



Use Literally Anything but Web Mercator

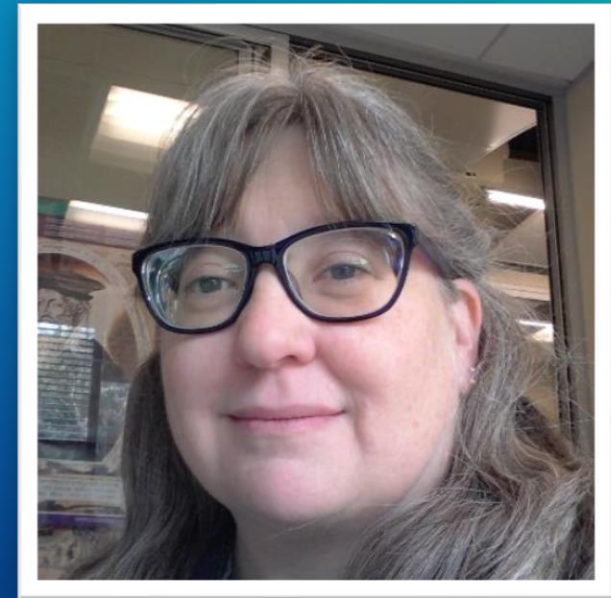
Bojan Šavrič & Melita Kennedy

2021 ESRI
DEVELOPER SUMMIT



Bojan Šavrič

Software Development Engineer
Projection Engine Team

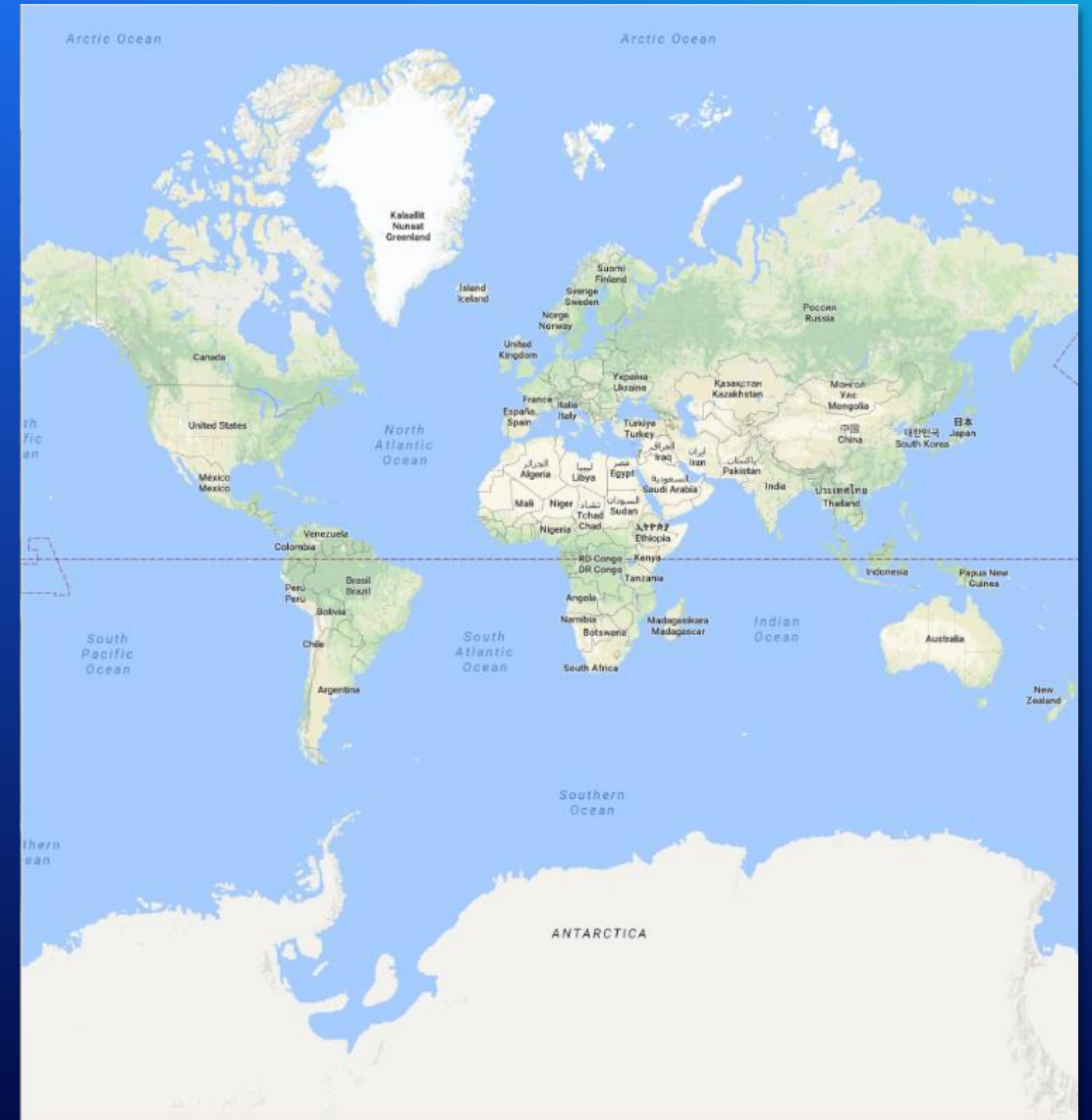


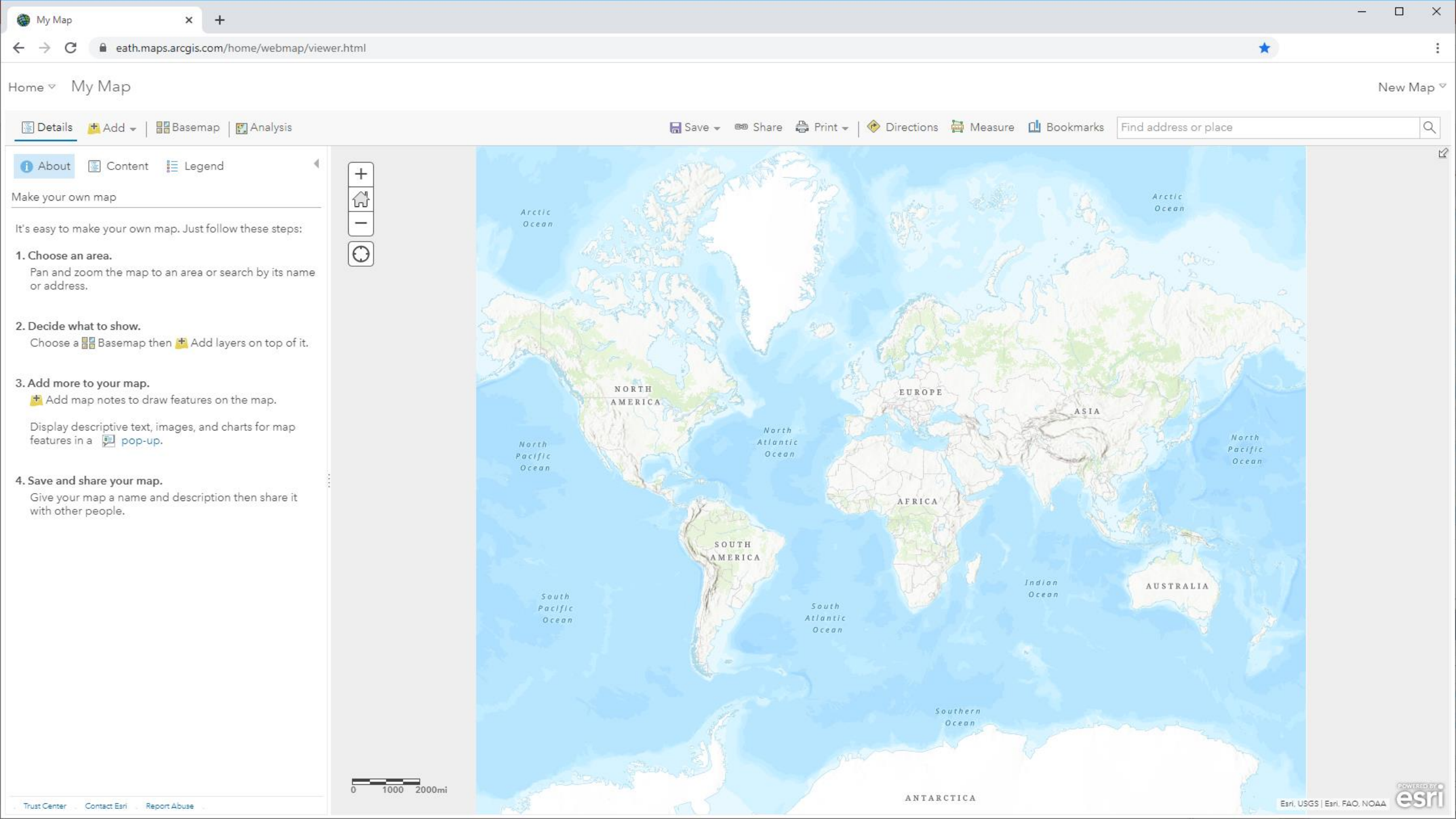
Melita Kennedy

Principal Product Engineer
Projection Engine Team

Web Mercator

- It is everywhere!
- Started when Google Maps was introduced in 2005

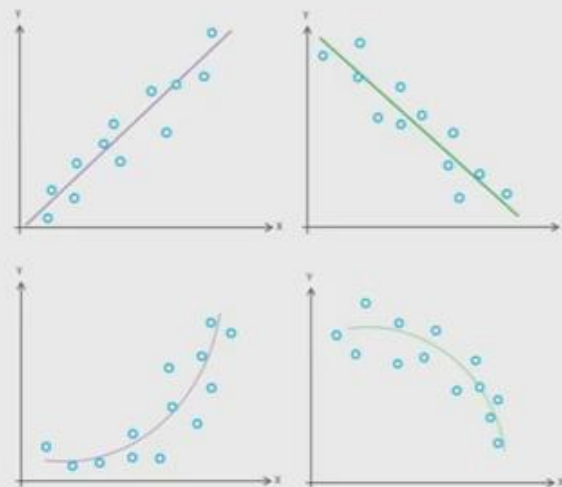




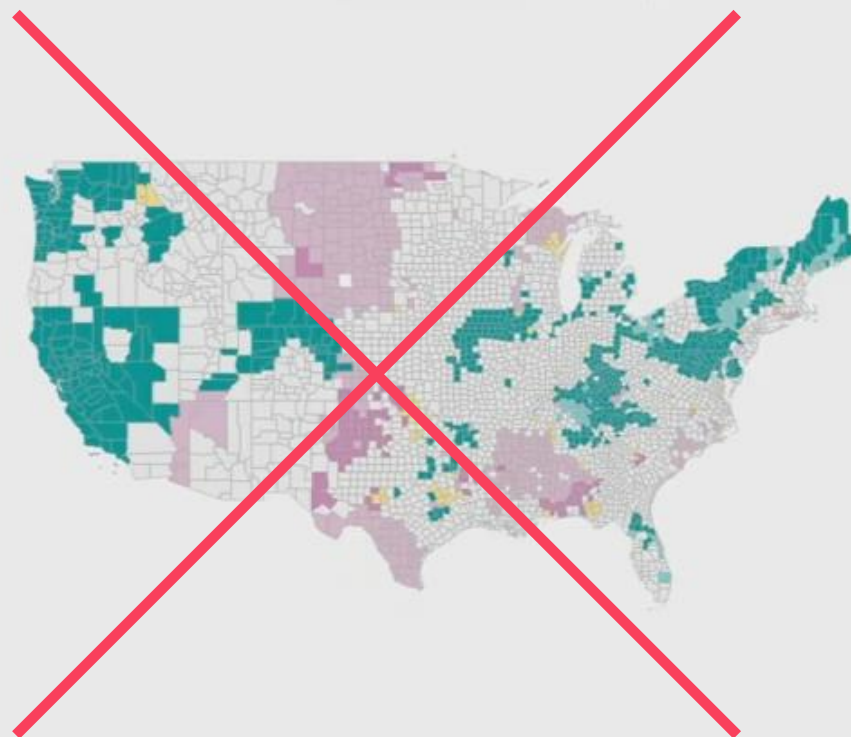
two variables



determine relationship
significance and type



relationships across geography



esri

41:20 / 57:17



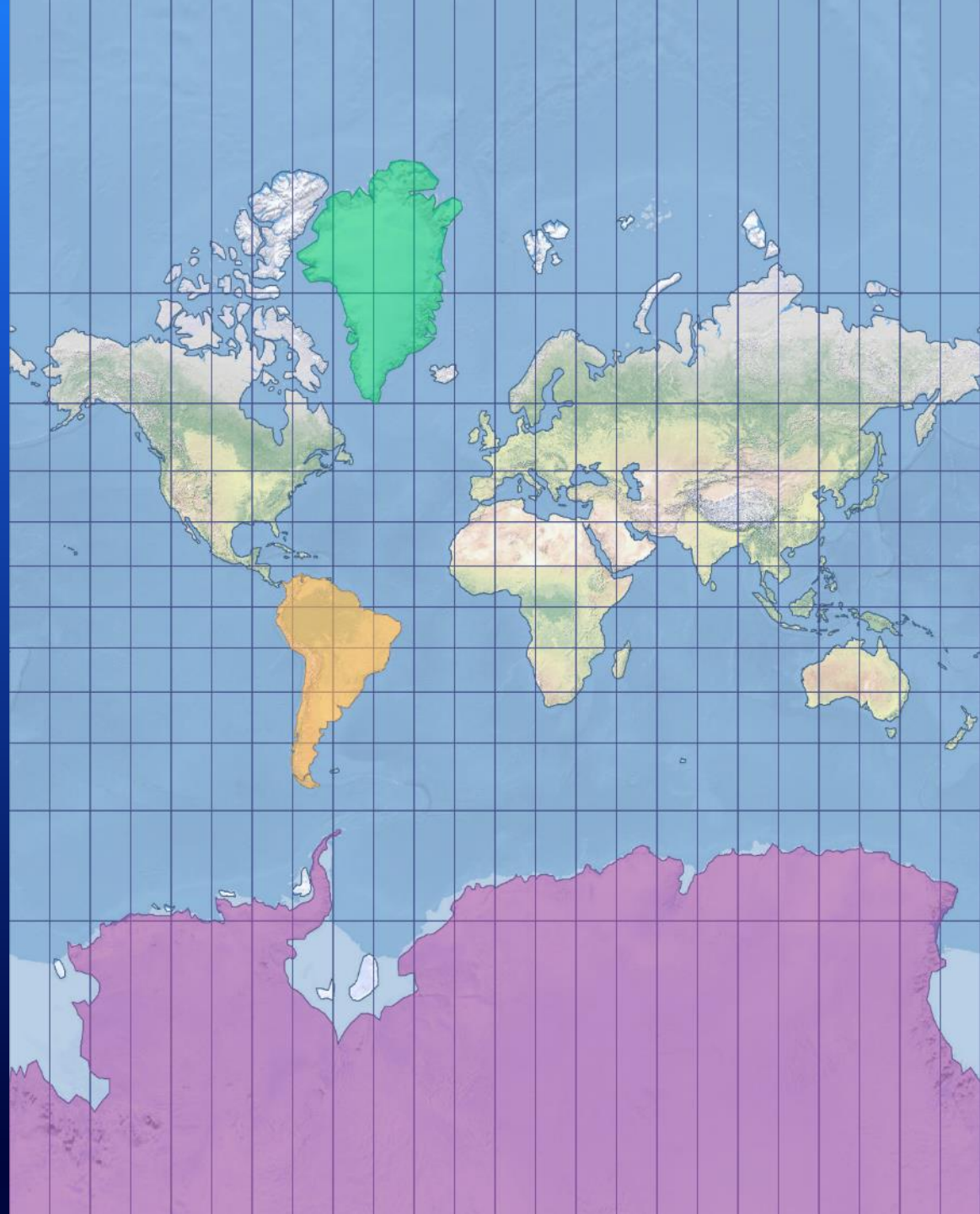
Web Mercator

Q: Which is bigger?

Greenland ~ 2 166 000 km²

South America ~ 17 840 000 km²

Antarctica ~ 14 000 000 km²



Why not Web Mercator?

- Shows areas with enormous distortion
- Impossible to display poles (infinite scale at poles)
- Rectangular shape gives an impression that our world is flat

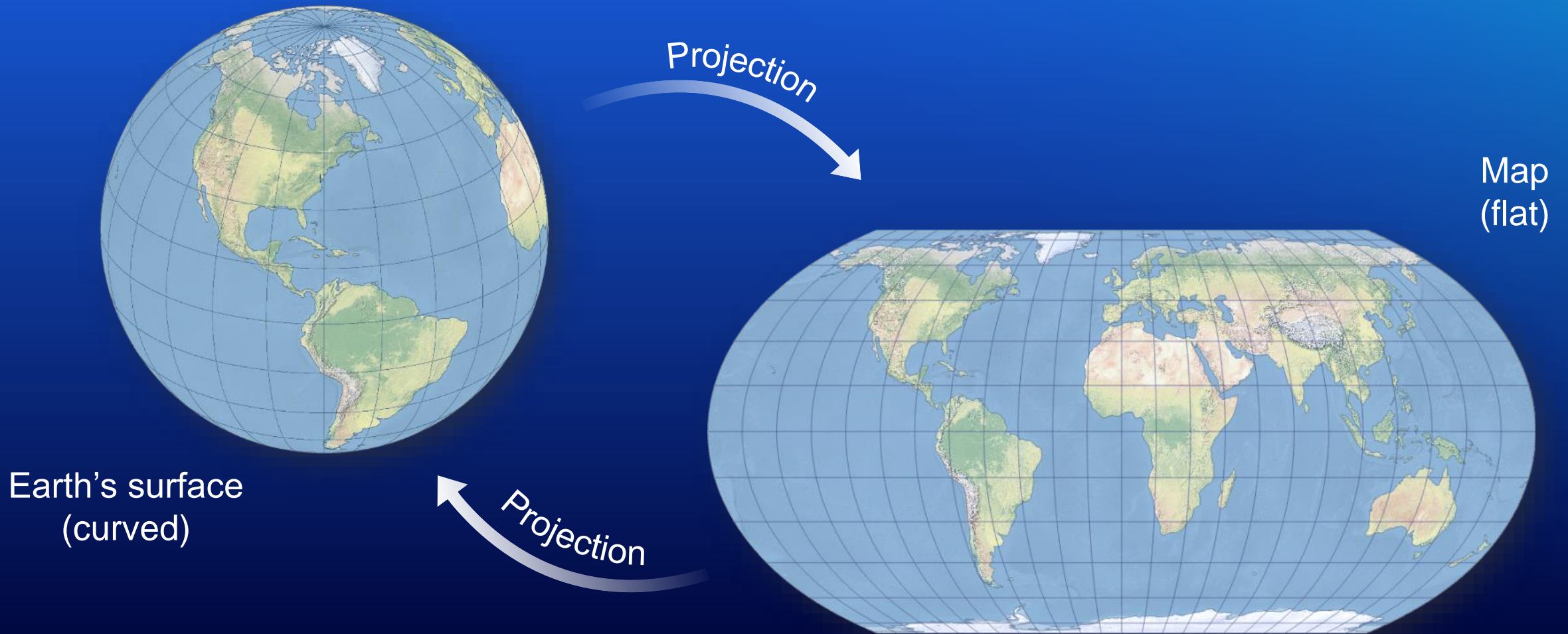


Addressing Common Misconceptions

1. Web Mercator is a projected coordinate system, not a projection



From a Spheroid to a Plane



```
PROJCS["WGS_1984_Web_Mercator_Auxiliary_Sphere",  
  GEOGCS["GCS_WGS_1984",  
    DATUM["D_WGS_1984",  
      SPHEROID["WGS_1984",6378137.0,298.257223563]],  
    PRIMEM["Greenwich",0.0],  
    UNIT["Degree",0.0174532925199433]],  
  PROJECTION["Mercator_Auxiliary_Sphere"],  
  PARAMETER["False_Easting",0.0],  
