12.6 - Quadratic Surfaces

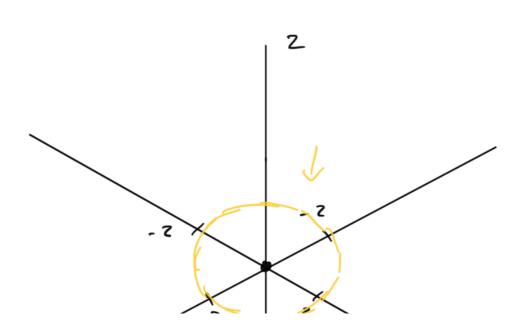
Graphing more complicated curves/surfaces
Will formalize a fechnique we have already
briefly seen.

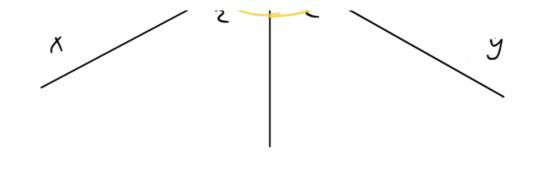
A trace is the intersection of a surface and a plane parallel to one of coordinate planes.

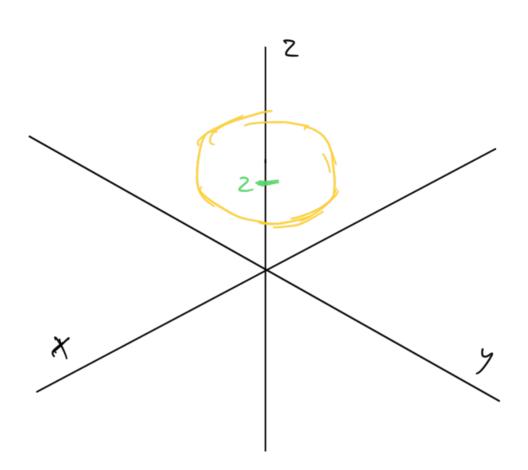
Think of them like slices of the surface. Give us hints of what surface looks like.

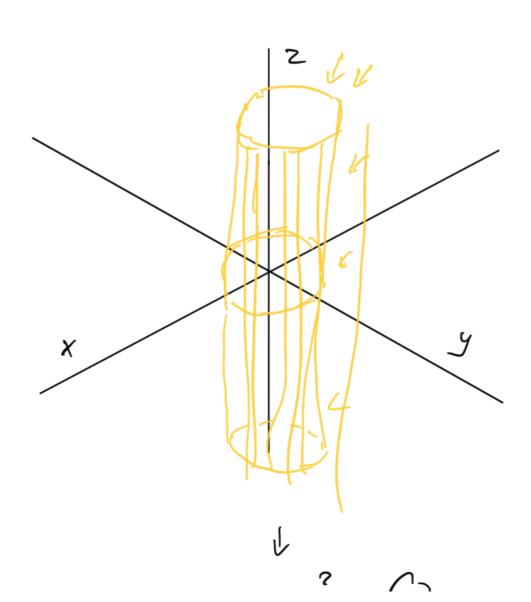
Ex.

First, restrict ourselves to [Z=C]

