

# GeoGebra3D

3.7.2014

TIME 2014

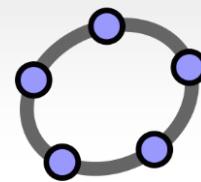
Andreas Lindner



Österreichisches  
GeoGebra Institut

MathemaTech

# GeoGebra3D



**School of Education, Linz**  
(Pädagogische Hochschule OÖ, Linz)



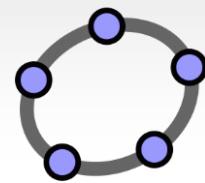
**Center for Mathematic Didactics, University Linz**



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# GeoGebra3D



**School of Education, Linz**  
(Pädagogische Hochschule OÖ, Linz)

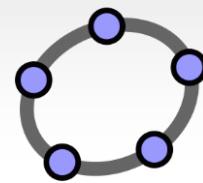


**Center for Mathematic Didactics, University Linz**



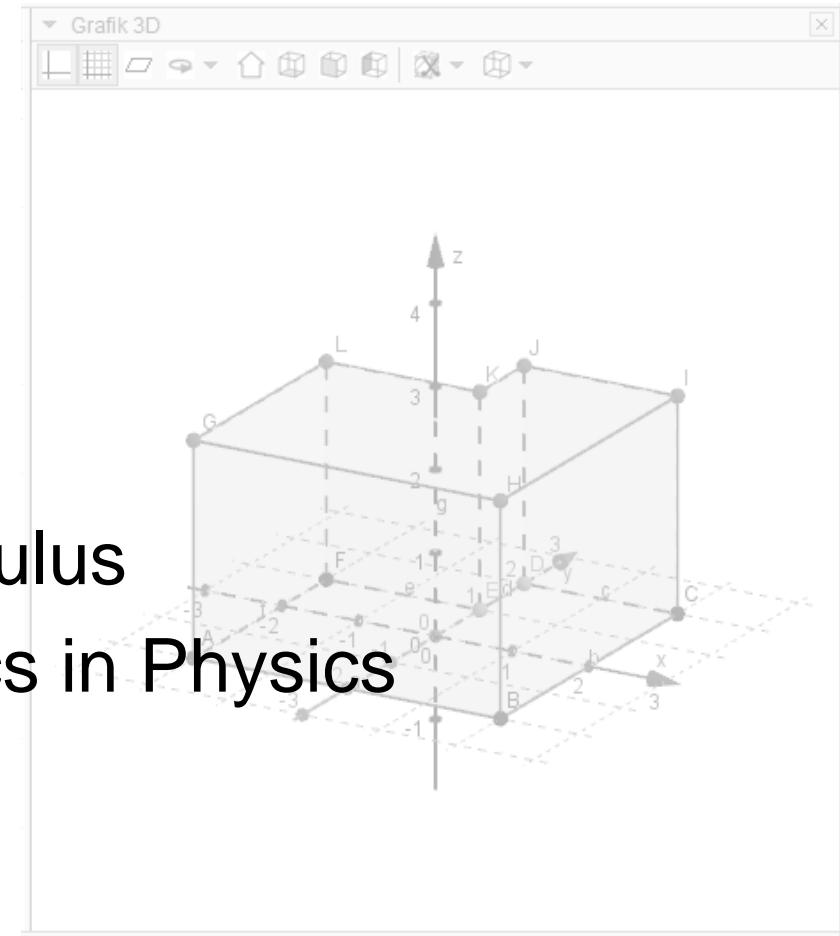
Österreichisches  
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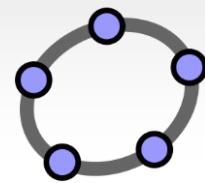
MathemaTech



