







We've already covered...

- Form (planar, cylindrical, conic)
- Aspect (equatorial, oblique, transverse)
- Property preservation (shape, area, direction)
- Analog vs. mathematical
- Tangent vs. secant

The central meridian

- In the mathematical derivation, x can map onto any meridian, by default we get 0°
- $\mathbf{x}' = \mathbf{f} (\lambda \lambda_0)$
- We can change the center of the map
- Can even change the direction of the axis





























Projection websites

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- Geographers Craft: http://www.colorado. html .edu/geography/gcraft/notes/mapproj/mapproj_f.
- Wikipedia: •
- http://en.wikipedia.org/wiki/Map_projection Gallery of Map Projections:
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- http://www.csiss.org/map-projections/index.html ٠
- Carlos Furuti:
- http://www.progonos.com/furuti/MapProj/Normal/TOC/cartTOC.html Hunter College: http://www.geography.hunter.cuny.edu/mp/ Information on projections for GIS http://spatialreference.org/ •
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Final notes

- Many features of projections can be varied
- Since no flat map can be both conformal and equivalent, all have distortion (max)
- We can customize where and how much error is in a projection
- We can know and display the error
- The smaller the extent the map covers, the less overall distortion
- · Always include information about the projection