

# Package ‘schemr’

May 9, 2026

**Type** Package

**Title** Convert Images to Usable Color Schemes

**Version** 0.3.1

**BugReports** <https://github.com/stuart-morrison/schemr/issues>

**Description** A fast and adaptable tool to convert photos and images into usable colour schemes for data visualisation. Contains functionality to extract colour palettes from images, as well for the conversion of images between colour spaces.

**License** GPL-3

**Encoding** UTF-8

**Depends** R (>= 4.1.0)

**Imports** dplyr, stringr, magrittr, purrr, apcluster, OpenImageR, methods

**RoxygenNote** 7.3.1

**Suggests** testthat

**URL** <https://github.com/stuart-morrison/schemr>

**NeedsCompilation** no

**Author** Stuart Morrison [aut, cre]

**Maintainer** Stuart Morrison <smorrison@ucdavis.edu>

**Repository** CRAN

**Date/Publication** 2025-01-22 18:50:02 UTC

## Contents

hex_to_lab . . . . .	2
hex_to_rgb . . . . .	3
hex_to_xyz . . . . .	3
hsl_to_hsv . . . . .	4
hsl_to_lab . . . . .	5
hsl_to_rgb . . . . .	5
hsl_to_xyz . . . . .	6

hsv_to_hsl . . . . .	6
hsv_to_lab . . . . .	7
hsv_to_rgb . . . . .	8
hsv_to_xyz . . . . .	8
image_to_palette . . . . .	9
lab_to_hex . . . . .	10
lab_to_hsl . . . . .	11
lab_to_hsv . . . . .	12
lab_to_rgb . . . . .	12
lab_to_xyz . . . . .	13
palette,schemr-method . . . . .	14
plot,schemr,ANY-method . . . . .	14
rgb_to_hex . . . . .	15
rgb_to_hsl . . . . .	15
rgb_to_hsv . . . . .	16
rgb_to_lab . . . . .	16
rgb_to_xyz . . . . .	17
schemr-class . . . . .	18
xyz_to_hex . . . . .	18
xyz_to_hsl . . . . .	19
xyz_to_hsv . . . . .	20
xyz_to_lab . . . . .	20
xyz_to_rgb . . . . .	21
<b>Index</b>	<b>22</b>

---

hex_to_lab	<i>Convert hex RGB values to Lab space.</i>
------------	---

---

## Description

Convert hex RGB values to Lab space.

## Usage

```
hex_to_lab(hex, transformation = "sRGB", linear_func = NULL)
```

## Arguments

hex	A character vector containing hex representations of RGB colours.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of L, a and b colour space values.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
hex_to_lab(rgb_to_hex(data.frame(r = red, g = green, b = blue)))
```

---

hex\_to\_rgb

*Convert hexadecimal colours to RGB colour channels.*

---

**Description**

Convert hexadecimal colours to RGB colour channels.

**Usage**

```
hex_to_rgb(hex)
```

**Arguments**

hex                    A character vector containing hex representations of RGB colours.

**Value**

A tibble of red, green and blue colour channels.

**Examples**

```
hex_to_rgb(c("#5f9e3a"))
```

---

hex\_to\_xyz

*Convert hex RGB values to XYZ space.*

---

**Description**

Convert hex RGB values to XYZ space.

**Usage**

```
hex_to_xyz(hex, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

- hex** A character vector containing hex representations of RGB colours.
- transformation** An option in `c("sRGB", "Adobe")` for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
- linear\_func** A function to convert RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <https://en.wikipedia.org/wiki/SRGB>.

**Value**

A tibble of X, Y and Z colour space values.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
hex_to_xyz(rgb_to_hex(data.frame(r = red, g = green, b = blue)))
```

---

hsl\_to\_hsv

*Convert HSL to HSV*


---

**Description**

Convert HSL to HSV

**Usage**

```
hsl_to_hsv(hsl)
```

**Arguments**

- hsl** A dataframe or matrix with H, S and L colour channels located in the columns 1 to 3, respectively. H in degrees in  $[0, 360]$ , S and L in  $[0, 1]$

**Value**

A tibble of H, S and V colour channels. Hue is constant between colour spaces, while saturation differs.

**Examples**

```
H <- sample(x = 0:360, size = 10, replace = TRUE)
S <- runif(n = 10)
L <- runif(n = 10)
hsl_to_hsv(data.frame(h = H, s = S, l = L))
```

---

hsl_to_lab	<i>Convert HSL to Lab</i>
------------	---------------------------

---

**Description**

Convert HSL to Lab

**Usage**

```
hsl_to_lab(hsl, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

hsl	A dataframe or matrix with H, S and L colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of L, a and b colour space values.

