Sid 243
Bok D3 in Action

In GIS

- Projection refers to the process of rendering points on a globe, like earth, onto a flat plane, like your computer monitor.

To start we'll use one of the most common geographic projections, the Mercator projection (it's the same projection used in Google Maps)
(also another projection is the Mollweide projection)

To use the Mercator projection #include → d3.geo.projection.js

```
var projection = d3.geo.Mercator();
```

By defining a projection, you can take advantage of d3.geoPath, which draws geodata onscreen based on your selected projection.

```
var geoPath = d3.geoPath().projection(projection);
```

After we've defined a projection and have geo.path() ready, the entire code in listing 8.4 is all we need to draw the map (world.geojson).

Why do you see only a part of the world in figure 8.3 →
because of the default scale and transform of the Mercator projection show only part of the world in your SVG canvas.

Each projection has a .translate() and .scale(). If you want to center the map on a different part of the world, you need to change the scale and transform.

Projection isn't only used to display areas (Maps). It's also used to place individual points on areas (Maps)