Recent Developments in rgl

In 2001, I wrote an R package called rgl to allow three dimensional dynamic graphics in R for Windows. In 2002, Daniel Adler independently wrote a platform-independent 3-D graphics package with the same name, as his thesis work at the University of Goettingen. Soon after that we decided to merge our efforts.

In this talk I will survey rgl capabilities, including recent additions such as functions to generate 3D shapes, input and output capabilities, and ways to allow multiple figures to appear in the same window, controlled either independently or together.
I will concentrate on recent additions that support user interaction in a web browser, including support for rgl scenes in R Markdown documents and Shiny applications.