

Geospatial Mapping with D3

DRAWING MAPS WITH D3



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Summary

Understand the GeoJSON and TopoJSON specification

Obtain/generate GeoJSON data

Set up project structure

Render a D3 map on the browser

GeoJSON

Format for encoding geographic data structures

Points, lines, shapes

Composable

Demo

Data structure examples

GeoJSON features and feature collections

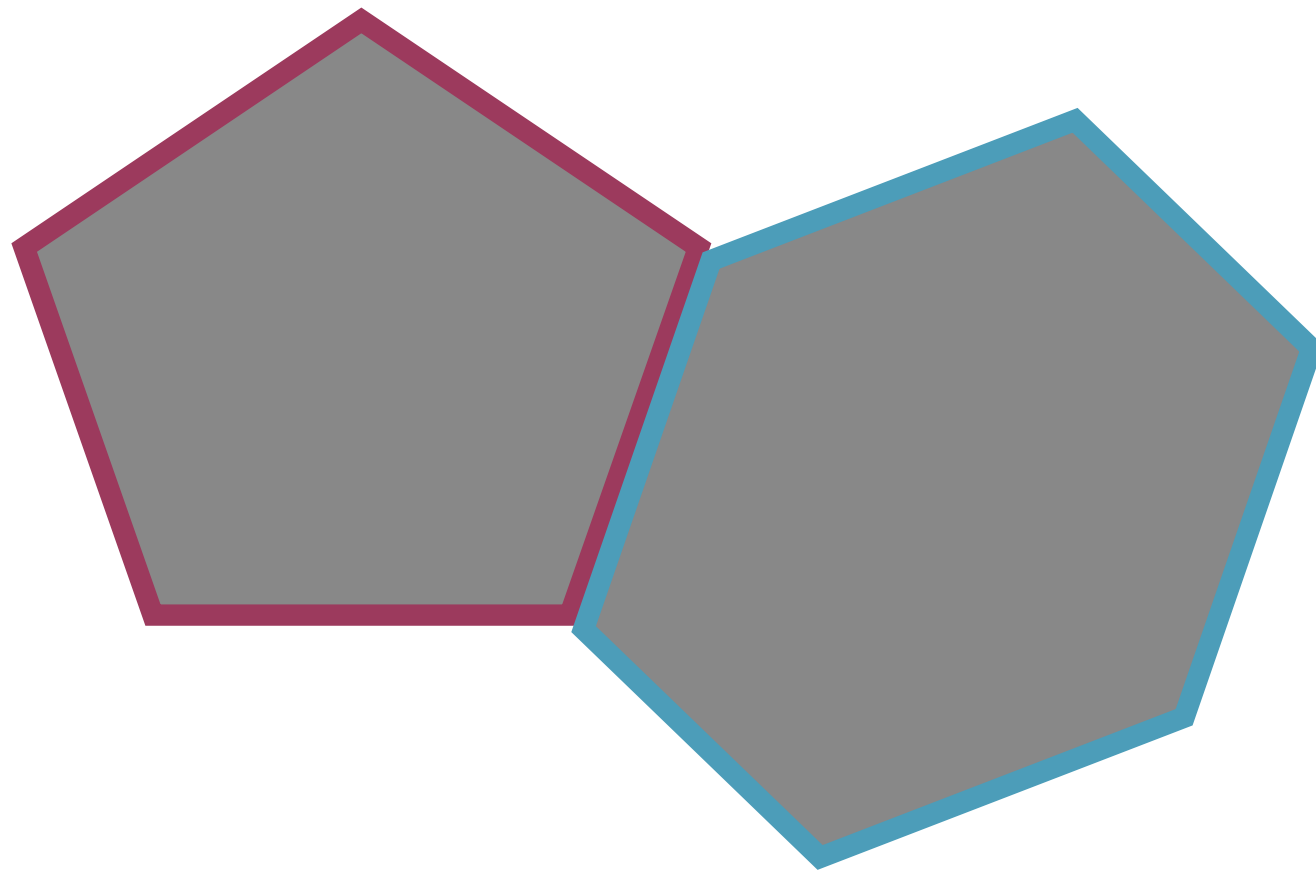
TopoJSON

Extension of GeoJSON

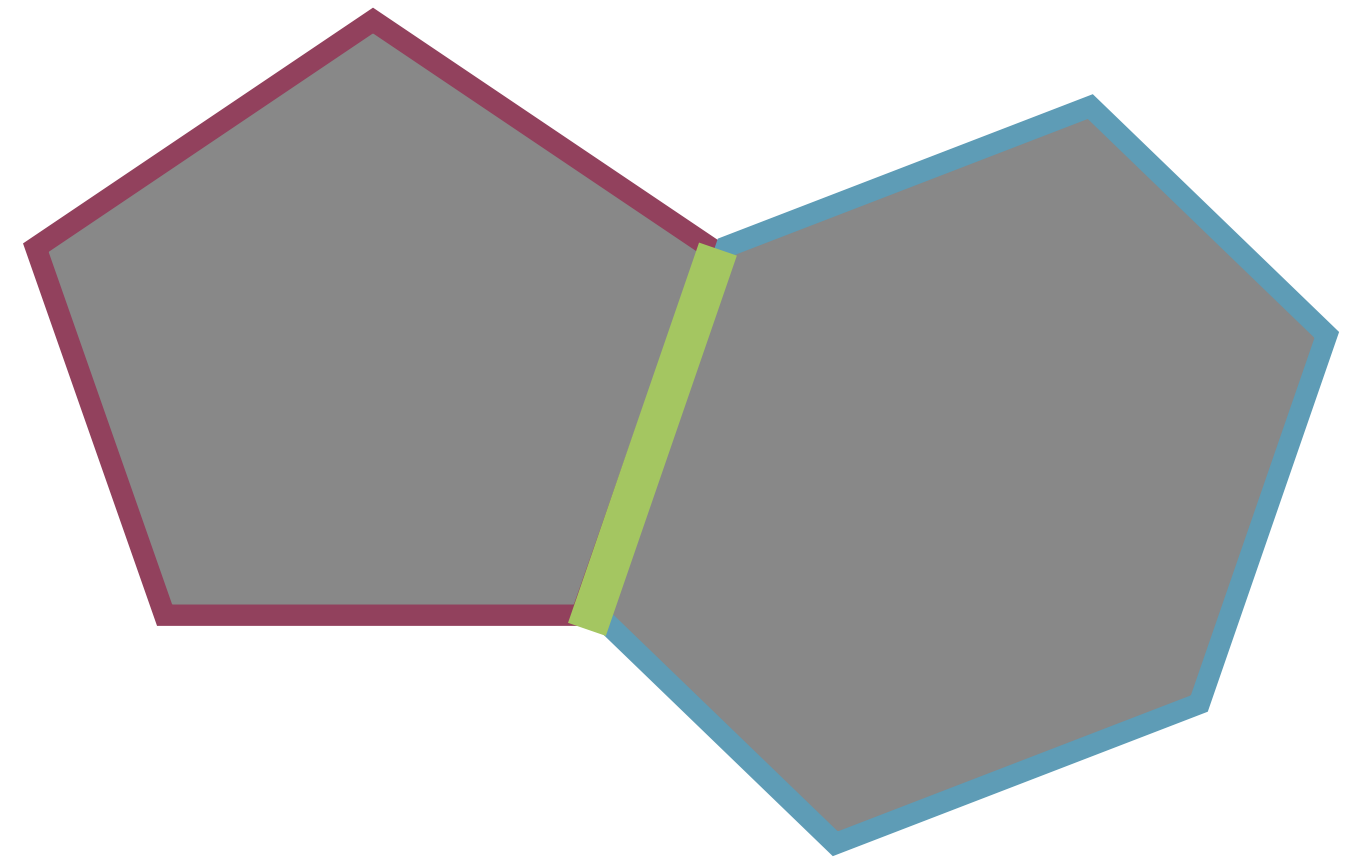
Eliminates redundancy when representing shapes

