
Subject: Map projections (XKCD)
Posted by [mankoff](#) on Mon, 14 Nov 2011 12:13:10 GMT
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Dear newsgroup,

I hope some of you enjoy the latest XKCD comic on map projections:
<http://xkcd.com/977/>

-k.

Subject: Re: Map projections (XKCD)
Posted by [David Fanning](#) on Mon, 14 Nov 2011 13:44:05 GMT
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mankoff writes:

> I hope some of you enjoy the latest XKCD comic on map projections:
> <http://xkcd.com/977/>

Love it! I recently watched the old West Wing series
about the Peters projection again. Still makes me
laugh. :-)

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Map projections (XKCD)
Posted by [Craig Markwardt](#) on Tue, 15 Nov 2011 17:21:05 GMT
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On Nov 14, 7:13 am, mankoff <mank...@gmail.com> wrote:

> Dear newsgroup,
>

> I hope some of you enjoy the latest XKCD comic on map projections:<http://xkcd.com/977/>

I'm sad that Zenith Equal Area didn't get any love. I guess I'm a

loner.

Craig

Subject: Re: Map projections (XKCD)

Posted by [Ben Kamphaus](#) on Wed, 16 Nov 2011 17:05:37 GMT

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On Nov 15, 10:21 am, Craig Markwardt <craig.markwa...@gmail.com>

wrote:

> On Nov 14, 7:13 am, mankoff <mank...@gmail.com> wrote:

>

>> Dear newsgroup,

>

>> I hope some of you enjoy the latest XKCD comic on map projections:<http://xkcd.com/977/>

>

> I'm sad that Zenith Equal Area didn't get any love. I guess I'm a

> loner.

>

> Craig

Likewise, except for the Tobler hyperelliptical here... :)
