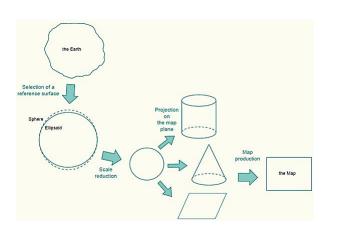


The Earth on a flat map

• The process of representing the Earth on a flat map

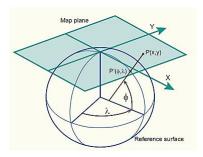


Reference Surfaces

- Two main reference surfaces are used to approximate the shape of the Earth.
 - √ ellipsoid (also called spheroid)
 - ✓ geoid
- Ellipsoid
 - ✓ a relatively simple mathematical figure of the Earth
 - \checkmark used to measure locations, the latitude(Φ) and longitude(λ), of points of interest
 - √ these locations on the ellipsoid are then projected onto a mapping plane
 - ✓ there are many different ellipsoids defined in the world, some well-known are the WGS84, GRS80, International 1924 (also known as Hayford), Krasovsky, Bessel, or the Clarke 1880 ellipsoid
- Geoid
 - ✓ the equipotential surface at mean sea level
 - ✓ used for measuring heights represented on maps

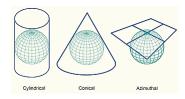
Map Projections

- To produce a map the curved reference surface of the Earth, approximated by an ellipsoid or a sphere, is transformed to the flat plane of the map by means of a map projection.
- In other words
 - ✓ each point on the reference surface of the Earth with geographic coordinates (\mathcal{O}, λ)
 - ✓ may be transformed to set of *Cartesian coordinates*(x, y) or map coordinates representing positions on the map plane



Map Projections

- Hundreds of map projections are developed in order to accurately represent a particular map or to best suit a particular type of map.
- Examples of map projections are Transverse Mercator (also known as Gauss-Krüger), equidistant cylindrical and conic projection, Lambert's azimuthal, conic and cylindrical projection, stereographic projection, and various others.
- Map projections are typically classified according to the geometric surface from which they are derived: cylinder, cone or plane. The three classes of map projections are respectively cylindrical, conical, and azimuthal.



Map Projections

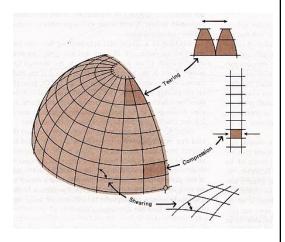
- Furthermore map projections are typically classified *according to the distortion properties* of a map.
- The three distortion properties of map projections are respectively:
 - ✓ *equal-area* (or equivalent)
 - √ equidistant
 - √ conformal

Defining Map Projection

- A map projection is a system in which locations on the curved surface
 of the Earth are displayed on a flat sheet or surface according to some
 set of rules.
 - √ http://www.youtube.com/watch?v=X4wgFSHZXBg

Sources of Distortion

- Globe is only true representation of Earth distance, direction, area, and shape.
- Projected maps contain distortions (error) → area, shape, distance, and direction.
- Cartographers decide which characteristics to distort and how much distortion is acceptable.



Developable Surfaces

• **Developable Surface** – surface that can be made flat by cutting it along certain lines then unfolded or unrolled.

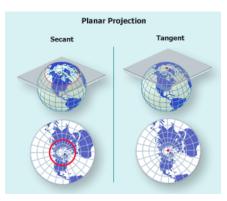






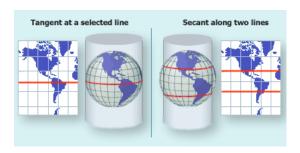
Planar (Azimuthal) Family

- Projecting a spherical surface onto a plane tangent or secant to the sphere.
- Lambert Equal Area, Azimuthal equidistant, orthographic



Cylindrical Family

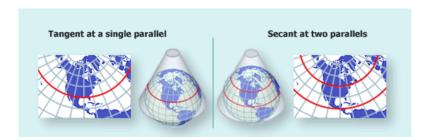
- Projecting a spherical surface onto a cylinder tangent or secant to the earth's surface
- Mercator, Goode's Interrupted Homolosine, Robinson



11

Conic Family

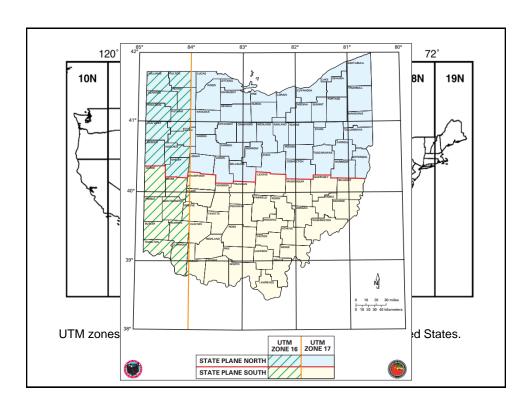
- Projecting a spherical surface onto a cone tangent or secant to the sphere.
- Lambert Conformal Conic, Albers Equal Area



