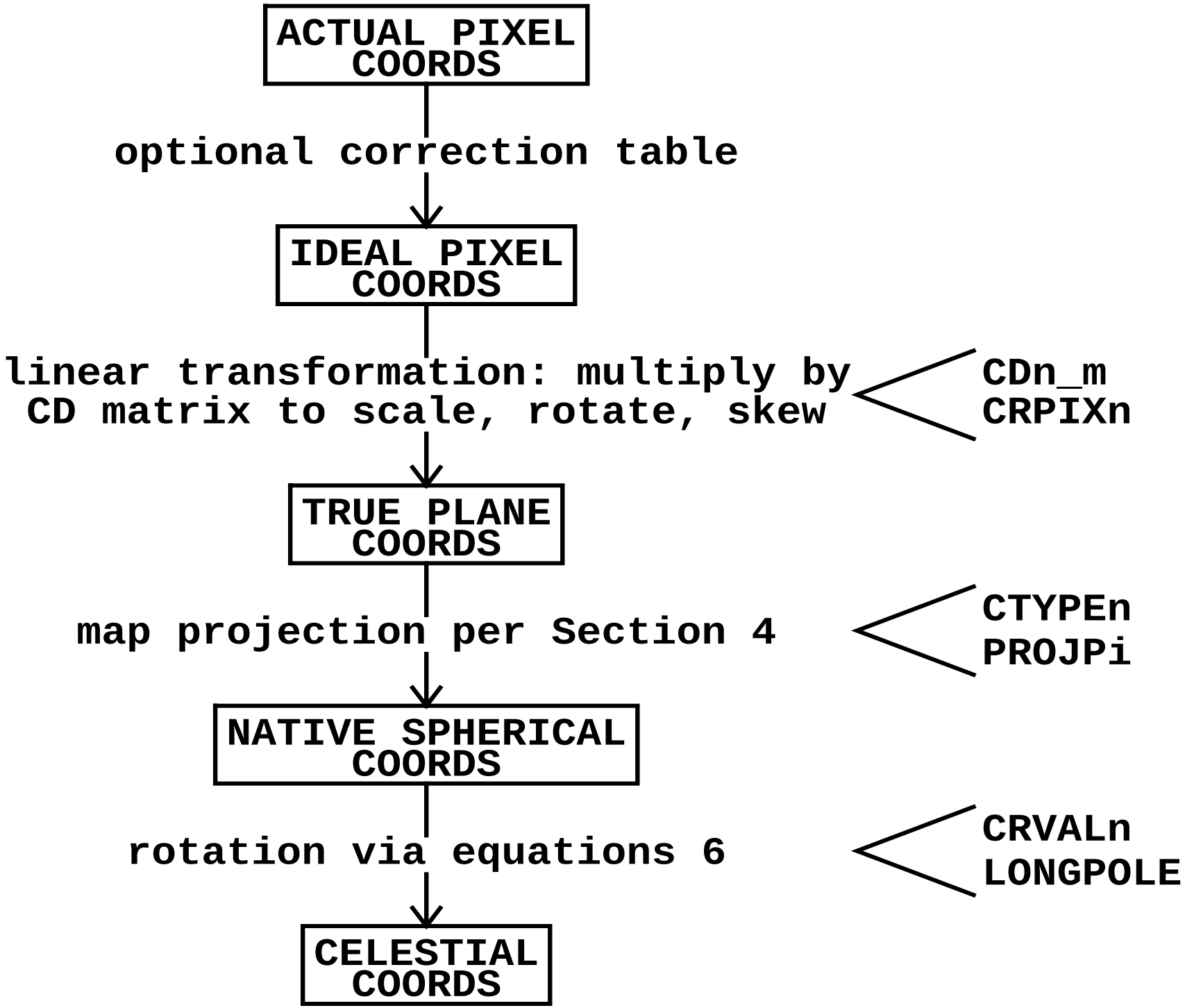
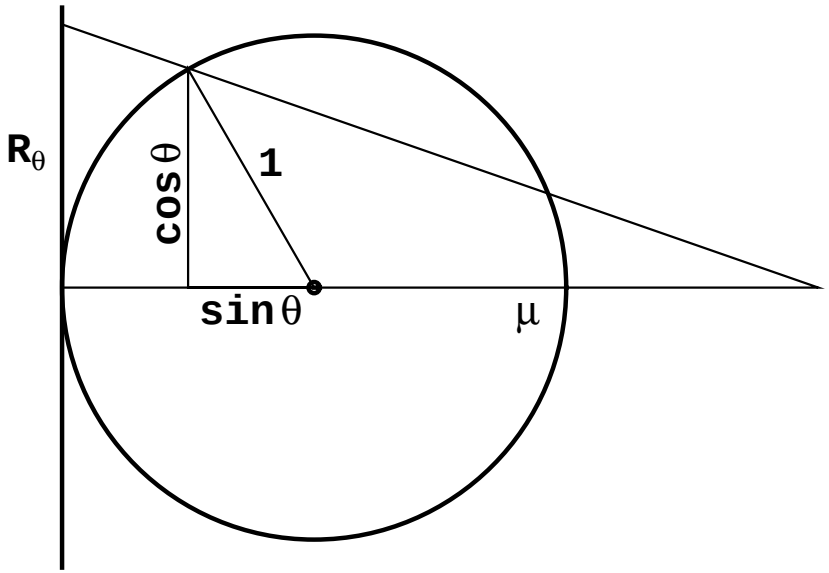
