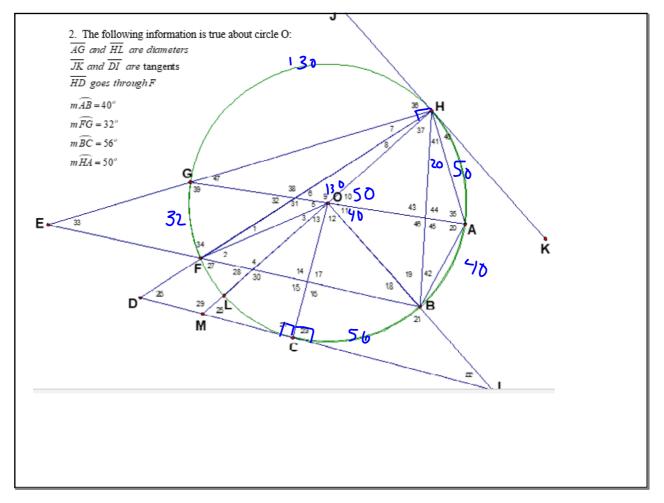
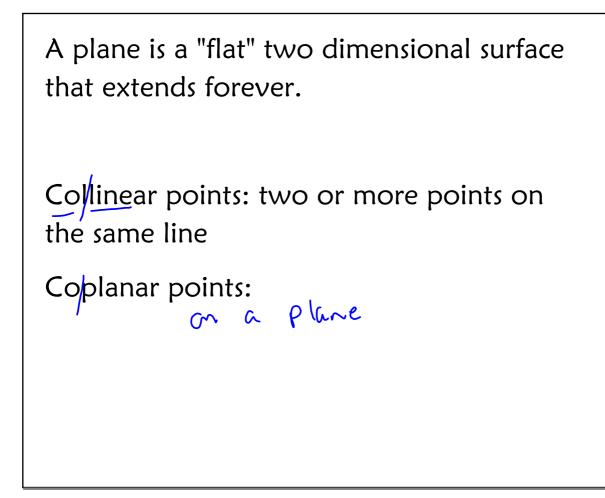


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So far in this book we've confined ourselves to zero dimensions (points), one dimension (lines and line segments), or two dimensions (basically everything else in the book). However, we all know the world around us seems three-dimensional — that in addition to left and right, and forwards and backwards, there's up and down.

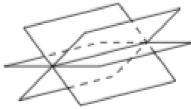


Given two points, how many different planes pass through the two points?

Given three points, is it always possible to find a plane that passes through all three points?

Given any four points, is it always possible to find a plane that passes through all four points? Given two points, how many different planes pass through the two points?

If we only have two points, we can find a line through them, but there are infinitely may planes that can pass through that line (and therefore the two initial points)



Given three points, is it always possible to find a plane that passes through all three points?

With three (or more) collinear points, we can still find infinitely many planes that pass through all three (since they are on a line...) but if the points are NOT collinear, then we have a triangle. The plane of that triangle is unique.



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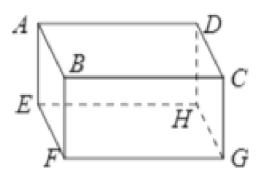
Given any four points, is it always possible to find a plane that passes through all four points?

While any three points are coplanar, it is easy to find a set of four points that are noncoplanar. Three vertices of a triangle and a point NOT in the plane of the triangle give us an example in which no plane passes through all four points.

When two lines intersect, their intersection is a point. What happens when two planes intersect?

Is it possible for planes to never intersect?

Can there be a line and a plane that never intersect?



В

Remember that two lines are // if they are in the same plane but do not intersect. Can two lines <u>in space</u> be such that they are not // but do not intersect?

We call these skew lines.

Given any two intersecting lines, is there always a plane that contains both lines?

