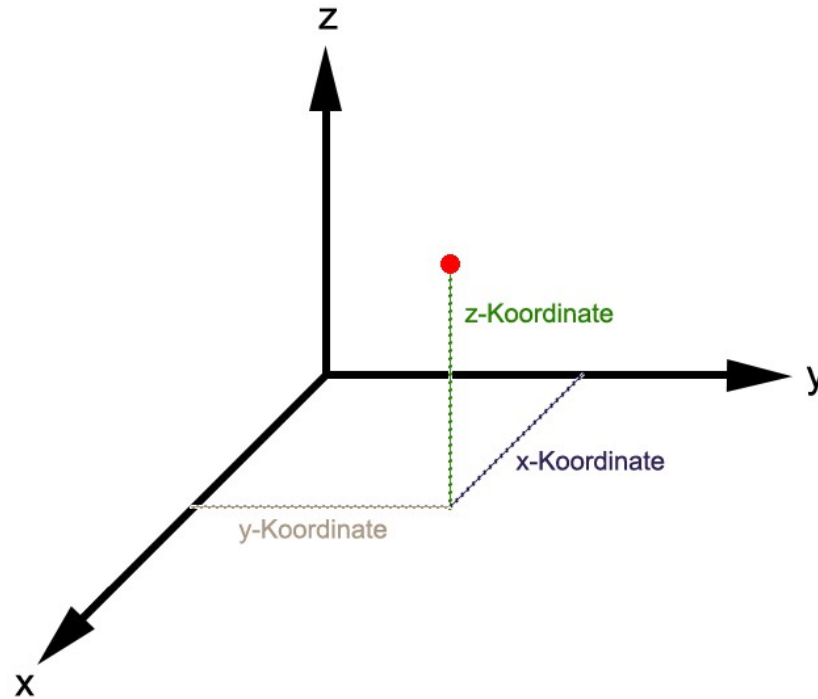


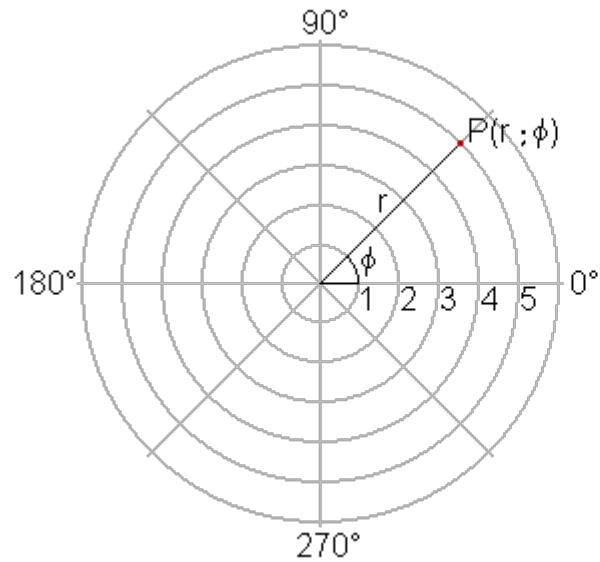
# Einführung

- Koordinatensysteme
- Meshgrids

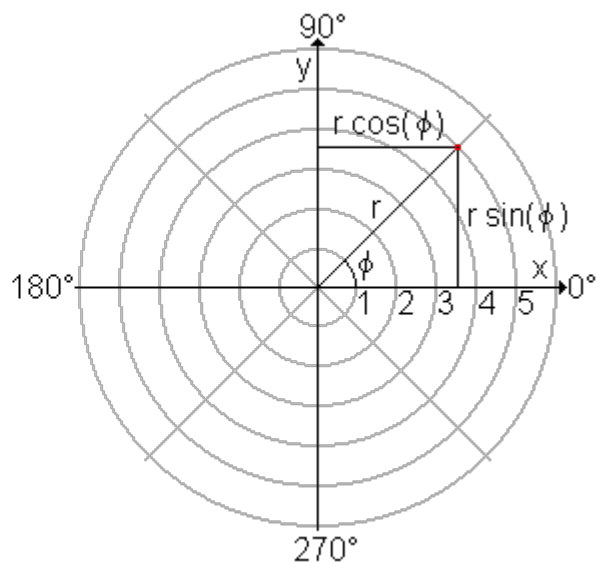
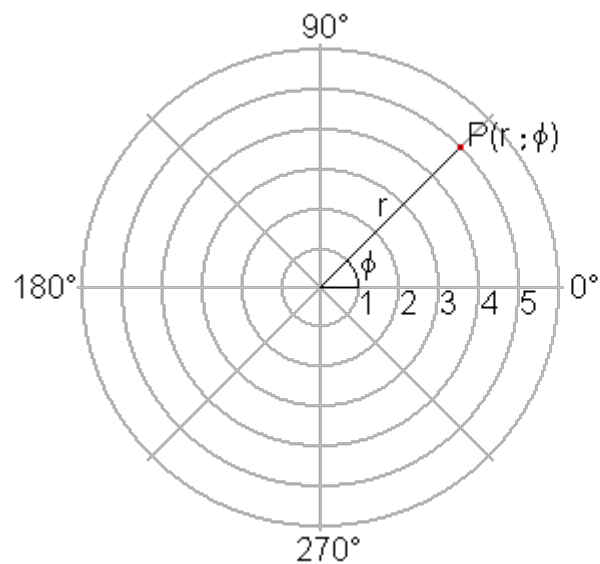
# Kartesische Koordinaten



