

d3.geo plugin

<https://github.com/d3/d3-plugins/tree/master/geo>

- New projections, define your own!
 - Rotation for spinny globes
 - Geographic clipping
 - Graticule geometry
 - Adaptive Resampling
-
- Will be part of d3.v3 core, except for exotic projections

d3.geo Projections

d3.geo.**aitoff** - Aitoff

d3.geo.**albers** - Albers equal-area conic

d3.geo.**august** - August conformal

d3.geo.**azimuthalEqualArea** - Lambert azimuthal equal-area

d3.geo.**azimuthalEquidistant** - Azimuthal equidistant

d3.geo.**bonne** - Bonne

d3.geo.**collignon** - Collignon

d3.geo.**conicConformal** - Lambert conformal conic

d3.geo.**conicEquidistant** - Conic equidistant

d3.geo.**cylindricalEqualArea** - Cylindrical equal-area

d3.geo.**eckert1** - Eckert I

d3.geo.**eckert2** - Eckert II

d3.geo.**eckert3** - Eckert III

d3.geo.**eckert4** - Eckert IV

d3.geo.**eckert5** - Eckert V

d3.geo.**eckert6** - Eckert VI

d3.geo.**eisenlohr** - Eisenlohr conformal

d3.geo.**equirectangular** - Equirectangular (Plate Carrée)

d3.geo.**gnomonic** - Gnomonic

d3.geo.**guyou** - Guyou hemisphere-in-a-square

d3.geo.**hammer** - Hammer

d3.geo.**homolosine** - Goode Homolosine

d3.geo.**kavrayskiy7** - Kavrayskiy VII

d3.geo.**lagrange** - Lagrange conformal

d3.geo.**larrivee** - Larrivée

d3.geo.**mercator** - Mercator

d3.geo.**miller** - Miller

d3.geo.**mollweide** - Mollweide

d3.geo.**nellHammer** - Nell–Hammer

d3.geo.**orthographic** - Orthographic

d3.geo.**polyconic** - Polyconic

d3.geo.**robinson** - Robinson

d3.geo.**satellite** - Satellite (tilted perspective)

d3.geo.**sinusoidal** - Sinusoidal

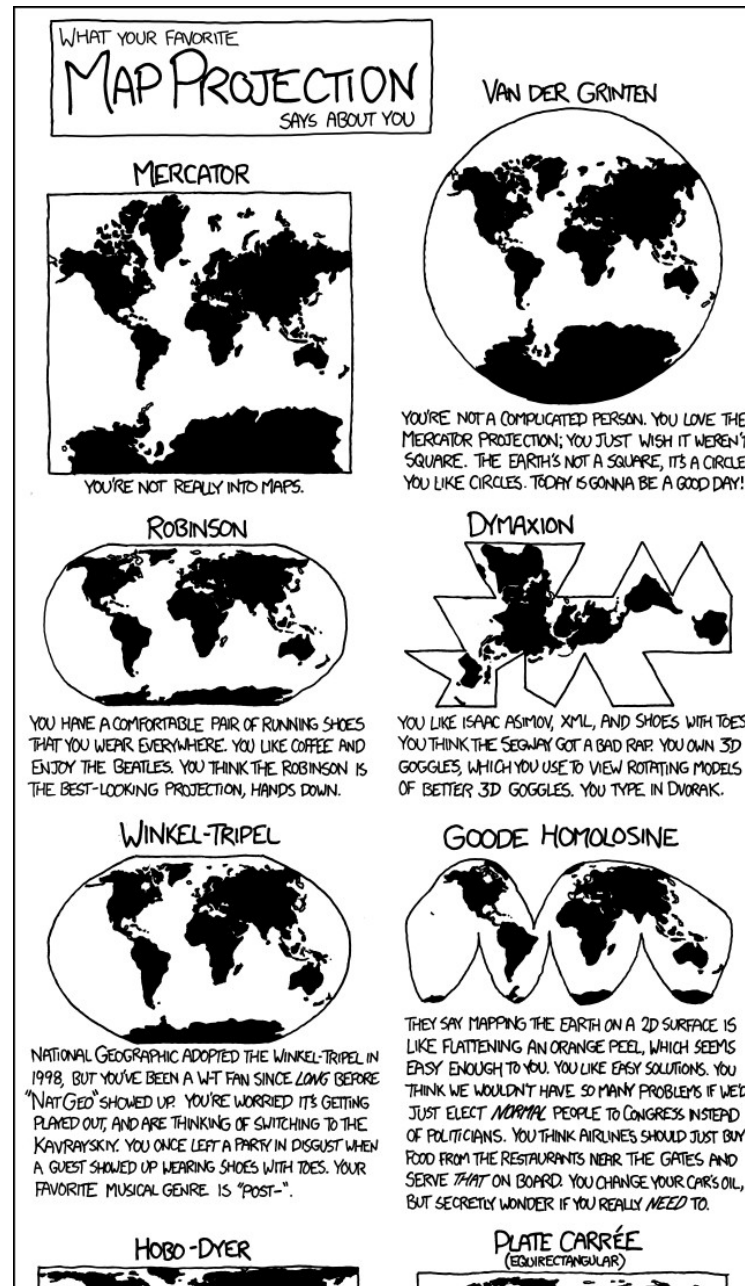
d3.geo.**stereographic** - Stereographic

