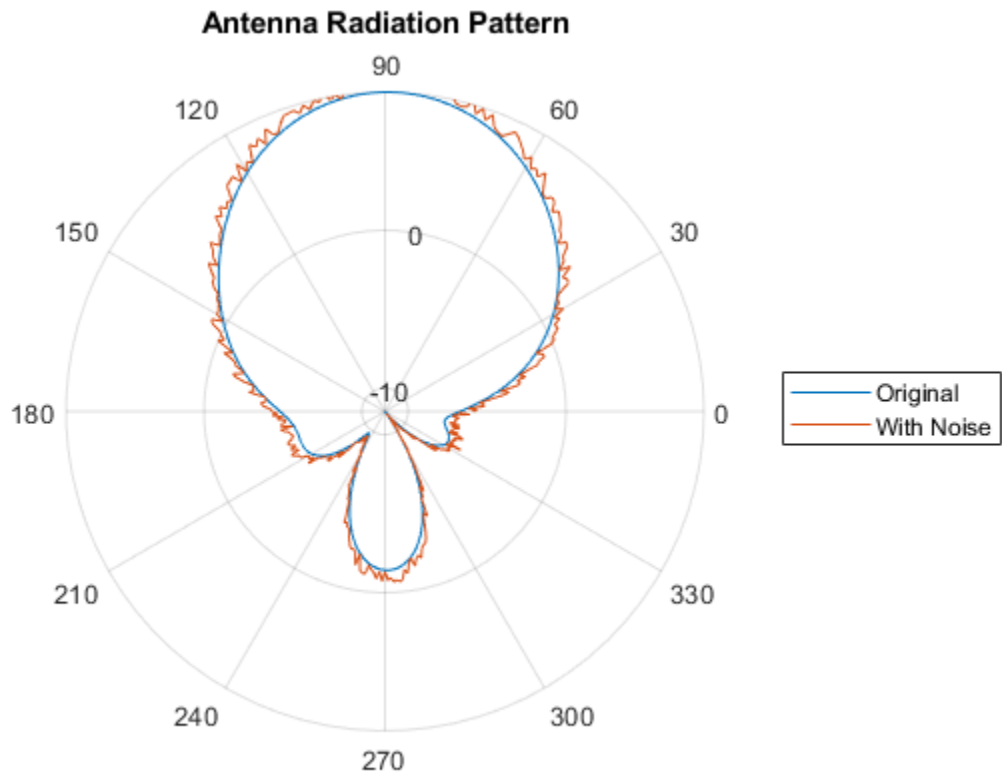
```
legend('Original', 'With Noise')  
title('Antenna Radiation Pattern')
```



### Change Polar Axes Limits

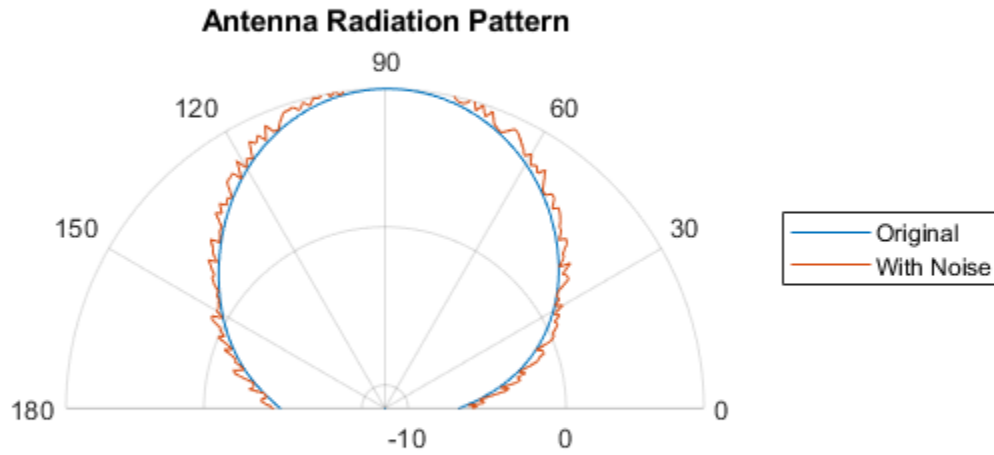
By default, negative values of the radius are plotted as positive values in the polar plot. Use `rlim` to adjust the  $r$ -axis limit to include negative values.

```
rmin = min(rho);  
rmax = max(rho);  
rlim([rmin rmax])
```



Change the *theta*-axis limits to 0 and 180 with `thetalim`.

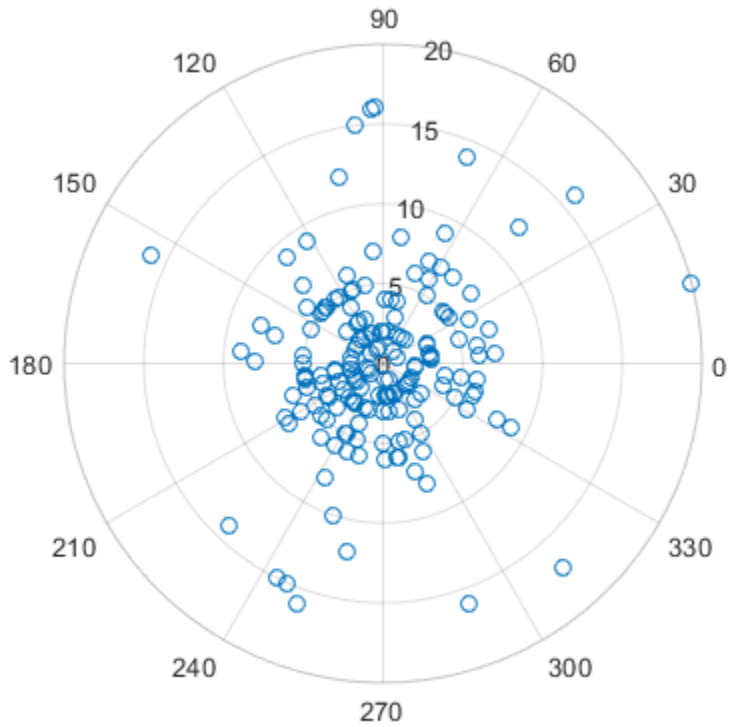
```
thetalim([0 180])
```



### Create Polar Scatter Plot

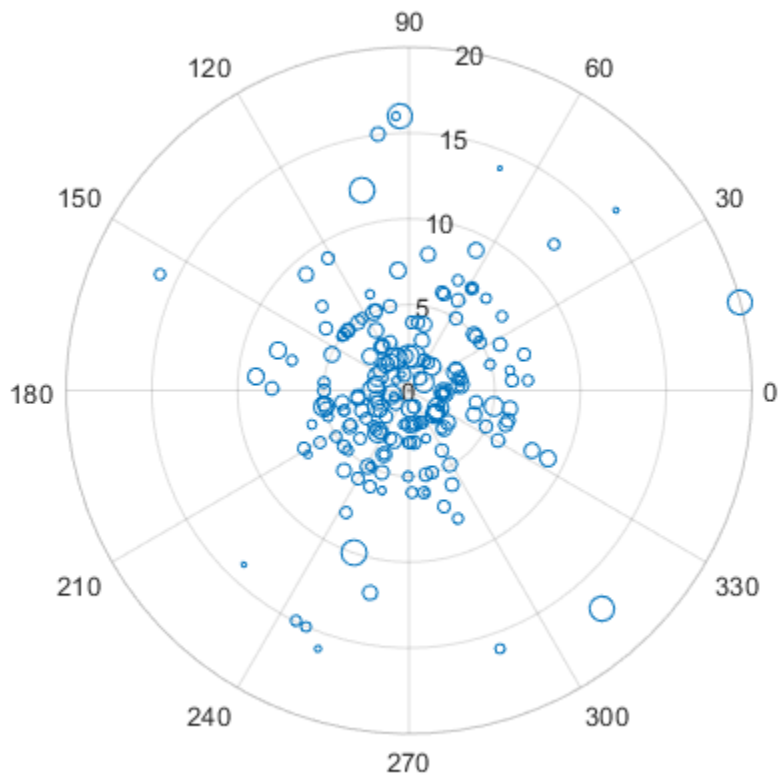
Plot wind velocity data in polar coordinates. Load the file `windData.dat`, which includes the variables `direction`, `speed`, `humidity`, and `C`. Visualize the wind patterns by plotting the data in polar coordinates using the `polarscatter` function.

```
load(fullfile(matlabroot, 'examples', 'matlab_featured', 'windData.mat'))
polarscatter(direction, speed)
```



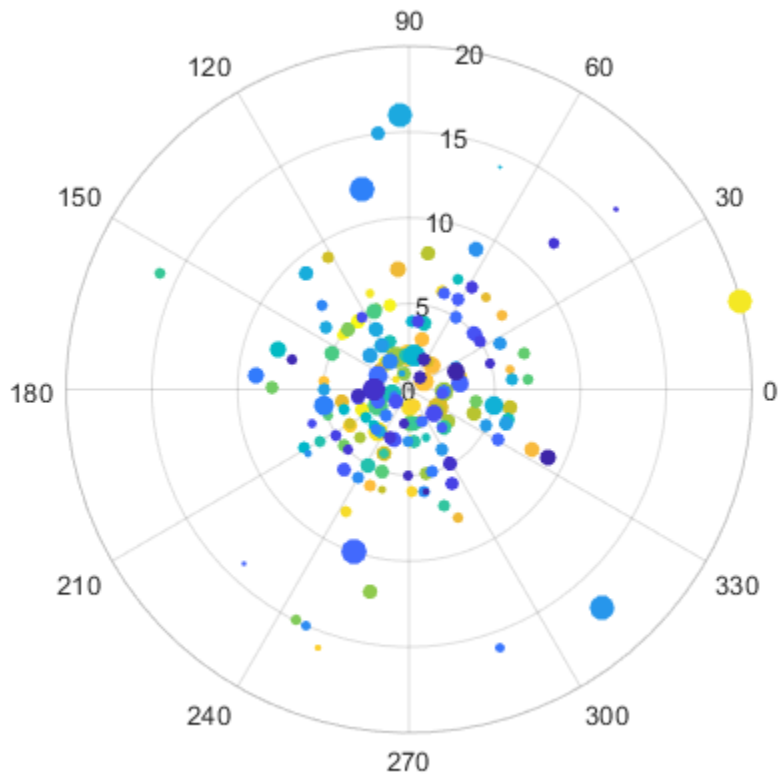
Include a third data input to vary marker size and represent a third dimension.

```
polarscatter(direction, speed, humidity)
```



Use formatting inputs to adjust marker display properties.

```
polarscatter(direction, speed, humidity, C, 'filled')
```

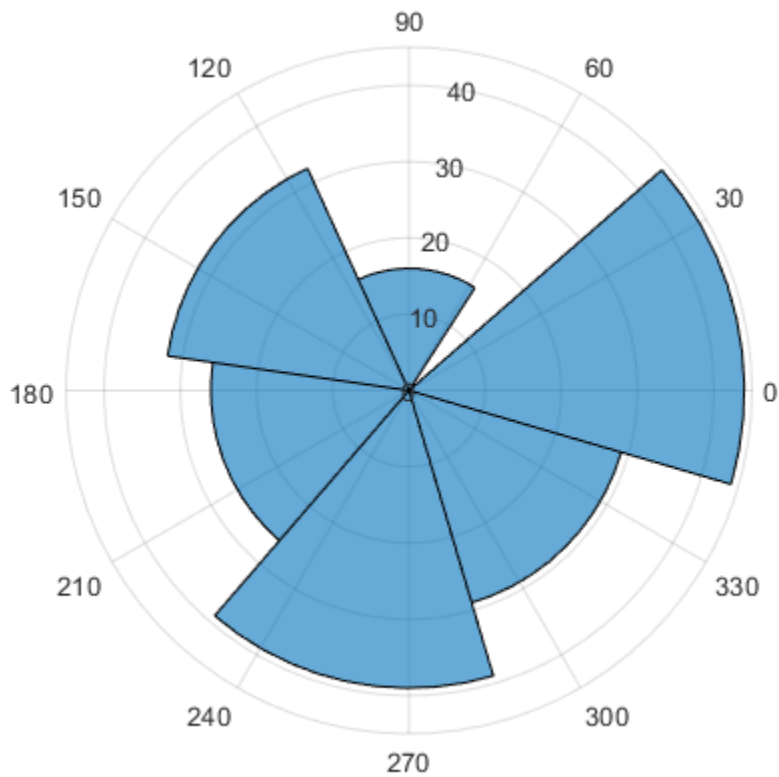


#### Create Polar Histogram Plot

Visualize the data using the `polarhistogram` function, which produces a visual representation known as a wind rose.

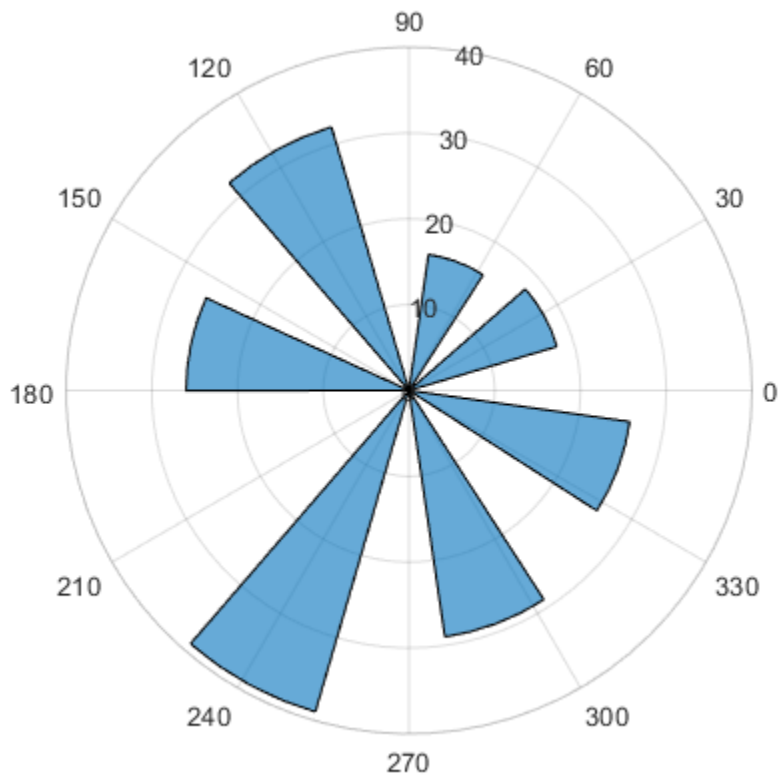
```
polarhistogram(direction)
```





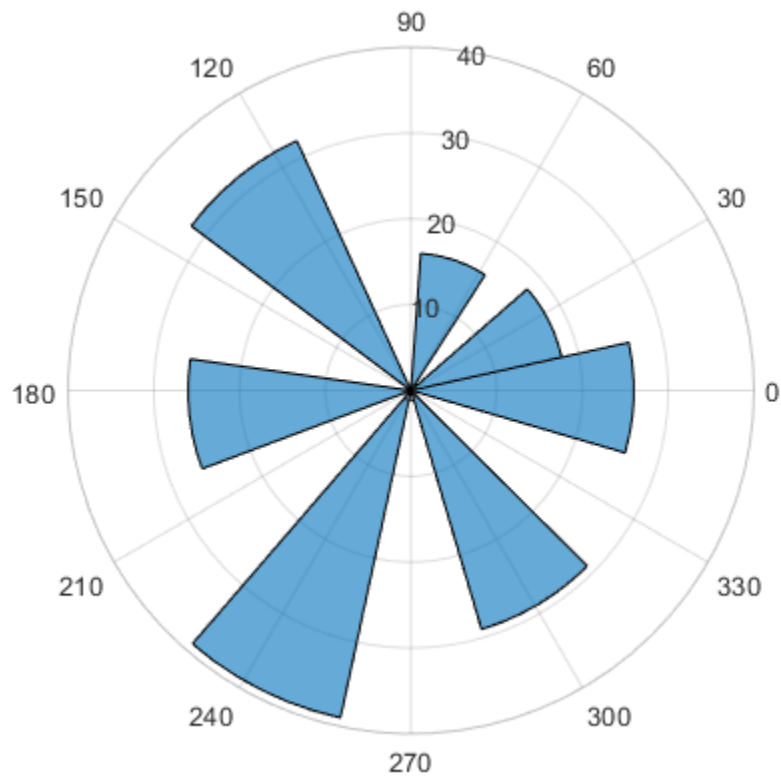
Specify a bin determination algorithm. The `polarhistogram` function has a variety of bin number and bin width determination algorithms to choose from within the `BinMethod` field.

```
polarhistogram(direction, 'BinMethod', 'sqrt')
```



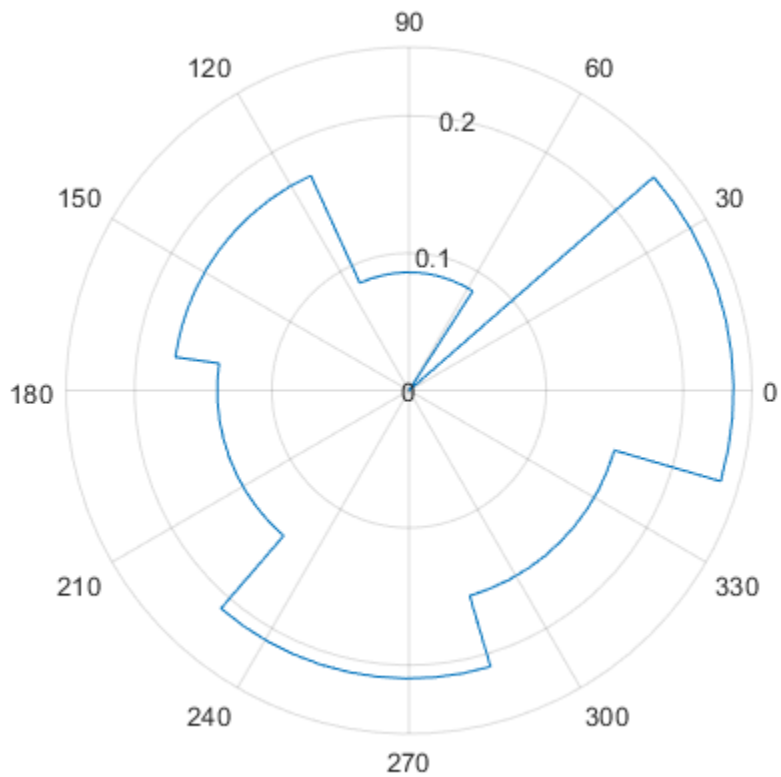
Specify the number of bins and the bin width.

```
polarhistogram(direction,24,'BinWidth',.5)
```



Specify a normalization method and adjust the display style to exclude any fill.

```
polarhistogram(direction, 'Normalization', 'pdf', 'DisplayStyle', 'stairs')
```



## See Also

[PolarAxes](#) | [polarplot](#) | [rticklabels](#) | [rticks](#) | [thetaticklabels](#) | [thetaticks](#)

## Customizing Polar Axes

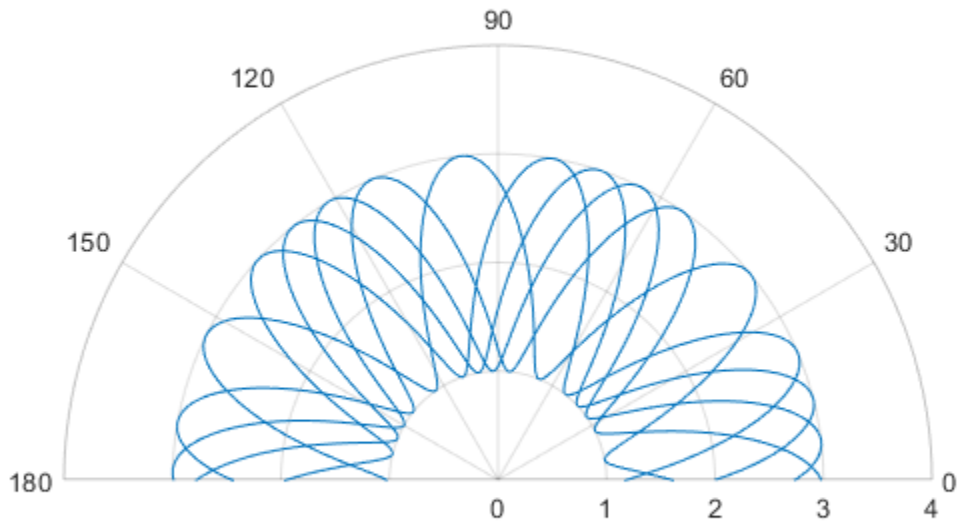
This example shows how to create, display, and modify polar axes in MATLAB®.

### Polar Axes Objects

Plot a line representing  $r = 2 + \sin(2\pi\theta)$  in polar coordinates. Use the `polarplot` function to plot rho against values of theta. Adjust the polar axes limits using the `rlim` and `thetalim` functions.

```
theta = 0:0.01:10*pi;  
rho = 2 + sin(2*pi*theta);
```

```
figure  
polarplot(theta,rho)  
rlim([0 4])  
thetalim([0 180])
```



The `gca` function returns the current axes for the current figure. You can view and modify properties of the polar axes object, similar to other graphics properties. The output display of `ax` shows common polar axes properties.

```
ax = gca
```

```
ax =
```

```
  PolarAxes with properties:
```

```
    ThetaLim: [0 180]
```

```
      RLim: [0 4]
```

```
  ThetaAxisUnits: 'degrees'
```

```
    ThetaDir: 'counterclockwise'
```

```
  ThetaZeroLocation: 'right'
```

```
Show all properties
```

### Access Individual Polar Axes Properties

You can access individual properties using the dot notation syntax, `object.PropertyName`. For example, return the  $r$ -axis limits using the `RLim` property.

```
rLimits = ax.RLim
```

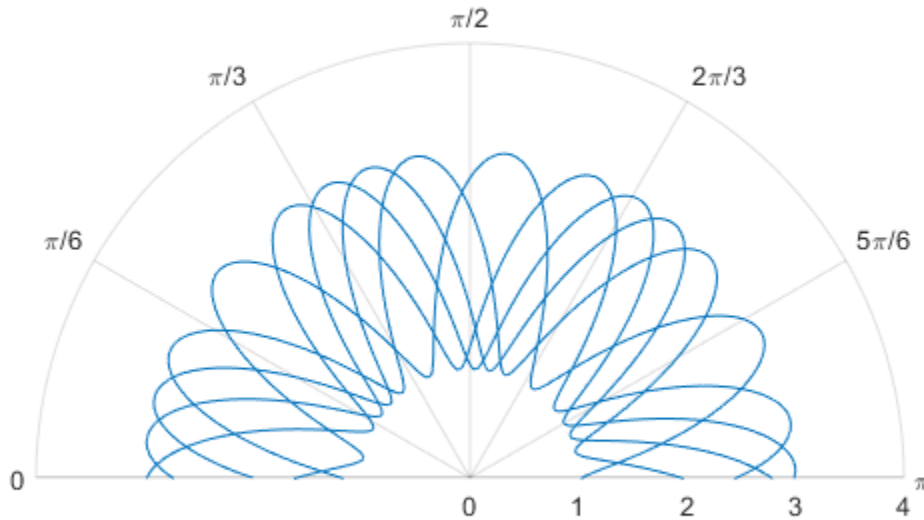
```
rLimits = 1×2
```

```
    0    4
```

### Change Polar Axes Properties

You can change additional properties of the polar axes using the dot notation syntax, `object.PropertyName`. For example, specify the location of the  $r$ -axis labels and remove the  $r$ -axis grid. Also, change properties of the  $\theta$ -axis including the units, zero degree location, and direction.

```
ax.RAxisLocation = 0;  
ax.RGrid = 'off';  
ax.ThetaAxisUnits = 'radians';  
ax.ThetaZeroLocation = 'left';  
ax.ThetaDir = 'clockwise';
```

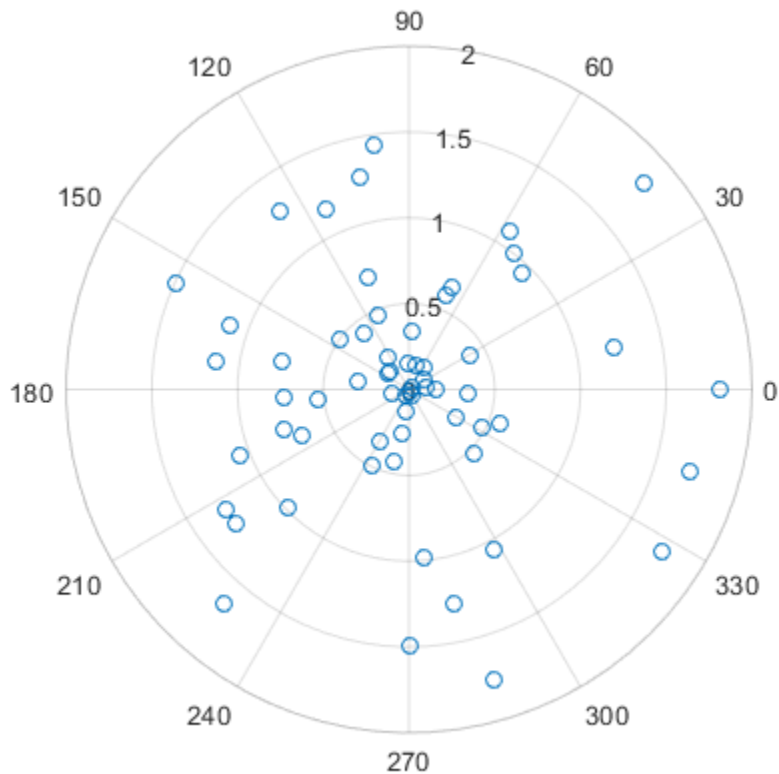


### Visualize Polar Data on a Compass

When visualizing geographic or location based data, you might want to plot on a polar axes which represents a compass. You can modify several polar axes properties to resemble a compass. For example, create a polar scatter plot with the `polarplot` function by specifying circles `'o'` as the marker type.

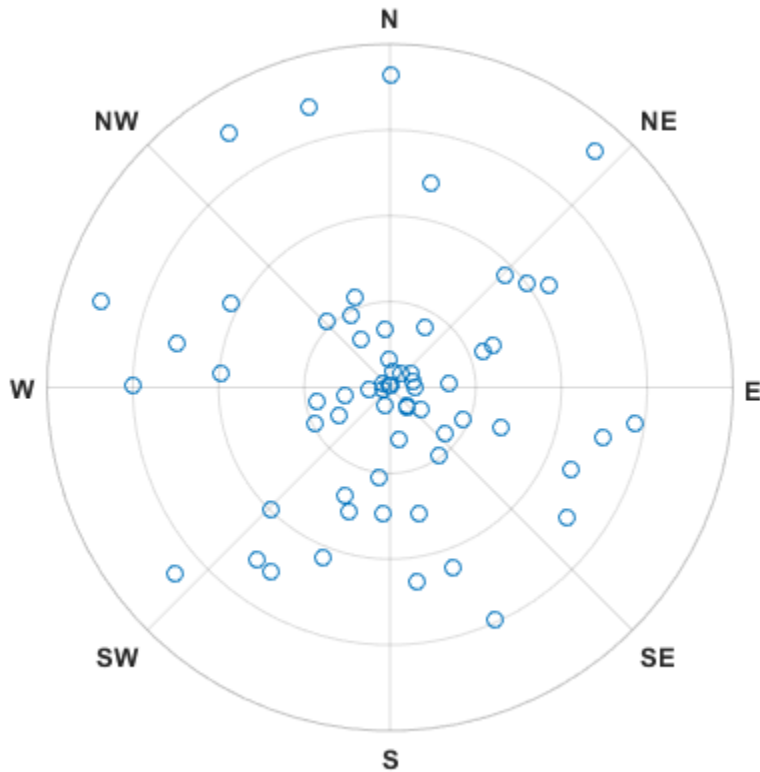
```
rng('default')
theta = 0:0.2:4*pi;
rho = cos(2*pi*theta) + rand(size(theta));
polarplot(theta,rho,'o')
```





You can adjust the tick locations of the *theta*-axis to represent positions of the cardinal directions, specified in the vector `pos`. Change the zero location of the *theta*-axis to the top and the direction, `ThetaDir`, to clockwise. Change the tick labels on the *theta*-axis and remove the tick labels on the *r*-axis.

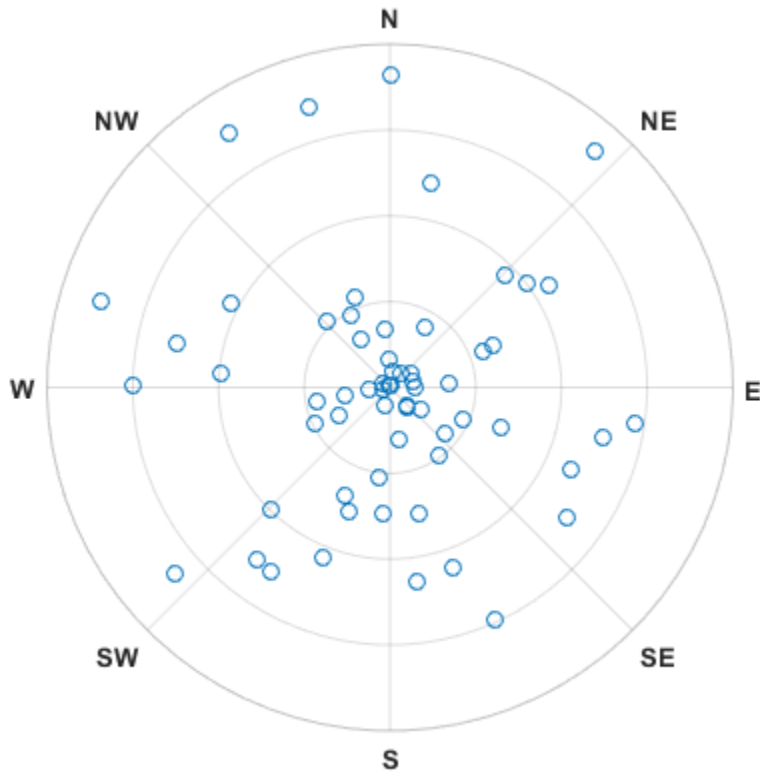
```
ax = gca;
ax.ThetaTick = 0:45:360;
ax.ThetaZeroLocation = 'top';
ax.ThetaDir = 'clockwise';
ax.ThetaTickLabels = {'N', 'NE', 'E', 'SE', 'S', 'SW', 'W', 'NW'};
ax.FontWeight = 'bold';
ax.RTickLabel = [];
```



### **Display All Polar Axes Properties**

Polar axes objects in MATLAB have a number of properties. To see all the properties of an object, use the `get` command.

```
get(ax)
```



```
ALim: [0 1]
ALimMode: 'auto'
ActivePositionProperty: 'outerposition'
AlphaScale: 'linear'
Alphamap: [1x64 double]
BeingDeleted: 'off'
Box: 'on'
BusyAction: 'queue'
ButtonDownFcn: ''
CLim: [0 1]
CLimMode: 'auto'
Children: [1x1 Line]
Clipping: 'on'
Color: [1 1 1]
```

```
    ColorOrder: [7x3 double]
ColorOrderIndex: 2
    ColorScale: 'linear'
    Colormap: [64x3 double]
    CreateFcn: ''
    DeleteFcn: ''
    FontAngle: 'normal'
    FontName: 'Helvetica'
    FontSize: 10
    FontSizeMode: 'auto'
    FontSmoothing: 'on'
    FontUnits: 'points'
    FontWeight: 'bold'
    GridAlpha: 0.1500
    GridAlphaMode: 'auto'
    GridColor: [0.1500 0.1500 0.1500]
    GridColorMode: 'auto'
    GridLineStyle: '-'
HandleVisibility: 'on'
    HitTest: 'on'
    Interruptible: 'on'
    Layer: 'bottom'
    Legend: [0x0 GraphicsPlaceholder]
    LineStyleOrder: '-'
LineStyleOrderIndex: 1
    LineWidth: 0.5000
    MinorGridAlpha: 0.2500
    MinorGridAlphaMode: 'auto'
    MinorGridColor: [0.1000 0.1000 0.1000]
    MinorGridColorMode: 'auto'
    MinorGridLineStyle: ':'
    NextPlot: 'replace'
    OuterPosition: [0 0 1 1]
    Parent: [1x1 Figure]
    PickableParts: 'visible'
    Position: [0.1300 0.1100 0.7750 0.8150]
    RAxis: [1x1 NumericRuler]
    RAxisLocation: 10
    RAxisLocationMode: 'auto'
    RColor: [0.1500 0.1500 0.1500]
    RColorMode: 'auto'
    RDir: 'normal'
    RGrid: 'on'
    RLim: [0 2]
```

```
        RLimMode: 'auto'
        RMinorGrid: 'off'
        RMinorTick: 'off'
            RTick: [0 0.5000 1 1.5000 2]
        RTickLabel: ''
    RTickLabelMode: 'manual'
    RTickLabelRotation: 0
        RTickMode: 'auto'
        Selected: 'off'
    SelectionHighlight: 'on'
        SortMethod: 'childorder'
        Tag: ''
        ThetaAxis: [1x1 NumericRuler]
    ThetaAxisUnits: 'degrees'
        ThetaColor: [0.1500 0.1500 0.1500]
    ThetaColorMode: 'auto'
        ThetaDir: 'clockwise'
        ThetaGrid: 'on'
        ThetaLim: [0 360]
        ThetaLimMode: 'auto'
    ThetaMinorGrid: 'off'
    ThetaMinorTick: 'off'
        ThetaTick: [0 45 90 135 180 225 270 315 360]
    ThetaTickLabel: {8x1 cell}
    ThetaTickLabelMode: 'manual'
        ThetaTickMode: 'manual'
    ThetaZeroLocation: 'top'
        TickDir: 'in'
        TickDirMode: 'auto'
    TickLabelInterpreter: 'tex'
        TickLength: [0 0]
        TightInset: [0 0.0532 0 0.0532]
        Title: [1x1 Text]
    TitleFontSizeMultiplier: 1.1000
    TitleFontWeight: 'bold'
        Toolbar: [1x1 AxesToolbar]
        Type: 'polaraxes'
    UIContextMenu: [0x0 GraphicsPlaceholder]
        Units: 'normalized'
```

```
UserData: []  
Visible: 'on'
```

### See Also

[PolarAxes](#) | [polarplot](#) | [rticklabels](#) | [rticks](#) | [thetaticklabels](#) | [thetaticks](#)

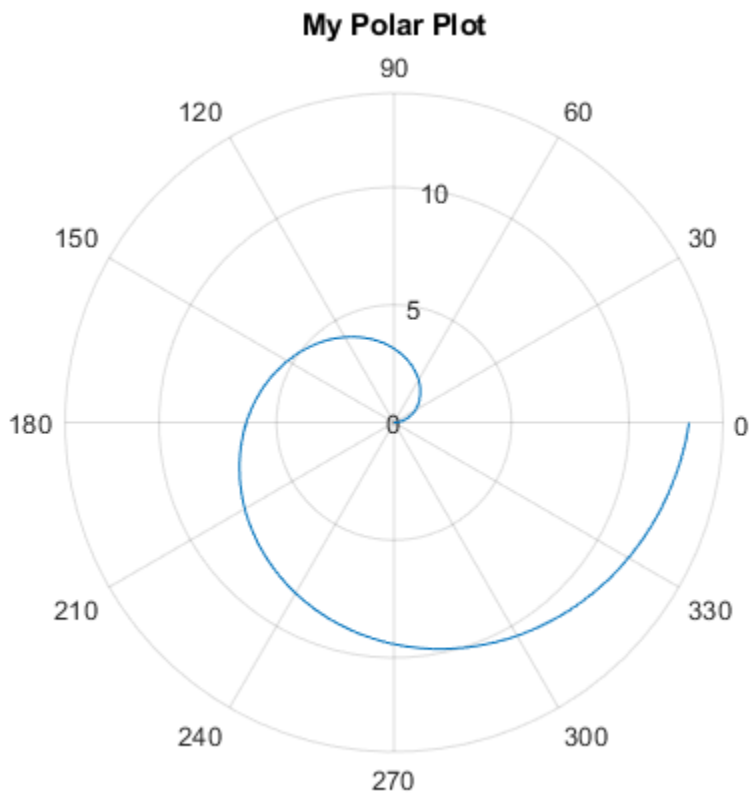
## Customize Polar Axes

You can modify certain aspects of polar axes in order to make the chart more readable. For example, you can change the grid line locations and associated labels. You also can change the grid line colors and label font size.

### Create Polar Plot

Plot a line in polar coordinates and add a title.

```
theta = linspace(0,2*pi);  
rho = 2*theta;  
figure  
polarplot(theta,rho)  
title('My Polar Plot')
```



### Customize Polar Axes Using Properties

When you create a polar plot, MATLAB creates a `PolarAxes` object. `PolarAxes` objects have properties that you can use to customize the appearance of the polar axes, such as the font size, color, or ticks. For a full list, see [PolarAxes Properties](#).

Access the `PolarAxes` object using the `gca` function, such as `pax = gca`. Then, use `pax` with dot notation to set properties, such as `pax.FontSize = 14`.

```
pax = gca
```

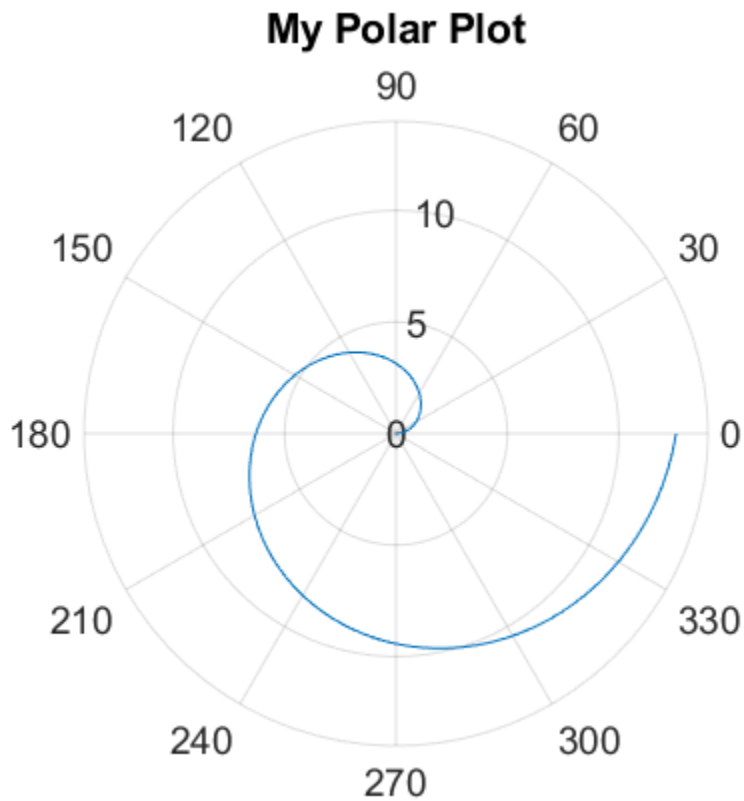
```
pax =  
    PolarAxes (My Polar Plot) with properties:
```



```
ThetaLim: [0 360]  
RLim: [0 14]  
ThetaAxisUnits: 'degrees'  
ThetaDir: 'counterclockwise'  
ThetaZeroLocation: 'right'
```

Show all properties

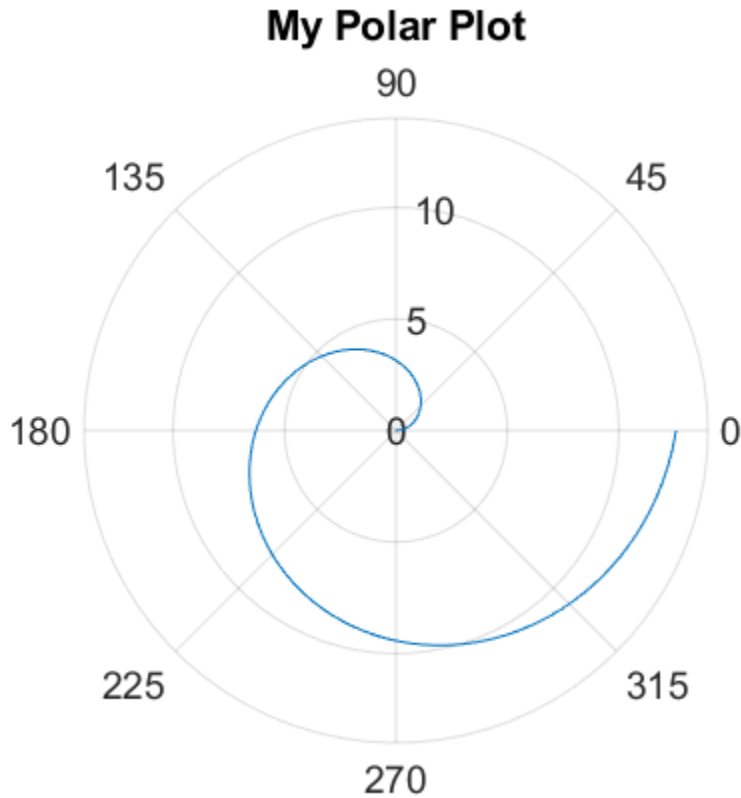
```
pax.FontSize = 14;
```



***theta*-Axis Tick Values**

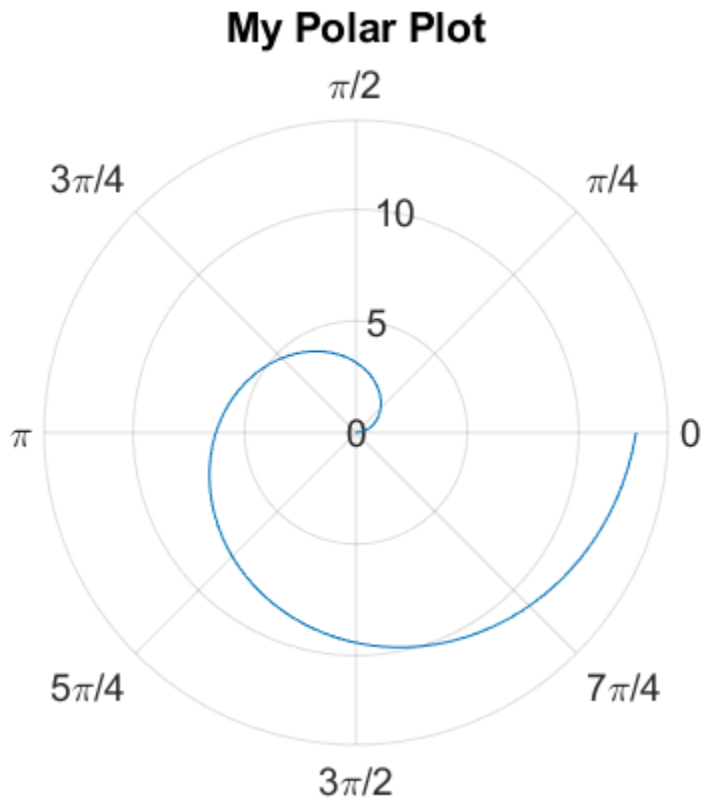
Display lines along the *theta*-axis every 45 degrees. Specify the locations as a vector of increasing values.

```
thetaticks(0:45:315)
```



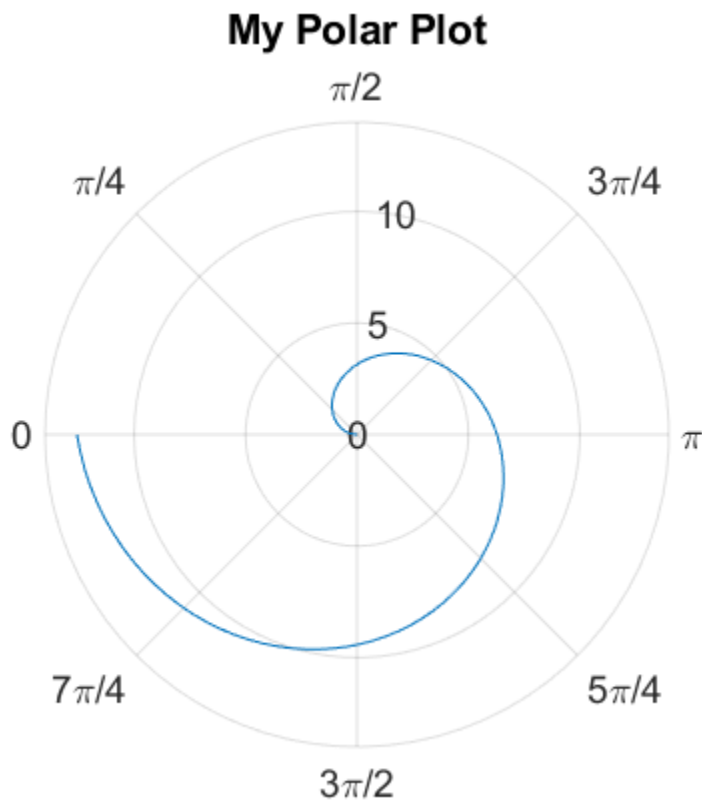
Display the *theta*-axis values in radians instead of degrees by setting the `ThetaAxisUnits` property.

```
pax = gca;  
pax.ThetaAxisUnits = 'radians';
```



Modify the *theta*-axis so that it increases in a clockwise direction. Also, rotate the *theta*-axis so that the zero reference angle is on the left side.

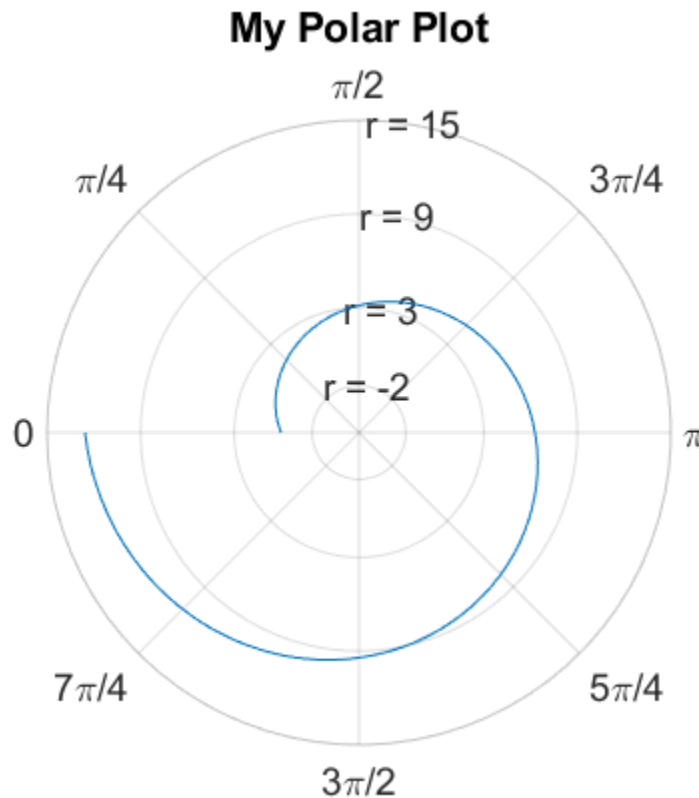
```
pax = gca;  
pax.ThetaDir = 'clockwise';  
pax.ThetaZeroLocation = 'left';
```



### ***r*-Axis Limits, Tick Values, and Labels**

Change the limits of the *r*-axis so that the values range from -5 to 15. Display lines at the values -2, 3, 9, and 15. Then, change the labels that appear next to each line. Specify the labels as a cell array of character vectors.

```
rlim([-5 15])  
rticks([-2 3 9 15])  
rticklabels({'r = -2', 'r = 3', 'r = 9', 'r = 15'})
```

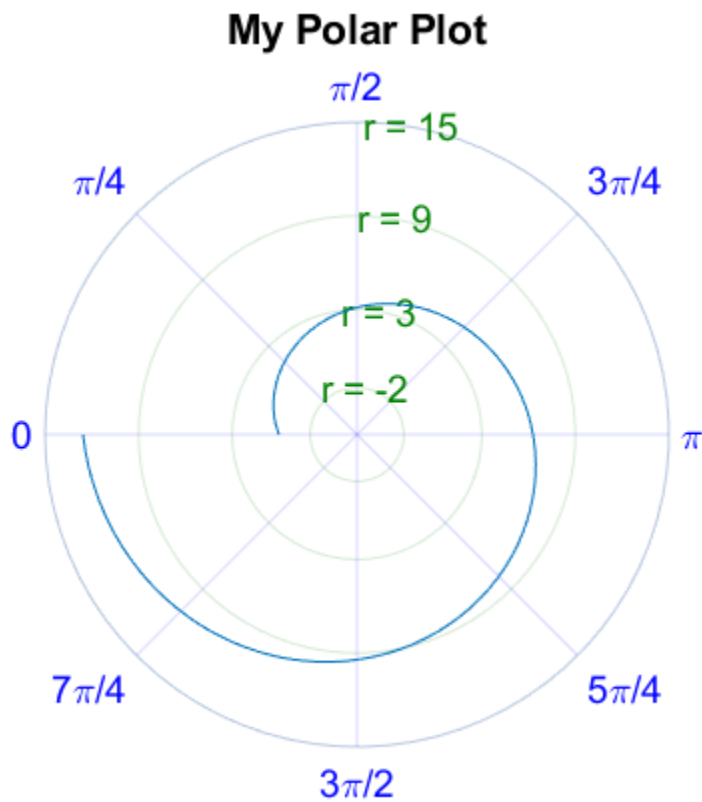


#### Grid Line and Label Colors

Use different colors for the *theta*-axis and *r*-axis grid lines and associated labels by setting the `ThetaColor` and `RColor` properties. Change the width of the grid lines by setting the `LineWidth` property.

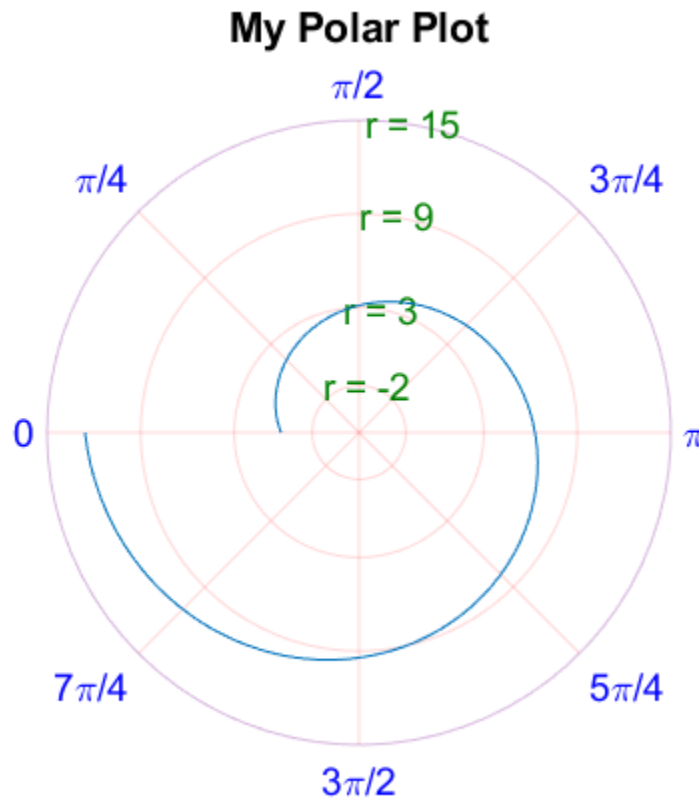
Specify the colors using either a character vector of a color name, such as `'blue'`, or an RGB triplet. An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range `[0,1]`, for example, `[0.4 0.6 0.7]`.

```
pax = gca;
pax.ThetaColor = 'blue';
pax.RColor = [0 .5 0];
```



Change the color of all the grid lines without affecting the labels by setting the `GridColor` property.

```
pax.GridColor = 'red';
```



When you specify the `GridColor` property, the `ThetaColor` and `RColor` properties no longer affect the grid lines. If you want the `ThetaColor` and `RColor` properties to affect the grid lines, then set the `GridColorMode` property back to 'auto'.

## See Also

`PolarAxes` | `polarplot` | `rticklabels` | `rticks` | `thetaticklabels` | `thetaticks`

## Related Examples

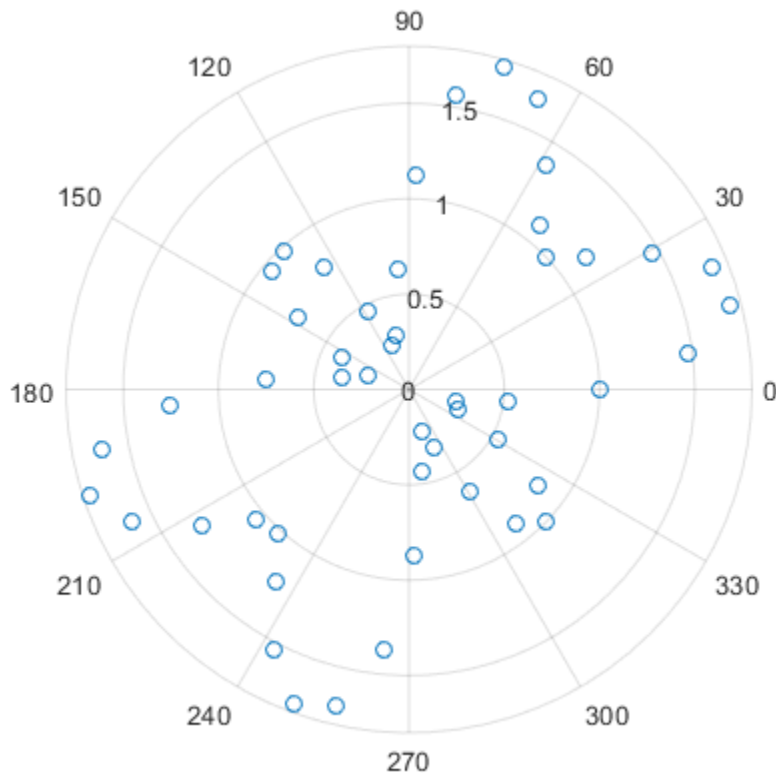
- “Compass Labels on Polar Axes” on page 3-34

## Compass Labels on Polar Axes

This example shows how to plot data in polar coordinates. It also shows how to specify the angles at which to draw grid lines and how to specify the labels.

Plot data in polar coordinates and display a circle marker at each data point.

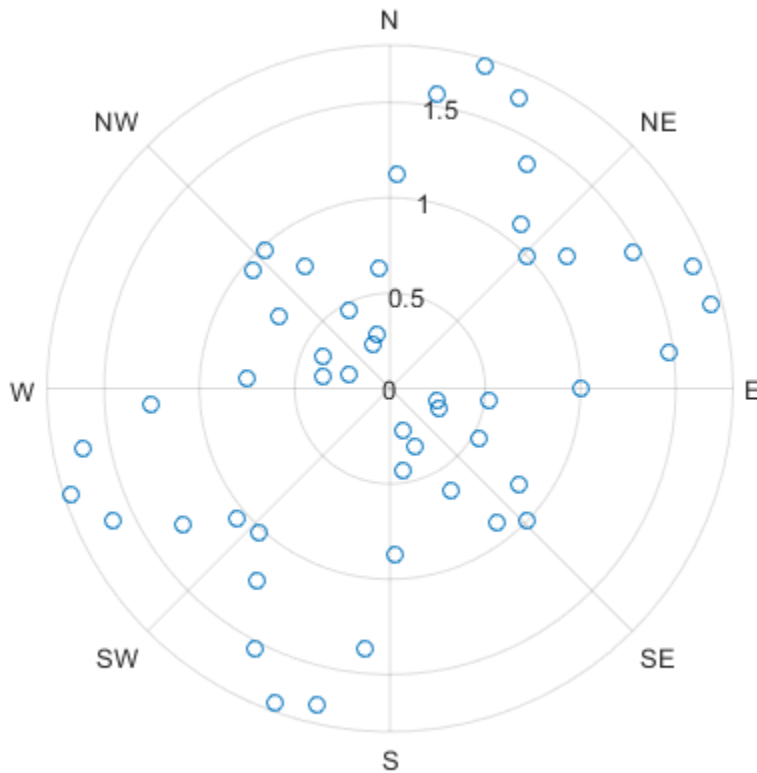
```
theta = linspace(0,2*pi,50);  
rho = 1 + sin(4*theta).*cos(2*theta);  
polarplot(theta,rho,'o')
```



Use `gca` to access the polar axes object. Specify the angles at which to draw grid lines by setting the `ThetaTick` property. Then, specify the label for each grid line by setting the `ThetaTickLabel` property.



```
pax = gca;  
angles = 0:45:360;  
pax.ThetaTick = angles;  
labels = {'E', 'NE', 'N', 'NW', 'W', 'SW', 'S', 'SE'};  
pax.ThetaTickLabel = labels;
```



## See Also

[PolarAxes](#) | [polarplot](#) | [rticklabels](#) | [rticks](#) | [thetaticklabels](#) | [thetaticks](#)

## **Related Examples**

- “Customize Polar Axes” on page 3-25

# Contour Plots

---

- “Label Contour Plot Levels” on page 4-2
- “Change Fill Colors for Contour Plot” on page 4-4
- “Highlight Specific Contour Levels” on page 4-6
- “Combine Contour Plot and Quiver Plot” on page 4-9
- “Contour Plot with Major and Minor Grid Lines” on page 4-11

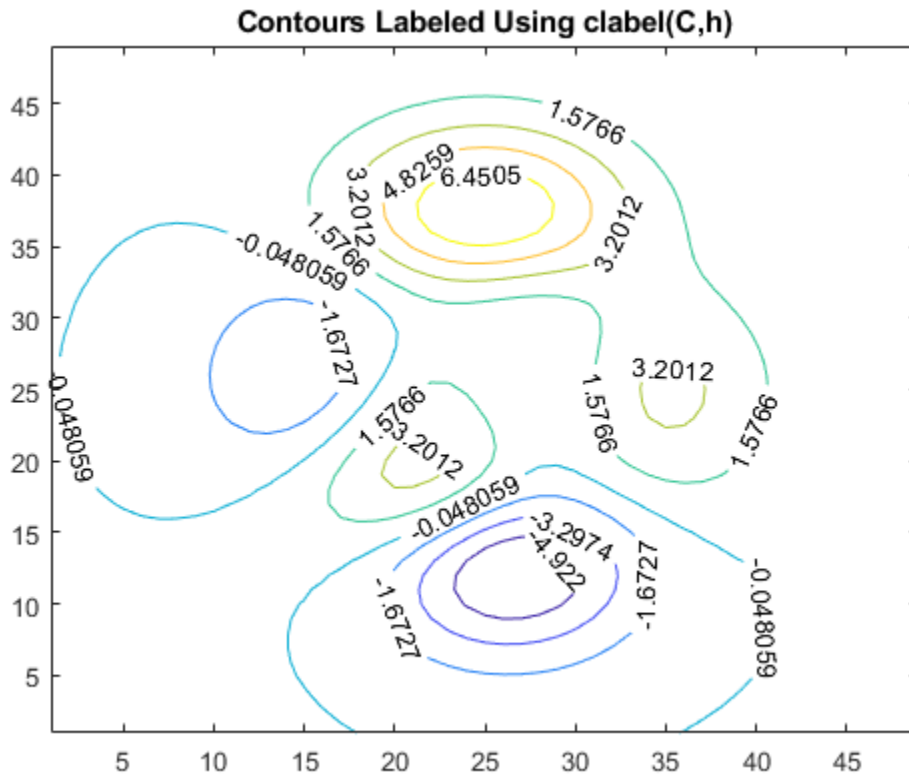
## Label Contour Plot Levels

This example shows how to label each contour line with its associated value.

The contour matrix, `C`, is an optional output argument returned by `contour`, `contour3`, and `contourf`. The `clabel` function uses values from `C` to display labels for 2-D contour lines.

Display eight contour levels of the `peaks` function and label the contours. `clabel` labels only contour lines that are large enough to contain an inline label.

```
Z = peaks;  
figure  
[C,h] = contour(Z,8);  
  
clabel(C,h)  
title('Contours Labeled Using clabel(C,h)')
```



To interactively select the contours to label using the mouse, pass the `manual` option to `clabel`, for example, `clabel(C,h,'manual')`. This command displays a crosshair cursor when the mouse is within the figure. Click the mouse to label the contour line closest to the cursor.

## See Also

`clabel` | `contour` | `contour3` | `contourf`

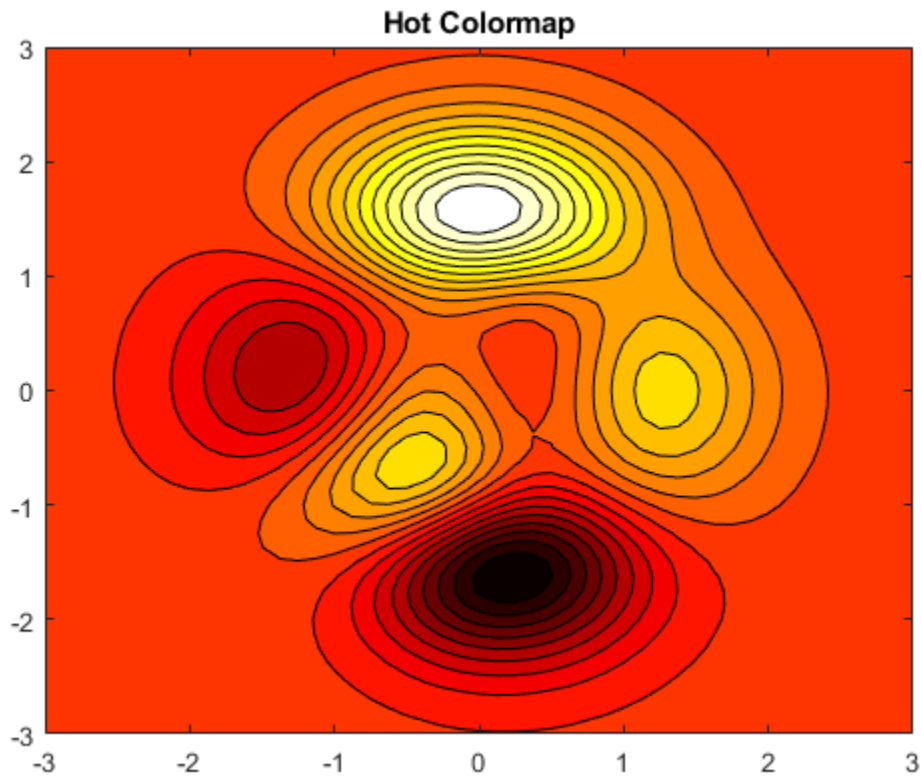
## Change Fill Colors for Contour Plot

This example shows how to change the colors used in a filled contour plot.

### Change Colormap

Set the colors for the filled contour plot by changing the colormap. Pass the predefined colormap name, `hot`, to the `colormap` function.

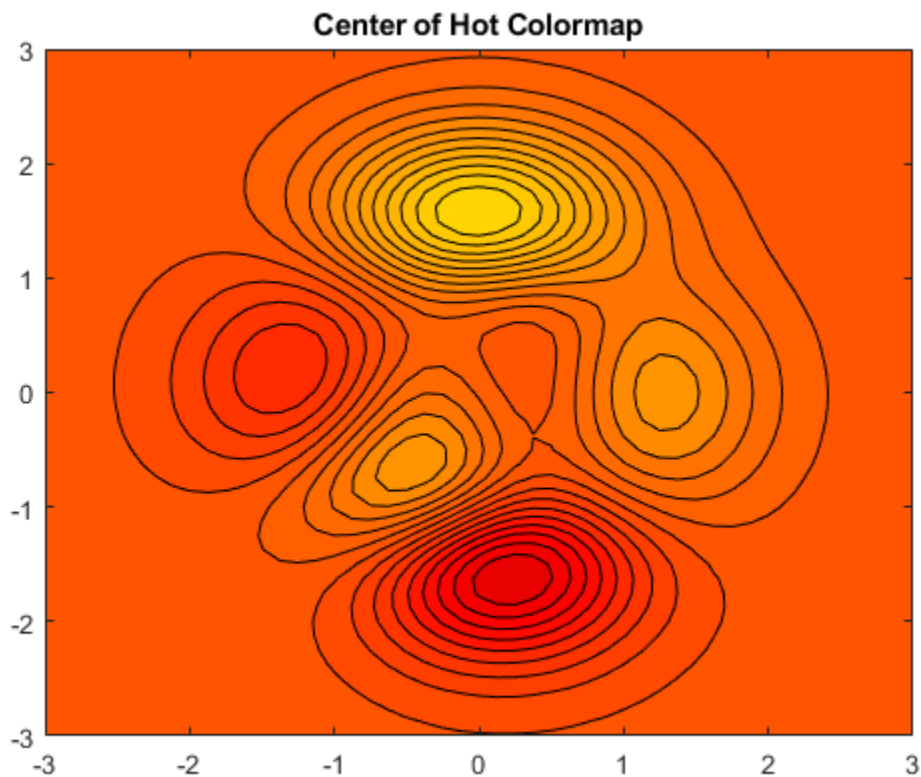
```
[X,Y,Z] = peaks;  
figure  
contourf(X,Y,Z,20)  
colormap(hot)  
title('Hot Colormap')
```



## Control Mapping of Data Values to Colormap

Use only the colors in the center of the hot colormap by setting the color axis scaling to a range much larger than the range of values in matrix  $Z$ . The `caxis` function controls the mapping of data values into the colormap. Use this function to set the color axis scaling.

```
caxis([-20,20])  
title('Center of Hot Colormap')
```



## See Also

`caxis` | `colormap` | `contourf`

## Highlight Specific Contour Levels

This example shows how to highlight contours at particular levels.

Define `Z` as the matrix returned from the `peaks` function.

```
Z = peaks(100);
```

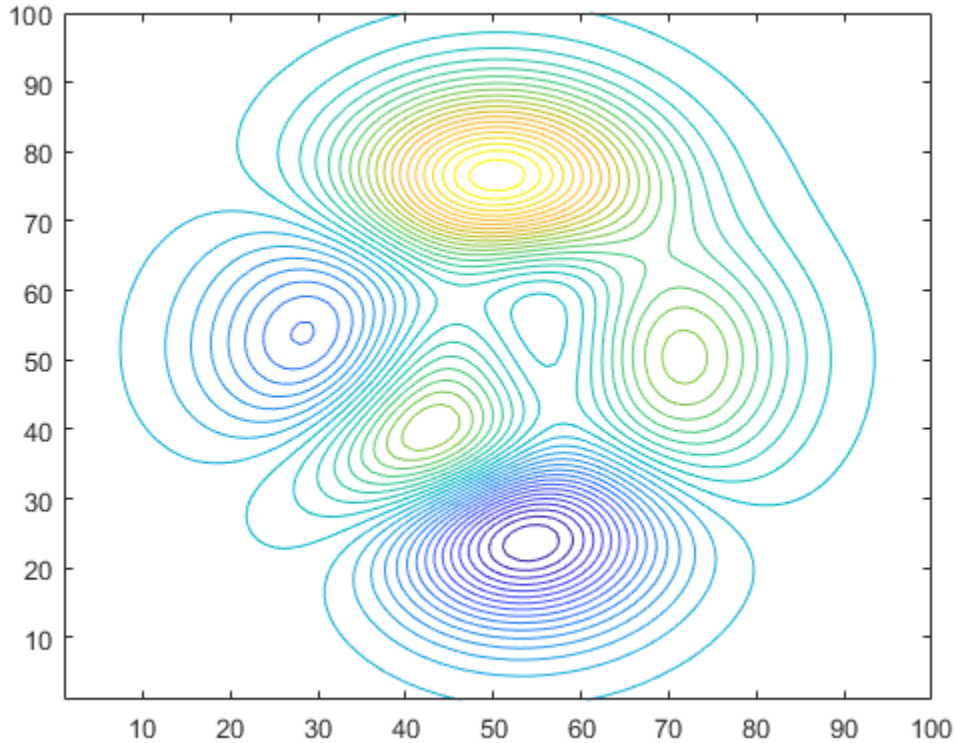
Round the minimum and maximum data values in `Z` and store these values in `zmin` and `zmax`, respectively. Define `zlevs` as 40 values between `zmin` and `zmax`.

```
zmin = floor(min(Z(:)));  
zmax = ceil(max(Z(:)));  
zinc = (zmax - zmin) / 40;  
zlevs = zmin:zinc:zmax;
```

Plot the contour lines.

```
figure  
contour(Z,zlevs)
```



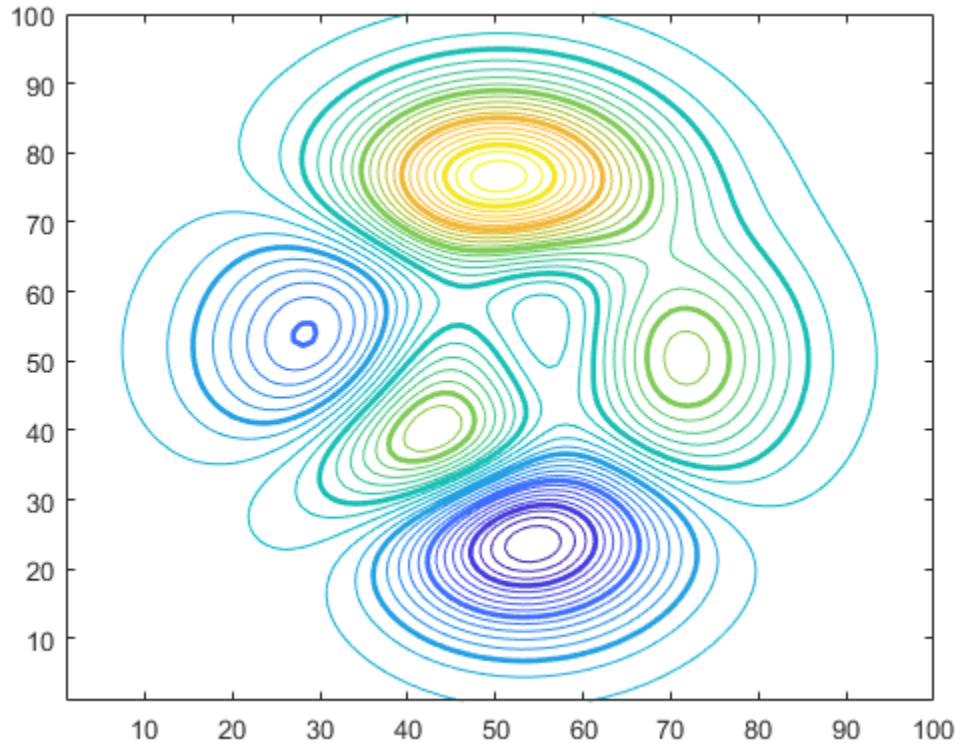


Define `zindex` as a vector of integer values between `zmin` and `zmax` indexed by 2.

```
zindex = zmin:2:zmax;
```

Retain the previous contour plot. Create a second contour plot and use `zindex` to highlight contour lines at every other integer value. Set the line width to 2.

```
hold on  
contour(Z,zindex,'LineWidth',2)  
hold off
```



### See Also

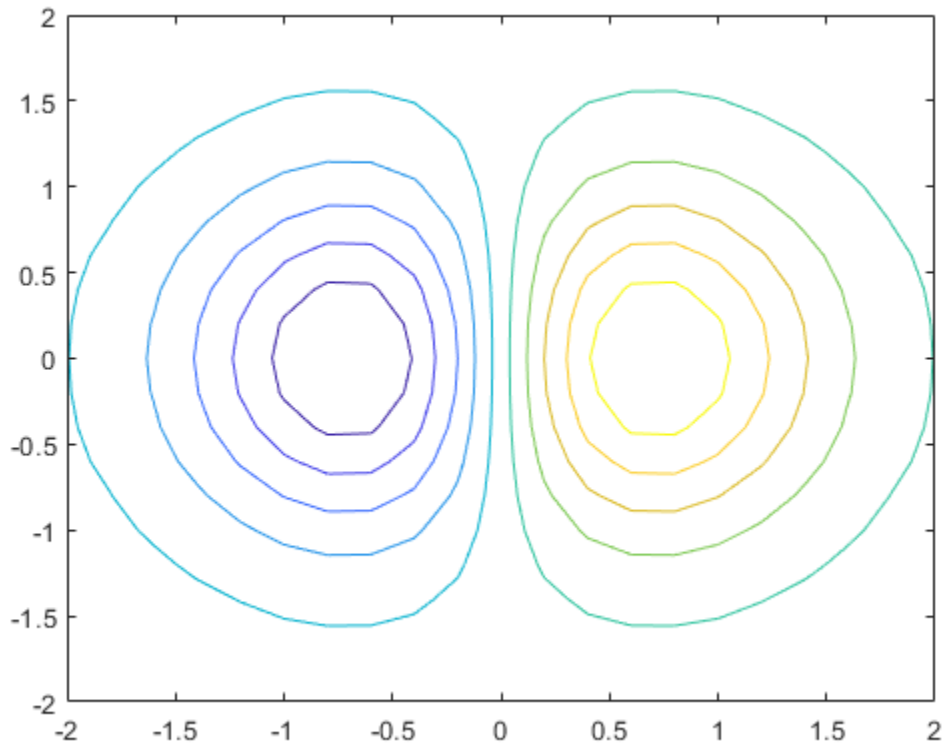
`ceil` | `contour` | `floor` | `hold` | `max` | `min`

## Combine Contour Plot and Quiver Plot

This example shows how to combine a contour plot and a quiver plot using the `hold` function.

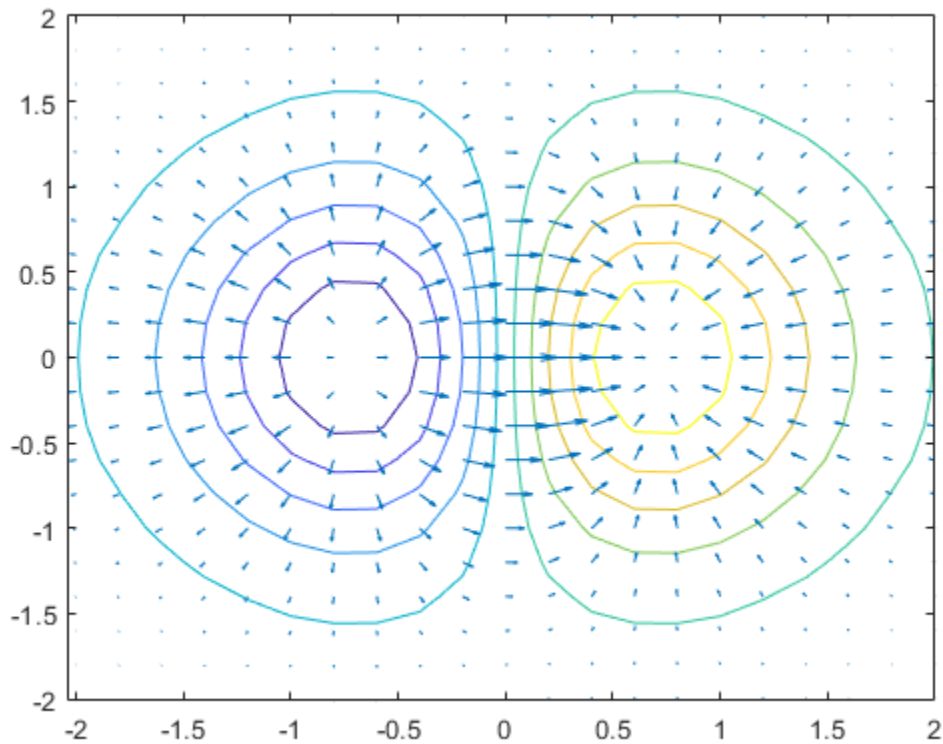
Plot 10 contours of  $xe^{-x^2-y^2}$  over a grid from -2 to 2 in the x and y directions.

```
[X,Y] = meshgrid(-2:0.2:2);  
Z = X .* exp(-X.^2 - Y.^2);  
contour(X,Y,Z,10)
```



Calculate the 2-D gradient of  $Z$  using the `gradient` function. The gradient function returns  $U$  as the gradient in the  $x$ -direction and  $V$  as the gradient in the  $y$ -direction. Display arrows indicating the gradient values using the `quiver` function.

```
[U,V] = gradient(Z,0.2,0.2);  
hold on  
quiver(X,Y,U,V)  
hold off
```



### See Also

`contour` | `hold`

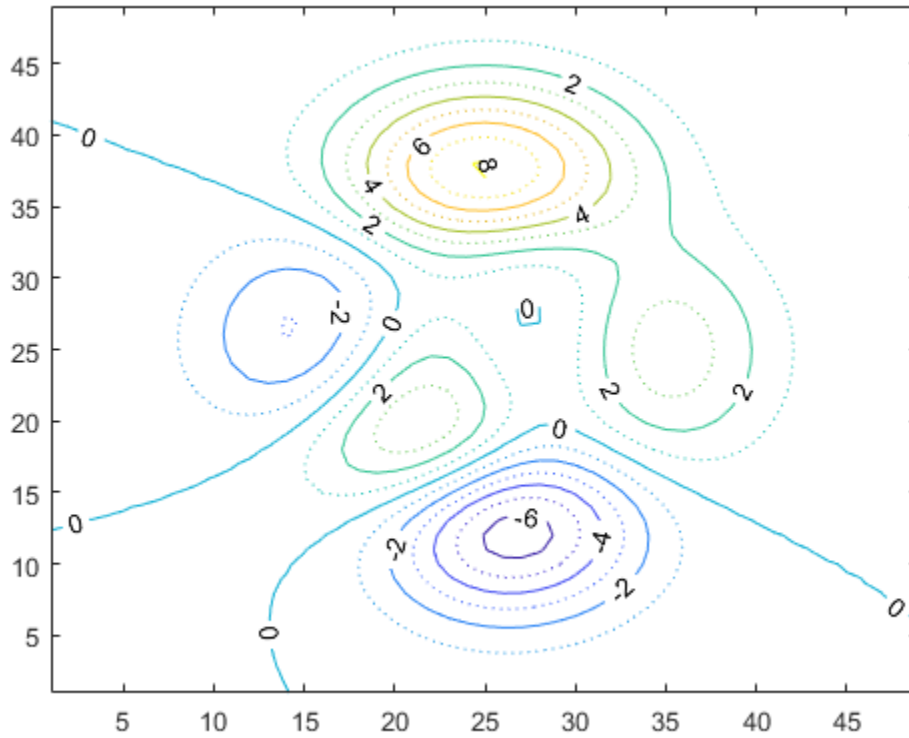
## Contour Plot with Major and Minor Grid Lines

You can create a contour plot with emphasis on selected contour lines by splitting the data and creating two overlapping contour plots.

For example, create a contour plot of the `peaks` function where the even numbered contours lines are solid and the odd numbered contour lines are dotted. Plot one contour for the even numbered levels. Then, overlay a second contour plot with the odd numbered levels drawn with a dotted line.

```
major = -6:2:8;
minor = -5:2:7;
[cmajor,hmajor] = contour(peaks,'LevelList',major);
clabel(cmajor,hmajor)

hold on
[cmminor,hminor] = contour(peaks,'LevelList',minor);
hminor.LineStyle = ':';
hold off
```



### See Also

`clabel` | `contour` | `contourf` | `hold`

# Specialized Charts

---

- “Create Heatmap from Tabular Data” on page 5-2
- “Create Word Cloud from String Arrays” on page 5-11

## Create Heatmap from Tabular Data

Heatmaps are a way to visualize data using color. This example shows how to import a file into MATLAB® as a table and create a heatmap from the table columns. It also shows how to modify the appearance of the heatmap, such as setting the title and axis labels.

### Import File as Table

Load the sample file `TemperatureData.csv`, which contains average daily temperatures from January 2015 through July 2016. Read the file into a table and display the first five rows.

```
tbl = readtable(fullfile(matlabroot, 'examples', 'graphics', 'TemperatureData.csv'));  
head(tbl,5)
```

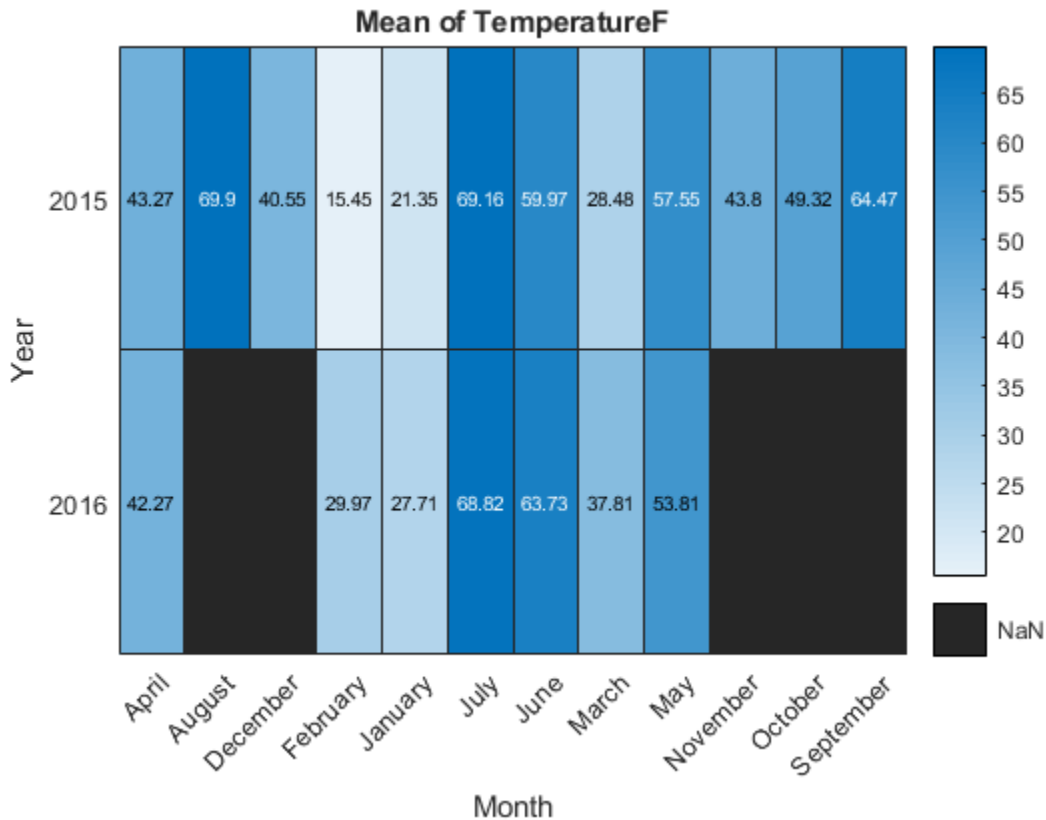
```
ans=5x4 table  
   Year      Month      Day      TemperatureF  
   ----  -  
   2015    'January'      1          23  
   2015    'January'      2          31  
   2015    'January'      3          25  
   2015    'January'      4          39  
   2015    'January'      5          29
```

### Create Basic Heatmap

Create a heatmap that shows the months along the x-axis and years along the y-axis. Color the heatmap cells using the temperature data by setting the `ColorVariable` property. Assign the `HeatmapChart` object to the variable `h`. Use `h` to modify the chart after it is created.

```
h = heatmap(tbl, 'Month', 'Year', 'ColorVariable', 'TemperatureF');
```





By default, MATLAB calculates the color data as the average temperature for each month. However, you can change the calculation method by setting the `ColorMethod` property.

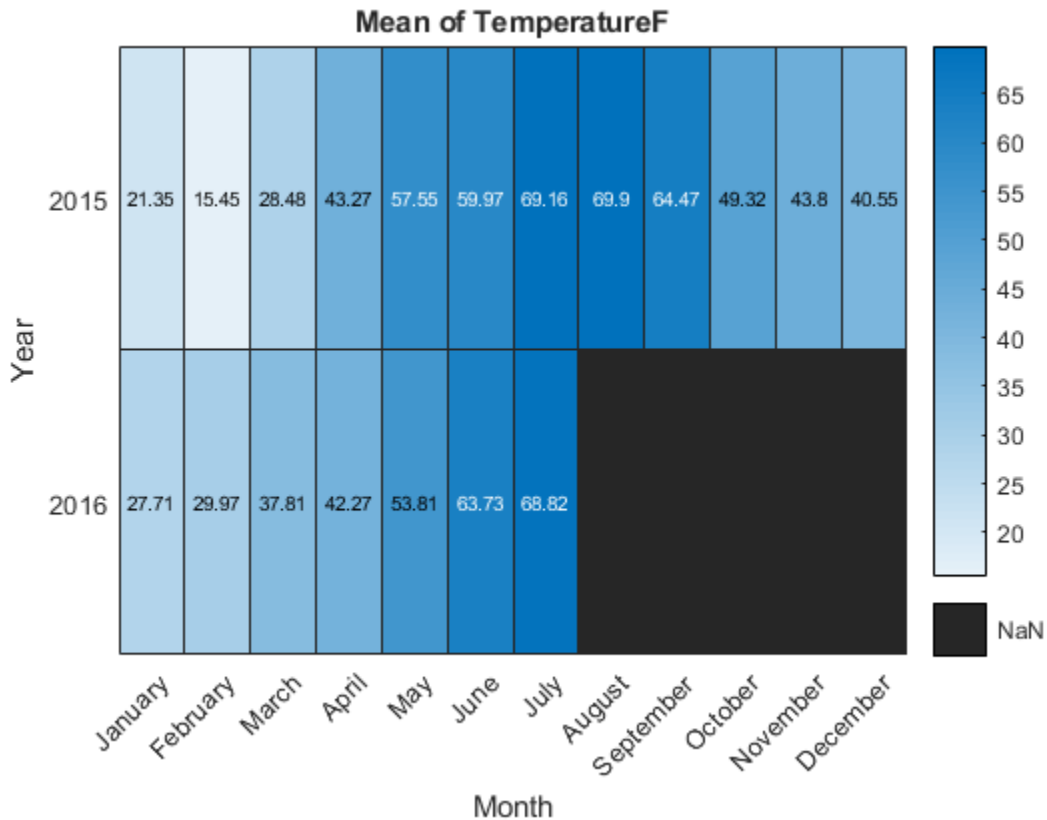
### Reorder Values Along Axis

The values along an axis appear in alphabetical order. Reorder the months so that they appear in chronological order. You can customize the labels using categorical arrays or by setting `HeatmapChart` properties.

To use categorical arrays, first change the data in the `Month` column of the table from a cell array to a categorical array. Then use the `reordercats` function to reorder the categories. You can apply these functions to the table in the workspace (`tbl`) or to the table stored in the `SourceTable` property of the `HeatmapChart` object

(h.SourceTable). Applying them to the table stored in the HeatmapChart object avoids affecting the original data.

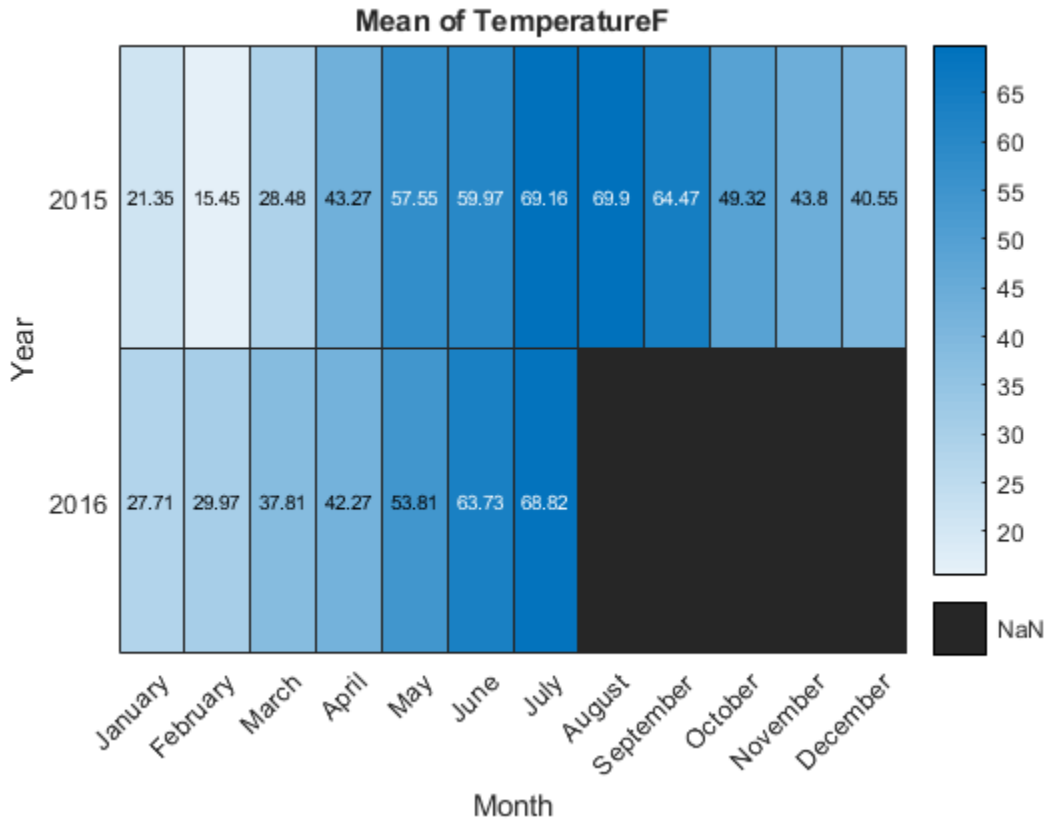
```
h.SourceTable.Month = categorical(h.SourceTable.Month);
neworder = {'January', 'February', 'March', 'April', 'May', 'June', 'July', ...
            'August', 'September', 'October', 'November', 'December'};
h.SourceTable.Month = reordercats(h.SourceTable.Month, neworder);
```



Similarly, you can add, remove, or rename the heatmap labels using the `addcats`, `removecats`, or `renamecats` functions for categorical arrays.

Alternatively, you can reorder the values along an axis using the `XDisplayData` and `YDisplayData` properties of the `HeatmapChart` object.

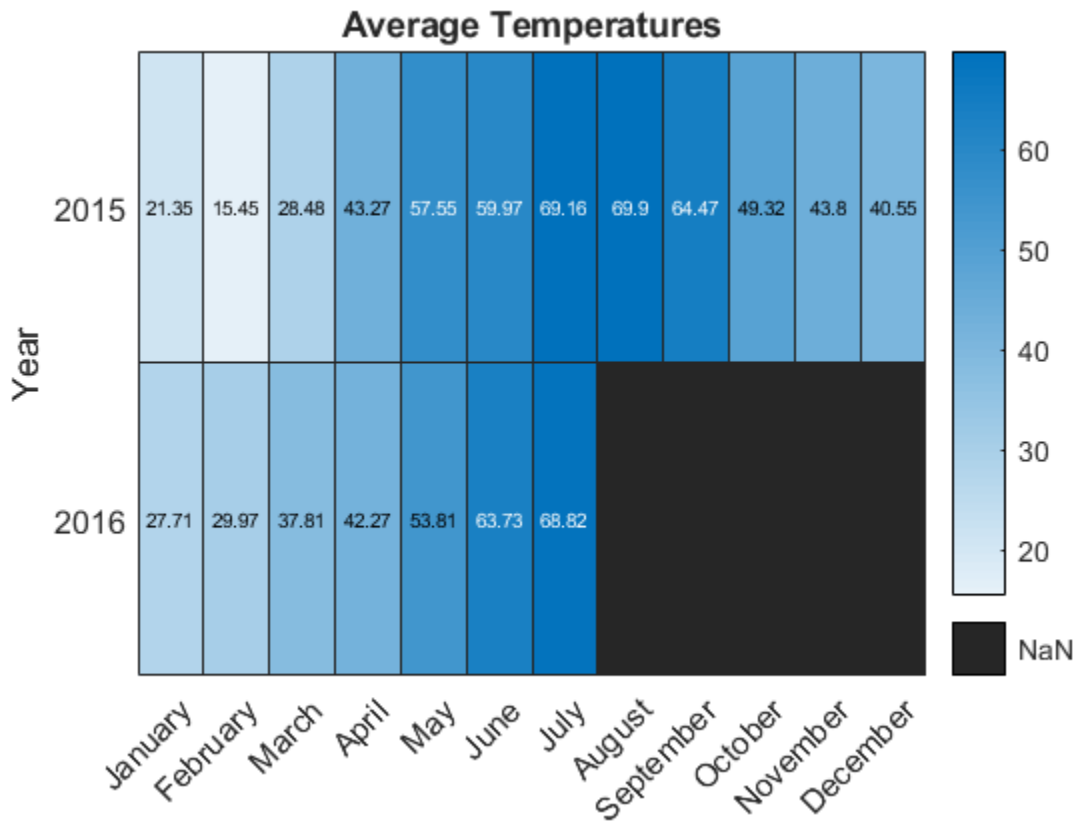
```
h.XDisplayData = {'January', 'February', 'March', 'April', 'May', 'June', 'July', ...
    'August', 'September', 'October', 'November', 'December'};
```



### Modify Title and Axis Labels

When you create a heatmap using tabular data, the heatmap automatically generates a title and axis labels. Customize the title and axis labels by setting the `Title`, `XLabel`, and `YLabel` properties of the `HeatmapChart` object. For example, change the title and remove the x-axis label. Also, change the font size.

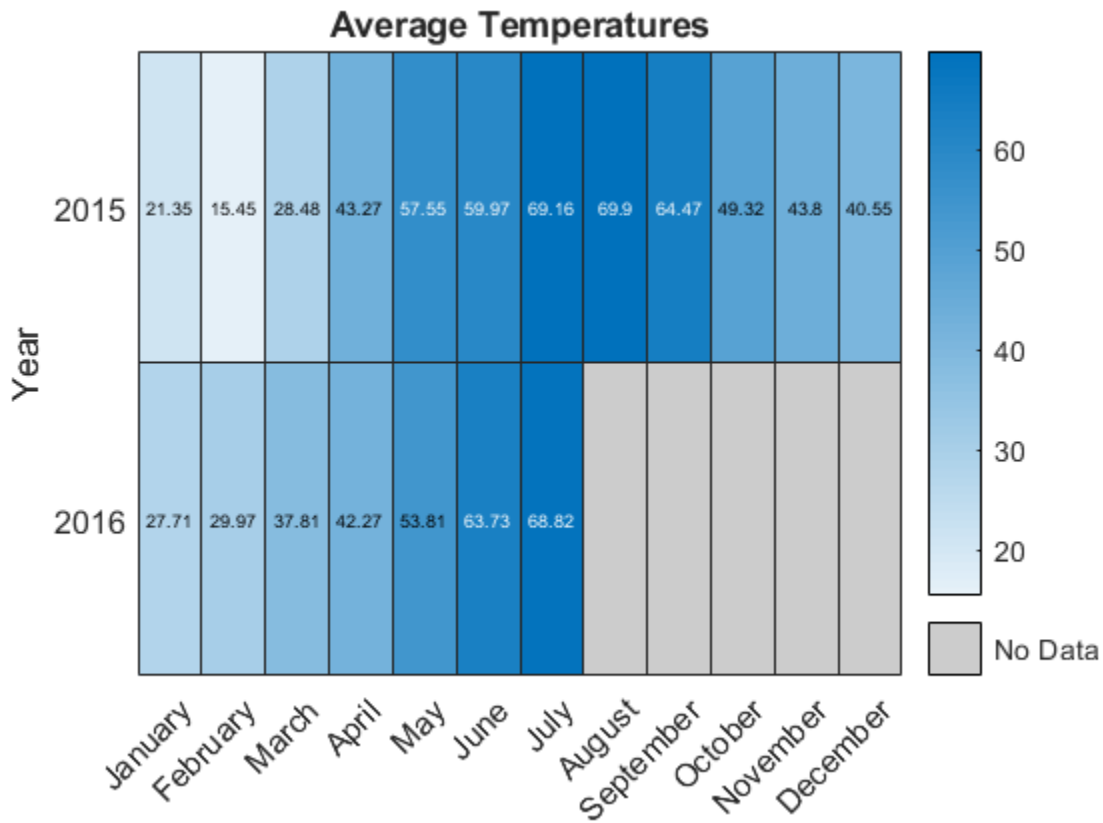
```
h.Title = 'Average Temperatures';
h.XLabel = '';
h.FontSize = 12;
```



### Modify Appearance of Missing Data Cells

Since there is no data for August 2016 through December 2016, those cells appear as missing data. Modify the appearance of the missing data cells using the `MissingDataColor` and `MissingDataLabel` properties.

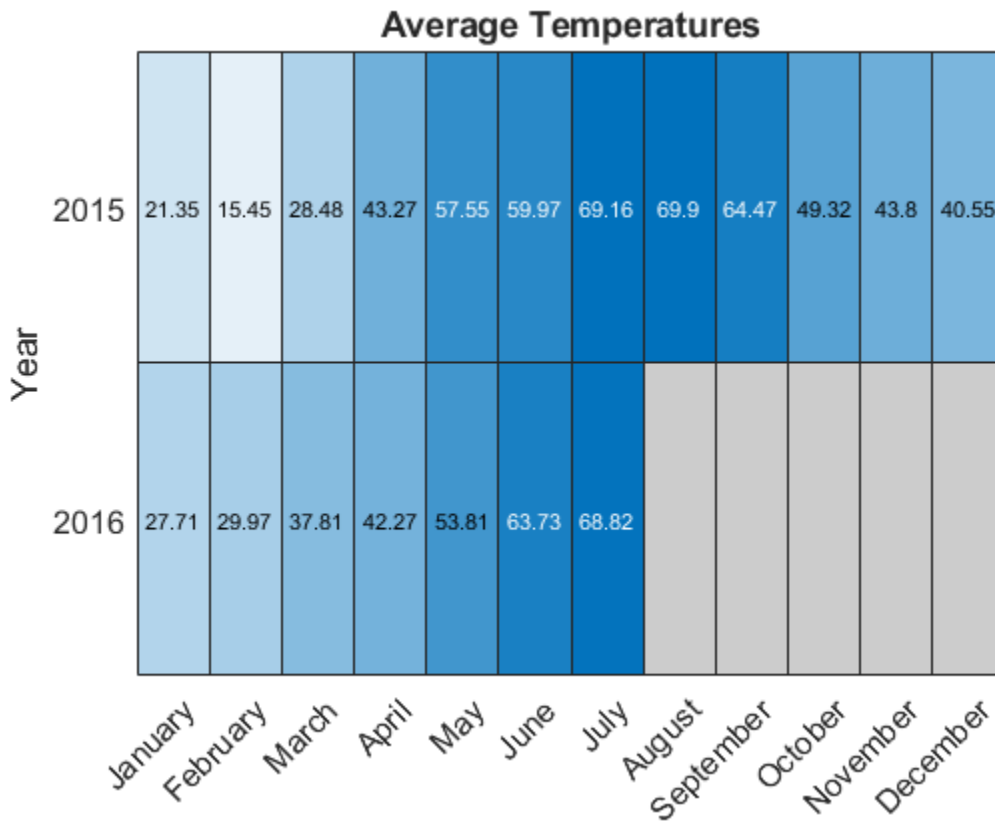
```
h.MissingDataColor = [0.8 0.8 0.8];  
h.MissingDataLabel = 'No Data';
```



#### Remove Colorbar

Remove the colorbar by setting the ColorbarVisible property.

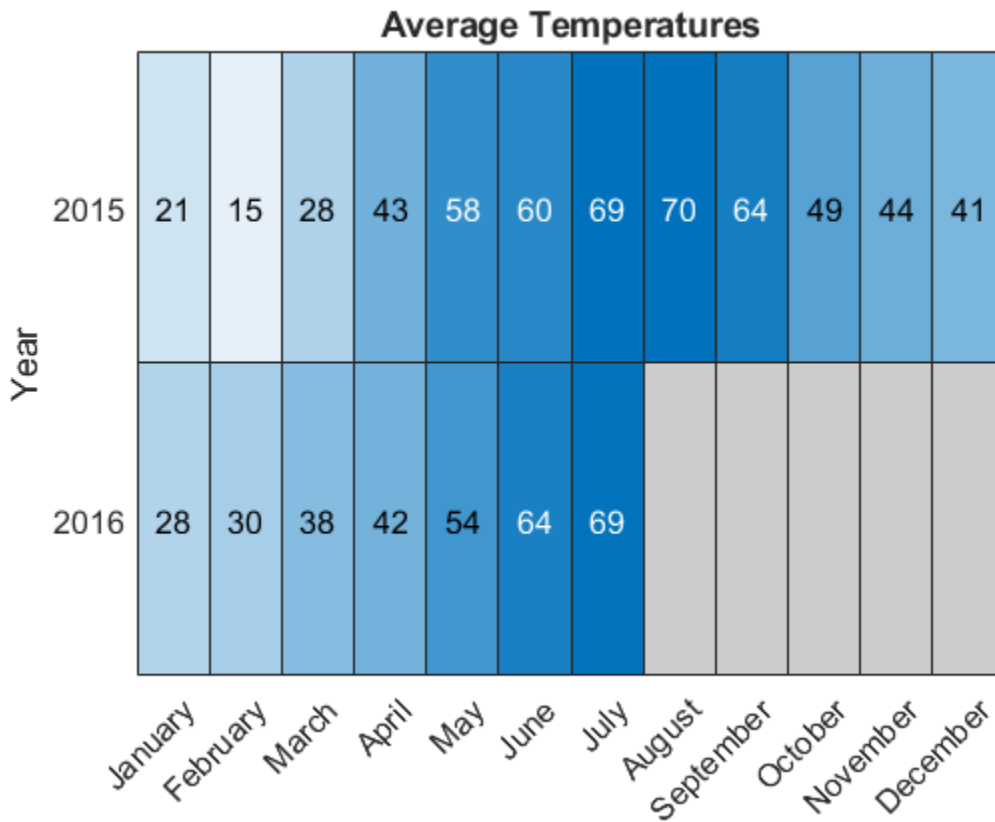
```
h.ColorbarVisible = 'off';
```



#### Format Cell Text

Customize the format of the text that appears in each cell by setting the `CellLabelFormat` property. For example, display the text with no decimal values.

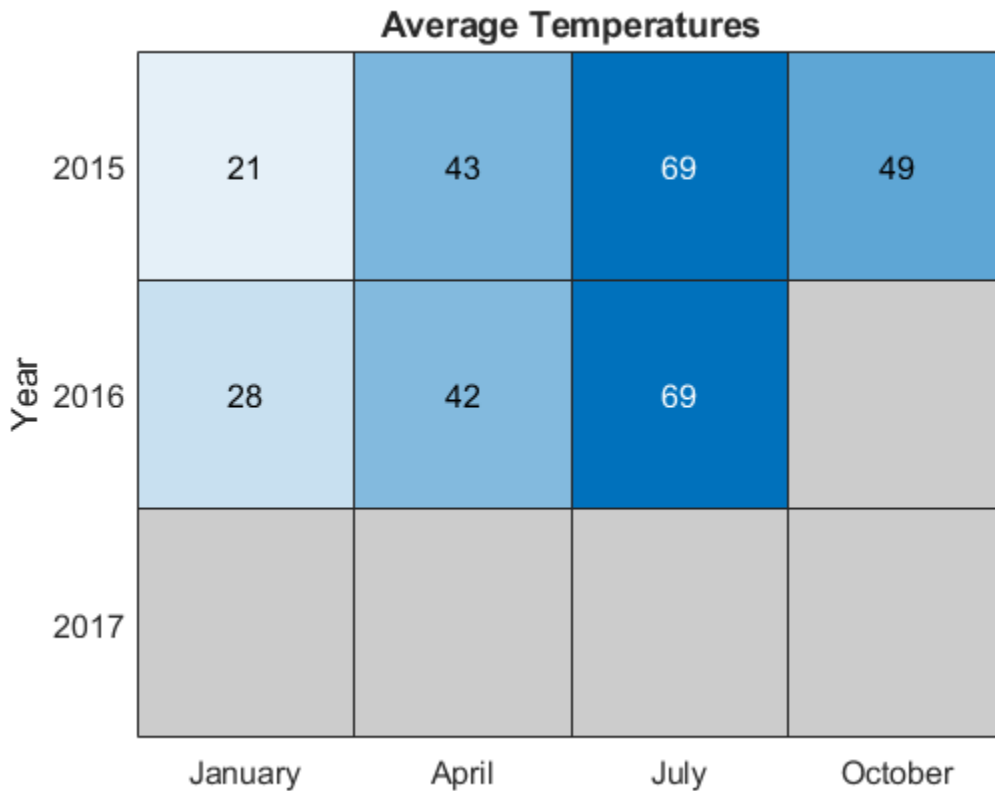
```
h.CellLabelFormat = '%.0f';
```



### Add or Remove Values Along Axis

Show only the first month of each quarter by setting the `XDisplayData` property. Add the year 2017 along the `y`-axis by setting the `YDisplayData` property. Set these properties to a subset, superset, or permutation of the values in `XData` or `YData`, respectively.

```
h.XDisplayData = {'January', 'April', 'July', 'October'};  
h.YDisplayData = {'2015', '2016', '2017'};
```



Since there is no data associated with the year 2017, the heatmap cells use the missing data color.

## See Also

### Functions

`addcats` | `categorical` | `heatmap` | `readtable` | `removecats` | `renamecats` | `reordercats` | `table`

### Properties

`HeatmapChart`



## Create Word Cloud from String Arrays

This example shows how to create a word cloud from plain text by reading it into a string array, preprocessing it, and passing it to the `wordcloud` function. If you have Text Analytics Toolbox™ installed, then you can create word clouds directly from string arrays. For more information, see `wordcloud` (Text Analytics Toolbox).

Read the text from Shakespeare's Sonnets with the `fileread` function.

```
sonnets = fileread('sonnets.txt');
sonnets(1:135)
```

```
ans =
    'THE SONNETS

    by William Shakespeare
```

```

    I

    From fairest creatures we desire increase,
    That thereby beauty's rose might never die,'
```

Convert the text to a string using the `string` function. Then, split it on newline characters using the `splitlines` function.

```
sonnets = string(sonnets);
sonnets = splitlines(sonnets);
sonnets(10:14)
```

```
ans = 5x1 string array
    " From fairest creatures we desire increase,"
    " That thereby beauty's rose might never die,"
    " But as the ripper should by time decease,"
    " His tender heir might bear his memory:"
    " But thou, contracted to thine own bright eyes,"
```

Replace some punctuation characters with spaces.

```
p = [".", "?", "!", ",", ";", ":"];
sonnets = replace(sonnets, p, " ");
sonnets(10:14)

ans = 5x1 string array
    " From fairest creatures we desire increase "
    " That thereby beauty's rose might never die "
    " But as the ripper should by time decease "
    " His tender heir might bear his memory "
    " But thou contracted to thine own bright eyes "
```

Split `sonnets` into a string array whose elements contain individual words. To do this, join all the string elements into a 1-by-1 string and then split on the space characters.

```
sonnets = join(sonnets);
sonnets = split(sonnets);
sonnets(7:12)
```

```
ans = 6x1 string array
    "From"
    "fairest"
    "creatures"
    "we"
    "desire"
    "increase"
```

Remove words with fewer than five characters.

```
sonnets(strlength(sonnets)<5) = [];
```

Convert `sonnets` to a categorical array and then plot using `wordcloud`. The function plots the unique elements of `C` with sizes corresponding to their frequency counts.

```
C = categorical(sonnets);
figure
wordcloud(C);
title("Sonnets Word Cloud")
```





# Geographic Axes and Charts

---

- “Plot in Geographic Coordinates” on page 6-2
- “Basemaps in Geographic Axes and Charts” on page 6-8
- “Pan and Zoom Behavior in Geographic Axes and Charts” on page 6-11
- “Basemap Caching Behavior in Geographic Axes and Charts” on page 6-14
- “Geographic Bubble Charts Overview” on page 6-15
- “Geographic Bubble Chart Legends” on page 6-18
- “View Cyclone Track Data in Geographic Density Plot” on page 6-21
- “View Density of Cellular Tower Placement” on page 6-26
- “Customize Layout of Geographic Axes” on page 6-34
- “Data Tips on Geographic Axes” on page 6-37
- “Data Tips on Geographic Bubble Charts” on page 6-40
- “Deploy Geographic Axes and Charts” on page 6-42
- “Use Geographic Bubble Chart Properties” on page 6-43
- “Specify Map Limits with Geographic Axes” on page 6-49
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

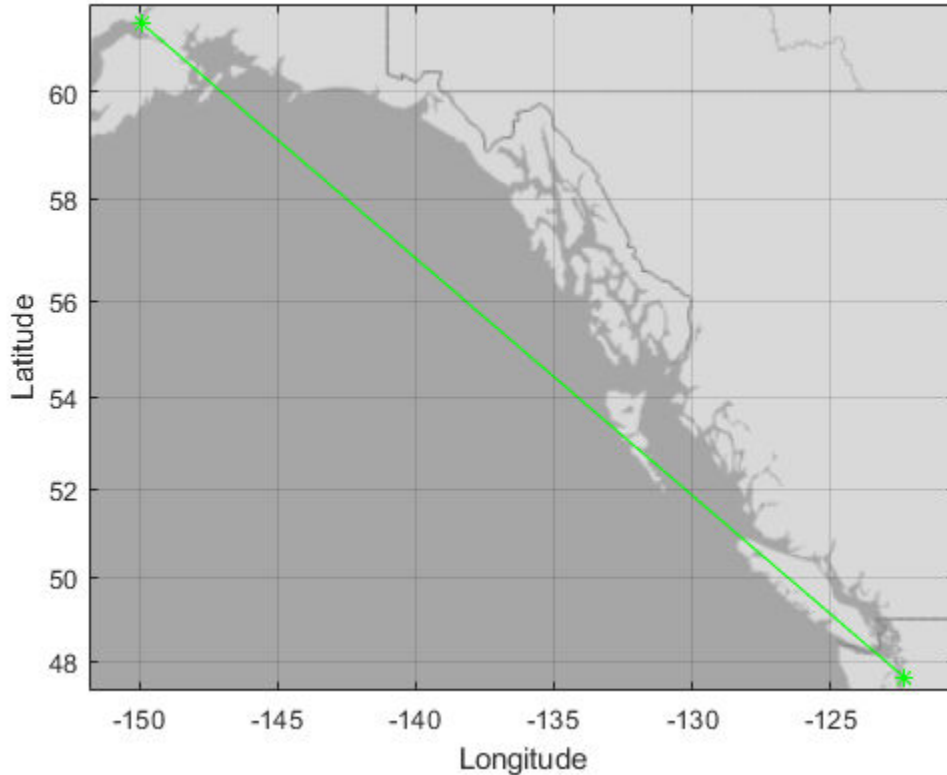
### Plot in Geographic Coordinates

If you have data that is associated with specific geographic locations, use a geographic axes or chart to visualize your data on a map and provide visual context. For example, if you have data that describes the occurrences of tsunamis around the world, plot the data in a geographic axes where a marker indicates the location of each occurrence on a map. These examples show how to create line plots, scatter plots, bubble charts, and density plots in geographic coordinates.

#### Create Geographic Line Plot

Draw a line on a map between Seattle and Anchorage. Specify the latitude and longitude for each city. Plot the data on a map using the `geoplot` function.

```
latSeattle = 47 + 37/60;  
lonSeattle = -(122 + 20/60);  
latAnchorage = 61 + 12/60;  
lonAnchorage = -(149 + 54/60);  
  
geoplot([latSeattle latAnchorage],[lonSeattle lonAnchorage], 'g-*')
```

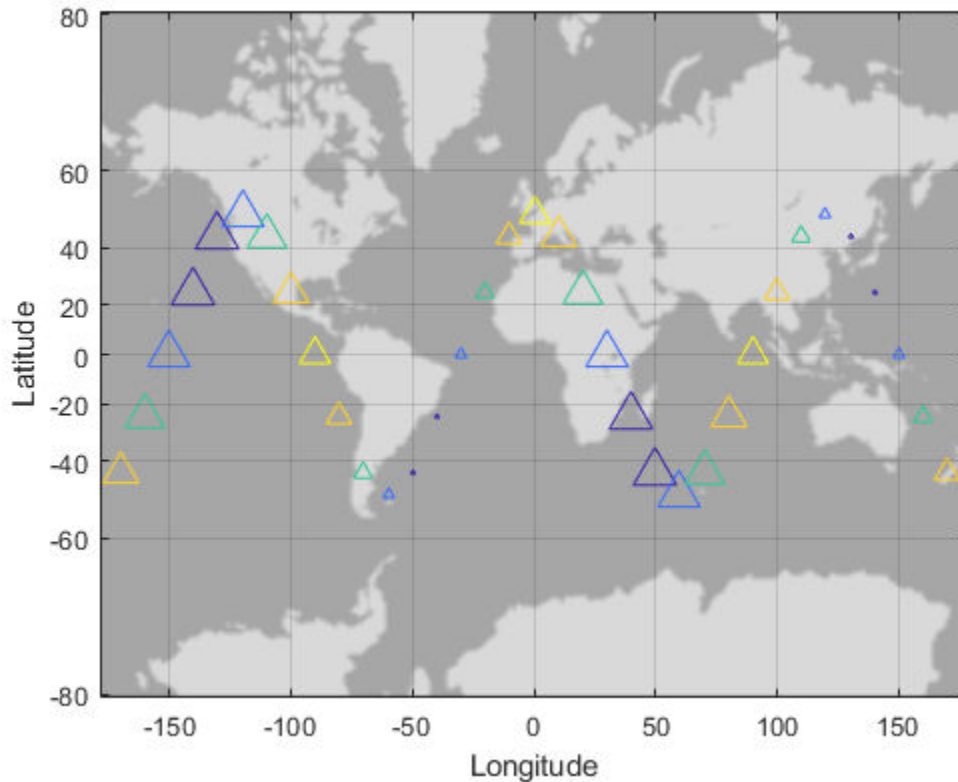


### Create Geographic Scatter Plot

Draw a line on a map between Seattle and Anchorage. Specify the latitude and longitude for each city. Plot the data on a map using the `geoplot` function.

```
lon = (-170:10:170);  
lat = 50 * cosd(3*lon);  
A = 101 + 100*(sind(2*lon));  
C = cosd(4*lon);
```

```
geoscatter(lat,lon,A,C, 'r')
```



### Create Geographic Bubble Chart

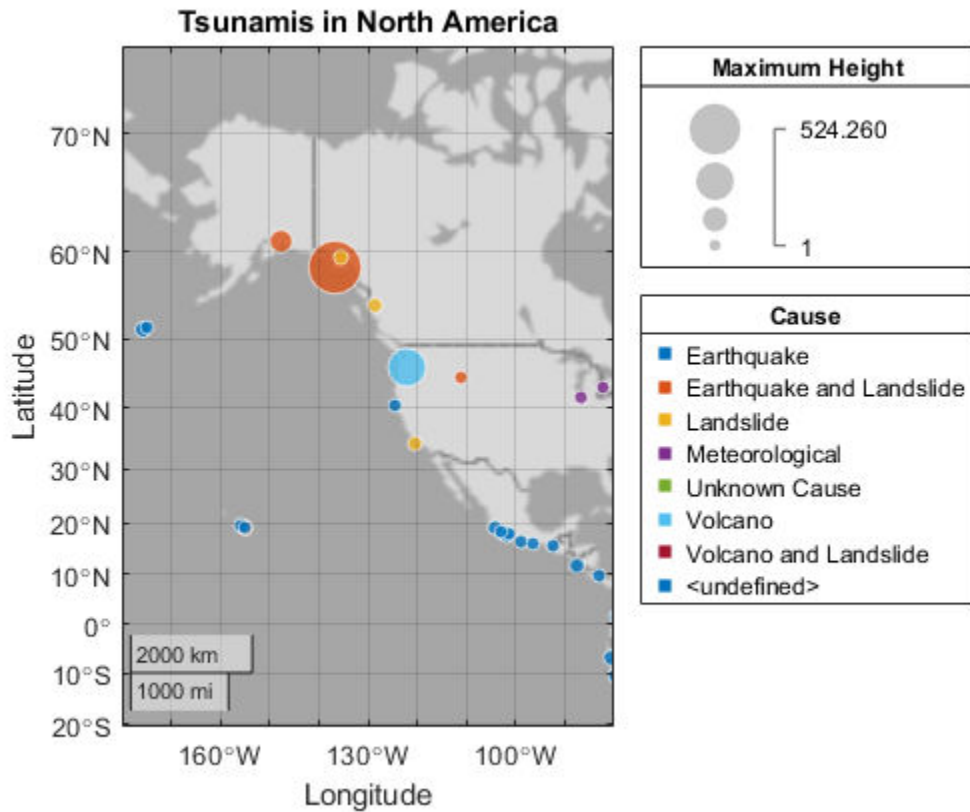
Draw a line on a map between Seattle and Anchorage. Specify the latitude and longitude for each city. Plot the data on a map using the `geoplot` function.

```
tsunamis = readtable('tsunamis.xlsx');  
tsunamis.Cause = categorical(tsunamis.Cause);  
figure  
  
gb = geobubble(tsunamis, 'Latitude', 'Longitude', ...  
              'SizeVariable', 'MaxHeight', 'ColorVariable', 'Cause')
```



```
gb =  
  GeographicBubbleChart with properties:  
      Basemap: 'darkwater'  
      MapLayout: 'normal'  
      SourceTable: [162x20 table]  
      LatitudeVariable: 'Latitude'  
      LongitudeVariable: 'Longitude'  
      SizeVariable: 'MaxHeight'  
      ColorVariable: 'Cause'  
  
  Show all properties
```

```
geolimits([10 65],[-180 -80])  
title 'Tsunamis in North America';  
gb.SizeLegendTitle = 'Maximum Height';
```

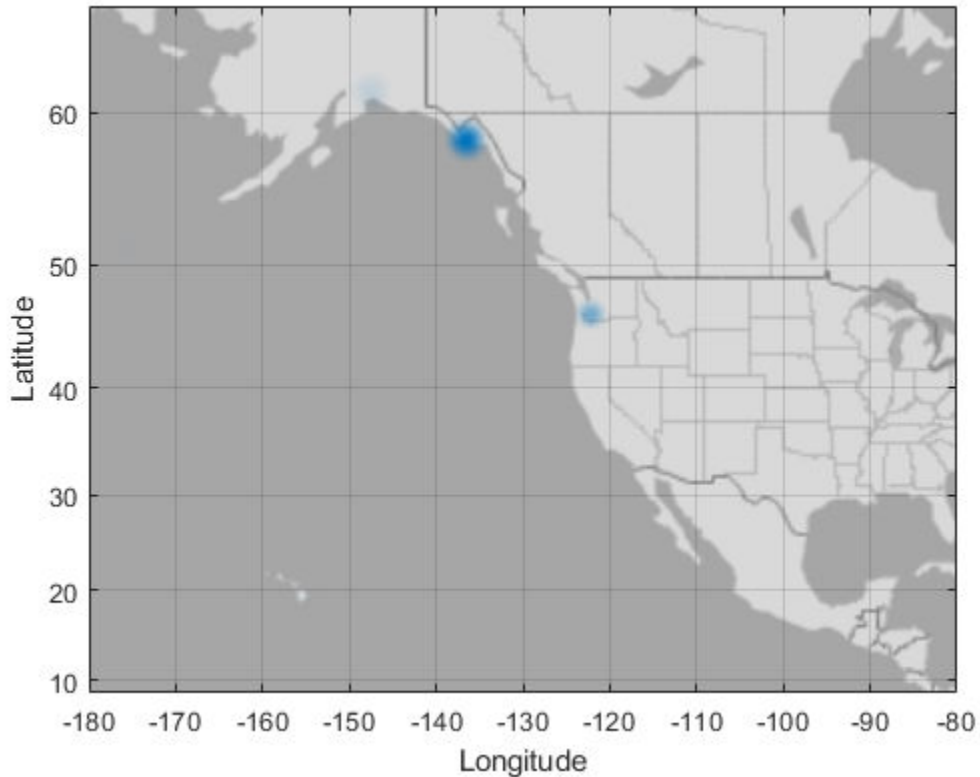


### Create Geographic Density Plot

Draw a line on a map between Seattle and Anchorage. Specify the latitude and longitude for each city. Plot the data on a map using the `geoplot` function.

```
tsunamis = readtable('tsunamis.xlsx');
lat = tsunamis.Latitude;
lon = tsunamis.Longitude;
weights = tsunamis.MaxHeight;
```

```
geodensityplot(lat,lon,weights)
geolimits([10 65],[-180 -80])
```



## See Also

[GeographicBubbleChart Properties](#) | [geoaxes](#) | [geobubble](#) | [geodensityplot](#) | [geoplot](#) | [geoscatter](#)

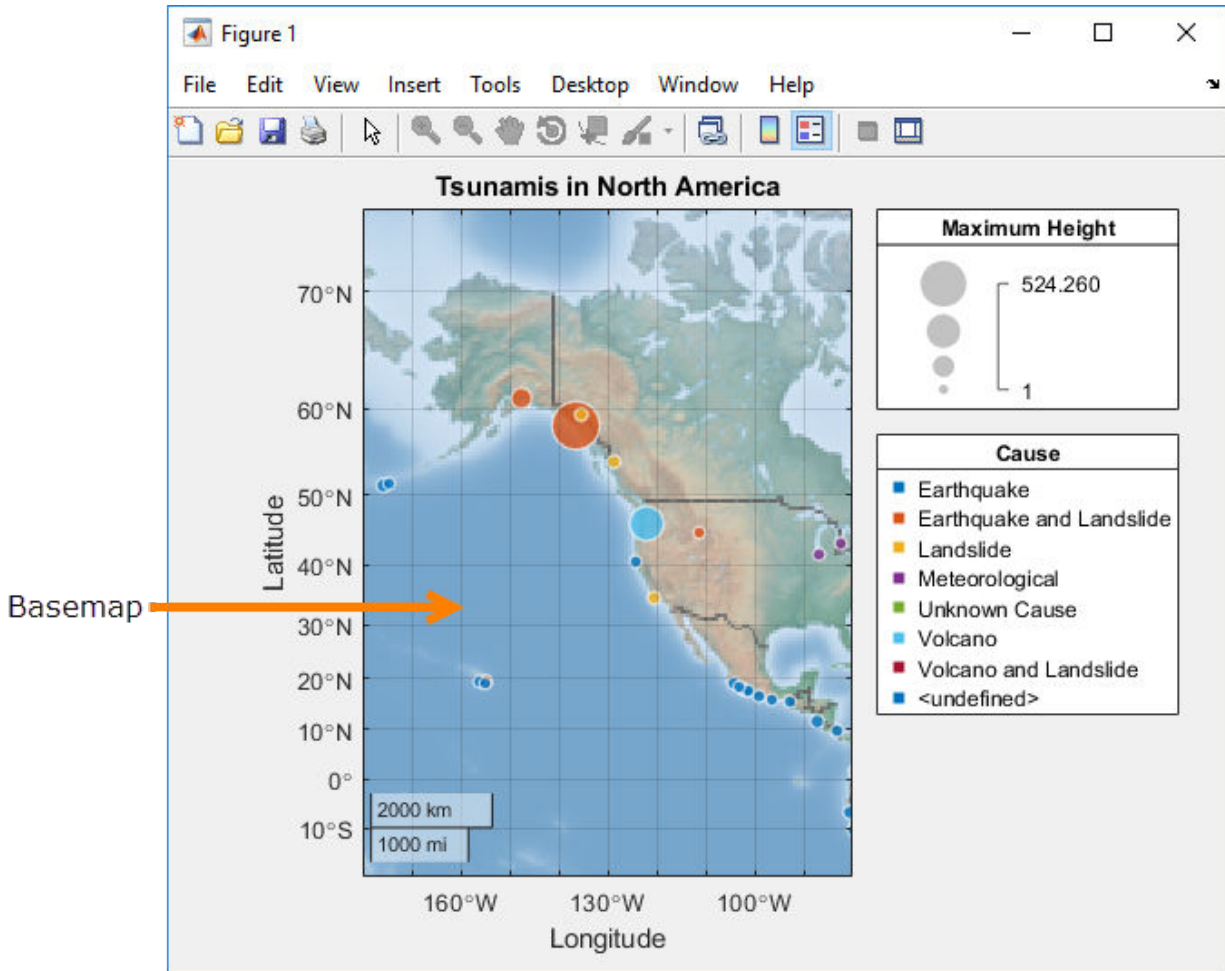
## Related Examples

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Basemaps in Geographic Axes and Charts

Geographic axes and charts plot your data over an interactive, multiresolution map, providing spatial context for your geographic data. These maps, called basemaps, are tiled data sets that the MathWorks® derives from public domain data.

MathWorks provides six basemaps that you can use with a geographic axes and charts. The basemaps provide a variety of display options, from two-tone, land-ocean raster maps to color terrain maps. You can specify the basemap when you create the axes or chart. You can also change the basemap using the `Basemap` property of the geographic axes or chart object, or by using the `geobasemap` function. The following figure shows the basemap in a geographic bubble chart.



MathWorks includes one basemap with the product, a two-toned map named 'darkwater'. If you choose one of the other basemaps, the chart accesses the map over the Internet. MathWorks hosts these basemaps. If you do not have reliable access to the Internet, or want to improve map responsiveness, you can download these basemaps onto your local system. For more information about downloading basemaps, see "Access Basemaps in MATLAB" on page 6-53.

### See Also

GeographicBubbleChart Properties | geoaxes | geobubble | geodensityplot | geoplot | geoscatter

### Related Examples

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

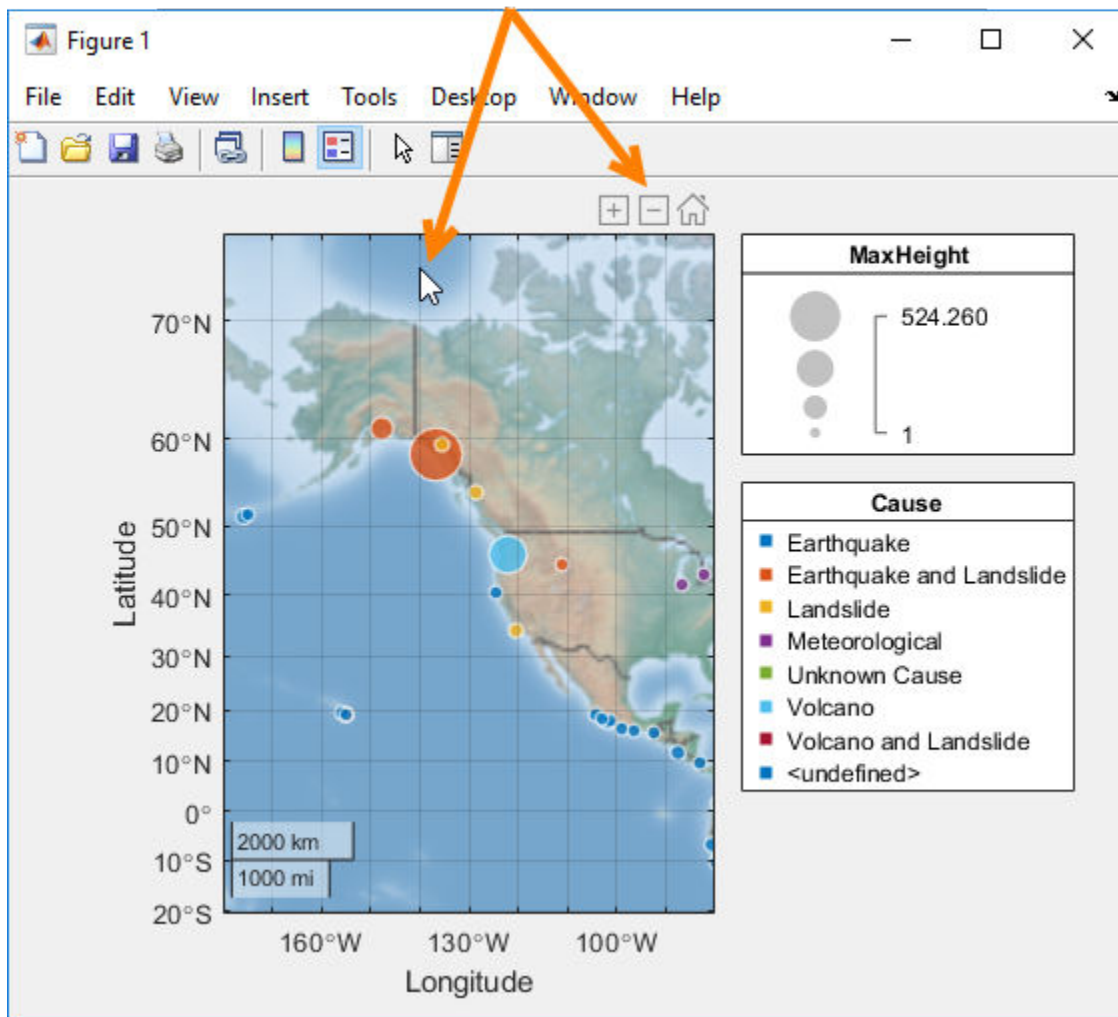
## Pan and Zoom Behavior in Geographic Axes and Charts

The basemap in a geographic axes or chart is *live*, that is, you can pan the basemap, to view other geographic locations, or zoom in and out on the map to view regions in more detail. The map updates as you pan and zoom. On geographic axes and charts, pan and zoom capabilities are enabled by default.

To pan the basemap in a geographic axes or chart, you can use the arrow keys. You can also move the cursor over the map, and click and drag the basemap. You can pan the map in the horizontal direction continuously--longitude wraps. Panning in the vertical direction stops just beyond 85 degrees, north and south.

To zoom in and out on the map in a geographic axes or chart, you can use the scroll wheel, trackpad, or the **Plus** and **Minus** keys on the keyboard. The geographic axes or chart also includes zoom buttons and a **Restore view** button at the top of the chart. This set of buttons is only visible when you move the cursor anywhere over the map. To return to the original view of the map after panning and zooming, click the **Restore View** button.

When you move the cursor over the geographic axes or chart, the zoom and restore view buttons appear.



## See Also

[geoaxes](#) | [geobubble](#) | [geodensityplot](#) | [geoplot](#) | [geoscatter](#)



## **Related Examples**

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

# Basemap Caching Behavior in Geographic Axes and Charts

if you access a basemap over the Internet, the geographic axes or chart caches the basemap tiles to improve performance. As you pan or zoom on the map, the geographic axes or chart only has to retrieve basemap tiles over the Internet once. This also means that, if you lose your connection to the Internet, you can still view parts of the map that you have already viewed because these map tiles are stored locally. When you are not connected to the Internet and you attempt to view a part of the map that you haven't previously viewed, the chart uses tiles of the default basemap ('darkwater') that is included with the product for these areas.

## See Also

[geoaxes](#) | [geobubble](#) | [geodensityplot](#) | [geoplot](#) | [geoscatter](#)

## Related Examples

- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Geographic Bubble Charts Overview

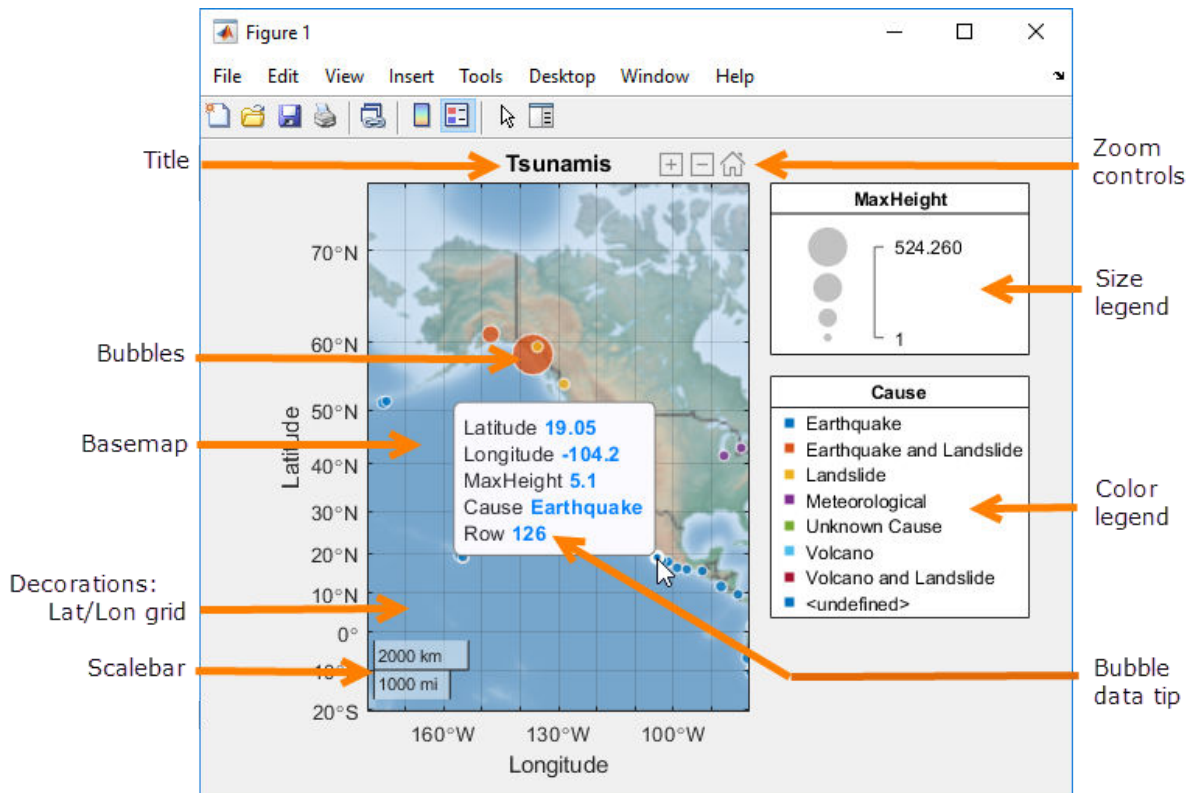
Using a map as a background, the geographic bubble chart plots your data as filled, colored circles, called bubbles, at locations on the map specified by longitude and latitude. You can use the size and color of the bubbles to indicate data values at these locations.

Suppose you have data that describes the occurrences of tsunamis around the world. Plot the data in a geographic bubble chart where the bubbles mark each occurrence on a map, called a basemap. You can use bubble size to indicate the height of the wave and bubble color to indicate the cause. With the map as background, you can immediately see tsunami occurrences and their severity. Plotting the data on a map is an effective way to visualize your data.

A geographic bubble chart includes these components (shown in the following figure):

### Geographic Bubble Chart Components

Component	Description
Basemap	The map over which the geographic bubble chart plots the data. For more information, see “Access Basemaps in MATLAB” on page 6-53.
Bubbles	Symbols that mark map locations and communicate other information through their size and color.
Data Tips	Small windows that pop open containing information about the bubble, such as latitude and longitude. For more information, see “Data Tips on Geographic Axes” on page 6-37.
Decorations	Descriptive visual elements of the chart, such as latitude and longitude grids, and a scale bar, which shows how distances are represented on the map. The chart updates these elements as you zoom in and out on the map. Use geographic bubble chart properties to control the visibility of these elements, such as the <code>ScalebarVisible</code> property.
Legends	Displays of tabular information that explain the meaning of bubble size and bubble color. For more information, see “Geographic Bubble Chart Legends” on page 6-18.
Title	Text displayed at the top of the chart, similar to any MATLAB figure. You can specify this using the geographic bubble chart <code>Title</code> property or the <code>title</code> command.
Zoom controls	Set of controls that let you zoom in or out on the map, or return to the original view of the map. For more information, see “Pan and Zoom Behavior in Geographic Axes and Charts” on page 6-11.



## See Also

GeographicBubbleChart Properties | geobubble

## Related Examples

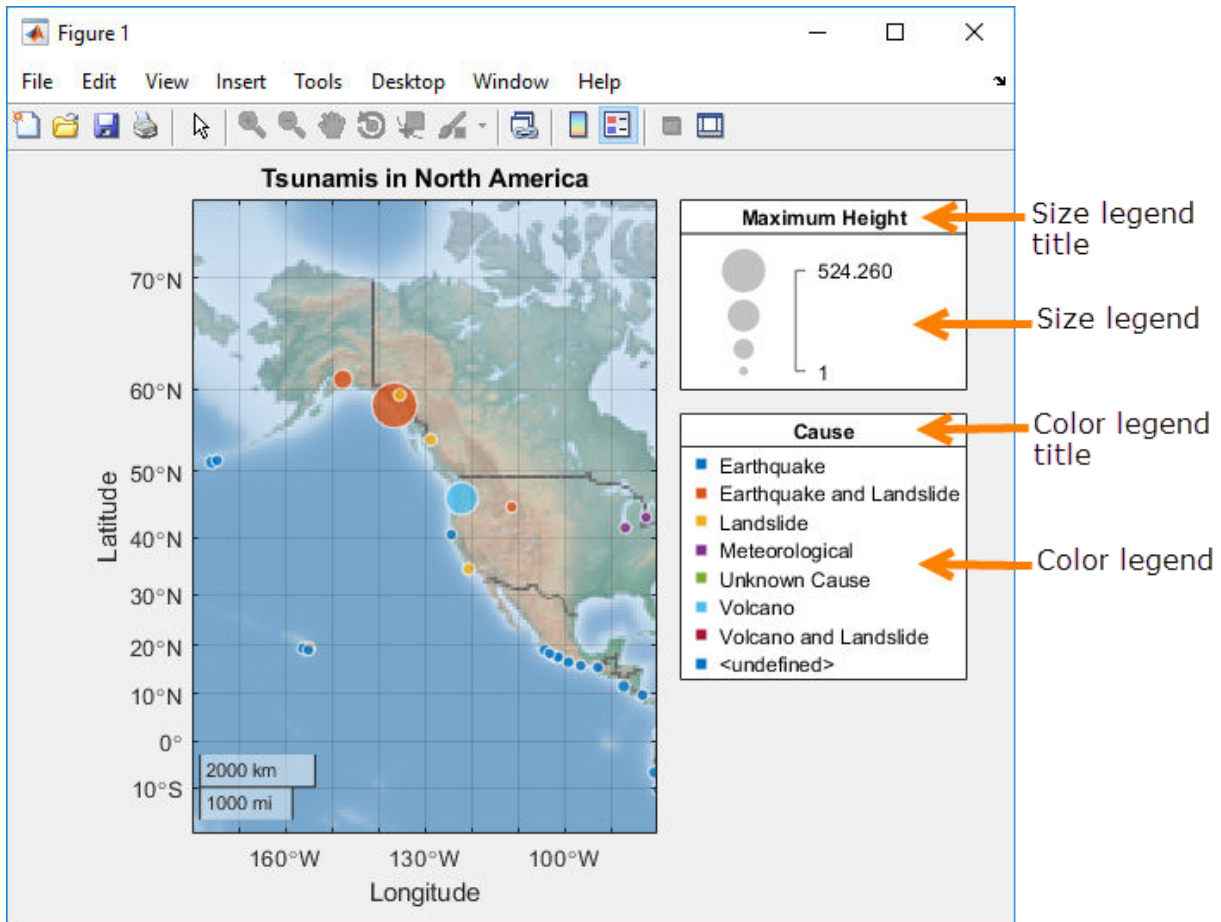
- "Use Geographic Bubble Chart Properties" on page 6-43
- "Access Basemaps in MATLAB" on page 6-53
- "Troubleshoot Geographic Axes or Chart Basemap Connection" on page 6-55
- "Create Geographic Bubble Chart from Tabular Data" on page 6-57

## Geographic Bubble Chart Legends

When you create a geographic bubble chart with `SizeData`, the chart includes a size legend that explains how the bubble sizes represent the data. The legend includes a sampling of four bubble sizes, smallest to largest. You can specify the widths of the smallest and largest bubbles using the `BubbleWidthRange` property. The legend labels the smallest and largest bubbles in the legend with their associated numeric values. The legend gets these values from the `SizeLimits` property. If you are specifying `SizeData` directly, the legend has no title. You can specify a title for the legend using the `SizeLegendTitle` property. If you are specifying a table variable for size data, the legend uses the variable name as the size legend title. The legend includes a sampling of four bubble sizes, smallest to largest. The widths of the smallest and largest bubbles can be specified using the `BubbleWidthRange` property. The legend labels the smallest and largest bubbles in the legend with their associated numeric values.

Similarly, if you create a geographic bubble chart with `ColorData`, the chart includes a color legend that shows how bubble colors map to your categorical data. The legend includes all the colors, labeled with their associated category. If you are specifying `ColorData` directly, the legend has no title. You can specify a title for the legend using the `ColorLegendTitle` property. If you are specifying a table variable for color data, the legend uses the variable name as the color legend title.

The following illustration shows the geographic bubble chart size and color legends.



## See Also

GeographicBubbleChart Properties | geobubble

## Related Examples

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55

- “Create Geographic Bubble Chart from Tabular Data” on page 6-57



## View Cyclone Track Data in Geographic Density Plot

This example shows how to view cyclone tracking data in a geographic density plot. The data records observations of cyclones over an 11 year period, between 2007-2017.