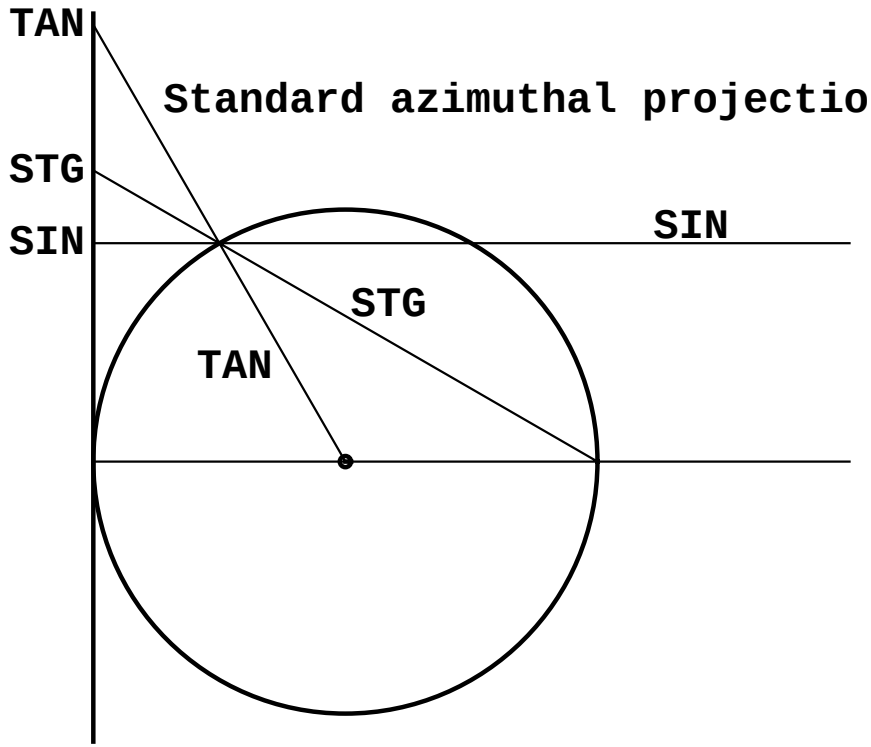

