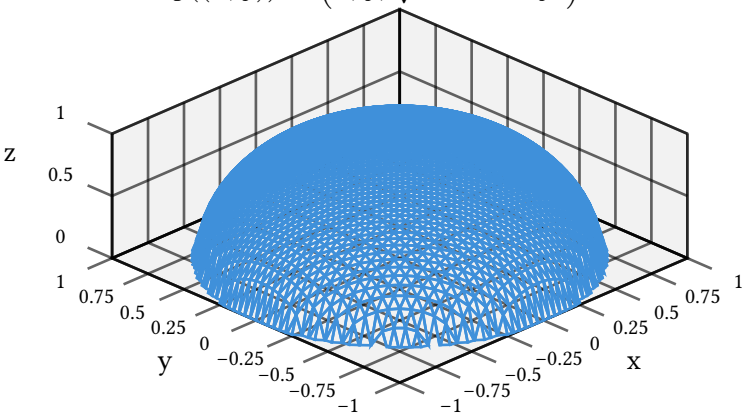
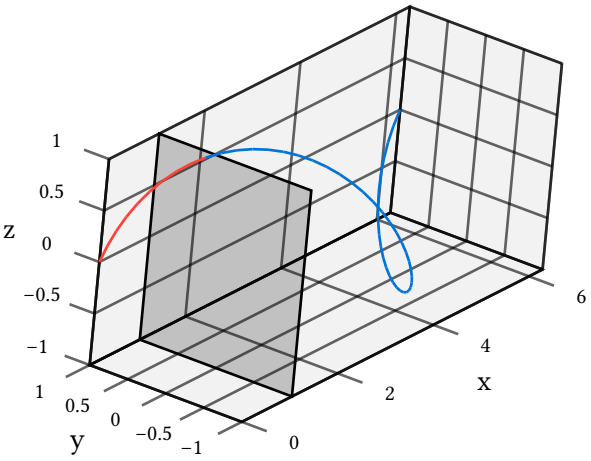
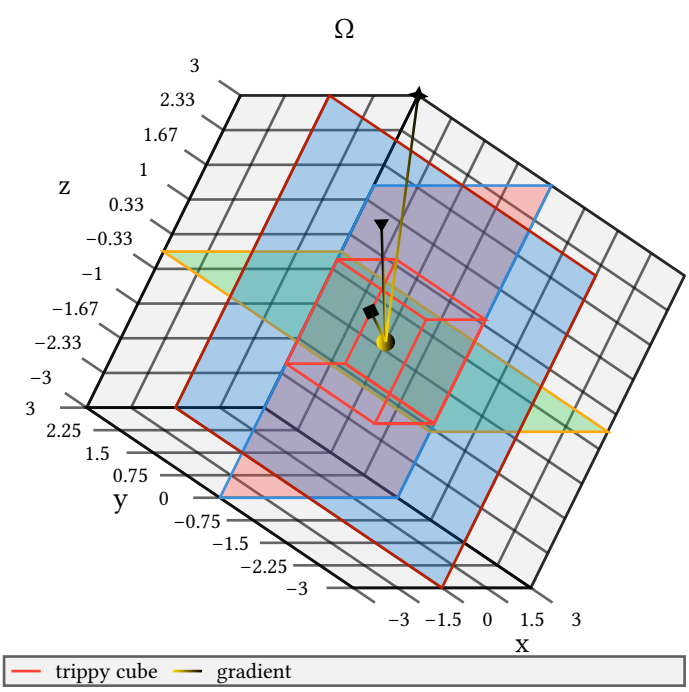
