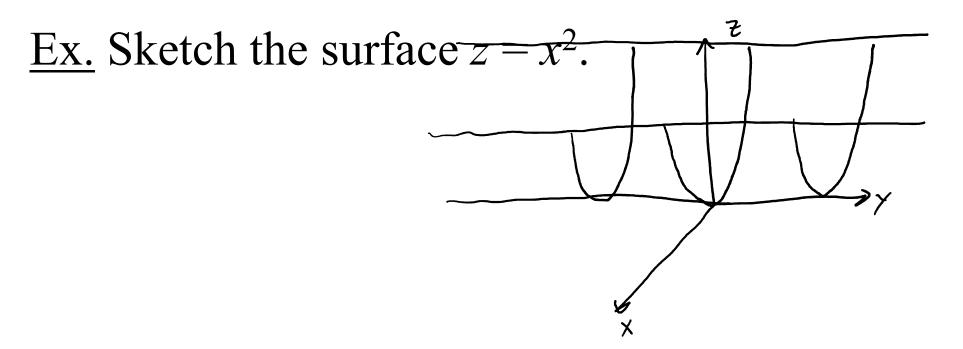
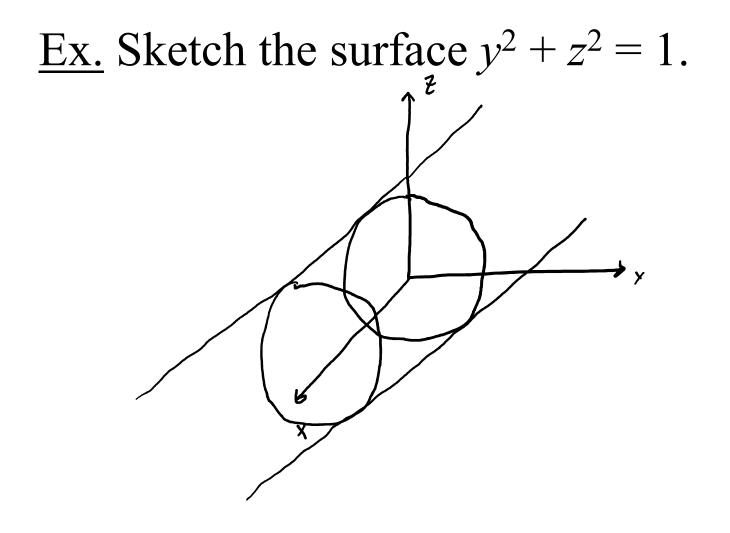
Cylinders and Quadratic Surfaces A <u>cylinder</u> is the continuation of a 2-D curve into 3-D.

 \rightarrow No longer just a soda can.



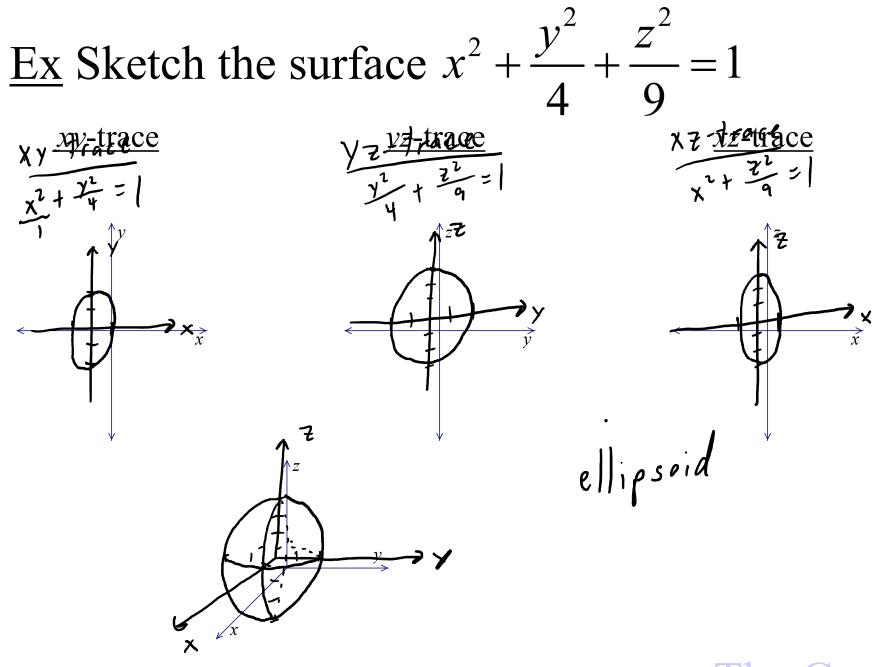


A <u>quadratic surface</u> has a second-degree equation. The general equation is:

