**Geography and visualization**

Spatial is special:

* 2 points close have a strong relationship => put it together

When you create a map, usually you end up with a population repartition map because more population there is in a city more likely you will have people doing what you want to show.

So taking into account the density can be a good idea.

Map projection:

* Mercator, …
* It’s the projection of the Earth 3D to a plan 2D

Longitude: axe X

Latitude: axe Y

Space Cube

Isochrone map

First law of Geography, according to Waldo Tobler:

“Everything is related to everything else, but near things are more related than distant things.”

Uncertainty sources:

* Accuracy/error: difference between observation and reality
* Precision: exactness of measurement
* Completeness: extent to which info is comprehensive
* Consistency: extent to which info components agree
* Lineage: conduit through which info passed
* Currency/timing: temporal gaps between occurrence, info collection & use
* Credibility:
* Subjectivity:
* Interrelatedness

Geographical Information System (GIS)

Softwares: Qgis (open source), arcgis (used in the industry)

Cadastre, IGN, openstreetmap, vector Data.

Mapbox => create tides => download them => recreate the map.