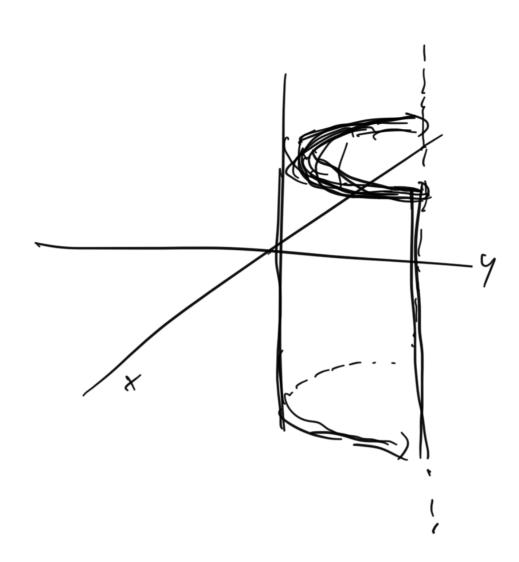




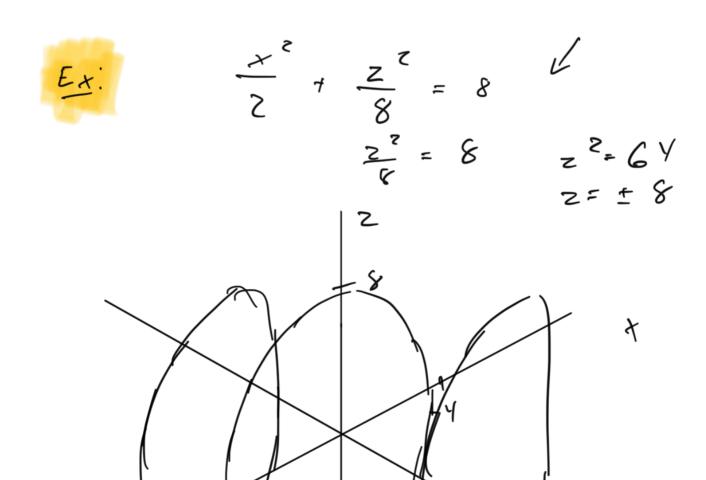


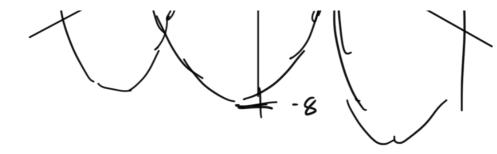


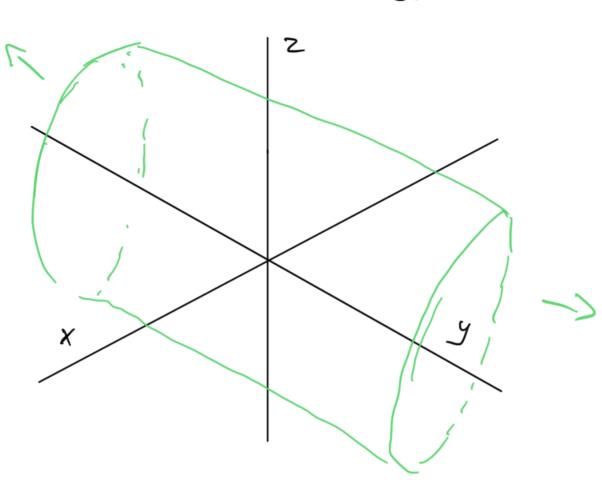
7-x = C



This gives us a cylinder. But cylinder is actually general term for all parallel lines that pass through a plane (2-D) curve







Quadratic Surfaces

Fancy name, don't be intimidated.

Have equation in x, y, 2 and at least one of those is

one of those is squared.

equation a quadratic surface.

Don't need to know properties, just how to graph them.

Use traces!

Given

Graphing Steps

1) Pick a direction to take traces (slices)

