- geoJSON is basically nested JSON
    - regular JSON is an object with a bunch of objects
    - GJ has a high level "features" and every feature is an object
        - each GJ object has "attributes" and "geometries"
    - arrays are easier in json;
        - sort[VAR] is useful for showing largest to smallest
    - string of names has to map to an attribute
    - use all caps JSON not Json
- ? is a lodash function to flip things
- Tectonic.plates.properties = library.feature.array
- do a for loop through the features
- you can change set style later
- filling globe when you zoom out
    - worldCopyJump: true
- make a separate variable for style!!
    - see tectonic plates