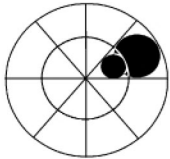


A sky map can help locate stars, but both sky and land maps have problems depicting spherical shapes, such as the sky or a global view of Earth; translating those 3-D shapes to a flat surface creates distortion. For instance, I sacrificed an accurate grid placement of the pictures' individual stars on the Star Map below, so that the Gilgamesh Almanac pictures--drawn atop photos of their stars--remain undistorted. On the other hand, the silhouette shapes of the atlases' minor players--Corona Borealis, Scorpius, Taurus, Leo, the Summer Triangle, and Winter Circle--are distorted because their stars are placed in their proper star map locations on the flat grid.



On yet another hand, because the small center circle at left must get larger to fill up an outer segment, size is the more noticeable distortion on a radial sky map, such as a commercial planisphere wheel or the Gilgamesh Almanac's landscape views on pages 62 through 67. On a radial sky map, therefore, star shapes like Cepheus that are near Polaris (the hub of the sky wheel) are necessarily drawn smaller than shapes like Cetus--way out on the sky-wheel's southern rim.

NSEW. Looking down on a typical land map with north at top, east will be on your right and west on your left. But on the star map below, east and west appear to be reversed in relation to their north. To put east and west in place, lie on your back with your head pointing north. Hold the star map up over your head and aim its north at the horizon's north; the star map's east and west now match your horizon's east and west.

Gilgamesh Star Map & Story Almanac

This Gilgamesh Star Map unfurls from the east as its story stars rise and move

>>>>>> to the west at about four minutes per day. Episodes end as they roll up >>>>>>

under the west horizon.

