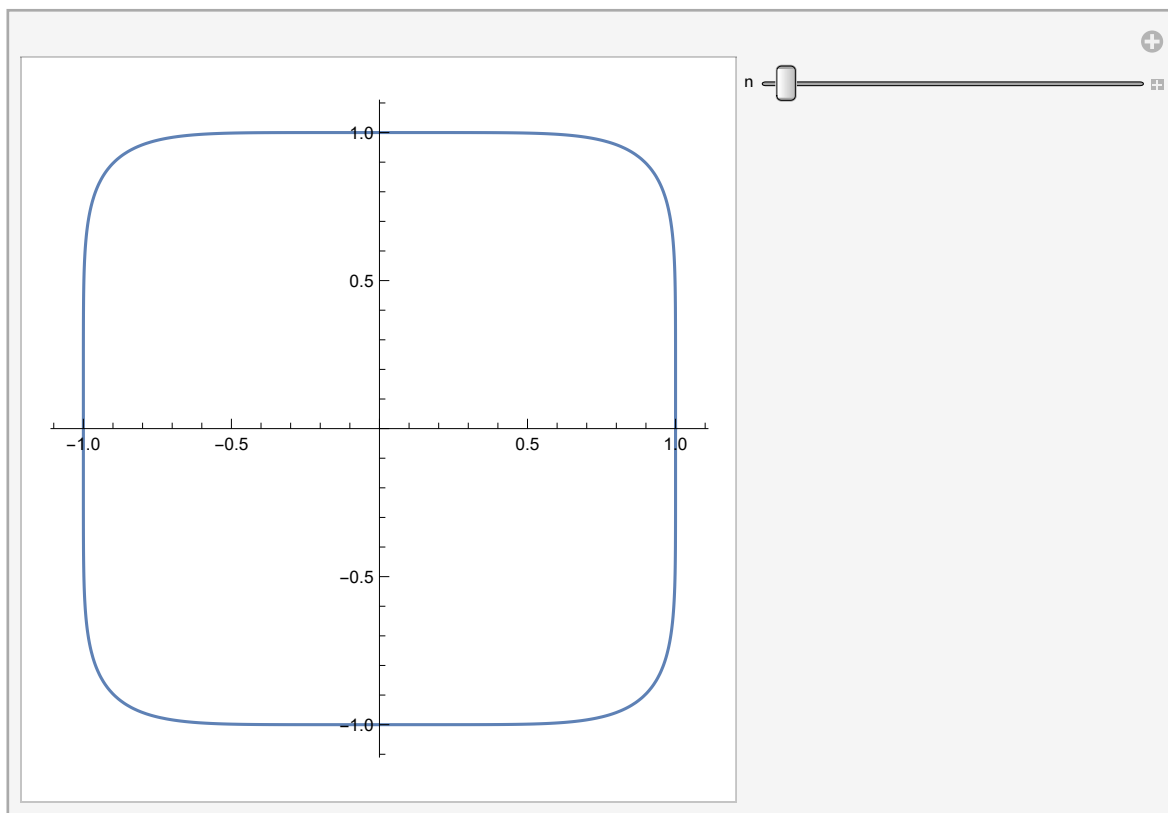


3 D 超椭圆

In[]:= **Manipulate**[
|交互式操作
ParametricPlot[{**Sign**[#] **Abs**[#]ⁿ & /@ {**Cos**[t], **Sin**[t]}}, {t, 0, 2 π }, {{n, 2}, 0.1, 10}]
|绘制参数图 |正负符号 |余弦 |正弦

