

Map Projections & Coordinates

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Laying the earth flat

⌘ Why?

- ☑ Need convenient means of measuring and comparing distances, directions, areas, shapes.
- ☑ Traditional surveying instruments measure in meters or feet, not degrees of lat. & lon.
- ☑ Globes are bulky and can't show detail.
 - ☒ 1:24,000 globe would have diameter of ~ 13 m
 - ☒ Typical globe has scale of ~ 1:42,000,000
- ☑ Distance & area computations more complex on a sphere.

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Laying the earth flat

⌘ How?

☑ Projections - transformation of curved earth to a flat map; systematic rendering of the lat. & lon. graticule to rectangular coordinate system.

Scale: 1: 42,000,000

Scale Factor (for specific points): 0.9996

Earth distance vs. Globe distance vs. Map distance

Peters Projection

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Laying the earth flat

⌘ Systematic rendering of Lat. (ϕ) & Lon. (λ) to cartesian (x, y) coordinates:

Geographic Coordinates (ϕ, λ) → Projected Coordinates (x, y)

Map Projection

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Laying the earth flat

⌘ "Geographic" display - no projection

- ☒ $x = \lambda, y = \phi$
- ☒ Grid lines have same scale and spacing

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"Geographic" Display

⌘ Distance and areas distorted by varying amounts (scale not true); e.g. high latitudes

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Projected Display

⌘ E.g. Mercator projection:

- ☒ $x = \lambda$
- ☒ $y = \ln [\tan \phi + \sec \phi]$

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Laying the earth flat

⌘ How?

Projection types:

Orthographic

Gnomonic

Stereographic

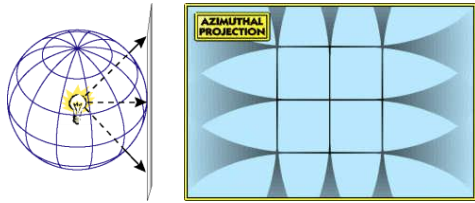
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Light Bulb at Center (Gnomic)

- ⌘ Grid Lines "out of focus" away from point of tangency



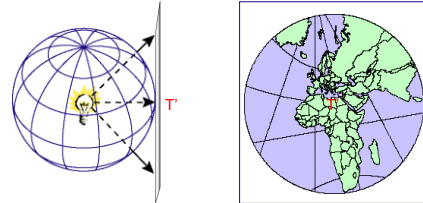
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Gnomic

- ⌘ All great circles are straight lines
- ⌘ Same as image produced by spherical lens



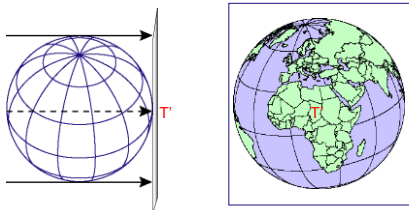
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Orthographic

- ⌘ Light source at infinity; neither area or angles are preserved, except locally



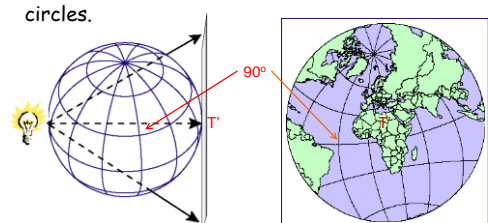
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Stereographic

- ⌘ Projection is **conformal**, preserves angles and shapes for small areas near point of tangency, larger areas away from point are distorted. Great circles are circles.



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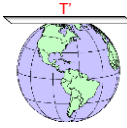

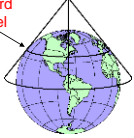
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Developable Surfaces

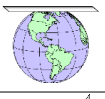

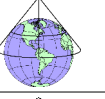
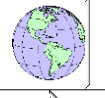
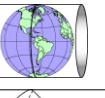
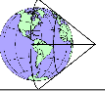
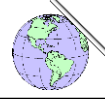
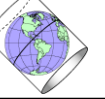
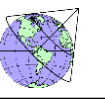
- ⌘ Surface for projection:
 - ☒ Plane (**azimuthal projections**)
 - ☒ Cylinder (**cylindrical projections**)
 - ☒ Cone (**conical projections**)

Cylinder and cone produce a line of intersection (**standard parallel**) rather than at a point

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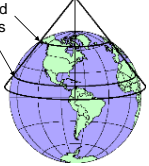
3 orientations for developable surfaces

Normal			
Transverse			
Oblique			

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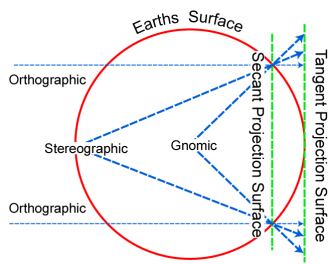
Tangent or Secant?