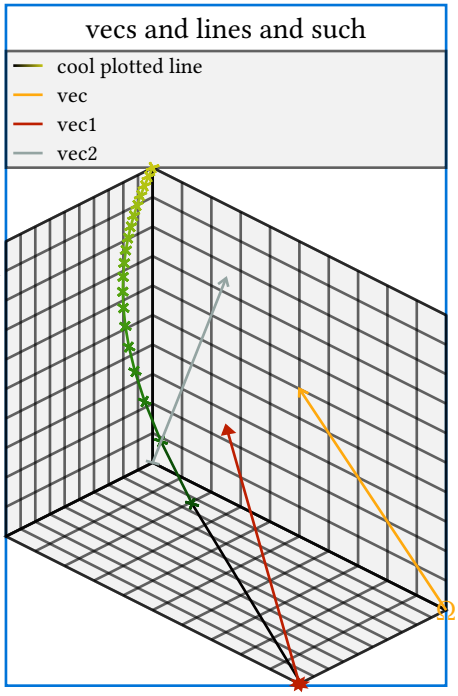
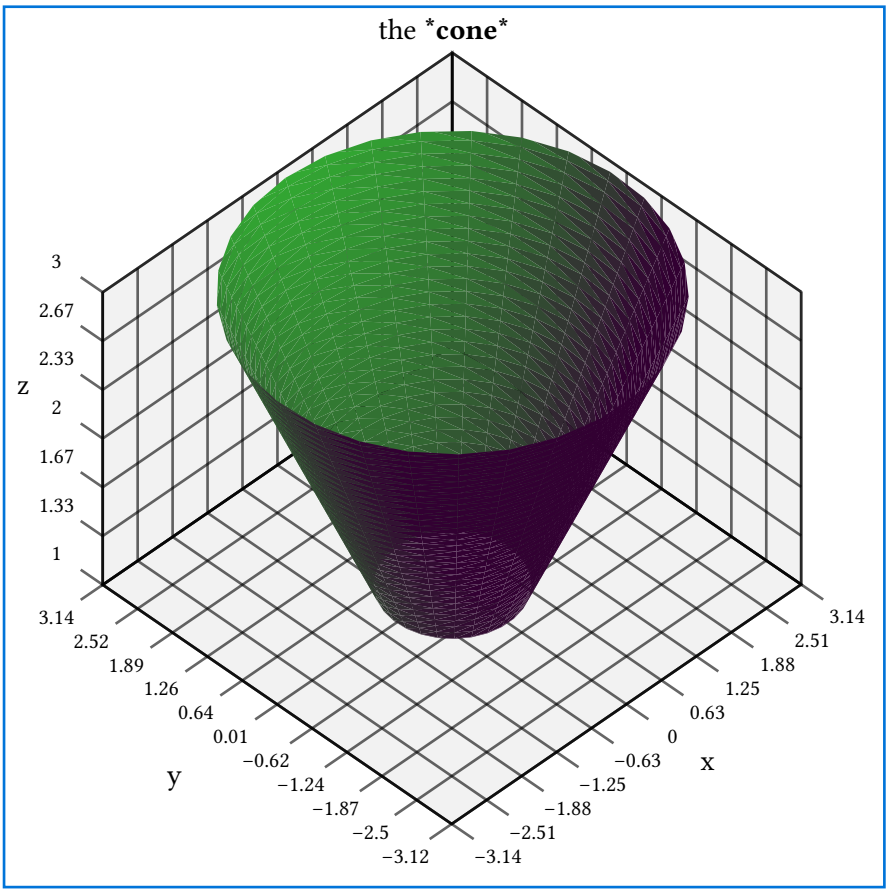
$$g((x,y)) = \left(x, y, \sqrt{1-x^2-y^2}\right)$$