  PARAMETER["False_Northing",0.0],  
  PARAMETER["Central_Meridian",0.0],  
  PARAMETER["Standard_Parallel_1",0.0],  
  PARAMETER["Auxiliary_Sphere_Type",0.0],  
  UNIT["Meter",1.0]]
```

Web Mercator
Projected
Coordinate
System

Addressing Common Misconceptions

1. Web Mercator is a projected coordinate system, not a projection
2. Web Mercator does not preserve shape
 - There is no projection that preserves correct shapes



Web Mercator Projection vs. Reality



Addressing Common Misconceptions

1. Web Mercator is a projected coordinate system, not a projection
2. Web Mercator does not preserve shape
3. Web Mercator does not preserve local angles (not conformal)

Geographic Coordinates

- Longitude (λ), Latitude (ϕ)
- Defined on a curved 2D surface
 - Ellipsoid (most data)
 - Sphere (very rarely)



Projection Equations

- A projection can have a pair of equations for both models

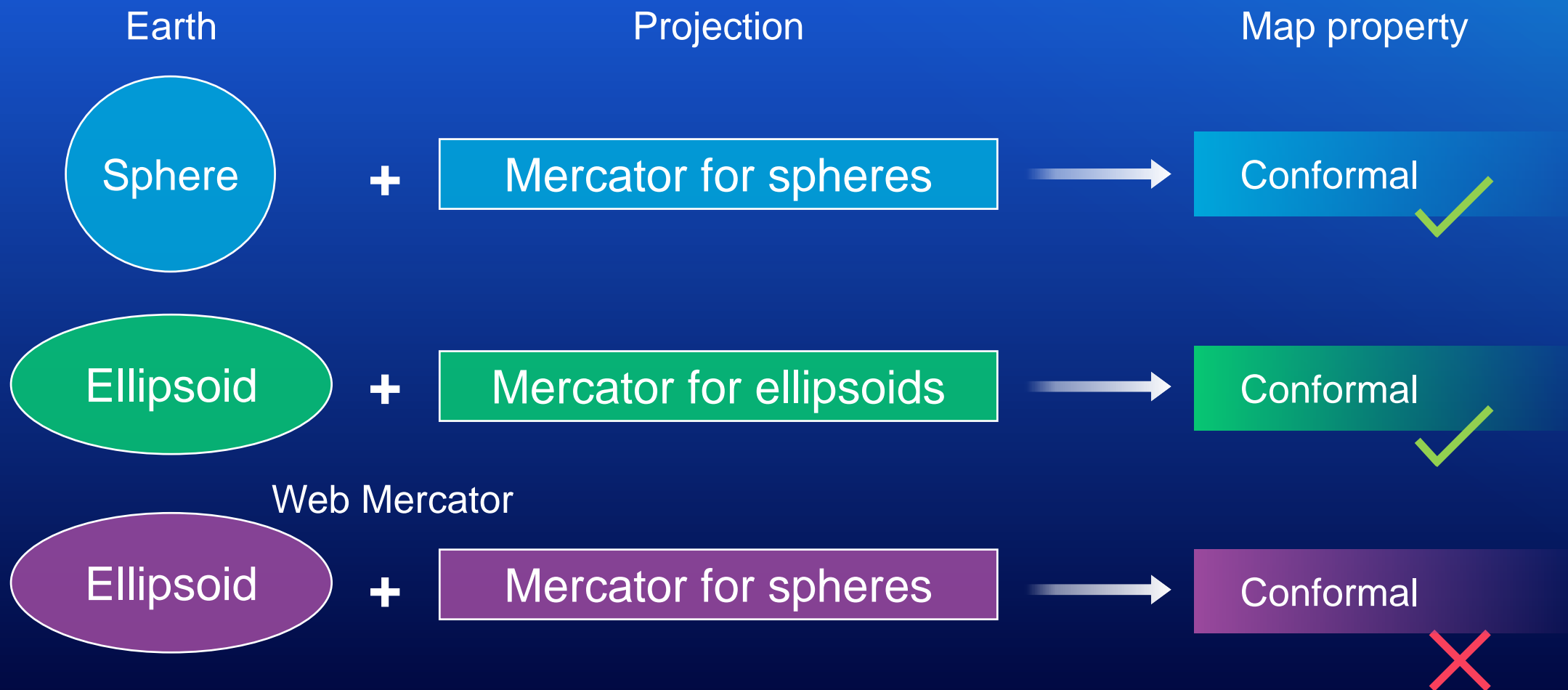
- Mercator projection for a sphere

$$x = R \cdot (\lambda - \lambda_0) \quad y = \frac{R}{2} \cdot \ln \left[\frac{1 + \sin \phi}{1 - \sin \phi} \right]$$

- Mercator projection for an ellipsoid

$$x = a \cdot (\lambda - \lambda_0) \quad y = \frac{a}{2} \cdot \ln \left[\left(\frac{1 + \sin \phi}{1 - \sin \phi} \right) \left(\frac{1 + e \cdot \sin \phi}{1 - e \cdot \sin \phi} \right)^e \right]$$

Geographic Coordinates + Projection Equations



Web Mercator

“ The Web Mercator is an engineering mistake that went out of control!



