This talk extends my introduction to graphics in R. In Part I, I introduced base graphics---a system for producing plots and other graphical displays that goes back to the earliest days of the S language and which is part of the base distribution of the R software. It is certainly possible to produce beautiful and informative data visualizations with base graphics and all R users should have a working familiarity with it. However, several other graphics systems for R have been introduced that have advantages and/or extended capabilities. In this talk I will introduce ggplot2, which is a system for graphics in R developed by Hadley Wickham, the influential and prolific Chief Scientist at RStudio. ggplot2 offers a more systematic and conceptual approach to producing plots than its alternatives. Arguably, this makes coding plots easier and more intuitive. Less arguably, it makes the software more flexible and powerful than other systems such as base graphics and lattice.