## MTHSC 206 Section 13.6 – Cylinders and Quadric Surfaces

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## CURVE SKETCHING

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In order to draw 3D pictures it is useful to compute the intersections of a surface with planes parallel to the coordinate planes. The resulting curves are called <u>traces</u>.

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A cylinder is a surface which consists of all lines which are parallel to a given line and which pass through a given plane curve.

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#### Example

Graph the following cylinders.

1 
$$z = y^2$$

**2** 
$$x^2 + y^2 = 25$$
.

**3** 
$$x^2 + z^2 = 36$$

3

#### DEFINITION

# A <u>quadric surface</u> is the graph of an equation of degree 2 in the variables x, y and z.

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The most general such equation is

$$Ax^2 + By^2 + Cz^2 + Dxy + Eyz + Fxz + Gx + Hy + Iz + J = 0,$$

where  $A, B, C, D, E, F, G, H, I, J \in \mathbb{R}$ .

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However, by translating (moving in the x-, y-, and z-directions) the surface can be assumed to have an equation of one of the following forms.

$$Ax^2 + By^2 + Cz^2 + Iz = 0,$$

2 
$$Ax^2 + By^2 + Cz^2 + J = 0.$$

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#### EXERCISE

Graph the following surfaces.

- 1 Ellipsoid:  $\frac{x^2}{25} + y^2 + \frac{z^2}{4} = 0.$
- 2 Elliptic Paraboloid:  $z = x^2 + 9y^2$ .
- **3** Hyperbolic Paraboloid:  $z = x^2 y^2$ .
- **4** Hyperboloid of One Sheet:  $x^2 + y^2 z^2 = 1$ .
- **6** Hyperboloid of Two Sheets:  $-x^2 y^2 + z^2 = 1$ .

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