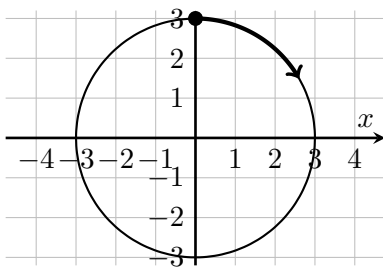
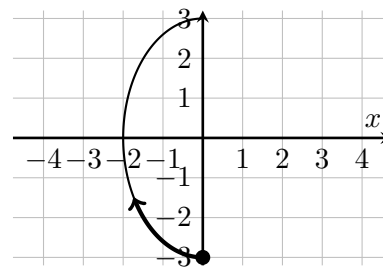


1. We begin by reviewing standard examples of parameterizing curves in the plane and curves in space. This is a skill you will need and return to throughout the semester. Find a parameterization for each of the following curves.



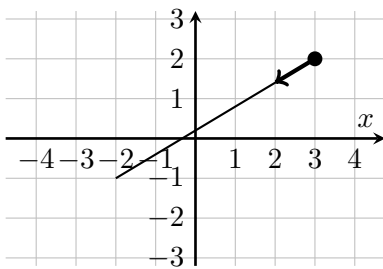
$$\begin{cases} x(t) = \underline{3 \sin 2t} \\ y(t) = \underline{3 \cos 2t} \end{cases}$$

$$\underline{0} \leq t \leq \underline{\pi}$$



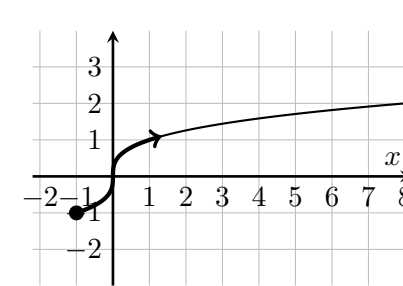
$$\begin{cases} x(t) = \underline{-2 \sin t} \\ y(t) = \underline{-3 \cos t} \end{cases}$$

$$\underline{0} \leq t \leq \underline{\pi}$$



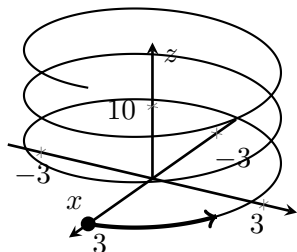
$$\begin{cases} x(t) = \underline{3 - 5t} \\ y(t) = \underline{2 - 3t} \end{cases}$$

$$\underline{0} \leq t \leq \underline{1}$$



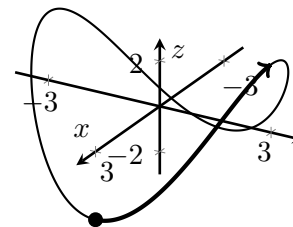
$$\begin{cases} x(t) = \underline{t} \\ y(t) = \underline{\sqrt[3]{t}} \end{cases}$$

$$\underline{-1} \leq t \leq \underline{8}$$



$$\begin{cases} x(t) = \underline{3 \cos t} \\ y(t) = \underline{3 \sin t} \\ z(t) = \underline{t} \end{cases}$$

$$\underline{0} \leq t \leq \underline{6\pi}$$



$$\begin{cases} x(t) = \underline{3 \cos t} \\ y(t) = \underline{3 \sin t} \\ z(t) = \underline{3 \cos 2t} \end{cases}$$

$$\underline{0} \leq t \leq \underline{2\pi}$$

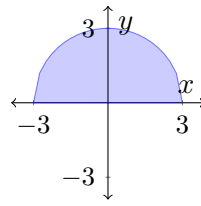
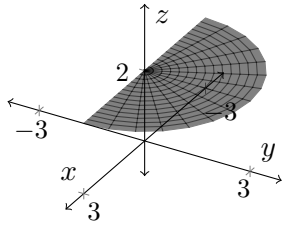
2. Now we will learn how to parameterize surfaces. Here's the idea:

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.