6

Types of Map Projections

- Types of map projections (part 1)
 - ✓ http://www.youtube.com/watch?v=pWAOghajt7A
 - √ from 4:54
- Types of map projections (part 2)
 - √ http://www.youtube.com/watch?v=3OgZkkib9bA
 - √ from 2:35 (coordinate systems)
- About Mercator
 - ✓ http://www.businessinsider.com/mercator-projection-v-gall-peters-projectio
 - ✓ http://www.businessinsider.com/greenland-africa-comparison-2014-5



Search & Navigation

- When you start the GE and just ZI (use Zoom Slider)
 - ✓ you are in ...
- GE is an interactive virtual globe
 - ✓ turn on the 3D buildings layer and type in
 - ✓ in search panel, type in miami univ... : country, state, city name, or zip code : landmarks (Cincinnati Zoo)

 - : full address
 - : lat & lon coord.
 - (try N39 W84, then N39.50922 W84.73412)
 - ✓ get directions
 - ✓ save your searches to 'My Places'
- Navi controls appear top right corner, if you don't see them
 - √ View menu > Show Navigation > Automatically
- Zoom in & explore
 - ✓ zoom slider, look joystick, sun icon, move joystick...



Navigation

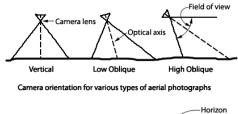
- Zoom slider
 - ✓ zoom in/out
 - : you can also ZI to a location by double-clicking
 - ✓ double click anywhere on the map or a specific placemark
 - ✓ using ZS to zoom closer will gradually tilt the viewing angle
- Look joystick
 - ✓ to adjust your perspective while standing in the same spot
 - ✓ drag north button (N) around the ring
 - ✓ To return to a North up perspective?

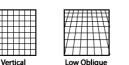
Navigation (2)

- Sun icon
 - ✓ to see sunlight & shadows
 - ✓ move the slider to adjust the actual time & date represented by the sun's position
 - ✓ when was the image taken? tell morning or afternoon?
 - ✓ let's go to Seoul and check what time it is there
- Move joystick
 - ✓ move to different locations
 - ✓ you can also move around by using the arrow keys

Types of Air Photos

- oblique: at an angle (diverging from vertical) to the ground
 ✓ high oblique: includes the horizon
- · vertical: perpendicular to the ground





How a grid of section lines appears on various types of photos.

Advantages of Using Each?

- oblique
 - ✓ covers more area from a given flying height
 - ✓ oblique angle is more familiar to us (more like horizontal)
 - ✓ some objects not visible on vertical photos may be seen
 - ✓ shadows may give clues
- vertical
 - ✓ scale is constant
 - ✓ measurements of directions are easier
 - ✓ easier to use for mapping (positional accuracy)
 - ✓ easier to interpret than and better for stereo (there is no masking)
 - ✓ less atmosphere to penetrate

Vertical Photo



Low Oblique Photo



High Oblique Photo

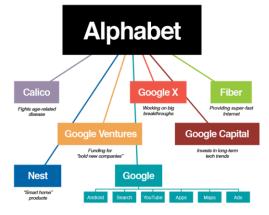


Street View

- Drag a pegman to Uptown
 - ✓ blue border appears...
 - √ (double-) click to move in that direction
 - ✓ just click and drag to change view
 - ✓ use navigation controls as well
 - ✓ you can use arrow keys and wheel on your mouse
- Move a pegman to E Spring St.
 - ✓ which building is under construction? what year?
 - ✓ switch to ground-level view

The Google Empire

• Google's mission is to conquer the world.



- Google is building a hardware empire, and this is what it looks like
- List

Google: don't be evil?

- Google Street View
- Google Privacy Issues
 - ✓ google maps: an invasion of policy?
 - ✓ google concedes that drive-by prying violated privacy
- Why Google Is the New Evil Empire
 - ✓ We don't need you to type at all because we know where you are. We know where you've been. We can more or less guess what you're thinking about ... Is that over the line?
- CAN WE ALL JUST ADMIT GOOGLE IS AN EVIL EMPIRE?
 - ✓ Google doesn't care about you. It cares about your data. Act accordingly.
- Google: From "Don't Be Evil" to Evil Empire?
 - ✓ We now allow Google to determine what is important, relevant, and true on the Web and in the world. We trust and believe that Google acts in our best interest. But we have surrendered control over the values, methods, and processes that make sense of our information ecosystem.

Drawing & Measuring

- Add a path
 - ✓ see an elevation profile
- Measure the distance
 - ✓ area?

Travel Back in Time

- · Find the clock icon
 - √ there is historical imagery available in the location
 - ✓ check out MU, Cincinnati

Placemarks, Tour, 3D Trees

- Add a placemark
- · Create a tour
- 3D trees in
 - √ Cacoal, Brazil
 - ✓ Tokyo, Japan

More ...

- Sky, Moon, & Mars
- KML
 - ✓ https://nsidc.org/data/google_earth/
 - ✓ http://earthquake.usgs.gov/learn/kml.php

