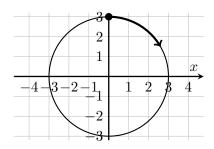
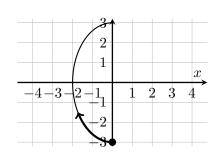
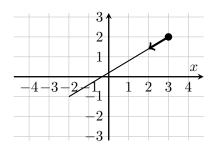
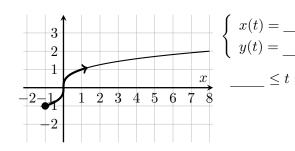
1. We begin by reviewing standard examples of parameterizing curves in the plane and curves in space. This is a skill you will need and return to throughout the semester. Find a parameterization for each of the following curves.

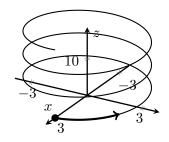




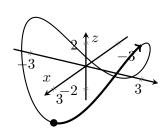


$$\begin{cases} x(t) = \underline{} \\ y(t) = \underline{} \\ \underline{} \le t \le \underline{} \end{cases}$$





$$\begin{cases} x(t) = \underline{} \\ y(t) = \underline{} \\ z(t) = \underline{} \\ \underline{} \leq t \leq \underline{} \end{cases}$$



$$\begin{cases} x(t) = \underline{} \\ y(t) = \underline{} \\ z(t) = \underline{} \\ \underline{} \\ \leq t \leq \underline{} \\ \end{cases}$$

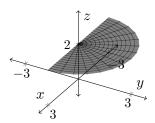
2. Now we will learn how to parameterize surfaces. Here's the idea:

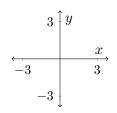
You already know that a curve in the xy-plane can be parameterized by two functions x(t) and y(t), along with a domain for the parameter t. And you already know that a curve in space can be parameterized by three functions x(t), y(t), z(t), along with a domain for the parameter t. As your parameter t varies over the domain, every point on the curve is traced. A curve lying in the plane or in space is essentially one-dimensional, since you can think of it as a deformed line. This is why we use only one parameter t to trace a curve.

On the other hand, a surface is essentially two-dimensional, since you can think of it as a deformed plane. When we parameterize a surface, we need to trace each point in essentially two dimensions. So to fill up the surface, we need to use **two** parameters. We often call these parameters u and v. So to parameterize a surface we need three functions x(u, v), y(u, v) and z(u, v), along with domains for the two parameters u and v. If you are parameterizing using polar or spherical coordinates, it is common to use any of r, θ , ρ or ϕ as the parameters instead of u and v.

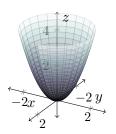
On the next page, find parameterizations for each of the surfaces shown. Where it is helpful, you are asked to draw a "top-view" of the surface.

(a) The surface shown below is a half-disk of radius 3 lying at a height of z=2. This is most easily parameterized using polar coordinates, so we will call the parameters r and θ .



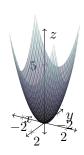


(b) The surface below is a paraboloid of revolution. The top-view is a disk of radius 2.



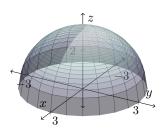
$$\begin{array}{c|c}
2 & y \\
 & \xrightarrow{x} \\
-2 & 2
\end{array}$$

(c) The surface below is a paraboloid of revolution. This time the variables x and y are each restricted to between -2 and 2. Hint: much like the cube root example on the previous page, in which you knew the formula for the function, just let x = u and y = v.



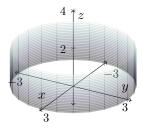
$$\begin{array}{c|c}
 & y \\
 & \xrightarrow{x} \\
 & -2 \\
 & -2
\end{array}$$

(d) The surface below is a hemisphere of radius 3. Parameterize it in two different ways, once using cylindrical coordinates and once using spherical coordinates.



$$\leq r \leq$$
 $\leq \theta \leq$

(e) The surface below is a cylinder of radius 3 and height 2.



$$\begin{cases} x(_,_) = ___\\ y(_,_) = ___\\ z(_,_) = ___\\ __ \le __ \le __$$