Improves shape compression

TopoJSON vs. GeoJSON



GeoJSON



TopoJSON

Demo

Install TopoJSON command line tools

Convert GeoJSON to TopoJSON

Demo

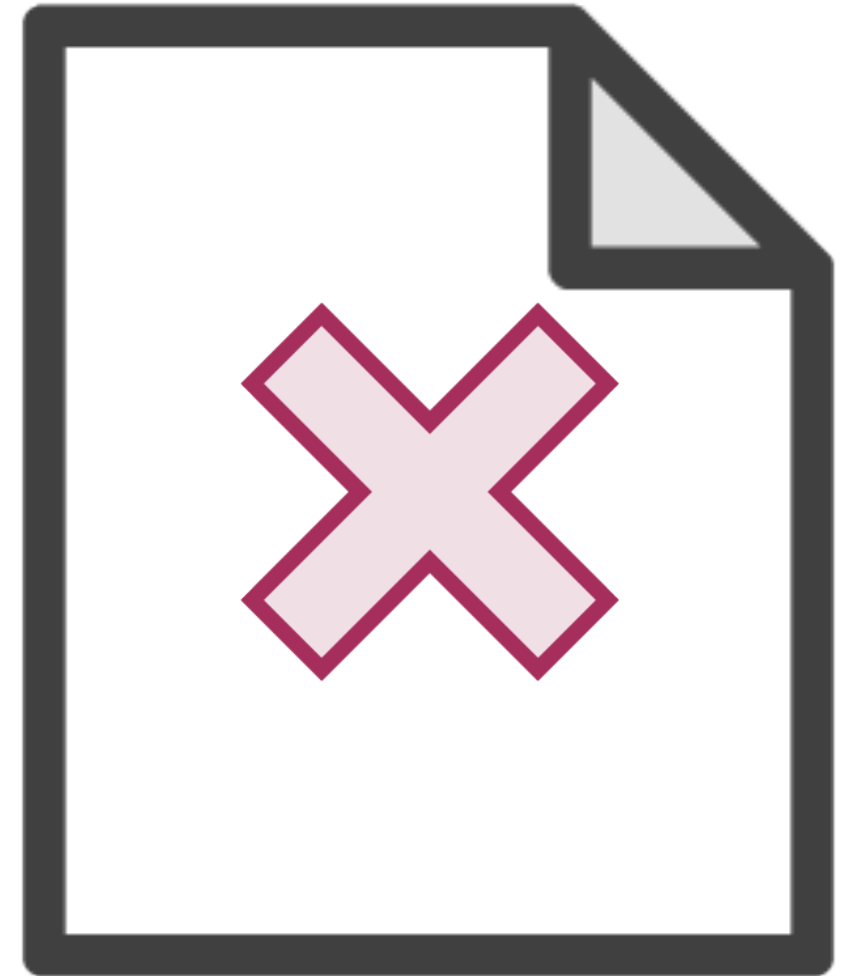
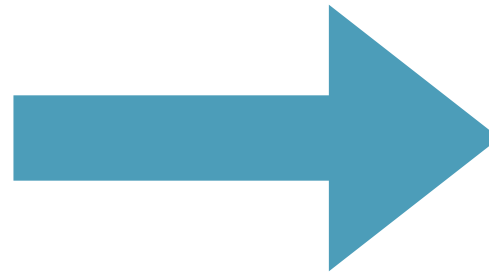
Setting up project structure

Downloading required libraries

Draw the map of Europe on a browser

**Fit and scale the map according to
window size**

Projections



Summary

GeoJSON is a format for encoding geographical data

GeoJSON can represent cities, countries, and roads

TopoJSON is an extension of GeoJSON

D3 uses TopoJSON with the help of the client library

Projections define how geographical data is represented on a flat surface