d3.geo.**vanDerGrinten** - Van der Grinten

d3.geo.**wagner6** - Wagner VI

d3.geo.**winkel3** - Winkel Tripel

d3.geo has 8 of these now



<http://bl.ocks.org/jasondavies>

[Miller Projection](#)

September 14, 2012

[Polyconic Projection](#)

September 16, 2012

[Eckert VI Projection](#)

September 16, 2012

[Eckert IV Projection](#)

September 16, 2012

[Goode Homolosine Projection](#)

September 16, 2012

[Van der Grinten Projection](#)

September 16, 2012

[Mollweide Projection](#)

September 16, 2012

[Nell-Hammer Projection](#)

September 14, 2012

[Eckert V Projection](#)

September 16, 2012

[Eckert III Projection](#)

September 16, 2012

[Eckert II Projection](#)

September 16, 2012

[Eckert I Projection](#)

September 16, 2012

[Larrivée Projection](#)

September 16, 2012

[Aitoff Projection](#)

September 13, 2012

[Bonne Projection](#)

September 16, 2012

[Collignon Projection](#)

September 28, 2012

[Zoom by Rectangle](#)

September 24, 2012

[longscroll.js](#)

October 12, 2012

[β\(s\) Spirals](#)

August 27, 2012

[Chrome Circle Precision Bug](#)

August 01, 2012

[stopPropagation](#)

July 27, 2012

[SVG transform interpolation](#)

July 24, 2012

[Spinny Globe](#)

July 09, 2012

[Geographic Clipping: Spiral](#)

July 09, 2012

<http://bl.ocks.org/mbostock>

Eckert V Projection

October 11, 2012

Eckert IV Projection

October 11, 2012

Eckert III Projection

October 11, 2012

Eckert II Projection

October 11, 2012

Eckert I Projection

October 11, 2012

Lambert Conformal Conic Projection

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Equidistant Conic Projection

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Collignon Projection

October 11, 2012

Bonne Projection

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Albers Projection

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Rotating Equirectangular

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Rotating Orthographic

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Sortable Table with Bars

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Larrivée Projection

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Cylindrical Equal-Area Projection

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Sinusoidal Projection

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Hammer Projection

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Projection Transitions

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Robinson Projection

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Wagner VI Projection

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Kavrayskiy VII Projection

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Map Projection Distortions





























October 11, 2012

Aitoff Projection

October 11, 2012

Winkel Tripel Projection

October 11, 2012

	Hide verticalPerspective projection. ...		408bd5611a ➔
	mbostock authored a month ago		Browse code ➔
	Update README.		dfcac788e3 ➔
	mbostock authored a month ago		Browse code ➔
	Rename albersEqualArea to albers.		9ab972c0dd ➔
	mbostock authored a month ago		Browse code ➔
	Optimize satellite perspective.		b1c134eb1a ➔
	mbostock authored a month ago		Browse code ➔
	Remove projection.rotate.		e0dd6d71bc ➔
	mbostock authored a month ago		Browse code ➔
	Add stereographicInverse & azimuthalInverse. ...		c7c144d36a ➔
	mbostock authored a month ago		Browse code ➔
	Fix for missing test/env.	 1	65d8607490 ➔
	mbostock authored a month ago		Browse code ➔
	Restore additional inverse tests.		618d43f8db ➔
	jasondavies authored a month ago		Browse code ➔
	Restore .origin and add .oblique.		02970074d2 ➔
	jasondavies authored a month ago		Browse code ➔
	Really fix inverse rotations. ...		2639afb27f ➔
	jasondavies authored a month ago		Browse code ➔
	Fix inverse rotations. ...		3ca02cc3f4 ➔
	jasondavies authored a month ago		Browse code ➔
	Remove unused code.		2b5cb5364e ➔
	jasondavies authored a month ago		Browse code ➔
	Fix latitude rotation. ...		a8513db976 ➔
	jasondavies authored a month ago		

How do you keep up?

