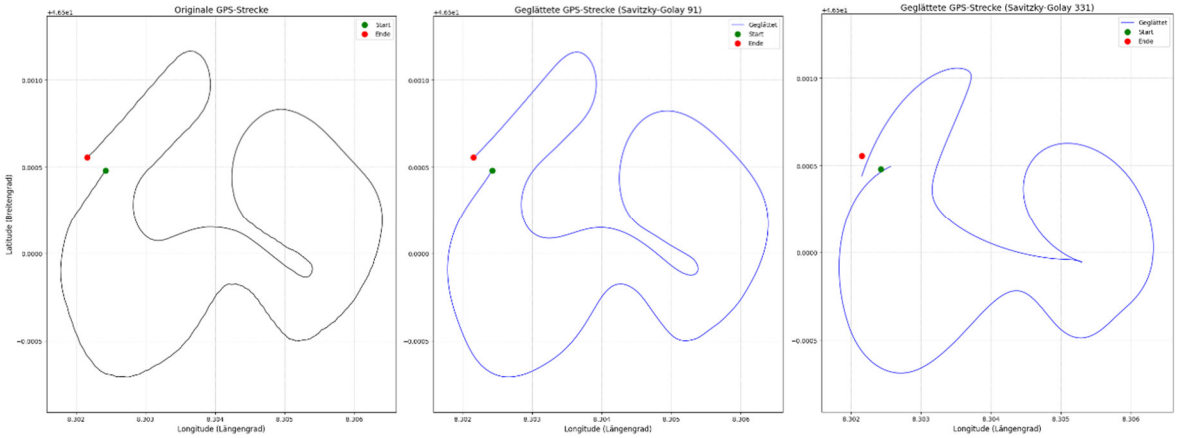
1 Plotten Strecke



2 Gesmoothte Strecke jeder Position den Winkel bestimmen

$$dx_i = \text{longitude\_smooth}_{i+1} - \text{longitude\_smooth}_i$$

$$dy_i = \text{latitude\_smooth}_{i+1} - \text{latitude\_smooth}_i$$

$$\phi_i = \arctan\left(\frac{dy_i}{dx_i}\right)$$

3 Orginalstrecke mit Winkel begradigen (euklidische Distanz)

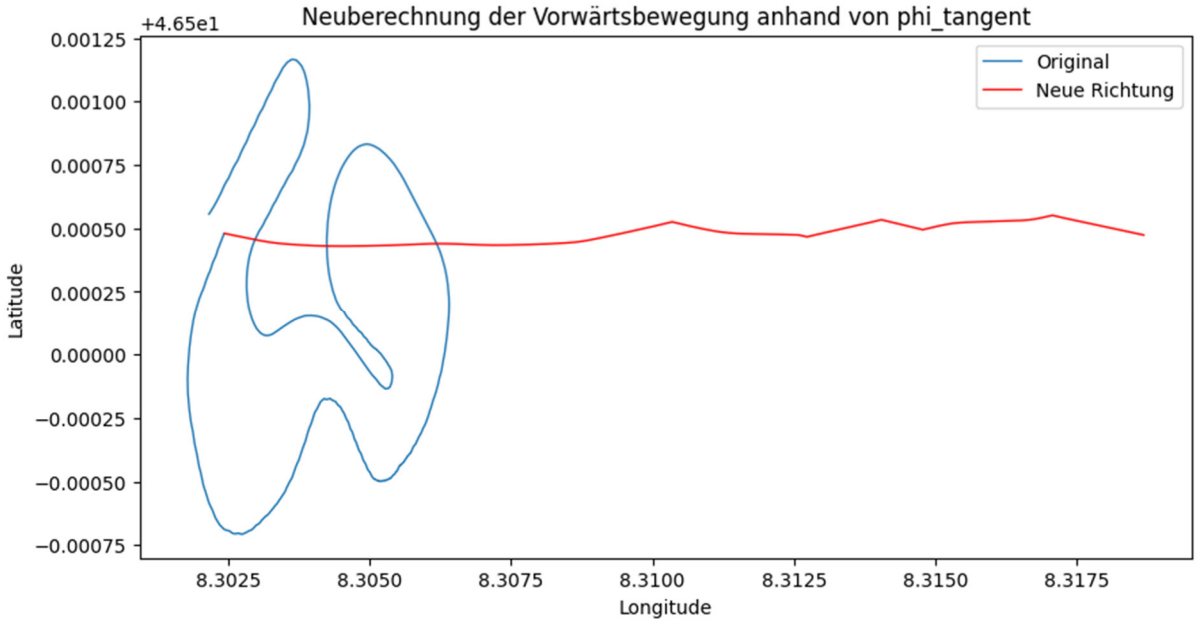
$$dx_i = \text{longitude}_i - \text{longitude}_{i-1}$$

