

MAP MAKING QUANDRY

How do we transfer information from a large 3-D spheroid (Planet Earth) onto a smaller 2-D object (flat sheet) without distorting that information? With difficulty!

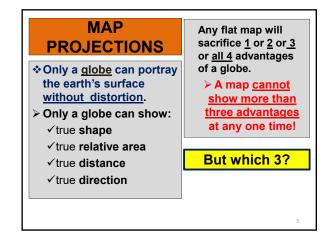
The mapmaker must deal with **3 obstacles**:

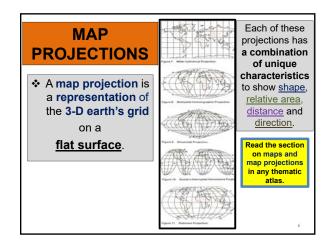
- 1. Conversion of a sphere (curved surface) to a plane (flat surface).
- 2. Shrinking of the earth's surface to fit the smaller flat object.
- **3. Portrayal** of information to make it understandable to the viewer.

MAP MAKING

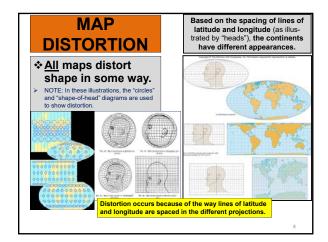
The mapmaker confronts the problem by using:

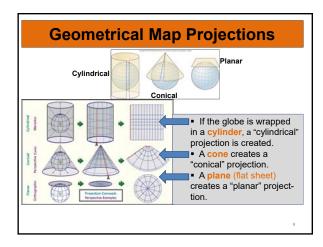
- 1. **PROJECTION to convert** a sphere to a flat surface.
- SCALE to shrink the earth's surface proportionally to fit the object.
- 3. SYMBOLIZATION to portray information and make it understandable.

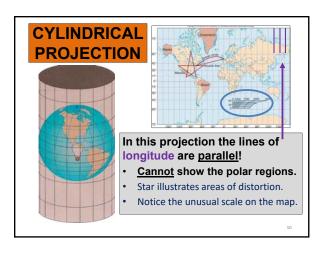


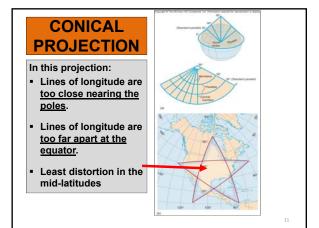


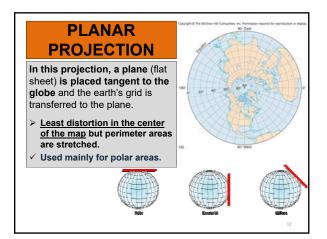
MAP PROJECTIONS The basic concept behind a map "projection" is having a light source within the globe and having that light source project the earth's grid on to a flat object. However, today most map projections are mathematically derived and cannot be "projected."





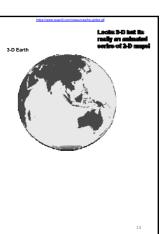


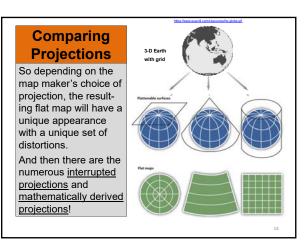


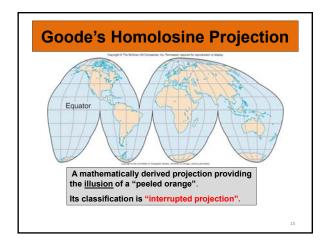


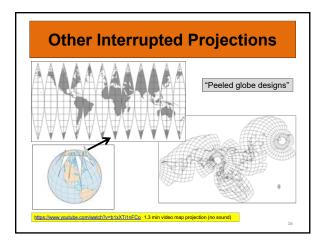
Comparing Projections

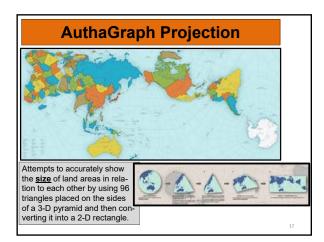
So depending on the map maker's choice of projection, the resulting flat map will have a unique appearance with a unique set of distortions.

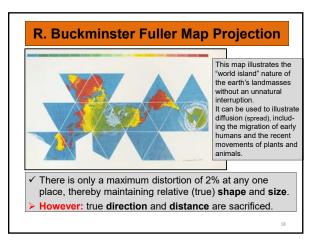












Showing "1 inch to 1 mile" "1 centimeter to 5 kilometers" SCALE Scale a) Verbal scale *Scale is a RATIO. Kilometers a) VERBAL/Written: in 100 20 10 0 20 60 80 It is the relationship between distance: 40 words the distance on the map to the equivalent 10 5 0 10 b) GRAPHIC/Bar: as a 20 30 40 50 distance on the earth's surface (map to earth). Miles line or bar >Scale is a means of measurement. c) FRACTION/Ratio: as n 50 100 150 200 >Scale influences detail (symbolization). a mathematical Miles equation • There are 3 ways to show scale. (b) Graphic scale 1:62,500 62,500 (c) Representative fraction scale 10

