QSiP



Task 11 Surface of Revolution

- Open a new window (Ctrl+N). In the Input Bar, enter
 x (3 x)
 to draw the graph of the function f(x) = x (3 x).
- 2. Create a slider *t* which takes the value from 0 to 360, with an increment 1. Colour it in red.
- 3. Open the 3D Graphics view. In the Input Bar, enter Surface[u, f(u) cos(v°), f(u) sin(v°), u, 0, 3, v, 0, t] to generate the surface of revolution of the graph of y = f(x) about the x-axis. See the figure for an illustration of the parametric equation of the surface.
- 4. Right-click on the surface and choose "Properties". In the "Style" tab set the "Level of Detail" to 10.
- 5. Drag the slider *t* to generate the surface of revolution.
- 6. If an error occurs at t = 0, right-click the surface and choose "Properties". In the "Advanced" tab enter
 t > 0

in the "Condition to Show" field.

In the Input Bar enter
 Curve[u, f(u) cos(t°), f(u) sin(t°), u, 0, 3]

to add the "boundary" curve of the surface.





