

# Package: colourspace (via r-universe)

May 26, 2026

**Title** Convert from One Colour Space to Another, Print a Ready-to-Paste Modern 'CSS' Syntax

**Version** 0.1.1

**Description** Provides a comprehensive 'API' for colour conversion between popular colour spaces ('RGB', 'HSL', 'OKLab', 'OKLch', 'hex', and named colours) along with clean, modern 'CSS' Color Level 4 syntax output. Integrates seamlessly into 'Shiny' and 'Quarto' workflows. Includes nearest colour name lookup powered by a curated database of over 30,000 colour names. 'OKLab'/'OKLCh' colour spaces are described in Ottosson (2020) <<https://bottosson.github.io/posts/oklab/>>. 'CSS' Color Level 4 syntax follows the W3C specification <<https://www.w3.org/TR/css-color-4/>>.

**License** MIT + file LICENSE

**URL** <https://github.com/iamyannc/colourspace>

**BugReports** <https://github.com/iamyannc/colourspace/issues>

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**Suggests** testthat (>= 3.0.0)

**Repository** <https://iamyannc.r-universe.dev>

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color_map	<i>Precomputed colour map for nearest-name lookup</i>
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### Description

A data frame containing each colour name, hex code, and coordinates in multiple colour spaces for fast nearest-neighbour search.

### Usage

```
color_map
```

### Format

A data frame with the following columns:

**hex** Lowercase hex code starting with '#'.

**name** Colour name (character).

**source** Origin of the colour name: "r" or "extended" (see [color\\_names](#)).

**lab\_l, lab\_a, lab\_b** CIELAB components.

**oklch\_l, oklch\_c, oklch\_h** OKLCH components.

**rgb\_r, rgb\_g, rgb\_b** sRGB components (0-255).

**hsl\_h, hsl\_s, hsl\_l** HSL components.

### Author(s)

Data curated by David Aerne (<https://github.com/meodai>).

**Source**

Derived from color\_names using farver decoders.

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color_names	<i>CSS color names to HEX mapping</i>
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**Description**

A dataset containing 31k+ color names compiled by David Aerne's [meodai/color-names](https://github.com/meodai/color-names) project, merged with R's built-in colour names.

**Usage**

```
color_names
```

**Format**

A data frame with three columns:

**hex** Lowercase hex triplet starting with '#'.  
**name** Color name as provided by the source (character).  
**source** Origin of the colour name: "r" for R's built-in colours (`grDevices::colors()`) or "extended" for the [meodai/color-names](https://github.com/meodai/color-names) community database.

**Author(s)**

Data curated by David Aerne (<https://github.com/meodai>).

**Source**

<https://github.com/meodai/color-names>

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convert_colourspace	<i>Convert between colour spaces</i>
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**Description**

Convert between colour spaces

**Usage**

```
convert_colourspace(value, from, to, fallback = c("all", "r", "none"))
```

**Arguments**

value	Colour input. For from = "hex" or from = "name", a character vector. For numeric spaces (rgb, hsl, oklch), a numeric vector of length 3, matrix/data frame with three columns, or a list of such vectors.
from	Source colour space. One of "hex", "rgb", "hsl", "oklab", "oklch", or "name".
to	Target colour space. One of "hex", "rgb", "hsl", "oklab", "oklch", or "name" (reverse lookup).
fallback	Behaviour when mapping to = "name" and no exact hex/name match is found. One of: "all" (default) Return the closest named colour from the full 31 000+ colour database. "r" Always return the nearest R built-in colour (from <code>grDevices::colors()</code> ). Useful when the result will be used in base-R or <code>ggplot2</code> plotting functions. "none" Return NA for colours without an exact name match.

**Details**

All conversions and nearest-colour calculations are powered by the **farver** package. Hex inputs may include an alpha channel (`#rgba/#rrggbbaa`), but alpha is currently ignored (stripped before decoding).

