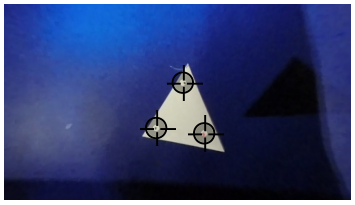
In[ ]:=
```
slika =  ;

ΔY = .391;
ΔX = .57;
d1 = 1.5 * .21;
d2 = 1.5 * .22;
d3 = 1.5 * .23;
{resx, resz} = ImageDimensions[slika];
apiksla = ΔX / resx;

slika1piksli = (Delete[#, -1] & /@ #) & /@ ImageData[slika];
DynamicModule[{leganasliki = 1/10 Length[slika1piksli] {{1, 1}, {2, 2}, {3, 3}}},
 {
  LocatorPane[Dynamic[leganasliki], slika],
  Dynamic[
MatrixForm[
    barve0 = (slika1piksli[[-#[[2]], #[[1]] ]]) & /@ Round[Reverse[leganasliki]] ] ],
  Dynamic[MatrixForm[sred0 = Round[leganasliki]]]
 }

]
```

Out[ ]=

$\left(\begin{array}{c} \text{slika1piksli}[[-160,\ 488]] \\ \text{slika1piksli}[[-174,\ 371]] \\ \text{slika1piksli}[[-285,\ 442]] \end{array}\right)$, $\left(\begin{array}{cc} 442 & 285 \\ 371 & 174 \\ 488 & 160 \end{array}\right)$

In[ ]:=
```
vde = ({-ΔX/2, ΔY, -resz/resx ΔX/2} + #[[1]] {apiksla, 0, 0} + #[[2]] {0, 0, apiksla}) & /@ sred0;
(*vektorji do ekrana*)
cji1 = ((({c1, c2, c3} /. #) & /@ NSolve[{
        d1 == Norm[c3 vde[[3]] - c2 vde[[2]] ],
        d2 == Norm[c1 vde[[3]] - c3 vde[[2]] ],
        d3 == Norm[c2 vde[[3]] - c1 vde[[2]] ]
       }, {c1, c2, c3}])[[-1]];
cji2 = ((({c1, c2, c3} /. #) & /@ NSolve[{
        d1 == Norm[c3 vde[[3]] - c2 vde[[2]] ],
        d2 == Norm[c1 vde[[3]] - c3 vde[[2]] ],
        d3 == Norm[c2 vde[[3]] - c1 vde[[2]] ]
       }, {c1, c2, c3}])[[-2]];

grafika = Show[
   Graphics3D[{
     Texture[slika],
     Opacity[.8],
     Polygon[
      {
```

```
    {-ΔX/2, ΔY, -resz/resx ΔX/2},
    {ΔX/2, ΔY, -resz/resx ΔX/2},
    {ΔX/2, ΔY, resz/resx ΔX/2},
    {-ΔX/2, ΔY, resz/resx ΔX/2}
   },
   VertexTextureCoordinates → {{0, 0}, {1, 0}, {1, 1}, {0, 1}}
  ]
 }],


Graphics3D[{
  Text[MaTeX["K", FontSize → 220], {0, 0, -.03}],

  RGBColor[.3 {1, 1, 1}],

  Sphere[{0, 0, 0}, .007]
 }],

Table[
 Graphics3D[{
   RGBColor[barve0[[i]] ],
   Arrowheads[.02],
   Arrow[Tube[{{0, 0, 0}, vde[[i]] },

     .003]]
  }]
 , {i, 3}],


Table[
 Graphics3D[{
   RGBColor[barve0[[i]] ],
   Tube[{vde[[i]], 5 vde[[i]] },

    .003]
  }]
 , {i, 3}],


trikotnik = cji1 * vde;
Graphics3D[{
  RGBColor[{1, 0, 0} ],
  Tube[Append[trikotnik, trikotnik[[1]] ],

   .003]
 }],
trikotnik = cji2 * vde;
Graphics3D[{
  RGBColor[{0, 1, 0} ],
  Tube[Append[trikotnik, trikotnik[[1]] ],
```

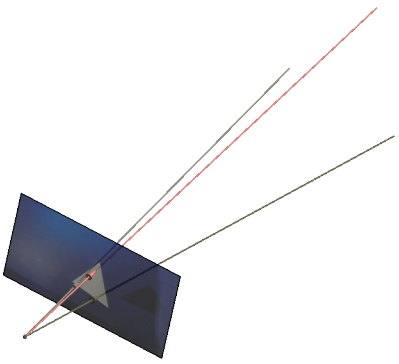
```
    .003]
  }],


  Boxed → False,
  Lighting → "Neutral",
  ImageSize → 6 * 1920,
  ViewPoint → 20 {.5, -1, .5}
  (*SphericalRegion→Sphere[{0,0,0},1],

  PlotRange→{{,},{,},{,}},*)
 ];

Export["c:\\Users\\gal\\Documents\\ŠOLA\\NAR\\fiz\\rn.avionški\\grafi\\sledenje
  gibanju v prostoru0.png", grafika]
```

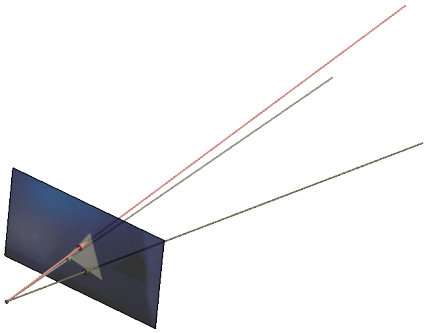
Export: Cannot open C:\Users\gal\Documents\ŠOLA\NAR\fiz\rn.avionški\grafi\sledenje gibanju v prostoru0.png.

Out[•]= $Failed

In[•]:=
```
SystemOpen[
 "c:\\Users\\gal\\Documents\\ŠOLA\\NAR\\fiz\\rn.avionški\\grafi\\sledenje gibanju
  v prostoru0.png"]
```

In[•]:=
```
SystemOpen[
 "c:\\Users\\gal\\Documents\\ŠOLA\\NAR\\fiz\\rn.avionški\\grafi\\sledenje gibanju
  v prostoru0.png"]
```





$$d_1 = |c_3\overrightarrow{r_3} - c_2\overrightarrow{r_2}|$$

$$d_2 = |c_1\overrightarrow{r_1} - c_3\overrightarrow{r_3}|$$

$$d_3 = |c_2\overrightarrow{r_2} - c_1\overrightarrow{r_1}|$$