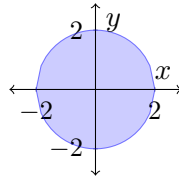
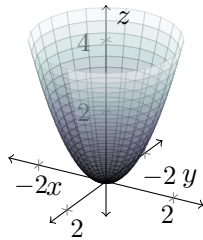
- (a) The surface shown below is a half-disk of radius 3 lying at a height of $z = 2$. This is most easily parameterized using polar coordinates, so we will call the parameters r and θ .



$$\begin{cases} x(r, \theta) = \underline{r \cos \theta} \\ y(r, \theta) = \underline{r \sin \theta} \\ z(r, \theta) = \underline{2} \end{cases}$$

$$\begin{cases} \underline{0} \leq r \leq \underline{3} \\ \underline{0} \leq \theta \leq \underline{\pi} \end{cases}$$

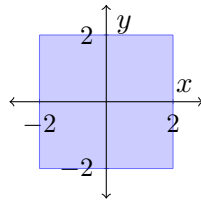
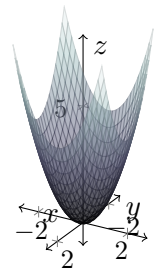
- (b) The surface below is a paraboloid of revolution. The top-view is a disk of radius 2.



$$\begin{cases} x(r, \theta) = \underline{r \cos \theta} \\ y(r, \theta) = \underline{r \sin \theta} \\ z(r, \theta) = \underline{r^2} \end{cases}$$

$$\begin{cases} \underline{0} \leq r \leq \underline{2} \\ \underline{0} \leq \theta \leq \underline{2\pi} \end{cases}$$

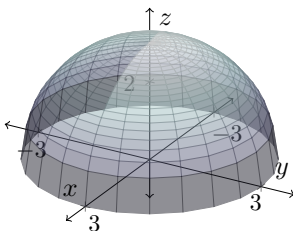
- (c) The surface below is a paraboloid of revolution. This time the variables x and y are each restricted to between -2 and 2 . Hint: much like the cube root example on the previous page, in which you knew the formula for the function, just let $x = u$ and $y = v$.



$$\begin{cases} x(u, v) = \underline{u} \\ y(u, v) = \underline{v} \\ z(u, v) = \underline{u^2 + v^2} \end{cases}$$

$$\begin{cases} \underline{-2} \leq u \leq \underline{2} \\ \underline{-2} \leq v \leq \underline{2} \end{cases}$$

- (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.



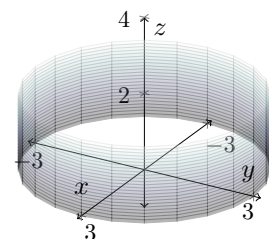
$$\begin{cases} x(r, \theta) = \underline{r \cos \theta} \\ y(r, \theta) = \underline{r \sin \theta} \\ z(r, \theta) = \underline{\sqrt{9 - r^2}} \end{cases}$$

$$\begin{cases} \underline{0} \leq r \leq \underline{3} \\ \underline{0} \leq \theta \leq \underline{2\pi} \end{cases}$$

$$\begin{cases} x(\theta, \phi) = \underline{3 \sin \phi \cos \theta} \\ y(\theta, \phi) = \underline{3 \sin \phi \sin \theta} \\ z(\theta, \phi) = \underline{3 \cos \phi} \end{cases}$$

$$\begin{cases} \underline{0} \leq \theta \leq \underline{2\pi} \\ \underline{0} \leq \phi \leq \underline{\frac{\pi}{2}} \end{cases}$$

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



$$\begin{cases} x(\underline{\theta}, \underline{z}) = \underline{3 \cos \theta} \\ y(\underline{\theta}, \underline{z}) = \underline{3 \sin \theta} \\ z(\underline{\theta}, \underline{z}) = \underline{z} \end{cases}$$

$$\begin{cases} \underline{0} \leq \underline{\theta} \leq \underline{2\pi} \\ \underline{0} \leq \underline{z} \leq \underline{2} \end{cases}$$