ACTUAL PIXEL COORDS
optional correction table
IDEAL PIXEL COORDS
linear transformation: multiply by CD matrix to scale, rotate, skew
CDn_m
CRPIXn
TRUE PLANE COORDS
map projection per Section 4
CTYPEn
PROJPi
NATIVE SPHERICAL COORDS
rotation via equations 6
CRVALn
LONGPOLE
CELESTIAL COORDS

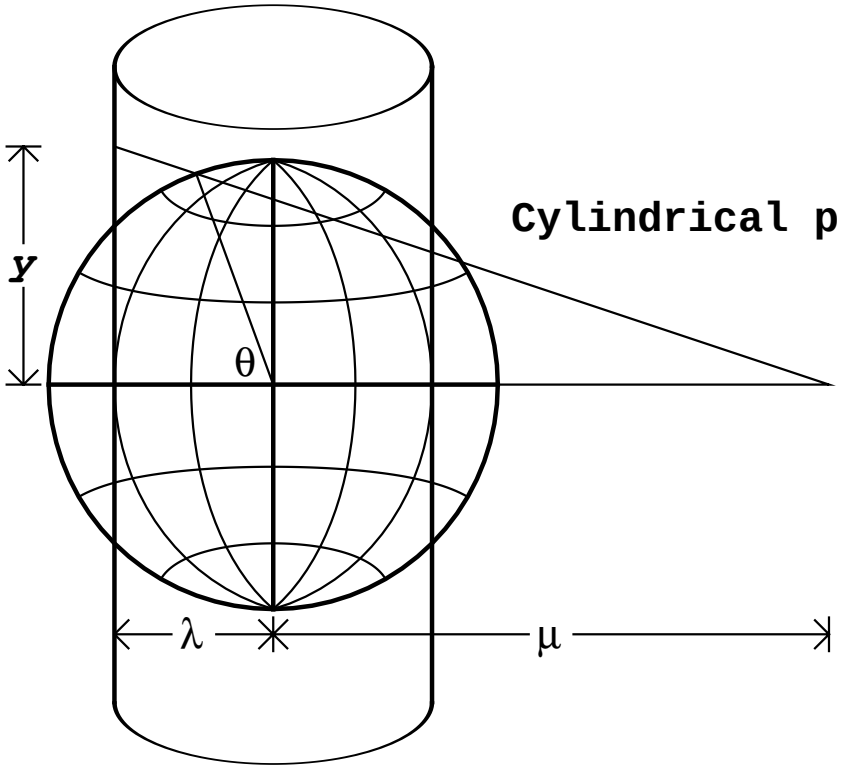
Azimuthal projection



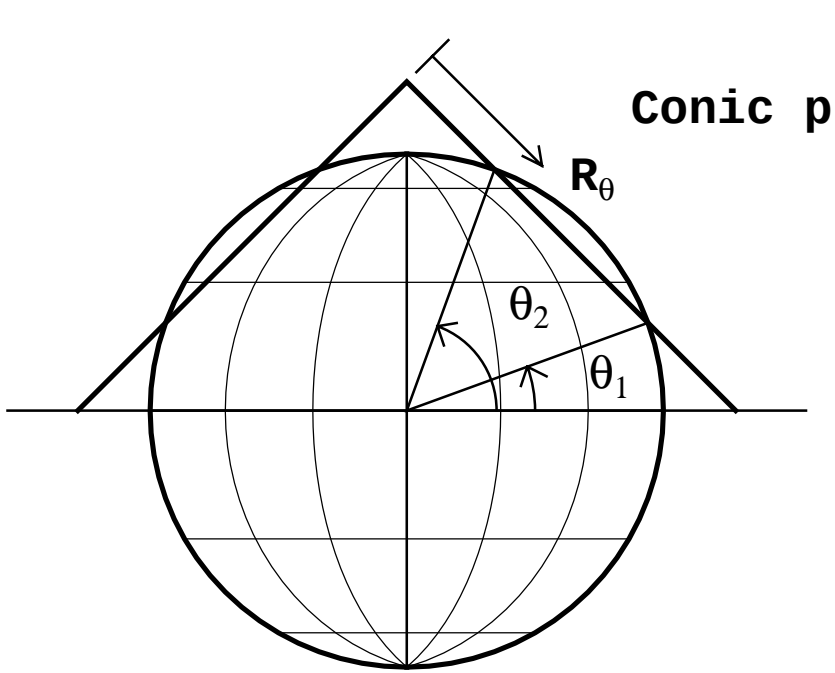
Standard azimuthal projections