Load the cyclone track data and display the first few rows. The data, produced by the Japan Meteorological Agency, records the location, pressure (in hPa), and wind speed (knots) of cyclones at six-hour intervals. Each row in the table represents the record of an observation of a particular cyclone, identified by a name and an ID number.

```
load cycloneTracks
head(cycloneTracks)
```

```
ans =
```

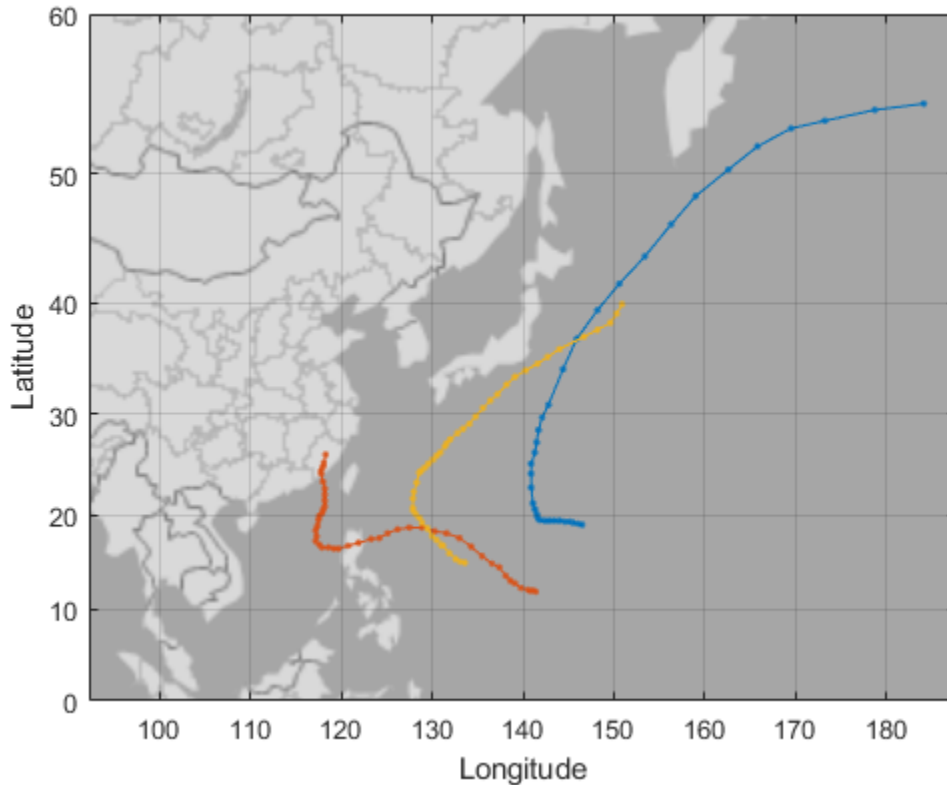
```
8x8 table
```

ID	Name	Time	Grade	Latitude	Longitude	Pres
701	"KONG-REY"	30-Mar-2007 12:00:00	2	5.8	158.2	10
701	"KONG-REY"	30-Mar-2007 18:00:00	2	6.3	158.1	10
701	"KONG-REY"	31-Mar-2007 00:00:00	2	6.7	157.9	10
701	"KONG-REY"	31-Mar-2007 06:00:00	2	7.1	156.6	10
701	"KONG-REY"	31-Mar-2007 12:00:00	2	7.6	155.5	10
701	"KONG-REY"	31-Mar-2007 18:00:00	2	8.8	154.2	10
701	"KONG-REY"	01-Apr-2007 00:00:00	3	9.7	152.8	10
701	"KONG-REY"	01-Apr-2007 06:00:00	3	10.2	152.1	9

To understand the data, plot the tracks of three cyclones, using the `geoplot` function. Get the data records for three cyclones, identified by ID number and name. Each observation record provides the latitude and longitude. Plot all the three cyclone tracks on one map by turning `hold on`.

```
figure
latMalakas = cycloneTracks.Latitude(cycloneTracks.ID == 1012);
lonMalakas = cycloneTracks.Longitude(cycloneTracks.ID == 1012);
geoplot(latMalakas,lonMalakas, '-.-')
geolimits([0 60],[100 180])
hold on
latMegi = cycloneTracks.Latitude(cycloneTracks.ID == 1013);
lonMegi = cycloneTracks.Longitude(cycloneTracks.ID == 1013);
```

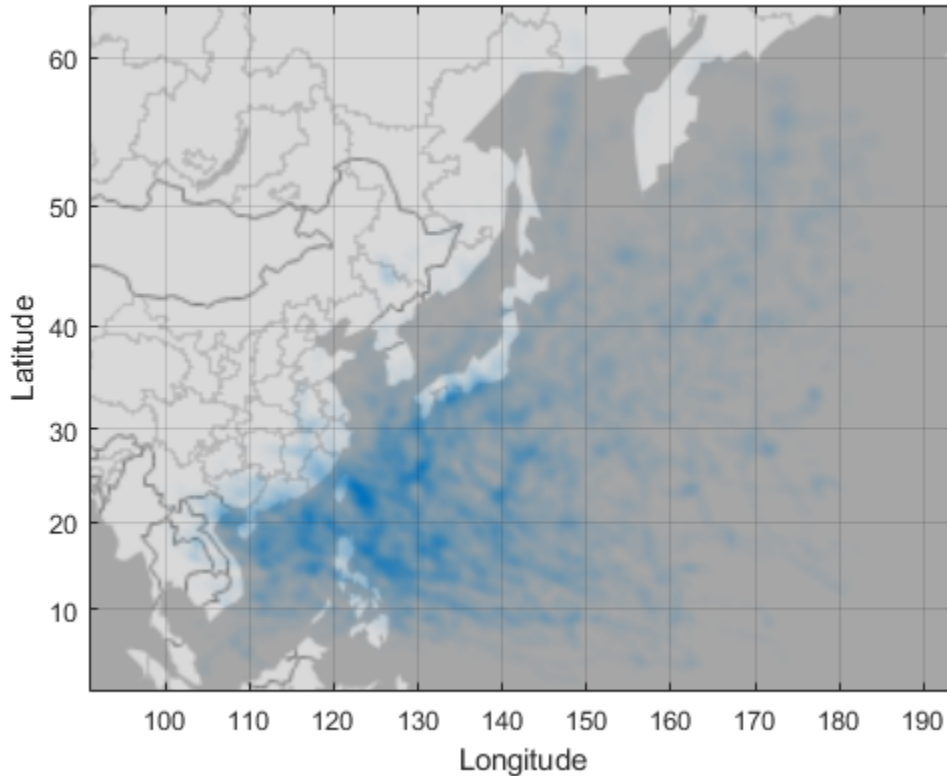
```
geoplot(latMegi,lonMegi,'.-')
latChaba = cycloneTracks.Latitude(cycloneTracks.ID == 1014);
lonChaba = cycloneTracks.Longitude(cycloneTracks.ID == 1014);
geoplot(latChaba,lonChaba,'.-')
```



View the density of all cyclones tracked over this 11-year period using `geodensityplot`. In this plot, instead of seeing the track of a particular cyclone, view all the records at every point for all the cyclones. `geodensityplot` calculates a cumulative probability distribution surface using contributions from the individual locations. The surface transparency varies with density.

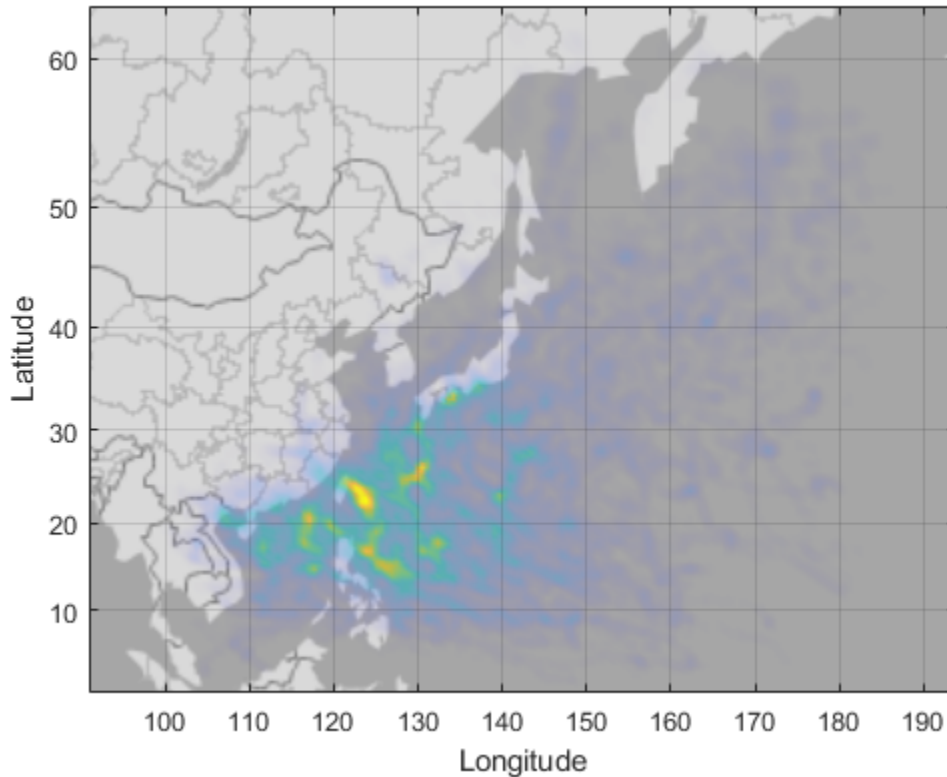
```
figure
latAll = cycloneTracks.Latitude;
```

```
lonAll = cycloneTracks.Longitude;  
geodensityplot(latAll,lonAll)
```



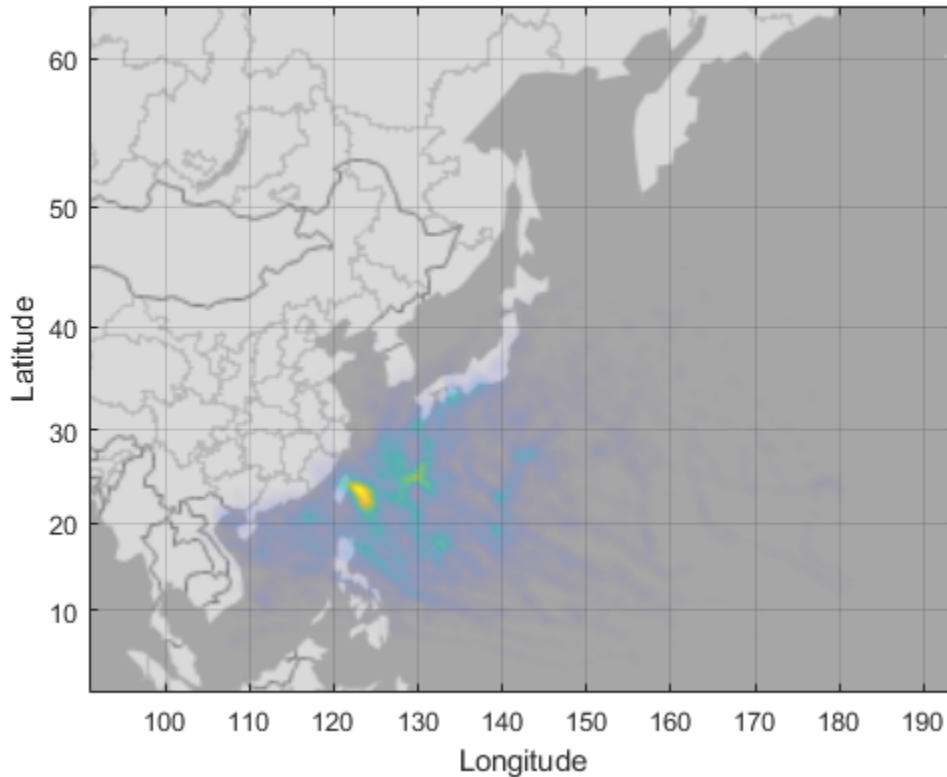
By default, `geodensityplot` uses a single color to represent all density values, using transparency to represent density variation. You can also use multiple colors with `geodensityplot` to represent areas of varying density. To do this, set the `'FaceColor'` property.

```
geodensityplot(latAll,lonAll,'FaceColor','interp')
```



A density plot can apply weights to individual data points. The weights multiply the contribution of individual points to the density surface.

```
windspeedAll = cycloneTracks.WindSpeed;  
geodensityplot(latAll,lonAll,windspeedAll,'FaceColor','interp')
```



Reference: This cyclone track data was modified for use in this example by MathWorks from the RSMC Best Track Data by the Japan Meteorological Agency ([http://www.jma.go.jp/jma/jma-eng/jma-center/rsmc-hp-pub-eg/RSMC\\_HP.htm](http://www.jma.go.jp/jma/jma-eng/jma-center/rsmc-hp-pub-eg/RSMC_HP.htm)).

## See Also

DensityPlot Properties | `geodensityplot`

## Related Examples

- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## View Density of Cellular Tower Placement

This example shows how to use a geographic density plot to view the density of cellular tower placement in California.

### Load Cellular Tower Placement Data

Load a table of cellular tower placement data into the workspace and view the first few rows. The data of cellular towers in California. The table includes fields that identify the location of the cellular tower, by latitude and longitude, and about the type of tower.

```
load cellularTowers
head(cellularTowers)
```

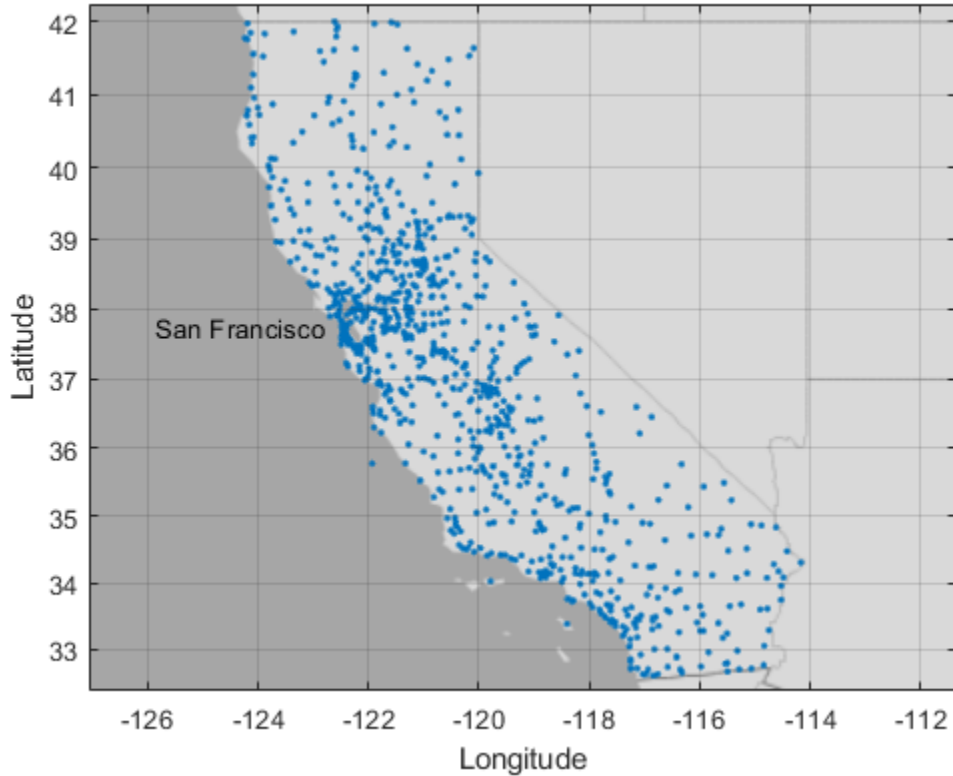
```
ans=8x10 table
```

ID	Latitude	Longitude	City	County	State	NEPA
2166	37.119	-121.83	"MORGAN HILL"	SANTA CLARA	CA	N
2167	37.346	-121.63	"SAN JOSE"	SANTA CLARA	CA	N
2168	37.158	-121.98	"REDWOOD ESTATES"	SANTA CLARA	CA	N
2169	37.366	-122.14	"LOS ALTOS HILLS"	SANTA CLARA	CA	N
2170	37.402	-122.18	"STANFORD"	SANTA CLARA	CA	N
2171	37.258	-122.03	"SARATOGA"	SANTA CLARA	CA	N
2172	37.434	-121.89	"MILPITAS"	SANTA CLARA	CA	N
2173	37.446	-121.89	"MILPITAS"	SANTA CLARA	CA	N

### View the Data as a Geographic Scatter Plot

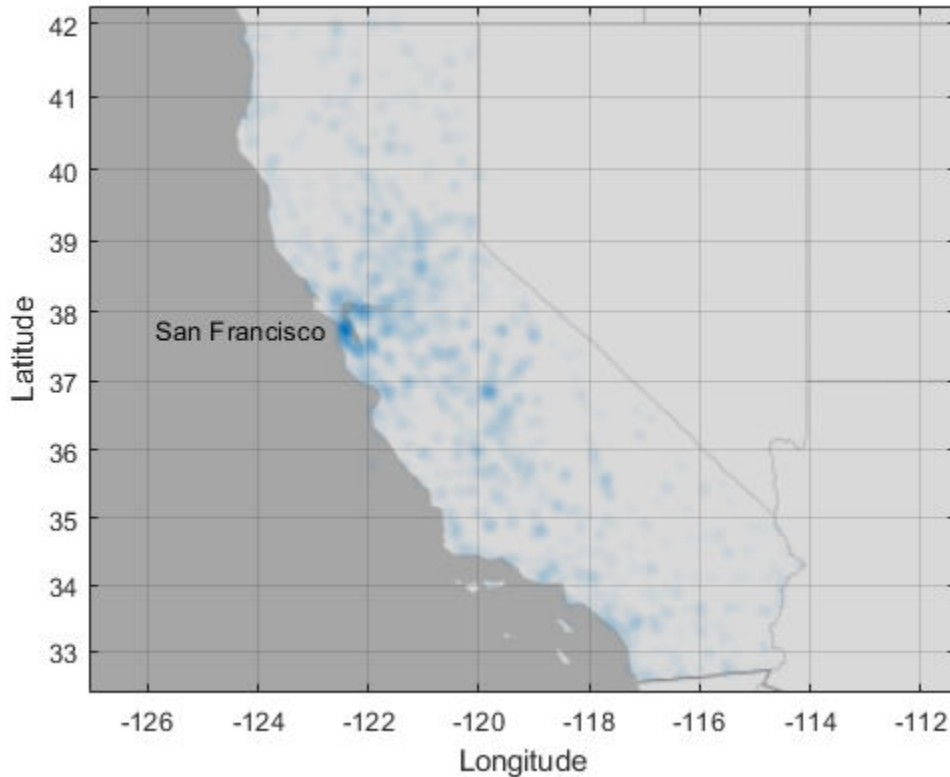
Plot the cellular tower data using the `geoscat` function. In the plot, there are clear areas around San Francisco where the number of towers are too dense to be represented using a scatter plot.

```
geoscat(cellularTowers.Latitude, cellularTowers.Longitude, '.')
text(gca,37.75,-122.75,'San Francisco','HorizontalAlignment','right')
```



The dense area of towers in the San Francisco area can be shown using `geodensityplot`.

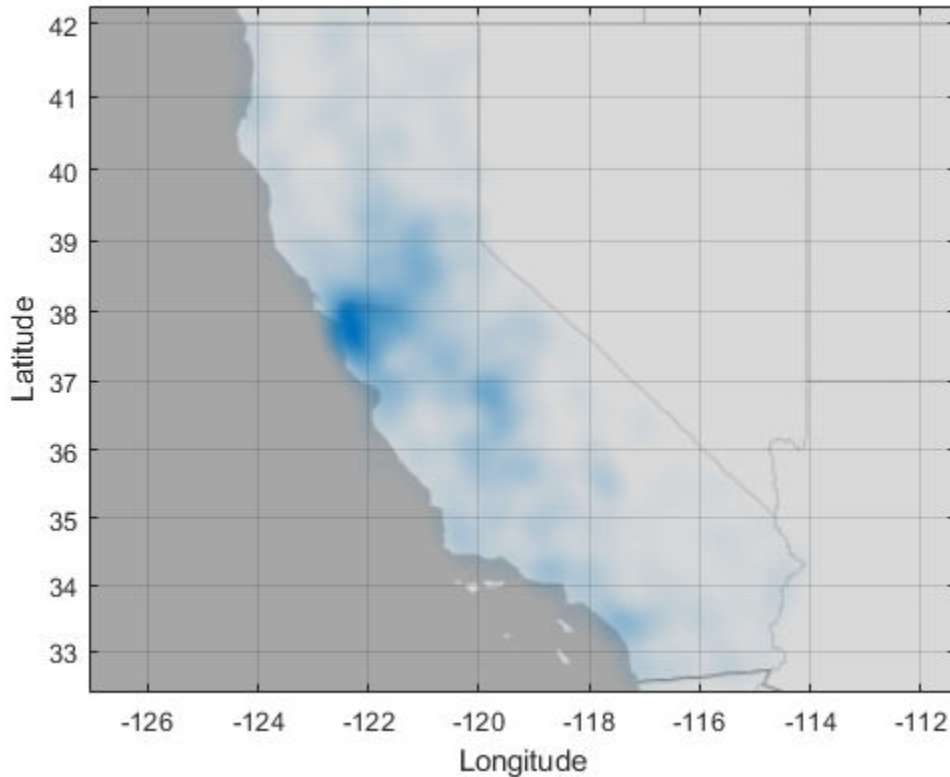
```
geodensityplot(cellularTowers.Latitude, cellularTowers.Longitude)
text(gca,37.75,-122.75,'San Francisco','HorizontalAlignment','right')
```



When you create a geographic density plot, by default, the density plot automatically selects a radius value, using the latitude and longitude data. Use the `Radius` property to manually select a radius in meters.

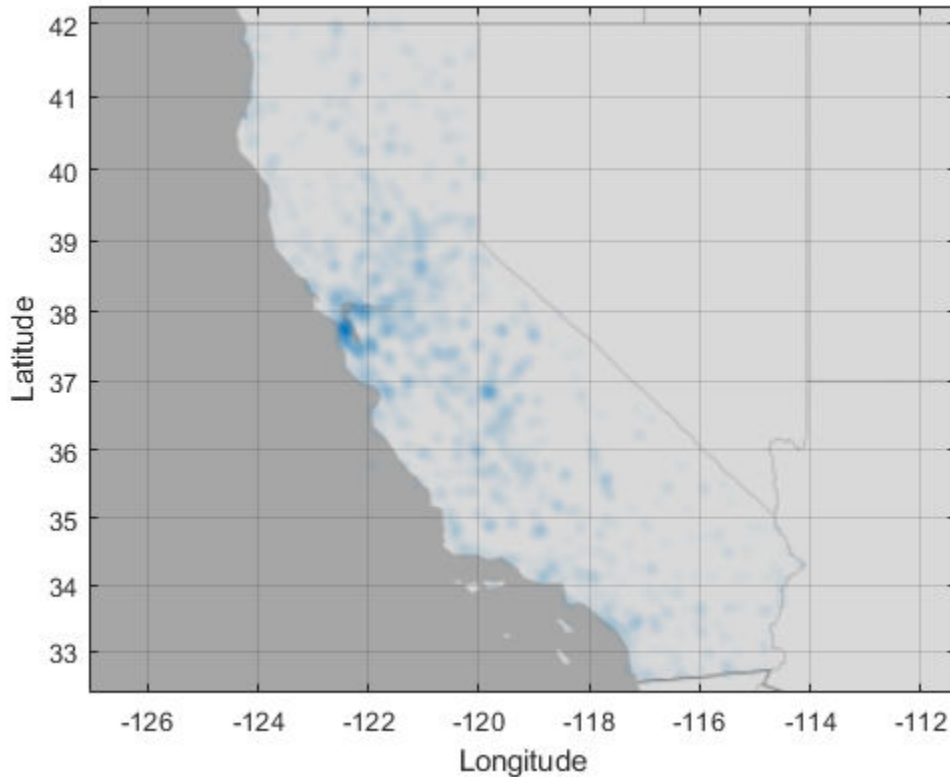
```
radiusInMeters = 50e3; % 50 km  
geodensityplot(cellularTowers.Latitude, cellularTowers.Longitude, 'Radius', radiusInMeters)
```





When set to 'interp', the density plot's FaceAlpha and FaceColor properties use the Alphamap and Colormap properties of the underlying geographic axes, respectively. Changing the Alphamap changes the mapping of the density values to color intensities.

```
geodensityplot(cellularTowers.Latitude, cellularTowers.Longitude)  
alphamap(normalize(1:64).^0.5, 'range')
```



The `AlphaScale` property on the geographic axes can also be used to alter the transparency. This property is particularly useful when trying to show where any density is found, rather than highlighting the most dense areas.

figure

```
dp = geodensityplot(cellularTowers.Latitude, cellularTowers.Longitude)
```

```
dp =
```

```
  DensityPlot with properties:
```

```
    FaceColor: [0 0.4470 0.7410]
```

```
    FaceAlpha: 'interp'
```

```
    LatitudeData: [1x1193 double]
```

```
    LongitudeData: [1x1193 double]
```

```
WeightData: [1x0 double]
Radius: 1.8291e+04
```

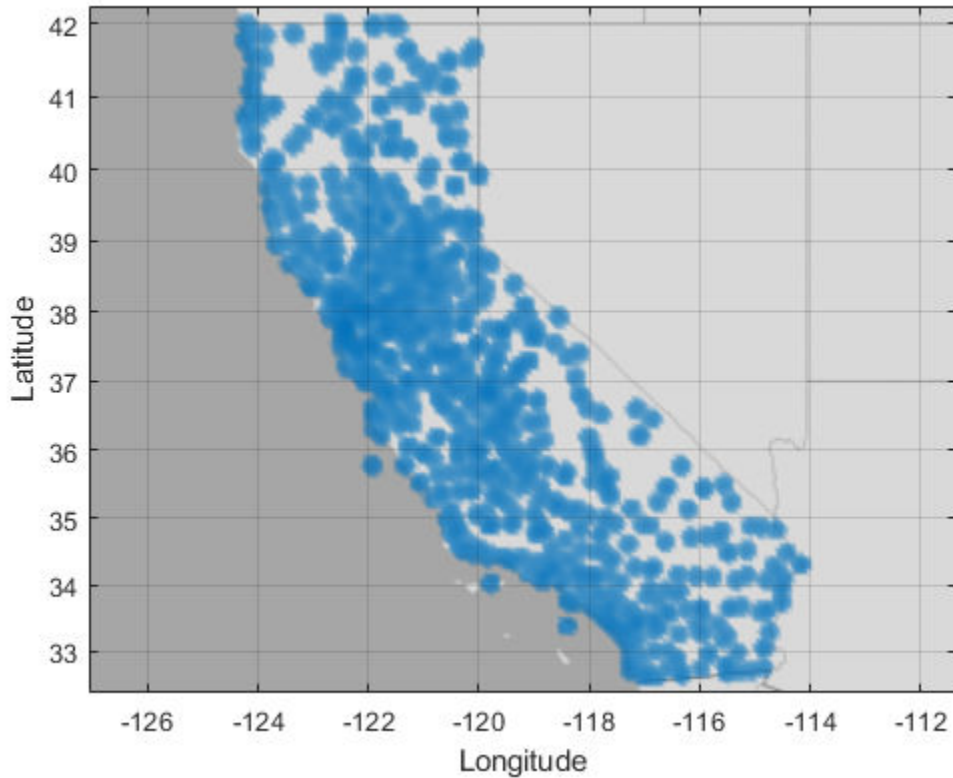
```
Show all properties
```

```
gx = gca
```

```
gx =
  GeographicAxes with properties:
    Basemap: 'darkwater'
    Position: [0.1300 0.1100 0.7750 0.8150]
    Units: 'normalized'
```

```
Show all properties
```

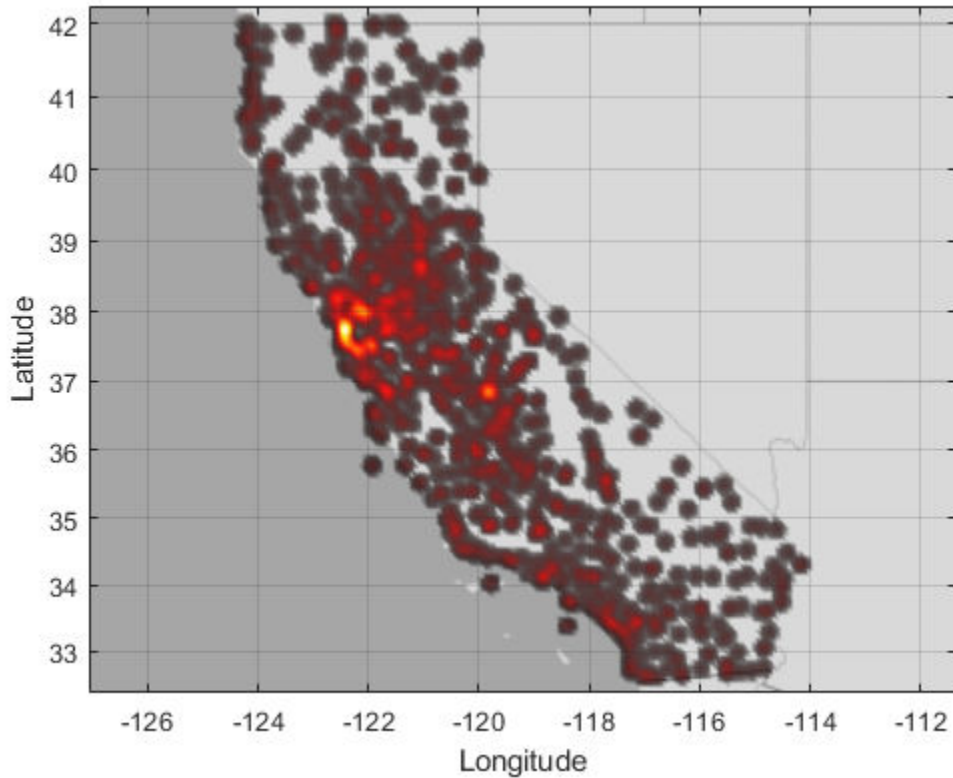
```
gx.AlphaScale = 'log';
```



**Use DensityPlot object Properties to Specify Color**

Add color.

```
dp.FaceColor = 'interp';  
colormap hot
```



## See Also

DensityPlot Properties | `geodensityplot`

## Related Examples

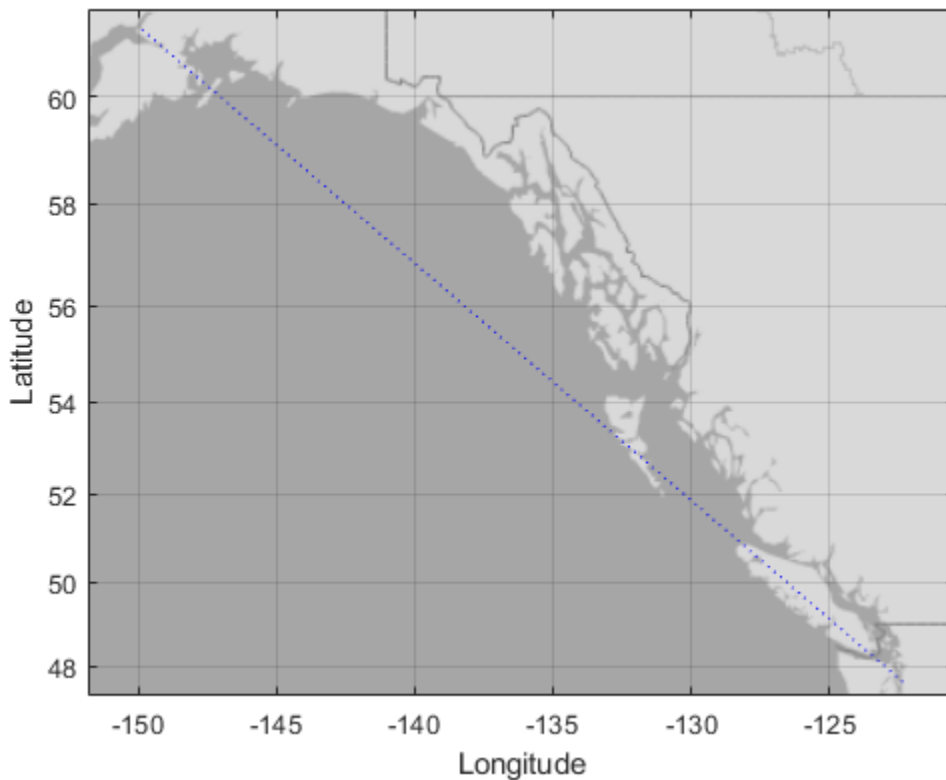
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Customize Layout of Geographic Axes

This example shows how to customize the layout of a Geographic Axes.

Plot a line between two cities using the `geoplot` function.

```
latSeattle = 47.62;  
lonSeattle = -122.33;  
latAnchorage = 61.20;  
lonAnchorage = -149.9;  
geoplot([latSeattle latAnchorage],[lonSeattle lonAnchorage], 'b:')
```



Make the plot take up the entire space inside the figure, turn off the grid, and turn off tick marks.

```
gx = gca;  
gx.Grid = 'off'  
gx.TickDir = 'out'  
gx.Position = gx.OuterPosition
```

```
gx =
```

```
GeographicAxes with properties:
```

```
    Basemap: 'darkwater'  
    Position: [0.1300 0.1100 0.7750 0.8150]  
    Units: 'normalized'
```

```
Use GET to show all properties
```

```
gx =
```

```
GeographicAxes with properties:
```

```
    Basemap: 'darkwater'  
    Position: [0.1300 0.1124 0.7750 0.8126]  
    Units: 'normalized'
```

```
Use GET to show all properties
```

```
gx =
```

```
GeographicAxes with properties:
```

```
    Basemap: 'darkwater'  
    Position: [0 0 1 1]  
    Units: 'normalized'
```

```
Use GET to show all properties
```



## See Also

geoplot

## Related Examples

- “Create Geographic Bubble Chart from Tabular Data” on page 6-57



## Data Tips on Geographic Axes

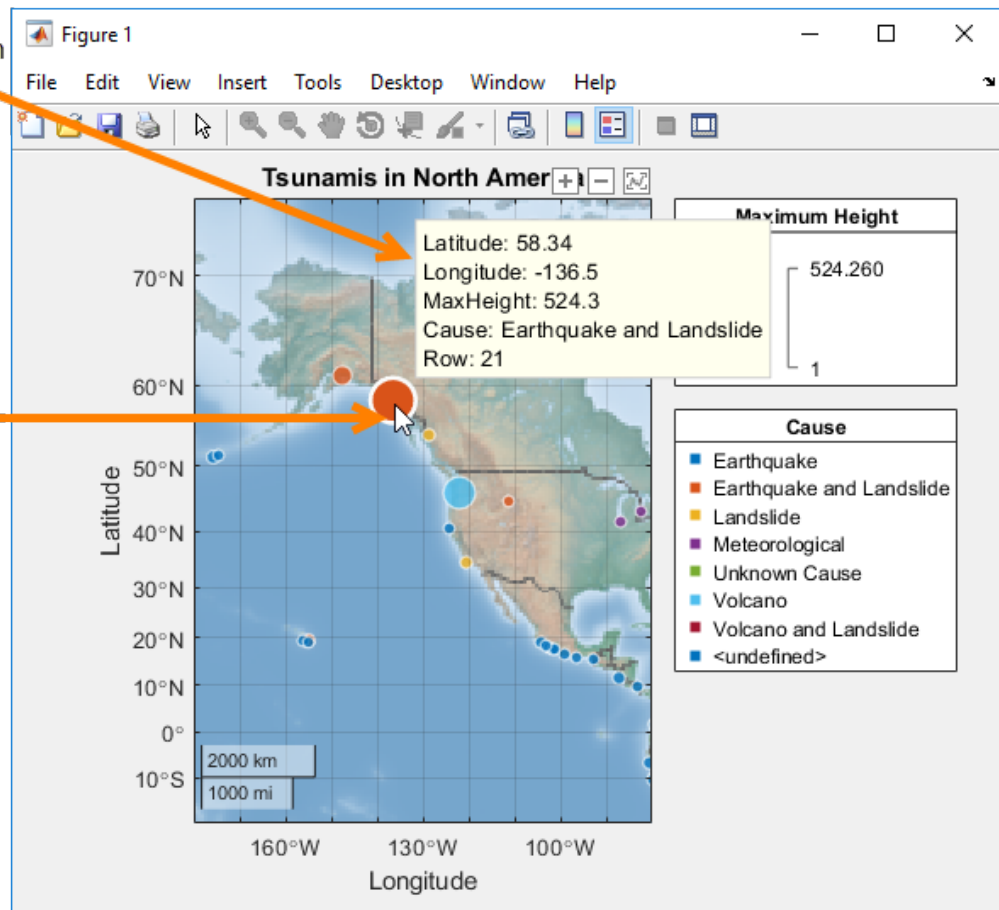
In a geographic axes, a data tip is a small window that pops open when you hover an item displayed. The data tip contains information about the variable data represented by the data item, such as its latitude and longitude. On geographic axes, the data tip capability is enabled by default.

To view a data tip, position the cursor over a data item on the axes and hover there. The geographic axes displays the data tip associated with the variable represented in the plot.

For example, to get information about the largest bubble in the geographic bubble chart showing tsunami data, position the cursor over the large orange bubble and hold it there. For geographic bubble charts, the data tip includes the latitude, longitude, maximum wave height, and cause the bubble represents. Because the call to `geobubble` that created this chart specified the table that holds the data, the data tip includes the row in the table represented by the bubble and uses the table variable names.

View data associated with the bubble.

Position cursor over bubble and linger.



## See Also

GeographicBubbleChart Properties | geobubble

## Related Examples

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Access Basemaps in MATLAB” on page 6-53

- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Data Tips on Geographic Bubble Charts

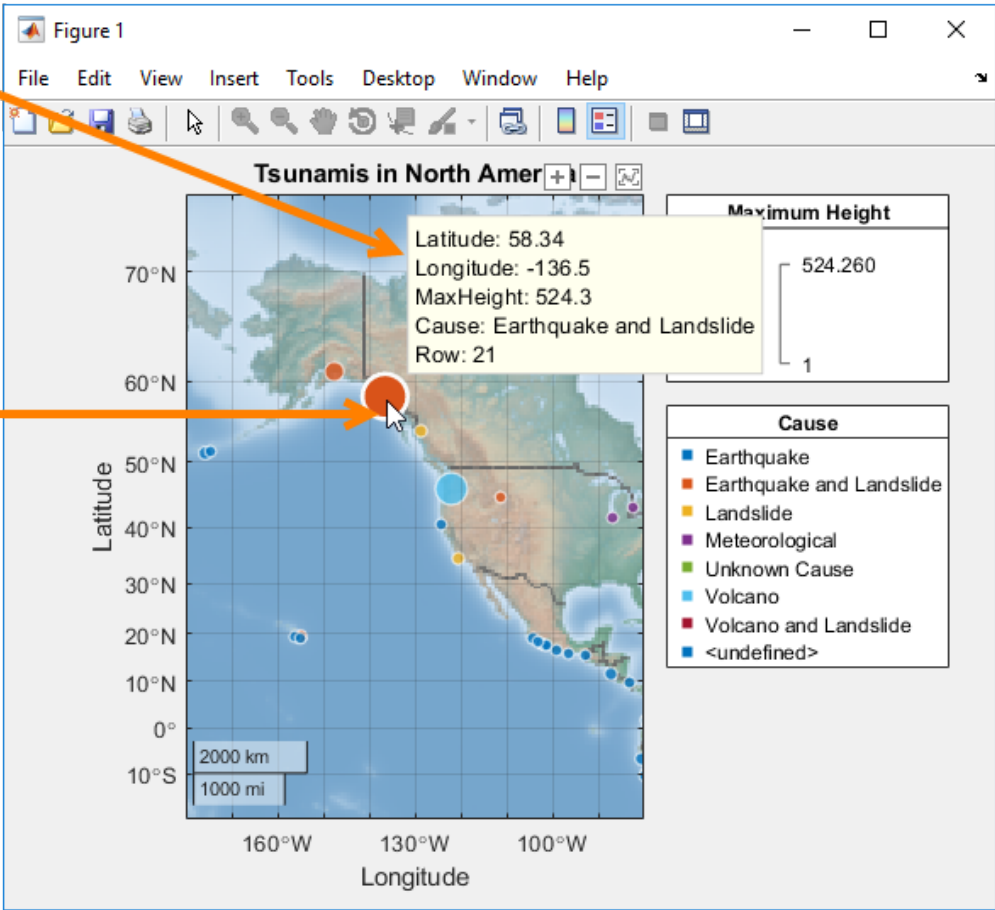
In a geographic bubble chart, a data tip is a small window that pops open when you hover an item displayed. The data tip contains information about the variable data represented by the data item, such as its latitude and longitude. On geographic bubble charts, the data tip capability is enabled by default.

To view a data tip, position the cursor over a data item on the chart and hover there. The geographic bubble chart displays the data tip associated with the variable represented in the plot.

For example, to get information about the largest bubble in the geographic bubble chart showing tsunami data, position the cursor over the large orange bubble and hold it there. For geographic bubble charts, the data tip includes the latitude, longitude, maximum wave height, and cause the bubble represents. Because the call to `geobubble` that created this chart specified the table that holds the data, the data tip includes the row in the table represented by the bubble and uses the table variable names.

View data associated with the bubble.

Position cursor over bubble and linger.



# Deploy Geographic Axes and Charts

You can deploy MATLAB applications that include a geographic axes or chart. Users of your application get the same experience that MATLAB users get: a "live" map that can be panned and zoomed.

If your deployed application uses only the default basemap, 'darkwater', this map is included with the product.

If your deployed application offers users a choice of basemaps, they can access these basemaps over the Internet, just as MATLAB users do.

If your deployed application offers users a choice of basemaps, and you want users to have access to map data without an Internet connection, you must download the basemap add-ons and include them in the deployed application package. When you create your deployed application, the deployment tool lists any basemap add-ons that you have downloaded onto your local system. Users of your deployed application will see the basemap you packaged with your app.

---

**Note** By default, the deployment tools lists all of the basemap add-ons that you have downloaded onto your system, preselected for inclusion in the deployed application package. Do not leave them all selected. Choose only the basemap (or basemaps) that you want users of your application to see. Including all the basemap add-ons in your deployed application package can create a file that exceeds file system limits.

---

## See Also

GeographicBubbleChart Properties | `geobubble`

## Related Examples

- "Use Geographic Bubble Chart Properties" on page 6-43
- "Access Basemaps in MATLAB" on page 6-53
- "Troubleshoot Geographic Axes or Chart Basemap Connection" on page 6-55
- "Geographic Bubble Charts Overview" on page 6-15
- "Create Geographic Bubble Chart from Tabular Data" on page 6-57

## Use Geographic Bubble Chart Properties

### In this section...

“Control Bubble Size” on page 6-43

“Control Bubble Color” on page 6-47

This topic describes some common tasks you can perform using geographic bubble charts properties.

### Control Bubble Size

You can use the size of the bubbles in a geographic bubble chart to communicate a quantifiable aspect of your data. For example, for Lyme disease sample data, you can use bubble size to visualize the number of cases in each county in New England. The following properties of the geographic bubble chart work together to control the size of the bubbles on the chart:

- `SizeData`
- `SizeVariable`
- `SizeLimits`
- `BubbleWidthRange`

The `SizeData` property specifies the data that you want to plot on the chart. `SizeData` must be a vector of numeric data the same size as the latitude and longitude vectors, or a scalar. Another way to specify size data is to pass a table as the first argument to `geobubble` and specify the name of a table variable to use for size data. You use the `SizeVariable` property to specify this table variable. When you use a table variable to specify size data, `geobubble` stores the values of this variable in the `SizeData` property and sets the property to read-only. If you do not specify `SizeData`, `geobubble` plots the geographic locations on a map using bubbles that are all the same size.

`geobubble` determines the size (diameter) of each bubble by linearly scaling the `SizeData` values between the limits set by the `BubbleWidthRange` property. `BubbleWidthRange` is a two-element vector that specifies the smallest bubble diameter and the largest bubble diameter in points. By default, `BubbleWidthRange` sets the range of bubble diameters between 5 points and 20 points. You can specify a bubble diameter as small as 1 point and as large as 100 points.

Use the `SizeLimits` property to control the mapping between `SizeData` and `BubbleWidthRange`. By default, the `SizeLimits` property specifies the extremes of your data range. For example, the `SizeLimits` default for the Lyme disease sample data is: `[0 514]` when the `Cases2010` variable is used as the `SizeVariable`.

When you specify size data, the geographic bubble chart includes a legend that describes the mapping of bubble sizes to your data. `geobubble` uses the values in the `SizeLimits` property as upper and lower bounds of the legend. When you specify a table variable, `geobubble` uses the variable name as the title of the size legend.

### Make Bubbles Smaller in Geographic Bubble Charts

This example shows how to reduce the size of the bubbles in a geographic bubble chart using the `BubbleWidthRange` property. (You can also reduce overlapping by resizing the geographic bubble chart figure.)

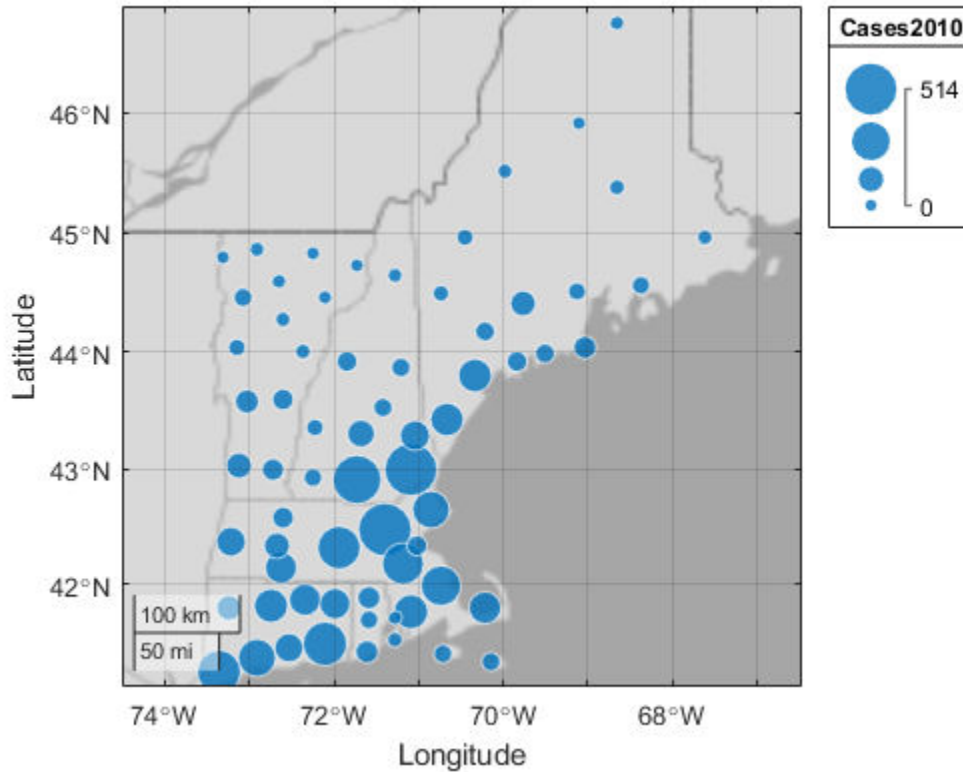
Read Lyme disease sample data into the workspace.

```
counties = readtable('counties.xlsx');
```

Create a geographic bubble chart using the latitude, longitude, and occurrence data from the table.

```
gb = geobubble(counties, 'Latitude', 'Longitude', 'SizeVariable', 'Cases2010');
```





View the values of the `SizeData` and `SizeLimits` properties of the geographic bubble chart.

```
size_data_values = gb.SizeData;
size_data_values(1:15)
```

```
ans = 15×1
```

```
331
187
88
125
240
340
```

```
161
148
38
4
:
```

```
size_limits = gb.SizeLimits
```

```
size_limits = 1x2
```

```
0 514
```

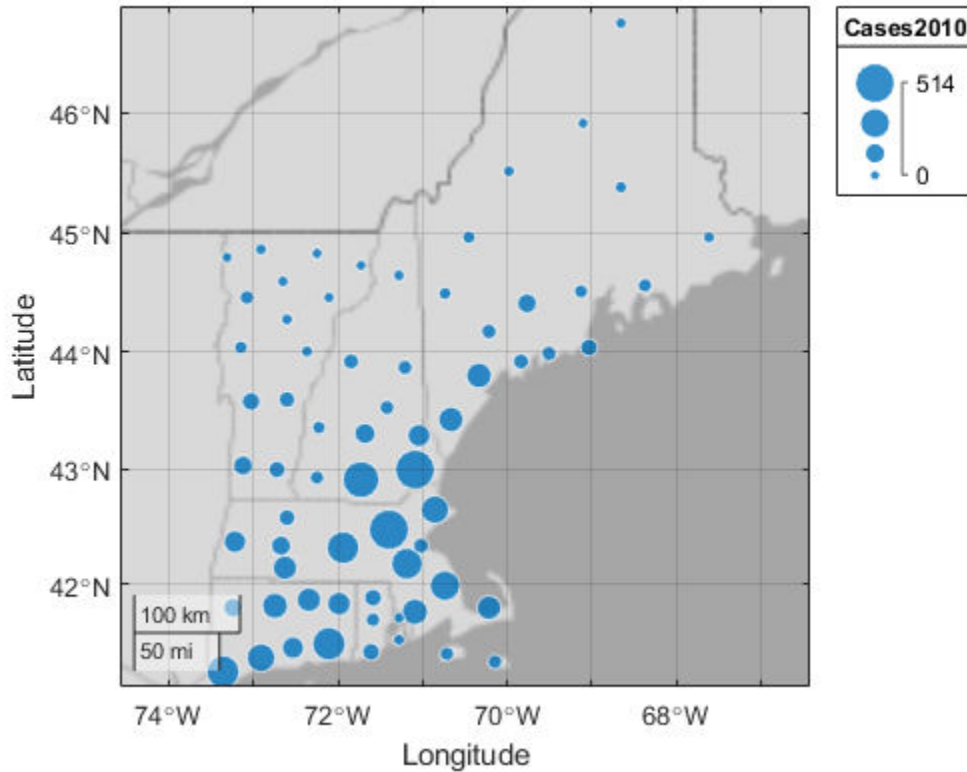
Make the bubbles smaller to avoid overlapping using the `BubbleWidthRange` property. First view the initial setting of the property.

```
default_width_range = gb.BubbleWidthRange
```

```
default_width_range = 1x2
```

```
5 20
```

```
gb.BubbleWidthRange = [4 15];
```



## Control Bubble Color

You can use the color of the bubbles in a geographic bubble chart to code them according to data category. For example, in the Lyme disease sample data, you can characterize the severity of Lyme disease in each county in New England as high, medium, or low. The following properties of the geographic bubble chart work together to control the color of the bubbles on the chart:

- `ColorData`
- `ColorVariable`

- `BubbleColorList`

The `ColorData` property specifies the data that you want to control the color of the bubbles in your chart. `ColorData` must be a vector of categorical data, the same size as latitude and longitude. Another way to specify color data is to pass a table as the first argument to `geobubble` and specify the name of a table variable to use for color data. You use the `ColorVariable` property to specify this table variable. `geobubble` stores the values of the table variable in the `ColorData` property and sets the property to read-only.

If your data does not initially include a `categorical` variable, you can create one. For example, the Lyme disease sample data does not include a categorical variable. One way to create a variable of this type is to use the `discretize` function. Take the occurrences data, `cases2010`, and create three categories based on the number of occurrences, describing them as low, medium, or high. The following code creates a categorical variable named `Severity` from the occurrence data.

```
Severity = discretize(counties.Cases2010,[0 50 100 550],...  
'categorical', {'Low', 'Medium', 'High'});
```

The `BubbleColorList` property controls the colors used for the bubbles in a geographic bubble chart. The value is an *m*-by-3 array where each row is an RGB color triplet. By default, `geobubble` uses a set of seven colors. If you have more than seven categories, the colors repeat cyclically. To change the colors used, use one of the other MATLAB colormap functions, such as `parula` or `jet`, or specify a custom list of colors.

## See Also

[GeographicBubbleChart Properties](#) | [discretize](#) | [geobubble](#) | [geolimits](#)

## Related Examples

- “Deploy Geographic Axes and Charts” on page 6-42
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Geographic Bubble Charts Overview” on page 6-15
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Specify Map Limits with Geographic Axes

A geographic axes or chart sets the latitude and longitude limits of the basemap to encompass all the points in your data. These map limits do not change when you resize the chart by resizing the figure window except to adapt to changes in the axes or chart aspect. The map limits do change when you zoom in or out or pan. The geographic axes and charts support properties related to map limits. Some are read-only properties that are for informational use.

- `LatitudeLimits` - Returns the current latitude limits (read-only).
- `LongitudeLimits` - Returns the current longitude limits (read-only).
- `MapCenter` - Return or set the current map center point.
- `ZoomLevel` - Return or set the current map zoom level.

A convenient way to get the current latitude and longitude limits is to call the `geolimits` function. You can also use the `geolimits` function to set the latitude and longitude limits. Use the `geolimits` function when you want to create a geographic axes or chart with the same map limits as an existing axes or chart. Retrieve the limits of the existing axes or chart and use `geolimits` to set the limits of the new axes or chart.

---

**Note** You can specify latitudes outside the approximate limits `[-85 85]`, beyond which the basemap tiles do not extend. However these values typically are not visible unless you control the map extent using the `MapCenter` and `ZoomLevel` properties. Also, data points very close to 90 degrees and -90 degrees can never be seen, because they map to infinite or near-infinite values in the vertical direction.

---

### Display Several Geographic Bubble Charts Centered Within Specified Limits

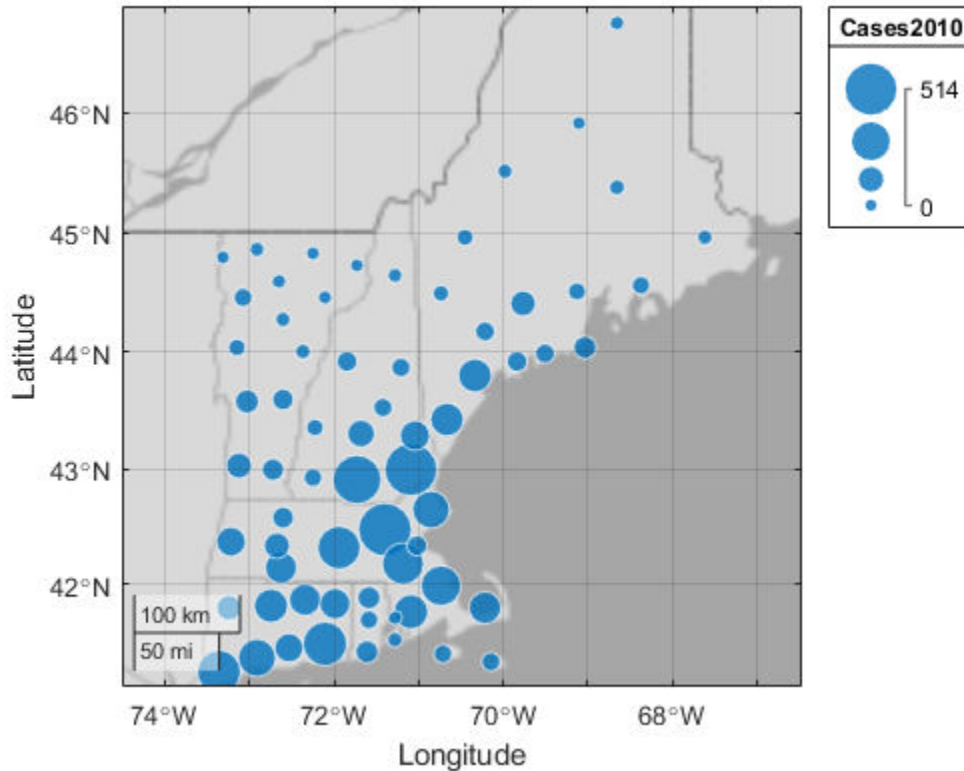
This example shows how to create two geographic bubble charts with this same map limits.

Read Lyme Disease sample data into the workspace.

```
counties = readtable('counties.xlsx');
```

Create a geographic bubble chart that plots the occurrences of Lyme disease in New England counties.

```
gb = geobubble(counties, 'Latitude', 'Longitude', 'SizeVariable', 'Cases2010');
```



Pan and zoom the map until you see only Northern New England. For this example, use `geolimits` to set the latitude and longitude limits of the map and the zoom level.

```
[nlat nlon] = geolimits(gb)
```

```
nlat = 1×2
```

```
41.0906 46.8645
```

```
nlon = 1×2
```

```
-74.5047 -66.4714
```

```
nzoomlevel = gb.ZoomLevel
```

```
nzoomlevel = 5.8952
```

Create another map with occurrence data for 2011 and set the map limits and zoom level to match the first chart.

```
figure
```

```
gb2 = geobubble(counties, 'Latitude', 'Longitude', 'SizeVariable', 'Cases2011')
```

```
gb2 =
```

```
GeographicBubbleChart with properties:
```

```

    Basemap: 'darkwater'
    MapLayout: 'normal'
    SourceTable: [67x19 table]
    LatitudeVariable: 'Latitude'
    LongitudeVariable: 'Longitude'
    SizeVariable: 'Cases2011'
    ColorVariable: ''

```

```
Show all properties
```

```
[n2lat n2lon] = geolimits(gb2, nlat, nlon)
```

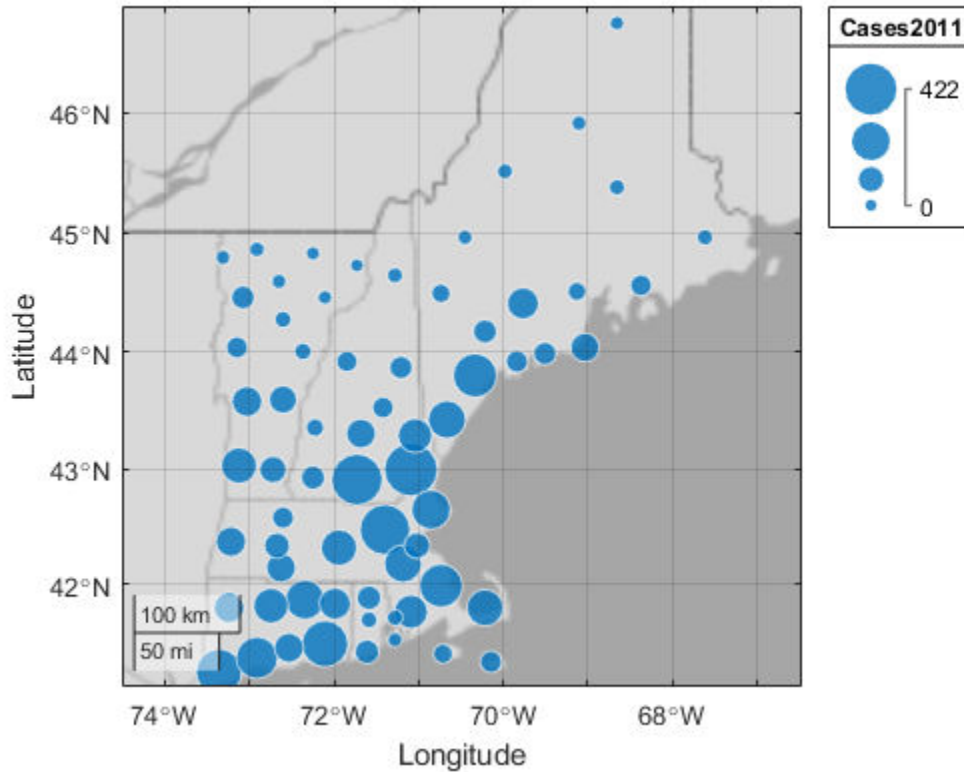
```
n2lat = 1x2
```

```
41.0906 46.8645
```

```
n2lon = 1x2
```

```
-74.5047 -66.4714
```

```
gb2.ZoomLevel = nzoomlevel;
```



## See Also

[DensityPlot Properties](#) | [GeographicAxes Properties](#) | [GeographicBubbleChart Properties](#) | [geoaxes](#) | [geobubble](#) | [geodensityplot](#) | [geolimits](#) | [geoplot](#) | [geoscatter](#)

## Related Examples

- “Geographic Bubble Charts Overview” on page 6-15
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57



## Access Basemaps in MATLAB

MathWorks provides several basemaps for use with geographic axes and charts. One basemap, 'darkwater', is installed with the product. By default, you access the other basemaps over the Internet. If you do not have a reliable Internet connection, or your connection is slow, you can download these basemaps onto your system. In this case, the geographic axes or chart accesses the basemaps locally, which can improve responsiveness.

To download these geographic axes or chart basemaps:

- 1 On the MATLAB **Home** tab, in the **Environment** section, click **Add-Ons > Get Add-Ons**.
- 2 In the Add-On Explorer, scroll to the **MathWorks Features** section, and click **show all** to find the basemap packages. You can also search for the basemap add-ons by name (listed in the following table) or click **Features** in **Filter by Type**.
- 3 Select the basemap data packages. For more information about basemaps, see `geobubble`.

Basemap Name	Basemap Data Package Name
'bluegreen'	MATLAB Basemap Data - bluegreen
'grayland'	MATLAB Basemap Data - grayland
'colorterrain'	MATLAB Basemap Data - colorterrain
'grayterrain'	MATLAB Basemap Data - grayterrain
'landcover'	MATLAB Basemap Data - landcover

### See Also

`DensityPlot` Properties | `GeographicAxes` Properties | `GeographicBubbleChart` Properties | `geoaxes` | `geobubble` | `geodensityplot` | `geoplot` | `geoscatter`

### Related Examples

- “Deploy Geographic Axes and Charts” on page 6-42
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Geographic Bubble Charts Overview” on page 6-15

- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Troubleshoot Geographic Axes or Chart Basemap Connection

If you choose a basemap other than 'darkwater', the geographic axes or chart retrieves the map data over the Internet from the MathWorks. If the axes or chart cannot connect to MathWorks, you see an error message similar to this:

Warning: Unable to access the Internet, showing 'darkwater' where 'colorterrain' is unavailable. See Access Basemaps in MATLAB.

If you have trouble accessing basemaps over the Internet, check your proxy server settings on the MATLAB Web Preferences page. The `geobubble` function supports only nonauthenticated and basic authentication types for use with your proxy server.

---

**Note** You can download basemaps and avoid accessing them over the Internet. See "Access Basemaps in MATLAB" on page 6-53.

---

To specify the proxy server settings in MATLAB:

- 1 On the **Home** tab, in the **Environment** section, click **Preferences**. Select **MATLAB > Web**.
- 2 Select the **Use a proxy server to connect to the Internet** check box.
- 3 Specify values for **Proxy host** and **Proxy port**. Examples of acceptable formats for the host are `172.16.10.8` and `ourproxy`. For the port, enter an integer only, such as `22`. If you do not know the values for your proxy server, ask your system or network administrator for the information. If your proxy server requires a user name and password, select the **Use a proxy with authentication** check box. Then enter your proxy user name and password. MATLAB stores the password without encryption in your `matlab.prf` file.
- 4 Ensure that your settings work by clicking the **Test connection** button. MATLAB attempts to connect to `https://www.mathworks.com`. If MATLAB can access the Internet, the word **Success!** appears next to the button. If MATLAB cannot access the Internet, the word **Failed!** appears next to the button. Correct the values you entered and try again. If you still cannot connect, try using the values you used when you authenticated your MATLAB license.
- 5 Click **OK** to accept the changes.

To specify system proxy server settings, refer to your Windows documentation for locating the Internet Options control panel. On the **Connections** tab, select **LAN settings**. The proxy settings are in the **Proxy server** section. MATLAB does not take into account proxy exceptions which you configure in Windows. Even if you have specified the correct credentials in the MATLAB preference panel or in the Windows system proxy settings, you might see the **Proxy Authentication Required** error if the proxy server requires an authentication method other than Basic.

### See Also

geobubble

### Related Examples

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Deploy Geographic Axes and Charts” on page 6-42
- “Access Basemaps in MATLAB” on page 6-53
- “Geographic Bubble Charts Overview” on page 6-15
- “Create Geographic Bubble Chart from Tabular Data” on page 6-57

## Create Geographic Bubble Chart from Tabular Data

Geographic bubble charts are a way to visualize data overlaid on a map. For data with geographic characteristics, these charts can provide much-needed context. In this example, you import a file into MATLAB® as a table and create a geographic bubble chart from the table variables (columns). Then you work with the data in the table to visualize aspects of the data, such as population size.

### Import File as Table

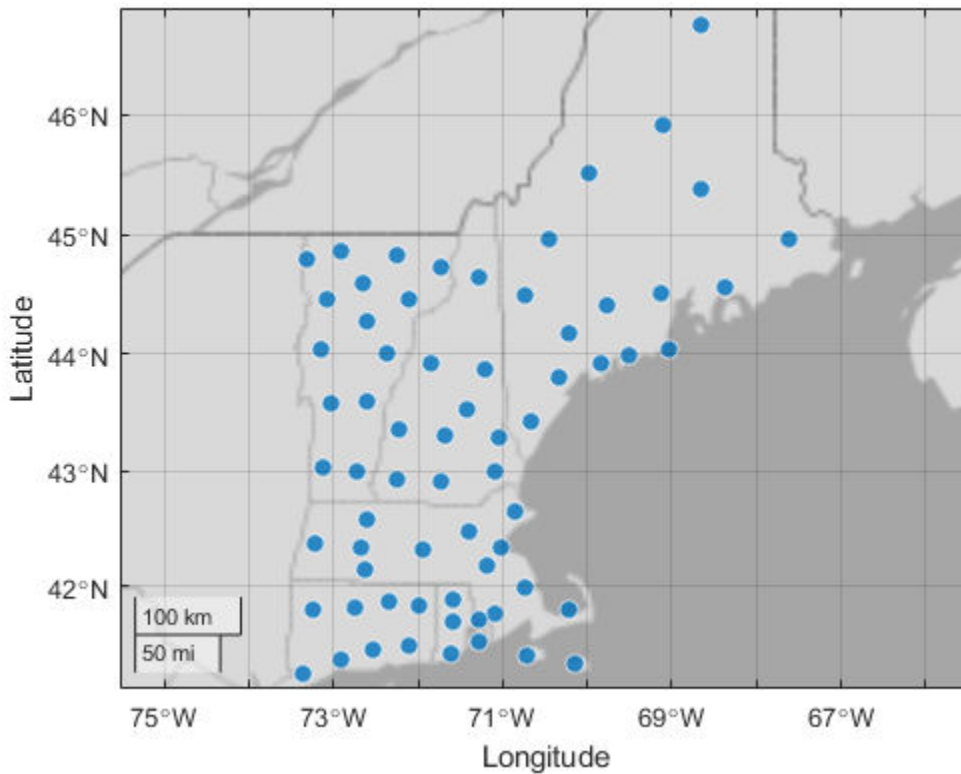
Load the sample file `counties.xlsx`, which contains records of population and Lyme disease occurrences by county in New England. Read the data into a table using `readtable`.

```
counties = readtable('counties.xlsx');
```

### Create Basic Geographic Bubble Chart

Create a geographic bubble chart that shows the locations of counties in New England. Specify the table as the first argument, `counties`. The geographic bubble chart stores the table in its `SourceTable` property. The example displays the first five rows of the table. Use the `'Latitude'` and `'Longitude'` columns of the table to specify locations. The chart automatically sets the latitude and longitude limits of the underlying map, called the *basemap*, to include only those areas represented by the data. Assign the `GeographicBubbleChart` object to the variable `gb`. Use `gb` to modify the chart after it is created.

```
figure  
gb = geobubble(counties, 'Latitude', 'Longitude');
```



```
head(gb.SourceTable, 5)
```

```
ans=5x19 table
```

FIPS	ANSICODE	Latitude	Longitude	CountyName	State	St
9001	2.1279e+05	41.228	-73.367	'Fairfield County'	'CT'	'Con
9003	2.1234e+05	41.806	-72.733	'Hartford County'	'CT'	'Con
9005	2.128e+05	41.792	-73.235	'Litchfield County'	'CT'	'Con
9007	2.128e+05	41.435	-72.524	'Middlesex County'	'CT'	'Con
9009	2.128e+05	41.35	-72.9	'New Haven County'	'CT'	'Con

You can pan and zoom in and out on the basemap displayed by the `geobubble` function. `geobubble` displays the data over a default basemap. To use another basemap, you must

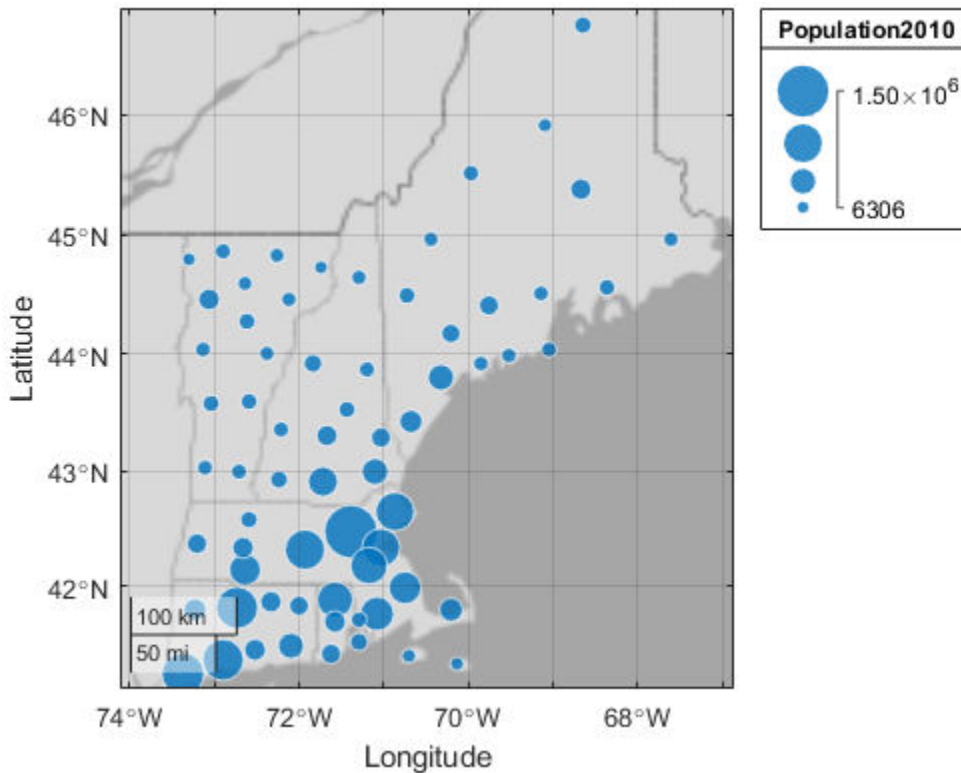
have an Internet connection or you must have previously downloaded the basemaps from MathWorks.

### Visualize County Populations on the Chart

Use bubble size (diameter) to indicate the relative populations of the different counties. Specify the Population2010 variable in the table as the value of the SizeVariable parameter. In the resultant geographic bubble chart, the bubbles have different sizes to indicate population. The chart includes a legend that describes how diameter expresses size.

figure

```
gb = geobubble(counties, 'Latitude', 'Longitude', ...
               'SizeVariable', 'Population2010');
```



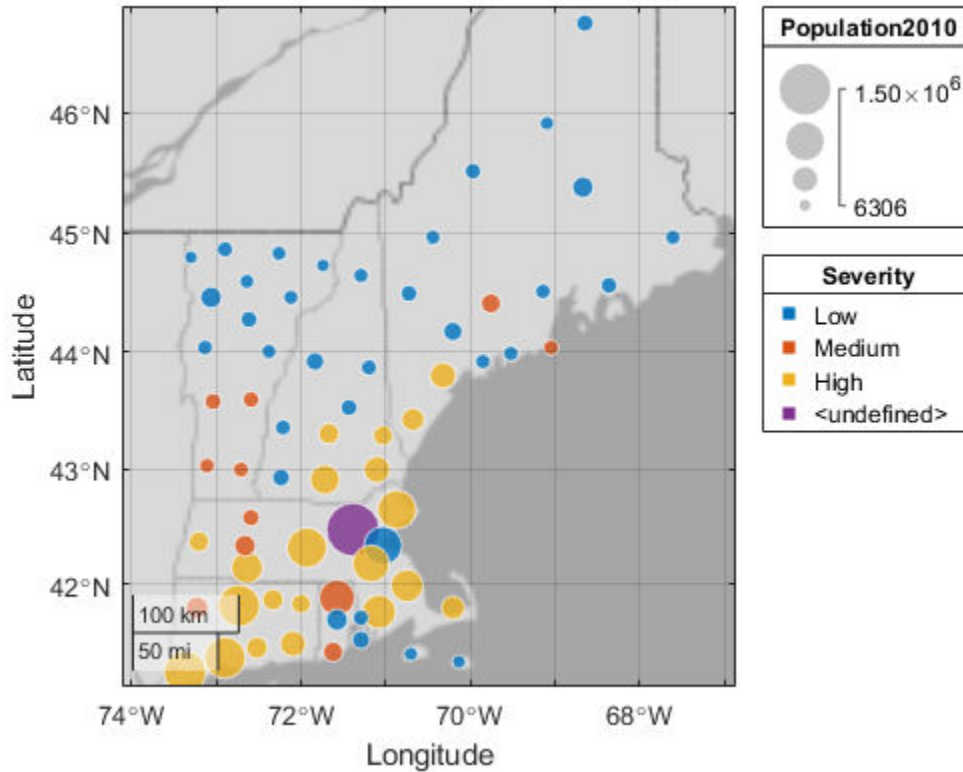
`geobubble` scales the bubble diameters linearly between the values specified by the `SizeLimits` property.

### Visualize Lyme Disease Cases by County

Use bubble color to show the number of Lyme disease cases in a county for a given year. To display this type of data, the `geobubble` function requires that the data be a categorical value. Initially, none of the columns in the table are categorical but you can create one. For example, you can use the `discretize` function to create a categorical variable from the data in the `Cases2010` variable. The new variable, named `Severity`, groups the data into three categories: Low, Medium, and High. Use this new variable as the `ColorVariable` parameter. These changes modify the table stored in the `SourceTable` property, which is a copy of the original table in the workspace, `counties`. Making changes to the table stored in the `GeographicBubbleChart` object avoids affecting the original data.

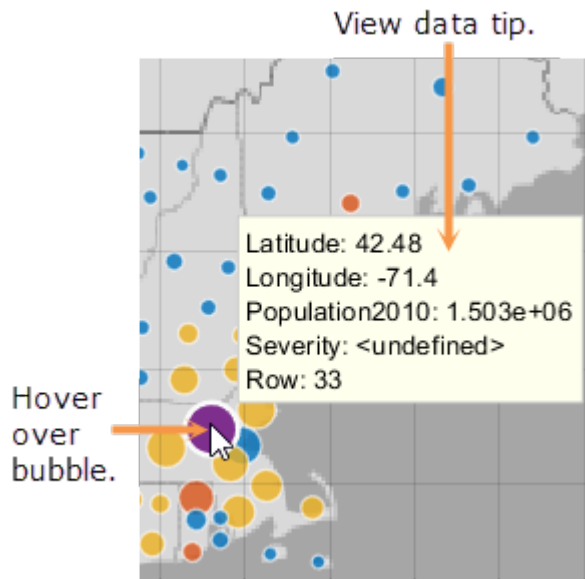
```
gb.SourceTable.Severity = discretize(counties.Cases2010,[0 50 100 500],...  
                                     'categorical', {'Low', 'Medium', 'High'});  
gb.ColorVariable = 'Severity';
```





### Handle Undefined Data

When you plot the severity information, a fourth category appears in the color legend: undefined. This category can appear when the data you cast to `categorical` contains empty values or values that are out of scope for the categories you defined. To determine what caused this undefined Severity value, view the data tip for an undefined bubble. You see that it represents values in the 33rd row of the Lyme disease table.



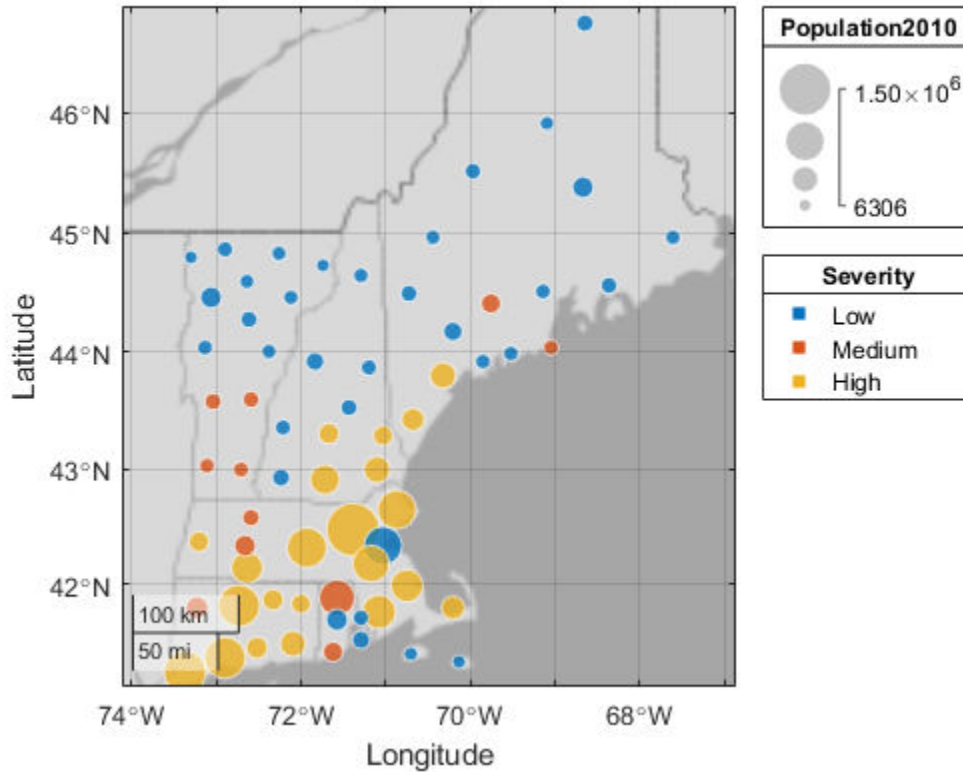
Check the value of the variable used for Severity, Cases2010, which is the 12th variable in the 33rd row of the Lyme disease table.

```
gb.SourceTable(33, 12)
```

```
ans=1x1 table
Cases2010
-----
514
```

The High category is defined as values between 100 and 500. However, the value of the Cases2010 variable is 514. To eliminate this undefined value, reset the upper limit of the High category to include this value. For example, use 5000.

```
gb.SourceTable.Severity = discretize(counties.Cases2010,[0 50 100 5000],...
                                     'categorical', {'Low', 'Medium', 'High'});
```

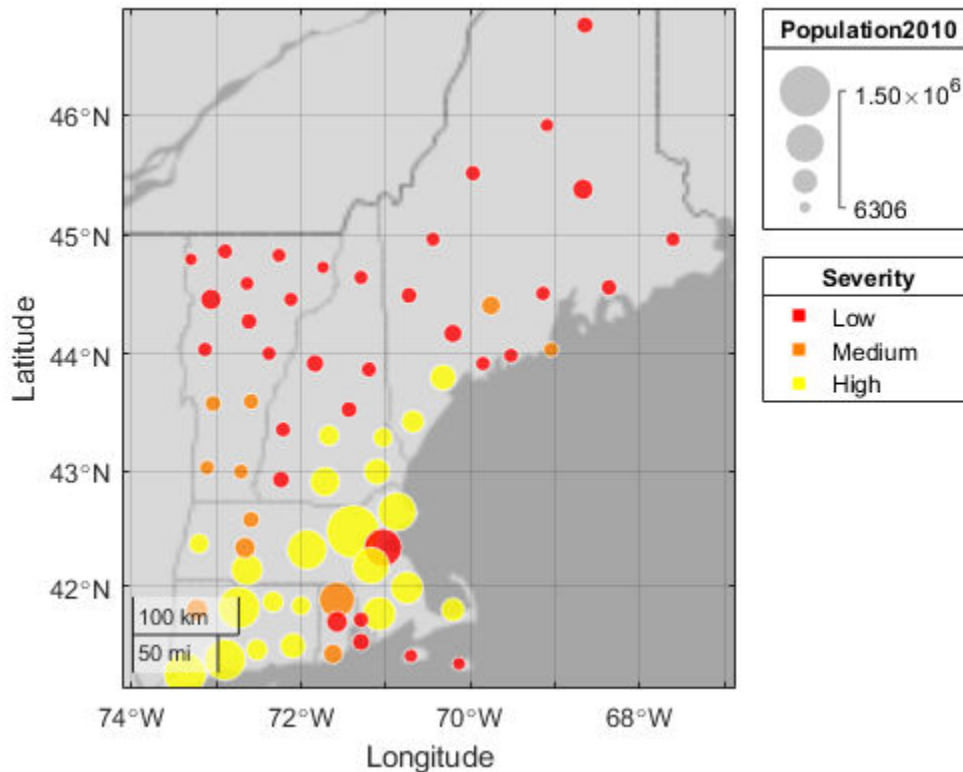


Unlike the color variable, when `geobubble` encounters an undefined number (NaN) in the size, latitude, or longitude variables, it ignores the value.

### Choose Bubble Colors

Use a color gradient to represent the Low-Medium-High categorization. `geobubble` stores the colors as an  $m$ -by-3 list of RGB values in the `BubbleColorList` property.

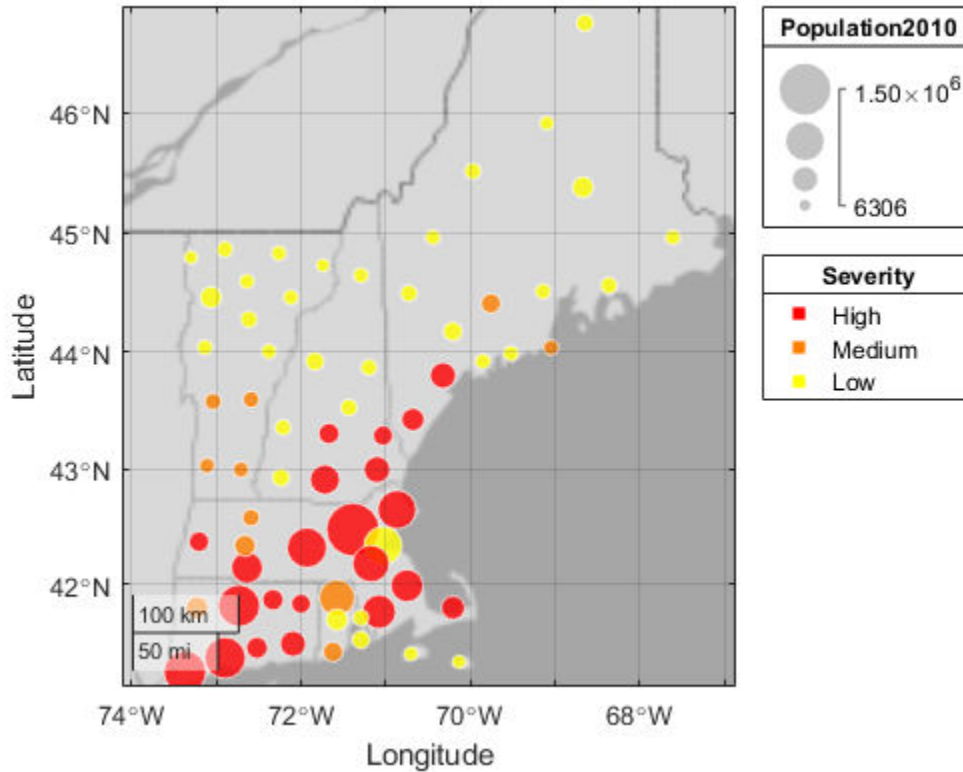
```
gb.BubbleColorList = autumn(3);
```



### Reorder Bubble Colors

Change the color indicating high severity to be red rather than yellow. To change the color order, you can change the ordering of either the categories or the colors listed in the `BubbleColorList` property. For example, initially the categories are ordered Low-Medium-High. Use the `reordercats` function to change the categories to High-Medium-Low. The categories change in the color legend.

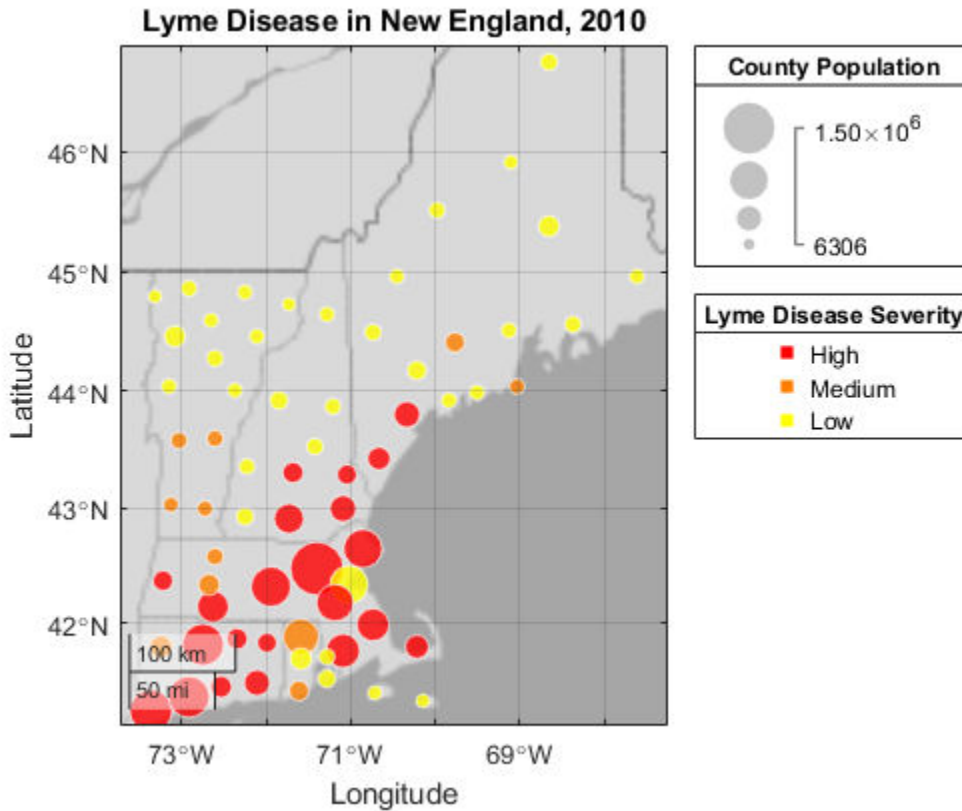
```
neworder = {'High', 'Medium', 'Low'};
gb.SourceTable.Severity = reordercats(gb.SourceTable.Severity, neworder);
```



### Adding Titles

When you display a geographic bubble chart with size and color variables, the chart displays a size legend and color legend to indicate what the relative sizes and colors mean. When you specify a table as an argument, `geobubble` automatically uses the table variable names as legend titles, but you can specify other titles using properties.

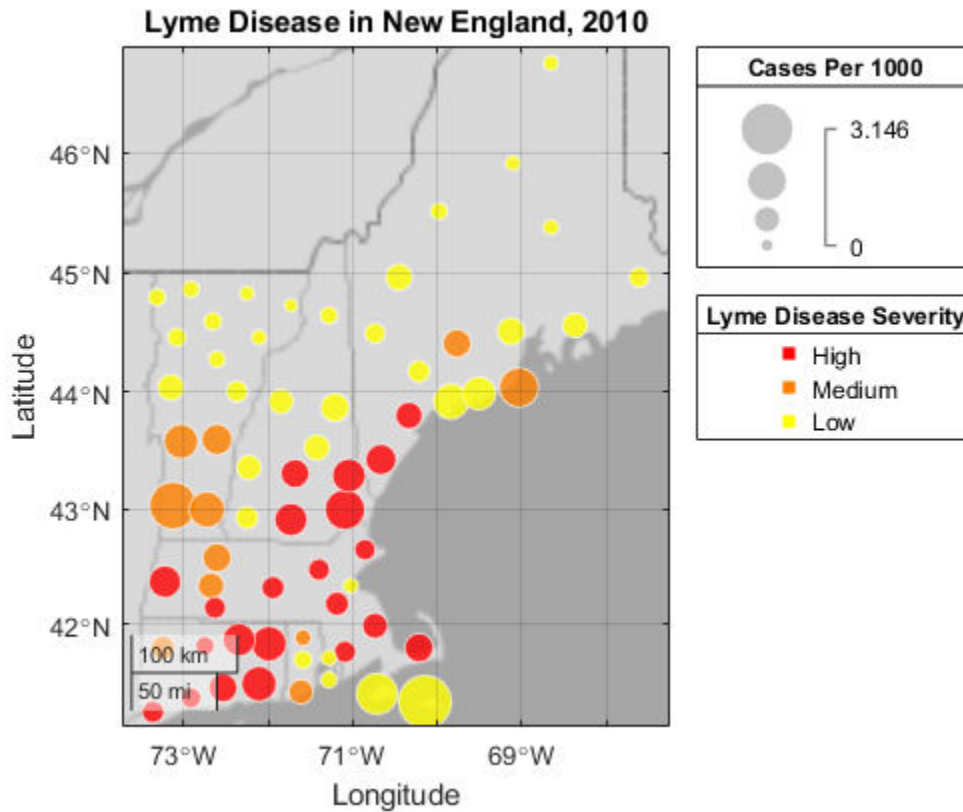
```
title 'Lyme Disease in New England, 2010'
gb.SizeLegendTitle = 'County Population';
gb.ColorLegendTitle = 'Lyme Disease Severity';
```



### Refine Chart Data

Looking at the Lyme disease data, the trend appears to be that more cases occur in more densely populated areas. Looking at locations with the most cases *per capita* might be more interesting. Calculate the cases per 1000 people and display it on the chart.

```
gb.SourceTable.CasesPer1000 = gb.SourceTable.Cases2010 ./ gb.SourceTable.Population2010;
gb.SizeVariable = 'CasesPer1000';
gb.SizeLegendTitle = 'Cases Per 1000';
```



The bubble sizes now tell a different story than before. The areas with the largest populations tracked relatively well with the different severity levels. However, when looking at the number of cases normalized by population, it appears that the highest risk per capita has a different geographic distribution.

## See Also

[GeographicBubbleChart Properties](#) | [categorical](#) | [discretize](#) | [geobubble](#) | [readtable](#) | [reordercats](#) | [table](#)

### **Related Examples**

- “Use Geographic Bubble Chart Properties” on page 6-43
- “Deploy Geographic Axes and Charts” on page 6-42
- “Access Basemaps in MATLAB” on page 6-53
- “Troubleshoot Geographic Axes or Chart Basemap Connection” on page 6-55
- “Geographic Bubble Charts Overview” on page 6-15



# Animation

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- “Animation Techniques” on page 7-2
- “Trace Marker Along Line” on page 7-4
- “Move Group of Objects Along Line” on page 7-8
- “Animate Graphics Object” on page 7-12
- “Line Animations” on page 7-16
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## Animation Techniques

<b>In this section...</b>
“Updating the Screen” on page 7-2
“Optimizing Performance” on page 7-2

You can use three basic techniques for creating animations in MATLAB:

- Update the properties of a graphics object and display the updates on the screen. This technique is useful for creating animations when most of the graph remains the same. For example, set the `XData` and `YData` properties repeatedly to move an object in the graph.
- Apply transforms to objects. This technique is useful when you want to operate on the position and orientation of a group of objects together. Group the objects as children under a transform object. Create the transform object using `hgtransform`. Setting the `Matrix` property of the transform object adjusts the position of all its children.
- Create a movie. Movies are useful if you have a complex animation that does not draw quickly in real time, or if you want to store an animation to replay it. Use the `getframe` and `movie` functions to create a movie.

### Updating the Screen

In some cases, MATLAB does not update the screen until the code finishes executing. Use one of the `drawnow` commands to display the updates on the screen throughout the animation.

### Optimizing Performance

To optimize performance, consider these techniques:

- Use the `animatedline` function to create line animations of streaming data.
- Update properties of an existing object instead of creating new graphics objects.
- Set the axis limits (`XLim`, `YLim`, `ZLim`) or change the associated mode properties to manual mode (`XLimMode`, `YLimMode`, `ZLimMode`) so that MATLAB does not recalculate the values each time the screen updates. When you set the axis limits, the associated mode properties change to manual mode.

- Avoid creating a legend or other annotations within a loop. Add the annotation after the loop.

For more information on optimizing performance, see “Graphics Performance”.

## **See Also**

### **Related Examples**

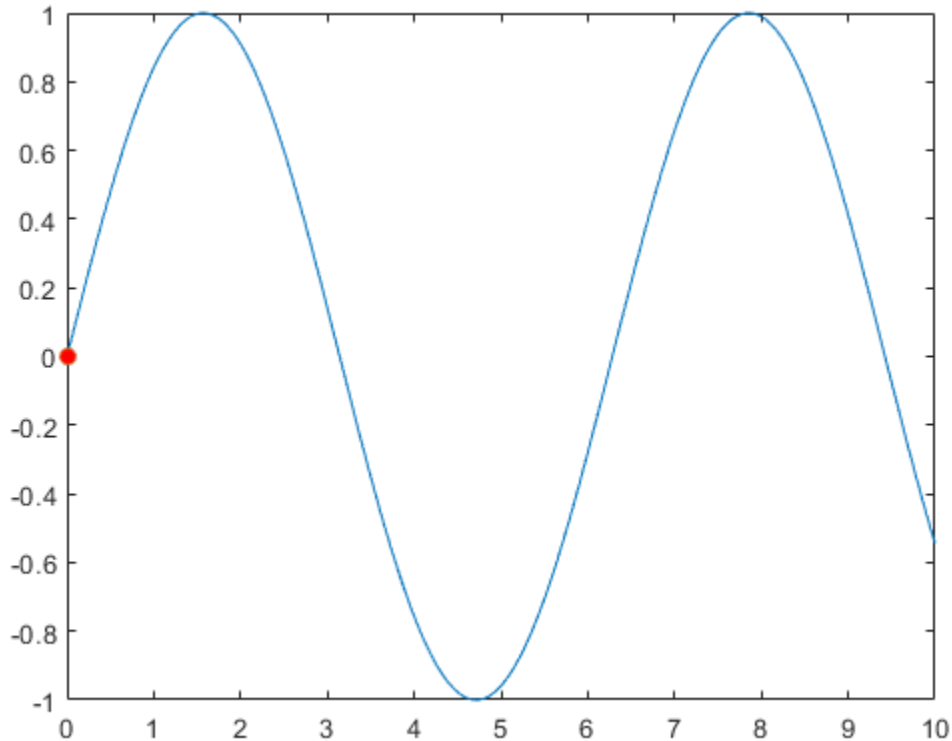
- “Trace Marker Along Line” on page 7-4
- “Move Group of Objects Along Line” on page 7-8
- “Line Animations” on page 7-16
- “Record Animation for Playback” on page 7-19

## Trace Marker Along Line

This example shows how to trace a marker along a line by updating the data properties of the marker.

Plot a sine wave and a red marker at the beginning of the line. Set the axis limits mode to manual to avoid recalculating the limits throughout the animation loop.

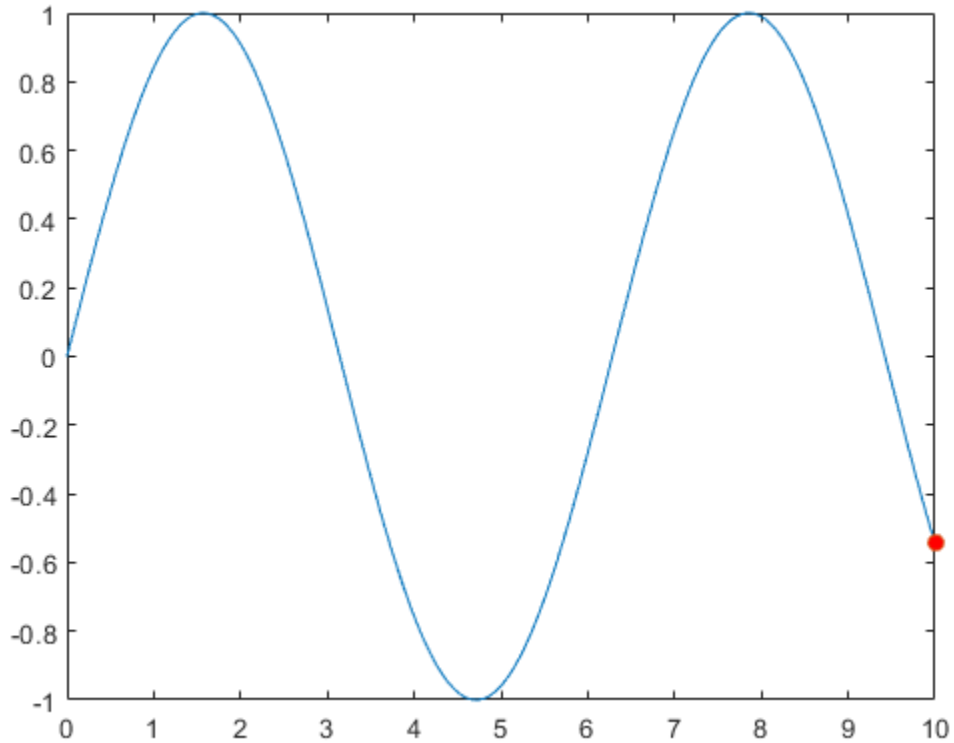
```
x = linspace(0,10,1000);  
y = sin(x);  
plot(x,y)  
hold on  
p = plot(x(1),y(1),'o','MarkerFaceColor','red');  
hold off  
axis manual
```



Move the marker along the line by updating the `XData` and `YData` properties in a loop. Use a `drawnow` or `drawnow limitrate` command to display the updates on the screen. `drawnow limitrate` is fastest, but it might not draw every frame on the screen.

**Note:** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, such as `set(p, 'XData', x(k))`.

```
for k = 2:length(x)
    p.XData = x(k);
    p.YData = y(k);
    drawnow
end
```



The animation shows the marker moving along the line.

### See Also

`drawnow` | `linspace` | `plot`

### Related Examples

- “Move Group of Objects Along Line” on page 7-8
- “Animate Graphics Object” on page 7-12
- “Record Animation for Playback” on page 7-19

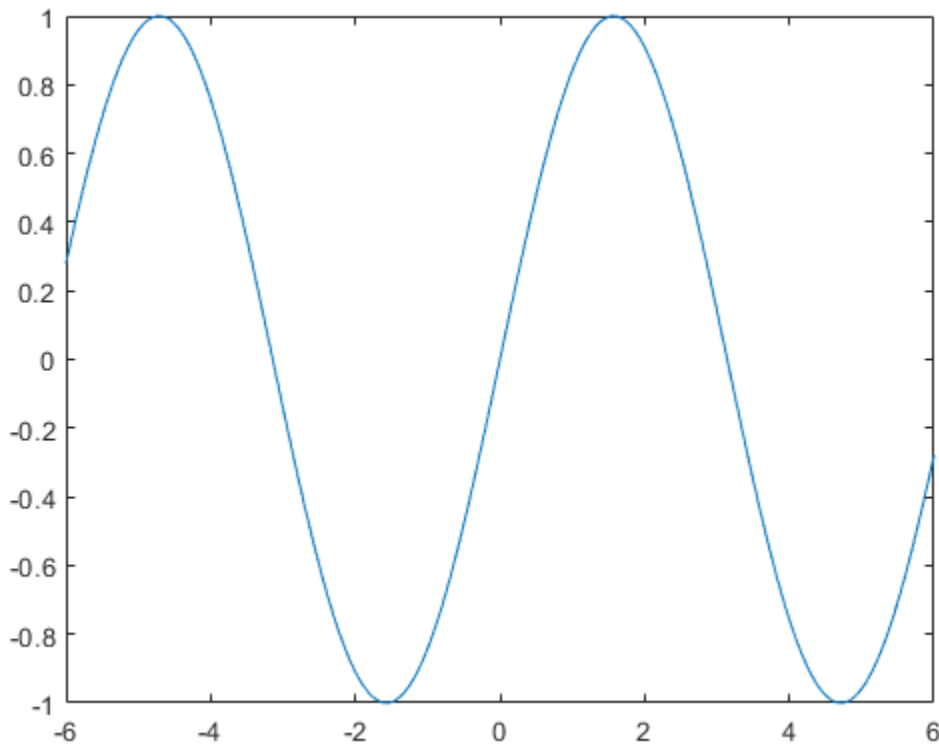
- “Line Animations” on page 7-16

## Move Group of Objects Along Line

This example shows how to move a group of objects together along a line using transforms.

Plot a sine wave and set the axis limits mode to manual to avoid recalculating the limits during the animation loop.

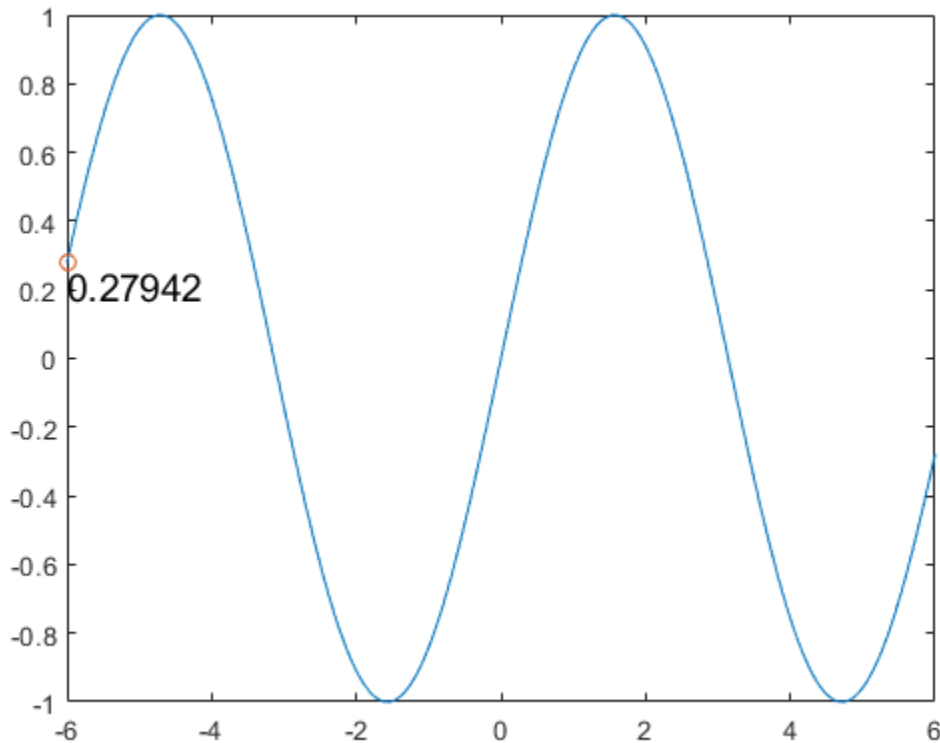
```
x = linspace(-6,6,1000);  
y = sin(x);  
plot(x,y)  
axis manual
```





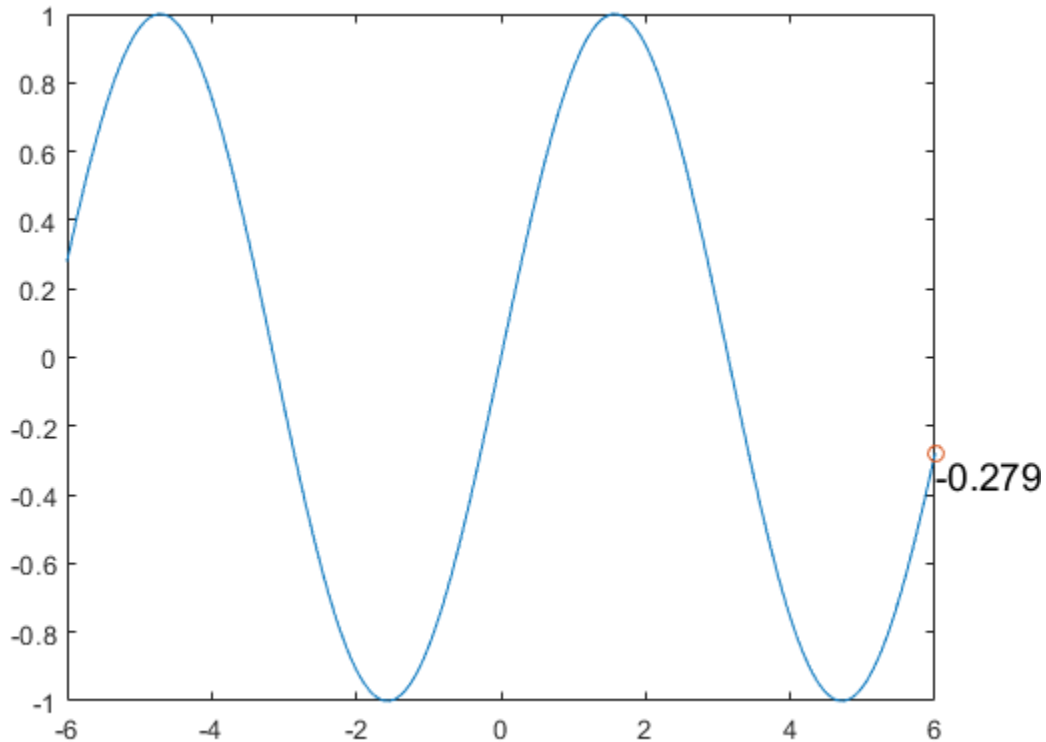
Create a transform object and set its parent to the current axes. Plot a marker and a text annotation at the beginning of the line. Use the `num2str` function to convert the `y`-value at that point to text. Group the two objects by setting their parents to the transform object.

```
ax = gca;  
h = hgtransform('Parent',ax);  
hold on  
plot(x(1),y(1),'o','Parent',h);  
hold off  
t = text(x(1),y(1),num2str(y(1)),'Parent',h,...  
        'VerticalAlignment','top','FontSize',14);
```



Move the marker and text to each subsequent point along the line by updating the `Matrix` property of the transform object. Use the `x` and `y` values of the next point in the line and the first point in the line to determine the transform matrix. Update the text to match the `y`-value as it moves along the line. Use `drawnow` to display the updates to the screen after each iteration.

```
for k = 2:length(x)
    m = makehgtform('translate',x(k)-x(1),y(k)-y(1),0);
    h.Matrix = m;
    t.String = num2str(y(k));
    drawnow
end
```



The animation shows the marker and text moving together along the line.

If you have a lot of data, you can use `drawnow limitrate` instead of `drawnow` for a faster animation. However, `drawnow limitrate` might not draw every update on the screen.

## See Also

`axis` | `drawnow` | `hgtransform` | `makehgtform` | `plot` | `text`

## Related Examples

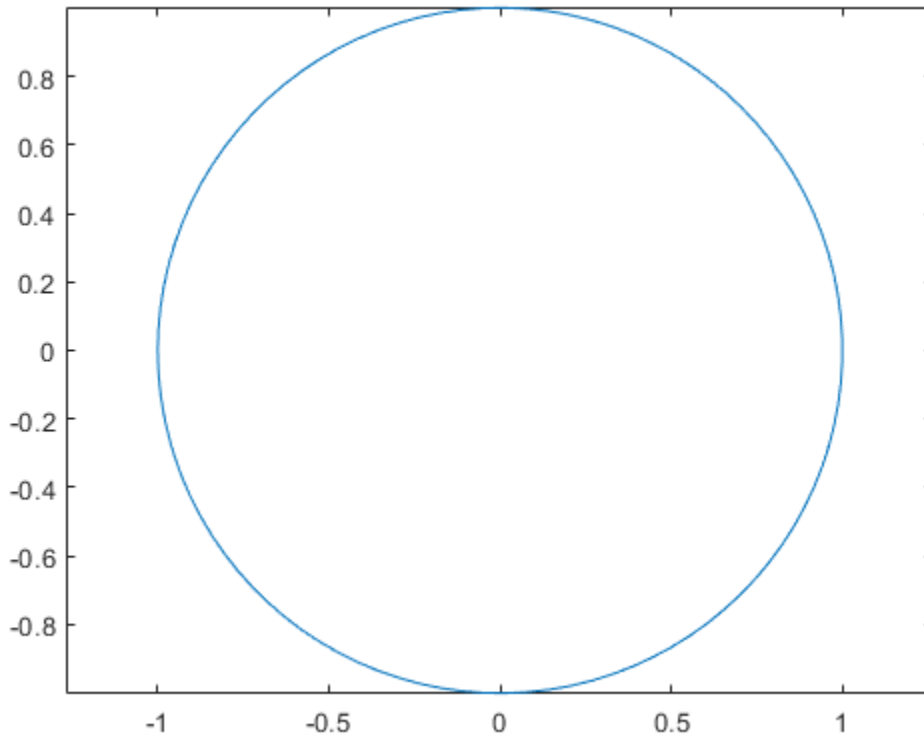
- “Animate Graphics Object” on page 7-12
- “Record Animation for Playback” on page 7-19
- “Line Animations” on page 7-16

## Animate Graphics Object

This example shows how to animate a triangle looping around the inside of a circle by updating the data properties of the triangle.

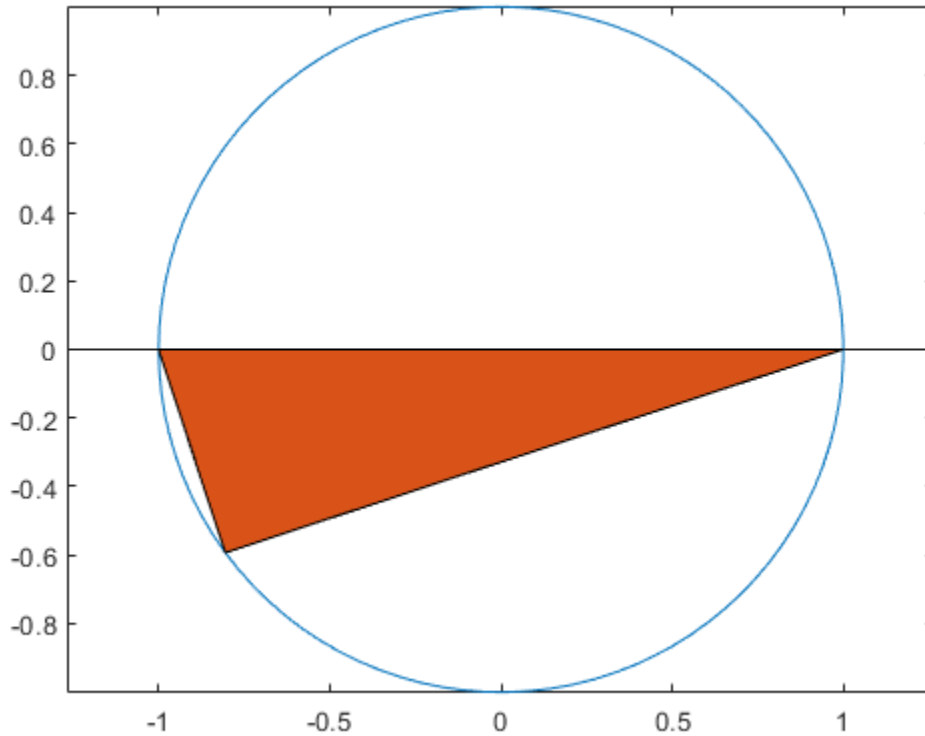
Plot the circle and set the axis limits so that the data units are the same in both directions.

```
theta = linspace(-pi,pi);  
xc = cos(theta);  
yc = -sin(theta);  
plot(xc,yc);  
axis equal
```



Use the `area` function to draw a flat triangle. Then, change the value of one of the triangle vertices using the (x,y) coordinates of the circle. Change the value in a loop to create an animation. Use a `drawnow` or `drawnow limitrate` command to display the updates after each iteration. `drawnow limitrate` is fastest, but it might not draw every frame on the screen.

```
xt = [-1 0 1 -1];
yt = [0 0 0 0];
hold on
t = area(xt,yt); % initial flat triangle
hold off
for j = 1:length(theta)-10
    xt(2) = xc(j); % determine new vertex value
    yt(2) = yc(j);
    t.XData = xt; % update data properties
    t.YData = yt;
    drawnow limitrate % display updates
end
```



The animation shows the triangle looping around the inside of the circle.

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## See Also

`area` | `axis` | `drawnow` | `hold` | `plot`

## Related Examples

- “Trace Marker Along Line” on page 7-4
- “Line Animations” on page 7-16

- “Record Animation for Playback” on page 7-19

### **More About**

- “Animation Techniques” on page 7-2

## Line Animations

This example shows how to create an animation of two growing lines. The `animatedline` function helps you to optimize line animations. It allows you to add new points to a line without redefining existing points.

### Create Lines and Add Points

Create two animated lines of different colors. Then, add points to the lines in a loop. Set the axis limits before the loop so that to avoid recalculating the limits each time through the loop. Use a `drawnow` or `drawnow limitrate` command to display the updates on the screen after adding the new points.

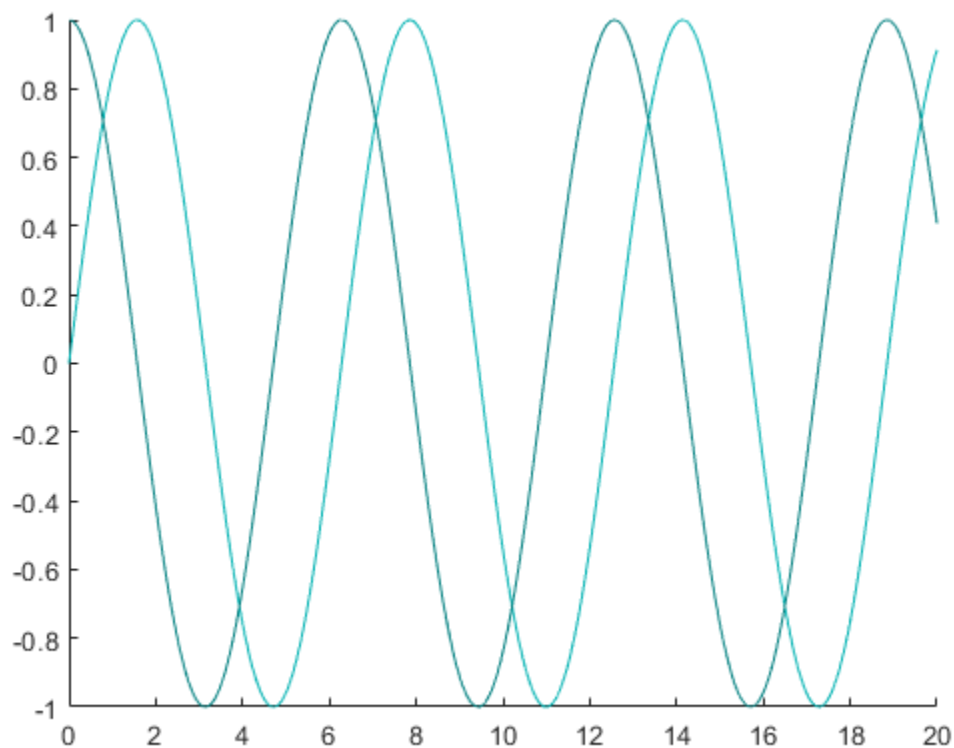
```
a1 = animatedline('Color',[0 .7 .7]);
a2 = animatedline('Color',[0 .5 .5]);

axis([0 20 -1 1])
x = linspace(0,20,10000);
for k = 1:length(x);
    % first line
    xk = x(k);
    ysin = sin(xk);
    addpoints(a1,xk,ysin);

    % second line
    ycos = cos(xk);
    addpoints(a2,xk,ycos);

    % update screen
    drawnow limitrate
end
```





The animation shows two lines that grow as they accumulate data.

### **Query Points of Line**

Query the points of the first animated line.

```
[x,y] = getpoints(a1);
```

x and y are vectors that contain the values defining the points of the sine wave.

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### **See Also**

`addpoints` | `animatedline` | `clearpoints` | `drawnow` | `getpoints`

### **Related Examples**

- “Trace Marker Along Line” on page 7-4
- “Move Group of Objects Along Line” on page 7-8
- “Record Animation for Playback” on page 7-19

### **More About**

- “Animation Techniques” on page 7-2

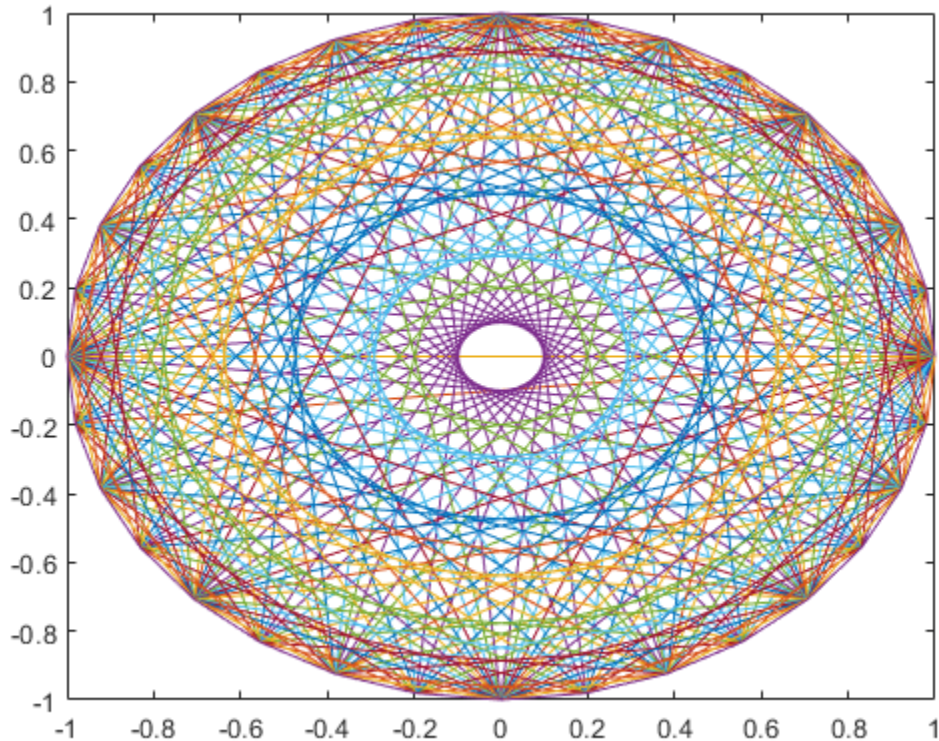
## Record Animation for Playback

These examples show how to record animations as movies that you can replay.

### Record and Play Back Movie

Create a series of plots within a loop and capture each plot as a frame. Ensure the axis limits stay constant by setting them each time through the loop. Store the frames in `M`.

```
for k = 1:16
    plot(fft(eye(k+16)))
    axis([-1 1 -1 1])
    M(k) = getframe;
end
```



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Play back the movie five times using the `movie` function.

```
figure
movie(M,5)
```

## Capture Entire Figure for Movie

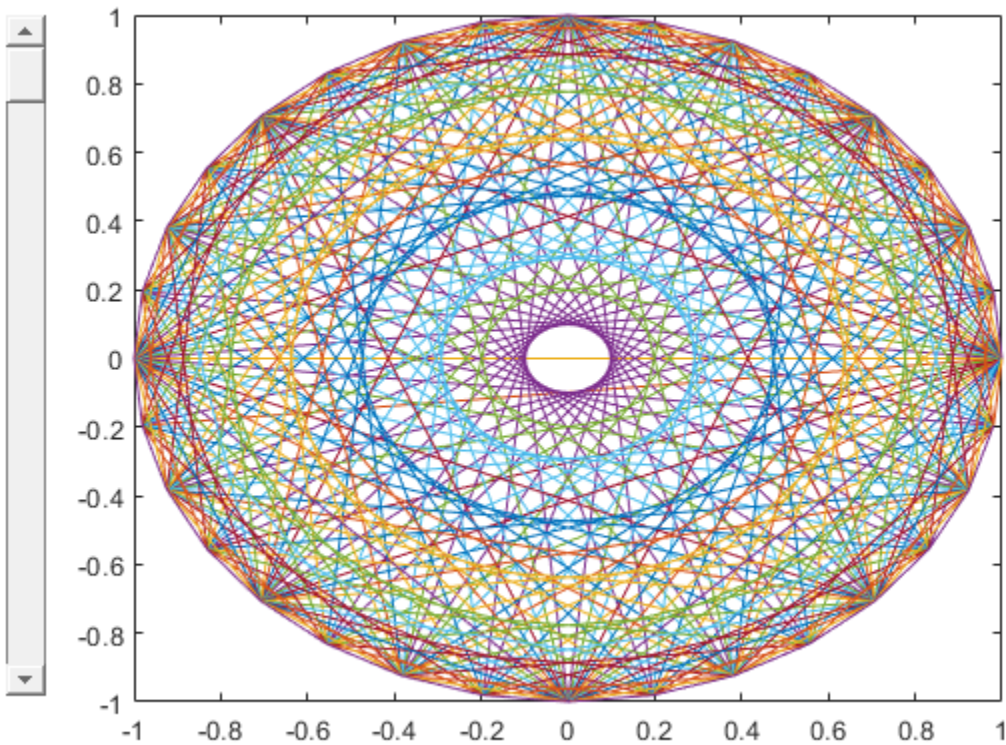
Include a slider on the left side of the figure. Capture the entire figure window by specifying the figure as an input argument to the `getframe` function.

```
figure
u = uicontrol('Style','slider','Position',[10 50 20 340],...
```

```

    'Min',1,'Max',16,'Value',1);
for k = 1:16
    plot(fft(eye(k+16)))
    axis([-1 1 -1 1])
    u.Value = k;
    M(k) = getframe(gcf);
end

```



Play back the movie fives times. Movies play back within the current axes. Create a new figure and an axes to fill the figure window so that the movie looks like the original animation.

```
figure  
axes('Position',[0 0 1 1])  
movie(M,5)
```

### See Also

[axes](#) | [axis](#) | [eye](#) | [fft](#) | [getframe](#) | [movie](#) | [plot](#)

### Related Examples

- “Animate Graphics Object” on page 7-12
- “Line Animations” on page 7-16

### More About

- “Animation Techniques” on page 7-2

## Animating a Surface

This example shows how to animate a surface. Specifically, this example animates a spherical harmonic. Spherical harmonics are spherical versions of Fourier series and can be used to model the free oscillations of the Earth.

### Define the Spherical Grid

Define a set of points on a spherical grid to calculate the harmonic.

```
theta = 0:pi/40:pi;           % polar angle
phi = 0:pi/20:2*pi;          % azimuth angle

[phi,theta] = meshgrid(phi,theta); % define the grid
```

### Calculate the Spherical Harmonic

Calculate the spherical harmonic with a degree of six, an order of one, and an amplitude of 0.5 on the surface of a sphere with a radius equal to five. Then, convert the values to Cartesian coordinates.

```
degree = 6;
order = 1;
amplitude = 0.5;
radius = 5;

Ymn = legendre(degree,cos(theta(:,1)));
Ymn = Ymn(order+1,:);
yy = Ymn;

for kk = 2: size(theta,1)
    yy = [yy Ymn];
end

yy = yy.*cos(order*phi);

order = max(max(abs(yy)));
rho = radius + amplitude*yy/order;

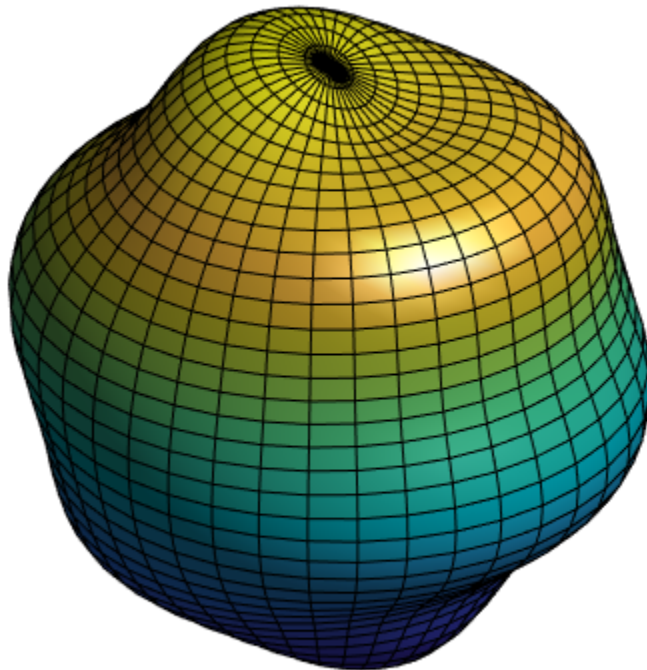
r = rho.*sin(theta); % convert to Cartesian coordinates
x = r.*cos(phi);
y = r.*sin(phi);
z = rho.*cos(theta);
```

### Plot the Spherical Harmonic on the Surface of a Sphere

Using the surf function, plot the spherical harmonic on the surface of the sphere.

```
figure
s = surf(x,y,z);

light                % add a light
lighting gouraud    % preferred lighting for a curved surface
axis equal off      % set axis equal and remove axis
view(40,30)         % set viewpoint
camzoom(1.5)        % zoom into scene
```





### Animate the Surface

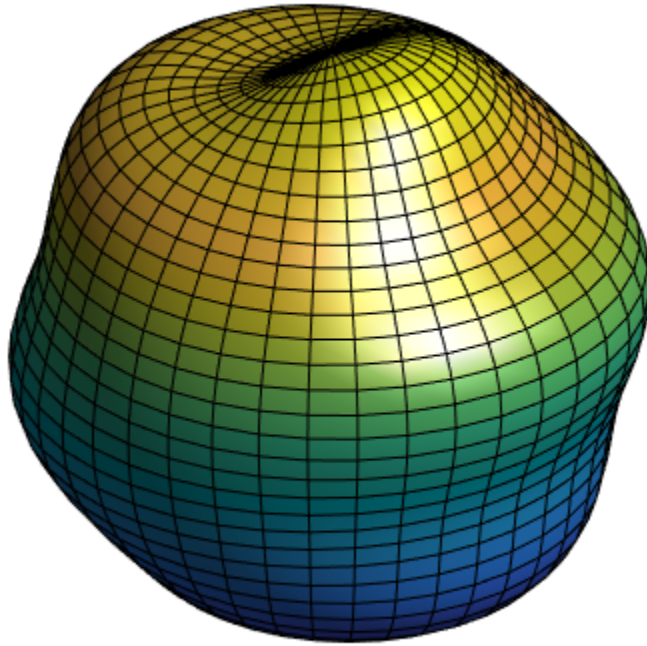
To animate the surface, use a for loop to change the data in your plot. To replace the surface data, set the XData, YData, and ZData properties of the surface to new values. To control the speed of the animation, use `pause` after updating the surface data.

```
scale = [linspace(0,1,20) linspace(1,-1,40)];    % surface scaling (0 to 1 to -1)
for ii = 1:length(scale)
    rho = radius + scale(ii)*amplitude*yy/order;

    r = rho.*sin(theta);
    x = r.*cos(phi);
    y = r.*sin(phi);
    z = rho.*cos(theta);

    s.XData = x;    % replace surface x values
    s.YData = y;    % replace surface y values
    s.ZData = z;    % replace surface z values

    pause(0.05)    % pause to control animation speed
end
```



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**See Also**

lighting | surf

# Titles and Labels

---

- “Add Title and Axis Labels to Chart” on page 8-2
- “Add Legend to Graph” on page 8-9
- “Add Text to Chart” on page 8-18
- “Add Annotations to Chart” on page 8-27
- “Greek Letters and Special Characters in Chart Text” on page 8-32
- “Add Annotations to Chart” on page 8-40

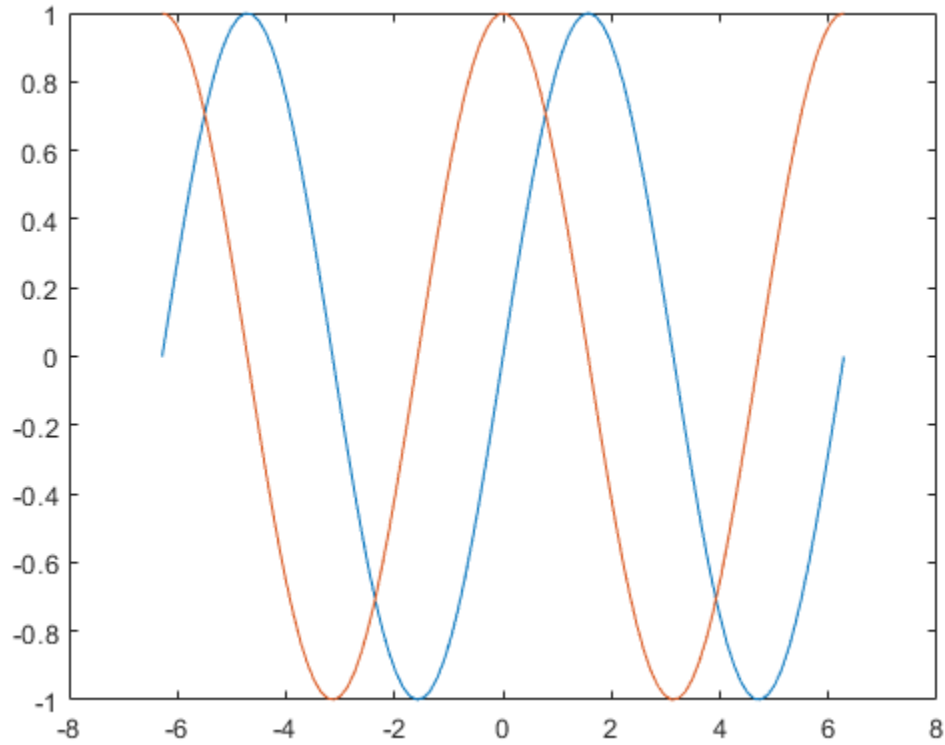
## Add Title and Axis Labels to Chart

This example shows how to add a title and axis labels to a chart by using the `title`, `xlabel`, and `ylabel` functions. It also shows how to customize the appearance of the axes text by changing the font size.

### Create Simple Line Plot

Create `x` as 100 linearly spaced values between  $-2\pi$  and  $2\pi$ . Create `y1` and `y2` as sine and cosine values of `x`. Plot both sets of data.

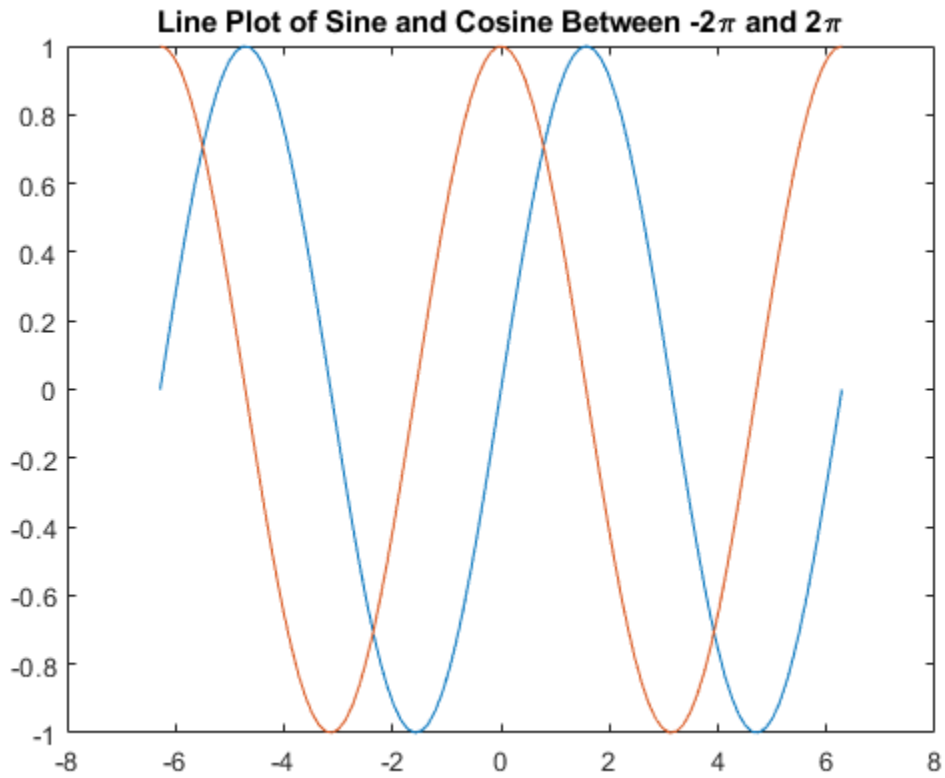
```
x = linspace(-2*pi,2*pi,100);  
y1 = sin(x);  
y2 = cos(x);  
figure  
plot(x,y1,x,y2)
```



### Add Title

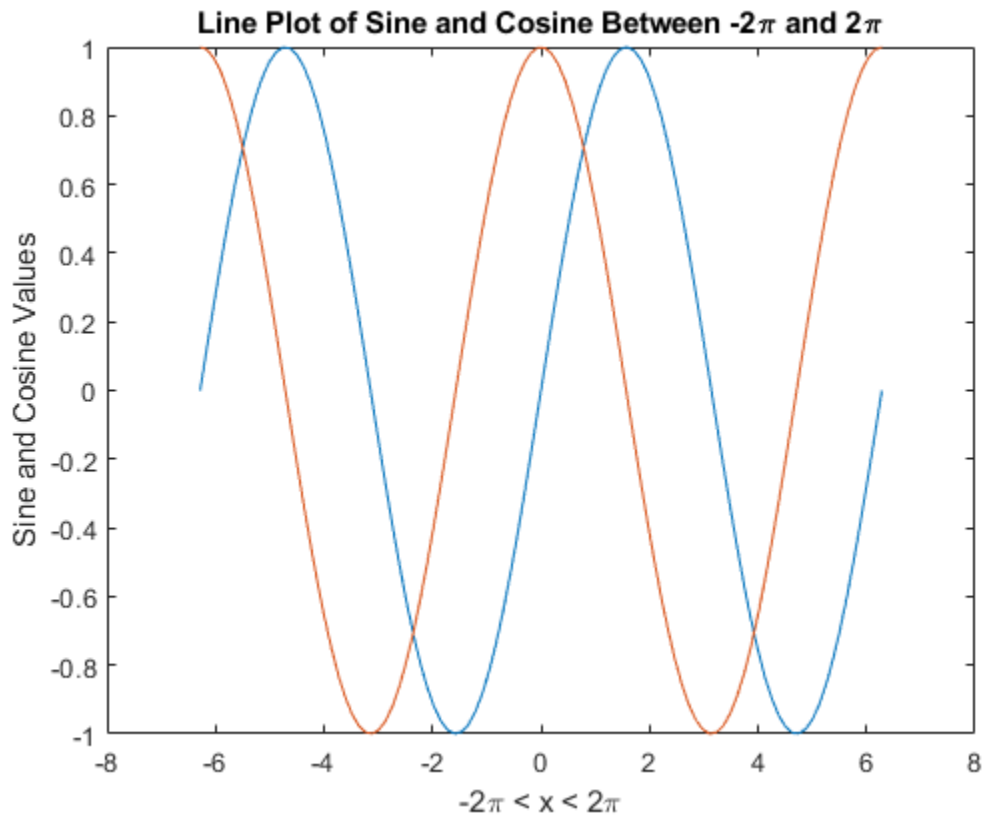
Add a title to the chart by using the `title` function. To display the Greek symbol  $\pi$ , use the TeX markup, `\pi`.

```
title('Line Plot of Sine and Cosine Between  $-2\pi$  and  $2\pi$ ')
```

**Add Axis Labels**

Add axis labels to the chart by using the `xlabel` and `ylabel` functions.

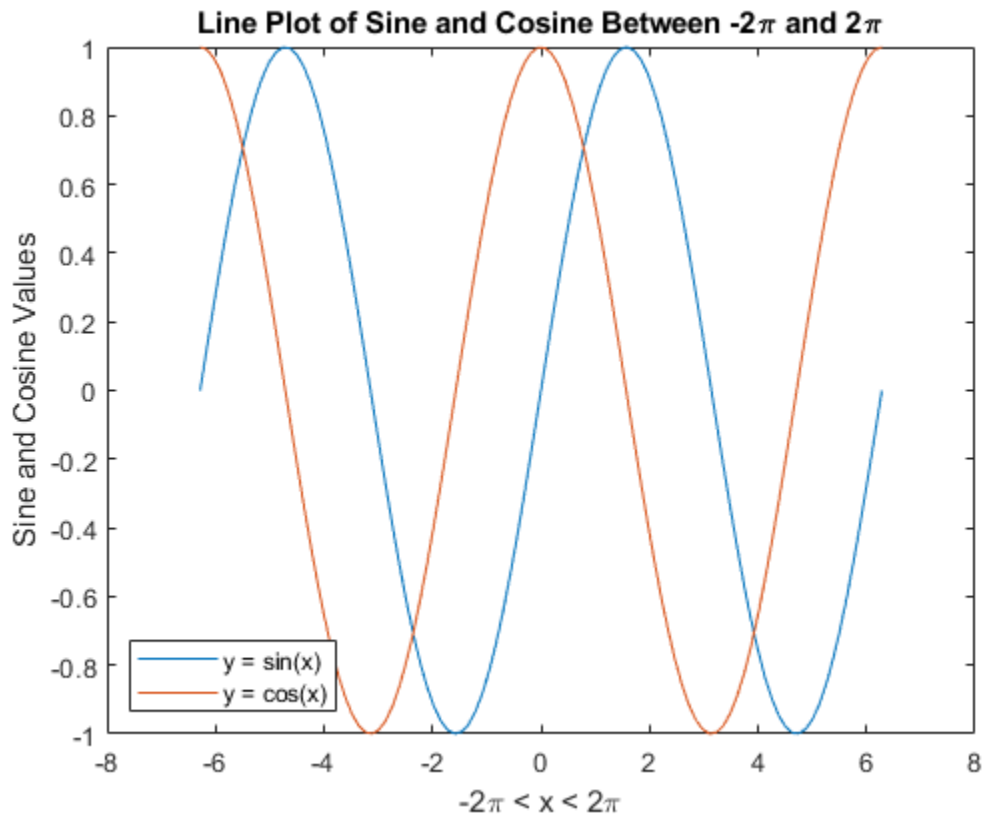
```
xlabel('-2\pi < x < 2\pi')  
ylabel('Sine and Cosine Values')
```



### Add Legend

Add a legend to the graph that identifies each data set using the `legend` function. Specify the legend descriptions in the order that you plot the lines. Optionally, specify the legend location using one of the eight cardinal or intercardinal directions, in this case, 'southwest'.

```
legend({'y = sin(x)', 'y = cos(x)'}, 'Location', 'southwest')
```



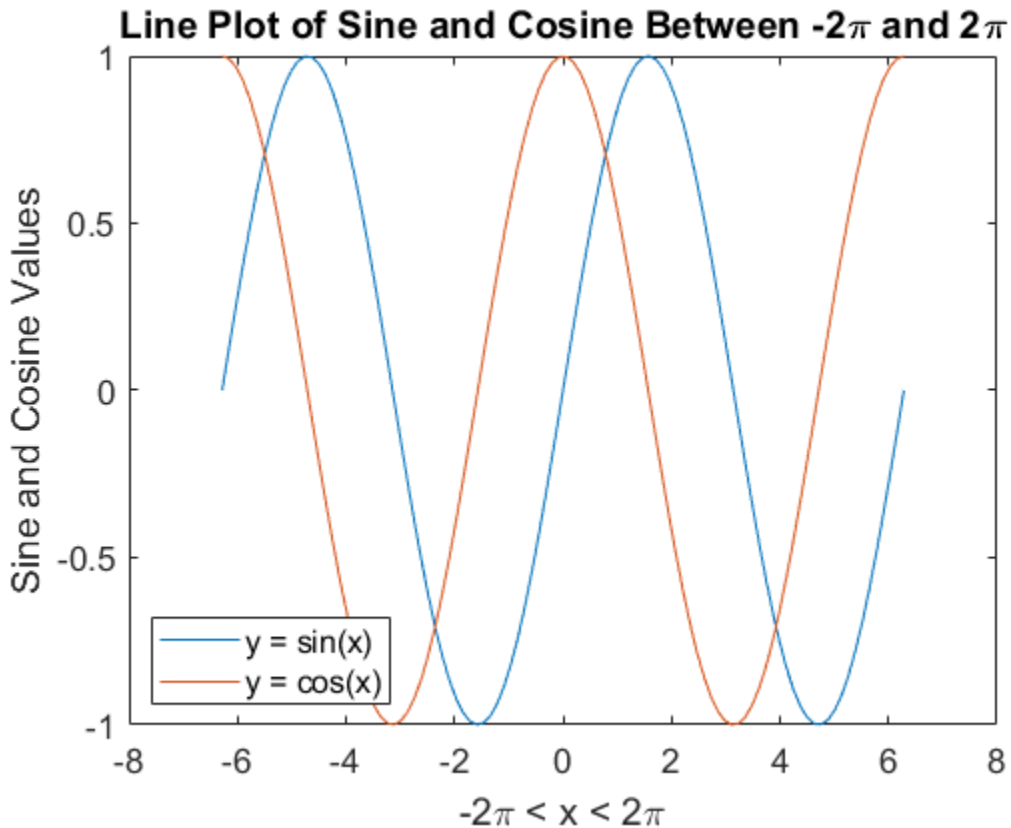
### Change Font Size

Axes objects have properties that you can use to customize the appearance of the axes. For example, the `FontSize` property controls the font size of the title, labels, and legend.

Access the current Axes object using the `gca` function. Then use dot notation to set the `FontSize` property.

```
ax = gca;  
ax.FontSize = 13;
```



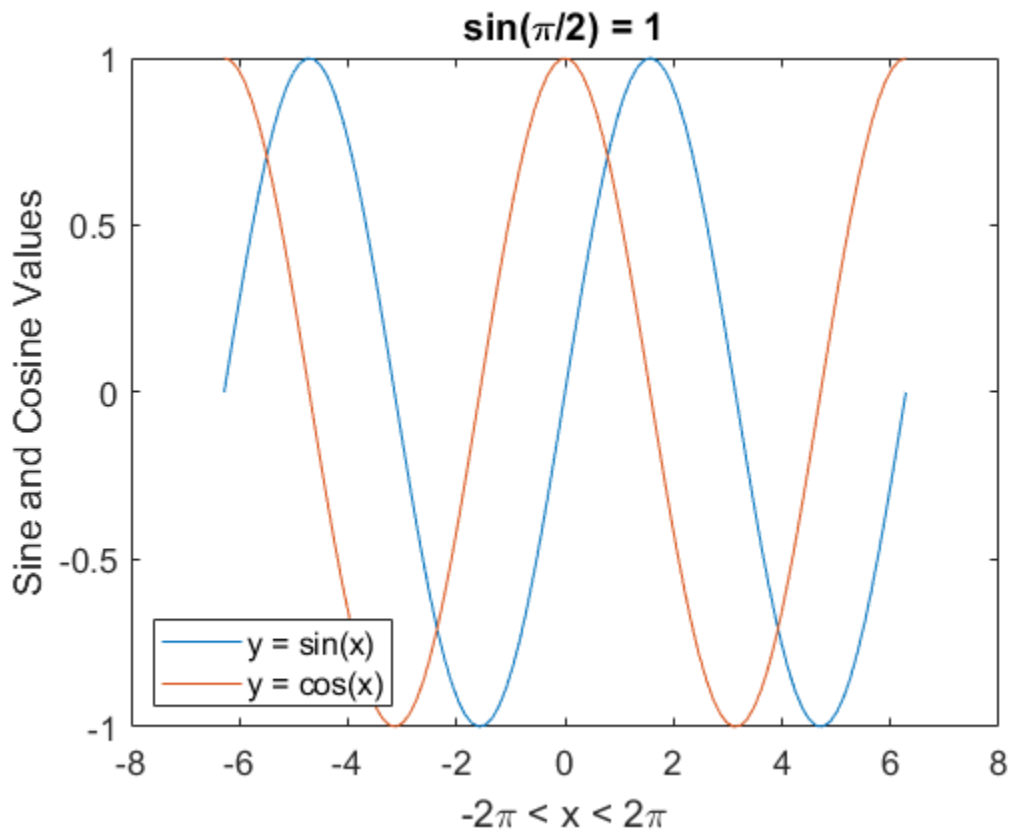


### Title with Variable Value

Include a variable value in the title text by using the `num2str` function to convert the value to text. You can use a similar approach to add variable values to axis labels or legend entries.

Add a title with the value of  $\sin(\pi)/2$ .

```
k = sin(pi/2);  
title(['sin(\pi/2) = ' num2str(k)])
```



## See Also

legend | linspace | title | xlabel | ylabel

## Related Examples

- “Specify Axis Limits” on page 9-2
- “Specify Axis Tick Values and Labels” on page 9-11

## Add Legend to Graph

Legends are a useful way to label data series plotted on a graph. These examples show how to create a legend and make some common modifications, such as changing the location, setting the font size, and adding a title. You also can create a legend with multiple columns or create a legend for a subset of the plotted data.

