

# Package ‘poissoned’

May 9, 2026

**Type** Package

**Title** Poisson Disk Sampling in 2D and 3D

**Version** 0.1.3

**Maintainer** Mike Cheng <mikefc@coolbutuseless.com>

**Description** Poisson disk sampling is a method of generating blue noise sample patterns where all samples are at least a specified distance apart. Poisson samples may be generated in two or three dimensions with this package. The algorithm used is an implementation of Bridson's ``Fast Poisson disk sampling in arbitrary dimensions" <doi:10.1145%2F1278780.1278807>.

**License** MIT + file LICENSE

**Encoding** UTF-8

**RoxygenNote** 7.3.2

**URL** <https://github.com/coolbutuseless/poissoned>

**BugReports** <https://github.com/coolbutuseless/poissoned/issues>

**Suggests** testthat (>= 3.0.0)

**Config/testthat/edition** 3

**NeedsCompilation** yes

**Author** Mike Cheng [aut, cre, cph]

**Repository** CRAN

**Date/Publication** 2024-10-21 12:30:07 UTC

## Contents

poisson2d . . . . .	2
poisson3d . . . . .	2
<b>Index</b>	<b>4</b>

---

poisson2d                      *Generate Poisson disk samples in 2D*

---

**Description**

Generate Poisson disk samples in 2D

**Usage**

```
poisson2d(w = 10, h = 10, r = 2, k = 30L, verbosity = 0L)
```

**Arguments**

w, h	width and height of region
r	minimum distance between points
k	number of sample points to generate at each iteration. default 30
verbosity	Verbosity level. default: 0

**Value**

data.frame with x and y coordinates. Points are returned in the order in which they were generated.

**Examples**

```
pts <- poisson2d(w = 40, h = 40, r = 1)
plot(pts, asp = 1, ann = FALSE, axes = FALSE, pch = 19)
```

---

poisson3d                      *Generate Poisson disk samples in 3D*

---

**Description**

Generate Poisson disk samples in 3D

**Usage**

```
poisson3d(w = 10, h = 10, d = 10, r = 4, k = 30L, verbosity = 0L)
```

**Arguments**

w, h, d	width and height and depth of region
r	minimum distance between points
k	number of sample points to generate at each iteration. default 30
verbosity	Verbosity level. default: 0

**Value**

data.frame with x, y and z coordinates. Points are returned in the order in which they were generated.

**Examples**

```
poisson3d(w = 10, h = 10, d = 10, r = 5)
```

# Index

poisson2d, 2  
poisson3d, 2