Follow Mike and Jason on Twitter:

<http://twitter.com/mbostock>

<https://twitter.com/jasondavies>

Follow them on Github to see recent commits to d3, plugins and examples:

<https://github.com/mbostock>

<https://github.com/jasondavies?tab=activity>

Watch out for recent examples on bl.ocks:

<http://bl.ocks.org/mbostock>

<http://bl.ocks.org/jasondavies>

Join the d3.js mailing list:

<http://groups.google.com/group/d3-js/>

Warning!

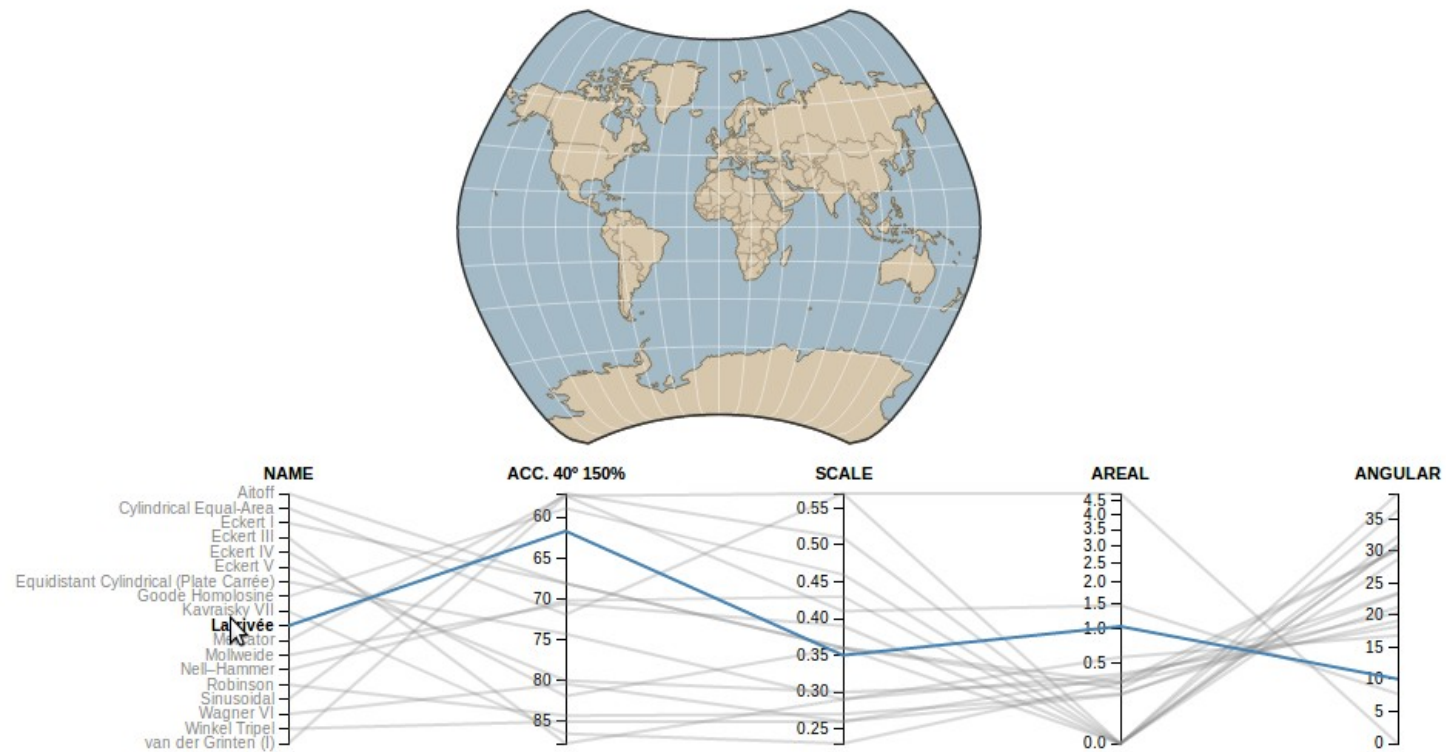
Some of the examples use different branches of the geo plugin and d3:

<https://raw.githubusercontent.com/mbostock/d3/projection/d3.v2.min.js>

<https://raw.githubusercontent.com/d3/d3-plugins/projection/geo/projection/projection.js>

