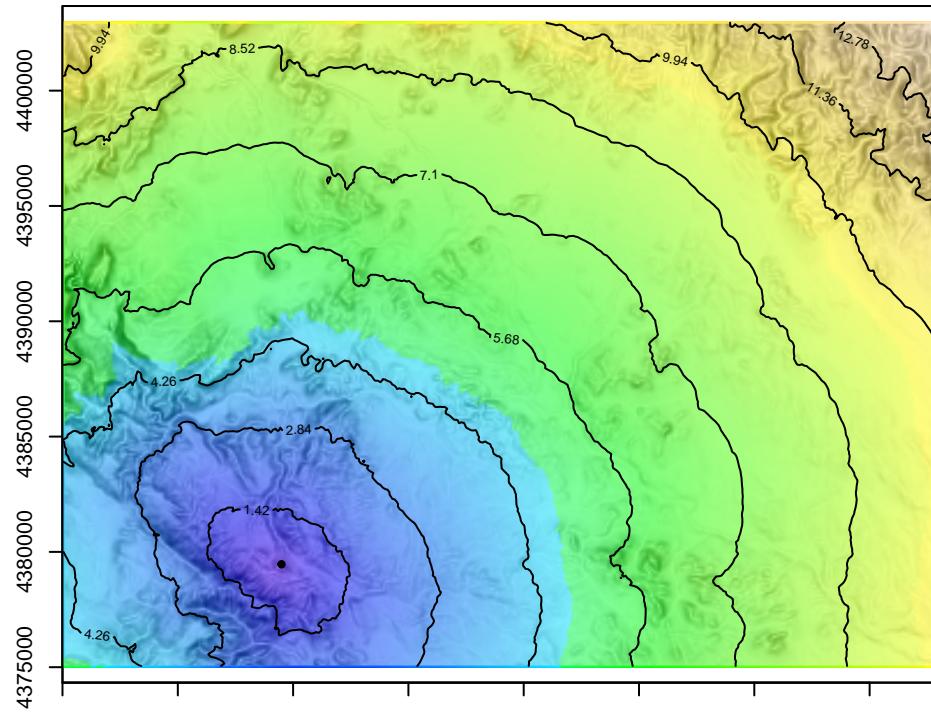
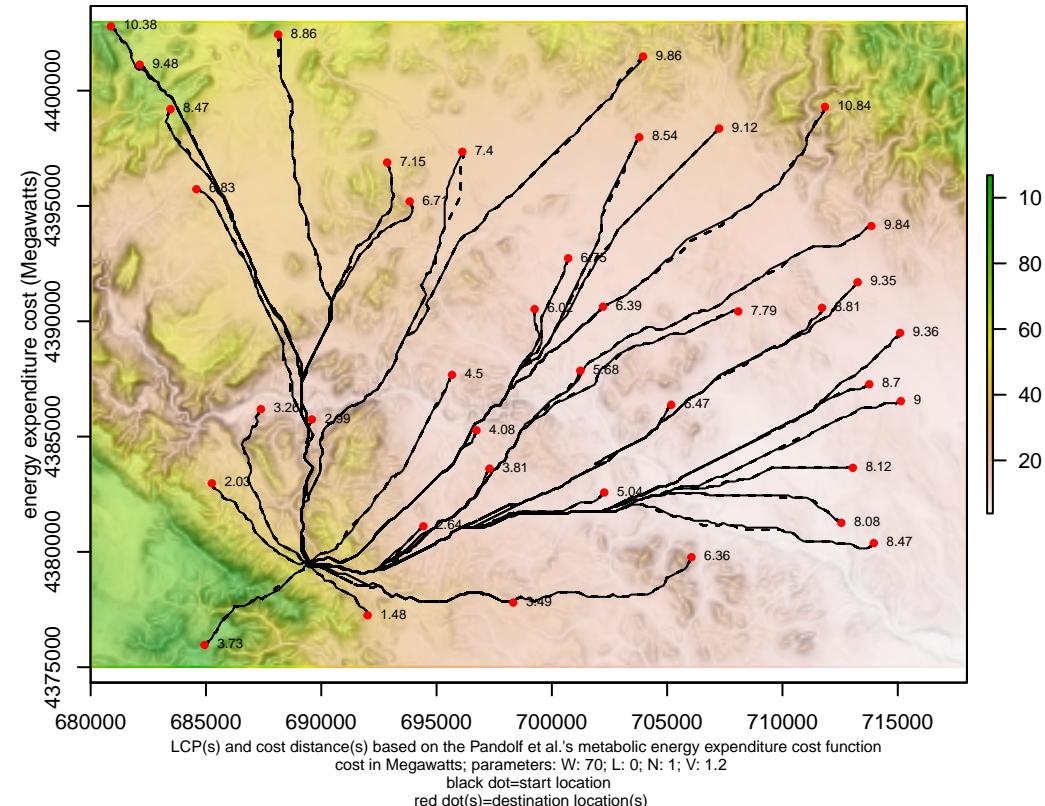


Accumulated cost isolines around origin

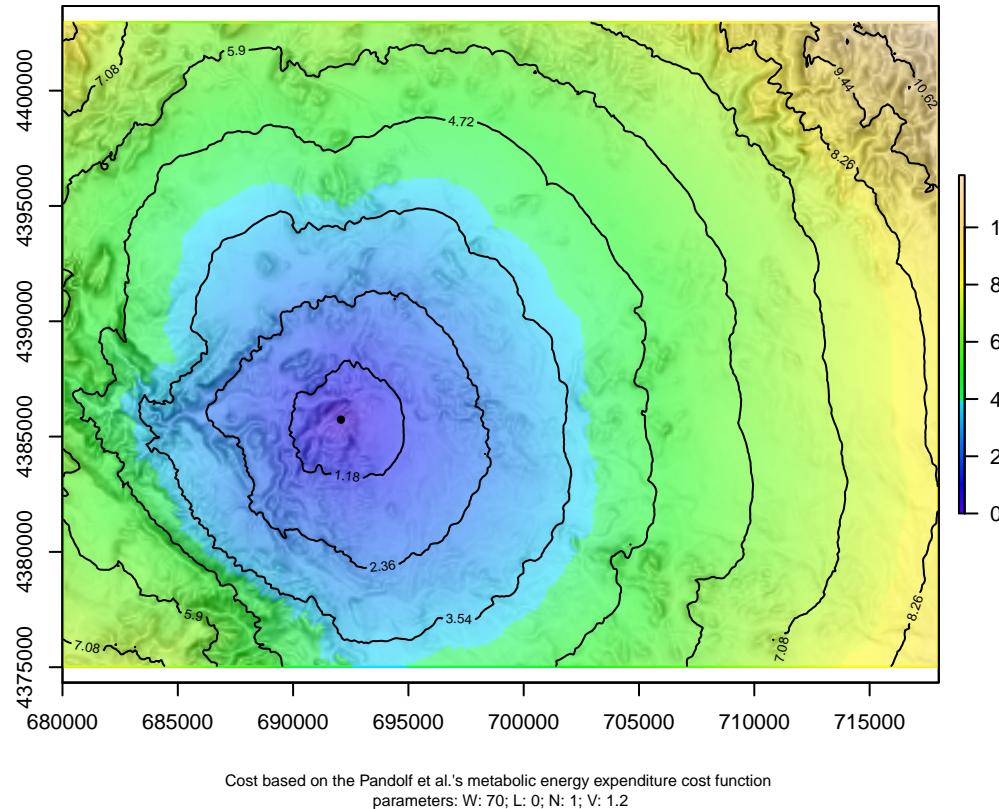


Cost based on the Pandolf et al.'s metabolic energy expenditure cost function  
parameters: W: 70; L: 0; N: 1; V: 1.2

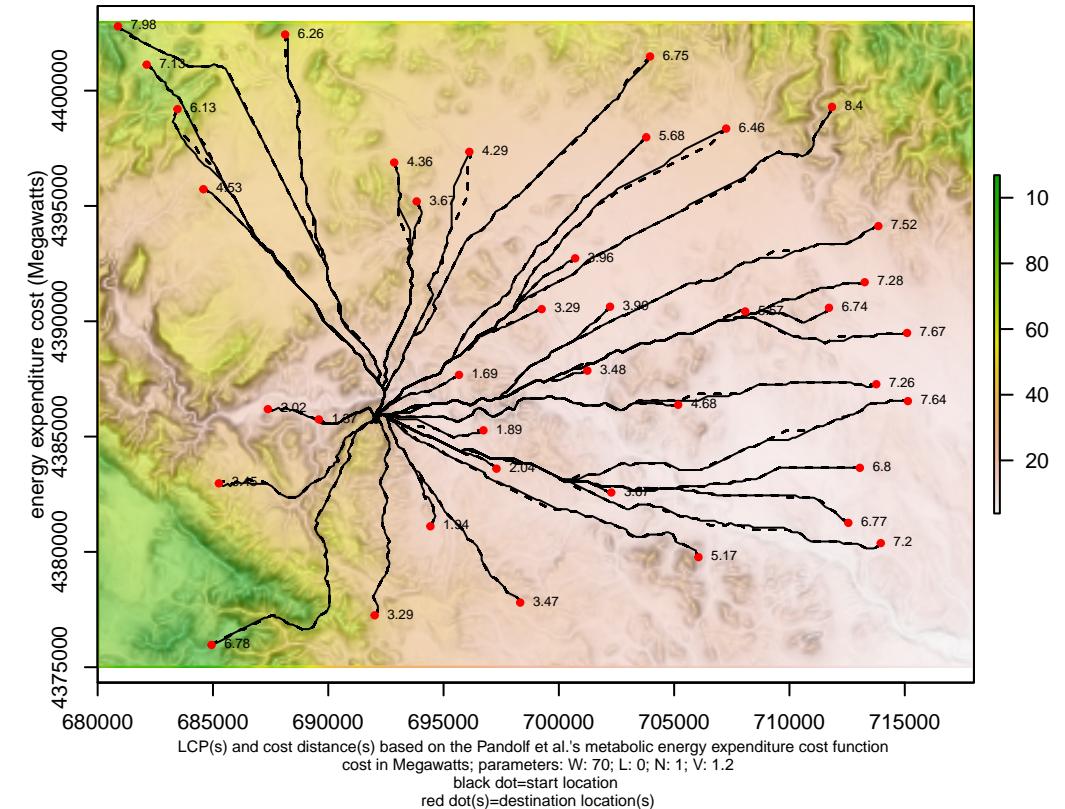
Digital Terrain Model with Least-cost Path(s)