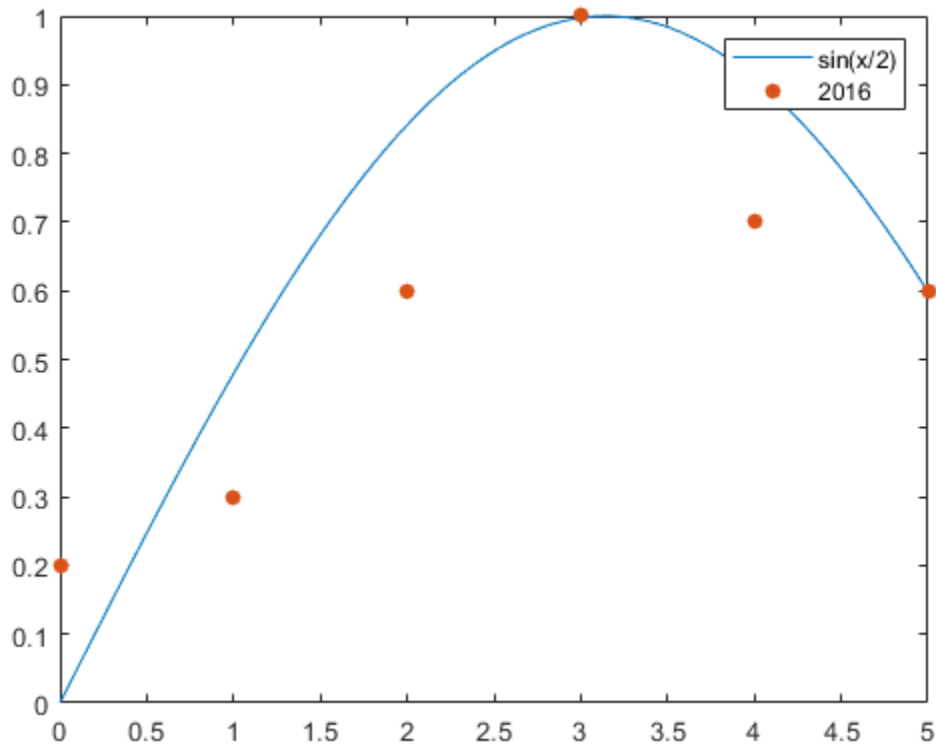
### Create Simple Legend

Create a figure with a line chart and a scatter chart. Add a legend with a description for each chart. Specify the legend labels as inputs to the `legend` function.

```
figure
x1 = linspace(0,5);
y1 = sin(x1/2);
plot(x1,y1)

hold on
x2 = [0 1 2 3 4 5];
y2 = [0.2 0.3 0.6 1 0.7 0.6];
scatter(x2,y2,'filled')
hold off

legend('sin(x/2)', '2016')
```



### Specify Labels Using DisplayName

Alternatively, you can specify the legend labels using the `DisplayName` property. Set the `DisplayName` property as a name-value pair when calling the plotting functions. Then, call the legend command to create the legend.

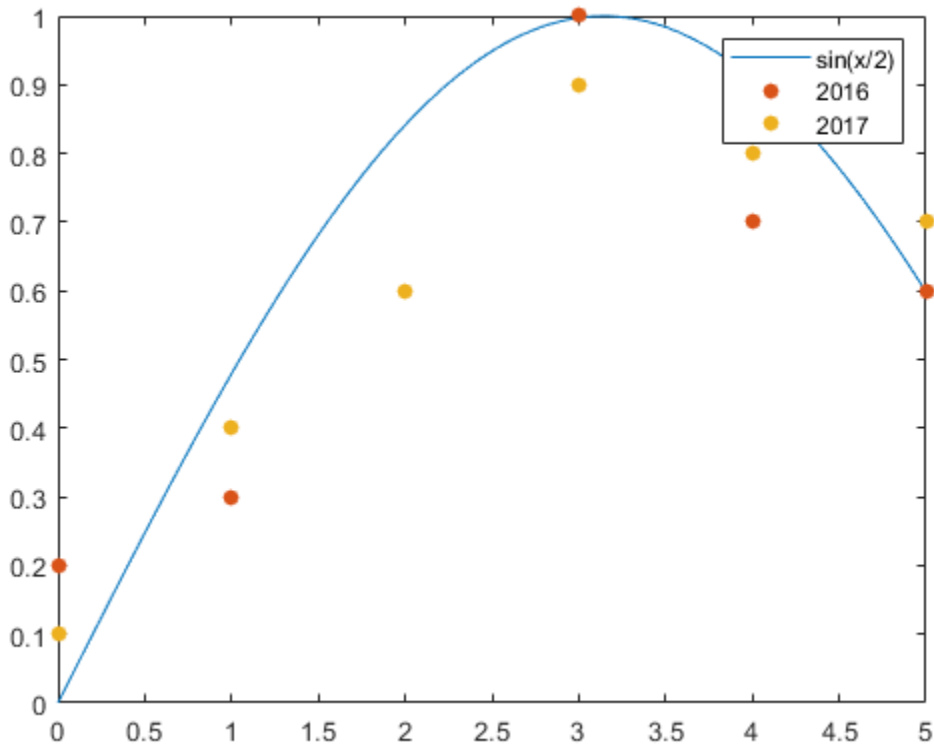
```
x1 = linspace(0,5);  
y1 = sin(x1/2);  
plot(x1,y1,'DisplayName','sin(x/2)')  
  
hold on  
x2 = [0 1 2 3 4 5];  
y2 = [0.2 0.3 0.6 1 0.7 0.6];  
scatter(x2,y2,'filled','DisplayName','2016')
```

## Legend

Legends automatically update when you add or delete a data series. If you add more data to the axes, use the `DisplayName` property to specify the labels. If you do not set the `DisplayName` property, then the legend uses a label of the form 'dataN'.

Add a scatter chart for 2017 data.

```
x3 = [0 1 2 3 4 5];  
y3 = [0.1 0.4 0.6 0.9 0.8 0.7];  
scatter(x3,y3,'filled','DisplayName','2017')  
drawnow  
hold off
```



## Customize Legend Appearance

The `legend` function creates a `Legend` object. `Legend` objects have properties that you can use to customize the appearance of the legend, such as the `Location`, `Orientation`, `FontSize`, and `Title` properties. For a full list, see [Legend Properties](#).

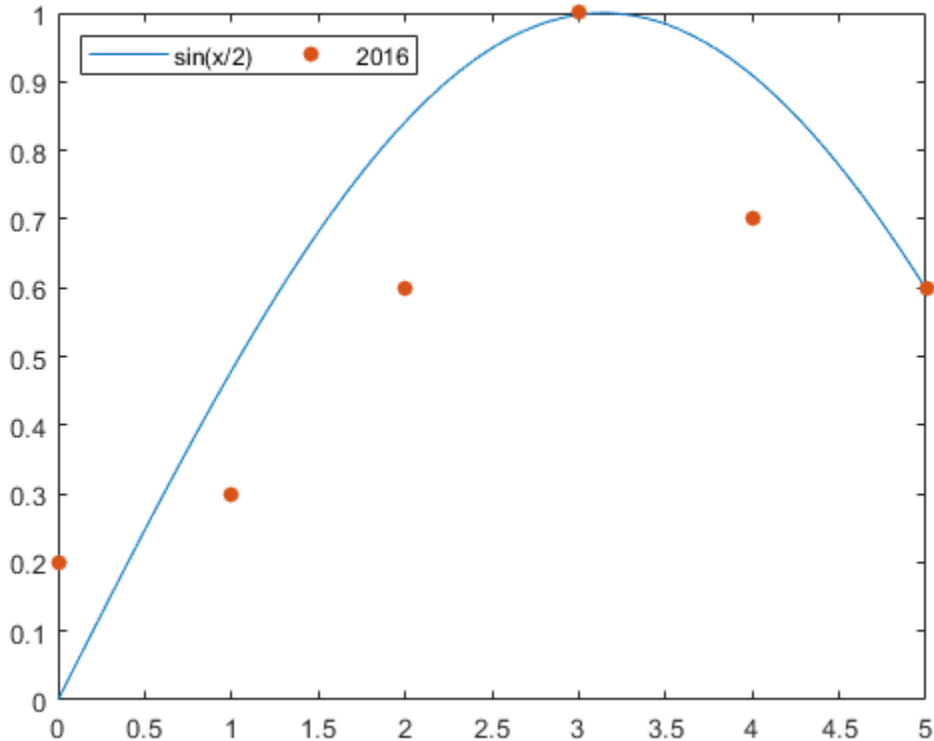
You can set properties in two ways:

- Use name-value pairs in the `legend` command. In most cases, when you use name-value pairs, you must specify the labels in a cell array, such as `legend({'label1', 'label2'}, 'FontSize', 14)`.
- Use the `Legend` object. You can return the `Legend` object as an output argument from the `legend` function, such as `lgd = legend`. Then, use `lgd` with dot notation to set properties, such as `lgd.FontSize = 14`.

## Legend Location and Orientation

Specify the legend location and orientation by setting the `Location` and `Orientation` properties as name-value pairs. Set the location to one of the eight cardinal or intercardinal directions, in this case, `'northwest'`. Set the orientation to `'vertical'` (the default) or `'horizontal'`, as in this case. Specify the labels in a cell array.

```
x1 = linspace(0,5);  
y1 = sin(x1/2);  
plot(x1,y1)  
  
hold on  
x2 = [0 1 2 3 4 5];  
y2 = [0.2 0.3 0.6 1 0.7 0.6];  
scatter(x2,y2, 'filled')  
hold off  
  
legend({'sin(x/2)', '2016'}, 'Location', 'northwest', 'Orientation', 'horizontal')
```

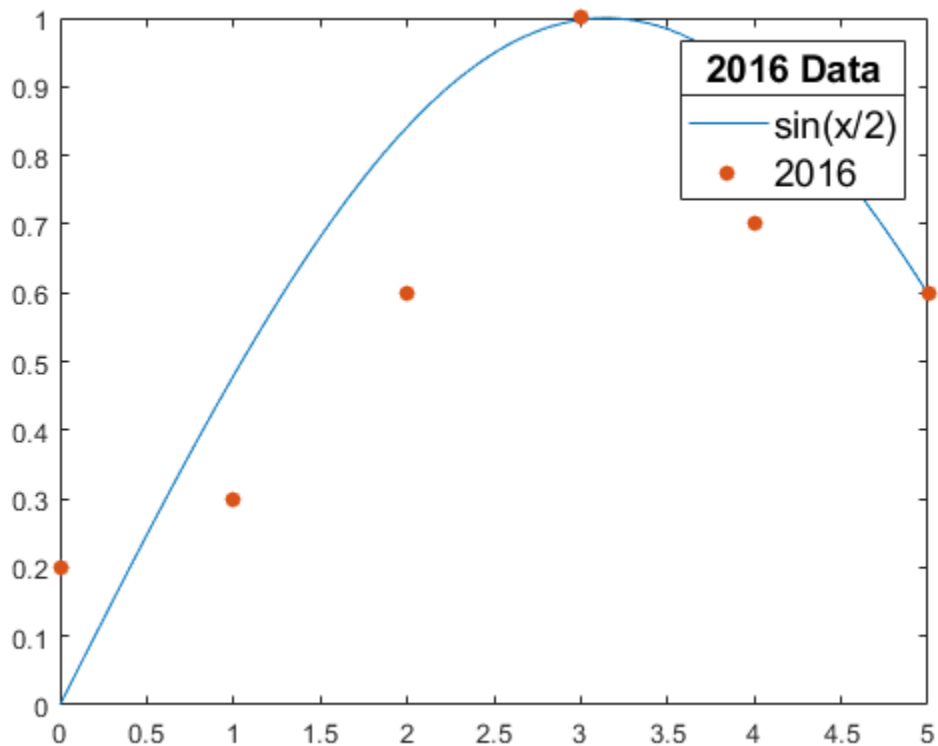


### Legend Font Size and Title

Specify the legend font size and title by setting the `FontSize` and `Title` properties. Assign the `Legend` object to the variable `lgd`. Then, use `lgd` to change the properties using dot notation.

```
x1 = linspace(0,5);  
y1 = sin(x1/2);  
plot(x1,y1,'DisplayName','sin(x/2)')  
  
hold on  
x2 = [0 1 2 3 4 5];  
y2 = [0.2 0.3 0.6 1 0.7 0.6];  
scatter(x2,y2,'filled','DisplayName','2016')
```

```
hold off  
  
lgd = legend;  
lgd.FontSize = 14;  
lgd.Title.String = '2016 Data';
```



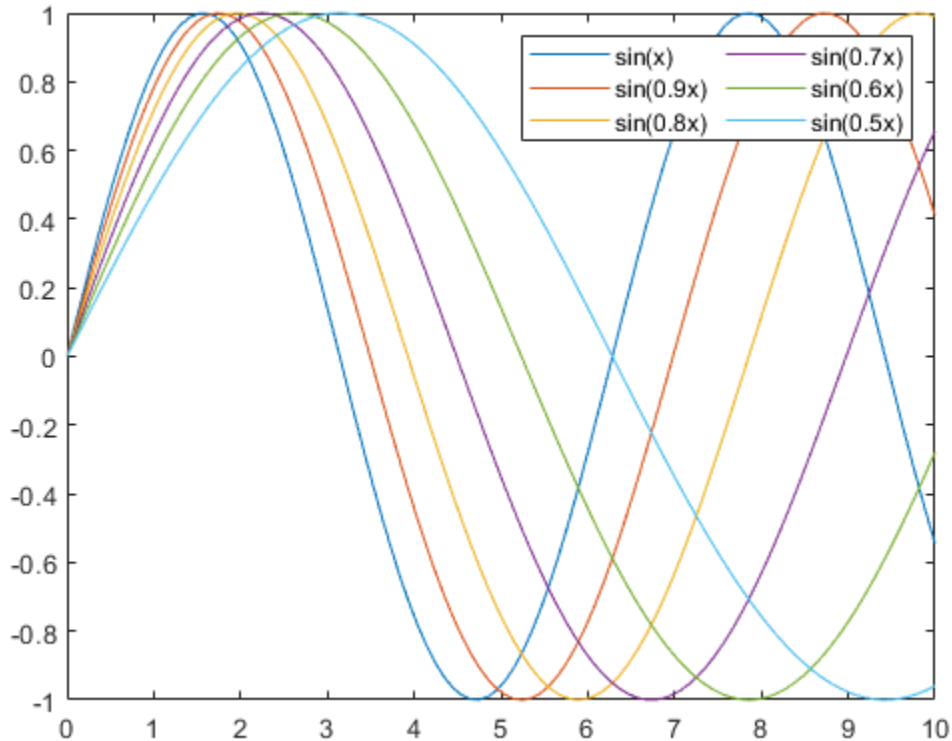
### Legend with Multiple Columns

Create a chart with six line plots. Add a legend with two columns by setting the NumColumns property to 2.

```
x = linspace(0,10);  
y1 = sin(x);  
y2 = sin(0.9*x);
```



```
y3 = sin(0.8*x);  
y4 = sin(0.7*x);  
y5 = sin(0.6*x);  
y6 = sin(0.5*x);  
  
plot(x,y1,'DisplayName','sin(x)')  
hold on  
plot(x,y2,'DisplayName','sin(0.9x)')  
plot(x,y3,'DisplayName','sin(0.8x)')  
plot(x,y4,'DisplayName','sin(0.7x)')  
plot(x,y5,'DisplayName','sin(0.6x)')  
plot(x,y6,'DisplayName','sin(0.5x)')  
hold off  
  
lgd = legend;  
lgd.NumColumns = 2;
```

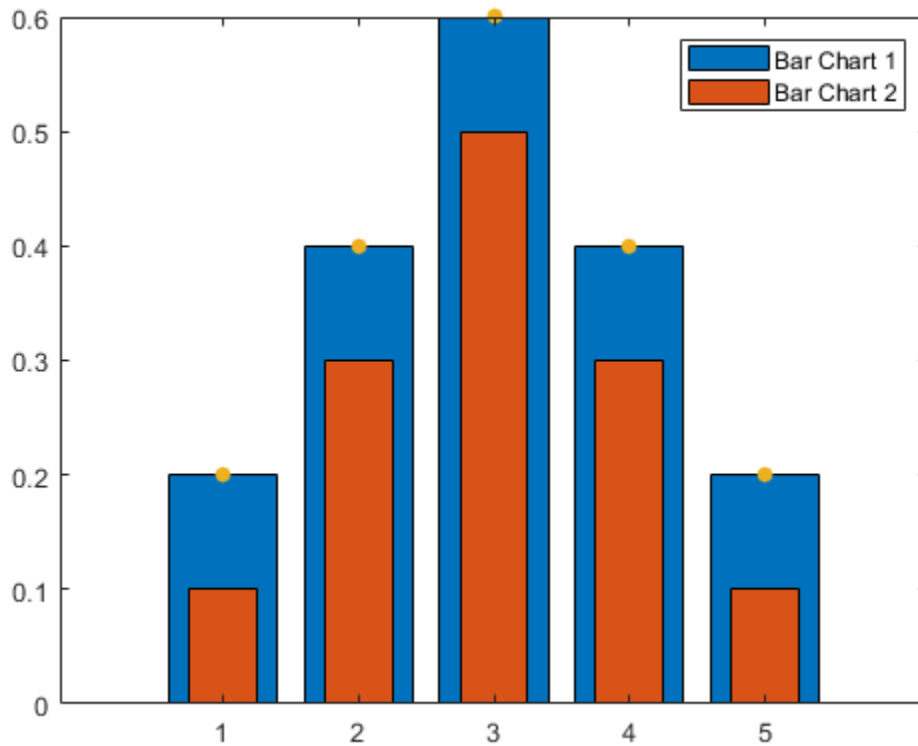


### Include Subset of Charts in Legend

Combine two bar charts and a scatter chart. Create a legend that includes only the bar charts by specifying the Bar objects, `b1` and `b2`, as the first input argument to the legend function. Specify the objects in a vector.

```
x = [1 2 3 4 5];  
y1 = [.2 .4 .6 .4 .2];  
b1 = bar(x,y1);  
  
hold on  
y2 = [.1 .3 .5 .3 .1];  
b2 = bar(x,y2,'BarWidth',0.5);
```

```
y3 = [.2 .4 .6 .4 .2];  
s = scatter(x,y3,'filled');  
hold off  
  
legend([b1 b2], 'Bar Chart 1', 'Bar Chart 2')
```



## See Also

Legend Properties | legend

## Add Text to Chart

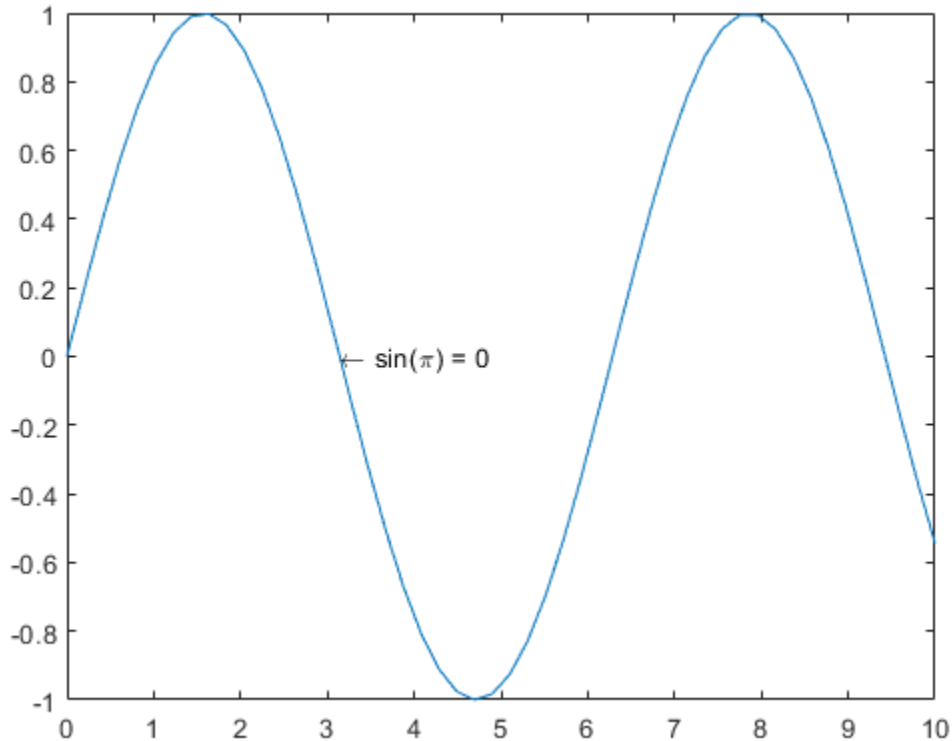
This example shows how to add text to a chart, control the text position and size, and create multiline text.

### Text Position

Add text next to a particular data point using the `text` function. In this case, add text to the point  $(\pi, \sin(\pi))$ . The first two input arguments to the `text` function specify the position. The third argument specifies the text.

By default, text supports a subset of TeX markup. Use the TeX markup `\pi` for the Greek letter  $\pi$ . Display an arrow pointing to the left by including the TeX markup `\leftarrow`. For a full list of markup, see “Greek Letters and Special Characters in Chart Text” on page 8-32.

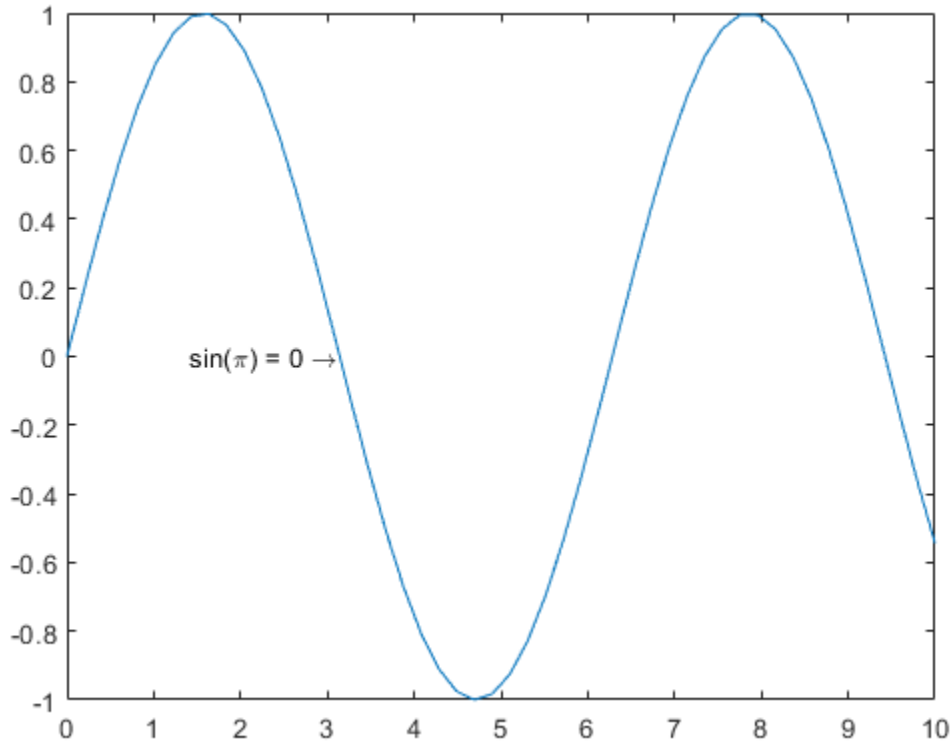
```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)  
  
txt = '\leftarrow sin(\pi) = 0';  
text(pi,sin(pi),txt)
```



### Text Alignment

By default, the specified data point is to the left of the text. Align the data point to the right of the text by specifying the `HorizontalAlignment` property as `'right'`. Use an arrow pointing to the right instead of to the left.

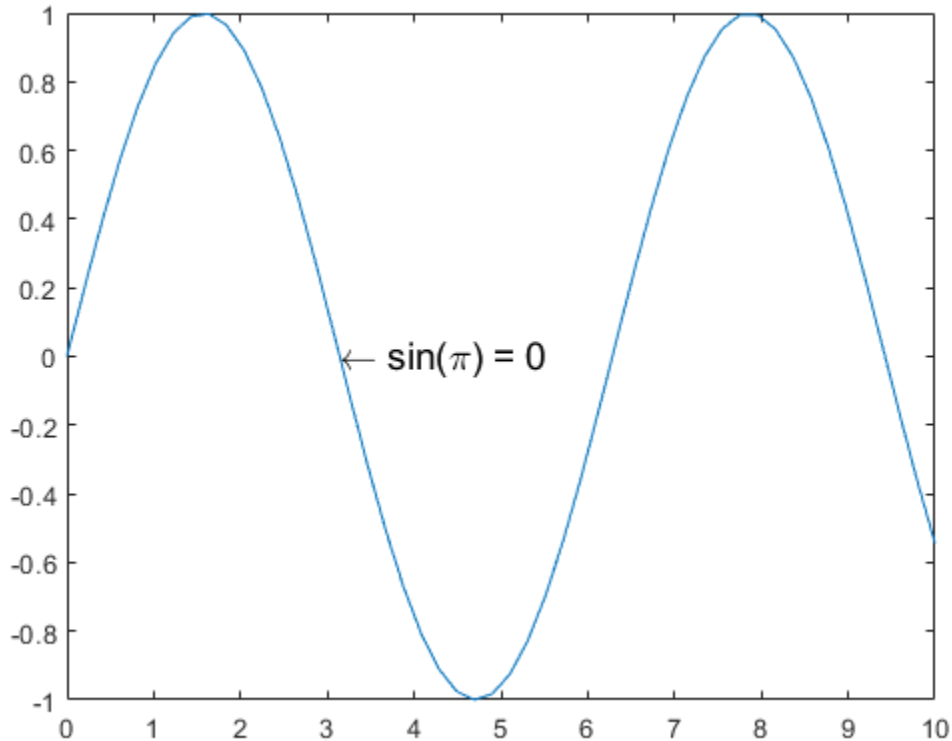
```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)  
  
txt = 'sin(\pi) = 0 \rightarrow';  
text(pi,sin(pi),txt,'HorizontalAlignment','right')
```



### Font Size

Specify the font size for text by setting the `FontSize` property as a name-value pair argument to the `text` function. You can use a similar approach to change the font size when using the `title`, `xlabel`, `ylabel`, or `legend` functions.

```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)  
  
txt = '\leftarrow sin(\pi) = 0';  
text(pi,sin(pi),txt,'FontSize',14)
```



### Setting Text Properties

The `text` function creates a `Text` object. `Text` objects have properties that you can use to customize the appearance of the text, such as the `HorizontalAlignment` or `FontSize`.

You can set properties in two ways:

- Use name-value pairs in the `text` command, such as `'FontSize', 14`.
- Use the `Text` object. You can return the `Text` object as an output argument from the `text` function and assign it to a variable, such as `t`. Then, use dot notation to set properties, such as `t.FontSize = 14`.

For this example, change the font size using dot notation instead of a name-value pair.

```
x = linspace(0,10,50);
y = sin(x);
plot(x,y)

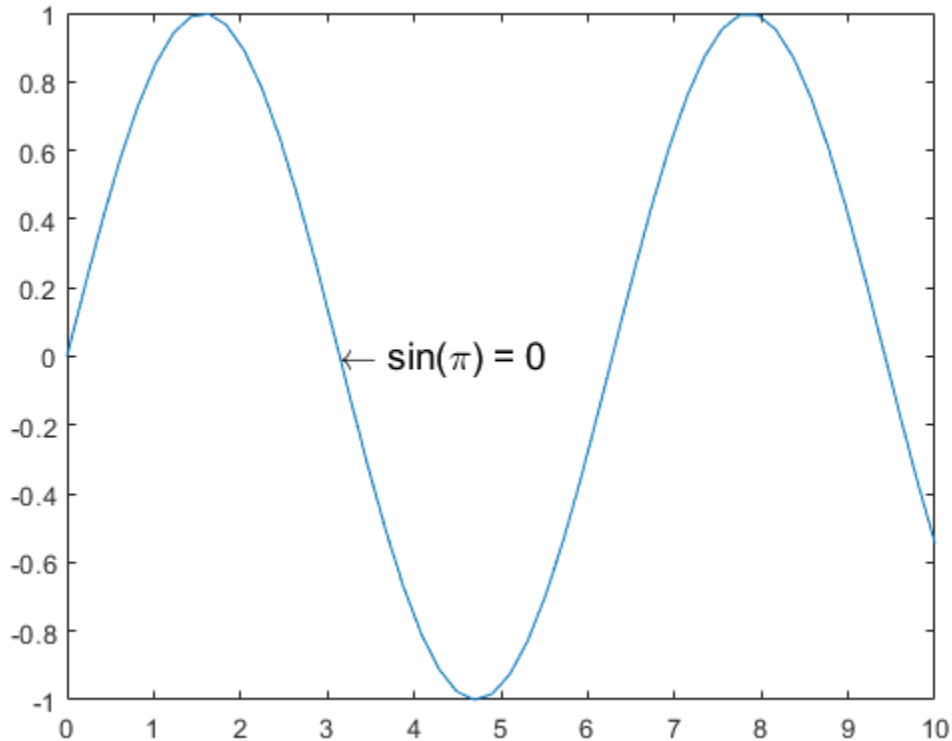
txt = '\\leftarrow sin(\\pi) = 0';
t = text(pi,sin(pi),txt)

t =
  Text (\\leftarrow sin(\\pi) = 0) with properties:
      String: '\\leftarrow sin(\\pi) = 0'
      FontSize: 10
      FontWeight: 'normal'
      FontName: 'Helvetica'
      Color: [0 0 0]
      HorizontalAlignment: 'left'
      Position: [3.1416 1.2246e-16 0]
      Units: 'data'

  Show all properties

t.FontSize = 14;
```



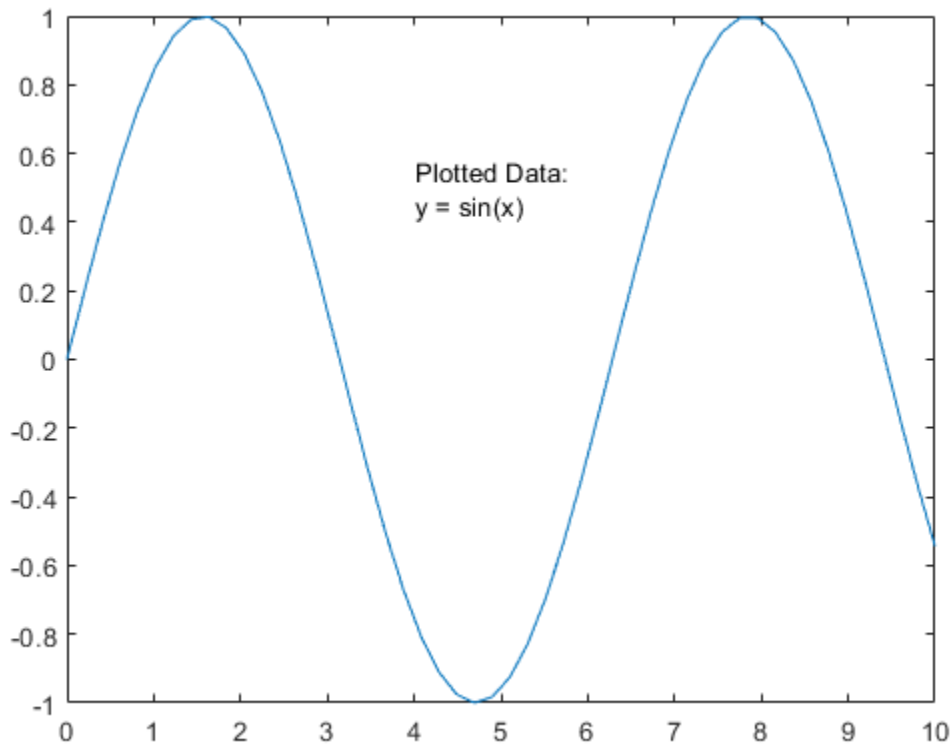


### Multiline Text

Display text across multiple lines using a cell array of character vectors. Each element of the cell array is one line of text. For this example, display a title with two lines. You can use a similar approach to display multiline text with the `title`, `xlabel`, `ylabel`, or `legend` functions.

```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)
```

```
txt = {'Plotted Data:', 'y = sin(x)'};  
text(4,0.5,txt)
```

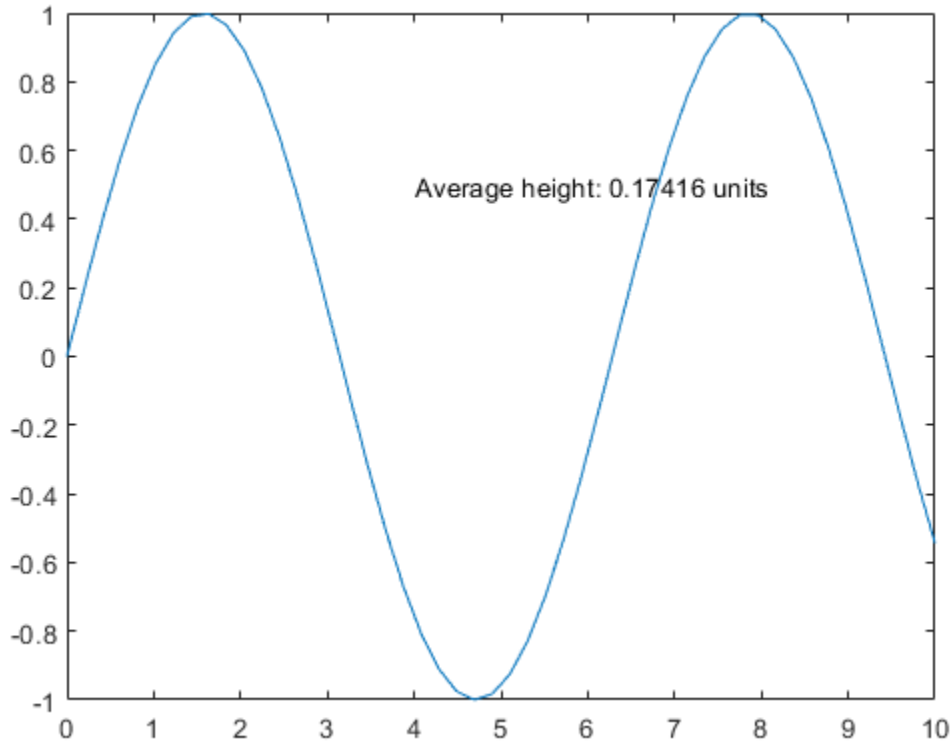


### Text with Variable Value

Include a variable value in text by using the `num2str` function to convert the number to text. For this example, calculate the average y value and include the value in the title. You can use a similar approach to include variable values with the `title`, `xlabel`, `ylabel`, or `legend` functions.

```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)
```

```
avg = mean(y);  
txt = ['Average height: ' num2str(avg) ' units'];  
text(4,0.5,txt)
```

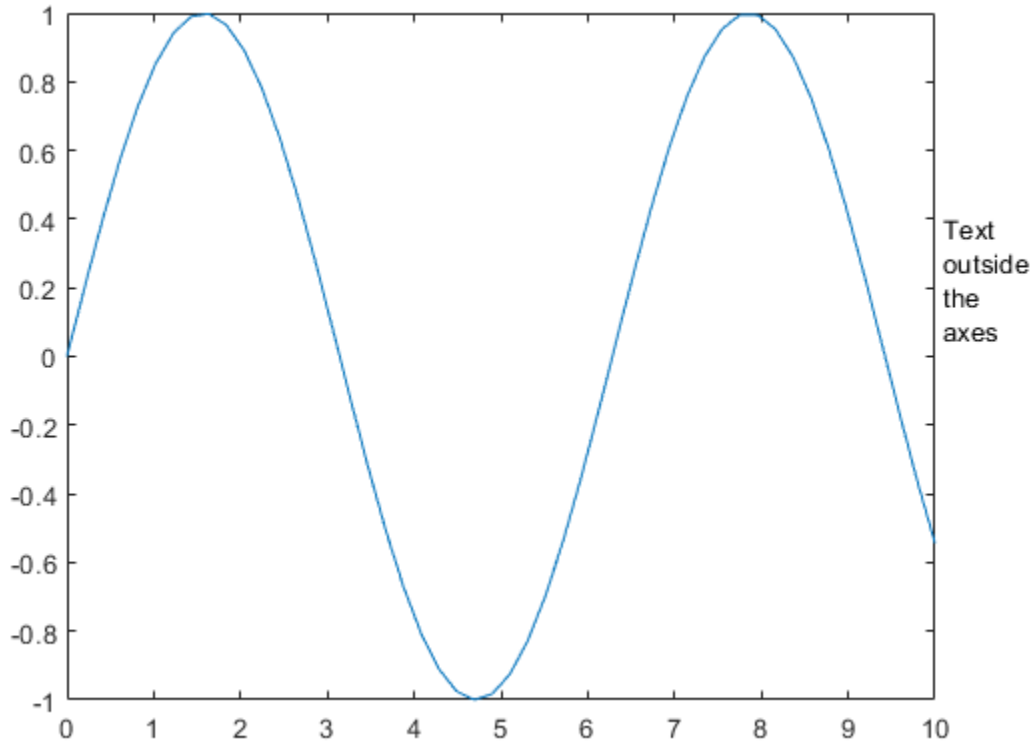


### Text Outside Axes

Add text anywhere within the figure using the `annotation` function instead of the `text` function. The first input argument specifies the type of annotation. The second input argument specifies the position of the annotation in units normalized to the figure. Remove the text box border by setting the `EdgeColor` property to `'none'`. For more information on text box annotations, see the `annotation` function.

```
x = linspace(0,10,50);  
y = sin(x);  
plot(x,y)
```

```
annotation('textbox',[.9 .5 .1 .2], 'String', 'Text outside the axes', 'EdgeColor', 'none')
```



## See Also

`annotation` | `text` | `title` | `xlabel` | `ylabel`

## Related Examples

- “Greek Letters and Special Characters in Chart Text” on page 8-32

## Add Annotations to Chart

Annotations are extra information added to a chart to help identify important information. This example first explains the different types of annotations, and then shows you how to add circles and text arrows to a chart.

### Types of Annotations

Use the `annotation` function to add annotations to a chart. The first input to the function specifies the type of annotation you want to create.

- If you specify the type as `'line'`, `'arrow'`, `'doublearrow'`, or `'textarrow'`, then the second input is the starting and ending  $x$  positions of the annotation. The third input is the starting and ending  $y$  positions of the annotation. For example, `annotation('line', [x_begin x_end], [y_begin y_end])`.
- If you specify the type as `'rectangle'`, `'ellipse'`, or `'textbox'`, then the second argument is the location and size. For example, `annotation('rectangle', [x y w h])`.

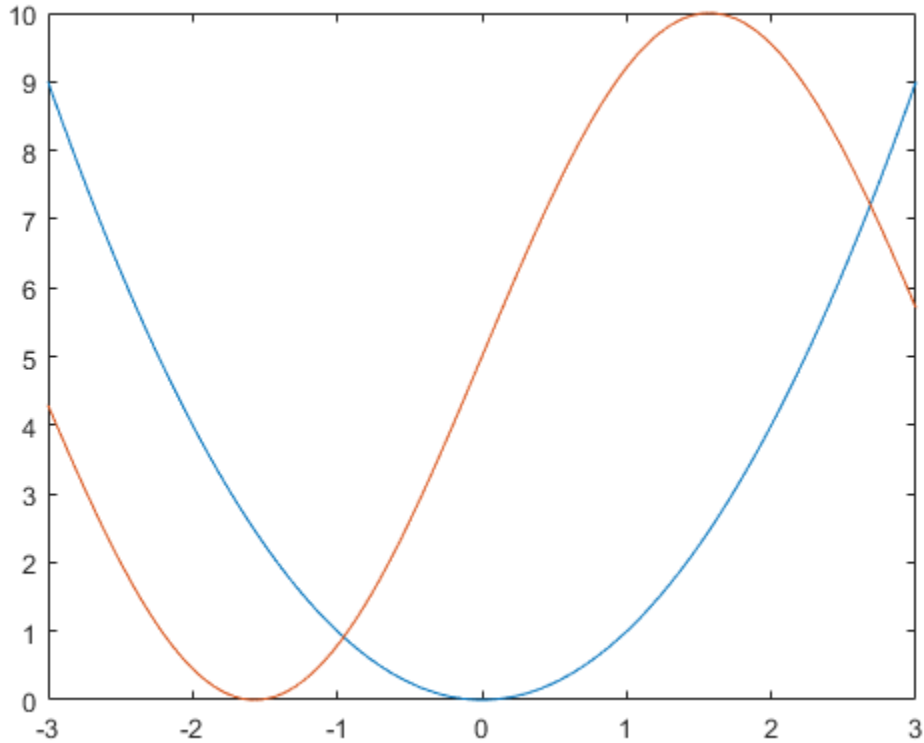
Annotations use normalized figure units and can span multiple axes in a figure.

### Create Simple Plot

Define and plot functions  $f(x)$  and  $g(x)$ .

```
x = -3.0:0.01:3.0;  
f = x.^2;  
g = 5*sin(x) + 5;
```

```
figure  
plot(x,f)  
hold on  
plot(x,g)  
hold off
```



### Circle Annotations

Add a circle to the chart to highlight where  $f(x)$  and  $g(x)$  are equal. To create a circle, use the 'ellipse' option for the annotation type.

Customize the circle by setting properties of the underlying object. Return the `Ellipse` object as an output argument from the `annotation` function. Then, access properties of the object using dot notation. For example, set the `Color` property.

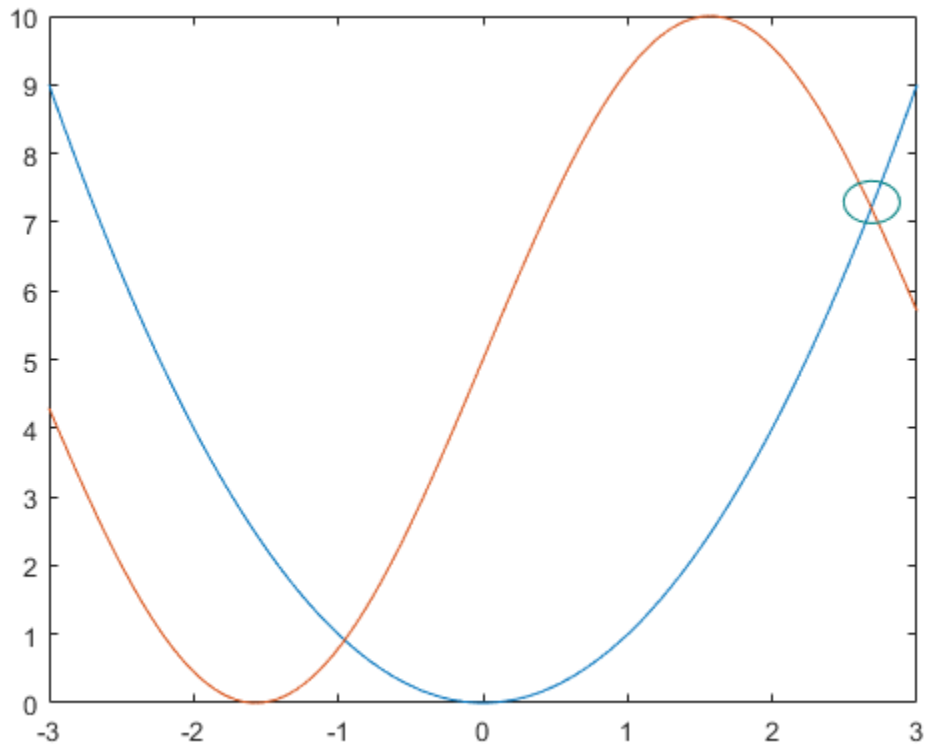
```
elps = annotation('ellipse',[.84 .68 .05 .05])
```

```
elps =  
  Ellipse with properties:
```

```
Color: [0 0 0]  
FaceColor: 'none'  
LineStyle: '-'  
LineWidth: 0.5000  
Position: [0.8400 0.6800 0.0500 0.0500]  
Units: 'normalized'
```

Show all properties

```
elps.Color = [0 0.5 0.5];
```



### Text Arrow Annotations

Add a text arrow to the chart using the 'textarrow' option for the annotation type.

You can customize the text arrow by setting properties of the underlying object. Return the `TextArrow` object as an output argument from the annotation function. Then, access properties of the object using dot notation. For example, set the `String` property to the desired text and the `Color` property to a color value.

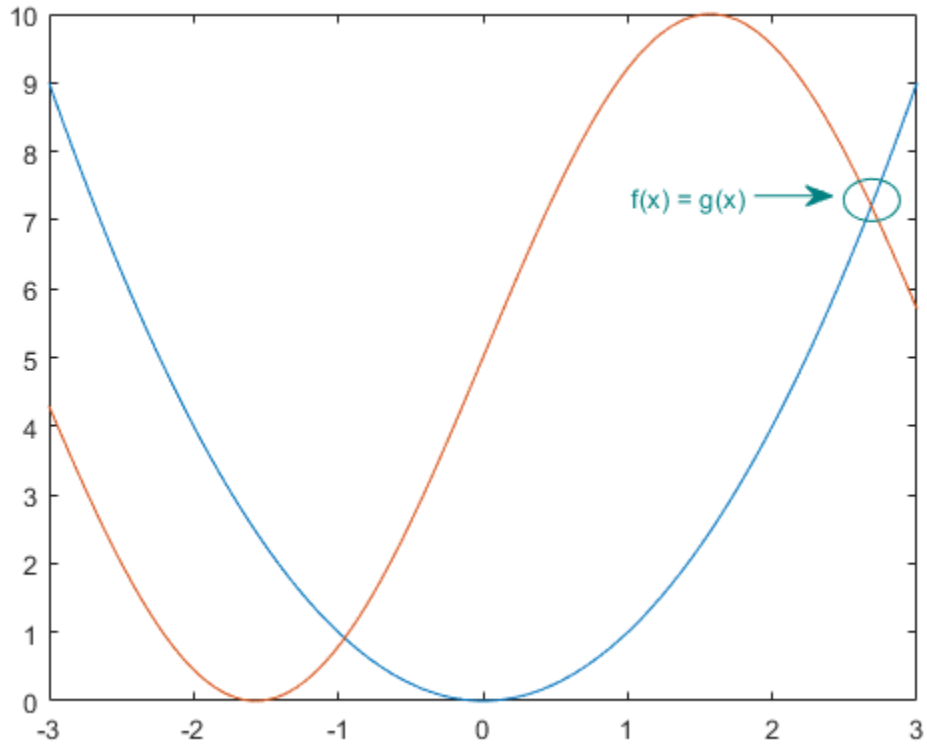
```
ta = annotation('textarrow', [0.76 0.83], [0.71 0.71])
```

```
ta =  
  TextArrow with properties:  
  
    String: {''}  
   FontName: 'Helvetica'  
  FontSize: 10  
     Color: [0 0 0]  
  TextColor: [0 0 0]  
  LineStyle: '-'  
  LineWidth: 0.5000  
  HeadStyle: 'vback2'  
  Position: [0.7600 0.7100 0.0700 0]  
    Units: 'normalized'  
         X: [0.7600 0.8300]  
         Y: [0.7100 0.7100]
```

```
Show all properties
```

```
ta.String = 'f(x) = g(x) '  
ta.Color = [0 0.5 0.5];
```





## See Also

annotation | text

## Related Examples

- “Greek Letters and Special Characters in Chart Text” on page 8-32

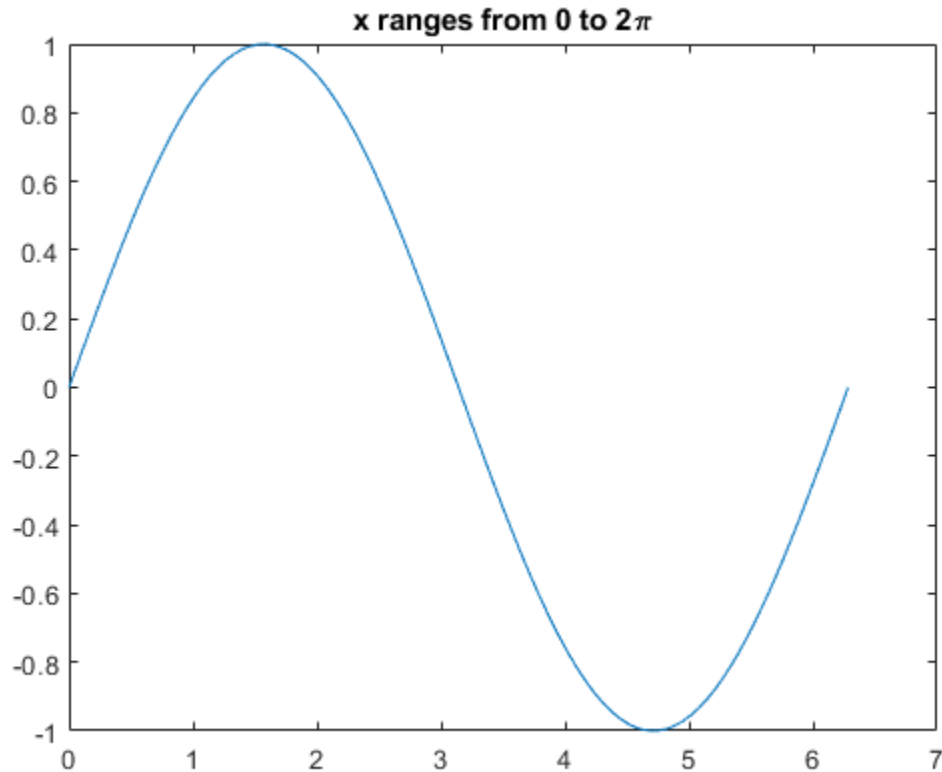
## Greek Letters and Special Characters in Chart Text

You can add text to a chart that includes Greek letters and special characters using TeX markup. You also can use TeX markup to add superscripts, subscripts, and modify the text type and color. By default, MATLAB supports a subset of TeX markup. To use additional special characters, such as integral and summation symbols, you can use LaTeX markup instead. This example shows how to insert Greek letters, superscripts, and annotations into chart text and explains other available TeX options.

### Include Greek Letters

Create a simple line plot and add a title. Include the Greek letter  $\pi$  in the title by using the TeX markup `\pi`.

```
x = linspace(0,2*pi);  
y = sin(x);  
plot(x,y)  
title('x ranges from 0 to 2\pi')
```



## Include Superscripts and Annotations

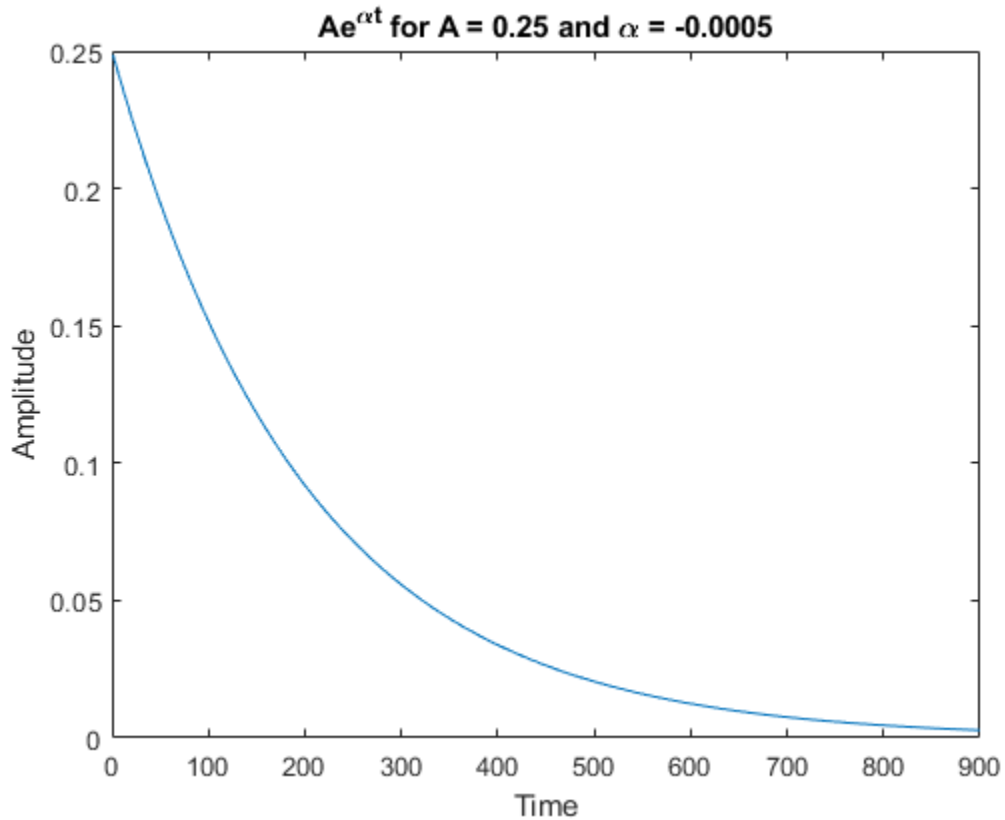
Create a line plot and add a title and axis labels to the chart. Display a superscript in the title using the `^` character. The `^` character modifies the character immediately following it. Include multiple characters in the superscript by enclosing them in curly braces `{}`.

Include the Greek letters  $\alpha$  and  $\mu$  in the text using the TeX markups `\alpha` and `\mu`, respectively.

```
t = 1:900;  
y = 0.25*exp(-0.005*t);
```

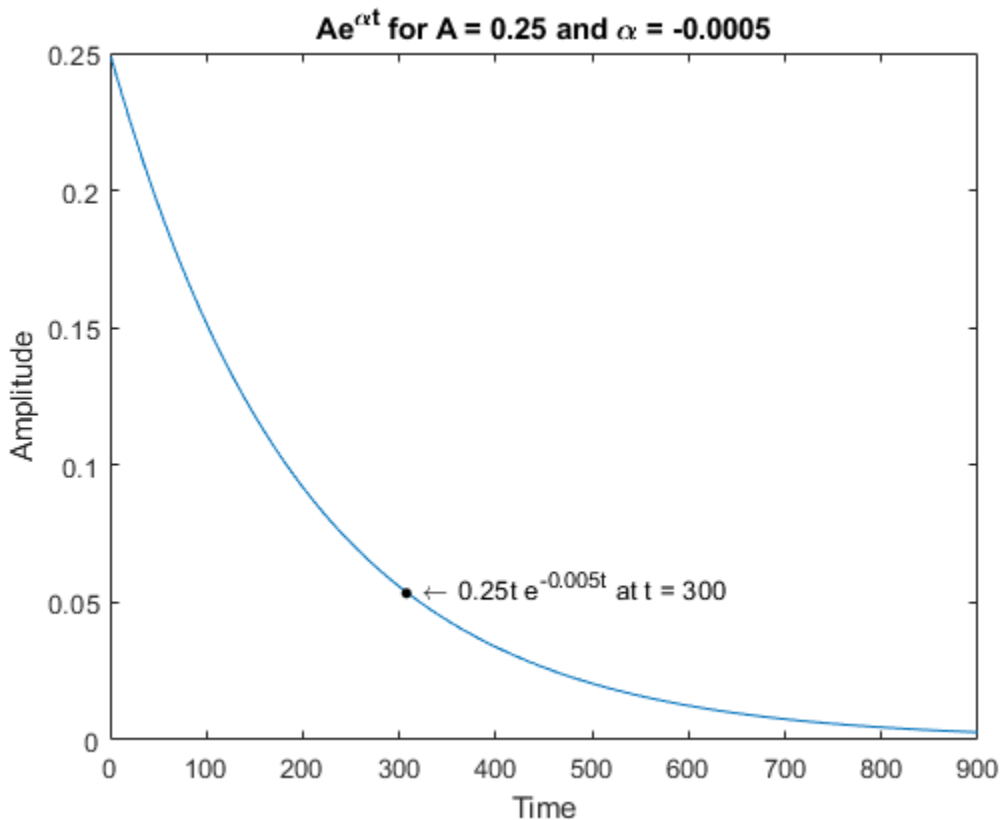
```
figure
```

```
plot(t,y)
title('Ae^{\alpha} for A = 0.25 and \alpha = -0.0005')
xlabel('Time')
ylabel('Amplitude')
```



Add text at the data point where  $t = 300$ . Use the TeX markup `\bullet` to add a marker to the specified point and use `\leftarrow` to include an arrow pointing to the left. By default, the specified data point is to the left of the text.

```
txt = '\bullet \leftarrow 0.25t e^{\alpha t} at t = 300';
text(t(300),y(300),txt)
```



## TeX Markup Options

MATLAB supports a subset of TeX markup. Use TeX markup to add superscripts and subscripts, modify the text type and color, and include special characters. MATLAB interprets the TeX markup as long as the `Interpreter` property of the text object is set to 'tex' (the default).

Modifiers remain in effect until the end of the text. Superscripts and subscripts are an exception because they modify only the next character or the characters within the curly braces. When you set the `Interpreter` property to 'tex', the supported modifiers are as follows.

Modifier	Description	Example
<code>^{ }</code>	Superscript	'text <sup>{superscript}</sup> '
<code>_{ }</code>	Subscript	'text <sub>{subscript}</sub> '
<code>\bf</code>	Bold font	'\bf text'
<code>\it</code>	Italic font	'\it text'
<code>\sl</code>	Oblique font (usually the same as italic font)	'\sl text'
<code>\rm</code>	Normal font	'\rm text'
<code>\fontname{specifier}</code>	Font name — Replace <i>specifier</i> with the name of a font family. You can use this in combination with other modifiers.	'\fontname{Courier} text'
<code>\fontsize{specifier}</code>	Font size — Replace <i>specifier</i> with a numeric scalar value in point units.	'\fontsize{15} text'
<code>\color{specifier}</code>	Font color — Replace <i>specifier</i> with one of these colors: red, green, yellow, magenta, blue, black, white, gray, darkGreen, orange, or lightBlue.	'\color{magenta} text'
<code>\color[rgb]{specifier}</code>	Custom font color — Replace <i>specifier</i> with a three-element RGB triplet.	'\color[rgb]{0,0.5,0.5} text'

This table lists the supported special characters with the Interpreter property set to 'tex'.

Character Sequence	Symbol	Character Sequence	Symbol	Character Sequence	Symbol
<code>\alpha</code>	$\alpha$	<code>\upsilon</code>	$\upsilon$	<code>\sim</code>	$\sim$
<code>\angle</code>	$\angle$	<code>\phi</code>	$\phi$	<code>\leq</code>	$\leq$

Character Sequence	Symbol	Character Sequence	Symbol	Character Sequence	Symbol
\ast	*	\chi	$\chi$	\infty	$\infty$
\beta	$\beta$	\psi	$\psi$	\clubsuit	$\clubsuit$
\gamma	$\gamma$	\omega	$\omega$	\diamondsuit	$\diamondsuit$
\delta	$\delta$	\Gamma	$\Gamma$	\heartsuit	$\heartsuit$
\epsilon	$\epsilon$	\Delta	$\Delta$	\spadesuit	$\spadesuit$
\zeta	$\zeta$	\Theta	$\Theta$	\leftrightarrow	$\leftrightarrow$
\eta	$\eta$	\Lambda	$\Lambda$	\leftarrow	$\leftarrow$
\theta	$\theta$	\Xi	$\Xi$	\Leftarrow	$\Leftarrow$
\vartheta	$\vartheta$	\Pi	$\Pi$	\uparrow	$\uparrow$
\iota	$\iota$	\Sigma	$\Sigma$	\rightarrow	$\rightarrow$
\kappa	$\kappa$	\Upsilon	$\Upsilon$	\Rightarrow	$\Rightarrow$
\lambda	$\lambda$	\Phi	$\Phi$	\downarrow	$\downarrow$
\mu	$\mu$	\Psi	$\Psi$	\circ	$\circ$
\nu	$\nu$	\Omega	$\Omega$	\pm	$\pm$
\xi	$\xi$	\forall	$\forall$	\geq	$\geq$
\pi	$\pi$	\exists	$\exists$	\propto	$\propto$
\rho	$\rho$	\ni	$\ni$	\partial	$\partial$
\sigma	$\sigma$	\equiv	$\equiv$	\bullet	$\bullet$
\varsigma	$\varsigma$	\approx	$\approx$	\div	$\div$
\tau	$\tau$	\Re	$\Re$	\neq	$\neq$
\equiv	$\equiv$	\oplus	$\oplus$	\aleph	$\aleph$
\Im	$\Im$	\cup	$\cup$	\wp	$\wp$
\otimes	$\otimes$	\subseteq	$\subseteq$	\oslash	$\oslash$
\cap	$\cap$	\in	$\in$	\supseteq	$\supseteq$

Character Sequence	Symbol	Character Sequence	Symbol	Character Sequence	Symbol
<code>\supset</code>	$\supset$	<code>\lceil</code>	$\lceil$	<code>\subset</code>	$\subset$
<code>\int</code>	$\int$	<code>\cdot</code>	$\cdot$	<code>\o</code>	$\o$
<code>\rfloor</code>	$\rfloor$	<code>\neg</code>	$\neg$	<code>\nabla</code>	$\nabla$
<code>\lfloor</code>	$\lfloor$	<code>\times</code>	$\times$	<code>\ldots</code>	$\dots$
<code>\perp</code>	$\perp$	<code>\surd</code>	$\surd$	<code>\prime</code>	$\prime$
<code>\wedge</code>	$\wedge$	<code>\varpi</code>	$\varpi$	<code>\emptyset</code>	$\emptyset$
<code>\rceil</code>	$\rceil$	<code>\rangle</code>	$\rangle$	<code>\mid</code>	$\mid$
<code>\vee</code>	$\vee$	<code>\langle</code>	$\langle$	<code>\copyright</code>	$\copyright$

## Text with Mathematical Expression Using LaTeX

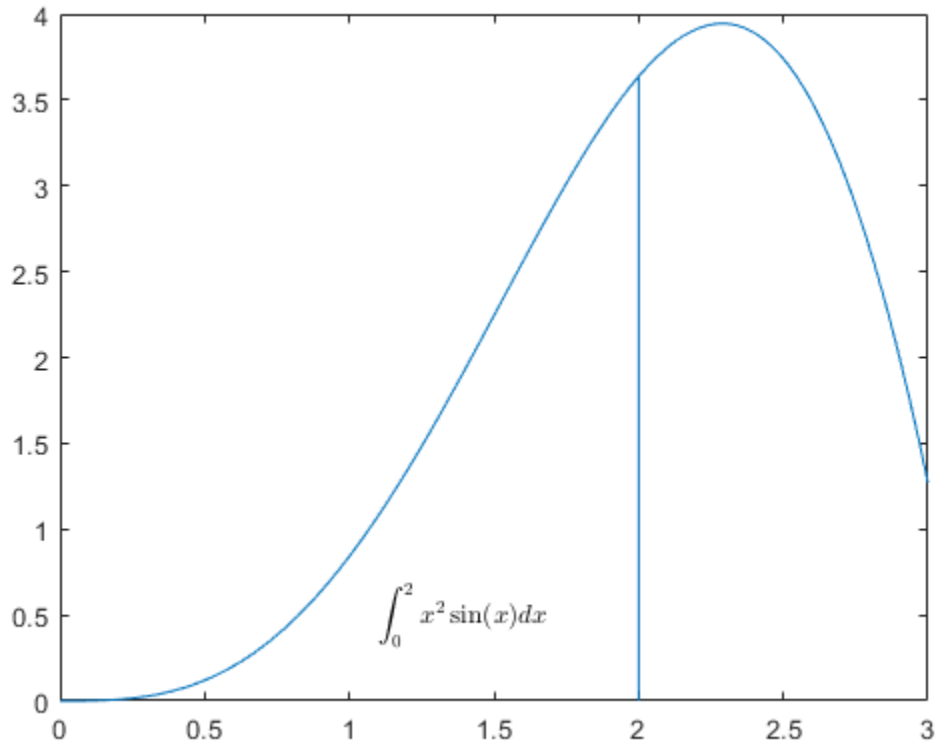
By default, MATLAB interprets text using TeX markup. However, for more formatting options, you can use LaTeX markup instead. For example, you can include mathematical expressions in text using LaTeX. To use LaTeX markup, set the Interpreter property for the Text object to 'latex'.

For this example, plot  $y = x^2 \sin(x)$  and draw a vertical line at  $x = 2$ . Add text to the graph that contains an integral expression using LaTeX markup.

```
x = linspace(0,3);
y = x.^2.*sin(x);
plot(x,y)
line([2,2],[0,2^2*sin(2)])

str = '$$ \int_{0}^{2} x^2 \sin(x) dx $$';
text(1.1,0.5,str,'Interpreter','latex')
```





For more information on using LaTeX, see [The LaTeX Project website](#).

## See Also

`plot` | `text` | `title` | `xlabel` | `ylabel`

## More About

- “Add Title and Axis Labels to Chart” on page 8-2
- “Add Text to Chart” on page 8-18

## Add Annotations to Chart

Annotations are extra information added to a chart to help identify important information. This example first explains the different types of annotations, and then shows you how to add circles and text arrows to a chart.

### Types of Annotations

Use the `annotation` function to add annotations to a chart. The first input to the function specifies the type of annotation you want to create.

- If you specify the type as `'line'`, `'arrow'`, `'doublearrow'`, or `'textarrow'`, then the second input is the starting and ending  $x$  positions of the annotation. The third input is the starting and ending  $y$  positions of the annotation. For example, `annotation('line', [x_begin x_end], [y_begin y_end])`.
- If you specify the type as `'rectangle'`, `'ellipse'`, or `'textbox'`, then the second argument is the location and size. For example, `annotation('rectangle', [x y w h])`.

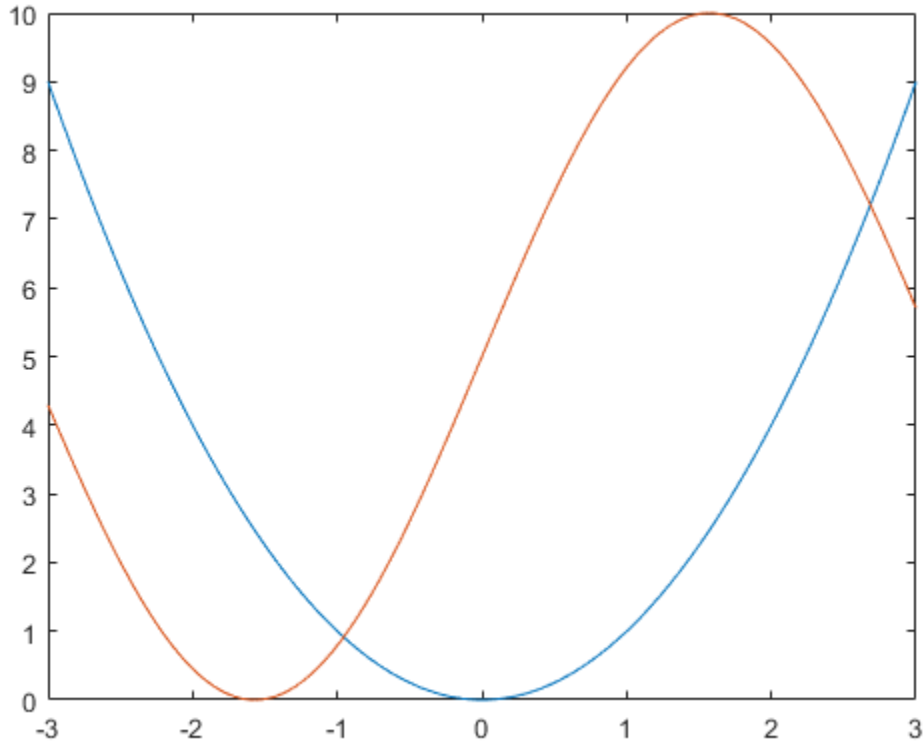
Annotations use normalized figure units and can span multiple axes in a figure.

### Create Simple Plot

Define and plot functions  $f(x)$  and  $g(x)$ .

```
x = -3.0:0.01:3.0;  
f = x.^2;  
g = 5*sin(x) + 5;
```

```
figure  
plot(x,f)  
hold on  
plot(x,g)  
hold off
```



### Circle Annotations

Add a circle to the chart to highlight where  $f(x)$  and  $g(x)$  are equal. To create a circle, use the 'ellipse' option for the annotation type.

Customize the circle by setting properties of the underlying object. Return the `Ellipse` object as an output argument from the annotation function. Then, access properties of the object using dot notation. For example, set the `Color` property.

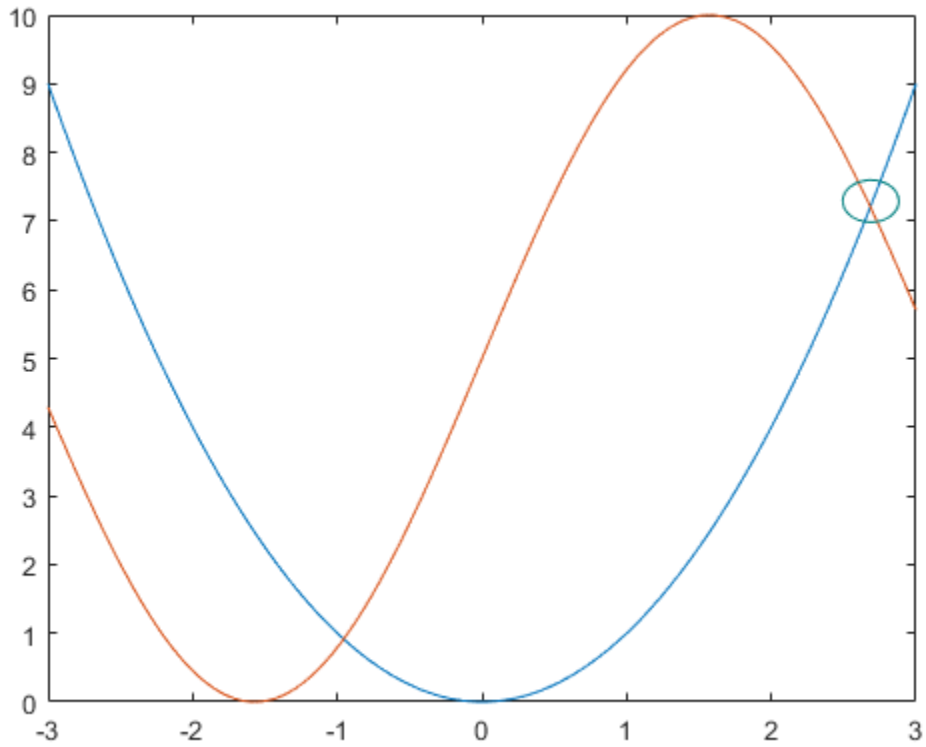
```
elps = annotation('ellipse',[.84 .68 .05 .05])
```

```
elps =  
  Ellipse with properties:
```

```
Color: [0 0 0]  
FaceColor: 'none'  
LineStyle: '-'  
LineWidth: 0.5000  
Position: [0.8400 0.6800 0.0500 0.0500]  
Units: 'normalized'
```

Show all properties

```
elps.Color = [0 0.5 0.5];
```



## Text Arrow Annotations

Add a text arrow to the chart using the 'textarrow' option for the annotation type.

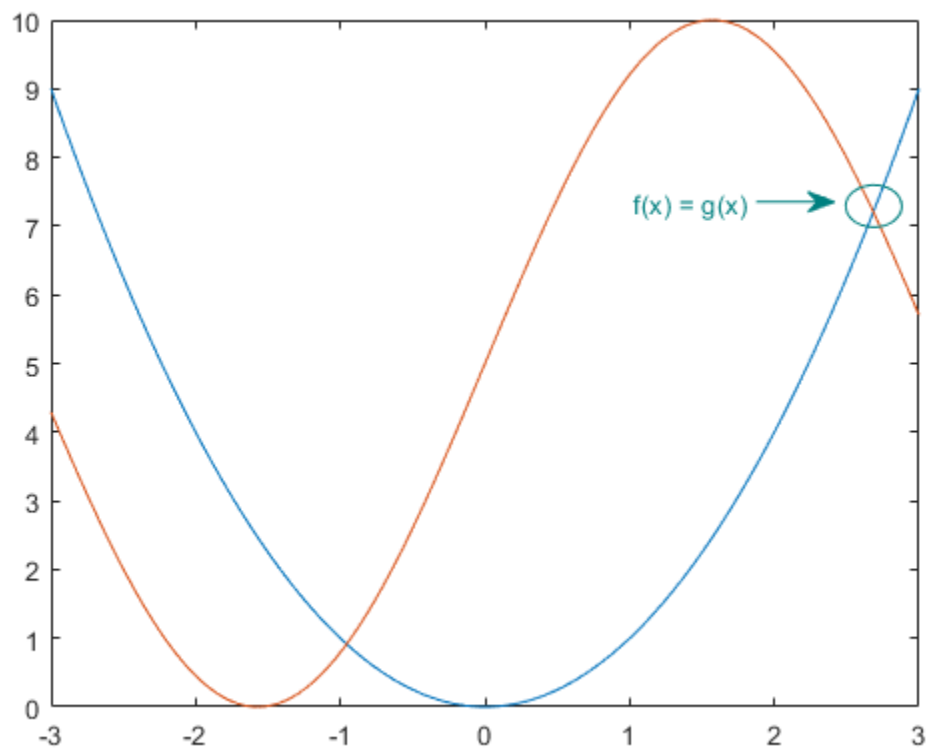
You can customize the text arrow by setting properties of the underlying object. Return the `TextArrow` object as an output argument from the annotation function. Then, access properties of the object using dot notation. For example, set the `String` property to the desired text and the `Color` property to a color value.

```
ta = annotation('textarrow', [0.76 0.83], [0.71 0.71])
```

```
ta =  
  TextArrow with properties:  
  
    String: {''}  
  FontName: 'Helvetica'  
  FontSize: 10  
    Color: [0 0 0]  
  TextColor: [0 0 0]  
  LineStyle: '-'  
  LineWidth: 0.5000  
  HeadStyle: 'vback2'  
  Position: [0.7600 0.7100 0.0700 0]  
    Units: 'normalized'  
      X: [0.7600 0.8300]  
      Y: [0.7100 0.7100]
```

Show all properties

```
ta.String = 'f(x) = g(x) '  
ta.Color = [0 0.5 0.5];
```



# Axes Appearance

---

- “Specify Axis Limits” on page 9-2
- “Specify Axis Tick Values and Labels” on page 9-11
- “Add Grid Lines and Edit Placement” on page 9-21
- “Combine Multiple Plots” on page 9-30
- “Create Chart with Two y-Axes” on page 9-38
- “Modify Properties of Charts with Two y-Axes” on page 9-47
- “Create Chart with Multiple x-Axes and y-Axes” on page 9-54
- “Control Ratio of Axis Lengths and Data Unit Lengths” on page 9-59
- “Control Axes Layout” on page 9-67
- “Manipulating Axes Aspect Ratio” on page 9-72
- “Line Styles Used for Plotting — LineStyleOrder” on page 9-87
- “Clipping in Plots and Graphs” on page 9-89
- “Using Graphics Smoothing” on page 9-96

## Specify Axis Limits

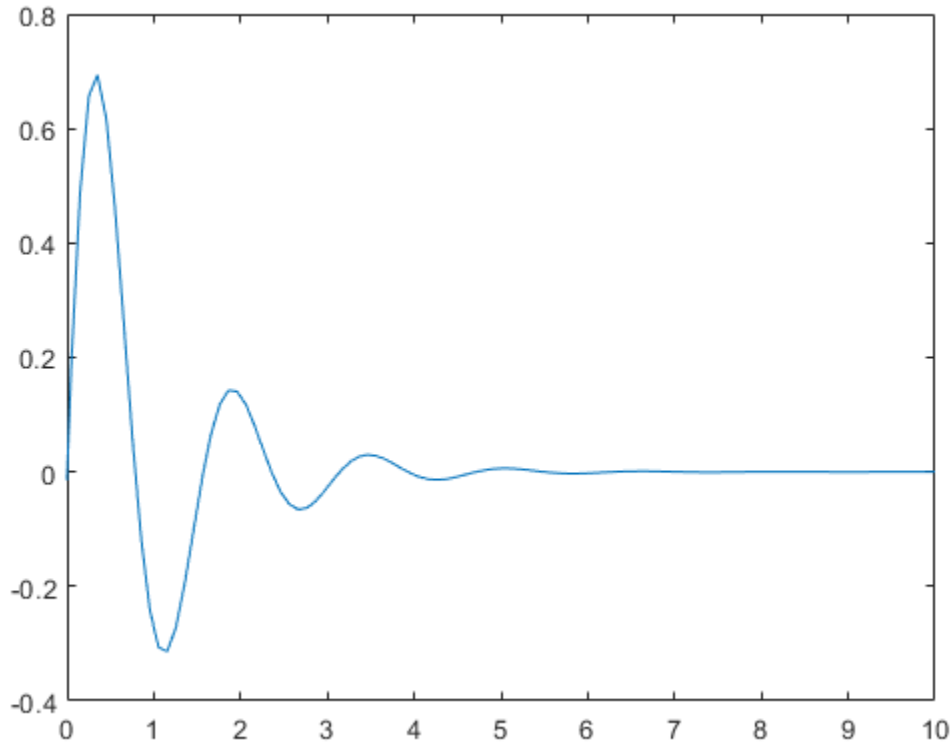
You can control where data appears in the axes by setting the x-axis, y-axis, and z-axis limits. You also can change where the x-axis and y-axis lines appear (2-D plots only) or reverse the direction of increasing values along each axis.

### Change Axis Limits

Create a line plot. Specify the axis limits using the `xlim` and `ylim` functions. For 3-D plots, use the `zlim` function. Pass the functions a two-element vector of the form `[min max]`.

```
x = linspace(-10,10,200);  
y = sin(4*x)./exp(x);  
plot(x,y)  
xlim([0 10])  
ylim([-0.4 0.8])
```

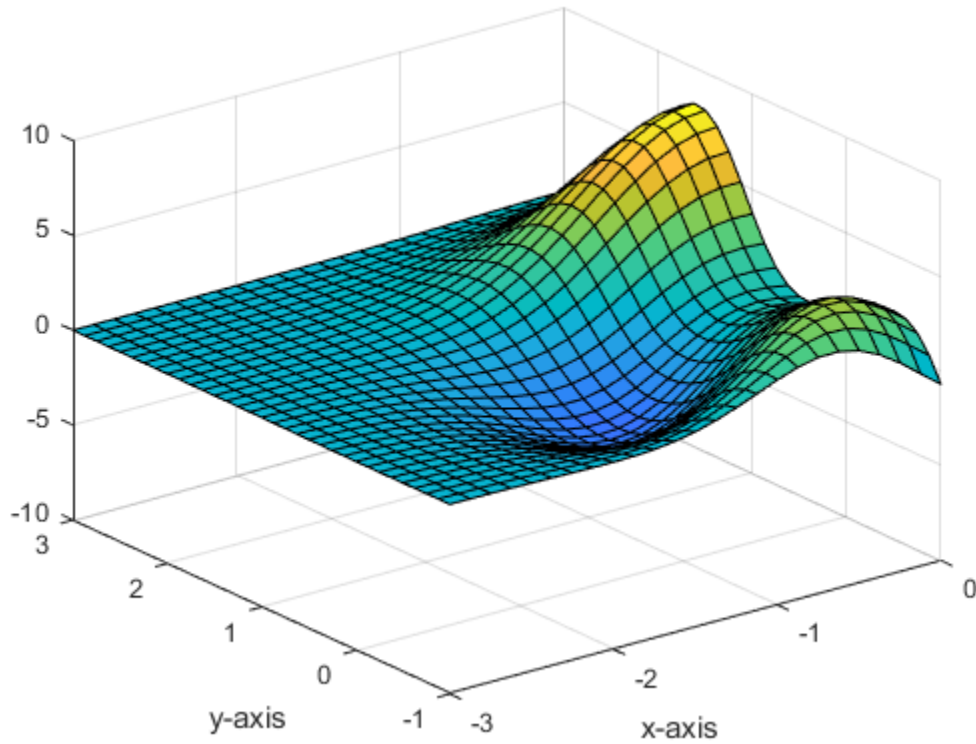




### Use Semiautomatic Axis Limits

Set the maximum x-axis limit to 0 and the minimum y-axis limit to -1. Let MATLAB choose the other limits. For an automatically calculated minimum or maximum limit, use `-inf` or `inf`, respectively.

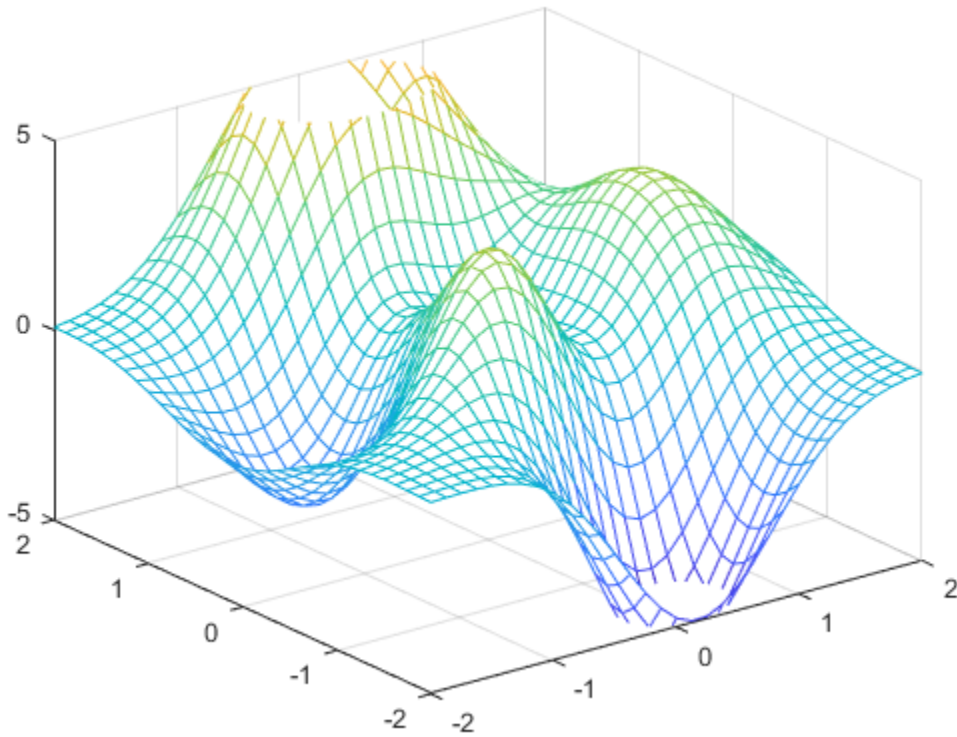
```
[X,Y,Z] = peaks;  
surf(X,Y,Z)  
xlabel('x-axis')  
ylabel('y-axis')  
xlim([-inf 0])  
ylim([-1 inf])
```



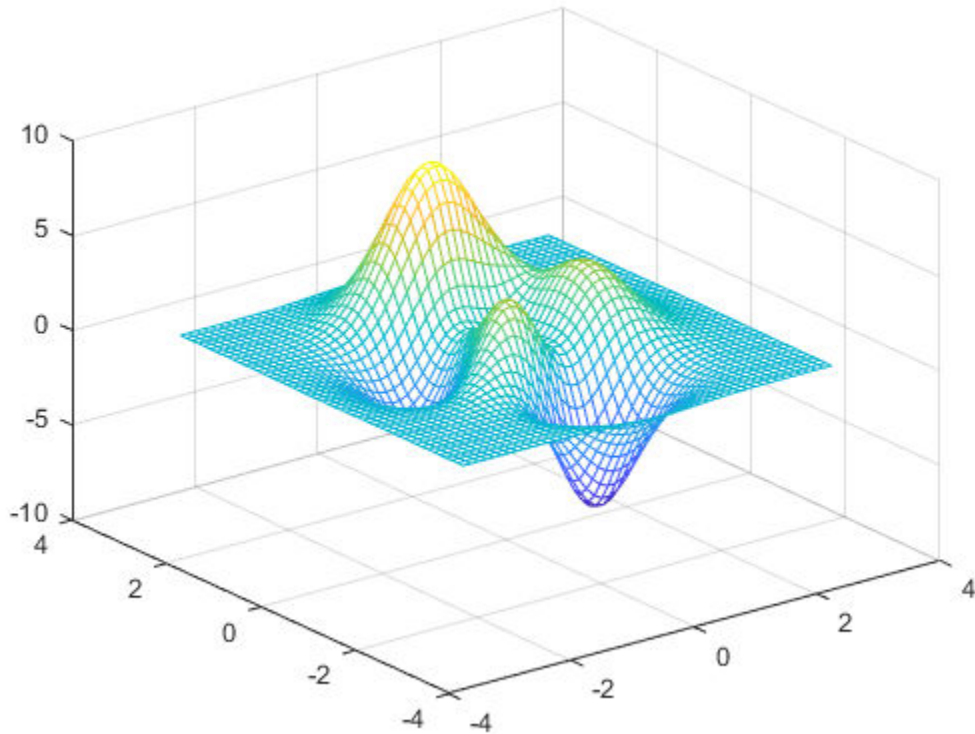
### Revert Back to Default Limits

Create a mesh plot and change the axis limits. Then revert back to the default limits.

```
[X,Y,Z] = peaks;  
mesh(X,Y,Z)  
xlim([-2 2])  
ylim([-2 2])  
zlim([-5 5])
```



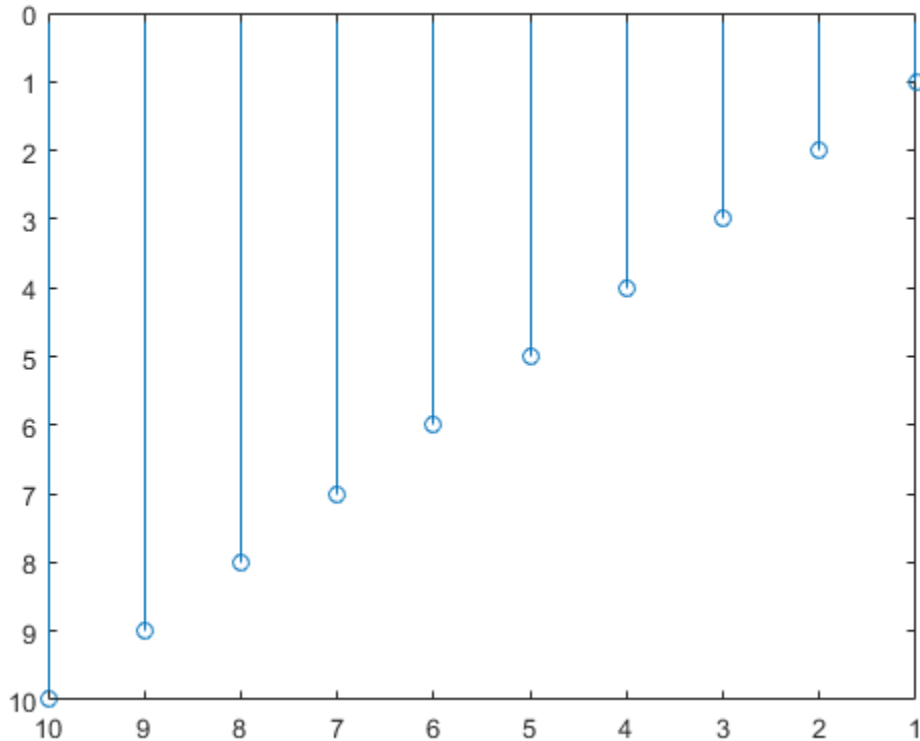
```
xlim auto  
ylim auto  
zlim auto
```



### Reverse Axis Direction

Control the direction of increasing values along the x-axis and y-axis by setting the `XDir` and `YDir` properties of the Axes object. Set these properties to either `'reverse'` or `'normal'` (the default). Use the `gca` command to access the Axes object.

```
stem(1:10)
ax = gca;
ax.XDir = 'reverse';
ax.YDir = 'reverse';
```



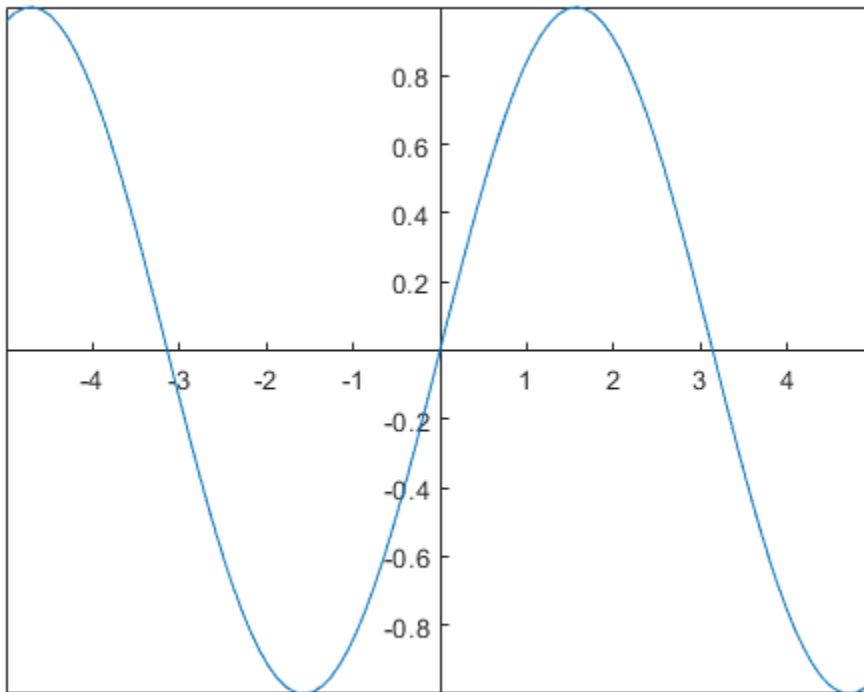
### Display Axis Lines through Origin

By default, the x-axis and y-axis appear along the outer bounds of the axes. Change the location of the axis lines so that they cross at the origin point  $(0,0)$  by setting the `XAxisLocation` and `YAxisLocation` properties of the `Axes` object. Set `XAxisLocation` to either `'top'`, `'bottom'`, or `'origin'`. Set `YAxisLocation` to either `'left'`, `'right'`, or `'origin'`. These properties only apply to axes in a 2-D view.

```
x = linspace(-5,5);  
y = sin(x);  
plot(x,y)
```

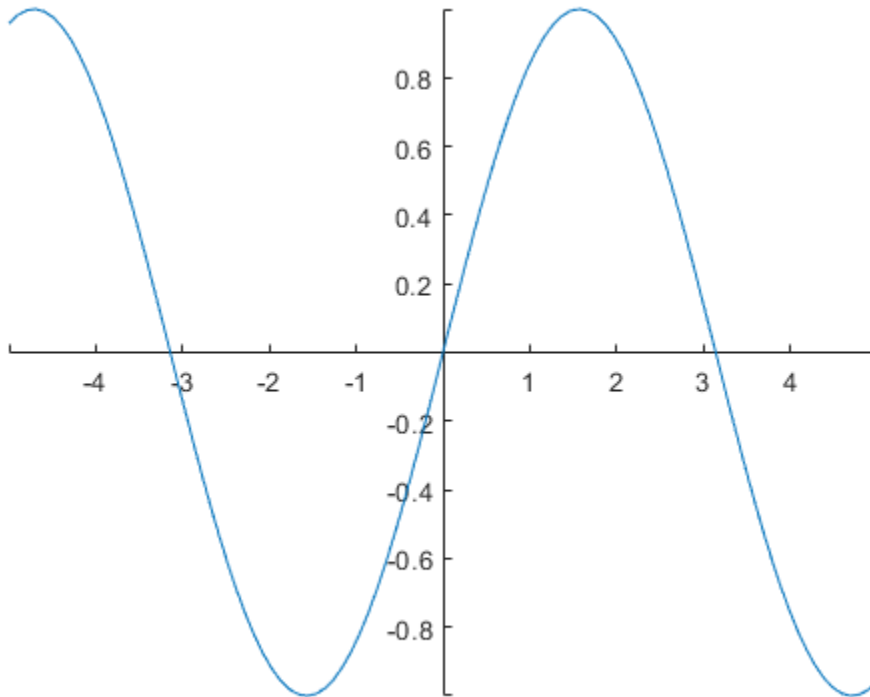
```
ax = gca;
```

```
ax.XAxisLocation = 'origin';  
ax.YAxisLocation = 'origin';
```



Remove the axes box outline.

```
box off
```



## See Also

### Functions

`axis` | `grid` | `xlim` | `xticks` | `ylim` | `yticks` | `zlim` | `zticks`

### Properties

Axes

## Related Examples

- “Specify Axis Tick Values and Labels” on page 9-11

- “Add Grid Lines and Edit Placement” on page 9-21
- “Add Title and Axis Labels to Chart” on page 8-2



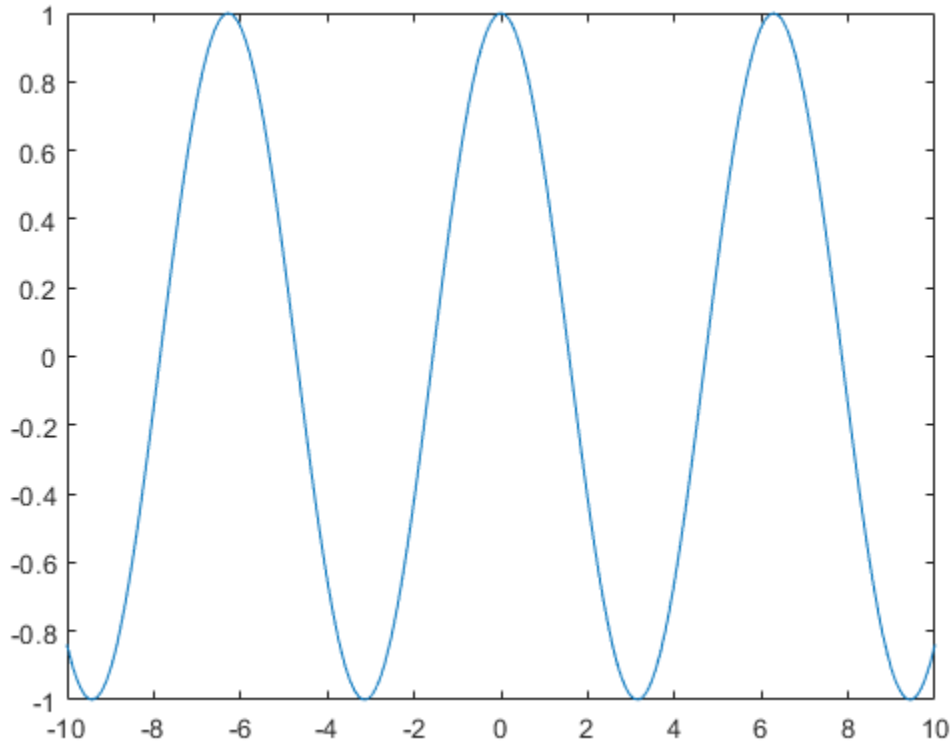
## Specify Axis Tick Values and Labels

Customizing the tick values and labels along an axis can help highlight particular aspects of your data. These examples show some common customizations, such as modifying the tick value placement, changing the tick label text and formatting, and rotating the tick labels.

### Change Tick Value Locations and Labels

Create `x` as 200 linearly spaced values between -10 and 10. Create `y` as the cosine of `x`. Plot the data.

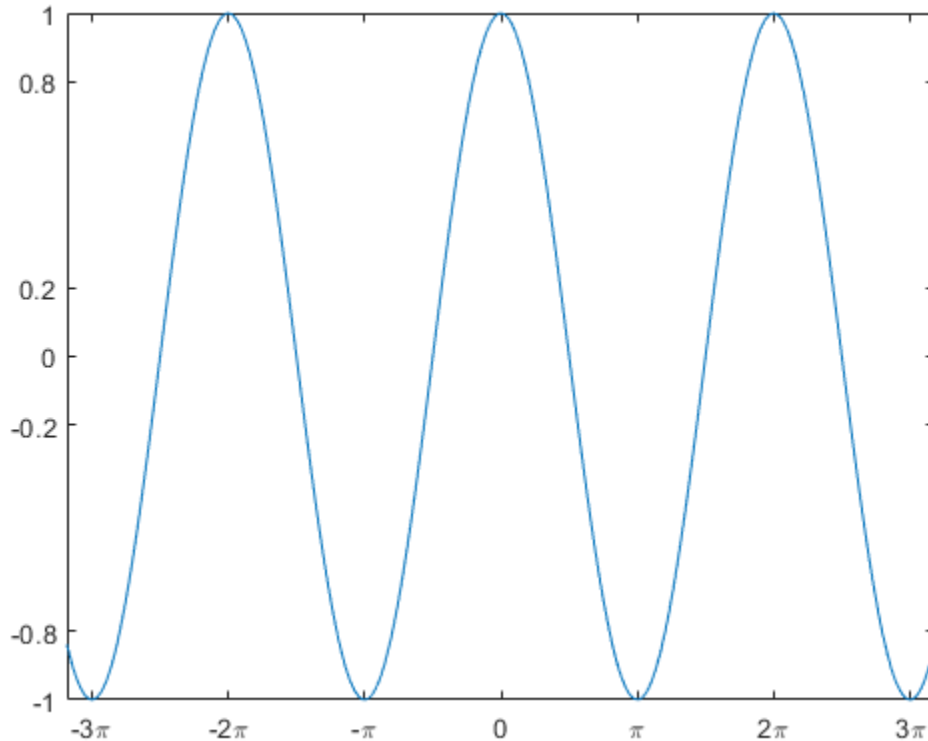
```
x = linspace(-10,10,200);  
y = cos(x);  
plot(x,y)
```



Change the tick value locations along the x-axis and y-axis. Specify the locations as a vector of increasing values. The values do not need to be evenly spaced.

Also, change the labels associated with each tick value along the x-axis. Specify the labels using a cell array of character vectors. To include special characters or Greek letters in the labels, use TeX markup, such as `\pi` for the  $\pi$  symbol.

```
xticks([-3*pi -2*pi -pi 0 pi 2*pi 3*pi])
xticklabels({'-3\pi', '-2\pi', '-\pi', '0', '\pi', '2\pi', '3\pi'})
yticks([-1 -0.8 -0.2 0 0.2 0.8 1])
```



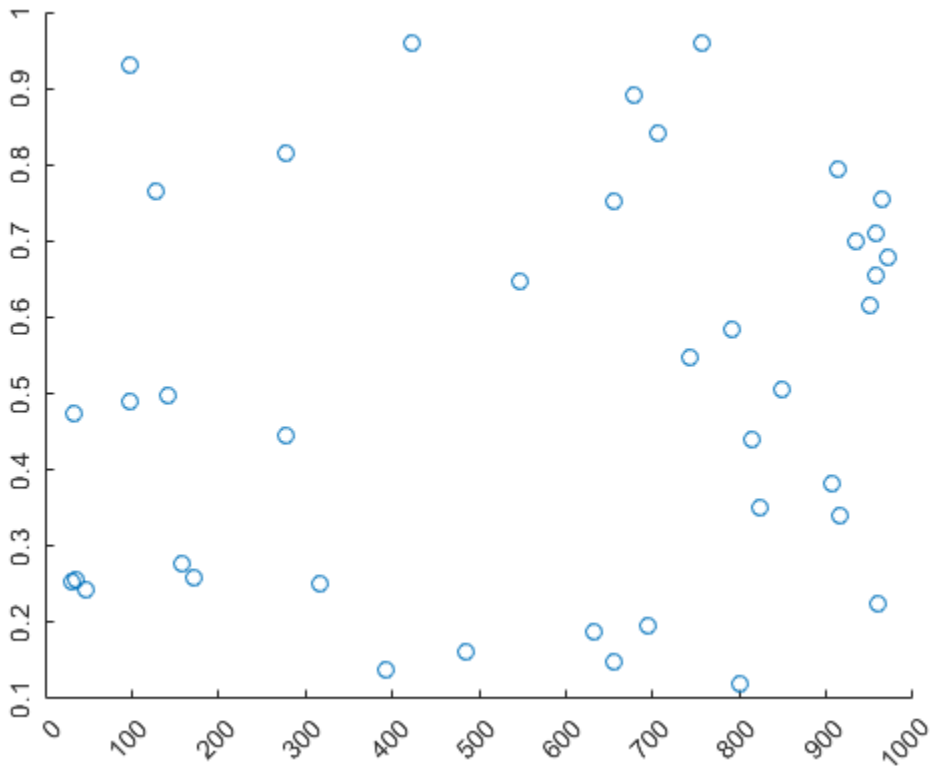
For releases prior to R2016b, instead set the tick values and labels using the `XTick`, `XTickLabel`, `YTick`, and `YTickLabel` properties of the `Axes` object. For example, assign the `Axes` object to a variable, such as `ax = gca`. Then set the `XTick` property using dot notation, such as `ax.XTick = [-3*pi -2*pi -pi 0 pi 2*pi 3*pi]`. For releases prior to R2014b, use the `set` function to set the property instead.

### Rotate Tick Labels

Create a scatter plot and rotate the tick labels along each axis. Specify the rotation as a scalar value. Positive values indicate counterclockwise rotation. Negative values indicate clockwise rotation.

```
x = 1000*rand(40,1);  
y = rand(40,1);
```

```
scatter(x,y)
xtickangle(45)
ytickangle(90)
```

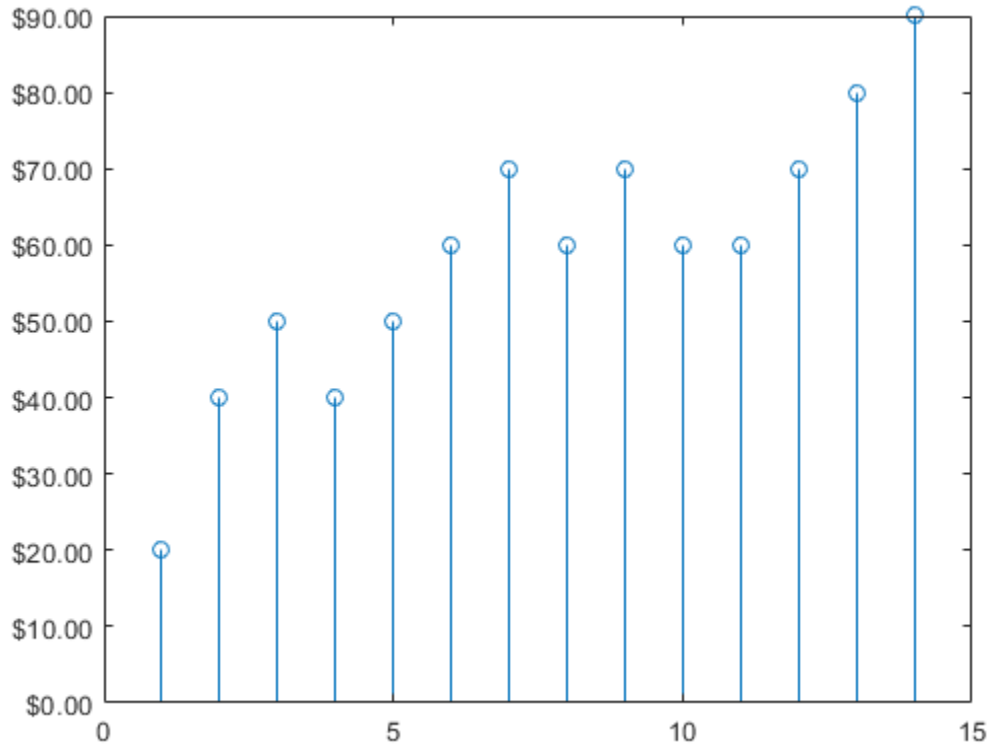


For releases prior to R2016b, specify the rotation using the `XTickLabelRotation` and `YTickLabelRotation` properties of the Axes object. For example, assign the Axes object to a variable, such as `ax = gca`. Then set the `XTickLabelRotation` property using dot notation, such as `ax.XTickLabelRotation = 45`.

### Change Tick Label Formatting

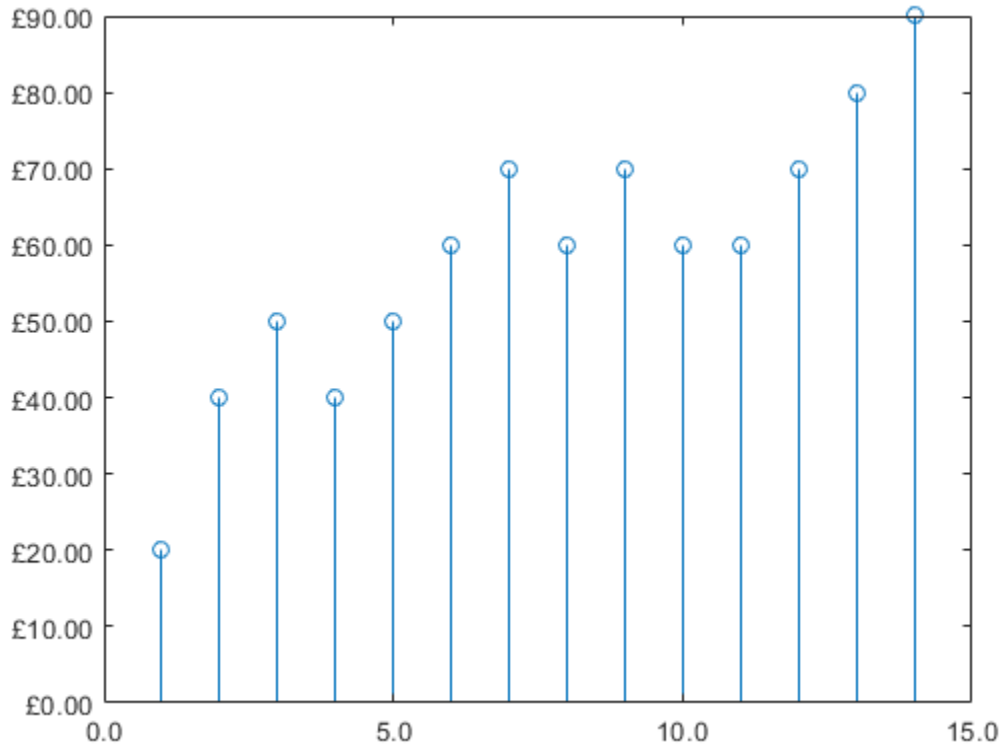
Create a stem chart and display the tick label values along the y-axis as US dollar values.

```
profit = [20 40 50 40 50 60 70 60 70 60 60 70 80 90];  
stem(profit)  
xlim([0 15])  
ytickformat('usd')
```



For more control over the formatting, specify a custom format. For example, show one decimal value in the x-axis tick labels using `'%.1f'`. Display the y-axis tick labels as British Pounds using `'\xA3%.2f'`. The option `\xA3` indicates the Unicode character for the Pound symbol. For more information on specifying a custom format, see the `xtickformat` function.

```
xtickformat('%.1f')  
ytickformat('\xA3%.2f')
```



### Ruler Objects for Individual Axis Control

MATLAB creates a ruler object for each axis. Like all graphics objects, ruler objects have properties that you can view and modify. Ruler objects allow for more individual control over the formatting of the  $x$ -axis,  $y$ -axis, or  $z$ -axis. Access the ruler object associated with a particular axis through the `XAxis`, `YAxis`, or `ZAxis` property of the `Axes` object. The type of ruler depends on the type of data along the axis. For numeric data, MATLAB creates a `NumericRuler` object.

```
ax = gca;  
ax.XAxis
```

```
ans =  
    NumericRuler with properties:
```

```
Limits: [0 15]
Scale: 'linear'
Exponent: 0
TickValues: [0 5 10 15]
TickLabelFormat: '%.1f'
```

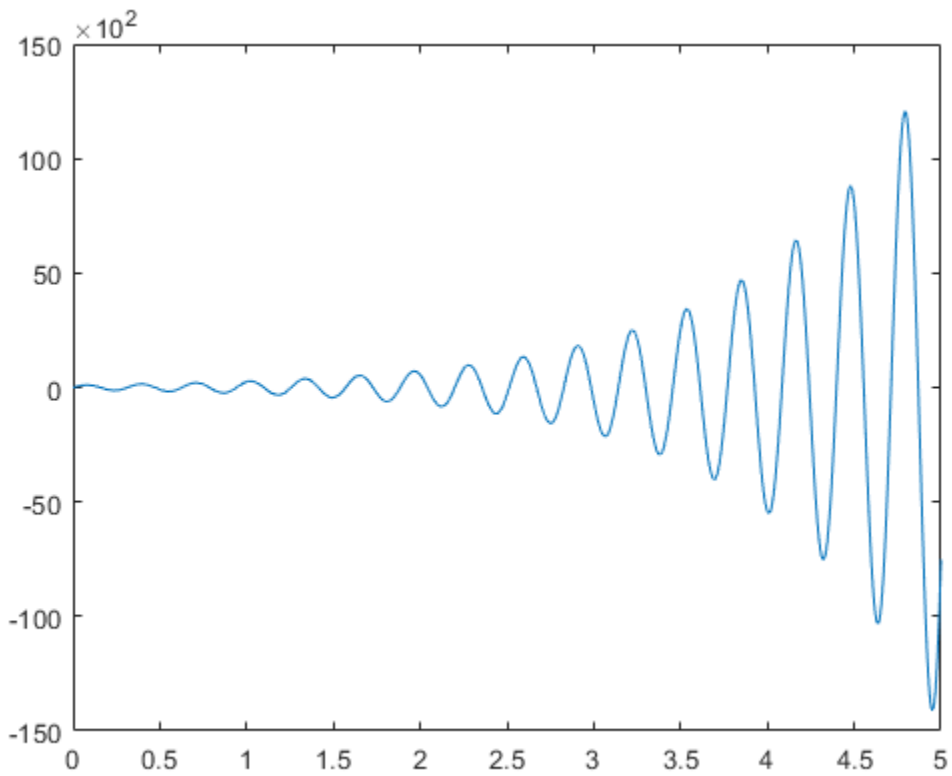
Show all properties

### Control Value in Exponent Label Using Ruler Objects

Plot data with y values that range between -15,000 and 15,000. By default, the y-axis tick labels use exponential notation with an exponent value of 4 and a base of 10. Change the exponent value to 2. Set the `Exponent` property of the ruler object associated with the y-axis. Access the ruler object through the `YAxis` property of the `Axes` object. The exponent label and the tick labels change accordingly.

```
x = linspace(0,5,1000);
y = 100*exp(x).*sin(20*x);
plot(x,y)

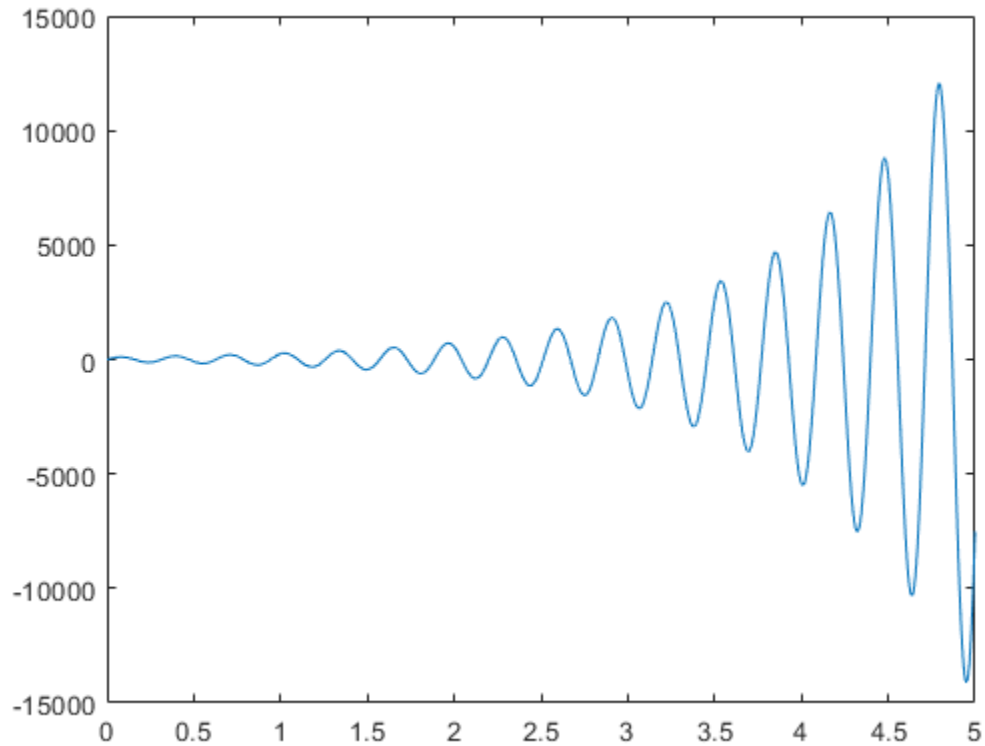
ax = gca;
ax.YAxis.Exponent = 2;
```



Change the exponent value to 0 so that the tick labels do not use exponential notation.

```
ax.YAxis.Exponent = 0;
```





## See Also

### Functions

`xlim` | `xtickangle` | `xtickformat` | `xticks` | `yticks` | `zticks`

### Properties

`Axes` | `NumericRuler`

## Related Examples

- “Add Grid Lines and Edit Placement” on page 9-21

- “Specify Axis Limits” on page 9-2
- “Add Title and Axis Labels to Chart” on page 8-2

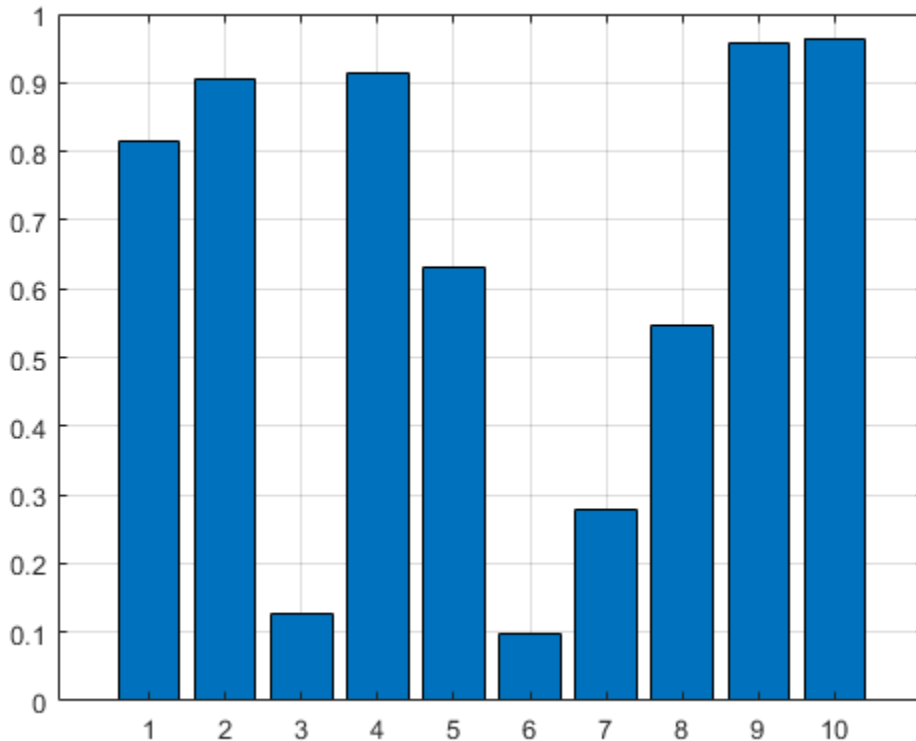
## Add Grid Lines and Edit Placement

This example shows how to add grid lines to a graph. It also describes how to edit the placement of the grid lines and modify their appearance.

### Display Grid Lines

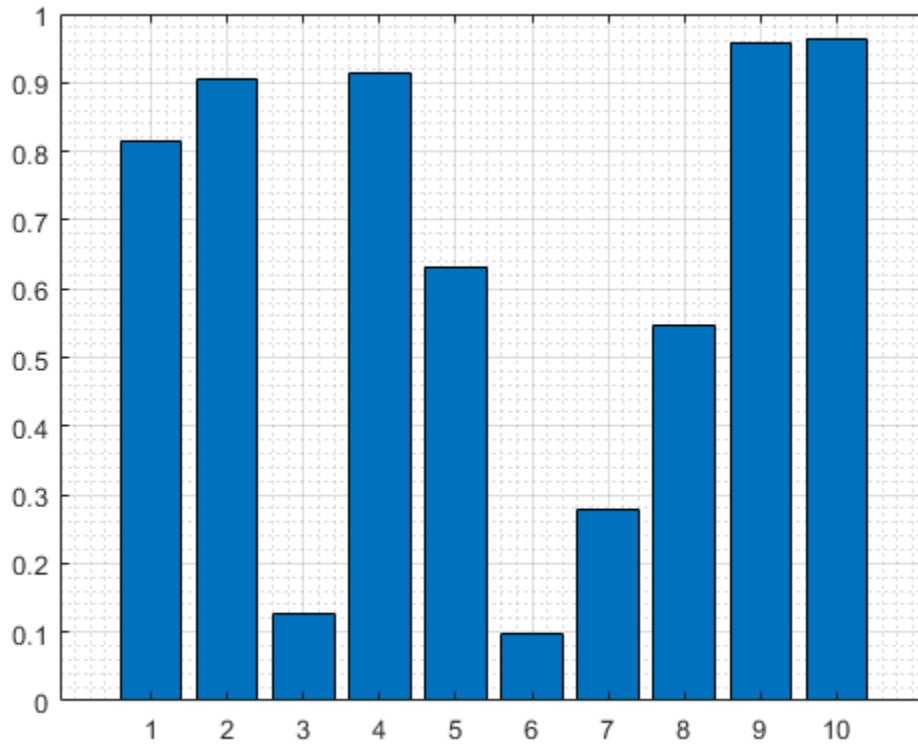
Create a bar chart and display grid lines. The grid lines appear at the tick marks.

```
y = rand(10,1);  
bar(y)  
grid on
```



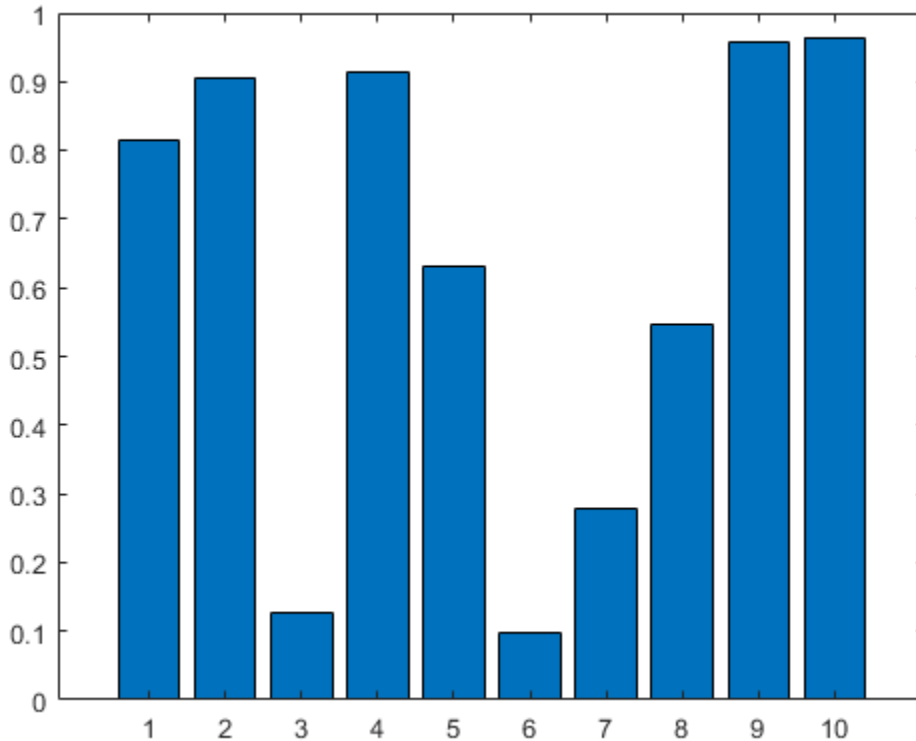
Add minor grid lines between the tick marks.

grid `minor`



Turn off all the grid lines.

grid `off`

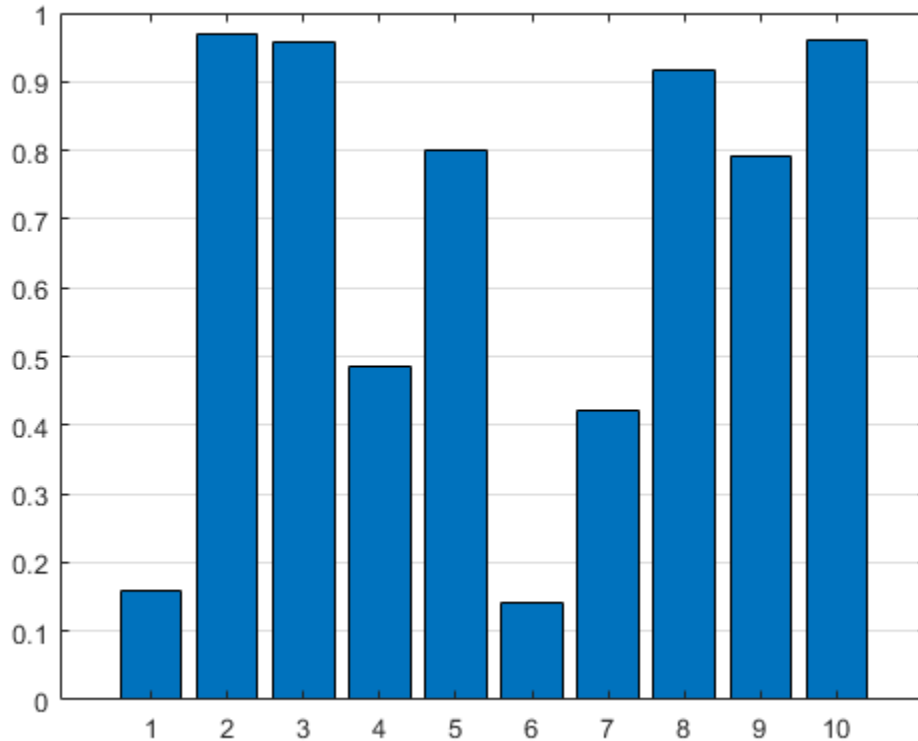


### Display Grid Lines in Specific Direction

Display the grid lines in a particular direction by accessing the Axes object and setting the XGrid, YGrid, and ZGrid properties. Set these properties to either 'on' or 'off'.

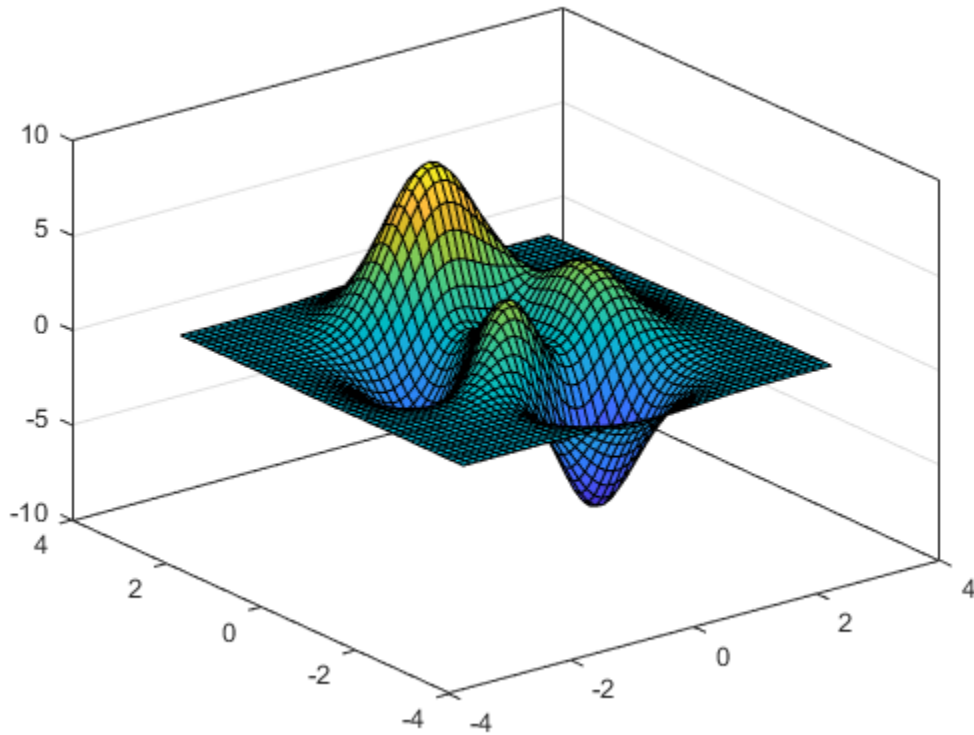
Create a 2-D plot and display the grid lines only in the y direction.

```
y = rand(10,1);  
bar(y)  
ax = gca;  
ax.XGrid = 'off';  
ax.YGrid = 'on';
```



Create a 3-D plot and display the grid lines only in the z direction. Use the `box on` command to show the box outline around the axes.

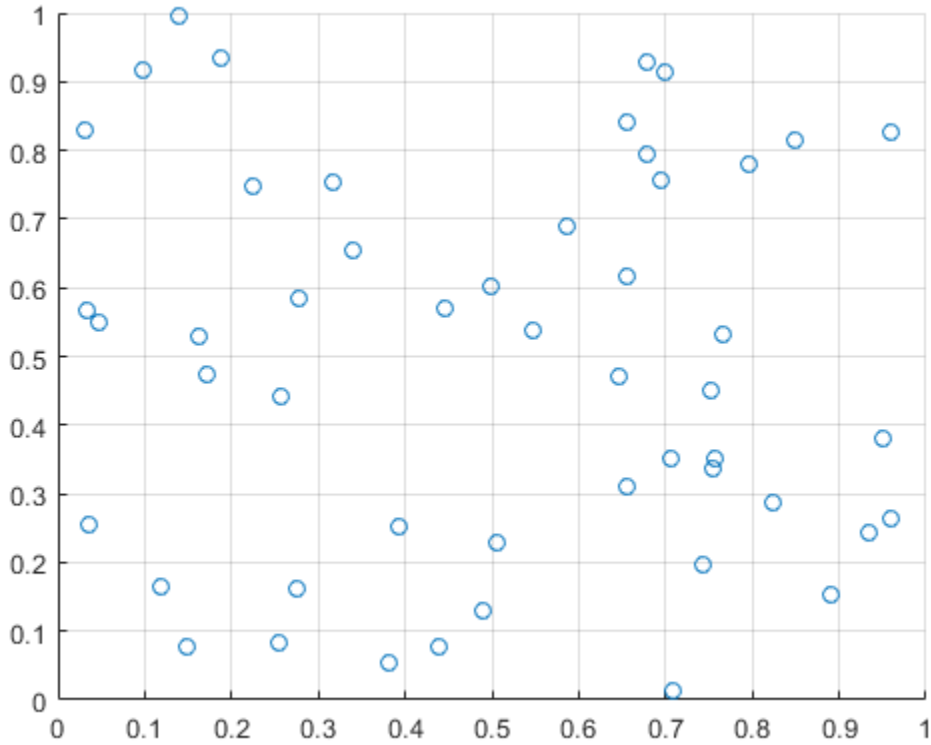
```
[X,Y,Z] = peaks;  
surf(X,Y,Z)  
box on  
ax = gca;  
ax.ZGrid = 'on';  
ax.XGrid = 'off';  
ax.YGrid = 'off';
```



### Edit Grid Line Placement

Create a scatter plot of random data and display the grid lines.

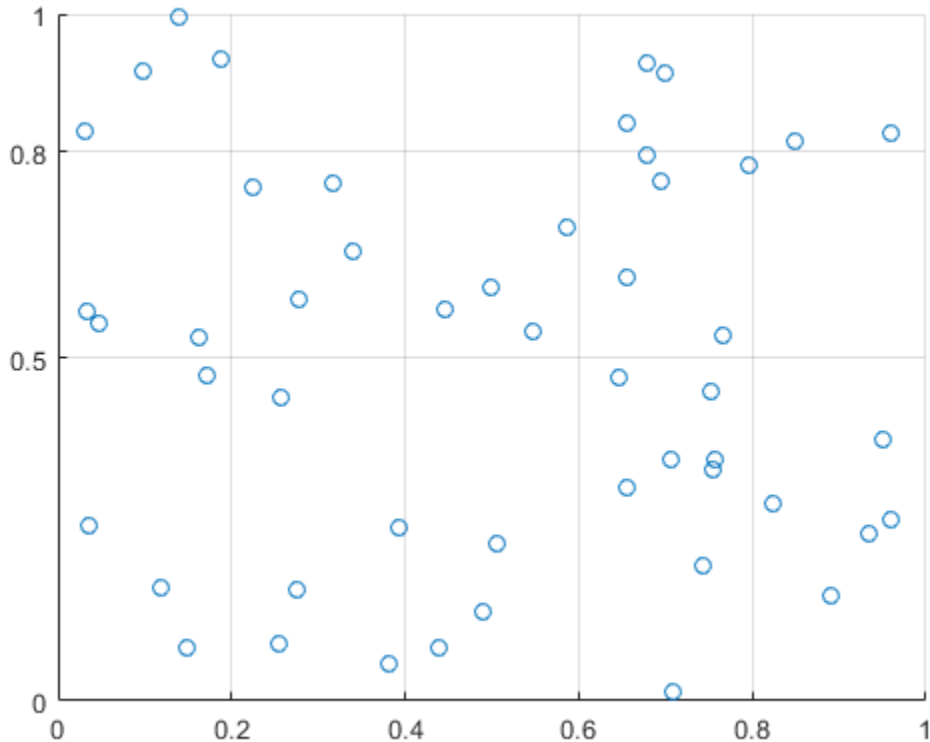
```
x = rand(50,1);  
y = rand(50,1);  
scatter(x,y)  
grid on
```



Grid lines appear at the tick mark locations. Edit the placement of the grid lines by changing the tick mark locations.

```
xticks(0:0.2:1)  
yticks([0 0.5 0.8 1])
```



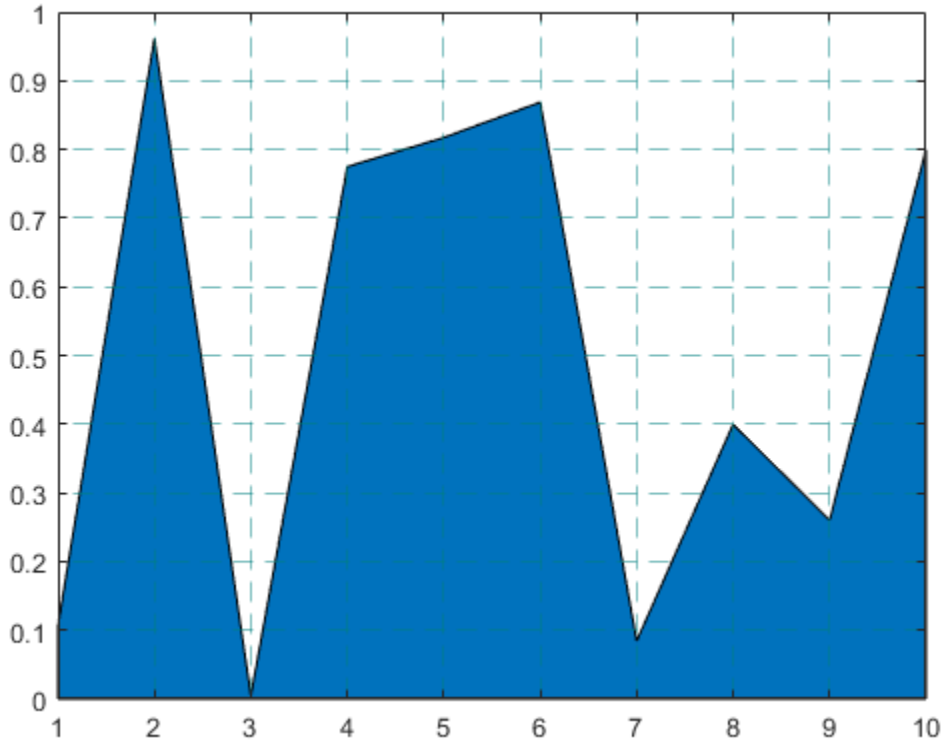


### Modify Visual Appearance of Grid Lines

Change the color, line style, and transparency of grid lines for an area plot. Modify the appearance of the grid lines by accessing the Axes object. Then set properties related to the grid, such as the `GridColor`, `GridLineStyle`, and `GridAlpha` properties. Display the grid lines on top of the plot by setting the `Layer` property.

```
y = rand(10,1);  
area(y)  
grid on  
  
ax = gca;  
ax.GridColor = [0 .5 .5];  
ax.GridLineStyle = '--';
```

```
ax.GridAlpha = 0.5;  
ax.Layer = 'top';
```



## See Also

### Functions

`grid` | `xlim` | `xticks` | `yticks` | `zticks`

### Properties

`Axes`

## **Related Examples**

- “Specify Axis Tick Values and Labels” on page 9-11
- “Add Title and Axis Labels to Chart” on page 8-2
- “Specify Axis Limits” on page 9-2

## Combine Multiple Plots

You can combine plots in several ways. Combine plots in the same axes, or create multiple axes in a figure using subplots.

### Combine Plots in Same Axes

By default, new plots clear existing plots and reset axes properties, such as the title. However, you can use the `hold on` command to combine multiple plots in the same axes. For example, plot two lines and a scatter plot. Then reset the hold state to off.

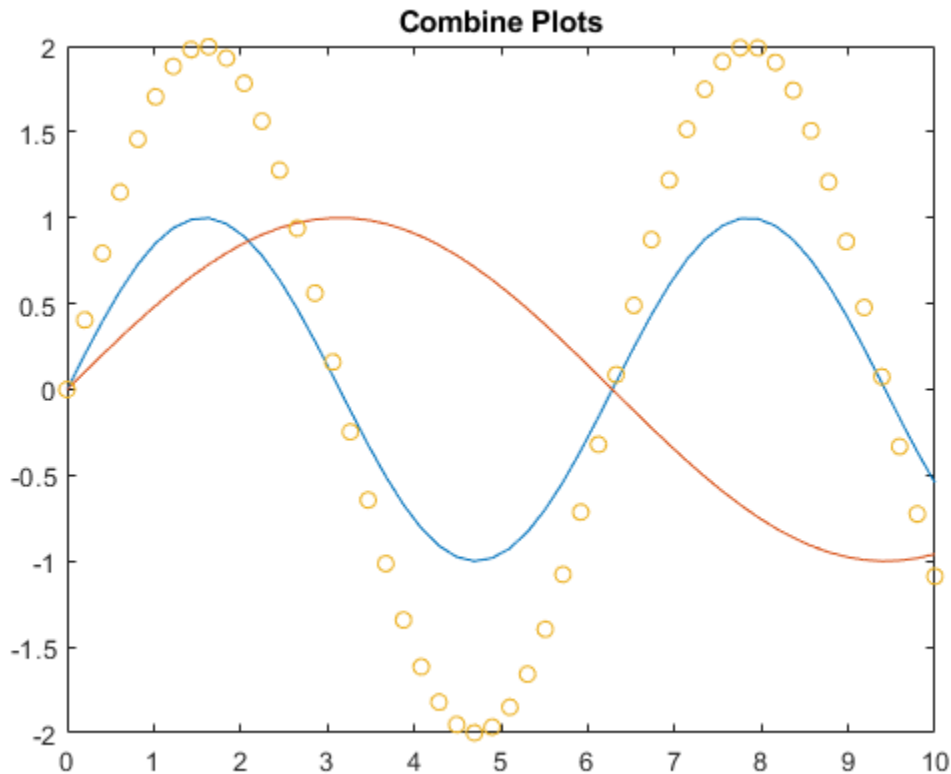
```
x = linspace(0,10,50);  
y1 = sin(x);  
plot(x,y1)  
title('Combine Plots')
```

```
hold on
```

```
y2 = sin(x/2);  
plot(x,y2)
```

```
y3 = 2*sin(x);  
scatter(x,y3)
```

```
hold off
```



When the hold state is on, new plots do not clear existing plots or reset axes properties, such as the title or axis labels. The plots cycle through colors and line styles based on the `ColorOrder` and `LineStyleOrder` properties of the axes. The axes limits and tick values might adjust to accommodate new data.

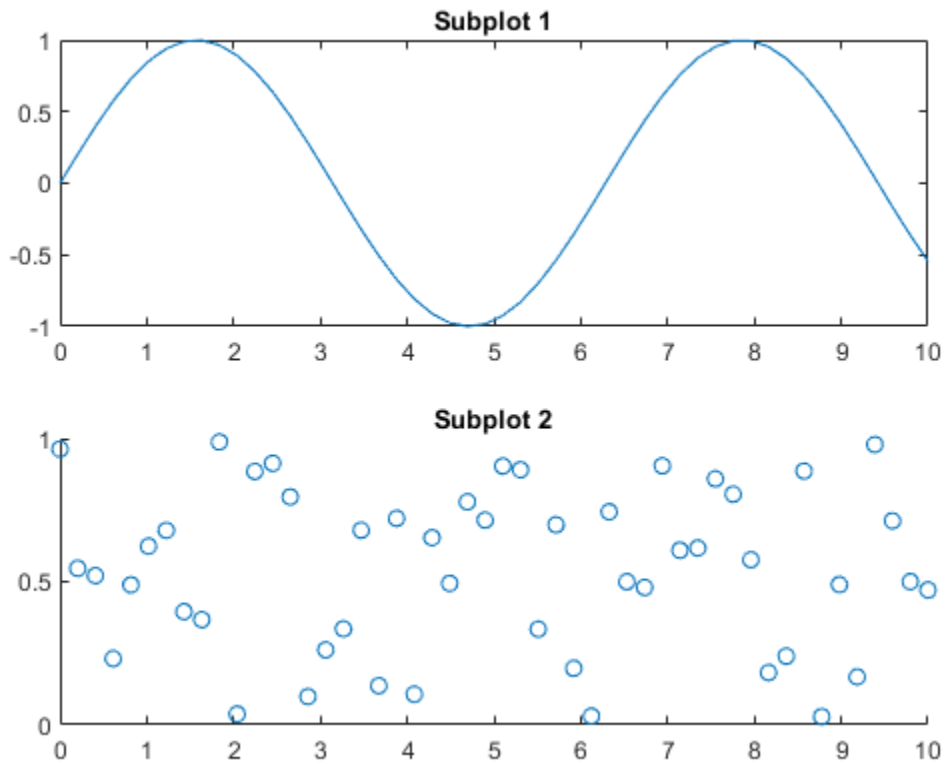
### Create Multiple Axes in Figure Using Subplots

Create multiple axes in a single figure using the `subplot` function, which divides the figure into a grid of subplots. The first two inputs to `subplot` indicate the number of subplots in each row and column. The third input specifies which subplot is active. MATLAB numbers subplot positions by row. Graphics functions, such as `plot` and `title`, target the active subplot.

For example, create two stacked subplots in a 2-by-1 grid within a figure window. Add a title to each subplot.

```
subplot(2,1,1);  
x = linspace(0,10,50);  
y1 = sin(x);  
plot(x,y1)  
title('Subplot 1')
```

```
subplot(2,1,2);  
y2 = rand(50,1);  
scatter(x,y2)  
title('Subplot 2')
```



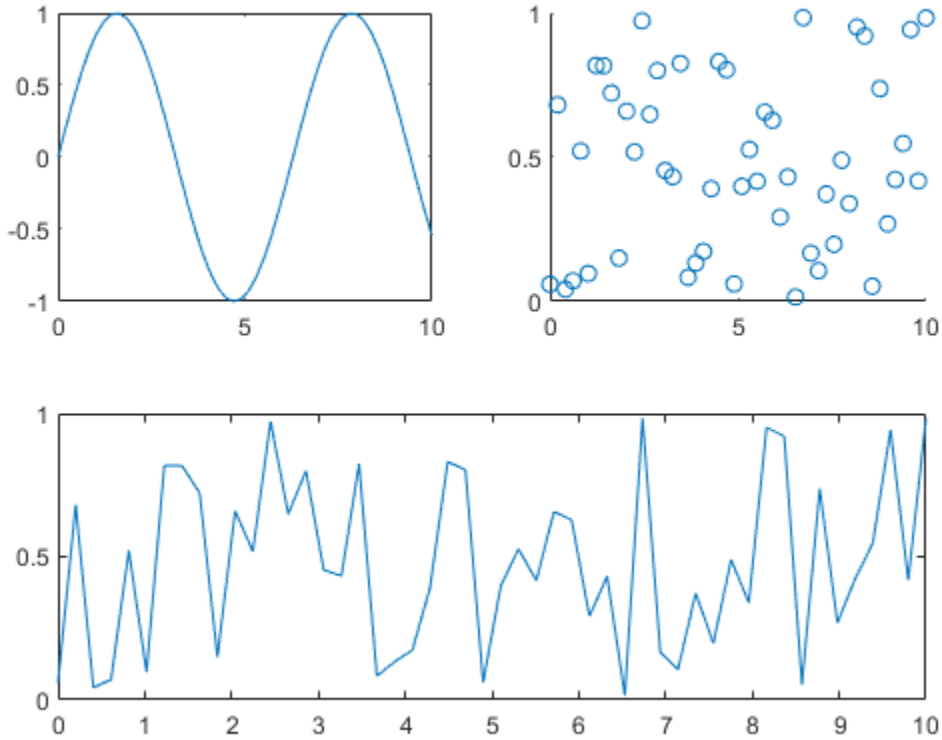
### Create Subplot that Spans Multiple Grid Positions

To create a subplot that spans multiple grid positions, specify the third input argument to the `subplot` function as an array of positions. For example, create a 2-by-2 grid of subplots. Create two subplots in the top half of the figure and one subplot that spans the entire bottom half.

```
figure
subplot(2,2,1);
x = linspace(0,10,50);
y1 = sin(x);
plot(x,y1)

subplot(2,2,2);
y2 = rand(50,1);
scatter(x,y2)

subplot(2,2,[3 4]);
y3 = rand(50,1);
plot(x,y2)
```



### Modify Subplot Appearance

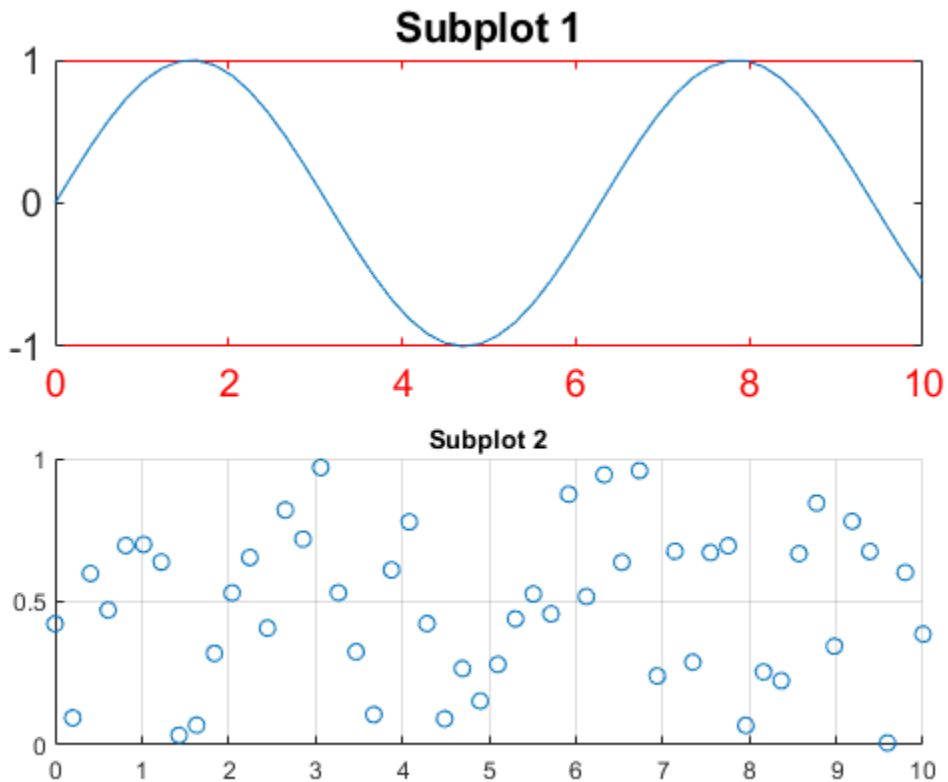
Modify the subplot appearance by setting properties of the underlying `Axes` object. Access the `Axes` object using the output argument from the `subplot` function. You also can use the `Axes` objects as the first input argument to graphics functions to ensure that the function targets the correct subplot.