$$dy_i = \text{latitude}_i - \text{latitude}_{i-1}$$

$$\text{distance}_i = \sqrt{dx_i^2 + dy_i^2}$$

$$dx_{\text{new},i} = \text{distance}_i \cdot \cos(\phi_{\text{rad},i})$$

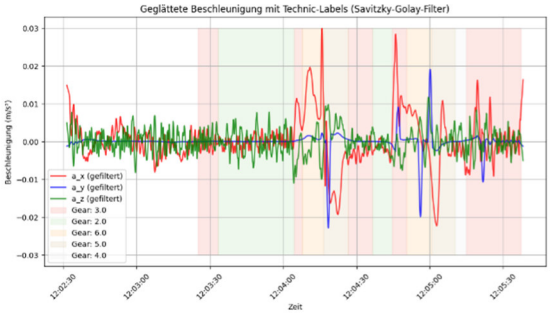
$$dy_{\text{new},i} = \text{distance}_i \cdot \sin(\phi_{\text{rad},i})$$

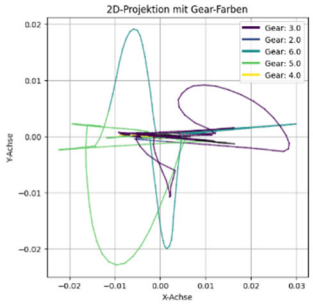


4 Savitzky_Golay (Neu)

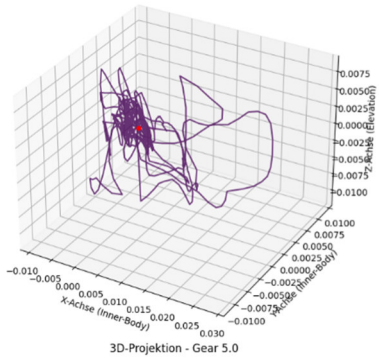
Benachbarte Werte 21

Polynom: 3

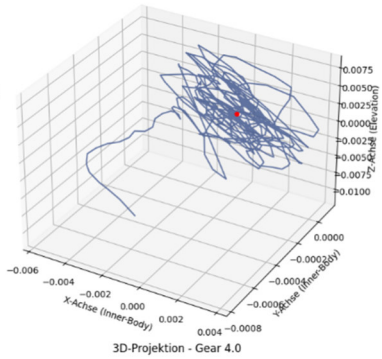