Prisms: Two congruent, parallel polygon bases with quadrilateral faces. (AKA a polyhedron)

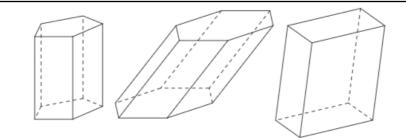
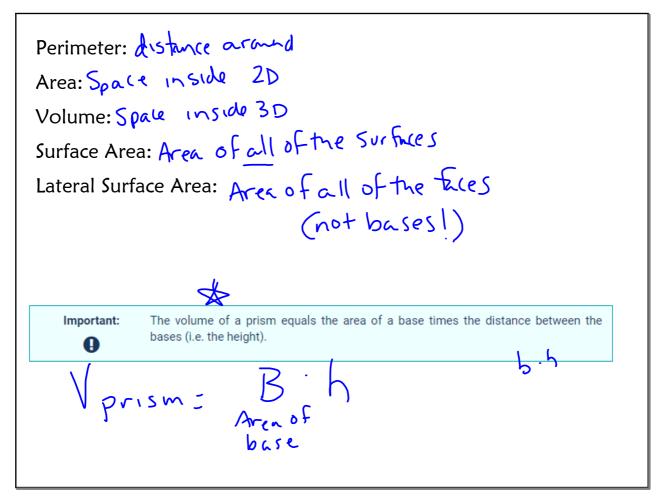
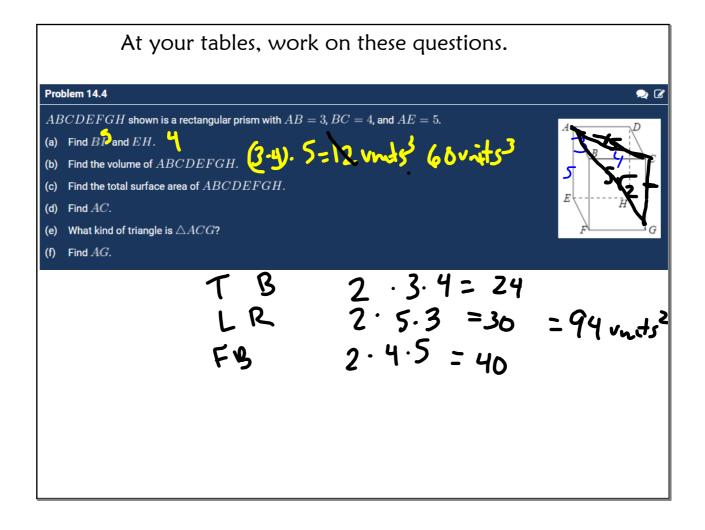


Figure 14.1: Some Prisms

Figure 14.1 shows some prisms. The first is a right regular pentagonal prism because the base is a regular pentagon and the segments connecting the bases are perpendicular to the bases. The second is a hexagonal prism because the bases are hexagons (note that we don't call this one a 'right hexagonal prism'). The third has parallelograms as its bases, as well as all its sides. Such a prism is given the special name parallelepiped. As one last bit of vocabulary, if there's a 'regular' in the description of a prism, it means the base is a regular polygon.

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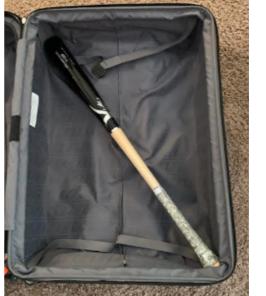


My son is on a winter travel baseball team. He needs to pack his bats in his suitcase. If his suitcase is 12" deep, 18" wide and 26" tall, what is the longest bat that can fit?

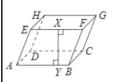
 $18^2 + 26^2 + 12^2 = d^2$ If his bat is 32", will it fit or do I negative to get him a new suitcase? 324+676+144 = 1144 33.82



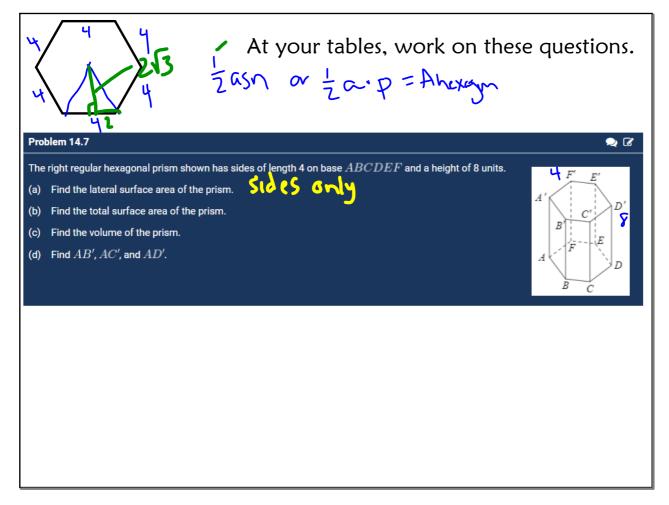
We call this a "space diagonal." Why does it work?