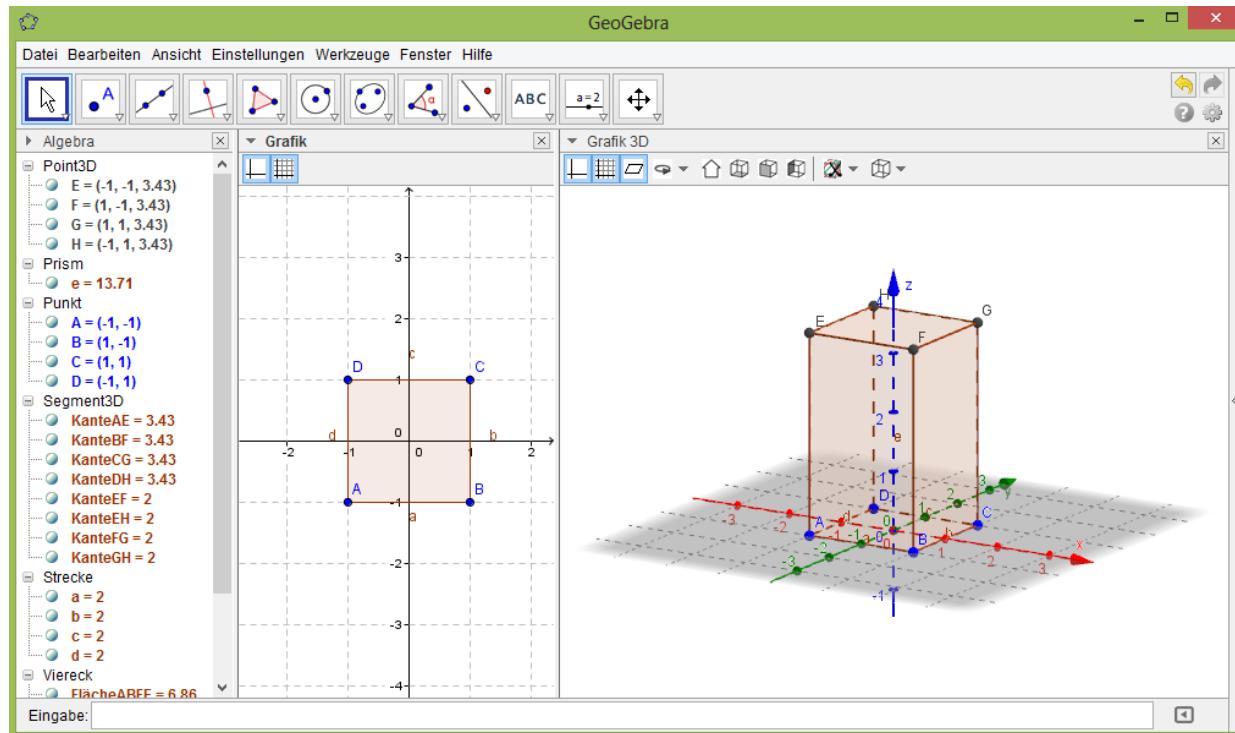
# GeoGebra3D

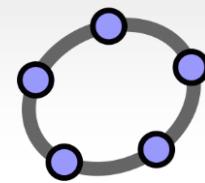
- Introduction
- Geometry
- Calculus (Analysis)
- Geometry and Calculus
- Applied Mathematics in Physics





