

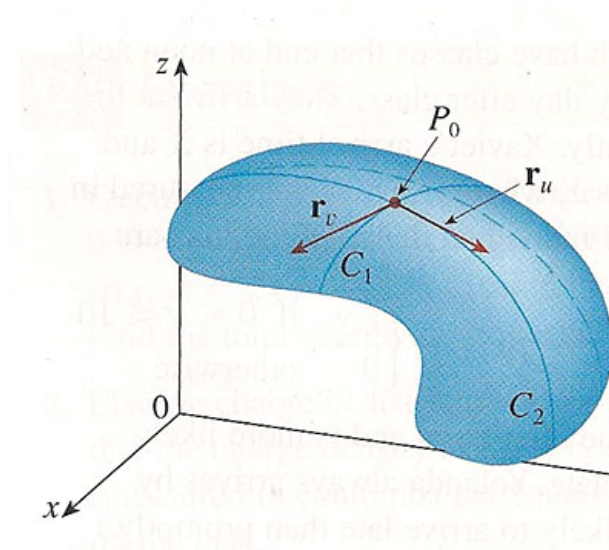
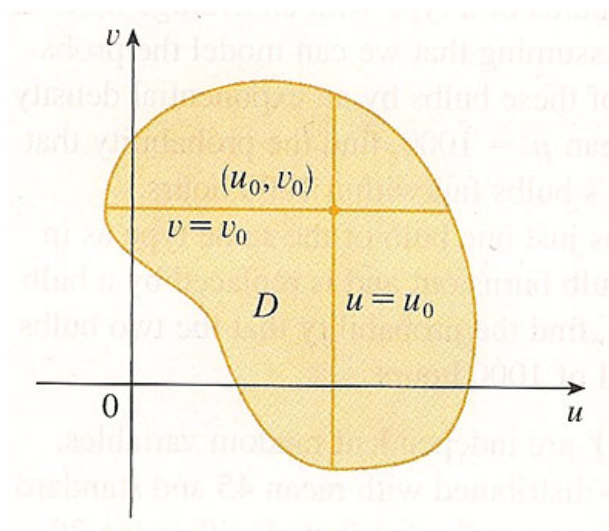
Parametric surfaces [12.6]

Review [Parametric Surfaces \[10.5\]](#)...

- As parameters u and v are varied in some domain D ,
- The vector $\vec{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$ traces out a surface S in 3D.

Tangent plane approximation

Outline of the tangent plane approximation:



- As v varies in D , (u is constant), \vec{r} traces the curve C_1 . A tangent vector to C_1 is

$$\vec{r}_v = \left\langle \frac{\partial x}{\partial v}, \frac{\partial y}{\partial v}, \frac{\partial z}{\partial v} \right\rangle \equiv \langle x_v, y_v, z_v \rangle. \quad (1)$$

[What does that subscript mean in this context??]

- As u varies in D , (v is constant), \vec{r} traces the curve C_2 . A tangent vector to C_2 is

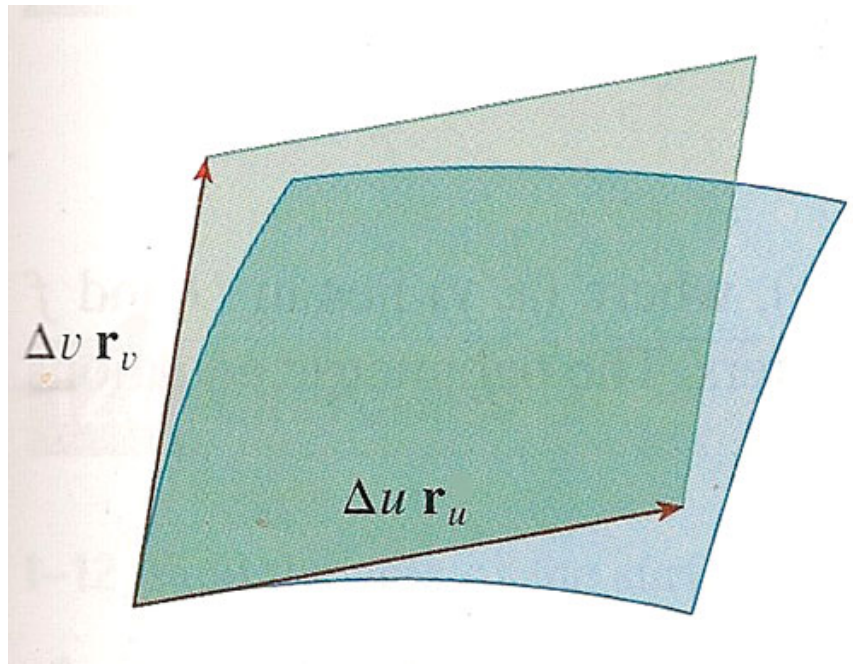
$$\vec{r}_u = \langle x_u, y_u, z_u \rangle \quad (2)$$

- Increasing v to $v + \Delta v$ in D leads to a change of \vec{r} on the surface of *approximately* $\Delta v \vec{r}_v$.
- Increasing u to $u + \Delta u$ in D leads to a change of \vec{r} on the surface of *approximately* $\Delta u \vec{r}_u$.
- The area of the parallelogram shown is

$$\begin{aligned} & |(\Delta v \vec{r}_v) \times (\Delta u \vec{r}_u)| \\ &= |\vec{r}_v \times \vec{r}_u| \Delta A \end{aligned}$$

Where $\Delta u \Delta v = \Delta A$, an area in D .