# Polarkoordinaten



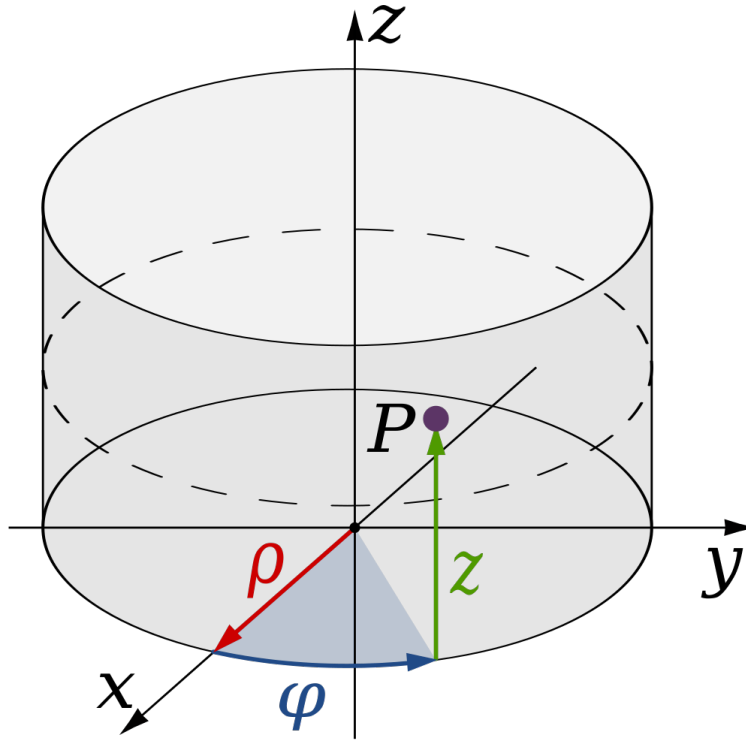
# Polarkoordinaten



$$x = r \cos \varphi$$

$$y = r \sin \varphi$$

# Zylinderkoordinaten



$$x = \rho \cos \varphi$$

$$y = \rho \sin \varphi$$

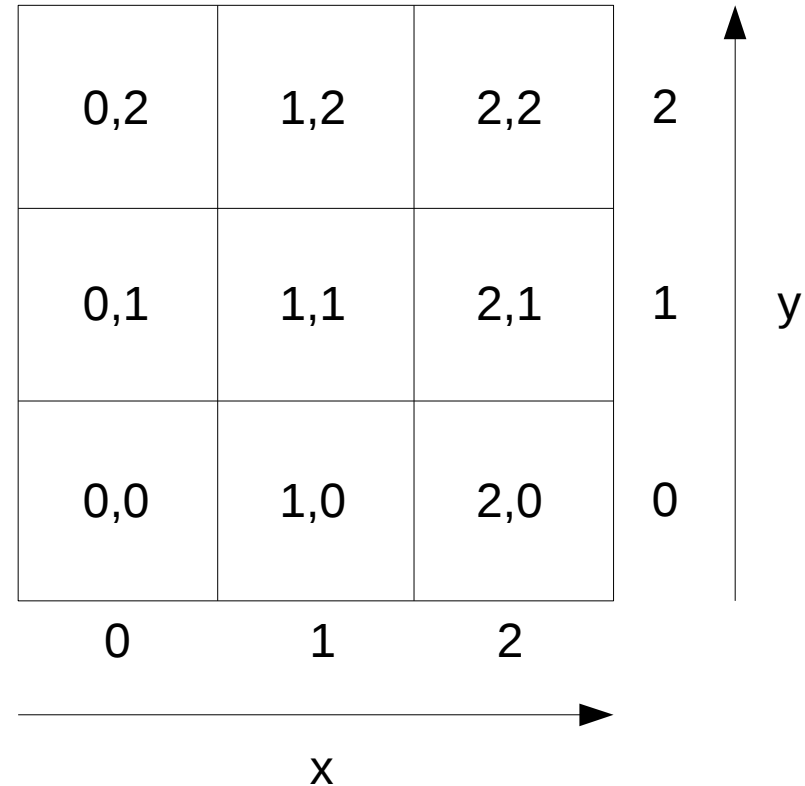
$$z = z$$

# Meshgrid

- Einteilung einer Fläche  
in Zonen

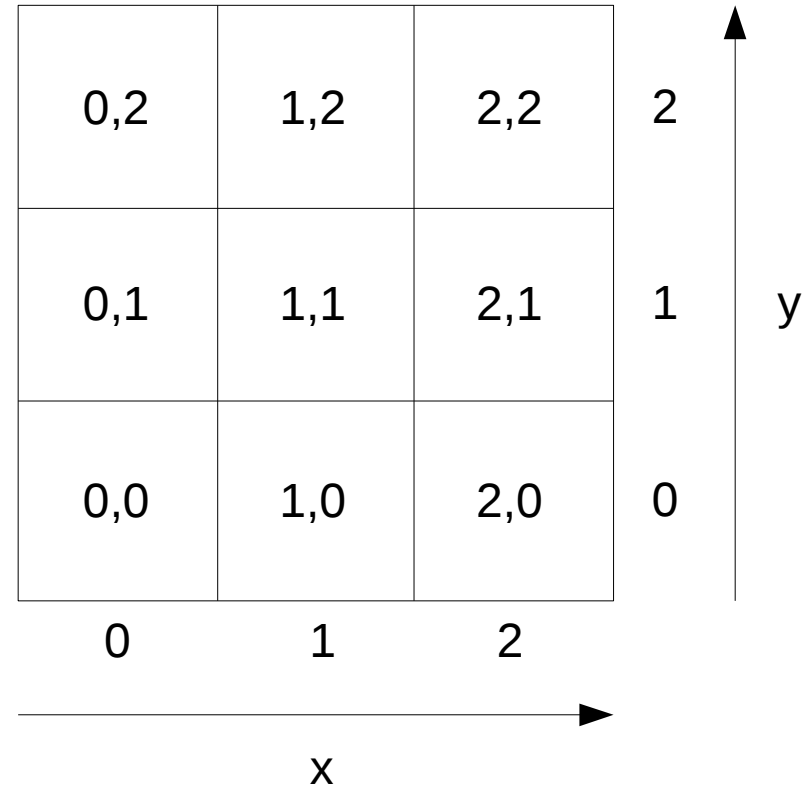
# Meshgrid

- Einteilung einer Fläche in Zonen



# Meshgrid

- Einteilung einer Fläche in Zonen
- Diskretisierung des Raumes  
→ Berechnung einer Funktion