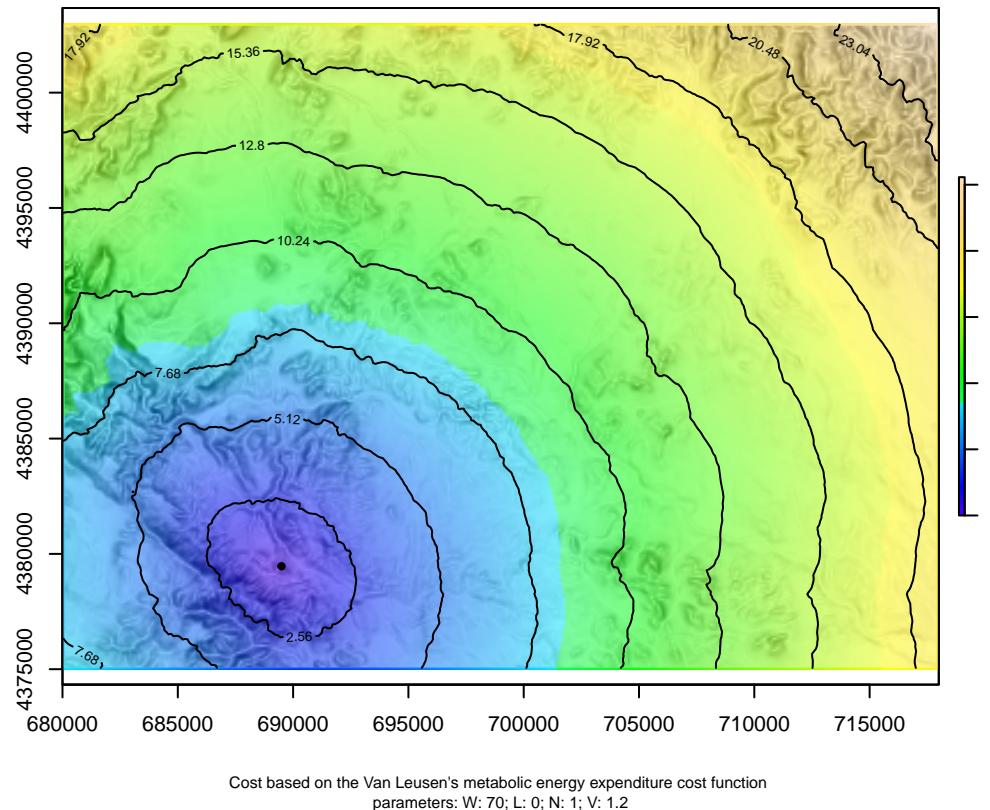
Accumulated cost isolines around origin



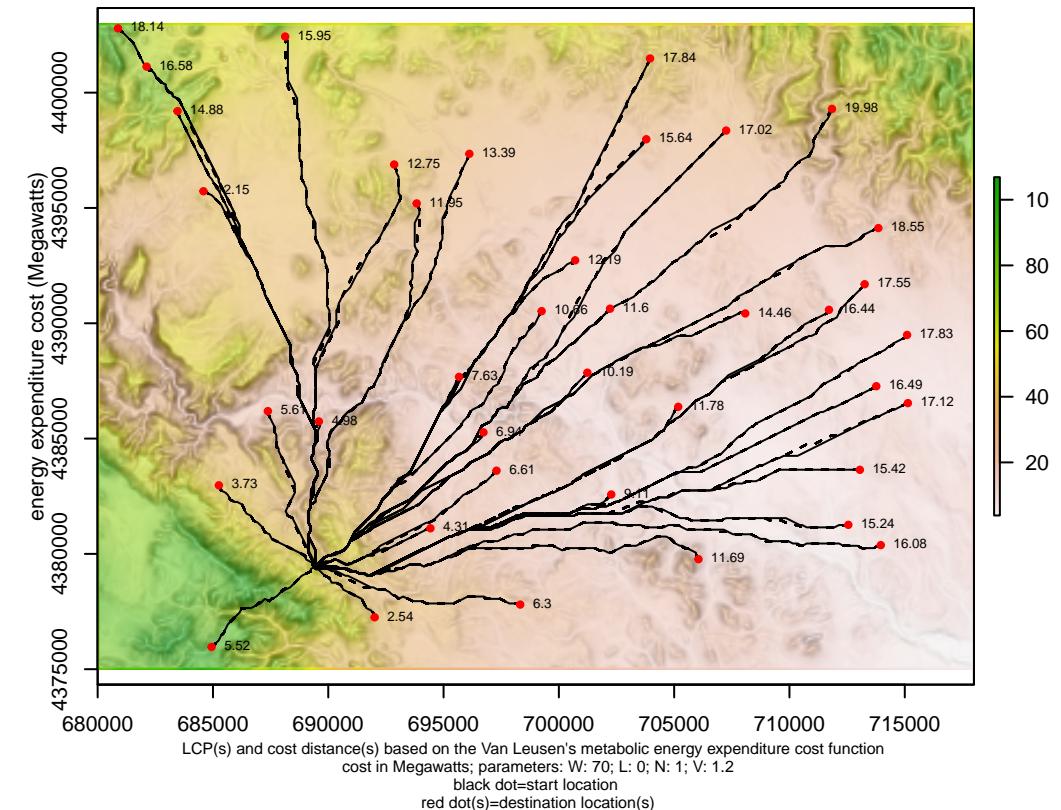
Digital Terrain Model with Least-cost Path(s)



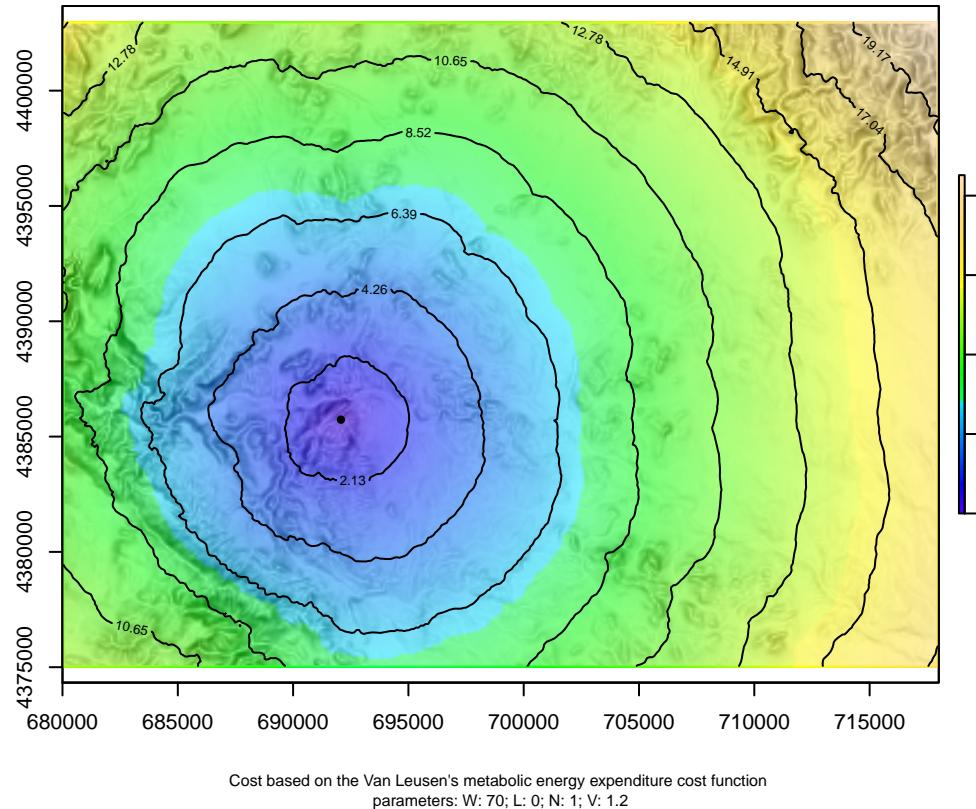
Accumulated cost isolines around origin



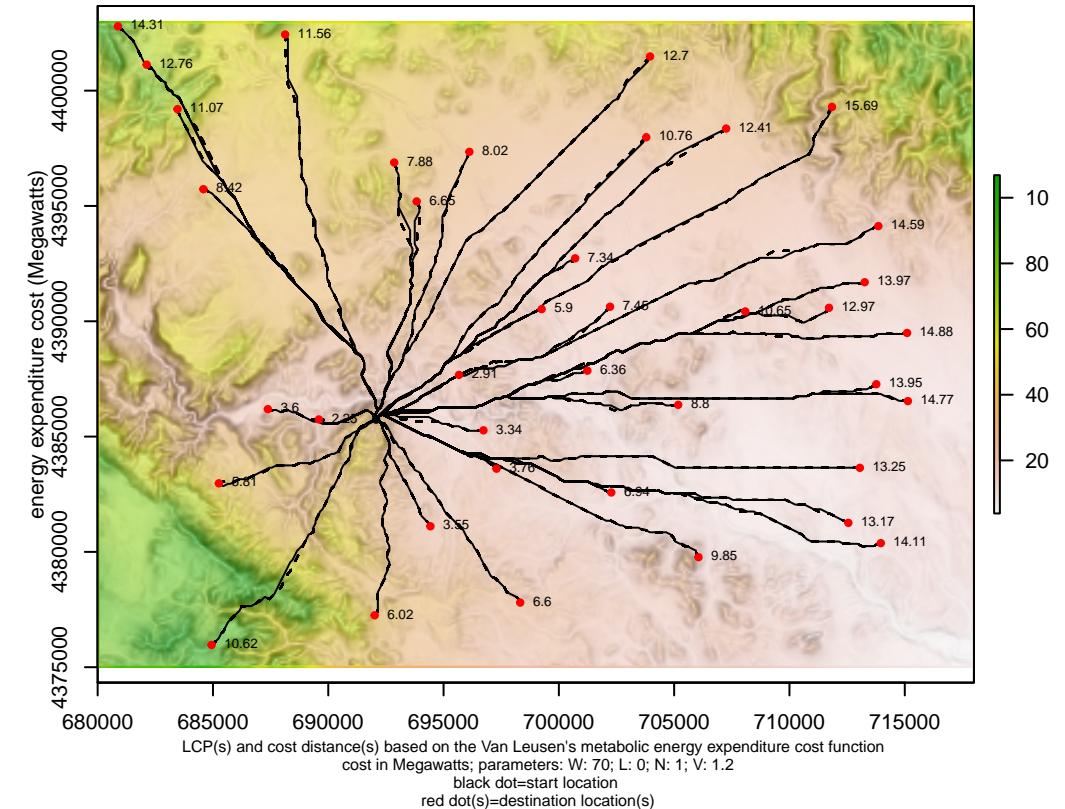
Digital Terrain Model with Least-cost Path(s)



