Fig. 1101.02 The projection system of the Dymaxion Airocean World Map divides the sphere into 20 equilateral spherical triangles, which are then flattened to form the icosahedron (J). These 20 triangles are each projected into a flat plane (D, E, F, G, H, I). This method results in a map having less visible distortion than any previously known map projection system to date. To flatten the globe it is simply necessary to "unfold" the icosahedron (K). The more conventional projection systems that are widely used include the Mercator projection (A), the conic projection (B), and the planar projection (C). All three of these systems give rise to considerable visual distortion, unlike the Dymaxion projection.