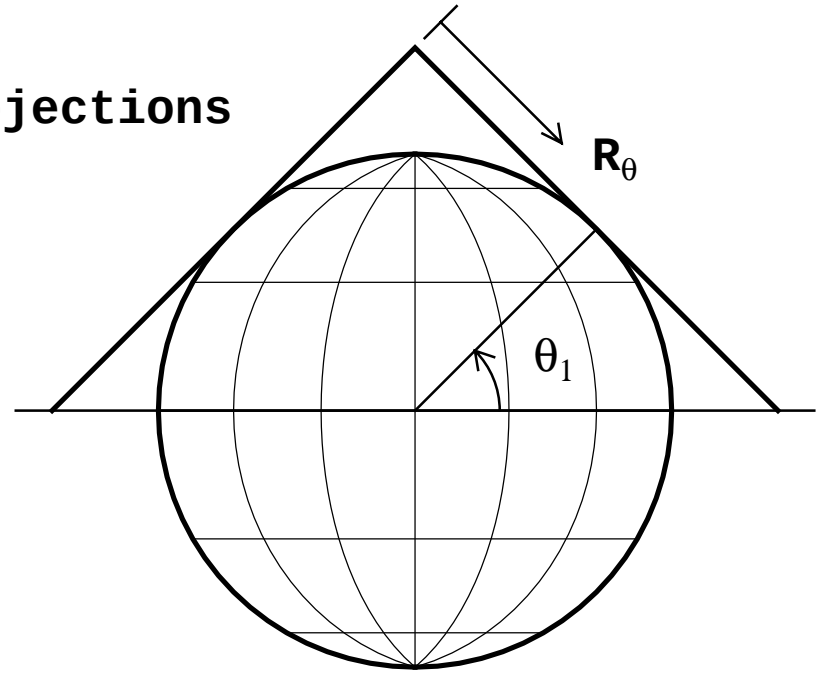


Cylindrical projection

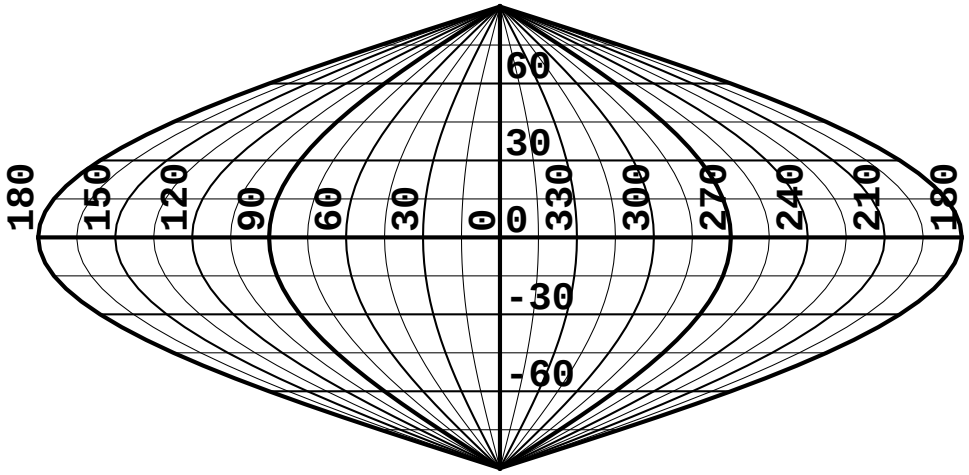


Conic projections

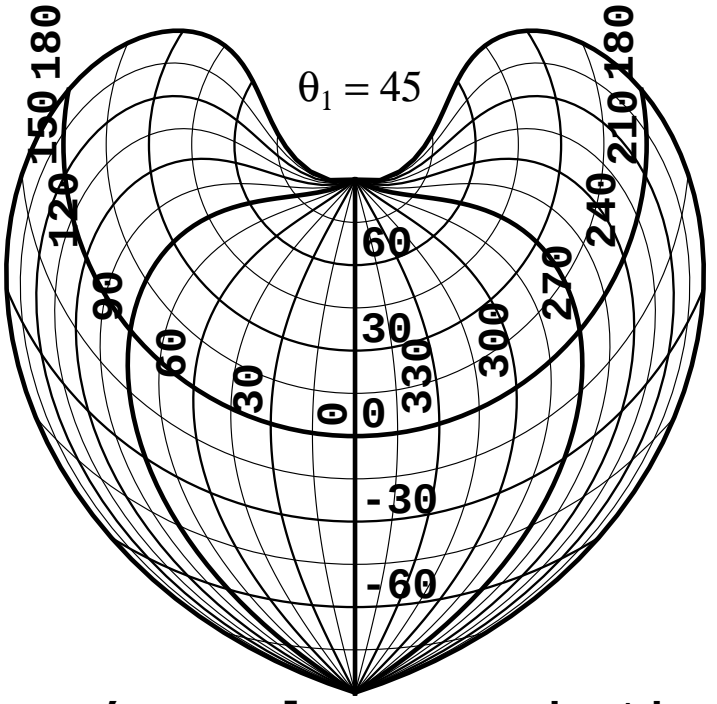




Conventional projections