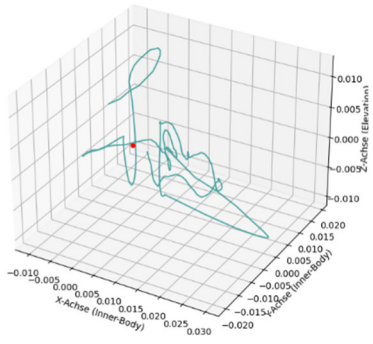
3D-Projektion - Gear 3.0



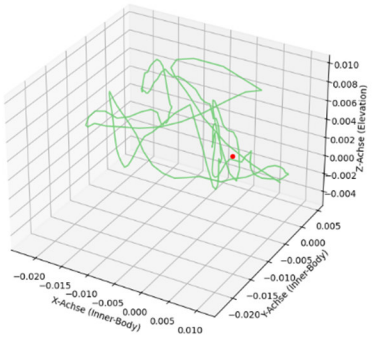
3D-Projektion - Gear 2.0



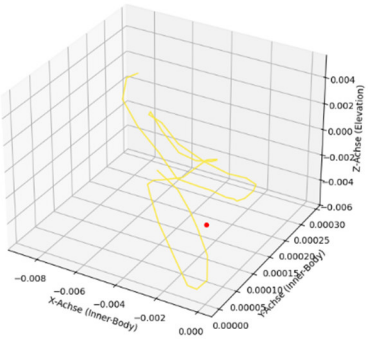
3D-Projektion - Gear 6.0



3D-Projektion - Gear 5.0

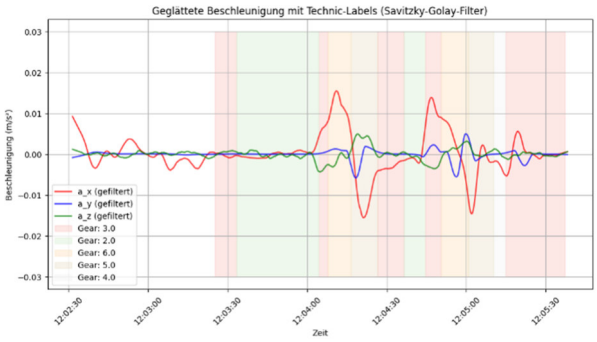


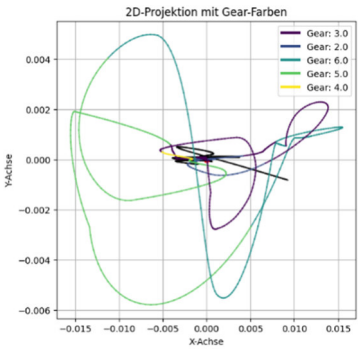
3D-Projektion - Gear 4.0

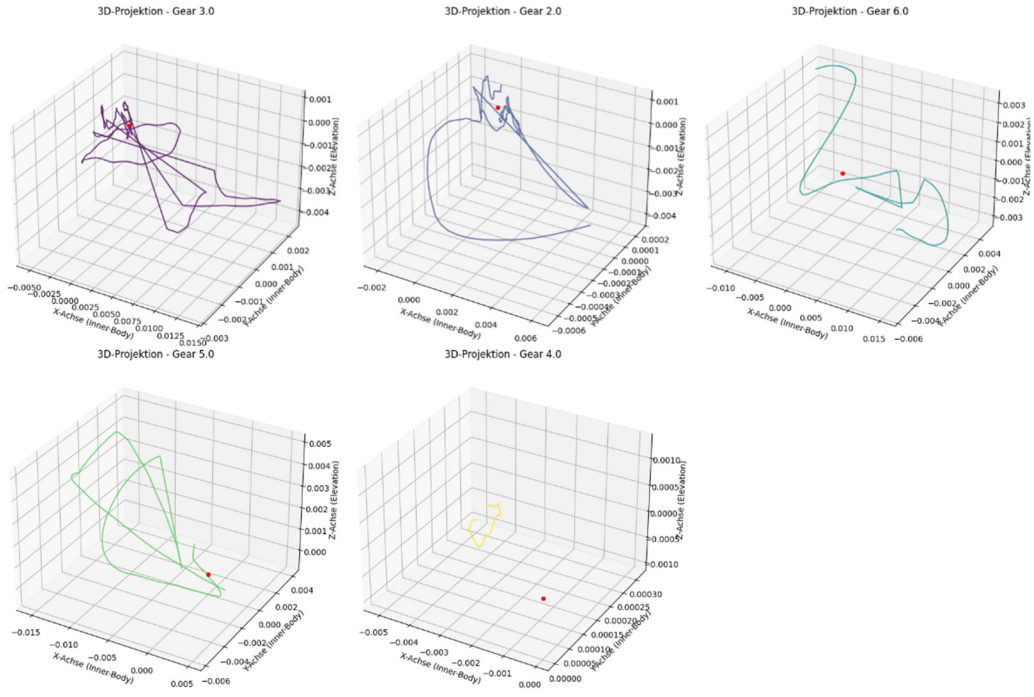


Benachbarte Werte 71

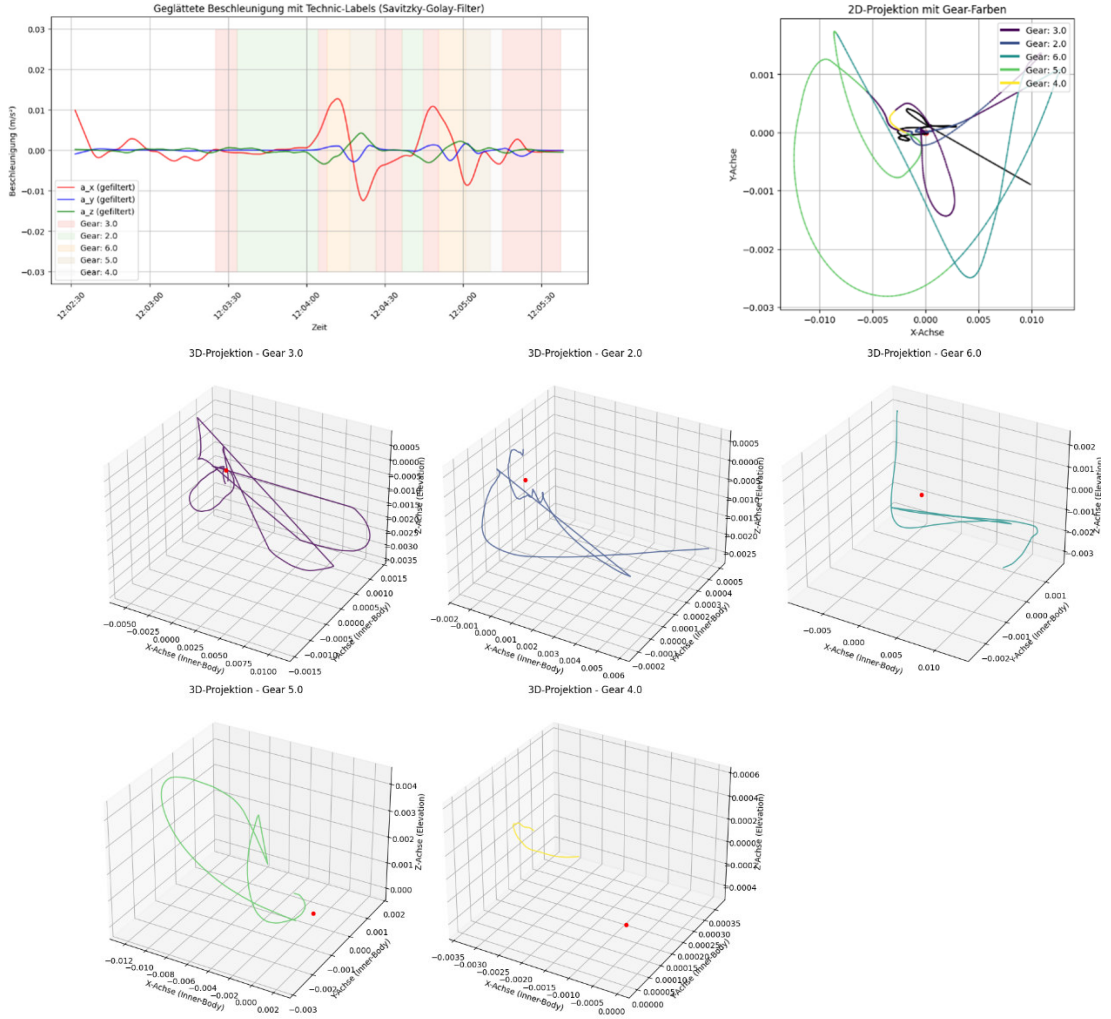
Polynom: 3