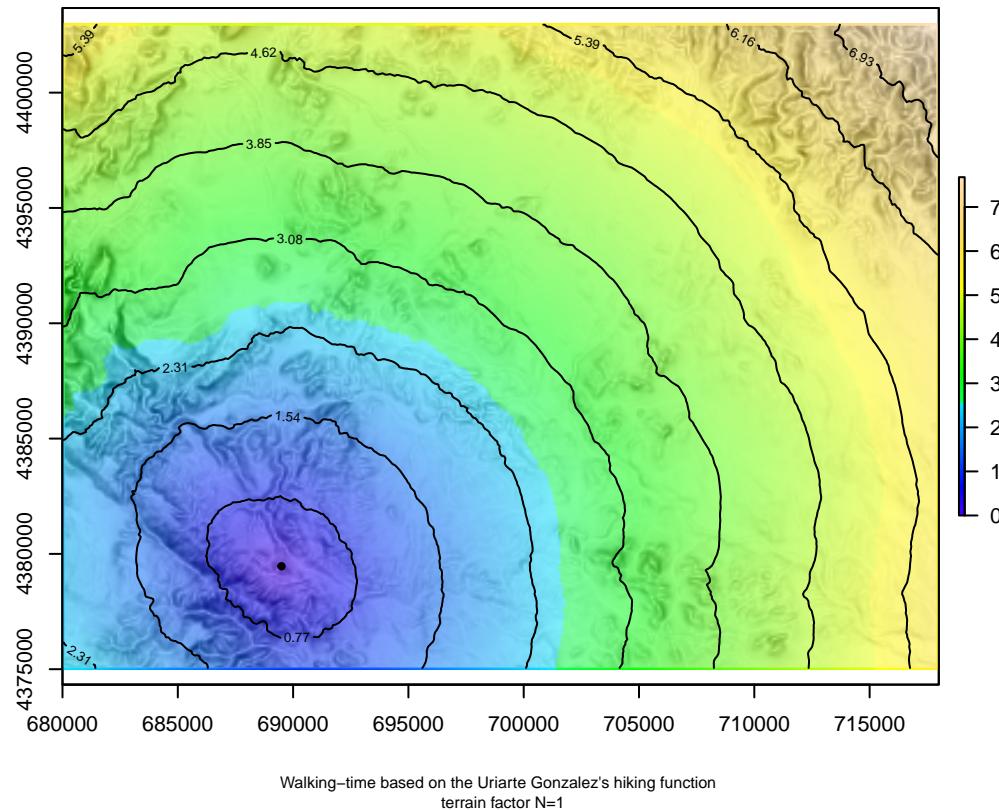
Accumulated cost isolines around origin



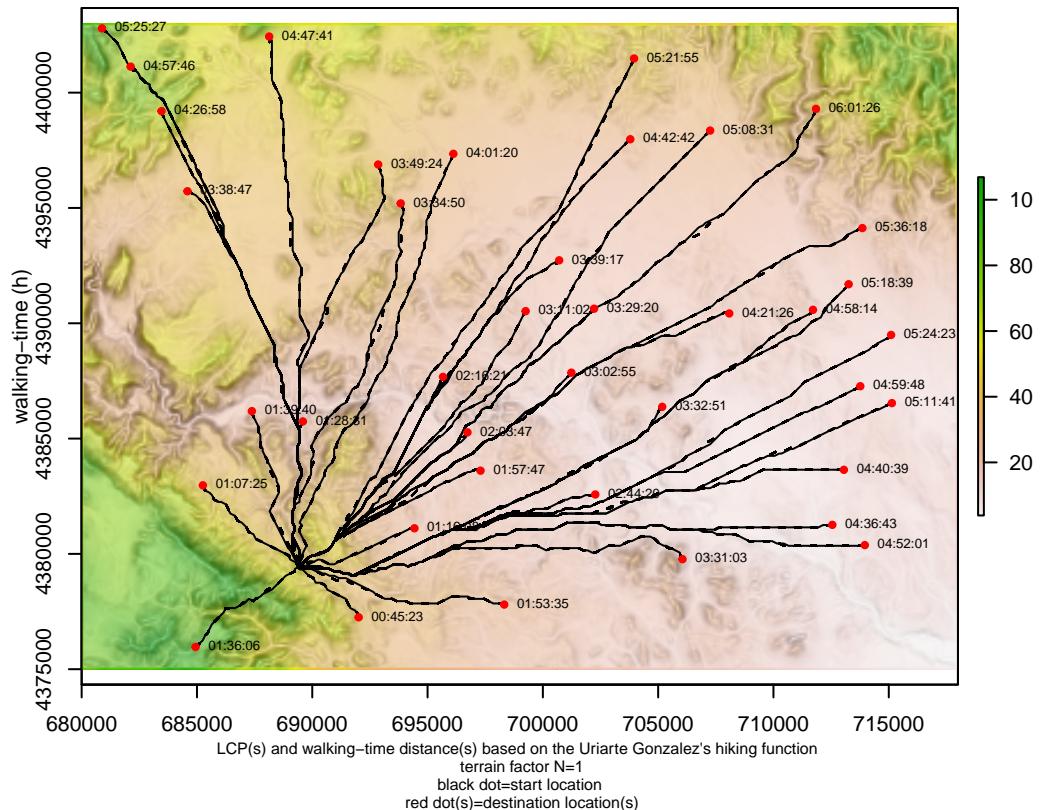
Digital Terrain Model with Least-cost Path(s)



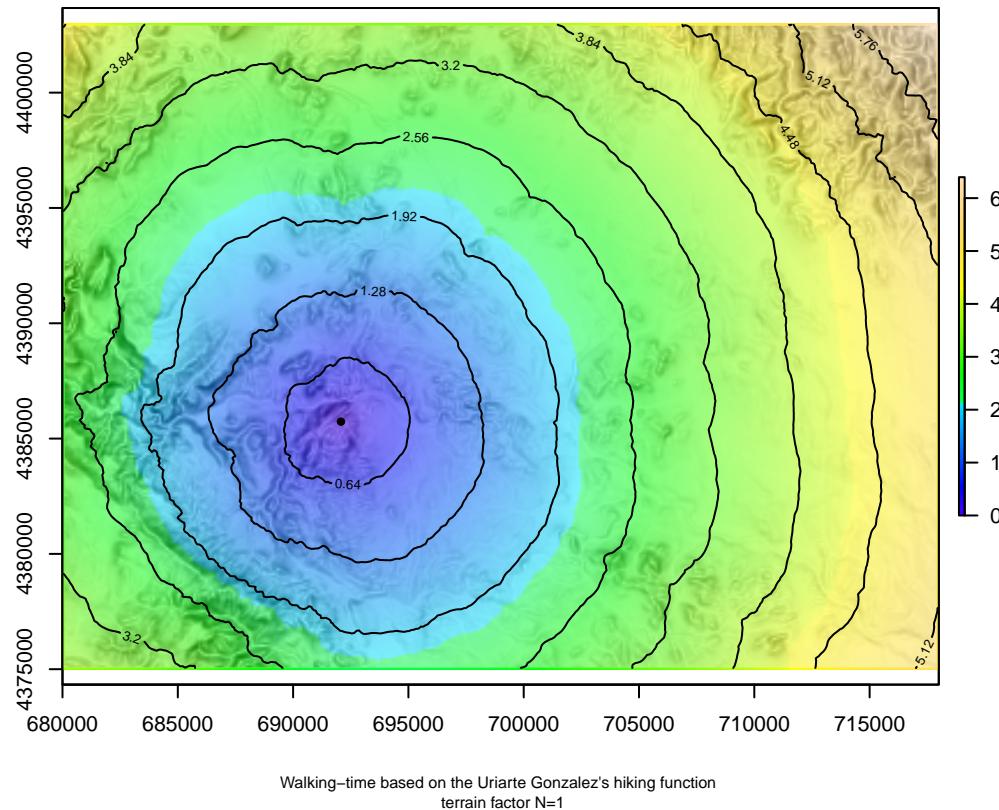
**Walking-time isochrones (in h) around origin**



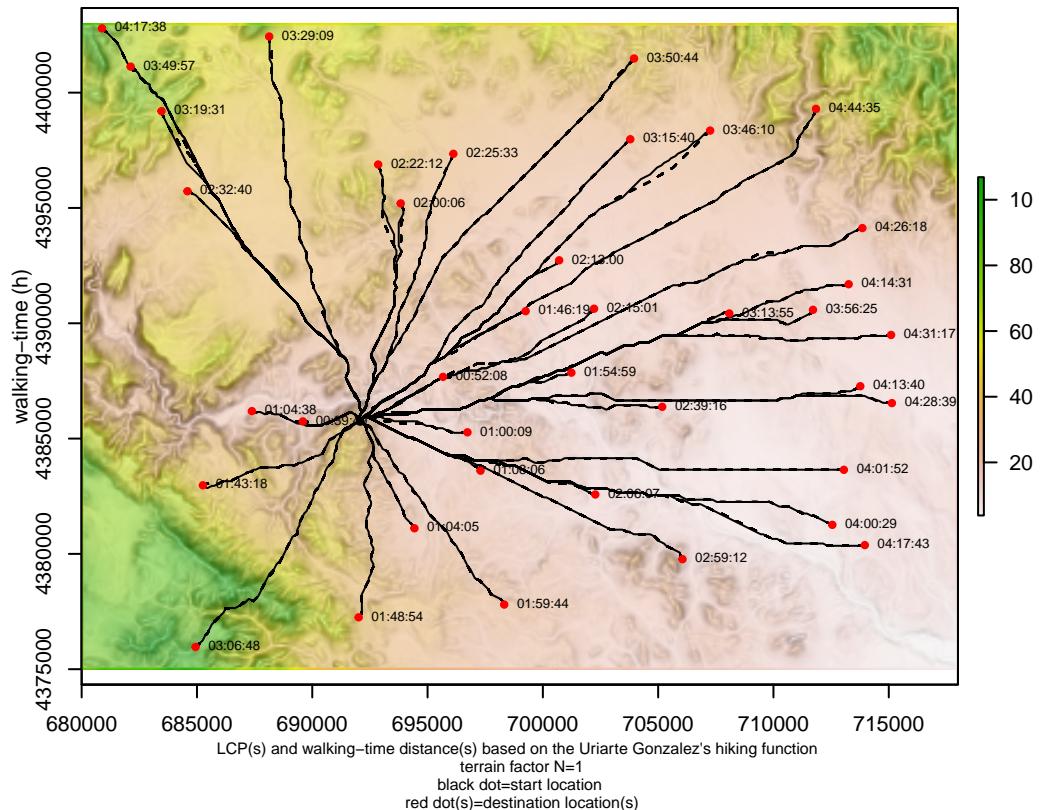
**Digital Terrain Model with Least-cost Path(s)**