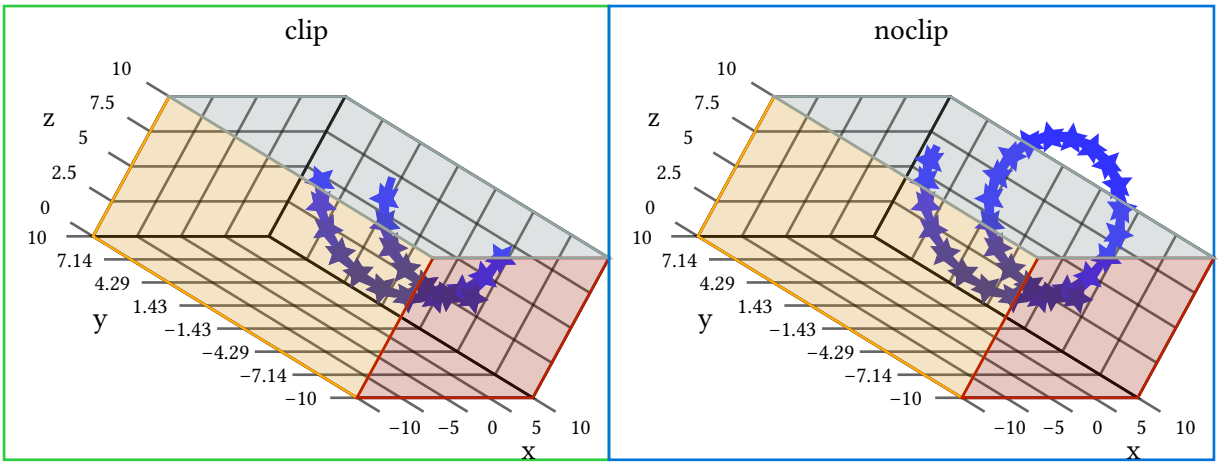


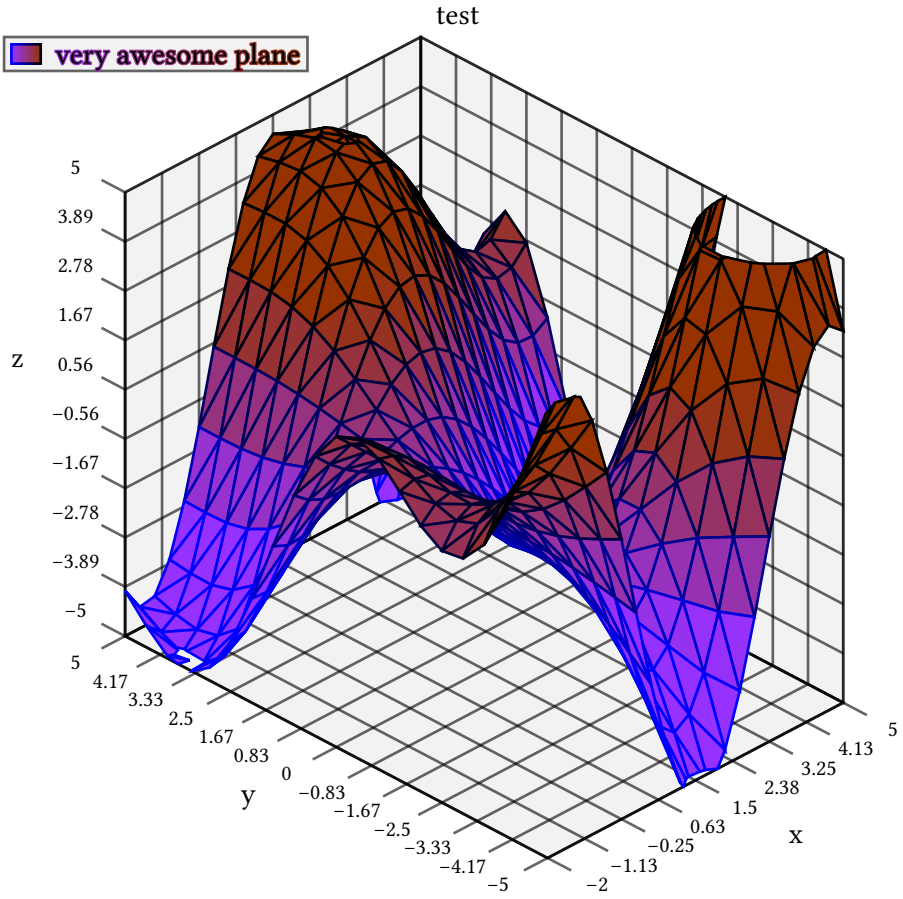


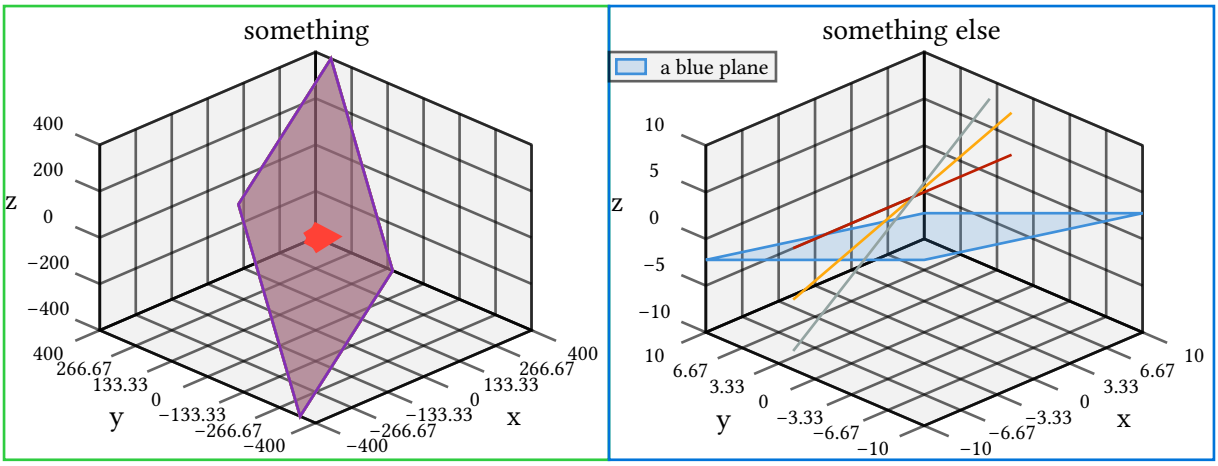

Ω
3
2.33
1.67
1
0.33
−0.33
−1
−1.67
−2.33
−3
z
3
2.25
1.5
0.75
0
−0.75
−1.5
−2.25
−3
y
−3 −1.5 0 1.5 3
x
trippy cube
gradient