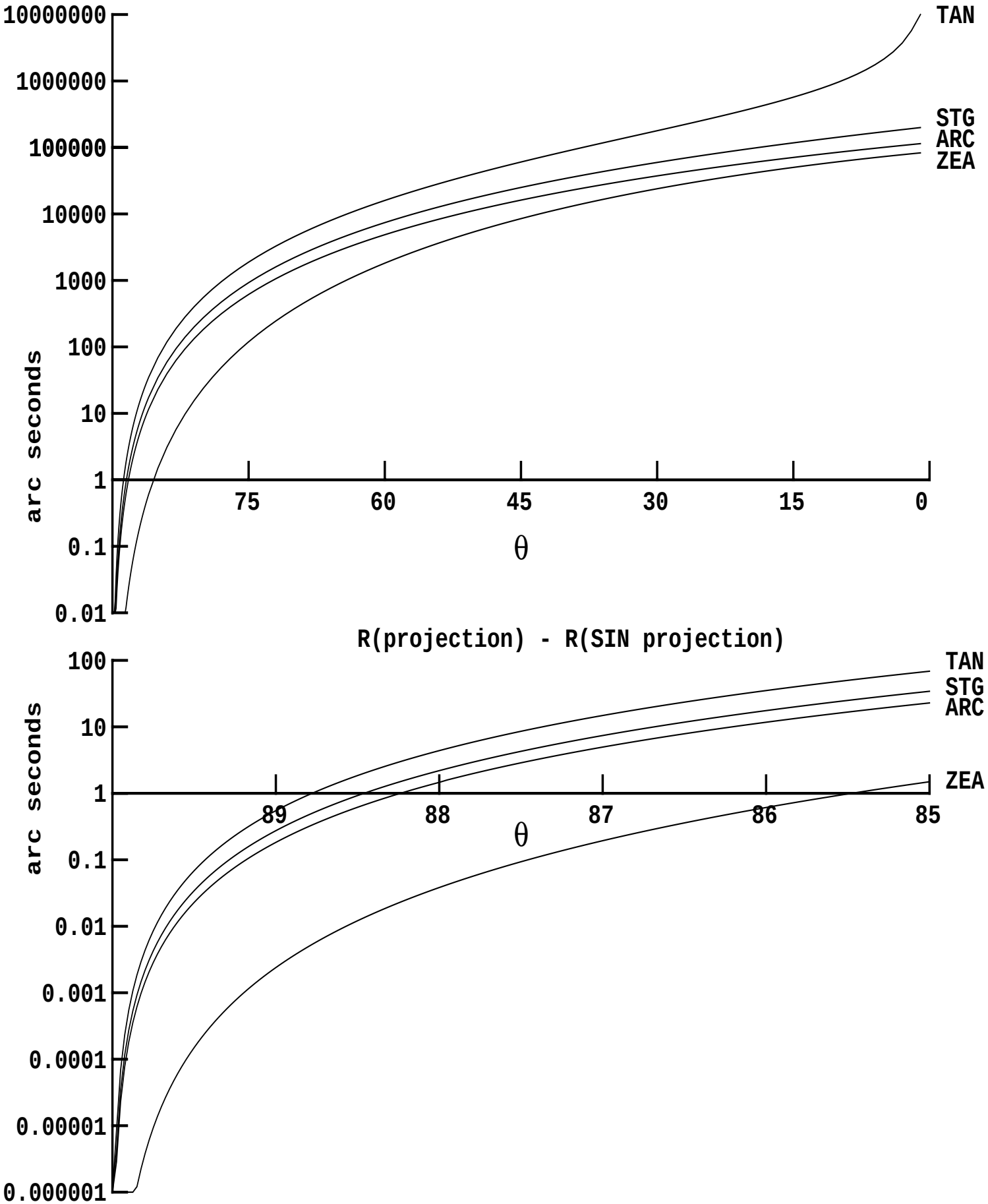


GLS projection

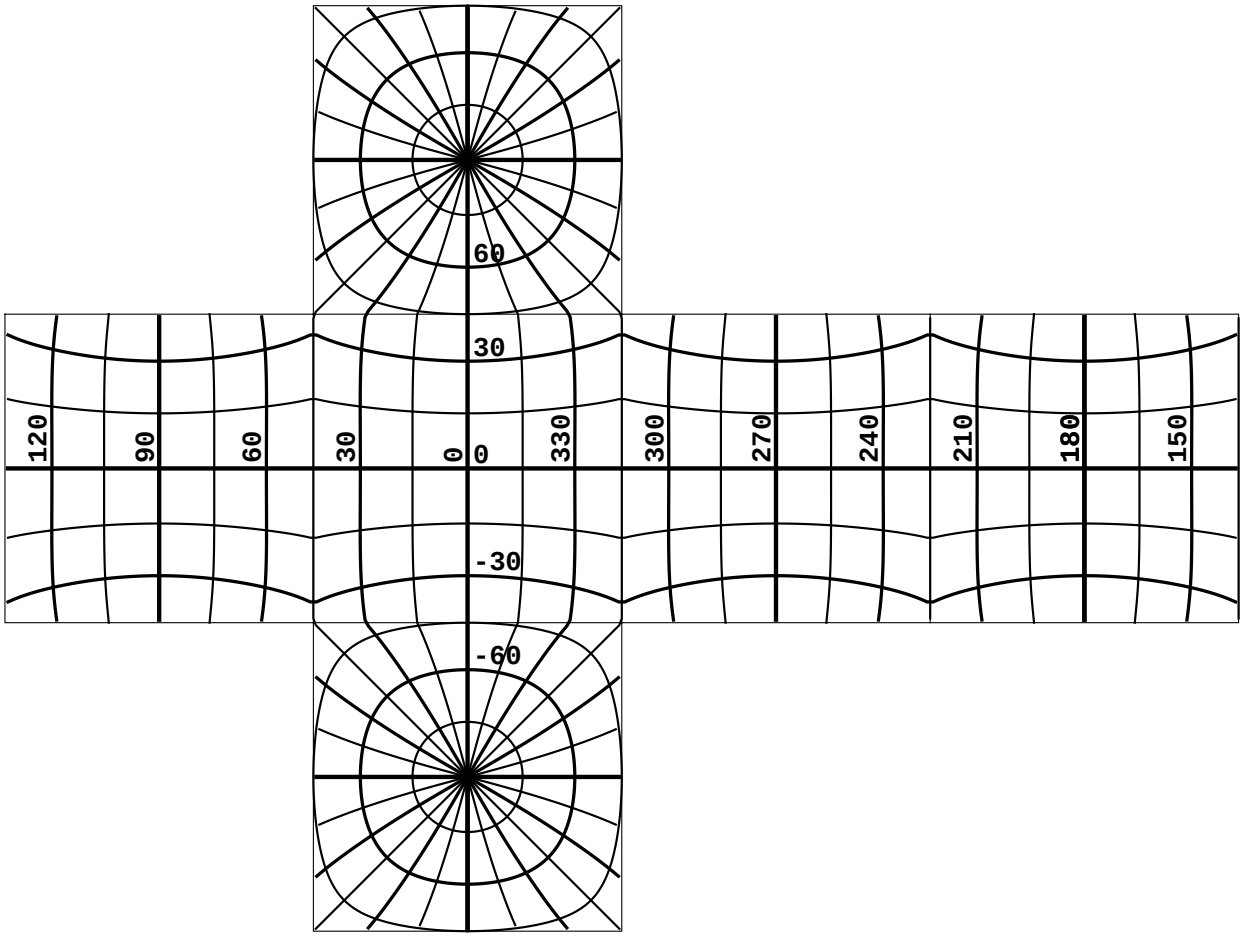


Bonne’s equal area projection

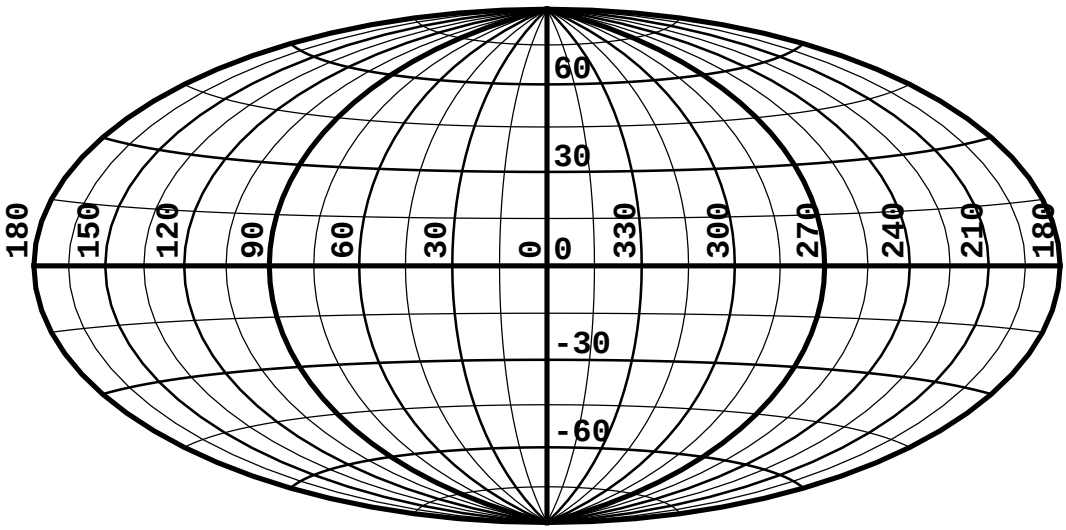
DOES GEOMETRY MATTER ?