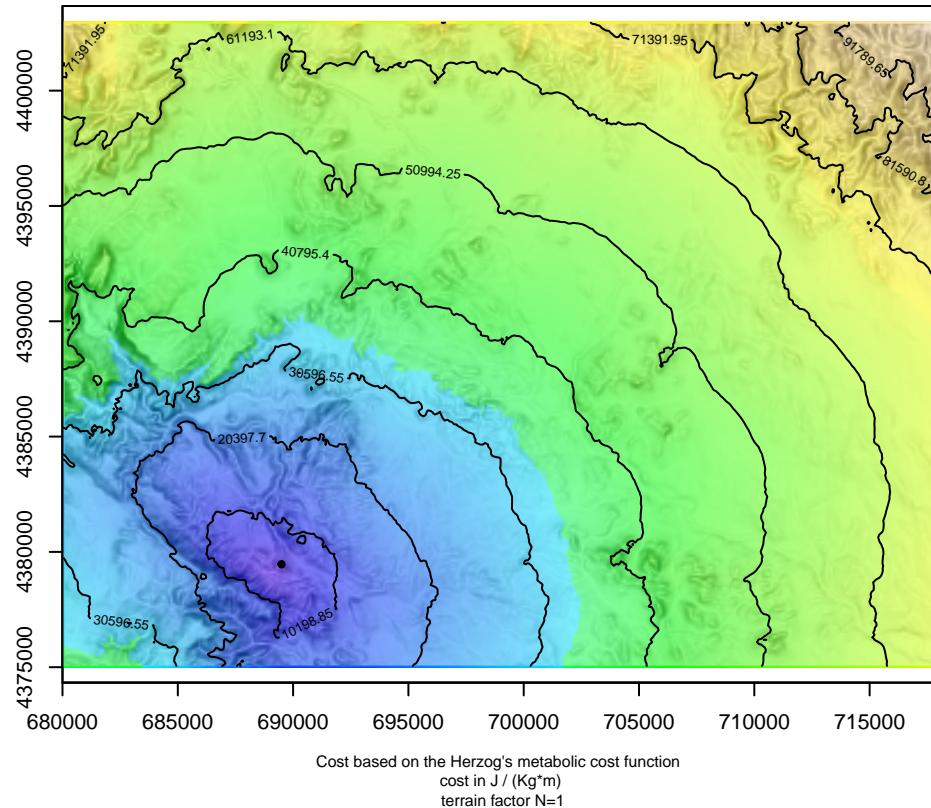
**Walking-time isochrones (in h) around origin**



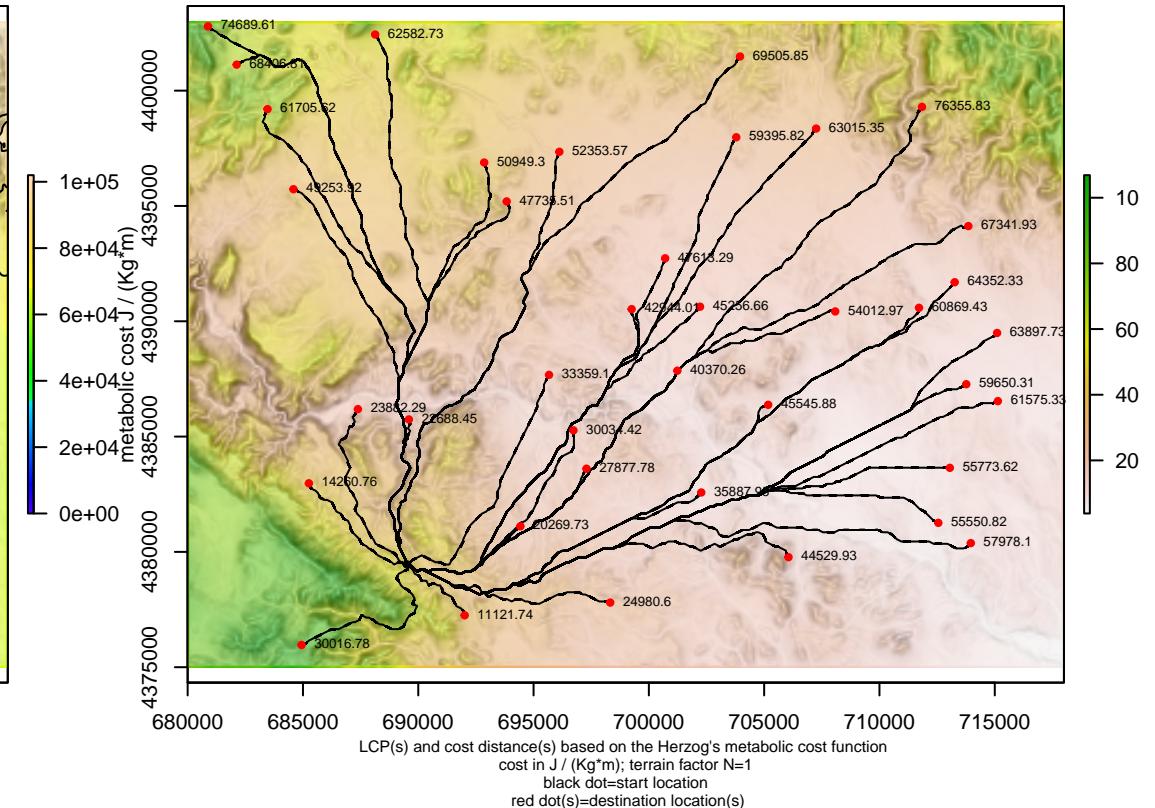
**Digital Terrain Model with Least-cost Path(s)**



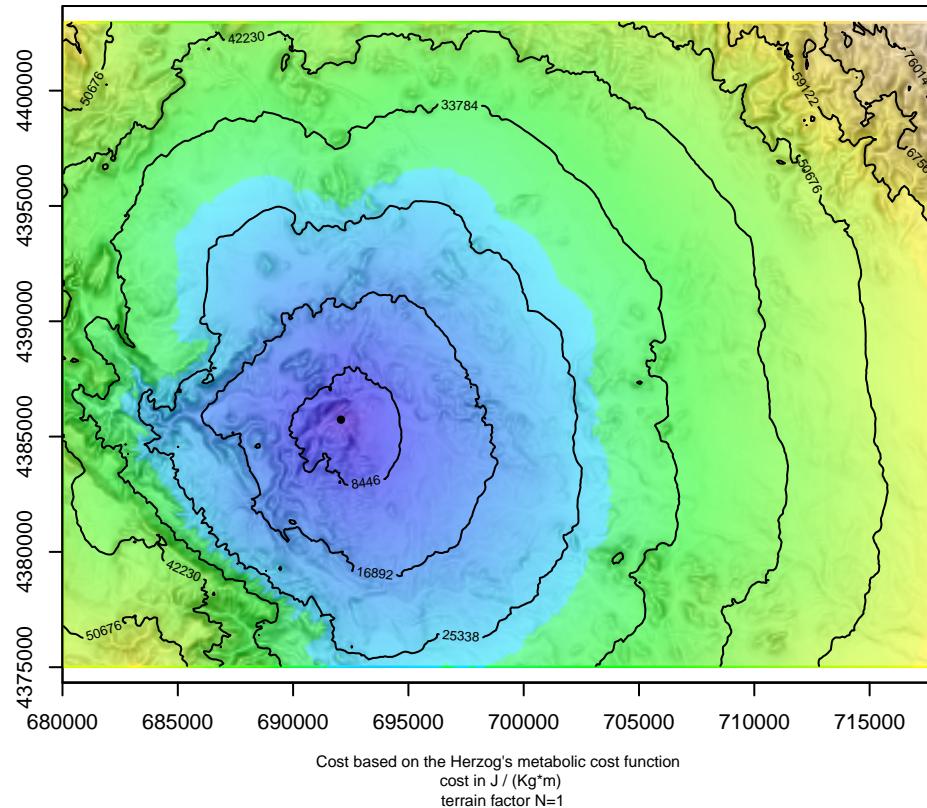
Accumulated cost isolines around origin



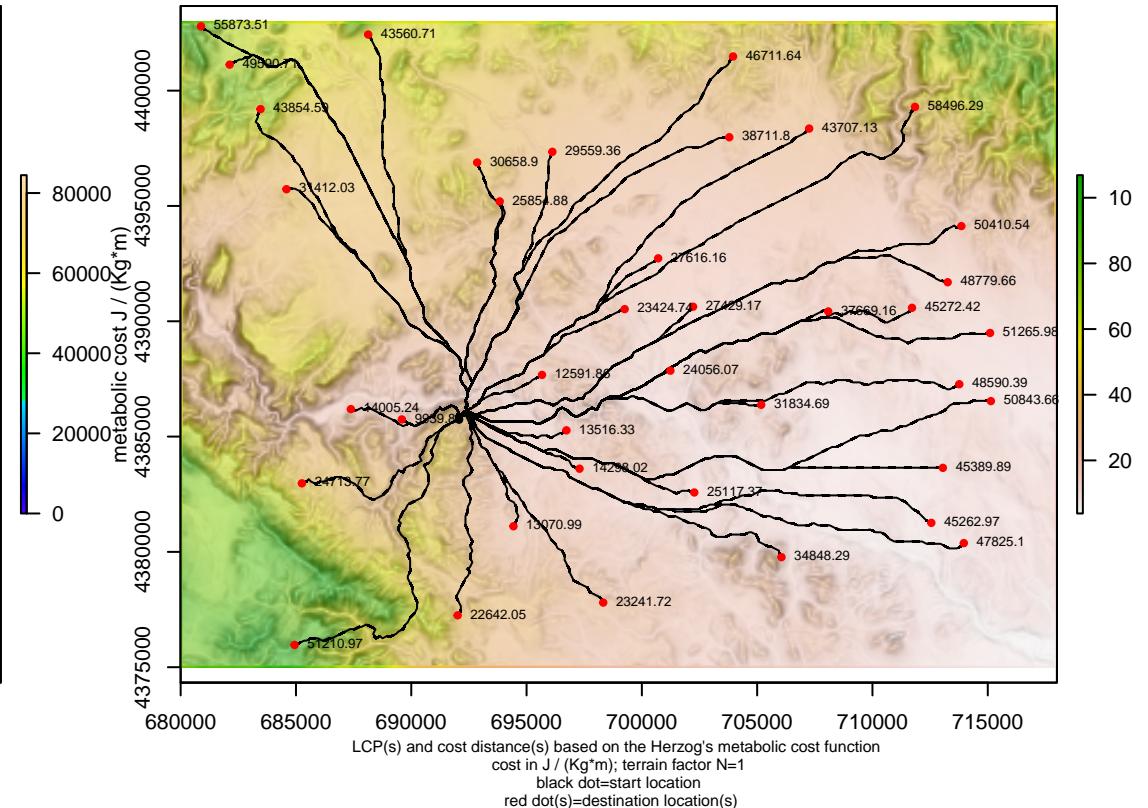
Digital Terrain Model with Least-cost Path(s)