For example, create two subplots and assign the `Axes` objects to the variables `ax1` and `ax2`. Change the axes font size and x-axis color for the first subplot. Add grid lines to the second subplot.

```
figure
ax1 = subplot(2,1,1);
x = linspace(0,10,50);
```



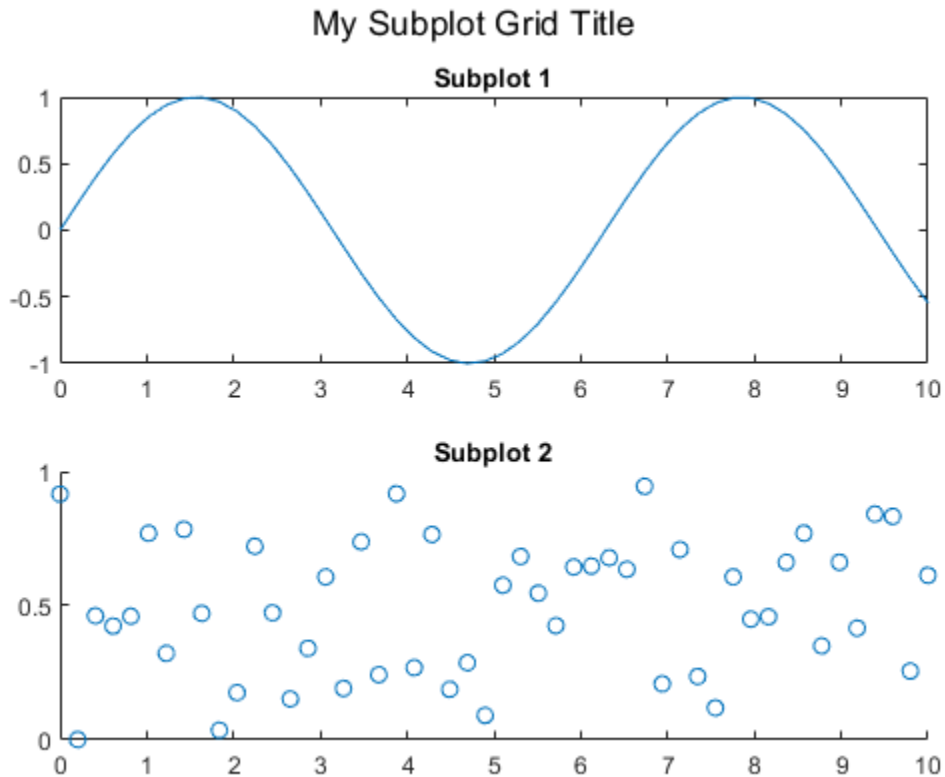
```
y1 = sin(x);  
plot(ax1,x,y1)  
title(ax1,'Subplot 1')  
ax1.FontSize = 14;  
ax1.XColor = 'red';  
  
ax2 = subplot(2,1,2);  
y2 = rand(50,1);  
scatter(ax2,x,y2)  
title(ax2,'Subplot 2')  
grid(ax2,'on')
```



### Add Super Title to Grid of Subplots

When you create a figure with subplots, you might want to add a title that applies to all the subplots. Starting in R2018b, you can use the `sgtitle` function to add a title to a grid of subplots.

```
subplot(2,1,1);  
x = linspace(0,10,50);  
y1 = sin(x);  
plot(x,y1)  
title('Subplot 1')  
  
subplot(2,1,2);  
y2 = rand(50,1);  
scatter(x,y2)  
title('Subplot 2')  
  
sgtitle('My Subplot Grid Title')
```



## See Also

### Functions

`figure` | `hold` | `subplot` | `title` | `uipanel`

### Related Examples

- “Create Chart with Two y-Axes” on page 9-38
- “Specify Axis Tick Values and Labels” on page 9-11

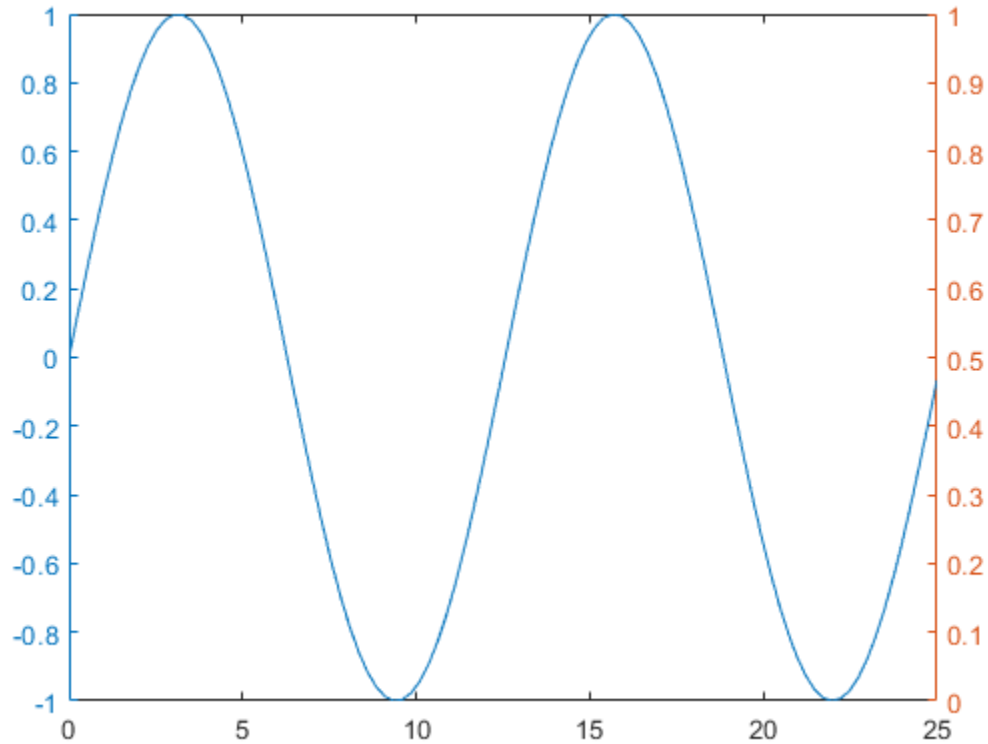
## Create Chart with Two y-Axes

This example shows how to create a chart with y-axes on the left and right sides using the `yyaxis` function. It also shows how to label each axis, combine multiple plots, and clear the plots associated with one or both of the sides.

### Plot Data Against Left y-Axis

Create axes with a y-axis on the left and right sides. The `yyaxis left` command creates the axes and activates the left side. Subsequent graphics functions, such as `plot`, target the active side. Plot data against the left y-axis.

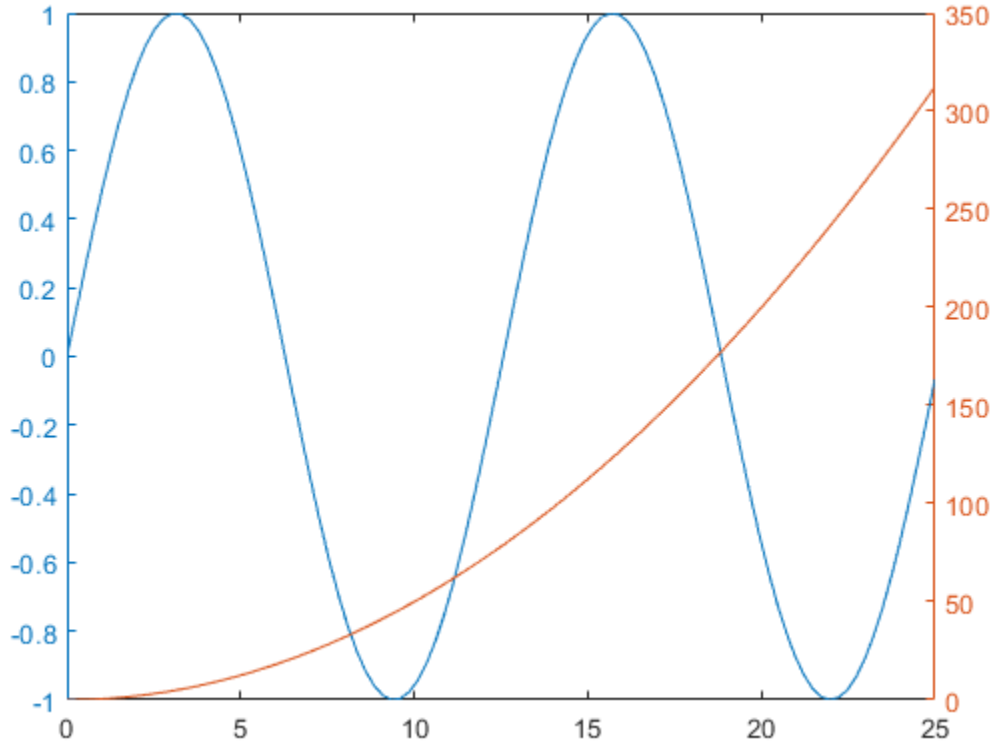
```
x = linspace(0,25);  
y = sin(x/2);  
yyaxis left  
plot(x,y);
```



### Plot Data Against Right y-Axis

Activate the right side using `yyaxis right`. Then plot a set of data against the right y-axis.

```
r = x.^2/2;  
yyaxis right  
plot(x,r);
```

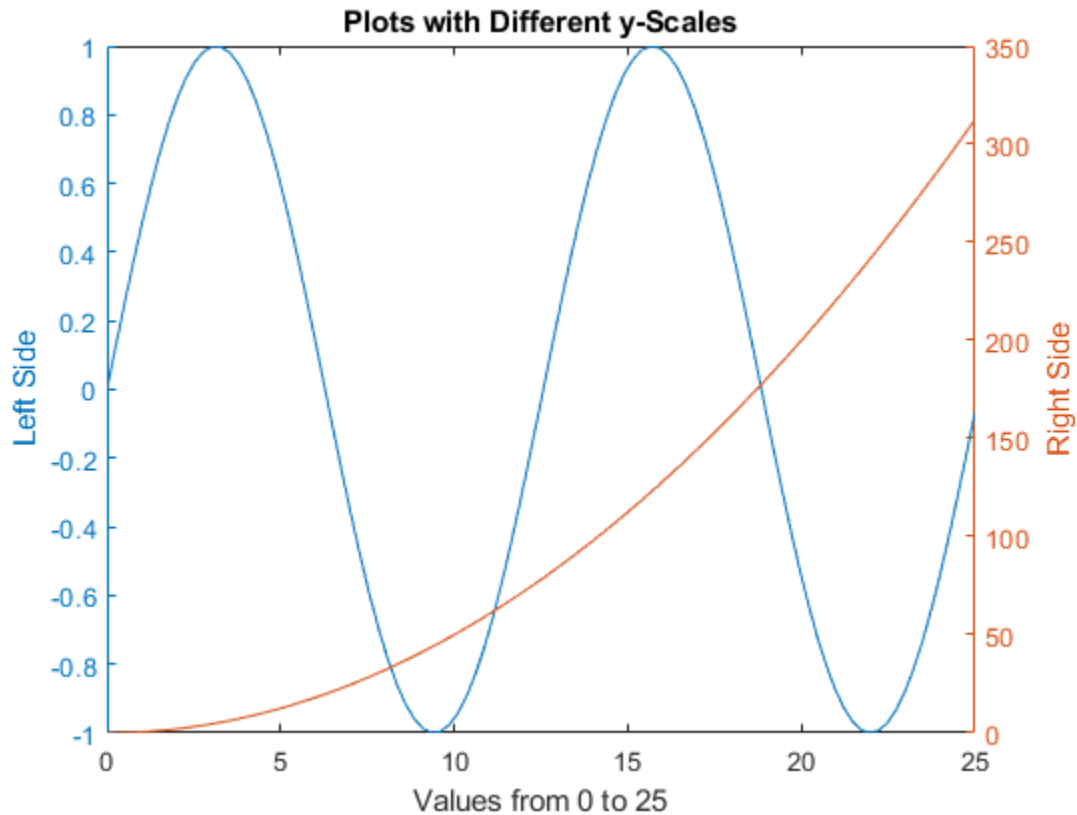


### Add Title and Axis Labels

Control which side of the axes is active using the `yyaxis left` and `yyaxis right` commands. Then, add a title and axis labels.

```
yyaxis left  
title('Plots with Different y-Scales')  
xlabel('Values from 0 to 25')  
ylabel('Left Side')
```

```
yyaxis right  
ylabel('Right Side')
```



### Plot Additional Data Against Each Side

Add two more lines to the left side using the `hold on` command. Add an errorbar to the right side. The new plots use the same color as the corresponding y-axis and cycle through the line style order. The `hold on` command affects both the left and right sides.

```
hold on
```

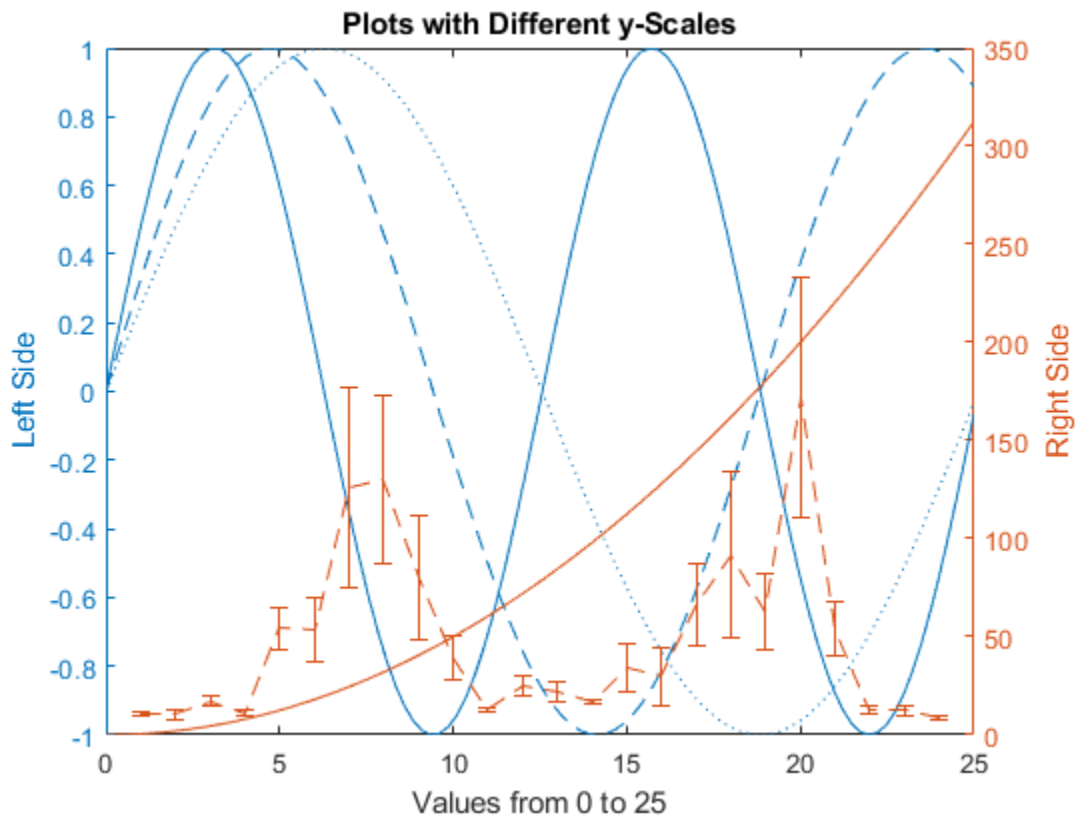
```
yyaxis left
y2 = sin(x/3);
plot(x,y2);
y3 = sin(x/4);
plot(x,y3);
```

```

yyaxis right
load count.dat;
m = mean(count,2);
e = std(count,1,2);
errorbar(m,e)

hold off

```

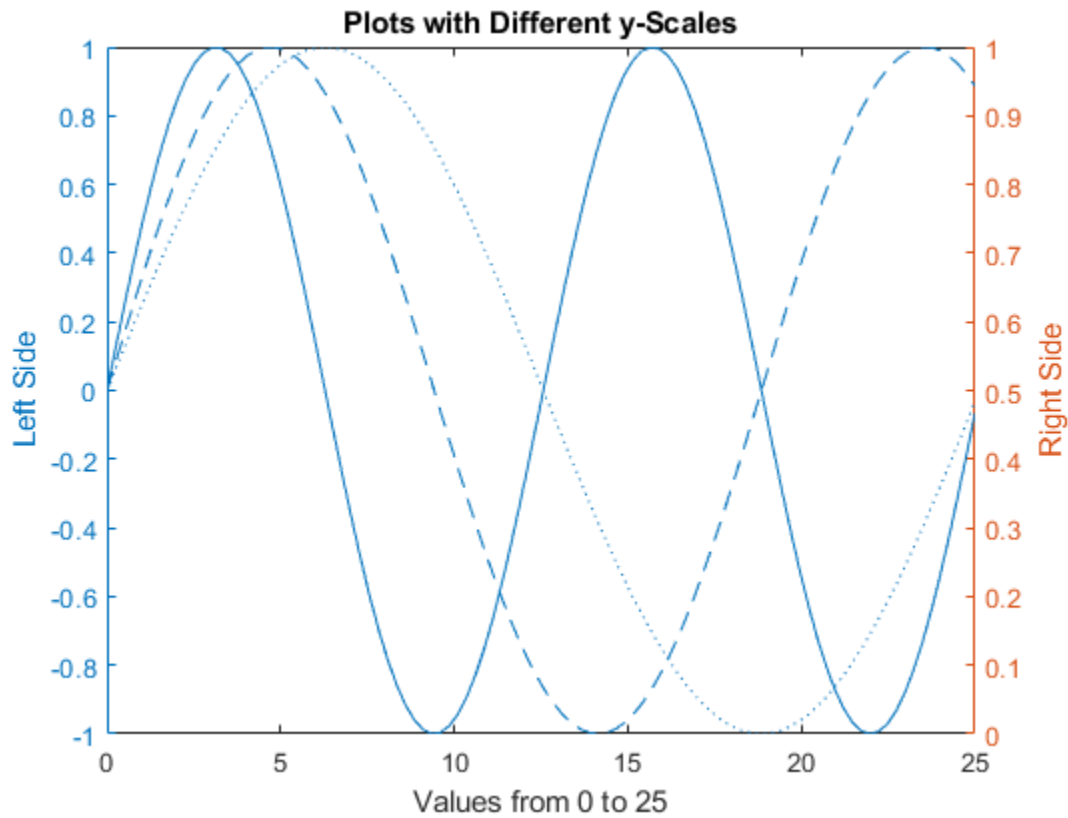


### Clear One Side of Axes

Clear the data from the right side of the axes by first making it active, and then using the `cla` command.



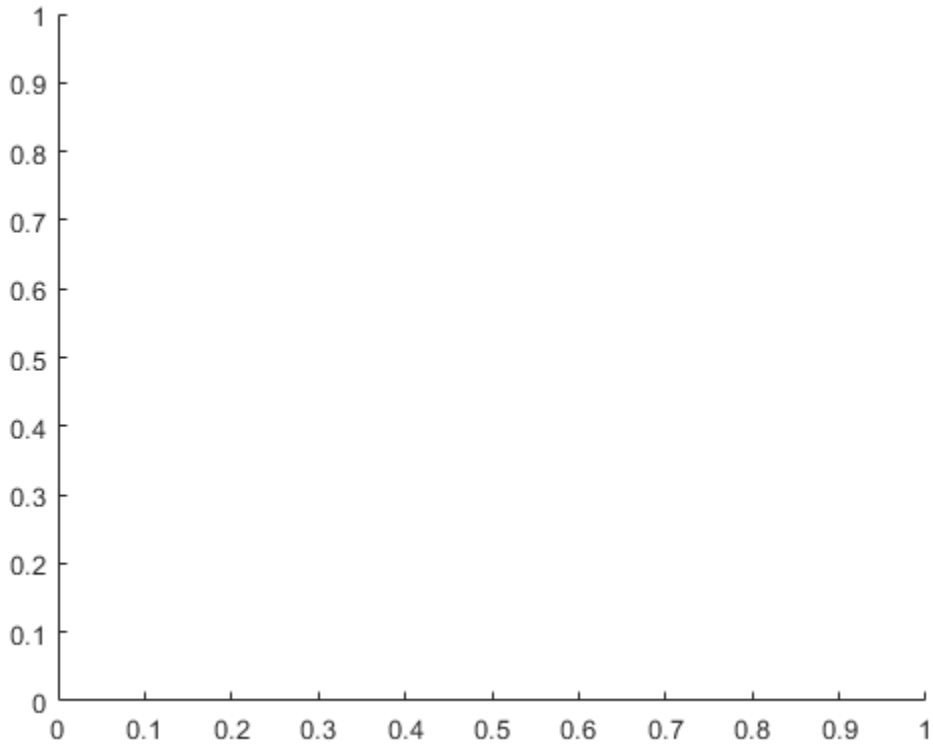
```
yyaxis right  
cla
```



### Clear Axes and Remove Right y-Axis

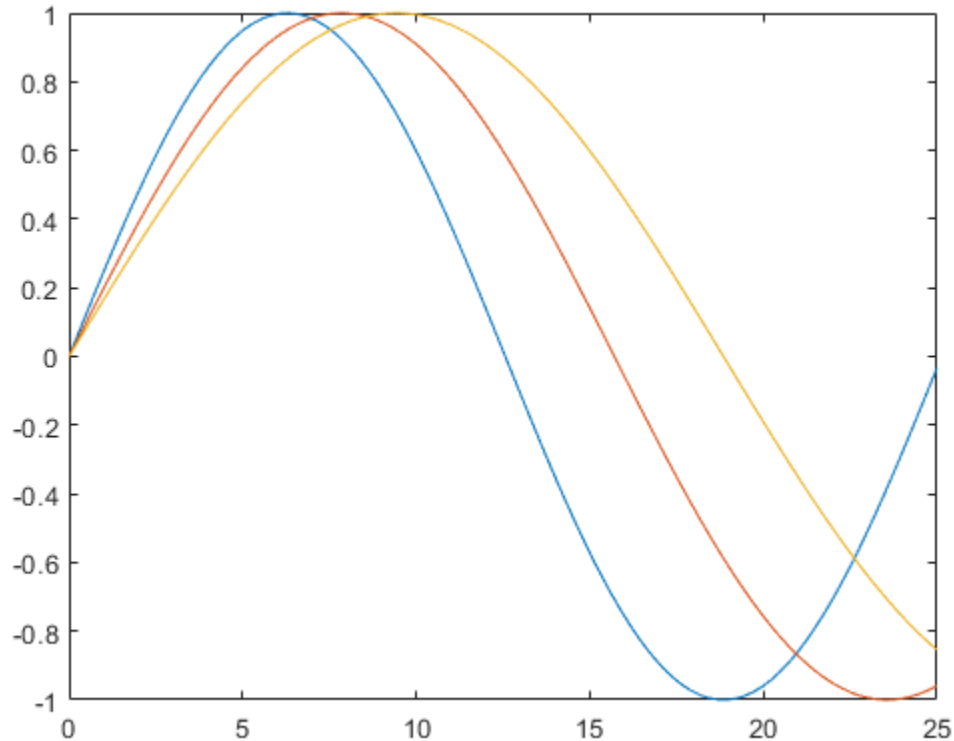
Clear the entire axes and remove the right y-axis using `cla reset`.

```
cla reset
```



Now when you create a plot, it only has one y-axis. For example, plot three lines against the single y-axis.

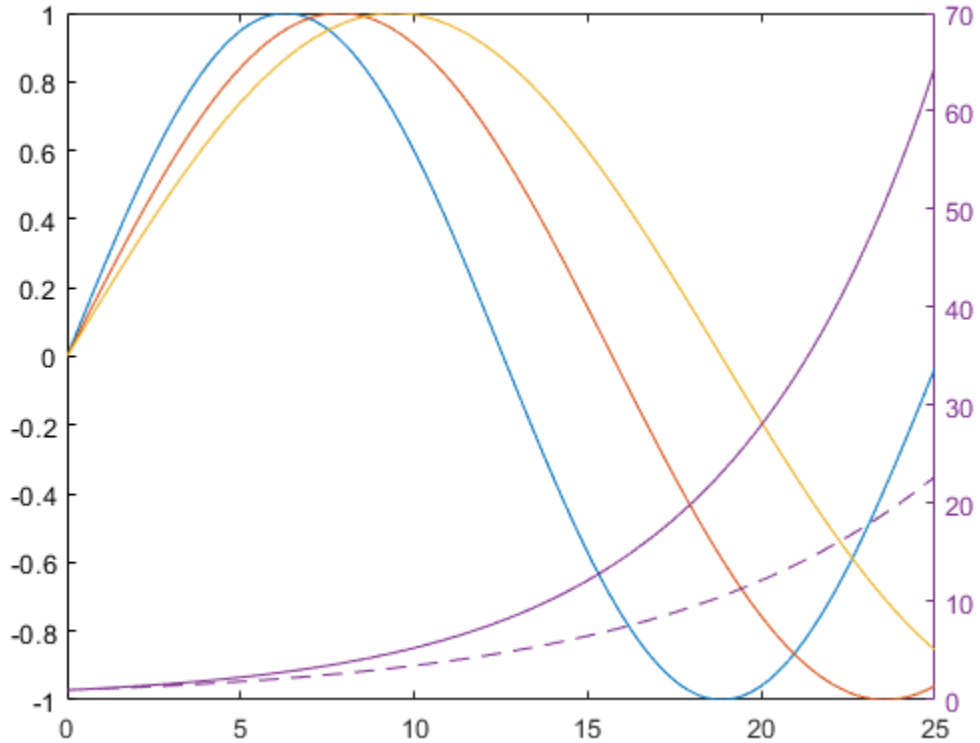
```
xx = linspace(0,25);  
yy1 = sin(x/4);  
yy2 = sin(x/5);  
yy3 = sin(x/6);  
plot(xx,yy1,xx,yy2,xx,yy3)
```



### Add Second y-Axis to Existing Chart

Add a second y-axis to an existing chart using `yyaxis`. The existing plots and the left y-axis do not change colors. The right y-axis uses the next color in the axes color order. New plots added to the axes use the same color as the corresponding y-axis.

```
yyaxis right  
rr1 = exp(xx/6);  
rr2 = exp(xx/8);  
plot(xx,rr1,xx,rr2)
```



## See Also

### Functions

`cla` | `hold` | `plot` | `title` | `xlabel` | `ylabel` | `yyaxis`

### Related Examples

- “Modify Properties of Charts with Two y-Axes” on page 9-47
- “Combine Multiple Plots” on page 9-30

## Modify Properties of Charts with Two y-Axes

### In this section...

“Change Axes Properties” on page 9-47

“Change Ruler Properties” on page 9-49

“Specify Colors Using Default Color Order” on page 9-51

The `yyaxis` function creates an `Axes` object with a `y`-axis on the left and right sides. Axes properties related to the `y`-axis have two values. However, MATLAB gives access only to the value for the active side. For example, if the left side is active, then the `YDir` property of the `Axes` object contains the direction for the left `y`-axis. Similarly, if the right side is active, then the `YDir` property contains the direction for the right `y`-axis. An exception is that the `YAxis` property contains an array of two ruler objects (one for each `y`-axis).

You can change the appearance and behavior of a particular `y`-axis in either of these ways:

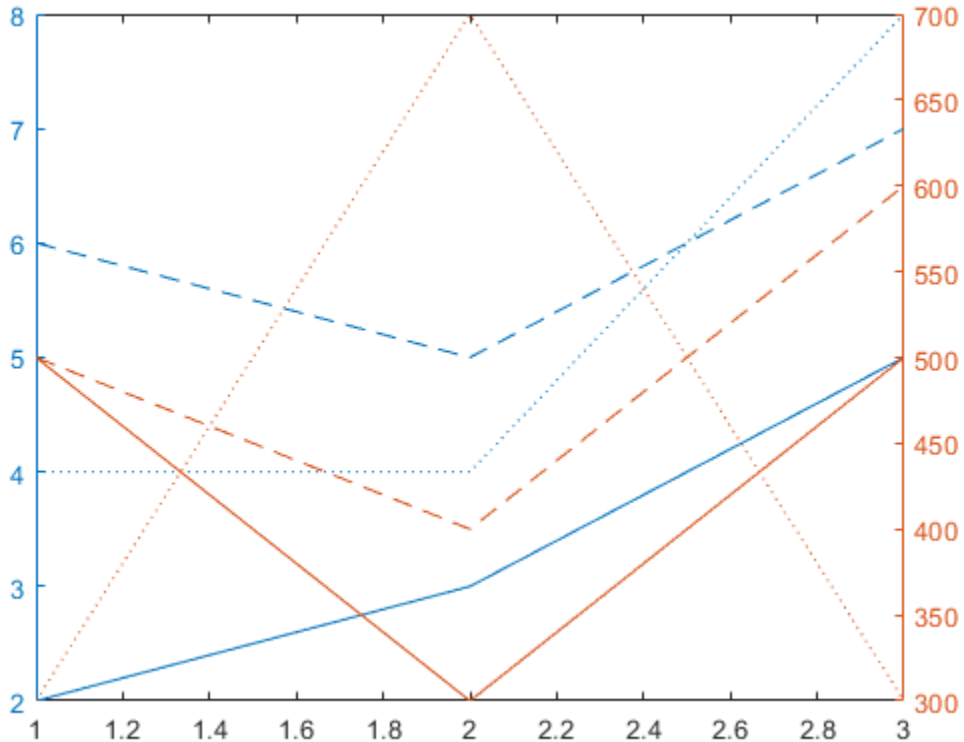
- Set the active side, and then change property values for the `Axes` object.
- Access the ruler objects through the `YAxis` property of the `Axes` object, and then change property values for the ruler object.

### Change Axes Properties

Modify properties of a chart with two `y`-axes by setting `Axes` properties.

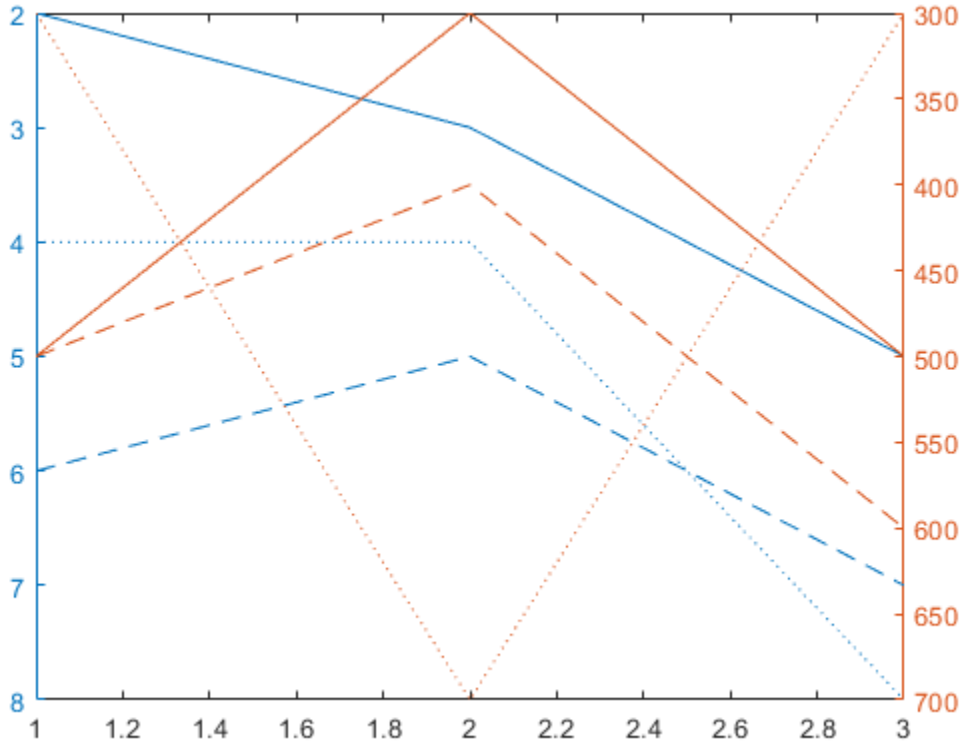
Create a chart with two `y`-axes and plot data.

```
x = [1 2 3];
y1 = [2 6 4; 3 5 4; 5 7 8];
y2 = 100*[5 5 3; 3 4 7; 5 6 3];
figure
yyaxis left
plot(x,y1)
yyaxis right
plot(x,y2)
```



Reverse the direction of increasing values along each y-axis. Use `yyaxis left` to activate the left side and set the direction for the left y-axis. Similarly, use `yyaxis right` to activate the right side. Then, set the direction for the right y-axis.

```
ax = gca;  
yyaxis left  
ax.YDir = 'reverse';  
yyaxis right  
ax.YDir = 'reverse';
```



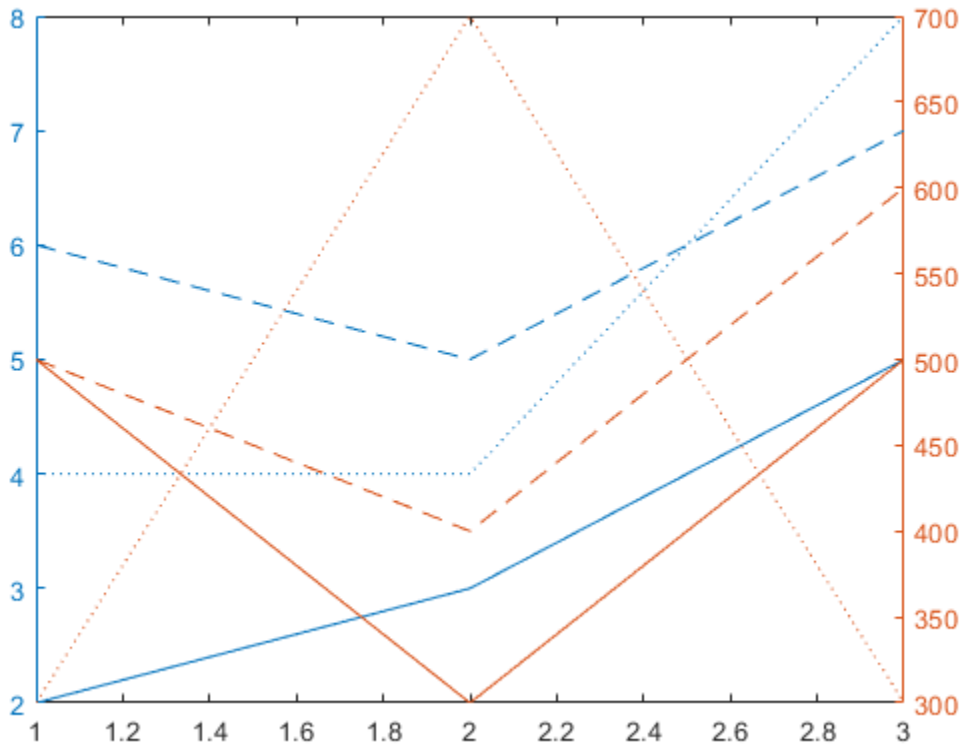
## Change Ruler Properties

Modify properties of a chart with two y-axes by setting ruler properties.

Create a chart with two y-axes and plot data.

```
x = [1 2 3];
y1 = [2 6 4; 3 5 4; 5 7 8];
y2 = 100*[5 5 3; 3 4 7; 5 6 3];
figure
yyaxis left
plot(x,y1)
```

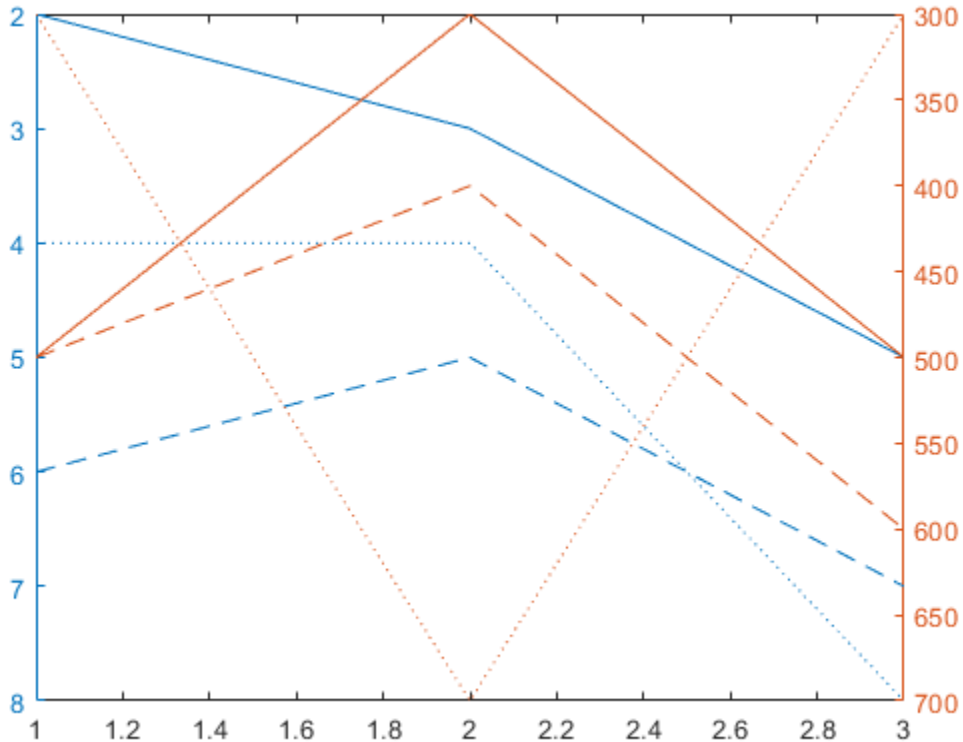
```
yyaxis right  
plot(x,y2)
```



Reverse the direction of increasing values along each y-axis by setting properties of the ruler object associated with each axis. Use `ax.YAxis(1)` to refer to the ruler for the left side and `ax.YAxis(2)` to refer to the ruler for the right side.

```
ax = gca;  
ax.YAxis(1).Direction = 'reverse';  
ax.YAxis(2).Direction = 'reverse';
```





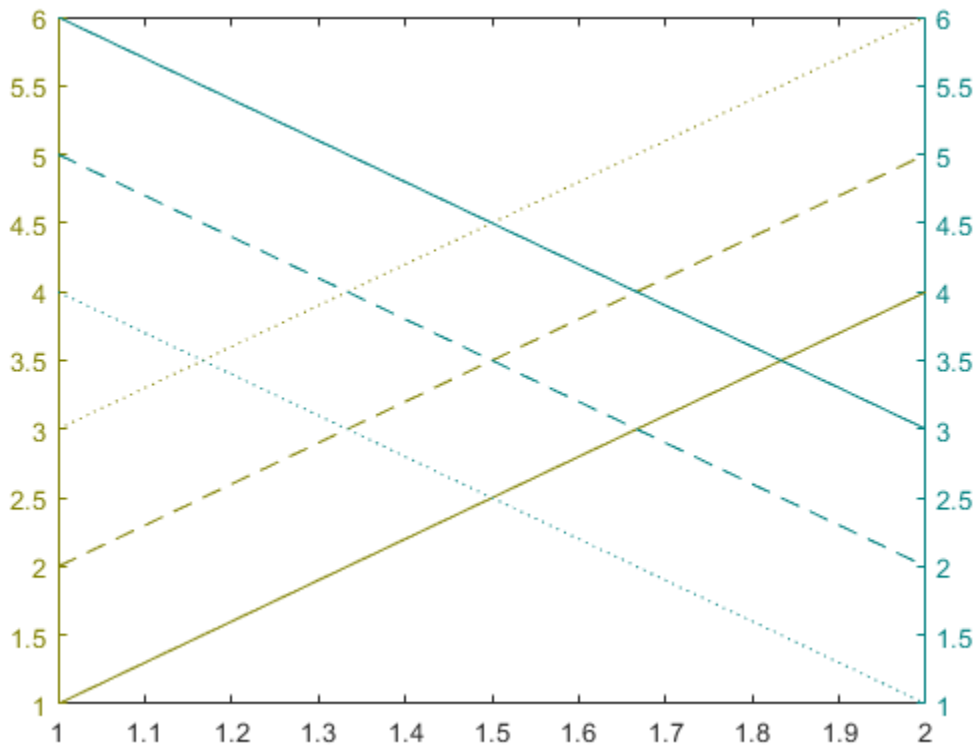
## Specify Colors Using Default Color Order

Specify the colors for a chart with two y-axes by changing the default axes color order.

Create a figure. Define two RGB color values, one for the left side and one for the right side. Change the default axes color order to these two colors before creating the axes. Set the default value at the figure level so that the new colors affect only axes that are children of the figure `fig`. The new colors do not affect axes in other figures. Then create the chart.

```
fig = figure;
left_color = [.5 .5 0];
```

```
right_color = [0 .5 .5];  
set(fig, 'defaultAxesColorOrder', [left_color; right_color]);  
  
y = [1 2 3; 4 5 6];  
yyaxis left  
plot(y)  
  
z = [6 5 4; 3 2 1];  
yyaxis right  
plot(z)
```



## See Also

### Functions

`plot` | `yyaxis`

### Properties

Axes | Numeric Ruler

## Related Examples

- “Create Chart with Two y-Axes” on page 9-38
- “Default Property Values” on page 17-29

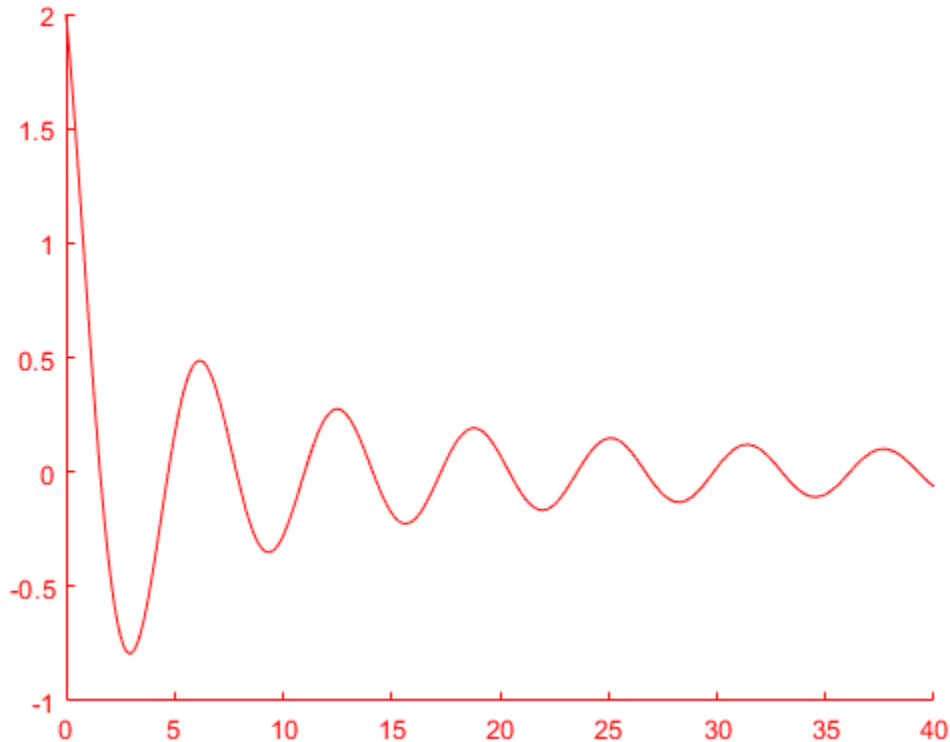
## Create Chart with Multiple x-Axes and y-Axes

This example shows how to create a chart using the bottom and left sides of the axes for the first plot and the top and right sides for the second plot.

Plot a red line using the `line` function. Set the color for the x-axis and y-axis lines to red.

**Note:** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, such as `set(ax1, 'XColor', 'r')`.

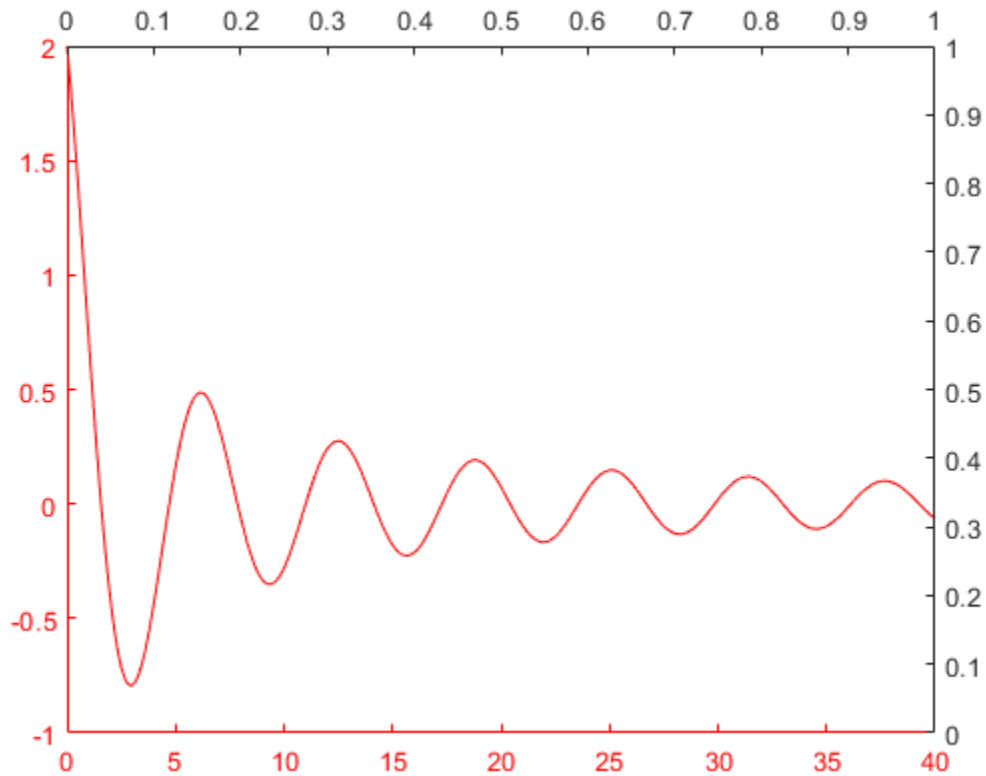
```
figure
x1 = 0:0.1:40;
y1 = 4.*cos(x1)./(x1+2);
line(x1,y1,'Color','r')
ax1 = gca; % current axes
ax1.XColor = 'r';
ax1.YColor = 'r';
```



Create a second axes in the same location as the first axes by setting the position of the second axes equal to the position of the first axes. Display the x-axis at the top of the axes and the y-axis on the right side. Set the axes Color to 'none' so that the first axes is visible underneath the second axes.

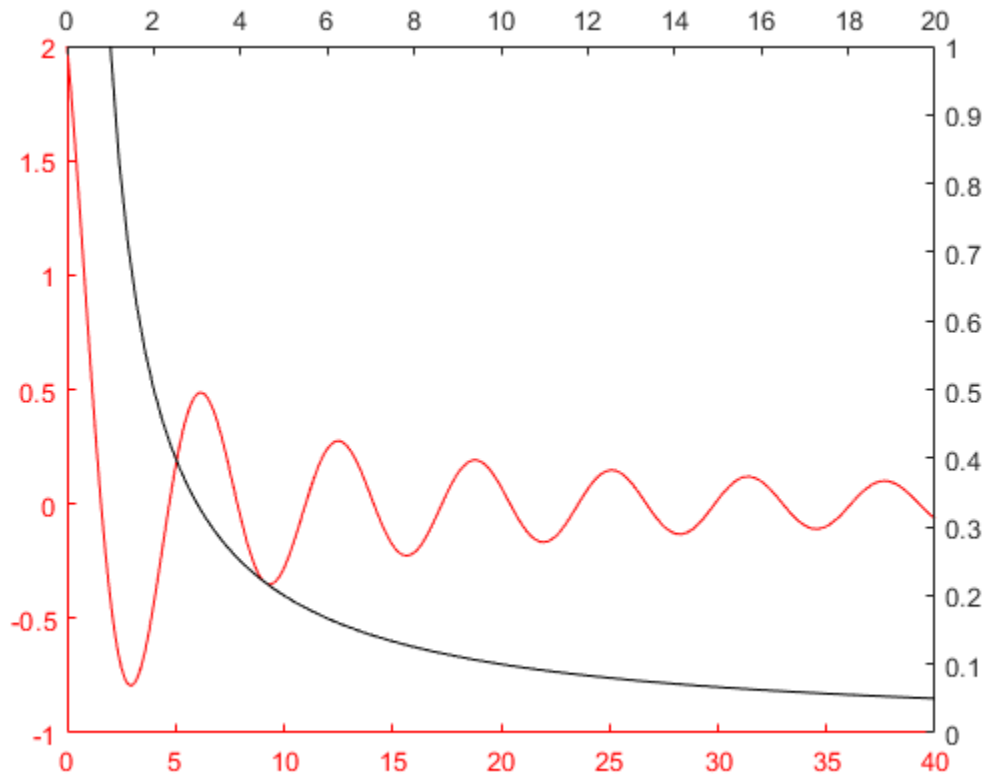
**Note:** Starting in R2014b, you can use dot notation to query properties. If you are using an earlier release, use the `get` function instead, such as `ax1_pos = get(ax1, 'Position')`.

```
ax1_pos = ax1.Position; % position of first axes
ax2 = axes('Position',ax1_pos,...
    'XAxisLocation','top',...
    'YAxisLocation','right',...
    'Color','none');
```



Plot a line in the second axes. Set the line color to black so that it matches the color of the corresponding x-axis and y-axis.

```
x2 = 1:0.2:20;  
y2 = x2.^2./x2.^3;  
line(x2,y2, 'Parent', ax2, 'Color', 'k')
```



The chart contains two lines that correspond to different axes. The red line corresponds to the red axes. The black line corresponds to the black axes.

## See Also

### Functions

`axes` | `gca` | `line`

## **Related Examples**

- “Create Chart with Two y-Axes” on page 9-38



## Control Ratio of Axis Lengths and Data Unit Lengths

### In this section...

“Plot Box Aspect Ratio” on page 9-59

“Data Aspect Ratio” on page 9-62

“Revert Back to Default Ratios” on page 9-65

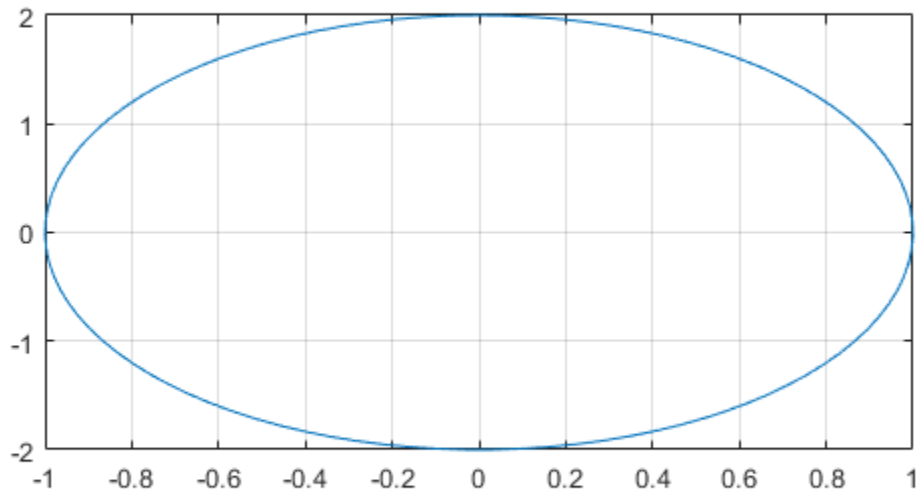
You can control the relative lengths of the x-axis, y-axis, and z-axis (plot box aspect ratio). You also can control the relative lengths of one data unit along each axis (data aspect ratio).

### Plot Box Aspect Ratio

The plot box aspect ratio is the relative lengths of the x-axis, y-axis, and z-axis. By default, the plot box aspect ratio is based on the size of the figure. You can change the aspect ratio using the `pbaspect` function. Set the ratio as a three-element vector of positive values that represent the relative axis lengths.

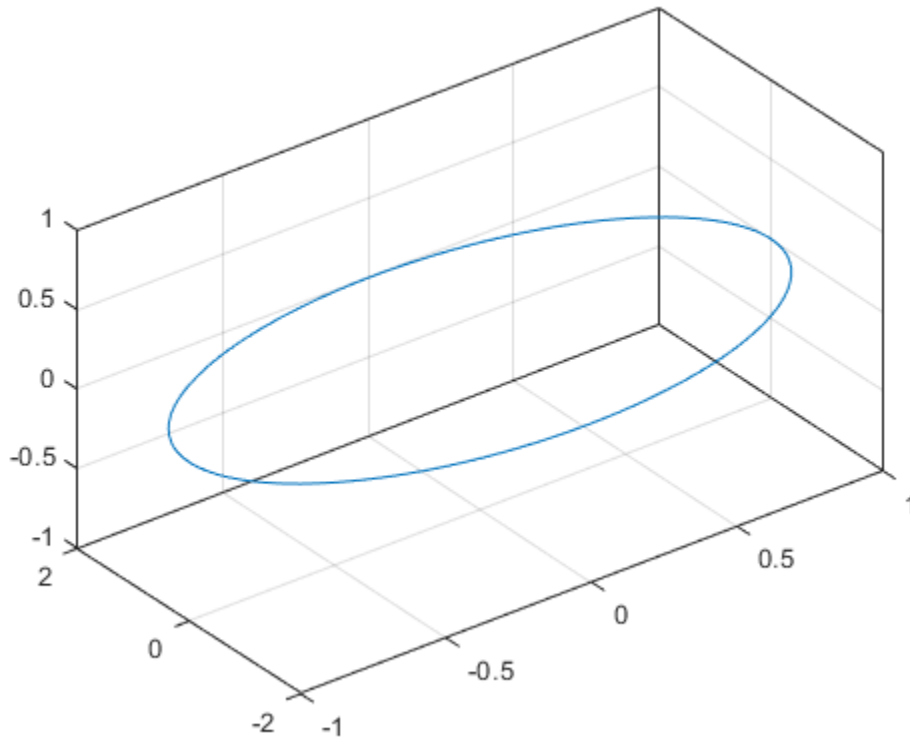
For example, plot an elongated circle. Then set the plot box aspect ratio so that the x-axis is twice the length of the y-axis and z-axis (not shown).

```
t = linspace(0,2*pi);  
plot(sin(t),2*cos(t))  
grid on  
pbaspect([2 1 1])
```



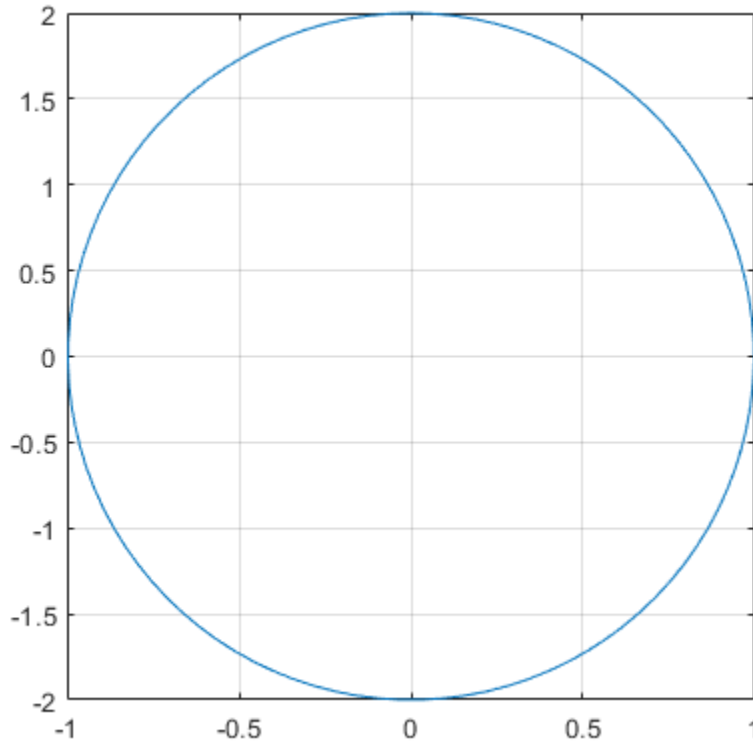
Show the axes in a 3-D view to see the z-axis.

```
view(3)
```



For square axes, use `[1 1 1]`. This value is similar to using the `axis square` command.

```
t = linspace(0,2*pi);  
plot(sin(t),2*cos(t))  
grid on  
pbaspect([1 1 1])
```



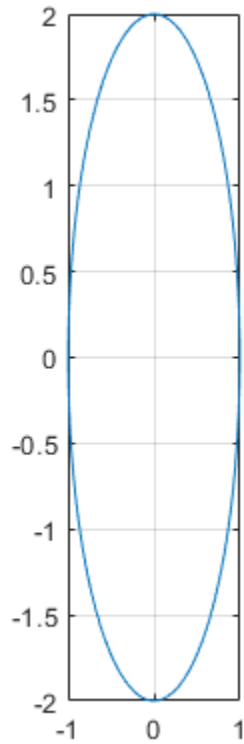
## Data Aspect Ratio

The data aspect ratio is the relative length of the data units along the x-axis, y-axis, and z-axis. You can change the aspect ratio using the `daspect` function. Set the ratio as a three-element vector of positive values that represent the relative lengths of data units along each axis.

For example, set the ratio so that the length from 0 to 1 along the x-axis is equal to the length from 0 to 0.5 along the y-axis and 0 to 2 along the z-axis (not shown).

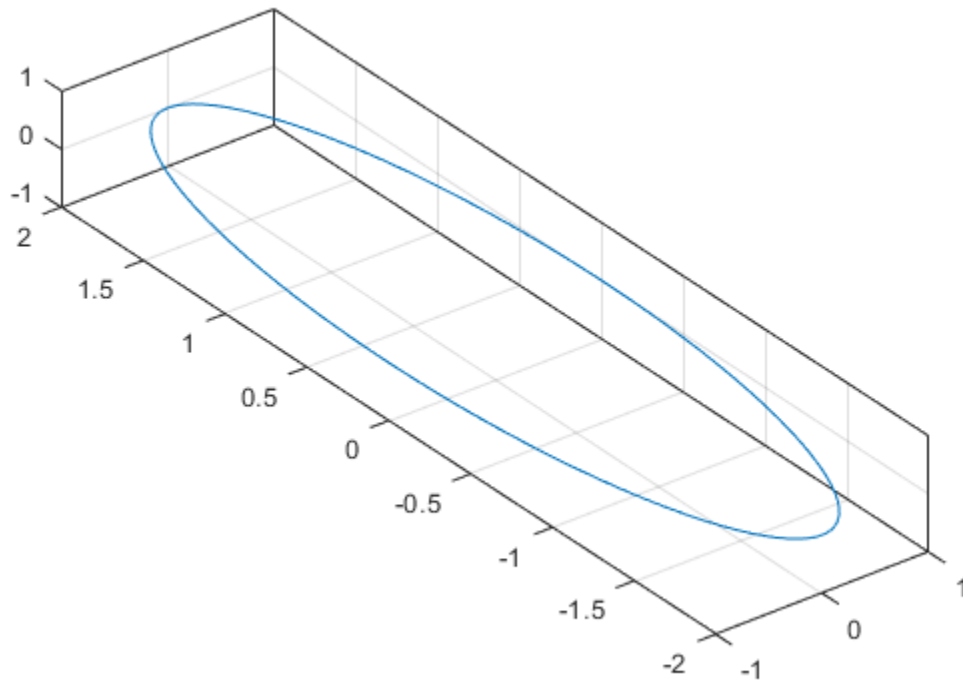
```
t = linspace(0,2*pi);  
plot(sin(t),2*cos(t))
```

```
grid on  
daspect([1 0.5 2])
```



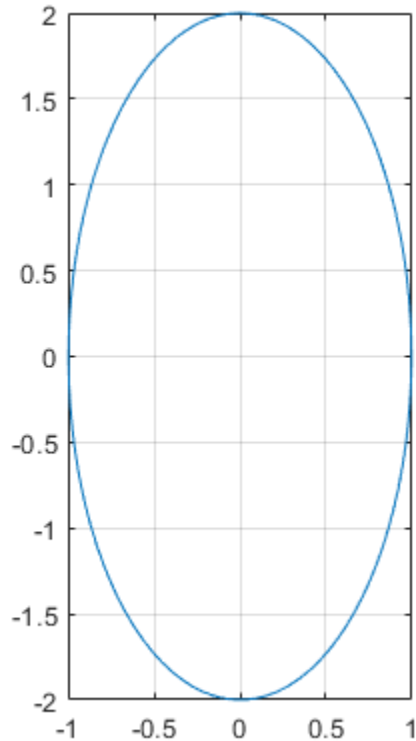
Show the axes in a 3-D view to see the z-axis.

```
view(3)
```



For equal data units in all directions, use `[1 1 1]`. This value is similar to using the `axis equal` command. One data unit in the x direction is the same length as one data unit in the y and z directions.

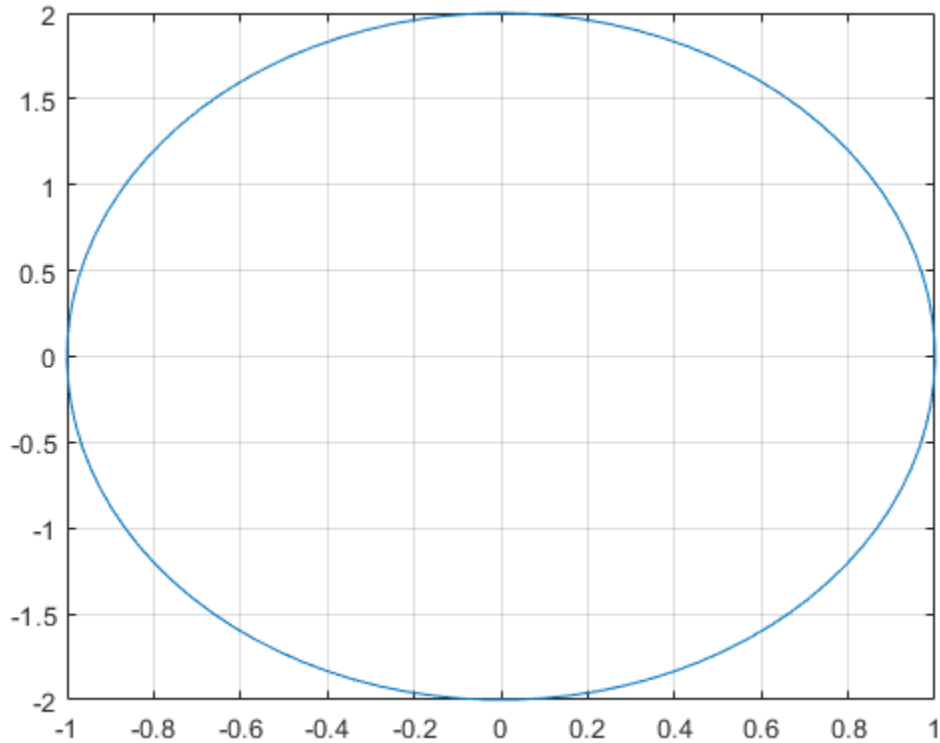
```
t = linspace(0,2*pi);  
plot(sin(t),2*cos(t))  
grid on  
daspect([1 1 1])
```



## Revert Back to Default Ratios

Change the data aspect ratio. Then revert back to the default plot box and data aspect ratios using the `axis normal` command.

```
t = linspace(0,2*pi);  
plot(sin(t),2*cos(t))  
grid on  
daspect([1 1 1])  
axis normal
```



## See Also

### Functions

`axis` | `daspect` | `pbaspect`

### Related Examples

- “Specify Axis Limits” on page 9-2
- “Control Axes Layout” on page 9-67



## Control Axes Layout

### In this section...

“Axes Position-Related Properties” on page 9-67

“Position and Margin Boundaries” on page 9-67

“Controlling Automatic Resize Behavior” on page 9-69

“Stretch-to-Fill Behavior” on page 9-70

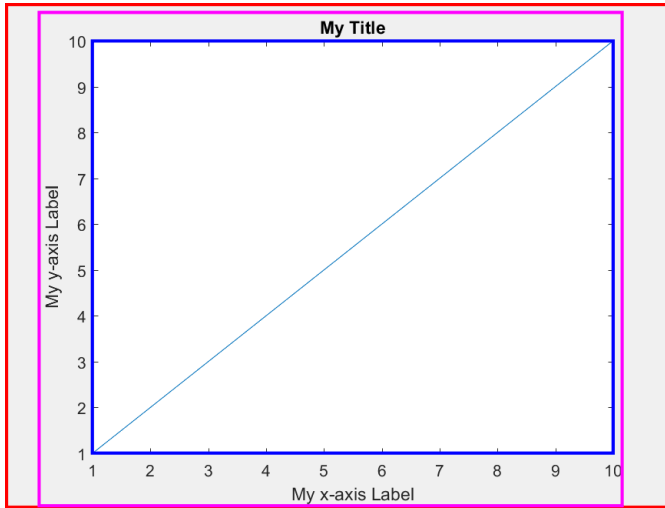
### Axes Position-Related Properties

The `Axes` object has several properties that control the axes size and the layout of titles and axis labels within a figure.

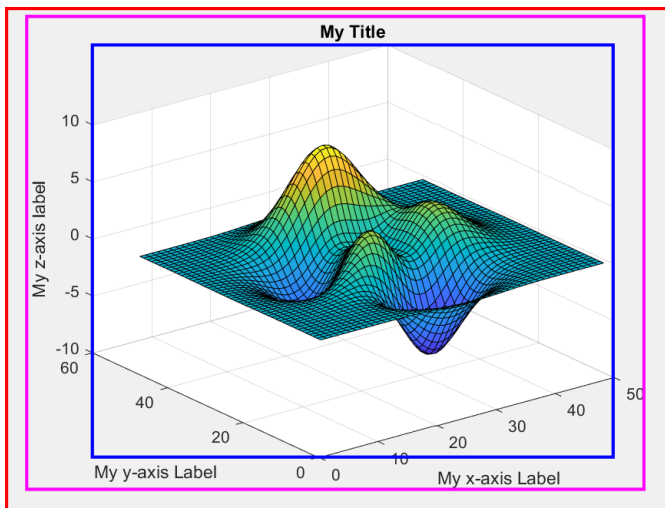
- `OuterPosition` — Outer boundary of the axes, including the title, labels, and a margin. Specify this property as a vector of the form `[left bottom width height]`. The `left` and `bottom` values indicate the distance from the lower left corner of the figure to the lower left corner of the outer boundary. The `width` and `height` values indicate the outer boundary dimensions.
- `Position` — Boundary of the inner axes where plots appear, excluding the title, labels, and a margin. Specify this property as a vector of the form `[left bottom width height]`.
- `TightInset` — Margins added to the width and height of the `Position` property values, specified as a vector of the form `[left bottom right top]`. This property is read-only. When you add axis labels and a title, MATLAB updates the values to accommodate the text. The size of the boundary defined by the `Position` and `TightInset` properties includes all graph text.
- `ActivePositionProperty` — Position property preserved when the `Axes` object changes size, specified as either `'outerposition'` (the default) or `'position'`.
- `Units` — Position units. The units must be set to `'normalized'` (the default) to enable automatic axes resizing. When the position units are a unit of length, such as inches or centimeters, then the `Axes` object is a fixed size.

### Position and Margin Boundaries

This figure shows a 2-D view of the axes areas defined by the `OuterPosition` values (red), the `Position` values (blue), and the `Position` expanded by the `TightInset` values (magenta).



This figure shows a 3-D view of the axes areas defined by the OuterPosition values (red), the Position values (blue), and the Position expanded by the TightInset values (magenta).



## Controlling Automatic Resize Behavior

Some scenarios can trigger the Axes object to automatically resize. For example, interactively resizing the figure or adding a title or axis labels activates automatic resizing. Sometimes, the new axes size cannot satisfy both the `Position` and `OuterPosition` values, so the `ActivePositionProperty` indicates which values to preserve. Specify the `ActivePositionProperty` as one of these values:

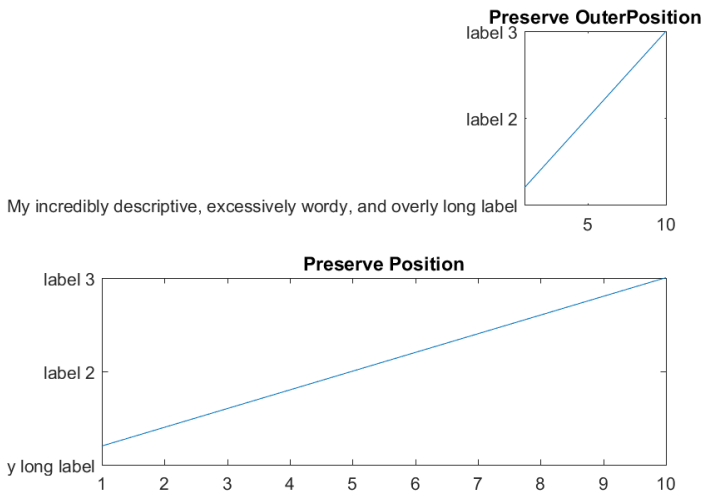
- `'outerposition'` — Preserve the `OuterPosition` value. Use this option when you do not want the axes or any of the surrounding text to extend beyond a certain outer boundary. MATLAB adjusts the size of the inner area of the axes (where plots appear) to try to fit the contents within the outer boundary.
- `'position'` — Preserve the `Position` value. Use this option when you want the inner area of the axes to remain a certain size within the figure. This option sometimes causes text to run off the figure.

Usually, leaving the `ActivePositionProperty` value set to `'outerposition'` is preferable. However, an overly long axes title or labels can shrink the inner area of your axes to a size that is hard to read. In such a case, keeping the inner axes to a specific size can be preferable, even if the surrounding text runs off the figure.

For example, create a figure with two axes and specify the same width and height for each axes position. Set the `ActivePositionProperty` value to `'outerposition'` for the upper axes and to `'position'` for the lower axes. Notice that in the upper axes, the inner area shrinks to accommodate the text, but the text does not run outside the figure. In the lower axes, the size of the inner area is preserved, but some of the text is cut off.

```
figure;
ax1 = axes('Position',[0.13 0.58 0.77 0.34]);
ax1.ActivePositionProperty = 'outerposition';
plot(ax1,1:10)
title(ax1,'Preserve OuterPosition')
yticklabels(ax1,{'My incredibly descriptive, excessively wordy, and overly long label',
    'label 2','label 3'})

ax2 = axes('Position',[0.13 0.11 0.77 0.34]);
ax2.ActivePositionProperty = 'position';
plot(ax2,1:10)
title(ax2,'Preserve Position')
yticklabels(ax2,{'My incredibly descriptive, excessively wordy, and overly long label',
    'label 2','label 3'})
```

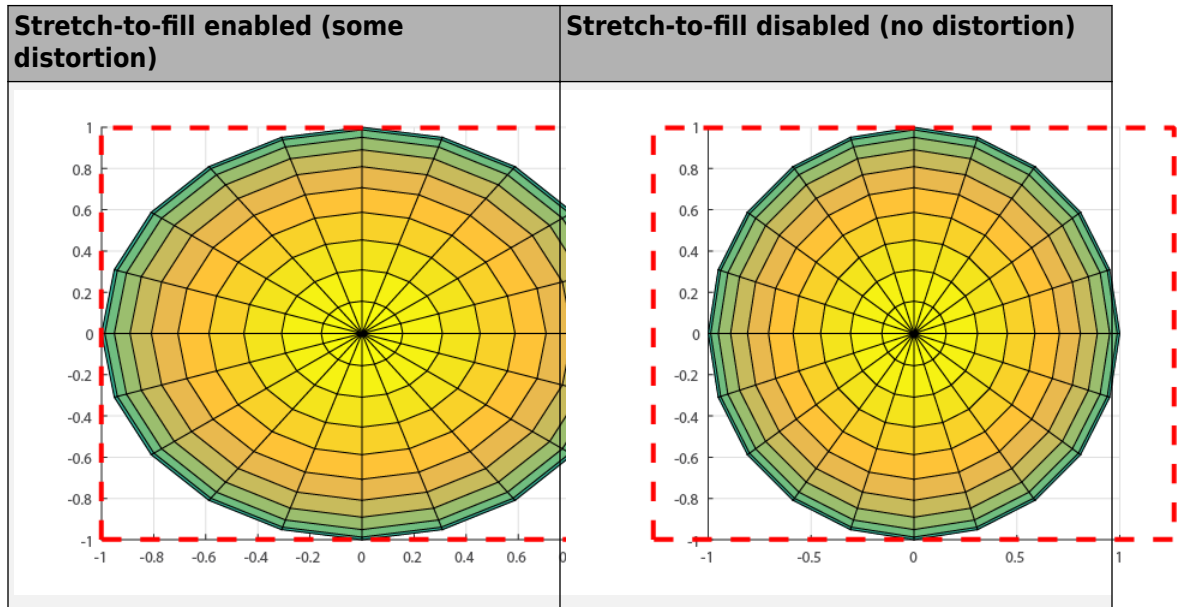


## Stretch-to-Fill Behavior

By default, MATLAB stretches the axes to fill the available space. This “stretch-to-fill” behavior can cause some distortion. The axes might not exactly match the data aspect ratio, plot box aspect ratio, and camera-view angle values stored in the `DataAspectRatio`, `PlotBoxAspectRatio`, and `CameraViewAngle` properties. The “stretch-to-fill” behavior is enabled when the `DataAspectRatioMode`, `PlotBoxAspectRatioMode`, and `CameraViewAngleMode` properties of the Axes object are set to 'auto'.

If you specify the data aspect ratio, plot box aspect ratio, or camera-view angle, then the “stretch-to-fill” behavior is disabled. When the “stretch-to-fill” behavior is disabled, MATLAB makes the axes as large as possible within the available space and strictly adheres to the property values so that there is no distortion.

For example, this figure shows the same plot with and without the “stretch-to-fill” behavior enabled. The dotted line shows the available space as defined by the `Position` property. In both versions, the data aspect ratio, plot box aspect ratio, and camera-view angle values are the same. However, in the left plot, the stretching introduces some distortion.



## See Also

### Functions

`axes` | `daspect` | `pbaspect` | `subplot` | `title`

### Properties

`Axes`

## Related Examples

- “Save Figure with Minimal White Space” on page 16-40

## Manipulating Axes Aspect Ratio

### In this section...

“Axes Aspect Ratio Properties” on page 9-72

“Default Aspect Ratio Selection” on page 9-73

“Maintaining the Axes Proportions with Figure Resize” on page 9-76

“Aspect Ratio Properties” on page 9-79

“Displaying Real Objects” on page 9-85

### Axes Aspect Ratio Properties

The `axis` command works by setting various axes object properties. You can set these properties directly to achieve precisely the effect you want.

Property	Description
<code>DataAspectRatio</code>	Sets the relative scaling of the individual axis data values. Set <code>DataAspectRatio</code> to <code>[1 1 1]</code> to display real-world objects in correct proportions. Specifying a value for <code>DataAspectRatio</code> overrides stretch-to-fill behavior.  Set with <code>daspect</code>
<code>DataAspectRatioMode</code>	In auto, MATLAB software selects axis scales that provide the highest resolution in the space available.
<code>PlotBoxAspectRatio</code>	Sets the proportions of the axes plot box (set <code>box</code> to on to see the box). Specifying a value for <code>PlotBoxAspectRatio</code> overrides stretch-to-fill behavior.  Set with <code>pbaspect</code>
<code>PlotBoxAspectRatioMode</code>	In auto, MATLAB sets the <code>PlotBoxAspectRatio</code> to <code>[1 1 1]</code> unless you explicitly set the <code>DataAspectRatio</code> and/or the axis limits.
<code>Position</code>	Defines the location and size of the axes with a four-element vector: <code>[left offset, bottom offset, width, height]</code> .
<code>XLim</code> , <code>YLim</code> , <code>ZLim</code>	Sets the minimum and maximum limits of the respective axes.

Property	Description
XLimMode , YLimMode , ZLimMode	In auto, MATLAB selects the axis limits.

When the mode properties are set to `auto`, MATLAB automatically determines values for all of these properties and then stretches the axes to fit the figure shape. You can override any property's automatic operation by specifying a value for the property or setting its mode property to `manual`.

The value you select for a particular property depends primarily on what type of data you want to display. Much of the data visualized with MATLAB is either

- Numerical data displayed as line, mesh plots, or other specialized plot
- Representations of real-world objects (e.g., a motor vehicle or a section of the earth's topography)

In the first case, it is generally desirable to select axis limits that provide good resolution in each axis direction and to fill the available space. Real-world objects, on the other hand, need to be represented accurately in proportion, regardless of the angle of view.

The MATLAB default property values are designed to

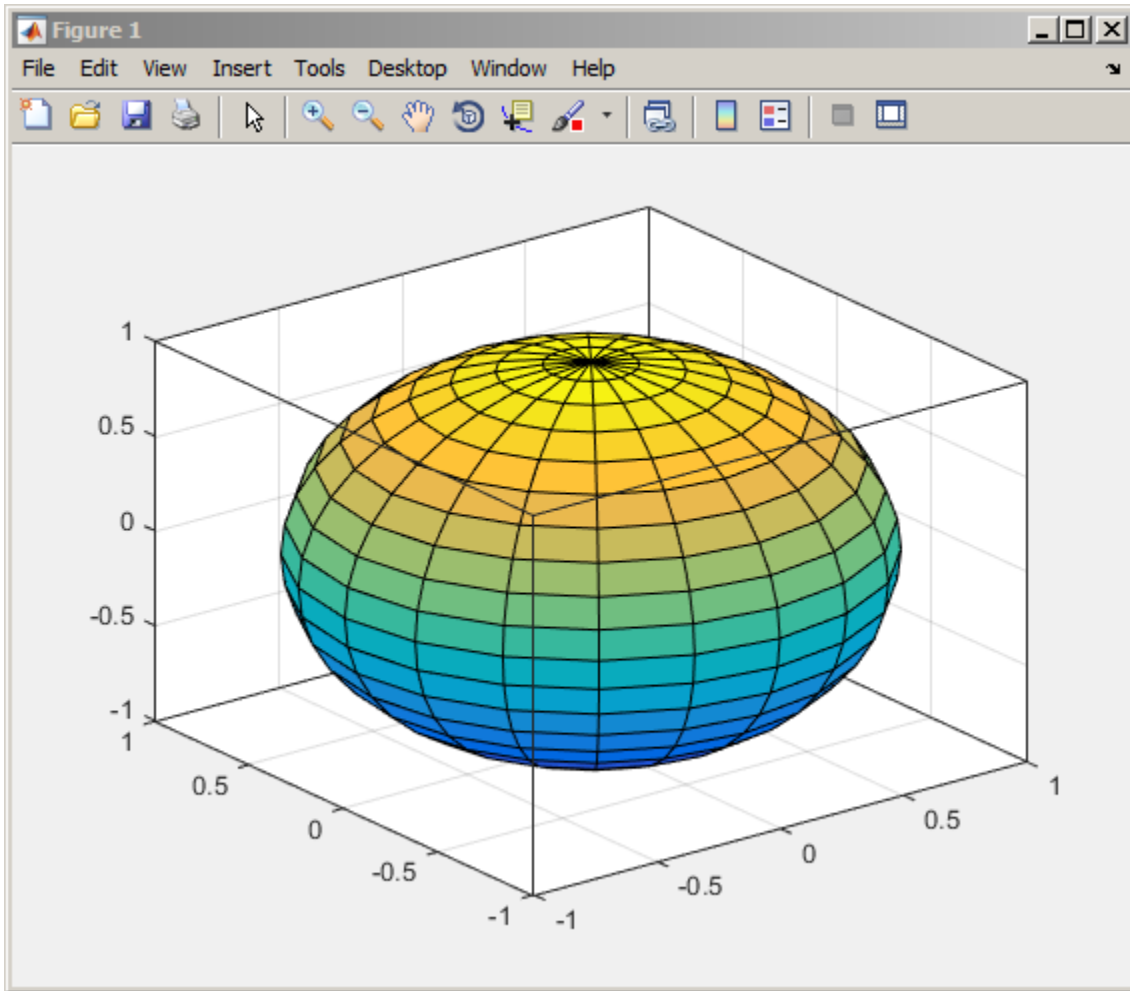
- Select axis limits to span the range of the data (when `XLimMode`, `YLimMode`, and `ZLimMode` are set to `auto`).
- Provide the highest resolution in the available space by setting the scale of each axis independently (when `DataAspectRatioMode` and the `PlotBoxAspectRatioMode` are set to `auto`).
- Draw axes that fit the position rectangle by adjusting the `CameraViewAngle` and then stretch-to-fill the axes if necessary.

## Default Aspect Ratio Selection

The axes `Position` property specifies the location and dimensions of the axes within the figure. The third and fourth elements of the `Position` vector (width and height) define a rectangle in which MATLAB draws the axes. MATLAB fits the axes to this rectangle.

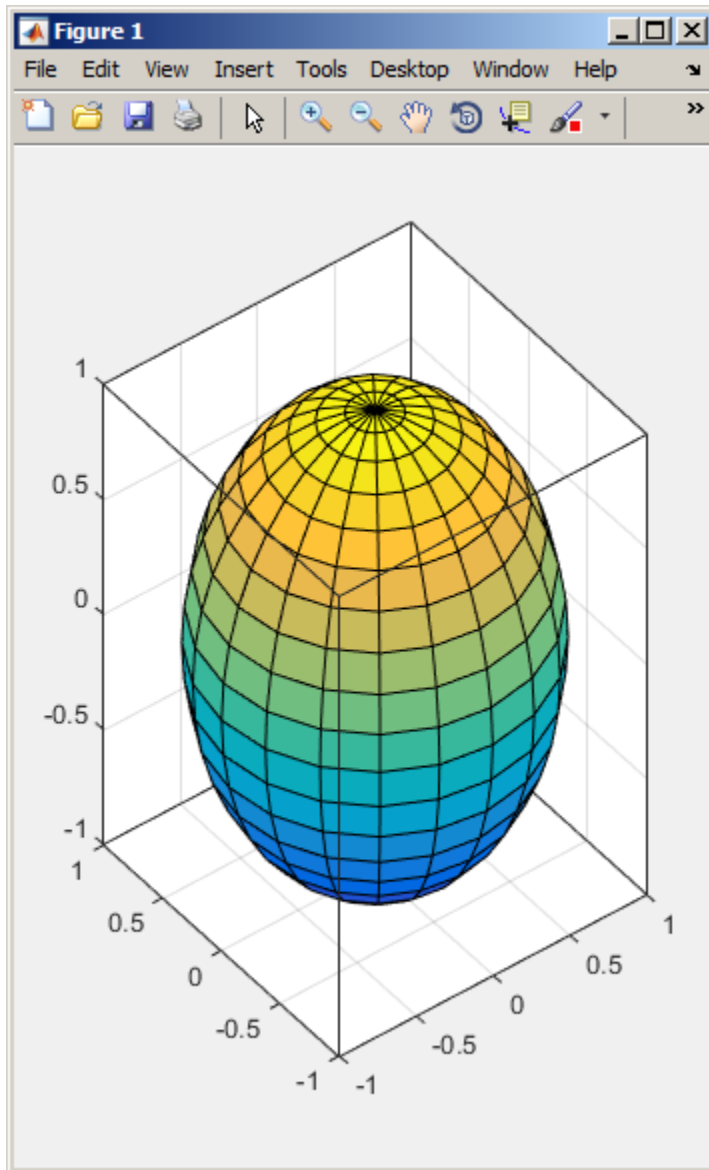
The default value for the axes `Units` property is normalized to the parent figure dimensions. This means the shape of the figure window determines the shape of the position rectangle. As you change the size of the figure window, MATLAB reshapes the position rectangle to fit it.

```
membrane  
set(gca, 'BoxStyle', 'full', 'Box', 'on')
```



Changing the size and shape of the figure causes a change in the size and shape of the axes. The axes might select new axis tick mark locations as well.





Reshaping the axes to fit into the figure window can change the aspect ratio of the graph. MATLAB fits the axes to fill the position rectangle and in the process can distort the

shape. This is generally desirable for graphs of numeric data, but not for displaying objects realistically.

## Maintaining the Axes Proportions with Figure Resize

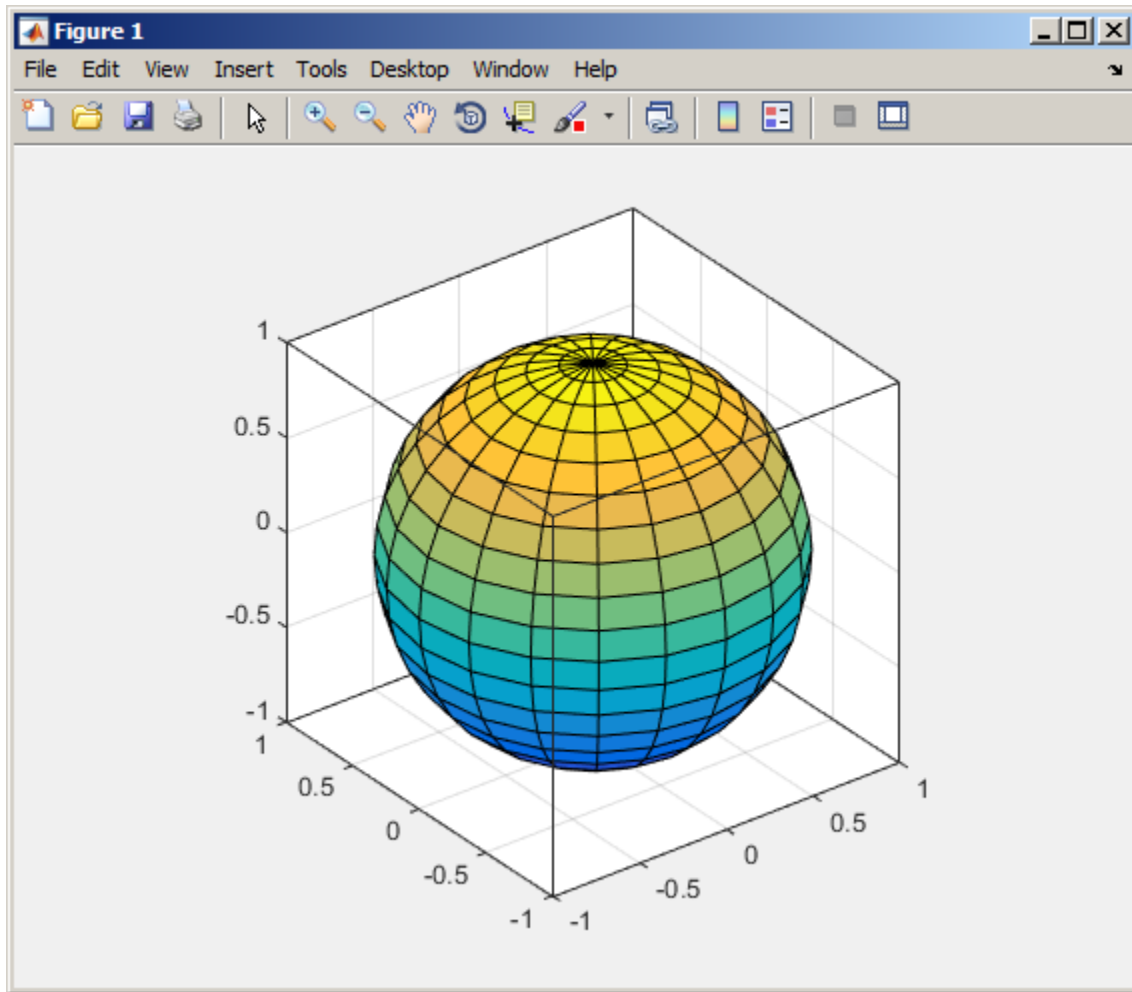
To maintain a particular shape, you can specify the size of the axes in absolute units such as inches, which are independent of the figure window size. However, this is not a good approach if you are writing a MATLAB program that you want to work with a figure window of any size. A better approach is to specify the aspect ratio of the axes and override automatic stretch-to-fill.

In cases where you want a specific aspect ratio, you can override stretching by specifying a value for these axes properties:

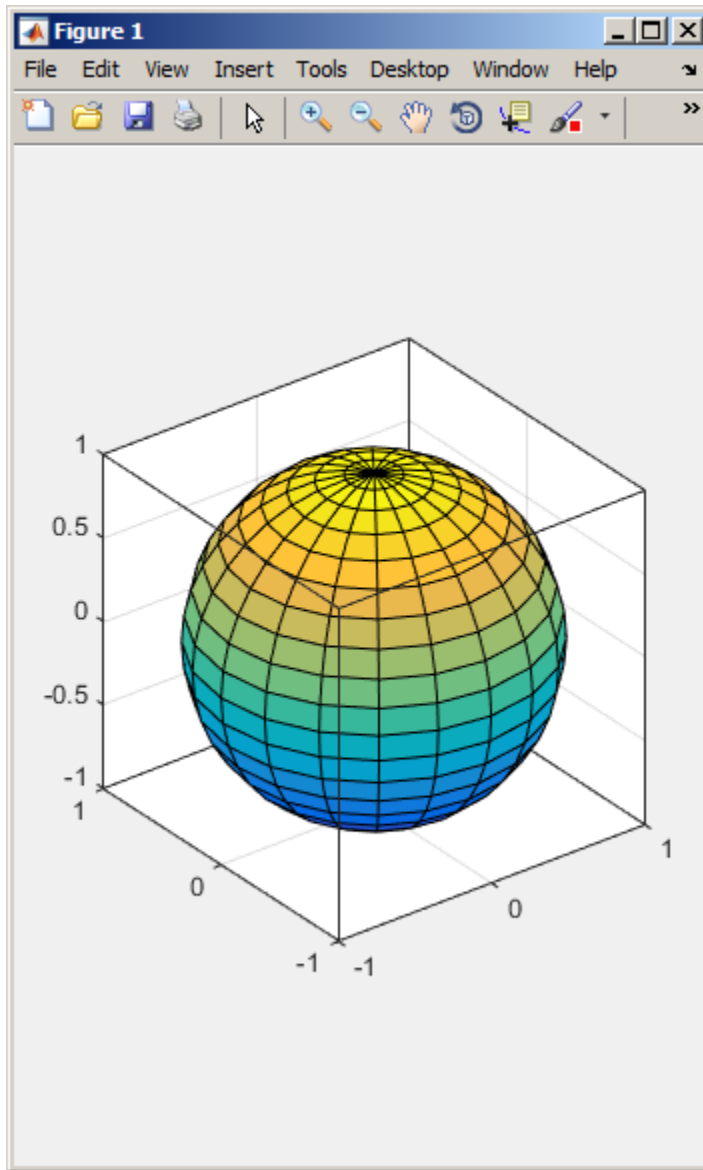
- `DataAspectRatio` or `DataAspectRatioMode`
- `PlotBoxAspectRatio` or `PlotBoxAspectRatioMode`
- `CameraViewAngle` or `CameraViewAngleMode`

The first two sets of properties affect the aspect ratio directly. Setting either of the mode properties to `manual` simply disables stretch-to-fill while maintaining all current property values. In this case, MATLAB enlarges the axes until one dimension of the position rectangle constrains it. For example, setting the `DataAspectRatio` to `[1 1 1]`:

```
sphere
daspect([1 1 1])
set(gca, 'BoxStyle', 'full', 'Box', 'on')
```



Changing the size and shape of the figure does not change the aspect ratio of the axes.



Setting the `CameraViewAngle` property disables stretch-to-fill, and also prevents MATLAB from readjusting the size of the axes if you change the view.

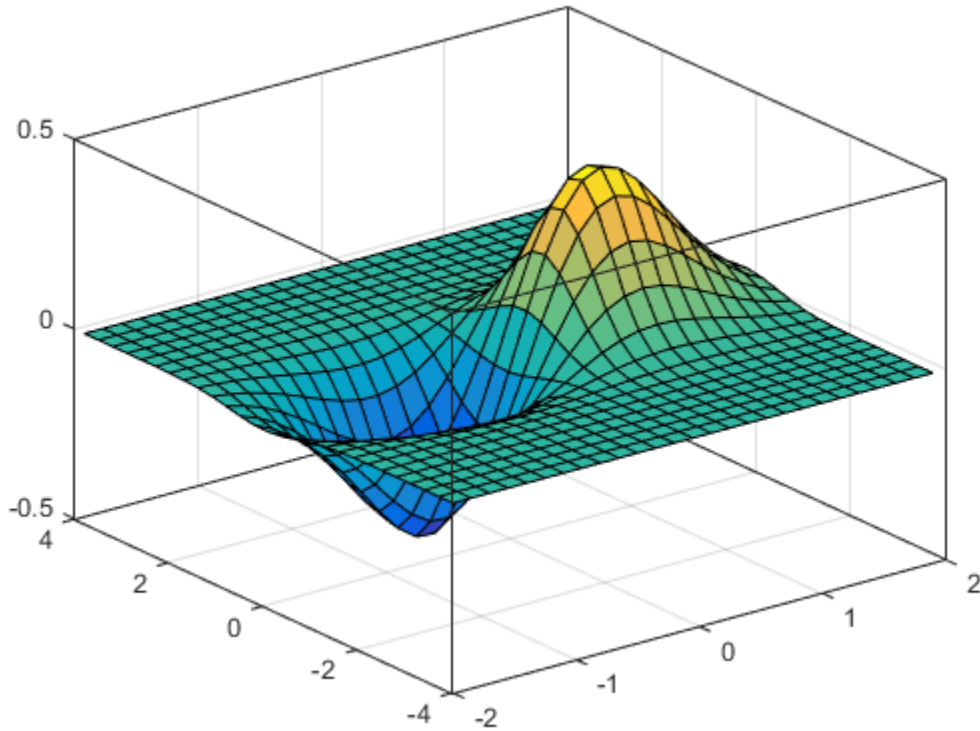
## Aspect Ratio Properties

It is important to understand how properties interact with each other, in order to obtain the results you want. The `DataAspectRatio`, `PlotBoxAspectRatio`, and the  $x$ -,  $y$ -, and  $z$ -axis limits (`XLim`, `YLim`, and `ZLim` properties) all place constraints on the shape of the axes.

### Data Aspect Ratio

The `DataAspectRatio` property controls the ratio of the axis scales. For example, to display a surface plot of a mathematical expression MATLAB selects a data aspect ratio that emphasizes the function's values:

```
[X,Y] = meshgrid([-2:.15:2],[-4:.3:4]);  
Z = X.*exp(-X.^2 - Y.^2);  
surf(X,Y,Z)  
set(gca,'BoxStyle','full','Box','on')
```



The `daspect` function returns the actual value of the `DataAspectRatio` property

```
daspect
```

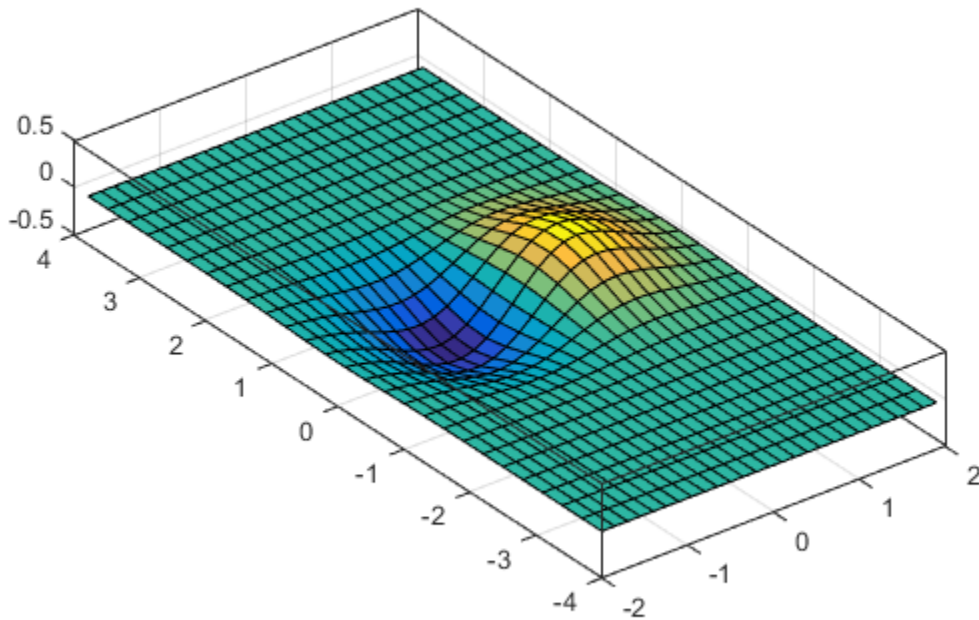
```
ans =
```

```
4 8 1
```

This means that four units in length along the x-axis cover the same data values as eight units in length along the y-axis and one unit in length along the z-axis. The axes fill the plot box, which has an aspect ratio of `[1 1 1]` by default.

If you want to view the surface plot so that the relative magnitudes along each axis are equal with respect to each other, you can set the `DataAspectRatio` to `[1 1 1]`.

```
daspect([1 1 1])
```



Setting the value of the `DataAspectRatio` property also sets the `DataAspectRatioMode` to `manual` and overrides `stretch-to-fill` so the specified aspect ratio is achieved.

### Plot Box Aspect Ratio

Looking at the value of the `PlotBoxAspectRatio` for the graph in the previous section shows that it has now taken on the former value of the `DataAspectRatio`. The `pbaspect` function returns the value of the `PlotBoxAspectRatio`:

```
pbaspect
```

```
ans =  
     4     8     1
```

Notice that MATLAB rescaled the plot box to accommodate the graph using the specified `DataAspectRatio`.

The `PlotBoxAspectRatio` property controls the shape of the axes plot box. By default, MATLAB sets this property to `[1 1 1]` and adjusts the `DataAspectRatio` property so that graphs fill the plot box or until reaching a constraint.

When you set the value of the `DataAspectRatio`, and thereby prevent it from changing, MATLAB varies the `PlotBoxAspectRatio` instead.

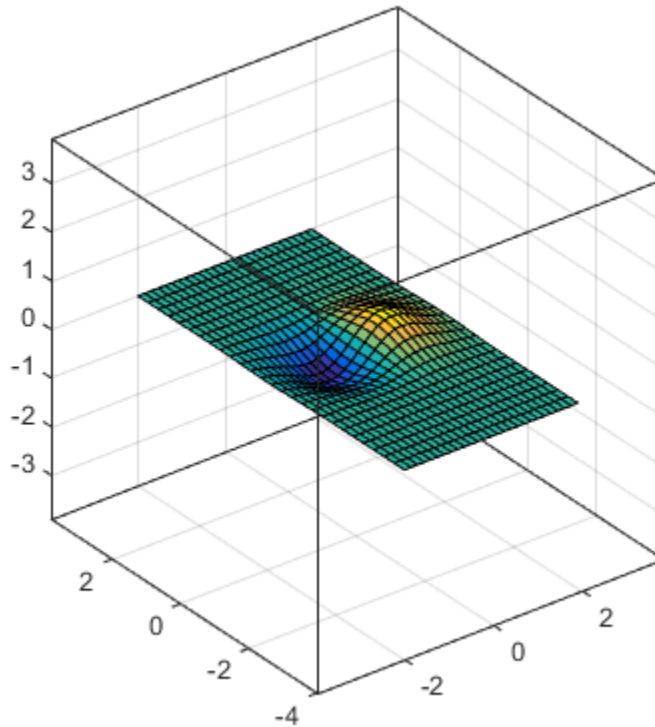
If you specify both the `DataAspectRatio` and the `PlotBoxAspectRatio`, MATLAB is forced to change the axis limits to obey the two constraints you have already defined.

Continuing with the mesh example, if you set both properties,

```
daspect([1 1 1])  
pbaspect([1 1 1])
```

MATLAB changes the axis limits to satisfy the two constraints placed on the axes.





### Adjusting Axis Limits

MATLAB enables you to set the axis limits. However, specifying a value for `DataAspectRatio`, `PlotBoxAspectRatio`, and the axis limits over constrains the axes definition. For example, it is not possible for MATLAB to draw the axes if you set these values:

```
set(gca, 'DataAspectRatio', [1 1 1], ...  
        'PlotBoxAspectRatio', [1 1 1], ...  
        'XLim', [-4 4], ...  
        'YLim', [-4 4], ...  
        'ZLim', [-1 1])
```

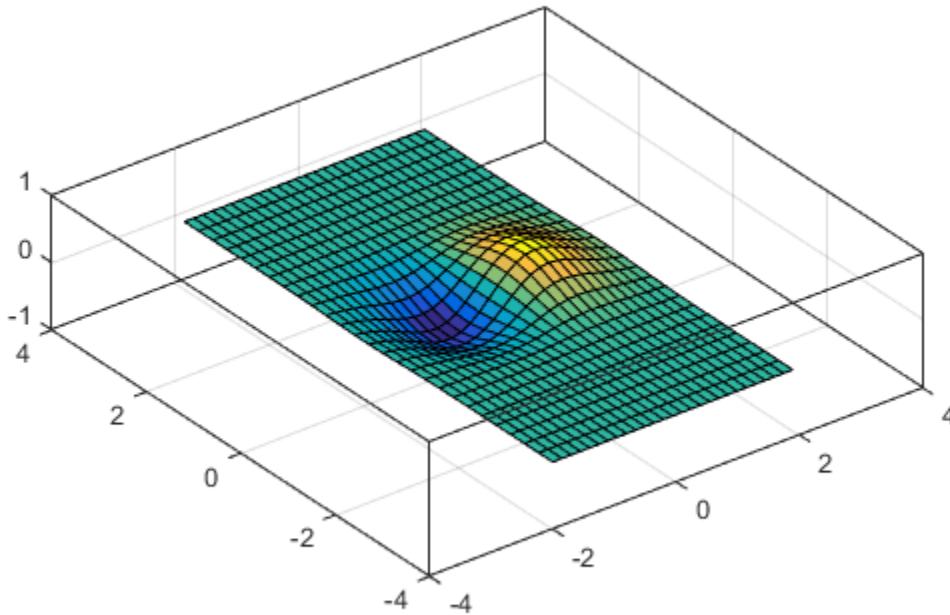
In this case, MATLAB ignores the setting of the `PlotBoxAspectRatio` and determines its value automatically.

```
pbaspect
```

```
ans =
```

```
    4    4    1
```

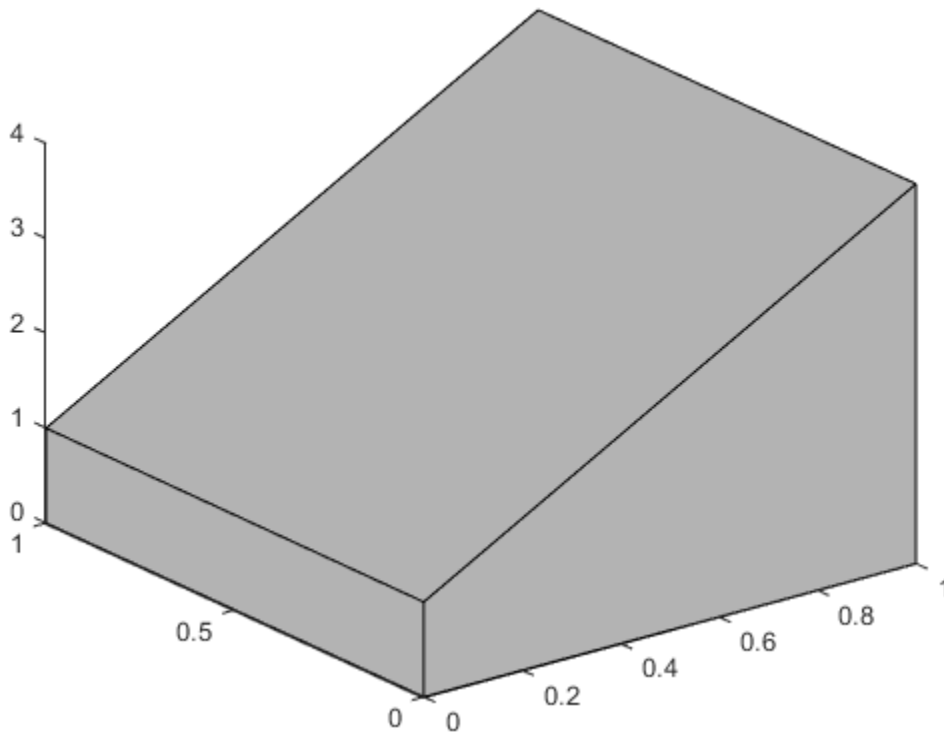
MATLAB can now draw the axes using the specified `DataAspectRatio` and axis limits.



## Displaying Real Objects

If you want to display an object so that it looks realistic, you need to change MATLAB defaults. For example, this data defines a wedge-shaped patch object.

```
vert = [0 0 0;0 1 0;1 1 0;1 0 0;0 0 1;0 1 1;1 1 4;1 0 4];
fac = [1 2 3 4;2 6 7 3;4 3 7 8;1 5 8 4;1 2 6 5;5 6 7 8];
patch('Vertices',vert,'Faces',fac,...
      'FaceColor',[0.7 0.7 0.7],'EdgeColor','k')
view(3)
```



However, this axes distorts the actual shape of the solid object defined by the data. To display it in correct proportions, set the `DataAspectRatio`.

```
set(gca,'DataAspectRatio',[1 1 1])
```

The units are now equal in the x-, y-, and z-directions and the axes is not being stretched to fill the position rectangle, revealing the true shape of the object.

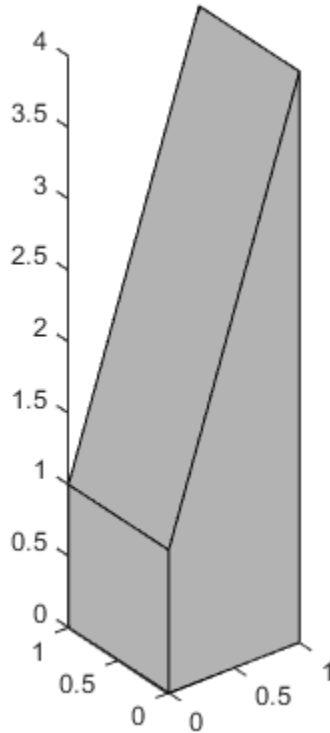


Chart Line

## Line Styles Used for Plotting — LineStyleOrder

The axes `LineStyleOrder` property is analogous to the `ColorOrder` property. It specifies the line styles to use for multiline plots created with the line-plotting functions.

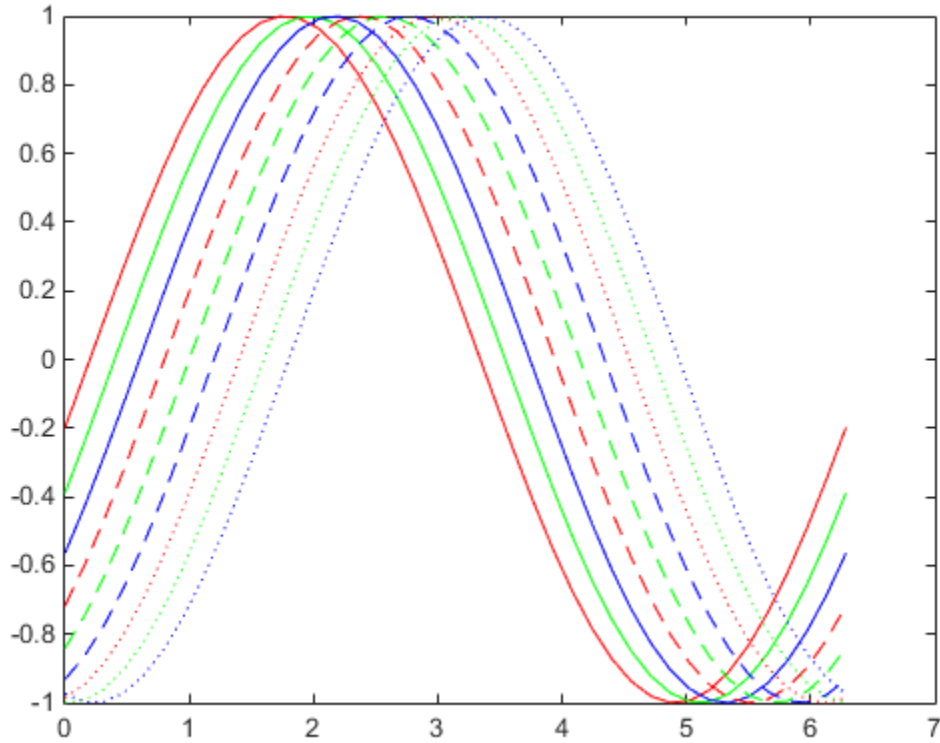
Axes increments the line style only after using all of the colors in the `ColorOrder` property. It then uses all the colors again with the second line style, and so on.

For example, define a default `ColorOrder` of red, green, and blue and a default `LineStyleOrder` of solid, dashed, and dotted lines.

```
set(groot, 'defaultAxesColorOrder', [1 0 0; 0 1 0; 0 0 1], ...  
        'defaultAxesLineStyleOrder', '-|--|:')
```

Then plot some multiline data.

```
t = 0:pi/20:2*pi;  
a = ones(length(t),9);  
for i = 1:9  
    a(:,i) = sin(t-i/5)';  
end  
plot(t,a)
```



Plotting functions cycle through all colors for each line style.

The default values persist until you quit MATLAB. To remove default values during your MATLAB session, use the reserved word `remove`.

```
set(groot,'defaultAxesLineStyleOrder','remove')  
set(groot,'defaultAxesColorOrder','remove')
```

See “Default Property Values” on page 17-29 for more information.

## Clipping in Plots and Graphs

This example shows how MATLAB® uses clipping in plots and how to control clipping.

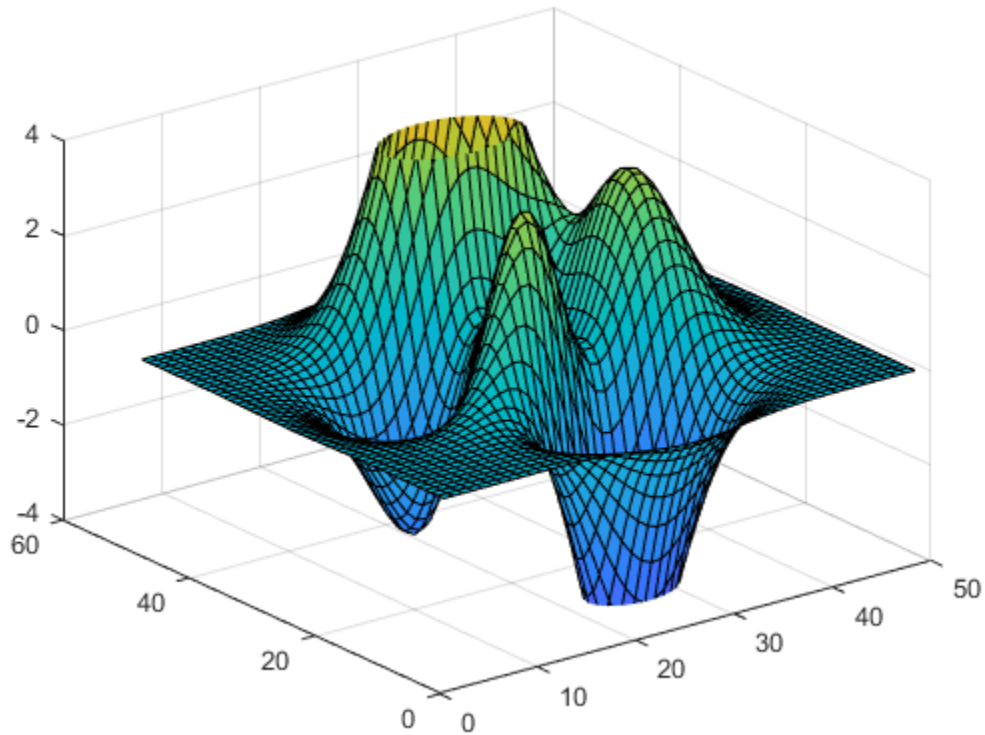
### What is Clipping?

Clipping occurs when part of a plot occurs outside the boundaries of an axes. In MATLAB®, the part of the plot that is clipped does not appear on the screen or in printed output. The axis limits of the plot determine the boundaries.

### Turn Clipping Off

By default, MATLAB clips plots that extend outside of the axes limits.

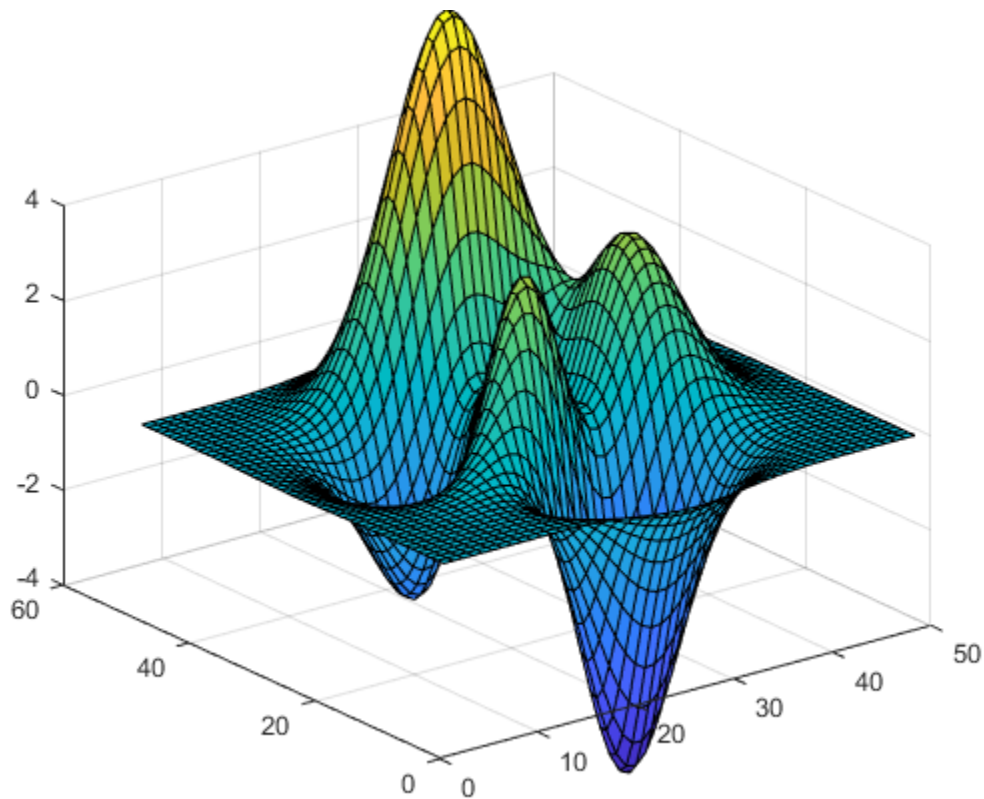
```
figure
surf(peaks)
zlim([-4 4])
```



Use the axes `Clipping` property to control the clipping behavior.

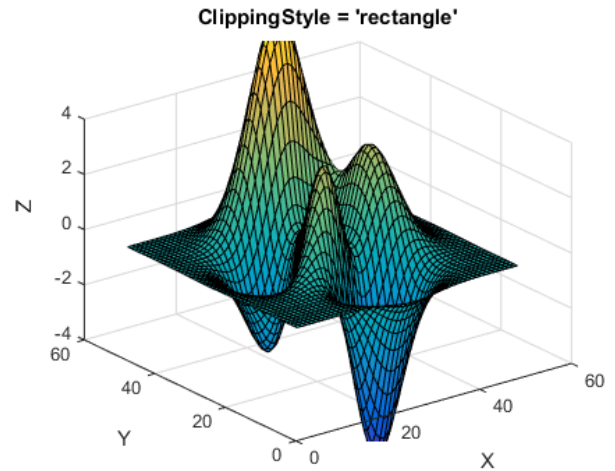
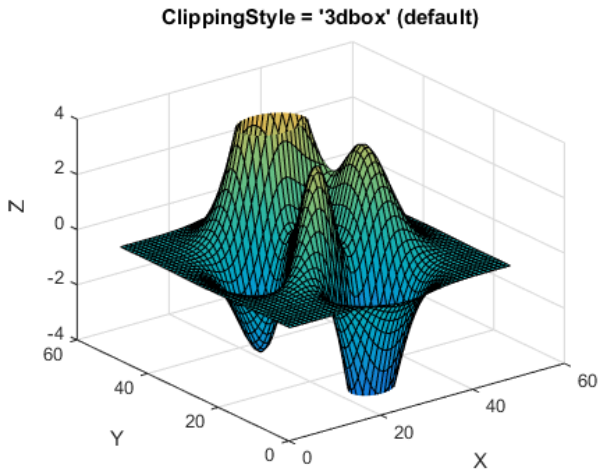
```
ax = gca;           % get the current axis  
ax.Clipping = 'off'; % turn clipping off
```





### Control the Clipping Style

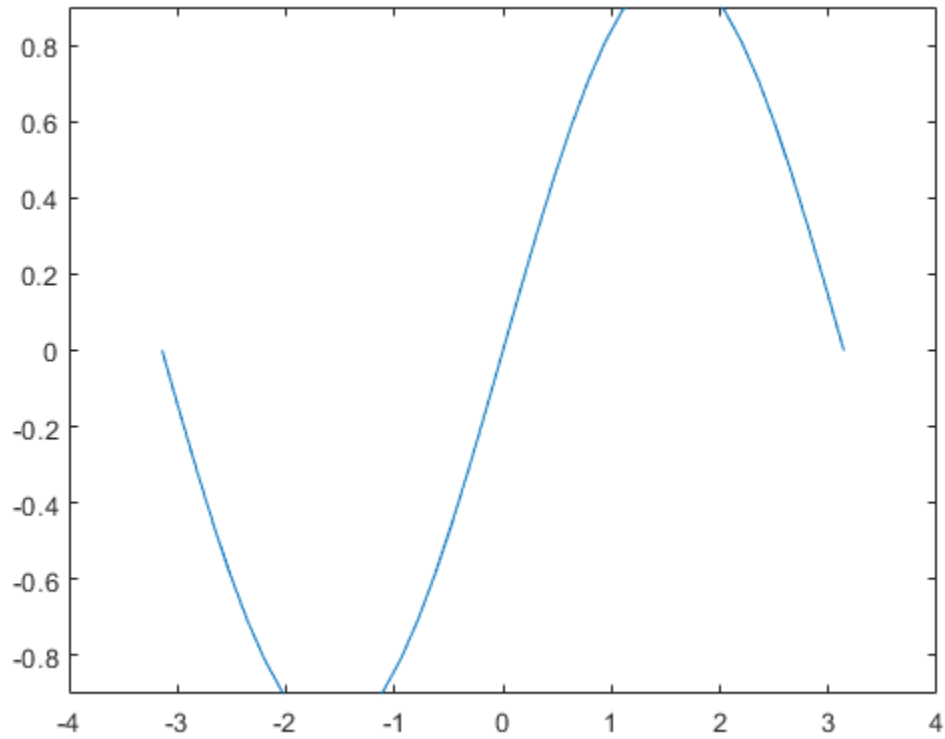
Use the `ClippingStyle` property to control the way clipping works. If the `ClippingStyle` is set to `'3dbox'`, then MATLAB clips the plots to the volume defined by the limits of the  $x$ ,  $y$ , and  $z$  axes. If the `ClippingStyle` is set to `'rectangle'`, then MATLAB clips the plots to an imaginary rectangle drawn around the outside of the  $x$ ,  $y$ , and  $z$  axes. The plots below show the difference between the two clipping styles.



### Clipping in 2D plots

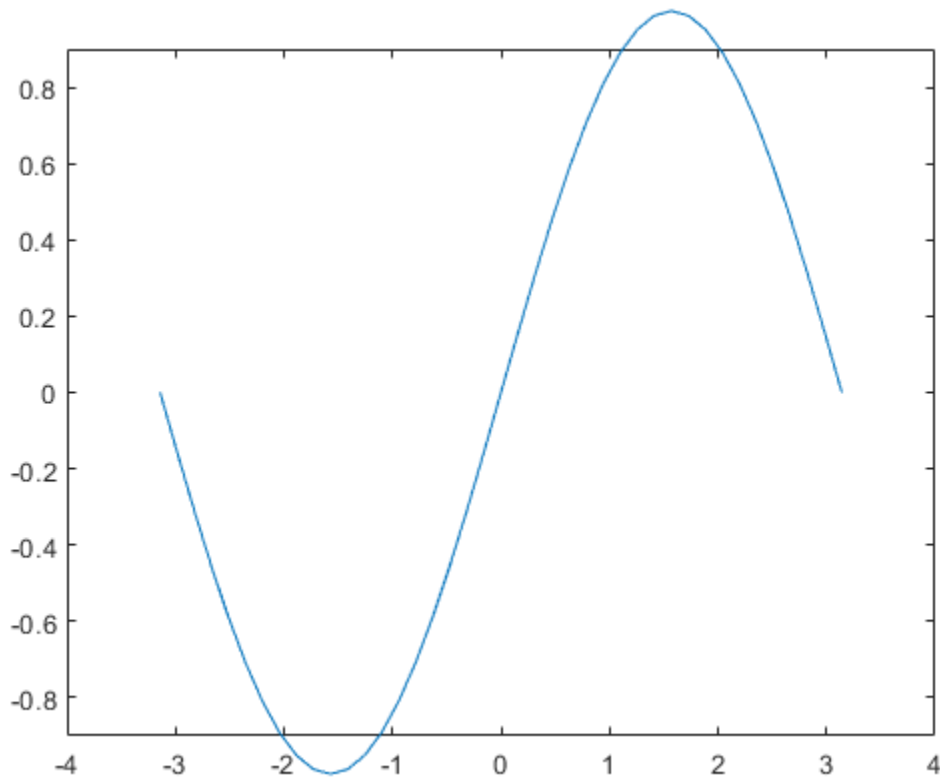
Clipping is also used in 2D plots. For example, MATLAB clips the sine wave in the plot below.

```
x = -pi:pi/20:pi;  
y = sin(-pi:pi/20:pi);  
plot(x,y)  
ylim([-0.9 0.9])
```



If clipping is turned off, then MATLAB displays the entire sine wave.

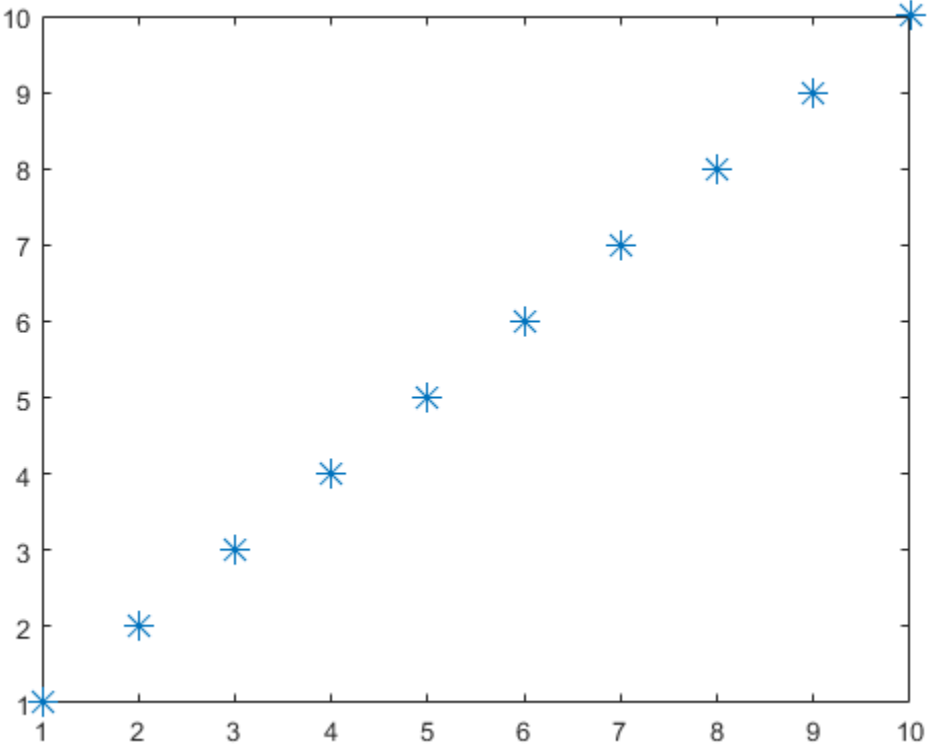
```
ax = gca;  
ax.Clipping = 'off';
```



### Clipping and Markers

Clipping does not affect markers drawn at each data point as long as the data point itself is inside the  $x$  and  $y$  axis limits of the plot. MATLAB displays the entire marker even if it extends slightly outside the boundaries of the axes.

```
p = plot(1:10, '*');  
p.MarkerSize = 10;  
axis([1 10 1 10])
```



## Using Graphics Smoothing

This example shows how to use graphics and font smoothing in MATLAB plots.

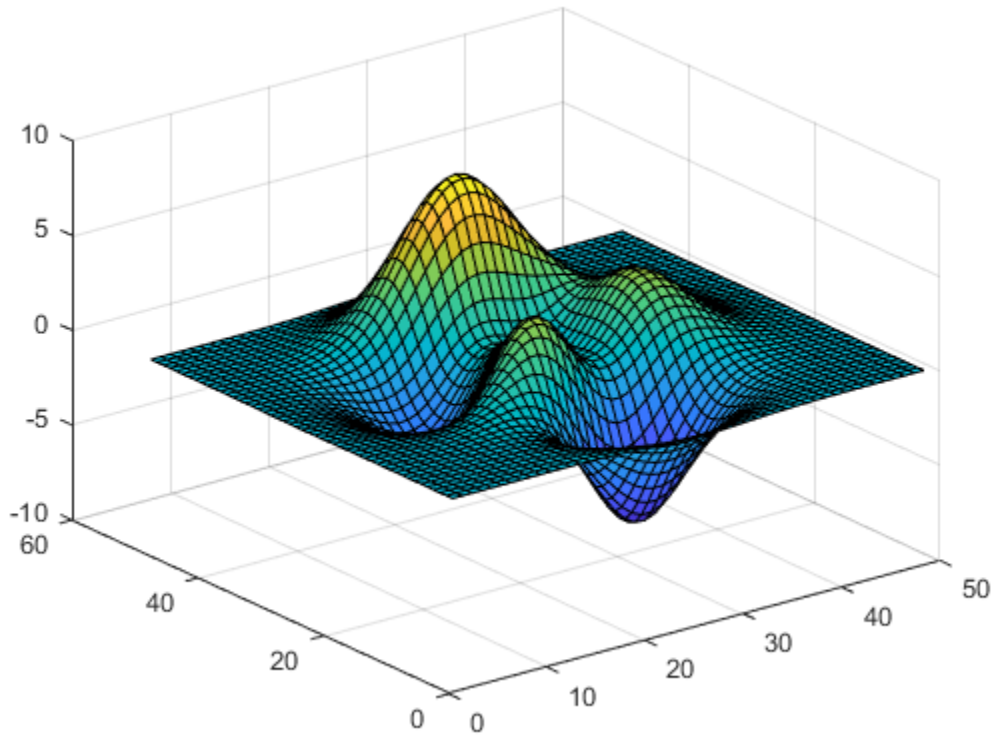
### **What is Graphics Smoothing?**

Graphics smoothing improves the appearance of graphics in plots. Smoothing removes jagged edges that result from using pixels or dots to represent continuous objects. Techniques used for graphics smoothing include multi-sampling and anti-aliasing.

### **Graphics Smoothing in a Figure**

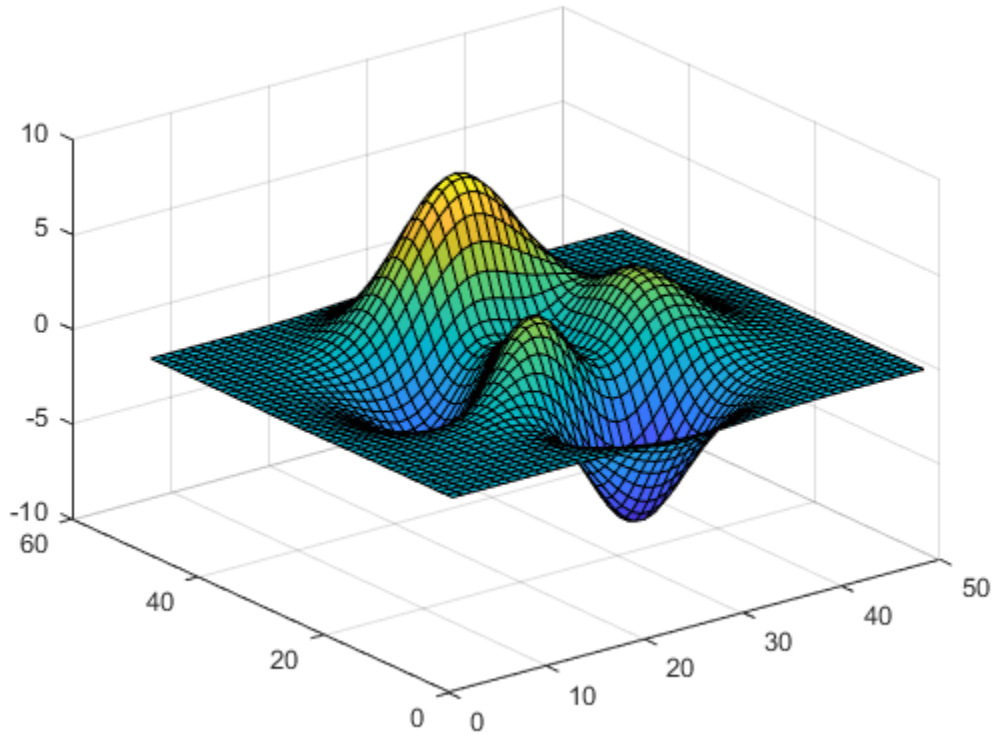
Graphics smoothing is controlled in a figure by using the `GraphicsSmoothing` property. By default, the `GraphicsSmoothing` property is set to 'on'.

```
f = figure;  
surf(peaks)
```



You can turn off graphics smoothing by setting the GraphicsSmoothing property to 'off'.

```
f.GraphicsSmoothing = 'off';
```

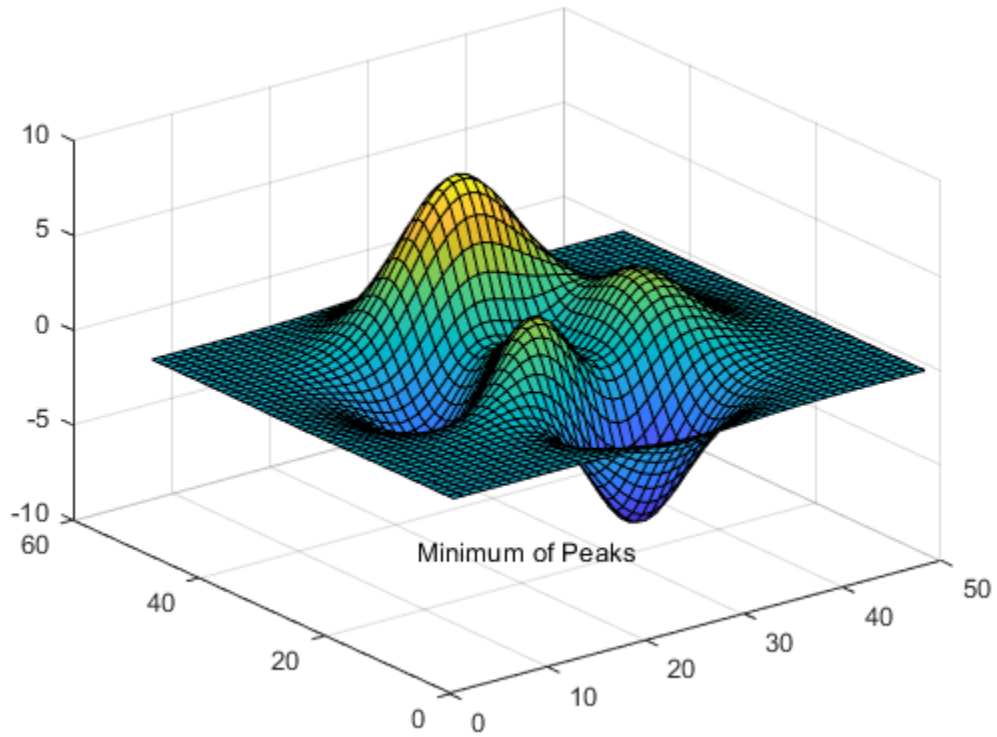


### Font Smoothing for Text and Axes Objects

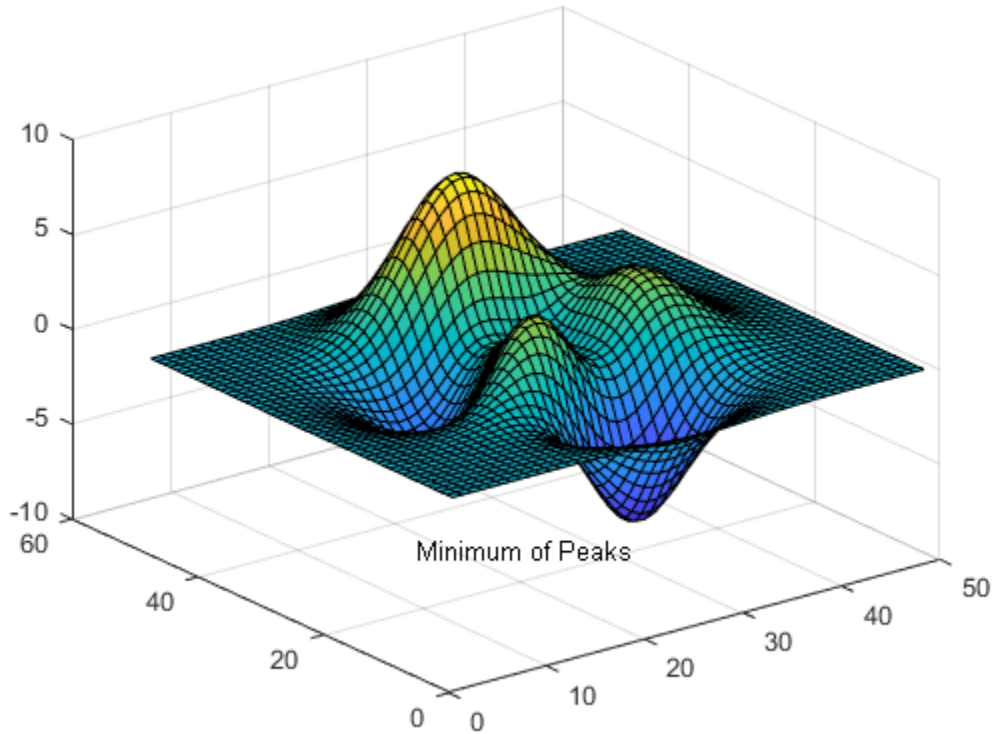
The `FontSmoothing` property of a text or an axes object controls how text is rendered. When `FontSmoothing` is set to 'on', text will be drawn with smoothed edges. Font smoothing is 'on' by default.

```
t = text(14,27,-8.5, 'Minimum of Peaks');
```





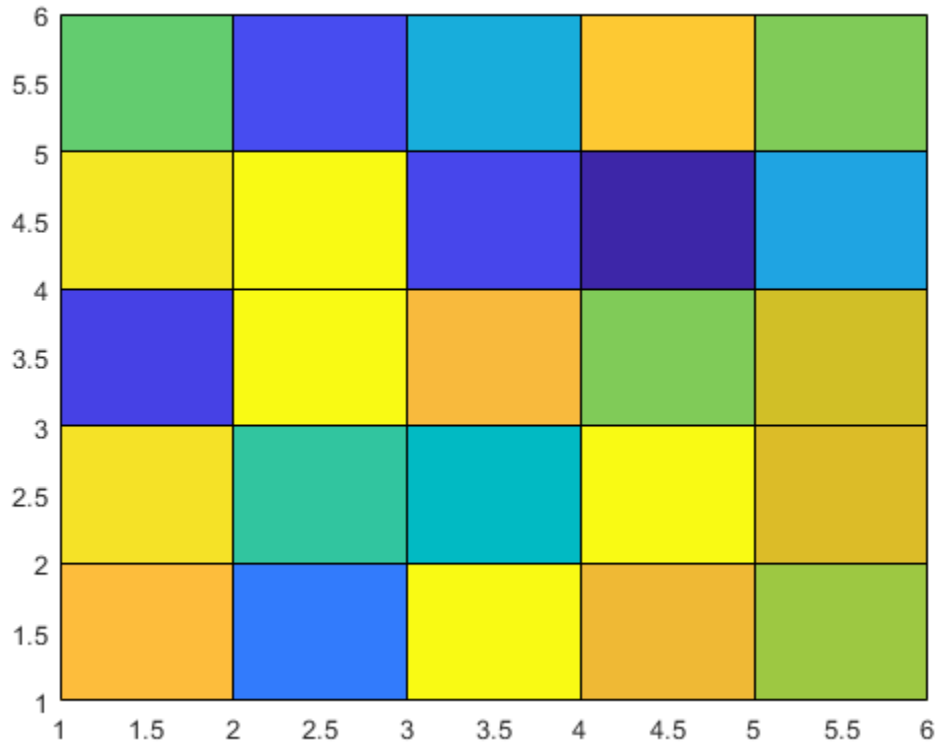
```
t.FontSmoothing = 'off';
```



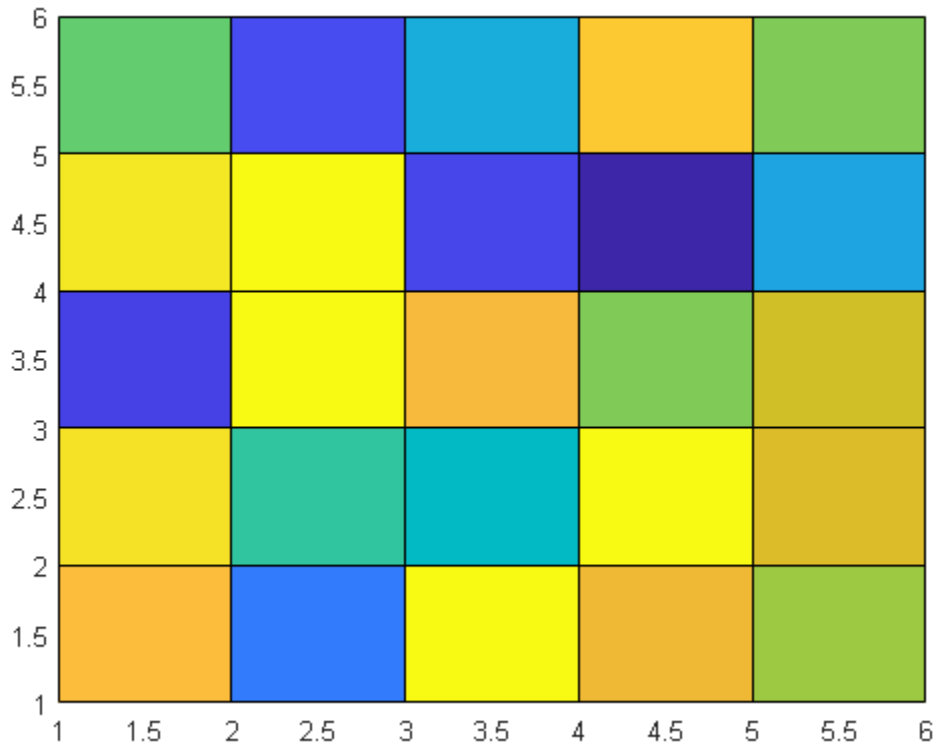
### Why Turn Graphics Smoothing Off?

Without graphics smoothing, horizontal and vertical lines will appear sharper. Certain chart types may look better when graphics smoothing is turned off. Similarly, turning off font smoothing may make text using small fonts appear clearer.

```
pcolor(rand(6))
```



```
ax = gca; % get current axes  
ax.FontSmoothing = 'off'; % turn off axes font smoothing
```



```
f.GraphicsSmoothing = 'off'; % turn off figure graphics smoothing
```

# Coloring Graphs

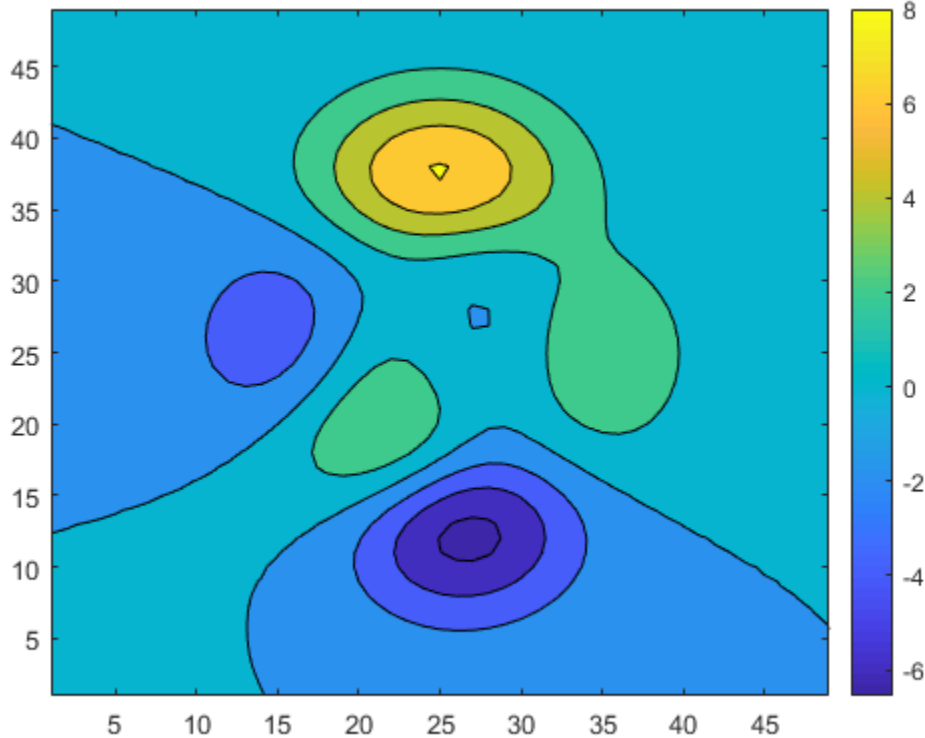
---

- “Creating Colorbars” on page 10-2
- “Change Color Scheme Using a Colormap” on page 10-10
- “How Surface Plot Data Relates to a Colormap” on page 10-16
- “How Image Data Relates to a Colormap” on page 10-23
- “How Patch Data Relates to a Colormap” on page 10-32
- “Control Colormap Limits” on page 10-42
- “Differences Between Colormaps and Truecolor” on page 10-48

## Creating Colorbars

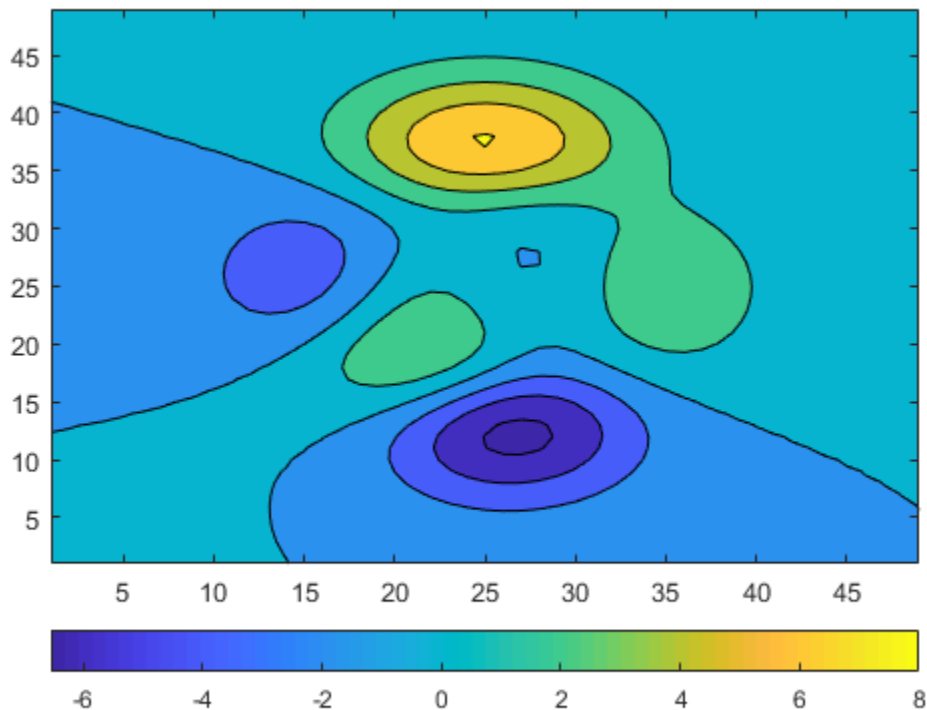
Colorbars allow you to see the relationship between your data and the colors displayed in your chart. After you have created a colorbar, you can customize different aspects of its appearance, such as its location, thickness, and tick labels. For example, this colorbar shows the relationship between the values of the peaks function and the colors shown in the plot next to it.

```
contourf(peaks)  
c = colorbar;
```



The default location of the colorbar is on the right side of the axes. However, you can move the colorbar to a different location by setting the `Location` property. In this case, the `'southoutside'` option places the colorbar below the axes.