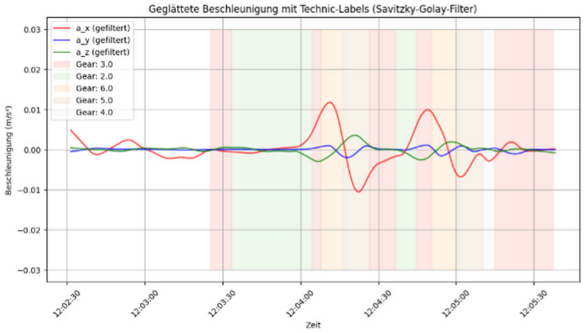


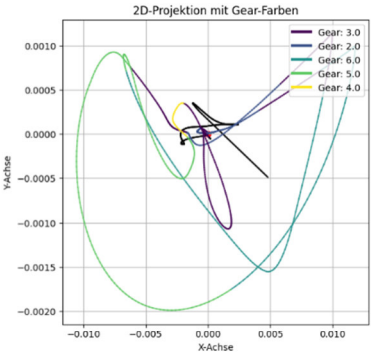


Benachbarte Werte 121 **Polynom: 3**

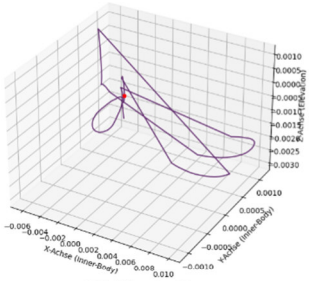


Benachbarte Werte 151 **Polynom: 3**

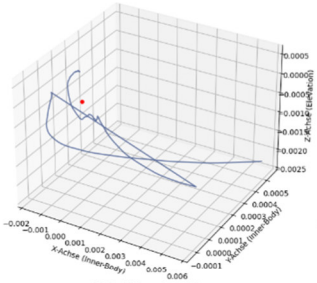




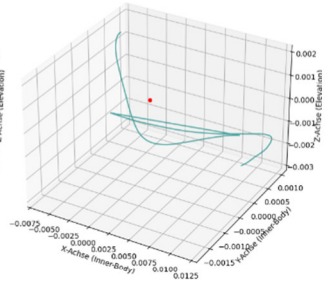
3D-Projektion - Gear 3.0



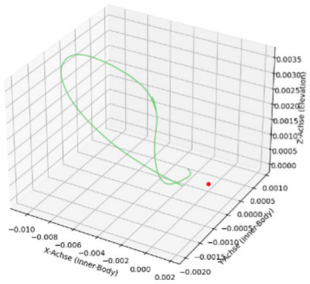
3D-Projektion - Gear 2.0



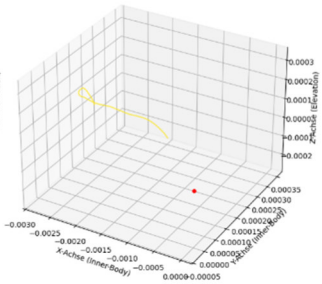
3D-Projektion - Gear 6.0



