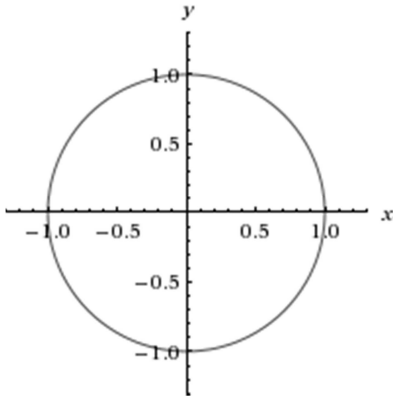
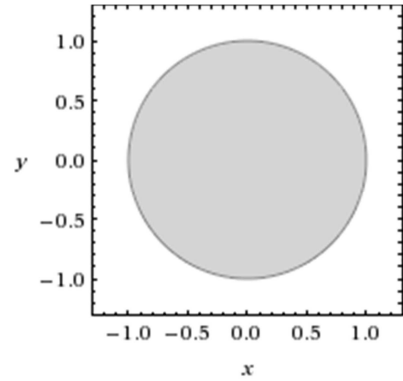


## 2-D.

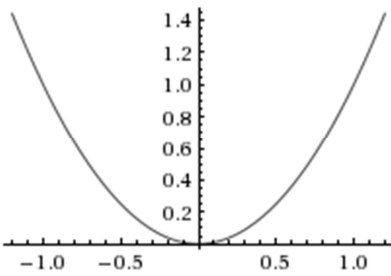
*Circunferencia:*  $(x - x_0)^2 + (y - y_0)^2 = k$



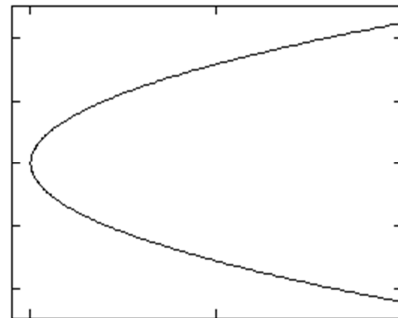
*Circulo:*  $(x - x_0)^2 + (y - y_0)^2 \leq k$



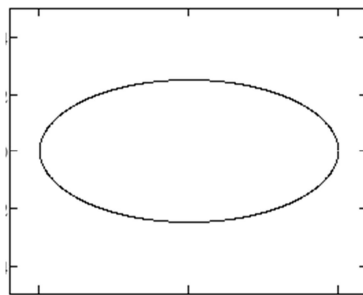
*Parábola:*  $y - y_0 = (x - x_0)^2$



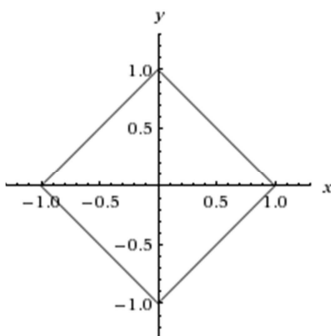
$x - x_0 = (y - y_0)^2$



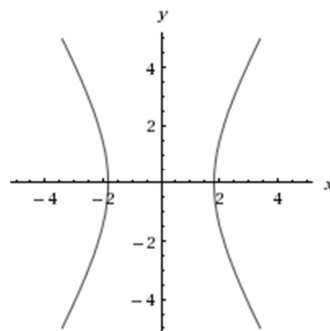
*Elipse:*  $a(x - x_0)^2 + b(y - y_0)^2 = k$  ,  $a \neq b$   $a, b > 0$



*Rombo:*  $|x - x_0| + |y - y_0| = k$



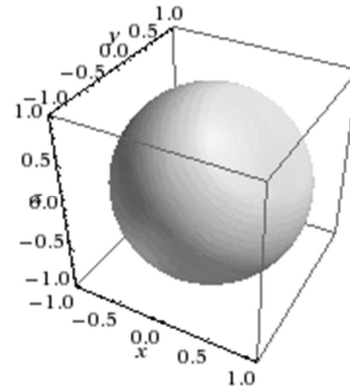
*Hipérbola:*  $a(x - x_0)^2 - b(y - y_0)^2 = k$



