6 Geographers' Tools: Maps and their Parts

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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:

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

GLOBES

- Only a globe can portray the earth's surface without distortion.
- ➤ Only a globe can show:
 - √true shape
 - ✓ true **relative area**
 - √true distance
 - √true direction

Any flat map will sacrifice 1 or 2 or 3 or all 4 advantages of a globe.

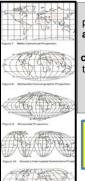
> A map cannot show more than three advantages at any one time!

But which 3?

MAP PROJECTIONS

A map projection is a representation of the 3-D earth's grid on a

flat surface.



Each of these projections has a combination of unique characteristics to show shape, relative area, distance and direction.

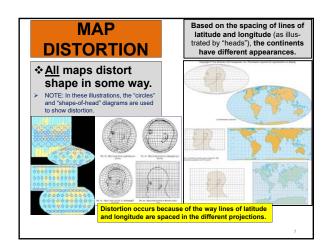
on maps and map projections in any thematic

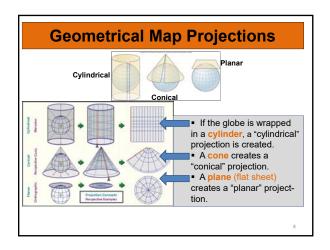
MAP PROJECTIONS

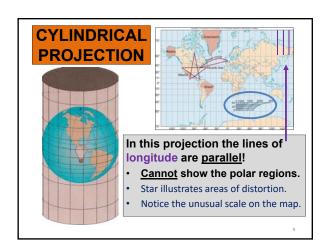
- The basic concept behind a map "projection" is having a light source within the globe and having that light source project the earth's grid on to a flat object.
 - However, today most map projections are mathematically derived and cannot be "projected."

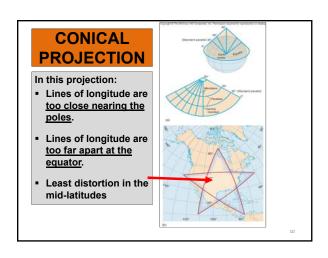
https://www.youtube.com/watch?v=pZ1z4IW8f_E_1 min intro to map projections

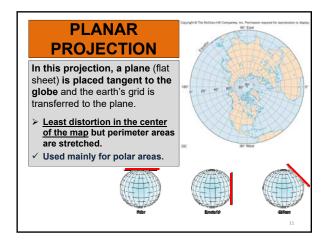
https://www.youtube.com/watch?v=kIID5FDi2JQ 6 min illustration why all world

