# Exploring drawing polygons with ObservableHQ and Javascript

<https://www.google.com/search?client=firefox-b-1-d&q=vega+lite+draw+polygon>

Different forms of encoding (not useful)

<https://vega.github.io/vega-lite/docs/encoding.html>

Potential lead (geoshape) (not useful)

<https://observablehq.com/@sfu-iat355/geovis-in-vega-lite>

Further exploration on geoshapes (not useful)

<https://github.com/vega/vega-lite/issues/4154>

Starting some exploration into D3 as an alternative to Vega Lite for shape drawing

<https://github.com/d3/d3-geo>

Attempting to understand GeoJSON which is used by Vega Lite (I really wasn’t wanting to give up on Vega Lite)

<https://en.wikipedia.org/wiki/GeoJSON>