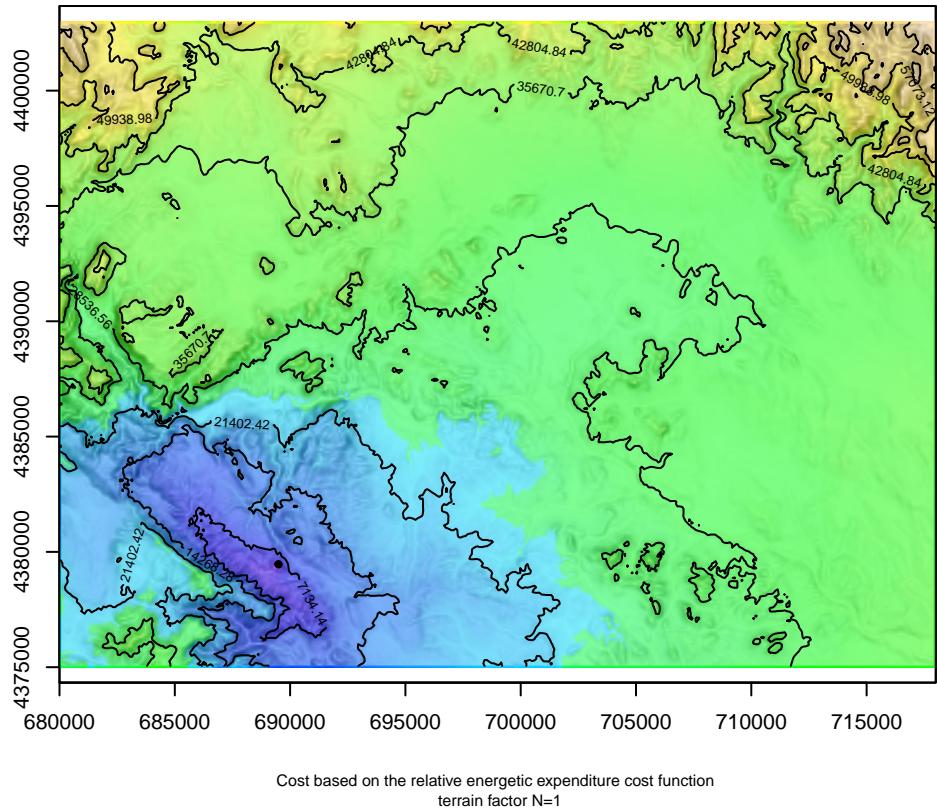
Accumulated cost isolines around origin



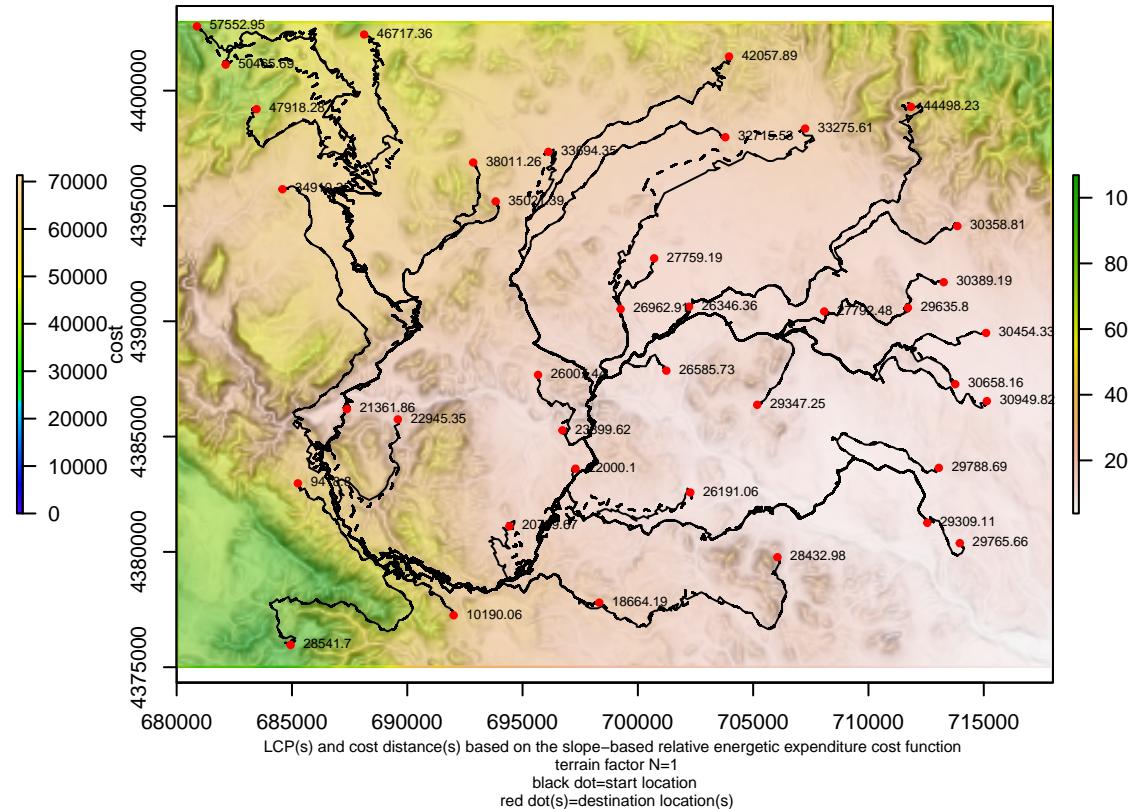
Digital Terrain Model with Least-cost Path(s)



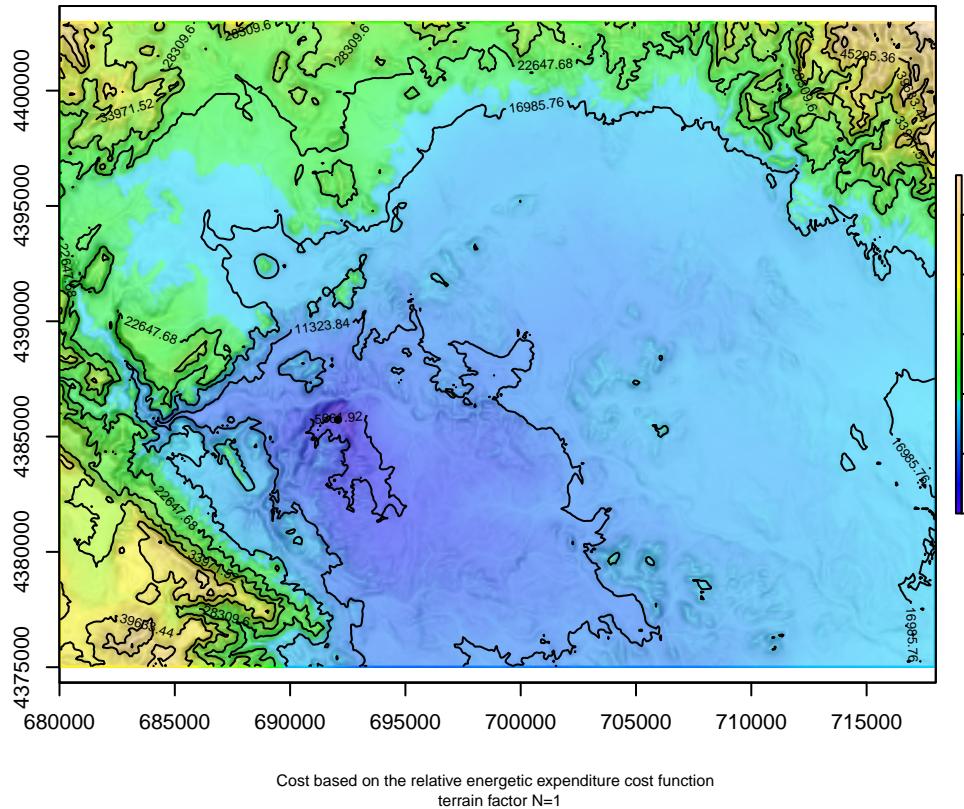
### **Accumulated cost isolines around origin**



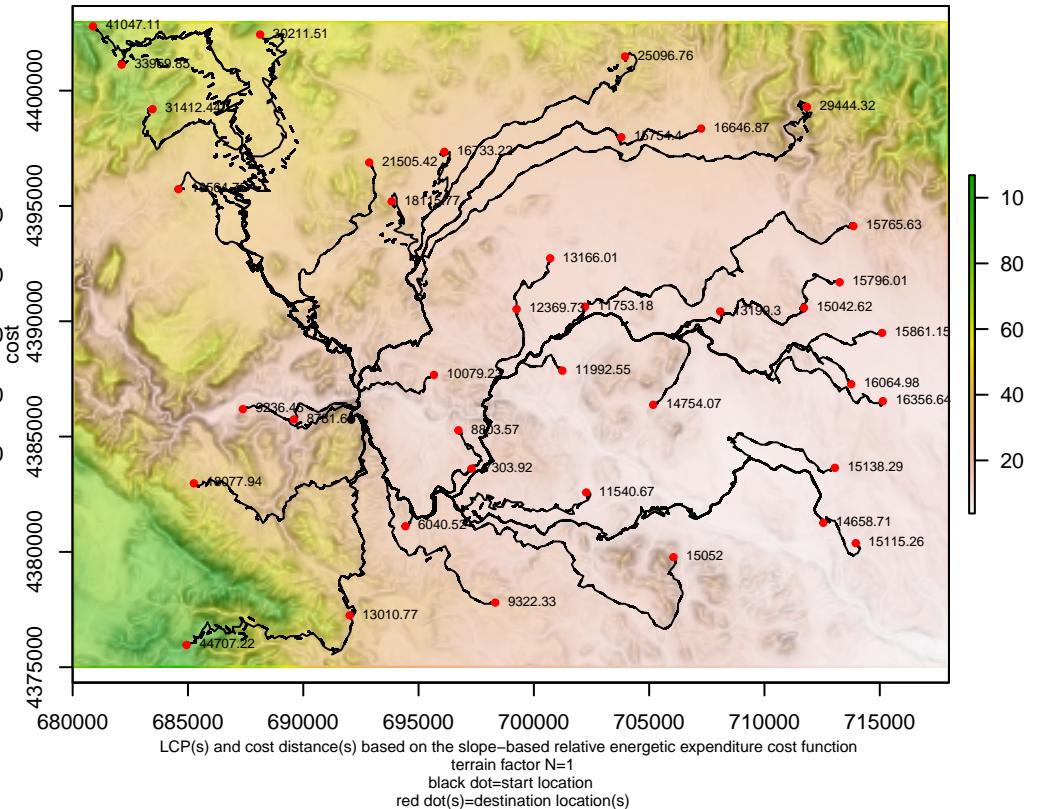
## Digital Terrain Model with Least-cost Path(s)