## Be careful...



Notice that by 'distance between the bases', we do not necessarily mean the length of the edges connecting corresponding points on the bases. If the prism is not a right prism, then the height is the length of a segment from one base to the other that is perpendicular to both bases. For example, the height between bases ABCD and EFGH of the prism at left is XY, not FB.



Pyramids: Polygon base with triangular faces that meet at a point. (apex)

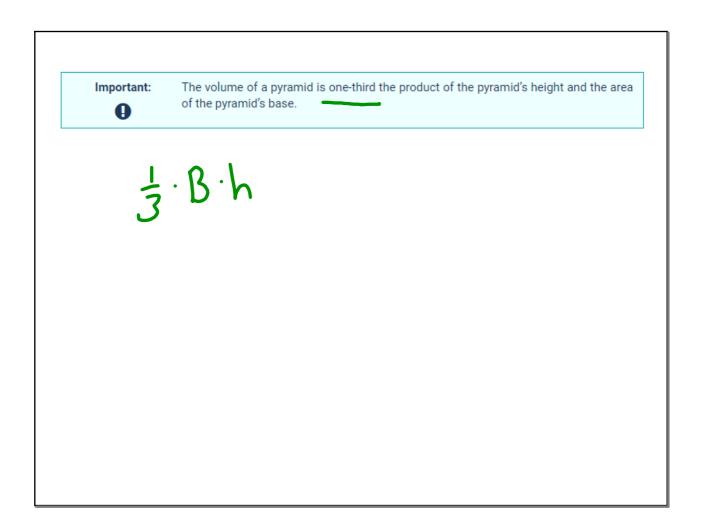
As with prisms, a pyramid is 'regular' if its base is a regular polygon. A regular pyramid is 'right' if the center of the base is the foot of the altitude from the apex to the base (i.e., the apex is directly 'over' the center of the base).



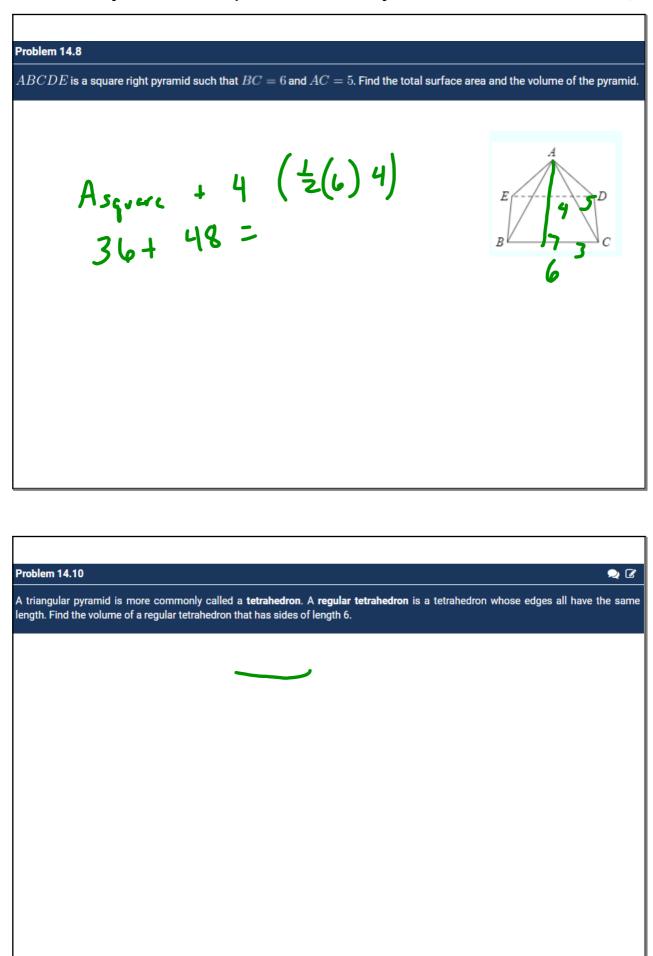
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В

Usually when we speak of a pyramid, we mean a right pyramid. The height of a pyramid is the distance from the apex to the base. For right regular pyramids, we also define a slant height, which is the distance from the apex to a side of the base. For example, at left, AG is the height and AF is the slant height of the pyramid.