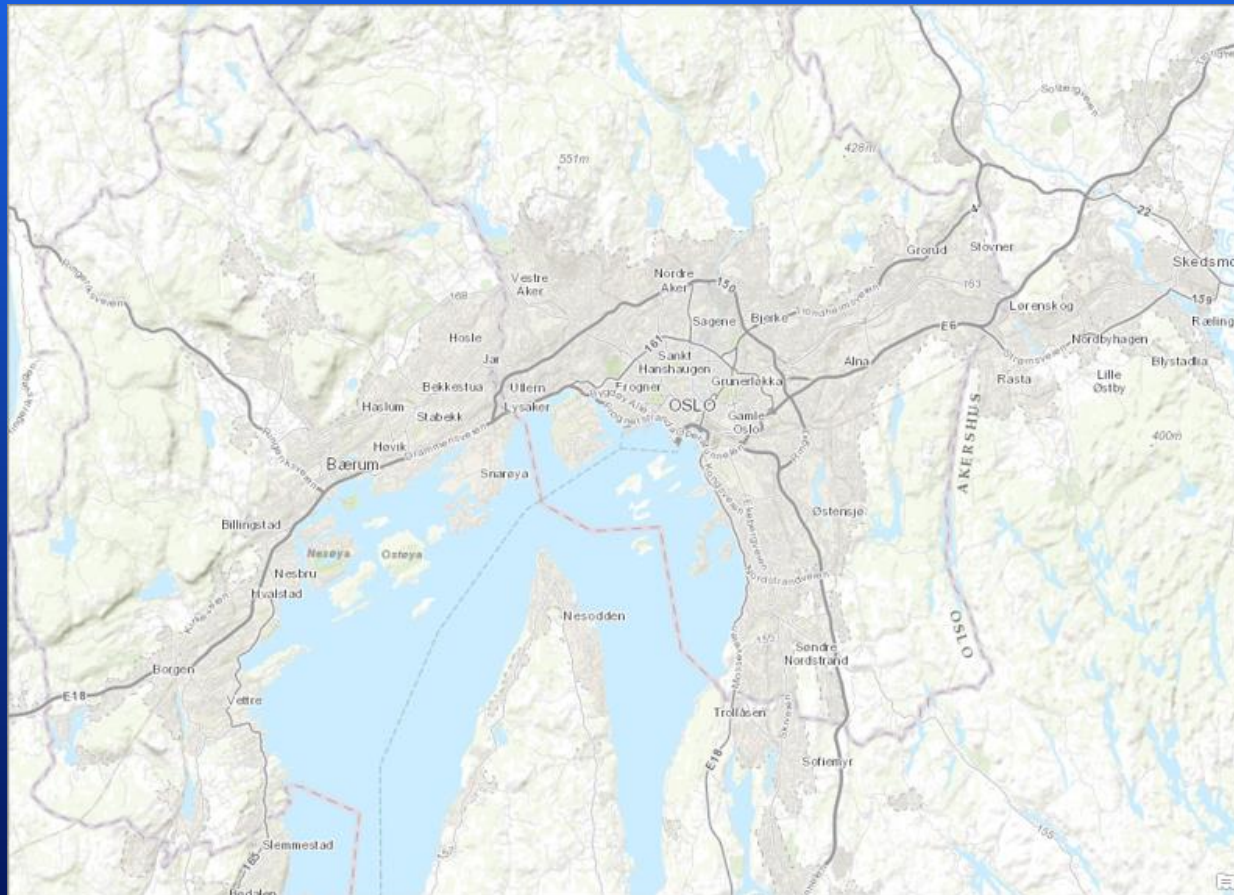
Web Mercator

- It distorts everything
 - Shapes
 - Angles
 - Areas
 - Distances
 - Directions
 - Rhumb lines
 - Compass bearings
 - Etc.

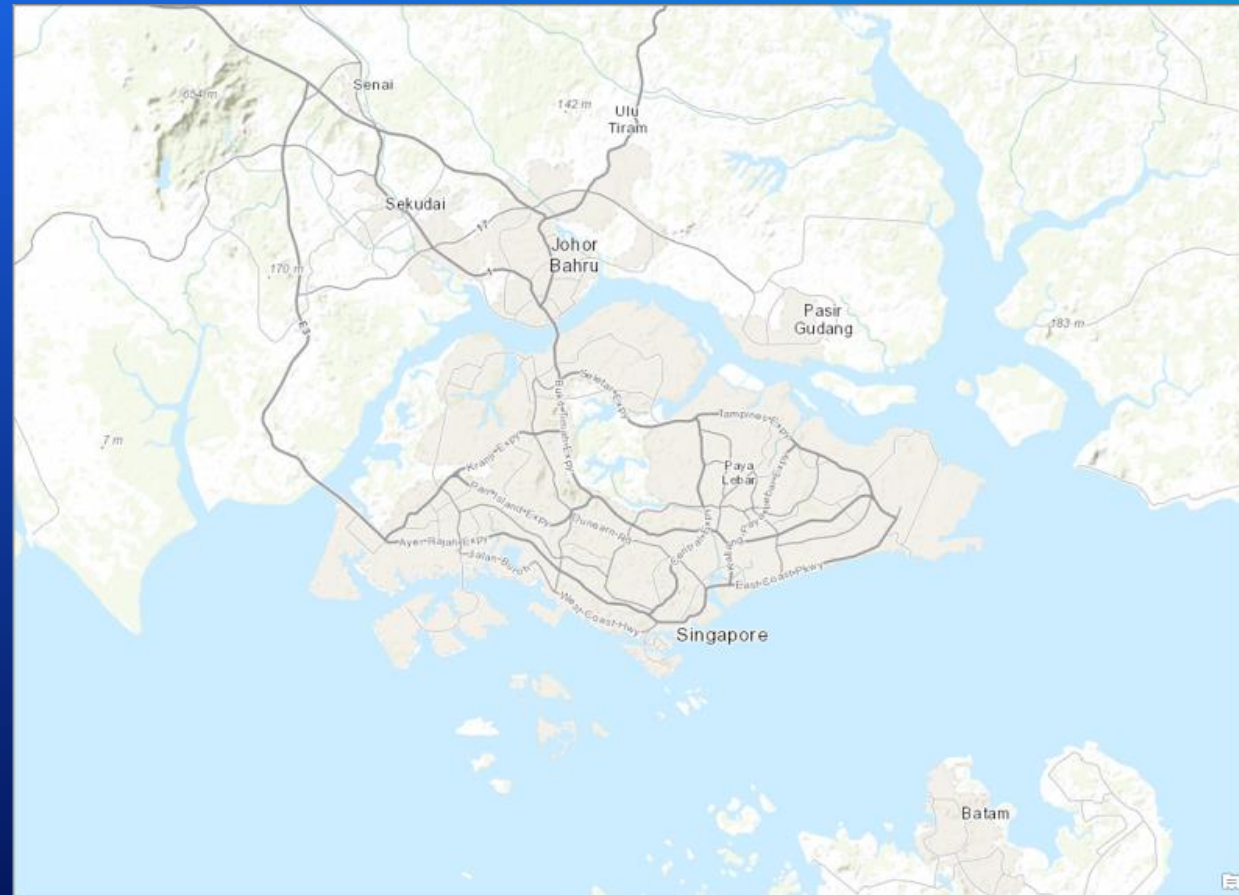


Addressing Common Misconceptions

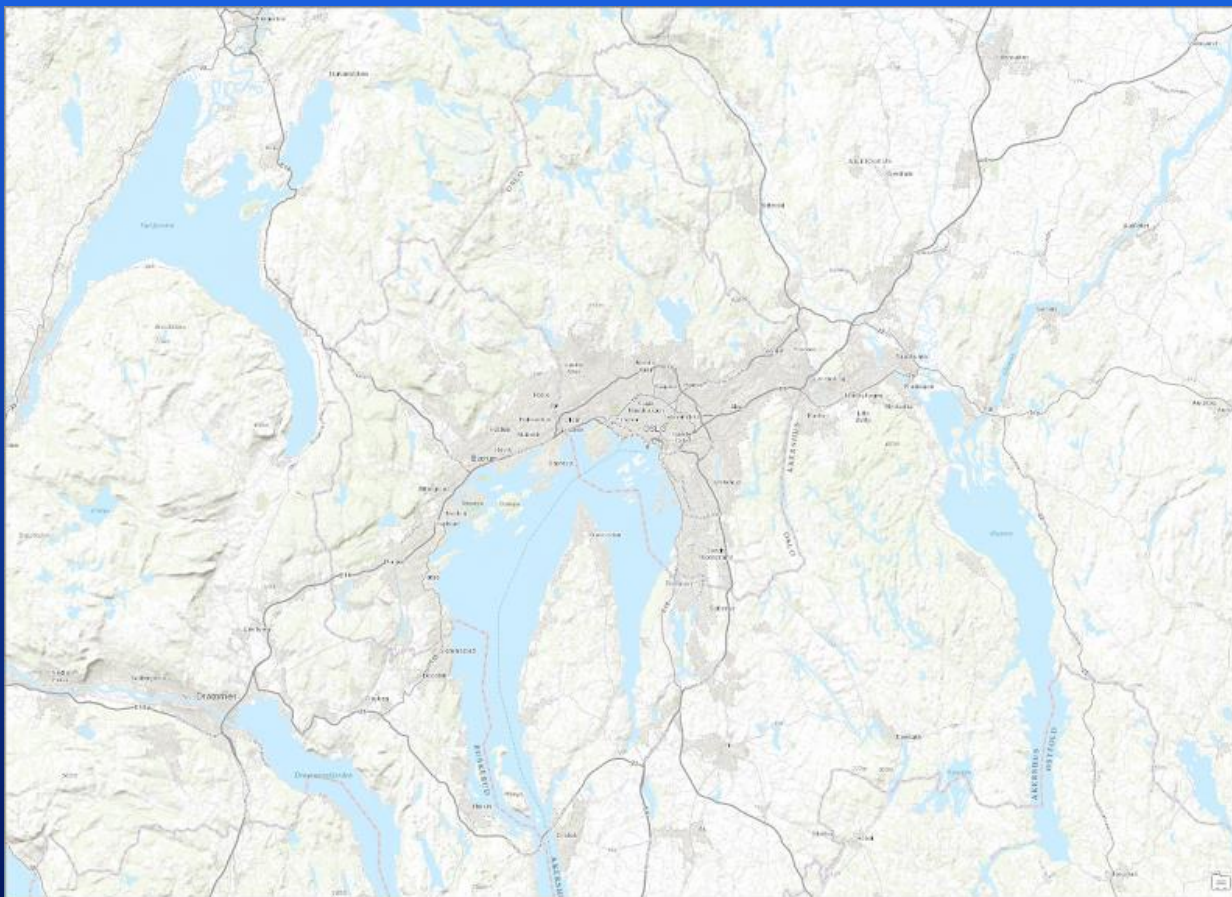
1. Web Mercator is a projected coordinate system, not a projection
2. Web Mercator does not preserve shape
3. Web Mercator does not preserve local angles (not conformal)
4. Web Mercator is also not appropriate at large scales
 - It still requires scale adjustment at large scales



