## Gráficos de Sólidos de Revolução

## Rotacionando a curva parametrizada em torno de um eixo **x**

$$\begin{vmatrix} 1 & 0 & 0 \\ 0 & \cos(\beta) - sen(\beta) \\ 0 & sen(\beta) & \cos(\beta) \end{vmatrix} \begin{vmatrix} x \\ y \\ 0 \end{vmatrix} = \begin{vmatrix} x + 0 + 0 \\ 0 + \cos(\beta)y + 0 \\ 0 + sen(\beta)y + 0 \end{vmatrix} = \begin{vmatrix} x \\ \cos(\beta)y \\ sen(\beta)y \end{vmatrix} = (x, \cos(\beta)y, sen(\beta)y)$$

$$\begin{vmatrix} 1 & 0 & 0 \\ 0 & \cos(\beta) - sen(\beta) \\ 0 & sen(\beta) & \cos(\beta) \end{vmatrix} \begin{vmatrix} x \\ 0 \\ z \end{vmatrix} = \begin{vmatrix} x + 0 + 0 \\ 0 + 0 - sen(\beta)z \\ 0 + 0 + \cos(\beta)z \end{vmatrix} = \begin{vmatrix} x \\ -sen(\beta)z \\ \cos(\beta)z \end{vmatrix} = (x, -sen(\beta)z, \cos(\beta)z)$$

## Rotacionando a curva parametrizada em torno de um eixo y

$$\begin{vmatrix} \cos(\beta) & 0 & sen(\beta) \\ 0 & 1 & 0 \\ -sen(\beta) & 0 & \cos(\beta) \end{vmatrix} \begin{vmatrix} x \\ y \\ 0 \end{vmatrix} = \begin{vmatrix} \cos(\beta)x + 0 + 0 \\ 0 + y + 0 \\ -sen(\beta)x + 0 + 0 \end{vmatrix} = \begin{vmatrix} \cos(\beta)x \\ y \\ -sen(\beta)x \end{vmatrix} = (\cos(\beta)x, y, -sen(\beta)x)$$

$$\begin{vmatrix} \cos(\beta) & 0 & sen(\beta) \\ 0 & 1 & 0 \\ -sen(\beta) & 0 & \cos(\beta) \end{vmatrix} \begin{vmatrix} 0 \\ y \\ z \end{vmatrix} = \begin{vmatrix} 0+0+sen(\beta)z \\ 0+y+0 \\ 0+0+\cos(\beta)z \end{vmatrix} = \begin{vmatrix} sen(\beta)z \\ y \\ \cos(\beta)z \end{vmatrix} = (sen(\beta)z, y, \cos(\beta)z)$$

## Rotacionando a curva parametrizada em torno de um eixo ${f z}$

$$\begin{vmatrix} \cos(\beta) - sen(\beta) & 0 \\ sen(\beta) & \cos(\beta) & 0 \\ 0 & 0 & 1 \end{vmatrix} \begin{vmatrix} x \\ 0 \\ z \end{vmatrix} = \begin{vmatrix} \cos(\beta)x + 0 + 0 \\ sen(\beta)x + 0 + 0 \end{vmatrix} = \begin{vmatrix} \cos(\beta)x \\ sen(\beta)x \\ z \end{vmatrix} = (\cos(\beta)x, seno(\beta)x, z)$$

$$\begin{vmatrix} \cos(\beta) - sen(\beta) & 0 \\ sen(\beta) & \cos(\beta) & 0 \\ 0 & 0 & 1 \end{vmatrix} \begin{vmatrix} 0 \\ y \\ z \end{vmatrix} = \begin{vmatrix} 0 - sen(\beta)y + 0 \\ 0 + \cos(\beta)y + 0 \\ 0 + 0 + z \end{vmatrix} = \begin{vmatrix} -sen(\beta)y \\ \cos(\beta)y \\ z \end{vmatrix} = (-sen(\beta)y, \cos(\beta)y, z)$$