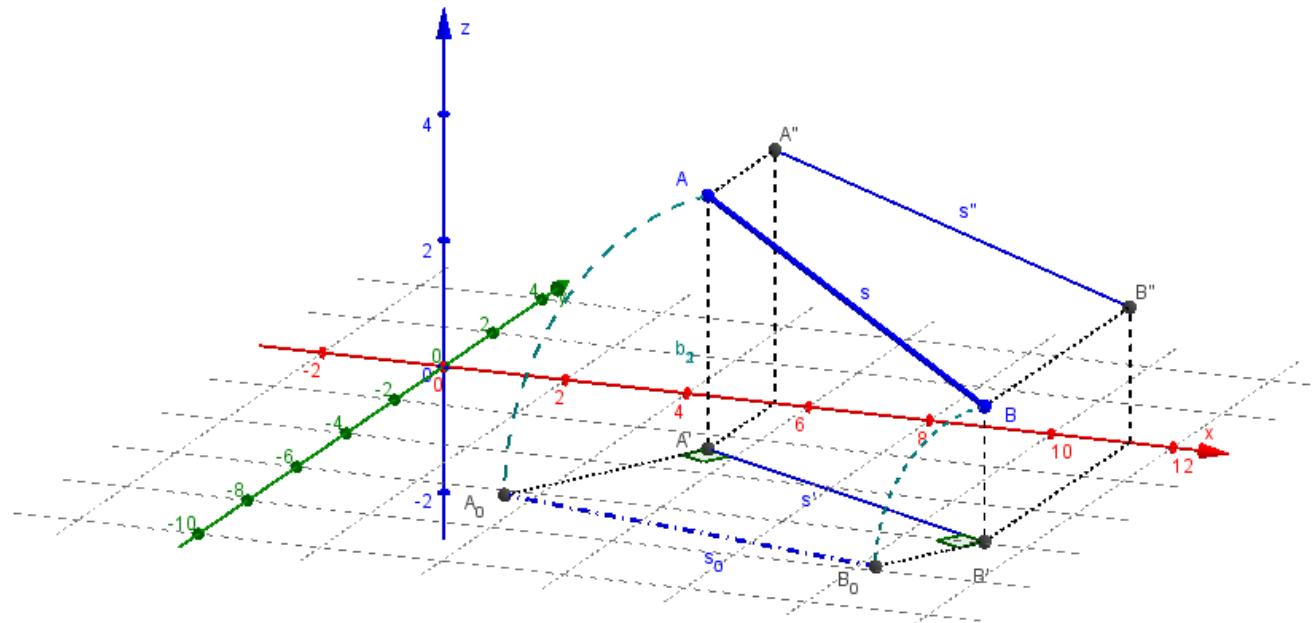
## Introduction - The Software

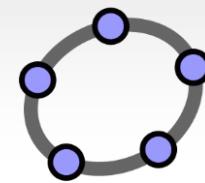




## Geometry 1

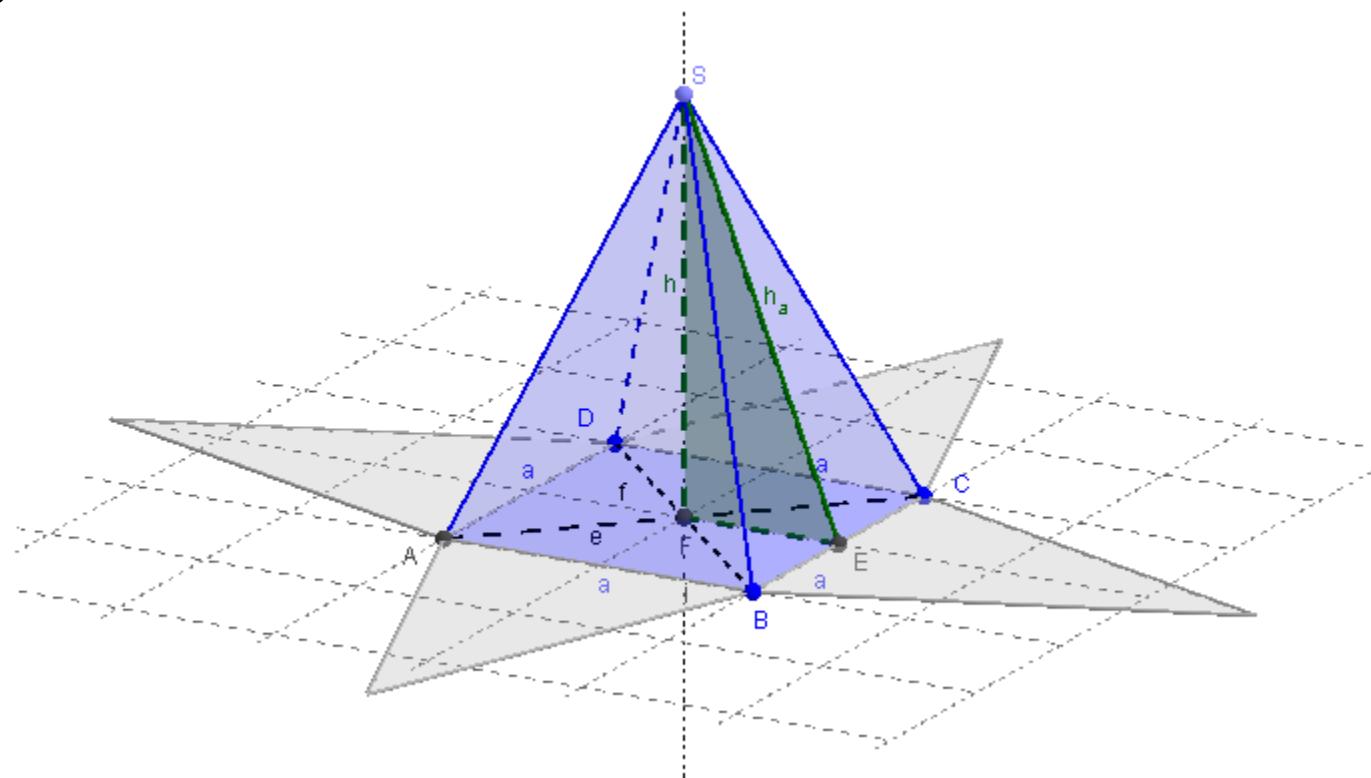
### True Length of a Line Segment

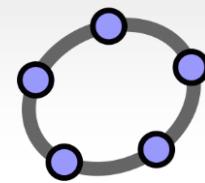




## Geometry 1

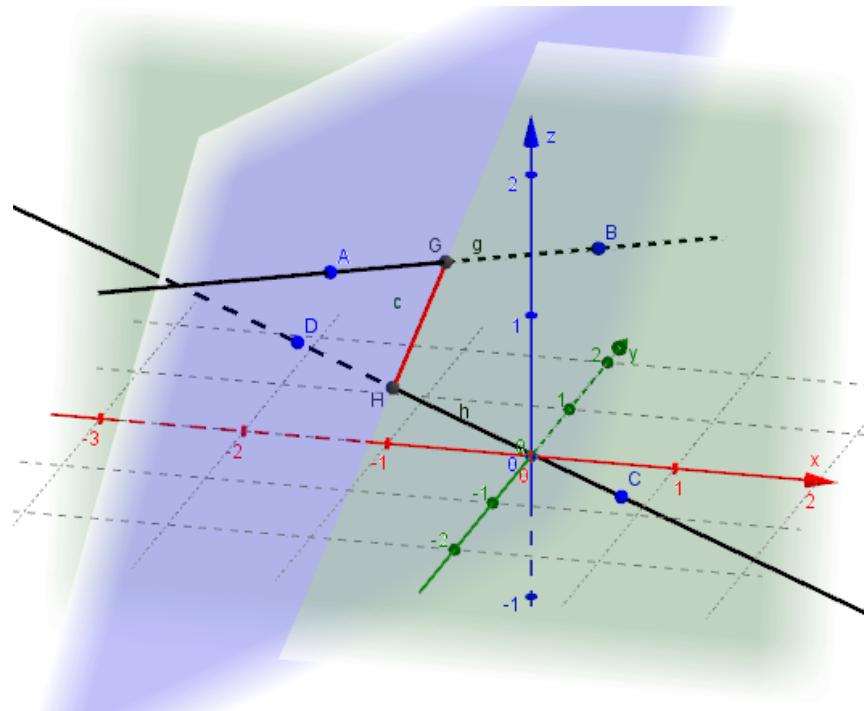
### Pyramid and Net

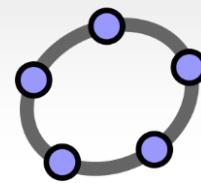




## Geometry 2

### Minimal Distance of two Skew Lines





## Geometry 3

### Analytic Geometry: Pyramid

Dreieck

- $\text{FlächeABS}_2 = 70.15$
- $\text{FlächeADS}_2 = 70.15$
- $\text{FlächeBCS}_2 = 70.15$
- $\text{FlächeCDS}_2 = 70.15$

Line3D

- $t: X = (2, -3, 5) + \lambda(1, 8, 4)$
- $g: X = (6, -2, 1) + \lambda(2, -1, 0)$

Plane3D

- $c: 2x + y - 4z = 12$

Point3D

- $A = (6, 1, 12)$
- $AB = (-12, -3, -3)$
- $B = (6, -2, 9)$
- $BC = (-4, -5, 11)$
- $C = (-2, -7, 2)$
- $D = (10, -4, 1)$
- $F = (2, -3, 5)$
- $P = (6, -2, 1)$
- $Q = (8, -3, 1)$
- $S_1 = (1, 5, 1)$
- $S_2 = (3, -11, 9)$

Pyramid

- $e = 486$

Segment3D

- $\text{KanteAS}_2 = 12.73$
- $\text{KanteBS}_2 = 12.73$
- $\text{KanteCS}_2 = 12.73$
- $\text{KanteDS}_2 = 12.73$