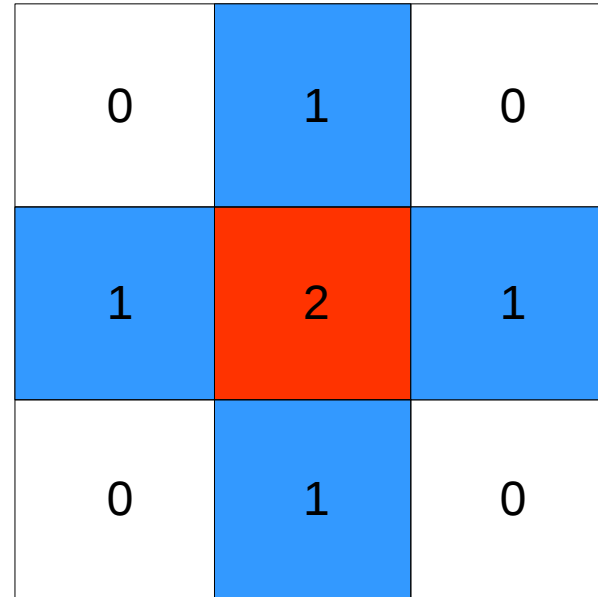
# Meshgrid

- Einteilung einer Fläche in Zonen
- Diskretisierung des Raumes  
→ Berechnung einer Funktion

