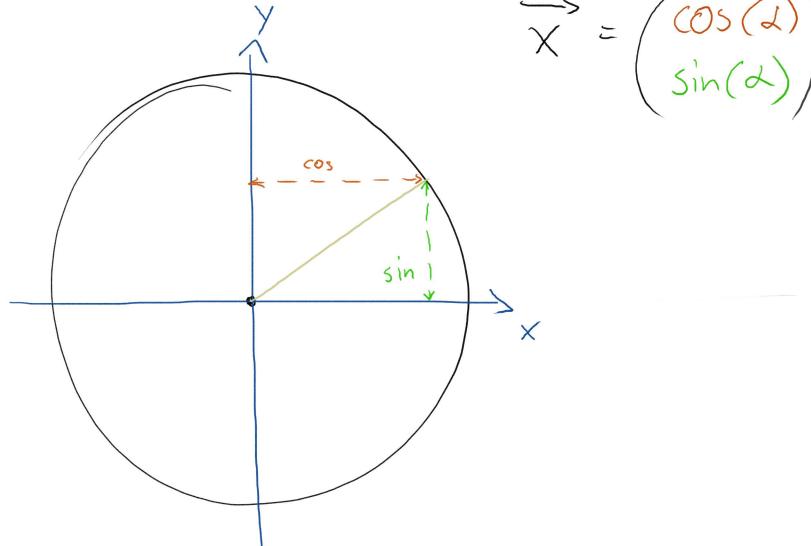
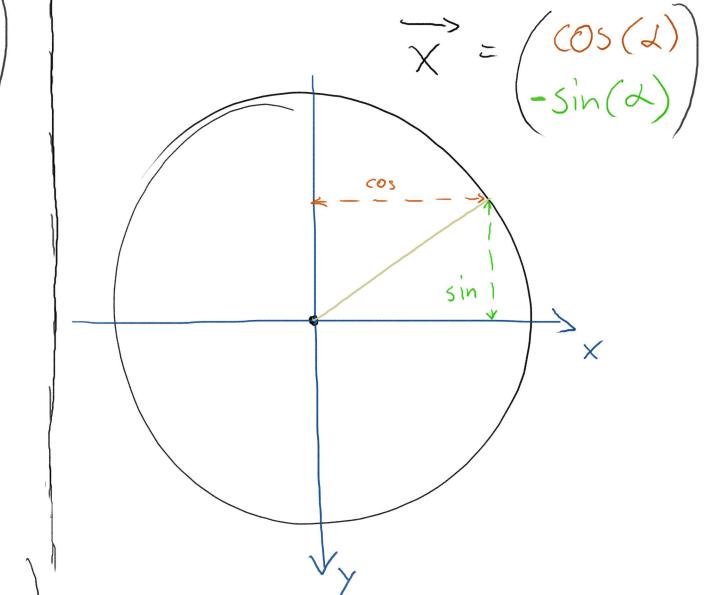


Reguläres Koordinatensystem



Koordinatensystem SVG



Bsp.:

$$\alpha = 0^\circ (360^\circ) \quad \vec{x} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$\alpha = 270^\circ \quad \vec{x} = \begin{pmatrix} 0 \\ -1 \end{pmatrix}$$

$$\alpha = 45^\circ \quad \vec{x} = \begin{pmatrix} \frac{\sqrt{2}}{2} \\ \frac{\sqrt{2}}{2} \end{pmatrix}$$

$$\alpha = 315^\circ \quad \vec{x} = \begin{pmatrix} \frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} \end{pmatrix}$$

$$\alpha = 90^\circ \quad \vec{x} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$\alpha = 30^\circ \quad \vec{x} = \begin{pmatrix} \frac{\sqrt{3}}{2} \\ \frac{1}{2} \end{pmatrix}$$

$$\alpha = 135^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{2}}{2} \\ \frac{\sqrt{2}}{2} \end{pmatrix}$$

$$\alpha = 60^\circ \quad \vec{x} = \begin{pmatrix} \frac{1}{2} \\ \frac{\sqrt{3}}{2} \end{pmatrix}$$

$$\alpha = 180^\circ \quad \vec{x} = \begin{pmatrix} -1 \\ 0 \end{pmatrix}$$

$$\alpha = 120^\circ \quad \vec{x} = \begin{pmatrix} -\frac{1}{2} \\ \frac{\sqrt{3}}{2} \end{pmatrix}$$

$$\alpha = 225^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} \end{pmatrix}$$

$$\alpha = 150^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{3}}{2} \\ \frac{1}{2} \end{pmatrix}$$

$\alpha = 0^\circ (360^\circ) \quad \vec{x} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$	$\alpha = 270^\circ \quad \vec{x} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$
$\alpha = 45^\circ \quad \vec{x} = \begin{pmatrix} \frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} \end{pmatrix}$	$\alpha = 315^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} \end{pmatrix}$
$\alpha = 90^\circ \quad \vec{x} = \begin{pmatrix} 0 \\ -1 \end{pmatrix}$	$\alpha = 30^\circ \quad \vec{x} = \begin{pmatrix} \frac{\sqrt{3}}{2} \\ -\frac{1}{2} \end{pmatrix}$
$\alpha = 135^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{2}}{2} \\ -\frac{\sqrt{2}}{2} \end{pmatrix}$	$\alpha = 60^\circ \quad \vec{x} = \begin{pmatrix} -\frac{1}{2} \\ -\frac{\sqrt{3}}{2} \end{pmatrix}$
$\alpha = 180^\circ \quad \vec{x} = \begin{pmatrix} -1 \\ 0 \end{pmatrix}$	$\alpha = 120^\circ \quad \vec{x} = \begin{pmatrix} -\frac{1}{2} \\ \frac{\sqrt{3}}{2} \end{pmatrix}$
$\alpha = 225^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{2}}{2} \\ \frac{\sqrt{2}}{2} \end{pmatrix}$	$\alpha = 150^\circ \quad \vec{x} = \begin{pmatrix} -\frac{\sqrt{3}}{2} \\ \frac{1}{2} \end{pmatrix}$

► Bei Bildschirmen ist der Nullpunkt oben links
→ Y geht nach unten