Vector3D

- $n = \begin{pmatrix} -18 \\ 144 \\ -72 \end{pmatrix}$

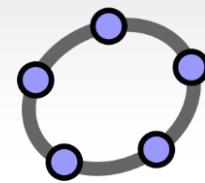
Viereck

- $\text{Viereck1} = 162$

T

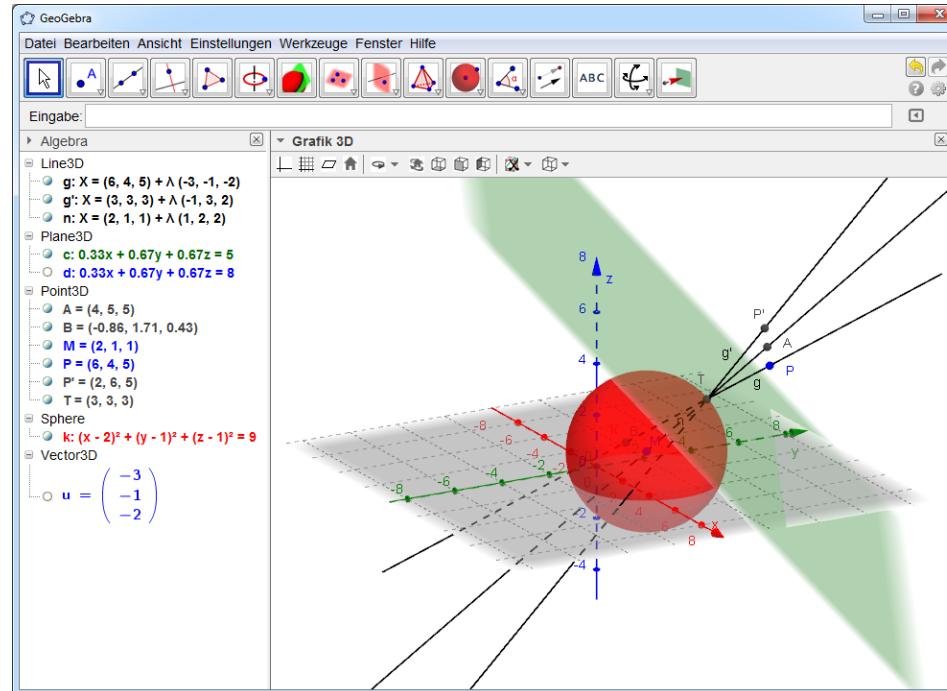
|    |   |
|----|---|
| 1  | a)  |
| 2  | $AB = B - A$<br>→ $AB := (-12, -3, -3)$                           |
| 3  | $BC = C - B$<br>→ $BC := (4, -5, -11)$                            |
| 4  |   |
| 5  | $Länge[BC]$<br>→ $Länge: 9\sqrt{2}$                               |
| 6  | $\text{Skalarprodukt}[AB, BC]$<br>→ Skalarprodukt: 0              |
| 7  | Beide Seiten sind gleich lang und schließen eine                  |
| 8  | b)  |
| 9  | $F = (A+C)/2$<br>→ $F := (2, -3, 5)$                              |
| 10 | $n = \text{Kreuzprodukt}[-AB, BC]$<br>→ $n := (-18, 144, -72)$    |
| 11 | $S_1 = F + 9 \text{ Einheitsvektor}[n]$<br>→ $S_1 := (1, 5, 1)$   |
| 12 | $S_2 = F - 9 \text{ Einheitsvektor}[n]$<br>→ $S_2 := (3, -11, 9)$ |

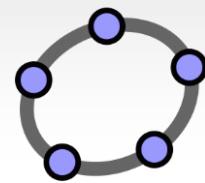




## Geometry 4

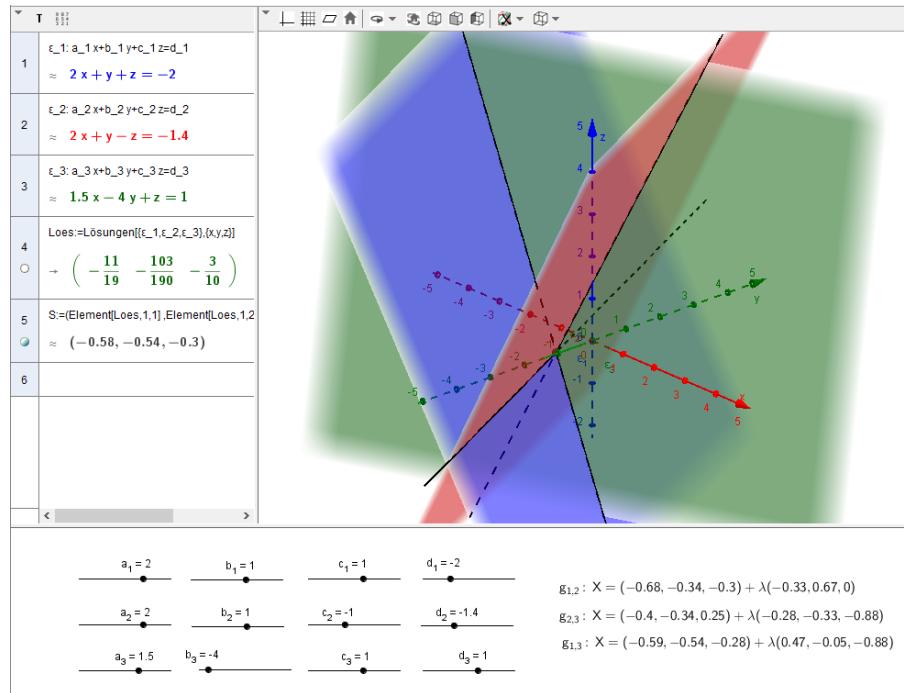
### Analytic Geometry: Reflexion of a Ray