---

hsl_to_rgb	<i>Convert HSL space into RGB space</i>
------------	---

---

**Description**

Convert HSL space into RGB space

**Usage**

```
hsl_to_rgb(hsl)
```

**Arguments**

hsl	A dataframe or matrix with H, S and L colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
-----	--

**Value**

A tibble of red, green and blue colour channels.

**Examples**

```
H <- sample(x = 0:360, size = 10, replace = TRUE)
S <- runif(n = 10)
L <- runif(n = 10)
hsl_to_rgb(data.frame(h = H, s = S, l = L))
```

---

hsl_to_xyz	<i>Convert HSL to XYZ</i>
------------	---------------------------

---

**Description**

Convert HSL to XYZ

**Usage**

```
hsl_to_xyz(hsl, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

hsl	A dataframe or matrix with H, S and L colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of X, Y and Z colour channels.

---

hsv_to_hsl	<i>Convert HSV to HSL</i>
------------	---------------------------

---

**Description**

Convert HSV to HSL

**Usage**

```
hsv_to_hsl(hsv)
```

**Arguments**

hsv	A dataframe or matrix with H, S and V colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
-----	--

**Value**

A tibble of H, S and L colour channels. Hue is constant between colour spaces, while saturation differs.

**Examples**

```
H <- sample(x = 0:360, size = 10, replace = TRUE)
S <- runif(n = 10)
V <- runif(n = 10)
hsv_to_hsl(data.frame(h = H, s = S, v = V))
```

---

hsv\_to\_lab

*Convert HSV to Lab*

---

**Description**

Convert HSV to Lab

**Usage**

```
hsv_to_lab(hsv, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

hsv	A dataframe or matrix with H, S and V colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of L, a and b colour space values.

---

hsv_to_rgb	<i>Convert HSV to RGB</i>
------------	---------------------------

---

**Description**

Convert HSV to RGB

**Usage**

```
hsv_to_rgb(hsv)
```

**Arguments**

hsv	A dataframe or matrix with H, S and V colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
-----	--

**Value**

A tibble of red, green and blue colour channels.

---

hsv_to_xyz	<i>Convert HSV to XYZ</i>
------------	---------------------------

---

**Description**

Convert HSV to XYZ

**Usage**

```
hsv_to_xyz(hsv, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

hsv	A dataframe or matrix with H, S and V colour channels located in the columns 1 to 3, respectively. H in degrees in [0, 360], S and L in [0, 1]
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of X, Y and Z colour channels.

---

image\_to\_palette      *Develop a usable colour palette form an image.*

---

## Description

Develop a usable colour palette form an image.

## Usage

