

# Package ‘AcuityView’

May 6, 2026

**Title** A Package for Displaying Visual Scenes as They May Appear to an Animal with Lower Acuity

**Version** 1.1.1

**Date** 2026-01-28

**Description** This code provides a simple method for representing a visual scene as it may be seen by an animal with less acute vision. When using (or for more information), please cite the original publication.

**Depends** R (>= 3.0.0)

**Imports** imager (>= 0.40.1), fftwtools (>= 0.9-7), plotrix (>= 3.2.3), tools, grid, grDevices, graphics

**License** GPL (>= 2)

**Encoding** UTF-8

**RoxygenNote** 7.3.3

**NeedsCompilation** no

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 AcuityView
 

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*AcuityView*


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### Description

This function provides a simple method for displaying a visual scene as it may appear to an animal with lower acuity.

### Usage

```
AcuityView(
  photo = NULL,
  distance = 2,
  realWidth = 2,
  eyeResolutionX = 0.2,
  eyeResolutionY = NULL,
  plot = TRUE,
  output = NULL
)
```

### Arguments

|                |  |
|----------------|--|
| photo          | The photo you wish to alter; if NULL then a pop up window allows you to navigate to your photo, otherwise include the file path here                       |
| distance       | The distance from the viewer to the object of interest in the image; can be in any units so long as it is in the same units as RealWidth                   |
| realWidth      | The real width of the entire image; can be in any units as long as it is in the same units as distance   |
| eyeResolutionX | The resolution of the viewer in degrees  |
| eyeResolutionY | The resolution of the viewer in the Y direction, if different than ResolutionX; defaults to NULL, as it is uncommon for this to differ from eyeResolutionX |
| plot           | Whether to plot the final image; defaults to T   |
| output         | The name of the output file, must be in the format of output="image_name.filetype"; acceptable filetypes are .bmp, .png, or .jpeg                          |

### Value

Returns an image in the specified format

### Image Format Requirements

Image must be in 3-channel format, either PNG, JPEG or BMP. Note: some PNG files have an alpha channel that makes them 4-channel images; this will not work with the code. The image must be 3-channel.

**Image size**

Image must be square with each side a power of 2 pixels. Example: 512x512, 1024 x 1024, 2048 x 2048 pixels

**For Linux Users**

You may need to install the fftw library in order for the R package "fftwtools" to install and perform correctly. The FFTW website and install information can be found here: <http://www.fftw.org/> This library can easily be installed on Ubuntu with: apt-get install fftw3-dev

**Examples**

```
## Not run:
require(imager)
photo <- system.file("extdata/reef.bmp", package = "AcuityView")
reef <- load.image(photo)
AcuityView(photo = reef, distance = 2, realWidth = 2,
            eyeResolutionX = 2, eyeResolutionY = NULL,
            plot = TRUE,
            output = file.path(tempdir(), "Example.jpeg"))

## End(Not run)
```

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