- This cross product is *approximately* equal to ΔS , the area of a "patch" of the surface.



In the limit $\Delta u \rightarrow du$, $\Delta v \rightarrow dv$, the approximation gets more exact, and the surface area of S is

$$S = \iint_D dS = \iint_D |\vec{r}_u \times \vec{r}_v| dA. \quad (3)$$

[Later on, we'll consider [surface integrals \[13.6\]](#). It will be useful that the direction of the cross-product $\vec{r}_u \times \vec{r}_v$ is perpendicular to (normal to) the surface.]

Surface area of a graph defined in terms of (x, y)

The general expression for surface area:

$$S = \iint_D dS = \iint_D |\vec{r}_u \times \vec{r}_v| dA. \quad (4)$$

For the special case of the surface $z = f(x, y)$, $u \rightarrow x$, $v \rightarrow y$, such that (x, y) is in the domain D ,

$$\begin{aligned} \vec{r}_u \rightarrow \vec{r}_x &= \left\langle \frac{\partial x}{\partial x}, \frac{\partial y}{\partial x}, \frac{\partial z}{\partial x} \right\rangle \\ &= \left\langle 1, 0, \frac{\partial z}{\partial x} \right\rangle \end{aligned} \quad (5)$$

Since x and y are at right angles (orthogonal), a change in x does not change y , and vice versa. So

$$\frac{\partial x}{\partial y} = \frac{\partial y}{\partial x} = 0.$$

And,

$$\vec{r}_v \rightarrow \vec{r}_y = \left\langle 0, 1, \frac{\partial z}{\partial y} \right\rangle \quad (6)$$

Writing out the cross product of the two vectors:

$$\begin{aligned} \vec{r}_x \times \vec{r}_y &= \det \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & \frac{\partial z}{\partial x} \\ 0 & 1 & \frac{\partial z}{\partial y} \end{pmatrix} \\ &= -\frac{\partial z}{\partial x} \hat{i} - \frac{\partial z}{\partial y} \hat{j} + \hat{k}. \end{aligned} \quad (7)$$

And therefore the surface area can be written as:

$$A_S = \iint_D |\vec{r}_x \times \vec{r}_y| dA = \iint_D \sqrt{1 + \left(\frac{\partial z}{\partial x}\right)^2 + \left(\frac{\partial z}{\partial y}\right)^2} dA \quad (8)$$

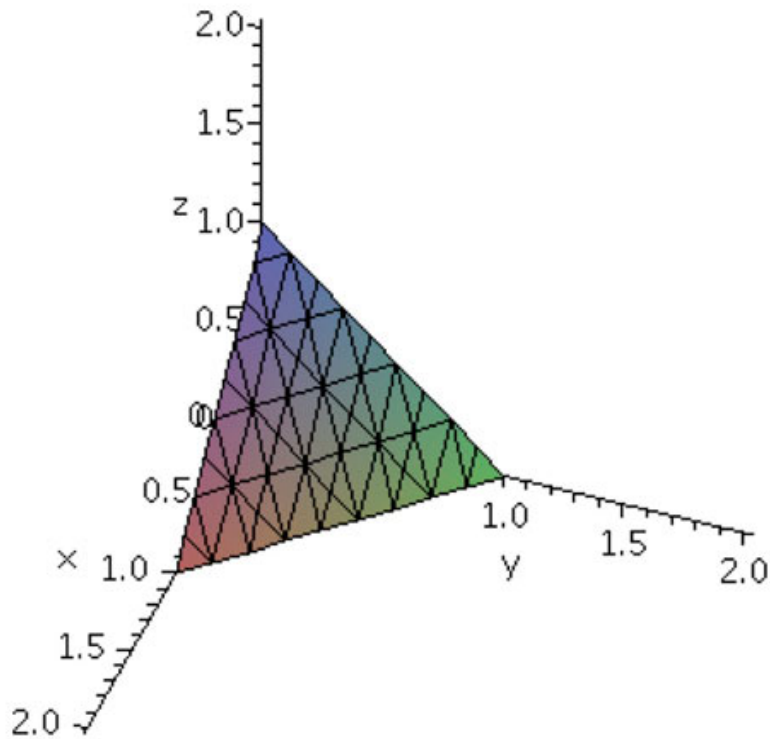
Surface area of a graph defined in terms of (x, y)

For the special case of the surface $z = f(x, y)$, $u \rightarrow x$, $v \rightarrow y$, such that (x, y) is in the domain D , the surface area can be written (see *below) :

$$S = \iint_D \sqrt{1 + \left(\frac{\partial z}{\partial x}\right)^2 + \left(\frac{\partial z}{\partial y}\right)^2} dA \quad (9)$$

Example

Area of the surface
shown of the plane:
 $z = 1 - x - y$



$$\begin{aligned} S &= \iint_D \sqrt{1 + \left(\frac{\partial z}{\partial x}\right)^2 + \left(\frac{\partial z}{\partial y}\right)^2} dA \\ &= \iint_D \sqrt{1 + (-1)^2 + (-1)^2} dA = \iint_D \sqrt{3} dA \\ &= \sqrt{3} \iint_D dA = \sqrt{3} A_D = \sqrt{3} * (1 * 1) / 2 = \sqrt{3} / 2 \end{aligned} \quad (10)$$

Check the result by using geometry to calculate the surface area...