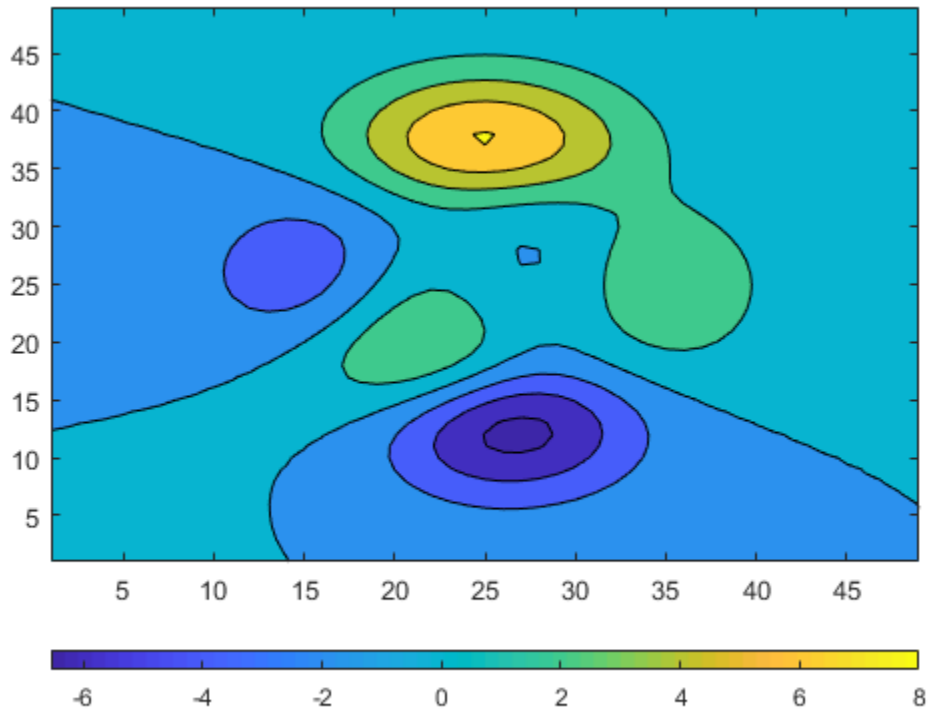
```
c.Location = 'southoutside';
```



You can also change the thickness of the colorbar. The “Position” property controls the location and size of most graphics objects, including axes and colorbars. Because this colorbar is horizontal, the fourth value in `c.Position` (which corresponds to height) controls its thickness. Here, the colorbar is narrowed and the axes position is reset so that there is no overlap with the colorbar.

```
ax = gca;  
axpos = ax.Position;
```

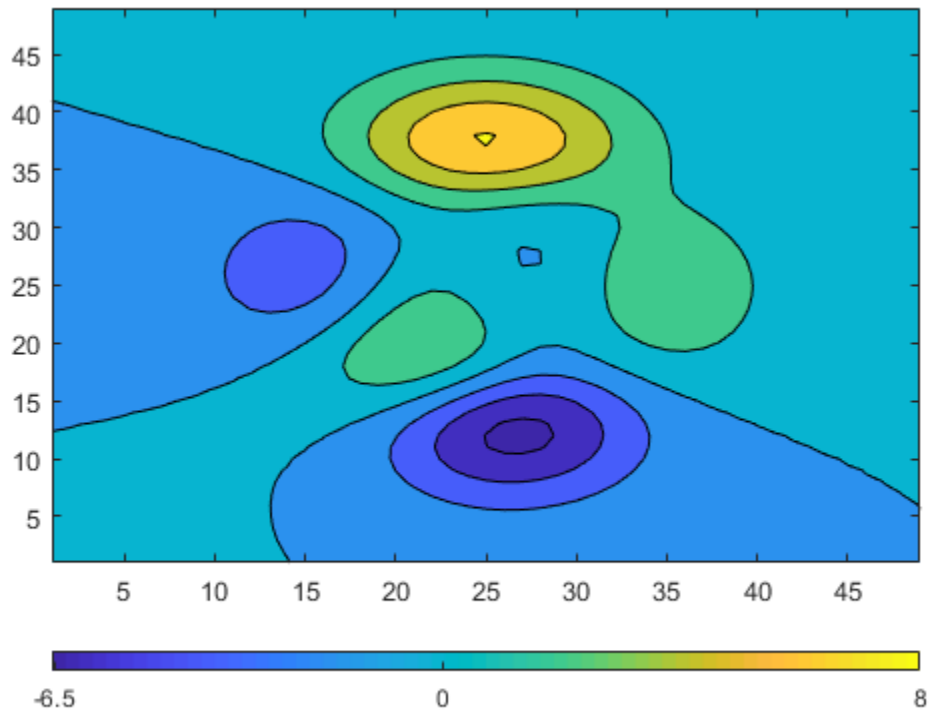
```
c.Position(4) = 0.5*c.Position(4);  
ax.Position = axpos;
```



Colorbar objects have several properties for modifying the tick spacing and labels. For example, you can specify that the ticks occur in only three places: -6.5, 0, and 8.

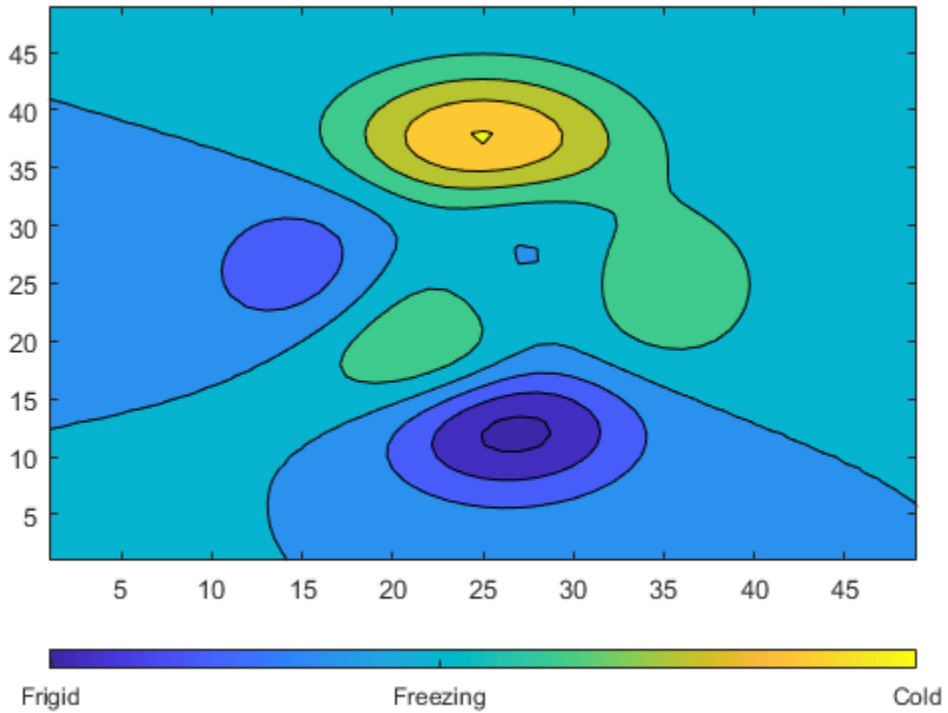
```
c.Ticks = [-6.5 0 8];
```





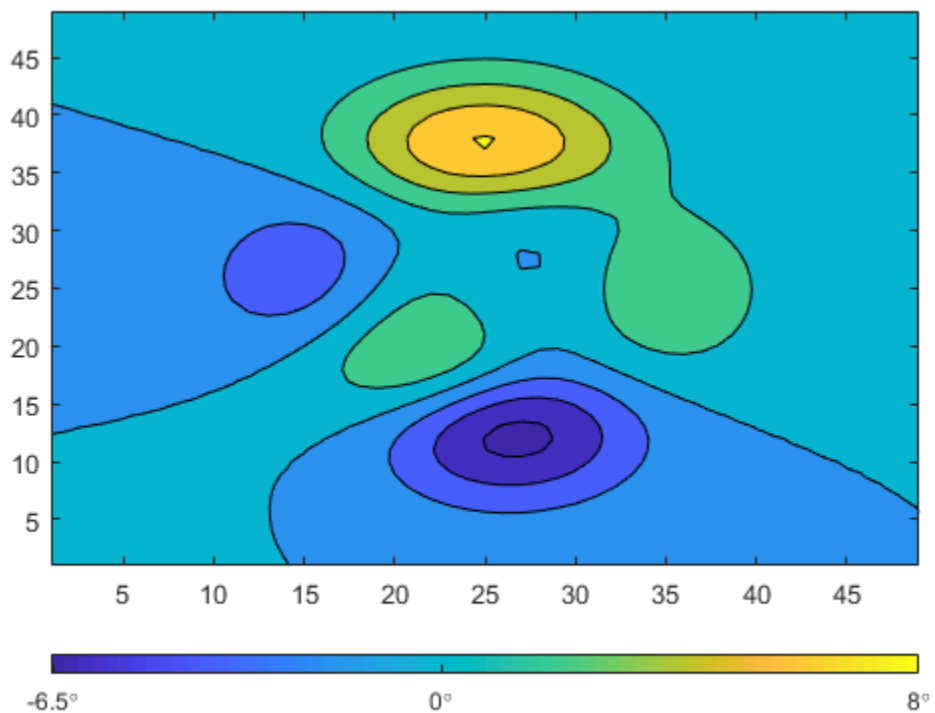
You can change the tick labels to any values. Use a cell array to specify the tick labels.

```
c.TickLabels = {'Frigid', 'Freezing', 'Cold'};
```



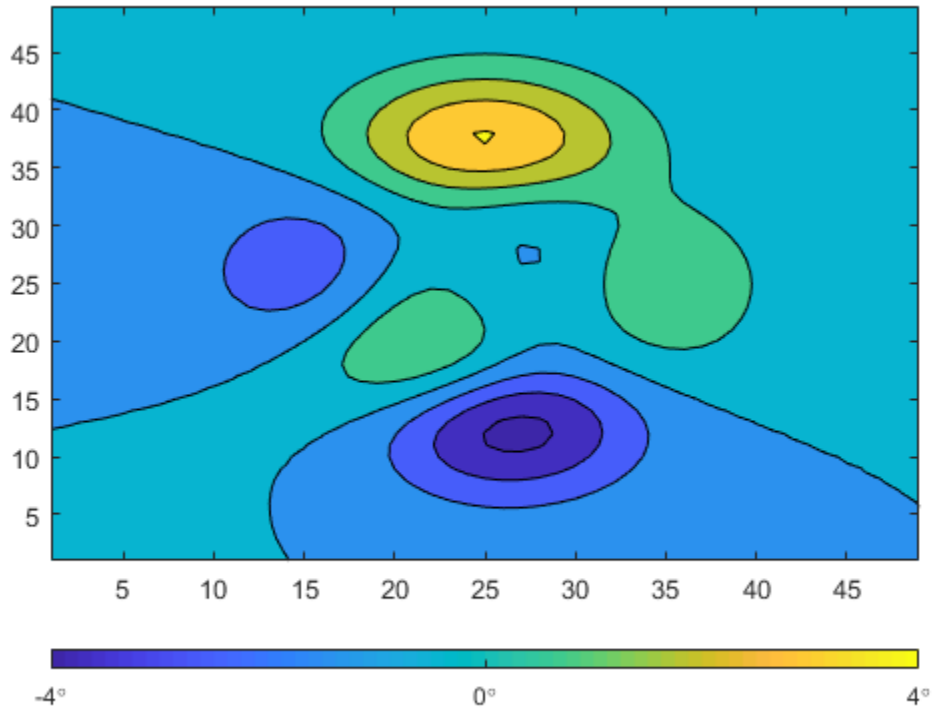
You can also use TeX or LaTeX markup. Use the `TickLabelInterpreter` property to set the interpreter when you use TeX or LaTeX.

```
c.TickLabelInterpreter = 'tex';  
c.TickLabels = {'-6.5\circ', '0\circ', '8\circ'};
```



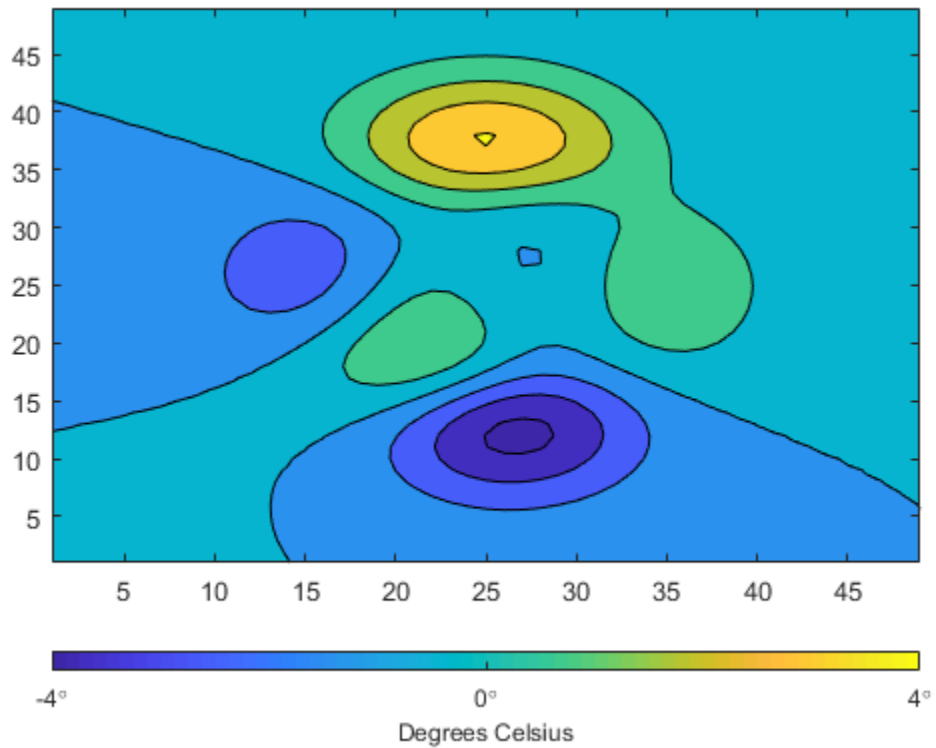
You can change the limits of the colorbar to focus on a specific region of color. For example, you can narrow the limits and adjust the tick labels to reflect the new limits. The resulting colorbar excludes the dark blue shades that used to be on the left and the yellow shades that used to be on the right.

```
c.Limits = [-4 4];  
c.Ticks = [-4 0 4];  
c.TickLabels = {'-4\circ', '0\circ', '4\circ'};
```



Add a descriptive label to the colorbar using the `Label` property. Because the `Label` property must be specified as a `Text` object, you must set the `String` property of the `Text` object first. Then you can assign that `Text` object to the `Label` property. The following command accomplishes both tasks in one step.

```
c.Label.String = 'Degrees Celsius';
```



## See Also

### Functions

`colorbar` | `pcolor`

### Properties

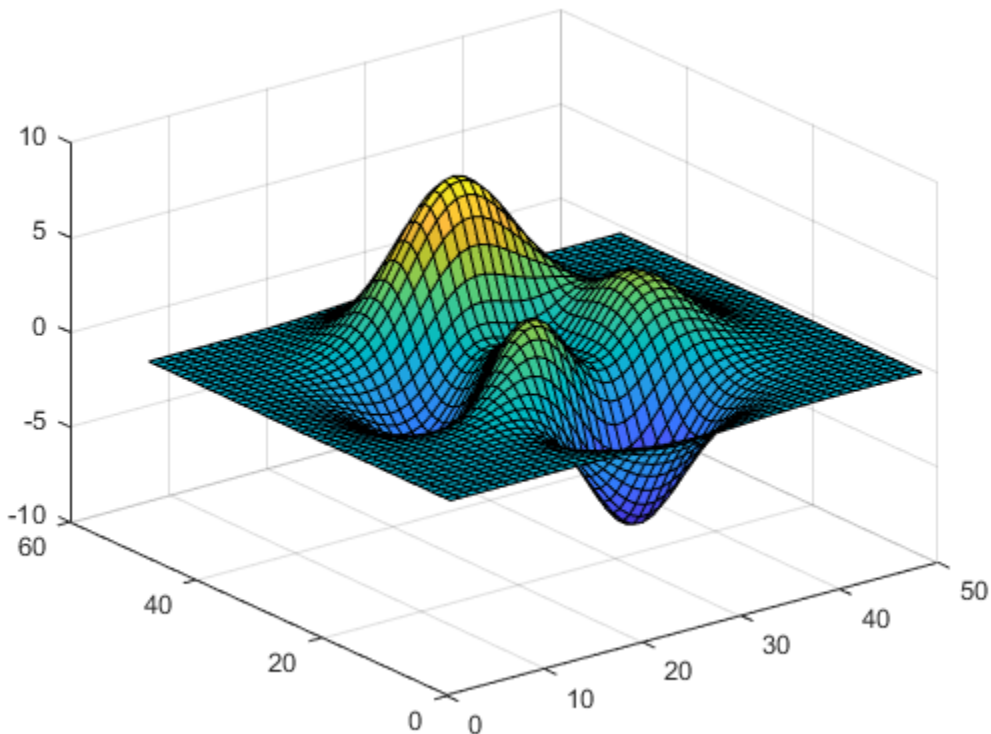
`Colorbar`

## Change Color Scheme Using a Colormap

MATLAB® uses a default color scheme when it displays visualizations such as surface plots. You can change the color scheme by specifying a colormap. Colormaps are three-column arrays containing RGB triplets in which each row defines a distinct color.

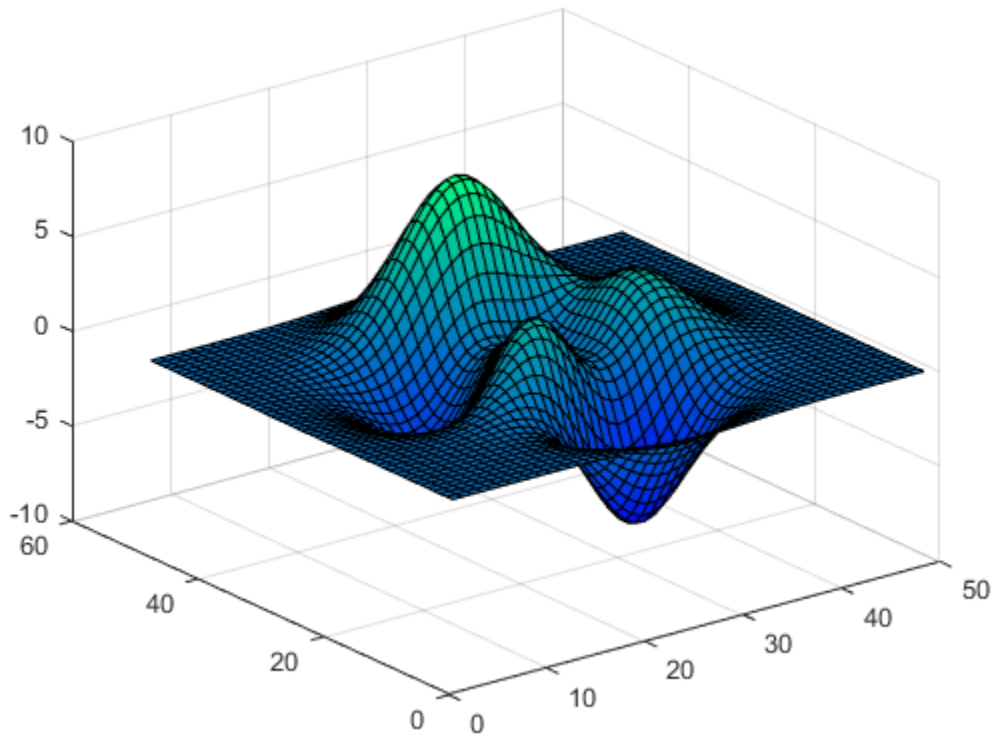
For example, here is a surface plot with the default color scheme.

```
f = figure;  
surf(peaks);
```



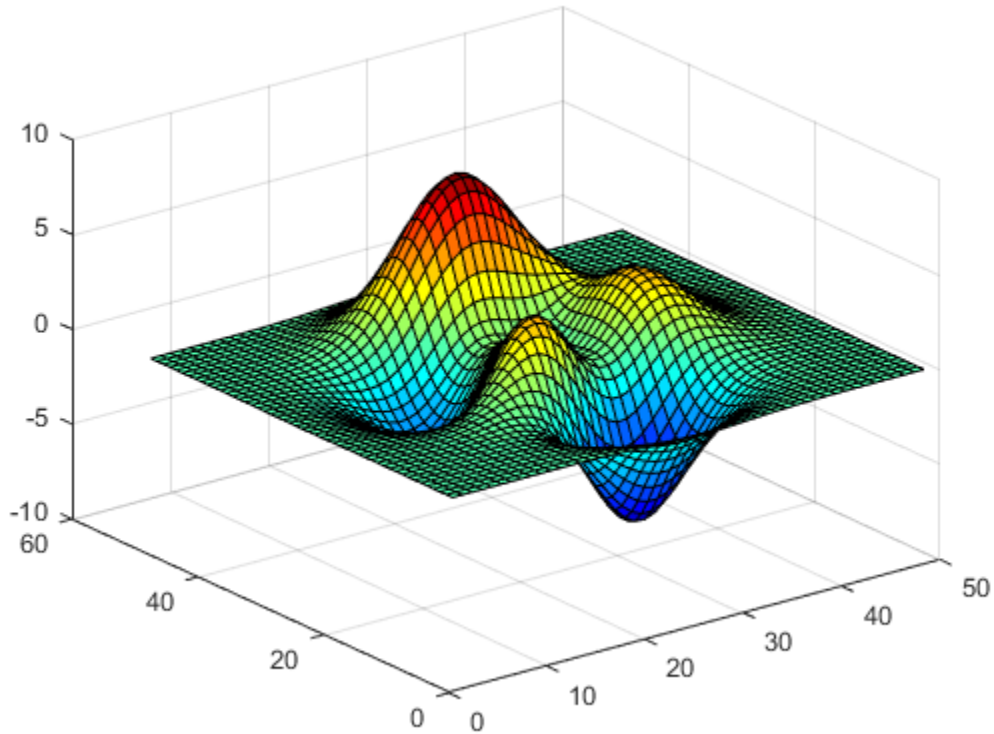
The following command changes the colormap of the current figure to `winter`, one of several predefined colormaps (see “Colormaps” for a full list).

```
colormap winter;
```



If you have multiple figures open, pass the Figure object as the first argument to the colormap function.

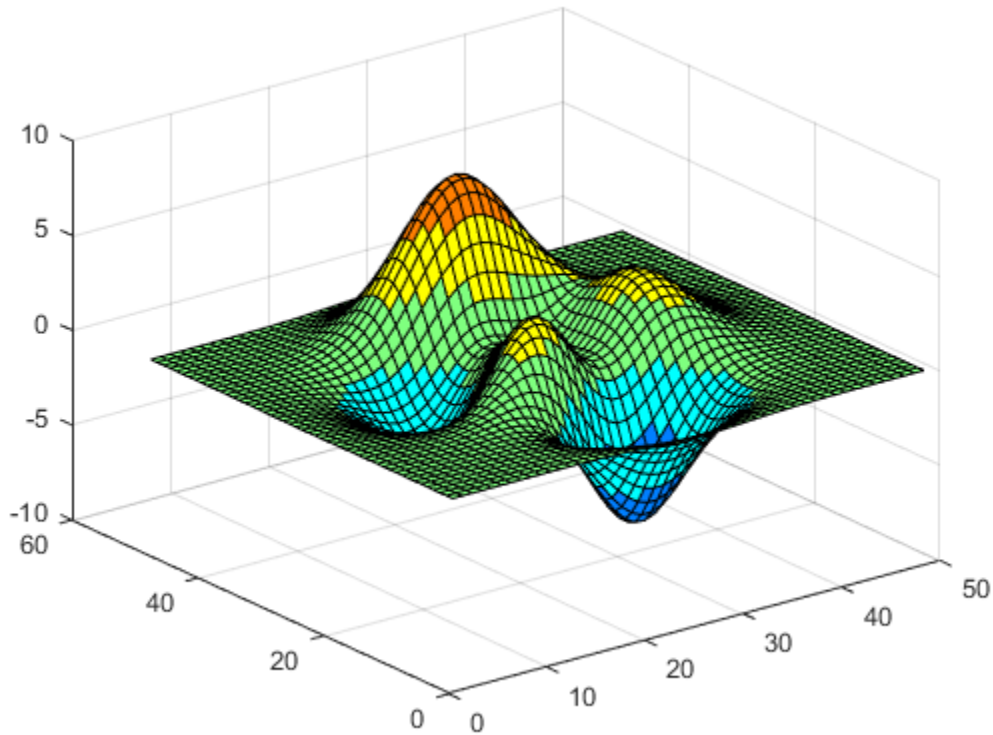
```
colormap(f, jet);
```



Each predefined colormap provides a palette of 64 colors by default. However, you can specify any number of colors by passing a whole number to the predefined colormap function. For example, here is the `jet` colormap with five entries.

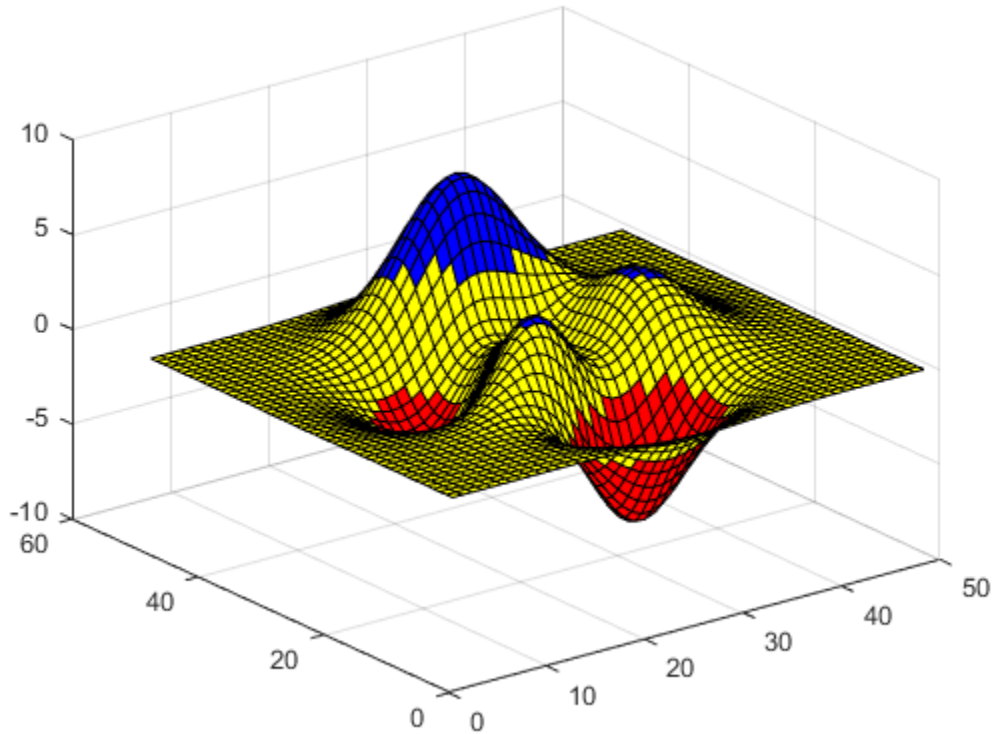
```
c = jet(5);  
colormap(c);
```





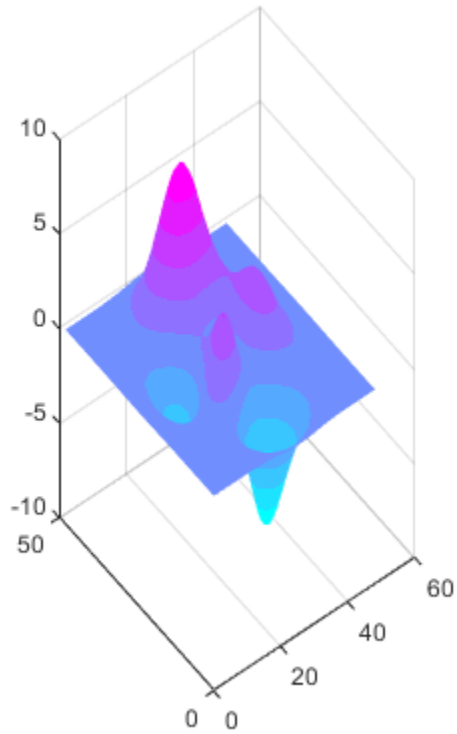
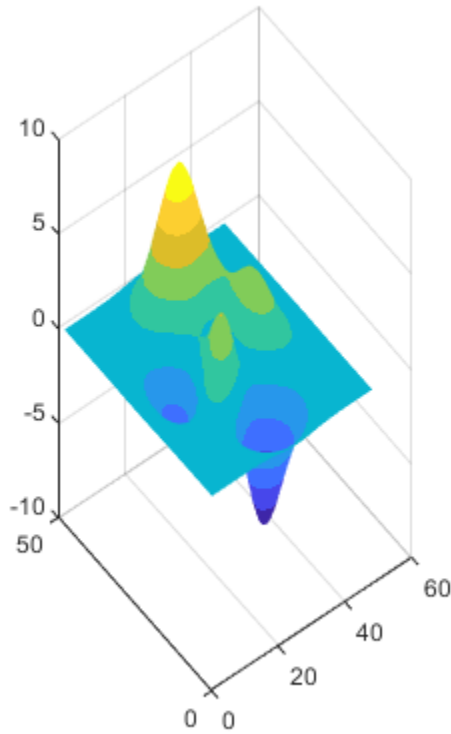
You can also create your own colormap as an  $m$ -by-3 array. Each row in the array contains the red, green, and blue intensities of a different color. The intensities are in the range  $[0,1]$ . Here is a simple colormap that contains three entries.

```
mycolors = [1 0 0; 1 1 0; 0 0 1];  
colormap(mycolors);
```



If you are working with subplots, you can assign a different colormap to each subplot by passing the axes to the `colormap` function.

```
ax1 = subplot(1,2,1);  
surf(peaks);  
shading interp;  
colormap(parula(10));  
ax2 = subplot(1,2,2);  
surf(peaks);  
shading interp;  
colormap(ax2,cool(10));
```



## See Also

### Related Examples

- “How Surface Plot Data Relates to a Colormap” on page 10-16

## How Surface Plot Data Relates to a Colormap

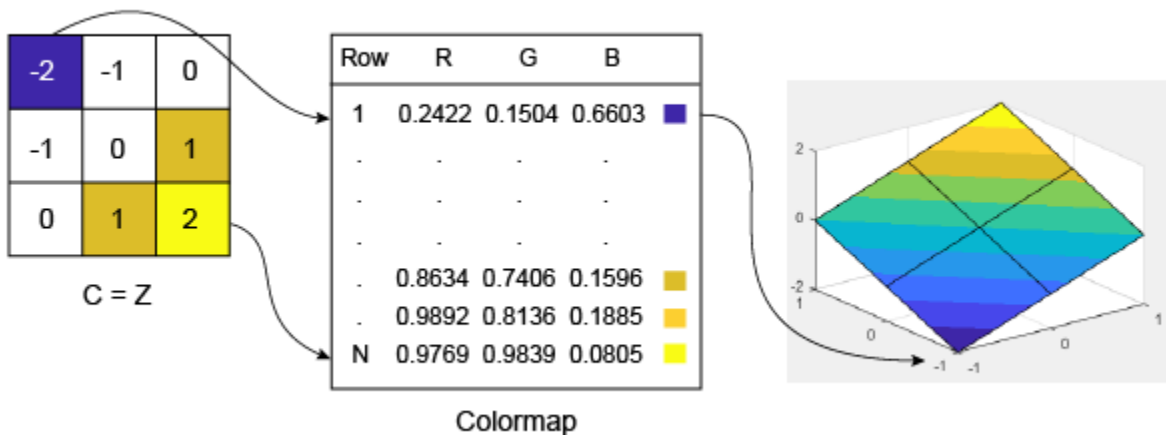
When you create surface plots using functions such as `surf` or `mesh`, you can customize the color scheme by calling the `colormap` function. If you want further control over the appearance, you can change the direction or pattern of the colors across the surface. This customization requires changing values in an array that controls the relationship between the surface and the colormap.

### Relationship Between the Surface and the Colormap

The `CData` property of a Surface object contains an indexing array `C` that associates specific locations in your plot with colors in the colormap. `C` has the following relationship to the surface  $z = f(x,y)$ :

- `C` is the same size as `Z`, where `Z` is the array containing the values of  $f(x,y)$  at each grid point on the surface.
- The value at `C(i, j)` controls the color at the grid location  $(i, j)$  on the surface.
- By default, `C` is equal to `Z`, which corresponds to colors varying with altitude.
- By default, the range of `C` maps linearly to the number of rows in the colormap array.

For example, a 3-by-3 sampling of  $Z = X + Y$  has the following relationship to a colormap containing `N` entries.



Notice that the smallest value (-2) maps to the first row in the colormap. The largest value (2) maps to the last row in the colormap. The intermediate values in *C* map linearly to the intermediate rows in the colormap.

---

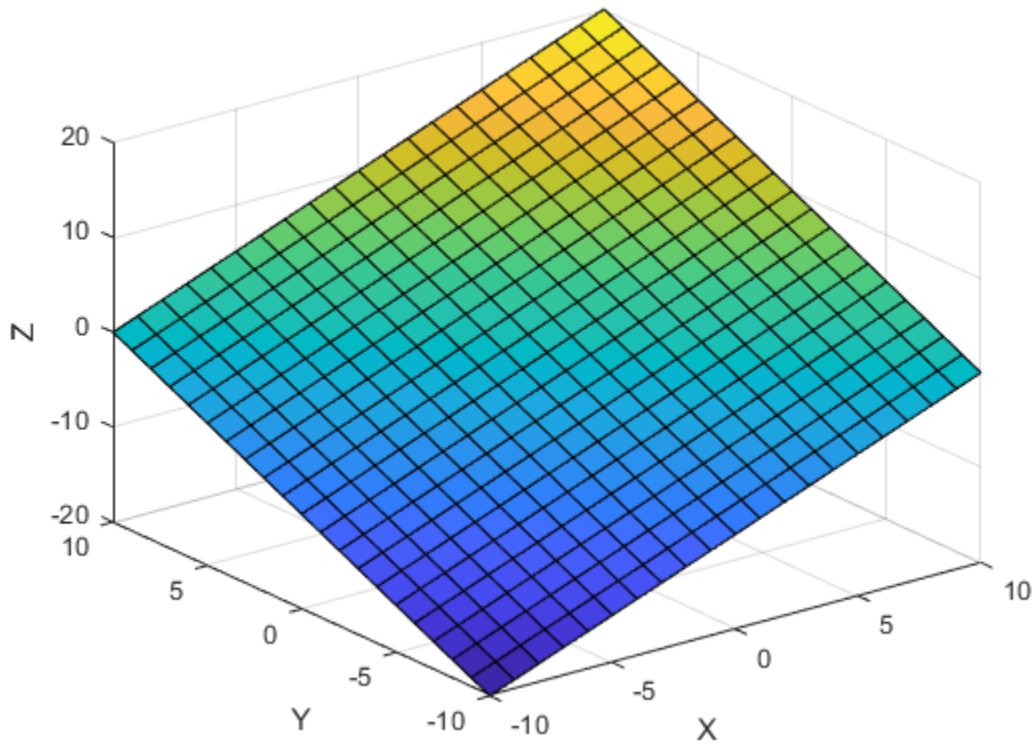
**Note** The preceding surface plot shows how colors are assigned to vertices on the surface. However, the default behavior is to fill the patch faces with solid color. That solid color is based on the colors assigned to the surrounding vertices. For more information, see the `FaceColor` property description.

---

## Change the Direction or Pattern of Colors

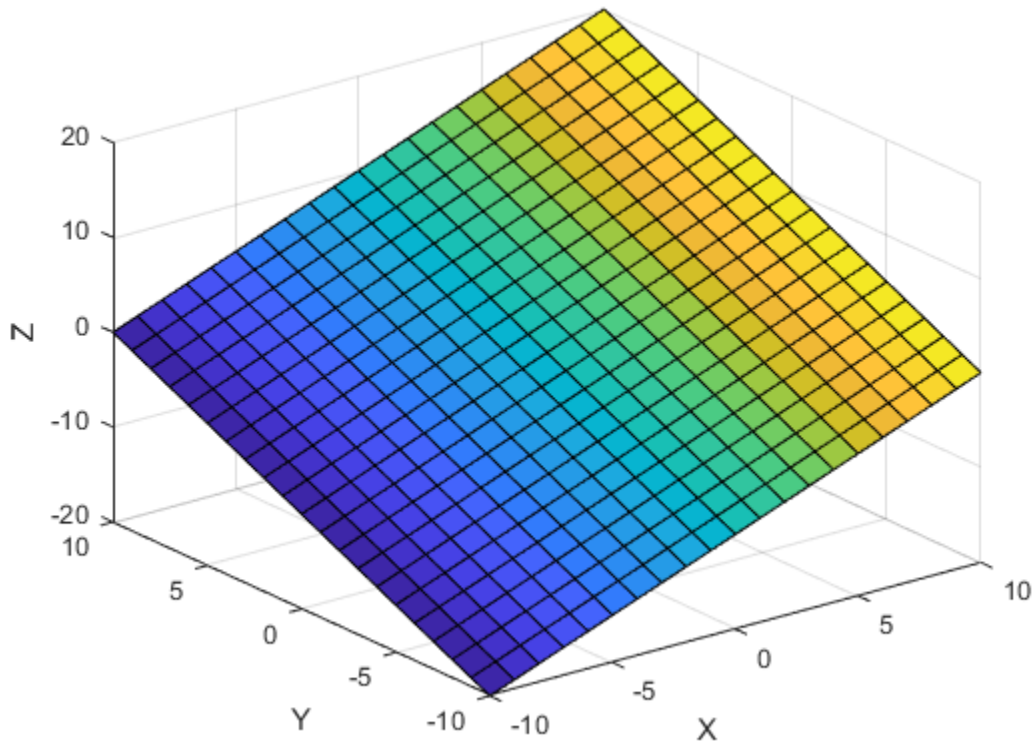
When using the default value of `C=Z`, the colors vary with changes in *Z*.

```
[X,Y] = meshgrid(-10:10);  
Z = X + Y;  
s = surf(X,Y,Z);  
xlabel('X');  
ylabel('Y');  
zlabel('Z');
```



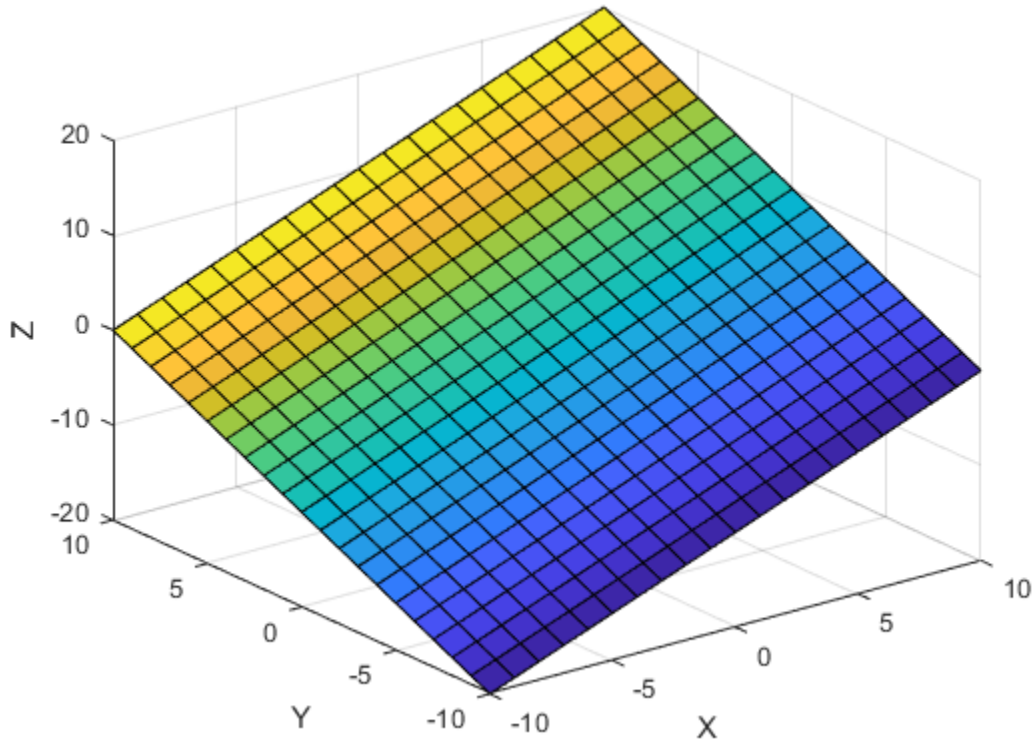
You can change this behavior by specifying  $C$  when you create the surface. For example, the colors on this surface vary with  $X$ .

```
C = X;  
s = surf(X,Y,Z,C);  
xlabel('X');  
ylabel('Y');  
zlabel('Z');
```



Alternatively, you can set the `CData` property directly. This command makes the colors vary with `Y`.

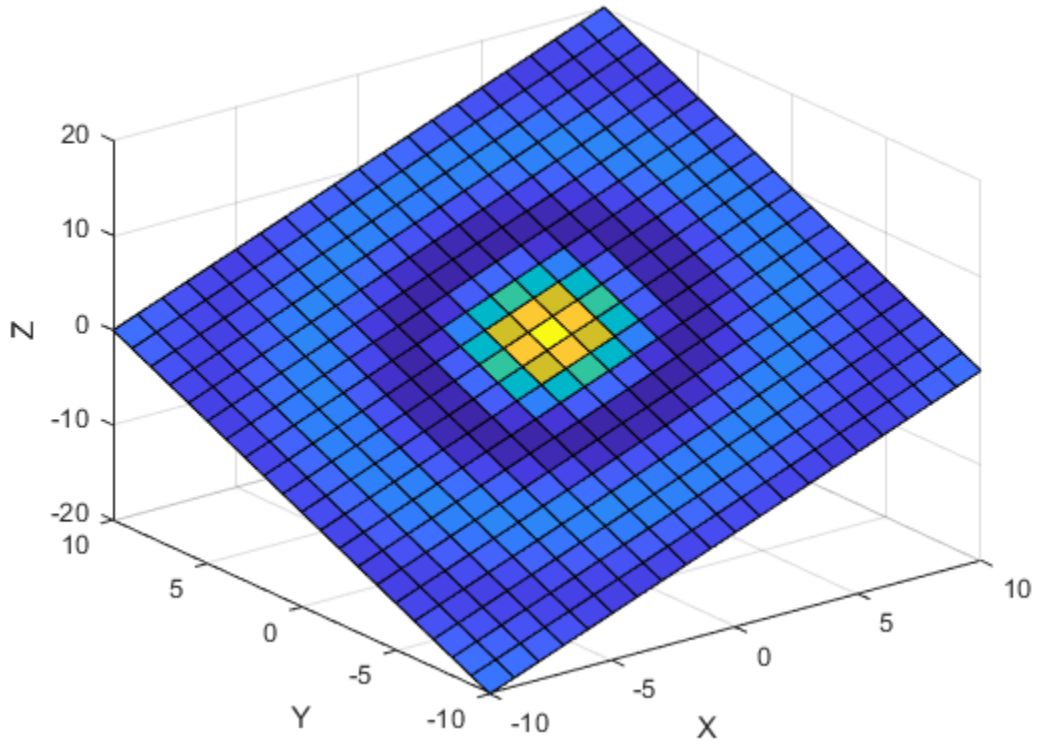
```
s.CData = Y;
```



The colors do not need to follow changes in a single dimension. In fact, `CData` can be *any* array that is the same size as `Z`. For example, the colors on this plane follow the shape of a sinc function.

```
R = sqrt(X.^2 + Y.^2) + eps;  
s.CData = sin(R)./(R);
```





## See Also

### Functions

mesh | surf

### Properties

Chart Surface

### **Related Examples**

- “Change Color Scheme Using a Colormap” on page 10-10
- “Differences Between Colormaps and Truecolor” on page 10-48

## How Image Data Relates to a Colormap

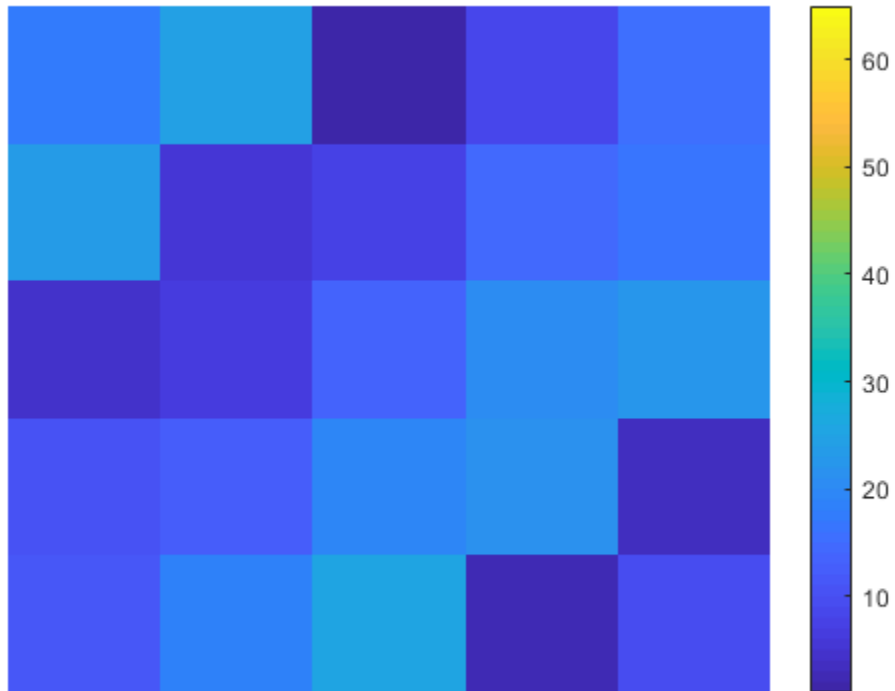
When you display images using the `image` function, you can control how the range of pixel values maps to the range of the colormap. For example, here is a 5-by-5 magic square displayed as an image using the default colormap.

```
A = magic(5)
```

```
A = 5×5
```

```
    17    24     1     8    15
    23     5     7    14    16
     4     6    13    20    22
    10    12    19    21     3
    11    18    25     2     9
```

```
im = image(A);
axis off
colorbar
```



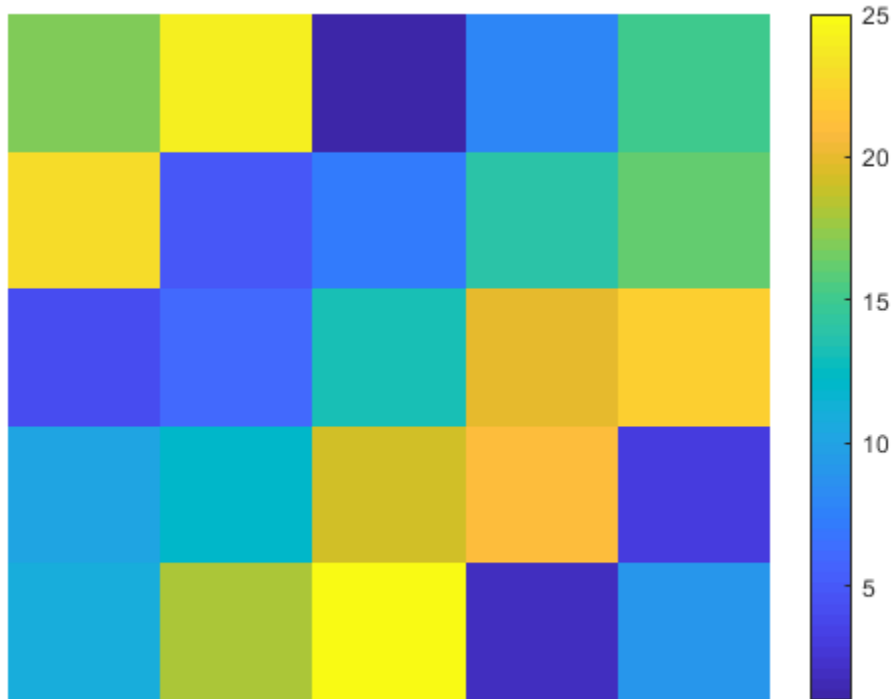
A contains values between 1 and 25. MATLAB treats those values as indices into the colormap, which has 64 entries. Thus, all the pixels in the preceding image map to the first 25 entries in the colormap (roughly the blue region of the colorbar).

**Colormap**

Row	R	G	B
1	0.2422	0.1504	0.6603
2	.	.	.
.	.	.	.
.	.	.	.
25	0.1248	0.6459	0.8883
.	.	.	.
.	.	.	.
N	0.9769	0.9839	0.0805

You can control this mapping with the `CDataMapping` property of the `Image` object. The default behavior shown in the preceding diagram corresponds to the `'direct'` option for this property. Direct mapping is useful when you are displaying images (such as GIF images) that contain their own colormap. However, if your image represents measurements of some physical unit (e.g., meters or degrees) then set the `CDataMapping` property to `'scaled'`. Scaled mapping uses the full range of colors, and it allows you to visualize the relative differences in your data.

```
im.CDataMapping = 'scaled';
```



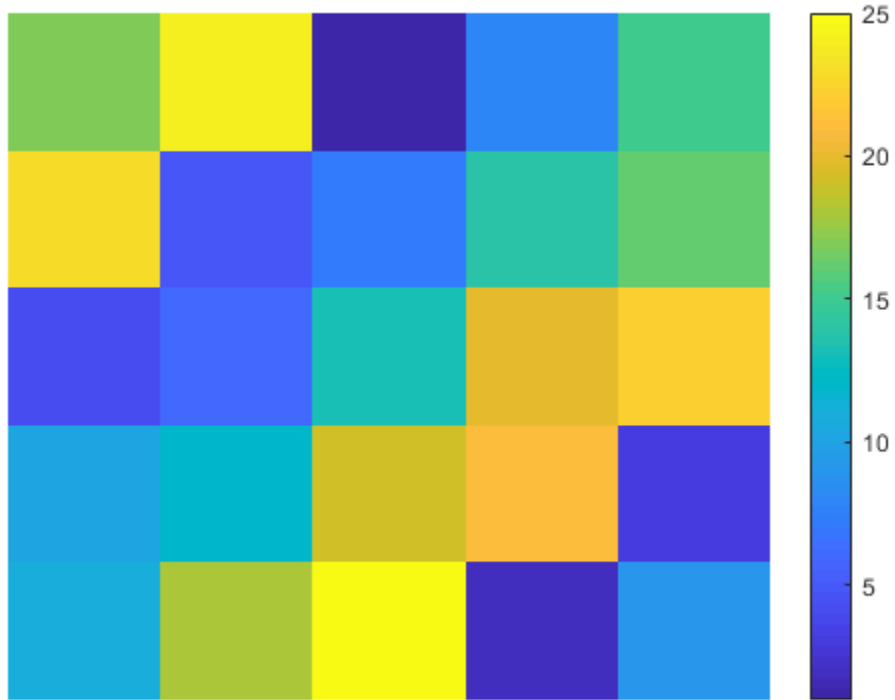
The 'scaled' option maps the smallest value in  $A$  to the first entry in the colormap, and maps largest value in  $A$  maps to the last entry in the colormap. All intermediate values of  $A$  are linearly scaled to the colormap.

**Colormap**

Row	R	G	B	
1	0.2422	0.1504	0.6603	
.	.	.	.	
2	.	.	.	
.	.	.	.	
.	.	.	.	
25	0.1248	0.6459	0.8883	
.	.	.	.	
.	.	.	.	
25	.	.	.	
.	.	.	.	
N	0.9769	0.9839	0.0805	

As an alternative to setting the `CDataMapping` property to 'scaled', you can call the `imagesc` function to get the same effect.

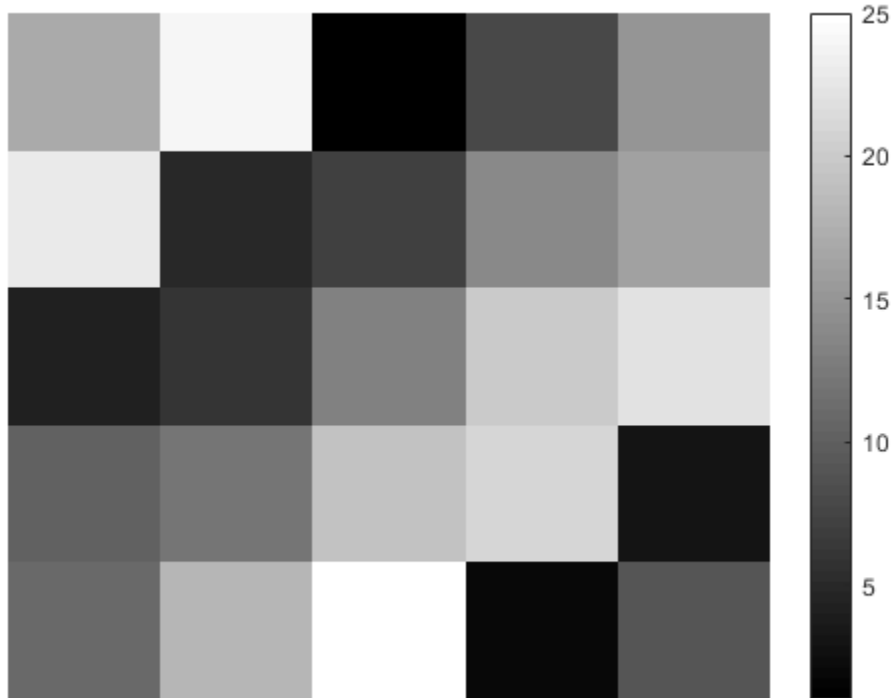
```
imagesc(A);  
axis off  
colorbar
```



If you change the colormap, the values in A are scaled to the new colormap.

```
colormap(gray);
```





Scaled mapping is also useful for displaying pictorial images that have no colormap, or when you want to change the colormap for a pictorial image. The following commands display an image using the gray colormap, which is different than the original colormap that is stored with this image.

```
load clown
image(X,'CDataMapping','scaled');
colormap(gray);
axis off
colorbar
```



## See Also

### Functions

image | imagesc

### Properties

Image

## Related Examples

- “Image Types” on page 15-5

- “Differences Between Colormaps and Truecolor” on page 10-48

## How Patch Data Relates to a Colormap

When you create graphics that use Patch objects, you can control the overall color scheme by calling the `colormap` function. You can also control the relationship between the colormap and your patch by:

- Assigning specific colors to the faces
- Assigning specific colors to the vertices surrounding each face

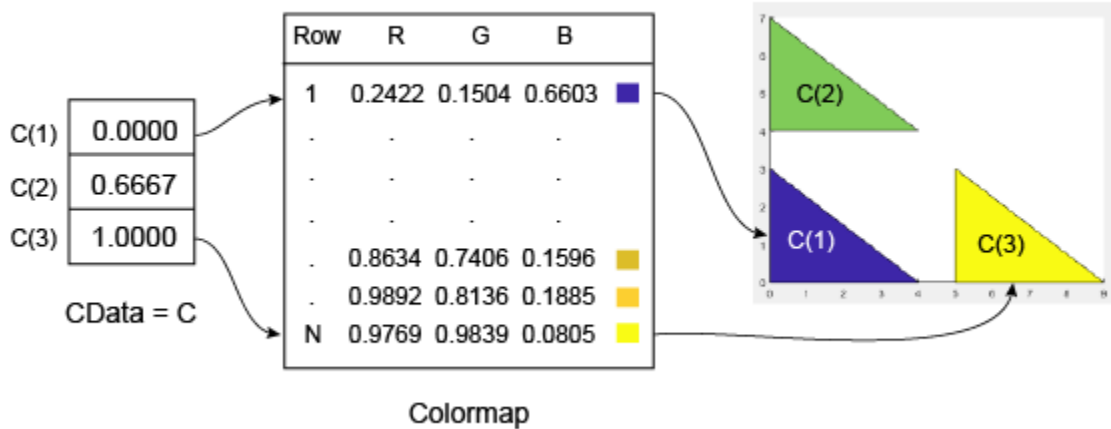
The way you control these relationships depends on how you specify your patches: as x-, y-, and z-coordinates, or as face-vertex data.

### Relationship of the Colormap to x-, y-, and z-Coordinate Arrays

If you create a Patch object using x-, y-, and z-coordinate arrays, the `CData` property of the Patch object contains an indexing array `C`. This array controls the relationship between the colormap and your patch. To assign colors to the faces, specify `C` as an array with these characteristics:

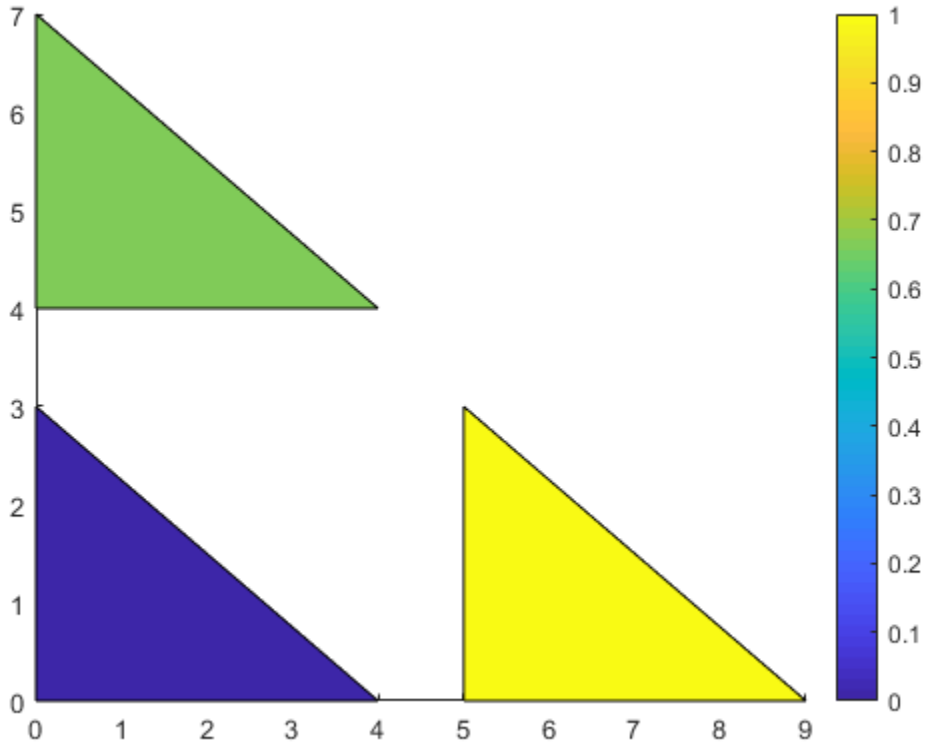
- `C` is an n-by-1 array, where n is the number of faces.
- The value at `C(i)` controls the color for face `i`.

Here is an example of `C` and its relationship to the colormap and three faces. The value of `C(i)` controls the color for the face defined by vertices `(X(i,:), Y(i,:))`.



The smallest value in  $C$  is 0. It maps to the first row in the colormap. The largest value in  $C$  is 1, and it maps to the last row in the colormap. Intermediate values of  $C$  map linearly to the intermediate rows in the colormap. In this case,  $C(2)$  maps to the color located about two-thirds from the beginning of the colormap. This code creates the Patch object described in the preceding illustration.

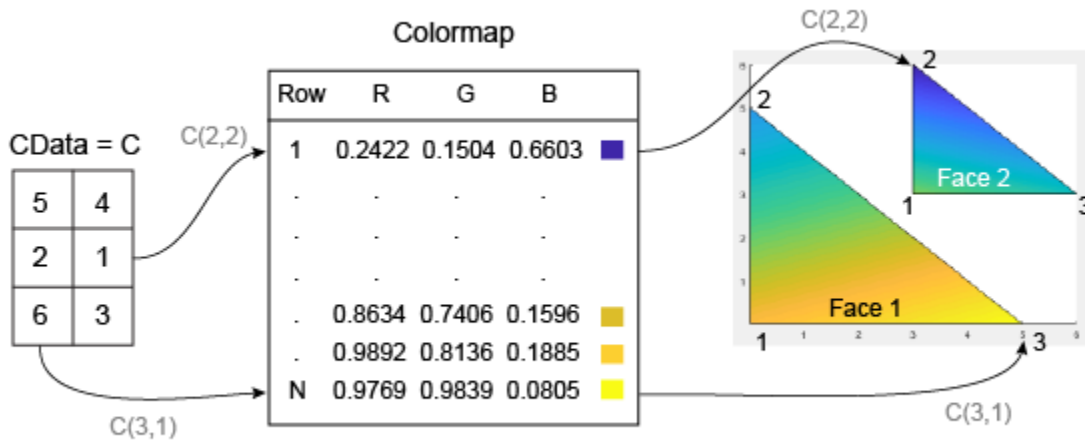
```
X = [0 0 5; 0 0 5; 4 4 9];
Y = [0 4 0; 3 7 3; 0 4 0];
C = [0; .6667; 1];
p = patch(X,Y,C);
colorbar
```



To assign colors to the vertices, specify  $C$  as an array with these characteristics:

- $C$  is an  $m$ -by- $n$  array, where  $m$  is the number of vertices per face, and  $n$  is the number of faces.
- The value at  $C(i, j)$  controls the color at vertex  $i$  of face  $j$ .

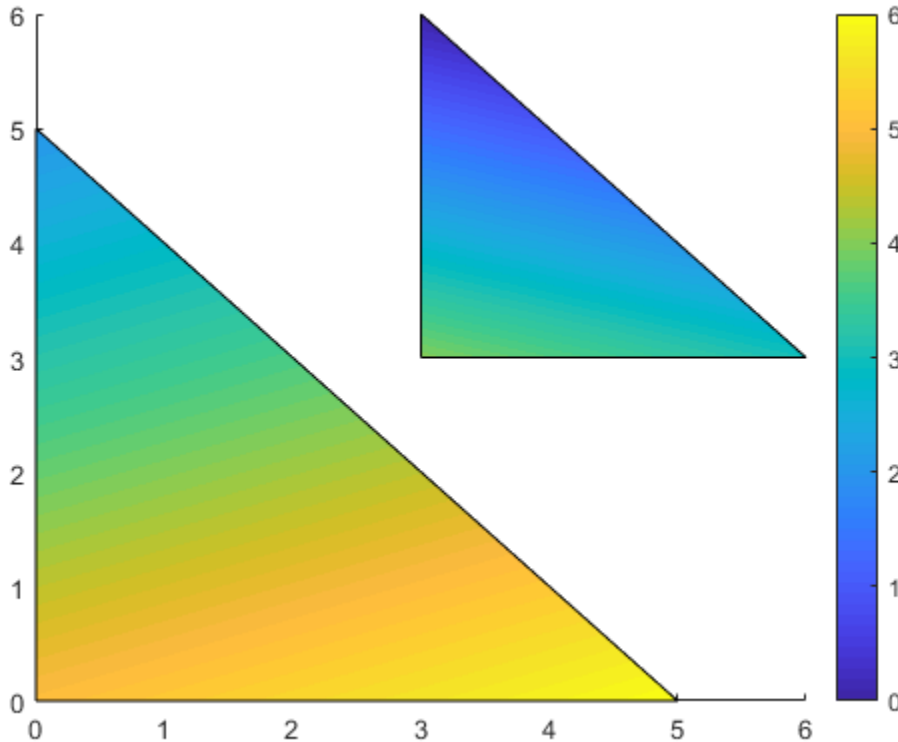
Here is an example of  $C$  and its relationship to the colormap and six vertices. The value of  $C(i, j)$  controls the color for the vertex at  $(X(i, j), Y(i, j))$ .



As with patch faces, MATLAB scales the values in  $C$  to the number of rows in the colormap. In this case, the smallest value is  $C(2,2)=1$ , and it maps to the first row in the colormap. The largest value is  $C(3,1)=6$ , and it maps to the last row in the colormap.

This code creates the Patch object described in the preceding illustration. The `FaceColor` property is set to `'interp'` to make the vertex colors blend across each face.

```
clf
X = [0 3; 0 3; 5 6];
Y = [0 3; 5 6; 0 3];
C = [5 4; 2 0; 6 3];
p = patch(X,Y,C,'FaceColor','interp');
colorbar
```



## Relationship of the Colormap to Face-Vertex Data

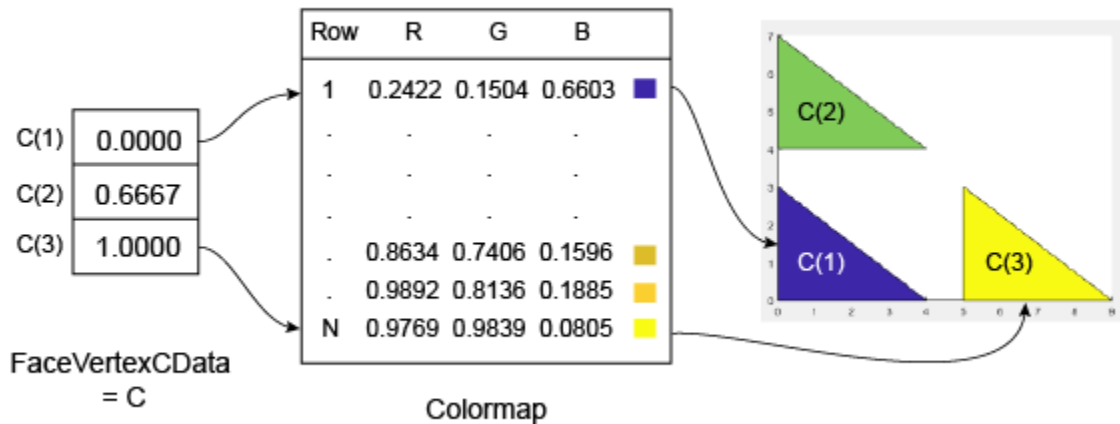
If you create patches using face-vertex data, the `FaceVertexCData` property of the `Patch` object contains an indexing array `C`. This array controls the relationship between the colormap and your patch.

To assign colors to the faces, specify `C` as an array with these characteristics:

- `C` is an  $n$ -by-1 array, where  $n$  is the number of faces.
- The value at `C(i)` controls the color for face  $i$ .

Here is an example of `C` and its relationship to the colormap and three faces.

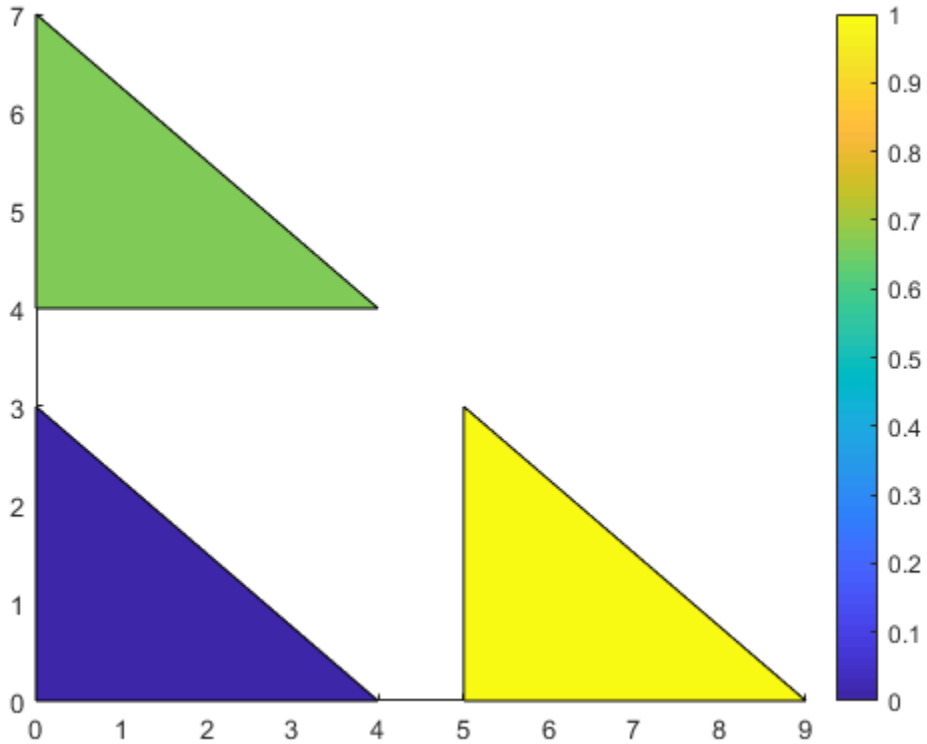




The smallest value in  $C$  is 0, and it maps to the first row in the colormap. The largest value in  $C$  is 1, and it maps to the last value in the colormap. Intermediate values of  $C$  map linearly to the intermediate rows in the colormap. In this case,  $C(2)$  maps to the color located about two-thirds from the bottom of the colormap.

This code creates the Patch object described in the preceding illustration. The `FaceColor` property is set to `'flat'` to display the colormap colors instead of the default color, which is black.

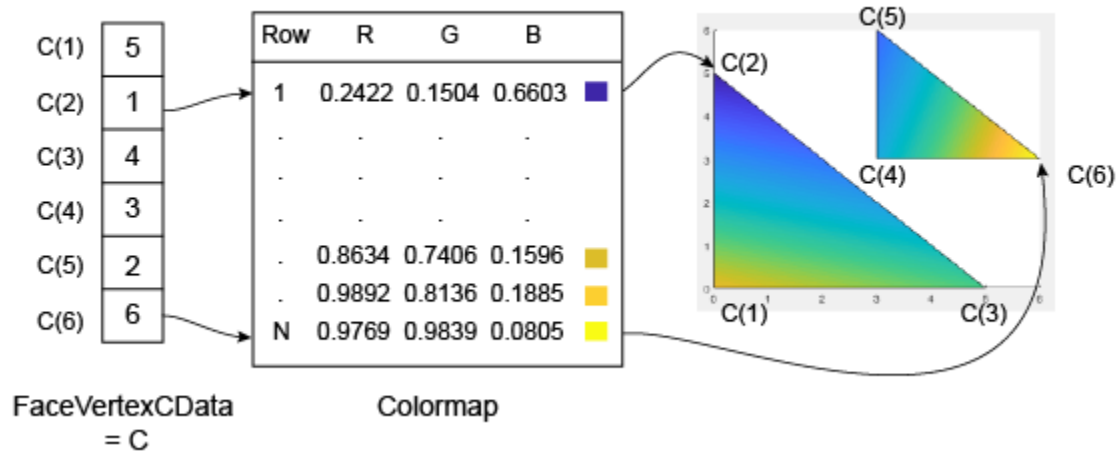
```
clf
vertices = [0 0; 0 3; 4 0; 0 4; 0 7; 4 4; 5 0; 5 3; 9 0];
faces = [1 2 3; 4 5 6; 7 8 9];
C = [0; 0.6667; 1];
p = patch('Faces',faces,'Vertices',vertices,'FaceVertexCData',C);
p.FaceColor = 'flat';
colorbar
```



To assign colors to the vertices, specify the `FaceVertexCData` property of the `Patch` object as array `C` with these characteristics:

- `C` is an  $n$ -by-1 array, where  $n$  is the number of vertices.
- The value at `C(i)` controls the color at vertex  $i$ .

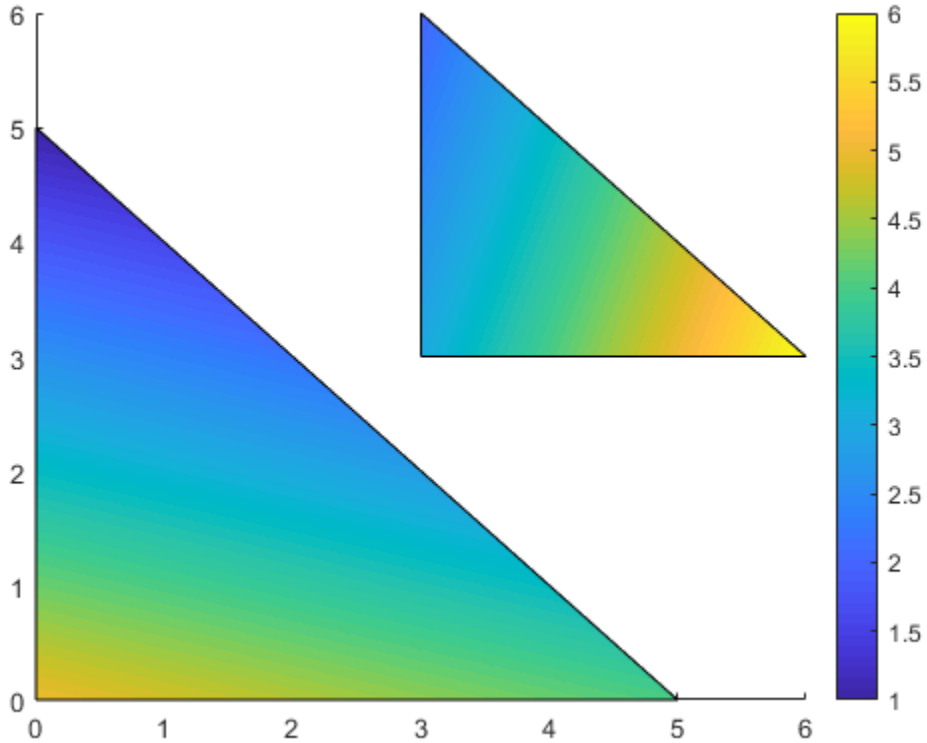
Here is an example of `C` and its relationship to the colormap and six vertices.



As with patch faces, MATLAB scales the values in C to the number of rows in the colormap. In this case, the smallest value is C(2)=1, and it maps to the first row in the colormap. The largest value is C(6)=6, and it maps to the last row in the colormap.

This code creates the Patch object described in the preceding illustration. The FaceColor property is set to 'interp' to make the vertex colors blend across each face.

```
clf
vertices = [0 0; 0 5; 5 0; 3 3; 3 6; 6 3];
faces = [1 2 3; 4 5 6];
C = [5; 1; 4; 3; 2; 6];
p = patch('Faces',faces,'Vertices',vertices,'FaceVertexCData',C);
p.FaceColor = 'interp';
colorbar
```



## See Also

### Functions

patch

### Properties

Patch

## Related Examples

- “Change Color Scheme Using a Colormap” on page 10-10

- “Differences Between Colormaps and Truecolor” on page 10-48

## Control Colormap Limits

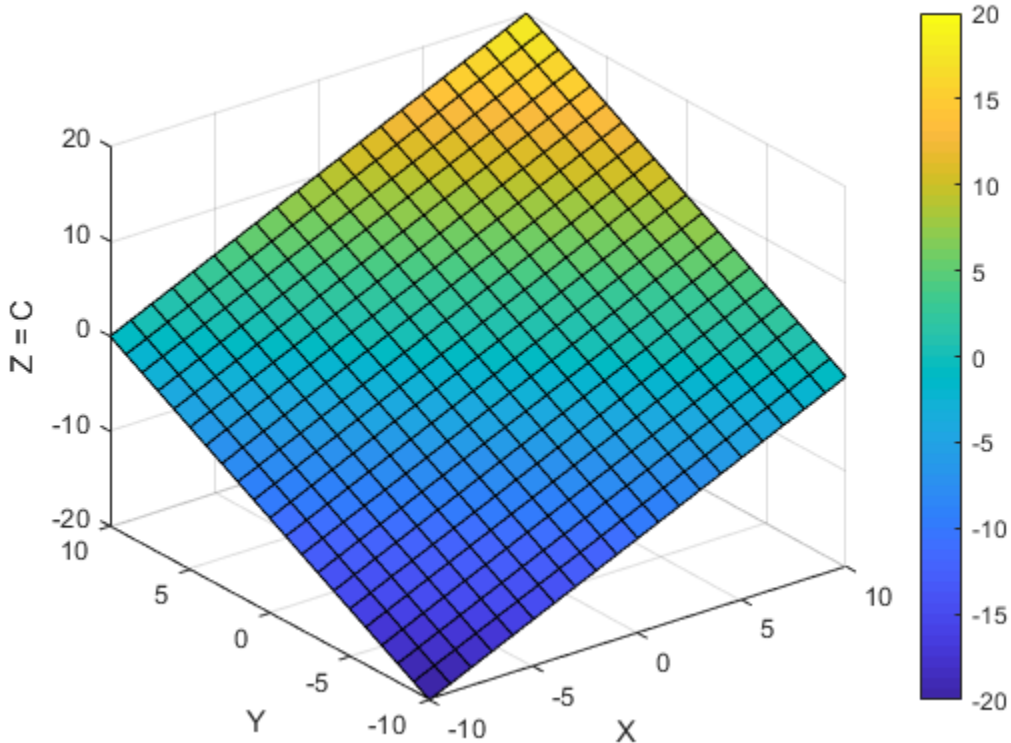
For many types of visualizations you create, MATLAB maps the full range of your data to the colormap by default. The smallest value in your data maps to the first row in the colormap, and the largest value maps to the last row in the colormap. All intermediate values map linearly to the intermediate rows of the colormap.

This default mapping is useful in most cases, but you can perform the mapping over any range you choose, even if the range you choose is different than the range of your data. Choosing a different mapping range allows you to:

- See where your data is at or beyond the limits of that range.
- See where your data lies within that range.

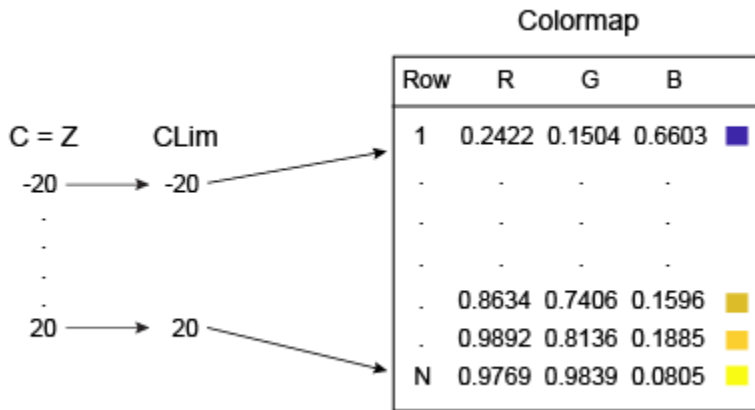
Consider the surface  $Z = X + Y$ , where  $-10 \leq x \leq 10$  and  $-10 \leq y \leq 10$ .

```
[X,Y] = meshgrid(-10:10);  
Z = X + Y;  
s = surf(X,Y,Z);  
xlabel('X');  
ylabel('Y');  
zlabel('Z = C');  
colorbar
```

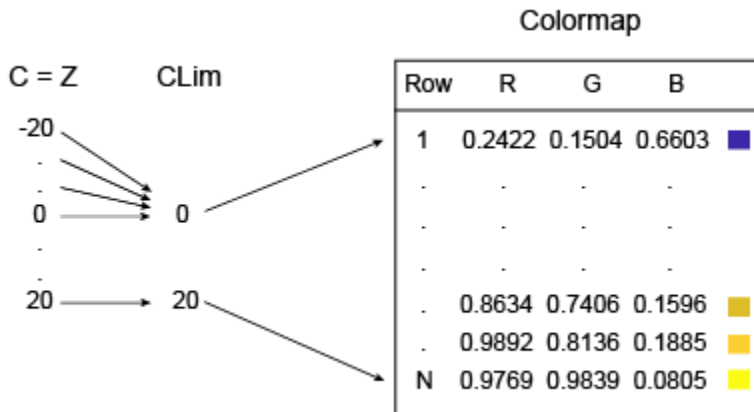


“How Surface Plot Data Relates to a Colormap” on page 10-16 describes the properties that control the color in this presentation. Essentially, the `CData` property of the `Surface` object contains an array `C` that associates each grid point on the surface to a color in the colormap. By default, `C` is equal to `Z`, where `Z` is the array containing the values of  $z = f(x,y)$  at the grid points. Thus, the colors vary with changes in `Z`.

The mapping range is controlled by the `CLim` property of the `Axes` object. This property contains a two-element vector of the form `[cmin cmax]`. The default value of `cmin` is equal to the smallest value of `C`, and the default value of `cmax` is the largest value of `C`. In this case, `CLim` is `[-20 20]` because the range of `C` reflects the range of `Z`.



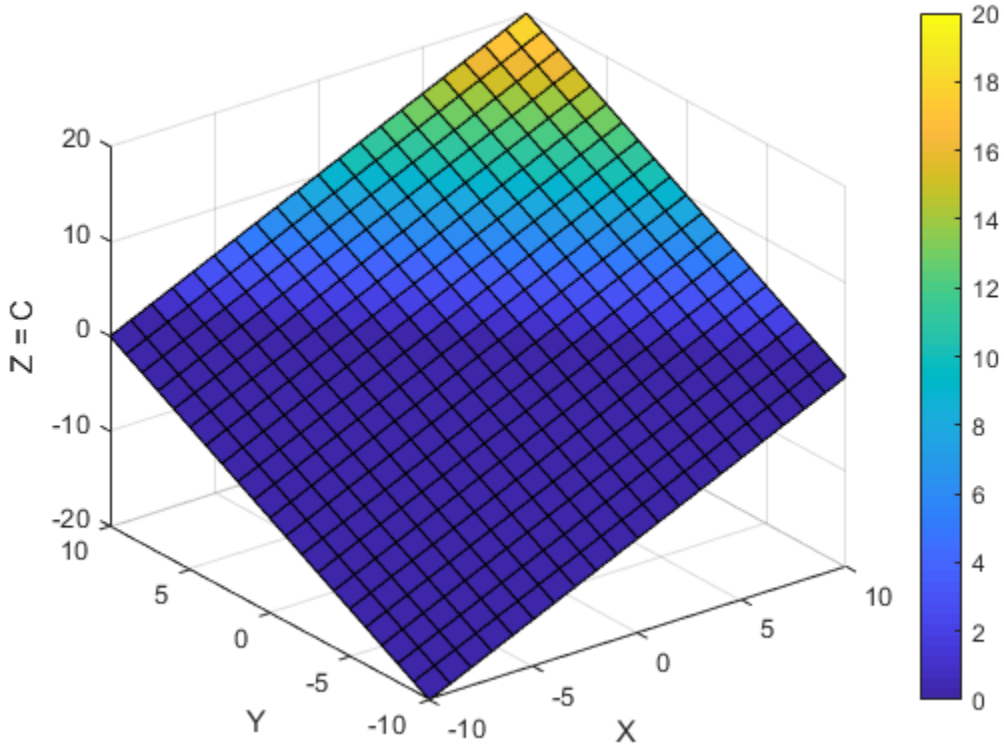
Changing CLim to [0 20] clips all the values at or below 0 to the first color in the colormap.



This command changes the CLim property to [0 20]. Notice that the lower half of the surface maps to the first color in the colormap (dark blue). This clipping occurs because C (which is equal to Z) is less than or equal to zero at those points.

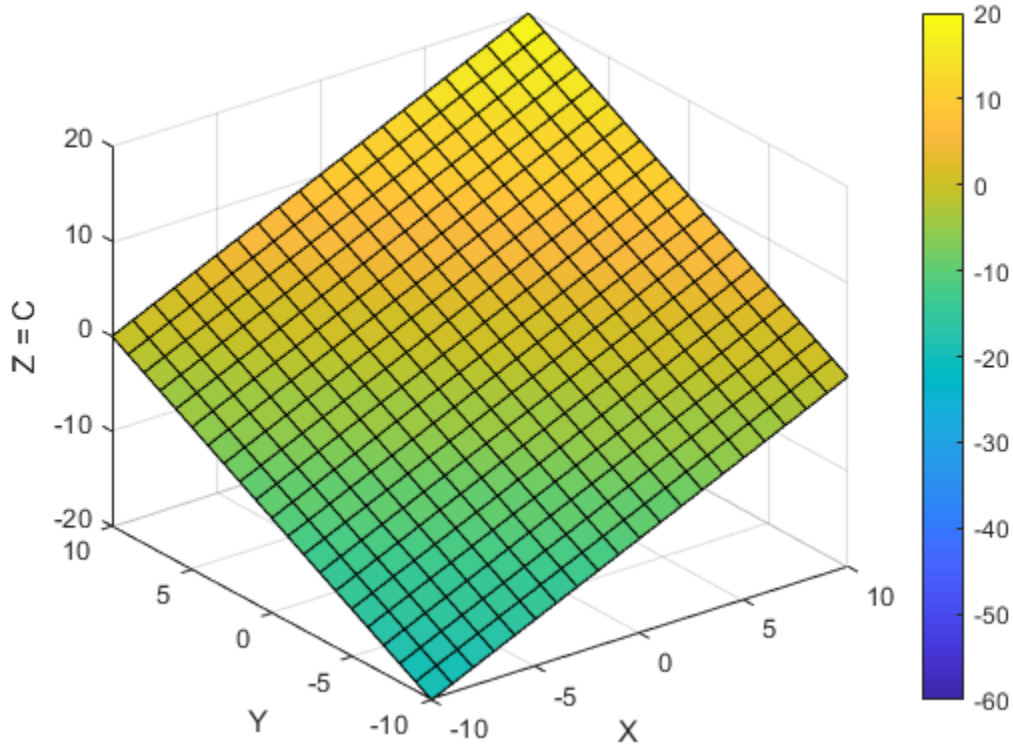
```
caxis([0 20]);
```





You can also widen the mapping range to see where your data lies within that range. For example, changing the range to `[-60 20]` results in a surface that only uses half of the colors. The lower half of the colormap corresponds to values that are outside the range of `C`, so those colors are not represented on the surface.

```
caxis([-60 20]);
```



---

**Note** You can set the `CLim` property for surface plots, patches, images, or any graphics object that uses a colormap. However, this property only affects graphics objects that have the `CDataMapping` property set to 'scaled'. If the `CDataMapping` property is set to 'direct', then all values of `C` index directly into the colormap without any scaling. Any values of `C` that are less than 1 are clipped to the first color in the colormap. Any values of `C` that are greater than the length of the colormap are clipped to the last color in the colormap.

---

## See Also

`caxis` | `colorbar` | `colormap` | `surf`

## **Related Examples**

- “Change Color Scheme Using a Colormap” on page 10-10
- “How Surface Plot Data Relates to a Colormap” on page 10-16
- “Creating Colorbars” on page 10-2

## Differences Between Colormaps and Truecolor

Many graphics objects, such as surfaces, patches, and images, support two different techniques for specifying color: colormaps (which use indexed color) and truecolor. Each technique involves a different workflow and has a different impact on your visual presentation.

### Differences in Workflow

A colormap is an  $m$ -by-3 array in which each row specifies an RGB triplet. To use a colormap in a graphical presentation, you assign an index to each location in your graphic. Each index addresses a row in the colormap to display a color at the specified location in the graphic. By contrast, using truecolor involves specifying an RGB triplet at every location in your graphic.

Here are some points to consider when deciding which technique to use:

- Truecolor is more direct. If you want to assign specific red, green, and blue values to specific locations in your graphic, it is usually easier to do it using truecolor.
- Making changes in a region of the color palette is easier to do in a colormap. For example, if you want to brighten the transition from blue to green in a gradient, it is easier to edit those rows in the colormap than it is to edit the colors at the individual locations in your graphic.
- The format of your data might be more appropriate for one of the workflows. For example, many compressed GIF images are stored using indexed color.

Both coloring techniques use a color array  $C$  to specify the color information. The shape of  $C$  depends on the type of graphics object and the coloring method you choose. This table summarizes the differences.

Type of Graphics Object	Property that Contains Color Array C	Shape of C for Indexed Color	Shape of C for Truecolor
Surface	CData	C is an m-by-n array that is the same size as the z-coordinate array. The value at $C(i, j)$ specifies the colormap index for $Z(i, j)$ .	C is an m-by-n-by-3 array, where $C(:, :, i)$ the same size as the z-coordinate array. $C(i, j, 1)$ specifies the red component for $Z(i, j)$ . $C(i, j, 2)$ specifies the green component for $Z(i, j)$ . $C(i, j, 3)$ specifies the blue component for $Z(i, j)$ .
Image	CData	C is an m-by-n array for an m-by-n image. The value at $C(i, j)$ specifies the colormap index for pixel $(i, j)$ .	C is an m-by-n-by-3 array for an m-by-n image. $C(i, j, 1)$ specifies the red component for pixel $(i, j)$ . $C(i, j, 2)$ specifies the green component for pixel $(i, j)$ . $C(i, j, 3)$ specifies the blue component for pixel $(i, j)$ .

Type of Graphics Object	Property that Contains Color Array C	Shape of C for Indexed Color	Shape of C for Truecolor
Patch (x, y, z)	CData	To color patch faces, C is a 1-by-m array for m patch faces. C(i) specifies the colormap index for face i. To color patch vertices, C is an m-by-n array, where m is the number of vertices per face, and n is the number of faces. C(i, j) specifies the colormap index for vertex i of face j.	To color patch faces, C is an m-by-3 array for m patch faces. C(i, :) specifies the red, green, and blue values for face i. To color patch vertices, C is an n-by-3 array, where n is the total number of vertices. C(i, :) specifies the red, green, and blue values for vertex i.
Patch (face-vertex data)	FaceVertexCData	To color patch faces, C is a 1-by-m array for m patch faces. C(i) specifies the colormap index for face i. To color patch vertices, C is a 1-by-n array, where n is the total number of vertices. C(i) specifies the colormap index for vertex i.	To color patch faces, C is an m-by-3 array for m patch faces. C(i, :) specifies the red, green, and blue values for face i. To color patch vertices, C is an n-by-3 array, where n is the total number of vertices. C(i, :) specifies the red, green, and blue values for vertex i.

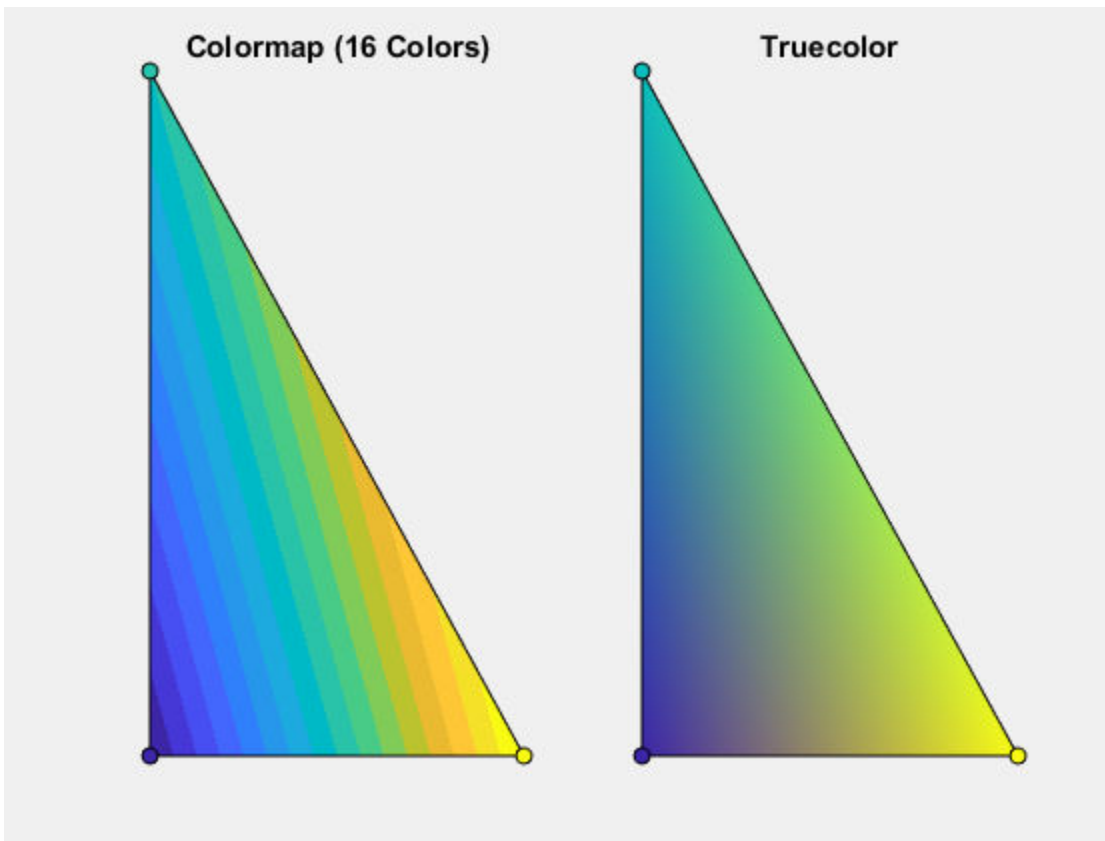
### Differences in Visual Presentation

Colormaps offer a palette of m colors, where m is the length of the colormap. By contrast, truecolor offers a palette of  $256 \times 256 \times 256 \approx 1.68$  million colors.

Consider these factors as you decide how large your color palette needs to be:

- Smaller color palettes are the most economical way to fill large regions with solid color. They are also useful in visualizing contours of surfaces.
- Larger color palettes are better for showing subtle transitions and smooth color gradients.

Interpolating vertex colors across a patch face is one situation in which the differences between indexed color and truecolor are more noticeable. The following two patches illustrate an extreme case. The patch on the left uses a small colormap, whereas the patch on the right uses truecolor.



If you are concerned about the limited palette of a colormap, you can add more colors to it. “Change Color Scheme Using a Colormap” on page 10-10 shows how to use a colormap with a specific number of colors.

## See Also

### Related Examples

- “Image Types” on page 15-5
- “Change Color Scheme Using a Colormap” on page 10-10
- “How Surface Plot Data Relates to a Colormap” on page 10-16
- “How Image Data Relates to a Colormap” on page 10-23
- “How Patch Data Relates to a Colormap” on page 10-32



# Lighting

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- “Lighting Overview” on page 11-2
- “Selecting a Lighting Method” on page 11-9
- “Reflectance Characteristics of Graphics Objects” on page 11-10

## Lighting Overview

In this section...
"Lighting Commands" on page 11-2
"Light Objects" on page 11-2
"Properties That Affect Lighting" on page 11-3
"Examples of Lighting Control" on page 11-5

### Lighting Commands

The MATLAB graphics environment provides commands that enable you to position light sources and adjust the characteristics of the objects that are reflecting the lights. These commands include the following.

Command	Purpose
<code>camlight</code>	Create or move a light with respect to the camera position
<code>lightangle</code>	Create or position a light in spherical coordinates
<code>light</code>	Create a light object
<code>lighting</code>	Select a lighting method
<code>material</code>	Set the reflectance properties of lit objects

You can set light and lit-object properties to achieve specific results. In addition to the material in this topic area, you can explore the lighting examples as an introduction to lighting for visualization.

### Light Objects

You create a light object using the `light` function. Three important light object properties are

- **Color** — Color of the light cast by the light object
- **Style** — Either infinitely far away (the default) or local
- **Position** — Direction (for infinite light sources) or the location (for local light sources)

The **Color** property determines the color of the directional light from the light source. The color of an object in a scene is determined by the color of the object and the light source.

The **Style** property determines whether the light source is a point source (**Style** set to **local**), which radiates from the specified position in all directions, or a light source placed at infinity (**Style** set to **infinite**), which shines from the direction of the specified position with parallel rays.

The **Position** property specifies the location of the light source in axes data units. In the case of a light source at infinity, **Position** specifies the direction to the light source.

Lights affect surface and patch objects that are in the same axes as the light. These objects have a number of properties that alter the way they look when illuminated by lights.

## Properties That Affect Lighting

You cannot see light objects themselves, but you can see their effects on any patch and surface objects present in the axes containing the light. A number of functions create these objects, including **surf**, **mesh**, **pcolor**, **fill**, and **fill3** as well as the **surface** and **patch** functions.

You control lighting effects by setting various axes, light, patch, and surface object properties. All properties have default values that generally produce desirable results. However, you can achieve the specific effect you want by adjusting the values of these properties.

Property	Effect
<b>AmbientLightColor</b>	An axes property that specifies the color of the background light in the scene, which has no direction and affects all objects uniformly. Ambient light effects occur only when there is a visible light object in the axes.
<b>AmbientStrength</b>	A patch and surface property that determines the intensity of the ambient component of the light reflected from the object.
<b>DiffuseStrength</b>	A patch and surface property that determines the intensity of the diffuse component of the light reflected from the object.

<b>Property</b>	<b>Effect</b>
SpecularStrength	A patch and surface property that determines the intensity of the specular component of the light reflected from the object.
SpecularExponent	A patch and surface property that determines the size of the specular highlight.
SpecularColorReflectance	A patch and surface property that determines the degree to which the specularly reflected light is colored by the object color or the light source color.
FaceLighting	A patch and surface property that determines the method used to calculate the effect of the light on the faces of the object. Choices are either no lighting, flat, or Gouraud, lighting algorithm.
EdgeLighting	A patch and surface property that determines the method used to calculate the effect of the light on the edges of the object. Choices are either no lighting, flat, or Gouraud lighting algorithm.
BackFaceLighting	A patch and surface property that determines how faces are lit when their vertex normals point away from the camera. This property is useful for discriminating between the internal and external surfaces of an object.
FaceColor	A patch and surface property that specifies the color of the object faces.
EdgeColor	A patch and surface property that specifies the color of the object edges.
VertexNormals	A patch and surface property that contains normal vectors for each vertex of the object. MATLAB uses vertex normal vectors to perform lighting calculations. While MATLAB automatically generates this data, you can also specify your own vertex normals.
NormalMode	A patch and surface property that determines whether MATLAB recalculates vertex normals if you change object data ( <code>auto</code> ) or uses the current values of the <code>VertexNormals</code> property ( <code>manual</code> ). If you specify values for <code>VertexNormals</code> , MATLAB sets this property to <code>manual</code> .

For more information, see [Axes](#), [Chart Surface](#), and [Patch](#).

## Examples of Lighting Control

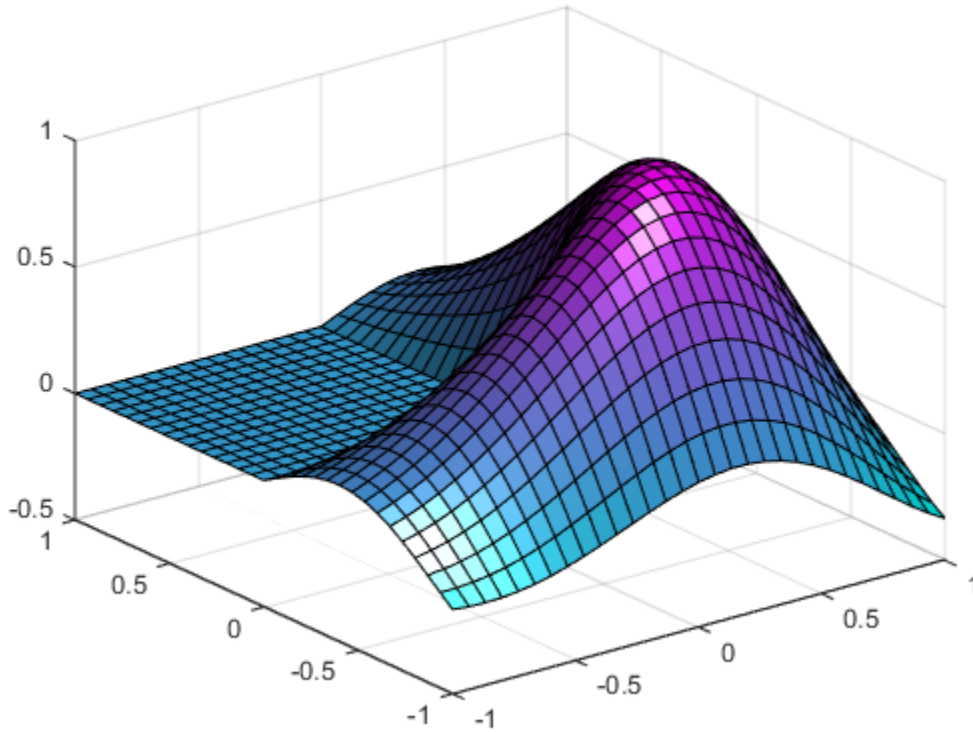
Lighting is a technique for adding realism to a graphical scene. It does this by simulating the highlights and dark areas that occur on objects under natural lighting (e.g., the directional light that comes from the sun). To create lighting effects, MATLAB defines a graphics object called a light. MATLAB applies lighting to surface and patch objects.

### Example — Adding Lights to a Scene

This example displays the membrane surface and illuminates it with a light source emanating from a location to the right of the camera position.

```
membrane  
camLight
```

Creating a light activates a number of lighting-related properties controlling characteristics such as the ambient light and reflectance properties of objects.



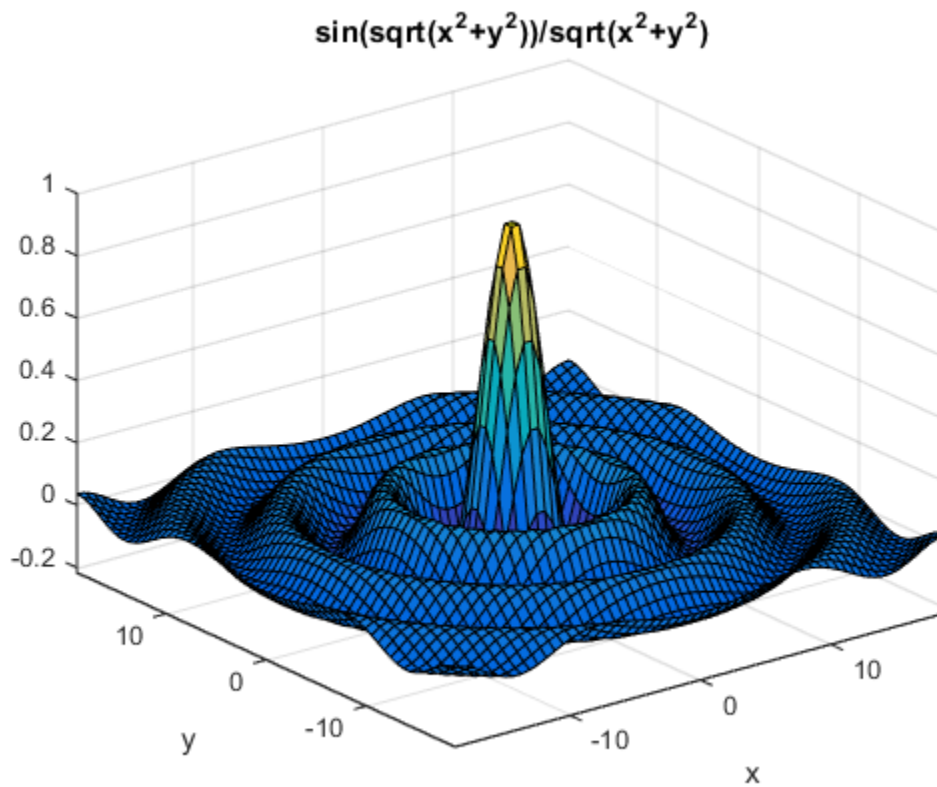
### Example – Illuminating Mathematical Functions

Lighting can enhance surface graphs of mathematical functions. For example, use the `ezsurf` command to evaluate the expression

$$\sin\left(\sqrt{x^2 + y^2}\right) \div \left(\sqrt{x^2 + y^2}\right)$$

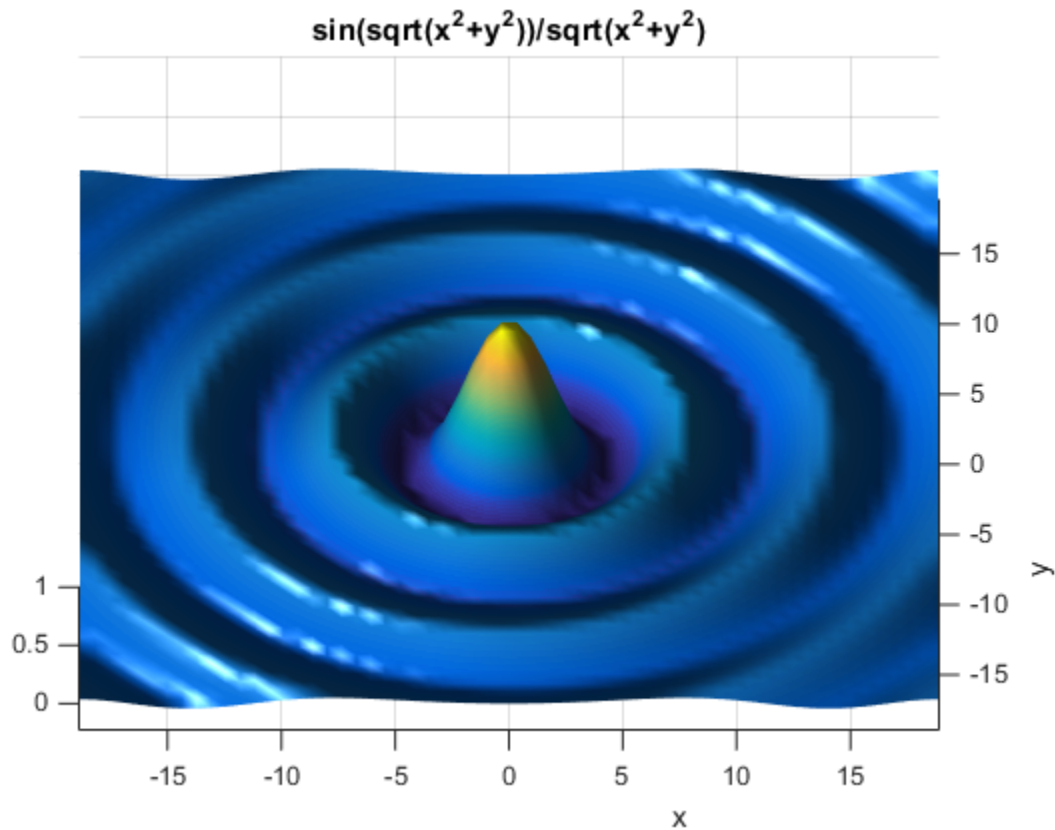
over the region  $-6\pi$  to  $6\pi$ .

```
h = ezsurf('sin(sqrt(x^2+y^2))/sqrt(x^2+y^2)', [-6*pi,6*pi]);
```



Now add lighting using the `lightangle` function, which accepts the light position in terms of azimuth and elevation.

```
view(0,75)
shading interp
lightangle(-45,30)
h.FaceLighting = 'gouraud';
h.AmbientStrength = 0.3;
h.DiffuseStrength = 0.8;
h.SpecularStrength = 0.9;
h.SpecularExponent = 25;
h.BackFaceLighting = 'unlit';
```



After obtaining the surface object's handle using `findobj`, you can set properties that affect how the light reflects from the surface. See “Properties That Affect Lighting” on page 11-3 for more detailed descriptions of these properties.



## Selecting a Lighting Method

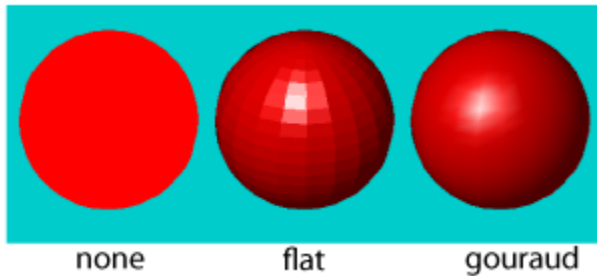
### Face and Edge Lighting Methods

When you add lights to an axes, MATLAB rendering software determines the effects these lights have on the patch and surface objects that are displayed in that axes. There are different methods used to calculate the face and edge coloring of lit objects, and the one you select depends on the results you want to obtain.

MATLAB supports two different algorithms for lighting calculations, selected by setting the `FaceLighting` and `EdgeLighting` properties of each patch and surface object in the scene.

- Flat lighting — Produces uniform color across each of the faces of the object. Select this method to view faceted objects.
- Gouraud lighting — Calculates the colors at the vertices and then interpolates colors across the faces. Select this method to view curved surfaces.

This illustration shows how a red sphere looks using each of the lighting methods with one white light source.



The `lighting` command (as opposed to the `light` function) provides a convenient way to set the lighting method.

## Reflectance Characteristics of Graphics Objects

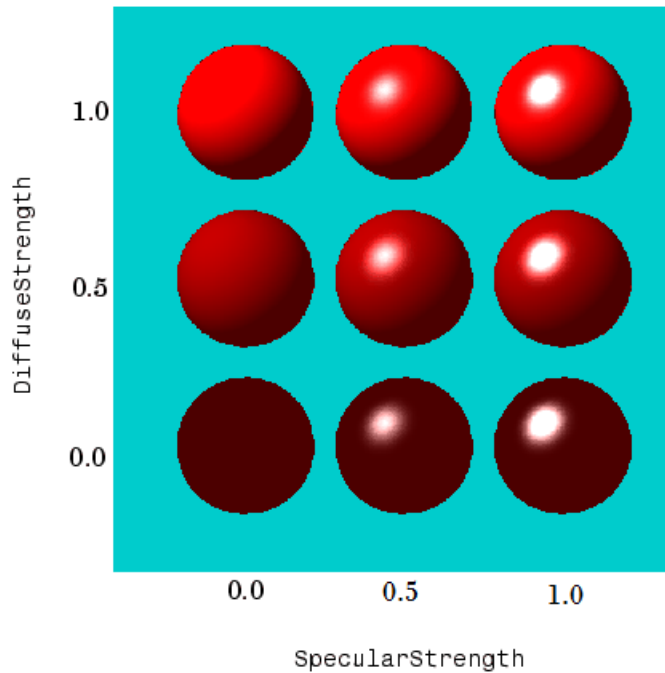
In this section...
"Specular and Diffuse Reflection" on page 11-10
"Ambient Light" on page 11-11
"Specular Exponent" on page 11-12
"Specular Color Reflectance" on page 11-13
"Back Face Lighting" on page 11-13
"Positioning Lights in Data Space" on page 11-16

### Specular and Diffuse Reflection

You can specify the reflectance characteristics of patch and surface objects and thereby affect the way they look when lights are applied to the scene. It is likely you will adjust these characteristics in combination to produce particular results.

Also see the `material` command for a convenient way to produce certain lighting effects.

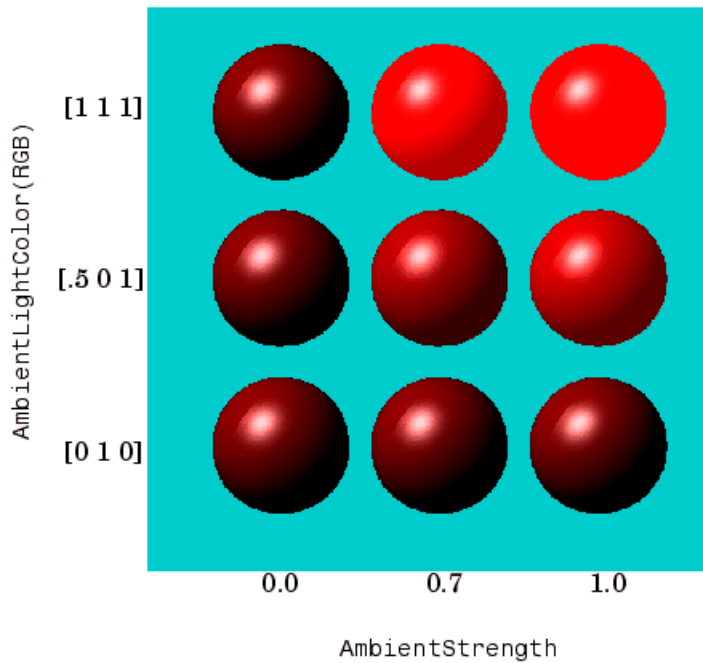
You can control the amount of specular and diffuse reflection from the surface of an object by setting the `SpecularStrength` and `DiffuseStrength` properties. This picture illustrates various settings.



## Ambient Light

Ambient light is a directionless light that shines uniformly on all objects in the scene. Ambient light is visible only when there are light objects in the axes. There are two properties that control ambient light — `AmbientLightColor` is an axes property that sets the color, and `AmbientStrength` is a property of patch and surface objects that determines the intensity of the ambient light on the particular object.

This illustration shows three different ambient light colors at various intensities. The sphere is red and there is a white light object present.

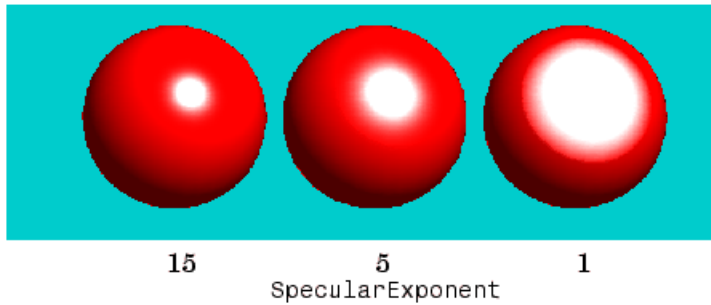


The green [0 1 0] ambient light does not affect the scene because there is no red component in green light. However, the color defined by the RGB values [.5 0 1] does have a red component, so it contributes to the light on the sphere (but less than the white [1 1 1] ambient light).

## Specular Exponent

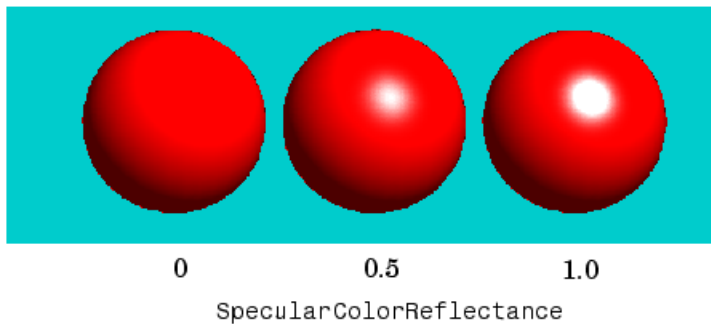
The size of the specular highlight spot depends on the value of the patch and surface object's `SpecularExponent` property. Typical values for this property range from 1 to 500, with normal objects having values in the range 5 to 20.

This illustration shows a red sphere illuminated by a white light with three different values for the `SpecularExponent` property.



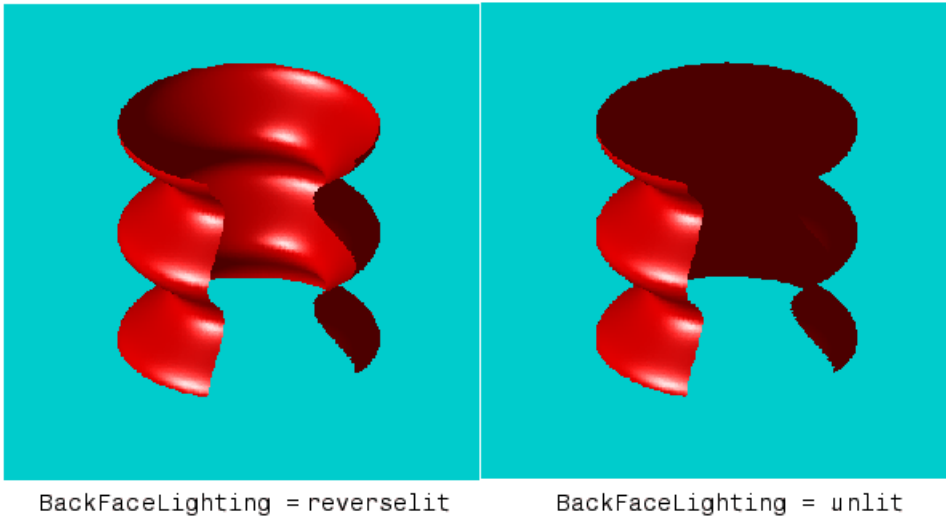
## Specular Color Reflectance

The color of the specularly reflected light can range from a combination of the color of the object and the color of the light source to the color of the light source only. The patch and surface `SpecularColorReflectance` property controls this color. This illustration shows a red sphere illuminated by a white light. The values of the `SpecularColorReflectance` property range from 0 (object and light color) to 1 (light color).



## Back Face Lighting

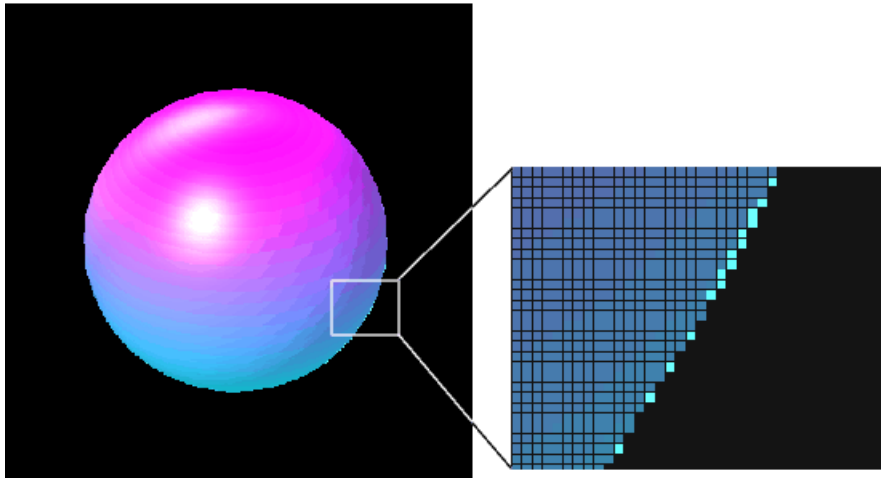
Back face lighting is useful for showing the difference between internal and external faces. These pictures of cut-away cylindrical surfaces illustrate the effects of back face lighting.



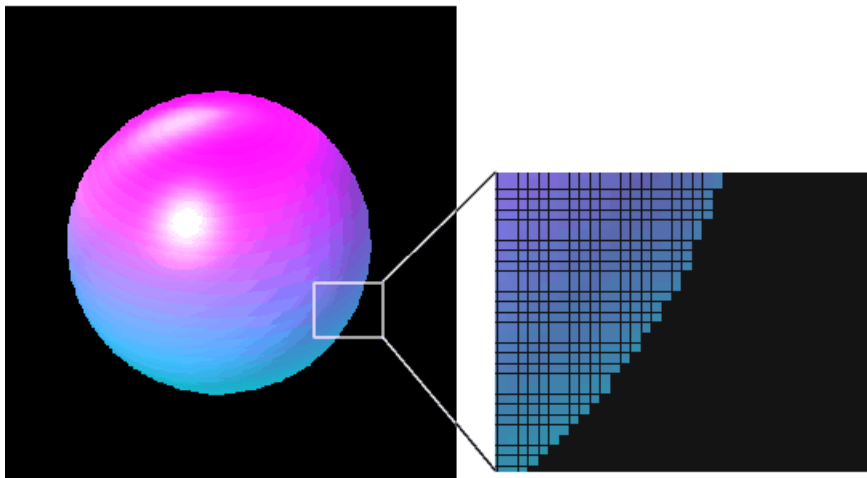
The default value for `BackFaceLighting` is `reverselit`. This setting reverses the direction of the vertex normals that face away from the camera, causing the interior surface to reflect light towards the camera. Setting `BackFaceLighting` to `unlit` disables lighting on faces with normals that point away from the camera.

You can also use `BackFaceLighting` to remove edge effects for closed objects. These effects occur when `BackFaceLighting` is set to `reverselit` and pixels along the edge of a closed object are lit as if their vertex normals faced the camera. This produces an improperly lit pixel because the pixel is visible but is really facing away from the camera.

To illustrate this effect, the next picture shows a blowup of the edge of a lit sphere. Setting `BackFaceLighting` to `lit` prevents the improper lighting of pixels.



`BackFaceLighting = reverselit`



`BackFaceLighting = lit`

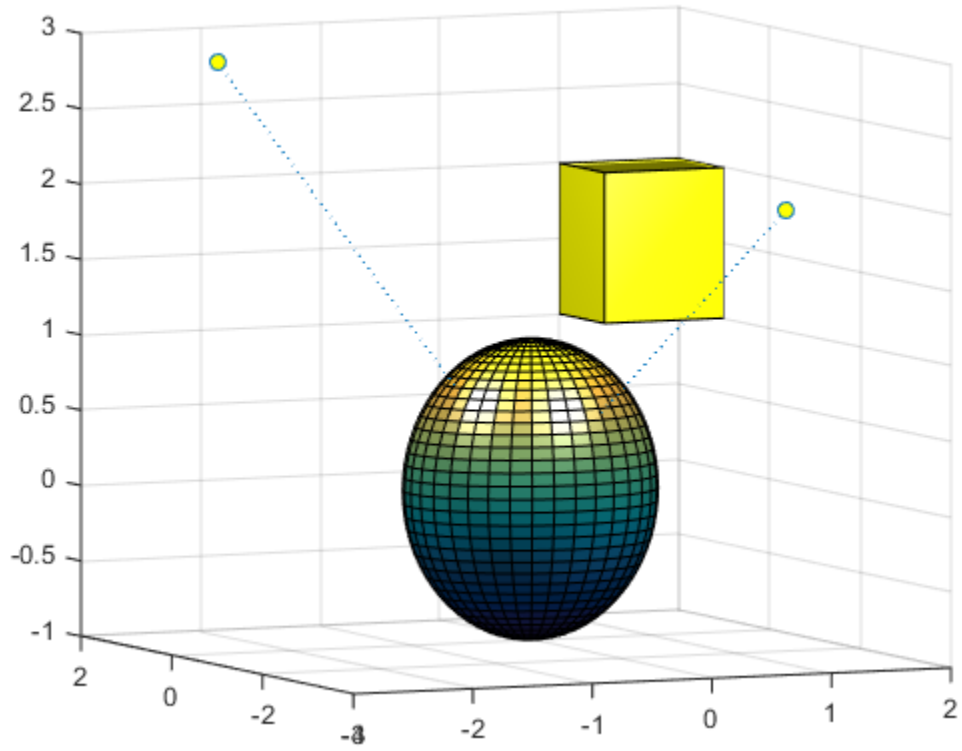
## Positioning Lights in Data Space

This example creates a sphere and a cube and illuminates them with two light sources. The light objects are located at infinity, but in the directions specified by their position vectors.

```
% Create a sphere
sphere(36);
axis([-3 3 -3 3 -3 3])
hold on
% Create a cube
fac = [1 2 3 4;2 6 7 3;4 3 7 8;1 5 8 4;1 2 6 5;5 6 7 8];
vert = [1 1 1;1 2 1;2 2 1;2 1 1;1 1 2;1 2 2;2 2 2;2 1 2];
patch('faces',fac,'vertices',vert,'FaceColor','y');
% Add lights
light('Position',[1 3 2]);
light('Position',[-3 -1 3]);
hold off
```

The `light` functions define two light objects located at infinity in the direction specified by the `Position` vectors. These vectors are defined in axes coordinates  $[x, y, z]$ .







# Transparency

---

- “Add Transparency to Graphics Objects” on page 12-2
- “Changing Transparency of Images, Patches or Surfaces” on page 12-11
- “Modify the Alphamap” on page 12-20

## Add Transparency to Graphics Objects

### In this section...

“What Is Transparency?” on page 12-2

“Graphics Objects that Support Transparency” on page 12-3

“Create Area Chart with Transparency” on page 12-4

“Create Bar Chart with Transparency” on page 12-5

“Create Scatter Chart with Transparency” on page 12-6

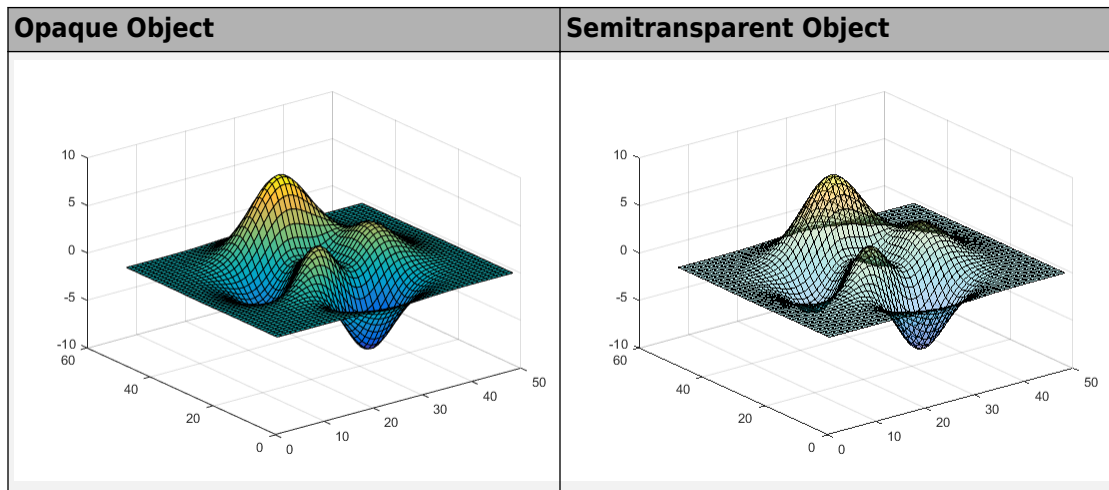
“Vary Transparency Using Alpha Data” on page 12-7

“Vary Surface Chart Transparency” on page 12-8

“Vary Patch Object Transparency” on page 12-9

### What Is Transparency?

The transparency of a graphics object determines the degree to which you can see through it. Add transparency to graphics objects to customize the look of your charts or reveal details about an object that are otherwise hidden. This table shows the difference between an opaque and semitransparent surface.



## Graphics Objects that Support Transparency

Control the transparency of an object using the `alpha` function or by setting properties of the object related to transparency. Some graphics objects support using a different transparency value for the faces versus the edges of the object.

This table lists the objects that support transparency and the corresponding properties. Set the properties to a scalar value in the range  $[0, 1]$ . A value of 0 means completely transparent, a value of 1 means completely opaque, and values between 0 and 1 are semitransparent.

Graphics Objects that Support Transparency	Properties for Uniform Transparency
Area	FaceAlpha EdgeAlpha
Bar series	FaceAlpha EdgeAlpha
Scatter series	MarkerFaceAlpha MarkerEdgeAlpha
Histogram	FaceAlpha
Histogram2	FaceAlpha
Chart surface	FaceAlpha EdgeAlpha
Primitive surface	FaceAlpha EdgeAlpha
Patch	FaceAlpha EdgeAlpha
Image	AlphaData

---

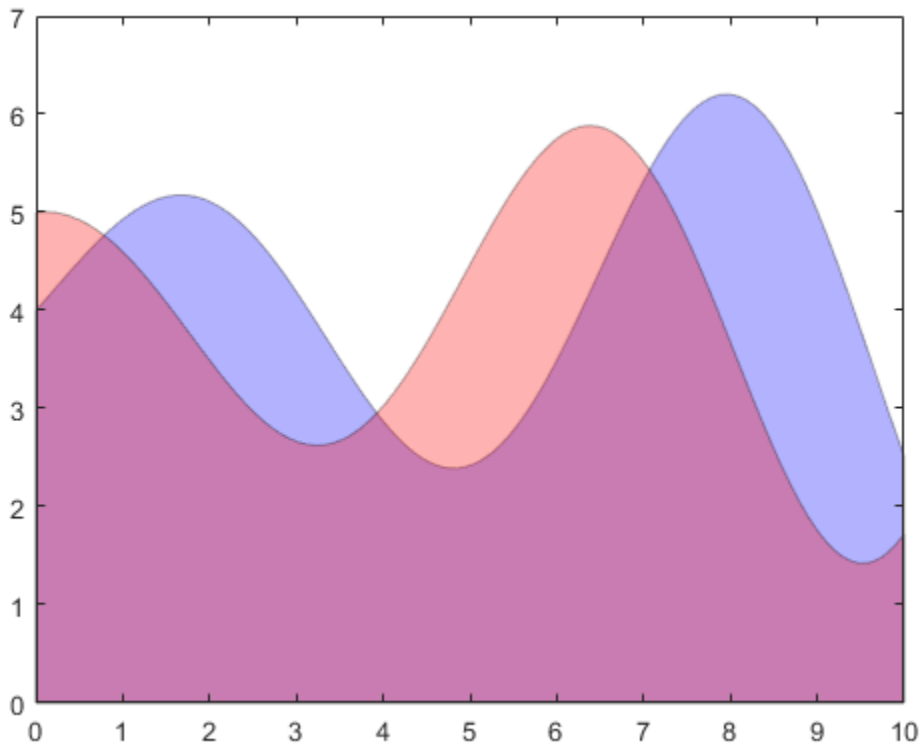
**Tip** Patch, surface, and image objects support using alpha data to vary the transparency across the object. For more information, see “Vary Transparency Using Alpha Data” on page 12-7.

---

## Create Area Chart with Transparency

Combine two semitransparent area charts by setting the `FaceAlpha` and `EdgeAlpha` properties for each area object.

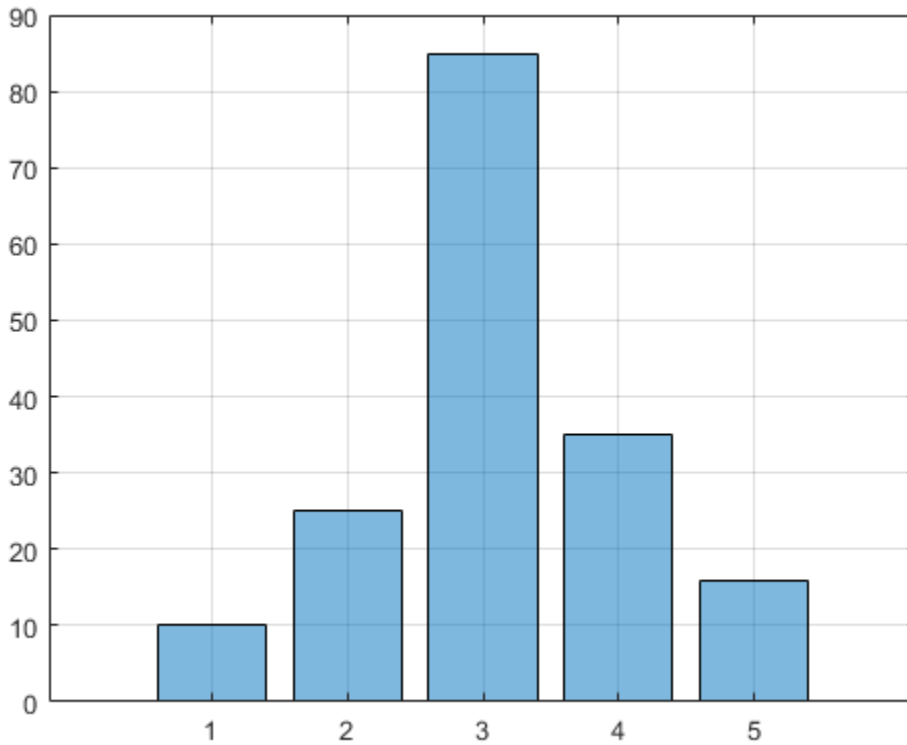
```
x = linspace(0,10);  
y1 = 4 + sin(x).*exp(0.1*x);  
area(x,y1,'FaceColor','b','FaceAlpha',.3,'EdgeAlpha',.3)  
  
y2 = 4 + cos(x).*exp(0.1*x);  
hold on  
area(x,y2,'FaceColor','r','FaceAlpha',.3,'EdgeAlpha',.3)  
hold off
```



## Create Bar Chart with Transparency

Create a semitransparent bar chart by setting the `FaceAlpha` property of the bar series object to a value between 0 and 1. Display the grid lines.

```
month = 1:5;  
sales = [10 25 85 35 16];  
bar(month,sales,'FaceAlpha',.5)  
grid on
```



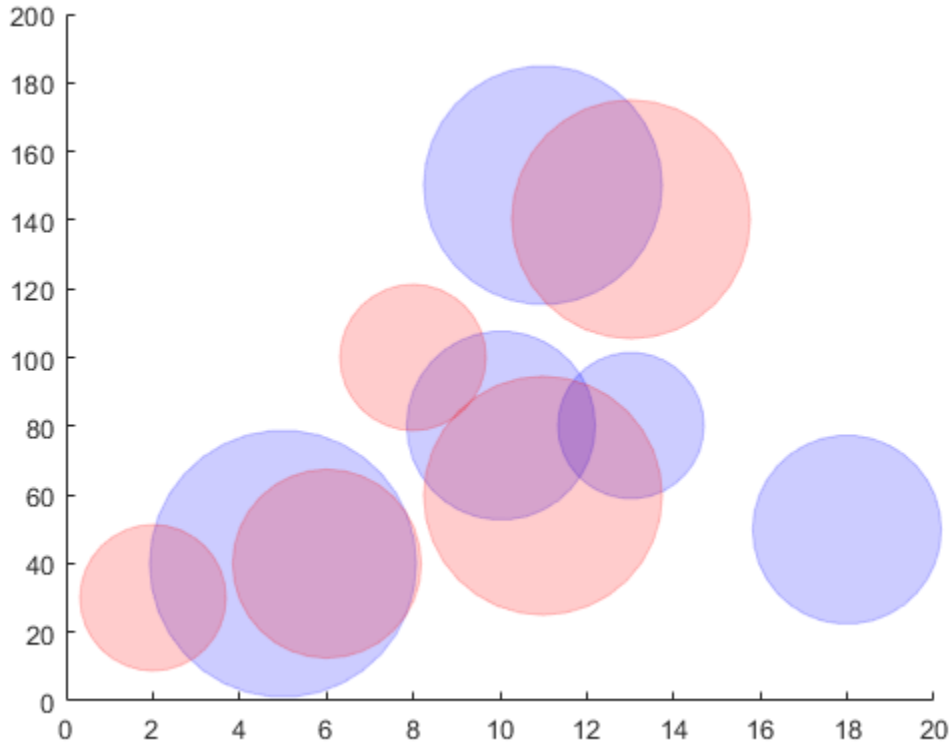
## Create Scatter Chart with Transparency

Create a scatter plot using blue, semitransparent markers. Then, add a second scatter plot using red, semitransparent markers. Specify the marker color by setting the `MarkerFaceColor` and `MarkerEdgeColor` properties of the scatter series object. Specify the transparency by setting the `MarkerFaceAlpha` and `MarkerEdgeAlpha` properties to a scalar value between 0 and 1.

```
x = [5 10 11 13 18];
y1 = [40 80 150 80 50];
a1 = 100*[100 50 80 30 50];
scatter(x,y1,a1,'MarkerFaceColor','b','MarkerEdgeColor','b',...
        'MarkerFaceAlpha',.2,'MarkerEdgeAlpha',.2)
axis([0 20 0 200])

x = [2 6 8 11 13];
y2 = [30 40 100 60 140];
a2 = 100*[30 50 30 80 80];
hold on
scatter(x,y2,a2,'MarkerFaceColor','r','MarkerEdgeColor','r',...
        'MarkerFaceAlpha',.2,'MarkerEdgeAlpha',.2)
hold off
```





## Vary Transparency Using Alpha Data

Patch, surface, and image objects have a few additional properties for varying the transparency across the object.

- Images — Specify a different transparency value for each image element. Specify the values by setting the `AlphaData` property to an array the same size as the `CData` property.
- Chart and primitive surfaces — Specify a different transparency value for each face and edge. Additionally, you can specify whether to use flat or interpolated transparency across each face or edge. First, specify the transparency values by

setting the `AlphaData` property to an array the same size as the `ZData` property. Then, specify flat or interpolated transparency by setting the `FaceAlpha` and `EdgeAlpha` properties to either `'flat'` or `'interp'`.

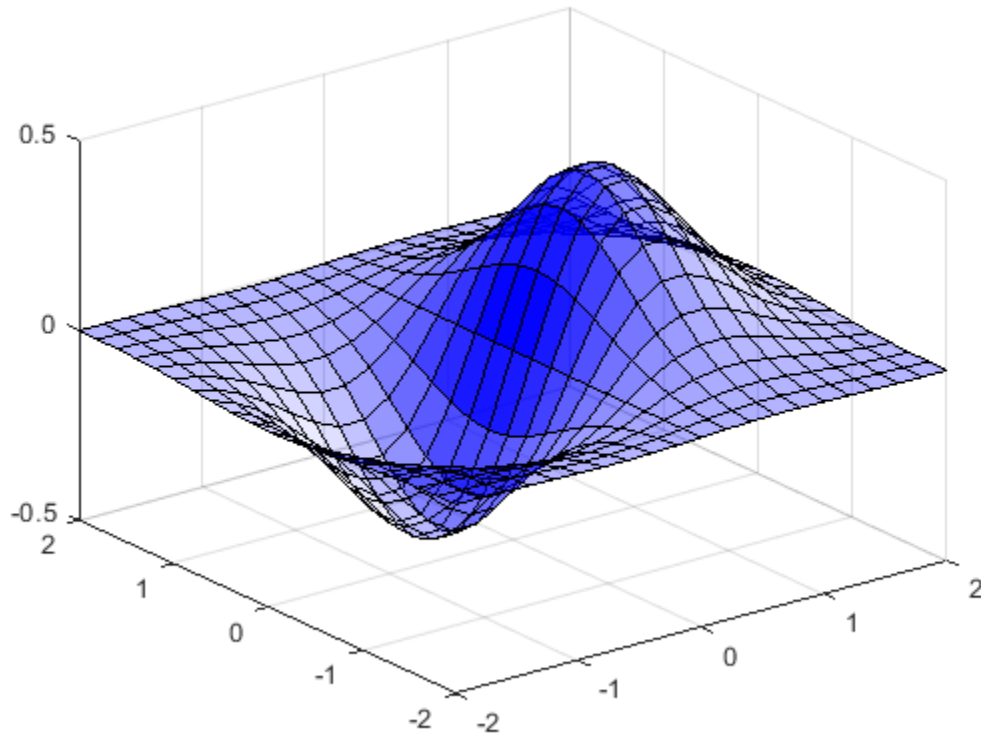
- **Patches** — Specify a different transparency value for each face and edge. Additionally, you can specify whether to use flat or interpolated transparency across each face or edge. First, specify the transparency values by setting the `FaceVertexAlphaData` property to a column vector with length equal to either the number of faces (for flat transparency) or the number of vertices in the patch (for interpolated transparency). Then, specify flat or interpolated transparency by setting the `FaceAlpha` and `EdgeAlpha` properties to either `'flat'` or `'interp'`.

Use the `AlphaDataMapping` property to control how the objects interpret the alpha data values. See the property descriptions for more details.

## Vary Surface Chart Transparency

Create a surface and vary the transparency based on the gradient of the `z` data. Use a flat transparency across each surface face by setting the `FaceAlpha` to `'flat'`. Set the surface color to blue to show how the transparency varies.

```
[x,y] = meshgrid(-2:.2:2);  
z = x.*exp(-x.^2-y.^2);  
a = gradient(z);  
  
surf(x,y,z, 'AlphaData',a,...  
      'FaceAlpha','flat',...  
      'FaceColor','blue')
```



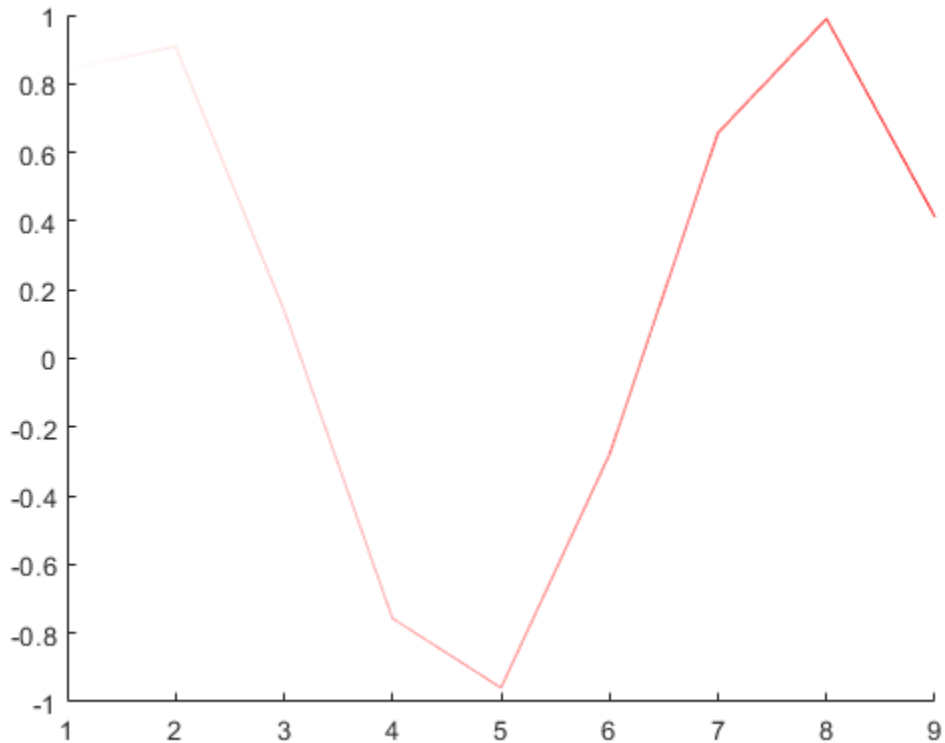
## Vary Patch Object Transparency

Plot a line using the `patch` function. Set the last entry of `y` to `NaN` so that `patch` creates a line instead of a closed polygon.

Define one transparency value per vertex by setting the `FaceVertexAlphaData` property to a column vector. Interpret the values as transparency values (0 is invisible, 1 is opaque) by setting the `AlphaDataMapping` property to `'none'`. Interpolate the transparency between vertices by setting the `EdgeAlpha` property to `'interp'`.

```
x = linspace(1,10,10);  
y = sin(x);
```

```
y(end) = NaN;  
  
figure  
alpha_values = linspace(0,1,10)';  
patch(x,y,'red','EdgeColor','red',...  
      'FaceVertexAlphaData',alpha_values,'AlphaDataMapping','none',...  
      'EdgeAlpha','interp')
```



## See Also

[alim](#) | [alpha](#) | [alphamap](#) | [area](#) | [bar](#) | [image](#) | [patch](#) | [scatter](#) | [surf](#)

## Changing Transparency of Images, Patches or Surfaces

This example shows how to modify transparency of images, patches and surfaces.

