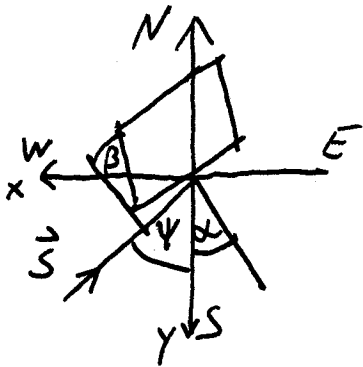


Vektor des Sonnenlichts

$$\vec{S} = \begin{pmatrix} 0 \\ \sin \theta \\ \cos \theta \end{pmatrix}$$

90°:  $\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$



$$\Delta = \psi - \alpha$$

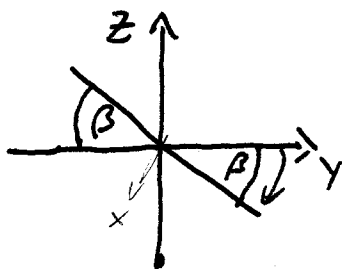
Drehung um  $\Delta$  um z-Achse

$$\vec{S}' = \begin{pmatrix} \cos \Delta & +\sin \Delta & 0 \\ -\sin \Delta & \cos \Delta & 0 \\ 0 & 0 & 1 \end{pmatrix} \cdot \vec{S}$$

$$= \begin{pmatrix} +\sin \theta \sin \Delta \\ \sin \theta \cos \Delta \\ \cos \theta \end{pmatrix}$$

Drehung um x-Achse um  $\beta$

90°:  $\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$

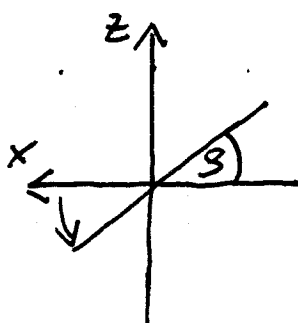


$$\vec{S}'' = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \beta & -\sin \beta \\ 0 & \sin \beta & \cos \beta \end{pmatrix} \vec{S}'$$

$$= \begin{pmatrix} +\sin \theta \sin \Delta \\ \cos \beta \sin \theta \cos \Delta - \sin \beta \cos \theta \\ \sin \beta \sin \theta \cos \Delta + \cos \beta \cos \theta \end{pmatrix}$$

Drehung um y-Achse um  $\gamma$

45°:  $\begin{pmatrix} -1 \\ 0 \\ 1 \end{pmatrix} \rightarrow \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix}$



$$\vec{S}''' = \begin{pmatrix} \cos \gamma & 0 & +\sin \gamma \\ 0 & 1 & 0 \\ +\sin \gamma & 0 & \cos \gamma \end{pmatrix} \cdot \vec{S}''$$

$$= \begin{pmatrix} +\cos \gamma \sin \theta \sin \Delta + \sin \gamma (\sin \beta \sin \theta \cos \Delta + \cos \beta \cos \theta) \\ \cos \beta \sin \theta \cos \Delta - \sin \beta \cos \theta \\ +\sin \gamma \sin \theta \sin \Delta + \cos \gamma (\sin \beta \sin \theta \cos \Delta + \cos \beta \cos \theta) \end{pmatrix}$$

Sonnenlicht kommt auf z-Achse  $\perp$  Wellenfront  $\theta_L = \angle y-z \text{ Ebene}$   $\theta_T = \angle x-z \text{ Ebene}$

Variante B

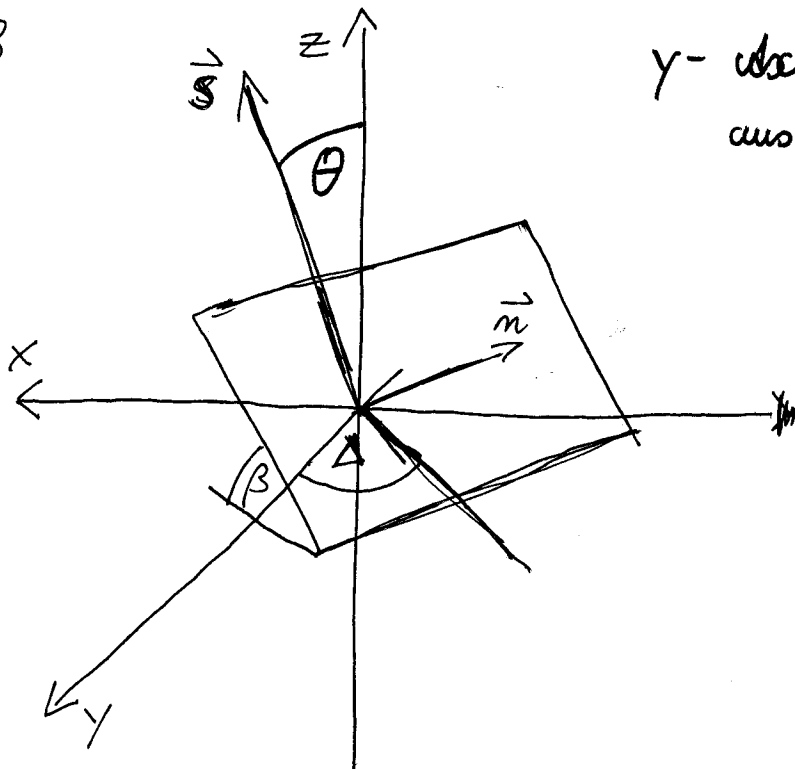
Rufner 8.12.13 (2)

$$\cos \theta_L = \frac{\cos \delta \sin \beta \sin \theta \cos \Delta + \cos \delta \cos \beta \cos \theta + \sin \delta \sin \theta \sin \Delta}{\left[ \left( \cos \beta \sin \theta \cos \Delta - \sin \beta \cos \theta \right)^2 + \underbrace{\left( \sin \delta \sin \theta \sin \Delta + \cos \delta \sin \beta \sin \theta \cos \Delta + \cos \delta \cos \beta \cos \theta \right)^2}_{= \cos^2 \theta} \right]^{1/2}}$$

$$\cos \theta_T = \frac{\cos \delta \sin \beta \sin \theta \cos \Delta + \cos \delta \cos \beta \cos \theta + \sin \delta \sin \theta \sin \Delta}{\left[ \left( \cos \beta \sin \theta \sin \Delta - \sin \beta \sin \theta \cos \Delta - \sin \delta \cos \beta \cos \theta \right)^2 + \underbrace{\left( \sin \delta \sin \theta \sin \Delta + \cos \delta \sin \beta \sin \theta \cos \Delta + \cos \delta \cos \beta \cos \theta \right)^2}_{= \cos^2 \theta} \right]^{1/2}}$$

$$\cos \theta = \sin \delta \sin \theta \sin \Delta + \cos \delta (\sin \beta \sin \theta \cos \Delta + \cos \beta \cos \theta)$$

Variante B



y-Achse auf Sonne ausgerichtet (= Azimut)

Rufner, 08.12.13