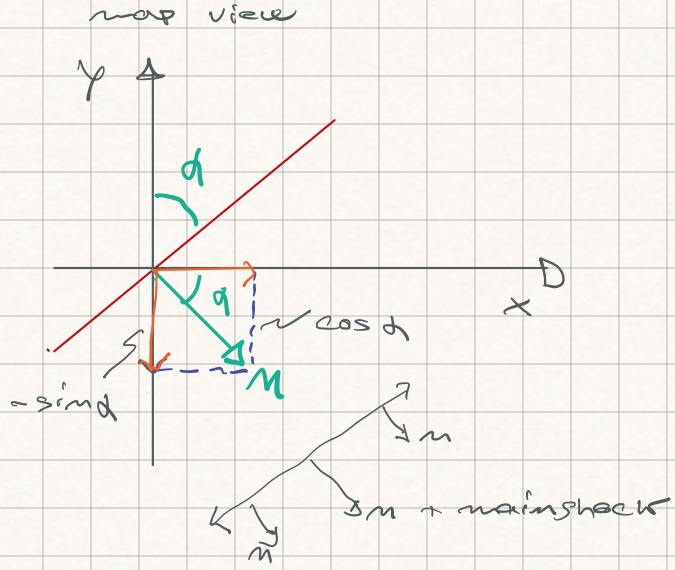
→ theory Direzione sezione e sua normale



α = azimuth (strike) : we choose it

$\vec{n} = (\cos\alpha ; -\sin\alpha ; 0)$ — because we want vertical sections

↳ REFERENCE VECTOR

↳ we need it to calculate the distance of a point from a plane

→ We have an infinite number of planes that are perpendicular to the direction α

→ We constrain by using the mainshock as origin

strike = 50 direction of the section

normal ref =

→ calculate distance from section for all catalogue