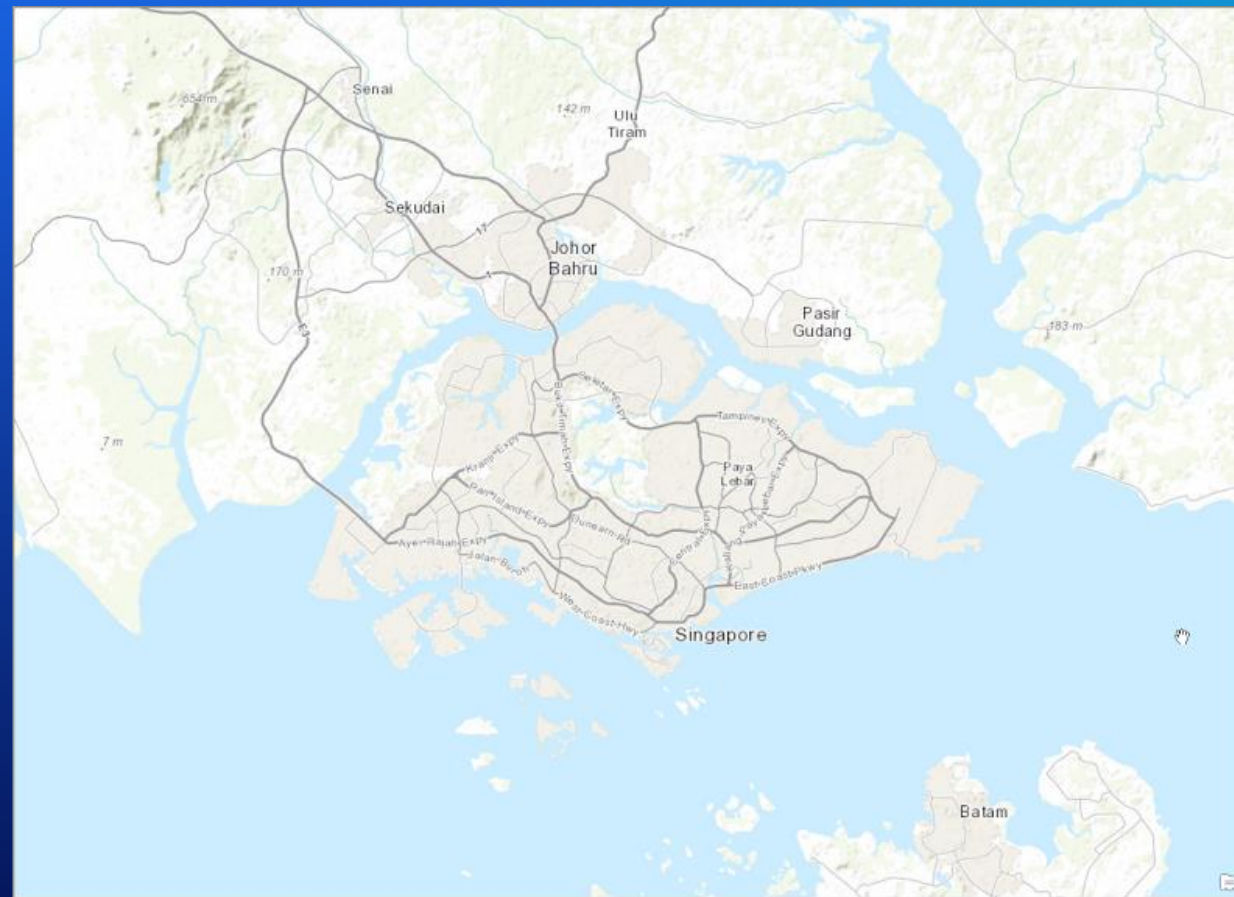
Oslo, Norway



Singapore

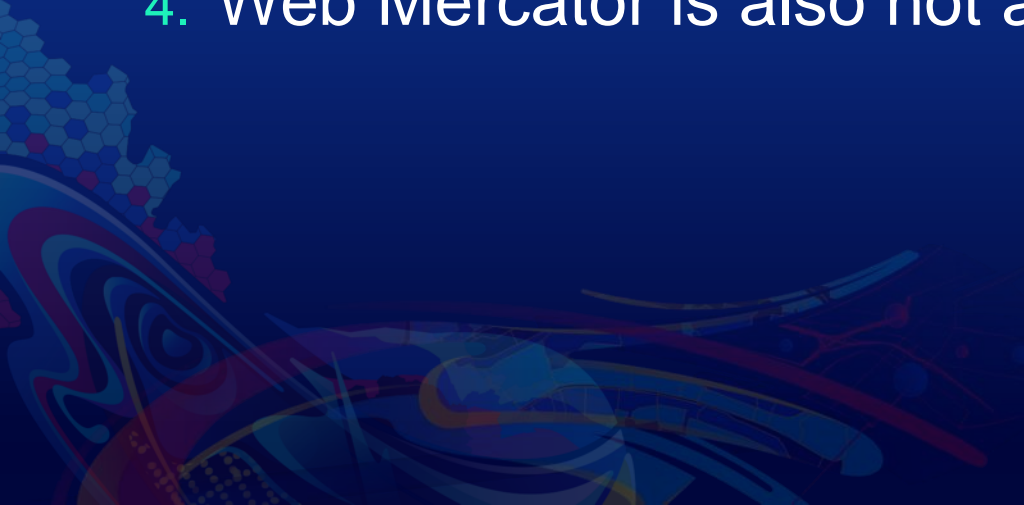


Oslo, Norway



Singapore

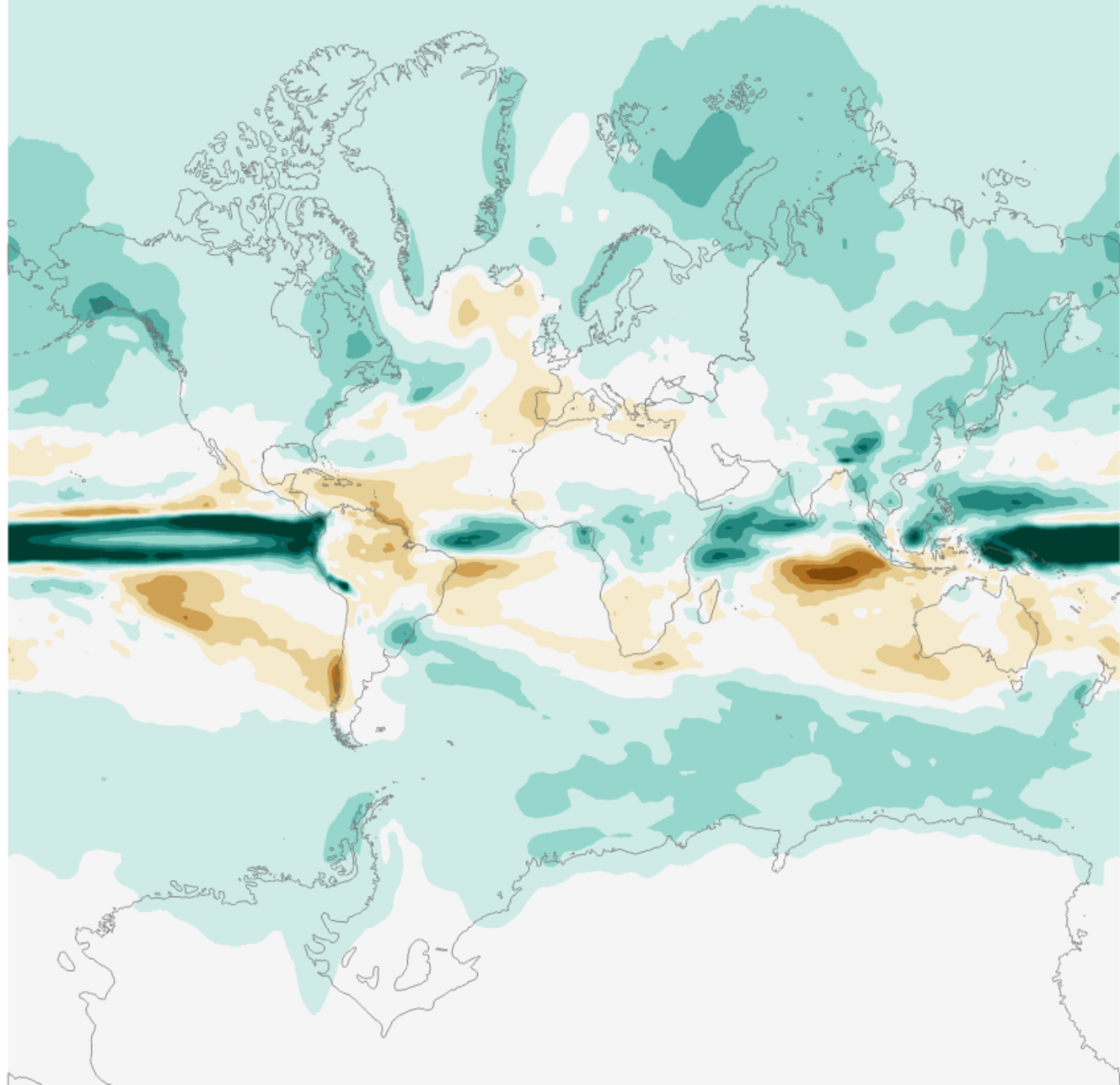
Addressing Common Misconceptions

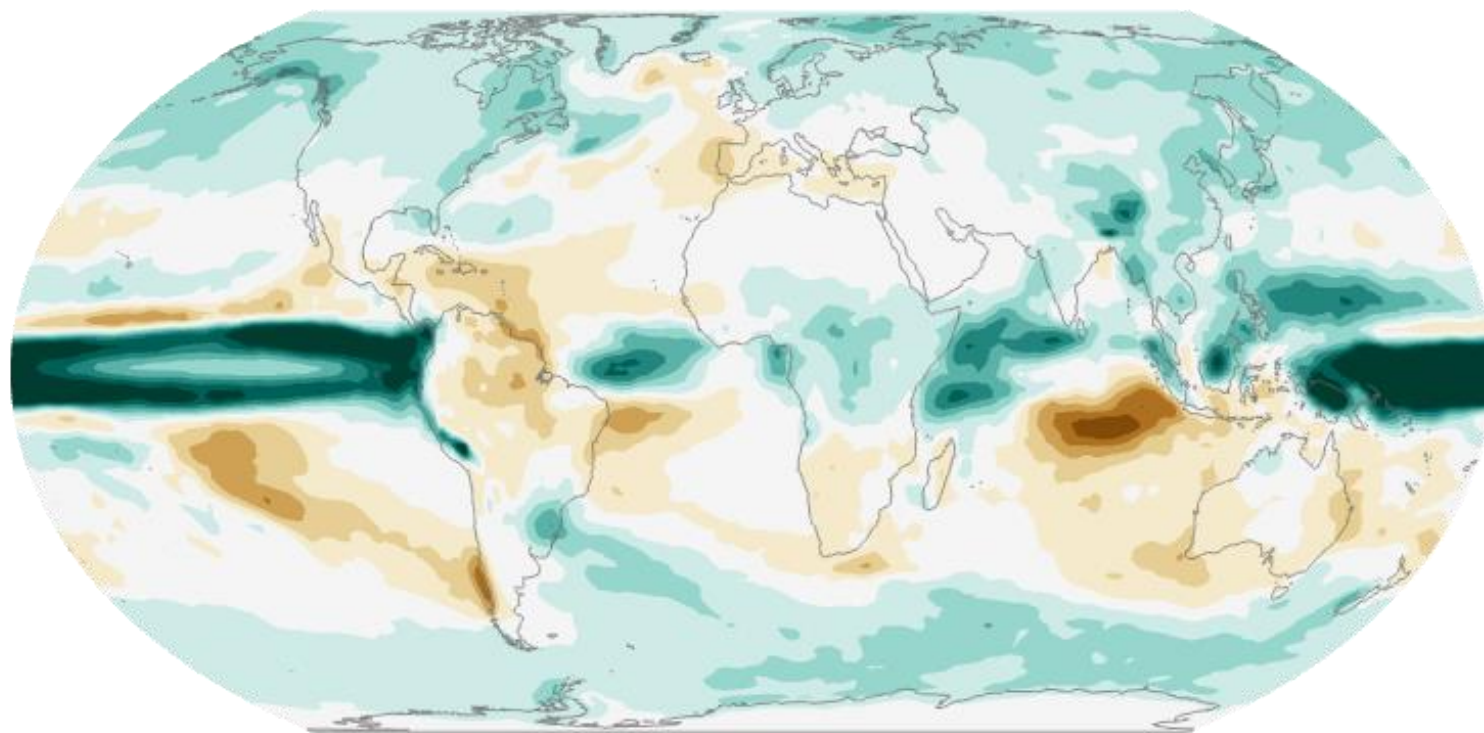
1. Web Mercator is a projected coordinate system, not a projection
 2. Web Mercator does not preserve shape
 3. Web Mercator does not preserve local angles (not conformal)
 4. Web Mercator is also not appropriate at large scales
- 