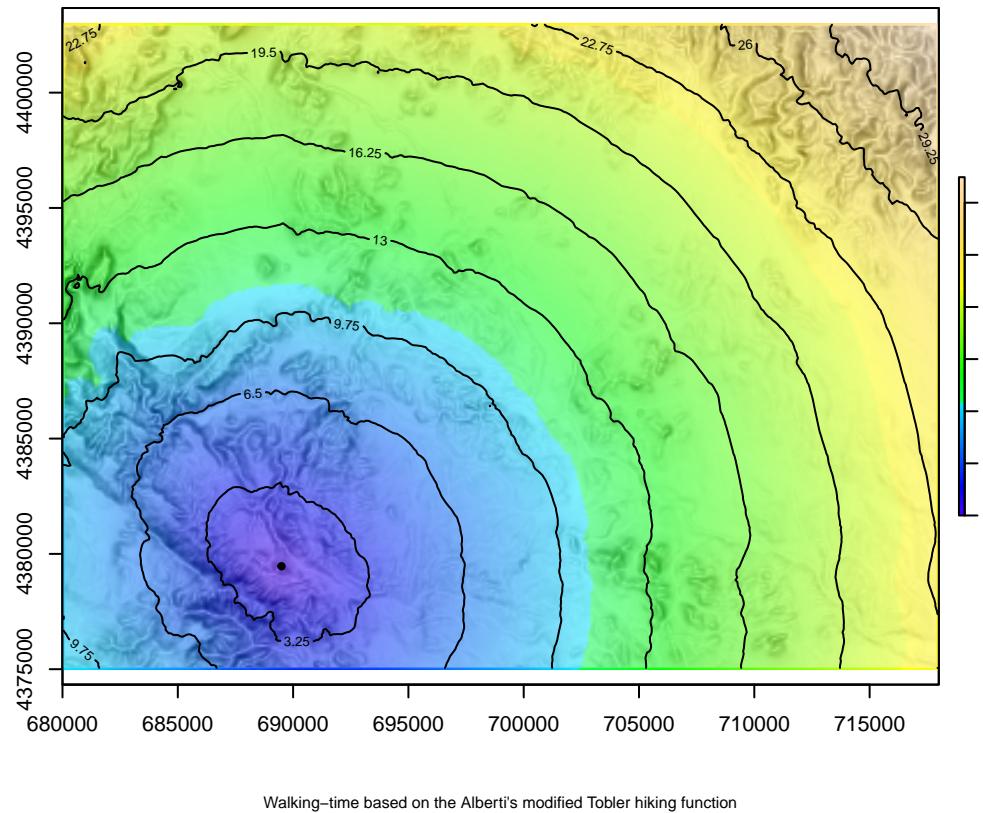
### Accumulated cost isolines around origin



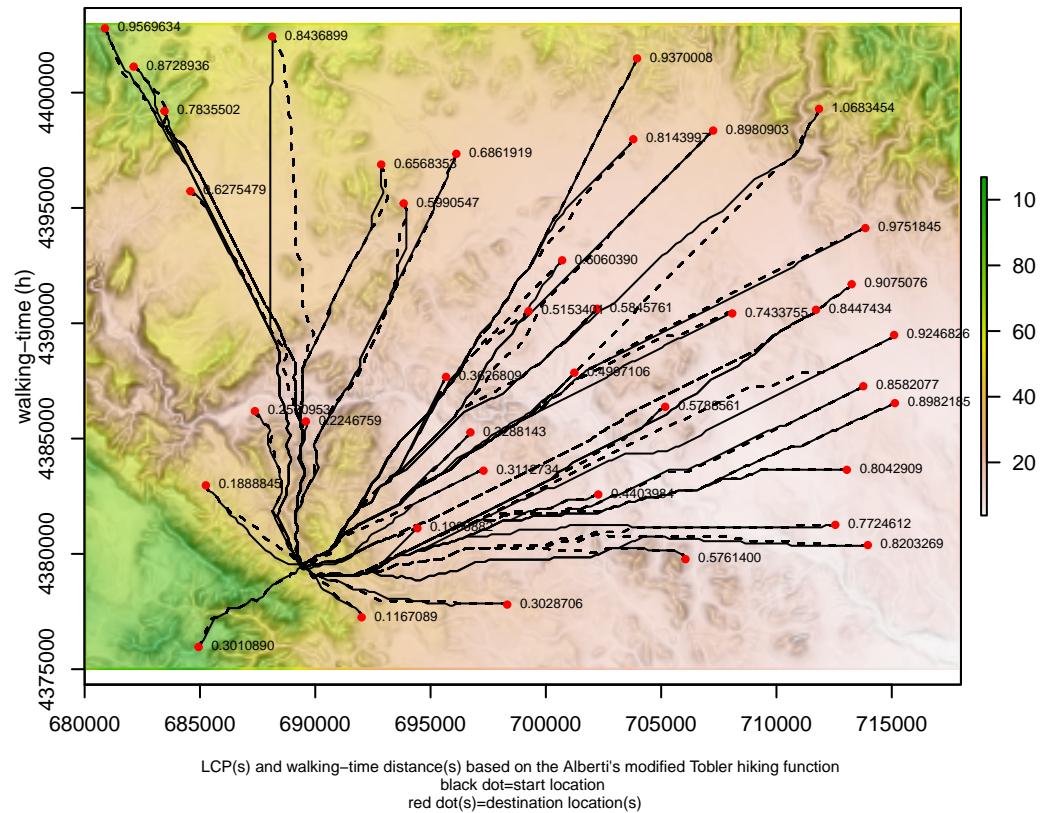
## Digital Terrain Model with Least-cost Path(s)



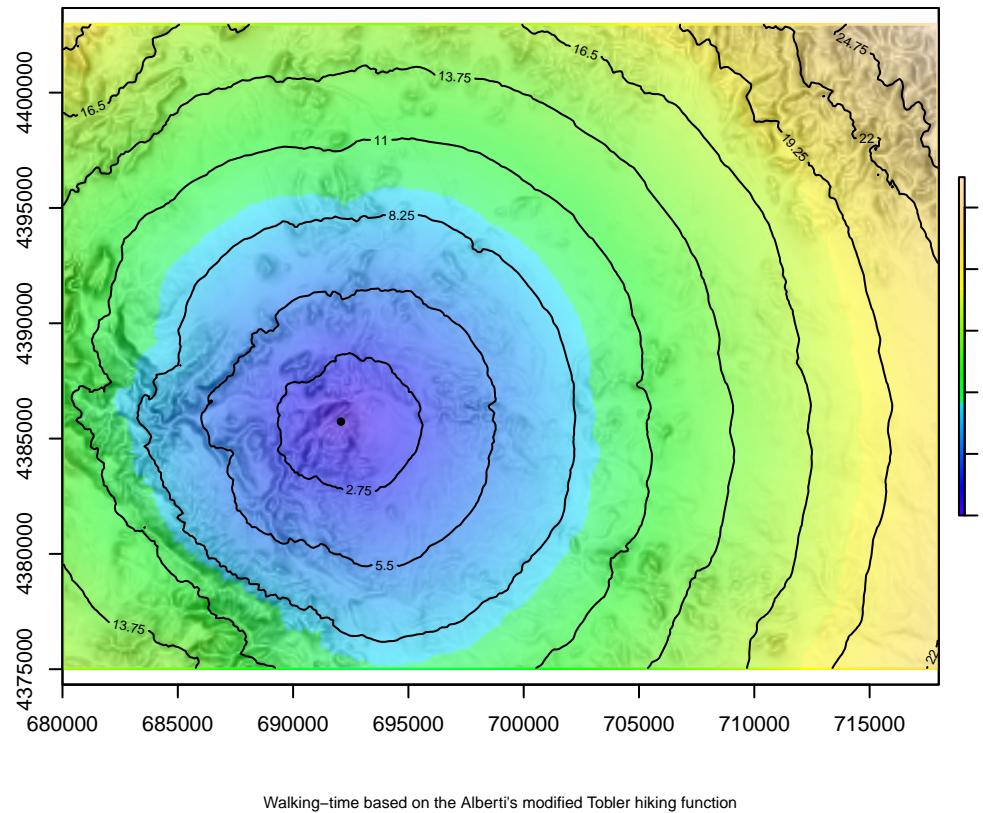
**Walking-time isochrones (in h) around origin**