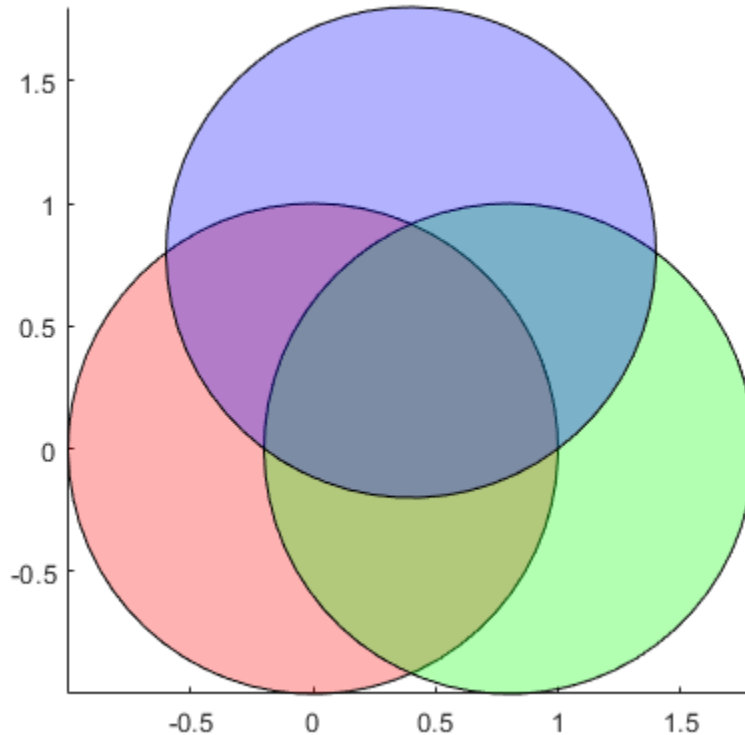
### Transparency for All Objects in Axes

Transparency values are referred to as alpha values. Use the `alpha` function to set the transparency for all image, patch, and surface objects in the current axes. Specify a transparency value between 0 (fully transparent) and 1 (fully opaque).

```
t = 0:0.1:2*pi;
x = sin(t);
y = cos(t);

figure
patch(x,y,'r')           % make a red circular patch
patch(x+0.8,y,'g')       % make a green circular path
patch(x+0.4,y+0.8,'b')   % make a blue circular path
axis square tight        % set axis to square

alpha(0.3)                % set all patches transparency to 0.3
```

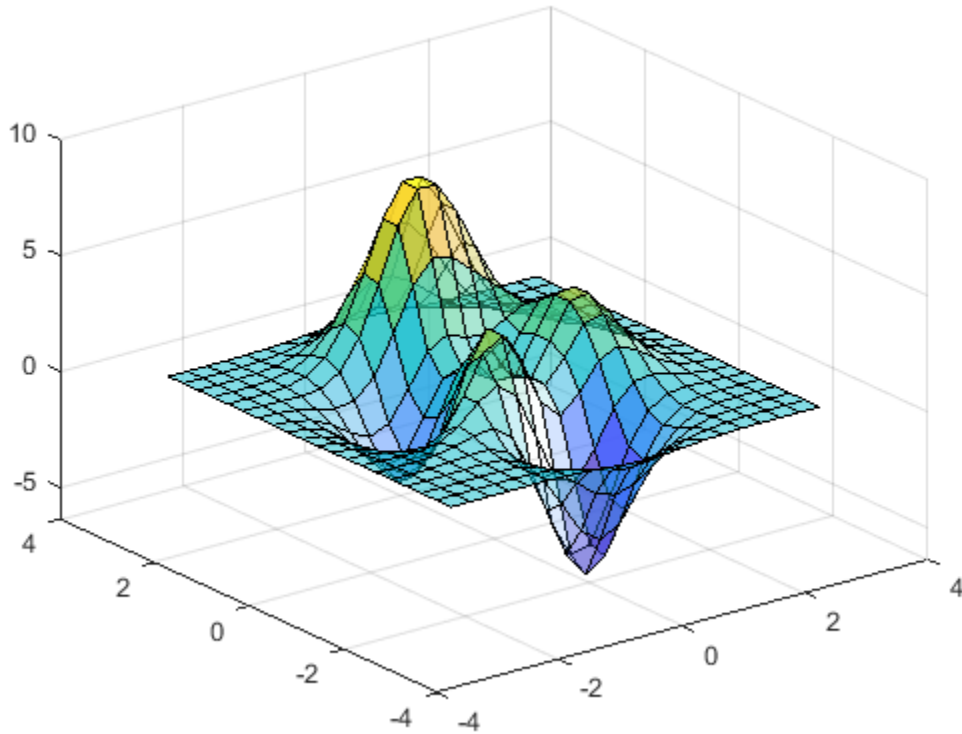


### Transparency for Individual Surfaces

The transparency of a surface is defined by its `AlphaData` property. Set the alpha data as either a scalar value or a matrix of values specifying the transparency of each vertex of the surface. The `FaceAlpha` property indicates how the transparency of the surface faces are determined from vertex transparency.

```
[X,Y,Z] = peaks(20);  
s2 = surf(X,Y,Z);
```

```
s2.AlphaData = gradient(Z);    % set vertex transparencies  
s2.FaceAlpha = 'flat';
```

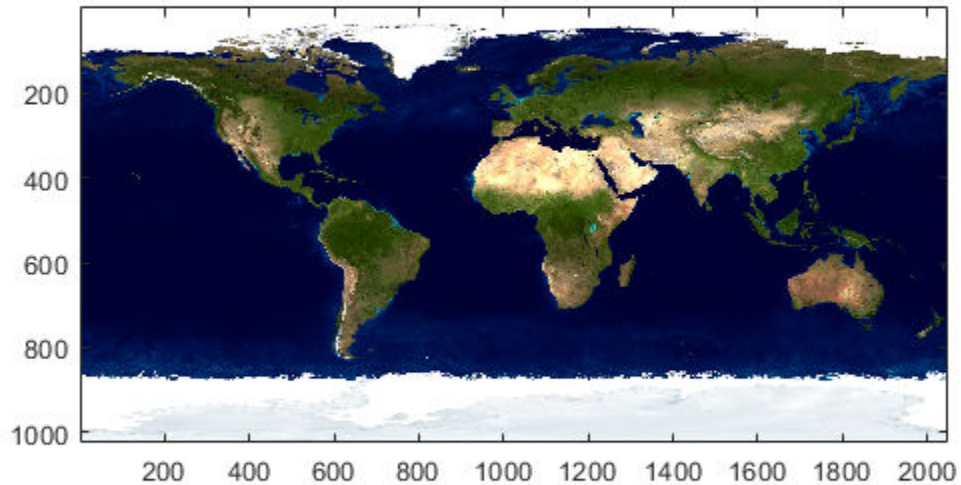


### Transparency for Individual Images

Like surfaces, the transparency of an image is also defined by its `AlphaData` property. For images, set the alpha data as either a scalar value or a matrix of values specifying the transparency of each element in the image data.

For example, use transparency to overlay two images. First, display the image of the Earth.

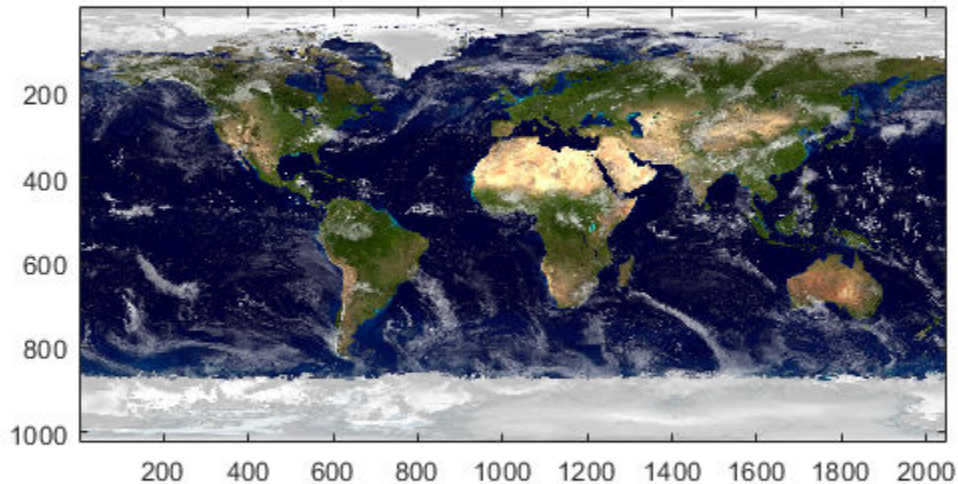
```
earth = imread('landOcean.jpg');  
image(earth)    % display Earth image  
axis image
```



Then, add a cloud layer to the image of the Earth using transparency.

```
clouds = imread('cloudCombined.jpg');  
image(earth)  
axis image  
hold on  
  
im = image(clouds);  
im.AlphaData = max(clouds,[],3);    % set transparency to maximum cloud value  
hold off
```



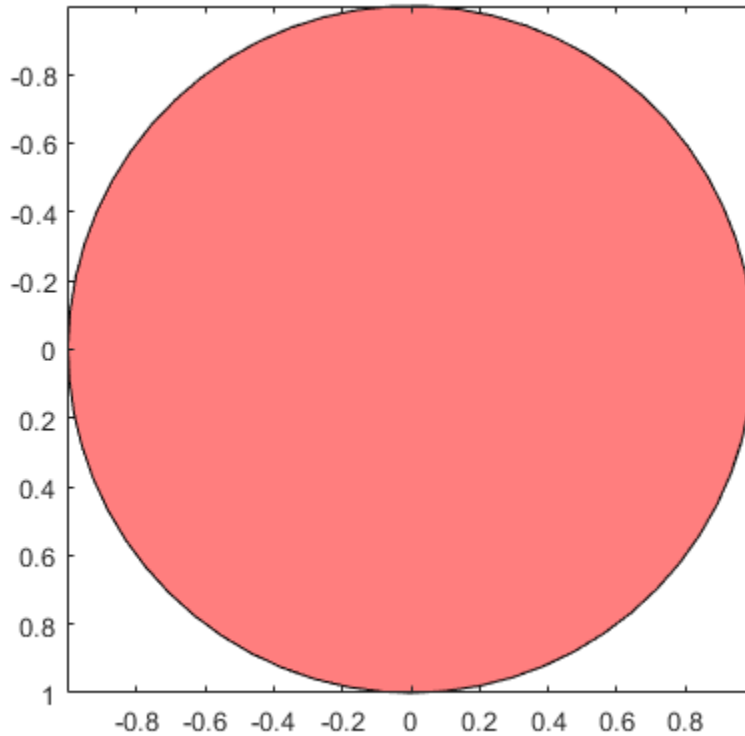


### Transparency for Individual Patches

The transparency of a patch is defined by its `FaceAlpha` and `FaceVertexAlphaData` properties. For constant transparency across the entire patch, set the `FaceVertexAlphaData` to a constant between 0 (fully transparent) and 1 (fully opaque), and set the `FaceAlpha` property to 'flat'.

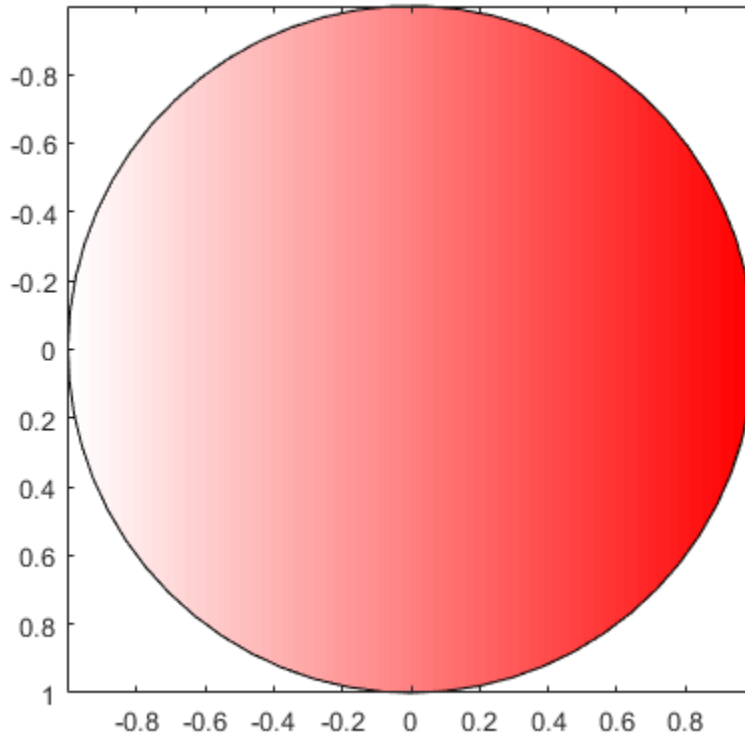
```
cla
p1 = patch(x,y,'r');           % make a red circular patch
axis square tight              % set axis to square

p1.FaceVertexAlphaData = 0.2;  % Set constant transparency
p1.FaceAlpha = 'flat' ;       % Interpolate to find face transparency
```



For transparency that varies across the patch, set the `FaceVertexAlphaData` to a matrix of values specifying the transparency at each vertex or each face of the patch. The `FaceAlpha` property then indicates how the face transparencies are determined using the `FaceVertexAlphaData`. If alpha data is specified for vertices, `FaceAlpha` must be set to `'interp'`.

```
p1.FaceVertexAlphaData = x'; % Set vertex transparency to x values  
p1.FaceAlpha = 'interp' ; % Interpolate to find face transparency
```



### Transparency with Texture Mapping

Texture mapping maps a 2-D image onto a 3-D surface. An image can be mapped to a surface by setting the `CData` property to the image data and setting the `FaceColor` property to be `'texturemap'`.

This example creates a 3-D view of the earth and clouds. It creates spherical surfaces and uses texture mapping to map the images of the earth and clouds onto the surfaces.

```
[px,py,pz] = sphere(50);           % generate coordinates for a 50 x 50 sphere

cla
sEarth = surface(py, px ,flip(pz));
sEarth.FaceColor = 'texturemap';    % set color to texture mapping
```

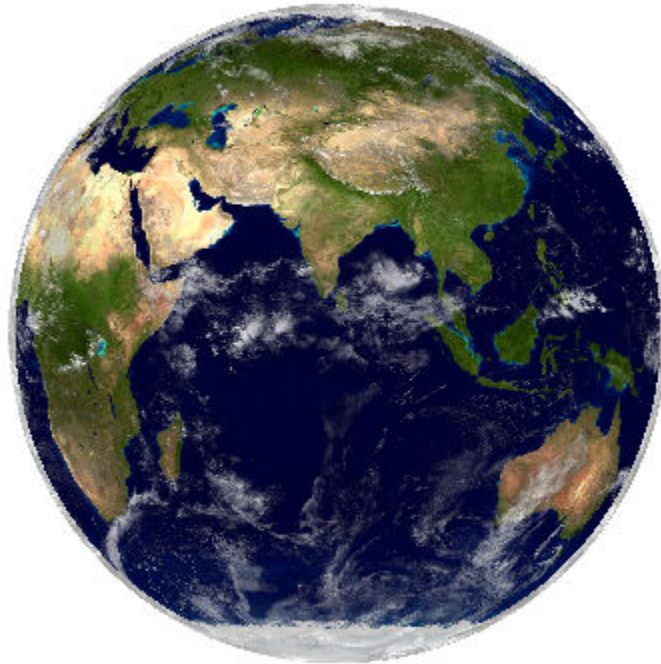
```
sEarth.EdgeColor = 'none';           % remove surface edge color
sEarth.CData = earth;                % set color data

hold on
sCloud = surface(px*1.02,py*1.02,flip(pz)*1.02);

sCloud.FaceColor = 'texturemap';     % set color to texture mapping
sCloud.EdgeColor = 'none';          % remove surface edge color
sCloud.CData = clouds;              % set color data

sCloud.FaceAlpha = 'texturemap';     % set transparency to texture mapping
sCloud.AlphaData = max(clouds,[],3); % set transparency data
hold off

view([80 2])                         % specify viewpoint
daspect([1 1 1])                     % set aspect ratio
axis off tight                        % remove axis and set limits to data range
```



The images used in this example are from Visible Earth.

Credit: NASA Goddard Space Flight Center Image by Reto Stöckli (land surface, shallow water, clouds). Enhancements by Robert Simmon (ocean color, compositing, 3D globes, animation). Data and technical support: MODIS Land Group; MODIS Science Data Support Team; MODIS Atmosphere Group; MODIS Ocean Group Additional data: USGS EROS Data Center (topography); USGS Terrestrial Remote Sensing Flagstaff Field Center (Antarctica); Defense Meteorological Satellite Program (city lights).

## See Also

[alim](#) | [alpha](#) | [alphamap](#)

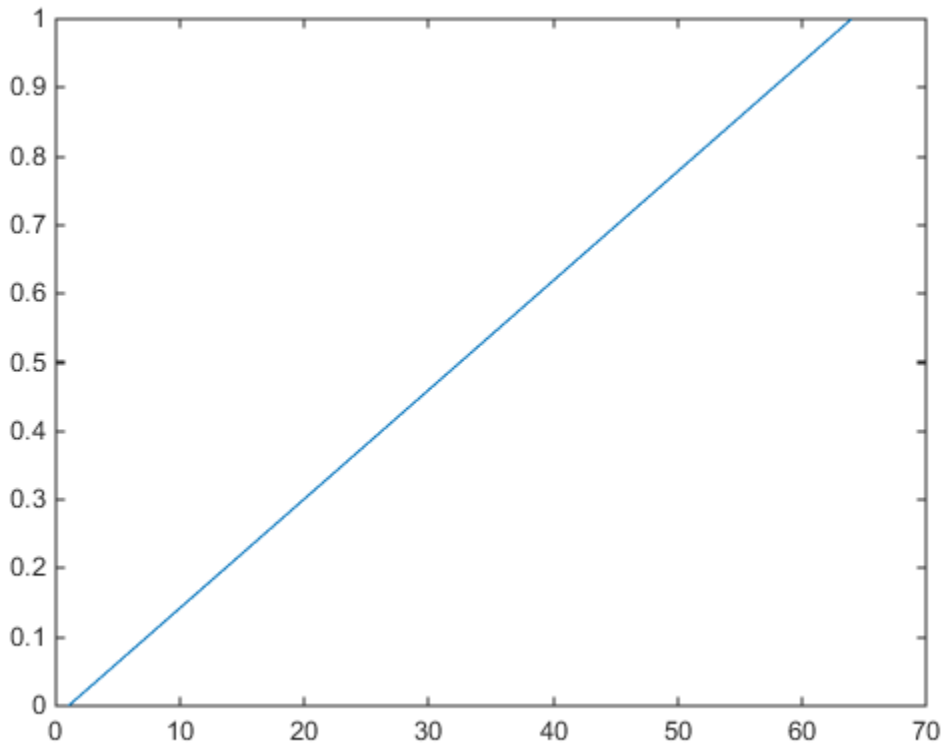
## Modify the Alphamap

Every figure has an associated alphamap, which is a vector of values ranging from 0 to 1. The default alphamap contains 64 values ranging linearly from 0 to 1. View or modify the alphamap using the `Alphamap` property of the figure or using the `alphamap` function.

### Default Alpha Map

The default alphamap contains 64 values ranging linearly from 0 to 1, as shown in the following plot.

```
am = get(gcf, 'Alphamap');  
plot(am)
```



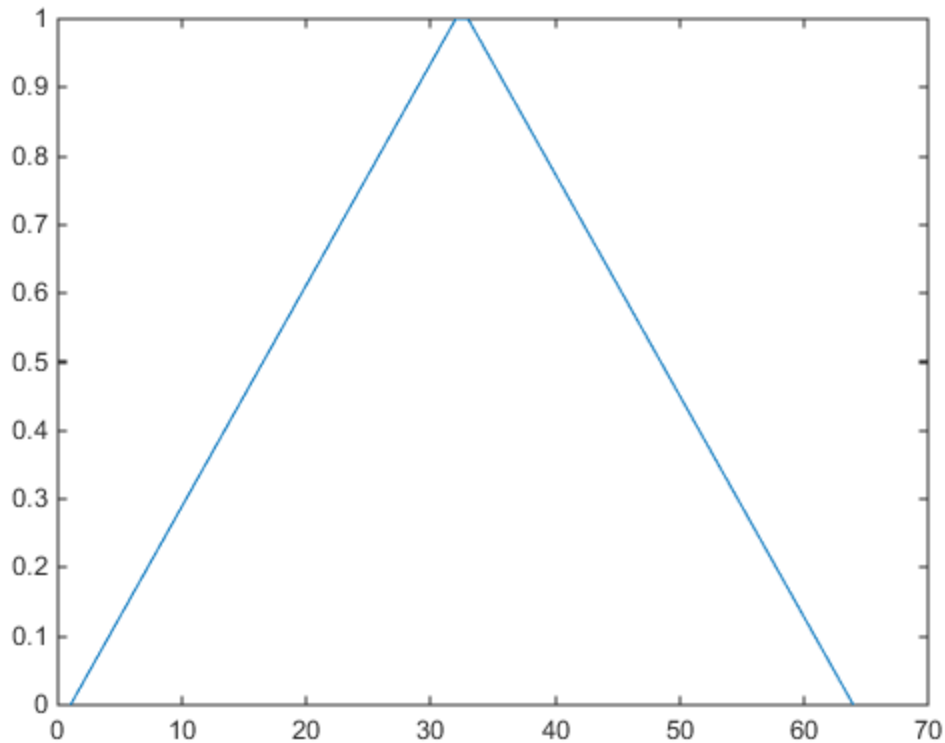
This alphamap displays the lowest alpha data values as completely transparent and the highest alpha data values as opaque.

The `alphamap` function creates some useful predefined alphamaps and also enables you to modify existing maps. For example,

```
figure;  
alphamap('vup')
```

sets the figure `Alphamap` property to an alphamap whose values increase then decrease:

```
am = get(gcf, 'Alphamap');  
plot(am)
```

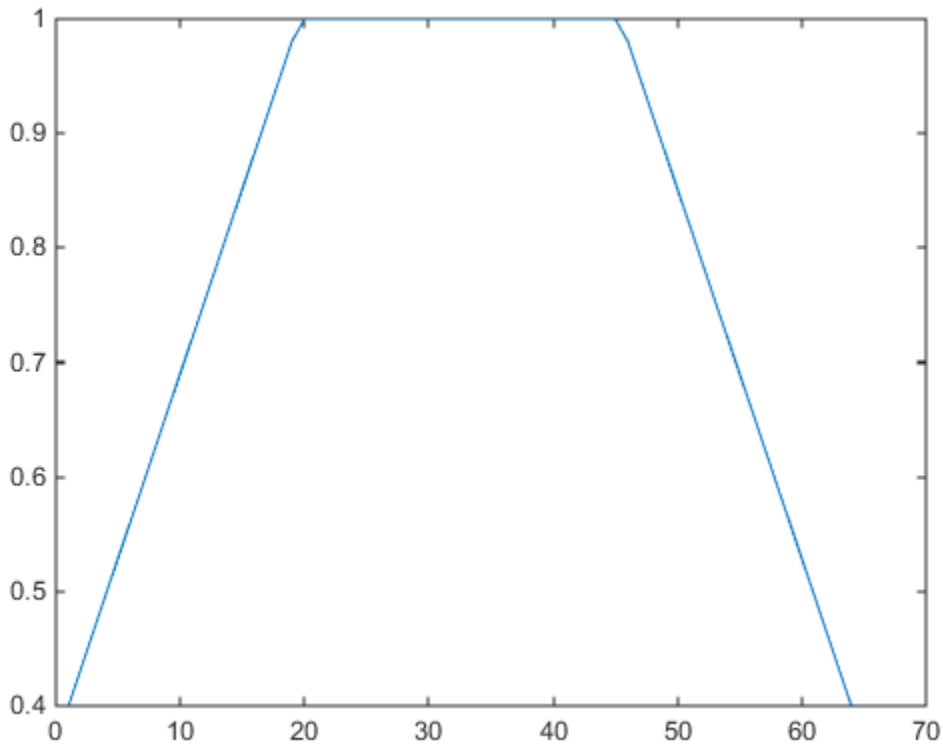


You can shift the values using the `increase` or `decrease` options. For example,

```
alphamap('increase', .4)
```

adds the value .4 to all values in the current figure's alphamap. Replotting the 'vup' alphamap illustrates the change. The values are clamped to the range [0 1].

```
am = get(gcf, 'Alphamap');  
plot(am)
```



### **Example — Modifying the Alphamap**

This example uses slice planes to examine volume data. The slice planes use the color data for alpha data and employ a rampdown alphamap (the values range from 1 to 0):



- 1 Create the volume data by evaluating a function of three variables.

```
[x,y,z] = meshgrid(-1.25:.1:-.25, -2:.2:2, -2:.1:2);  
v = x.*exp(-x.^2-y.^2-z.^2);
```

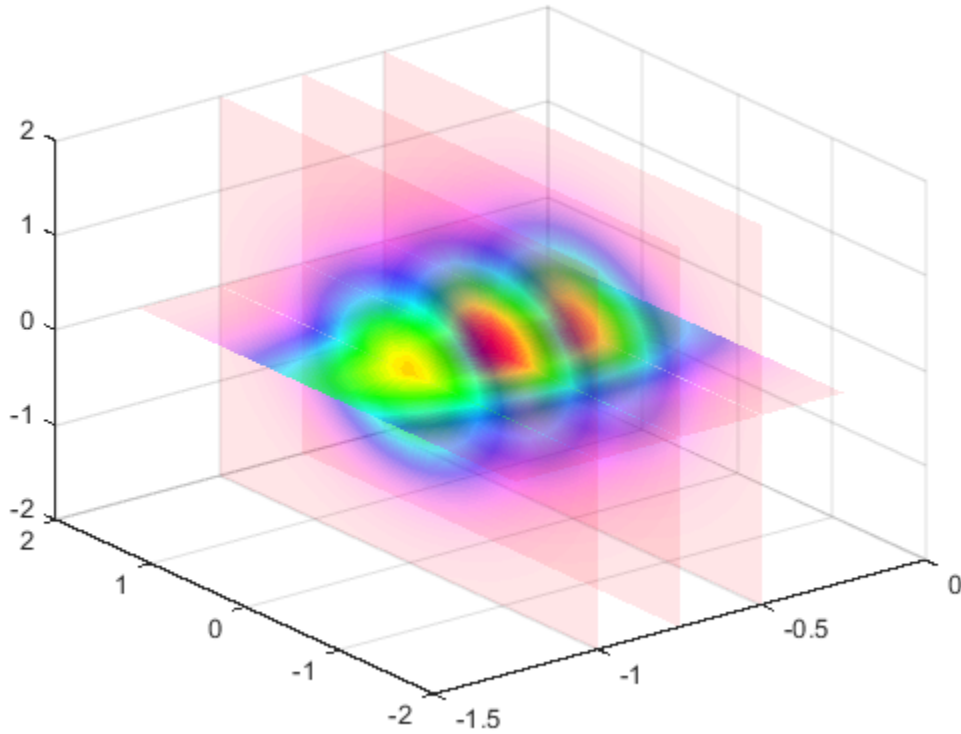
- 2 Create the slice planes, set the alpha data equal to the color data, and specify interpolated FaceColor and FaceAlpha.

```
h = slice(x,y,z,v,[-1 -.75 -.5],[],[0]);  
set(h,'EdgeColor','none',...  
'FaceColor','interp',...  
'FaceAlpha','interp')  
alpha('color')
```

- 3 Install the rampdown alphamap and increase each value in the alphamap by .1 to achieve the desired degree of transparency. Specify the hsv colormap.

```
alphamap('rampdown')  
alphamap('increase',.1)  
colormap hsv
```

This alphamap displays the smallest values of the function (around zero) with the least transparency and the greatest values display with the most transparency. This enables you to see through the slice planes, while at the same time preserving the data around zero.



## See Also

### Related Examples

- “Add Transparency to Graphics Objects” on page 12-2

# Data Exploration

---

- “Create Graph Using Plots Tab” on page 13-2
- “Interactively Explore Plotted Data” on page 13-4
- “Create Custom Data Tips” on page 13-9
- “Automatically Refresh Plot After Changing Data” on page 13-11
- “Control Axes Interactions” on page 13-15

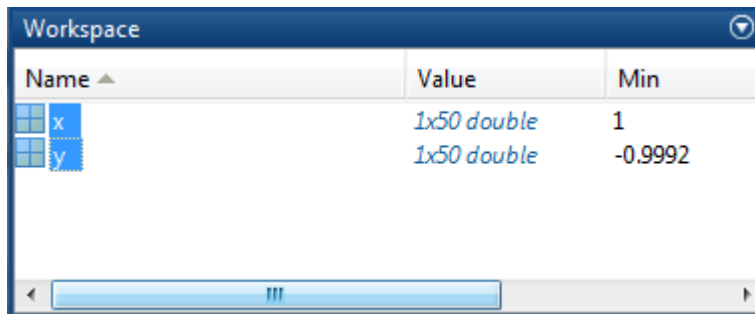
## Create Graph Using Plots Tab

This example shows how to create a 2-D line plot interactively using the **Plots** tab in the MATLAB toolstrip. The **Plots** tab shows a gallery of supported plot types based on the variables you select from your workspace.

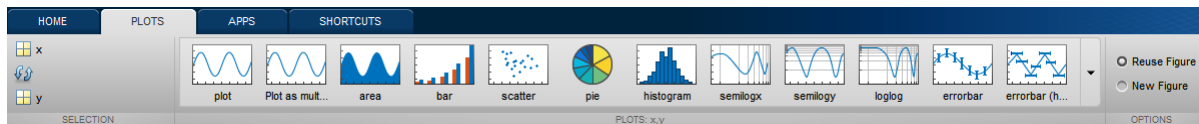
- 1 In the Command Window, define  $x$  as a vector of 50 linearly spaced values between 1 and 10. Define  $y$  as the sine function.

```
x = linspace(1,10,50);
y = sin(x);
```

- 2 In the Workspace panel in the MATLAB desktop, select the variables to plot. Use **Ctrl** + click to select multiple variables.



- 3 Select the 2-D line plot from the gallery on the **Plots** tab. For additional plot types, click the arrow at the end of the gallery.



MATLAB creates the plot and displays the plotting commands at the command line.

```
plot(x,y)
```

## See Also

area | bar | histogram | pie | plot | scatter

## **Related Examples**

- “Create 2-D Line Plot” on page 1-14

## **External Websites**

- [MATLAB Plot Gallery](#)

## Interactively Explore Plotted Data

You can interactively explore and edit plotted data to improve the visual display of the data or reveal additional information about the data. The interactions available depend on the contents of the axes, but typically include zooming, panning, rotating, data tips, data brushing, and restoring the original view.

Some types of interactions are enabled by default, while other types of interactions are only available through the axes toolbar. The toolbar appears at the top-right corner of the axes when you hover over it.







---

**Note** In R2018a and previous releases, the interaction options appear in the figure toolbar instead of the axes toolbar. Also, in previous releases, none of the interactions are enabled by default.

---


### Zoom, Pan, and Rotate Data

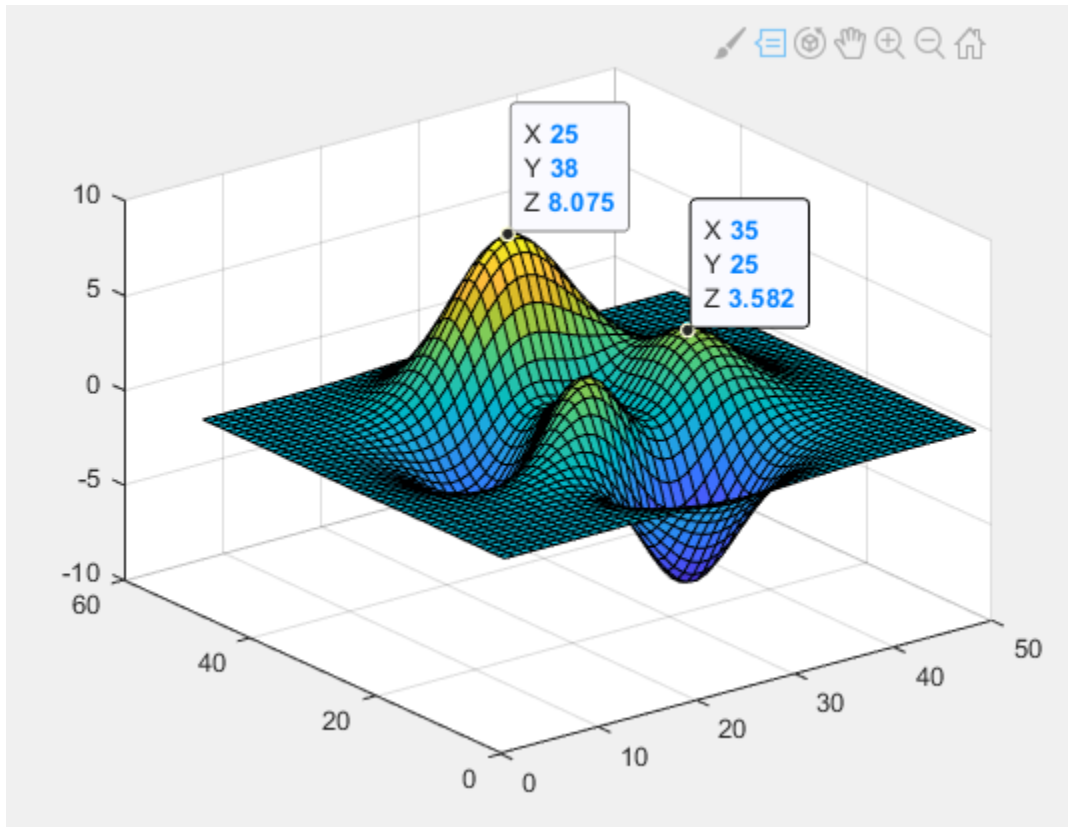
Zooming, panning, and rotating the axes let you explore different views of your data. By default, you can use the scroll-wheel to zoom in and out of the view of the axes. Also, you can click and drag the axes to pan the axes (2-D view) or rotate the axes (3-D view).

You can enable more interactions by clicking the zoom in , zoom out , pan , and rotate  icons in the axes toolbar. For example, click the zoom-in icon if you want to drag a rectangle to zoom into a region of interest.


### Display Data Values Using Data Tips

To help identify the  $x$ ,  $y$ , and  $z$  values of a data point, use data tips. Data tips appear when you hover over a data point. If you want the data tip to persist, select the data tips icon

 in the axes toolbar. To create more than one data tip, use the **Shift** key.



## Select and Modify Data Values Using Data Brushing


You can data brushing to select, remove, or replace individual data values. To brush data, select the data brushing icon  from the axes toolbar. Click a data point to highlight it or drag a rectangle to highlight all the data points within the rectangle. Use the **Shift** key to highlight additional data points.

After you highlight the desired data points, you can use the options in the right-click context menu to remove, replace, or copy the values. The displayed plot shows your changes. Also, you see the updates to the data properties of the plotted object update (such as `XData`). However, the original workspace variables are not updated. Then, if you

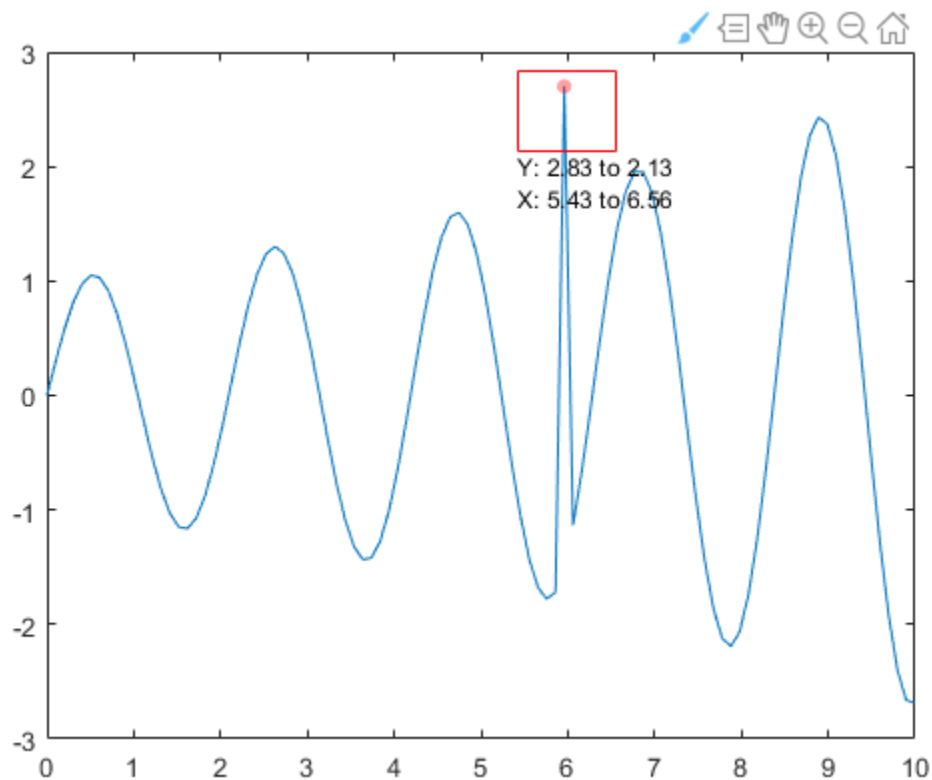
want to update the workspace variables as well, you can use the **Link** option on the figure **Tools** menu to link the variables to the plot.

### Remove Outliers from Plotted Data

This example shows how to use data brushing to delete an outlier from a plot of 100 data points.

First, plot the data containing a single outlier. Then, select the data brushing icon  from the axes toolbar and drag a rectangle around the outlier.

```
x = linspace(0,10);  
y = exp(.1*x).*sin(3*x);  
y(60) = 2.7;  
plot(x,y)
```




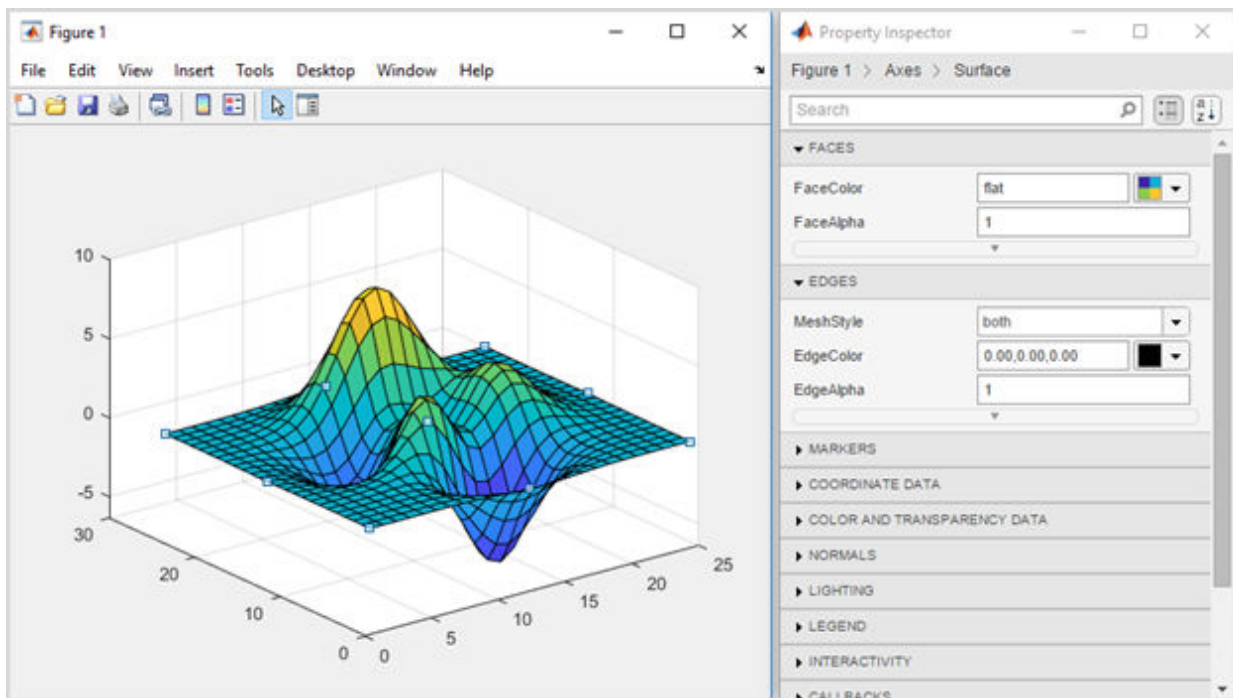


Right-click the brushed data point and select **Remove** from the context menu. Notice that the plot updates. However, the workspace variable does not change.

If you want to remove the point from the workspace variable, then select the **Link** option from the figure **Tools** menu before brushing the data.

## Customize Plots Using Property Inspector

You can modify plots interactively by using the **Property Inspector**. When you open the Property Inspector and select a plot, the inspector displays a list of properties that you can edit. To open the inspector, use the `inspect` function or click the Property Inspector icon  on the figure toolbar.



## See Also

**Property Inspector** | `brush` | `datacursormode` | `linkdata` | `pan` | `rotate3d` | `zoom`

### **More About**

- “Automatically Refresh Plot After Changing Data” on page 13-11
- “Create Custom Data Tips” on page 13-9

## Create Custom Data Tips

This example shows how you can customize the information that appears in a data tip. Data tips appear when you hover over a data point. By default, data tips show the coordinates of the selected point.

First, create a program file called `mycustomdatatips.m`. Within the program file:

- Load sample accident data and plot it.
- Access the data cursor mode object using the `datacursormode` function.
- Set the `UpdateFcn` property of the data cursor mode object to a callback function that you create to change the text, in this case, `labeldatatips`.

When you run the program file, click a data point in the resulting figure to view the data tip. Use the arrow keys to move the data tip from one data point to the next.

```
function mycustomdatatips

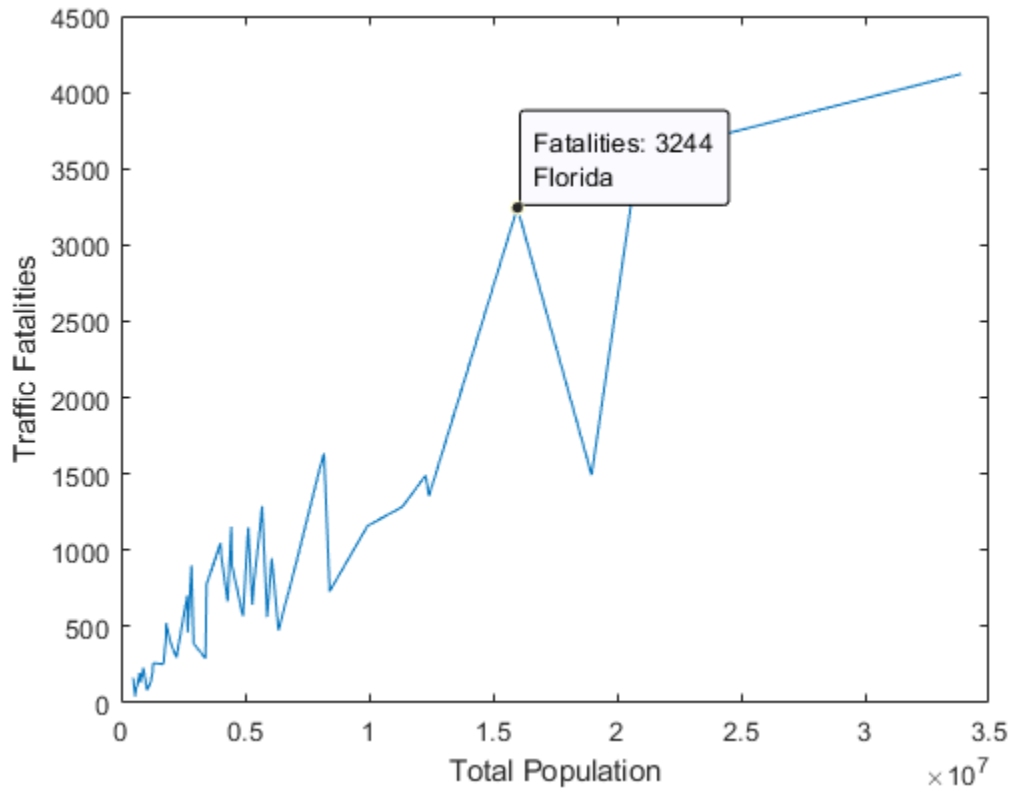
load('accidents.mat','hwydata','statelabel')
plot(hwydata(:,14),hwydata(:,4));
xlabel('Total Population')
ylabel('Traffic Fatalities')

dt = datacursormode;
dt.UpdateFcn = {@labeldatatips,hwydata,statelabel};

function output_txt = labeldatatips(~,event_obj,xydata,labels)
    pos = event_obj.Position;
    x = pos(1);
    y = pos(2);
    output_txt = {'Fatalities: ',num2str(y,4)};

    idx = find(xydata == x,1);
    [row,~] = ind2sub(size(xydata),idx);
    output_txt{end+1} = cell2mat(labels(row));
end

end
```



**Note** To restore the default data tips, set the `UpdateFcn` property to an empty array, `[]`.

## See Also

`datacursormode`

## More About

- “Interactively Explore Plotted Data” on page 13-4
- “Automatically Refresh Plot After Changing Data” on page 13-11

## Automatically Refresh Plot After Changing Data

When you plot data from workspace variables, the plots contain copies of the variables. As a result, if you change the workspace variable (such as add or delete data) the plots do not automatically update. If you want the plot to reflect the change, you must replot it. However, you can use one of these techniques to link plots to the workspace variables they represent. When you link plots and workspace variables, changing the data in one place also changes it in the other.

- Use data linking to link the plot to workspace variables.
- Set the data source properties of the plotted object (such as the `XDataSource` property) to the names of the workspace variables. Then, call the `refreshdata` function to update the data properties indirectly. You can use this technique to create animations.

### Update Plot Using Data Linking

Data linking keeps plots continuously synchronized with the workspace variables they depict.

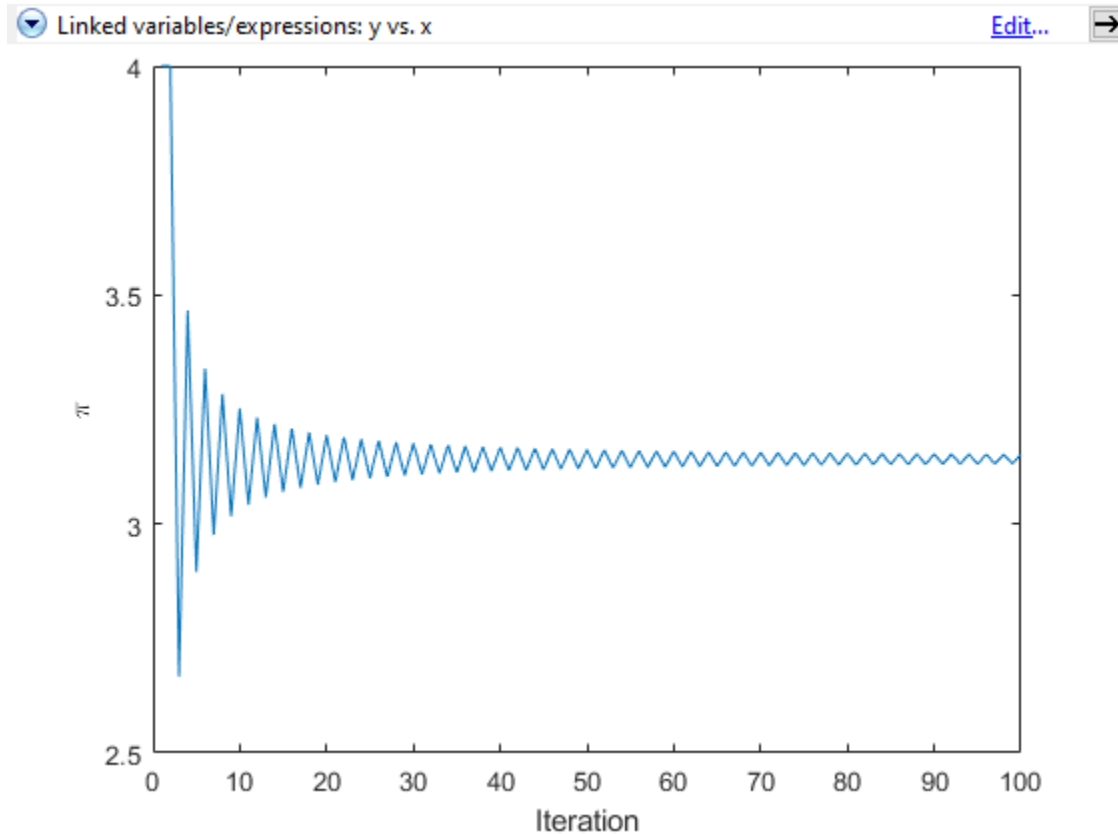
For example, iteratively approximate  $\pi$ . Create the variable `x` to represent the iteration number and `y` to represent the approximation. Plot the initial values of `x` and `y`. Turn on data linking using `linkdata on` so that the plot updates when the variables change. Then, update `x` and `y` in a for loop. The plot updates at half-second intervals.

```
x = [1 2];
y = [4 4];
plot(x,y);
xlim([0 ntimes])
ylim([2.5 4])
xlabel('Iteration')
ylabel('Approximation for \pi')

linkdata on

denom = 1;
k = -1;
for t = 3:100
    denom = denom + 2;
    x(t) = t;
    y(t) = 4*(y(t-1)/4 + k/denom);
```

```
k = -k;  
end
```



## Update Plot Using Data Source Properties

Instead of using the data linking feature, you can keep the plot synchronized with the workspace variables by setting the data source properties of the plotted object. You can use this technique to create animations.

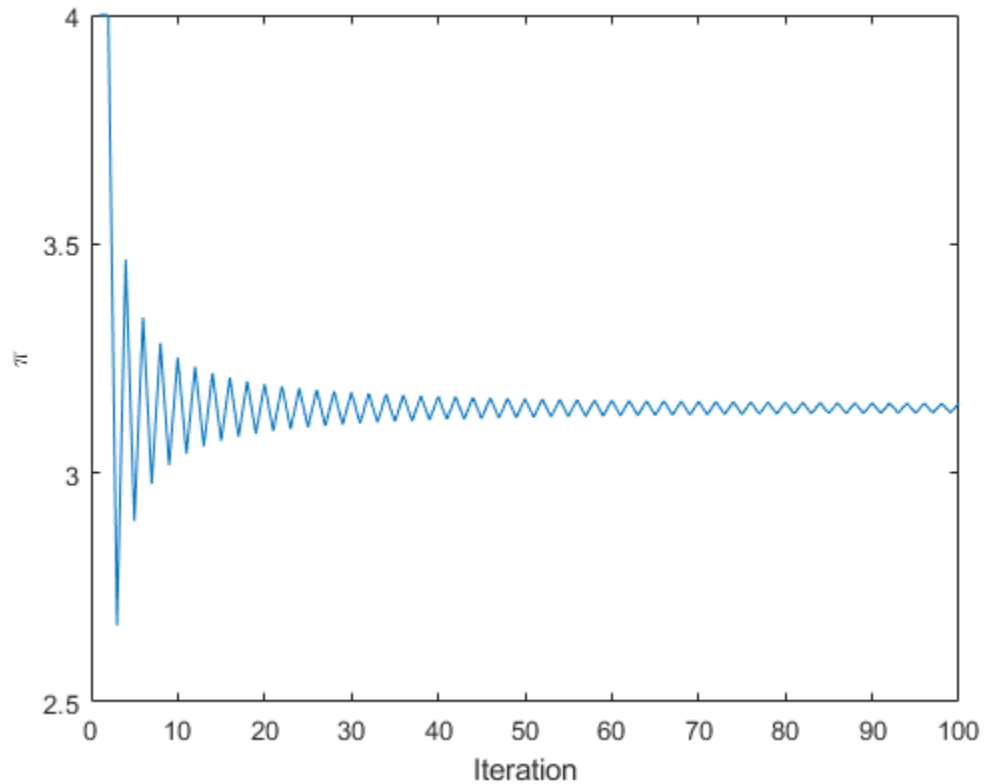
For example, iteratively approximate  $\pi$ . Create the variable `x2` to represent the iteration number and `y2` to represent the approximation. Plot the initial values of `x2` and `y2`. Link the plot to the workspace variables by setting the data source properties of the plotted

object to 'x2' and 'y2'. Then, update x2 and y2 in a for loop. For each iteration, call refreshdata and drawnow each iteration to update the plot based on the updated data.

```
x2 = [1 2];
y2 = [4 4];
p = plot(x2,y2);
xlim([0 ntimes])
ylim([2.5 4])
xlabel('Iteration')
ylabel('Approximation for \pi')

p.XDataSource = 'x2';
p.YDataSource = 'y2';

denom = 1;
k = -1;
for t = 3:100
    denom = denom + 2;
    x2(t) = t;
    y2(t) = 4*(y2(t-1)/4 + k/denom);
    refreshdata
    drawnow
    k = -k;
end
```



## See Also

`brush` | `linkaxes` | `linkdata` | `refreshdata`

## More About

- “Interactively Explore Plotted Data” on page 13-4



## Control Axes Interactions

You can interactively explore and edit plotted data to improve the visual display of the data or reveal additional information about the data. The interactions available depend on the contents of the axes, but typically include zooming, panning, rotating, data tips, data brushing, and restoring the original view.

Some types of interactions are enabled by default. For example, you can use the scroll-wheel to zoom into plotted data. Other types of interactions are only available using the axes toolbar. For example, if you select the zoom-in icon, you can drag a rectangle to zoom into a region of interest. The toolbar appears above the top-right corner of the axes when you hover over the axes.



When you create a chart, you can control the axes interactions in several ways:

- Enable or disable the default interactions.
- Show or hide the axes toolbar.
- Customize the options in the axes toolbar.

In R2018a and previous releases, the interaction options appear in the figure toolbar instead of the axes toolbar. Also, in previous releases, none of the interactions are enabled by default.

### Enable or Disable Default Interactions

To control whether the axes have interactions enabled by default, use the `disableDefaultInteractivity` and `enableDefaultInteractivity` functions. Sometimes MATLAB automatically disables the default interactions.

### Show or Hide Axes Toolbar

To show or hide the axes toolbar, set the `Visible` property of the `AxesToolBar` object to 'on' or 'off', respectively. For example, hide the toolbar for the current axes:

```
ax = gca;  
ax.Toolbar.Visible = 'off';
```

## Customize Axes Toolbar


You can customize the options available in the axes toolbar using the `axtoolbar` and `axtoolbarbtn` functions.

---

**Note** Custom toolbars do not appear in figures in the Live Editor. To see the custom toolbar, open the figure in a separate figure window.

---

For example, add a custom state button for the axes toolbar that turns on and off the axes grid lines. First, create a program file called `mycustomstatebutton.m`. Within the program file:

- Plot random data.
- Create a toolbar for the axes with options to zoom in, zoom out, and restore the view using the `axtoolbar` function.
- Add an empty state button to the toolbar using the `axtoolbarbtn` function. Return the `ToolbarStateButton` object.
- Specify the icon, tool tip, and callback function for the state button by setting the `Icon`, `Tooltip`, and `ValueChangedFcn` properties. This example uses the  icon, which you must first save as an image file called `mygridicon.png` on your path.

When you run the program file, click the icon to turn on and off the grid lines.

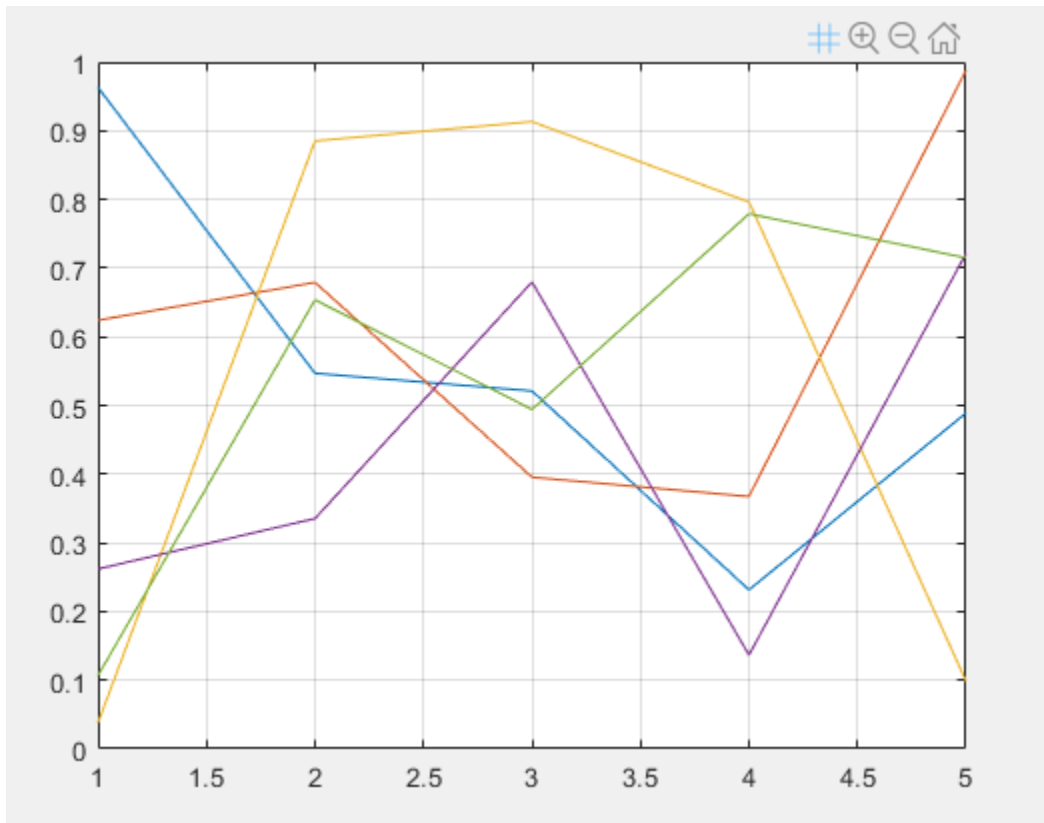
```
function mycustomstatebutton

plot(rand(5))
ax = gca;
tb = axtoolbar(ax,{'zoomin','zoomout','restoreview'});

btn = axtoolbarbtn(tb,'state');
btn.Icon = 'mygridicon.png';
btn.Tooltip = 'Grid Lines';
btn.ValueChangedFcn = @customcallback;

function customcallback(src,event)
    switch src.Value
        case 'off'
            event.Axes.XGrid = 'off';
            event.Axes.YGrid = 'off';
            event.Axes.ZGrid = 'off';
```

```
case 'on'  
    event.Axes.XGrid = 'on';  
    event.Axes.YGrid = 'on';  
    event.Axes.ZGrid = 'on';  
end  
end  
end
```



## See Also

**Functions**  
axttoolbar

### Properties

AxesToolBar | ToolbarPushButton | ToolbarStateButton

### More About

- “Interactively Explore Plotted Data” on page 13-4

# Camera Views

---

- “View Overview” on page 14-2
- “Setting the Viewpoint with Azimuth and Elevation” on page 14-4
- “Camera Graphics Terminology” on page 14-9
- “View Control with the Camera Toolbar” on page 14-11
- “Dollying the Camera” on page 14-22
- “Moving the Camera Through a Scene” on page 14-24
- “Low-Level Camera Properties” on page 14-28
- “Understanding View Projections” on page 14-35

## View Overview

In this section...
“Viewing 3-D Graphs and Scenes” on page 14-2
“Positioning the Viewpoint” on page 14-2
“Setting the Aspect Ratio” on page 14-3
“Default Views” on page 14-3

### Viewing 3-D Graphs and Scenes

The *view* is the particular orientation you select to display your graph or graphical scene. The term *viewing* refers to the process of displaying a graphical scene from various directions, zooming in or out, changing the perspective and aspect ratio, flying by, and so on.

This section describes how to define the various viewing parameters to obtain the view you want. Generally, viewing is applied to 3-D graphs or models, although you might want to adjust the aspect ratio of 2-D views to achieve specific proportions or make a graph fit in a particular shape.

MATLAB viewing is composed of two basic areas:

- Positioning the viewpoint to orient the scene
- Setting the aspect ratio and relative axis scaling to control the shape of the objects being displayed

### Positioning the Viewpoint

- “Setting the Viewpoint with Azimuth and Elevation” on page 14-4 — Discusses how to specify the point from which you view a graph in terms of azimuth and elevation. This is conceptually simple, but does have limitations.
- “View Control with the Camera Toolbar” on page 14-11 — How to compose complex scenes using the MATLAB camera viewing model.
- “Moving the Camera Through a Scene” on page 14-24 — Programming techniques for moving the view around and through scenes.
- “Low-Level Camera Properties” on page 14-28 — The graphics properties that control the camera and illustrates the effects they cause.

## Setting the Aspect Ratio

- “Understanding View Projections” on page 14-35 — Describes orthographic and perspective projection types and illustrates their use.
- “Manipulating Axes Aspect Ratio” on page 9-72 — How MATLAB sets the aspect ratio of the axes and how you can select the most appropriate setting for your graphs.

## Default Views

MATLAB automatically sets the view when you create a graph. The actual view that MATLAB selects depends on whether you are creating a 2- or 3-D graph. See “Default Viewpoint Selection” on page 14-29 and “Default Aspect Ratio Selection” on page 9-73 for a description of how MATLAB defines the standard view.

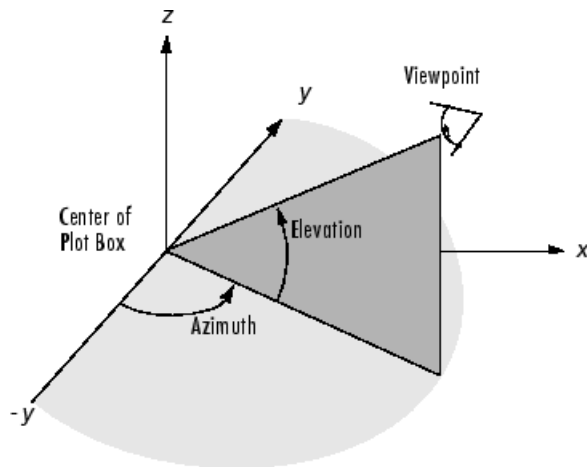
## Setting the Viewpoint with Azimuth and Elevation

### Azimuth and Elevation

You can control the orientation of the graphics displayed in an axes using MATLAB graphics functions. You can specify the viewpoint, view target, orientation, and extent of the view displayed in a figure window. These viewing characteristics are controlled by a set of graphics properties. You can specify values for these properties directly or you can use the `view` command and rely on MATLAB automatic property selection to define a reasonable view.

The `view` command specifies the viewpoint by defining azimuth and elevation with respect to the axis origin. Azimuth is a polar angle in the  $x$ - $y$  plane, with positive angles indicating counterclockwise rotation of the viewpoint. Elevation is the angle above (positive angle) or below (negative angle) the  $x$ - $y$  plane.

This diagram illustrates the coordinate system. The arrows indicate positive directions.



### Default 2-D and 3-D Views

MATLAB automatically selects a viewpoint that is determined by whether the plot is 2-D or 3-D:

- For 2-D plots, the default is azimuth =  $0^\circ$  and elevation =  $90^\circ$ .

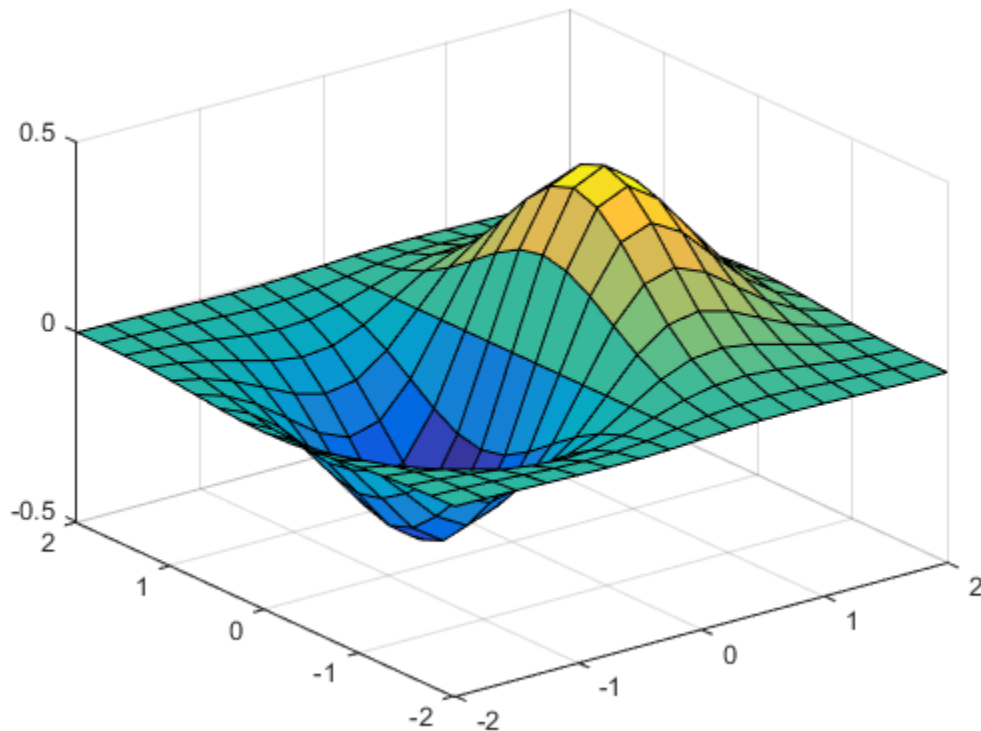


- For 3-D plots, the default is azimuth =  $-37.5^\circ$  and elevation =  $30^\circ$ .

### Examples of Views Specified with Azimuth and Elevation

For example, these statements create a 3-D surface plot and display it in the default 3-D view.

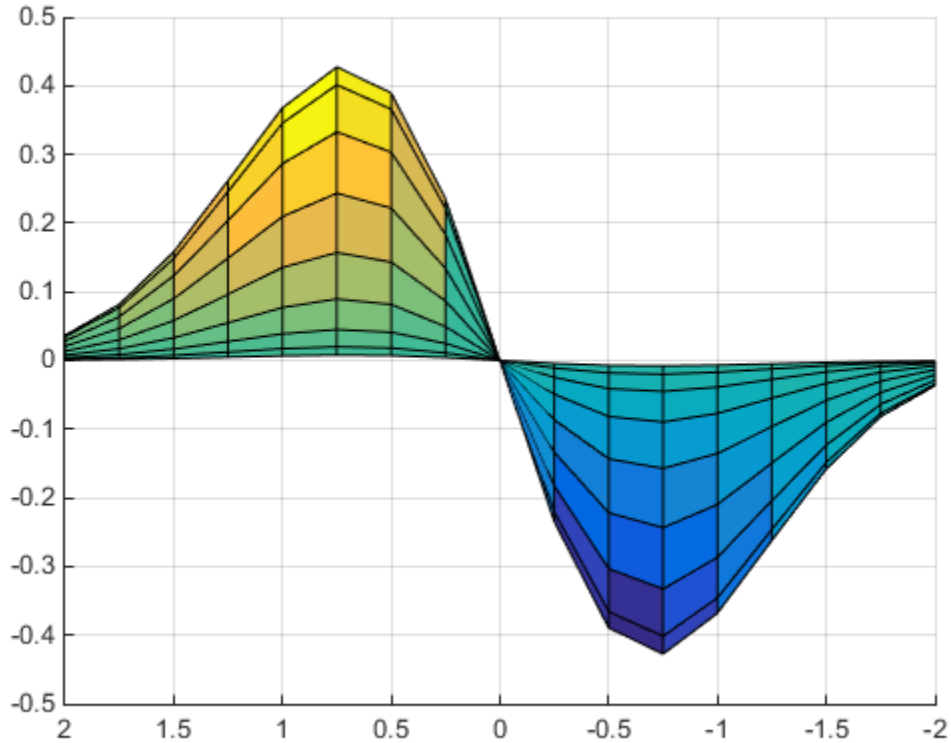
```
[X,Y] = meshgrid([-2:.25:2]);  
Z = X.*exp(-X.^2 -Y.^2);  
surf(X,Y,Z)
```



The statement

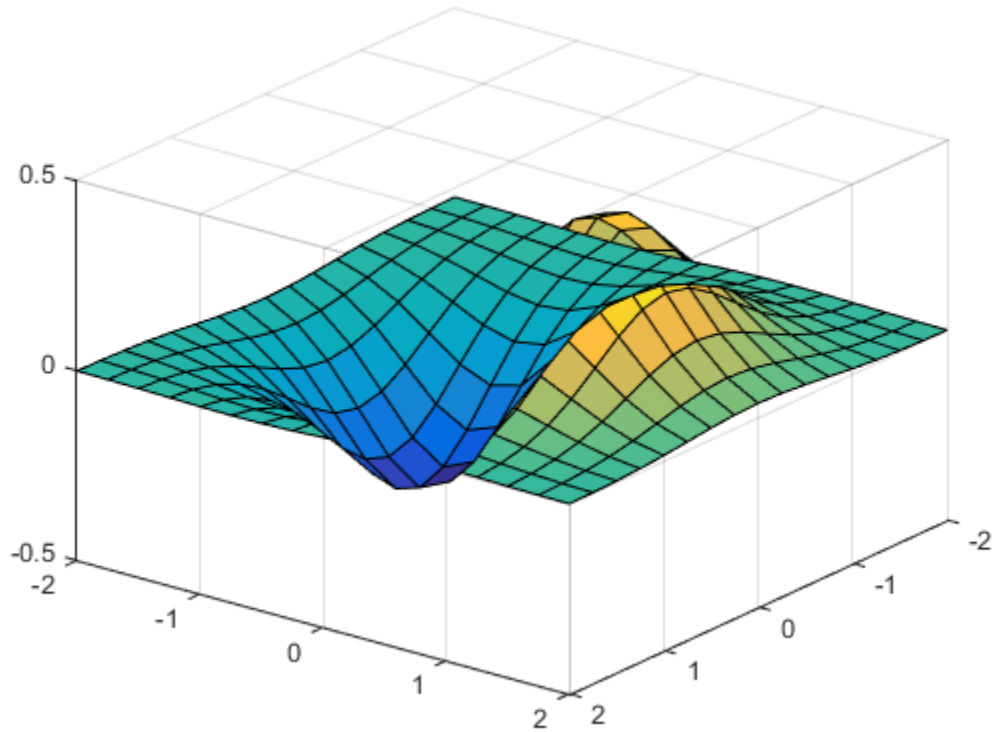
```
view([180 0])
```

sets the viewpoint so you are looking in the negative y-direction with your eye at the  $z = 0$  elevation.



You can move the viewpoint to a location below the axis origin using a negative elevation.

```
view([-37.5 -30])
```



### Limitations of Azimuth and Elevation

Specifying the viewpoint in terms of azimuth and elevation is conceptually simple, but it has limitations. It does not allow you to specify the actual position of the viewpoint, just its direction, and the z-axis is always pointing up. It does not allow you to zoom in and out on the scene or perform arbitrary rotations and translations.

MATLAB camera graphics provides greater control than the simple adjustments allowed with azimuth and elevation.

## **See Also**

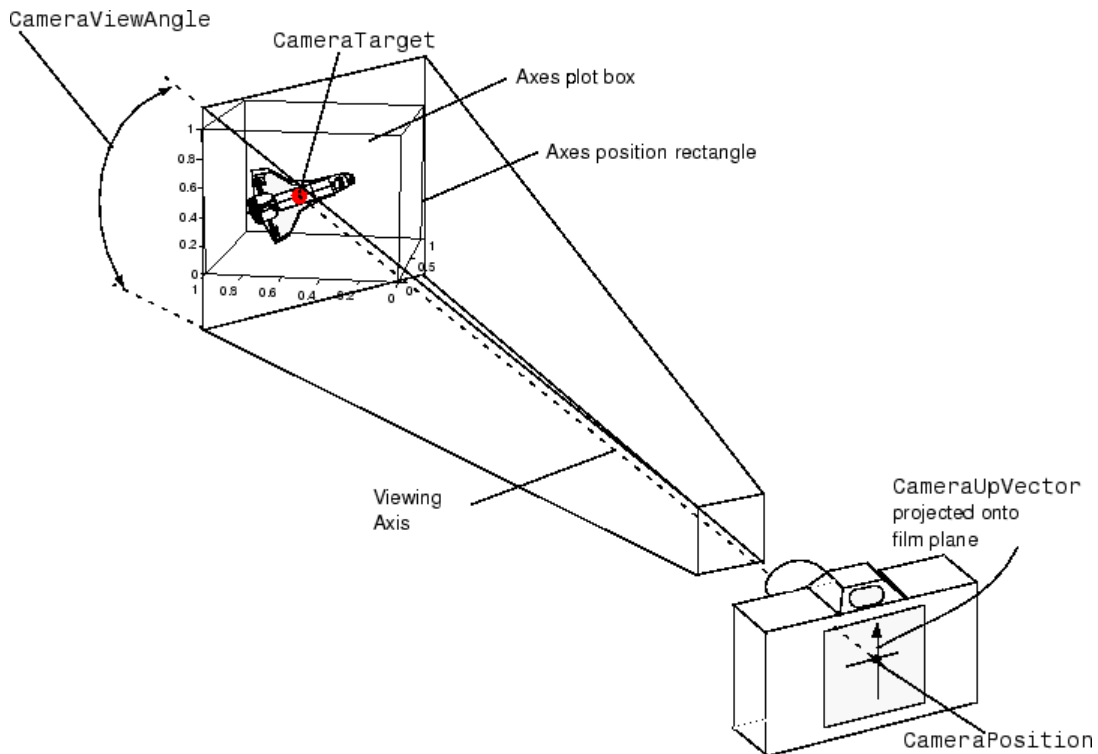
### **More About**

- “Camera Graphics Terminology” on page 14-9
- “View Control with the Camera Toolbar” on page 14-11

## Camera Graphics Terminology

When you look at the graphics objects displayed in an axes, you are viewing a scene from a particular location in space that has a particular orientation with regard to the scene. MATLAB Graphics provides functionality, analogous to that of a camera with a zoom lens, that enables you to control the view of the scene created by MATLAB.

This picture illustrates how the camera is defined in terms of properties of the axes. The view is the 2-D projection of the plot box onto the screen.



### See Also

camdolly | camlookat | camorbit | campan | camproj | camroll | camtarget |  
camup | camva | camzoom

### **Related Examples**

- “View Control with the Camera Toolbar” on page 14-11

## View Control with the Camera Toolbar

### In this section...

- “Camera Toolbar” on page 14-11
- “Camera Motion Controls” on page 14-14
- “Orbit Camera” on page 14-14
- “Orbit Scene Light” on page 14-15
- “Pan/Tilt Camera” on page 14-16
- “Move Camera Horizontally/Vertically” on page 14-17
- “Move Camera Forward and Backward” on page 14-18
- “Zoom Camera” on page 14-19
- “Camera Roll” on page 14-20

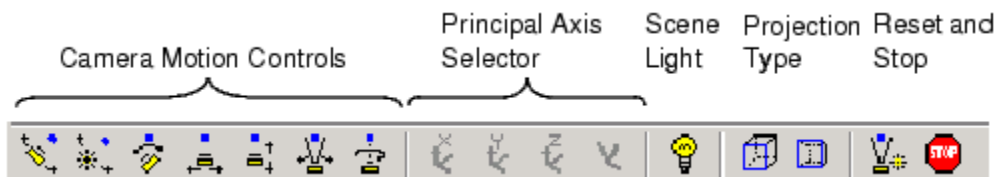
### Camera Toolbar

The Camera toolbar enables you to perform a number of viewing operations interactively. To use the Camera toolbar,

- Display the toolbar by selecting **Camera Toolbar** from the figure window's **View** menu or by typing `CameraToolbar` in the Command Window.
- Select the type of camera motion control you want to use by either clicking on the buttons or changing the `CameraToolbar` mode in the Command Window.
- Position the cursor over the figure window and click, hold down the right mouse button, then move the cursor in the desired direction.

The display updates immediately as you move the mouse.

The toolbar contains the following parts:



- Camera Motion Controls — These tools select which camera motion function to enable. You can also access the camera motion controls from the **Tools** menu.
- Principal Axis Selector — Some camera controls operate with respect to a particular axis. These selectors enable you to select the principal axis or to select nonaxis constrained motion. The selectors are grayed out when not applicable to the currently selected function. You can also access the principal axis selector from the **Tools** menu.
- Scene Light — The scene light button toggles a light source on or off in the scene (one light per axes).
- Projection Type — You can select orthographic or perspective projection types.
- Reset and Stop — Reset returns the scene to the view when interactions began. Stop causes the camera to stop moving (this can be useful if you apply too much cursor movement). You can also access an expanded set of reset functions from the **Tools** menu.

### **Principal Axes**

The principal axis of a scene defines the direction that is oriented upward on the screen. For example, a MATLAB surface plot aligns the up direction along the positive  $z$ -axis.

Principal axes constrain camera-tool motion along axes that are (on the screen) parallel and perpendicular to the principal axis that you select. Specifying a principal axis is useful if your data is defined with respect to a specific axis.  $Z$  is the default principal axis, because this matches the MATLAB default 3-D view.

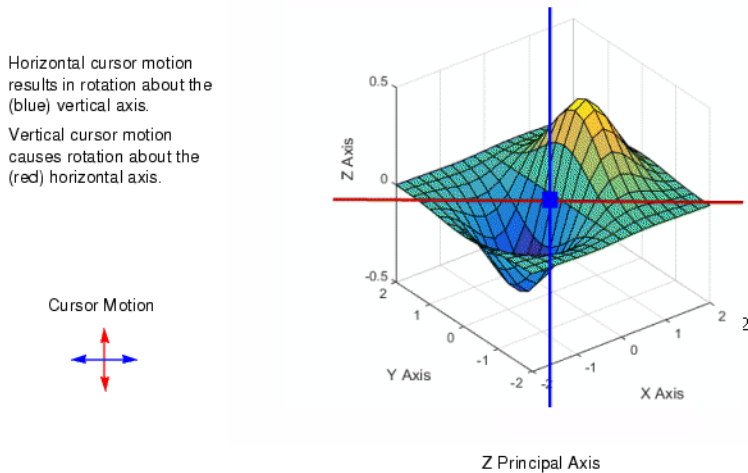
Two of the camera tools (Orbit and Pan/Tilt) allow you to select a principal axis as well as axis-free motion. On the screen, the axes of rotation are determined by a vertical and a horizontal line, both of which pass through the point defined by the `CameraTarget` property and are parallel and perpendicular to the principal axis.

For example, when the principal axis is  $z$ , movement occurs about

- A vertical line that passes through the camera target and is parallel to the  $z$ -axis
- A horizontal line that passes through the camera target and is perpendicular to the  $z$ -axis

This means the scene (or camera, as the case may be) moves in an arc whose center is at the camera target. The following picture illustrates the rotation axes for a  $z$  principal axis.

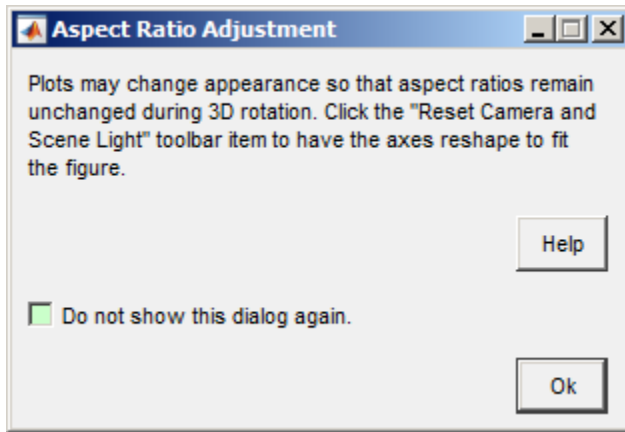




The axes of rotation always pass through the camera target.

### Optimizing for 3-D Camera Motion

When you create a plot, MATLAB displays it with an aspect ratio that fits the figure window. This behavior might not create an optimum situation for the manipulation of 3-D graphics, as it can lead to distortion as you move the camera around the scene. To avoid possible distortion, it is best to switch to a 3-D visualization mode (enabled from the command line with the command `axis vis3d`). When using the Camera toolbar, MATLAB automatically switches to the 3-D visualization mode, but warns you first with the following dialog box.



This dialog box appears only once per MATLAB session.

### Camera Motion Controls

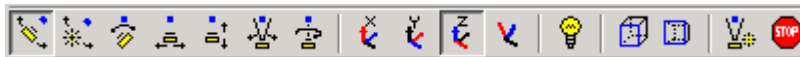
This section discusses the individual camera motion functions selectable from the toolbar.

---

**Note** When interpreting the following diagrams, keep in mind that the camera always points towards the camera target. See “Camera Graphics Terminology” on page 14-9 for an illustration of the graphics properties involved in camera motion.

---

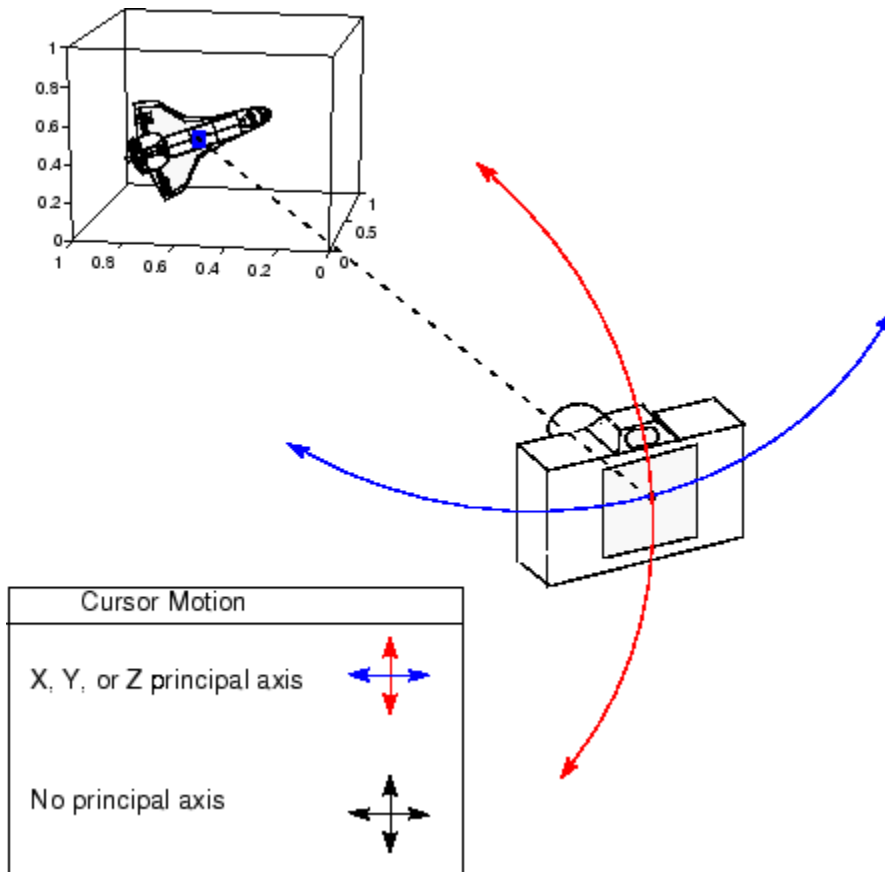
### Orbit Camera



Orbit Camera rotates the camera about the z-axis (by default). You can select x-, y-, z-, or free-axis rotation using the Principal Axis Selectors. When using no principal axis, you can rotate about an arbitrary axis.

### Graphics Properties

Orbit Camera changes the `CameraPosition` property while keeping the `CameraTarget` fixed.



## Orbit Scene Light



The scene light is a light source that is placed with respect to the camera position. By default, the scene light is positioned to the right of the camera (i.e., `camlight right`). Orbit Scene Light changes the light's offset from the camera position. There is only one scene light; however, you can add other lights using the `light` command.

Toggle the scene light on and off by clicking the yellow light bulb icon.

## Graphics Properties

Orbit Scene Light moves the scene light by changing the light's **Position** property.

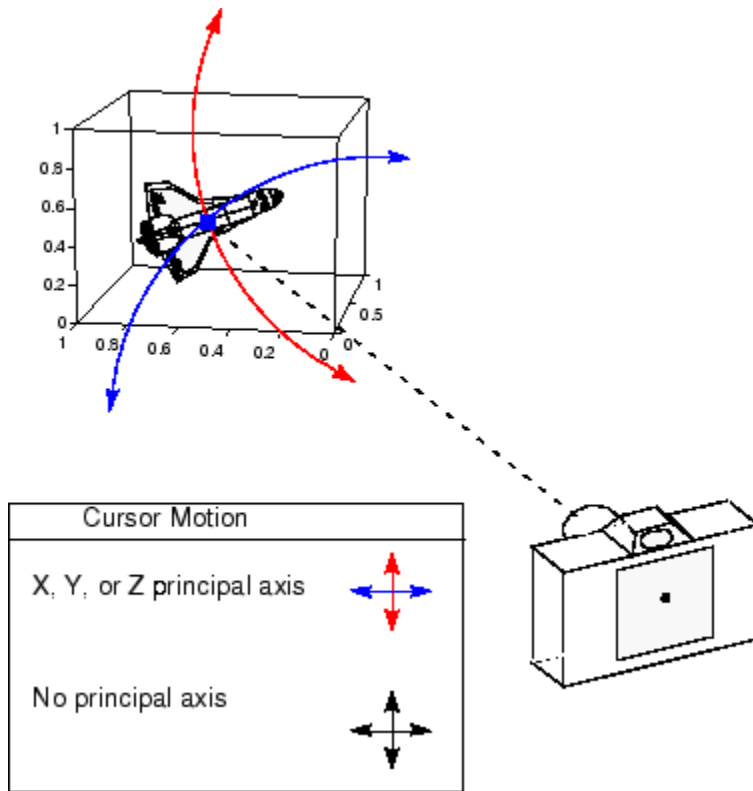
## Pan/Tilt Camera



Pan/Tilt Camera moves the point in the scene that the camera points to while keeping the camera fixed. The movement occurs in an arc about the z-axis by default. You can select x-, y-, z-, or free-axis rotation using the Principal Axes Selectors.

## Graphics Properties

Pan/Tilt Camera moves the point in the scene that the camera is pointing to by changing the **CameraTarget** property.



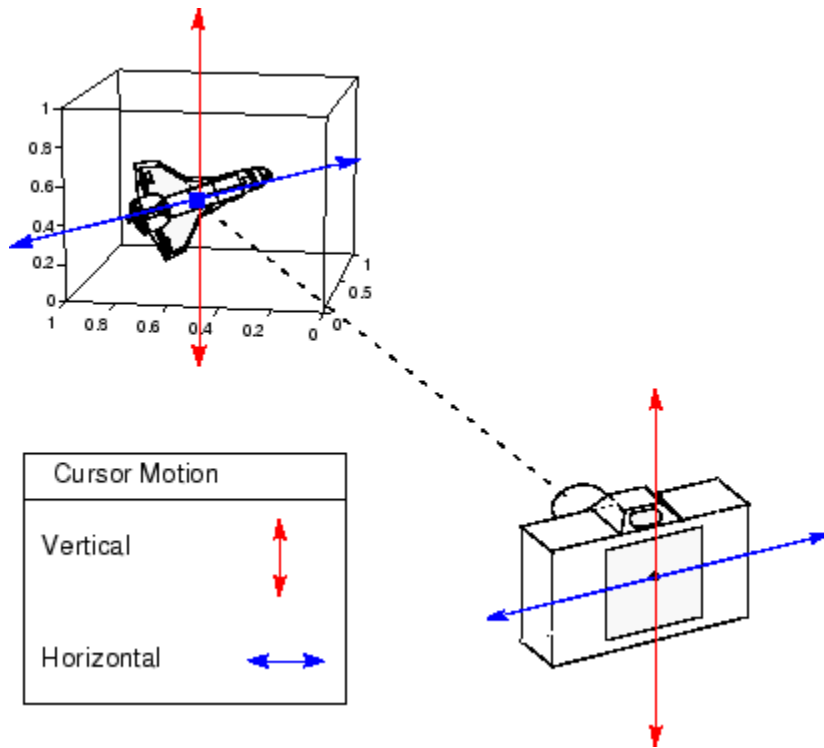
## Move Camera Horizontally/Vertically



Moving the cursor horizontally or vertically (or any combination of the two) moves the scene in the same direction.

### Graphics Properties

The horizontal and vertical movement is achieved by moving the `CameraPosition` and the `CameraTarget` in unison along parallel lines.



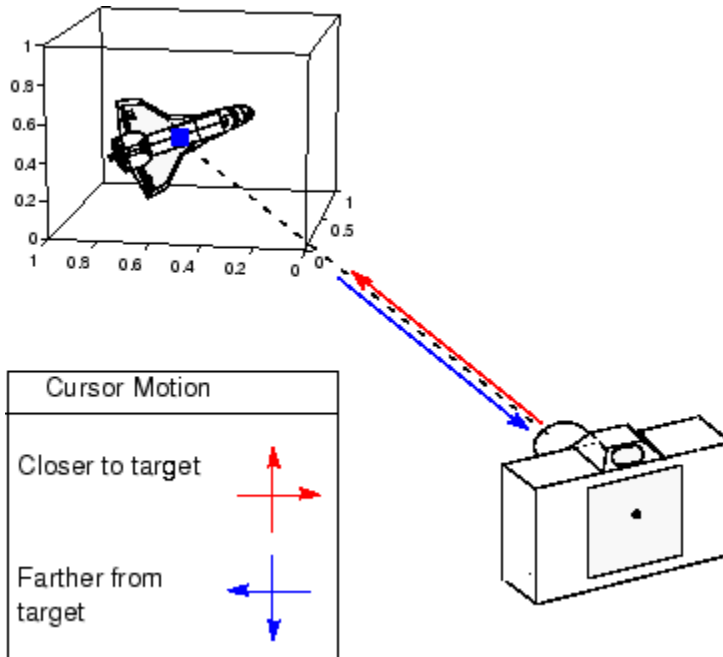
## Move Camera Forward and Backward



Moving the cursor up or to the right moves the camera toward the scene. Moving the cursor down or to the left moves the camera away from the scene. It is possible to move the camera through objects in the scene and to the other side of the camera target.

### Graphics Properties

This function moves the `CameraPosition` along the line connecting the camera position and the camera target.



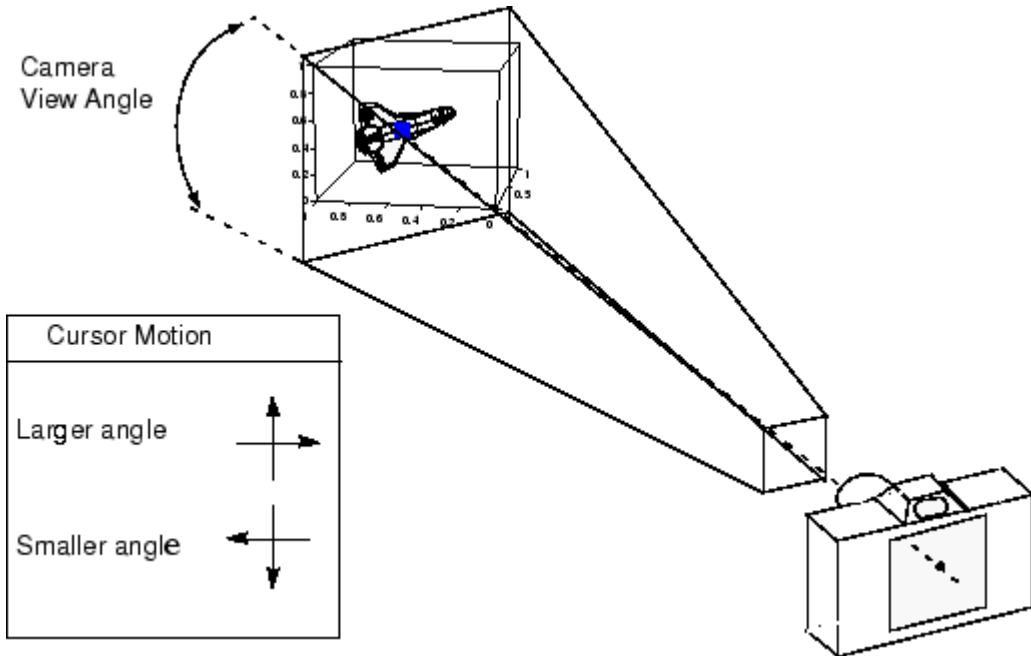
## Zoom Camera



Zoom Camera makes the scene larger as you move the cursor up or to the right and smaller as you move the cursor down or to the left. Zooming does not move the camera and therefore cannot move the viewpoint through objects in the scene.

## Graphics Properties

Zoom is implemented by changing the `CameraViewAngle`. The larger the angle, the smaller the scene appears, and vice versa.



## Camera Roll

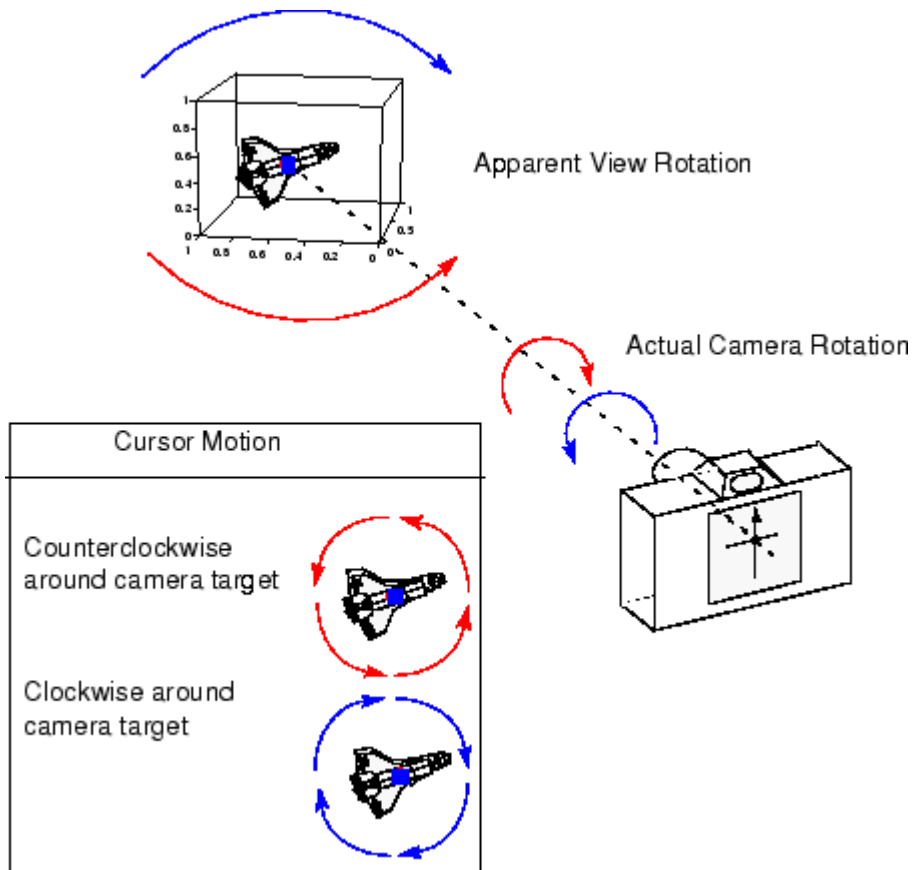


Camera Roll rotates the camera about the viewing axis, thereby rotating the view on the screen.

### Graphics Properties

Camera Roll changes the CameraUpVector.





## Dollying the Camera

In this section...
“Summary of Techniques” on page 14-22
“Implementation” on page 14-22

### Summary of Techniques

In the camera metaphor, a dolly is a stage that enables movement of the camera from side to side with respect to the scene. The `camdolly` command implements similar behavior by moving both the position of the camera and the position of the camera target in unison (or just the camera position if you so desire).

This example illustrates how to use `camdolly` to explore different regions of an image. It shows how to use the following functions:

- `ginput` to obtain the coordinates of locations on the image
- The `camdolly data` coordinates option to move the camera and target to the new position based on coordinates obtained from `ginput`
- `camva` to zoom in and to fix the camera view angle, which is otherwise under automatic control

### Implementation

First load the Cape Cod image and zoom in by setting the camera view angle (using `camva`).

```
load cape
image(X)
colormap(map)
axis image
camva(camva/2.5)
```

Then use `ginput` to select the x- and y-coordinates of the camera target and camera position.

```
while 1
    [x,y] = ginput(1);
    if ~strcmp(get(gcf,'SelectionType'),'normal')
```

```
        break
    end
    ct = camtarget;
    dx = x - ct(1);
    dy = y - ct(2);
    camdolly(dx,dy,ct(3), 'movetarget', 'data')
    drawnow
end
```

## Moving the Camera Through a Scene

In this section...
“Summary of Techniques” on page 14-24
“Graph the Volume Data” on page 14-25
“Set the View” on page 14-25
“Specify the Light Source” on page 14-25
“Select the Lighting Method” on page 14-26
“Define the Camera Path as a Stream Line” on page 14-26
“Implement the Fly-Through” on page 14-27

### Summary of Techniques

A fly-through is an effect created by moving the camera through three-dimensional space, giving the impression that you are flying along with the camera as if in an aircraft. You can fly through regions of a scene that might be otherwise obscured by objects in the scene or you can fly by a scene by keeping the camera focused on a particular point.

To accomplish these effects you move the camera along a particular path, the x-axis for example, in a series of steps. To produce a fly-through, move both the camera position and the camera target at the same time.

The following example makes use of the fly-through effect to view the interior of an isosurface drawn within a volume defined by a vector field of wind velocities. This data represents air currents over North America.

This example employs a number of visualization techniques. It uses

- Isosurfaces and cone plots to illustrate the flow through the volume
- Lighting to illuminate the isosurface and cones in the volume
- Stream lines to define a path for the camera through the volume
- Coordinated motion of the camera position, camera target, and light

Run this example in MATLAB: run example

## Graph the Volume Data

The first step is to draw the isosurface and plot the air flow using cone plots.

See `isosurface`, `isonormals`, `reducepatch`, and `coneplot` for information on using these commands.

Setting the data aspect ratio (`daspect`) to `[1, 1, 1]` before drawing the cone plot enables MATLAB software to calculate the size of the cones correctly for the final view.

```
load wind
wind_speed = sqrt(u.^2 + v.^2 + w.^2);
figure
p = patch(isosurface(x,y,z,wind_speed,35));
isonormals(x,y,z,wind_speed,p)
p.FaceColor = [0.75,0.25,0.25];
p.EdgeColor = [0.6,0.4,0.4];

[f,vt] = reducepatch(isosurface(x,y,z,wind_speed,45),0.05);
daspect([1,1,1]);
hcone = coneplot(x,y,z,u,v,w,vt(:,1),vt(:,2),vt(:,3),2);
hcone.FaceColor = 'blue';
hcone.EdgeColor = 'none';
```

## Set the View

You need to define viewing parameters to ensure the scene is displayed correctly:

- Selecting a perspective projection provides the perception of depth as the camera passes through the interior of the isosurface (`camproj`).
- Setting the camera view angle to a fixed value prevents MATLAB from automatically adjusting the angle to encompass the entire scene as well as zooming in the desired amount (`camva`).

```
camproj perspective
camva(25)
```

## Specify the Light Source

Positioning the light source at the camera location and modifying the reflectance characteristics of the isosurface and cones enhances the realism of the scene:

- Creating a light source at the camera position provides a "headlight" that moves along with the camera through the isosurface interior (camlight).
- Setting the reflection properties of the isosurface gives the appearance of a dark interior (AmbientStrength set to 0.1) with highly reflective material (SpecularStrength and DiffuseStrength set to 1).
- Setting the SpecularStrength of the cones to 1 makes them highly reflective.

```
hlight = camlight('headlight');  
p.AmbientStrength = 1;  
p.SpecularStrength = 1;  
p.DiffuseStrength = 1;  
hcone.SpecularStrength = 1;  
set(gcf, 'Color', 'k')  
set(gca, 'Color', [0,0,0.25])
```

## Select the Lighting Method

Use gouraud lighting for smoother lighting:

```
lighting gouraud
```

## Define the Camera Path as a Stream Line

Stream lines indicate the direction of flow in the vector field. This example uses the  $x$ -,  $y$ -, and  $z$ -coordinate data of a single stream line to map a path through the volume. The camera is then moved along this path. The tasks include

- Create a stream line starting at the point  $x = 80$ ,  $y = 30$ ,  $z = 11$ .
- Get the  $x$ -,  $y$ -, and  $z$ -coordinate data of the stream line.
- Delete the stream line (you could also use `stream3` to calculate the stream line data without actually drawing the stream line).

```
hsline = streamline(x,y,z,u,v,w,80,30,11);  
xd = hsline.XData;  
yd = hsline.YData;  
zd = hsline.ZData;  
delete(hsline)
```

## Implement the Fly-Through

To create a fly-through, move the camera position and camera target along the same path. In this example, the camera target is placed five elements further along the  $x$ -axis than the camera. A small value is added to the camera target  $x$  position to prevent the position of the camera and target from becoming the same point if the condition  $x_d(n) = x_d(n+5)$  should occur:

- Update the camera position and camera target so that they both move along the coordinates of the stream line.
- Move the light along with the camera.
- Call `drawnow` to display the results of each move.

```
for i=1:length(xd)-5
    campos([xd(i),yd(i),zd(i)])
    camtarget([xd(i+5)+min(xd)/500,yd(i),zd(i)])
    camlight(hlight,'headlight')
    drawnow
end
```

See `coneplot` for a fixed visualization of the same data.

## Low-Level Camera Properties

### In this section...

“Camera Properties You Can Set” on page 14-28

“Default Viewpoint Selection” on page 14-29

“Moving In and Out on the Scene” on page 14-29

“Making the Scene Larger or Smaller” on page 14-31

“Revolving Around the Scene” on page 14-32

“Rotation Without Resizing” on page 14-32

“Rotation About the Viewing Axis” on page 14-32

### Camera Properties You Can Set

Camera graphics is based on a group of axes properties that control the position and orientation of the camera. In general, the camera commands, such as `campos`, `camtarget`, and `camup`, make it unnecessary to access these properties directly.

Property	Description
<code>CameraPosition</code>	Specifies the location of the viewpoint in axes units.
<code>CameraPositionMode</code>	In <code>automatic</code> mode, the scene determines the position. In <code>manual</code> mode, you specify the viewpoint location.
<code>CameraTarget</code>	Specifies the location in the axes pointed to by the camera. Together with the <code>CameraPosition</code> , it defines the viewing axis.
<code>CameraTargetMode</code>	In <code>automatic</code> mode, MATLAB specifies the <code>CameraTarget</code> as the center of the axes plot box. In <code>manual</code> mode, you specify the location.
<code>CameraUpVector</code>	The rotation of the camera around the viewing axis is defined by a vector indicating the direction taken as up.
<code>CameraUpVectorMode</code>	In <code>automatic</code> mode, MATLAB orients the up vector along the positive y-axis for 2-D views and along the positive z-axis for 3-D views. In <code>manual</code> mode, you specify the direction.



Property	Description
CameraViewAngle	Specifies the field of view of the "lens." If you specify a value for CameraViewAngle, MATLAB does not stretch-the axes to fit the figure.
CameraViewAngleMode	In automatic mode, MATLAB adjusts the view angle to the smallest angle that captures the entire scene. In manual mode, you specify the angle.  Setting CameraViewAngleMode to manual overrides stretch-to-fill behavior.
Projection	Selects either an orthographic or perspective projection.

## Default Viewpoint Selection

When all the camera mode properties are set to auto (the default), MATLAB automatically controls the view, selecting appropriate values based on the assumption that you want the scene to fill the position rectangle (which is defined by the width and height components of the axes `Position` property).

By default, MATLAB

- Sets the `CameraPosition` so the orientation of the scene is the standard MATLAB 2-D or 3-D view (see the `view` command)
- Sets the `CameraTarget` to the center of the plot box
- Sets the `CameraUpVector` so the y-direction is up for 2-D views and the z-direction is up for 3-D views
- Sets the `CameraViewAngle` to the minimum angle that makes the scene fill the position rectangle (the rectangle defined by the axes `Position` property)
- Uses orthographic projection

This default behavior generally produces desirable results. However, you can change these properties to produce useful effects.

## Moving In and Out on the Scene

You can move the camera anywhere in the 3-D space defined by the axes. The camera continues to point towards the target regardless of its position. When the camera moves, MATLAB varies the camera view angle to ensure the scene fills the position rectangle.

## Moving Through a Scene

You can create a fly-by effect by moving the camera through the scene. To do this, continually change `CameraPosition` property, moving it toward the target. Because the camera is moving through space, it turns as it moves past the camera target. Override the MATLAB automatic resizing of the scene each time you move the camera by setting the `CameraViewAngleMode` to `manual`.

If you update the `CameraPosition` and the `CameraTarget`, the effect is to pass through the scene while continually facing the direction of movement.

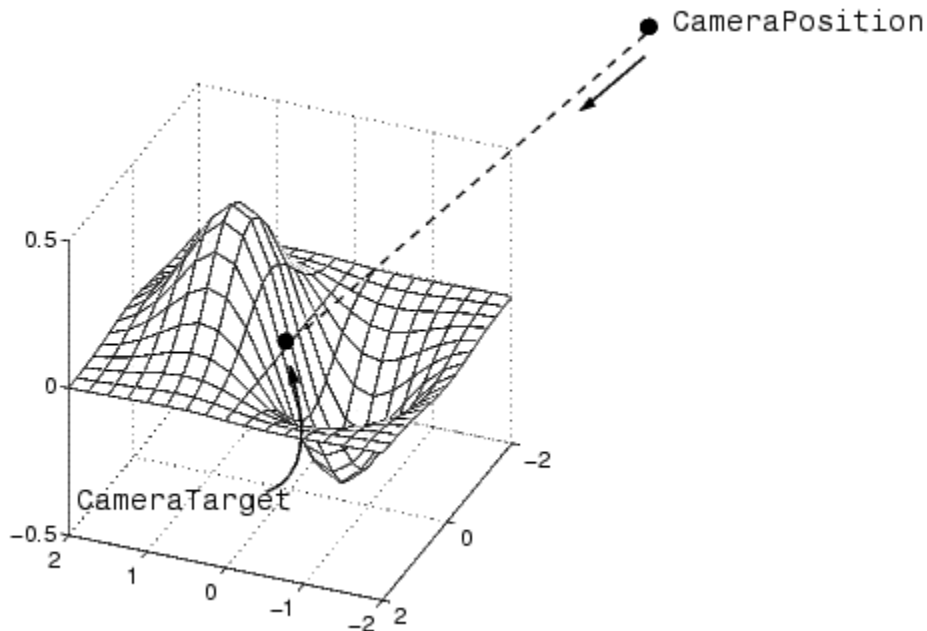
If the `Projection` is set to `perspective`, the amount of perspective distortion increases as the camera gets closer to the target and decreases as it gets farther away.

### Example — Moving Toward or Away from the Target

To move the camera along the viewing axis, you need to calculate new coordinates for the `CameraPosition` property. This is accomplished by subtracting (to move closer to the target) or adding (to move away from the target) some fraction of the total distance between the camera position and the camera target.

The function `movecamera` calculates a new `CameraPosition` that moves in on the scene if the argument `dist` is positive and moves out if `dist` is negative.

```
function movecamera(dist) %dist in the range [-1 1]
set(gca,'CameraViewAngleMode','manual')
newcp = cpos - dist * (cpos - ctarg);
set(gca,'CameraPosition',newcp)
function out = cpos
out = get(gca,'CameraPosition');
function out = ctarg
out = get(gca,'CameraTarget');
```



Setting the `CameraViewAngleMode` to `manual` can cause an abrupt change in the aspect ratio.

## Making the Scene Larger or Smaller

Adjusting the `CameraViewAngle` property makes the view of the scene larger or smaller. Larger angles cause the view to encompass a larger area, thereby making the objects in the scene appear smaller. Similarly, smaller angles make the objects appear larger.

Changing `CameraViewAngle` makes the scene larger or smaller without affecting the position of the camera. This is desirable if you want to zoom in without moving the viewpoint past objects that will then no longer be in the scene (as could happen if you changed the camera position). Also, changing the `CameraViewAngle` does not affect the amount of perspective applied to the scene, as changing `CameraPosition` does when the figure `Projection` property is set to `perspective`.

## Revolving Around the Scene

You can use the `view` command to revolve the viewpoint about the z-axis by varying the azimuth, and about the azimuth by varying the elevation. This has the effect of moving the camera around the scene along the surface of a sphere whose radius is the length of the viewing axis. You could create the same effect by changing the `CameraPosition`, but doing so requires you to perform calculations that MATLAB performs for you when you call `view`.

For example, the function `orbit` moves the camera around the scene.

```
function orbit(deg)
[az, el] = view;
rotvec = 0:deg/10:deg;
for i = 1:length(rotvec)
    view([az+rotvec(i) el])
    drawnow
end
```

## Rotation Without Resizing

When `CameraViewAngleMode` is `auto`, MATLAB calculates the `CameraViewAngle` so that the scene is as large as can fit in the axes position rectangle. This causes an apparent size change during rotation of the scene. To prevent resizing during rotation, you need to set the `CameraViewAngleMode` to `manual` (which happens automatically when you specify a value for the `CameraViewAngle` property). To do this in the `orbit` function, add the statement

```
set(gca, 'CameraViewAngleMode', 'manual')
```

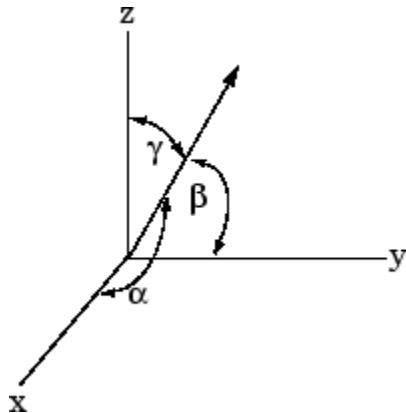
## Rotation About the Viewing Axis

You can change the orientation of the scene by specifying the direction defined as up. By default, MATLAB defines *up* as the y-axis in 2-D views (the `CameraUpVector` is `[0 1 0]`) and the z-axis for 3-D views (the `CameraUpVector` is `[0 0 1]`). However, you can specify up as any arbitrary direction.

The vector defined by the `CameraUpVector` property forms one axis of the camera's coordinate system. Internally, MATLAB determines the actual orientation of the camera up vector by projecting the specified vector onto the plane that is normal to the camera

direction (i.e., the viewing axis). This simplifies the specification of the `CameraUpVector` property, because it need not lie in this plane.

In many cases, you might find it convenient to visualize the desired up vector in terms of angles with respect to the axes  $x$ -,  $y$ -, and  $z$ -axis. You can then use *direction cosines* to convert from angles to vector components. For a unit vector, the expression simplifies to



where the angles  $\alpha$ ,  $\beta$ , and  $\gamma$  are specified in degrees.

$$XComponent = \cos(\alpha * (\pi/180));$$

$$YComponent = \cos(\beta * (\pi/180));$$

$$ZComponent = \cos(\gamma * (\pi/180));$$

Consult a mathematics book on vector analysis for a more detailed explanation of direction cosines.

### Calculating a Camera Up Vector

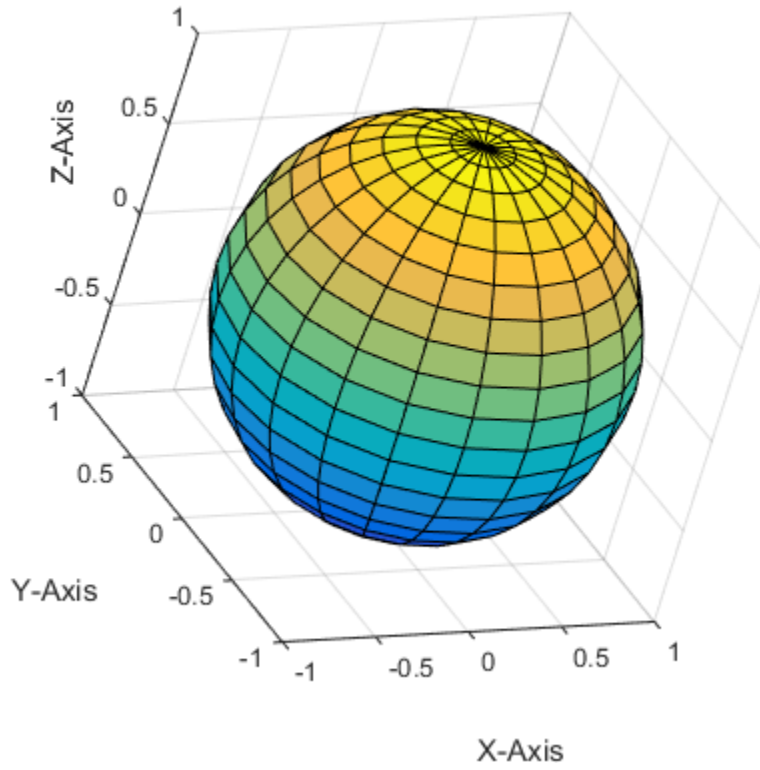
To specify an up vector that makes an angle of  $30^\circ$  with the  $z$ -axis and lies in the  $y$ - $z$  plane, use the expression

$$\text{upvec} = [\cos(90 * (\pi/180)), \cos(60 * (\pi/180)), \cos(30 * (\pi/180))];$$

and then set the `CameraUpVector` property.

```
set(gca, 'CameraUpVector', upvec)
```

Drawing a sphere with this orientation produces



# Understanding View Projections

In this section...
“Two Types of Projections” on page 14-35
“Projection Types and Camera Location” on page 14-37

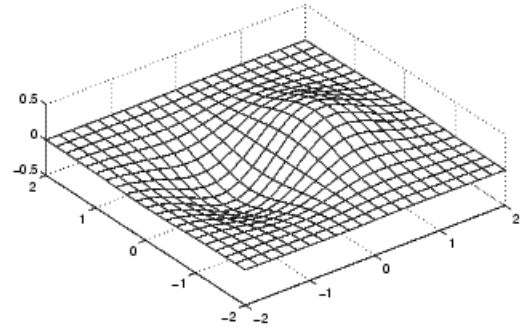
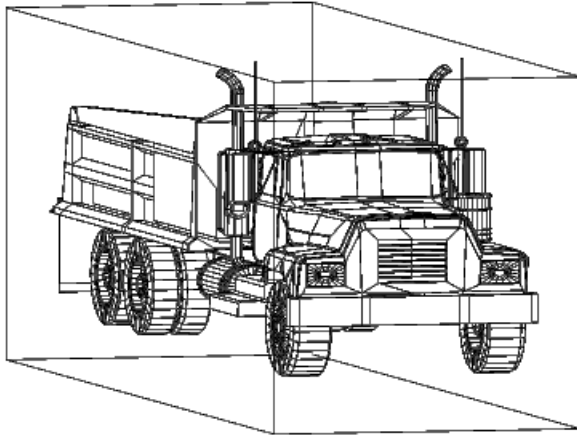
## Two Types of Projections

MATLAB Graphics supports both orthographic and perspective projection types for displaying 3-D graphics. The one you select depends on the type of graphics you are displaying:

- **orthographic** projects the viewing volume as a rectangular parallelepiped (i.e., a box whose opposite sides are parallel). Relative distance from the camera does not affect the size of objects. This projection type is useful when it is important to maintain the actual size of objects and the angles between objects.
- **perspective** projects the viewing volume as the frustum of a pyramid (a pyramid whose apex has been cut off parallel to the base). Distance causes foreshortening; objects further from the camera appear smaller. This projection type is useful when you want to display realistic views of real objects.

By default, MATLAB displays objects using orthographic projection. You can set the projection type using the `camproj` command.

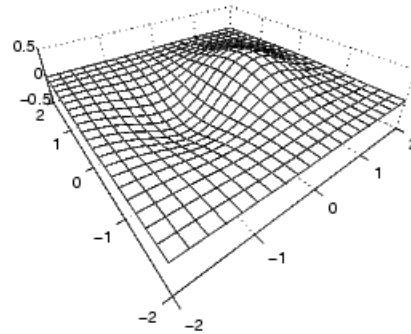
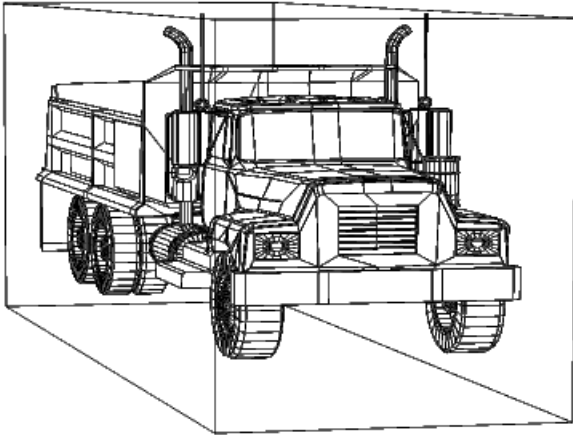
These pictures show a drawing of a dump truck (created with `patch`) and a surface plot of a mathematical function, both using orthographic projection.



If you measure the width of the front and rear faces of the box enclosing the dump truck, you'll see they are the same size. This picture looks unnatural because it lacks the apparent perspective you see when looking at real objects with depth. On the other hand, the surface plot accurately indicates the values of the function within rectangular space.

Now look at the same graphics objects with perspective added. The dump truck looks more natural because portions of the truck that are farther from the viewer appear smaller. This projection mimics the way human vision works. The surface plot, on the other hand, looks distorted.



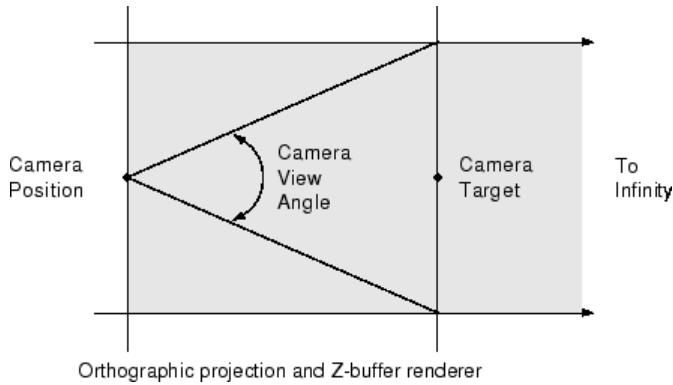


## Projection Types and Camera Location

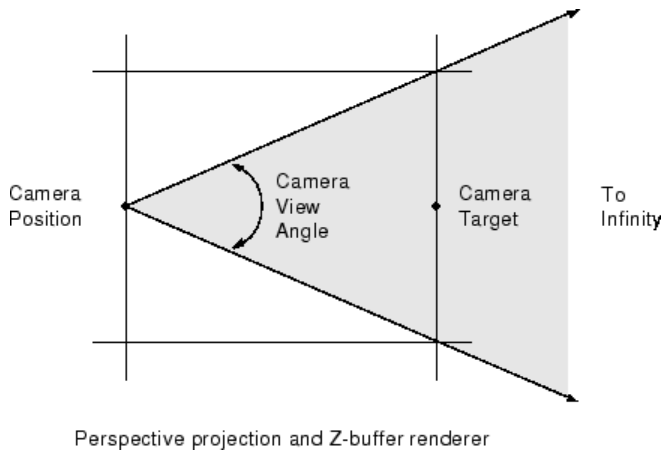
By default, MATLAB adjusts the `CameraPosition`, `CameraTarget`, and `CameraViewAngle` properties to point the camera at the center of the scene and to include all graphics objects in the axes. If you position the camera so that there are graphics objects behind the camera, the scene displayed can be affected by both the axes `Projection` property and the figure `Renderer` property. The following summarizes the interactions between projection type and rendering method.

	<b>Orthographic</b>	<b>Perspective</b>
<b>OpenGL®</b>	<code>CameraViewAngle</code> determines extent of scene at <code>CameraTarget</code> .	<code>CameraViewAngle</code> determines extent of scene from <code>CameraPosition</code> to infinity.
<b>Painters</b>	All objects are displayed regardless of <code>CameraPosition</code> .	Not recommended if graphics objects are behind the <code>CameraPosition</code> .

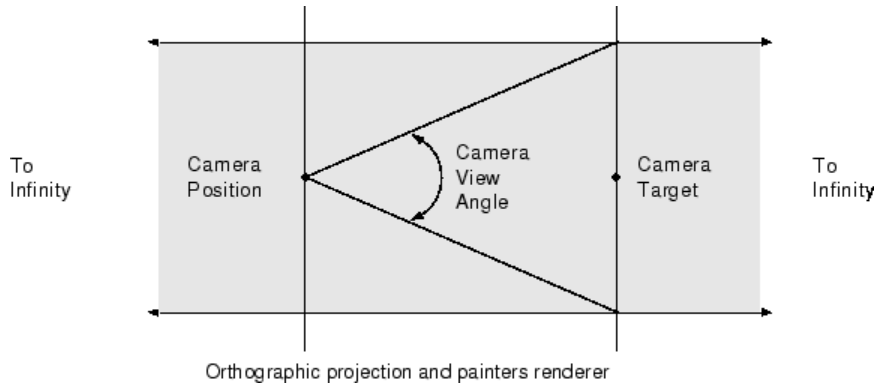
This diagram illustrates what you see (gray area) when using orthographic projection and OpenGL. Anything in front of the camera is visible.



In perspective projection, you see only what is visible in the cone of the camera view angle.



Painters rendering method is less suited to moving the camera in 3-D space because MATLAB does not clip along the viewing axis. Orthographic projection in painters method results in all objects contained in the scene being visible regardless of the camera position.



### Printing 3-D Scenes

The same effects described in the previous section occur in hardcopy output. You should specify `opengl` printing explicitly to obtain the results displayed on the screen (use the `-opengl` option with the `print` command).



# Displaying Bit-Mapped Images

---

- “Working with Images in MATLAB Graphics” on page 15-2
- “Image Types” on page 15-5
- “8-Bit and 16-Bit Images” on page 15-10
- “Read, Write, and Query Image Files” on page 15-18
- “Displaying Graphics Images” on page 15-22
- “The Image Object and Its Properties” on page 15-27
- “Printing Images” on page 15-34
- “Convert Image Graphic or Data Type” on page 15-35
- “Displaying Image Data” on page 15-36

## Working with Images in MATLAB Graphics

<b>In this section...</b>
“What Is Image Data?” on page 15-2
“Supported Image Formats” on page 15-3

### What Is Image Data?

The basic MATLAB data structure is the *array*, an ordered set of real or complex elements. An array is naturally suited to the representation of *images*, real-valued, ordered sets of color or intensity data. (An array is suited for complex-valued images.)

In the MATLAB workspace, most images are represented as two-dimensional arrays (matrices), in which each element of the matrix corresponds to a single pixel in the displayed image. For example, an image composed of 200 rows and 300 columns of different colored dots stored as a 200-by-300 matrix. Some images, such as RGB, require a three-dimensional array, where the first plane in the third dimension represents the red pixel intensities, the second plane represents the green pixel intensities, and the third plane represents the blue pixel intensities.

This convention makes working with graphics file format images similar to working with any other type of matrix data. For example, you can select a single pixel from an image matrix using normal matrix subscripting:

```
I(2,15)
```

This command returns the value of the pixel at row 2, column 15 of the image *I*.

The following sections describe the different data and image types, and give details about how to read, write, work with, and display graphics images; how to alter the display properties and aspect ratio of an image during display; how to print an image; and how to convert the data type or graphics format of an image.

### Data Types

MATLAB math supports three different numeric classes for image display:

- double-precision floating-point (`double`)
- 16-bit unsigned integer (`uint16`)

- 8-bit unsigned integer (`uint8`)

The image display commands interpret data values differently depending on the numeric class the data is stored in. “8-Bit and 16-Bit Images” on page 15-10 includes details on the inner workings of the storage for 8- and 16-bit images.

By default, most data occupy arrays of class `double`. The data in these arrays is stored as double-precision (64-bit) floating-point numbers. All MATLAB functions and capabilities work with these arrays.

For images stored in one of the graphics file formats supported by MATLAB functions, however, this data representation is not always ideal. The number of pixels in such an image can be very large; for example, a 1000-by-1000 image has a million pixels. Since at least one array element represents each pixel, this image requires about 8 megabytes of memory if it is stored as class `double`.

To reduce memory requirements, you can store image data in arrays of class `uint8` and `uint16`. The data in these arrays is stored as 8-bit or 16-bit unsigned integers. These arrays require one-eighth or one-fourth as much memory as data in `double` arrays.

### **Bit Depth**

MATLAB input functions read the most commonly used bit depths (bits per pixel) of any of the supported graphics file formats. When the data is in memory, it can be stored as `uint8`, `uint16`, or `double`. For details on which bit depths are appropriate for each supported format, see `imread` and `imwrite`.

## **Supported Image Formats**

MATLAB commands read, write, and display several types of graphics file formats for images. As with MATLAB generated images, once a graphics file format image is displayed, it becomes an image object. MATLAB supports the following graphics file formats, along with others:

- BMP (Microsoft® Windows® Bitmap)
- GIF (Graphics Interchange Files)
- HDF (Hierarchical Data Format)
- JPEG (Joint Photographic Experts Group)
- PCX (Paintbrush)

- PNG (Portable Network Graphics)
- TIFF (Tagged Image File Format)
- XWD (X Window Dump)

For more information about the bit depths and image types supported for these formats, see `imread` and `imwrite`.



## Image Types

In this section...
“Indexed Images” on page 15-5
“Intensity Images” on page 15-7
“RGB (Truecolor) Images” on page 15-8

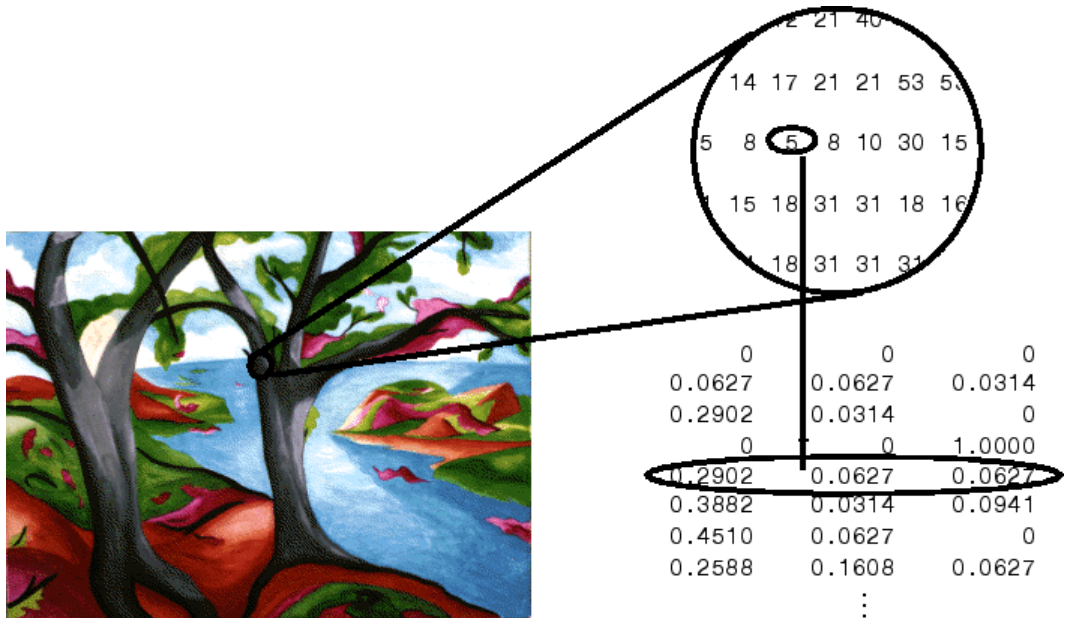
### Indexed Images

An indexed image consists of a data matrix,  $X$ , and a colormap matrix,  $\text{map}$ .  $\text{map}$  is an  $m$ -by-3 array of class `double` containing floating-point values in the range  $[0, 1]$ . Each row of  $\text{map}$  specifies the red, green, and blue components of a single color. An indexed image uses “direct mapping” of pixel values to colormap values. The color of each image pixel is determined by using the corresponding value of  $X$  as an index into  $\text{map}$ . Values of  $X$  therefore must be integers. The value 1 points to the first row in  $\text{map}$ , the value 2 points to the second row, and so on. Display an indexed image with the statements

```
image(X); colormap(map)
```

A colormap is often stored with an indexed image and is automatically loaded with the image when you use the `imread` function. However, you are not limited to using the default colormap—use any colormap that you choose. The description for the property `CDataMapping` describes how to alter the type of mapping used.

The next figure illustrates the structure of an indexed image. The pixels in the image are represented by integers, which are pointers (indices) to color values stored in the colormap.



The relationship between the values in the image matrix and the colormap depends on the class of the image matrix. If the image matrix is of class `double`, the value 1 points to the first row in the colormap, the value 2 points to the second row, and so on. If the image matrix is of class `uint8` or `uint16`, there is an offset—the value 0 points to the first row in the colormap, the value 1 points to the second row, and so on. The offset is also used in graphics file formats to maximize the number of colors that can be supported. In the preceding image, the image matrix is of class `double`. Because there is no offset, the value 5 points to the fifth row of the colormap.

---

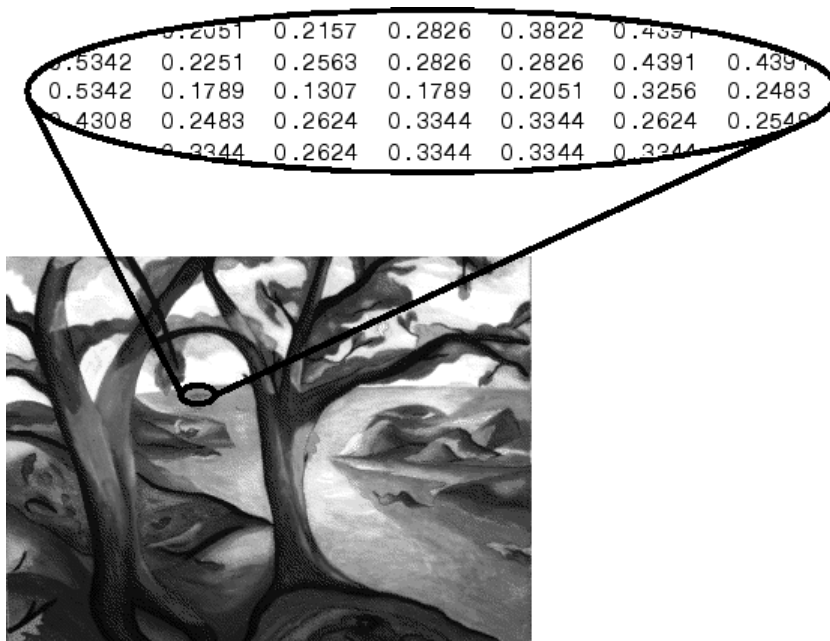
**Note** When using the `painters` renderer on the Windows platform, you should only use 256 colors when attempting to display an indexed image. Larger colormaps can lead to unexpected colors because the `painters` algorithm uses the Windows 256 color palette, which graphics drivers and graphics hardware are known to handle differently. To work around this issue, use the `Zbuffer` or `OpenGL` renderer, as appropriate.

---

## Intensity Images

An intensity image is a data matrix,  $I$ , whose values represent intensities within some range. An intensity image is represented as a single matrix, with each element of the matrix corresponding to one image pixel. The matrix can be of class `double`, `uint8`, or `uint16`. While intensity images are rarely saved with a colormap, a colormap is still used to display them. In essence, intensity images are treated as indexed images.

This figure depicts an intensity image of class `double`.



To display an intensity image, use the `imagesc` (“image scale”) function, which enables you to set the range of intensity values. `imagesc` scales the image data to use the full colormap. Use the two-input form of `imagesc` to display an intensity image, for example:

```
imagesc(I,[0 1]); colormap(gray);
```

The second input argument to `imagesc` specifies the desired intensity range. The `imagesc` function displays  $I$  by mapping the first value in the range (usually 0) to the first colormap entry, and the second value (usually 1) to the last colormap entry. Values in between are linearly distributed throughout the remaining colormap colors.

Although it is conventional to display intensity images using a grayscale colormap, it is possible to use other colormaps. For example, the following statements display the intensity image *I* in shades of blue and green:

```
imagesc(I,[0 1]); colormap(winter);
```

To display a matrix *A* with an arbitrary range of values as an intensity image, use the single-argument form of `imagesc`. With one input argument, `imagesc` maps the minimum value of the data matrix to the first colormap entry, and maps the maximum value to the last colormap entry. For example, these two lines are equivalent:

```
imagesc(A); colormap(gray)  
imagesc(A,[min(A(:)) max(A(:))]); colormap(gray)
```

## RGB (Tricolor) Images

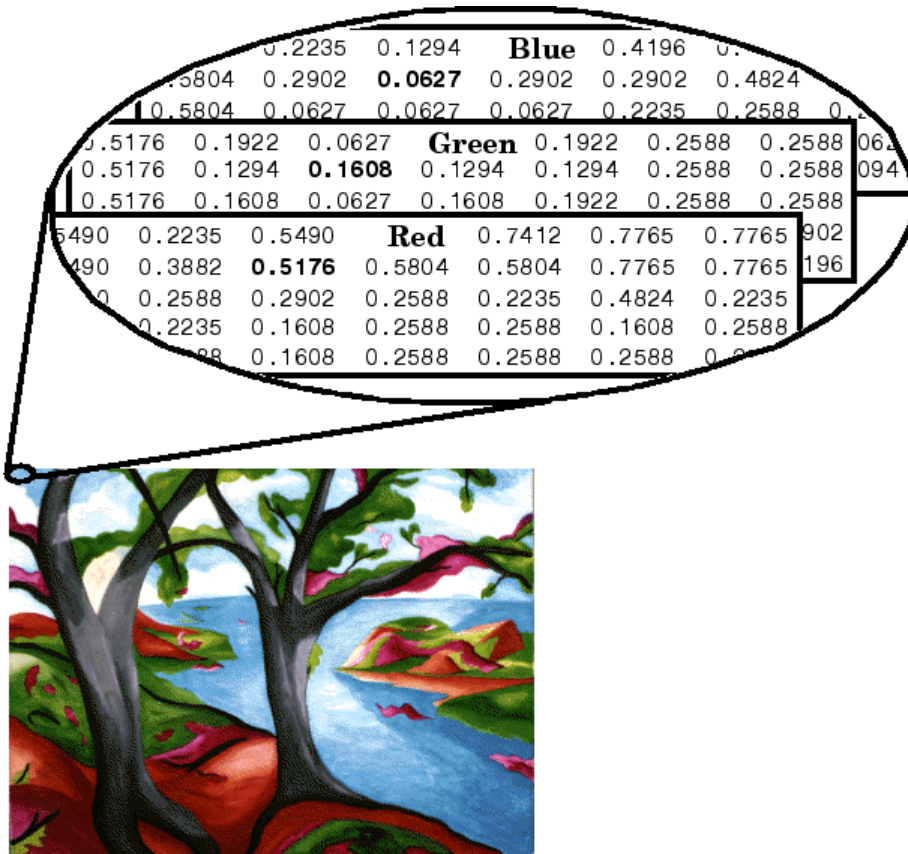
An RGB image, sometimes referred to as a tricolor image, is stored as an *m*-by-*n*-by-3 data array that defines red, green, and blue color components for each individual pixel. RGB images do not use a palette. The color of each pixel is determined by the combination of the red, green, and blue intensities stored in each color plane at the pixel's location. Graphics file formats store RGB images as 24-bit images, where the red, green, and blue components are 8 bits each. This yields a potential of 16 million colors. The precision with which a real-life image can be replicated has led to the nickname “tricolor image.”

An RGB MATLAB array can be of class `double`, `uint8`, or `uint16`. In an RGB array of class `double`, each color component is a value between 0 and 1. A pixel whose color components are (0,0,0) is displayed as black, and a pixel whose color components are (1,1,1) is displayed as white. The three color components for each pixel are stored along the third dimension of the data array. For example, the red, green, and blue color components of the pixel (10,5) are stored in `RGB(10,5,1)`, `RGB(10,5,2)`, and `RGB(10,5,3)`, respectively.

To display the tricolor image `RGB`, use the `image` function:

```
image(RGB)
```

The next figure shows an RGB image of class `double`.



To determine the color of the pixel at (2,3), look at the RGB triplet stored in (2,3,1:3). Suppose (2,3,1) contains the value 0.5176, (2,3,2) contains 0.1608, and (2,3,3) contains 0.0627. The color for the pixel at (2,3) is

0.5176 0.1608 0.0627

## 8-Bit and 16-Bit Images

### In this section...

“Indexed Images” on page 15-10

“Intensity Images” on page 15-11

“RGB Images” on page 15-11

“Mathematical Operations Support for uint8 and uint16” on page 15-12

“Other 8-Bit and 16-Bit Array Support” on page 15-12

“Converting an 8-Bit RGB Image to Grayscale” on page 15-13

“Summary of Image Types and Numeric Classes” on page 15-17

### Indexed Images

Double-precision (64-bit) floating-point numbers are the default MATLAB representation for numeric data. However, to reduce memory requirements for working with images, you can store images as 8-bit or 16-bit unsigned integers using the numeric classes `uint8` or `uint16`, respectively. An image whose data matrix has class `uint8` is called an 8-bit image; an image whose data matrix has class `uint16` is called a 16-bit image.

The `image` function can display 8- or 16-bit images directly without converting them to double precision. However, `image` interprets matrix values slightly differently when the image matrix is `uint8` or `uint16`. The specific interpretation depends on the image type.

If the class of `X` is `uint8` or `uint16`, its values are offset by 1 before being used as `colormap` indices. The value 0 points to the first row of the `colormap`, the value 1 points to the second row, and so on. The `image` command automatically supplies the proper offset, so the display method is the same whether `X` is `double`, `uint8`, or `uint16`:

```
image(X); colormap(map);
```

The `colormap` index offset for `uint8` and `uint16` data is intended to support standard graphics file formats, which typically store image data in indexed form with a 256-entry `colormap`. The offset allows you to manipulate and display images of this form using the more memory-efficient `uint8` and `uint16` arrays.

Because of the offset, you must add 1 to convert a `uint8` or `uint16` indexed image to `double`. For example:

```
X64 = double(X8) + 1;
      or
X64 = double(X16) + 1;
```

Conversely, subtract 1 to convert a double indexed image to uint8 or uint16:

```
X8 = uint8(X64 - 1);
     or
X16 = uint16(X64 - 1);
```

## Intensity Images

The range of double image arrays is usually [0, 1], but the range of 8-bit intensity images is usually [0, 255] and the range of 16-bit intensity images is usually [0, 65535]. Use the following command to display an 8-bit intensity image with a grayscale colormap:

```
imagesc(I,[0 255]); colormap(gray);
```

To convert an intensity image from double to uint16, first multiply by 65535:

```
I16 = uint16(round(I64*65535));
```

Conversely, divide by 65535 after converting a uint16 intensity image to double:

```
I64 = double(I16)/65535;
```

## RGB Images

The color components of an 8-bit RGB image are integers in the range [0, 255] rather than floating-point values in the range [0, 1]. A pixel whose color components are (255,255,255) is displayed as white. The image command displays an RGB image correctly whether its class is double, uint8, or uint16:

```
image(RGB);
```

To convert an RGB image from double to uint8, first multiply by 255:

```
RGB8 = uint8(round(RGB64*255));
```

Conversely, divide by 255 after converting a uint8 RGB image to double:

```
RGB64 = double(RGB8)/255
```

To convert an RGB image from double to uint16, first multiply by 65535:

```
RGB16 = uint16(round(RGB64*65535));
```

Conversely, divide by 65535 after converting a `uint16` RGB image to `double`:

```
RGB64 = double(RGB16)/65535;
```

## Mathematical Operations Support for `uint8` and `uint16`

To use the following MATLAB functions with `uint8` and `uint16` data, first convert the data to type `double`:

- `conv2`
- `convn`
- `fft2`
- `fftn`

For example, if `X` is a `uint8` image, cast the data to type `double`:

```
fft(double(X))
```

In these cases, the output is always `double`.

The `sum` function returns results in the same type as its input, but provides an option to use double precision for calculations.

### MATLAB Integer Mathematics

See “Arithmetic Operations on Integer Classes” for more information on how mathematical functions work with data types that are not doubles.

Most Image Processing Toolbox™ functions accept `uint8` and `uint16` input. If you plan to do sophisticated image processing on `uint8` or `uint16` data, consider including that toolbox in your MATLAB computing environment.

## Other 8-Bit and 16-Bit Array Support

You can perform several other operations on `uint8` and `uint16` arrays, including:

- Reshaping, reordering, and concatenating arrays using the functions `reshape`, `cat`, `permute`, and the `[]` and `'` operators



- Saving and loading `uint8` and `uint16` arrays in MAT-files using `save` and `load`. (Remember that if you are loading or saving a graphics file format image, you must use the commands `imread` and `imwrite` instead.)
- Locating the indices of nonzero elements in `uint8` and `uint16` arrays using `find`. However, the returned array is always of class `double`.
- Relational operators

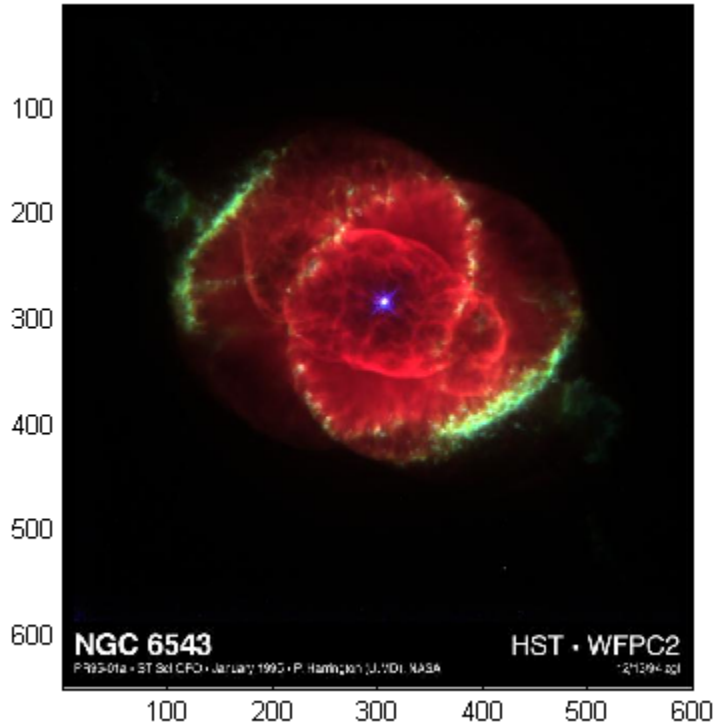
## Converting an 8-Bit RGB Image to Grayscale

You can perform arithmetic operations on integer data, which enables you to convert image types without first converting the numeric class of the image data.

This example reads an 8-bit RGB image into a MATLAB variable and converts it to a grayscale image:

```
rgb_img = imread('ngc6543a.jpg'); % Load the image
image(rgb_img) % Display the RGB image
```

```
axis image;
```



---

**Note** This image was created with the support of the Space Telescope Science Institute, operated by the Association of Universities for Research in Astronomy, Inc., from NASA contract NAs5-26555, and is reproduced with permission from AURA/STScI. Digital renditions of images produced by AURA/STScI are obtainable royalty-free. Credits: J.P. Harrington and K.J. Orkowski (University of Maryland), and NASA.

