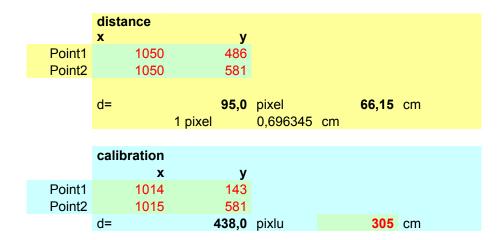
Adam Rybakiewicz

2D and 3D Motion Analysis

Measurement of the first concerns of a basketball player jump. As a known distance I gave a basketball rim height above the ground.





Another measure concerns the player's speed for a distance of 358cm. As a known distance was given a basketball rim height above the ground.







The third relates to the angle of measurement. Measured the angle of the legs in a standing position player.



Point 1		P	Point 3		Point 1	
x1	465	х	(1	500	x1	465
y1	487	у	/ 1	583	y1	487
Point 2		P	Point 2		Point 3	
x2	458	х	(2	458	x2	500
y2	586	у	<i>'</i> 2	586	y2	583
size	99,2471662	s	size	42,1070065	size	102,18121
cos 2 =	0,141		cos 1 =	0,913	cos 3 =	0,275
2 =	81,87		1 =	24,08	3 =	74,05