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Solution for Problem 14.10: To find the volume, we need an altitude, so we draw altitude  $\overline{AG}$  from A to  $\triangle BCD$ . Since  $\overline{AG}$  is perpendicular to plane BCD, triangles  $\triangle AGB$ ,  $\triangle AGC$ , and  $\triangle AGD$  are all right triangles. Because AB = AC = AD and AG is obviously the same in all three triangles, we have  $\triangle AGB \cong \triangle AGC \cong \triangle AGD$  by HL Congruence. Therefore, BG = CG = DG, which means that G is the circumcenter of  $\triangle BCD$  because it is equidistant from the vertices of  $\triangle BCD$ . Since  $\triangle BCD$  is an equilateral triangle, G is also the centroid of  $\triangle BCD$ .

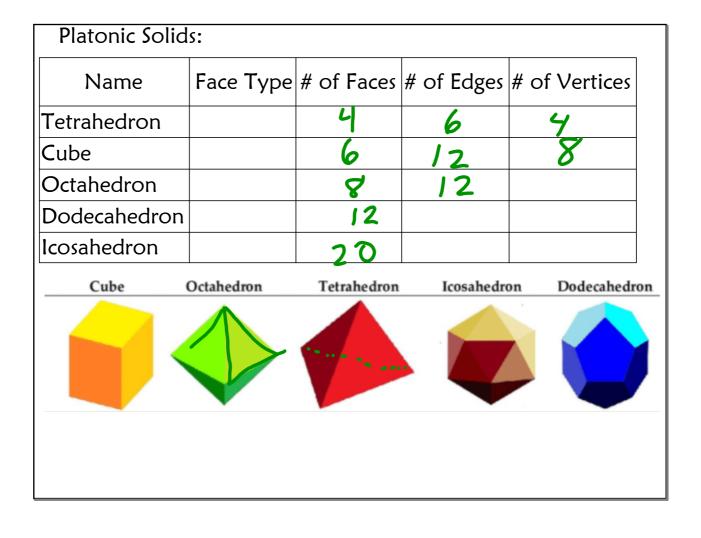
B G G M

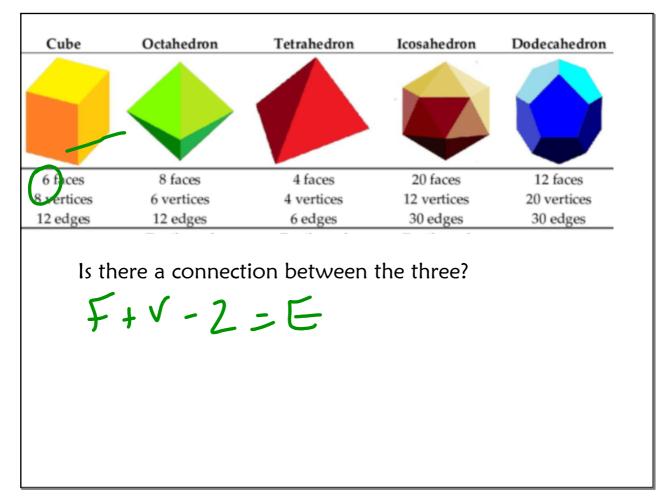
We can build more right triangles by continuing  $\overline{BG}$  to M. Since  $\triangle BCD$  is equilateral,  $\overline{BM}$  is a median and an altitude. Therefore, DM = DC/2 = 3 and  $BM = 3\sqrt{3}$  (from 30-60-90  $\triangle BMD$ ). Since the centroid of a triangle divides its medians in a 2:1 ratio, we have  $BG = (2/3)BM = 2\sqrt{3}$ . Finally, we can find AG from right triangle  $\triangle AGB$ :

$$AG = \sqrt{AB^2 - BG^2} = \sqrt{36 - 12} = 2\sqrt{6}.$$

Since the area of  $\triangle BCD$  is  $(DC)(BM)/2 = 9\sqrt{3}$ , our volume is  $([BCD])(AG)/3 = 18\sqrt{2}$ .

Similarly, we can show that the volume of a regular tetrahedron with edge length s is  $s^3\sqrt{2}/12$ .