**Value**

For scalar inputs, a named numeric vector (or hex string or colour name). For vectorised inputs, a matrix with one row per input colour or a character vector for to = "name".

**Examples**

```
convert_colourspace("#ff0000", from = "hex", to = "rgb")
convert_colourspace(c(255, 255, 0), from = "rgb", to = "hex")
convert_colourspace(c("#ff0000", "#00ff00"), from = "hex", to = "oklch")
```

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 from\_css

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*Parse CSS color strings*


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**Description**

Parse CSS color function strings (e.g., `oklch(...)`, `rgb(...)`, `hsl(...)`) or hex colors and convert them to a target color space. Automatically detects the input format from the CSS syntax.

**Usage**

```
from_css(css, to = "hex", fallback = c("all", "r", "none"))
```

**Arguments**

css	Character vector of CSS color strings. Supported formats: <ul style="list-style-type: none"> <li>• oklch(L C H), oklch(L C H / A)</li> <li>• oklab(L A B), oklab(L A B / A)</li> <li>• rgb(R G B), rgb(R G B / A), rgb(R, G, B), rgb(R, G, B, A)</li> <li>• rgba(R, G, B, A)</li> <li>• hsl(H S L), hsl(H S L / A), hsl(H, S, L), hsl(H, S, L, A)</li> <li>• hsla(H, S, L, A)</li> <li>• Hex colors: #rgb, #rrggbb, #rrggbbaa</li> </ul>
to	Target colour space. One of "hex" (default), "rgb", "hsl", "oklab", "oklch", or "name".
fallback	Passed to <code>convert_colourspace()</code> . One of "all" (default), "r", or "none".

**Details**

Both modern (space-separated) and legacy (comma-separated) CSS notations are supported:

- Modern: `rgb(255 0 0)`, `rgb(255 0 0 / 0.5)`
- Legacy: `rgb(255, 0, 0)`, `rgb(255, 0, 0, 0.5)`
- Legacy with explicit alpha: `rgba(255, 0, 0, 0.5)`

Alpha channels are currently parsed but **ignored** during conversion.

**Value**

For scalar inputs, a named numeric vector (or hex string or colour name). For vectorised inputs, a matrix with one row per input colour or a character vector for `to = "name"` or `to = "hex"`.

**Examples**

```
# Parse OKLCH CSS string to hex
from_css("oklch(62.792% 0.258 29.221 / 1)")

# Parse RGB CSS string (modern & legacy)
from_css("rgb(255 0 0 / 1)", to = "oklch")
from_css("rgb(255, 0, 0)", to = "hex")

# Parse HSL CSS string
from_css("hsl(210 50% 40% / 1)", to = "rgb")

# Also works with hex colors
from_css("#ff0000", to = "oklch")

# Vectorized
from_css(c("oklch(62.792% 0.258 29.221 / 1)", "rgb(0 255 0 / 1)"))
```

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hex_to_hsl	<i>Convert HEX to HSL</i>
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---

**Description**

Convert HEX to HSL

**Usage**

```
hex_to_hsl(hex)
```

**Arguments**

hex                    Character vector of hex colour strings.

**Value**

Numeric vector (length 3) or matrix with columns h, s, l.

**Examples**

```
hex_to_hsl("#336699")
```

---

hex_to_name	<i>Convert HEX to colour name</i>
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**Description**

Reverse lookup using the bundled name database. When an exact match is not found, behaviour depends on fallback:

**Usage**

```
hex_to_name(hex, fallback = c("all", "r", "none"))
```

**Arguments**

hex                    Character vector of hex colour strings.  
 fallback              One of "all" (default), "r", or "none".

**Details**

"all" (default) Return the closest named colour from the full 31 000+ colour database.

"r" Always return the nearest R built-in colour (from `grDevices::colors()`). Useful when the result will be used in base-R or ggplot2 plotting functions.

"none" Return NA for colours without an exact name match.



**Value**

Numeric vector (length 3) or matrix with columns l, c, h.