<https://raw.githubusercontent.com/jasondavies/d3/projection/d3.min.js>

Comparing Map Projections



Composite Projections

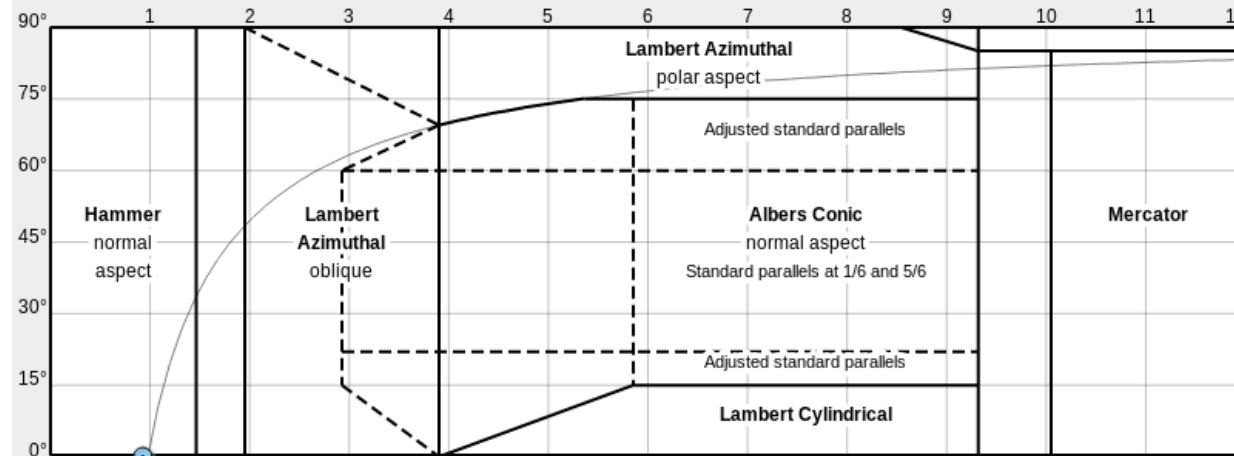
0.0° E

Latitude: 0.0° N

Standard Parallels for Conic Projection

First Standard Parallel: –

Second Standard Parallel: –



Small Scale Projection

Hammer (Equal Area)

Map Silhouette

☒ Zoom

☐ Rotate poles for world maps

☐ Show map overlay

☒ Snap to straight equator

Animate

Large-Scale Projections for Polar Areas

Azimuthal projection for poles from

±75°

with a transition zone from

±60°

Scale limits for combining projections

1.50 2.00 3.00 4.00 6.00

Position of standard parallels for conic projection

17%

Latitude limit between cylindrical and conic projection at large scales

Use cylindrical projection between the equator and

±15°

with a transition zone up to this latitude

±22°

What else is new?

Basic Charts

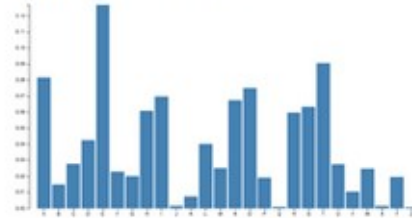


Techniques, Interaction & Animation

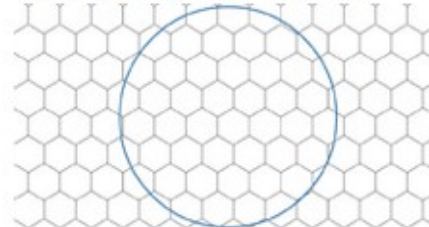
General Update Pattern

bdls

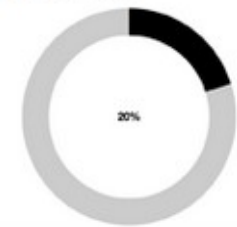
Sortable Bar Chart



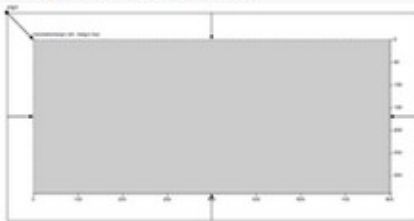
van Wijk Smooth Zooming



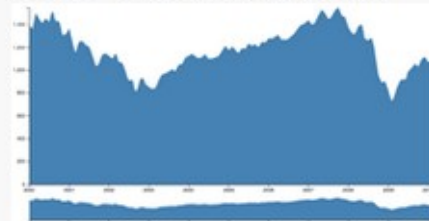
Progress Events



Margin Convention



Focus+Context via Brushing



Difference Chart