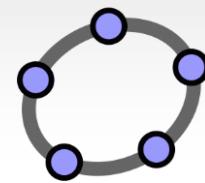




## Geometry 5

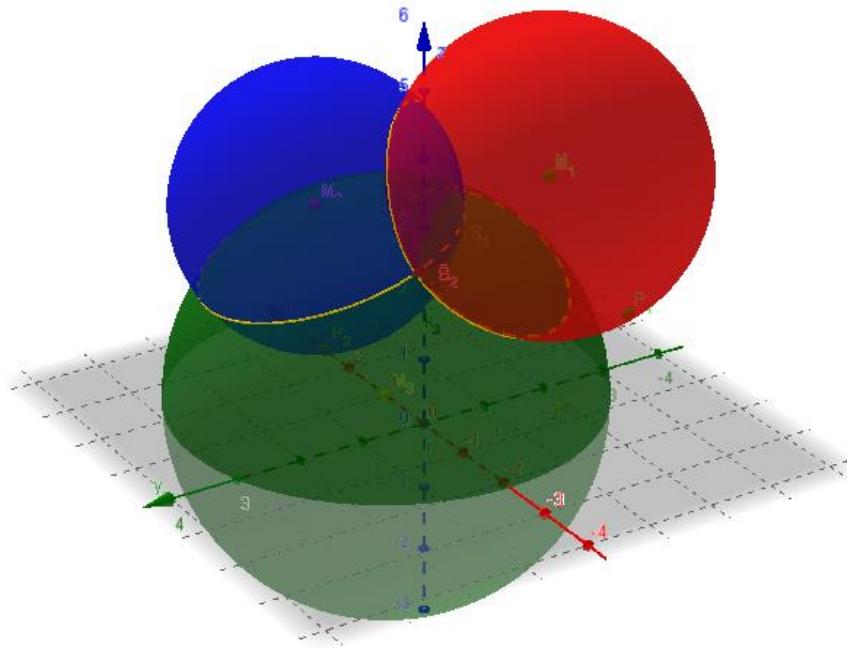
### Analytic Geometry: Intersection of 3 Planes