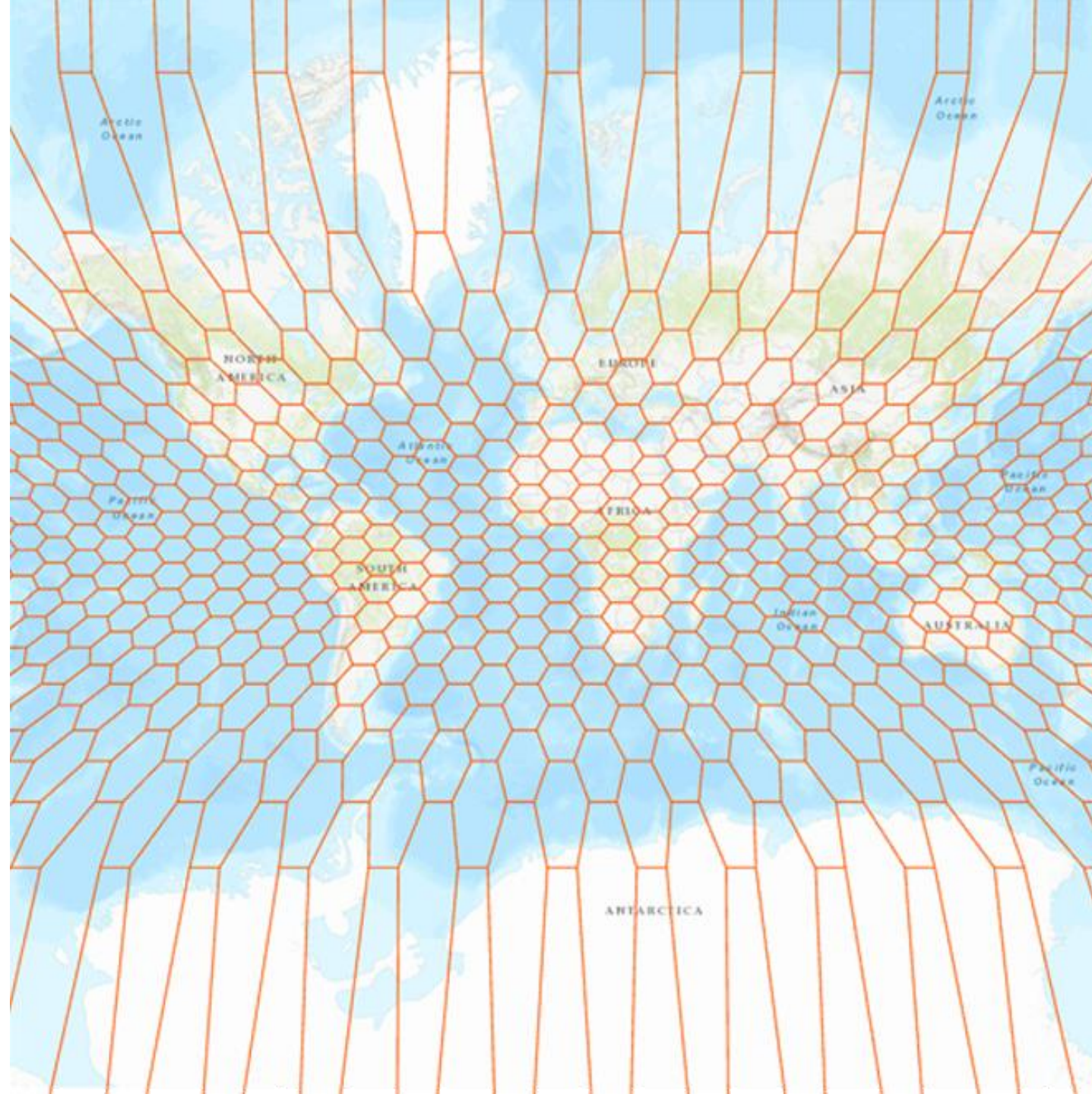
Addressing Common Misconceptions

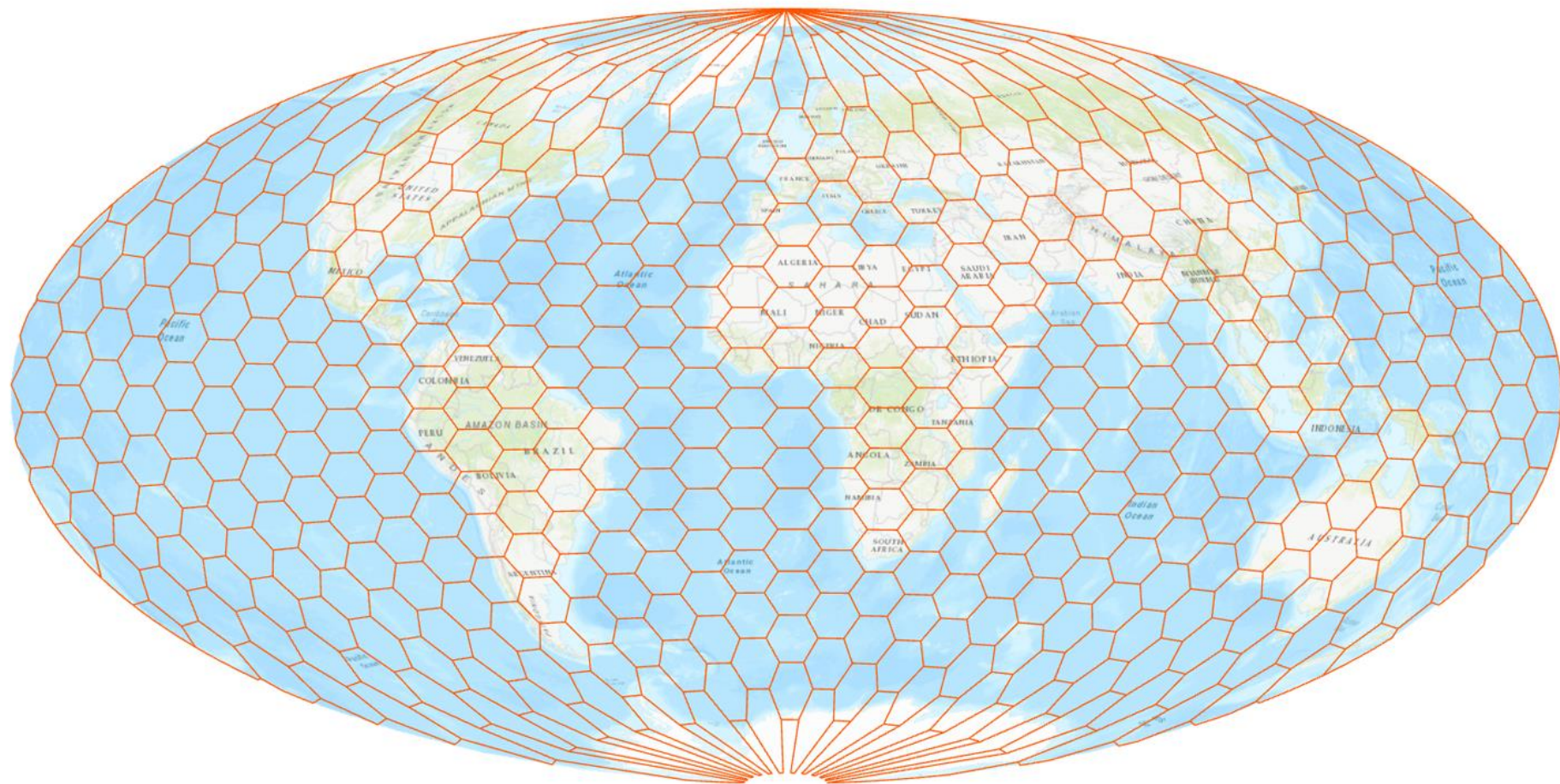
5. The results of geodesic-based analysis are not presented correctly in Web Mercator
 - Even when the analysis is performed accurately behind the scenes, it is still important to display the results correctly











Addressing Common Misconceptions

- 5. The results of geodesic-based analysis are not presented correctly in Web Mercator
- 6. WGS 1984 Web Mercator is not a static coordinate system
 - With time, geographic data in Web Mercator moves



Misalignments in WGS 1984



Misalignments in WGS 1984



Misalignments in WGS 1984



Misalignments in WGS 1984



Misalignments in WGS 1984

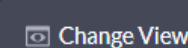
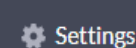
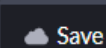


No Misalignments in GDA



Addressing Common Misconceptions

5. The results of geodesic-based analysis are not presented correctly in Web Mercator
6. WGS 1984 Web Mercator is not a static coordinate system
7. Web maps are not limited to Web Mercator
 - A web map can be in any projected coordinate system