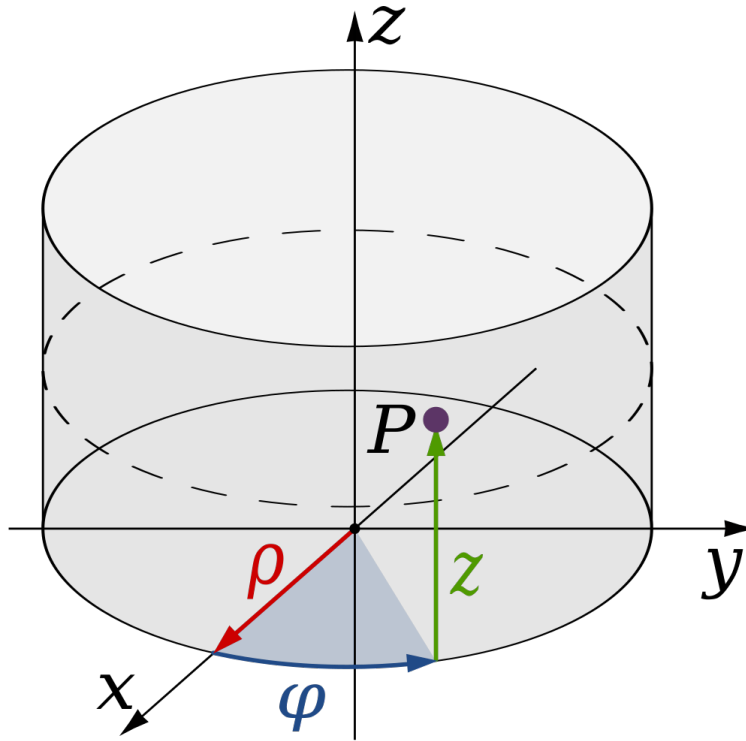
0	1	0
1	2	1
0	1	0

# Meshgrid

→ Colorcoding



# Meshgrid in Zylinderkoordinaten

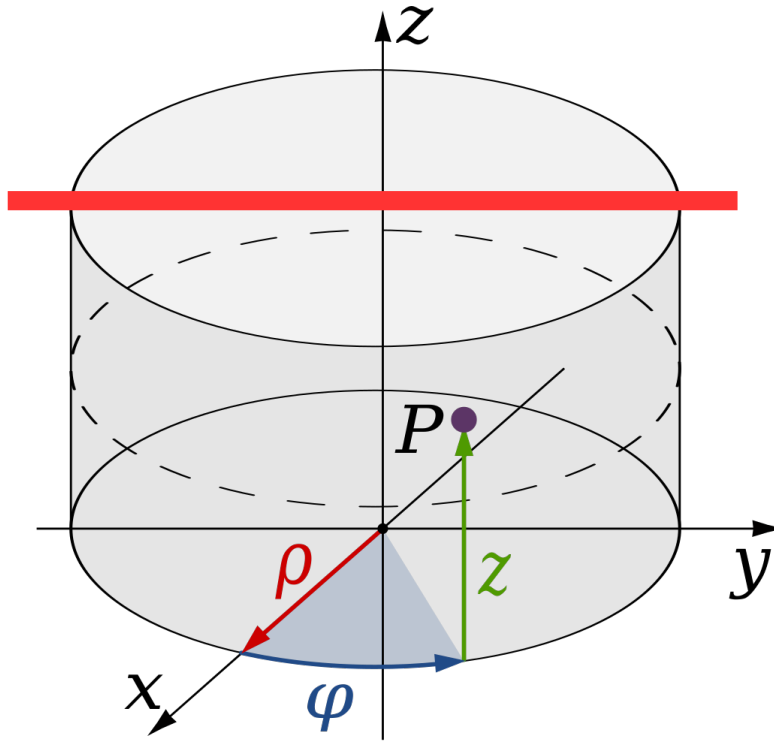


$$x = \rho \cos \varphi$$

$$y = \rho \sin \varphi$$

$$z = z$$