3D-Projektion - Gear 5.0

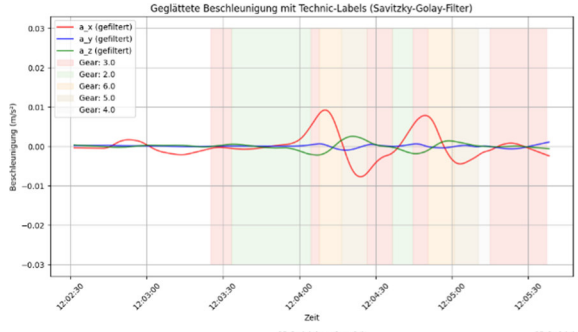


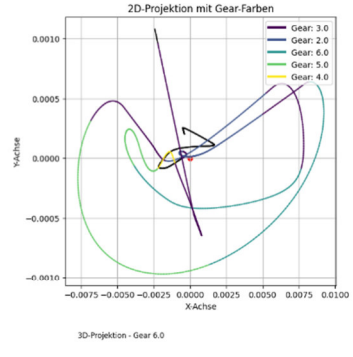
3D-Projektion - Gear 4.0



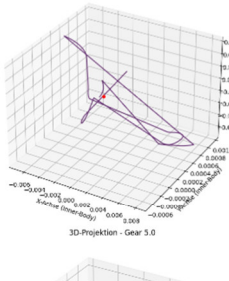
Benachbarte Werte 221

Polynom: 3

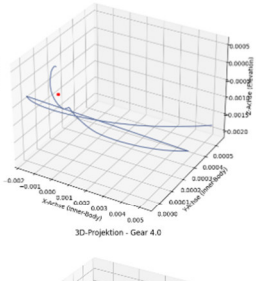




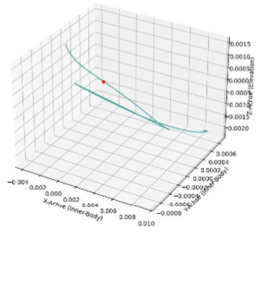
3D-Projektion - Gear 3.0



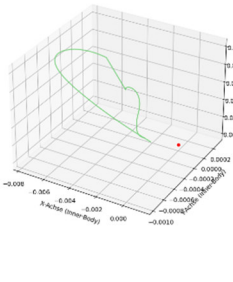
3D-Projektion - Gear 2.0



3D-Projektion - Gear 6.0



3D-Projektion - Gear 5.0



3D-Projektion - Gear 4.0