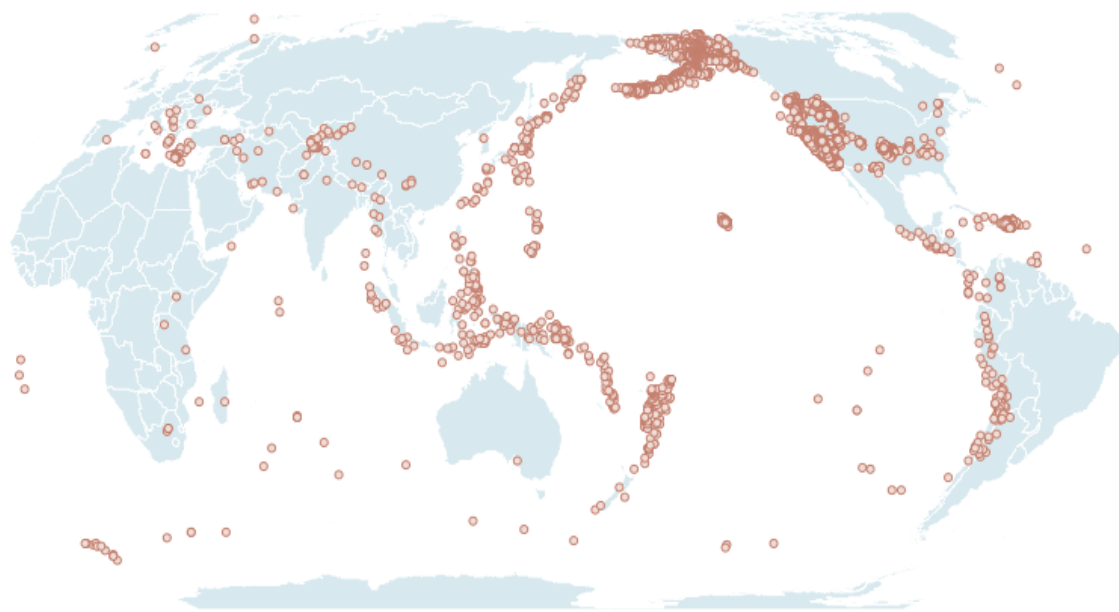


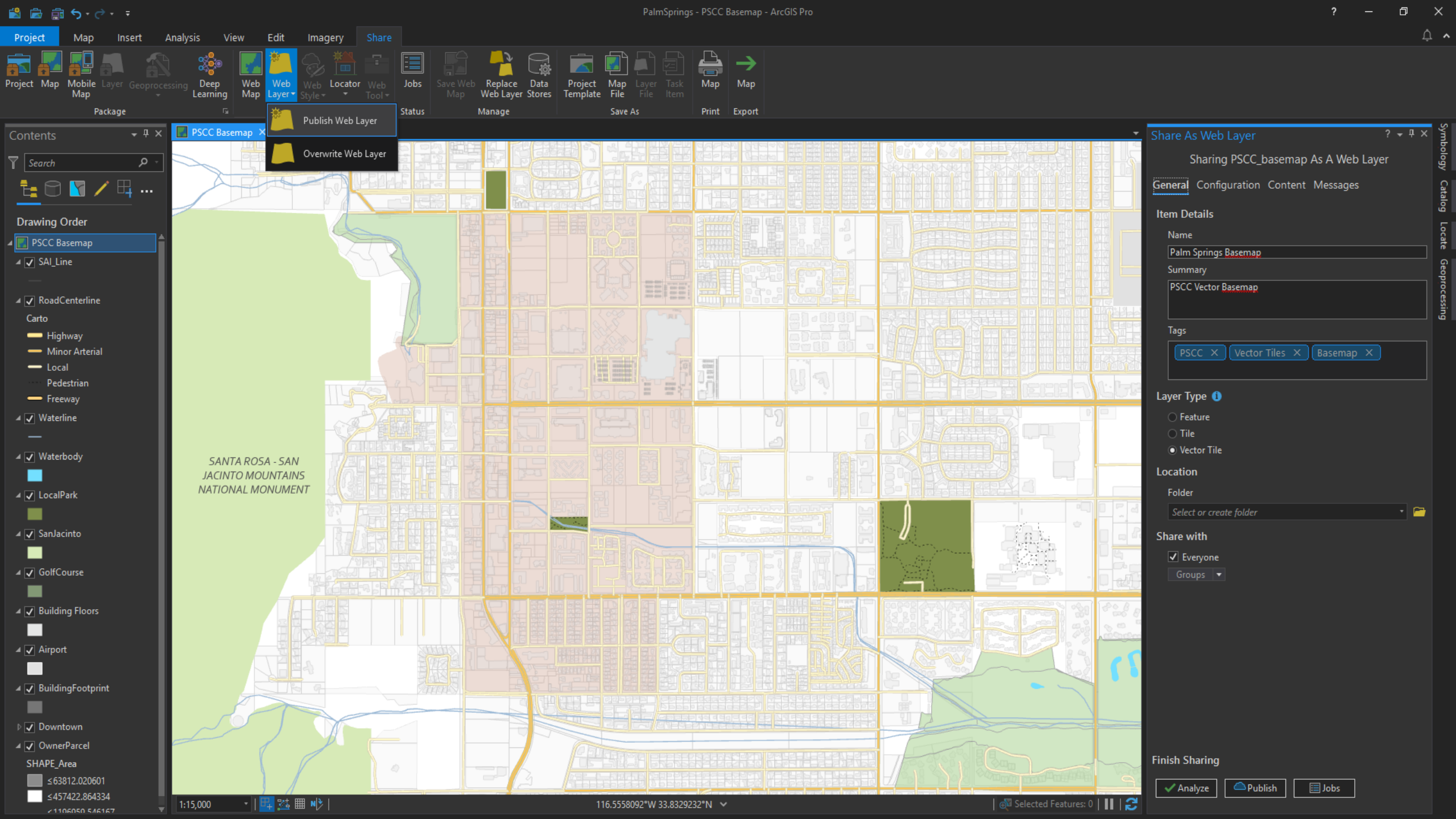
HTML

CSS

JS

```
5  "esri/views/MapView"
6  ], (Map, FeatureLayer, GeoJSONLayer, MapView) => {
7    const map = new Map({});
43
44    /* Setting spatial reference of your web map */
45    const spatialReference = {
46      wkid: 8859 //Equal Earth Asia-Pacific
47      //wkid: 8857 //Equal Earth Greenwich
48      //wkid: 54050 //Fuller world
49      //wkt:
50      'PROJCS["Custom_Wagner_IV",GEOGCS["GCS_WGS_1984",DATUM
51      ["D_WGS_1984",SPHEROID["WGS_1984",6378137.0,298.257223
52      563]],PRIMEM["Greenwich",0.0],UNIT["Degree",0.01745329
53      25199433]],PROJECTION["Wagner_IV"],PARAMETER["False_Ea
54      sting",0.0],PARAMETER["False_Northing",0.0],PARAMETER[
55      "Central_Meridian",-170.0],PARAMETER["Latitude_Of_Orig
56      in",15.0],UNIT["Meter",1.0]]'
57    };
58
59    const view = new MapView({
60      container: "viewDiv",
61      map: map,
62      scale: 166418924,
63      spatialReference,
64      center: {
65        x: 0,
66        y: 0,
67        spatialReference
68      }
69    });
70  });
71  });
```

<https://codepen.io/BSavric/pen/jObZYLB?editors=0010><https://codepen.io/BSavric/pen/eYpVyrM?editors=0010>



[Details](#) [+ Add ▾](#) [Basemap](#) [Analysis](#)[Save ▾](#) [Share](#) [Print ▾](#) [Directions](#) [Measure](#) [Bookmarks](#)[About](#) [Content](#) [Legend](#)

Make your own map

It's easy to make your own map. Just follow these steps:

1. Choose an area.

Pan and zoom the map to an area or search by its name or address.

2. Decide what to show.

Choose a [Basemap](#) then [+ Add](#) layers on top of it.

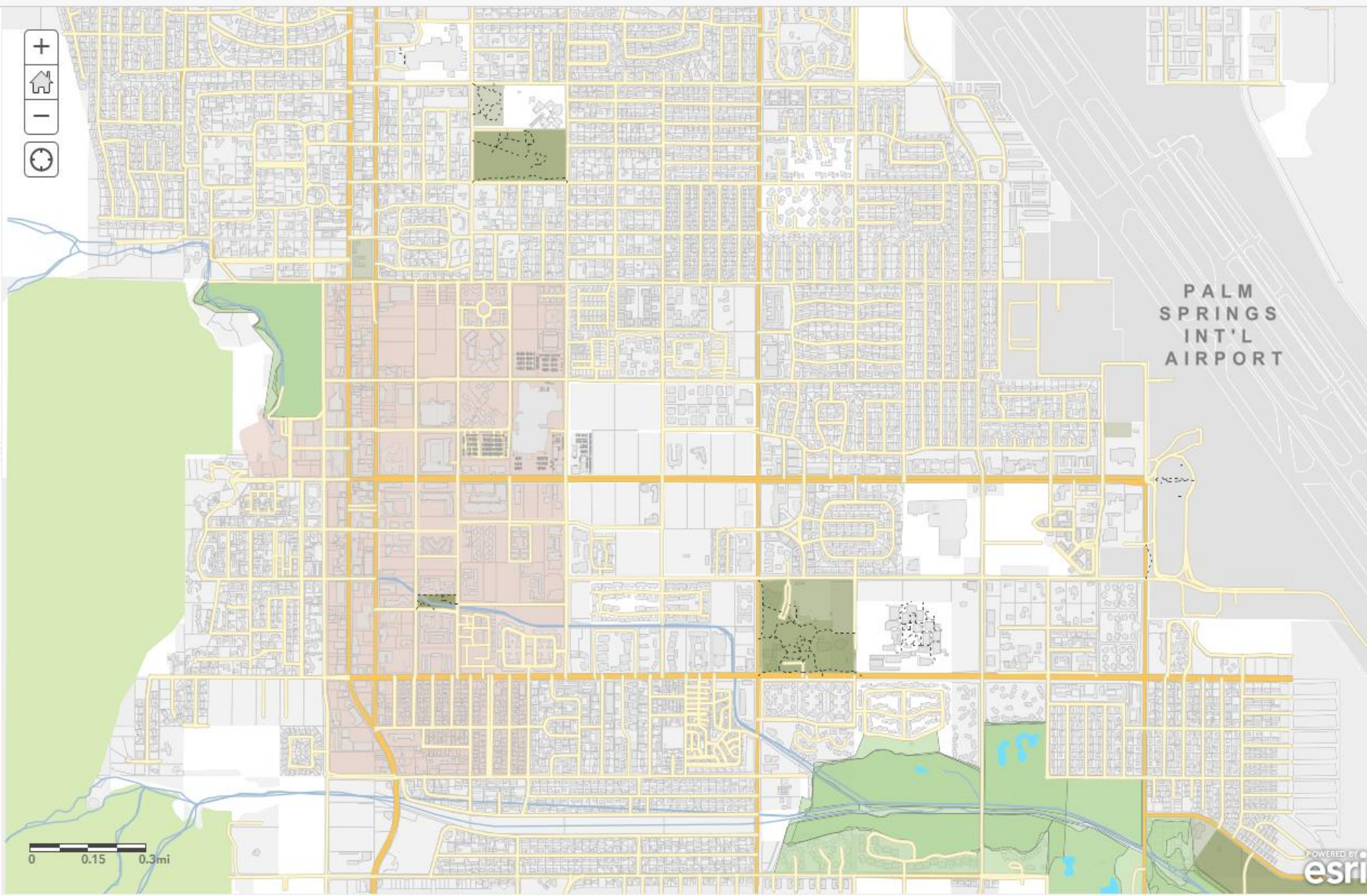
3. Add more to your map.

[+ Add](#) map notes to draw features on the map.

Display descriptive text, images, and charts for map features in a [pop-up](#).

4. Save and share your map.

Give your map a name and description then share it with other people.



Map Projection Selection



Map Projection Selection

Q: Which projection is the best?

A: It depends on what you are doing.

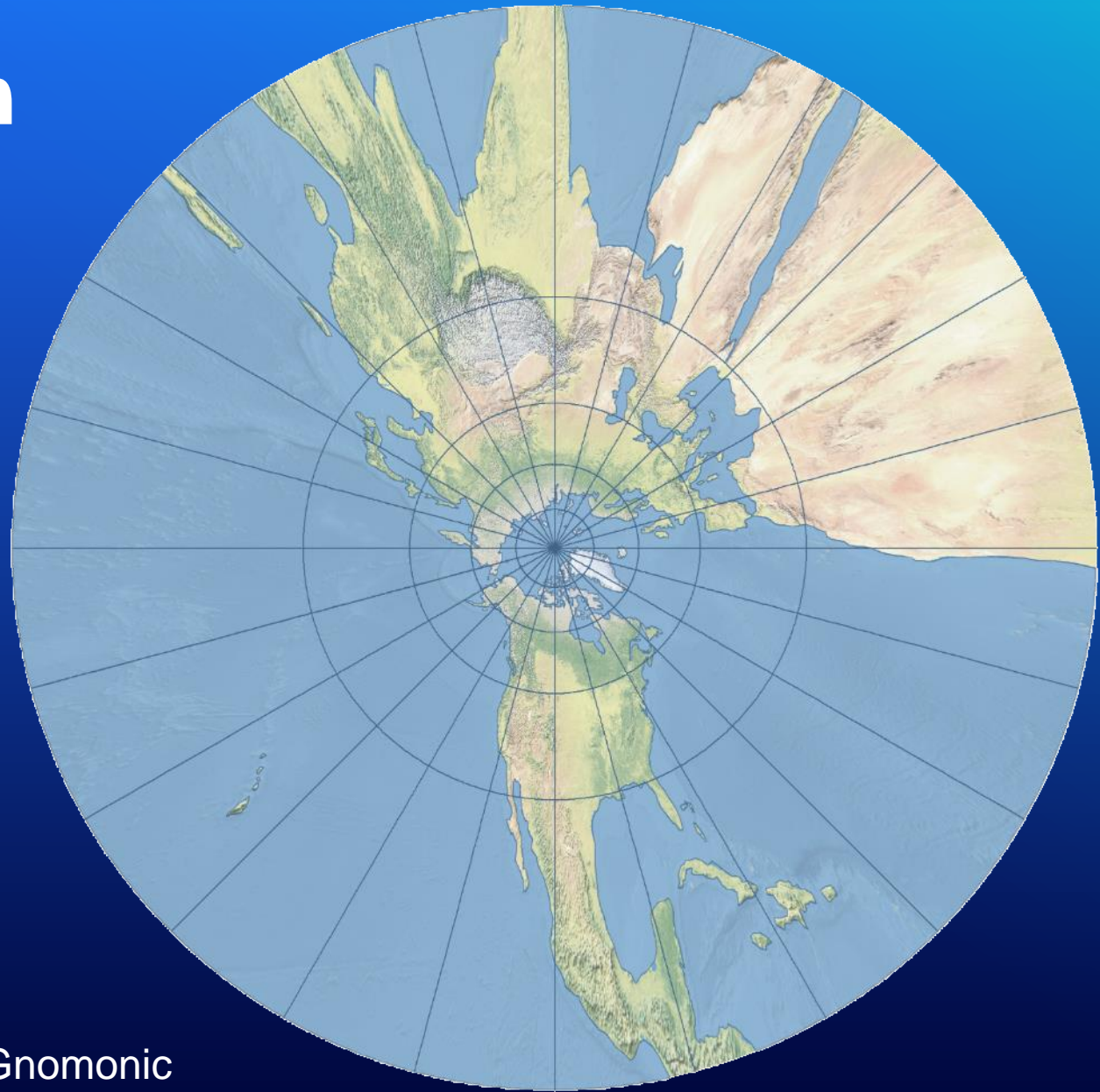
Albers equal area

Stereographic

Azimuthal equidistant

Transverse Mercator

Gnomonic



Map Projection Selection

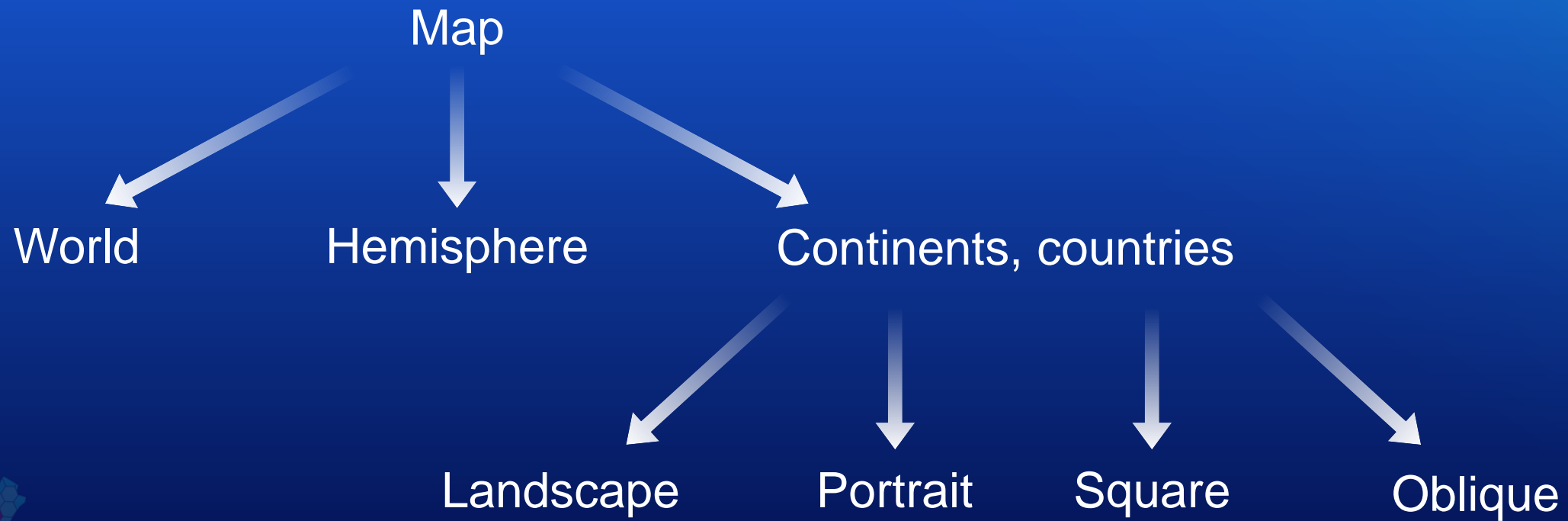
“ Where projections are concerned there's really no good default. Every map should be considered on a case by case basis depending on where in the world you're mapping, the scale, purpose and content.