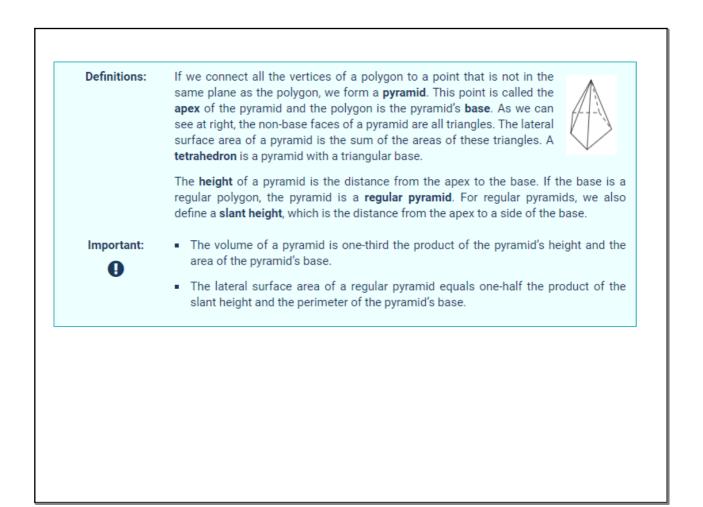




Definitions:	The <b>volume</b> of a three dimensional figure is a measure of the space inside the figure The <b>total surface area</b> of a figure is the total area of all the surfaces that form a boundaries of the solid. The <b>lateral surface area</b> is the total area of all the surfaces that are not considered 'bases'.
Definitions:	A <b>polyhedron</b> is a solid figure with polygons as its boundaries. A <b>prism</b> has two congruent parallel faces as <b>bases</b> and all remaining faces (called <b>sides</b> ) are parallelograms. In a <b>right prism</b> all of these side faces are rectangles. The bases are used to describe the prism, as in 'right rectangular prism' (shown below) o 'hexagonal prism'.
Important:	The three dimensions of a right rectangular prism are commonly called the length, <i>l</i> , the width, <i>w</i> , and the height, <i>h</i> . For such a prism, we have: Volume = $lwh$ Surface area = $2(lw + wh + lh)$ Space Diagonal = $\sqrt{l^2 + w^2 + h^2}$ The volume of a prism equals the area of the base times the distance between the bases (i.e. the height).

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Definition:	A <b>cube</b> is a special right rectangular prism in which all the edge lengths are the same (i.e., its base is a square and its height has the same length as a side of the base). $V = \frac{Z}{V}$
Important:	A cube with side length <i>s</i> has:
0	Volume $= s^3$
	Surface area $= 6s^2$
	Space Diagonal = $s\sqrt{3}$



Definitions:	A regular polyne	earon is a po	lynearon	whose fac	es are all col	ngruent regular polygons
Important:	There are five re	gular polyhe	edra, which	are descr	ribed below.	
0	Name	Face Type	# Faces	# Edges	# Vertices	
	Tetrahedron	Triangle	4	6	4	
	Cube	Square	6	12	8	
	Octahedron	Triangle	8	12	6	
	Dodecahedron	Pentagon	12	30	20	
	Icosahedron	Triangle	20	30	12	

The definition of a prism was "parallel polygon bases with rectangular faces." What happens when the base ISN'T a polygon?

We have cylinders!

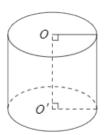


Figure 15.1: A Right Circular Cylinder

The radius of the base is the radius of the cylinder. OO' is the height/axis of the cylinder.

pendicular to the axis of the cylinder. What shape is this cross-section? ntains the axis of the cylinder? parallel to the axis of the cylinder?
parallel to the axis of the cylinder?

The figure shows a right circular cylinder (a.k.a. a cylinder) with radius 3 and height 5.

(a) Find the volume of the cylinder.

(b) What is the lateral surface area of our cylinder?

(c) What is the total surface area of our cylinder?

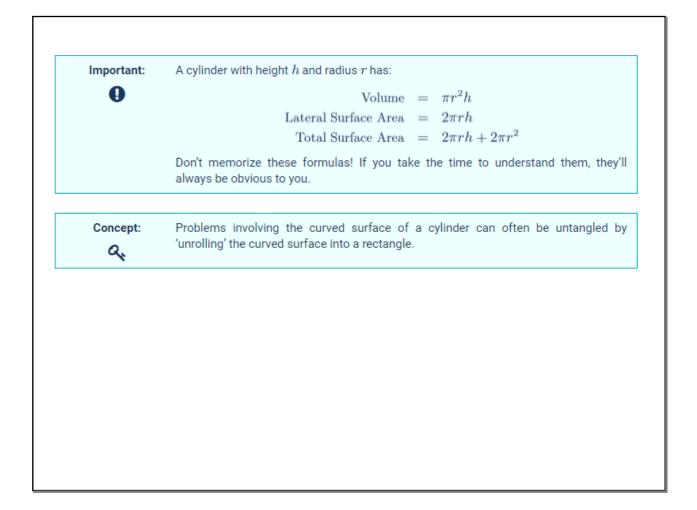
(d) Find formulas for the volume, lateral surface area, and total surface area of a cylinder with radius r and height h.