```
image_to_palette(
    image_path,
    resize_factor = NULL,
    colour_space = "sRGB",
    rgb_to_linear_func = NULL,
    rgb_to_nonlinear_func = NULL,
    method = "slic",
    superpixel = 200,
    compactness = 20,
    verbose = TRUE,
    s = negDistMat(r = 2),
    summary_method = mean,
    ...
)
```

## Arguments

image_path	A character path to the image to cluster. Reads images of type .png, .jpeg, .jpg, .tiff.
resize_factor	A numeric scalar that reduces (or increases) the size of the image before any processing.
colour_space	The colour space of the original image. The clustering is undertaken in the Lab space. This is an option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
rgb_to_linear_func	The clustering is undertaken in the Lab space. This is a function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .
rgb_to_nonlinear_func	The clustering is undertaken in the Lab space. This is a function to convert linear RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .
method	From OpenImageR: :superpixels. A character string specifying the method to use. Either "slic" or "slico".

superpixel	From <code>OpenImageR::superpixels</code> . A numeric value specifying the number of superpixels to use.
compactness	From <code>OpenImageR::superpixels</code> . A numeric value specifying the compactness parameter. The compactness parameter is needed only if method is "slic". The "slico" method adaptively chooses the compactness parameter for each superpixel differently.
verbose	From <code>OpenImageR::superpixels</code> . A boolean. If TRUE then information will be printed in the R session.
s	From <code>apcluster::apcluster</code> . An $l \times l$ similarity matrix or a similarity function either specified as the name of a package-provided similarity function as character string or a user provided function object. <code>s</code> may also be a sparse matrix according to the <code>Matrix</code> package. Internally, <code>apcluster</code> uses the <code>dgTMatrix</code> class; all other sparse matrices are cast to this class (if possible, otherwise the function quits with an error). If <code>s</code> is any other object of class <code>Matrix</code> , <code>s</code> is cast to a regular matrix internally (if possible, otherwise the function quits with an error).
summary_method	Function to summarise colours in clustered superpixels. Defaults to <code>mean</code> .
...	Other arguments to be passed to the <code>apcluster</code> algorithm. For the methods with signatures <code>character,ANY</code> and <code>function,ANY</code> , all other arguments are passed to the selected similarity function as they are; for the methods with signatures <code>Matrix,missing</code> and <code>sparseMatrix,missing</code> , further arguments are passed on to the <code>apcluster</code> methods with signatures <code>Matrix,missing</code> and <code>dgTMatrix,missing</code> , respectively.

### Value

A `schemr` object containing colour scheme colours and image properties and clusters.

---

lab_to_hex	<i>Convert from Lab space into hex RGB colour values.</i>
------------	---

---

### Description

Convert from Lab space into hex RGB colour values.

### Usage

```
lab_to_hex(lab, transformation = "sRGB", linear_func = NULL)
```

### Arguments

lab	A dataframe or matrix with L, a and b colour channels located in the columns 1 to 3, respectively.
transformation	An option in <code>c("sRGB", "Adobe")</code> for a built-in transformation or, alternatively, a custom $3 \times 3$ transformation matrix.
linear_func	A function to convert RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A character vector with hex representations of RGB colour channels.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
lab_to_hex(rgb_to_lab(data.frame(r = red, g = green, b = blue)))
```

---

lab\_to\_hsl

*Convert Lab to HSL*

---

**Description**

Convert Lab to HSL

**Usage**

```
lab_to_hsl(lab, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

- |                |   |
|----------------|---|
| lab            | A dataframe or matrix with L, a and b colour channels located in the columns 1 to 3, respectively.  |
| transformation | An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.  |
| linear_func    | A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> . |

**Value**

A tibble of H, S and L colour channels.

---

lab_to_hsv	<i>Convert Lab to HSV</i>
------------	---------------------------

---

**Description**

Convert Lab to HSV

**Usage**

```
lab_to_hsv(lab, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

lab	A dataframe or matrix with L, a and b colour channels located in the columns 1 to 3, respectively.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of H, S and V colour channels.

---

lab_to_rgb	<i>Convert from Lab space into RGB colour channels.</i>
------------	---

---

**Description**

Convert from Lab space into RGB colour channels.

**Usage**

```
lab_to_rgb(lab, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

lab	A dataframe or matrix with L, a and b colour channels located in the columns 1 to 3, respectively.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of red, green and blue colour channels.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
lab_to_rgb(rgb_to_lab(data.frame(r = red, g = green, b = blue)))
```

---

lab_to_xyz	<i>Convert from Lab space to XYZ colour channels.</i>
------------	---

---

**Description**

Convert from Lab space to XYZ colour channels.

**Usage**

```
lab_to_xyz(lab)
```

**Arguments**

lab	A dataframe or matrix with L, a and b colour channels located in the columns 1 to 3, respectively.
-----	--

**Value**

A tibble of X, Y and Z colour channels.

**Examples**

```
l <- sample(x = 40:60, size = 10, replace = TRUE)
a <- sample(x = -128:128, size = 10, replace = TRUE)
b <- sample(x = -128:128, size = 10, replace = TRUE)
lab_to_xyz(data.frame(l = l, a = a, b = b))
```

---

palette,schemr-method *Plot the colour palette*

---

**Description**

Plot the colour palette

**Usage**

```
## S4 method for signature 'schemr'  
palette(value)
```

**Arguments**

value            A schemr class object

**Value**

No return value, calls a barplot of the colour pallette.