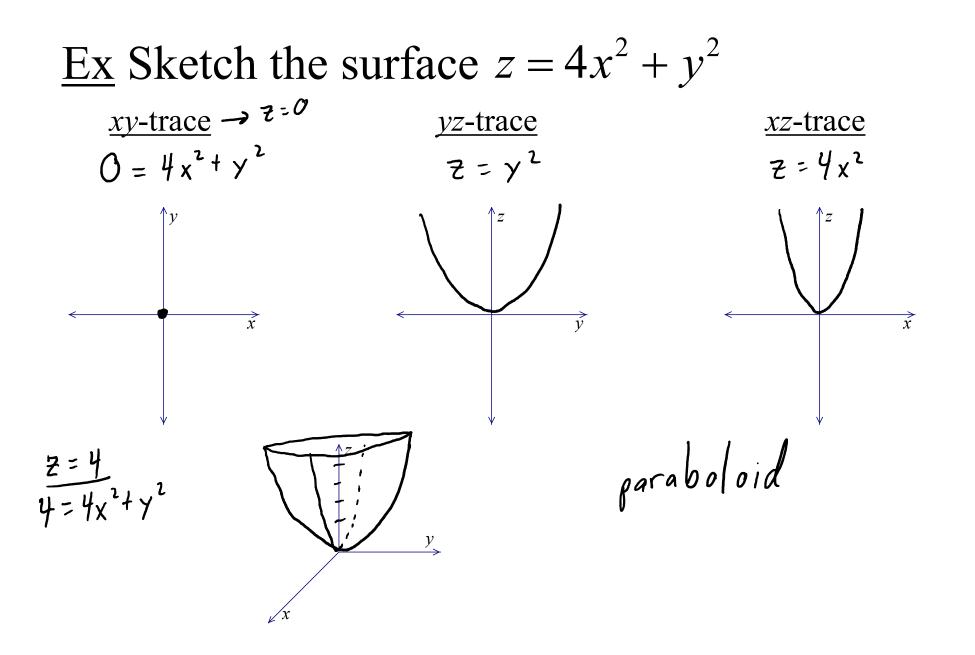
 $Ax^{2} + By^{2} + Cz^{2} + Dxy + Exz + Fyz + Gx + Hy + Iz + J = 0$

A <u>trace</u> is the intersection of a surface with a plane.

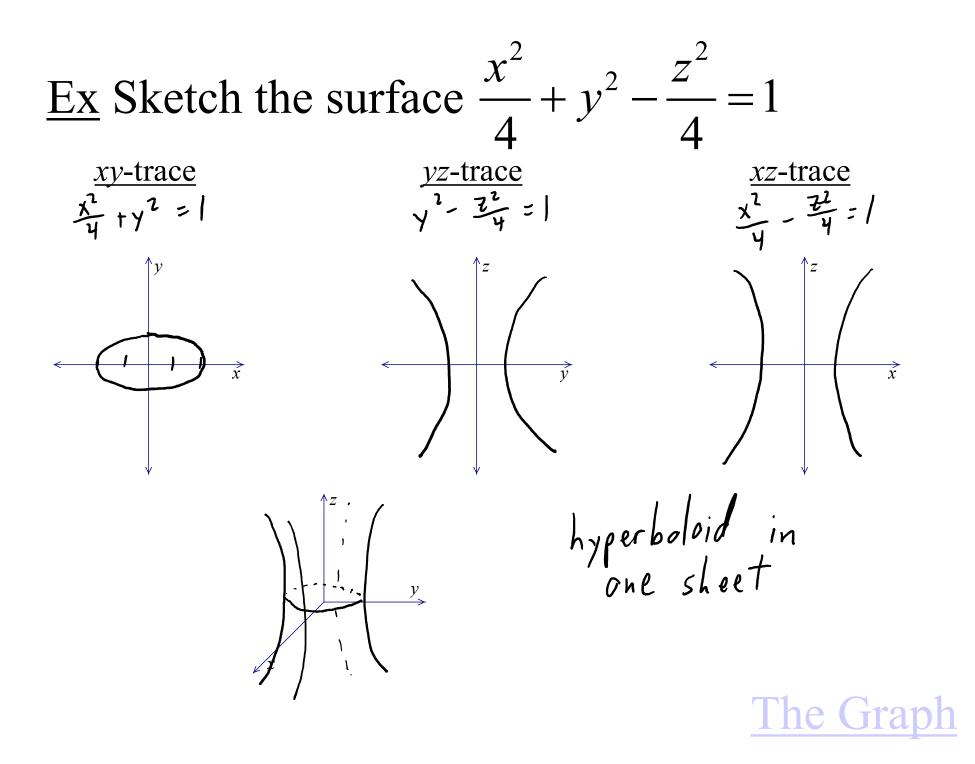
 \rightarrow We will use the traces of the quadratic surfaces with the coordinate planes to identify the surface.