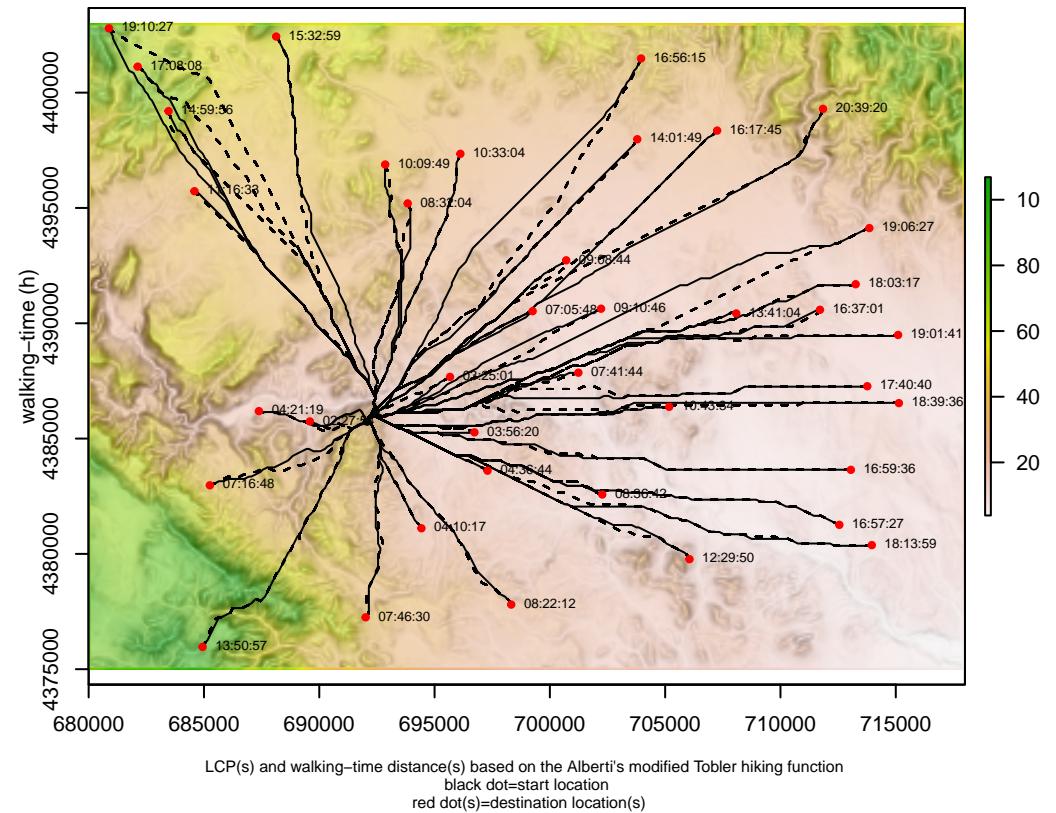
**Digital Terrain Model with Least-cost Path(s)**



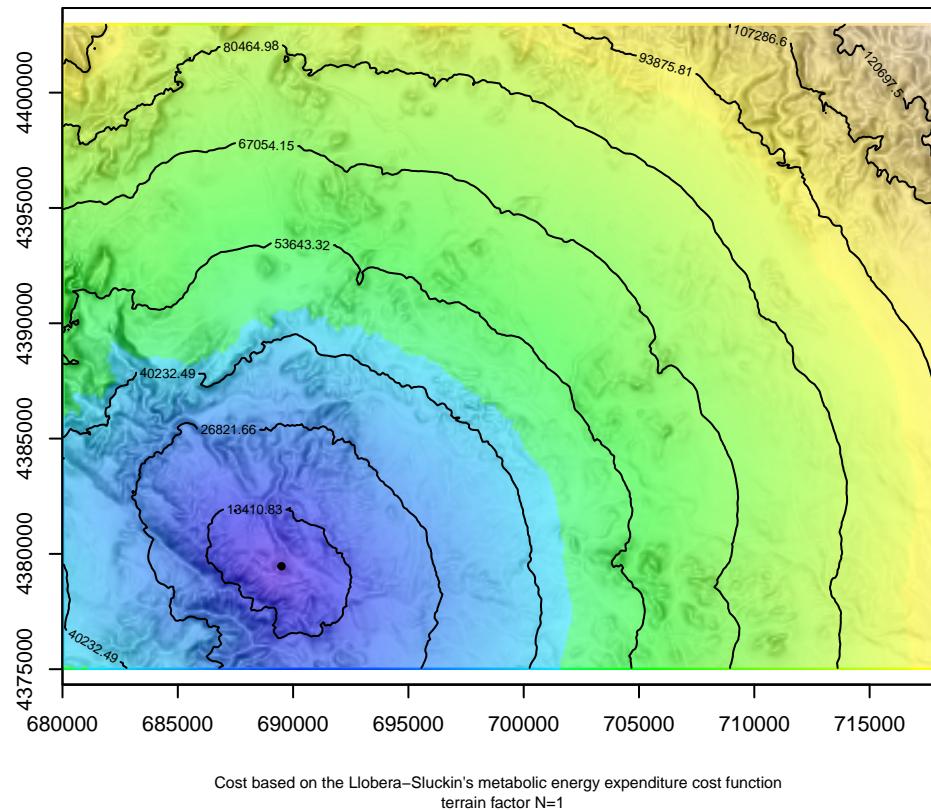
**Walking-time isochrones (in h) around origin**



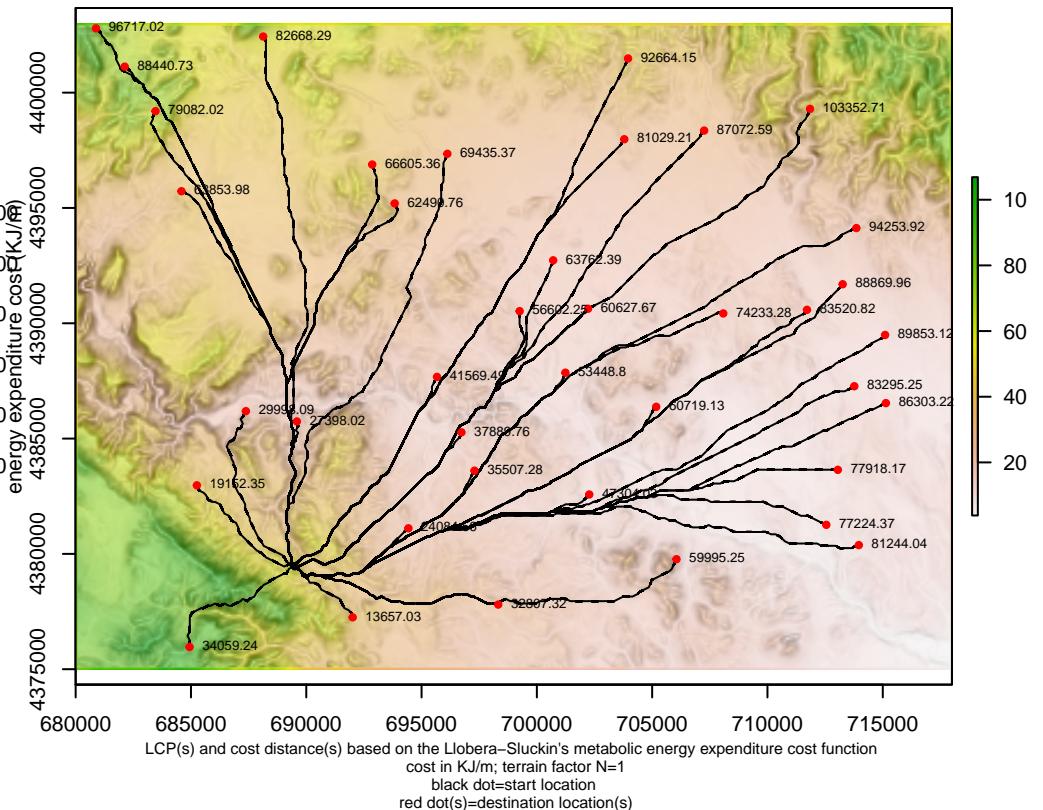
**Digital Terrain Model with Least-cost Path(s)**



