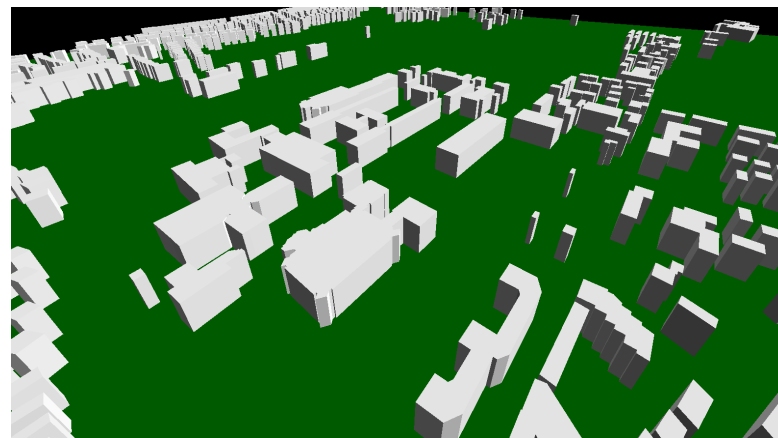
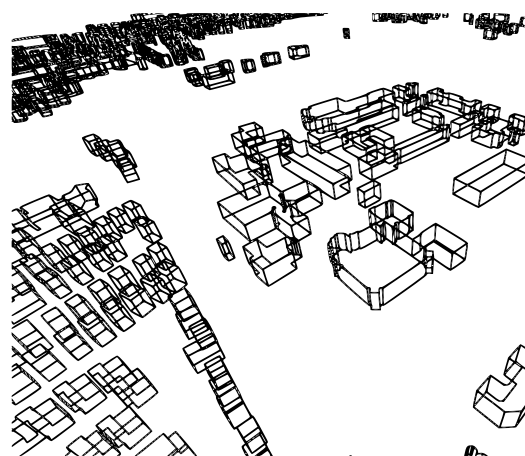




Kartenvorverarbeitung

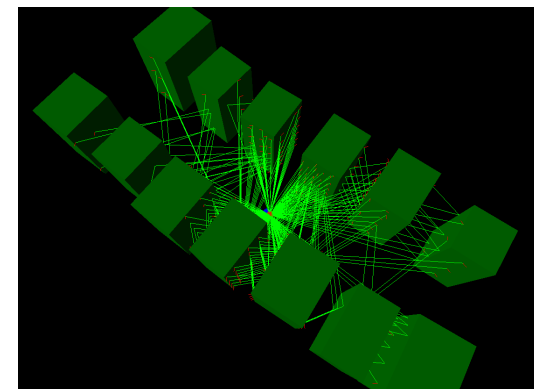


Polygonflächen

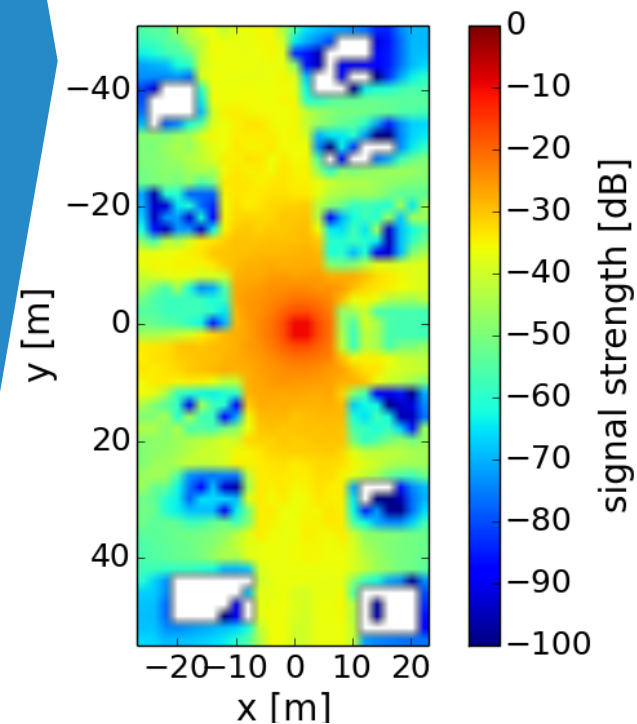


Kanten

Ray-Launching-Simulation



Strahlen



Abdeckungskarte

Vorbereitung für 3s-3