(Kenneth Field, 2019)

John Snyder's Selection Guideline



John Snyder's Selection Guideline



Region mapped

1. World (Earth should be treated as a sphere)
 - A. Conformal (gross area distortion)
 - (1) Constant scale along Equator
Mercator
 - (2) Constant scale along meridian
Transverse Mercator
 - (3) Constant scale along oblique great circle
Oblique Mercator
 - (4) Entire Earth shown
Lagrange
August
Eisenlohr
 - B. Equal-Area
 - (1) Standard without interruption
Hammer
Mollweide
Eckert IV or VI
McBryde or McBryde-Thomas variations
Boggs Eumorphic
Sinusoidal
misc. pseudocylindricals
 - (2) Interrupted for land or ocean
any of above except Hammer
Goode Homolosine
 - (3) Oblique aspect to group continents
Briesemeister
Oblique Mollweide
 - C. Equidistant
 - (1) Centered on pole
Polar Azimuthal Equidistant
 - (2) Centered on a city
Oblique Azimuthal Equidistant
 - D. Straight rhumb lines
Mercator
 - E. Compromise distortion
Miller Cylindrical
Robinson
2. Hemisphere (Earth should be treated as a sphere)
 - A. Conformal
Stereographic (any aspect)
 - B. Equal-Area
Lambert Azimuthal Equal-Area (any aspect)
 - C. Equidistant
Azimuthal Equidistant (any aspect)
 - D. Global look
Orthographic (any aspect)
3. Continent, ocean, or smaller region (Earth should be treated as a sphere for larger continents and oceans and as an ellipsoid for smaller regions, especially at a larger scale)
 - A. Predominant east-west extent
 - (1) Along Equator
Conformal: Mercator
Equal-Area: Cylindrical Equal-Area
 - (2) Away from Equator
Conformal: Lambert Conformal Conic
Equal-Area: Albers Equal-Area Conic
 - B. Predominant north-south extent
Conformal: Transverse Mercator
Equal-Area: Transverse Cylindrical Equal-Area
 - C. Predominant oblique extent (for example: North America, South America, Atlantic Ocean)
Conformal: Oblique Mercator
Equal-Area: Oblique Cylindrical Equal-Area
 - D. Equal extent in all directions (for example: Europe, Africa, Asia, Australia, Antarctica, Pacific Ocean, Indian Ocean, Arctic Ocean, Antarctic Ocean)
 - (1) Center at pole
Conformal: Polar Stereographic
Equal-Area: Polar Lambert Azimuthal Equal-Area
 - (2) Center along Equator
Conformal: Equatorial Stereographic
Equal-Area: Equatorial Lambert
Azimuthal Equal-Area
 - (3) Center away from pole or Equator
Conformal: Oblique Stereographic
Equal-Area: Oblique Lambert
Azimuthal Equal-Area
 - E. Straight rhumb lines (principally for oceans)
Mercator
 - F. Straight great-circle routes
Gnomonic (for less than hemisphere)
 - G. Correct scale along meridians
 - (1) Center at pole
Polar Azimuthal Equidistant
 - (2) Center along Equator
Plate Carrée (Equidistant Cylindrical)
 - (3) Center away from pole or Equator
Equidistant Conic

Appropriate for World Maps

- Pseudocylindrical

- Equal area
(thematic maps)



Equal Earth



Eckert IV

- Compromise
(general maps)



Robinson

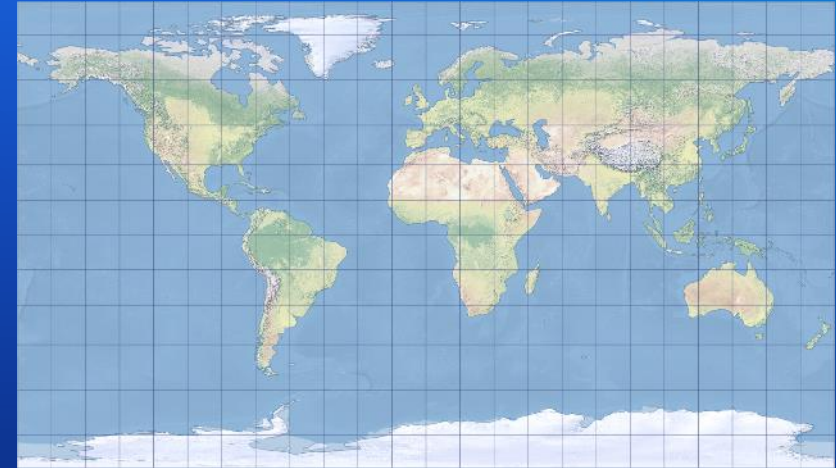


Winkel Tripel

Appropriate for World Maps

- Cylindrical projections
 - Compromise

Only for rare phenomena
based on longitude (time zones)
or very good aesthetic reasons!



Patterson

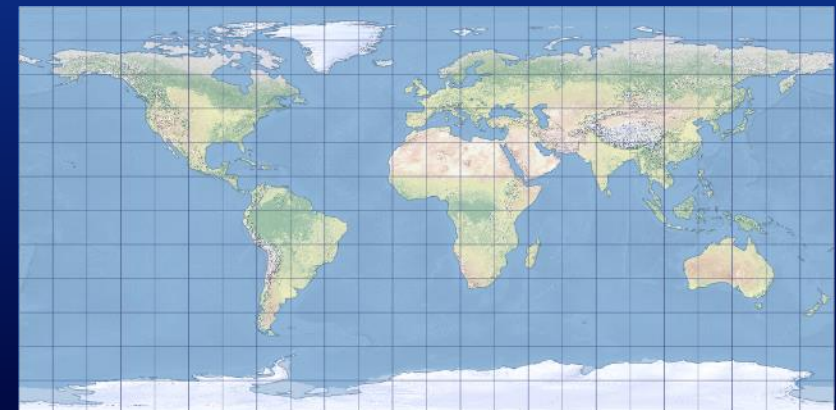


Plate Carrée

Appropriate for Hemisphere Maps

- Only azimuthal projections
 - Azimuthal equidistant
 - Lambert equal area
 - Orthographic



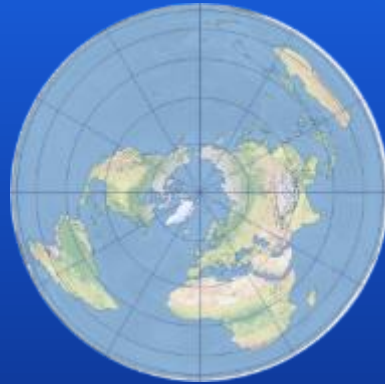
Lambert azimuthal equal area



Orthographic

Appropriate for Continents and Smaller Areas

- Azimuthal
 - Polar areas
 - Equal extent



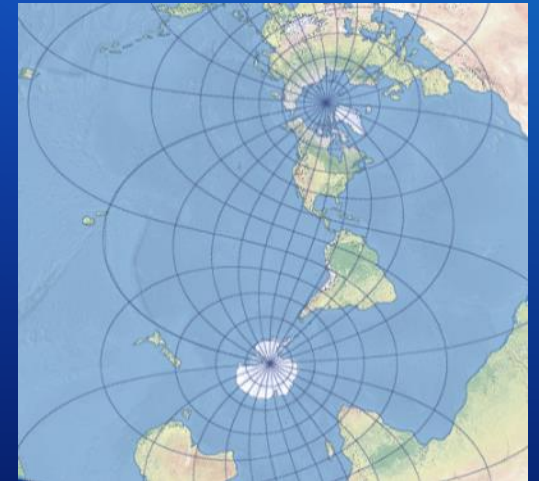
- Conic
 - Mid-latitudes
 - East to west extent



- Cylindrical
 - Equatorial areas
 - East to west extent



- Oblique cylindrical
 - Oblique extent



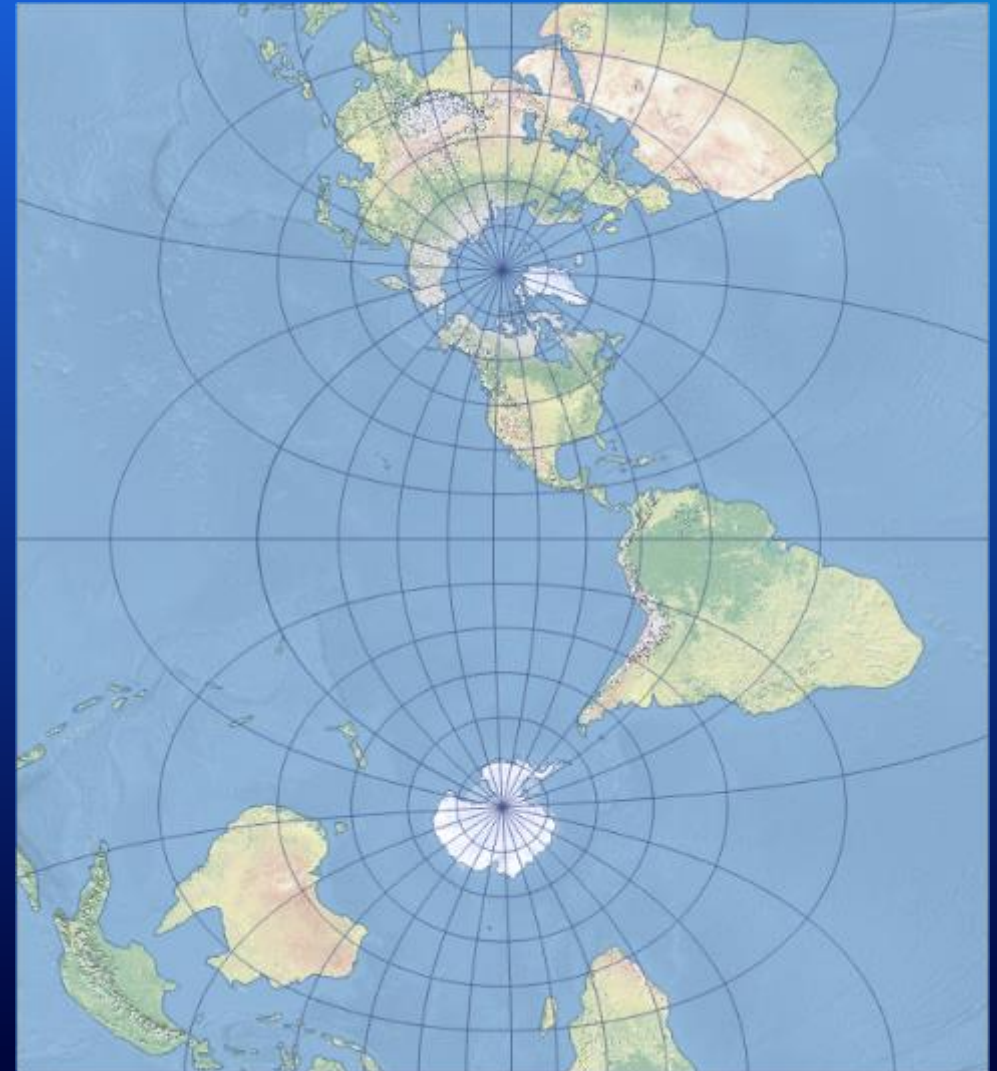
- Transverse cylindrical
 - North to south extent



Appropriate for Topographic Maps

- Transverse cylindrical
 - Transverse Mercator
 - Transverse cylindrical equal area
 - Cassini

Transverse Mercator,
used in UTM, State Plane, etc.



