Steps for making pop art map:

* global functions [done]
  + - global color variables
    - global fonts
    - map function
* zoom >= 5 stuff:
  + - water (background)
      * + explain nested ::line {} when you want to style something as both line/polygon
        + polygon-gamma
    - admin country lines
    - country labels
* landuse
* zoom >= 7 stuff:
  + - city labels
      * + want to restrict level
        + shields
    - POI labels
      * + adding at a certain zoom
        + **add more**
    - water labels
      * + only want polygon, not for rivers, etc.
        + use area
    - landuse
      * building-fill
      * filling textures with halftone
    - roads
      * case/fill