Out[]:=

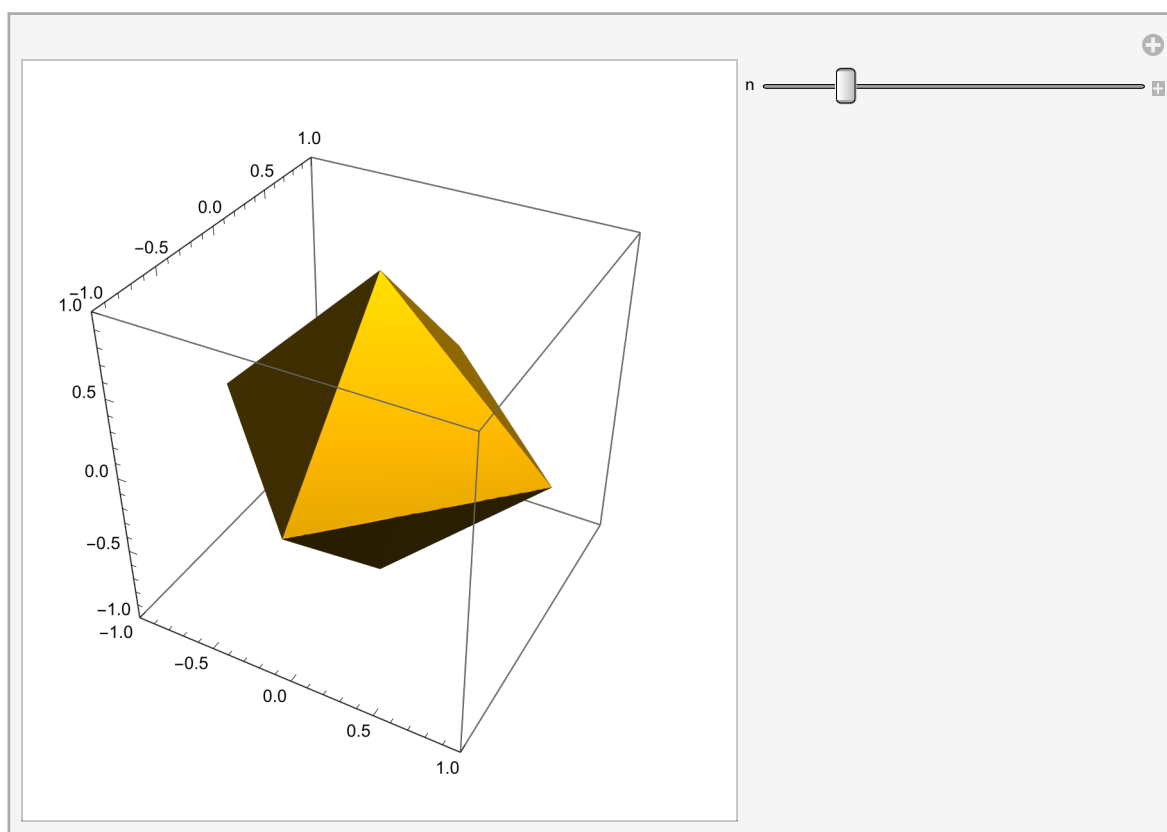


```

In[ ]:= Manipulate[
  ParametricPlot3D[{Sign[#] Abs[#]^n & /@ {Cos[u] Cos[v], Sin[u] Cos[v], Sin[v]}},
    {u, 0, 2  $\pi$ }, {v, 0, 2  $\pi$ }, PlotRange -> 1, Mesh -> None, PlotPoints -> 55,
    PlotStyle -> {MaterialShading["Gold"]}, Lighting -> "ThreePoint"], {{n, 2}, 0.1, 10}]