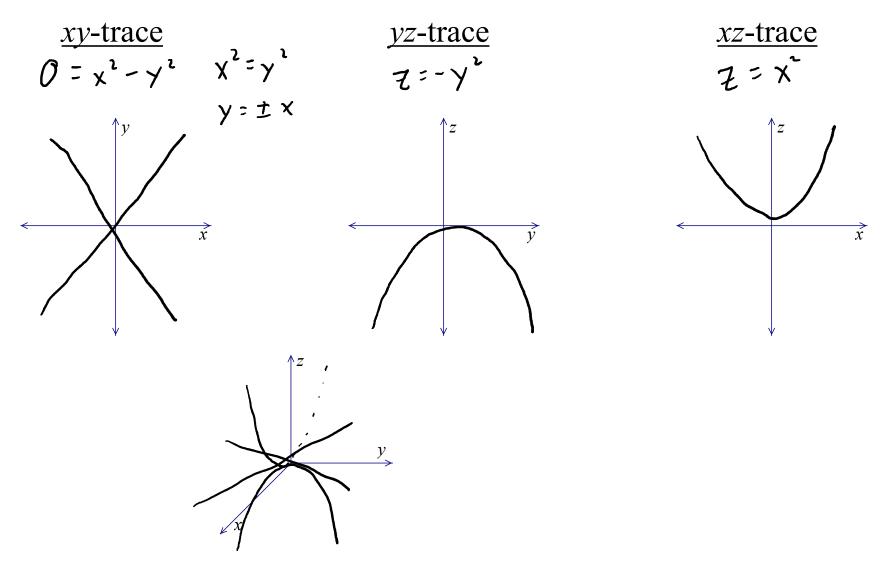
The Graph



The Graph

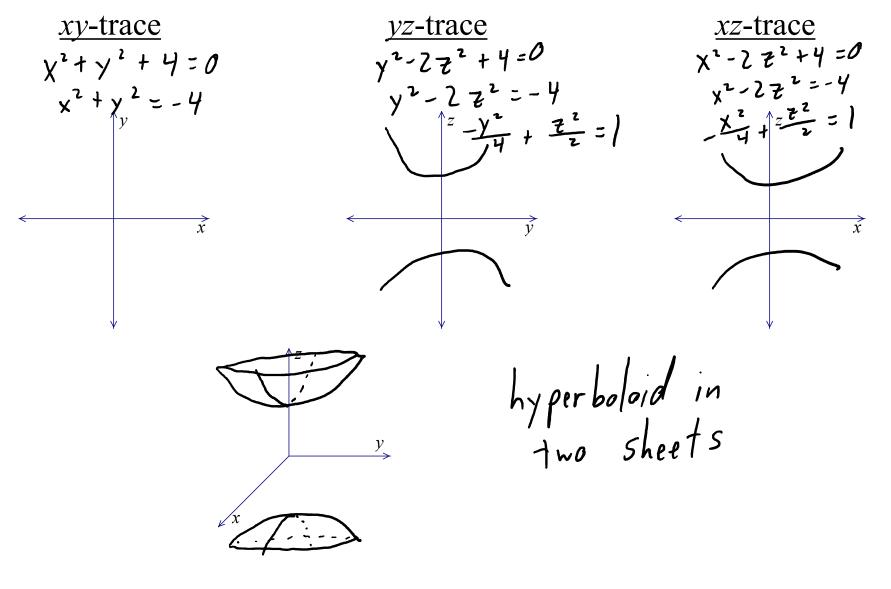


<u>Ex</u> Sketch the surface $z = x^2 - y^2$

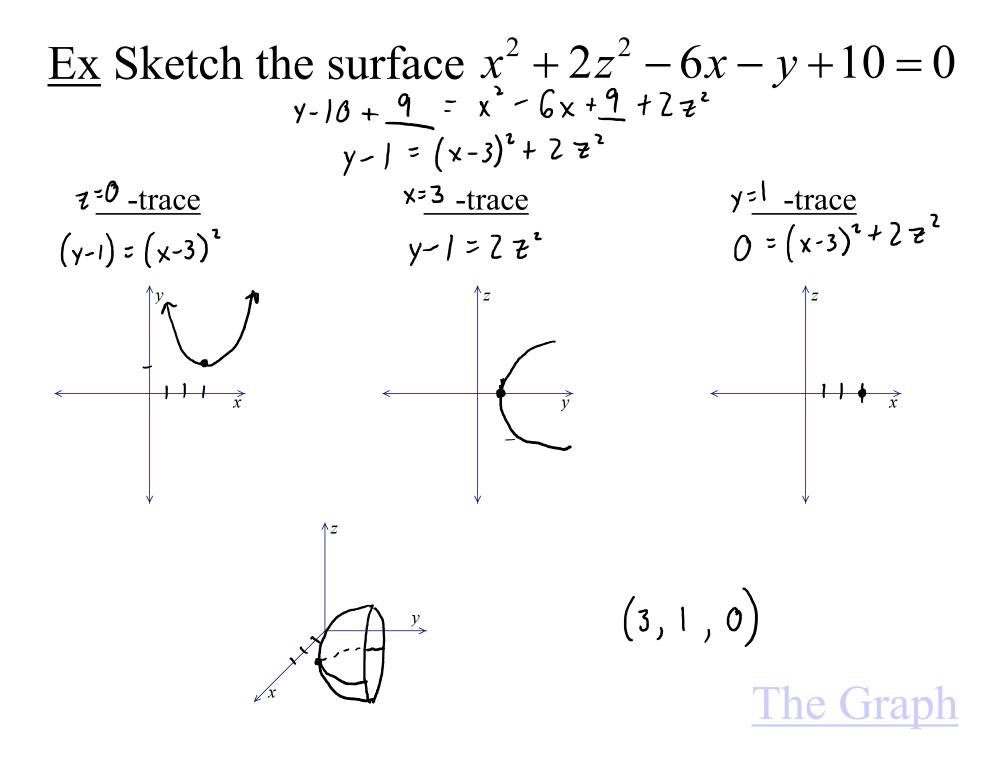


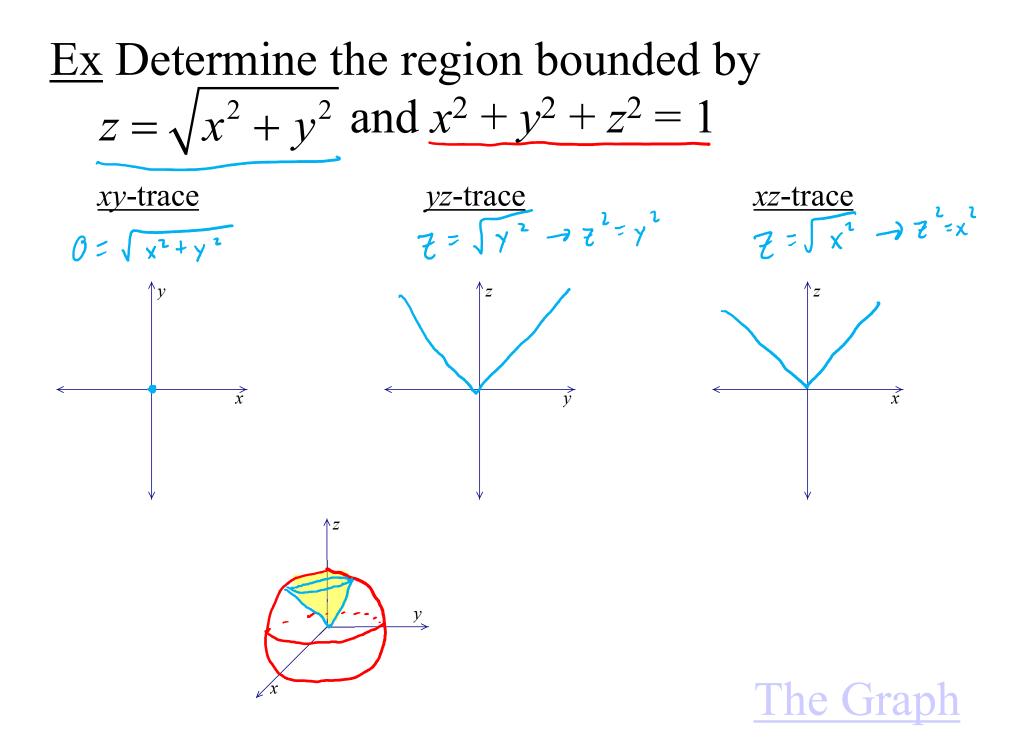


<u>Ex</u> Sketch the surface $x^2 + y^2 - 2z^2 + 4 = 0$



The Graph





Surfaces of rotation x-axis: $y^2 + z^2 = [r(x)]^2$ y-axis: $x^2 + z^2 = [r(y)]^2$ z-axis: $x^2 + y^2 = [r(z)]^2$

Ex. Write the equation of the surface generated by revolving $y = \frac{1}{z}$ about the y-axis. $x^{1} + z^{2} = \left[\frac{1}{y}\right]^{2}$