- ⌘ Developable surfaces can be **tangent** at a point or line, or **secant** if they penetrate globe
- ☒ Secant balances distortion over wider region
- ☒ Secant cone & cylinder produce two standard parallels

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Tangent or Secant?



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Projection produces distortion of:

- ⌘ Distance
- ⌘ Area
- ⌘ Angle
- ⌘ Shape

Distortions vary with scale; minute for large-scale maps (e.g. 1:24,000), gross for small-scale maps (e.g. 1: 5,000,000)

Goal: find a projection that **minimizes distortion** of property of interest

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Where's the distortion?

- ⌘ No distortion along standard parallels, secants or point of tangency.
- ⌘ For tangent projections, distortion increases away from point or line of tangency.
- ⌘ For secant projections, distortion increases toward and away from standard parallels.

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Distortions

Azimuthal Cylindrical Conic

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How do I select a projection?

- ⌘ Scale is critical - **projection type makes very little difference at large scales**
- ⌘ For large regions or continents consider:
 - ☑ Latitude of area
 - ☑ Low latitudes - normal cylindrical
 - ☑ Middle latitudes - conical projection
 - ☑ High latitudes - normal azimuthal
 - ☑ Extent
 - ☑ Broad E-W area (e.g. US) - conical
 - ☑ Broad N-S area (e.g. S. America) - transverse cylindrical
 - ☑ Theme
 - ☑ e.g. Equal area vs. conformal (scale same in all directions)

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What needs to be specified?

Geographic (unprojected) → Texas Albers (Equal Area Conic)

Parameter	Value	Description
Projection	Albers	
Fake_spheroid	1000000.000000	Origin X, Y Values
Fake_spheroid	1000000.000000	Origin Longitude (y axis)
Central_Meridian	100.000000	Origin Longitude (y axis)
Standard_Parallel_1	34.916667	Secant Locations
Standard_Parallel_2	23.416667	Origin Latitude (x axis)
False_Scale_of_Origin	31.166667	Units of measure
Linear_Unit_Meter	1.000000	
Geographic_Coordinate_System	GCS_1983	Ellipsoid Model
Angular_Unit_Degree	0.0174532925199433	
Prime_Meridian	Greenwich (0.0000000000000000)	
Datum	NAD_1983	Horizontal Datum

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Projections in common use, US

⌘ Albers Equal Area Conic

- ☑ Standard parallels at 29°30' and 45°30' for conterminous US. Latitude range should not exceed 30-35°
- ☑ Preserves area, distorts scale and distance (except on standard parallels!).
- ☑ Areas are proportional and directions true in limited areas.

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Projections in common use, US

⌘ Lambert Conformal Conic

- ☑ Projection used by USGS for most maps of conterminous US (E-W extent is large)
- ☑ Used by SPCS for state zones that spread E-W (Texas)
- ☑ Conformal

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Projections in common use, US

⌘ Cylindrical

- ☑ Transverse Mercator - basis for UTM coordinate system and State Plane Coordinate Systems that spread N-S

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Rectangular Coordinate Systems

- ⌘ Universal Transverse Mercator (UTM)
 - ☑ US military developed for global cartesian reference frame.
- ⌘ State Plane Coordinate System (SPCS)
 - ☑ Coordinates specific to states; used for property definitions.
- ⌘ Public Land Survey System (PLS)
 - ☑ National system once used for property description
 - ☑ no common datum or axes, units in miles or fractional miles.

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UTM Coordinate System

⌘ T. M. secant projection is rotated about vertical axis in 6° increments to produce 60 UTM zones.

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UTM Coordinate System

- ⌘ T. M. secant projection is rotated about vertical axis in 6° increments to produce 60 UTM zones.
- ⌘ Zone boundaries are parallel to meridians.
- ⌘ Zones numbered from 180° (begins zone 1) eastward and extend from 80° S to 84° N.
- ⌘ Each zone has a central meridian with a scale factor in US of 0.9996 (central meridian is farthest from secants, meaning scale distortion is greatest here).
- ⌘ Secants are 1.5° on either side of the central meridian.