---

plot,schemr,ANY-method  
*Plot the clustered image data*

---

**Description**

Plot the clustered image data

**Usage**

```
## S4 method for signature 'schemr,ANY'  
plot(x, y = NULL, ...)
```

**Arguments**

x                A schemr class object  
y                Not used, NULL  
...              Other arguments to pass onto 'plot'

**Value**

No return value, calls a raster plot of the clustered image data.

---

rgb_to_hex	<i>Convert RGB colour channels to hex colour codes.</i>
------------	---

---

**Description**

Convert RGB colour channels to hex colour codes.

**Usage**

```
rgb_to_hex(rgb)
```

**Arguments**

rgb	A dataframe or matrix with red, green and blue colour channels located in the columns 1 to 3, respectively. Colour channel values should be between 0 and 255, inclusive.
-----	---

**Value**

A character vector with hex representations of RGB colour channels.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
rgb_to_hex(data.frame(r = red, g = green, b = blue))
```

---

rgb_to_hsl	<i>Convert RGB space into HSL space</i>
------------	---

---

**Description**

Convert RGB space into HSL space

**Usage**

```
rgb_to_hsl(rgb)
```

**Arguments**

rgb	A dataframe or matrix with red, green and blue colour channels located in the columns 1 to 3, respectively. Colour channel values should be between 0 and 255, inclusive.
-----	---

**Value**

a tibble of H, S and L colour channels.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
rgb_to_hsl(data.frame(r = red, g = green, b = blue))
```

---

rgb_to_hsv	<i>Convert RGB to HSV</i>
------------	---------------------------

---

**Description**

Convert RGB to HSV

**Usage**

```
rgb_to_hsv(rgb)
```

**Arguments**

rgb	A dataframe or matrix with red, green and blue colour channels located in the columns 1 to 3, respectively. Colour channel values should be between 0 and 255, inclusive.
-----	---

**Value**

A tibble of H, S and V colour channels.

---

rgb_to_lab	<i>Convert from RGB colour channels to Lab space.</i>
------------	---

---

**Description**

Convert from RGB colour channels to Lab space.

**Usage**

```
rgb_to_lab(rgb, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

rgb	A dataframe or matrix with red, green and blue colour channels located in the columns 1 to 3, respectively. Colour channel values should be between 0 and 255, inclusive.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of L, a and b colour space values.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
rgb_to_lab(data.frame(r = red, g = green, b = blue), transformation = "Adobe")
```

---

 rgb\_to\_xyz

---

*Convert from RGB colour channels to XYZ space.*


---

**Description**

Convert from RGB colour channels to XYZ space.

**Usage**

```
rgb_to_xyz(rgb, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

rgb	A dataframe or matrix with red, green and blue colour channels located in the columns 1 to 3, respectively. Colour channel values should be between 0 and 255, inclusive.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of X, Y and Z colour channels.

**Examples**

```
red <- sample(x = 1:255, size = 10, replace = TRUE)
green <- sample(x = 1:255, size = 10, replace = TRUE)
blue <- sample(x = 1:255, size = 10, replace = TRUE)
rgb_to_xyz(data.frame(r = red, g = green, b = blue), transformation = "Adobe")
```

---

schemr-class	<i>Create the schemr class, which holds the palette and image data</i>
--------------	--

---

**Description**

Create the schemr class, which holds the palette and image data

**Fields**

`image` An array of dimension (Image width) by (Image height) by (3 colour channels) that contains the data of the original image

`clustered_image` An array of dimension (Image width) by (Image height) by (3 colour channels) that contains the data of the image with clustered colour blocks

`palette` A character vector that contains the colours of the resulting colour palette

**Methods**

`print(x)` Print the colour palette.

---

xyz_to_hex	<i>Convert from XYZ space into hex RGB colour values.</i>
------------	---

---

**Description**

Convert from XYZ space into hex RGB colour values.

**Usage**

```
xyz_to_hex(xyz, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

`xyz` A dataframe or matrix with X, Y and Z colour channels located in the columns 1 to 3, respectively.

`transformation` An option in `c("sRGB", "Adobe")` for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.