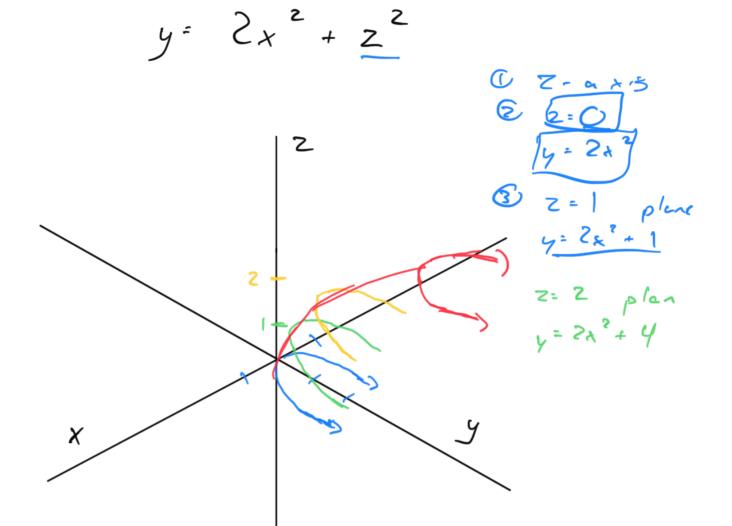
Exi along z-axis

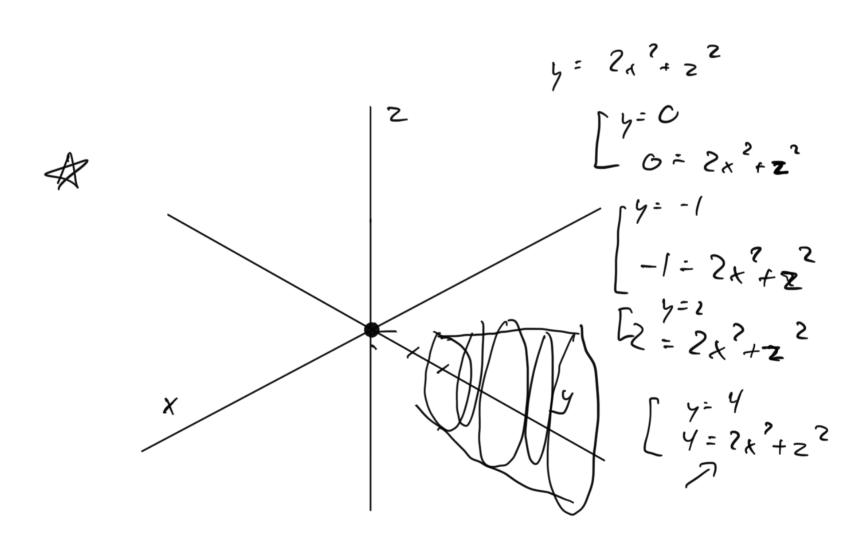
(2) Pick a velue along that axis,
plug it into equation to get trace

Exi choose 2=3. Plag 3 in for 2 in equation. Graph that 2-D curve in plane 2=3.

- 3 Repect for more along same axis.
- 9 De some for ofter two axes.
- (5) Connect the traces.





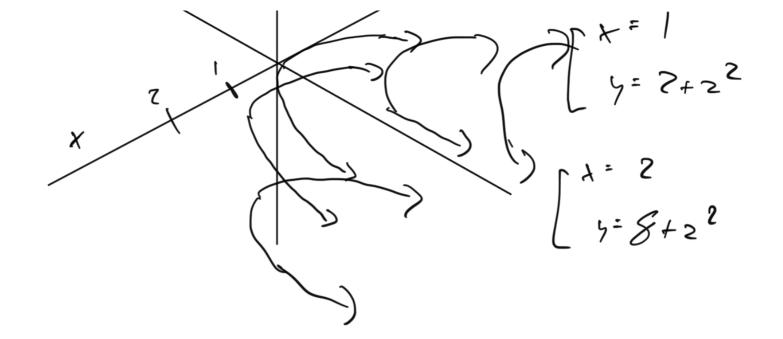


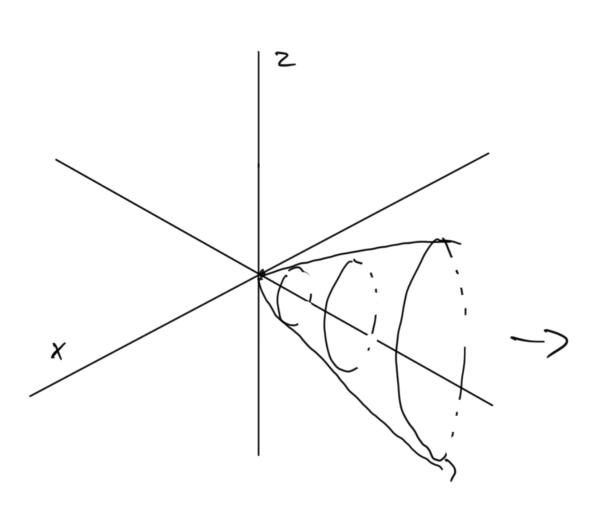
$$y = 2x^{2} + 2^{2}$$

$$y = 2x^{2} + 2^{2}$$

$$y = 2^{2}$$

$$y = 2^{2}$$





Meed to be able to shetch

Lines

Circles

Ellipses

Paralalas

Hyperbolas

[x.
$$y = x^2 - z^2$$
 $y = 0$
 $0 = x^2 - z^2$
 $|x| + |z|$
 $|x| + |z$