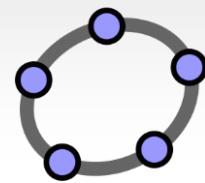




## Geometry 6

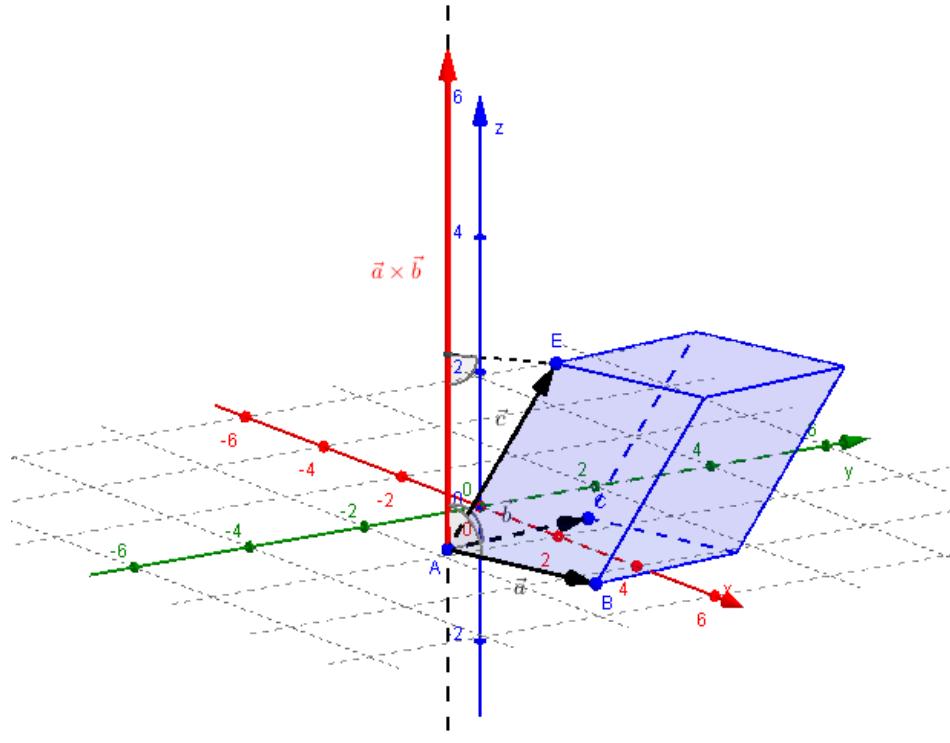
Analytic Geometry: Intersection of 3 Spheres