# Meshgrid in Zylinderkoordinaten

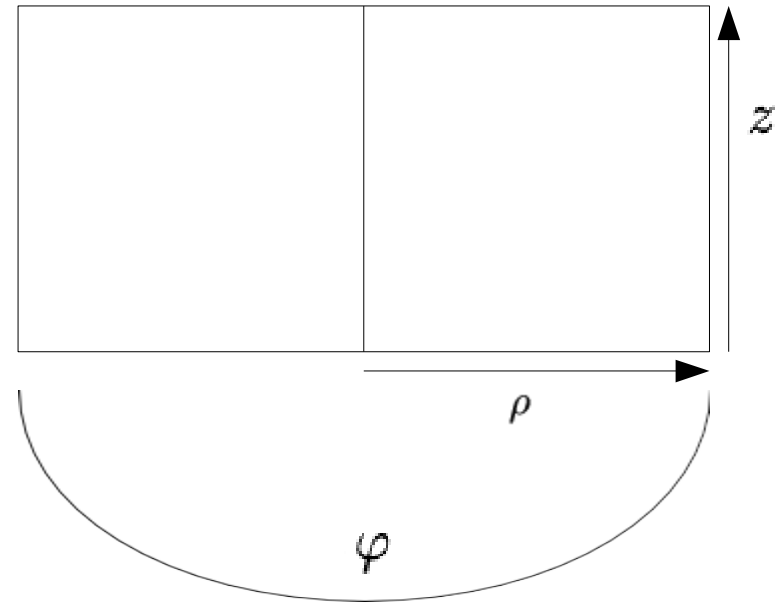
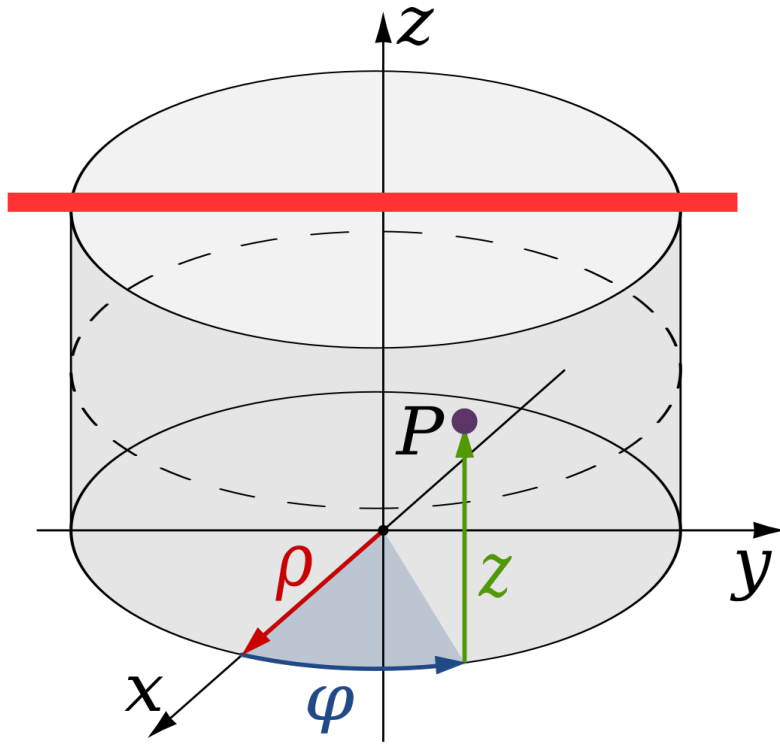


$$x = \rho \cos \varphi$$

$$y = \rho \sin \varphi$$

$$z = z$$

# Meshgrid in Zylinderkoordinaten



# Meshgrid in Zylinderkoordinaten

