

As can be seen above, different projections can change how map elements are portrayed. World Geodetic System (WGS84) is a standard coordinate system that is used to accurately portray location. Mercator, a commonly used projection, preserves angles and direction, but badly distorts shape and size. Universal Transverse Mercator (UTM Zone50N) preserves north-south scale, but distorts east-west scale. Lambert Conformal Conic preserves local shape but disorts as you move farther away. Albers Equal Area Conic ensures that size is accurately respresented, but distorts shape and adds curvature. Equidistant Conic preserves scale, but distorts shape and size.

700 350 0 700 1,400 2,100 Miles

By: Hannah Grabowski February 12, 2019 Source: Naural Earth, ESRI