Selecting Projection Properties

- Use **equal area for thematic maps**, especially when areas are compared, or when densities of objects are compared.
- Use **equidistant projections** only if distances are measured along certain (equidistant) lines.
- **Regional maps** (continents or smaller areas):
Use either equal area or conformal.
- Only for regional maps: use **conformal projection when measuring angles** (surveying, military, naval navigation, etc.)
- **World maps** should use compromise or equal area projections.

Map Projections in Esri Software

Adams square II	Eckert V	Lambert conformal conic	Rectified skew orthomorphic
Aitoff	Eckert VI	Local	Robinson
Albers	Eckert-Greifendorff	Loximuthal	Sinusoidal
Aspect-adaptive	Equal Earth	McBryde-Thomas flat-polar quartic	Stereographic
Azimuthal equidistant	Equidistant conic	Mercator	Times
Behrmann	Equidistant cylindrical	Miller cylindrical	Tobler cylindrical I
Berghaus Star	Fuller	Mollweide	Tobler cylindrical II
Bonne	Gall stereographic	Natural Earth	Transverse cylindrical equal-area
Cassini	Gauss-Krüger	Natural Earth II	Transverse Mercator
Compact Miller	Geostationary satellite	New Zealand map grid	Two point equidistant
Craster parabolic	Gnomonic	Ney modified conic	Van der Grinten I
Cube	Goode homolosine	Orthographic	Vertical near side perspective
Cylindrical equal-area	Hammer	Patterson	Wagner IV
Double stereographic	Hotine oblique Mercator	Peirce quincuncial	Wagner V
Eckert I	IGAC Plano Cartesiano	Perspective cylindrical	Wagner VII
Eckert II	Krovak	Plate Carrée	Winkel I
Eckert III	Laborde oblique Mercator	Polyconic	Winkel II
Eckert IV	Lambert azimuthal equal-area	Quartic authalic	Winkel Tripel

Map Projections in Esri Software

Adams square II	Eckert V	Lambert conformal conic	Rectified skew orthomorphic
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Cassini			Transverse Mercator
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Craster parabolic			Van der Grinten I
Cube			Vertical near side perspective
Cylindrical equal-area			Wagner IV
Double stereographic			Wagner V
Eckert I			Wagner VII
Eckert II			Winkel I
Eckert III			Winkel II
Eckert IV			Winkel Tripel

Hotine Oblique Mercator

Hotine Oblique Mercator Azimuth Center
Hotine Oblique Mercator Azimuth Natural Origin
Hotine Oblique Mercator Two Point Center
Hotine Oblique Mercator Two Point Natural Origin

IGAC Plano Cartesiano	Perspective cylindrical
Krovak	Plate Carrée
Laborde oblique Mercator	Polyconic
Lambert azimuthal equal-area	Quartic authalic

ArcMap

Home

Get Started

Map

Analyze

Map > Map projections > Supported map projections

What are map projections?

Projection basics for GIS professionals

The geoid, ellipsoid, spheroid and datum

Identifying an unknown coordinate system

Converting degrees-minutes-seconds values to decimal degree values

Geographic coordinate systems

Projected coordinate systems

Geographic transformations

Vertical coordinate systems

Supported map projections

List of supported map projections

Adams square II

Aitoff



Products

Solutions

Support & Services

News

About



ArcGIS Pro

Overview

Features

Resources

Free Trial

Buy Now

Home

Get Started

Help

Tool Reference

Python

SDK

Search ArcGIS Pro help



Help / Maps and scenes / Map and scene properties / Coordinate systems / Supported map projections

Map projection

Adams square II

Aitoff

Albers

Aspect-adaptive cylindrical

Azimuthal equidistant

Behrmann

Berghaus star

Bonne

Coordinate systems, projections, and transformations

Specify a coordinate system

Geographic datum transformations

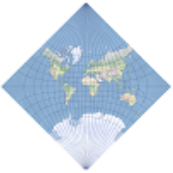



Vertical coordinate systems

Vertical datums

Geoid

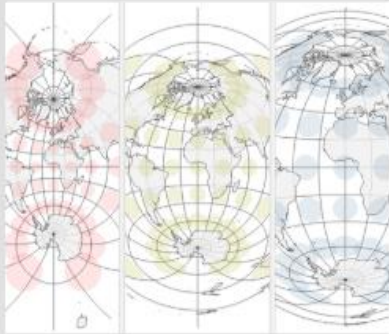
Supported map projections

List of supported map projections

Map projection	Example	Description
Adams square II		This projection shows the world in a square. It is a conformal projection except in the four corners of the square.
Aitoff		This compromise modified azimuthal projection takes a form of an ellipse. It is used primarily for world maps.
Albers		This equal-area conic projection is best suited for land masses extending in an east-to-west orientation at midlatitudes.
Aspect-		This compromise map projection adjusts the parallels to the height-to-

Map projections

Explore different ways to project the round earth onto a flat map.



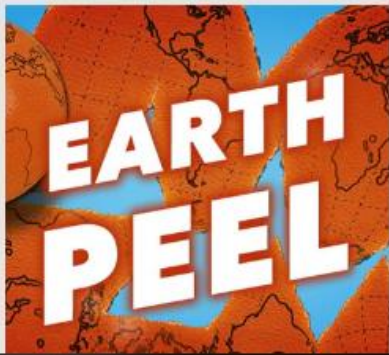
Choose the right projection

Learn some tips for choosing an appropriate projected coordinate system for your map.

🕒 1 hr

🌐 Lesson

1



Earth peel

Illustrate map projections by peeling a digital orange in ArcGIS Pro.

🕒 10 min

🌐 Article

English Only

3

Mercator, it's not hip to be square

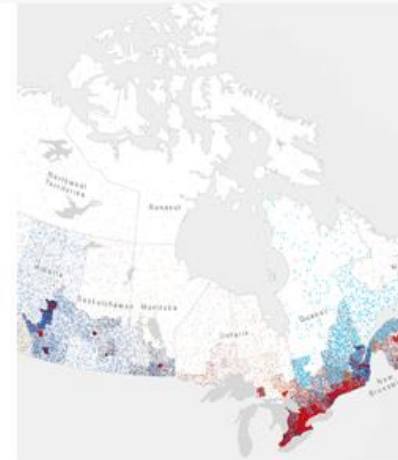
The purpose and problems of the Mercator projection and some methods for replacing it in web maps.

🕒 30 min

🌐 Article

English Only

2





Make a web map without Web Mercator

Make web maps with projections other than Web Mercator. Build and publish vector tiles from ArcGIS Pro to make a basemap in a chosen projected coordinate system.

Duration
🕒 50mins

Mapping Education

As a GIS consultant in Bogotá, Colombia, you make web maps for clients, all with different needs. You have two upcoming projects that require you to make web maps with specific projections—not the default of Web Mercator.

In this lesson, you'll learn how to change the projection of a web map by changing the basemap. You'll also learn how to make your own basemap in ArcGIS Pro with a coordinate system of your choice, which you can then use to build projected web maps.

[View final result](#)

Requirements

- Publisher or Administrator role in an ArcGIS organization (get a [free trial](#))
- ArcGIS Pro (get a [free trial](#))

Lesson Plan

[Make an equal-area web map](#)

10 minutes

“ Publish your authoritative data in
authoritative coordinate systems!



Coordinate Systems in Esri Software

5619 projected coordinate systems

978 geographic coordinate systems

398 vertical coordinate systems

1767 geographic transformations

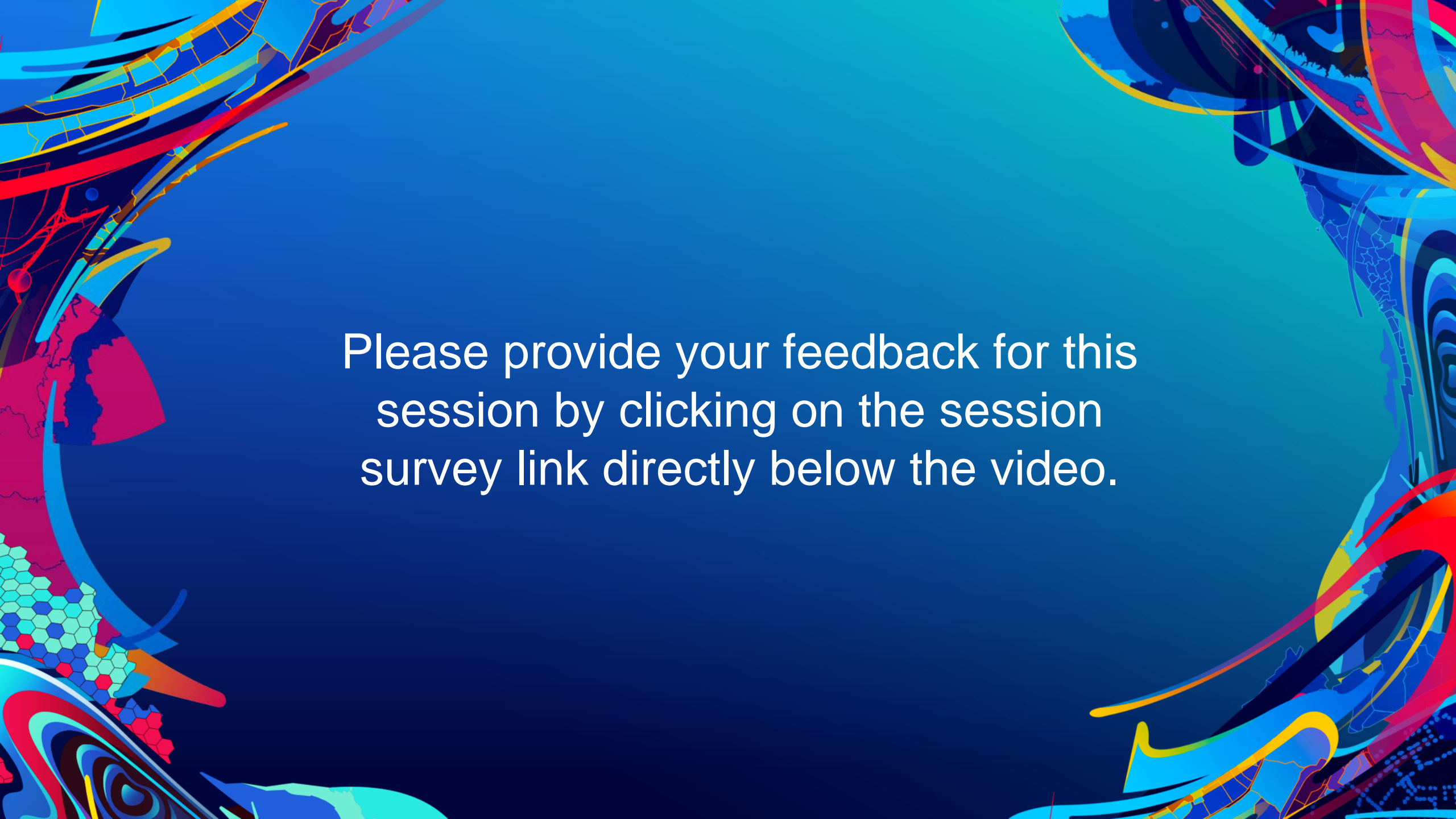
181 vertical transformations

Useful Links

- Snyder's selection guidelines
<https://doi.org/10.3133/pp1395>, p. 33–35
- Projection Wizard
<https://projectionwizard.org>
- ArcGIS Python Add-In Map Projection Selection Toolbar
<https://github.com/pcgosling/ArcGIS-ProjectionSelection>
- List of Supported Map Projections in ArcGIS Pro
<https://pro.arcgis.com/en/pro-app/help/mapping/properties/list-of-supported-map-projections.htm>
- Quick Notes on Map Projections in ArcGIS
<https://github.com/Esri/projection-engine-db-doc/tree/master/other>
- ArcGIS Online: Use your own basemap
<https://doc.arcgis.com/en/arcgis-online/create-maps/choose-basemap.htm>

Useful Links

- Map Projections Learning Path
<https://learn.arcgis.com/en/paths/map-projections>
- Make a Web Map without Web Mercator Lesson
<https://learn.arcgis.com/en/projects/make-a-web-map-without-web-mercator>
- Blog: Mercator, It's not Hip to be Square
<https://www.esri.com/arcgis-blog/products/arcgis-pro/mapping/mercator-its-not-hip-to-be-square>
- Here Are Some Equal Area Projected Maps for ArcGIS Online (and how to make them)
<https://www.esri.com/arcgis-blog/products/arcgis-online/mapping/here-are-some-equal-area-projected-maps-for-arcgis-online-and-how-to-make-them>
- DevSummit 2018: Client-side Processing in Web Applications
<https://www.youtube.com/watch?v=vCw5ASyAGSU&t=2m50s>



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