

Real Size Earth Map

Map A common use is route planning, which enables users to find their way to their destination. Specialized maps, called charts, are used for nautical navigation (nautical charts) and aviation (aeronautical charts). A related term is "detectable size"; which In cartography, a map is a representation or abstraction of geographic reality. Scientists use maps to organize spatial data in fields such as geology, meteorology, seismology and demographics. Governments use maps for administrative functions such as census, electoral districts, property taxation, dispatching police, and coordinating disaster relief. as the real-world distance represented by half a millimeter on a paper map, or half a pixel in raster imagery. Military and security organizations use maps for mission planning, surveillance, border management, logistics, and intelligence analysis. Maps are used for a wide range of purposes, including navigation, scientific research, governance, and warfare 08bcccd928

Software for implementing the projection is easy to write and executes efficiently. 08bcccd928 According to the creators, the projection was created in response to the decision of the Boston Public Schools to adopt the Gall-Peters projection for world maps in March 2017, to accurately show the relative sizes of equatorial and non-equatorial regions. The decision generated controversy in the world of cartography due to this projection's extreme distortion in the polar regions. At that time, Šavrič, Jenny, and Patterson sought alternative map projections of equal areas for... 08bcccd928 Similar to Minecraft, Minecraft Earth was centered around building structures, gathering resources, crafting, and exploration. The game utilized the same Bedrock game engine as most other versions of Minecraft. In "build mode", players could build augmented reality structures on "Buildplates" in collaboration with other players, then explore them in full size with "play mode". In both Build mode and Play mode, the buildplates were overlaid onto the real world using augmented reality (AR) and the built-in phone camera. Players could gather resources by collecting "tappables" in the in-game map and by completing "adventures" which may be a puzzle, a specific task, or a virtual location with... 08bcccd928

Map projection In contrast, mappings that are not conformal In cartography, a map projection is any of a broad set of transformations employed to represent the curved two-dimensional surface of a globe on a plane. In a map projection, coordinates, often expressed as latitude and longitude, of locations from the surface of the globe are transformed to coordinates on a plane. infinitesimal circles of constant size anywhere on the Earth to infinitesimal circles of varying sizes on the map 08bcccd928

The earliest T-O maps are closely... 08bcccd928 Projection is a necessary step in creating a two-dimensional map and is one of the essential elements of cartography. 08bcccd928 With the Age of Discovery, during the 15th to 18th centuries, world maps became increasingly accurate; exploration of Antarctica, Australia, and the interior of Africa by Western mapmakers was left to the 19th and early 20th century. 08bcccd928

Build the Earth Since its creation, BuildTheEarth has grown into one. accurately reproducing real-world locations using publicly available geographic data and reference imagery 08bcccd928

The second distinct concept of scale applies to the variation in scale across a map. It is the ratio of the mapped point's scale to the nominal scale. In this case 'scale' means the scale factor (also called point scale or particular scale). 08bcccd928 The earliest surviving example of a T-O map is found in a late 7th- or early 8th-century copy of Isidore of Seville's (c. 560 – 636) *De natura rerum*, which alongside his *Etymologiae* (c. 625) are two of the most common texts to be accompanied by such a diagram in the Middle Ages. A later manuscript added the names of Noah's sons (Sem, Iafeth and Cham) for each of the three continents (see Biblical terminology for race). A later variation with more detail is the *Beatus* map drawn by Beatus of Liébana, an 8th-century Spanish monk, in the prologue to his *Commentary on the Apocalypse*. 08bcccd928

Counter-Earth earth from the center of the cosmos" and provided the insight that "the apparent motion of the heavenly bodies" was (in large part) due to "the real 08bcccd928

T and O map habitable temperate climate in between. The T and O map represents only half of the spherical Earth, presumably a convenient projection of the known northern A T and O map or O-T or T-O map (*orbis terrarum*, orb or circle of the lands; with the letter T inside an O), also known as an Isidoran map, is a type of early world map that represents the Afro-Eurasian landmass as a circle (= O) divided into three parts by a T-shaped combination of the Mediterranean sea, the river Tanais (Don) and the Nile. The origins of this diagram are contested, with some scholars hypothesizing an origin in Roman or late antiquity, while others consider it to have originated in 7th- or early 8th-century Spain 08bcccd928

Despite the name's literal meaning, projection is not limited to perspective... 08bcccd928 == Antiquity == 08bcccd928

Dymaxion map The resulting map is heavily interrupted in order to reduce shape and size distortion compared to other world maps, but the interruptions are chosen to lie in the ocean. The Dymaxion map projection, also called the Fuller projection, is a kind of polyhedral map projection of the Earth's surface onto the unfolded net of The Dymaxion map projection, also called the Fuller projection, is a kind of polyhedral map projection of the Earth's surface onto the unfolded net of an icosahedron 08bcccd928