`linear_func` A function to convert RGB colour space into non-linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <https://en.wikipedia.org/wiki/SRGB>.

**Value**

A character vector with hex representations of RGB colour channels.

**Examples**

```
x <- sample(x = 40:60, size = 10, replace = TRUE)
y <- sample(x = 40:60, size = 10, replace = TRUE)
z <- sample(x = 40:60, size = 10, replace = TRUE)
xyz_to_hex(data.frame(x = x, y = y, z = z))
```

---

xyz\_to\_hsl

*Convert XYZ to HSL*

---

**Description**

Convert XYZ to HSL

**Usage**

```
xyz_to_hsl(xyz, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

xyz	A dataframe or matrix with X, Y and Z colour channels located in the columns 1 to 3, respectively.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of H, S and L colour channels.

---

xyz_to_hsv	<i>Convert XYZ to HSV</i>
------------	---------------------------

---

**Description**

Convert XYZ to HSV

**Usage**

```
xyz_to_hsv(xyz, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

xyz	A dataframe or matrix with X, Y and Z colour channels located in the columns 1 to 3, respectively.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert RGB colour space into linear RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of H, S and V colour channels.

---

xyz_to_lab	<i>Convert from XYZ colour channels to Lab space.</i>
------------	---

---

**Description**

Convert from XYZ colour channels to Lab space.

**Usage**

```
xyz_to_lab(xyz)
```

**Arguments**

xyz	A dataframe or matrix with X, Y and Z colour channels located in the columns 1 to 3, respectively.
-----	--

**Value**

A tibble of L, a and b colour space values.

**Examples**

```
x <- sample(x = 40:60, size = 10, replace = TRUE)
y <- sample(x = 40:60, size = 10, replace = TRUE)
z <- sample(x = 40:60, size = 10, replace = TRUE)
xyz_to_lab(data.frame(x = x, y = y, z = z))
```

---

xyz\_to\_rgb

*Convert from RGB colour channels to XYZ space.*

---

**Description**

Convert from RGB colour channels to XYZ space.

**Usage**

```
xyz_to_rgb(xyz, transformation = "sRGB", linear_func = NULL)
```

**Arguments**

xyz	A dataframe or matrix with X, Y and Z colour channels located in the columns 1 to 3, respectively.
transformation	An option in c("sRGB", "Adobe") for a built-in transformation or, alternatively, a custom 3x3 transformation matrix.
linear_func	A function to convert linear RGB colour space into RGB space. Used only if a custom transformation matrix is provided. Transformation skips if no function is provided under a user-defined transformation matrix. See: <a href="https://en.wikipedia.org/wiki/SRGB">https://en.wikipedia.org/wiki/SRGB</a> .

**Value**

A tibble of red, green and blue colour channels.

**Examples**

```
x <- sample(x = 40:60, size = 10, replace = TRUE)
y <- sample(x = 40:60, size = 10, replace = TRUE)
z <- sample(x = 40:60, size = 10, replace = TRUE)
xyz_to_rgb(data.frame(x = x, y = y, z = z))
```

# Index

hex\_to\_lab, 2  
hex\_to\_rgb, 3  
hex\_to\_xyz, 3  
hsl\_to\_hsv, 4  
hsl\_to\_lab, 5  
hsl\_to\_rgb, 5  
hsl\_to\_xyz, 6  
hsv\_to\_hsl, 6  
hsv\_to\_lab, 7  
hsv\_to\_rgb, 8  
hsv\_to\_xyz, 8

image\_to\_palette, 9

lab\_to\_hex, 10  
lab\_to\_hsl, 11  
lab\_to\_hsv, 12  
lab\_to\_rgb, 12  
lab\_to\_xyz, 13

palette, schemr-method, 14  
plot, schemr, ANY-method, 14

rgb\_to\_hex, 15  
rgb\_to\_hsl, 15  
rgb\_to\_hsv, 16  
rgb\_to\_lab, 16  
rgb\_to\_xyz, 17

schemr-class, 18

xyz\_to\_hex, 18  
xyz\_to\_hsl, 19  
xyz\_to\_hsv, 20  
xyz\_to\_lab, 20  
xyz\_to\_rgb, 21