Quadrics (from wikipedia)

Quadrics in the <u>Euclidean plane</u> are those of dimension D = 1, which is to say that they are <u>curves</u>. Such quadrics are the same as <u>conic sections</u>, and are typically known as conics rather than quadrics.



In Euclidean space, quadrics have dimension D = 2, and are known as **quadric surfaces**. By making a suitable Euclidean change of variables, any quadric in Euclidean space can be put into a certain normal form by choosing as the coordinate directions the <u>principal</u> axes of the quadric. In three-dimensional Euclidean space there are 16 such normal forms.^[2] Of these 16 forms, five are nondegenerate, and the remaining are degenerate forms. Degenerate forms include <u>planes</u>, <u>lines</u>, <u>points</u> or even no points at all.^[3]

Non-degenerate real quadric surfaces

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$

Ellipsoid

$$\frac{x^2}{a^2} + \frac{y^2}{a^2} + \frac{z^2}{b^2} = 1$$

Spheroid (special case of ellipsoid)

<u>Sphere</u> (special case of spheroid)





Elliptic paraboloid

Circular <u>paraboloid</u>(special case of elliptic paraboloid)

$$\frac{x^2}{a^2} + \frac{y^2}{a^2} - z = 0$$

 $\frac{x^2}{a^2} + \frac{y^2}{b^2} - z = 0$



$$\frac{y^2}{b^2} - z = 0$$

Hyperbolic paraboloid

<u>Hyperboloid</u> of one sheet $\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$





Hyperboloid of two sheets

Degenerate quadric surfaces

 $\frac{x^2}{a^2}$ –

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 0$$

Cone

 $\frac{x^2}{a^2} + \frac{y^2}{a^2} - \frac{z^2}{b^2} = 0$ Circular <u>Cone</u> (special case of cone)



Elliptic cylinder

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

$$\frac{x^2}{a^2} + \frac{y^2}{a^2} = 1$$





Hyperbolic cylinder

$$\frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$$

Parabolic cylinder

 $x^2 + 2ay = 0$