Tr2.h B.h

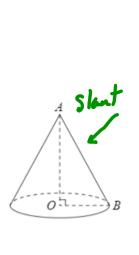






A pyramid with a circular base is a ... cone!

The figure on the right shows a right circular cone. The point A at the tip of the cone is the vertex of the cone and the distance from the vertex to the base is the height. The line connecting the vertex to the center of the base is the axis of the cone. The radius of the base is considered the radius of the cone, and for right circular cones, the distance from the vertex to a point on the circumference of the base is the slant height



Important:	The volume of a circular cone with height $h$ and radius $r$ is
0	$Volume = \frac{1}{3}\pi r^2 h.$

In your groups...

Problem 15.4

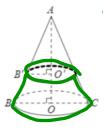
(a) What is the shape of a cross-section of a cone that contains the axis of the cone?

(b) What is the shape of a cross-section of a cone that is perpendicular to the axis of the cone?

#### Solution for Problem 15.4:

(a) A cross-section of a cone that contains the cone's axis consists of two segments of equal length connecting the vertex to two points on the circumference of the base of the cone, as well as the segment connecting these two points along the base of the cone. So, our cross-section is an isosceles triangle, such as  $\triangle ABC$  in the diagram at right.





Intuitively, it seems clear that a cross-section of a cone perpendicular to the axis of the cone is a circle. Suppose the plane of our cross-section meets the axis at O'. To prove our cross-section is a circle, we must show that every point where our plane hits the curved surface of the cone is equidistant from O'. Consider point B', the intersection of  $\overline{AB}$  and our cross-section plane, as shown. Since  $\overline{B'O'}$  and  $\overline{BO}$  are each perpendicular to  $\overline{AO}$ , we have  $\overline{B'O'} \parallel \overline{BO}$ . Therefore,  $\triangle AO'B' \sim \triangle AOB$ . Since  $\triangle AO'B' \sim \triangle AOB$ , we have B'O'/BO = AO'/AO. Therefore, we find B'O' = (AO'/AO)(BO). Since BO is just the radius of the cone and AO is the cone's height, we have B'O' = (r/h)(AO'). Similarly, we can show that all points of the cross-section are (r/h)(AO') away from O'. Since AO' is fixed, all the points of our cross-section are the same distance from O'. Therefore, the cross-section must be a circle. (Make sure you see why every point

on this circle must be in the cross-section.)

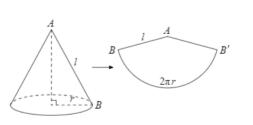
# Frustrum

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nd a formula for the lateral surface area of a right circular cone with base radius $r$ and slant height $l$ .
*

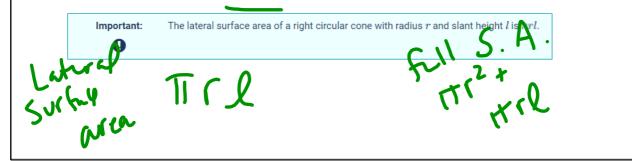
olution for Problem 15.5: Since cutting and unrolling the curved surface was so uccessful in finding the lateral surface area of a cylinder, we try it with a cone as rell. We cut the curved surface of the cone along  $\overline{AB}$ , where A is the vertex and  $\beta$  is a point on the circumference of the base.

ince every point on the circumference of the cone's base is the same distance rom the cone's vertex (the slant height), when we unroll the curved surface, these oints will still all be the same distance from the vertex. Hence, our 'unrolled' urface is a sector of a circle as shown at right above. (*B* and *B*' coincide when he sector is rolled up to form a cone.)