```

Out[]:=

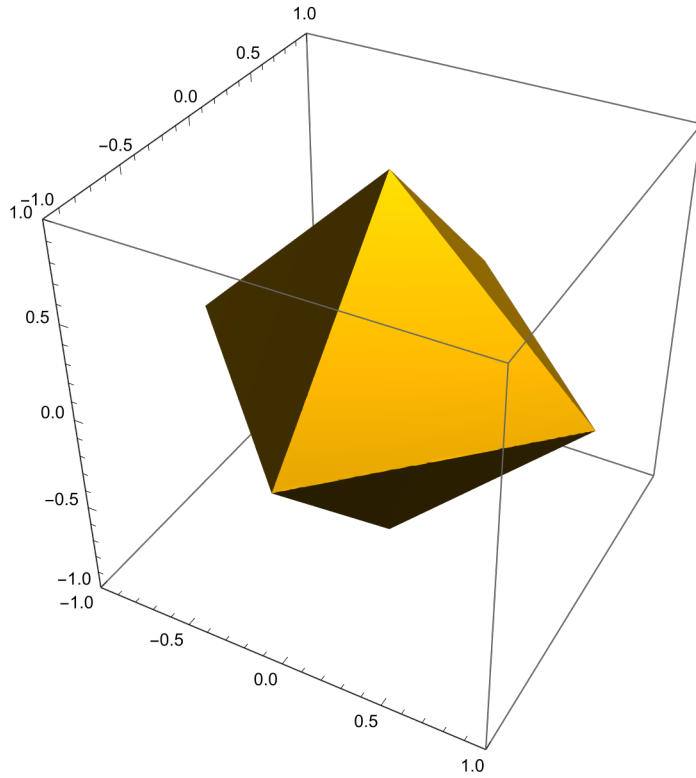


```

In[ ]:= ParametricPlot3D[{Sign[#] Abs[#]^2 & /@ {Cos[u] Cos[v], Sin[u] Cos[v], Sin[v]}},
  绘制三维参数图      正负符号      余弦      余弦      正弦      余弦      正弦
  {u, 0, 2 π}, {v, 0, 2 π}, PlotRange → 1, Mesh → None, PlotPoints → 55,
  绘制范围      网格      无      绘图点
  PlotStyle → {MaterialShading["Gold"]}, Lighting → "ThreePoint"
  绘图样式      材质效果图      光照

```

Out[]:=



```

In[ ]:= f[val_, n_] := Sign[val] Abs[val]^n;
      |正负符号
Manipulate[ParametricPlot3D[Thread[f[{Cos[u] Cos[v], Sin[u] Cos[v], Sin[v]},
|交互式操作 |绘制三维参数图 |逐项作用 |余弦 |余弦 |正弦 |余弦 |正弦
      {x, y, z}]], {u, 0, 2  $\pi$ }, {v, 0, 2  $\pi$ }, PlotRange → 1, Mesh → None, PlotPoints → 55,
      |绘制范围 |网格 |无 |绘图点
      PlotStyle → {MaterialShading["Glazed"]}, Lighting → "ThreePoint", Boxed → False,
      |绘图样式 |材质效果图 |光照 |边界框 |假
      Axes → False], {{x, 2}, 0.1, 10}, {{y, 2}, 0.1, 10}, {{z, 2}, 0.1, 10}]
      |坐标轴 |假

```

Out[]=



```

In[ ]:= Thread[f[{Cos[u] Cos[v], Sin[u] Cos[v], Sin[v]}, {x, y, z}]]
      |逐项作用 |余弦 |余弦 |正弦 |余弦 |正弦

```

Out[]=

```

{Abs[Cos[u] Cos[v]]^x Sign[Cos[u] Cos[v]],
 Abs[Cos[v] Sin[u]]^y Sign[Cos[v] Sin[u]], Abs[Sin[v]]^z Sign[Sin[v]]}

```

```

In[ ]:= ParametricPlot3D[{Sign[#] Abs[#]^2 & /@ {Cos[u] Cos[v], Sin[u] Cos[v], Sin[v]}},
  绘制三维参数图      正负符号 绝对值      余弦 余弦 正弦 余弦 正弦
  {u, 0, 2  $\pi$ }, {v, 0, 2  $\pi$ }, PlotRange → 1, Mesh → None,
  绘制范围      网格 无
  PlotPoints → 99, PlotStyle → {MaterialShading["Gold"]},
  绘图点      绘图样式      材质效果图
  Lighting → "ThreePoint", Boxed → False, Axes → False]
  光照      边界框 假      坐标轴 假
Out[ ]:=

```