Native Spherical Coordinates

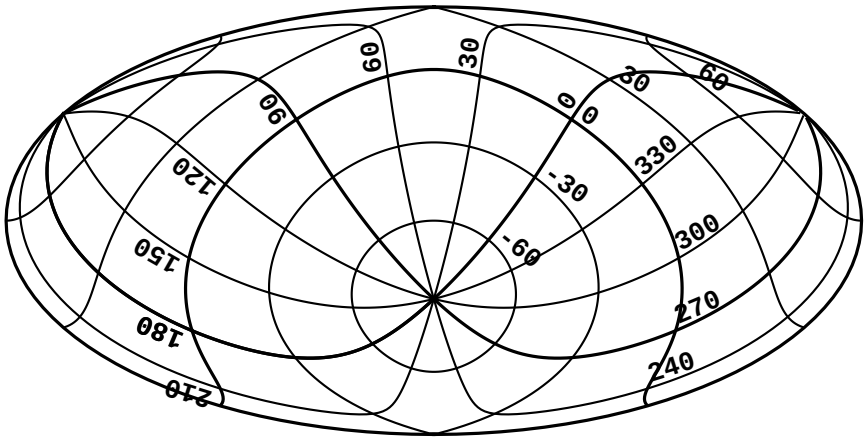


Cobe Quadrilateralized Spherical Cube projection

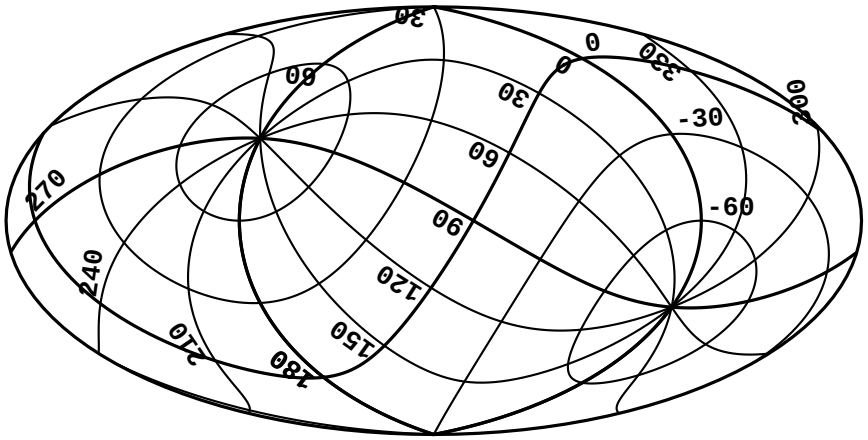


Hammer-Aitoff projection

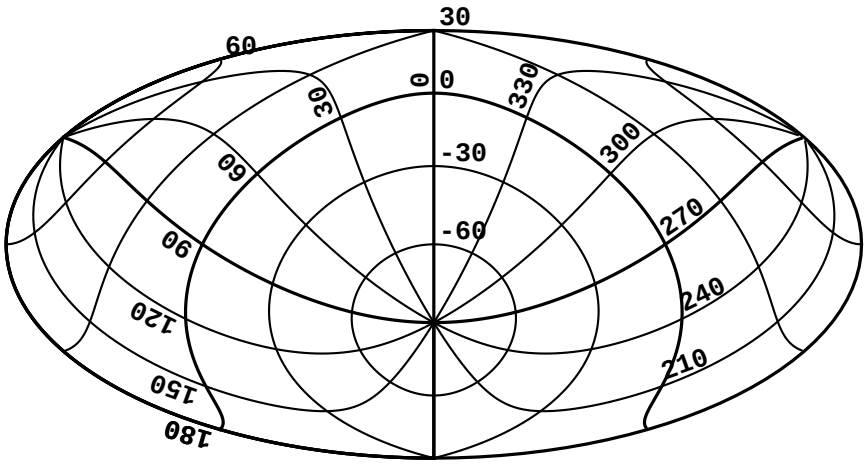
Standard Spherical Coordinates



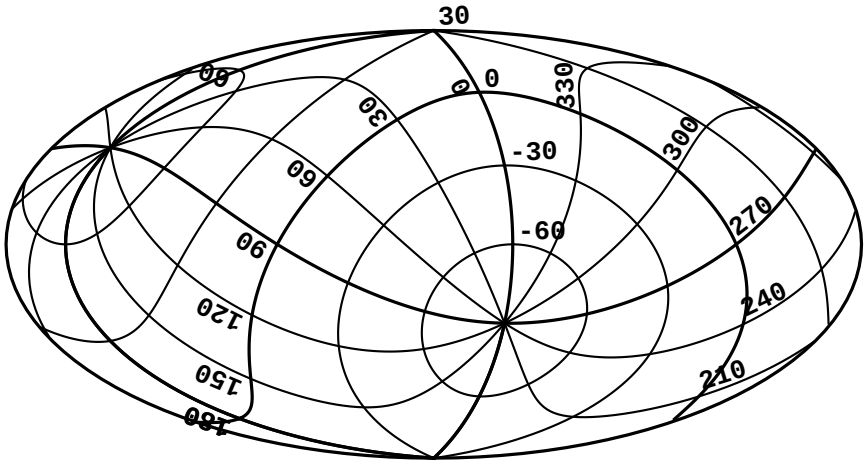
origin (45, -60), 180, pole (45, 30)



origin (98, 13), 75, pole (0, 30)



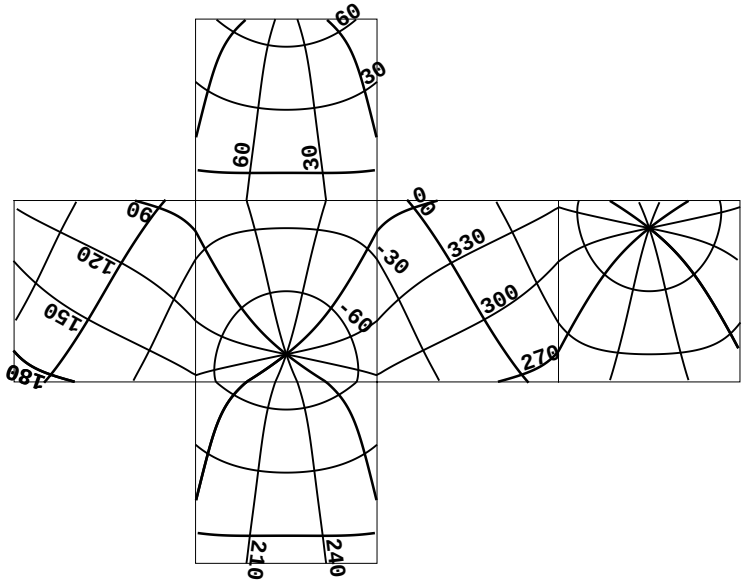
origin (0, -60), 180, pole (0, 30)



