Package: rusterize (via r-universe)

July 11, 2026

Title Extremely fast rasterization engine built in Rust for R

Version 0.1.0

Description Rasterization engine that handles all sf-supported geometries and returns a terra object.

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Encoding UTF-8

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SystemRequirements Cargo (Rust's package manager), rustc

Imports terra (>= 1.9.34), sf (>= 1.1.1)

Suggests testthat (>= 3.0.0), devtools (>= 2.5.2)

Config/testthat/edition 3

Config/pak/sysreqs libabsl-dev cmake libgdal-dev gdal-bin libgeos-dev libssl-dev libproj-dev libsqlite3-dev libudunits2-dev libclang-dev

Repository https://ttrotto.r-universe.dev

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RemoteSubdir R/rusterize

Contents

rusterize *Extremely fast rasterization engine built in Rust for R*

Description

Extremely fast rasterization engine built in Rust for R

Usage

```
rusterize(
  data,
  like = NULL,
  resolution = NULL,
  out_shape = NULL,
  extent = NULL,
  field = NULL,
  by = NULL,
  burn = NULL,
  fun = "last",
  background = NA,
  encoding = "dense",
  all_touched = FALSE,
  tap = FALSE,
  dtype = "double"
)
```

Arguments

data	An `sf` or `sfc` object of geometries.
like	A `terra` template used as a spatial blueprint (resolution, dimension, extent). Mutually exclusive with `resolution`, `out_shape`, and `extent`.
resolution	Pixel resolution as `c(xres, yres)` (or a list).
out_shape	Output raster dimensions as `c(nrows, ncols)` (or a list).
extent	Spatial bounding box as `c(xmin, ymin, xmax, ymax)` (or a list).
field	Column name to use for pixel values. Mutually exclusive with `burn`.
by	Column used for grouping. Each group is rasterized into a distinct band in the output.
burn	A static value or a list of values to apply to each geometries. If a vector, it must match the length of the geometry data. Mutually exclusive with `field`. If a vector, its dtype should match the output dtype, else it will be internally casted.
fun	Pixel function to use when burning geometries. Available options: `sum`, `first`, `last`, `min`, `max`, `count`, or `any`.
background	Value assigned to pixels not covered by any geometry. Defaults to NA.
encoding	The format of the returned object: `"dense"` or `"sparse"`.

`all_touched`	If True, every pixel touched by a geometry is burned.
`tap`	Target Aligned Pixels: aligns the extent to the pixel resolution.
`dtype`	Output data type: `"integer"` or `"double"`.

Value

A `terra` object or a `SparseArray` in COOrdinate format.

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