Adaptive Composite Map Projections In D3

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Problem

Mercator

Hammer
Solution

● Morph between different projections at different scales
  ○ Should use a good projection at every scale
  ○ Should morph seamlessly between projections

● Following:

Solution

Scale (e.g., 2 means it takes 2 screens to show entire world)
Progress

- Implemented
  - All projections
  - All transitions save those to Mercator

- Future Work
  - Smooth interpolation between transitions
  - Transition to Mercator
  - Extensions
    - (animations, OpenStreetMap integration, etc.)
Demo