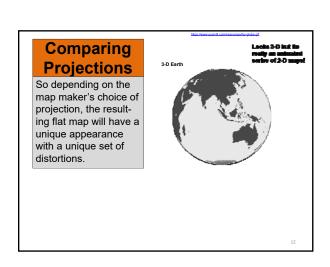


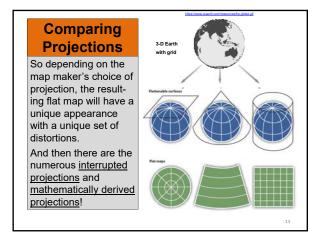


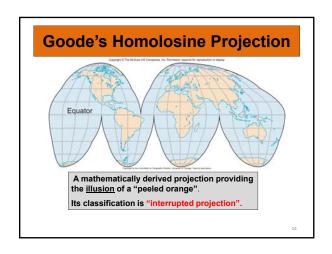


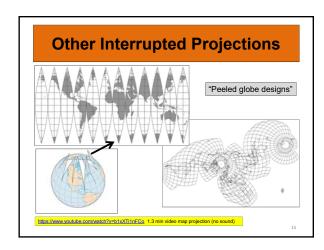


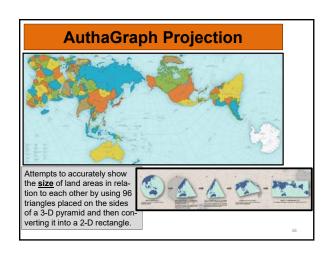


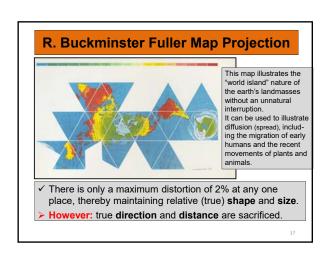


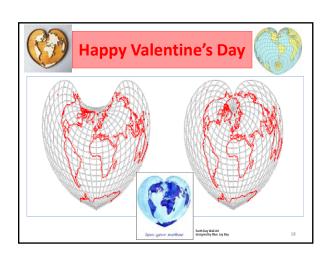




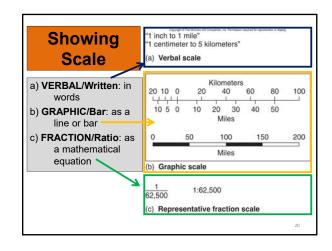


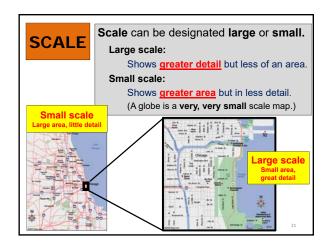


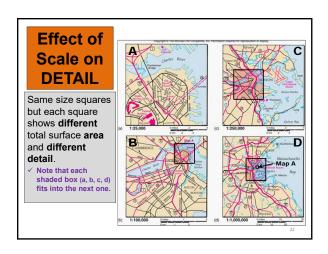




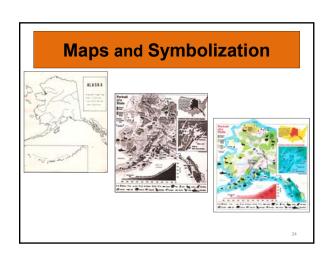
*Scale is a RATIO. It is the relationship between distance: the distance on the map to the equivalent distance on the earth's surface (map to earth). ➤Scale is a means of measurement. ➤Scale influences detail (symbolization). ■ There are 3 ways to show scale.

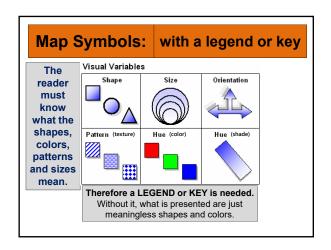


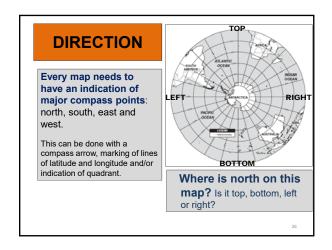


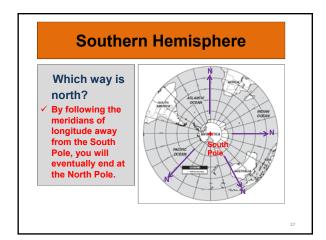


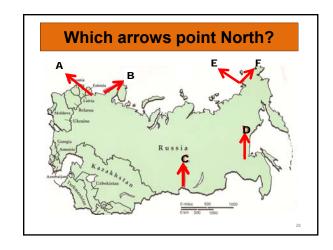
SYMBOLIZATION ❖ Symbolization is the portrayal of information. ✓ Ideal maps should have the following seven elements: 1. Title 2. Date 3. Grid 4. Direction 5. Scale 6. Projection used 7. Legend or key

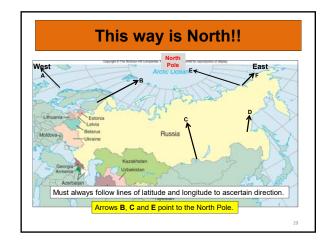


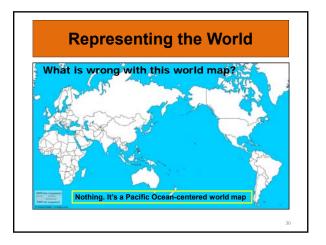


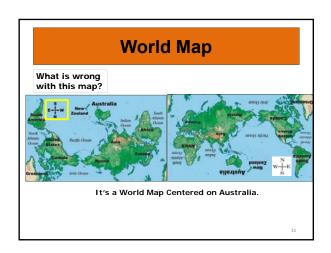


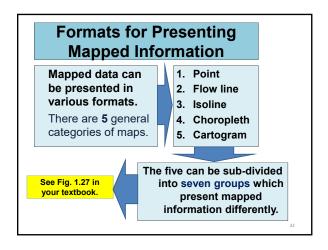












Map Formats 1. Point Symbol: 3. Flow Line: Uses lines of a. Dot - Uses dots to varying widths with arrowindicate values at a heads to portray amount of location; shows dismovement. Choropleth: Uses colors or tribution and density. b. Graduated symbol shading to convey information Uses proportionallya. Qualitative = sized circles or symcharacteristics bols to indicate **b. Quantitative** = amounts quantities present. 5. Cartogram: Uses data 2. Isoline: Uses lines to conother than land area to nect points of equal value. portray the size of a unit