The first way is the ratio of the size of the generating globe to the size of the Earth. The generating globe is a conceptual model to which the Earth is shrunk and from which the map is projected. The ratio of the Earth's size to the generating globe's size is called the nominal scale (also called principal scale or representative fraction). Many maps state the nominal scale and may even display a bar scale (sometimes merely called a "scale") to represent it. 08bcccd928 Straight parallels make it easy to compare how far north or south places are from the equator. 08bcccd928 The projection was invented by Buckminster Fuller. In 1943, Fuller proposed a projection onto a cuboctahedron, which he called the Dymaxion World, using the name Dymaxion which he also applied to several of his other inventions. In 1954, Fuller and cartographer Shoji Sadao produced an updated Dymaxion map, the Airocean World Map, based on an icosahedron with a few of the triangular faces cut to avoid breaks in landmasses. 08bcccd928 == Gameplay == 08bcccd928 All projections of a sphere on a plane necessarily distort the surface in some way. Depending on

the purpose of the map, some distortions are acceptable and others are not; therefore, different map projections exist in order to preserve some properties of the sphere-like body at the expense of other properties. The study of map projections is primarily about the characterization of their distortions. There is no limit to the number of possible map projections. 08bcccd928 The Dymaxion projection is intended for representations of the entire Earth. 08bcccd928 More generally, projections are considered in several fields of pure mathematics, including differential geometry, projective geometry, and manifolds. However, the term map projection refers specifically to a cartographic projection. 08bcccd928 The March 1, 1943, edition of Life magazine included a photographic essay titled "Life Presents R. Buckminster Fuller's Dymaxion World", illustrating a projection onto a cuboctahedron, including several examples of possible arrangements of the square and triangular pieces, and a pull-out section of one-sided magazine pages with the map faces printed... 08bcccd928 If the region of the map is small enough to ignore Earth's curvature, such as in a town plan, then a single value can be used as the scale without causing measurement errors. In maps covering... 08bcccd928 Meridians are evenly spaced along any line of latitude. 08bcccd928 The features of the Equal Earth projection include: 08bcccd928 == History == 08bcccd928 == Relevant textual descriptions of the world == 08bcccd928

Equal Earth projection The Equal Earth map projection is an equal-area pseudocylindrical global map projection, invented by Bojan Šavrič, Bernhard Jenny, and Tom Patterson in 2018. It is inspired by the widely used Robinson projection, but unlike the Robinson projection, it retains the relative size of areas. The projection equations are simple to implement and fast to evaluate 08bcccd928

One of the earliest preserved maps is from the Akkadian Empire (in modern Iraq) inscribed on a clay tablet and dated to 2300 BCE. By the 5th century BCE, Greeks were drawing maps of their known world, encompassing the Mediterranean Sea and most of Europe, North Africa, and the Middle East. Maps were important tools in the Age of Discovery, when mariners used them to explore new lands... 08bcccd928

Scale (map) The generating globe is a conceptual model to which the Earth is shrunk and from which the map The scale of a map is the ratio of a distance on the map to the corresponding distance on the ground. This simple concept is complicated by the curvature of the Earth's surface, which forces scale to vary across a map. size of the generating globe to the size of the Earth. Because of this variation, the concept of scale becomes meaningful in two distinct ways 08bcccd928

Minecraft Earth A spin-off of the video game Minecraft, it was first announced in May 2019, and was available on Android and iOS. Minecraft Earth's world map was generated using global OpenStreetMap data and divided into "several billion equally-sized chunks," allowing the Minecraft Earth was an augmented reality and geolocation-based sandbox game developed by Mojang Studios and Blackbird interactive and published by Xbox Game Studios. The game received its final update in January 2021 and officially shut down on 30 June 2021 due to the COVID-19 pandemic. features. The game was free-to-play, and was first released in early access on 17 October 2019 08bcccd928

The curved sides of the projection suggest the spherical form of Earth. 08bcccd928

Early world maps World maps assuming a spherical Earth first appear in the Hellenistic period. Since Ptolemy, knowledge of the approximate size of the Earth allowed The earliest known world maps date to classical antiquity, the oldest examples of the 6th to 5th centuries BCE still based on the flat Earth paradigm. world map (2nd century CE), which would remain authoritative throughout the Middle Ages. Since Ptolemy, knowledge of the approximate size of the Earth allowed cartographers to estimate the extent of their geographical knowledge, and to indicate parts of the planet known to exist but not yet explored as terra incognita. The developments of Greek geography during this time, notably by Eratosthenes and Posidonius culminated in the Roman era, with Ptolemy's world map (2nd century CE), which would remain authoritative throughout the Middle Ages 08bcccd928

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