**Examples**

```
hex_to_oklch("#ff0000")
```

---

hex\_to\_rgb

*Convert HEX to RGB*

---

**Description**

Convert HEX to RGB

**Usage**

```
hex_to_rgb(hex)
```

**Arguments**

hex                    Character vector of hex colour strings.

**Value**

Numeric vector (length 3) or matrix with columns r, g, b.

**Examples**

```
hex_to_rgb("#336699")
```

---

hsl\_to\_hex

*Convert HSL to HEX*

---

**Description**

Convert HSL to HEX

**Usage**

```
hsl_to_hex(hsl)
```

**Arguments**

hsl                    Numeric vector/matrix of HSL values (h: 0-360, s/l: 0-100).

**Value**

Character vector of hex colours.

**Examples**

```
hsl_to_hex(c(210, 50, 40))
```

---

name_to_hex	<i>Convert colour name to HEX</i>
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---

**Description**

Looks up CSS-style colour names from the bundled meodai list and returns hex values.

**Usage**

```
name_to_hex(name)
```

**Arguments**

name                    Character vector of colour names (case-insensitive).

**Value**

Character vector of hex colours.

**Examples**

```
name_to_hex("100 Mph")
```

---

oklab_to_hex	<i>Convert OKLAB to HEX</i>
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**Description**

Convert OKLAB to HEX

**Usage**

```
oklab_to_hex(oklab)
```

**Arguments**

oklab                    Numeric vector/matrix of OKLAB values (1 in 0-1).

**Value**

Character vector of hex colours.

**Examples**

```
oklab_to_hex(c(0.628, 0.225, 0.126))
```

---

oklch_to_hex	<i>Convert OKLCH to HEX</i>
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**Description**

Convert OKLCH to HEX

**Usage**

```
oklch_to_hex(oklch)
```

**Arguments**

oklch            Numeric vector/matrix of OKLCH values (l in 0-1, c  $\geq$  0, h in degrees).

**Value**

Character vector of hex colours.

**Examples**

```
oklch_to_hex(c(0.628, 0.258, 29.221))
```

---

rgb_to_hex	<i>Convert RGB to HEX</i>
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---

**Description**

Convert RGB to HEX

**Usage**

```
rgb_to_hex(rgb)
```

**Arguments**

rgb            Numeric vector/matrix of RGB values (0-255).

**Value**

Character vector of hex colours.

**Examples**

```
rgb_to_hex(c(51, 102, 153))
```

---

to\_css

*Format colours as modern CSS color functions*


---

**Description**

Convert colours between supported spaces and return a character vector in modern CSS Color 4 functional notation (space-separated components with an optional alpha channel introduced by /).

**Usage**

```
to_css(
  value,
  from = NULL,
  to = c("oklch", "oklab", "rgb", "hsl", "hex"),
  alpha = 1,
  fallback = c("all", "r", "none")
)
```

**Arguments**

value	Colour input. For from = "hex" or from = "name", a character vector. For numeric spaces (rgb, hsl, oklch, oklab), a numeric vector of length 3, matrix/data frame with three columns, or a list of such vectors.
from	Source colour space. One of "hex", "rgb", "hsl", "oklab", "oklch", or "name". If NULL (default), to_css() will infer "hex" vs "name" for character inputs.
to	Target CSS function. One of "oklch" (default), "oklab", "rgb", "hsl", or "hex".
alpha	Alpha channel as numbers in [0, 1]. Recycled to match the number of colours.
fallback	Passed to <a href="#">convert_colourspace()</a> . One of "all" (default), "r", or "none".

**Value**

A character vector of CSS colors.

**See Also**

**OKLCH in CSS: why we moved from RGB and HSL** for a detailed explanation of why OKLCH is the recommended colour space for modern CSS.

**Examples**

```
to_css("red")  
to_css("#ff5a3c", from = "hex", to = "oklch", alpha = 0.8)  
to_css(c("#ff0000", "#00ff00"), to = "rgb", alpha = c(1, 0.5))
```

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