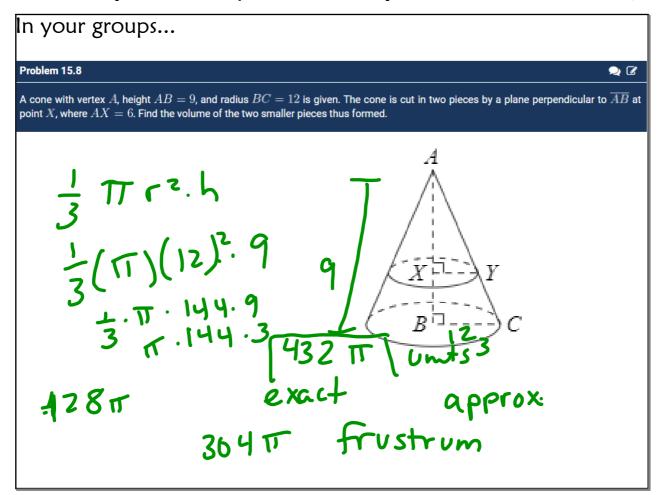


he radius of this sector is AB, the slant height of the cone. To find the area of the sector, we must determine what portion of a whole ircle the sector is. We know that the length of BB' is just equal to the circumference of the cone's base. The base of the cone has radius , so its circumference is  $2\pi r$ . Thus, the length of BB' is  $2\pi r$ . Since a whole circle with radius AB = l has circumference  $2\pi l$ , our sector is  $(2\pi r)/(2\pi l) = r/l$  of a whole circle.

full circle with radius l has area  $\pi l^2$ , so the area of a sector that is r/l of this circle is  $(r/l)(\pi l^2) = \pi r l$ . Recall from Problem 14.9 that we showed that the lateral surface area of a regular pyramid is half the product of the slant height and the perimeter of the base. The proof we used there wouldn't work for cones, since we don't have triangular faces as the sides of a cone. However, since cones are essentially ust pyramids with circular bases, we expect the formula to work for cones, too. Trying it, we note that the perimeter of the base of a cone s  $2\pi r$ , so our formula gives us  $(1/2)(2\pi r)(l) = \pi r l$  for the lateral surface area. Unsurprisingly, this matches the formula we already roved.  $\Box$ 



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Solution for Problem 15.8: We showed in Problem 15.4 that a cross-section of a cone perpendicular to its axis is a circle. So, one of our pieces is itself a cone. The other piece is called a **right circular frustum**. We don't have any tools to deal with a frustum, but we do know how to find the volume of a cone. The original cone has volume  $\pi r^2 h/3 = \pi (12^2)(9)/3 = 432\pi$ . We have the height of the smaller cone, AX = 6, so all we have to do is find the radius.

A X B C

Since  $\overline{XY}$  and  $\overline{BC}$  are each perpendicular to  $\overline{AB}$ , we have  $\angle AXY = \angle ABC$  and  $\angle XAY = \angle BAC$ , so  $\triangle AXY \sim \triangle ABC$ . (Notice that we are essentially considering the cross-section of the cone that contains  $\triangle ABC$  here – three-dimensional problems are often just two-dimensional problems in disguise!) Therefore, XY/AX = BC/AB, so

$$XY = (BC/AB)(AX) = (12/9)(6) = 8.$$

Hence, our little cone has volume  $\pi(XY^2)(AX)/3 = 128\pi$ .

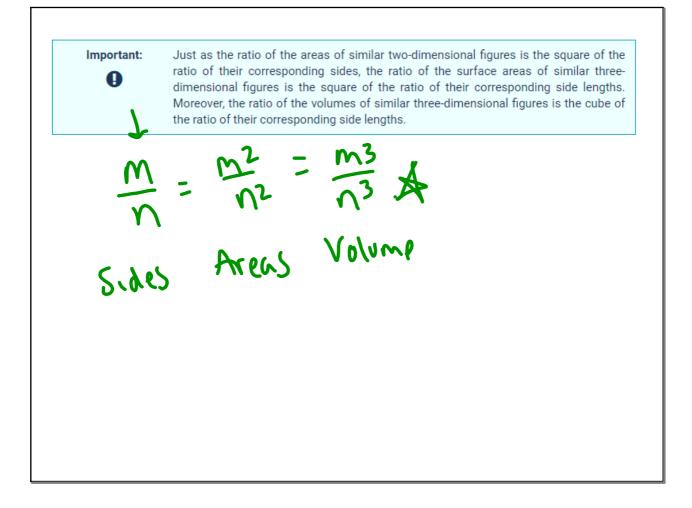
To get the volume of the other piece, we merely subtract the little cone from the big one, which yields  $432\pi - 128\pi = 304\pi$ .