### 3-D.

Esfera, hueca:  $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = a$

Esfera, maciza:  $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 \leq a$

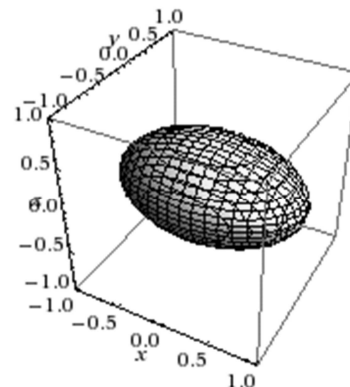
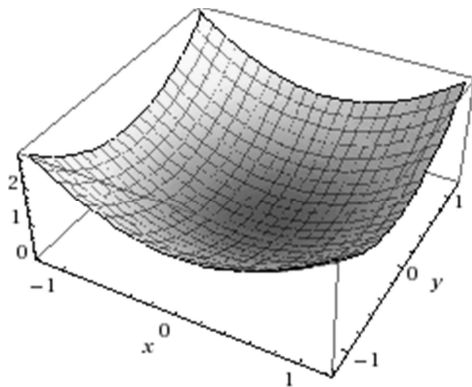


Paraboloide. (De sección CIRCULAR)

$$z = x^2 + y^2 ; \quad x = z^2 + y^2 ; \quad y = x^2 + z^2$$

Elipsoide.

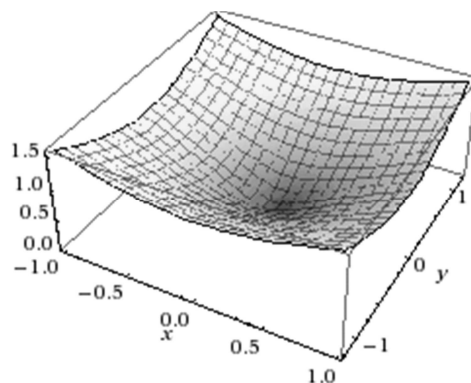
$$a(x - x_0)^2 + b(y - y_0)^2 + c(z - z_0)^2 = k$$



Cono.

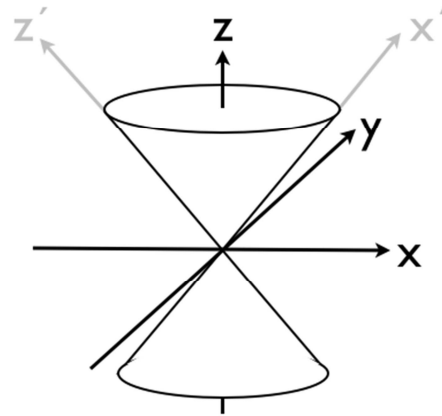
Básico:

$$z - z_0 = \sqrt{(x - x_0)^2 + (y - y_0)^2} ; \quad y - y_0 = \sqrt{(x - x_0)^2 + (z - z_0)^2} ; \quad x - x_0 = \sqrt{(y - y_0)^2 + (z - z_0)^2}$$



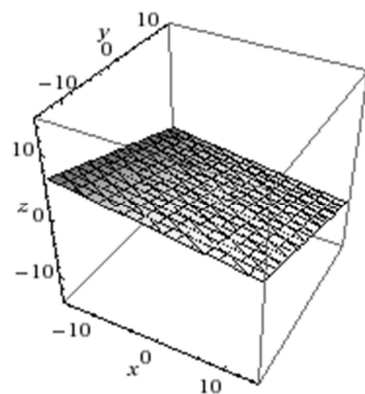
Ambos lado:

$$(z - z_0)^2 = (x - x_0)^2 + (y - y_0)^2$$



*Plano.*

$$Ax + By + Cz + D = 0$$



*Cilindro*

$$(x - x_0)^2 + (y - y_0)^2 = a ; (x - x_0)^2 + (z - z_0)^2 = a ; (y - y_0)^2 + (z - z_0)^2 = a$$