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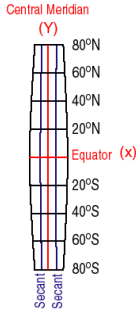
UTM Coordinate System

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UTM Coordinate System

- ⌘ Central meridian of each zone in US has a scale factor of 0.9996 (max. distortion).
- ⌘ Secants are 1.5° on either side of the central meridian.



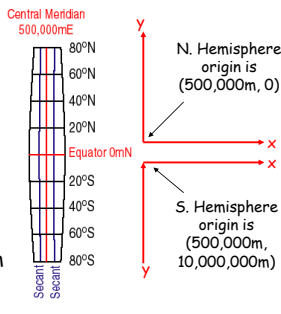
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UTM Coordinate System

- ⌘ Locations are given in meters from central meridian (Easting) and equator (Northing).
- ⌘ (-) Eastings avoided by giving X value of 500,000 m ("false easting") to the Central Meridian
- ⌘ In S. hemisphere, equator is given "false northing" of 10,000,000 m to avoid (-) Northings.

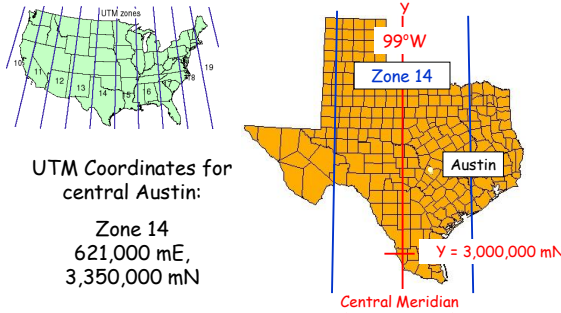


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UTM Coordinate System



UTM Coordinates for central Austin:

Zone 14
621,000 mE,
3,350,000 mN

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State Plane Coordinate System (SPCS)

- ⌘ Developed in 1930's to provide states a reference system that was tied to national datum (NAD27); units in feet.
- ⌘ Updated to NAD83, units in meters; some maps still show SPCS NAD27 coordinates.
- ⌘ Some larger states are divided into "zones".
- ⌘ X, Y coordinates are given relative to origin outside of zone; false eastings and northings different for each zone.

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Texas NAD83 SPCS

Zone Code	Stand. Parallels	Origin	F. Easting F. Northing
4201 North	34.650 36.183	-101.50 34.00	200,000 1,000,000
4202 N. Cent.	32.133 33.967	-98.50 31.67	600,000 2,000,000
4203 Central	30.117 31.883	-100.33 29.67	700,000 3,000,000
4204 S. Cent.	28.383 30.283	-99.00 27.83	600,000 4,000,000
4205 South	26.167 27.833	-98.50 25.67	500,000 5,000,000

Austin:
Central Zone
~ 944,000mE
~ 3,077,000mN

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Public Land Survey System (PLS)

- ☒ System developed to survey and apportion public lands in the US, c. 1785
- ☒ Coordinate axes are *principal baselines* and *meridians*, which are distributed among the states.
- ☒ Grid system based on miles and fractional miles from baseline and meridian origin.
- ☒ Not in Texas, nor 19 other states

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Principal Baselines & Meridians

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Public Land Survey System (PLS)

Step 1

Step 2

Step 3

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Summary

- ⌘ Projections transform geographic coordinates (ϕ, λ) to cartesian (x, y).
- ⌘ Projections distort distance, area, direction and shape to greater or lesser degrees; choose projection that minimizes the distortion of the map theme.
- ⌘ Points of tangency, standard parallels and secants are areas of no distortion.
- ⌘ A conformal map has the same scale in all directions.

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Summary (cont.)

- ⌘ Projection characteristics are classified by:
 - ☒ Light source location
 - ☒ Gnomonic
 - ☒ Stereographic
 - ☒ Orthographic
 - ☒ Developable surface
 - ☒ Plane (azimuthal)
 - ☒ Cylinder (cylindrical)
 - ☒ Cone (conic)
 - ☒ Orientation
 - ☒ Normal
 - ☒ Transverse
 - ☒ Oblique

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Summary (cont.)

- ⌘ Modern coordinate systems are based on projections that minimize distortion within narrow, conformal zones.
- ⌘ UTM is a global system using WGS84/NAD83; others are local with varying datums.

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