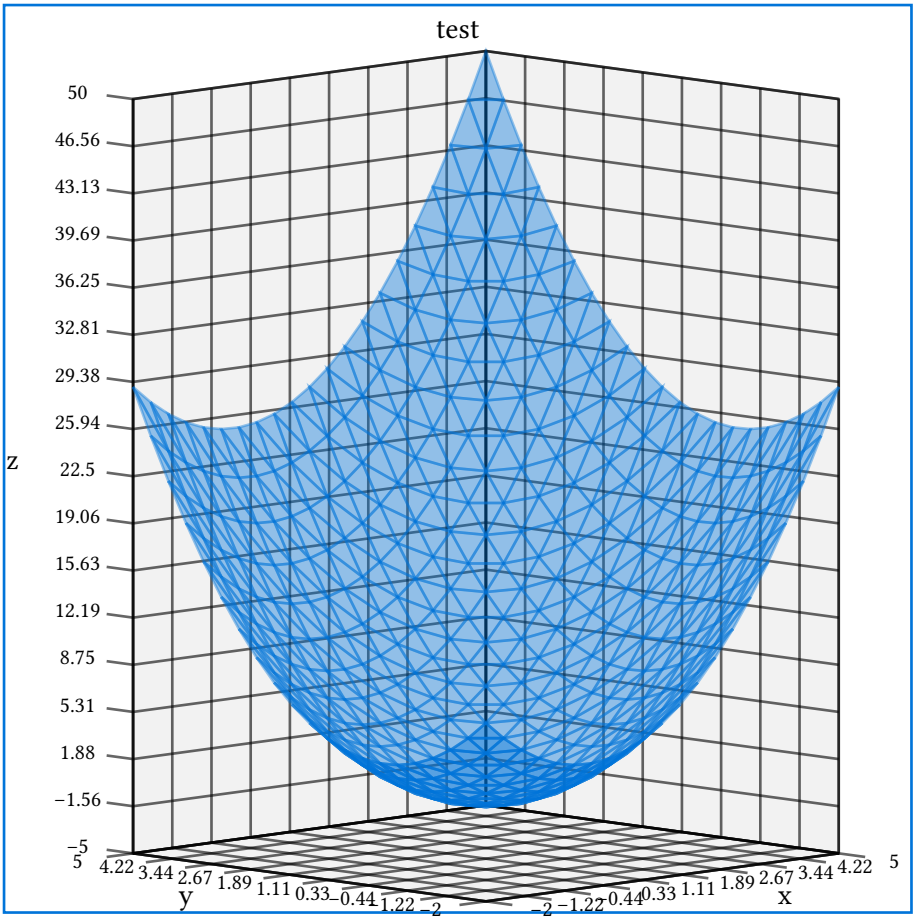

vecs and lines and such
cool plotted line
vec
vec1
vec2

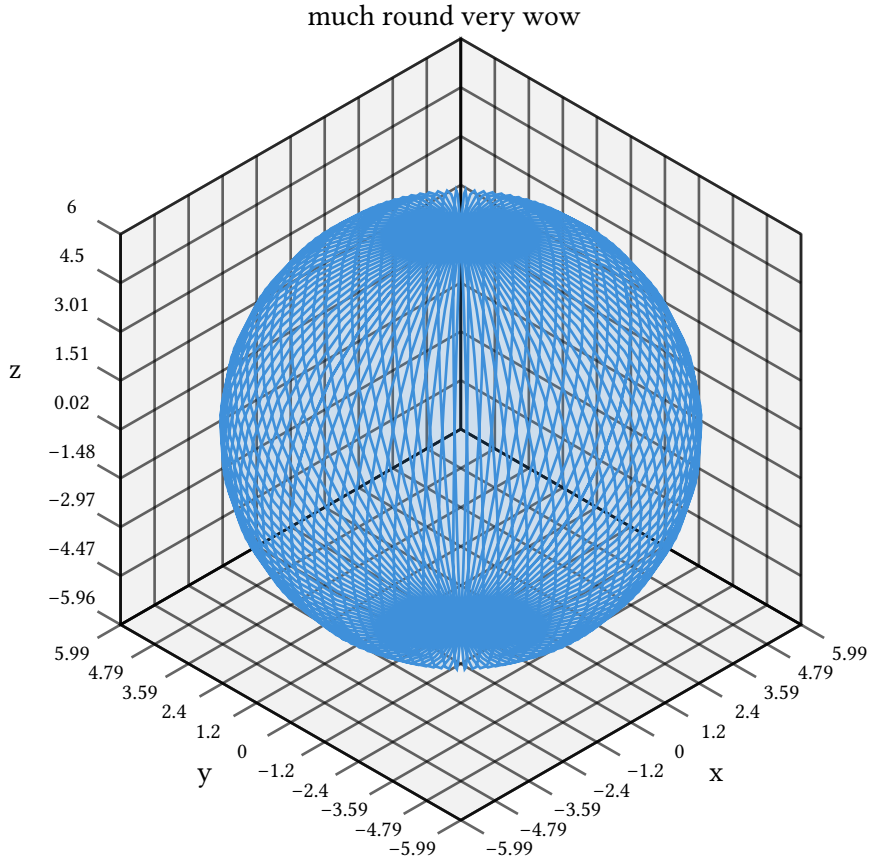

the *cone*
3
2.67
2.33
2
1.67
1.33
1
z
3.14
2.52
1.89
1.26
0.64
0.01
−0.62
−1.24
−1.87
−2.5
−3.12
y
3.14
2.51
1.88
1.25
0.63
0
−0.63
−1.25
−1.88
−2.51
−3.14
x


clip
noclip
z
y
x
10
7.5
5
2.5
0
7.14
4.29
1.43
−1.43
−4.29
−7.14
−10
−5


test
very awesome plane
z
y
x
5
3.89
2.78
1.67
0.56
−0.56
−1.67
−2.78
−3.89
4.17
3.33
2.5
0.83
−0.83
−2.5
−3.33
−4.17
4.13
3.25
2.38
1.5
0.63
−0.25
−1.13
−2


something
400
200
0
−200
−400
z
400
266.67
133.33
0
−133.33
−266.67
−400
y
400
266.67
133.33
0
−133.33
−266.67
−400
x
something else
a blue plane
10
5
0
−5
−10
z
10
6.67
3.33
0
−3.33
−6.67
−10
y
10
6.67
3.33
0
−3.33
−6.67
−10
x


test
50
46.56
43.13
39.69
36.25
32.81
29.38
25.94
22.5
19.06
15.63
12.19
8.75
5.31
1.88
−1.56
−5
z
5
4.22
3.44
2.67
1.89
1.11
0.33
−0.44
−1.22
−2
y
−2
−1.22
−0.44
0.33
1.11
1.89
2.67
3.44
4.22
5
x


much round very wow
6
4.5
3.01
1.51
0.02
−1.48
−2.97
−4.47
−5.96
z
5.99
4.79
3.59
2.4
1.2
0
−1.2
−2.4
−3.59
−4.79
−5.99
y
−5.99
−4.79
−3.59
−2.4
−1.2
0
1.2
2.4
3.59
4.79
5.99
x