---

Calculate the monochrome luminance by combining the RGB values according to the NTSC standard, which applies coefficients related to the eye's sensitivity to RGB colors:

```
I = .2989*rgb_img(:,:,1)...  
    +.5870*rgb_img(:,:,2)...  
    +.1140*rgb_img(:,:,3);
```

I is an intensity image with integer values ranging from a minimum of zero:

```
min(I(:))  
ans =  
    0
```

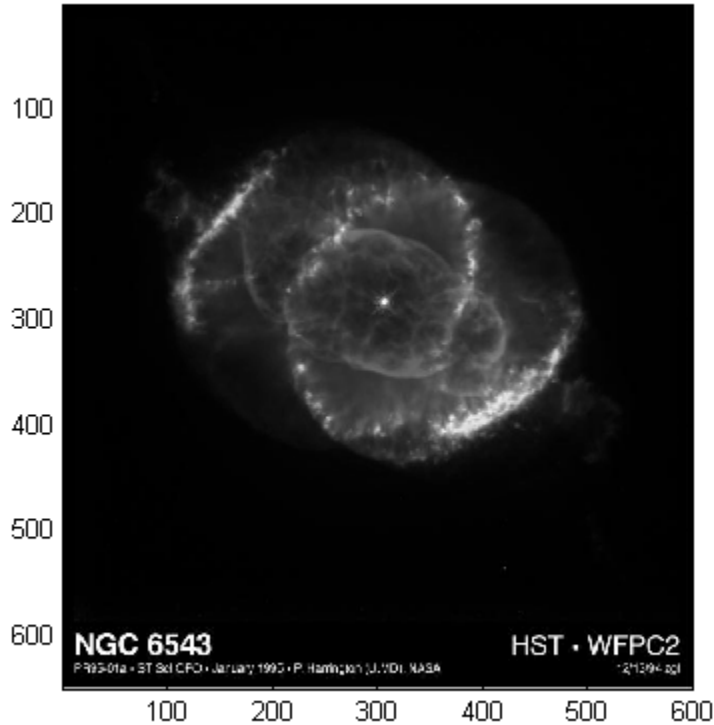
to a maximum of 255:

```
max(I(:))  
ans =  
   255
```

To display the image, use a grayscale colormap with 256 values. This avoids the need to scale the data-to-color mapping, which is required if you use a colormap of a different size. Use the `imagesc` function in cases where the colormap does not contain one entry for each data value.

Now display the image in a new figure using the gray colormap:

```
figure; colormap(gray(256)); image(I);  
axis image;
```



### Related Information

Other colormaps with a range of colors that vary continuously from dark to light can produce usable images. For example, try `colormap(summer(256))` for a classic oscilloscope look. See `colormap` for more choices.

The `brighten` function enables you to increase or decrease the color intensities in a colormap to compensate for computer display differences or to enhance the visibility of faint or bright regions of the image (at the expense of the opposite end of the range).

## Summary of Image Types and Numeric Classes

This table summarizes how data matrix elements are interpreted as pixel colors, depending on the image type and data class.

Image Type	double Data	uint8 or uint16 Data
Indexed	Image is an $m$ -by- $n$ array of integers in the range $[1, p]$ .  Colormap is a $p$ -by-3 array of floating-point values in the range $[0, 1]$ .	Image is an $m$ -by- $n$ array of integers in the range $[0, p - 1]$ .  Colormap is a $p$ -by-3 array of floating-point values in the range $[0, 1]$ .
Intensity	Image is an $m$ -by- $n$ array of floating-point values that are linearly scaled to produce colormap indices. The typical range of values is $[0, 1]$ .  Colormap is a $p$ -by-3 array of floating-point values in the range $[0, 1]$ and is typically grayscale.	Image is an $m$ -by- $n$ array of integers that are linearly scaled to produce colormap indices. The typical range of values is $[0, 255]$ or $[0, 65535]$ .  Colormap is a $p$ -by-3 array of floating-point values in the range $[0, 1]$ and is typically grayscale.
RGB (Truecolor)	Image is an $m$ -by- $n$ -by-3 array of floating-point values in the range $[0, 1]$ .	Image is an $m$ -by- $n$ -by-3 array of integers in the range $[0, 255]$ or $[0, 65535]$ .

## Read, Write, and Query Image Files

### In this section...

“Working with Image Formats” on page 15-18

“Reading a Graphics Image” on page 15-19

“Writing a Graphics Image” on page 15-19

“Subsetting a Graphics Image (Cropping)” on page 15-20

“Obtaining Information About Graphics Files” on page 15-21

### Working with Image Formats

In its native form, a graphics file format image is not stored as a MATLAB matrix, or even necessarily as a matrix. Most graphics files begin with a header containing format-specific information tags, and continue with bitmap data that can be read as a continuous stream. For this reason, you cannot use the standard MATLAB I/O commands `load` and `save` to read and write a graphics file format image.

Call special MATLAB functions to read and write image data from graphics file formats:

- To read a graphics file format image use `imread`.
- To write a graphics file format image, use `imwrite`.
- To obtain information about the nature of a graphics file format image, use `imfinfo`.

This table gives a clearer picture of which MATLAB commands should be used with which image types.

Procedure	Functions to Use
Load or save a matrix as a MAT-file.	<code>load</code> <code>save</code>
Load or save graphics file format image, e.g., BMP, TIFF.	<code>imread</code> <code>imwrite</code>
Display any image loaded into the MATLAB workspace.	<code>image</code> <code>imagesc</code>

Procedure	Functions to Use
Utilities	imfinfo ind2rgb

## Reading a Graphics Image

The `imread` function reads an image from any supported graphics image file in any of the supported bit depths. Most of the images that you read are 8-bit. When these are read into memory, they are stored as class `uint8`. The main exception to this rule is MATLAB support for 16-bit data for PNG and TIFF images; if you read a 16-bit PNG or TIFF image, it is stored as class `uint16`.

---

**Note** For indexed images, `imread` always reads the colormap into an array of class `double`, even though the image array itself can be of class `uint8` or `uint16`.

---

The following commands read the image `ngc6543a.jpg` into the workspace variable `RGB` and then displays the image using the `image` function:

```
RGB = imread('ngc6543a.jpg');
image(RGB)
```

You can write (save) image data using the `imwrite` function. The statements

```
load clown % An image that is included with MATLAB
imwrite(X,map,'clown.bmp')
```

create a BMP file containing the clown image.

## Writing a Graphics Image

When you save an image using `imwrite`, the default behavior is to automatically reduce the bit depth to `uint8`. Many of the images used in MATLAB are 8-bit, and most graphics file format images do not require double-precision data. One exception to the rule for saving the image data as `uint8` is that PNG and TIFF images can be saved as `uint16`. Because these two formats support 16-bit data, you can override the MATLAB default behavior by specifying `uint16` as the data type for `imwrite`. The following example shows writing a 16-bit PNG file using `imwrite`.

```
imwrite(I,'clown.png','BitDepth',16);
```

## Subsetting a Graphics Image (Cropping)

Sometimes you want to work with only a portion of an image file or you want to break it up into subsections. Specify the intrinsic coordinates of the rectangular subsection you want to work with and save it to a file from the command line. If you do not know the coordinates of the corner points of the subsection, choose them interactively, as the following example shows:

```
% Read RGB image from graphics file.
im = imread('street2.jpg');

% Display image with true aspect ratio
image(im); axis image

% Use ginput to select corner points of a rectangular
% region by pointing and clicking the mouse twice
p = ginput(2);

% Get the x and y corner coordinates as integers
sp(1) = min(floor(p(1)), floor(p(2))); %xmin
sp(2) = min(floor(p(3)), floor(p(4))); %ymin
sp(3) = max(ceil(p(1)), ceil(p(2))); %xmax
sp(4) = max(ceil(p(3)), ceil(p(4))); %ymax

% Index into the original image to create the new image
MM = im(sp(2):sp(4), sp(1): sp(3),:);

% Display the subsetting image with appropriate axis ratio
figure; image(MM); axis image

% Write image to graphics file.
imwrite(MM,'street2_cropped.tif')
```

If you know what the image corner coordinates should be, you can manually define `sp` in the preceding example rather than using `ginput`.

You can also display a “rubber band box” as you interact with the image to subset it. See the code example for `rbbox` for details. For further information, see the documentation for the `ginput` and `image` functions.



## Obtaining Information About Graphics Files

The `imfinfo` function enables you to obtain information about graphics files in any of the standard formats listed earlier. The information you obtain depends on the type of file, but it always includes at least the following:

- Name of the file, including the folder path if the file is not in the current folder
- File format
- Version number of the file format
- File modification date
- File size in bytes
- Image width in pixels
- Image height in pixels
- Number of bits per pixel
- Image type: RGB (truecolor), intensity (grayscale), or indexed

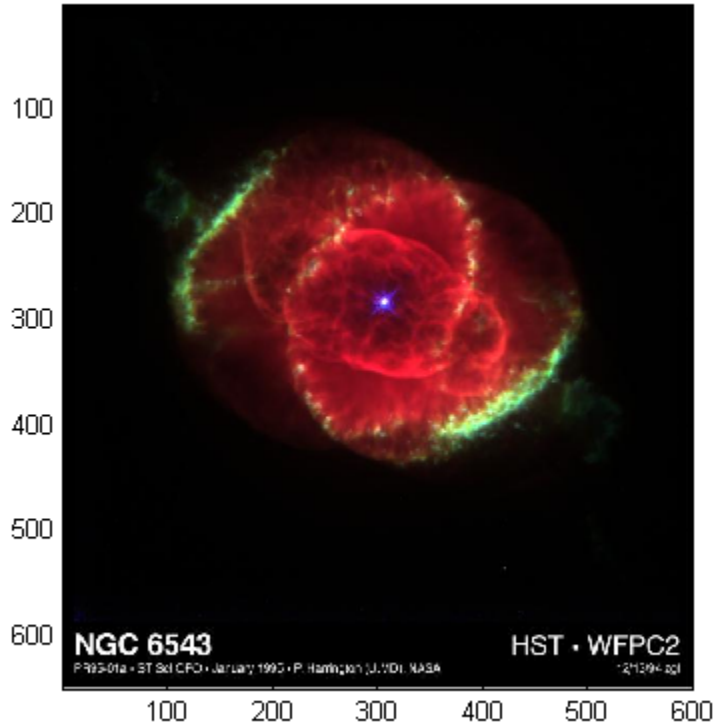
## Displaying Graphics Images

In this section...
“Image Types and Display Methods” on page 15-22
“Controlling Aspect Ratio and Display Size” on page 15-24

### Image Types and Display Methods

To display a graphics file image, use either `image` or `imagesc`. For example, read the image `ngc6543a.jpg` to a variable `RGB` and display the image using the `image` function. Change the axes aspect ratio to the true ratio using `axis` command.

```
RGB = imread('ngc6543a.jpg');  
image(RGB);  
axis image;
```



This table summarizes display methods for the three types of images.

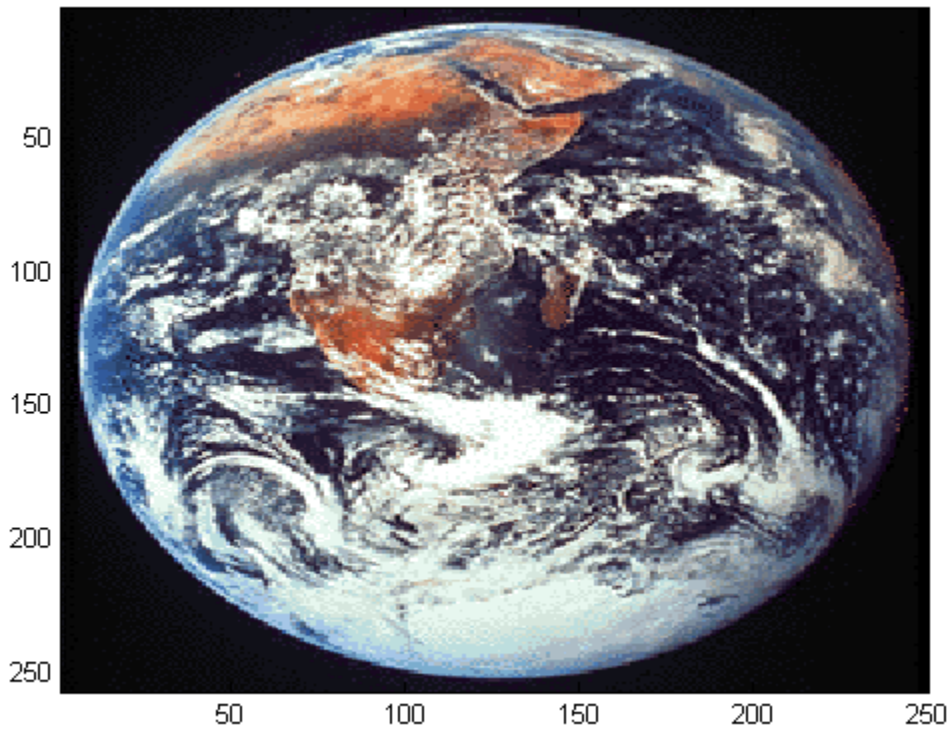
Image Type	Display Commands	Uses Colormap Colors
Indexed	<code>image(X); colormap(map)</code>	Yes
Intensity	<code>imagesc(I, [0 1]); colormap(gray)</code>	Yes
RGB (truecolor)	<code>image(RGB)</code>	No

## Controlling Aspect Ratio and Display Size

The `image` function displays the image in a default-sized figure and axes. The image stretches or shrinks to fit the display area. Sometimes you want the aspect ratio of the display to match the aspect ratio of the image data matrix. The easiest way to do this is with the `axis image` command.

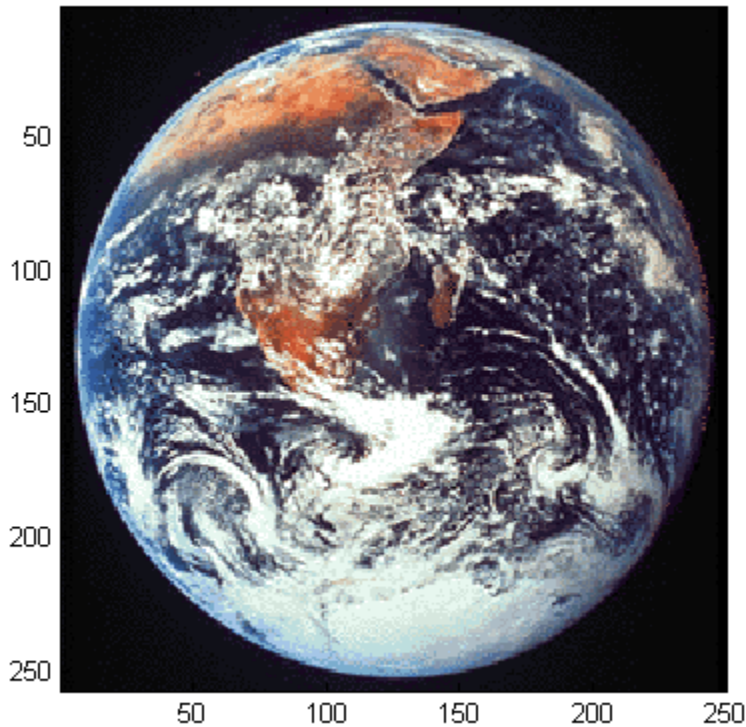
For example, these commands display the earth image using the default figure and axes positions:

```
load earth  
image(X)  
colormap(map)
```



The elongated globe results from stretching the image display to fit the axes position. Use the `axis image` command to force the aspect ratio to be one-to-one.

```
axis image
```



The `axis image` command works by setting the `DataAspectRatio` property of the axes object to `[1 1 1]`. See `axis` and `axes` for more information on how to control the appearance of axes objects.

Sometimes you want to display an image so that each element in the data matrix corresponds to a single screen pixel. To display an image with this one-to-one matrix-element-to-screen-pixel mapping, use `imshow`. For example, this command displays the earth image so that one data element corresponds to one screen pixel:

`imshow(X, map)`



## The Image Object and Its Properties

### In this section...

“Image CData” on page 15-27

“Image CDataMapping” on page 15-27

“XData and YData” on page 15-28

“Add Text to Image Data” on page 15-31

“Additional Techniques for Fast Image Updating” on page 15-33

### Image CData

---

**Note** The `image` and `imagesc` commands create image objects. Image objects are children of axes objects, as are line, patch, surface, and text objects. Like all graphics objects, the image object has a number of properties you can set to fine-tune its appearance on the screen. The most important properties of the image object with respect to appearance are `CData`, `CDataMapping`, `XData`, and `YData`. These properties are discussed in this and the following sections. For detailed information about these and all the properties of the image object, see `image`.

---

The `CData` property of an image object contains the data array. In the following commands, `h` is the handle of the image object created by `image`, and the matrices `X` and `Y` are the same:

```
h = image(X); colormap(map)
Y = get(h, 'CData');
```

The dimensionality of the `CData` array controls whether the image displays using `colormap` colors or as an RGB image. If the `CData` array is two-dimensional, the image is either an indexed image or an intensity image; in either case, the image is displayed using `colormap` colors. If, on the other hand, the `CData` array is  $m$ -by- $n$ -by-3, it displays as a truecolor image, ignoring the `colormap` colors.

### Image CDataMapping

The `CDataMapping` property controls whether an image is indexed or intensity. To display an indexed image set the `CDataMapping` property to `'direct'`, so that the

values of the `CData` array are used directly as indices into the figure's colormap. When the `image` command is used with a single input argument, it sets the value of `CDataMapping` to `'direct'`:

```
h = image(X); colormap(map)
get(h, 'CDataMapping')
ans =

direct
```

Intensity images are displayed by setting the `CDataMapping` property to `'scaled'`. In this case, the `CData` values are linearly scaled to form colormap indices. The axes `CLim` property controls the scale factors. The `imagesc` function creates an image object whose `CDataMapping` property is set to `'scaled'`, and it adjusts the `CLim` property of the parent axes. For example:

```
h = imagesc(I, [0 1]); colormap(map)
get(h, 'CDataMapping')
ans =

scaled

get(gca, 'CLim')
ans =

[0 1]
```

## **XData and YData**

The `XData` and `YData` properties control the coordinate system of the image. For an  $m$ -by- $n$  image, the default `XData` is `[1 n]` and the default `YData` is `[1 m]`. These settings imply the following:

- The left column of the image has an  $x$ -coordinate of 1.
- The right column of the image has an  $x$ -coordinate of  $n$ .
- The top row of the image has a  $y$ -coordinate of 1.
- The bottom row of the image has a  $y$ -coordinate of  $m$ .

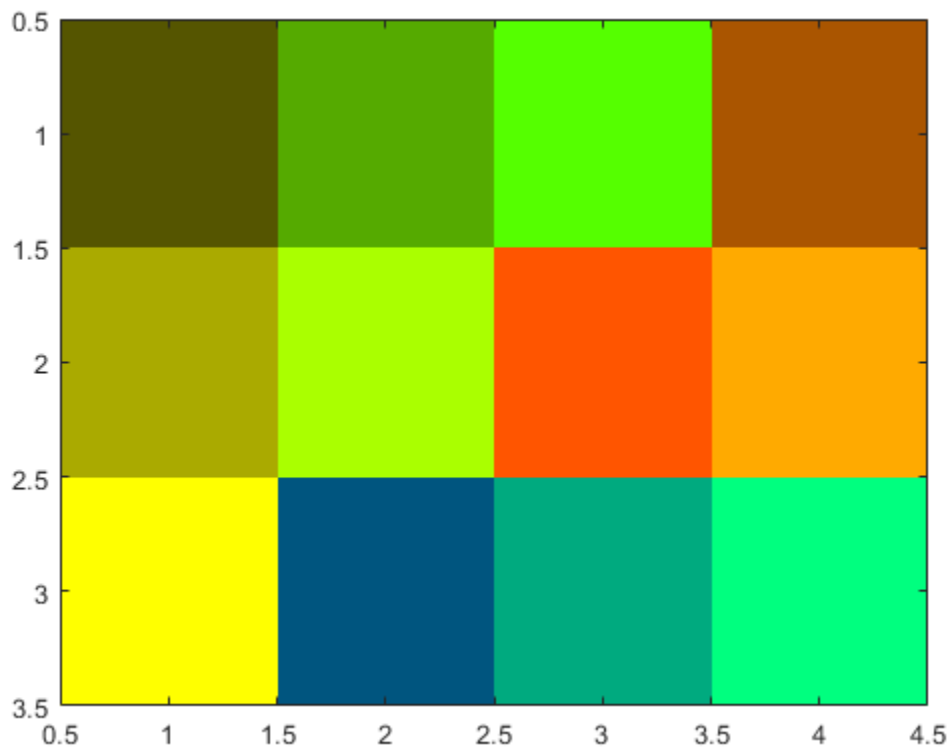


## Coordinate System for Images

### Use Default Coordinate System

Display an image using the default coordinate system. Use colors from the `colorcube` map.

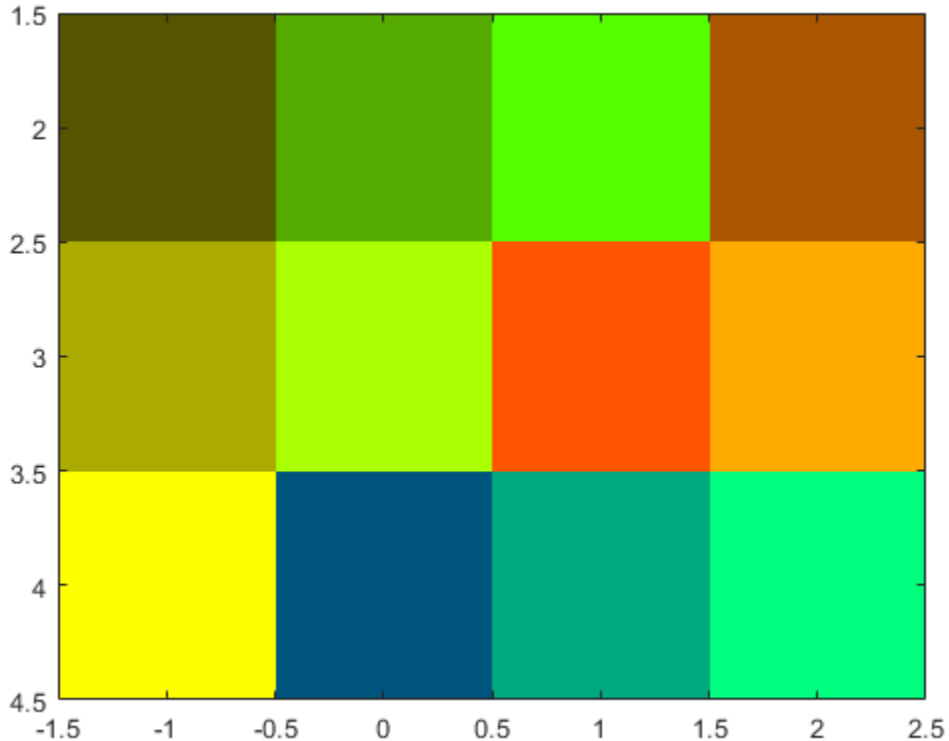
```
C = [1 2 3 4; 5 6 7 8; 9 10 11 12];  
im = image(C);  
colormap(colorcube)
```



**Specify Coordinate System**

Display an image and specify the coordinate system. Use colors from the `colorcube` map.

```
C = [1 2 3 4; 5 6 7 8; 9 10 11 12];  
x = [-1 2];  
y = [2 4];  
figure  
image(x,y,C)  
colormap(colorcube)
```



## Add Text to Image Data

This example shows how to use array indexing to rasterize text into an existing image.

Draw the text in an axes using the `text` function. Then, capture the text from the screen using `getframe` and close the figure.

```
fig = figure;
t = text(.05,.1,'Mandrill Face','FontSize',20,'FontWeight','bold');
F = getframe(gca,[10 10 200 200]);
close(fig)
```

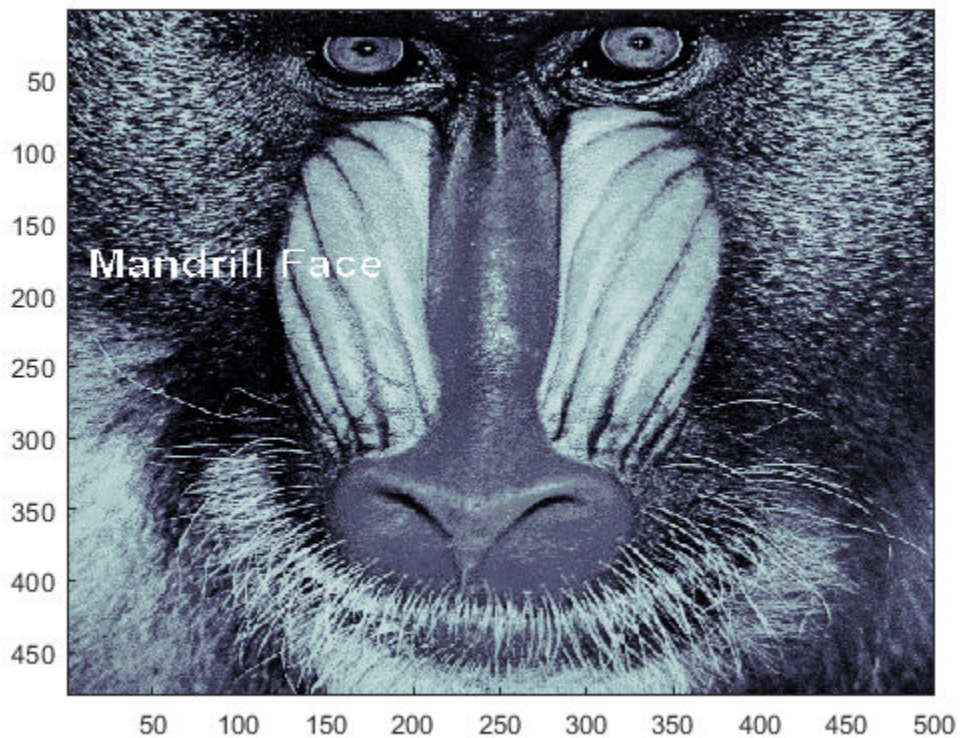
Select any plane of the resulting RGB image returned by `getframe`. Find the pixels that are black (black is 0) and convert their subscripts to indexes using `sub2ind`. Use these

subscripts to "paint" the text into the image contained in the `mandrill` MAT-file. Use the size of that image, plus the row and column locations of the text to determine the locations in the new image. Index into new image, replacing pixels.

```
c = F.cdata(:,:,1);  
[i,j] = find(c==0);  
load mandrill  
ind = sub2ind(size(X),i,j);  
X(ind) = uint8(255);
```

Display the new image using the bone colormap.

```
imagesc(X)  
colormap bone
```



## Additional Techniques for Fast Image Updating

To increase the rate at which the `CData` property of an image object updates, optimize `CData` and set some related figure and axes properties:

- Use the smallest data type possible. Using a `uint8` data type for your image will be faster than using a `double` data type.

Part of the process of setting the image's `CData` property includes copying the matrix for the image's use. The overall size of the matrix is dependent on the size of its individual elements. Using smaller individual elements (i.e., a smaller data type) decreases matrix size, and reduces the amount of time needed to copy the matrix.

- Use the smallest acceptable matrix.

If the speed at which the image is displayed is your highest priority, you may need to compromise on the size and quality of the image. Again, decreasing the size reduces the time needed to copy the matrix.

- Set the limit mode properties (`XLimMode` and `YLimMode`) of your axes to `manual`.

If they are set to `auto`, then every time an object (such as an image, line, patch, etc.) changes some aspect of its data, the axes must recalculate its related properties. For example, if you specify

```
image(firstimage);  
set(gca, 'xlimmode','manual',...  
      'ylimmode','manual',...  
      'zlimmode','manual',...  
      'climmode','manual',...  
      'alimmode','manual');
```

the axes do not recalculate any of the limit values before redrawing the image.

- Consider using a `movie` object if the main point of your task is to simply display a series of images onscreen.

The MATLAB `movie` object utilizes underlying system graphics resources directly, instead of executing MATLAB object code. This is faster than repeatedly setting an image's `CData` property, as described earlier.

## Printing Images

When you set the axes `Position` to `[0 0 1 1]` so that it fills the entire figure, the aspect ratio is not preserved when you print because MATLAB printing software adjusts the figure size when printing according to the figure's `PaperPosition` property. To preserve the image aspect ratio when printing, set the figure's `PaperPositionMode` to `'auto'` from the command line.

```
set(gcf,'PaperPositionMode','auto')  
print
```

When `PaperPositionMode` is set to `'auto'`, the width and height of the printed figure are determined by the figure's dimensions on the screen, and the figure position is adjusted to center the figure on the page. If you want the default value of `PaperPositionMode` to be `'auto'`, enter this line in your `startup.m` file.

```
set(groot,'defaultFigurePaperPositionMode','auto')
```

## Convert Image Graphic or Data Type

Converting between data types changes the interpretation of the image data. If you want the resulting array to be interpreted properly as image data, rescale or offset the data when you convert it. (See the earlier sections “Image Types” on page 15-5 and “Indexed Images” on page 15-10 for more information about offsets.)

For certain operations, it is helpful to convert an image to a different image type. For example, to filter a color image that is stored as an indexed image, first convert it to RGB format. To do this efficiently, use the `ind2rgb` function. When you apply the filter to the RGB image, the intensity values in the image are filtered, as is appropriate. If you attempt to filter the indexed image, the filter is applied to the indices in the indexed image matrix, and the results may not be meaningful.

You can also perform certain conversions just using MATLAB syntax. For example, to convert a grayscale image to RGB, concatenate three copies of the original matrix along the third dimension:

```
RGB = cat(3,I,I,I);
```

The resulting RGB image has identical matrices for the red, green, and blue planes, so the image appears as shades of gray.

Changing the graphics format of an image, perhaps for compatibility with another software product, is very straightforward. For example, to convert an image from a BMP to a PNG, load the BMP using `imread`, set the data type to `uint8`, `uint16`, or `double`, and then save the image using `imwrite`, with 'PNG' specified as your target format. See `imread` and `imwrite` for the specifics of which bit depths are supported for the different graphics formats, and for how to specify the format type when writing an image to file.

## Displaying Image Data

This example shows how to read an RGB image into the workspace and display it. The example then converts the RGB image into a grayscale image and displays it. Finally, the example shows how to combine several individual images into one tiled image (or montage).

### Read the Image

The sample file named `peppers.png` contains an RGB image. Read the image into the workspace using the `imread` function.

```
RGB = imread('peppers.png');
```

### Display the Color Image

Display the image data using the `imshow` function.

```
imshow(RGB)
```





### **Convert to Grayscale**

Convert the RGB image to grayscale using the `rgb2gray` function.

```
gray = rgb2gray(RGB);
```

### **Display the Grayscale Image**

Display the grayscale image using the `imshow` function.

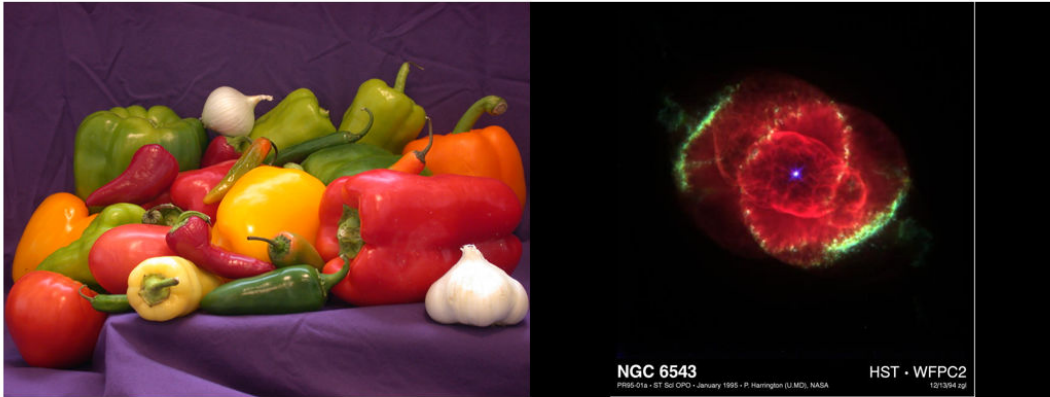
```
imshow(gray)
```



### **Create a Tiled Image from Multiple Images**

Combine several individual images into a single tiled image and display the tiled image using the `imshow` function.

```
out = imtile({'peppers.png', 'ngc6543a.jpg'});  
imshow(out);
```





# Printing and Saving

---

- “Print Figure from File Menu” on page 16-2
- “Copy Figure to Clipboard from Edit Menu” on page 16-7
- “Customize Figure Interactively Before Saving” on page 16-11
- “Save Figure to Open in Another Application” on page 16-19
- “Save Figure Preserving Background Color” on page 16-24
- “Save Figure at Specific Size and Resolution” on page 16-27
- “Save Figure to Reopen in MATLAB Later” on page 16-33
- “Save Axes Without Saving UIControls” on page 16-36
- “Save Figure with Minimal White Space” on page 16-40

## Print Figure from File Menu

### In this section...

“Simple Printout” on page 16-2

“Preserve Background Color and Tick Values” on page 16-2

“Figure Size and Placement” on page 16-3

“Line Width and Font Size” on page 16-5

### Simple Printout

To print a figure, use **File > Print**. For example, create a bar chart to print.

```
x = [3 5 2 6 1 8 2 3];  
bar(x)
```

Click **File > Print**, select a printer, and click **OK**. The printer must be set up on your system. If you do not see a printer that is set up already, then restart MATLAB.

To print the figure programmatically, use the `print` function.

### Preserve Background Color and Tick Values

Some details of the printed figure can look different from the figure on the display. By default, printed figures use a white figure background color. Also, if the printed figure size is different from the original figure size, then the axis limits and tick values can differ.

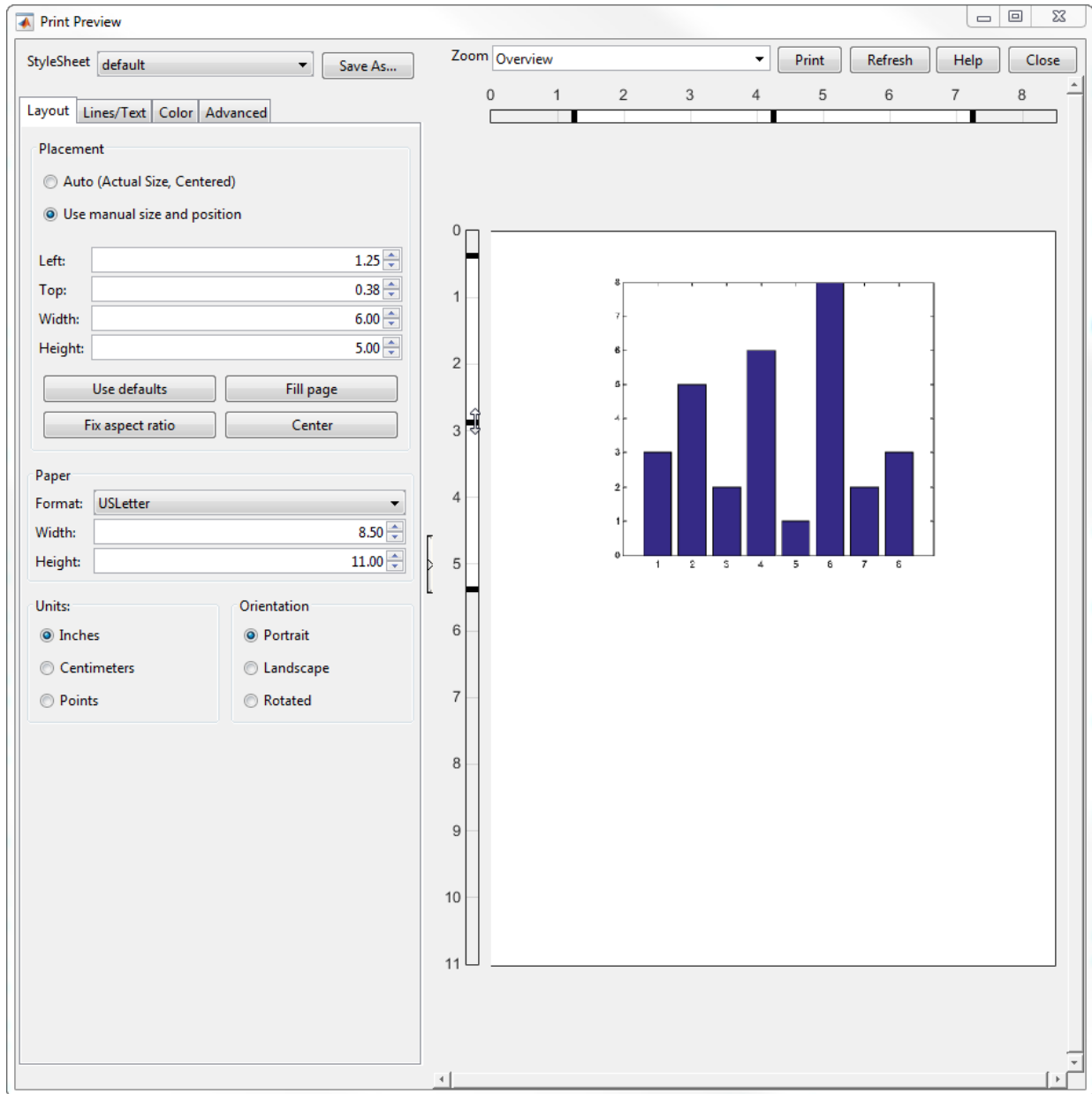
- Preserve the figure background color by clicking **File > Print Preview > Color** tab. Select **Same as figure** for the background color. Select **Color** for the color scale.
- Preserve the axis limits and tick value locations by clicking **File > Print Preview > Advanced** tab. Then, for the **Axis limits and ticks** option, select **Keep screen limits and ticks**.

To retain the color scheme programmatically, set the `InvertHardcopy` property of the figure to `'off'`. To keep the same axis limits and tick marks, set the `XTickMode`, `YTickMode`, and `ZTickMode` properties for the axes to `'manual'`.

## Figure Size and Placement

To print a figure with specific dimensions, click **File > Print Preview > Layout** tab. Then, for the **Placement** option, select **Use manual size and position**. Specify the dimensions you want in the text boxes. Alternatively, use the sliders to the left and top of the figure preview to adjust the size and placement.

MATLAB changes the figure size in the print preview, but does not change the size of the actual figure.



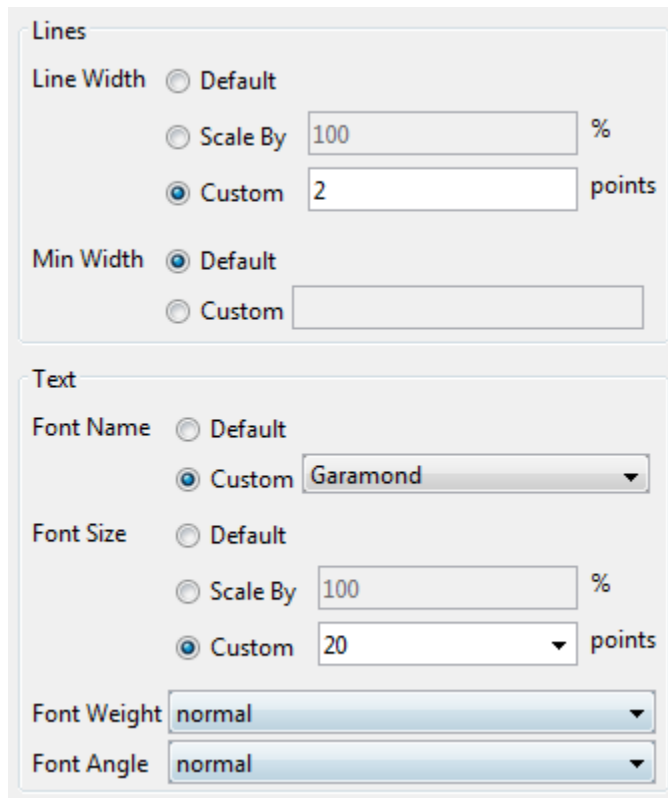


To specify the printed figure size and placement programmatically, use the `PaperPosition` property for the figure.

## Line Width and Font Size

To change the line width, font size, and font name for the printed output, click **File > Print Preview > Lines/Text** tab. Specify a custom line width in the appropriate text box, for example, 2 points. Select a font name from the dropdown list of fonts and specify a custom font size. For example, use 20 point Garamond font.

MATLAB changes the line width and font in the print preview, but does not change the appearance of the actual figure.



The image shows a screenshot of the MATLAB Print Preview dialog box, specifically the 'Lines' and 'Text' tabs. The 'Lines' tab is active, showing options for 'Line Width' and 'Min Width'. The 'Line Width' section has three radio buttons: 'Default', 'Scale By' (with a text box containing '100' and a '%' symbol), and 'Custom' (with a text box containing '2' and 'points'). The 'Min Width' section has two radio buttons: 'Default' and 'Custom' (with an empty text box). The 'Text' tab is also visible, showing options for 'Font Name', 'Font Size', 'Font Weight', and 'Font Angle'. The 'Font Name' section has two radio buttons: 'Default' and 'Custom' (with a dropdown menu showing 'Garamond'). The 'Font Size' section has three radio buttons: 'Default', 'Scale By' (with a text box containing '100' and a '%' symbol), and 'Custom' (with a text box containing '20' and 'points'). The 'Font Weight' and 'Font Angle' sections each have a dropdown menu showing 'normal'.

To change the line width and font size programmatically, set properties of the graphics objects. For a list, see “Graphics Object Properties”.

### **See Also**

print | saveas

### **Related Examples**

- “Copy Figure to Clipboard from Edit Menu” on page 16-7

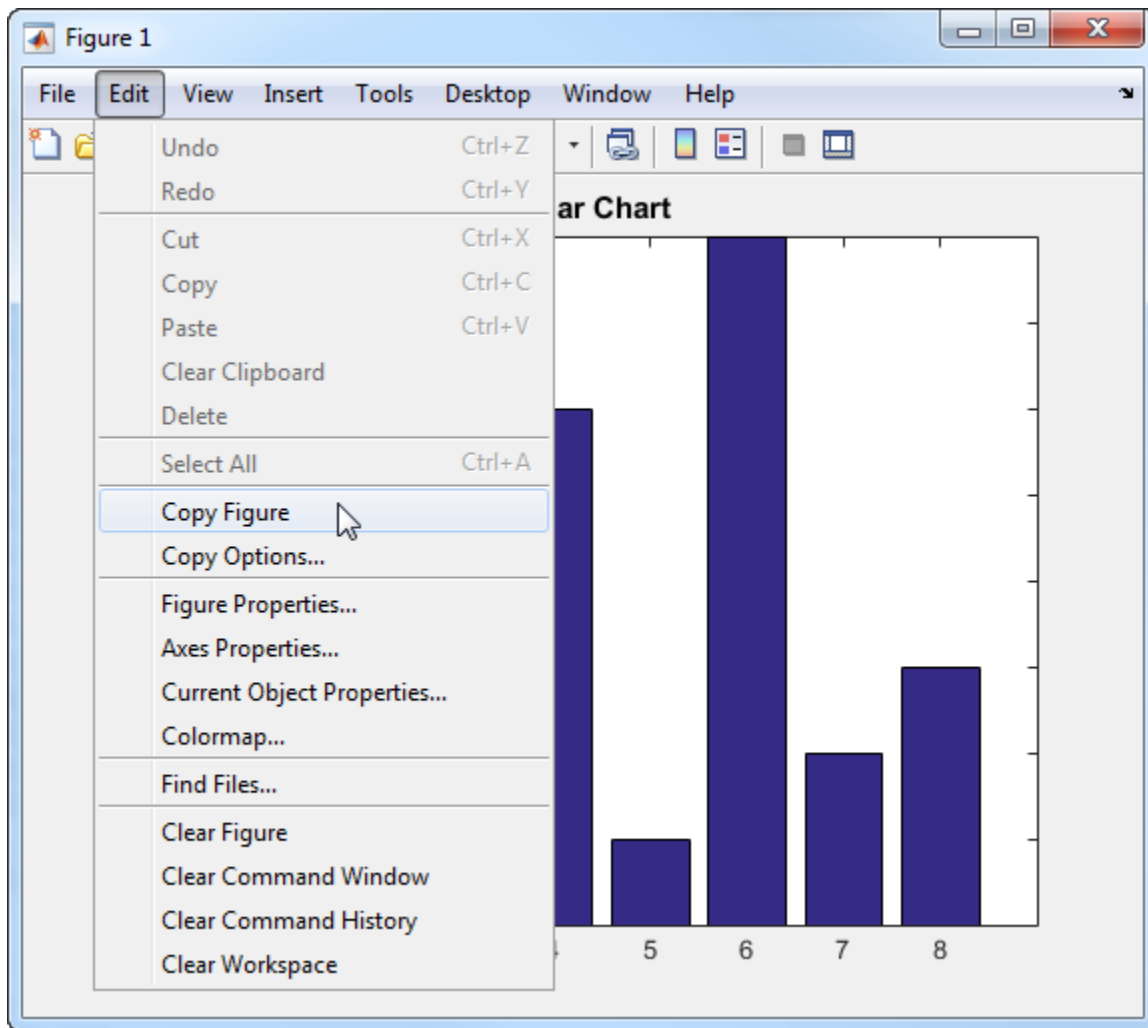
## Copy Figure to Clipboard from Edit Menu

This example shows how to copy a figure to the clipboard and how to set copy options. When a figure is on the clipboard, you can paste it into other applications, such as a document or presentation.

### Copy Figure to Clipboard

Create a bar chart with a title. Copy the figure to your system clipboard by clicking **Edit** > **Copy Figure**.

```
x = [3 5 2 6 1 8 2 3];  
bar(x)  
title('Bar Chart')
```



Paste the copied figure into other applications, typically by right-clicking. By default, MATLAB converts the background color of the copied figure to white.

---

**Note** The **Copy Figure** option is not available on Linux® systems. Use the programmatic alternative.

---

To copy the figure programmatically, use the `'-clipboard'` option with `print`. Specify the format as either `'-dbitmap'`, `'-dpdf'`, or `'-dmeta'`. The metafile format, `'-dmeta'`, is supported on Windows systems only.

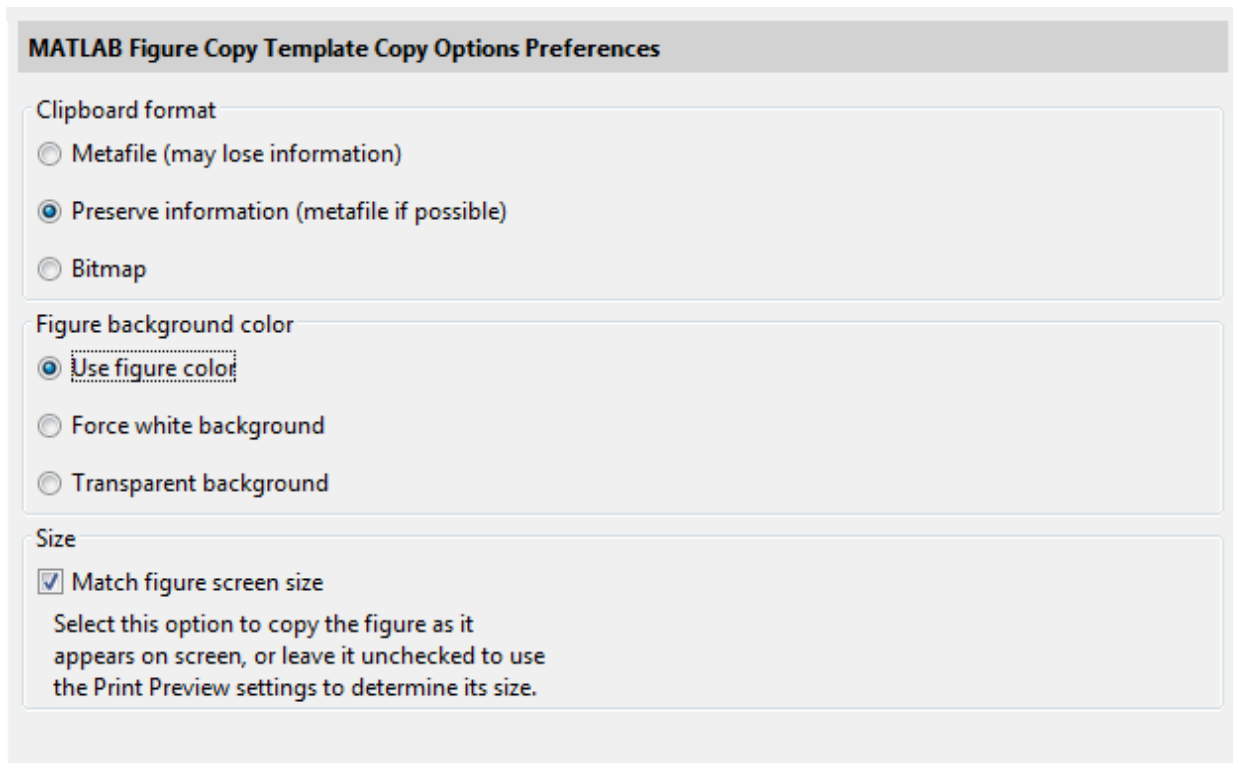
## Specify Format, Background Color, and Size Options

You can adjust certain settings for figures that are copied to the clipboard. Access these options by selecting **Edit > Copy Options** from the figure menu. The settings apply to all future figures copied to the clipboard. They do not affect the way the figure looks on the screen.

---

**Note** This window is available on Windows systems only. On Mac and Linux systems, use the programmatic alternatives.

---



The image shows a dialog box titled "MATLAB Figure Copy Template Copy Options Preferences". It contains three sections of settings:

- Clipboard format:** Three radio button options: "Metafile (may lose information)", "Preserve information (metafile if possible)" (which is selected), and "Bitmap".
- Figure background color:** Three radio button options: "Use figure color" (which is selected), "Force white background", and "Transparent background".
- Size:** A checked checkbox for "Match figure screen size". Below this checkbox is a text instruction: "Select this option to copy the figure as it appears on screen, or leave it unchecked to use the Print Preview settings to determine its size."

Set the clipboard format to one of these options:

- Metafile — Copy the figure in an EMF color vector format.
- Preserve information — Select the format based on the figure's renderer. If the renderer is Painters, then the format is a metafile. If the renderer is OpenGL, then the format is a bitmap image.
- Bitmap — Copy the figure in a bitmap format.

Set the figure background color to one of these options:

- Use figure color — Keep the background color the same as it appears on the screen. To use the programmatic alternative, set the `InvertHardcopy` property for the figure to 'off' before copying.
- Force white background — Copy the figure with a white background. To use the programmatic alternative, set the `InvertHardcopy` property for the figure to 'on' before copying.
- Transparent background — Copy the figure with a transparent background. To use the programmatic alternative, set the `Color` property for the figure to 'none' and the `InvertHardcopy` property to 'off' before copying. Metafile and PDF formats support transparency. Bitmap formats do not support transparency.

Copy the figure with the same size as it appears on the screen by selecting **Match figure screen size**. Clear this option to use the width and height specified in the Export Setup dialog box.

## See Also

print | saveas

## Related Examples

- “Save Figure to Open in Another Application” on page 16-19

## Customize Figure Interactively Before Saving

This example shows how to use the Export Setup window to customize a figure before saving it. It shows how to change the figure size, background color, font size, and line width. It also shows how to save the settings as an export style that you can apply to other figures before saving them.

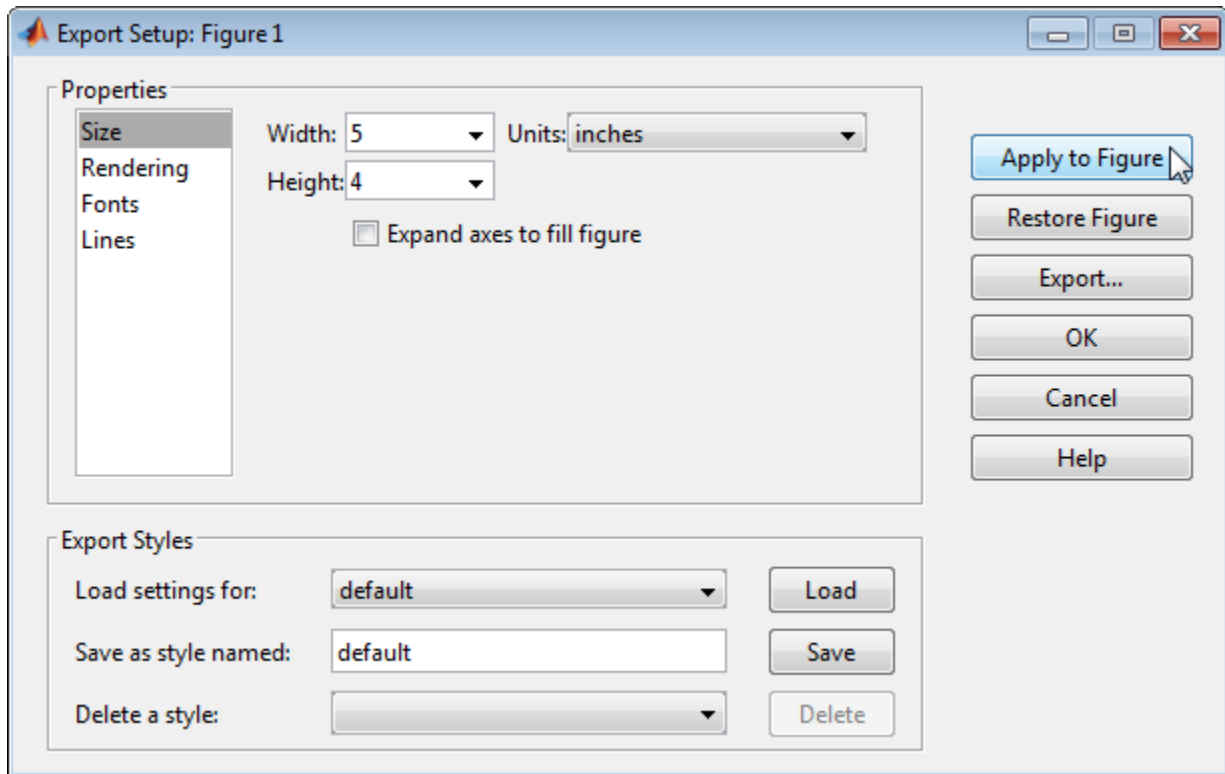
### Set Figure Size

Create a line plot.

```
x = linspace(0,10);  
y = sin(x);  
plot(x,y)
```

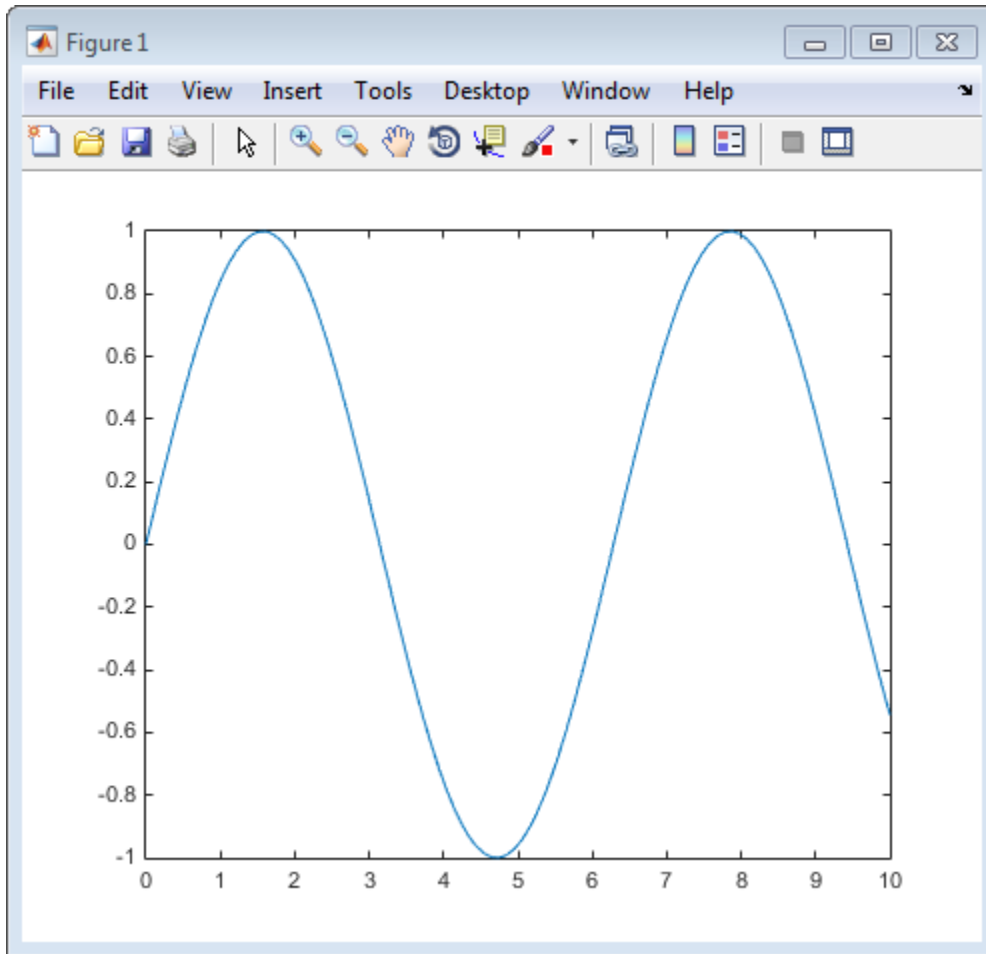
Set the figure size by clicking **File > Export Setup**. Specify the desired dimensions in the **Width** and **Height** fields, for example 5-by-4 inches. The dimensions include the entire figure window except for the frame, title bar, menu bar, and any tool bars. If the specified width and height are too large, then the figure might not reach the specified size.

To make the axes fill the figure, select **Expand axes to fill figure**. This option only affects axes with an `ActivePositionProperty` property set to `'outerposition'`. By default, it does not affect subplots since subplots have an `ActivePositionProperty` set to `'position'`.



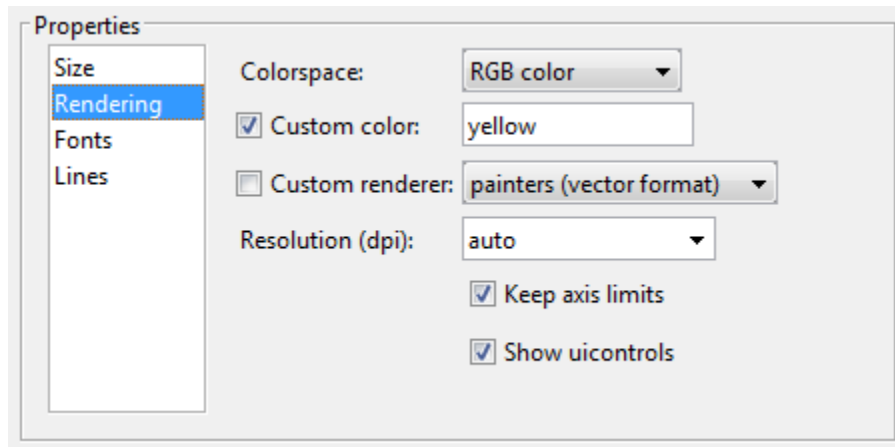
Click **Apply to Figure**. Applying the settings changes the appearance of the figure on the screen. All settings from the Export Setup dialog are applied to the figure. Thus, more than just the figure size can change. For example, by default, MATLAB converts the background color of the saved figure to white.





## Set Figure Background Color

Set the figure background color by clicking the **Rendering** property in the Export Setup window. In the Custom color field, specify either a color name from the table or an RGB triplet. For example, set the background color to yellow.

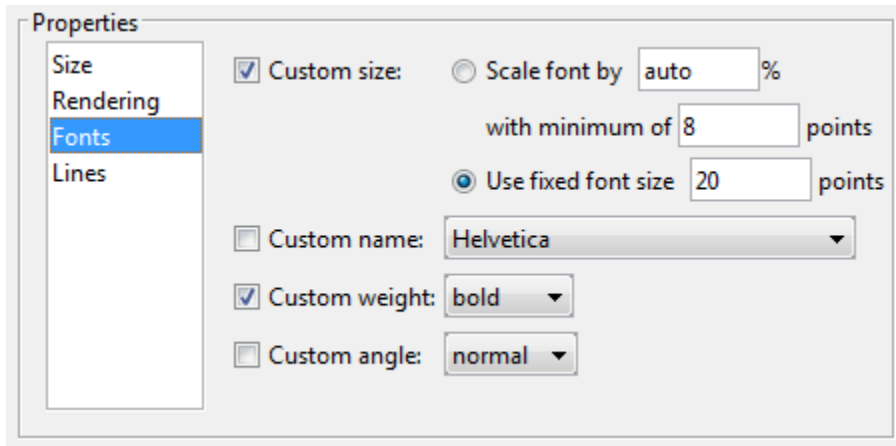


An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range  $[0, 1]$ , for example,  $[0.4 \ 0.6 \ 0.7]$ . This table lists some common RGB triplets that have corresponding color names. To specify the default gray background color, set the Custom color field to default.

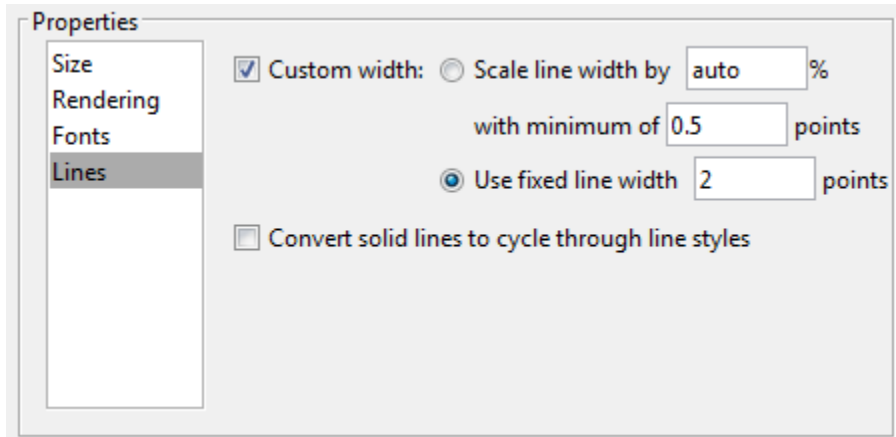
Long Name	Short Name	Corresponding RGB Triplet
white	w	$[1 \ 1 \ 1]$
yellow	y	$[1 \ 1 \ 0]$
magenta	m	$[1 \ 0 \ 1]$
red	r	$[1 \ 0 \ 0]$
cyan	c	$[0 \ 1 \ 1]$
green	g	$[0 \ 1 \ 0]$
blue	b	$[0 \ 0 \ 1]$
black	k	$[0 \ 0 \ 0]$

## Set Figure Font Size and Line Width

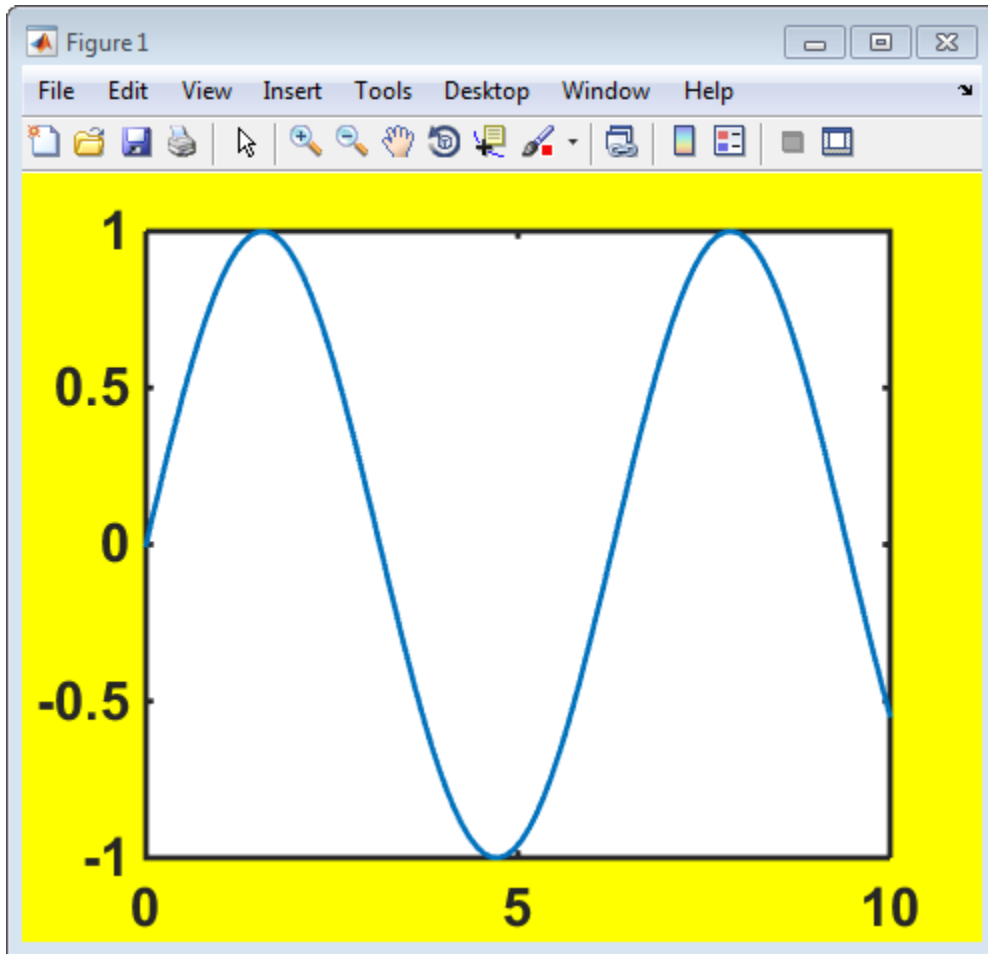
Change the font by clicking the **Fonts** property. Specify a fixed font size and select a font name, font weight, and font angle. For example, use 20 point bold font. The tick mark locations might change to accommodate the new font size.



Change the line width by clicking the **Lines** property. Specify a fixed line width, for example, 2 points.

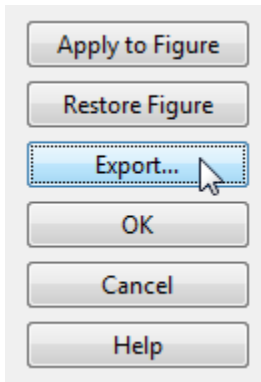


Click **Apply to Figure** on the right side of the Export Setup dialog.



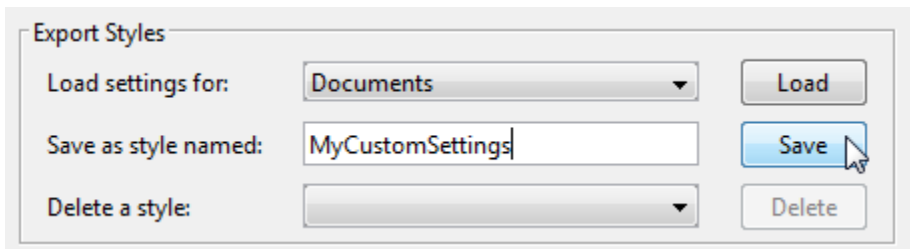
### Save Figure to File

Save the figure to a file by first clicking **Export**, and then specifying a file name, location, and desired format. For more information about file formats, see [saveas](#).



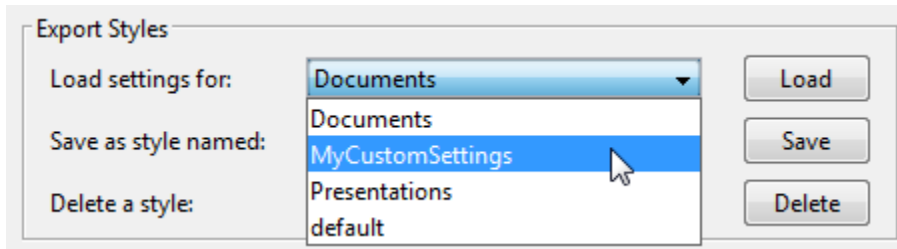
## Save Figure Settings for Future Use

Save your settings to use for future figures by creating an export style. In the Export Styles section, type a style name, for example `MyCustomSettings`. Then, click Save.



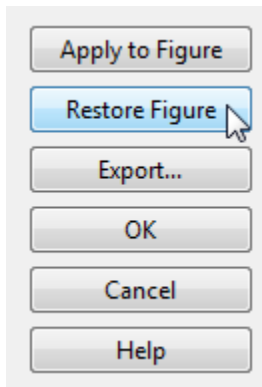
## Apply Settings to Another Figure

Apply your settings to another figure by opening the Export Setup box from its figure menu. In the Export Styles section, select the style name and click **Load**. Next, click **Apply to Figure** on the right side of the Export Setup dialog. MATLAB applies the saved style settings to the figure.



## Restore Figure to Original Settings

Restore the figure on the screen to the original settings by clicking **Restore Figure**.



## See Also

print | saveas

## Related Examples

- "Save Figure to Open in Another Application" on page 16-19
- "Save Figure at Specific Size and Resolution" on page 16-27

## Save Figure to Open in Another Application

### In this section...

“Choose File Format” on page 16-19

“Save Figure for Document or Presentation” on page 16-19

“Save Figure for Editing in Another Application” on page 16-20

“Customize Figure Before Saving” on page 16-20

“Include Figure in Microsoft Application or LaTeX Document” on page 16-21

“File Format Options” on page 16-21

### Choose File Format

Before saving the figure, consider the file format you want to use. You can save the figure as either a bitmap image or a vector graphics file.

- Bitmap images contain a pixel-based representation of the figure. This type of format is widely used by web browsers and other applications that display graphics. However, bitmap images do not scale well. You cannot modify individual graphics objects, such as lines and text, in other graphics applications. Supported bitmap image formats include PNG and JPEG.
- Vector graphics files store commands that redraw the figure. This type of format scales well, but can result in a large file. Also, vector graphics files might not produce the correct 3-D arrangement of objects in certain cases. Some applications support extensive editing of vector graphics formats, but some applications support only resizing the graphic. In general, try to make all the necessary changes while your figure is still in MATLAB. Supported vector graphics formats include PDF, EPS, and SVG.

For a full list of supported file formats, see “File Format Options” on page 16-21.

### Save Figure for Document or Presentation

To save a figure, use either the `saveas` or `print` function. For example, save a bar chart as a PNG file. Use `gcf` to save the current figure.

```
bar([1 10 7 8 2 2 9 3 6])  
saveas(gcf, 'BarChartFile.png')
```

If you want additional control over the saved output, such as setting the resolution or controlling the renderer, use the `print` function to save the figure instead.

---

**Note** Details of saved and printed figures can differ from the figure on the display. To get output that is more consistent with the display, see “Save Figure Preserving Background Color” on page 16-24 and “Save Figure at Specific Size and Resolution” on page 16-27.

---

## Save Figure for Editing in Another Application

If you want to edit a figure in another application, save it as a vector graphics file, such as PDF or EPS. Use either the `saveas` or `print` function to save the figure.

For example, save a bar chart as an EPS file with color using the `'epsc'` file format.

```
bar([1 10 7 8 2 2 9 3 6])
saveas(gcf, 'BarChartFile', 'epsc')
```

`saveas` saves the bar chart as `BarChartFile.eps`. For a black and white EPS file, use the `'eps'` format instead. For a full list of supported file formats, see “File Format Options” on page 16-21.

## Customize Figure Before Saving

Customizing your figure in MATLAB before you save it can eliminate the need to use another application for editing.

To customize the figure programmatically, set properties of the graphics objects. Typically, graphics functions return output arguments that you can use to access and modify graphics objects. For example, assign the chart line objects returned from the `plot` function to a variable and set their `LineWidth` property.

```
p = plot(rand(5));
set(p, 'LineWidth', 3)
```

If you do not return the graphics objects as output arguments, you can use `findobj` to find objects with certain properties. For example, find all objects in the current figure with a `Type` property set to `'line'`. Then, set their `LineWidth` property.

```
plot(rand(5))
p = findobj(gcf, 'Type', 'line')
set(p, 'LineWidth', 3);
```



For a list of all graphics objects and their properties, see “Graphics Object Properties”.

To customize the figure interactively, use either the **Property Inspector** or the Export Setup dialog. For more information on the Export Setup dialog, see “Customize Figure Interactively Before Saving” on page 16-11.

## Include Figure in Microsoft Application or LaTeX Document

To import a figure into a Microsoft application, such as Word or PowerPoint®, click **Insert > Picture > From File** in the application. Then, navigate to your saved file.

To add a figure to a LaTeX document, first save the figure using an EPS format. For example, `saveas(gcf, 'BarChart', 'eps')`. Then, use the `\includegraphics` element in the LaTeX document to include the file. For example:

```
\documentclass{article}
\usepackage{graphicx}
\begin{document}

\begin{figure}[h]
\centerline{\includegraphics[height=10cm]{BarChart.eps}}
\caption{Bar Chart from MATLAB}
\end{figure}

\end{document}
```

## File Format Options

This table lists the supported bitmap image formats.

Option	Bitmap Image Format	Corresponding File Extension
'jpeg'	JPEG 24-bit	.jpg
'png'	PNG 24-bit	.png
'tiff'	TIFF 24-bit (compressed)	.tif
'tiffn'	TIFF 24-bit (not compressed)	.tif

<b>Option</b>	<b>Bitmap Image Format</b>	<b>Corresponding File Extension</b>
'meta'	Enhanced metafile (Windows only)	.emf
'bmpmono'	BMP Monochrome	.bmp
'bmp'	BMP 24-bit	.bmp
'bmp16m'	BMP 24-bit	.bmp
'bmp256'	BMP 8-bit (256 color, uses a fixed colormap)	.bmp
'hdf'	HDF 24-bit	.hdf
'pbm'	PBM (plain format) 1-bit	.pbm
'pbmraw'	PBM (raw format) 1-bit	.pbm
'pcxmono'	PCX 1-bit	.pcx
'pcx24b'	PCX 24-bit color (three 8-bit planes)	.pcx
'pcx256'	PCX 8-bit newer color (256 color)	.pcx
'pcx16'	PCX older color (EGA/VGA 16-color)	.pcx
'pgm'	PGM (plain format)	.pgm
'pgmraw'	PGM (raw format)	.pgm
'ppm'	PPM (plain format)	.ppm
'ppmraw'	PPM (raw format)	.ppm

This table lists the supported vector graphics formats.

<b>Option</b>	<b>Vector Graphics Format</b>	<b>Corresponding File Extension</b>
'pdf'	Full page Portable Document Format (PDF) color	.pdf

Option	Vector Graphics Format	Corresponding File Extension
'eps'	Encapsulated PostScript® (EPS) Level 3 black and white	.eps
'epsc'	Encapsulated PostScript (EPS) Level 3 color	.eps
'eps2'	Encapsulated PostScript (EPS) Level 2 black and white	.eps
'epsc2'	Encapsulated PostScript (EPS) Level 2 color	.eps
'meta'	Enhanced Metafile (Windows only)	.emf
'svg'	SVG (Scalable Vector Graphics)	.svg
'ps'	Full-page PostScript (PS) Level 3 black and white	.ps
'psc'	Full-page PostScript (PS) Level 3 color	.ps
'ps2'	Full-page PostScript (PS) Level 2 black and white	.ps
'psc2'	Full-page PostScript (PS) Level 2 color	.ps

## See Also

print | saveas

## Related Examples

- “Save Figure at Specific Size and Resolution” on page 16-27
- “Save Figure to Reopen in MATLAB Later” on page 16-33

## Save Figure Preserving Background Color

In this section...
“Retain Current Background Color” on page 16-24
“Change Background Color” on page 16-25

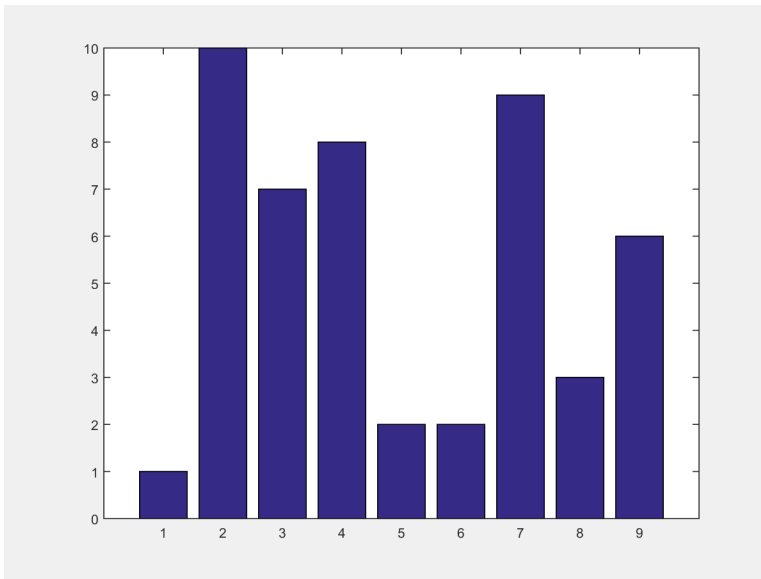
### Retain Current Background Color

By default, saved figures have a white background. Ensure that the colors of the saved figure match the colors on the display by setting the `InvertHardcopy` property of the figure to `'off'`. Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead.

For example, create a bar chart and save it as a PNG file. Retain the figure background color in the saved output.

```
bar([1 10 7 8 2 2 9 3 6])  
fig = gcf;  
fig.InvertHardcopy = 'off';  
saveas(gcf, 'GrayBackground.png')
```

`saveas` saves the file, `GrayBackground.png`, in your current folder. The saved figure has the same gray background color as the onscreen figure.

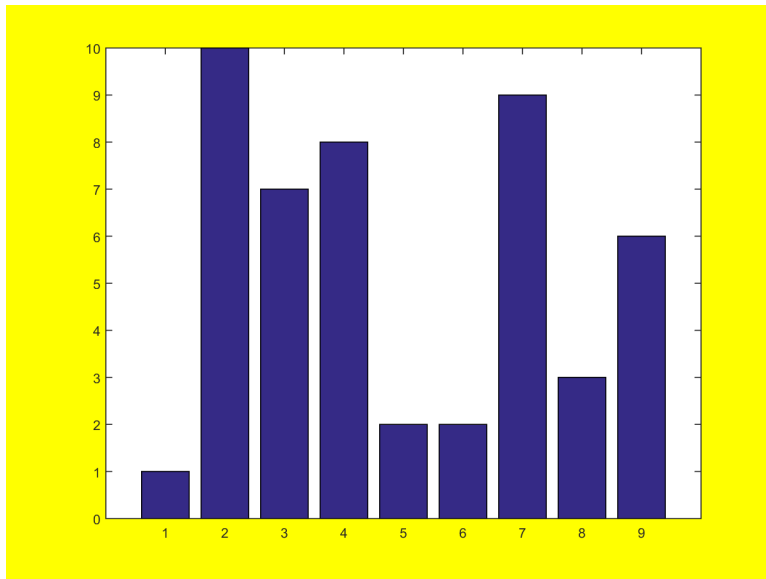


## Change Background Color

To change the figure color, set the `Color` property for the figure. For example, change the color to yellow before saving the figure.

```
bar([1 10 7 8 2 2 9 3 6])  
fig = gcf;  
fig.Color = 'yellow';  
fig.InvertHardcopy = 'off';  
saveas(gcf, 'YellowBackground.png')
```

`saveas` saves the file, `YellowBackground.png`, in your current folder. The saved figure has the same yellow background color as the onscreen figure.



## See Also

`print` | `saveas`

## Related Examples

- “Save Figure at Specific Size and Resolution” on page 16-27
- “Save Axes Without Saving UIControls” on page 16-36

## Save Figure at Specific Size and Resolution

### In this section...

“Use Screen Size and Resolution” on page 16-27

“Expand Figure to Fill Page” on page 16-28

“Use Specific Dimensions” on page 16-29

“Preserve Axis Limits and Tick Values” on page 16-31

### Use Screen Size and Resolution

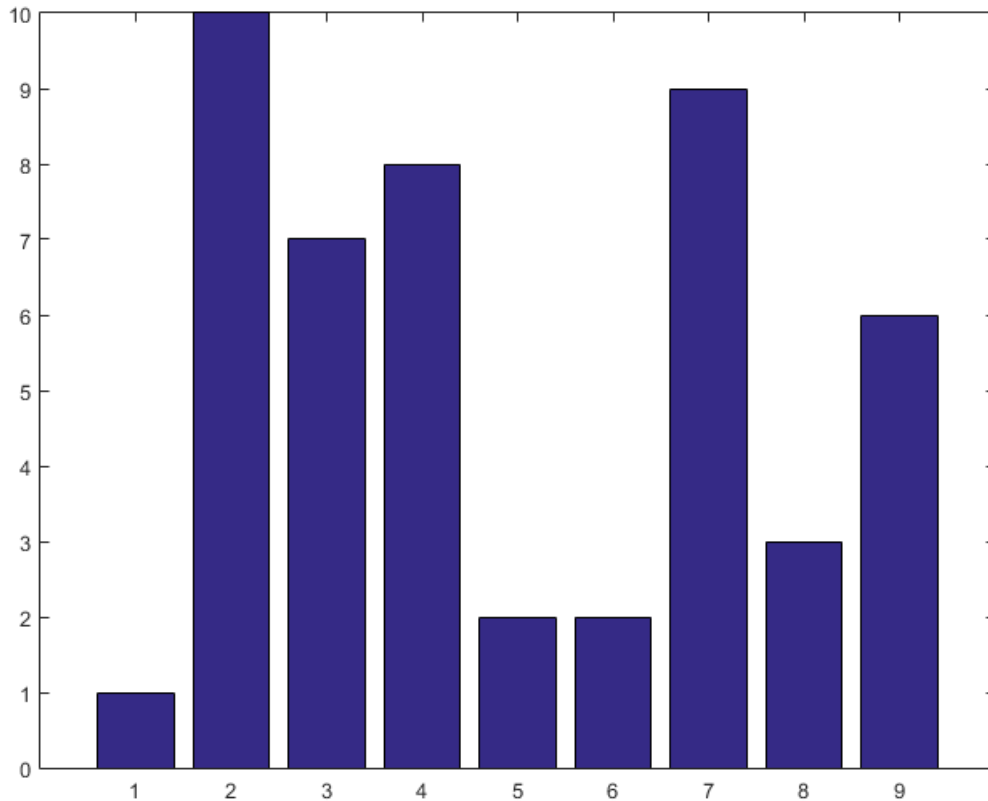
To print or save figures that are the same size as the figure on the screen, ensure that the `PaperPositionMode` property of the figure is set to `'auto'` before printing. To generate output that matches the on-screen size in pixels, include the `'-r0'` resolution option when using the `print` function.

---

**Note** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, for example, `set(fig, 'PaperPositionMode', 'auto')`.

---

```
bar([1 10 7 8 2 2 9 3 6])  
fig = gcf;  
fig.PaperPositionMode = 'auto';  
print('ScreenSizeFigure', '-dpng', '-r0')
```



## Expand Figure to Fill Page

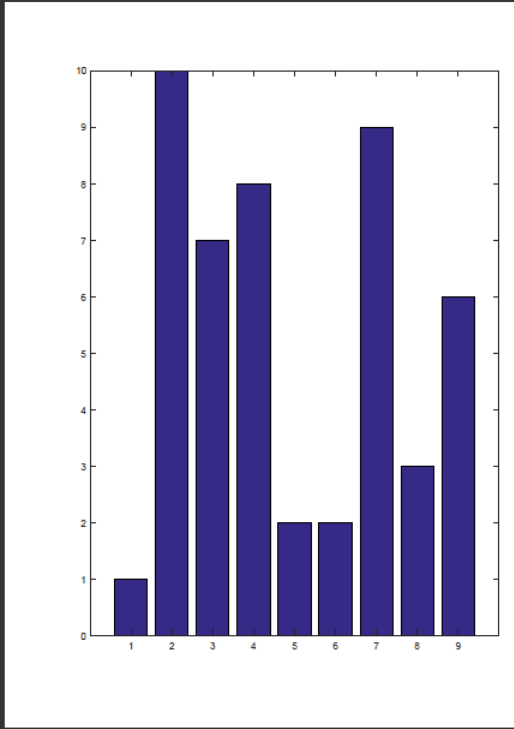
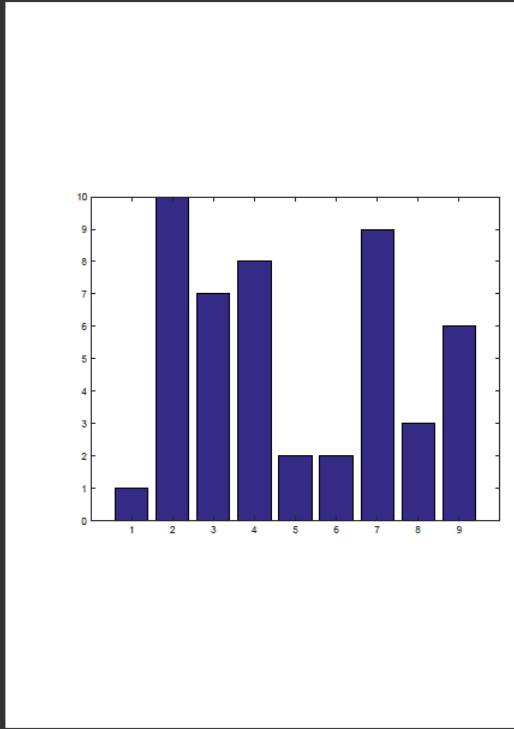
To print or save a figure that fills the page, use `print` with either the `'-fillpage'` or `'-bestfit'` option. Both options are valid only when printing a figure to a printer or saving it to a paged format (PDF and full page PostScript).

- The `'-fillpage'` option maximizes the size of the figure to fill the page and leaves a .25 inch page margin. The tick marks, layout, and aspect ratio of the figure might change.



- The `'-bestfit'` option maximizes the size of the figure to fill the page, but preserves the aspect ratio of the figure. The figure might not fill the entire page. This option leaves a minimum page margin of .25 inches.

This table shows an example of each option and the resulting output size.

Fill Page Option	Best Fit Option
<pre>bar([1 10 7 8 2 2 9 3 6]) print('-fillpage','FillPageFigure','-dpdf')</pre>	<pre>bar([1 10 7 8 2 2 9 3 6]) print('-bestfit','BestFitFigure','-dpdf')</pre>
 <p>A bar chart with 9 bars of varying heights. The y-axis ranges from 0 to 10. The bars are dark blue. The heights correspond to the values in the array [1, 10, 7, 8, 2, 2, 9, 3, 6]. The chart is scaled to fill the page.</p>	 <p>A bar chart with 9 bars of varying heights. The y-axis ranges from 0 to 10. The bars are dark blue. The heights correspond to the values in the array [1, 10, 7, 8, 2, 2, 9, 3, 6]. The chart is scaled to fit within the page margins.</p>

## Use Specific Dimensions

To save or print a figure with specific dimensions, set the `PaperPosition` property of the figure to the desired dimensions. The `PaperPosition` property affects the size of

saved and printed figures, but does not affect the size of the figure on the display. Set the property to a four-element vector of the form `[left bottom width height]`.

- `left` and `bottom` values — Control the distance from the lower left corner of the page to the lower left corner of the figure. These values are ignored when saving a figure to a nonpage format, such as a PNG or EPS format.
- `width` and `height` values — Control the figure dimensions. The dimensions include the entire figure window except for the frame, title bar, menu bar, and any tool bars. If the width and height values are too large, then the figure might not reach the specified size. If the figure does not reach the specific size, then any UI components on the figure, such as uicontrols or a uitable, might not save or print as expected.

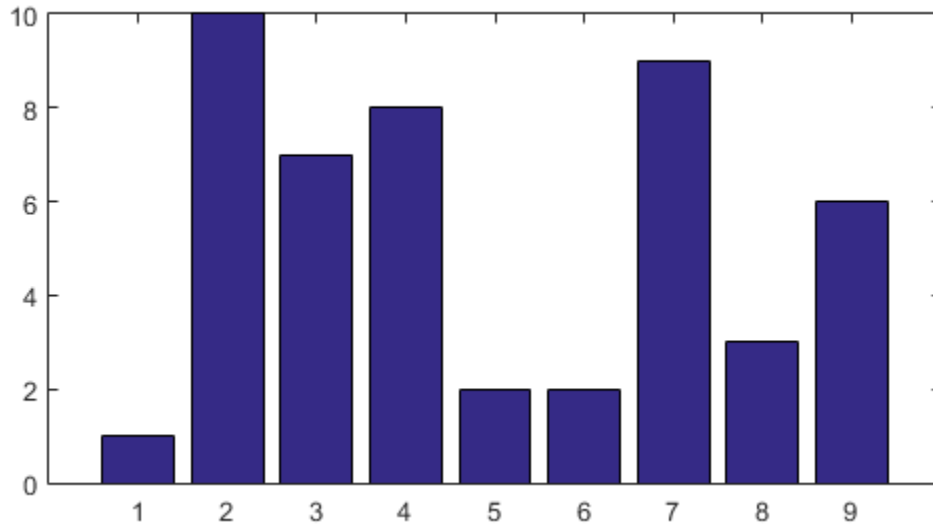
For example, save the figure with 6-by-3 inch dimensions using screen resolution.

---

**Note** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, for example, `set(fig, 'PaperUnits', 'inches')`.

---

```
bar([1 10 7 8 2 2 9 3 6])
fig = gcf;
fig.PaperUnits = 'inches';
fig.PaperPosition = [0 0 6 3];
print('5by3DimensionsFigure', '-dpng', '-r0')
```



## Preserve Axis Limits and Tick Values

If the size of the saved or printed figure is different from the size on screen, the axis limits and tick values can change to accommodate the new size. To keep the axis limits and tick values from changing, set the tick value mode and limit mode properties for the axes to 'manual'.

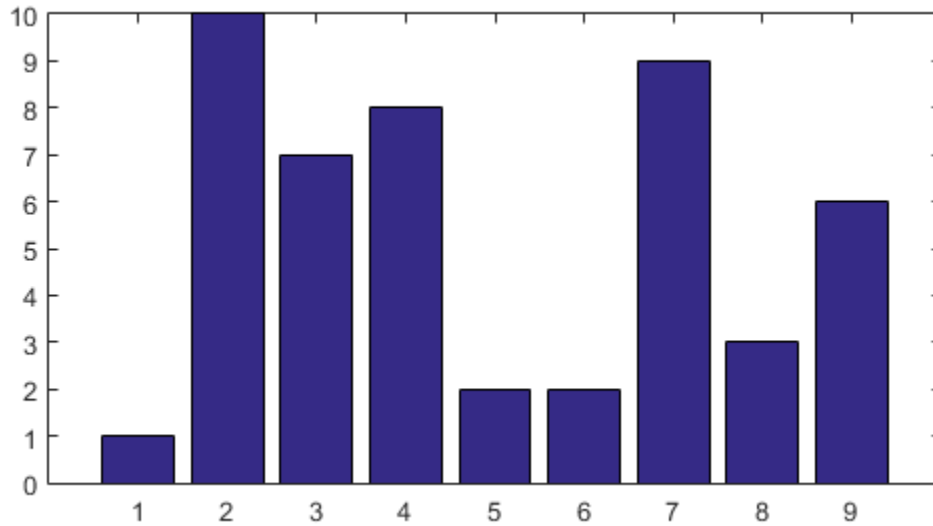
---

**Note** Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead, for example, `set(ax, 'XTickMode', 'manual')`.

---

```
bar([1 10 7 8 2 2 9 3 6])  
ax = gca;  
ax.XTickMode = 'manual';  
ax.YTickMode = 'manual';  
ax.ZTickMode = 'manual';  
ax.XLimMode = 'manual';  
ax.YLimMode = 'manual';  
ax.ZLimMode = 'manual';
```

```
fig = gcf;  
fig.PaperUnits = 'inches';  
fig.PaperPosition = [0 0 6 3];  
print('SameAxisLimits', '-dpng', '-r0')
```



## See Also

`print` | `saveas`

## Related Examples

- “Save Figure Preserving Background Color” on page 16-24
- “Save Figure to Open in Another Application” on page 16-19

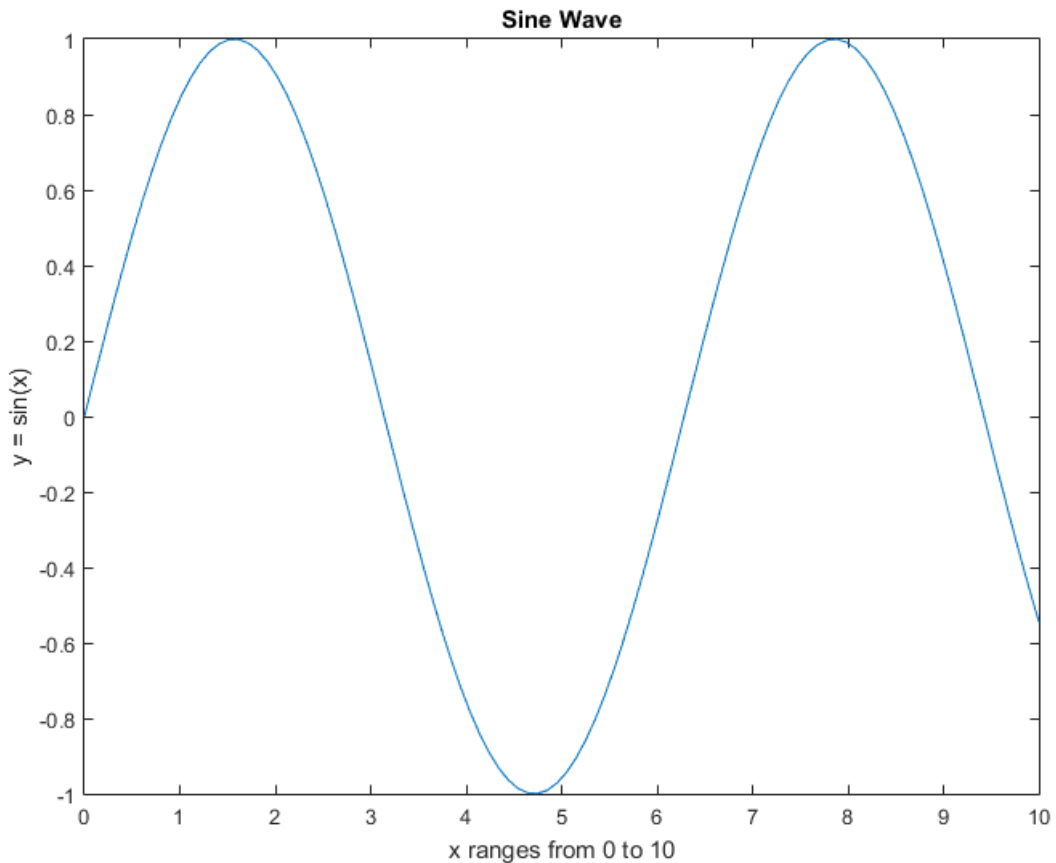
## Save Figure to Reopen in MATLAB Later

This example shows how to save a figure so that you can reopen it in MATLAB later. You can either save the figure to a FIG-file or you can generate and save the code.

### Save Figure to FIG-File

Create a plot to save. Add a title and axis labels.

```
x = linspace(0,10);  
y = sin(x);  
plot(x,y)  
title('Sine Wave')  
xlabel('x ranges from 0 to 10')  
ylabel('y = sin(x)')
```



Save the figure to a FIG-file using the `savefig` function. The FIG-file stores the information required to recreate the figure.

```
savefig('SineWave.fig')
```

Close the figure, then reopen the saved figure using the `openfig` function.

```
close(gcf)  
openfig('SineWave.fig')
```

`openfig` creates a new figure, a new axes, and a new line object using the same data as the original objects. Most of the property values of the new objects are the same as the

original objects. However, any current default values apply to the new figure. You can interact with the figure. For example, you can pan, zoom, and rotate the axes.

---

**Note** FIG-files open in MATLAB only. If you want to save the figure in a format that can be opened in another application, see “Save Figure to Open in Another Application” on page 16-19.

---

## Generate Code to Recreate Figure

Alternatively, generate the MATLAB code for the plot and then use the code to reproduce the graph. Generating the code captures modifications that you make using the plot tools.

Click **File > Generate Code...** The generated code displays in the MATLAB Editor. Save the code by clicking **File > Save As**.

Generated files do not store the data necessary to recreate the graph, so you must supply the data arguments. The data arguments do not need to be identical to the original data. Comments at the beginning of the file state the type of data expected.

## See Also

`openfig` | `saveas` | `savefig`

## Related Examples

- “Save Figure to Open in Another Application” on page 16-19

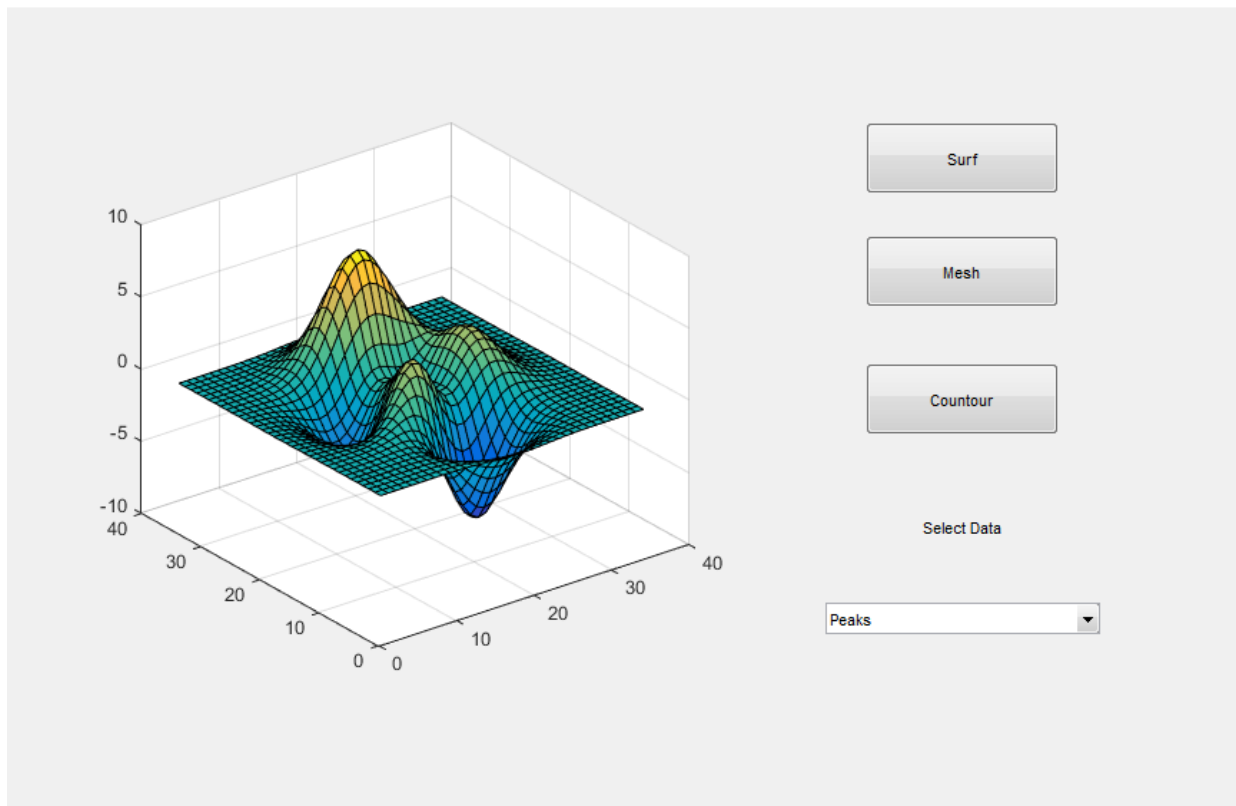
## Save Axes Without Saving UIControls

To save only the axes from a figure that has uicontrols, you can use `print` with the `'-noui'` option. Alternatively, you can copy the axes to a new figure and save the new figure.

### Create Figure with UIControls

To create an example of a figure with uicontrols, set your current folder to one to which you have write access. Then, copy this example code.

```
copyfile(fullfile(docroot, 'techdoc', 'creating_guis', 'examples', 'simple_gui2*.*)');  
simple_gui2
```



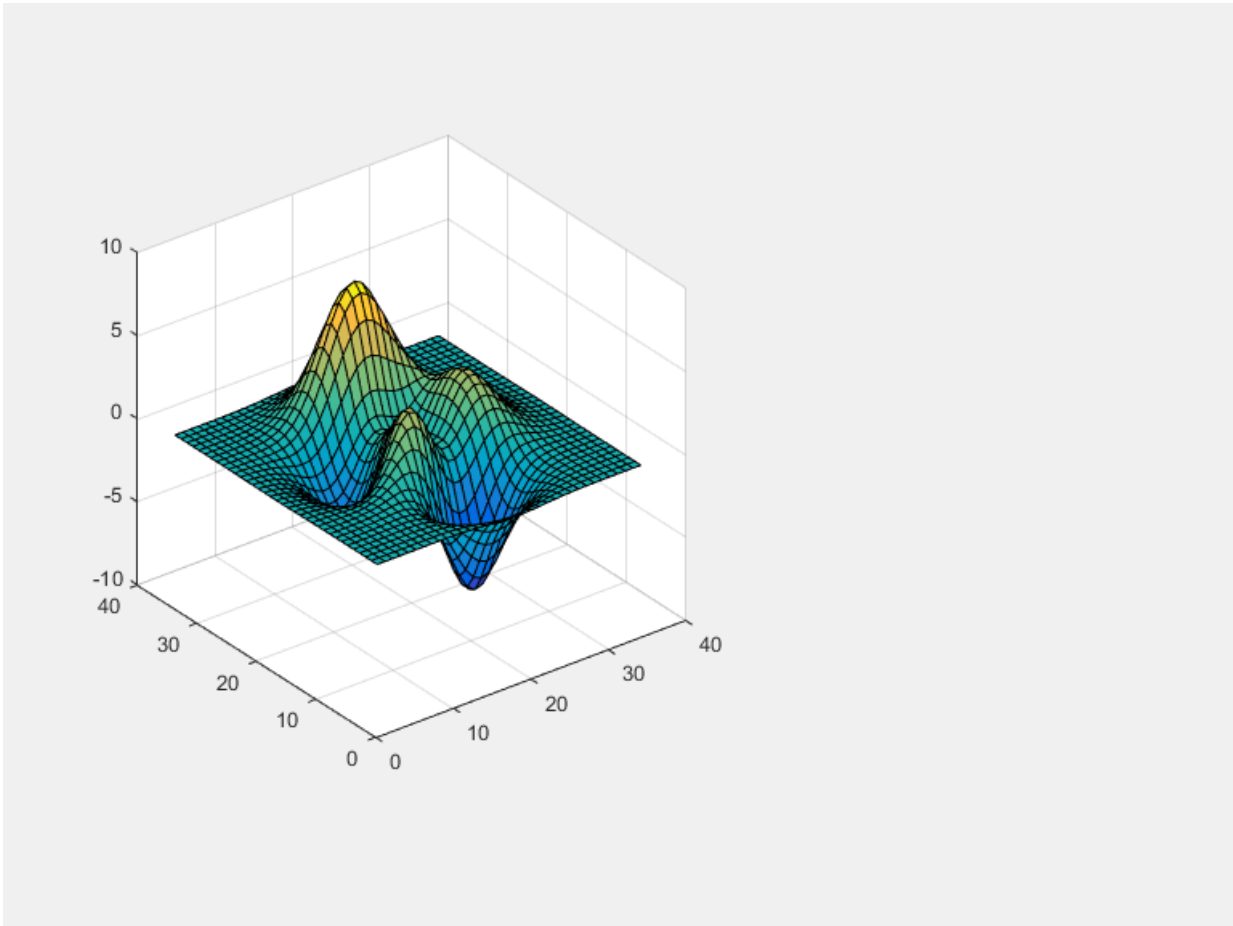


## Save Axes Without Saving UIControls

To save the figure and exclude the uicontrols from the saved output, use `print` with the `'-noui'` option. `print` leaves blank space in place of the uicontrols. If you do not specify the `'-noui'` option, then `print` includes the uicontrols in the saved output.

To maintain the current figure background color in the saved figure, set the `InvertHardcopy` property of the figure to `'off'`. Otherwise, the saved figure has a white background. Starting in R2014b, you can use dot notation to set properties. If you are using an earlier release, use the `set` function instead.

```
fig = gcf;  
fig.InvertHardcopy = 'off';  
print('PlotWithoutUIControls', '-dpng', '-noui')
```



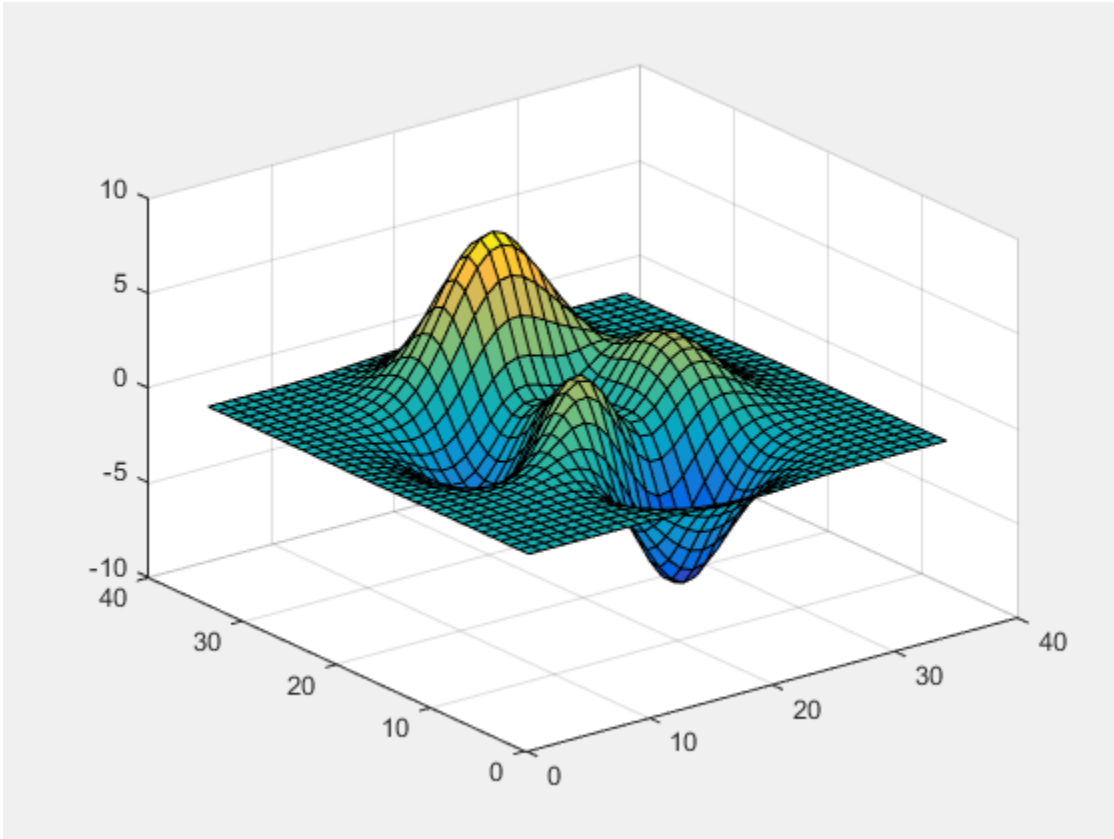
## Copy Axes to New Figure and Save

To eliminate the blank space, copy the axes to a new figure and resize the axes to fill the figure. For example, click the axes to make it the current axes. Use `copyobj` to copy it to a new figure. Then, set the `Position` property of the new axes to fill the figure.

```
ax_old = gca;  
f_new = figure;  
ax_new = copyobj(ax_old, f_new)  
set(ax_new, 'Position', 'default')
```

Save the new figure using either `saveas` or `print`.

```
print(f_new, 'AxesOnly', '-dpng')
```



## See Also

`print` | `saveas`

## Related Examples

- “Save Figure to Open in Another Application” on page 16-19
- “Save Figure at Specific Size and Resolution” on page 16-27

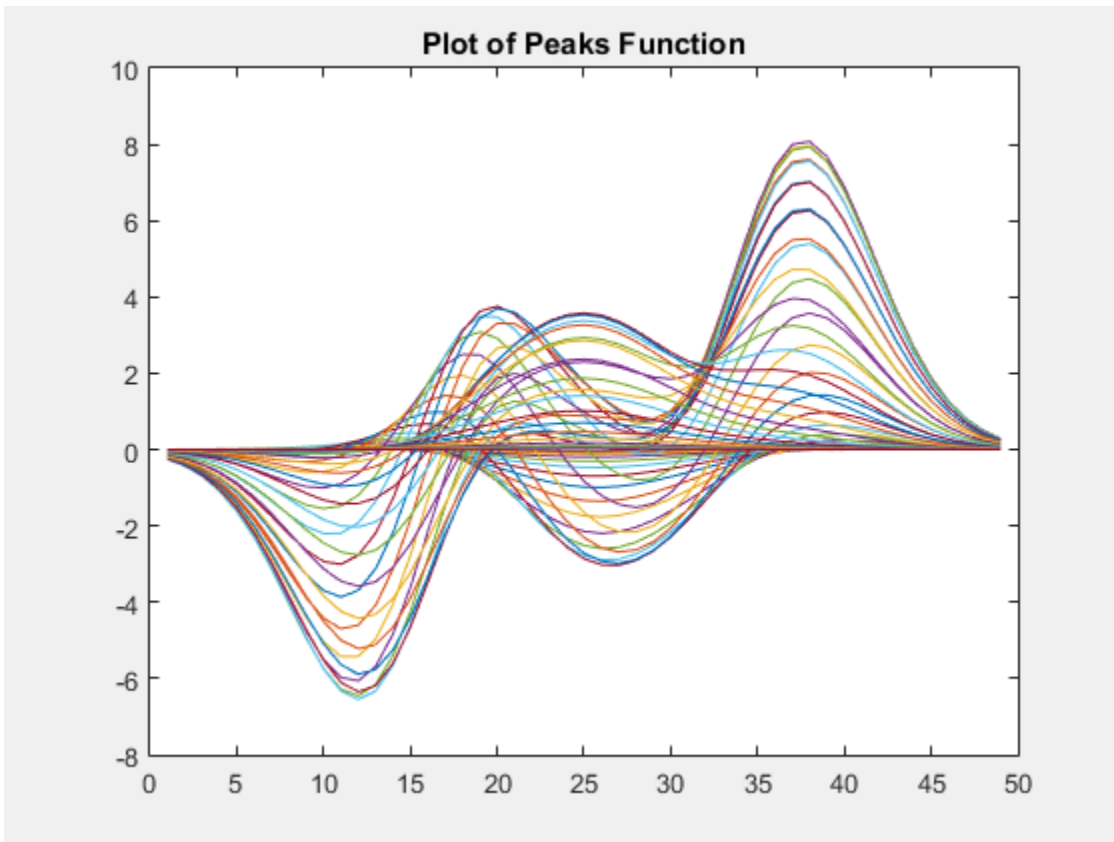
## Save Figure with Minimal White Space

This example shows how to save a figure so that the saved figure has a tight margin of white space around the axes.

### Create Plot to Save

Create a plot to save and add a title.

```
plot(peaks)  
title('Plot of Peaks Function')
```



## Expand Axes to Fill Figure

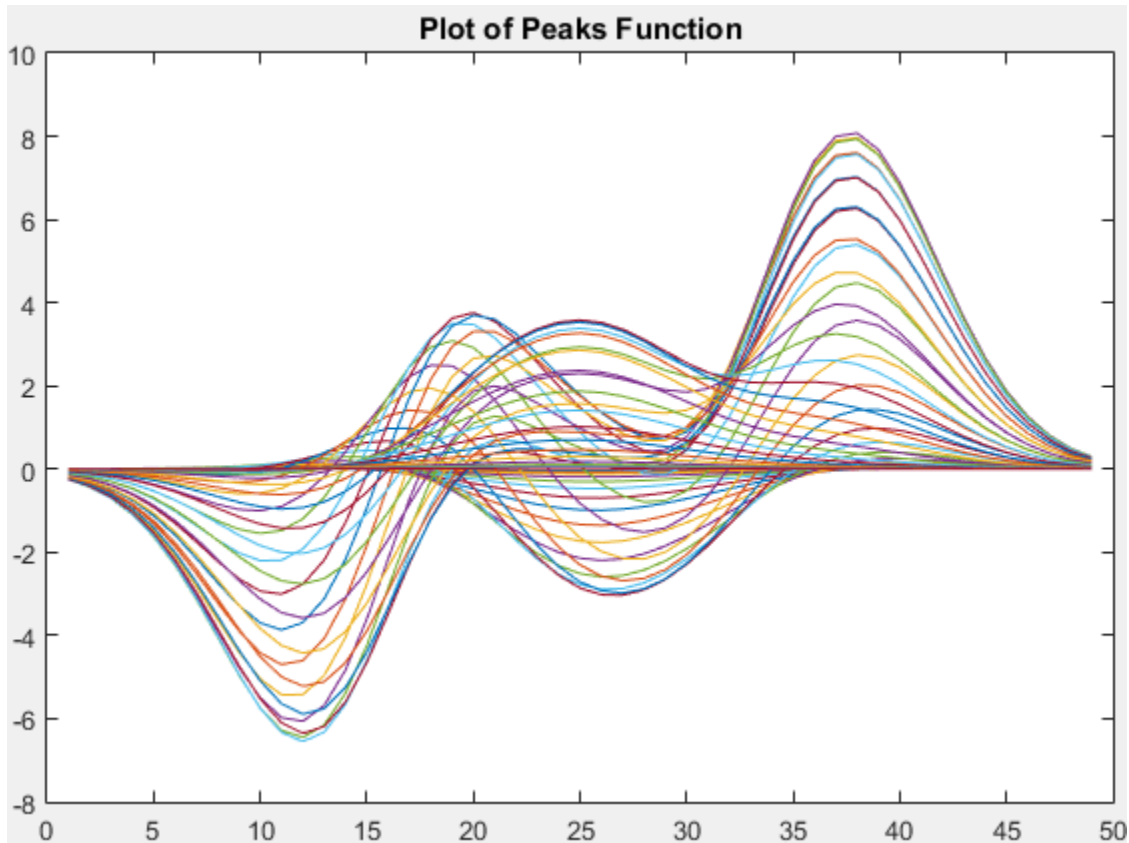
Expand the axes size so that it fills the maximum available space in the figure. Get the dimensions of the maximum available space from the `OuterPosition` property of the axes. Account for the space needed for the tick values and text labels using the margin values stored in the `TightInset` property.

---

**Note** Starting in R2014b, you can use dot notation to query and set properties. If you are using an earlier release, use the `get` and `set` functions instead.

---

```
ax = gca;
outerpos = ax.OuterPosition;
ti = ax.TightInset;
left = outerpos(1) + ti(1);
bottom = outerpos(2) + ti(2);
ax_width = outerpos(3) - ti(1) - ti(3);
ax_height = outerpos(4) - ti(2) - ti(4);
ax.Position = [left bottom ax_width ax_height];
```



---

**Note** If you have multiple subplot axes in your figure, then expand the size of each subplot. The space allocated for subplots does not typically extend to the figure edges.

---

Alternatively, you can interactively expand the size of the axes to fill the figure using the **File > Export Setup** dialog. In the **Properties** section, select **Size**, and then select **Expand axes to fill figure**. This option only affects axes with an `ActivePositionProperty` property set to 'outerposition'. By default, it does not affect subplots since subplots have an `ActivePositionProperty` set to 'position'.

## Specify Figure Size and Page Size

Set the page size equal to the figure size to ensure that there is no extra whitespace. This step is necessary only if you are saving to a PDF or PostScript file format. If you are saving to an image file format, this step is not necessary. Image formats automatically use a page size that fits tightly around the saved figure.

```
fig = gcf;  
fig.PaperPositionMode = 'auto'  
fig_pos = fig.PaperPosition;  
fig.PaperSize = [fig_pos(3) fig_pos(4)];
```

## Save Figure to File Format

Save the figure to a file.

```
print(fig, 'MySavedFile', '-dpdf')
```

## See Also

`print` | `saveas`

## Related Examples

- “Save Figure to Open in Another Application” on page 16-19
- “Save Figure at Specific Size and Resolution” on page 16-27





# Graphics Properties

---

- “Modify Graphics Objects” on page 17-2
- “Graphics Object Hierarchy” on page 17-11
- “Access Property Values” on page 17-16
- “Features Controlled by Graphics Objects” on page 17-23
- “Default Property Values” on page 17-29
- “Default Values for Automatically Calculated Properties” on page 17-33
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- “Define Default Line Styles” on page 17-37
- “Multilevel Default Values” on page 17-39

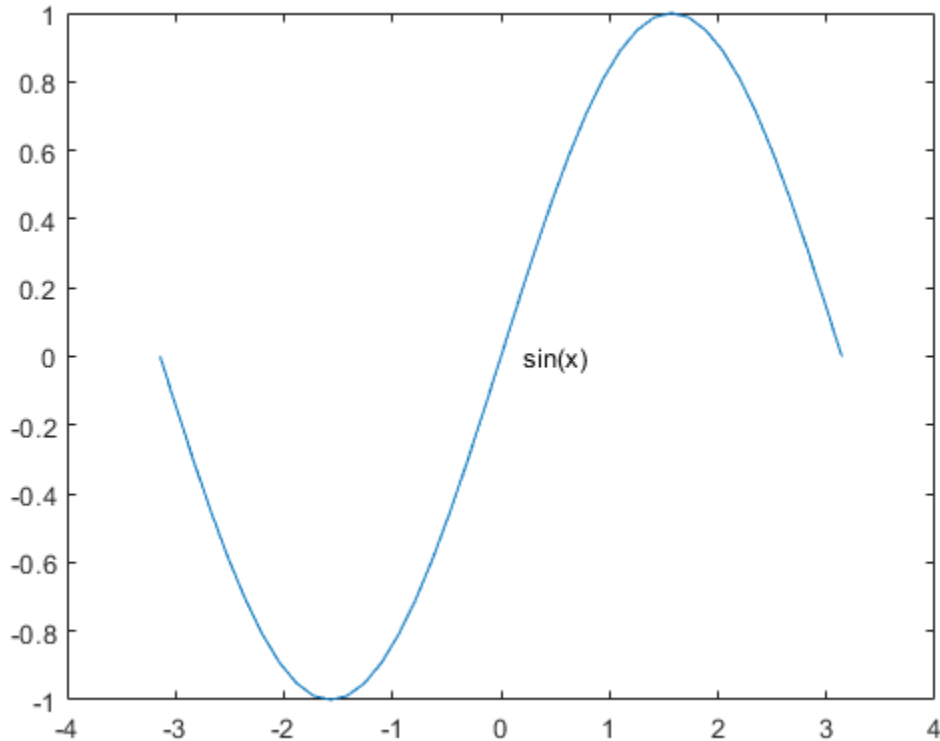
## Modify Graphics Objects

This example shows how to create, display, and modify graphics objects in MATLAB®.

### Graphics Objects

When MATLAB creates a plot, it creates a series of graphics objects. Figures, axes, lines, patches, and text are examples of graphics objects. The figure below has three graphics objects -- an axes, a line, and a text object. Use an optional output argument to store the graphics object that is created.

```
x = -pi:pi/20:pi;  
y = sin(x);  
  
f = figure;  
p = plot(x,y);  
txt1 = text(0.2,0,'sin(x)');
```



All graphics objects have properties that you can view and modify. These properties have default values. The display of the line object, `p`, shows the most commonly used line properties, such as `Color`, `LineStyle`, and `LineWidth`.

`p`

`p =`

Line with properties:

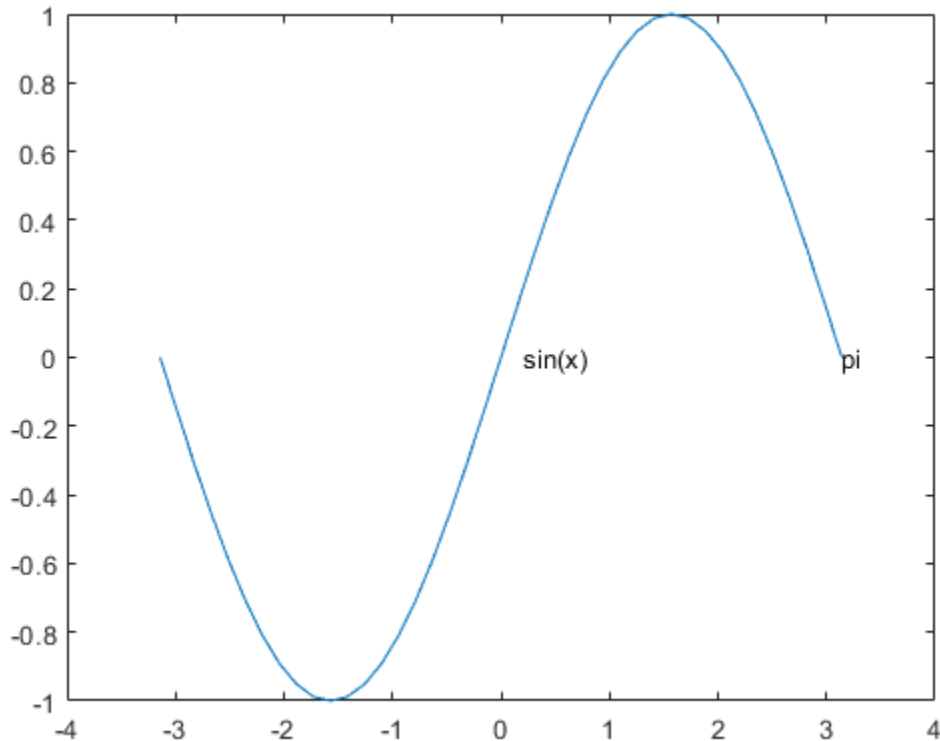
```
Color: [0 0.4470 0.7410]
LineStyle: '-'
LineWidth: 0.5000
Marker: 'none'
MarkerSize: 6
```

```
MarkerFaceColor: 'none'  
XData: [1x41 double]  
YData: [1x41 double]  
ZData: [1x0 double]
```

Show all properties

MATLAB shows the same display if the semicolon is missing from the command that creates the object.

```
txt2 = text(x(end), y(end), 'pi')
```



```
txt2 =  
    Text (pi) with properties:  
  
        String: 'pi'  
        FontSize: 10  
        FontWeight: 'normal'  
        FontName: 'Helvetica'  
        Color: [0 0 0]  
        HorizontalAlignment: 'left'  
        Position: [3.1416 1.2246e-16 0]  
        Units: 'data'  
  
    Show all properties
```

### Get Graphics Object Properties

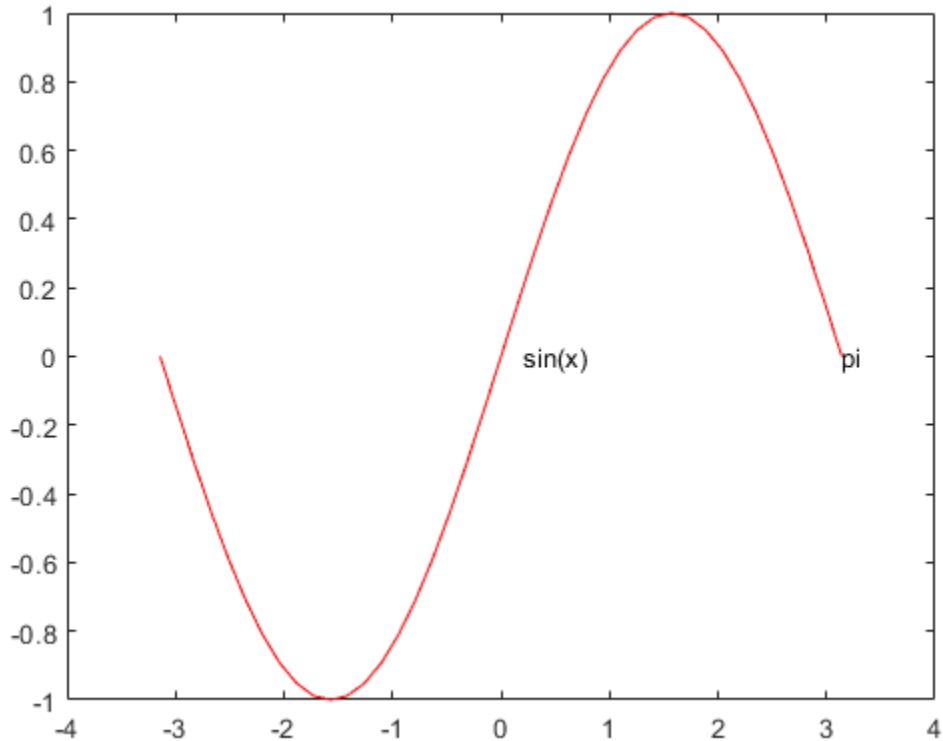
To access individual properties of a graphics object, use dot notation syntax `object.PropertyName`. For example, return the `LineWidth` property for the line object.

```
pcol = p.LineWidth
```

```
pcol = 0.5000
```

Change the line color to red by setting its `Color` property.

```
p.Color = 'red';
```



### Parents and Children

MATLAB arranges graphics objects in a hierarchy. The top of the hierarchy is a special object called the *graphics root*. To access the graphics root, use the `groot` function.

```
groot
```

```
ans =
```

```
Graphics Root with properties:
```

```
CurrentFigure: [1x1 Figure]  
ScreenPixelsPerInch: 96  
ScreenSize: [1 1 1280 1024]  
MonitorPositions: [1 1 1280 1024]
```

```
Units: 'pixels'
```

```
Show all properties
```

All graphics objects (except the root) have a parent. For example, the parent of an axes is a figure.

```
ax = gca;  
ax.Parent
```

```
ans =  
Figure (1) with properties:
```

```
    Number: 1  
    Name: ''  
    Color: [0.9400 0.9400 0.9400]  
    Position: [360 502 560 420]  
    Units: 'pixels'
```

```
Show all properties
```

Many objects also have children. This axes has three children - the two text objects and the line object.

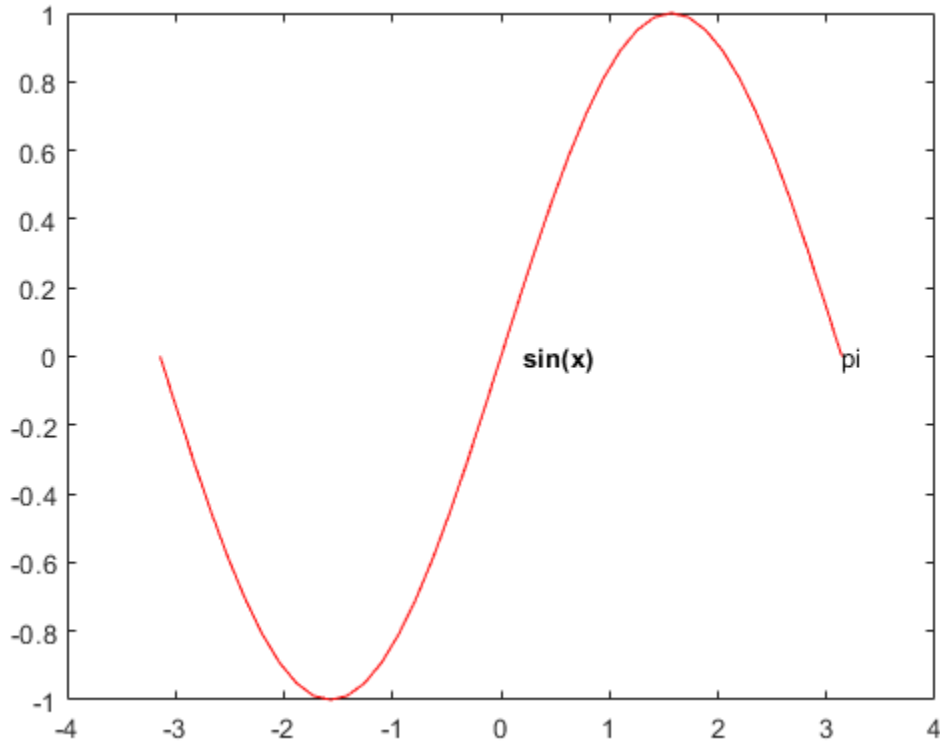
```
ax.Children
```

```
ans =  
3x1 graphics array:
```

```
Text    (pi)  
Text    (sin(x))  
Line
```

Since the axes has multiple children, the value of the `Children` property is an array of graphics objects. To access an individual child of the axes, index into the array. You can then set properties of the child object.

```
t = ax.Children(2);    % get the 'sin(x)' text object  
t.FontWeight = 'bold'; % set the font to bold
```



### Preallocate Graphics Objects Array

It is a best practice in MATLAB to preallocate an array before using it. Use the `gobjects` command to preallocate an array of graphics objects. You can then add graphics objects to the array.

```
objarray = gobjects(1,5);  
objarray(1) = f;  
objarray(2) = ax;  
objarray(3) = p;  
objarray(4) = txt1;  
objarray(5) = txt2;  
objarray
```



```
objarray =
  1x5 graphics array:

      Figure      Axes      Line      Text      Text
```

### Get All Object Properties

Graphics objects in MATLAB have many properties. To see all the properties of an object, use the `get` command.

```
get(f)
```

```

    Alphamap: [1x64 double]
    BeingDeleted: 'off'
    BusyAction: 'queue'
    ButtonDownFcn: ''
    Children: [1x1 Axes]
    Clipping: 'on'
    CloseRequestFcn: 'closereq'
    Color: [0.9400 0.9400 0.9400]
    Colormap: [64x3 double]
    CreateFcn: ''
    CurrentAxes: [1x1 Axes]
    CurrentCharacter: ''
    CurrentObject: [0x0 GraphicsPlaceholder]
    CurrentPoint: [0 0]
    DeleteFcn: ''
    DockControls: 'on'
    FileName: ''
    GraphicsSmoothing: 'on'
    HandleVisibility: 'on'
    InnerPosition: [360 502 560 420]
    IntegerHandle: 'on'
    Interruptible: 'on'
    InvertHardcopy: 'on'
    KeyPressFcn: ''
    KeyReleaseFcn: ''
    MenuBar: 'none'
    Name: ''
    NextPlot: 'add'
    Number: 1
    NumberTitle: 'on'
    OuterPosition: [352 494 576 459]
    PaperOrientation: 'portrait'
```

```
    PaperPosition: [1.3333 3.3125 5.8333 4.3750]
    PaperPositionMode: 'auto'
    PaperSize: [8.5000 11]
    PaperType: 'usletter'
    PaperUnits: 'inches'
    Parent: [1x1 Root]
    Pointer: 'arrow'
    PointerShapeCData: [16x16 double]
    PointerShapeHotSpot: [1 1]
    Position: [360 502 560 420]
    Renderer: 'opengl'
    RendererMode: 'auto'
    Resize: 'on'
    Scrollable: 'off'
    SelectionType: 'normal'
    SizeChangedFcn: ''
    Tag: ''
    ToolBar: 'none'
    Type: 'figure'
    UIContextMenu: [0x0 GraphicsPlaceholder]
    Units: 'pixels'
    UserData: []
    Visible: 'off'
    WindowButtonDownFcn: ''
    WindowButtonMotionFcn: ''
    WindowButtonUpFcn: ''
    WindowKeyPressFcn: ''
    WindowKeyReleaseFcn: ''
    WindowScrollWheelFcn: ''
    WindowState: 'normal'
    WindowStyle: 'normal'
```

# Graphics Object Hierarchy

In this section...
“MATLAB Graphics Objects” on page 17-11
“Graphs Are Composed of Specific Objects” on page 17-11
“Organization of Graphics Objects” on page 17-11

## MATLAB Graphics Objects

Graphics objects are the visual components used by MATLAB to display data graphically. For example, a graph can contain lines, text, and axes, all displayed in a figure window.

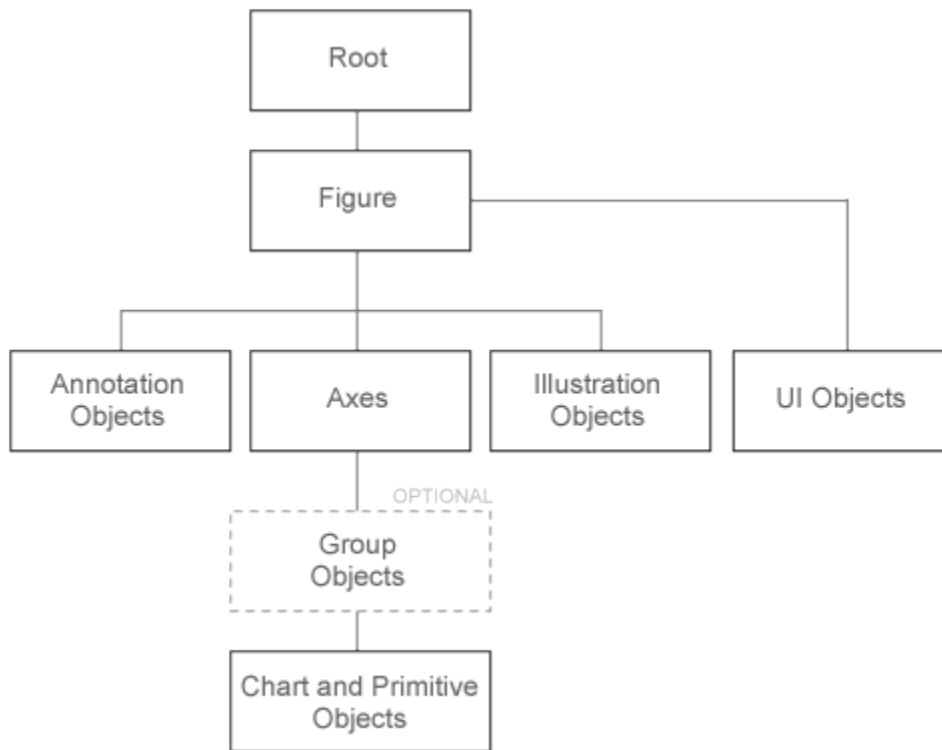
Each object has a unique identifier called a *handle*. Using this handle, you can manipulate the characteristics of an existing graphics object by setting object *properties*. You can also specify values for properties when you create a graphics object. Typically, you create graphics objects using plotting functions like `plot`, `bar`, `scatter`, and so on.

## Graphs Are Composed of Specific Objects

When you create a graph, for example by calling the `plot` function, MATLAB automatically performs a number of steps to produce the graph. These steps involve creating objects and setting the properties of these objects to appropriate values for your specific graph.

## Organization of Graphics Objects

Graphics objects are organized into a hierarchy, as shown by the following diagram.



The hierarchical nature of graphics objects reflects the containment of objects by other objects. Each object plays a specific role in the graphics display.

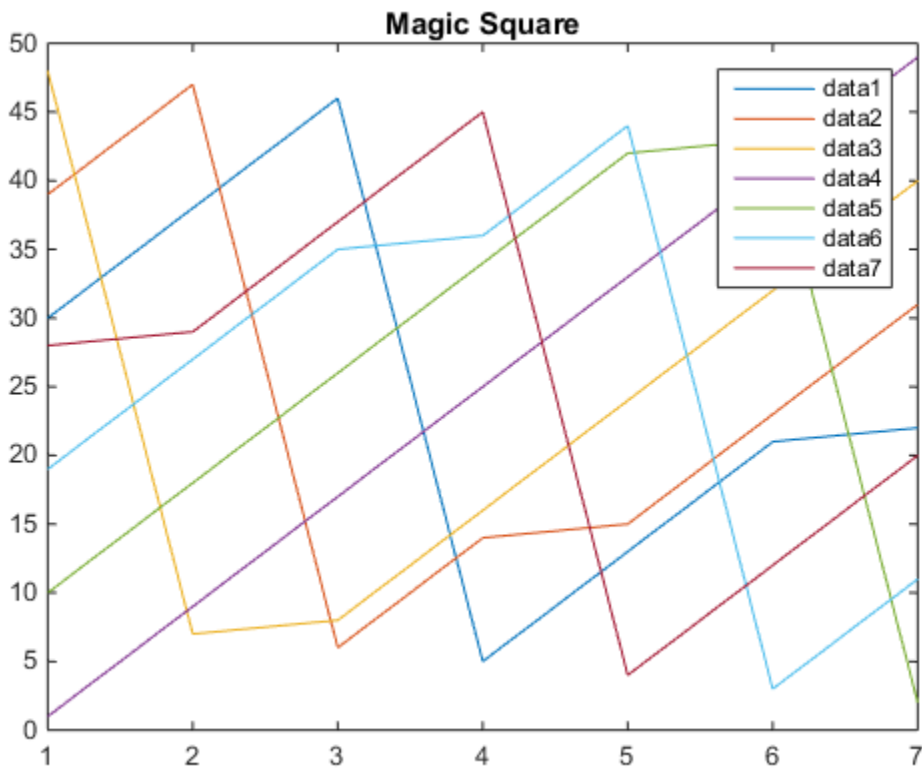
For example, suppose you create a line graph with the `plot` function. An axes object defines a frame of reference for the lines that represent data. A figure is the window to display the graph. The figure contains the axes and the axes contains the lines, text, legends, and other objects used to represent the graph.

---

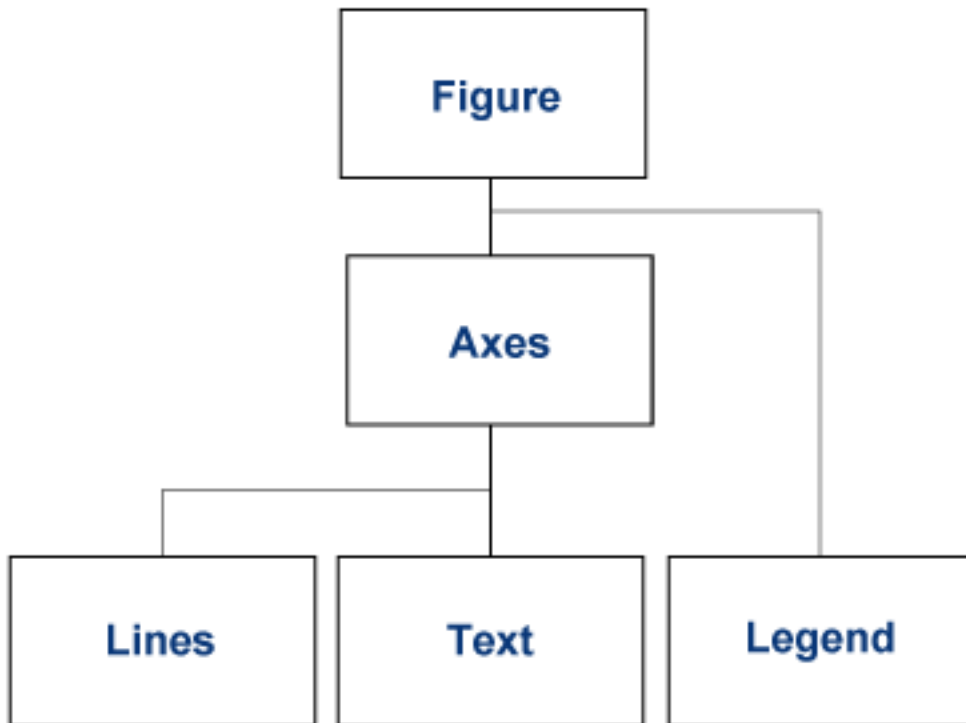
**Note** An axes is a single object that represents x-, y-, and z-axis scales, tick marks, tick labels, axis labels, and so on.

---

Here is a simple graph.



This graph forms a hierarchy of objects.



### Parent-Child Relationship

The relationship among objects is held in the `Parent` and `Children` properties. For example, the parent of an axes is a figure. The `Parent` property of an axes contains the handle to the figure in which it is contained.

Similarly, the `Children` property of a figure contains any axes that the figure contains. The figure `Children` property also contains the handles of any other objects it contains, such as legends and user-interface objects.

You can use the parent-child relationship to find object handles. For example, if you create a plot, the current axes `Children` property contains the handles to all the lines:

```
plot(rand(5))  
ax = gca;  
ax.Children
```

```
ans =
```

```
5x1 Line array:
```

```
Line  
Line  
Line  
Line  
Line
```

You can also specify the parent of objects. For example, create a group object and parent the lines from the axes to the group:

```
hg = hggroup;  
plot(rand(5), 'Parent', hg)
```

## Access Property Values

### In this section...

“Object Properties and Dot Notation” on page 17-16

“Graphics Object Variables Are Handles” on page 17-18

“Listing Object Properties” on page 17-20

“Modify Properties with set and get” on page 17-20

“Multi Object/Property Operations” on page 17-21

### Object Properties and Dot Notation

Graphing functions return the object or objects created by the function. For example:

```
h = plot(1:10);
```

h refers to the line drawn in the graph of the values 1 through 10.

Dot notation is a new syntax to access object properties starting in R2014b. This syntax uses the object variable and the case-sensitive property name connected with a dot (.) to form an object dot property name notation:

*object.PropertyName*

If the object variable is nonscalar, use indexing to refer to a single object:

*object(n).PropertyName*

#### Scalar Object Variable

If h is the line created by the plot function, the expression h.Color is the value of this particular line's Color property:

```
h.Color
```

```
ans =
```

```
0    0.4470    0.7410
```

If you assign the color value to a variable:



```
c = h.Color;
```

The variable `c` is a double.

```
whos
```

Name	Size	Bytes	Class
c	1x3	24	double
h	1x1	112	matlab.graphics.chart.primitive.Line

You can change the value of this line's `Color` property with an assignment statement:

```
h.Color = [0 0 1];
```

Use dot notation property references in expressions:

```
meanY = mean(h.YData);
```

Or to change the property value:

```
h.LineWidth = h.LineWidth + 0.5;
```

Reference other objects contained in properties with multiple dot references:

```
h.Annotation.LegendInformation.IconDisplayStyle
```

```
ans =
```

```
on
```

Set the properties of objects contained in properties:

```
ax = gca;
ax.Title.FontWeight = 'normal';
```

### **Nonscalar Object Variable**

Graphics functions can return an array of objects. For example:

```
y = rand(5);
h = plot(y);
size(h)
```

```
ans =
```

```
5    1
```

Access the line representing the first column in `y` using the array index:

```
h(1).LineStyle = '--';
```

Use the `set` function to set the `LineStyle` of all the lines in the array:

```
set(h, 'LineStyle', '--')
```

### Appending Data to Property Values

With dot notation, you can use “end” indexing to append data to properties that contain data arrays, such as line `XData` and `YData`. For example, this code updates the line `XData` and `YData` together to grow the line. You must ensure the size of line’s x- and y-data are the same before rendering with the call to `drawnow` or returning to the MATLAB prompt.

```
h = plot(1:10);  
for k = 1:5  
    h.XData(end + 1) = h.XData(end) + k;  
    h.YData(end + 1) = h.YData(end) + k;  
    drawnow  
end
```

## Graphics Object Variables Are Handles

The object variables returned by graphics functions are handles. Handles are references to the actual objects. Object variables that are handles behave in specific ways when copied and when the object is deleted.