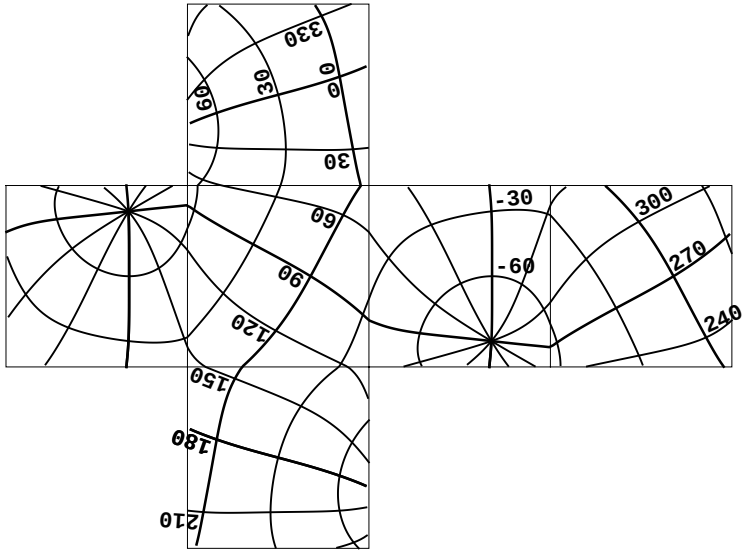
origin (49, -49), 150, pole (0, 30)

Hammer-Aitoff projection

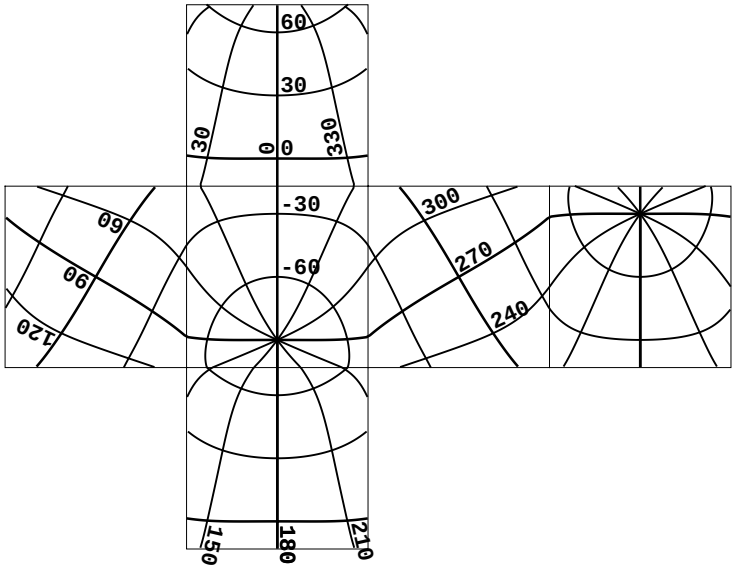
Standard Spherical Coordinates



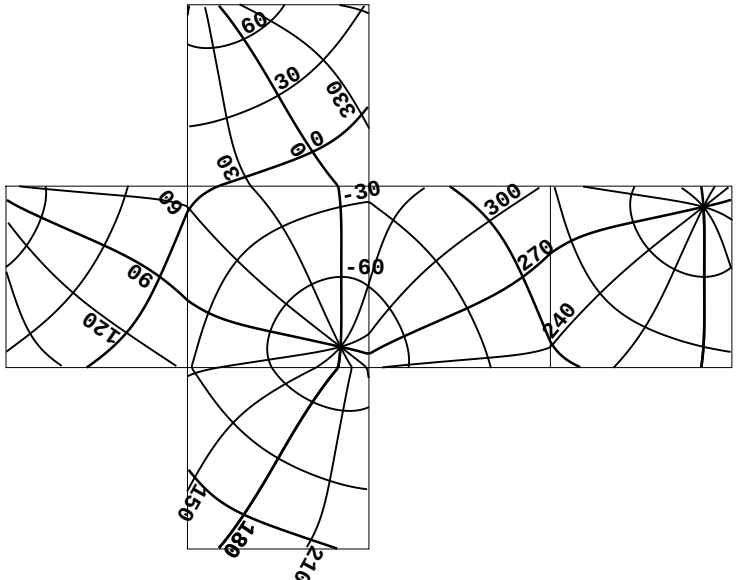
origin (45, -60), 180, pole (45, 30)



origin (98, 13), 75, pole (0, 30)



origin (0, -60), 180, pole (0, 30)



origin (49, -49), 150, pole (0, 30)

Cobe Quadrilateralized Spherical Cube projection