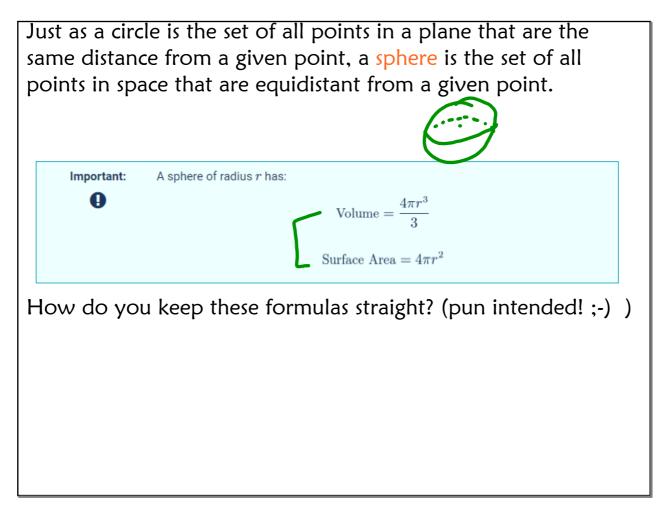
Notice that

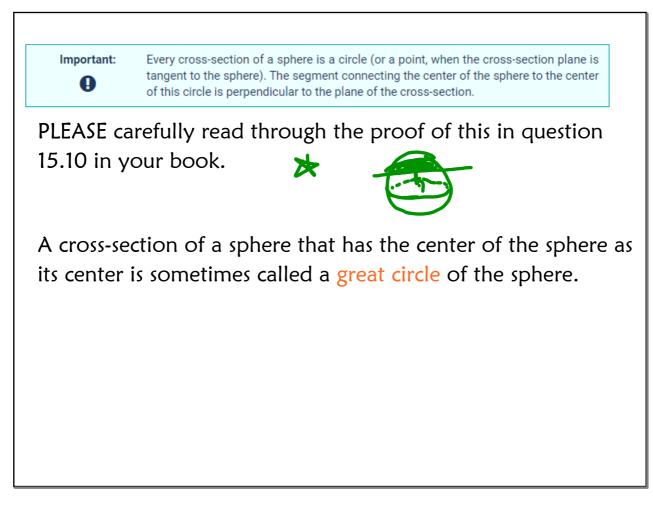
 $\frac{\text{Volume of small cone}}{\text{Volume of large cone}} = \frac{128\pi}{432\pi} = \frac{8}{27} = \left(\frac{2}{3}\right)^3 = \left(\frac{AX}{AB}\right)^3.$ 

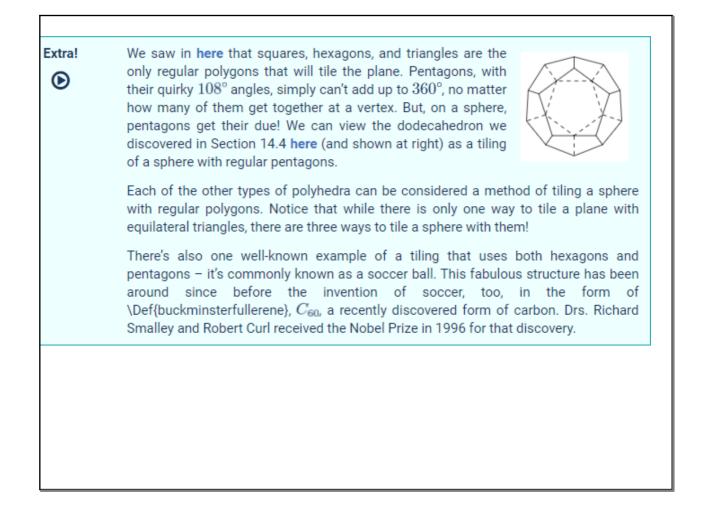
This shouldn't be a surprise, because our cones are similar figures.

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The mathematician Johannes Kepler wondered how densely spheres can fill space. The typical stacking you see for oranges at the grocery store fills just 74% of space. Is there a different arrangement that gets more oranges in the same space? It took nearly 400 years before mathematicians Thomas Hales and Samuel Ferguson were able to answer Kepler's question and prove in 1998 what grocers have known all along: there isn't a better way to pack oranges.

## 14.6

