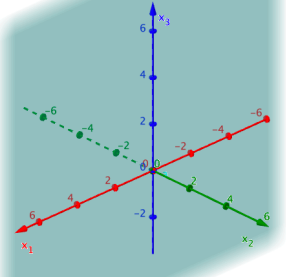
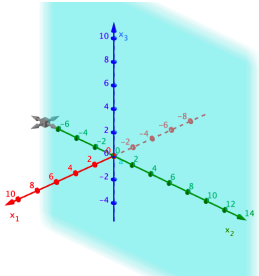
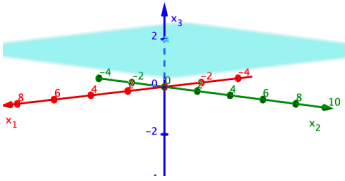
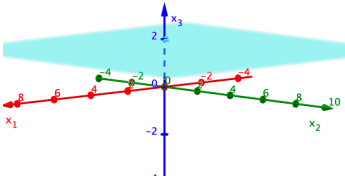
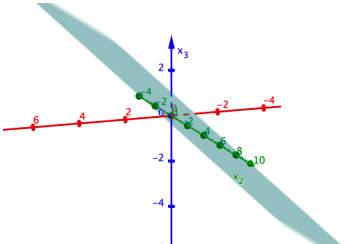
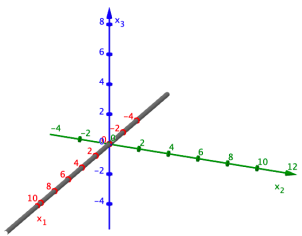
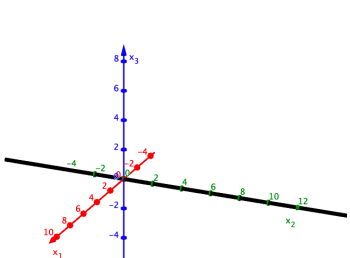
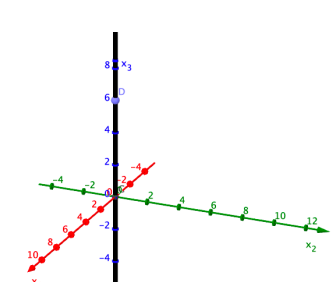
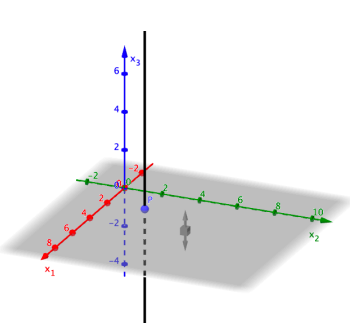
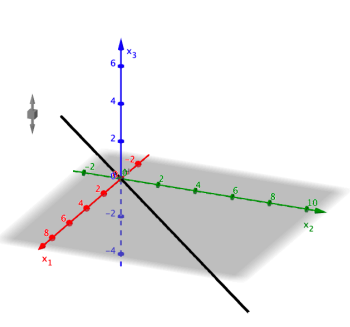
	<p><math>x_1x_2</math>-Ebene horizontale Fläche</p>	<p><math>x_3 = 0</math></p>	$\vec{X} = \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$
	<p><math>x_2x_3</math>-Ebene</p>	<p><math>x_1 = 0</math></p>	$\vec{X} = \lambda \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$
	<p><math>x_1x_3</math>-Ebene</p>	<p><math>x_2 = 0</math></p>	$\vec{X} = \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$
	<p>Parallele Ebene zur <math>x_1x_2</math>-Ebene durch P (0 0 2)</p>	<p><math>x_3 - 2 = 0</math> <math>x_3 = 2</math></p>	$\vec{X} = \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$
	<p>Parallele Ebene zur <math>x_1x_2</math>-Ebene durch P (4 3 2)</p>	<p><math>x_3 - 2 = 0</math> <math>x_3 = 2</math></p>	$\vec{X} = \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$ $\vec{X} = \begin{pmatrix} 4 \\ 3 \\ 2 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$
		<p><math>x_1 - x_3 = 0</math> <math>x_1 = -x_3</math></p>	$\vec{X} = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} + \mu \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$

	<p><math>x_1</math> – Achse</p>	$\vec{X} = \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$
	<p><math>x_2</math> – Achse</p>	$\vec{X} = \lambda \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$
	<p><math>x_3</math> – Achse</p>	$\vec{X} = \lambda \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$
	<p>Senkrechte Gerade zur Horizontalen z.B. durch P (2 2 0)</p>	$\vec{X} = \begin{pmatrix} 2 \\ 2 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$
	<p>Winkelhalbierende Zwischen <math>x_1x_2</math>-Achse</p>	$\vec{X} = \lambda \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$