### Copy Object Variable

For example, create a graph with one line:

```
h = plot(1:10);
```

Now copy the object variable to another variable and set a property value with the new object variable:

```
h2 = h;  
h2.Color = [1,0,0]
```

Assigning the object variable `h` to `h2` creates a copy of the handle, but not the object referred to by the variable. The value of the `Color` property accessed from variable `h` is the same as that accessed from variable `h2`.

```
h.Color
```

```
ans =
```

```
    1    0    0
```

h and h2 refer to the same object. Copying a handle object variable does not copy the object.

### Delete Object Variables

There are now two object variables in the workspace that refer to the same line.

```
whos
```

Name	Size	Bytes	Class
h	1x1	112	matlab.graphics.chart.primitive.Line
h2	1x1	112	matlab.graphics.chart.primitive.Line

Now close the figure containing the line graph:

```
close(gcf)
```

The line object no longer exists, but the object variables that referred to the line do still exist:

```
whos
```

Name	Size	Bytes	Class
h	1x1	112	matlab.graphics.chart.primitive.Line
h2	1x1	112	matlab.graphics.chart.primitive.Line

However, the object variables are no longer valid:

```
h.Color
```

```
Invalid or deleted object.
```

```
h2.Color = 'blue'
```

```
Invalid or deleted object.
```

To remove the invalid object variables, use `clear`:

```
clear h h2
```

## Listing Object Properties

To see what properties an object contains, use the `get` function:

```
get(h)
```

MATLAB returns a list of the object properties and their current value:

```
AlignVertexCenters: 'off'  
    Annotation: [1x1 matlab.graphics.eventdata.Annotation]  
    BeingDeleted: 'off'  
    BusyAction: 'queue'  
    ButtonDownFcn: ''  
    Children: []  
    Clipping: 'on'  
    Color: [0 0.4470 0.7410]  
...  
    LineStyle: '-'  
    LineWidth: 0.5000  
    Marker: 'none'  
...
```

You can see the values for properties with an enumerated set of possible values using the `set` function:

```
set(h, 'LineStyle')
```

```
'-'  
'--'  
':'  
'-.'  
'none'
```

To display all settable properties including possible values for properties with an enumerated set of values, use `set` with the object variable:

```
set(h)
```

## Modify Properties with `set` and `get`

You can also access and modify properties using the `set` and `get` functions.

The basic syntax for setting the value of a property on an existing object is:

```
set(object, 'PropertyName', NewPropertyValue)
```

To query the current value of a specific object property, use a statement of the form:

```
returned_value = get(object, 'PropertyName');
```

Property names are always character vectors. You can use single quotes or a variable that is a character vector. Property values depend on the particular property.

## Multi Object/Property Operations

If the object argument is an array, MATLAB sets the specified value on all identified objects. For example:

```
y = rand(5);  
h = plot(y);
```

Set all the lines to red:

```
set(h, 'Color', 'red')
```

To set the same properties on a number of objects, specify property names and property values using a structure or cell array. For example, define a structure to set axes properties appropriately to display a particular graph:

```
view1.CameraViewAngleMode = 'manual';  
view1.DataAspectRatio = [1 1 1];  
view1.Projection = 'Perspective';
```

To set these values on the current axes, type:

```
set(gca, view1)
```

## Query Multiple Properties

You can define a cell array of property names and use it to obtain the values for those properties. For example, suppose you want to query the values of the axes “camera mode” properties. First, define the cell array:

```
camModes = {'CameraPositionMode', 'CameraTargetMode', ...  
            'CameraUpVectorMode', 'CameraViewAngleMode'};
```

Use this cell array as an argument to obtain the current values of these properties:

```
get(gca, camModes)
```

```
ans =  
    'auto' 'auto' 'auto' 'auto'
```

## Features Controlled by Graphics Objects

### In this section...

“Purpose of Graphics Objects” on page 17-23

“Figures” on page 17-23

“Axes” on page 17-24

“Objects That Represent Data” on page 17-25

“Group Objects” on page 17-26

“Annotation Objects” on page 17-27

### Purpose of Graphics Objects

Graphics objects represent data in intuitive and meaningful ways, such as line graphs, images, text, and combinations of these objects. Graphics objects act as containers for other objects or as representations of data.

- Containers — Figures display all graphics objects. Panels and groups enable collections of objects to be treated as one entity for some operations.
- Axes are containers that define a coordinate system for the objects that represent the actual data in graphs.
- Data visualization objects — Lines, text, images, surfaces, and patches that implement various types of graphs.

### Figures

Figures are the windows in which MATLAB displays graphics. Figures contain menus, toolbars, user-interface objects, context menus, and axes.

Figures play two distinct roles in MATLAB:

- Containing graphs of data
- Containing user interfaces (which can include graphs in the interface)

### Graphics Features Controlled by Figures

Figure properties control certain characteristics that affect graphs:

- Color and transparency of surfaces and patches — `Alphamap` and `Colormap`
- Appearance of plotted lines and axes grid lines — `GraphicsSmoothing`
- Printing and exporting graphs — figure printing properties
- Drawing speed and rendering features — `Renderer`

Figures use different drawing methods called renderers. There are two renderers:

- `OpenGL` — The default renderer used by MATLAB for most applications. For more information, see `opengl`.
- `Painters` — Use when `OpenGL` has problems on a computer with particular graphics hardware that has software defects or outdated software drivers. Also used for exporting graphics for certain formats, such as PDF.

---

**Note** For best results, ensure that your computer has the latest graphics hardware drivers supplied by the hardware vendor.

---

For a list of all figure properties, see Figure

## Axes

MATLAB creates an axes to define the coordinate system of each graph. Axes are always contained by a figure object. Axes themselves contain the graphics objects that represent data.

Axes control many aspects of how MATLAB displays graphical information.

### Graphics Features Controlled by Axes

Much of what you can customize in a graph is controlled by axes properties.

- Axis limits, orientation, and tick placement
- Axis scales (linear or logarithmic)
- Grid control
- Font characteristics for the title and axis labels.
- Default line colors and line styles for multiline graphs
- Axis line and grid control
- Color scaling of objects based on `colormap`



- View and aspect ratio
- Clipping graphs to axis limits
- Controlling axes resize behavior
- Lighting and transparency control

For a list of all axes properties, see [Axes](#)

## Objects That Represent Data

Data objects are the lines, images, text, and polygons that graphs use to represent data. For example:

- Lines connect data points using specified x- and y-coordinates.
- Markers locate scattered data in some range of values.
- Rectangular bars indicate distribution of values in a histogram.

Because there are many kinds of graphs, there are many types of data objects. Some are general purpose, such as lines and rectangles and some are highly specialized, such as errorbars, colorbars, and legends.

### Graphics Features Controlled by Data Objects

Data object properties control the appearance of the object and also contain the data that defines the object. Data object properties can also control certain behaviors.

- **Data** — Change the data to update the graph. Many data objects can link their data properties to workspace variables that contain the data.
- **Color Data** — Objects can control how data maps to colors by specifying color data.
- **Appearance** — Specify colors of line, markers, polygon faces as well as line styles, marker types.
- **Specific behaviors** — Properties can control how the object interprets or displays its data. For example, Bar objects have a property called `BarLayout` that determines if the bars are grouped or stacked. Contour objects have a `LevelList` property that specifies the contour intervals at which to draw contour lines.

### High-Level vs. Low-Level Functions

Plotting functions create data objects in one of two ways:

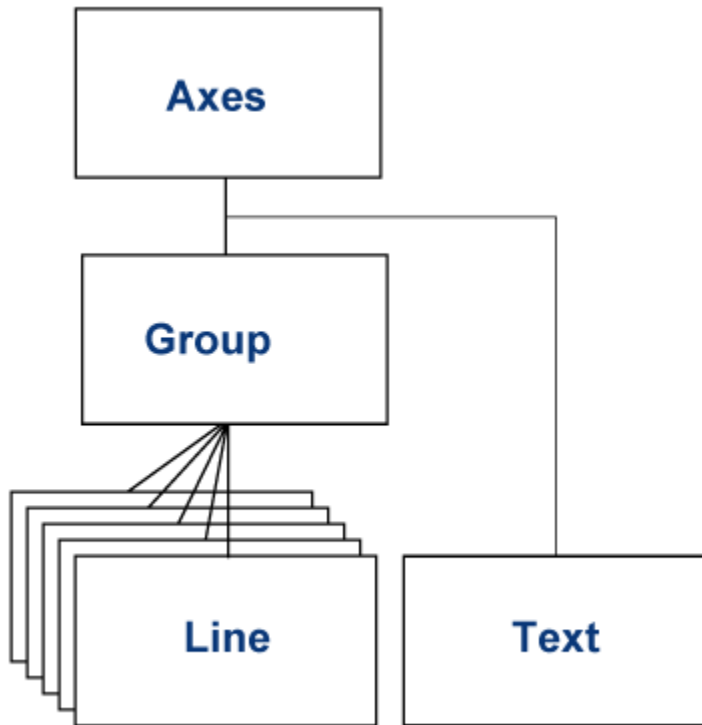
- High-level functions — Create complete graphs that replace existing graphs with new ones. High-level functions include `plot`, `bar`, `scatter`, and so on. For a summary of high-level functions, see “Types of MATLAB Plots” on page 1-2.
- Low-level functions — Add graphics objects with minimal changes to the existing graph. Low-level functions include `line`, `patch`, `rectangle`, `surface`, `text`, `image`, and `light`.

## Group Objects

Group objects enable you to treat a number of data objects as one entity. For example, you can make the entire group visible or invisible, select all objects when only one is clicked, or apply a transform matrix to rotate, translate, or scale all the objects in the group.

This code parents the plotted lines to the group object returned by the `hggroup` function. The text object is not part of the group.

```
y = magic(5);  
hg = hggroup;  
plot(y, 'Parent', hg)  
text(2.5, 10, 'Plot of 5x5 magic square')
```



## Annotation Objects

Annotation objects comprise arrows, text boxes, and combinations of both. Annotation objects have special features that overcome the limitations of data objects used to annotate graphs:

- Annotation objects are children of the figure.
- You can easily locate annotations anywhere in the figure.
- Define the location of annotation objects in normalized figure coordinates: lower left = (0,0), upper right = (1,1), making their placement independent of range of data represented by the axes.

---

**Note** MATLAB parents annotation objects to a special layer. Do not attempt to parent objects to this layer. MATLAB automatically assigns annotation objects to the appropriate parent.

---

## Default Property Values

### In this section...

- “Predefined Values for Properties” on page 17-29
- “Specify Default Values” on page 17-29
- “Where in Hierarchy to Define Default” on page 17-30
- “List Default Values” on page 17-30
- “Set Properties to the Current Default” on page 17-31
- “Remove Default Values” on page 17-31
- “Set Properties to Factory-Defined Values” on page 17-31
- “List Factory-Defined Property Values” on page 17-31
- “Reserved Words” on page 17-32

### Predefined Values for Properties

Nearly all graphics object properties have predefined values. Predefined values originate from two possible sources:

- Default values defined on an ancestor of the object
- Factory values defined on the root of the graphics object hierarchy

Users can create default values for an object property, which take precedence over the factory-defined values. Objects use default values when:

- Created in a hierarchy where an ancestor defines a default value
- Parented into a hierarchy where an ancestor defines a default value

### Specify Default Values

Define a default property value using a character vector with these three parts:

```
'default' ObjectType PropertyName
```

- The word `default`
- The object type (for example, `Line`)

- The property name (for example, `LineWidth`)

A character vector that specified the default line `LineWidth` would be:

```
'defaultLineLineWidth'
```

Use this character vector to specify the default value. For example, to specify a default value of 2 points for the line `LineWidth` property, use the statement:

```
set(groot, 'defaultLineLineWidth', 2)
```

The character vector `defaultLineLineWidth` identifies the property as a line property. To specify the figure color, use `defaultFigureColor`.

```
set(groot, 'defaultFigureColor', 'b')
```

## Where in Hierarchy to Define Default

In general, you should define a default value on the root level so that all subsequent plotting function use those defaults. Specify the root in `set` and `get` statements using the `groot` function, which returns the handle to the root.

You can define default property values on three levels:

- Root — values apply to objects created in current MATLAB session
- Figure — use for default values applied to children of the figure defining the defaults.
- Axes — use for default values applied only to children of the axes defining the defaults and only when using low-level functions (`light`, `line`, `patch`, `rectangle`, `surface`, `text`, and the low-level form of `image`).

For example, specify a default figure color only on the root level.

```
set(groot, 'defaultFigureColor', 'b')
```

## List Default Values

Use `get` to determine what default values are currently set on any given object level:

```
get(groot, 'default')
```

returns all default values set in your current MATLAB session.

## Set Properties to the Current Default

Specifying a property value of 'default' sets the property to the first encountered default value defined for that property. For example, these statements result in a green surface `EdgeColor`:

```
set(groot, 'defaultSurfaceEdgeColor', 'k')
h = surface(peaks);
set(gcf, 'defaultSurfaceEdgeColor', 'g')
set(h, 'EdgeColor', 'default')
```

Because a default value for surface `EdgeColor` exists on the figure level, MATLAB encounters this value first and uses it instead of the default `EdgeColor` defined on the root.

## Remove Default Values

Specifying a property value of 'remove' gets rid of user-defined default values. The statement

```
set(groot, 'defaultSurfaceEdgeColor', 'remove')
```

removes the definition of the default surface `EdgeColor` from the root.

## Set Properties to Factory-Defined Values

Specifying a property value of 'factory' sets the property to its factory-defined value. For example, these statements set the `EdgeColor` of surface `h` to black (its factory setting), regardless of what default values you have defined:

```
set(gcf, 'defaultSurfaceEdgeColor', 'g')
h = surface(peaks);
set(h, 'EdgeColor', 'factory')
```

## List Factory-Defined Property Values

You can list factory values:

- `get(groot, 'factory')` — List all factory-defined property values for all graphics objects

- `get(groot, 'factoryObjectType')` — List all factory-defined property values for a specific object
- `get(groot, 'factoryObjectTypePropertyName')` — List factory-defined value for the specified property.

## Reserved Words

Setting a property value to `default`, `remove`, or `factory` produces the effects described in the previous sections. To set a property to one of these words (for example, a text `String` property set to the word `default`), precede the word with the backslash character:

```
h = text('String', '\\default');
```



## Default Values for Automatically Calculated Properties

### In this section...

“What Are Automatically Calculated Properties” on page 17-33

“Default Values for Automatically Calculated Properties” on page 17-33

### What Are Automatically Calculated Properties

When you create a graph, MATLAB sets certain property values appropriately for the particular graph. These properties, such as those controlling axis limits and the figure renderer, have an associated mode property.

The mode property determines if MATLAB calculates a value for the property (mode is `auto`) or if the property uses a specified value (mode is `manual`).

### Default Values for Automatically Calculated Properties

Defining a default value for an automatically calculated property requires two steps:

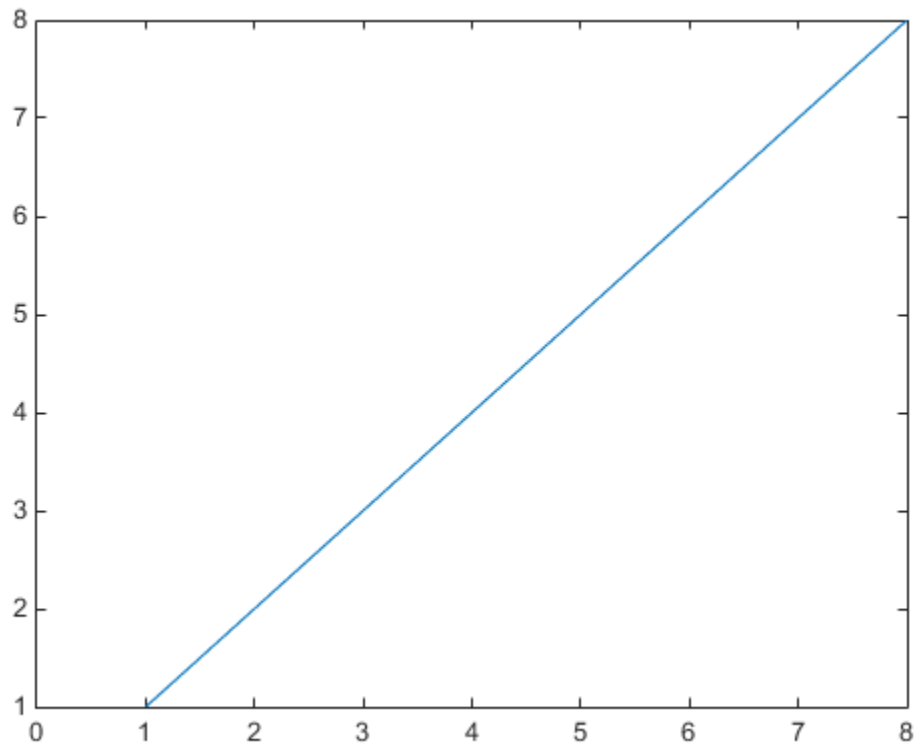
- Define the property default value
- Define the default value of the mode property as `manual`

#### Setting X-Axis Limits

Suppose you want to define default values for the x-axis limits. Because the axes `XLim` property is usually automatically calculated, you must set the associated mode property (`XLimMode`) to `manual`.

```
set(groot, 'defaultAxesXLim', [0 8])  
set(groot, 'defaultAxesXLimMode', 'manual')  
plot(1:20)
```

The axes uses the default x-axis limits of `[0 8]`:



## How MATLAB Finds Default Values

All graphics object properties have values built into MATLAB. These values are called factory-defined values. Any property for which you do not specify a value uses the predefined value.

You can also define your own default values. MATLAB uses your default value unless you specify a value for the property when you create the object.

MATLAB searches for a default value beginning with the current object and continuing through the object's ancestors until it finds a user-defined default value or until it reaches the factory-defined value. Therefore, a search for property values is always satisfied.

MATLAB determines the value to use for a given property according to this sequence of steps:

- 1 Property default value specified as argument to the plotting function
- 2 If object is a line created by a high-level plotting function like `plot`, the axes `ColorOrder` and `LineStyleOrder` definitions override default values defined for the `Color` or `LineStyle` properties.
- 3 Property default value defined by axes (defaults can be cleared by plotting functions)
- 4 Property default value defined by figure
- 5 Property default value defined by root
- 6 If not default is defined, use factory default value

Setting default values affects only those objects created after you set the default. Existing graphics objects are not affected.

## Factory-Defined Property Values

MATLAB defines values for all graphics object properties. Plotting functions use these values if you do not specify values as arguments or as defaults. Generate a list of all factory-defined values with the statement

```
a = get(groot, 'Factory');
```

`get` returns a structure array whose field names are the object type and property name concatenated, and field values are the factory value for the indicated object and property. For example, this field,

```
factoryAxesVisible: 'on'
```

indicates that the factory value for the `Visible` property of axes objects is `on`.

You can get the factory value of an individual property with

```
get(groot, 'factoryObjectTypePropertyName')
```

For example:

```
get(groot, 'factoryTextFontName')
```

## Define Default Line Styles

This example shows how to set default line styles.

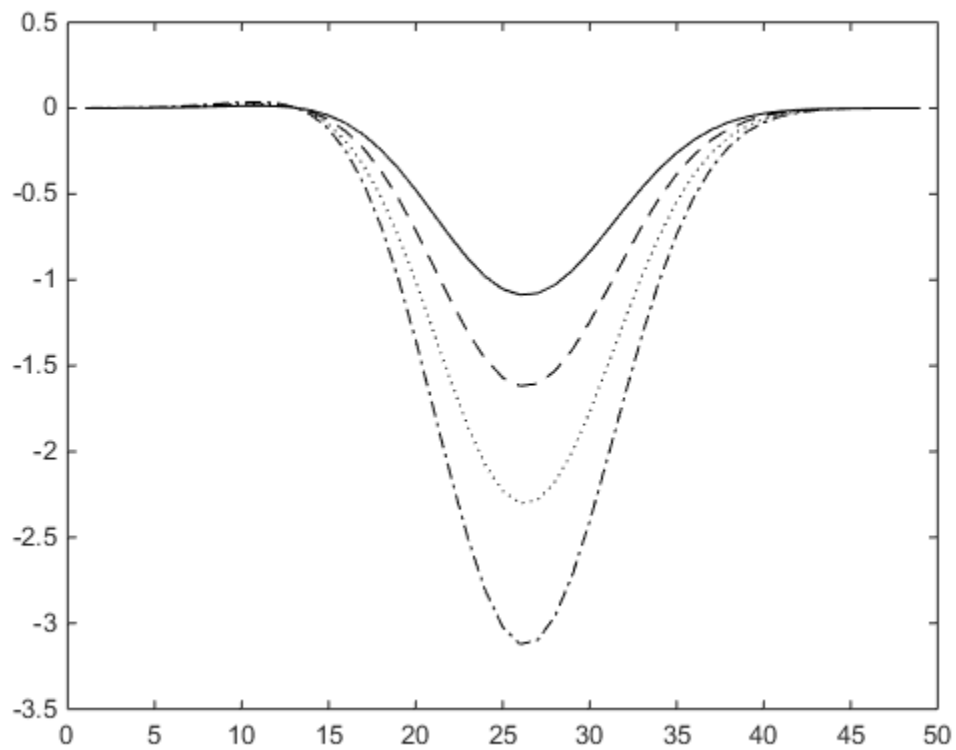
The `plot` function cycles through the colors defined by the axes `ColorOrder` property when displaying multiline plots. If you define more than one value for the axes `LineStyleOrder` property, `plot` increments the line style after each cycle through the colors.

This example sets default values for axes objects on the root level:

```
set(groot, 'DefaultAxesColorOrder', [0 0 0], ...  
        'DefaultAxesLineStyleOrder', '-|--|:|-.')
```

Now, whenever you call `plot`, it uses black for all data plotted because the axes `ColorOrder` contains only one color, but it cycles through the line styles defined for `LineStyleOrder`.

```
Z = peaks;  
x = 1:length(Z);  
y = Z(4:7, :);  
plot(x,y)
```

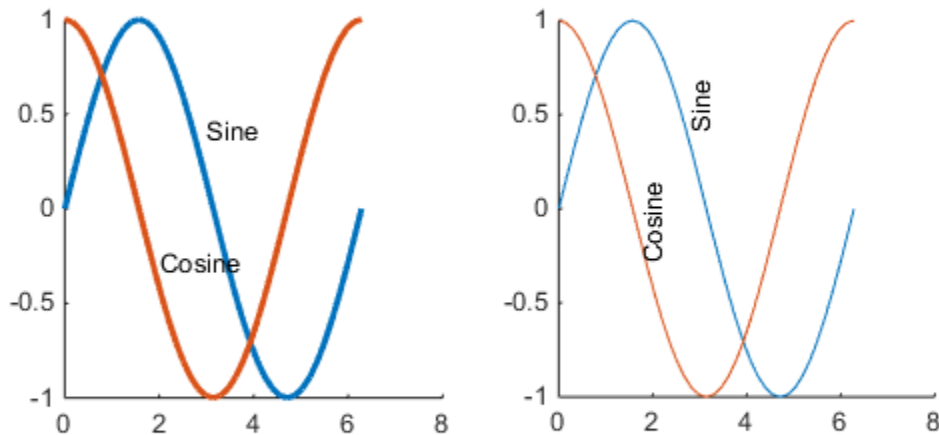


## Multilevel Default Values

This example sets default values on more than one level in the hierarchy. These statements create two axes in one figure window, setting default values on the figure level and the axes level:

```
t = 0:pi/20:2*pi;
s = sin(t);
c = cos(t);
figure('defaultAxesPlotBoxAspectRatio',[1 1 1],...
      'defaultAxesPlotBoxAspectRatioMode','manual');
subplot(1,2,1,'defaultLineLineWidth',2);
hold on
plot(t,s,t,c)
text('Position',[3 0.4],'String','Sine')
text('Position',[2 -0.3],'String','Cosine')

subplot(1,2,2,'defaultTextRotation',90);
hold on
plot(t,s,t,c)
text('Position',[3 0.4],'String','Sine')
text('Position',[2 -0.3],'String','Cosine')
```



Issuing the same `plot` and `text` statements to each subplot region results in a different display, reflecting different default values defined for the axes. The default defined on the figure applies to both axes.

It is necessary to call `hold` on to prevent the `plot` function from resetting axes properties.

---

**Note** If a property has an associated mode property (for example, `PlotBoxAspectRatio` and `PlotBoxAspectRatioMode`), you must define a default value of `manual` for the mode property when you define a default value for the associated property.

---



# Object Identification

---

- “Special Object Identifiers” on page 18-2
- “Find Objects” on page 18-5
- “Copy Objects” on page 18-11
- “Delete Graphics Objects” on page 18-14

## Special Object Identifiers

In this section...
“Getting Handles to Special Objects” on page 18-2
“The Current Figure, Axes, and Object” on page 18-2
“Callback Object and Callback Figure” on page 18-4

### Getting Handles to Special Objects

MATLAB provides functions that return important object handles so that you can obtain these handles whenever you require them.

These objects include:

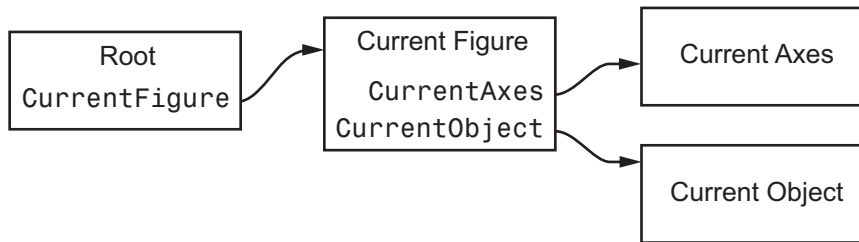
- Current figure — Handle of the figure that is the current target for graphics commands.
- Current axes— Handle of the axes in the current figure that is the target for graphics commands.
- Current object — Handle of the object that is selected
- Callback object — Handle of the object whose callback is executing.
- Callback figure — Handle of figure that is the parent of the callback object.

### The Current Figure, Axes, and Object

An important concept in MATLAB graphics is that of being the current object. Being current means that object is the target for any action that affects objects of that type. There are three objects designated as current at any point in time:

- The current figure is the window designated to receive graphics output.
- The current axes is the axes in which plotting functions display graphs.
- The current object is the most recent object created or selected.

MATLAB stores the three handles corresponding to these objects in the ancestor's corresponding property.



These properties enable you to obtain the handles of these key objects:

```

hRoot = groot;
hFigure = hRoot.CurrentFigure;
hAxes = hFigure.CurrentAxes;
hobj = hFigure.CurrentObject;
  
```

### Convenience Functions

The following commands are shorthand notation for the property queries.

- `gcf` — Returns the value of the root `CurrentFigure` property or creates a figure if there is no current figure. A figure with its `HandleVisibility` property set to `off` cannot become the current figure.
- `gca` — Returns the value of the current figure's `CurrentAxes` property or creates an axes if there is no current axes. An axes with its `HandleVisibility` property set to `off` cannot become the current axes.
- `gco` — Returns the value of the current figure's `CurrentObject` property.

Use these commands as input arguments to functions that require object handles. For example, you can click a line object and then use `gco` to specify the handle to the `set` command,

```
set(gco, 'Marker', 'square')
```

or click in an axes object to set an axes property:

```
set(gca, 'Color', 'black')
```

You can get the handles of all the graphic objects in the current axes (except hidden handles):

```
h = get(gca, 'Children');
```

and then determine the types of the objects:

```
get(h, 'Type')  
  
ans =  
    'text'  
    'patch'  
    'surface'  
    'line'
```

Although `gcf` and `gca` provide a simple means of obtaining the current figure and axes handles, they are less useful in code files. Especially true if your code is part of an application layered on MATLAB where you do not know the user actions that can change these values.

For information on how to prevent users from accessing the handles of graphics objects that you want to protect, see “Prevent Access to Figures and Axes” on page 22-14.

## Callback Object and Callback Figure

Callback functions often require information about the object that defines the callback or the figure that contains the objects whose callback is executing. To obtain handles, these objects, use these convenience functions:

- `gcbo` — Returns the value of the `Root CallbackObject` property. This property contains the handle of the object whose callback is executing. `gcbo` optionally returns the handle of the figure containing the callback object.
- `gcbf` — Returns the handle of the figure containing the callback object.

MATLAB keeps the value of the `CallbackObject` property in sync with the currently executing callback. If one callback interrupts an executing callback, MATLAB updates the value of `CallbackObject` property.

When writing callback functions for the `CreateFcn` and `DeleteFcn`, always use `gcbo` to reference the callback object.

For more information on writing callback functions, see “Callback Definition” on page 20-4

## Find Objects

### In this section...

“Find Objects with Specific Property Values” on page 18-5

“Find Text by String Property” on page 18-5

“Use Regular Expressions with findobj” on page 18-7

“Limit Scope of Search” on page 18-9

### Find Objects with Specific Property Values

The `findobj` function can scan the object hierarchy to obtain the handles of objects that have specific property values.

For identification, all graphics objects have a `Tag` property that you can set to any character vector. You can then search for the specific property/value pair. For example, suppose that you create a check box that is sometimes inactivated in the UI. By assigning a unique value for the `Tag` property, you can find that particular object:

```
uicontrol('Style','checkbox','Tag','save option')
```

Use `findobj` to locate the object whose `Tag` property is set to `'save option'` and disable it:

```
hCheckbox = findobj('Tag','save option');  
hCheckbox.Enable = 'off'
```

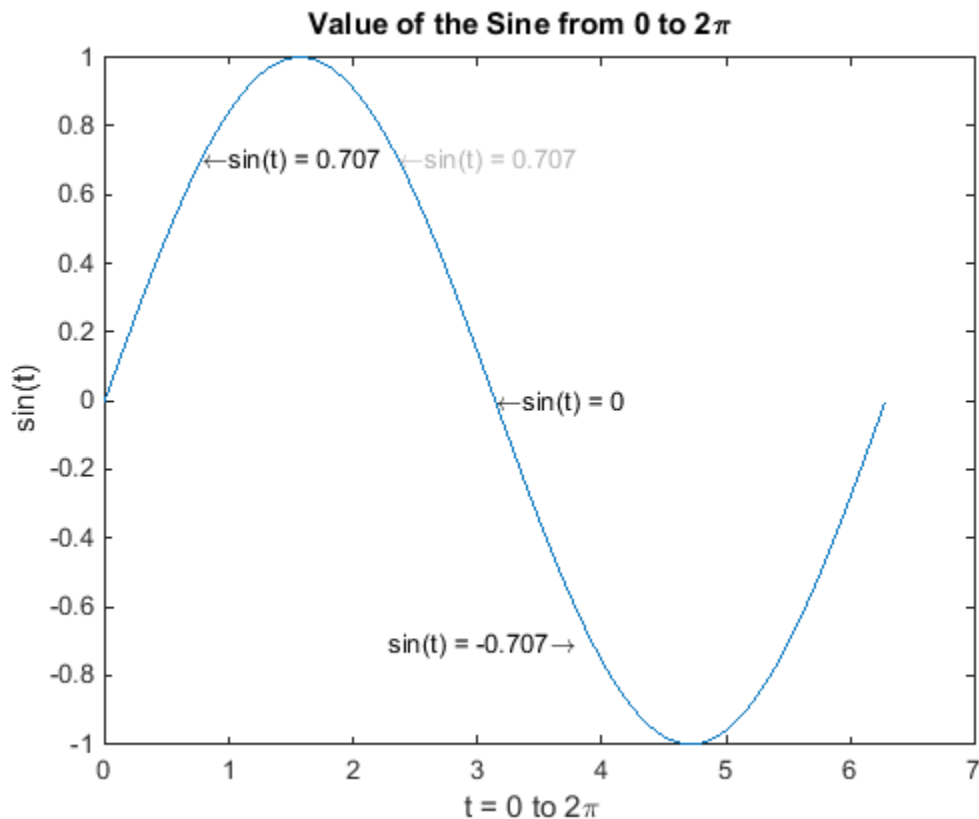
If you do not specify a starting object, `findobj` searches from the root object, finding all occurrences of the property name/property value combination that you specify.

To find objects with hidden handles, use `findall`.

### Find Text by String Property

This example shows how to find text objects using the `String` property.

The following graph contains text objects labeling particular values of the function.



Suppose that you want to move the text labeling the value  $\sin(t) = .707$  from its current location at  $[\pi/4, \sin(\pi/4)]$  to the point  $[3\pi/4, \sin(3\pi/4)]$  where the function has the same value (shown in light gray out in the graph).

Determine the handle of the text object labeling the point  $[\pi/4, \sin(\pi/4)]$  and change its `Position` property.

To use `findobj`, pick a property value that uniquely identifies the object. This example uses the text `String` property:

```
hText = findobj('String', '\leftarrow sin(t) = .707');
```

Move the object to the new position, defining the text `Position` in axes units.

```
hText.Position = [3*pi/4,sin(3*pi/4),0];
```

`findobj` lets you restrict the search by specifying a starting point in the hierarchy, instead of beginning with the root object. If there are many objects in the object tree, this capability results in faster searches. In the previous example, you know that the text object of interest is in the current axes, so you can type:

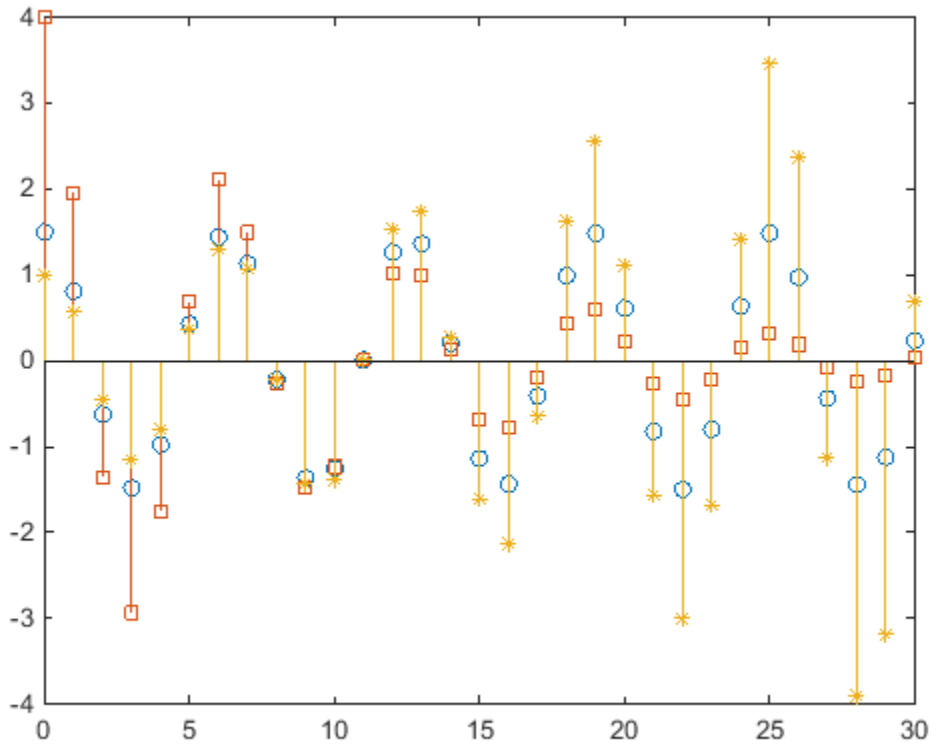
```
hText = findobj(gca,'String','\leftarrowsin(t) = .707');
```

## Use Regular Expressions with `findobj`

This example shows how to find object handles using regular expressions to identify specific property values. For more information about regular expressions, see `regexp`.

Suppose that you create the following graph and want to modify certain properties of the objects created.

```
x = 0:30;  
y = [1.5*cos(x);4*exp(-.1*x).*cos(x);exp(.05*x).*cos(x)];  
h = stem(x,y);  
h(1).Marker = 'o';  
h(1).Tag = 'Decaying Exponential';  
h(2).Marker = 'square';  
h(2).Tag = 'Growing Exponential';  
h(3).Marker = '*';  
h(3).Tag = 'Steady State';
```



Passing a regular expression to `findobj` enables you to match specific patterns. For example, suppose that you want to set the value of the `MarkerFaceColor` property to green on all stem objects that do *not* have their `Tag` property set to 'Steady State' (that is, stems that represent decaying and growing exponentials).

```
hStems = findobj('-regexp','Tag','^(?!Steady State$.)');
for k = 1:length(hStems)
    hStems(k).MarkerFaceColor = 'green'
end
```



## Limit Scope of Search

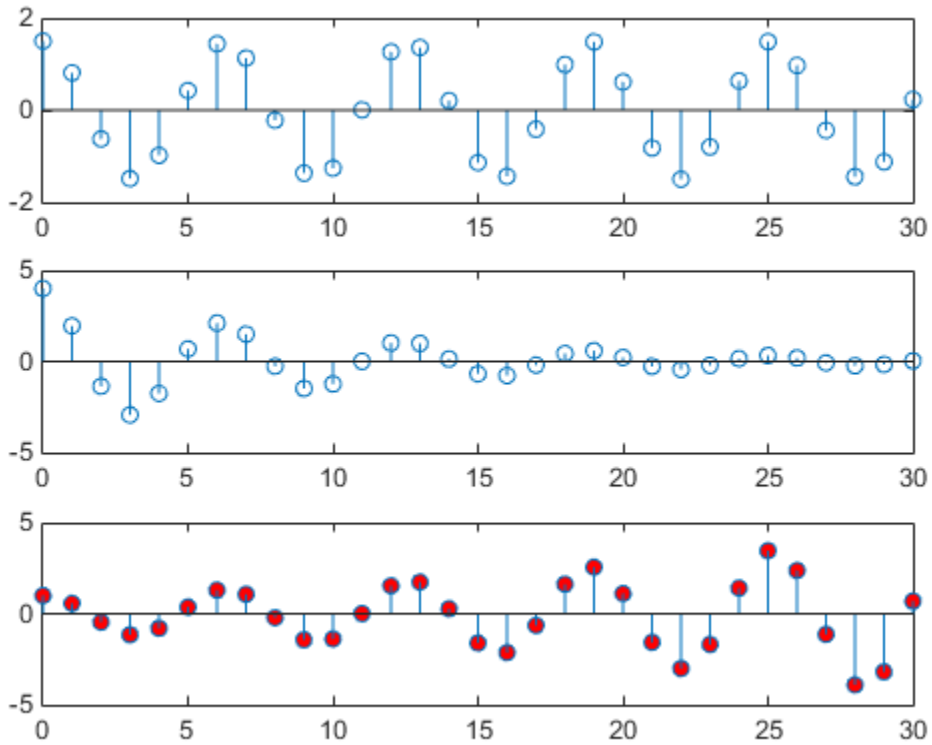
Specify the starting point in the object tree to limit the scope of the search. The starting point can be the handle of a figure, axes, or a group of object handles.

For example, suppose that you want to change the marker face color of the stems in a specific axes:

```
x = 0:30;
y = [1.5*cos(x);4*exp(-.1*x).*cos(x);exp(.05*x).*cos(x)]';
ax(1) = subplot(3,1,1);
stem(x,y(:,1))
ax(2) = subplot(3,1,2);
stem(x,y(:,2))
ax(3) = subplot(3,1,3);
stem(x,y(:,3))
```

Set the marker face color of the stems in the third axes only.

```
h = findobj(ax(3), 'Type', 'stem');
h.MarkerFaceColor = 'red';
```



For more information on limiting the scope and depth of an object search, see `findobj` and `findall`.

## Copy Objects

### In this section...

“Copying Objects with copyobj” on page 18-11

“Copy Single Object to Multiple Destinations.” on page 18-11

“Copying Multiple Objects” on page 18-12

### Copying Objects with copyobj

Copy objects from one parent to another using the `copyobj` function. The copy differs from the original:

- The `Parent` property is now the new parent.
- The copied object’s handle is different from the original.
- `copyobj` does not copy the original object’s callback properties
- `copyobj` does not copy any application data associated with the original object.

Therefore, `==` and `isequal` return false when comparing original and new handles.

You can copy various objects to a new parent, or one object to several new parents, as long as the result maintains the correct parent/child relationship. When you copy an object having child objects, MATLAB copies all children too.

---

**Note** You cannot copy the same object more than once to the same parent in a single call to `copyobj`.

---

### Copy Single Object to Multiple Destinations.

When copying a single object to multiple destinations, the new handles returned by `copyobj` are in the same order as the parent handles.

```
h = copyobj(cobj,[newParent1,newParent2,newParent3])
```

The returned array `h` contains the new object handles in the order shown:

```
h(1) -> newParent1
h(2) -> newParent2
h(3) -> newParent3
```

## Copying Multiple Objects

This example shows how to copy multiple objects to a single parent.

Suppose that you create a set of similar graphs and want to label the same data point on each graph. You can copy the text and marker objects used to label the point in the first graph to each subsequent graph.

Create and label the first graph:

```
x = 0:.1:2*pi;
plot(x,sin(x))
hText = text('String', '\{5\pi\div4, sin(5\pi\div4)\}\rightarrow', ...
    'Position', [5*pi/4, sin(5*pi/4), 0], ...
    'HorizontalAlignment', 'right');
hMarker = line(5*pi/4, sin(5*pi/4), 0, 'Marker', '*');
```

Create two more graphs without labels:

```
figure
x = pi/4:.1:9*pi/4;
plot(x,sin(x))
hAxes1 = gca;
```

```
figure
x = pi/2:.1:5*pi/2;
plot(x,sin(x))
hAxes2 = gca;
```

Copy the text and marker (hText and hMarker) to each graph by parenting them to the respective axes. Return the new handles for the text and marker copies:

```
newHandles1 = copyobj([hText, hMarker], hAxes1);
newHandles2 = copyobj([hText, hMarker], hAxes2);
```

Because the objective is to copy both objects to each axes, call `copyobj` twice, each time with a single destination axes.

**Copy Multiple Objects to Multiple Destinations**

When you call `copyobj` with multiple objects to copy and multiple parent destinations, `copyobj` copies respective objects to respective parents. That is, if `h` and `p` are handle arrays of length `n`, then this call to `copyobj`:

```
copyobj(h,p)
```

results in an element-by-element copy:

```
h(1) -> p(1);  
h(2) -> p(2);  
...  
h(n) -> p(n);
```

## Delete Graphics Objects

In this section...
“How to Delete Graphics Objects” on page 18-14
“Handles to Deleted Objects” on page 18-15

### How to Delete Graphics Objects

Remove graphics objects with the `delete` function. Pass the object handle as an argument to `delete`. For example, delete the current axes, and all the objects contained in the axes, with the statement.

```
delete(gca)
```

If you want to delete multiple objects, pass an array of handles to `delete`. For example, if `h1`, `h2`, and `h3` are handles to graphics objects that you want to delete, concatenate the handles into a single array.

```
h = [h1,h2,h3];  
delete(h)
```

Closing a figure deletes all the objects contained in the figure. For example, create a bar graph.

```
f = figure;  
y = rand(1,5);  
bar(y)
```

The figure now contains axes and bar objects.

```
ax = f.Children;  
b = ax.Children;
```

Close the figure:

```
close(f)
```

MATLAB deletes each object.

```
f
```

```
f =
    handle to deleted Figure
ax
ax =
    handle to deleted Axes
b
b =
    handle to deleted Bar
```

## Handles to Deleted Objects

When you delete a graphics object, MATLAB does not delete the variable that contains the object handle. However, the variable becomes an invalid handle because the object it referred to no longer exists.

You can delete graphics objects explicitly using the `delete` function or by closing the figure that contains the graphics objects. For example, create a bar graph.

```
f = figure;
y = rand(1,5);
b = bar(y);
```

Close the figure containing the bar graph.

```
close(f)
```

The handle variables still exist after closing the figure, but the graphics objects no longer exist.

```
whos
```

Name	Size	Bytes	Class
f	1x1	104	matlab.ui.Figure
b	1x1	104	matlab.graphics.chart.primitive.Bar
y	1x5	40	double

Use `isgraphics` to determine the validity of a graphics object handle.

```
isgraphics(b)
```

```
ans =
```

```
0
```

You cannot access properties with the invalid handle variable.

```
h.FaceColor
```

Invalid or deleted object.

To remove the variable, use the `clear` function.

```
clear h
```

## See Also

`isvalid`

## Related Examples

- “Find Objects” on page 18-5



# Working with Graphics Objects

---

- “Graphics Object Handles” on page 19-2
- “Preallocate Arrays of Graphics Objects” on page 19-4
- “Test for Valid Handle” on page 19-5
- “Handles in Logical Expressions” on page 19-6
- “Graphics Arrays” on page 19-8

## Graphics Object Handles

### In this section...

“What You Can Do with Handles” on page 19-2

“What You Cannot Do with Handles” on page 19-3

### What You Can Do with Handles

A handle refers to a specific instance of a graphics object. Use the object handle to set and query the values of the object properties.

When you create graphics objects, you can save the handle to the object in a variable. For example:

```
x = 1:10;  
y = x.^2;  
plot(x,y);  
h = text(5,25, '* (5,25)');
```

The variable `h` refers to this particular text object `'*(5,25)'`, which is located at the point 5, 25. Use the handle `h` to query and set the properties of this text object.

Set font size

```
h.FontSize = 12;
```

Get font size

```
h.FontSize
```

```
ans =
```

```
12
```

Make a copy of the variable `h`. The copy refers to the same object. For example, the following statements create a copy of the handle, but not the object:

```
hNew = h;  
hNew.FontAngle = 'italic';  
h.FontAngle
```

```
ans =  
italic
```

## What You Cannot Do with Handles

Handles variables are objects. Do not attempt to perform operations involving handles that convert the handles to a numeric, character, or any other type. For example, you cannot:

- Perform arithmetic operations on handles.
- Use handles directly in logical statements without converting to a logical value.
- Rely on the numeric values of figure handles (integers) in logical statements.
- Combine handles with data in numeric arrays.
- Convert handles to character vectors or use handles in character vector operations.

## See Also

### More About

- “Graphics Arrays” on page 19-8
- “Dominant Argument in Overloaded Graphics Functions”

## Preallocate Arrays of Graphics Objects

Use the `gobjects` function to preallocate arrays for graphics objects. You can fill in each element in the array with a graphics object handle.

Preallocate a 4-by-1 array:

```
h = gobjects(4,1);
```

Assign axes handles to the array elements:

```
for k=1:4  
    h(k) = subplot(2,2,k);  
end
```

`gobjects` returns a `GraphicsPlaceholder` array. You can replace these placeholder elements with any type of graphics object. You must use `gobjects` to preallocate graphics object arrays to ensure compatibility among all graphics objects that are assigned to the array.

## Test for Valid Handle

Use `isgraphics` to determine if a variable is a valid graphics object handle. A handle variable (h in this case) can still exist, but not be a valid handle if the object to which it refers has been deleted.

```
h = plot(1:10);  
...  
close % Close the figure containing the plot  
whos
```

Name	Size	Bytes	Class	Attributes
h	1x1	104	matlab.graphics.chart.primitive.Line	

Test the validity of h:

```
isgraphics(h)
```

```
ans =
```

```
0
```

For more information on deleted handles, see “Deleted Handle Objects”.

## Handles in Logical Expressions

In this section...
"If Handle Is Valid" on page 19-6
"If Result Is Empty" on page 19-6
"If Handles Are Equal" on page 19-7

Handle objects do not evaluate to logical `true` or `false`. You must use the function that tests for the state of interest and returns a logical value.

### If Handle Is Valid

Use `isgraphics` to determine if a variable contains a valid graphics object handle. For example, suppose `hobj` is a variable in the workspace. Before operating on this variable, test its validity:

```
if isgraphics(hobj)
    ...
end
```

You can also determine the type of object:

```
if isgraphics(hobj,'figure')
    ...% hobj is a figure handle
end
```

### If Result Is Empty

You cannot use empty objects directly in logical statements. Use `isempty` to return a logical value that you can use in logical statements.

Some properties contain the handle to other objects. In cases where the other object does not exist, the property contains an empty object:

```
close all
hRoot = groot;
hRoot.CurrentFigure

ans =

0x0 empty GraphicsPlaceholder array.
```

For example, to determine if there is a current figure by querying the root CurrentFigure property, use the isempty function:

```
hRoot = groot;
if ~isempty(hRoot.CurrentFigure)
    ... % There is a current figure
end
```

Another case where code can encounter an empty object is when searching for handles. For example, suppose you set a figure's Tag property to the character vector 'myFigure' and you use findobj to get the handle of this figure:

```
if isempty(findobj('Tag','myFigure'))
    ... % That figure was NOT found
end
```

findobj returns an empty object if there is no match.

## If Handles Are Equal

There are two states of being equal for handles:

- Any two handles refer to the same object (test with ==).
- The objects referred to by any two handles are the same class, and all properties have the same values (test with isequal).

Suppose you want to determine if h is a handle to a particular figure that has a value of myFigure for its Tag property:

```
if h == findobj('Tag','myFigure')
    ...% h is correct figure
end
```

If you want to determine if different objects are in the same state, use isequal:

```
hLine1 = line;
hLine2 = line;
isequal(hLine1,hLine2)
```

```
ans =
```

```
1
```

## Graphics Arrays

Graphics arrays can contain the handles of any graphics objects. For example, this call to the `plot` function returns an array containing five line object handles:

```
y = rand(20,5);
h = plot(y)

h =

    5x1 Line array:

    Line
    Line
    Line
    Line
    Line
```

This array contains only handles to line objects. However, graphics arrays can contain more than one type of graphics object. That is, graphics arrays can be heterogeneous.

For example, you can concatenate the handles of the figure, axes, and line objects into one array, `harray`:

```
hf = figure;
ha = axes;
hl = plot(1:10);
harray = [hf,ha,hl]

harray =

    1x3 graphics array:

    Figure    Axes    Line
```

Graphics arrays follow the same rules as any MATLAB array. For example, array element dimensions must agree. In this code, `plot` returns a 5-by-1 Line array:

```
hf = figure;
ha = axes;
hl = plot(rand(5));
harray = [hf,ha,hl];
Error using horzcat
Dimensions of matrices being concatenated are not consistent.
```



To form an array, you must transpose `hl`:

```
harray = [hf,ha,hl']
```

```
harray =
```

```
    1x7 graphics array:
```

```
    Figure    Axes    Line    Line    Line    Line    Line
```

You cannot concatenate numeric data with object handles, with the exception of the unique identifier specified by the figure `Number` property. For example, if there is an existing figure with its `Number` property set to 1, you can refer to that figure by this number:

```
figure(1)
aHandle = axes;
[aHandle,1]
```

```
ans =
```

```
    1x2 graphics array:
```

```
    Axes    Figure
```

The same rules for array formation apply to indexed assignment. For example, you can build a handle array with a `for` loop:

```
harray = gobjects(1,7);
hf = figure;
ha = axes;
hl = plot(rand(5));
harray(1) = hf;
harray(2) = ha;
for k = 1:length(hl)
    harray(k+2) = hl(k);
end
```



# Graphics Object Callbacks

---

- “Callbacks — Programmed Response to User Action” on page 20-2
- “Callback Definition” on page 20-4
- “Button Down Callback Function” on page 20-7
- “Define a Context Menu” on page 20-9
- “Define an Object Creation Callback” on page 20-11
- “Define an Object Deletion Callback” on page 20-13
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- “Pass Mouse Click to Obscured Object” on page 20-21

## Callbacks — Programmed Response to User Action

In this section...
“What Are Callbacks?” on page 20-2
“Window Callbacks” on page 20-2

### What Are Callbacks?

A callback is a function that executes in response to some predefined user action, such as clicking on a graphics object or closing a figure window. Associate a callback with a specific user action by assigning a function to the callback property for that user action.

All graphics objects have the following properties for which you can define callback functions:

- `ButtonDownFcn` — Executes when you press the left mouse button while the cursor is over the object or is within a few pixels of the object.
- `CreateFcn` — Executes during object creation after MATLAB set all properties
- `DeleteFcn` — Executes just before MATLAB deletes the object

---

**Note** When you call a plotting function, such as `plot` or `bar`, MATLAB creates new graphics objects and resets most figure and axes properties. Therefore, callback functions that you have defined for graphics objects can be removed by MATLAB. To avoid this problem, see “Define a Callback as a Default” on page 20-6.

---

### Window Callbacks

Figures have additional properties that execute callbacks with specific user actions. These additional properties are not available in MATLAB Online™.

- `CloseRequestFcn` — Executes when a request is made to close the figure (by a `close` command, by the window manager menu, or by quitting MATLAB).
- `KeyPressFcn` — Executes when you press a key while the cursor is in the figure window.
- `ResizeFcn` — Executes when you resize the figure window.

- `WindowButtonDownFcn` — Executes when you press a mouse button while the cursor is over the figure background, a disabled user-interface control, or the axes background.
- `WindowButtonMotionFcn`— Executes when you move the cursor in the figure window (but not over menus or title bar).
- `WindowButtonUpFcn` — Executes when you release the mouse button, after having pressed the mouse button in the figure.

## Callback Definition

In this section...
“Ways to Specify Callbacks” on page 20-4
“Callback Function Syntax” on page 20-4
“Related Information” on page 20-5
“Define a Callback as a Default” on page 20-6

### Ways to Specify Callbacks

To use callback properties, assign the callback code to the property. Use one of the following techniques:

- A function handle that references the function to execute.
- A cell array containing a function handle and additional arguments
- A character vector that evaluates to a valid MATLAB expression. MATLAB evaluates the character vector in the base workspace.

Defining a callback as a character vector is not recommended. The use of a function specified as function handle enables MATLAB to provide important information to your callback function.

For more information, see “Callback Function Syntax” on page 20-4.

### Callback Function Syntax

Graphics callback functions must accept at least two input arguments:

- The handle of the object whose callback is executing. Use this handle within your callback function to refer to the callback object.
- The event data structure, which can be empty for some callbacks or contain specific information that is described in the property description for that object.

Whenever the callback executes as a result of the specific triggering action, MATLAB calls the callback function and passes these two arguments to the function .

For example, define a callback function called `lineCallback` for the lines created by the `plot` function. With the `lineCallback` function on the MATLAB path, use the `@` operator

to assign the function handle to the `ButtonDownFcn` property of each line created by `plot`.

```
plot(x,y,'ButtonDownFcn',@lineCallback)
```

Define the callback to accept two input arguments. Use the first argument to refer to the specific line whose callback is executing. Use this argument to set the line `Color` property:

```
function lineCallback(src,~)
    src.Color = 'red';
end
```

The second argument is empty for the `ButtonDownFcn` callback. The `~` character indicates that this argument is not used.

### Passing Additional Input Arguments

To define additional input arguments for the callback function, add the arguments to the function definition, maintaining the correct order of the default arguments and the additional arguments:

```
function lineCallback(src,evt,arg1,arg2)
    src.Color = 'red';
    src.LineStyle = arg1;
    src.Marker = arg2;
end
```

Assign a cell array containing the function handle and the additional arguments to the property:

```
plot(x,y,'ButtonDownFcn',{@lineCallback,'--','*'})
```

You can use an anonymous function to pass additional arguments. For example:

```
plot(x,y,'ButtonDownFcn',...
    @(src,eventdata)lineCallback(src,eventdata,'--','*'))
```

### Related Information

For information on using anonymous functions, see “Anonymous Functions”.

For information about using class methods as callbacks, see “Class Methods for Graphics Callbacks”.

For information on how MATLAB resolves multiple callback execution, see the `BusyAction` and `Interruptible` properties of the objects defining callbacks.

## Define a Callback as a Default

You can assign a callback to the property of a specific object or you can define a default callback for all objects of that type.

To define a `ButtonDownFcn` for all line objects, set a default value on the root level.

- Use the `groot` function to specify the root level of the object hierarchy.
- Define a callback function that is on the MATLAB path.
- Assign a function handle referencing this function to the `defaultLineButtonDownFcn`.

```
set(groot, 'defaultLineButtonDownFcn', @lineCallback)
```

The default value remains assigned for the MATLAB session. You can make the default value assignment in your `startup.m` file.



# Button Down Callback Function

## In this section...

“When to Use a Button Down Callback” on page 20-7

“How to Define a Button Down Callback” on page 20-7

## When to Use a Button Down Callback

Button down callbacks execute when users left-click on the graphics object for which the callback is assigned. Button down callbacks provide a simple way for users to interact with an object without requiring you to program additional user-interface objects, like push buttons or popup menu.

Program a button down callback when you want users to be able to:

- Perform a single operation on a graphics object by left-clicking
- Select among different operations performed on a graphics object using modifier keys in conjunction with a left-click

## How to Define a Button Down Callback

- Create the callback function that MATLAB executes when users left-click on the graphics object.
- Assign a function handle that references the callback function to the `ButtonDownFcn` property of the object.

```
... 'ButtonDownFcn', @callbackFcn
```

### Define the Callback Function

In this example, the callback function is called `lineCallback`. When you assign the function handle to the `ButtonDownFcn` property, this function must be on the MATLAB path.

Values used in the callback function include:

- `src` — The handle to the line object that the user clicks. MATLAB passes this handle .
- `src.Color` — The line object `Color` property.

```
function lineCallback(src,~)
    src.Color = rand(1,3);
end
```

### **Using the Callback**

Here is a call to the plot function that creates line graphs and defines a button down callback for each line created.

```
plot(rand(1,5), 'ButtonDownFcn', @lineCallback)
```

To use the callback, create the plot and left-click on a line.

## Define a Context Menu

This example shows how to define a context menu.

### When to Use a Context Menu

Context menus are displayed when users right-click the graphics object for which you assign the context menu. Context menus enable you to provide choices to users for interaction with graphics objects.

Program a context menu when you want user to be able to:

- Choose among specific options by right-clicking a graphics object.
- Provide an indication of what each option is via the menu label.
- Produce a specific result without knowing key combinations.

### How to Define a Context Menu

- Create a `uicontextmenu` object and save its handle.
- Create each menu item using `uimenu`.
- Define callbacks for each menu item in the context menu.
- Parent the individual menu items to the context menu and assign the respective callback.
- Assign the context menu handle to the `UIContextMenu` property of the object for which you are defining the context menu.

```
function cmHandle = defineCM
    cmHandle = uicontextmenu;
    uimenu(cmHandle, 'Label', 'Wider', 'Callback', @increaseLW);
    uimenu(cmHandle, 'Label', 'Inspect', 'Callback', @inspectLine);
end
function increaseLW(~,~)
% Increase line width
    h = gco;
    orgLW = h.LineWidth;
    h.LineWidth = orgLW+1;
end
function inspectLine(~,~)
% Open the property inspector
```

```
    h = gco;  
    inspect(h)  
end
```

The `defineCM` function returns the handle to the context menu that it creates. Assign this handle to the `UIContextMenu` property of the line objects as they are created by the `plot` function:

```
plot(rand(1,5), 'UIContextMenu', defineCM)
```

Use a similar programming pattern for your specific requirements.

## Define an Object Creation Callback

This example shows how to define an object creation callback.

Define an object creation callback that specifies values for the `LineWidth` and `Marker` properties of line objects.

```
function lineCreate(src,~)
    src.LineWidth = 2;
    src.Marker = 'o';
end
```

Assign this function as the default line creation callback using the `line CreateFcn` property:

```
set(groot, 'defaultLineCreateFcn', @lineCreate)
```

The `groot` function specifies the root of the graphics object hierarchy. Therefore, all lines created in any given MATLAB session acquire this callback. All plotting functions that create lines use these defaults.

An object's creation callback executes directly after MATLAB creates the object and sets all its property values. Therefore, the creation callback can override property name/value pairs specified in a plotting function. For example:

```
set(groot, 'defaultLineCreateFcn', @lineCreate)
h = plot(1:10, 'LineWidth', .5, 'Marker', 'none')
```

The creation callback executes after the plot function execution is complete. The `LineWidth` and `Marker` property values of the resulting line are those values specified in the creation callback:

h =

Line with properties:

```
        Color: [0 0 1]
        LineStyle: '-'
        LineWidth: 2
        Marker: 'o'
        MarkerSize: 6
        MarkerFaceColor: 'none'
        XData: [1 2 3 4 5 6 7 8 9 10]
```

```
YData: [1 2 3 4 5 6 7 8 9 10]  
ZData: []
```

## **Related Information**

For information about defining callback functions, see “Callback Definition” on page 20-4

## Define an Object Deletion Callback

You can create an object deletion callback that executes code when you delete the object.

For example, create an object deletion callback for a figure so that when you delete the figure a dialog appears asking if you want to delete all the figures. Copy the following code to a new function file and save it as `figDelete.m` either in the current folder or in a folder on the MATLAB search path.

```
function figDelete(~,~)
yn = questdlg('Delete all figures?',...
    'Figure Menu',...
    'Yes','No','No');
switch yn
    case 'Yes'
        allfigs = findobj(get(groot,'Children'),'Type','figure' );
        set(allfigs,'DeleteFcn',[]);
        delete(allfigs)
    case 'No'
        return
end
end
```

Then create two figures and assign the `figDelete` function to the `DeleteFcn` properties. Delete one of the figures and choose an option on the dialog that appears.

```
figure('DeleteFcn',@figDelete)
figure('DeleteFcn',@figDelete)
```

## Capturing Mouse Clicks

<b>In this section...</b>
“Properties That Control Response to Mouse Clicks” on page 20-14
“Combinations of PickablePart/HitTest Values” on page 20-15
“Passing Mouse Click Up the Hierarchy” on page 20-15

### Properties That Control Response to Mouse Clicks

There are two properties that determine if and how objects respond to mouse clicks:

- `PickableParts` — Determines if an object captures mouse clicks
- `HitTest` — Determines if the object can respond to the mouse click it captures or passes the click to its closest ancestor.

Objects pass the click through the object hierarchy until reaching an object that can respond.

### Programming a Response to a Mouse Click

When an object captures and responds to a mouse click, the object:

- Executes its button down function in response to a mouse left-click — If the object defines a callback for the `ButtonDownFcn` property, MATLAB executes this callback.
- Displays context menu in response to a mouse right-click — If the object defined a context menu using the `UIContextMenu` property, MATLAB invokes this context menu.

---

**Note** Figures do not have a `PickableParts` property. Figures execute button callback functions regardless of the setting of their `HitTest` property.

---

---

**Note** If the axes `PickableParts` property is set to 'none', the axes children cannot capture mouse clicks. In this case, all mouse clicks are captured by the figure.

---



## Combinations of PickablePart/HitTest Values

Use the `PickableParts` and `HitTest` properties to implement the following behaviors:

- Clicked object captures mouse click and responds with button down callback or context menu.
- Clicked object captures mouse click and passes the mouse click to one of its ancestors, which can respond with button down callback or context menu.
- Clicked object does not capture mouse click. Mouse click can be captured by objects behind the clicked object.

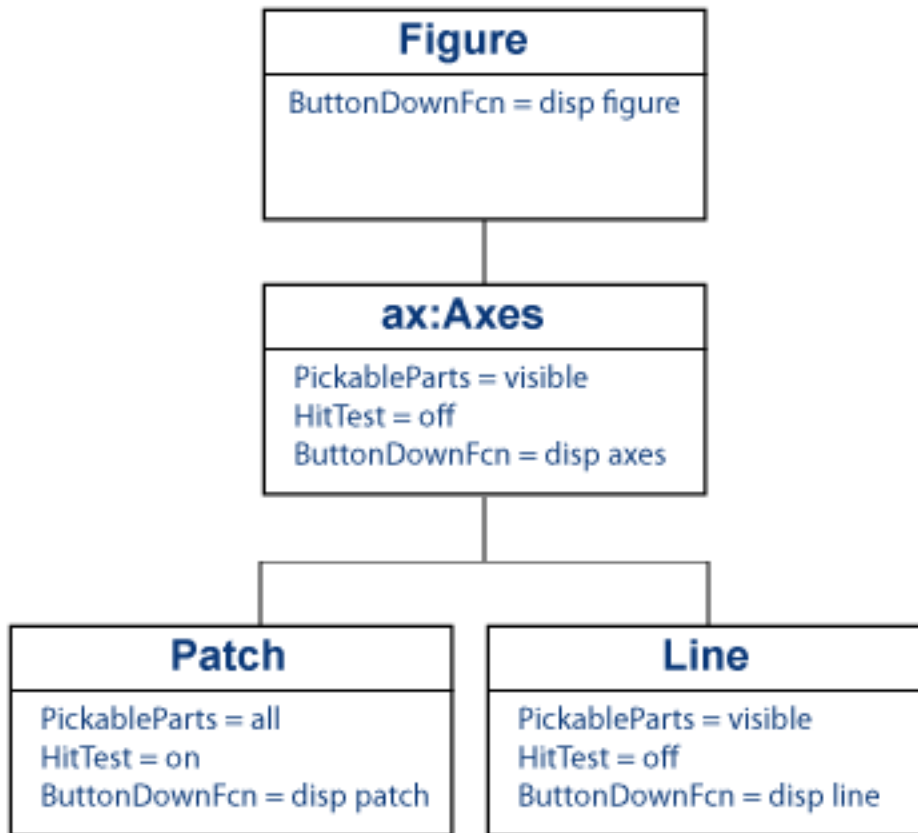
This table summarizes the response to a mouse click based on property values.

<b>Axes PickableParts</b>	<b>PickableParts</b>	<b>HitTest</b>	<b>Result of Mouse Click</b>
visible/all	visible (default)	on (default)	Clicking visible parts of object executes button down callback or invokes context menu
visible/all	all	on	Clicking any part of the object, even if not visible, makes object current and executes button down callback or invokes context menu
visible/all/none	none	on/off	Clicking the object never makes it the current object and can never execute button down callback or invoke context menu
none	visible/all/none	on/off	Clicking any axes child objects never executes button down callback or invokes context menu

MATLAB searches ancestors using the `Parent` property of each object until finding a suitable ancestor or reaching the figure.

## Passing Mouse Click Up the Hierarchy

Consider the following hierarchy of objects and their `PickableParts` and `HitTest` property settings.



This code creates the hierarchy:

```

function pickHit
f = figure;
ax = axes;
p = patch(rand(1,3),rand(1,3), 'g');
l = line([1 0],[0 1]);
set(f, 'ButtonDownFcn', @(~,~)disp('figure'),...
    'HitTest', 'off')
set(ax, 'ButtonDownFcn', @(~,~)disp('axes'),...
    'HitTest', 'off')
set(p, 'ButtonDownFcn', @(~,~)disp('patch'),...
    'PickableParts', 'all', 'FaceColor', 'none')
  
```

```
set(l, 'ButtonDownFcn', @(~,~)disp('line'), ...  
     'HitTest', 'off')  
end
```

### Click the Line

Left-click the line:

- The line becomes the current object, but cannot execute its `ButtonDownFcn` callback because its `HitTest` property is `off`.
- The line passes the hit to the closest ancestor (the parent axes), but the axes cannot execute its `ButtonDownFcn` callback, so the axes passes the hit to the figure.
- The figure can execute its callback, so MATLAB displays `figure` in the Command Window.

### Click the Patch

The patch `FaceColor` is `none`. However, the patch `PickableParts` is `all`, so you can pick the patch by clicking the empty face and the edge.

The patch `HitTest` property is `on` so the patch can become the current object. When the patch becomes the current object, it executes its button down callback.

## Pass Mouse Click to Group Parent

This example shows how a group of objects can pass a mouse click to a parent, which operates on all objects in the group.

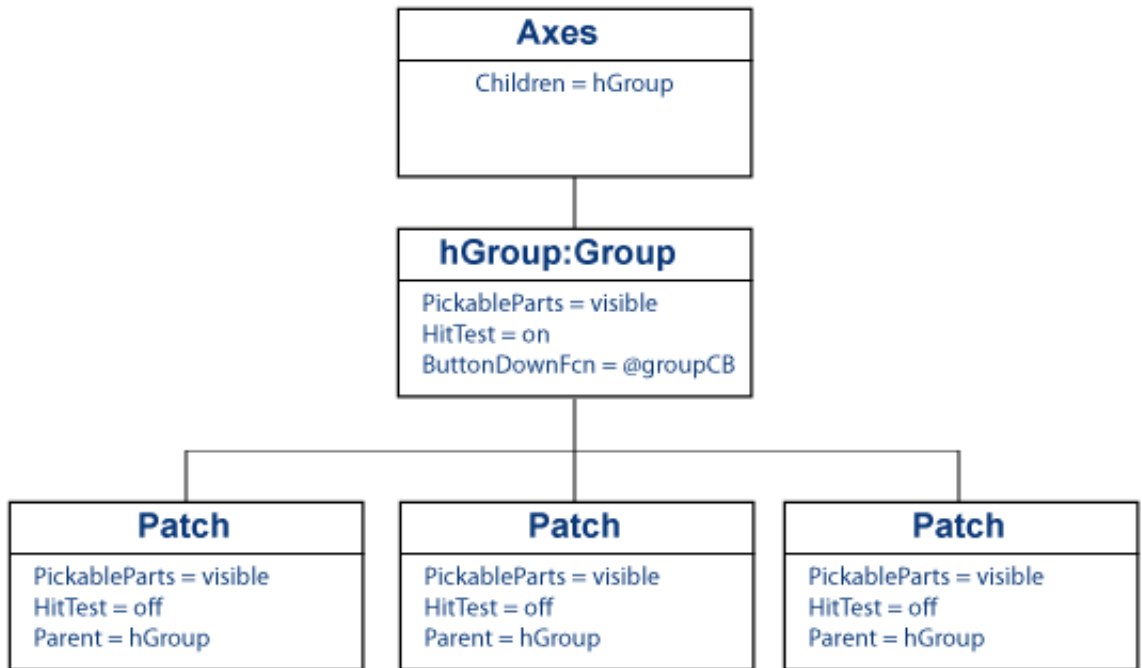
### Objective and Design

Suppose you want a single mouse click on any member of a group of objects to execute a single button down callback affecting all objects in the group.

- Define the graphics objects to be added to the group.
- Assign an `hggroup` object as the parent of the graphics objects.
- Define a function to execute when any of the objects are clicked. Assign its function handle to the `hggroup` object's `ButtonDownFcn` property.
- Set the `HitTest` property of every object in the group to `off` so that the mouse click is passed to the object's parent.

### Object Hierarchy and Key Properties

This example uses the following object hierarchy.



## MATLAB Code

Create a file with two functions:

- `pickPatch` — The main function that creates the graphics objects.
- `groupCB` — The local function for the `hgroup` callback.

The `pickPatch` function creates three patch objects and parents them to an `hgroup` object. Setting the `HitTest` property of each patch to off directs mouse clicks to the parent.

```

function pickPatch
    figure
    x = [0 1 2];
    y = [0 1 0];
    hGroup = hgroup('ButtonDownFcn',@groupCB);
    patch(x,y,'b',...
        'Parent',hGroup,...
  
```

```
        'HitTest', 'off')
    patch(x+2,y,'b',...
        'Parent',hGroup,...
        'HitTest', 'off')
    patch(x+3,y,'b',...
        'Parent',hGroup,...
        'HitTest', 'off')
end
```

The `groupCB` callback operates on all objects contained in the `hggroup`. The `groupCB` function uses the callback source argument passed to the callback (`src`) to obtain the handles of the patch objects.

Using the callback source argument (which is the handle to `hggroup` object) eliminates the need to create global data or pass additional arguments to the callback.

A left-click on any patch changes the face color of all three patches to a random RGB color value.

```
function groupCB(src,~)
    s = src.Children;
    set(s, 'FaceColor', rand(1,3))
end
end
```

For more information on callback functions, see “Callback Definition” on page 20-4

## Pass Mouse Click to Obscured Object

This example shows how to pass mouse clicks to an obscured object.

Set the `PickableParts` property of a graphics object to `none` to prevent the object from capturing a mouse click. This example:

- Defines a context menu for the axes that calls `hold` with values `on` or `off`
- Creates graphs in which none of the data objects can capture mouse clicks, enabling all right-clicks to pass to the axes and invoke the context menu.

The `axesHoldCM` function defines a context menu and returns its handle.

```
function cmHandle = axesHoldCM
    cmHandle = uicontextmenu;
    uimenu(cmHandle, 'Label', 'hold on', 'Callback', @holdOn);
    uimenu(cmHandle, 'Label', 'hold off', 'Callback', @holdOff);
end
function holdOn(~,~)
    fig = gcbf;
    ax = fig.CurrentAxes;
    hold(ax, 'on')
end
function holdOff(~,~)
    fig = gcbf;
    ax = fig.CurrentAxes;
    hold(ax, 'off')
end
```

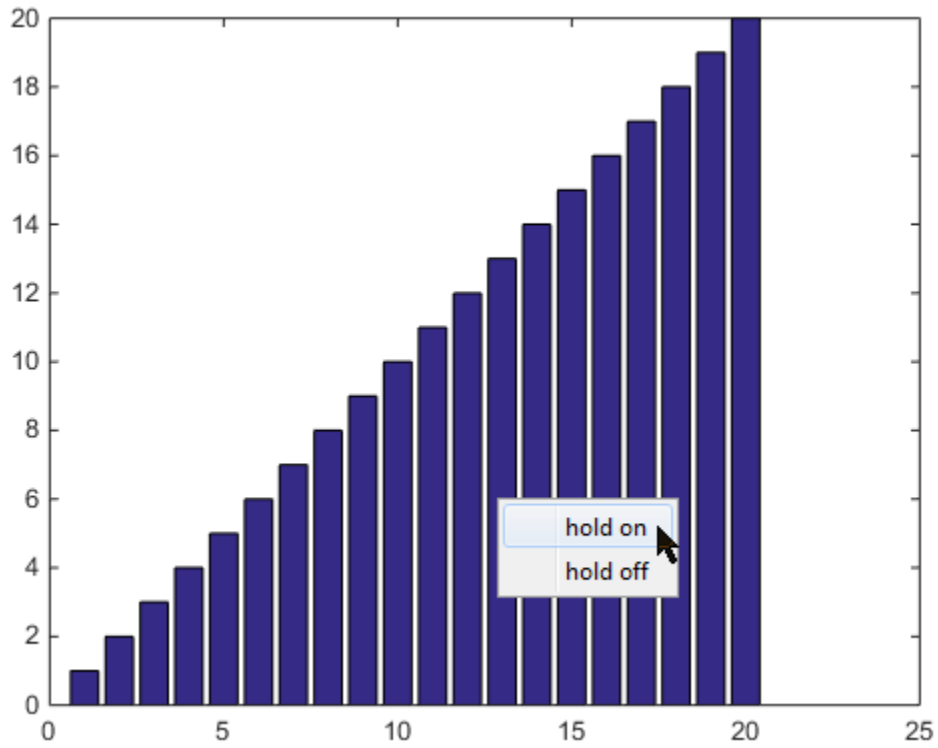
Create a bar graph and set the `PickableParts` property of the Bar objects:

```
bar(1:20, 'PickableParts', 'none')
```

Create the context menu for the current axes:

```
ax = gca;
ax.UIContextMenu = axesHoldCM
```

Right-click over the bars in the graph and display the axes context menu:





# Group Objects

---

- “Object Groups” on page 21-2
- “Create Object Groups” on page 21-3
- “Transforms Supported by hgtransform” on page 21-5
- “Rotate About an Arbitrary Axis” on page 21-10
- “Nest Transforms for Complex Movements” on page 21-14

## Object Groups

Group objects are invisible containers for graphics objects. Use group objects to form a collection of objects that can behave as one object in certain respects. When you set properties of the group object, the result applies to the objects contained in the group.

For example, you can make the entire group visible or invisible, select all objects when only one is clicked, or apply a transform matrix to reposition the objects.

Group objects can contain any of the objects that axes can contain, such as lines, surfaces, text, and so on. Group objects can also contain other group objects. Group objects are always parented to an axes object or another group object.

There are two kinds of group objects:

- **Group** — Use when you want to create a group of objects and control the visibility or selectability of the group based on what happens to any individual object in the group. Create group objects with the `hggroup` function.
- **Transform** — Use when you want to transform a group of objects. Transforms include rotation, translation, and scaling. For an example, see “Nest Transforms for Complex Movements” on page 21-14. Create transform objects with the `hgtransform` function.

The difference between the group and transform objects is that the transform object can apply a transform matrix (via its `Matrix` property) to all objects for which it is the parent.

## Create Object Groups

### In this section...

“Parent Specification” on page 21-4

“Visible and Selected Properties of Group Children” on page 21-4

Create an object group by parenting objects to a group or transform object. For example, call `hggroup` to create a group object and save its handle. Assign this group object as the parent of subsequently created objects:

```
hg = hggroup;
plot(rand(5), 'Parent', hg)
text(3,0.5, 'Random lines', 'Parent', hg)
```

Setting the visibility of the group to off makes the line and text objects it contains invisible.

```
hg.Visible = 'off';
```

You can add objects to a group selectively. For example, the following call to the `bar` function returns the handles to five separate bar objects:

```
hb = bar(randn(5))
```

```
hb =
```

```
1x5 Bar array:
```

```
Bar    Bar    Bar    Bar    Bar
```

Parent the third, fourth, and fifth bar object to the group:

```
hg = hggroup;
set(hb(3:5), 'Parent', hg)
```

Group objects can be the parent of any number of axes children, including other group objects. For examples, see “Rotate About an Arbitrary Axis” on page 21-10 and “Nest Transforms for Complex Movements” on page 21-14.

## Parent Specification

Plotting functions clear the axes before generating their graph. However, if you assign a group or transform as the `Parent` in the plotting function, the group or transform object is not cleared.

For example:

```
hg = hggroup;  
hb = bar(randn(5));  
set(hb, 'Parent', hg)
```

Error using `matlab.graphics.chart.primitive.Bar/set`  
Cannot set property to a deleted object

The `bar` function cleared the axes. However, if you set the `Parent` property as a name/value pair in the `bar` function arguments, the `bar` function does not delete the group:

```
hg = hggroup;  
hb = bar(randn(5), 'Parent', hg);
```

## Visible and Selected Properties of Group Children

Setting the `Visible` property of a group or transform object controls whether all the objects in the group are visible or not visible. However, changing the state of the `Visible` property for the group object does not change the state of this property for the individual objects. The values of the `Visible` property for the individual objects are preserved.

For example, if the `Visible` property of the group is set to off and subsequently set to on, only the objects that were originally visible are displayed.

The same behavior applies to the `Selected` and `SelectionHighlight` properties. The children of the group or transform object show the state of the containing object properties without actually changing their own property values.

## Transforms Supported by hgtransform

### In this section...

“Transforming Objects” on page 21-5

“Rotation” on page 21-5

“Translation” on page 21-6

“Scaling” on page 21-6

“The Default Transform” on page 21-7

“Disallowed Transforms: Perspective” on page 21-7

“Disallowed Transforms: Shear” on page 21-7

“Absolute vs. Relative Transforms” on page 21-8

“Combining Transforms into One Matrix” on page 21-8

“Undoing Transform Operations” on page 21-9

### Transforming Objects

The transform object's `Matrix` property applies a transform to all the object's children in unison. Transforms include rotation, translation, and scaling. Define a transform with a four-by-four transformation matrix.

#### Creating a Transform Matrix

The `makehgtform` function simplifies the construction of matrices to perform rotation, translation, and scaling. For information on creating transform matrices using `makehgtform`, see “Nest Transforms for Complex Movements” on page 21-14.

### Rotation

Rotation transforms follow the right-hand rule — rotate objects about the  $x$ -,  $y$ -, or  $z$ -axis, with positive angles rotating counterclockwise, while sighting along the respective axis toward the origin. If the angle of rotation is  $\theta$ , the following matrix defines a rotation of  $\theta$  about the  $x$ -axis.

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos \theta_x & -\sin \theta_x & 0 \\ 0 & \sin \theta_x & \cos \theta_x & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

To create a transform matrix for rotation about an arbitrary axis, use the `makehgtform` function.

## Translation

Translation transforms move objects with respect to their current locations. Specify the translation as distances  $t_x$ ,  $t_y$ , and  $t_z$  in data space units. The following matrix shows the location of these elements in the transform matrix.

$$\begin{bmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

## Scaling

Scaling transforms change the sizes of objects. Specify scale factors  $s_x$ ,  $s_y$ , and  $s_z$  and construct the following matrix.

$$\begin{bmatrix} s_x & 0 & 0 & 0 \\ 0 & s_y & 0 & 0 \\ 0 & 0 & s_z & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

You cannot use scale factors less than or equal to zero.

## The Default Transform

The default transform is the identity matrix, which you can create with the `eye` function. Here is the identity matrix.

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

See “Undoing Transform Operations” on page 21-9.

## Disallowed Transforms: Perspective

Perspective transforms change the distance at which you view an object. The following matrix is an example of a perspective transform matrix, which MATLAB graphics does not allow.

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & p_x & 0 \end{bmatrix}$$

In this case,  $p_x$  is the perspective factor.

## Disallowed Transforms: Shear

Shear transforms keep all points along a given line (or plane, in 3-D coordinates) fixed while shifting all other points parallel to the line (plane) proportional to their perpendicular distance from the fixed line (plane). The following matrix is an example of a shear transform matrix, which `hgtransform` does not allow.

$$\begin{bmatrix} 1 & s_x & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

In this case,  $s_x$  is the shear factor and can replace any zero element in an identity matrix.

## Absolute vs. Relative Transforms

Transforms are specified in absolute terms, not relative to the current transform. For example, if you apply a transform that translates the transform object 5 units in the x direction, and then you apply another transform that translates it 4 units in the y direction, the resulting position of the object is 4 units in the y direction from its original position.

If you want transforms to accumulate, you must concatenate the individual transforms into a single matrix. See “Combining Transforms into One Matrix” on page 21-8.

## Combining Transforms into One Matrix

It is usually more efficient to combine various transform operations into one matrix by concatenating (multiplying) the individual matrices and setting the `Matrix` property to the result. Matrix multiplication is not commutative, so the order in which you multiply the matrices affects the result.

For example, suppose you want to perform an operation that scales, translates, and then rotates. Assuming R, T and S are your individual transform matrices, multiply the matrices as follows:

```
C = R*T*S % operations are performed from right to left
```

S is the scaling matrix, T is the translation matrix, R is the rotation matrix, and C is the composite of the three operations. Then set the transform object's `Matrix` property to C:

```
hg = hgtransform('Matrix',C);
```

## Multiplying the Transform by the Identity Matrix

The following sets of statements are not equivalent. The first set:



```
hg.Matrix = C;  
hg.Matrix = eye(4);
```

results in the removal of the transform C. The second set:

```
I = eye(4);  
C = I*R*T*S;  
hg.Matrix = C;
```

applies the transform C. Concatenating the identity matrix to other matrices has no effect on the composite matrix.

## Undoing Transform Operations

Because transform operations are specified in absolute terms (not relative to the current transform), you can undo a series of transforms by setting the current transform to the identity matrix. For example:

```
hg = hgtransform('Matrix',C);  
...  
hg.Matrix = eye(4);
```

returns the objects contained by the transform object, hg, to their orientation before applying the transform C.

For more information on the identity matrix, see the [eye](#) function

## Rotate About an Arbitrary Axis

This example shows how to rotate an object about an arbitrary axis.

### Translate to Origin Before Rotating

Rotations are performed about the origin. Therefore, you need to perform a translation so that the intended axis of rotation is temporarily at the origin. After applying the rotation transform matrix, you then translate the object back to its original position.

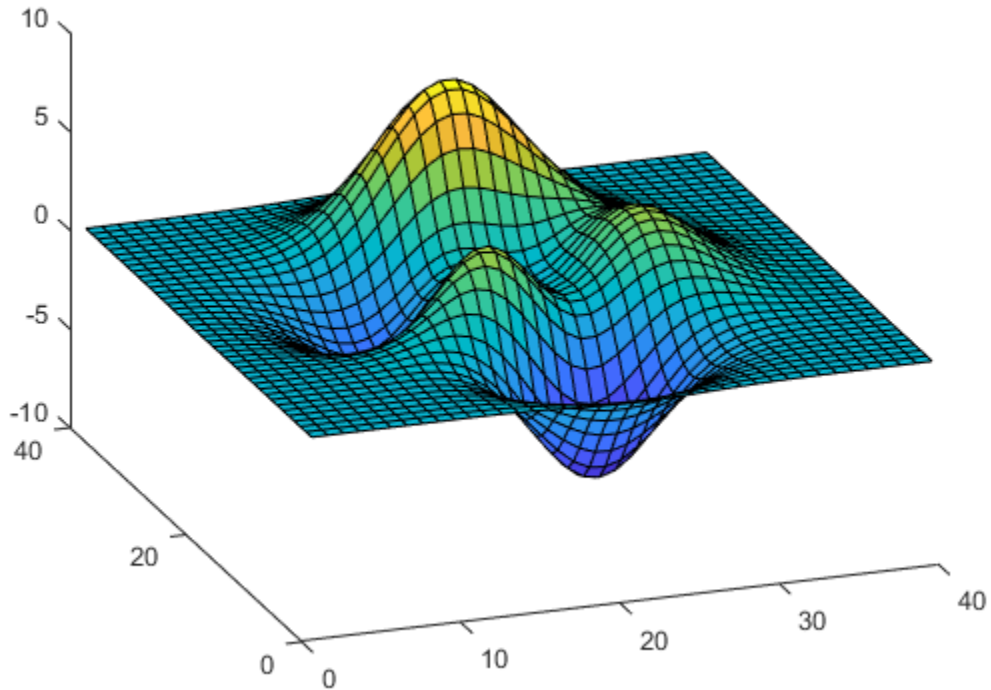
### Rotate Surface

This example shows how to rotate a surface about the y-axis.

#### Create Surface and Transform

Parent the surface to the transform object.

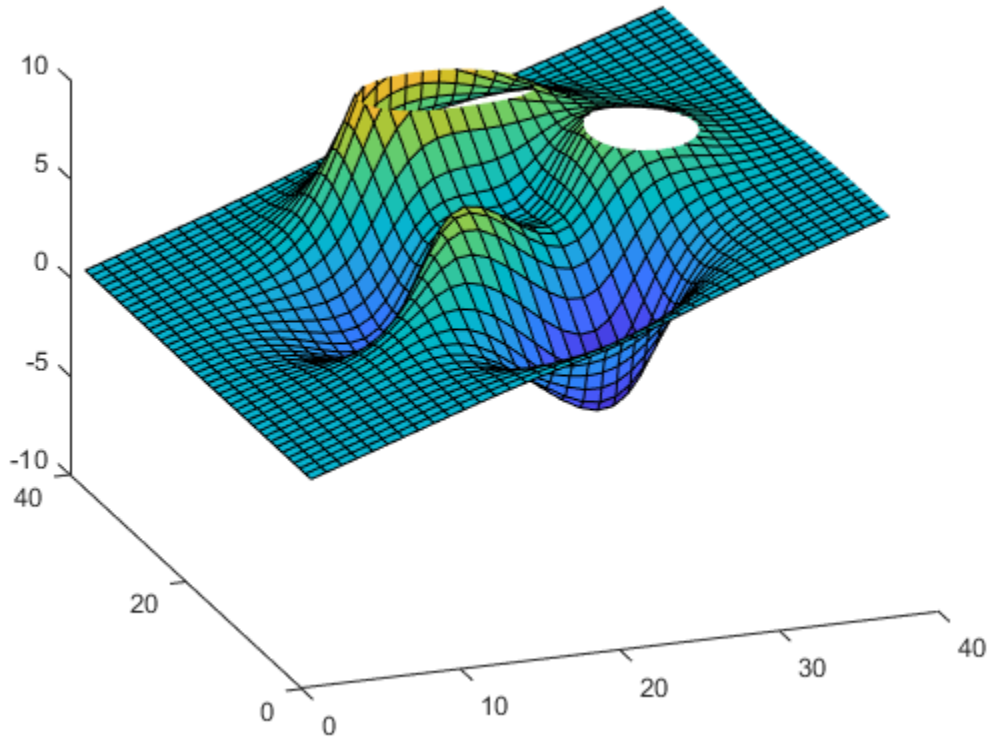
```
t = hgtransform;  
surf(peaks(40), 'Parent', t)  
view(-20, 30)  
axis manual
```



### Create Transform

Set a y-axis rotation matrix to rotate the surface by -15 degrees.

```
ry_angle = -15*pi/180;  
Ry = makehgtform('yrotate',ry_angle);  
t.Matrix = Ry;
```



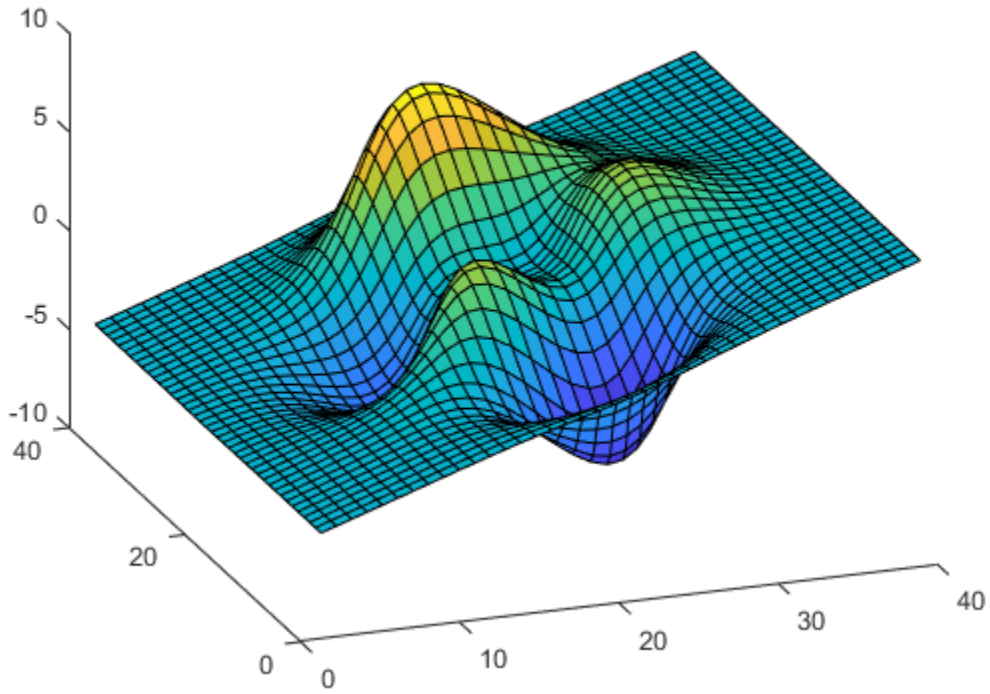
The surface rotated -15 degrees about the y-axis that passes through the origin.

### **Translate the Surface and Rotate**

Now rotate the surface about the y-axis that passes through the point  $x = 20$ .

Create two translation matrices, one to translate the surface -20 units in x and another to translate 20 units back. Concatenate the two translation matrices with the rotation matrix in the correct order and set the transform.

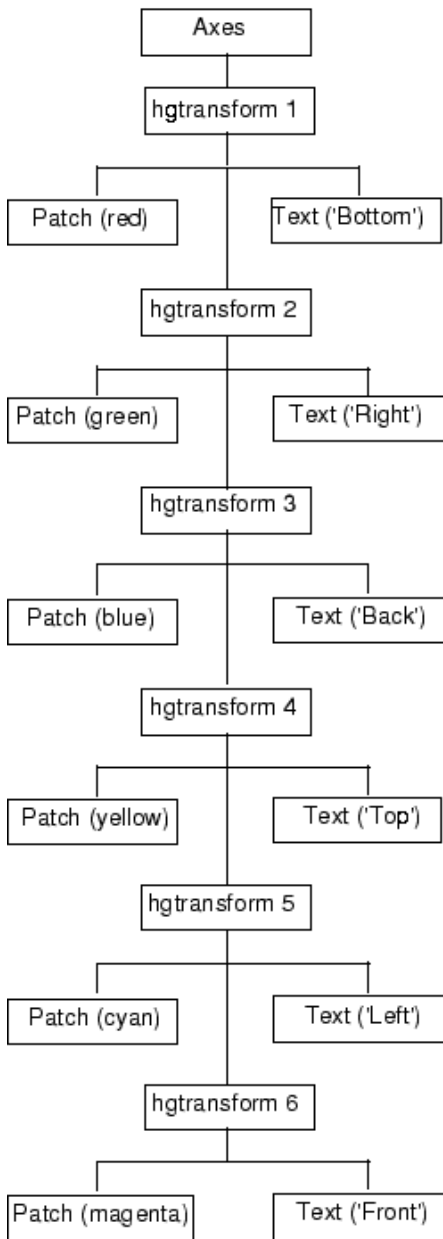
```
Tx1 = makehgtform('translate',[-20 0 0]);  
Tx2 = makehgtform('translate',[20 0 0]);  
t.Matrix = Tx2*Ry*Tx1;
```



## **Nest Transforms for Complex Movements**

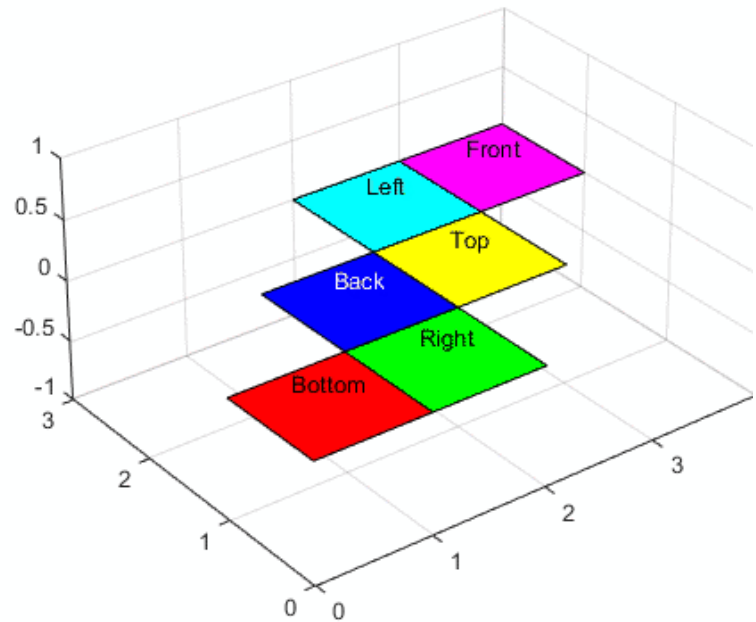
This example creates a nested hierarchy of transform objects, which are then transformed in sequence to create a cube from six squares. The example illustrates how you can parent transform objects to other transform objects to create a hierarchy, and how transforming members of a hierarchy affects subordinate members.

Here is an illustration of the hierarchy.



The diagram on the left represents the object hierarchy in the picture below.

Through a series of simple rotations and translations, the six squares are folded into a cube.



The `transform_foldbox` function implements the transform hierarchy. The `doUpdate` function renders each step. Place both functions in a file named `transform_foldbox.m` and execute `transform_foldbox`.

```
function transform_foldbox
% Create six square and fold
% them into a cube

figure

% Set axis limits and view
axes('Projection','perspective',...
     'XLim',[0 4],...
     'YLim',[0 4],...
     'ZLim',[0 3])
view(3); axis equal; grid on

% Create a hierarchy of transform objects
t(1) = hgtransform;
t(2) = hgtransform('parent',t(1));
t(3) = hgtransform('parent',t(2));
t(4) = hgtransform('parent',t(3));
t(5) = hgtransform('parent',t(4));
t(6) = hgtransform('parent',t(5));

% Patch data
X = [0 0 1 1];
Y = [0 1 1 0];
Z = [0 0 0 0];

% Text data
Xtext = .5;
Ytext = .5;
Ztext = .15;

% Corresponding pairs of objects (patch and text)
% are parented into the object hierarchy
p(1) = patch('FaceColor','red','Parent',t(1));
txt(1) = text('String','Bottom','Parent',t(1));
p(2) = patch('FaceColor','green','Parent',t(2));
txt(2) = text('String','Right','Parent',t(2));
p(3) = patch('FaceColor','blue','Parent',t(3));
txt(3) = text('String','Back','Color','white','Parent',t(3));
p(4) = patch('FaceColor','yellow','Parent',t(4));
```



```

txt(4) = text('String','Top','Parent',t(4));
p(5) = patch('FaceColor','cyan','Parent',t(5));
txt(5) = text('String','Left','Parent',t(5));
p(6) = patch('FaceColor','magenta','Parent',t(6));
txt(6) = text('String','Front','Parent',t(6));

% All the patch objects use the same x, y, and z data
set(p,'XData',X,'YData',Y,'ZData',Z)

% Set the position and alignment of the text objects
set(txt,'Position',[Xtext Ytext Ztext],...
      'HorizontalAlignment','center',...
      'VerticalAlignment','middle')

% Display the objects in their current location
doUpdate(1)

% Set up initial translation transforms
% Translate 1 unit in x
Tx = makehgtform('translate',[1 0 0]);
% Translate 1 unit in y
Ty = makehgtform('translate',[0 1 0]);

% Translate the unit squares to the desired locations
% The drawnow and pause commands display
% the objects after each translation
set(t(2),'Matrix',Tx);
doUpdate(1)
set(t(3),'Matrix',Ty);
doUpdate(1)
set(t(4),'Matrix',Tx);
doUpdate(1)
set(t(5),'Matrix',Ty);
doUpdate(1)
set(t(6),'Matrix',Tx);
doUpdate(1)

% Specify rotation angle (pi/2 radians = 90 degrees)
fold = pi/2;

% Rotate -y, translate x
Ry = makehgtform('yrotate',-fold);
RyTx = Tx*Ry;

```

```
% Rotate x, translate y
Rx = makehgtform('xrotate',fold);
RxTy = Ty*Rx;

% Set the transforms
% Draw after each group transform and pause
set(t(6), 'Matrix',RyTx);
doUpdate(1)
set(t(5), 'Matrix',RxTy);
doUpdate(1)
set(t(4), 'Matrix',RyTx);
doUpdate(1)
set(t(3), 'Matrix',RxTy);
doUpdate(1)
set(t(2), 'Matrix',RyTx);
doUpdate(1)
end

function doUpdate(delay)
    drawnow
    pause(delay)
end
```

# Controlling Graphics Output

---

- “Control Graph Display” on page 22-2
- “Prepare Figures and Axes for Graphs” on page 22-5
- “Use newplot to Control Plotting” on page 22-9
- “Responding to Hold State” on page 22-12
- “Prevent Access to Figures and Axes” on page 22-14

## Control Graph Display

<b>In this section...</b>
“What You Can Control” on page 22-2
“Targeting Specific Figures and Axes” on page 22-2

### What You Can Control

MATLAB allows many figure windows to be open simultaneously during a session. You can control which figures and which axes MATLAB uses to display the result of plotting functions. You can also control to what extent MATLAB clears and resets the properties of the targeted figures and axes.

You can modify the way MATLAB plotting functions behave and you can implement specific behaviors in plotting functions that you write.

Consider these aspects:

- Can you prevent a specific figure or axes from becoming the target for displaying graphs?
- What happens to an existing graph when you plot more data to that graph? Is the existing graph replaced or are new graphics objects added to the existing graph?

### Targeting Specific Figures and Axes

By default, MATLAB plotting functions display graphs in the current figure and current axes (the objects returned by `gcf` and `gca` respectively). You can direct the output to another figure and axes by:

- Explicitly specifying the target axes with the plotting function.
- Making the target axes the current axes.

#### Specify the Target Axes

Suppose you create a figure with four axes and save the handles in the array `ax`:

```
for k = 1:4
    ax(k) = subplot(2,2,k);
end
```

Call `plot` with the axes handle as the first argument:

```
plot(ax(1), 1:10)
```

For plotting functions that do not support the axes first argument, set the `Parent` property:

```
t = 0:pi/5:2*pi;  
patch(sin(t), cos(t), 'y', 'Parent', ax(2))
```

### Make the Target Current

To specify a target, you can make a figure the current figure and an axes in that figure the current axes. Plotting functions use the current figure and its current axes by default. If the current figure has no current axes, MATLAB creates one.

If `fig` is the handle to a figure, then the statement

```
figure(fig)
```

- Makes `fig` the current figure.
- Restacks `fig` to be the frontmost figure displayed.
- Makes `fig` visible if it was not (sets the `Visible` property to `on`).
- Updates the figure display and processes any pending callbacks.

The same behavior applies to axes. If `ax` is the handle to an axes, then the statement

```
axes(ax)
```

- Makes `ax` the current axes.
- Restacks `ax` to be the frontmost axes displayed.
- Makes `ax` visible if it was not.
- Updates the figure containing the axes and process any pending callbacks.

### Make Figure or Axes Current Without Changing Other State

You can make a figure or axes current without causing a change in other aspects of the object state. Set the root `CurrentFigure` property or the figure object's `CurrentAxes` property to the handle of the figure or axes that you want to target.

If `fig` is the handle to an existing figure, the statement

```
r = groot;  
r.CurrentFigure = fig;
```

makes `fig` the current figure. Similarly, if `ax` is the handle of an axes object, the statement

```
fig.CurrentAxes = ax;
```

makes it the current axes, if `fig` is the handle of the axes' parent figure.

## Prepare Figures and Axes for Graphs

### In this section...

“Behavior of MATLAB Plotting Functions” on page 22-5

“How the NextPlot Properties Control Behavior” on page 22-5

“Control Behavior of User-Written Plotting Functions” on page 22-7

### Behavior of MATLAB Plotting Functions

MATLAB plotting functions either create a new figure and axes if none exist, or reuse an existing figure and axes. When reusing existing axes, MATLAB

- Clears the graphics objects from the axes.
- Resets most axes properties to their default values.
- Calculates new axes limits based on the new data.

When a plotting function creates a graph, the function can:

- Create a figure and an axes for the graph and set necessary properties for the particular graph (default behavior if no current figure exists)
- Reuse an existing figure and axes, clearing and resetting axes properties as required (default behavior if a graph exists)
- Add new data objects to an existing graph without resetting properties (if `hold` is on)

The `NextPlot` figure and axes properties control the way that MATLAB plotting functions behave.

### How the NextPlot Properties Control Behavior

MATLAB plotting functions rely on the values of the figure and axes `NextPlot` properties to determine whether to add, clear, or clear and reset the figure and axes before drawing the new graph. Low-level object-creation functions do not check the `NextPlot` properties. They simply add the new graphics objects to the current figure and axes.

This table summarizes the possible values for the `NextPlot` properties.

<b>NextPlot</b>	<b>Figure</b>	<b>Axes</b>
new	Creates a new figure and uses it as the current figure.	Not an option for axes.
add	Adds new graphics objects without clearing or resetting the current figure. (Default)	Adds new graphics objects without clearing or resetting the current axes.
replacechildren	Removes all axes objects whose handles are not hidden before adding new objects. Does not reset figure properties. Equivalent to <code>clf</code> .	Removes all axes child objects whose handles are not hidden before adding new graphics objects. Does not reset axes properties. Equivalent to <code>cla</code> .
replace	Removes all axes objects and resets figure properties to their defaults before adding new objects. Equivalent to <code>clf reset</code> .	Removes all child objects and resets axes properties to their defaults before adding new objects. Equivalent to <code>cla reset</code> . (Default)

Plotting functions call the `newplot` function to obtain the handle to the appropriate axes.

### The Default Scenario

Consider the default situation where the figure `NextPlot` property is `add` and the axes `NextPlot` property is `replace`. When you call `newplot`, it:

- 1** Checks the value of the current figure's `NextPlot` property (which is, `add`).
- 2** Determines that MATLAB can draw into the current figure without modifying the figure. If there is no current figure, `newplot` creates one, but does not recheck its `NextPlot` property.
- 3** Checks the value of the current axes' `NextPlot` property (which is, `replace`), deletes all graphics objects from the axes, resets all axes properties (except `Position` and `Units`) to their defaults, and returns the handle of the current axes. If there is no current axes, `newplot` creates one, but does not recheck its `NextPlot` property.
- 4** Deletes all graphics objects from the axes, resets all axes properties (except `Position` and `Units`) to their defaults, and returns the handle of the current axes. If there is no current axes, `newplot` creates one, but does not recheck its `NextPlot` property.



## hold Function and NextPlot Properties

The `hold` function provides convenient access to the `NextPlot` properties. When you want add objects to a graph without removing other objects or resetting properties use `hold on`:

- `hold on` — Sets the figure and axes `NextPlot` properties to add. Line graphs continue to cycle through the `ColorOrder` and `LineStyleOrder` property values.
- `hold off` — Sets the axes `NextPlot` property to replace

Use the `ishold` to determine if `hold` is on or off.

## Control Behavior of User-Written Plotting Functions

MATLAB provides the `newplot` function to simplify writing plotting functions that conform to the settings of the `NextPlot` properties.

`newplot` checks the values of the `NextPlot` properties and takes the appropriate action based on these values. Place `newplot` at the beginning of any function that calls object creation functions.

When your function calls `newplot`, `newplot` first queries the figure `NextPlot` property. Based on the property values `newplot` then takes the action described in the following table based on the property value.

Figure <code>NextPlot</code> Property Value	<code>newplot</code> Function
No figures exist	Creates a figure and makes this figure the current figure.
<code>add</code>	Makes the figure the current figure.
<code>new</code>	Creates a new figure and makes it the current figure.
<code>replacechildren</code>	Deletes the figure's children (axes objects and their descendants) and makes this figure the current figure.
<code>replace</code>	Deletes the figure's children, resets the figure's properties to their defaults, and makes this figure the current figure.

Then `newplot` checks the current axes' `NextPlot` property. Based on the property value `newplot` takes the action described in the following table.

<b>Axes NextPlot Property Value</b>	<b>newplot Function</b>
No axes in current figure	Creates an axes and makes it the current axes
add	Makes the axes the current axes and returns its handle.
replacechildren	Deletes the axes' children and makes this axes the current axes.
replace	Deletes the axes' children, reset the axes' properties to their defaults, and makes this axes the current axes.

## Use newplot to Control Plotting

This example shows how to prepare figures and axes for user-written plotting functions.

Use `newplot` to manage the output from specialized plotting functions. The `myPlot2D` function:

- Customizes the axes and figure appearance for a particular publication requirement.
- Uses revolving line styles and a single color for multiline graphs.
- Adds a legend with specified display names.

---

**Note** Starting in R2014b, you can set properties using dot notation. If you are using an earlier release, use the `set` function instead, such as `set(cax, 'FontName', 'Times')`.

---

```
function myPlot2D(x,y)
    % Call newplot to get the axes handle
    cax = newplot;
    % Customize axes
    cax.FontName = 'Times';
    cax.FontAngle = 'italic';
    % Customize figure
    fig = cax.Parent;
    fig.MenuBar= 'none';
    % Call plotting commands to
    % produce custom graph
    hLines = line(x,y,...
        'Color',[.5,.5,.5],...
        'LineWidth',2);
    lso = ['-';'---';':':'-.-'];
    setLineStyle(hLines)
    grid on
    legend('show','Location','SouthEast')
function setLineStyle(hLines)
    style = 1;
    for ii = 1:length(hLines)
        if style > length(lso)
            style = 1;
        end
        hLines(ii).LineStyle = lso(style,:);
        hLines(ii).DisplayName = num2str(style);
        style = style + 1;
```

```

        end
    end
end

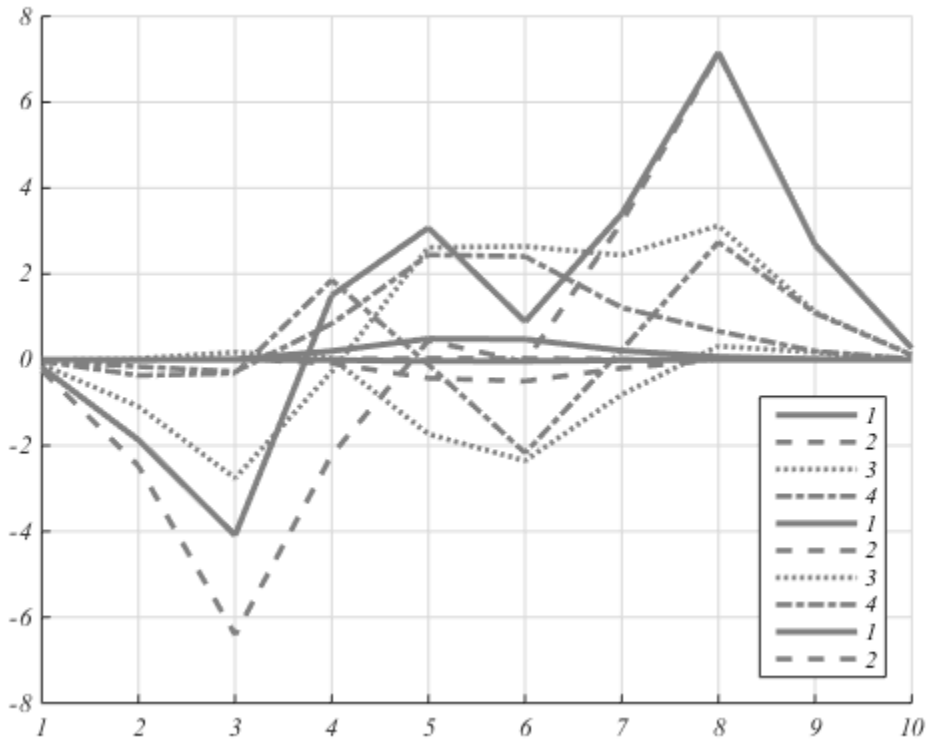
```

This graph shows typical output for the myPlot2D function:

```

x = 1:10;
y = peaks(10);
myPlot2D(x,y)

```



The myPlot2D function shows the basic structure of a user-written plotting functions:

- Call newplot to get the handle of the target axes and to apply the settings of the NextPlot properties of the axes and figure.

- Use the returned axes handle to customize the axes or figure for this specific plotting function.
- Call plotting functions (for example, `line` and `legend`) to implement the specialized graph.

Because `myPlot2D` uses the handle returned by `newplot` to access the target figure and axes, this function:

- Adheres to the behavior of MATLAB plotting functions when clearing the axes with each subsequent call.
- Works correctly when `hold` is set to `on`

The default settings for the `NextPlot` properties ensure that your plotting functions adhere to the standard MATLAB behavior — reuse the figure window, but clear and reset the axes with each new graph.

## Responding to Hold State

This example shows how to test for hold state and respond appropriately in user-defined plotting functions.

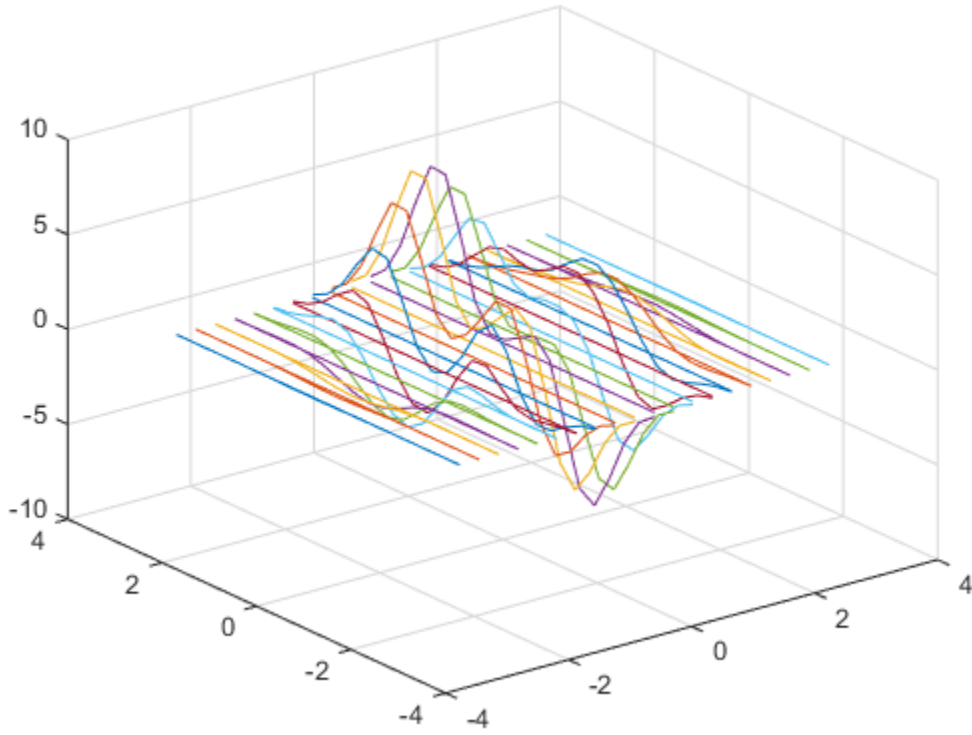
Plotting functions usually change various axes parameters to accommodate different data. The `myPlot3D` function:

- Uses a 2-D or 3-D view depending on the input data.
- Respects the current hold state, to be consistent with the behavior of MATLAB plotting functions.

```
function myPlot3D(x,y,z)
    % Call newplot to get the axes handle
    cax = newplot;
    % Save current hold state
    hold_state = ishold;
    % Call plotting commands to
    % produce custom graph
    if nargin == 2
        line(x,y);
        % Change view only if hold is off
        if ~hold_state
            view(cax,2)
        end
    elseif nargin == 3
        line(x,y,z);
        % Change view only if hold is off
        if ~hold_state
            view(cax,3)
        end
    end
    grid on
end
```

For example, the first call to `myPlot3D` creates a 3-D graph. The second call to `myPlot3D` adds the 2-D data to the 3-D view because `hold` is on.

```
[x,y,z] = peaks(20);
myPlot3D(x,y,z)
hold on
myPlot3D(x,y)
```



## Prevent Access to Figures and Axes

<b>In this section...</b>
“Why Prevent Access” on page 22-14
“How to Prevent Access” on page 22-14

### Why Prevent Access

In some situations it is important to prevent particular figures or axes from becoming the target for graphics output. That is, prevent them from becoming the current figure, as returned by `gcf`, or the current axes, as returned by `gca`.

You might want to prevent access to a figure containing the controls that implement a user interface. Or, you might want to prevent access to an axes that is part of an application program accessed only by the application.

### How to Prevent Access

Prevent MATLAB functions from targeting a particular figure or axes by removing their handles from the list of visible handles.

Two properties control handle visibility: `HandleVisibility` and `ShowHiddenHandles`

`HandleVisibility` is a property of all graphics objects. It controls the visibility of the object's handle to three possible values:

- `on` — You can obtain the object's handle with functions that return handles, such as (`gcf`, `gca`, `gco`, `get`, and `findobj`). This is the default behavior.
- `callback` — The object's handle is visible only within the workspace of a callback function.
- `off` — The handle is hidden from all functions executing in the command window and in callback functions.

### Properties Affected by Handle Visibility

When an object's `HandleVisibility` is set to `callback` or `off`:

- The object's handle does not appear in its parent's `Children` property.



- Figures do not appear in the root's `CurrentFigure` property.
- Axes do not appear in the containing figure's `CurrentAxes` property.
- Graphics objects do not appear in the figure's `CurrentObject` property.

### Functions Affected by Handle Visibility

When a handle is not visible in its parent's list of children, functions that obtain handles by searching the object hierarchy cannot return the handle. These functions include `get`, `findobj`, `gca`, `gcf`, `gco`, `newplot`, `cla`, `clf`, and `close`.

### Values Returned by `gca` and `gcf`

When a hidden-handle figure is topmost on the screen, but has visible-handle figures stacked behind it, `gcf` returns the topmost visible-handle figure in the stack. The same behavior is true for `gca`. If no visible-handle figures or axes exist, calling `gcf` or `gca` creates one.

### Access Hidden-Handle Objects

The root `ShowHiddenHandles` property enables and disables handle visibility control. By default, `ShowHiddenHandles` is `off`, which means MATLAB follows the setting of every object's `HandleVisibility` property.

Setting `ShowHiddenHandles` to `on` is equivalent to setting the `HandleVisibility` property of all objects in the graphics hierarchy to `on`.

---

**Note** Axes title and axis label text objects are not children of the axes. To access the handles of these objects, use the axes `Title`, `XLabel`, `YLabel`, and `ZLabel` properties.

---

The `close` function also allows access to hidden-handle figures using the `hidden` option. For example:

```
close('hidden')
```

closes the topmost figure on the screen, even if its handle is hidden.

Combining `all` and `hidden` options:

```
close('all', 'hidden')
```

closes all figures.

### **Handle Validity Versus Handle Visibility**

All handles remain valid regardless of the state of their `HandleVisibility` property. If you have assigned an object handle to a variable, you can always set and get its properties using that handle variable.

# Optimize Performance of Graphics Programs

---

- “Finding Code Bottlenecks” on page 23-2
- “What Affects Code Execution Speed” on page 23-4
- “Judicious Object Creation” on page 23-6
- “Avoid Repeated Searches for Objects” on page 23-8
- “Screen Updates” on page 23-10
- “Getting and Setting Properties” on page 23-12
- “Avoid Updating Static Data” on page 23-15
- “Transforming Objects Efficiently” on page 23-17
- “Use Low-Level Functions for Speed” on page 23-18
- “System Requirements for Graphics” on page 23-19
- “Resolving Low-Level Graphics Issues” on page 23-22

## Finding Code Bottlenecks

Use the code profiler to determine which functions contribute the most time to execution time. You can make performance improvements by reducing the execution times of your algorithms and calculations wherever possible.


Once you have optimized your code, use the following techniques to reduce the overhead of object creation and updating the display.

For example, suppose you are plotting 10-by-1000 element arrays using the `myPlot` function:

```
function myPlot
    x = rand(10,1000);
    y = rand(10,1000);
    plot(x,y,'LineStyle','none','Marker','o','Color','b');
end

profile on
myPlot
profile viewer
```

When you profile this code, you see that most time is spent in the `myPlot` function:

<a href="#">myPlot</a>	1	0.739 s	0.676 s	
------------------------	---	---------	---------	--


Because the `x` and `y` arrays contain 1000 columns of data, the `plot` function creates 1000 line objects. In this case, you can achieve the same results by creating one line with 10000 data points:

```
function myPlot
    x = rand(10,1000);
    y = rand(10,1000);
    % Pass x and y as 1-by-1000 vectors
    plot(x(:),y(:),'LineStyle','none','Marker','o','Color','b');
end

profile on
myPlot
profile viewer
```

Object creation time is a major factor in this case:

---

<a href="#">myPlot</a>	1	0.073 s	0.003 s	
------------------------	---	---------	---------	---

You can often achieve improvements in execution speed by understanding how to avoid or minimize inherently slow operations. For information on how to improve performance using this tool, see the documentation for the `profile` function.

## What Affects Code Execution Speed

<b>In this section...</b>
“Potential Bottlenecks” on page 23-4
“How to Improve Performance” on page 23-4

### Potential Bottlenecks

Performance becomes an issue when working with large amounts of data and large numbers of objects. In such cases, you can improve the execution speed of graphics code by minimizing the effect of two factors that contribute to total execution time:

- Object creation — Adding new graphics objects to a scene.
- Screen updates — Updating the graphics model and sending changes to be rendered.

It is often possible to prevent these activities from dominating the total execution time of a particular programming pattern. Think of execution time as being the sum of a number of terms:

*T execution time = T creating objects + T updating + (T calculations, etc)*

The examples that follow show ways to minimize the time spent in object creation and updating the screen. In the preceding expression, the execution time does not include time spent in the actual rendering of the screen.

### How to Improve Performance

Profile your code and optimize algorithms, calculation, and other bottlenecks that are specific to your application. Then determine if the code is taking more time in object creation functions or `drawnow` (updating). You can begin to optimize both operations, beginning with the larger term in the total time equation.

Is your code:

- Creating new objects instead of updating existing objects? See “Judicious Object Creation” on page 23-6.
- Updating an object that has some percentage of static data? See “Avoid Updating Static Data” on page 23-15.

- Searching for object handles. See “Avoid Repeated Searches for Objects” on page 23-8.
- Rotating, translating, or scaling objects? See “Transforming Objects Efficiently” on page 23-17.
- Querying and setting properties in the same loop? See “Getting and Setting Properties” on page 23-12.

## Judicious Object Creation

### In this section...

“Object Overhead” on page 23-6

“Do Not Create Unnecessary Objects” on page 23-6

“Use NaNs to Simulate Multiple Lines” on page 23-7

“Modify Data Instead of Creating New Objects” on page 23-7

### Object Overhead

Graphics objects are complex structures that store information (data and object characteristics), listen for certain events to occur (callback properties), and can cause changes to other objects to accommodate their existence (update to axes limits, and so on). Therefore, creating an object consumes resources.

When performance becomes an important consideration, try to realize your objectives in a way that consumes a minimum amount of resources.

You can often improve performance by following these guidelines:

- Do not create unnecessary objects
- Avoid searching the object hierarchy

### Do Not Create Unnecessary Objects

Look for cases where you can create fewer objects and achieve the same results. For example, suppose you want to plot a 10-by-1000 array of points showing only markers.

This code creates 1000 line objects:

```
x = rand(10,1000);  
y = rand(10,1000);  
plot(x,y, 'LineStyle', 'none', 'Marker', '.', 'Color', 'b');
```

Convert the data from 10-by-1000 to 10000-by-1. This code creates a graph that looks the same, but creates only one object:

```
plot(x(:),y(:), 'LineStyle', 'none', 'Marker', '.', 'Color', 'b')
```



## Use NaNs to Simulate Multiple Lines

If coordinate data contains NaNs, MATLAB does not render those points. You can add NaNs to vertex data to create line segments that look like separate lines. Place the NaNs at the same element locations in each vector of data. For example, this code appears to create three separate lines:

```
x = [0:10,NaN,20:30,NaN,40:50];
y = [0:10,NaN,0:10,NaN,0:10];
line(x,y)
```

## Modify Data Instead of Creating New Objects

To view different data on what is basically the same graph, it is more efficient to update the data of the existing objects (lines, text, etc.) rather than recreating the entire graph.

For example, suppose you want to visualize the effect on your data of varying certain parameters.

- 1 Set the limits of any axis that can be determined in advance, or set the axis limits modes to `manual`.
- 2 Recalculate the data using the new parameters.
- 3 Use the new data to update the data properties of the lines, text, etc. objects used in the graph.
- 4 Call `drawnow` to update the figure (and all child objects in the figure).

For example, suppose you want to update a graph as data changes:

```
figure
z = peaks;
h = surf(z);
drawnow
zlim([min(z(:)), max(z(:))]);
for k = 1:50
    h.ZData = (0.01+sin(2*pi*k/20)*z);
    drawnow
end
```

## Avoid Repeated Searches for Objects

When you search for handles, MATLAB must search the object hierarchy to find matching handles, which is time-consuming. Saving handles that you need to access later is a faster approach. Array indexing is generally faster than using `findobj` or `findall`.

This code creates 500 line objects and then calls `findobj` in a loop.

```
figure
ax = axes;
for ix=1:500
    line(rand(1,5),rand(1,5),'Tag',num2str(ix),'Parent',ax);
end
drawnow;
for ix=1:500
    h = findobj(ax,'Tag',num2str(ix));
    set(h,'Color',rand(1,3));
end
drawnow;
```

A better approach is to save the handles in an array and index into the array in the second for loop.

```
figure
ax = axes;
h = gobjects(1,500);
for ix = 1:500
    h(ix) = line(rand(1,5),rand(1,5),'Tag',num2str(ix),'Parent',ax);
end
drawnow;
% Index into handle array
for ix=1:500
    set(h(ix),'Color',rand(1,3));
end
drawnow
```

## Limit Scope of Search

If searching for handles is necessary, limit the number of objects to be searched by specifying a starting point in the object tree. For example, specify the starting point as the figure or axes containing the objects for which you are searching.

Another way to limit the time expended searching for objects is to restrict the depth of the search. For example, a 'flat' search restricts the search to the objects in a specific handle array.

Use the `findobj` and `findall` functions to search for handles.

For more information, see "Find Objects" on page 18-5

## Screen Updates

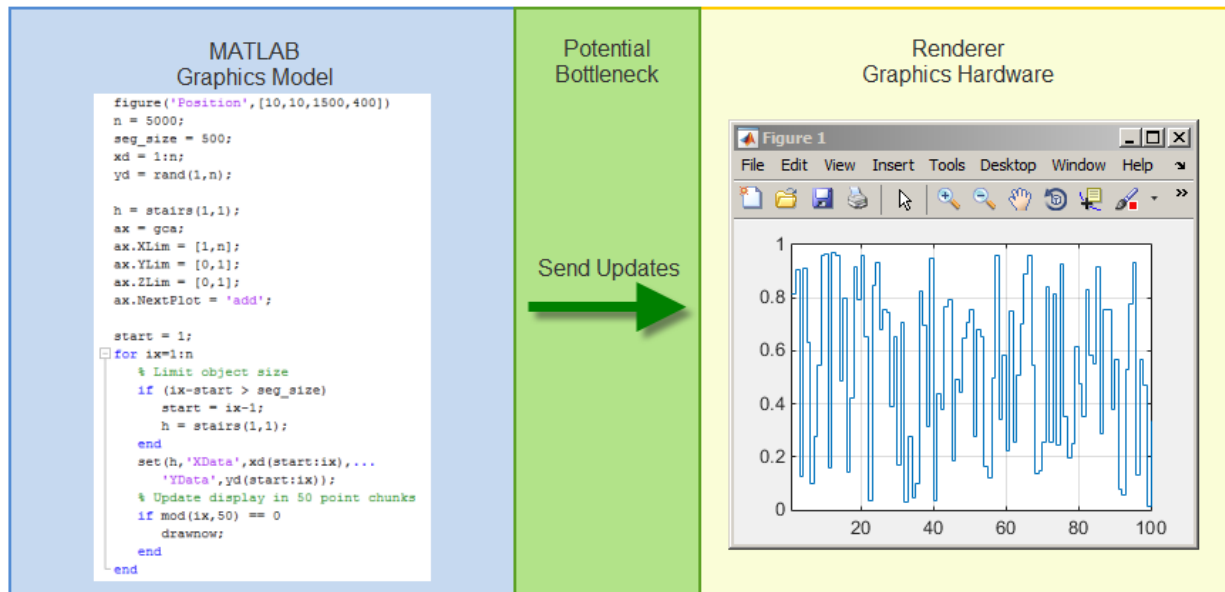
### In this section...

“MATLAB Graphics System” on page 23-10

“Managing Updates” on page 23-11

## MATLAB Graphics System

MATLAB graphics is implemented using multiple threads of execution. The following diagram illustrates how the main and renderer threads interact during the update process. The MATLAB side contains the graphics model, which describes the geometry rendered by the graphics hardware. The renderer side has a copy of the geometry in its own memory system. The graphics hardware can render the screen without blocking MATLAB execution.



When the graphics model changes, these updates must be passed to the graphics hardware. Sending updates can be a bottleneck because the graphics hardware does not

support all MATLAB data types. The update process must convert the data into the correct form.

When geometry is in the graphics hardware memory, you can realize performance advantages by using this data and minimizing the data sent in an update.

## Managing Updates

Updates involve these steps:

- Collecting changes that require an update to the screen, such as property changes and objects added.
- Updating dependencies within the graphics model.
- Sending these updates to the renderer.
- Waiting for the renderer to accept these updates before returning execution to MATLAB.

You initiate an update by calling the `drawnow` function. `drawnow` completes execution when the renderer accepts the updates, which can happen before the renderer completes updating the screen.

### Explicit Updates

During function execution, adding graphics objects to a figure or changing properties of existing objects does not necessarily cause an immediate update of the screen. The update process occurs when there are changes to graphics that need to be updated, and the code:

- Calls `drawnow`, `pause`, `figure`, or other functions that effectively cause an update (see `drawnow`).
- Queries a property whose value depends on other properties (see “Automatically Calculated Properties” on page 23-12).
- Completes execution and returns control to the MATLAB prompt or debugger.

## Getting and Setting Properties

### In this section...

“Automatically Calculated Properties” on page 23-12

“Inefficient Cycles of Sets and Gets” on page 23-13

“Changing Text Extent to Rotate Labels” on page 23-14

### Automatically Calculated Properties

Certain properties have dependencies on the value of other properties. MATLAB automatically calculates the values of these properties and updates their values based on the current graphics model. For example, axis limits affect the values used for axis ticks, which, in turn, affect the axis tick labels.

When you query a calculated property, MATLAB performs an implicit `drawnow` to ensure all property values are up to date before returning the property value. The query causes a full update of all dependent properties and an update of the screen.

MATLAB calculates the values of certain properties based on other values on which that property depends. For example, plotting functions automatically create an axes with axis limits, tick labels, and a size appropriate for the plotted data and the figure size.

MATLAB graphics performs a full update, if necessary, before returning a value from a calculated property to ensure the returned value is up to date.

Object	Automatically Calculated Properties
Axes	CameraPosition, CameraTarget, CameraUpVector, CameraViewAngle
	Position, OuterPosition, TightInset
	XLim, YLim, ZLim
	XTick, YTick, ZTick, XMinorTick, YMinorTick, ZMinorTick
	XTickLabel, YTickLabel, ZTickLabel, TickDir
	SortMethod
Text	Extent

## Inefficient Cycles of Sets and Gets

When you set property values, you change the state of the graphics model and mark it as needing to be updated. When you query an autocalculated property, MATLAB needs to perform an update if the graphics model and graphics hardware are not in sync.

When you get and set properties in the same loop, you can create a situation where updates are performed with every pass through the loop.

- The `get` causes an update.
- The `set` marks the graphics model as needing an update.

The cycle is repeated with each pass through the loop. It is better to execute all property queries in one loop, then execute all property sets in another loop, as shown in the following example.

This example gets and sets the text `Extent` property.

Code with Poor Performance	Code with Better Performance
<pre> h = gobjects(1,500); p = zeros(500,3); for ix = 1:500     h(ix) = text(ix/500,ix/500,num2str(ix)); end drawnow  % Gets and sets in the same loop, % prompting a full update at each pass for ix = 1:500     pos = get(h(ix),'Position');     ext = get(h(ix),'Extent');     p(ix,:) = [pos(1)+(ext(3)+ext(1)), ...               pos(2)+ext(2)+ext(4),0];     set(h(ix),'Position',p(ix,:)) end drawnow </pre>	<pre> h = gobjects(1,500); p = zeros(500,3); for ix = 1:500     h(ix) = text(ix/500,ix/500,num2str(ix)); end drawnow  % Get and save property values for ix=1:500     pos = get(h(ix),'Position');     ext = get(h(ix),'Extent');     p(ix,:) = [pos(1)+(ext(3)+ext(1)), ...               pos(2)+ext(2)+ext(4),0]; end  % Set the property values and % call a drawnow after the loop for ix=1:500     set(h(ix),'Position',p(ix,:)) end drawnow </pre>

<b>Code with Poor Performance</b>	<b>Code with Better Performance</b>
<p>This code performs poorly because:</p> <ul style="list-style-type: none"><li>• The <code>Extent</code> property depends on other values, such as screen resolution, figure size, and axis limits, so querying this property can cause a full update.</li><li>• Each set of the <code>Position</code> property makes a full update necessary when the next get of the <code>Extent</code> property occurs.</li></ul>	<p>The performance is better because this code:</p> <ul style="list-style-type: none"><li>• Queries all property values in one loop and stores these values in an array.</li><li>• Sets all property values in a separate loop.</li><li>• Calls <code>drawnow</code> after the second loop finishes.</li></ul>

### **Changing Text Extent to Rotate Labels**

In cases where you change the text `Extent` property to rotate axes labels, it is more efficient to use the axes properties `XTickLabelRotation`, `YTickLabelRotation`, and `ZTickLabelRotation`.



## Avoid Updating Static Data

If only a small portion of the data defining a graphics scene changes with each update of the screen, you can improve performance by updating only the data that changes. The following example illustrates this technique.

Code with Poor Performance	Code with Better Performance
<p>In this example, a marker moves along the surface by creating both objects with each pass through the loop.</p> <pre>[sx,sy,sz] = peaks(500); nframes = 490;  for t = 1:nframes     surf(sx,sy,sz,'EdgeColor','none')     hold on     plot3(sx(t+10,t),sy(t,t+10),...           sz(t+10,t+10)+0.5,'o',...           'MarkerFaceColor','red',...           'MarkerSize',14)     hold off     drawnow end</pre>	<p>Create the surface, then update the XData, YData, and ZData of the marker in the loop. Only the marker data changes in each iteration.</p> <pre>[sx,sy,sz] = peaks(500); nframes = 490;  surf(sx,sy,sz,'EdgeColor','none') hold on h = plot3(sx(1,1),sy(1,1),sz(1,1),'o',...           'MarkerFaceColor','red',...           'MarkerSize',14); hold off  for t = 1:nframes     set(h,'XData',sx(t+10,t),...         'YData',sy(t,t+10),...         'ZData',sz(t+10,t+10)+0.5)     drawnow end</pre>

## Segmenting Data to Reduce Update Times

Consider the case where an object's data grows very large while code executes in a loop, such as a line tracing a signal over time.

With each call to `drawnow`, the updates are passed to the renderer. The performance decreases as the data arrays grow in size. If you are using this pattern, adopt the segmentation approach described in the example on the right.

Code with Poor Performance	Code with Better Performance
<pre> % Grow data figure('Position',[10,10,1500,400]) n = 5000;  h = stairs(1,1); ax = gca; ax.XLim = [1,n]; ax.YLim = [0,1]; ax.ZLim = [0,1]; ax.NextPlot = 'add';  xd = 1:n; yd = rand(1,n);  tic for ix = 1:n     set(h,'XData',xd(1:ix),'YData',yd(1:ix));     drawnow; end toc </pre>	<pre> % Segment data figure('Position',[10,10,1500,400]) n = 5000; seg_size = 500; xd = 1:n; yd = rand(1,n);  h = stairs(1,1); ax = gca; ax.XLim = [1,n]; ax.YLim = [0,1]; ax.ZLim = [0,1]; ax.NextPlot = 'add';  tic start = 1; for ix=1:n     % Limit object size     if (ix-start &gt; seg_size)         start = ix-1;         h = stairs(1,1);     end     set(h,'XData',xd(start:ix),...         'YData',yd(start:ix));     % Update display in 50 point chunks     if mod(ix,50) == 0         drawnow;     end end toc </pre> <p>The performance of this code is better because the limiting factor is the amount of data sent during updates.</p>

## Transforming Objects Efficiently

Moving objects, for example by rotation, requires transforming the data that defines the objects. You can improve performance by taking advantage of the fact that graphics hardware can apply transforms to the data. You can then avoid sending the transformed data to the renderer. Instead, you send only the four-by-four transform matrix.

To realize the performance benefits of this approach, use the `hgtransform` function to group the objects that you want to move.

The following examples define a sphere and rotate it using two techniques to compare performance:

- The `rotate` function transforms the sphere's data and sends the data to the renderer thread with each call to `drawnow`.
- The `hgtransform` function sends the transform matrix for the same rotation to the renderer thread.

Code with Poor Performance	Code with Better Performance
<p>When object data is large, the update bottleneck becomes a limiting factor.</p> <pre data-bbox="111 956 724 1164"> % Using rotate figure [x,y,z] = sphere(270);  s = surf(x,y,z,z,'EdgeColor','none'); axis vis3d for ang = 1:360     rotate(s,[1,1,1],1)     drawnow end </pre>	<p>Using <code>hgtransform</code> applies the transform on the renderer side of the bottleneck.</p> <pre data-bbox="728 956 1337 1411"> % Using hgtransform figure ax = axes; [x,y,z] = sphere(270);  % Transform object contains the surface grp = hgtransform('Parent',ax); s = surf(ax,x,y,z,z,'Parent',grp,...     'EdgeColor','none');  view(3) grid on axis vis3d  % Apply the transform tic for ang = linspace(0,2*pi,360)     tm = makehgform('axisrotate',[1,1,1],ang);     grp.Matrix = tm;     drawnow end toc </pre>

## Use Low-Level Functions for Speed

The features that make plotting functions easy to use also consume computer resources. If you want to maximize graphing performance, use low-level functions and disable certain automatic features.

Low-level graphics functions (e.g., `line` vs. `plot`, `surface` vs. `surf`) perform fewer operations and therefore are faster when you are creating many graphics objects.

The low-level graphics functions are `line`, `patch`, `rectangle`, `surface`, `text`, `image`, `axes`, and `light`

# System Requirements for Graphics

**In this section...**

“Minimum System Requirements” on page 23-19

“Recommended System Requirements” on page 23-19

“Upgrade Your Graphics Drivers” on page 23-20

“Graphics Features with OpenGL Requirements” on page 23-20

## Minimum System Requirements

All systems support most of the common MATLAB graphics features.

## Recommended System Requirements

For the best results with graphics, your system must have:

- At least 1 GB of GPU memory.
- Graphics hardware that supports a hardware-accelerated implementation of OpenGL 2.1 or later. Most graphics hardware released since 2006 has OpenGL 2.1 or later. If you have an earlier version of OpenGL, most graphics features still work, but some advanced graphics features are unavailable. For more information, see “Graphics Features with OpenGL Requirements” on page 23-20. For the best performance, OpenGL 3.3 or later is recommended.
- The latest versions of graphics drivers available from your computer manufacturer or graphics hardware vendor.

For more information on determining your graphics hardware, see `opengl`.

Starting in R2015b, MATLAB is a DPI-aware application that takes advantage of your full system resolution. MATLAB graphics look sharp and properly scaled on all systems, including Macintosh systems connected to Apple Retina displays and high-DPI Windows systems.

## Upgrade Your Graphics Drivers

Graphics hardware vendors frequently provide updated graphics drivers that improve hardware performance. To help ensure that your graphics hardware works with MATLAB, upgrade your graphics drivers to the latest versions available.

- On Windows systems, check your computer manufacturer website for driver updates, such as Lenovo®, HP®, or Dell®. If no updates are provided, then check your graphics hardware vendor website, such as the AMD® website, NVIDIA® website, or Intel® website.
- On Linux systems, use proprietary vendor drivers instead of open-source replacements.
- On Mac OS X systems, the graphics drivers are part of the operating system. Use the latest updates provided.

## Graphics Features with OpenGL Requirements

Most graphics features work on all systems. However, support for some graphics features depends on:

- Whether you are using hardware, basic hardware, or software OpenGL. By default, MATLAB uses hardware OpenGL if your graphics hardware supports it. Basic hardware and software OpenGL are alternate options that you can use to work around low-level graphics issues. In some cases, MATLAB automatically switches to software OpenGL. For more information, see `opengl`.
- The version of the OpenGL implementation, for example, OpenGL 2.1.

This table lists the graphics features with OpenGL requirements. For more information on the features, see `opengl`.

Graphics Feature	Hardware OpenGL	Basic Hardware OpenGL	Software OpenGL on Windows (Uses OpenGL 1.1)	Software OpenGL on Linux (Uses OpenGL 2.1)
Graphics Smoothing	Supported for OpenGL 2.1 or higher	Supported for OpenGL 2.1 or higher	Not supported	Not supported

<b>Graphics Feature</b>	<b>Hardware OpenGL</b>	<b>Basic Hardware OpenGL</b>	<b>Software OpenGL on Windows (Uses OpenGL 1.1)</b>	<b>Software OpenGL on Linux (Uses OpenGL 2.1)</b>
Depth Peel Transparency	Supported for OpenGL 2.1 or higher	Disabled	Not supported	Supported
Align Vertex Centers	Supported for OpenGL 2.1 or higher	Disabled	Not supported	Not supported
Hardware-accelerated markers	Supported for OpenGL 4.0 or higher	Disabled	Not supported	Not supported

## See Also

### Functions

opengl

### More About

- “Resolving Low-Level Graphics Issues” on page 23-22

## Resolving Low-Level Graphics Issues

MATLAB can encounter low-level issues when creating graphics on your system. For example, bar edges might be missing from bar charts, stems might be missing from stem plots, or your graphics hardware might run out of memory. You can encounter these issues while creating 2-D or 3-D charts, using a Simulink® model that contains scopes, or using UIs from a MathWorks toolbox. These issues are often due to older graphics hardware or outdated graphics drivers. To resolve them, try the options described here.

### Upgrade Your Graphics Hardware Drivers

Graphics hardware vendors frequently provide updated graphics drivers that improve hardware performance. To help ensure that your graphics hardware works with MATLAB, upgrade your graphics drivers to the latest versions available.

- On Windows systems, check for driver updates on the website of your manufacturer, such as Lenovo, HP, or Dell. If no updates are provided, then check the website of your graphics hardware vendor, such as AMD , NVIDIA , or Intel .
- On Linux systems, use proprietary vendor drivers instead of open-source replacements.
- On Macintosh systems, the graphics drivers are part of the operating system. Use the latest updates provided.

Use graphics hardware that supports a hardware-accelerated implementation of OpenGL 2.1 or later. Most graphics hardware released since 2006 has OpenGL 2.1 or later. If you have an earlier version of OpenGL, most graphics features still work, but some advanced graphics features are unavailable. For the best performance, OpenGL 3.3 or later is recommended. For more information on determining your graphics hardware, see `opengl`.

### Choose OpenGL Implementation for Your System

MATLAB renders graphics using either a hardware-accelerated, basic hardware-accelerated, or software implementation of OpenGL. By default, MATLAB tries to use a hardware-accelerated implementation if your graphics hardware supports it. You can work around many graphics issues by switching to either a software implementation or a basic hardware-accelerated implementation. These alternate implementations do not support some advanced graphics features.



In some cases, MATLAB automatically switches to a software OpenGL implementation:

- If you do not have graphics hardware or if your graphics hardware does not support hardware OpenGL.
- If a previous MATLAB session crashed due to a graphics issue.
- If you are using a graphics driver with known issues, an older NVIDIA graphics driver, or graphics virtualization. Update your graphics drivers to the latest versions available.
- The availability of hardware OpenGL when using remote desktop on Windows systems varies. If you try to use hardware OpenGL when it is not supported, MATLAB returns a warning message and uses software OpenGL instead. It is possible that updating your graphics drivers to the latest versions will enable support for hardware OpenGL.

To determine which implementation MATLAB is using, type `opengl info` at the command prompt and check the `Software` and `HardwareSupportLevel` fields. For more information, see `opengl`.

### **Specify OpenGL Implementation for Current Session**

To specify the OpenGL implementation for the current session of MATLAB, use one of these techniques.

- Software OpenGL — Start MATLAB from the command prompt on your system using the command `matlab -softwareopengl`. This command works only Windows and Linux systems. Macintosh systems do not support software OpenGL.
- Basic hardware-accelerated OpenGL — Type `opengl hardwarebasic` at the MATLAB command prompt.
- Hardware-accelerated OpenGL — Type `opengl hardware` at the MATLAB command prompt.

### **Specify OpenGL Implementation for Future Sessions**

To set your preferences so that MATLAB always starts with the specified implementation of OpenGL, use one of these techniques.

- Software OpenGL — Type `opengl('save','software')` at the MATLAB command prompt. Then, restart MATLAB.
- Basic hardware-accelerated OpenGL — Type `opengl('save','hardwarebasic')` at the MATLAB command prompt. Then, restart MATLAB.

- Hardware-accelerated OpenGL — Type `opengl('save','hardware')` at the MATLAB command prompt. Then, restart MATLAB.
- Undo preference setting — Execute `opengl('save','none')` at the MATLAB command line. Then, restart MATLAB.

## Fix Out-of-Memory Issues

Graphics hardware with limited graphics memory can cause poor performance or lead to out-of-memory issues. Improve performance and work around memory issues with these changes:

- Use smaller figure windows.
- Turn off anti-aliasing by setting the `GraphicsSmoothing` property of the figure to `'off'`.
- Do not use transparency.
- Use software OpenGL.

## Contact Technical Support

If you cannot resolve the issues using the options described here, then you might have encountered a bug in MATLAB. Contact MathWorks technical support and provide the following information:

- Output of executing `opengl info`.
- Whether your code runs without error when using software OpenGL.
- Whether your code runs without error on a different computer. Provide the output of `opengl info` for all computers you have tested your code on.
- Some error messages contain a link to a file with details about the graphics error you encountered. If a link to this file is provided, include this file with your service request.

Create a Service Request at [https://www.mathworks.com/support/contact\\_us](https://www.mathworks.com/support/contact_us).

## See Also

`opengl`

## **More About**

- “System Requirements for Graphics” on page 23-19