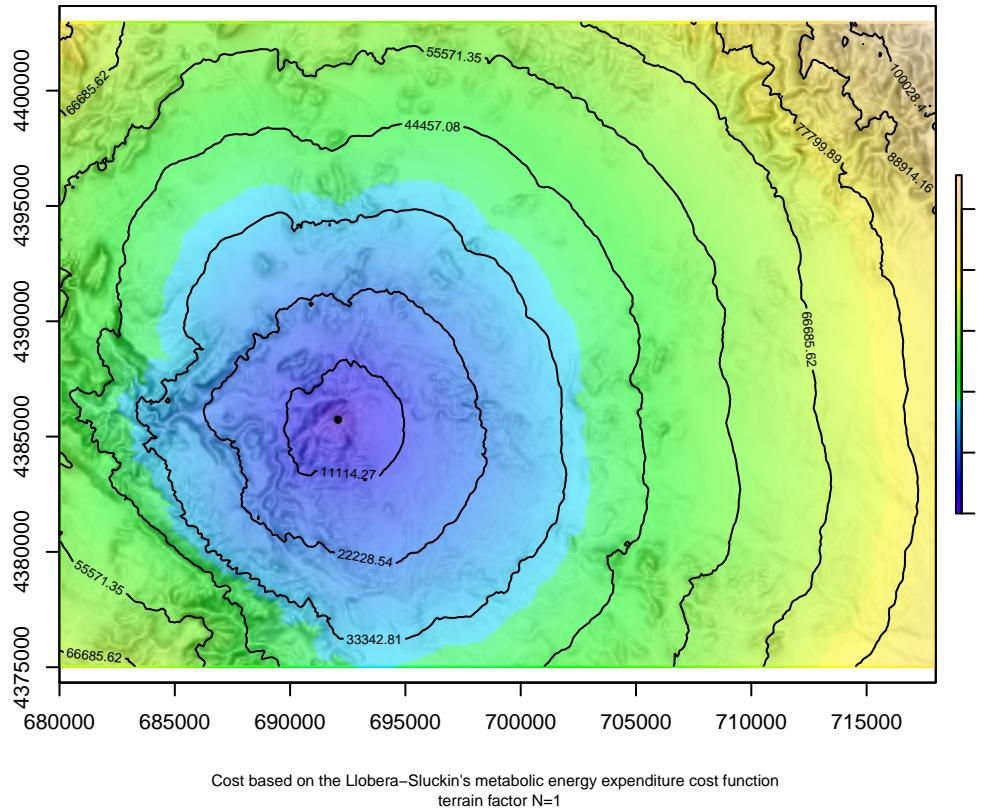
Accumulated cost isolines around origin



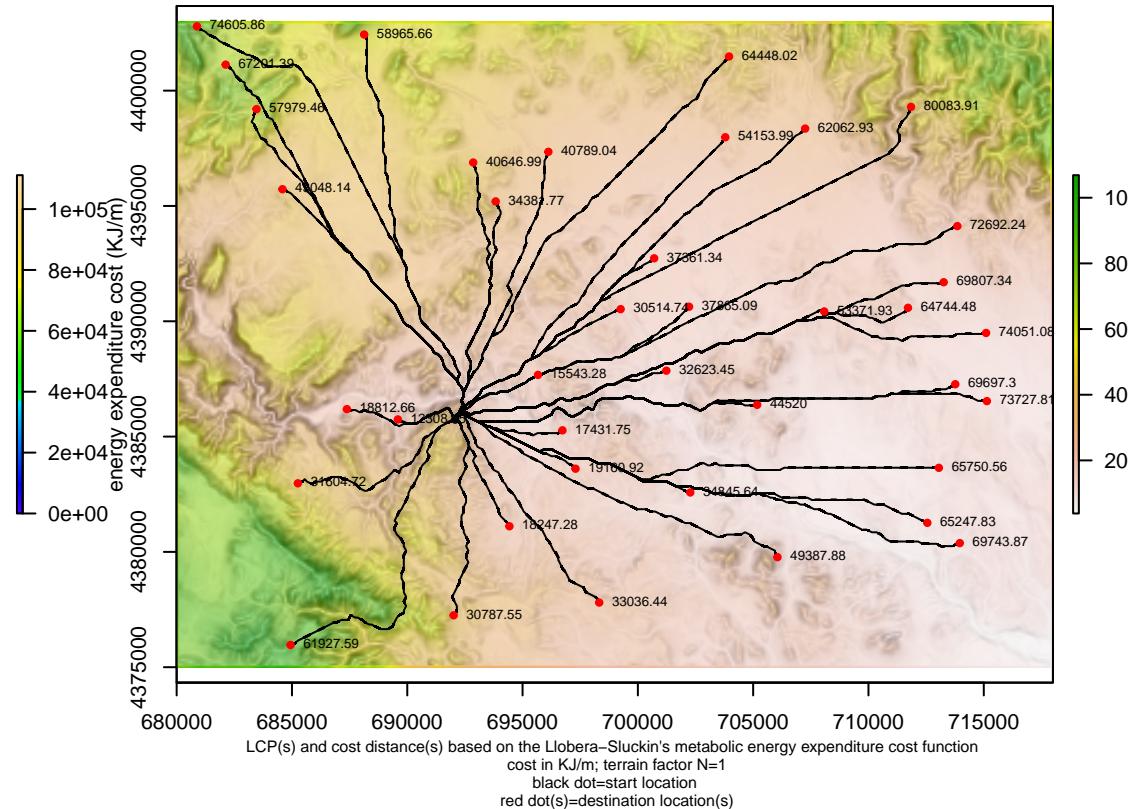
Digital Terrain Model with Least-cost Path(s)



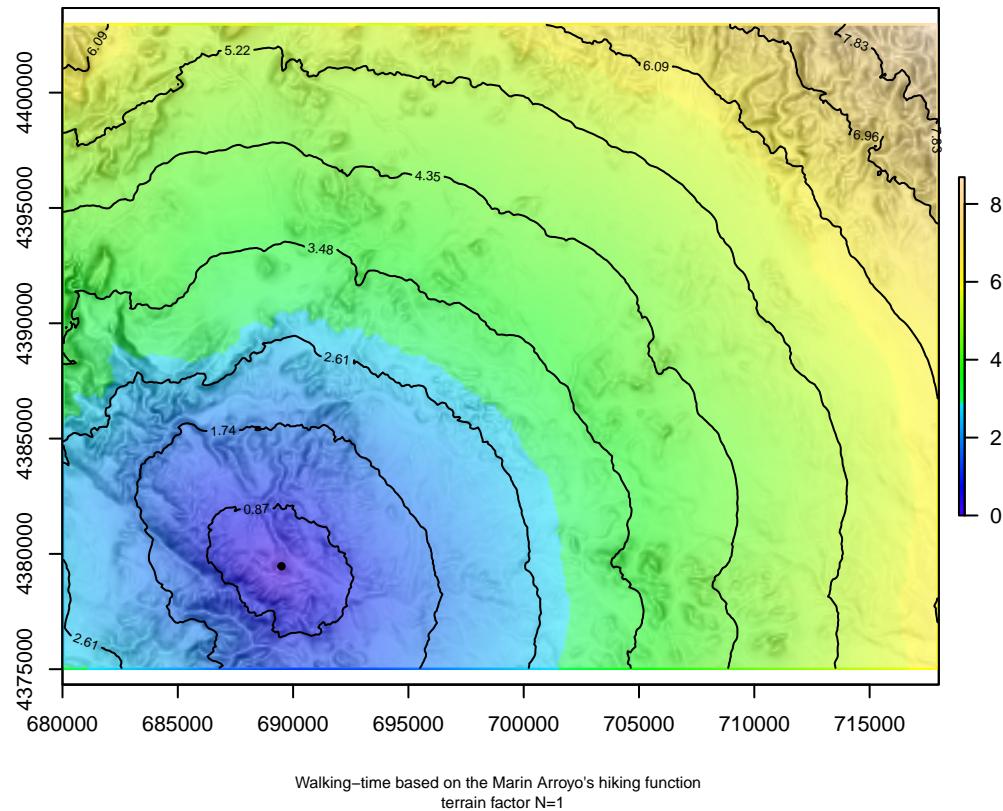
### Accumulated cost isolines around origin



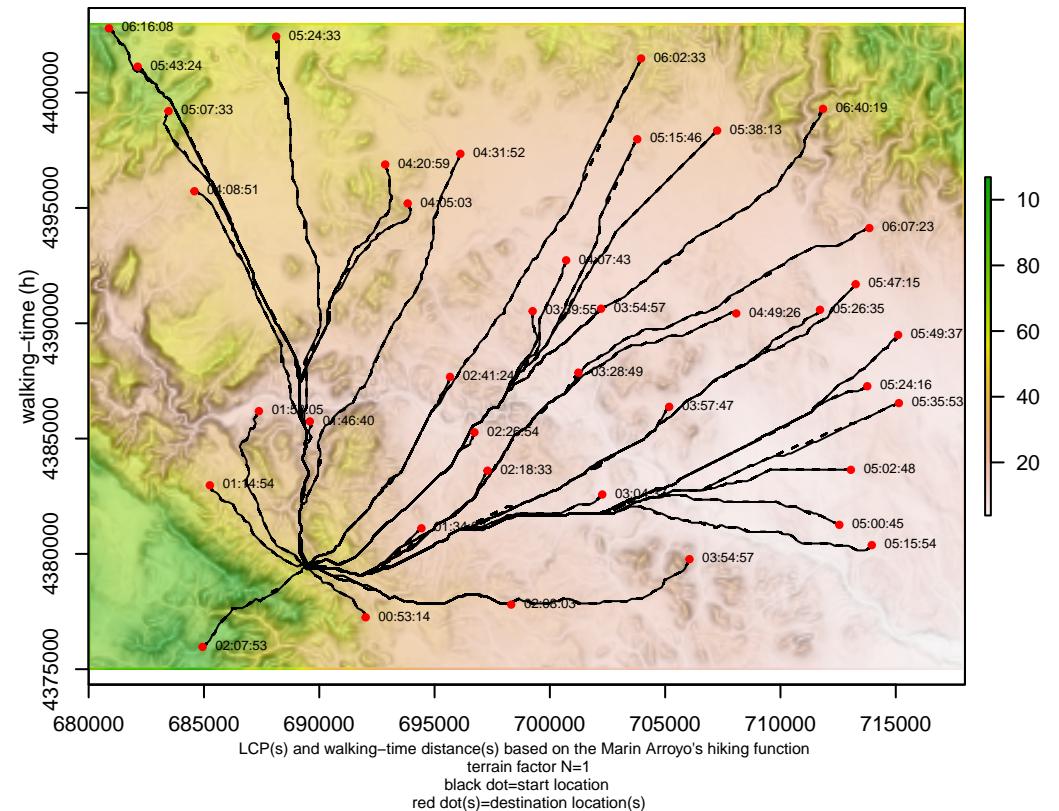
## Digital Terrain Model with Least-cost Path(s)



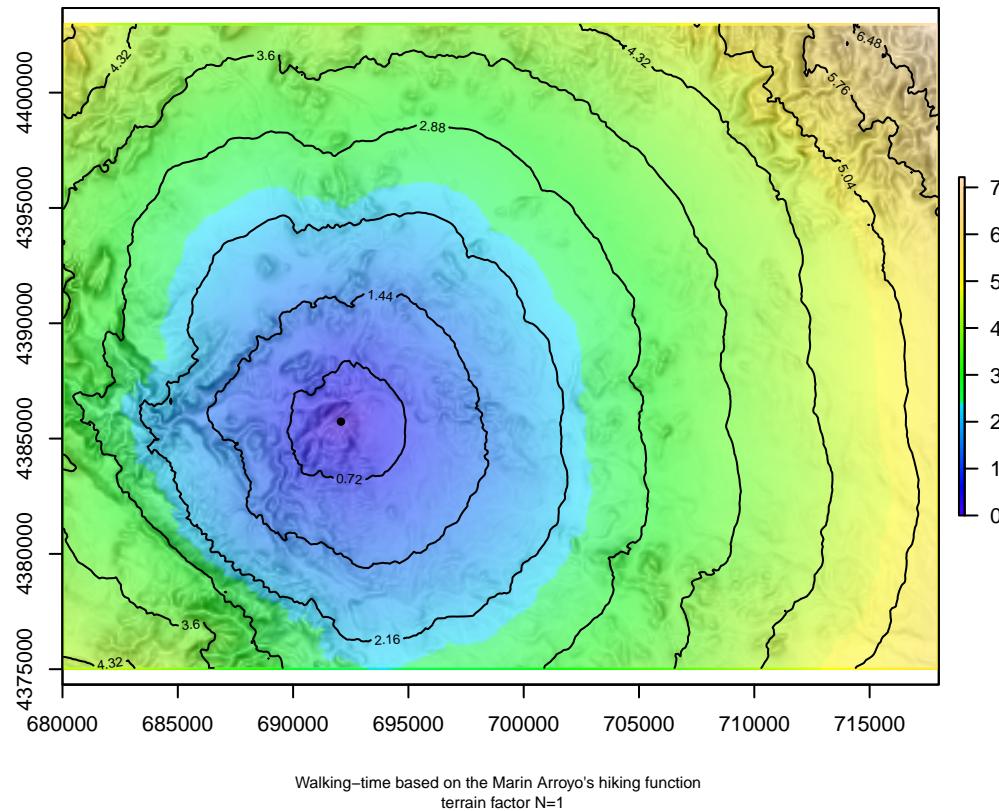
**Walking-time isochrones (in h) around origin**



**Digital Terrain Model with Least-cost Path(s)**



**Walking-time isochrones (in h) around origin**



**Digital Terrain Model with Least-cost Path(s)**