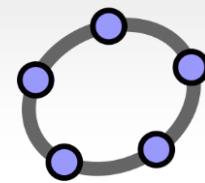




## Geometry 7

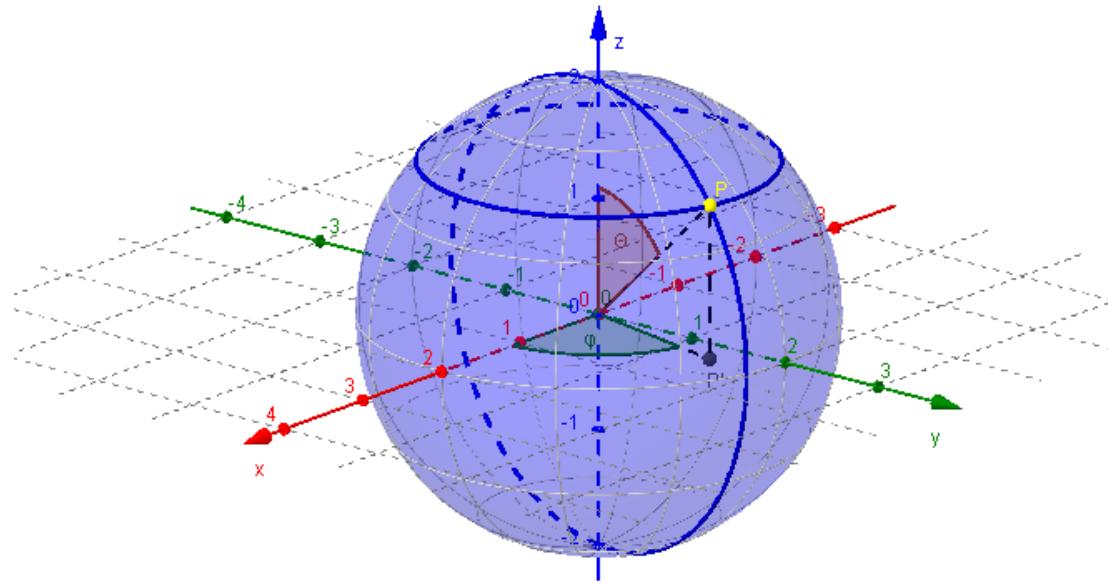
### Analytic Geometry: Parallelepiped

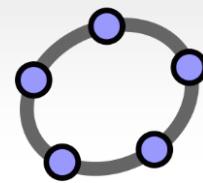




## Geometry 8

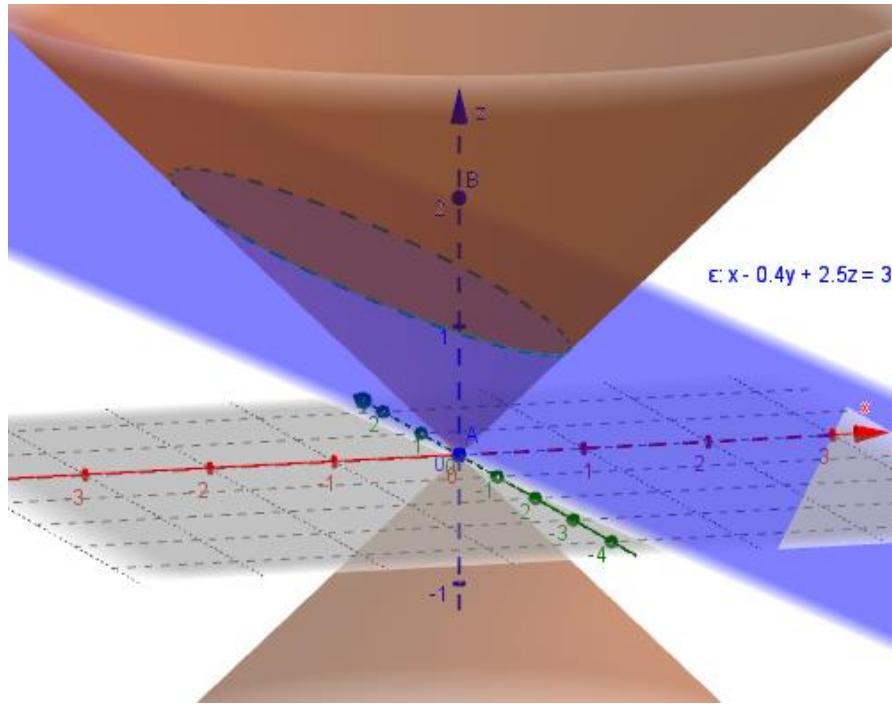
### Spherical Coordinates

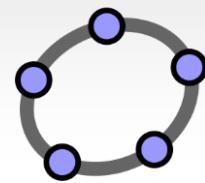




## Geometry 9

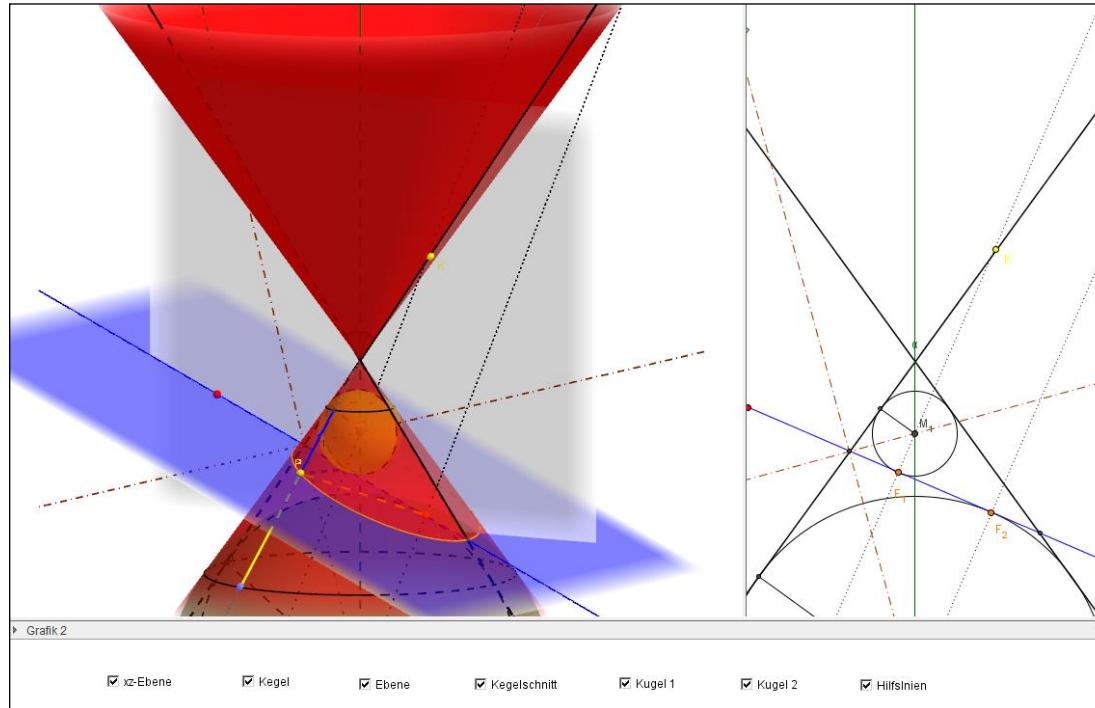
### Conics: Plane and Cone

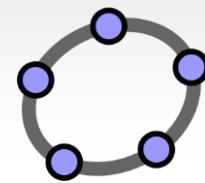




## Geometry 10

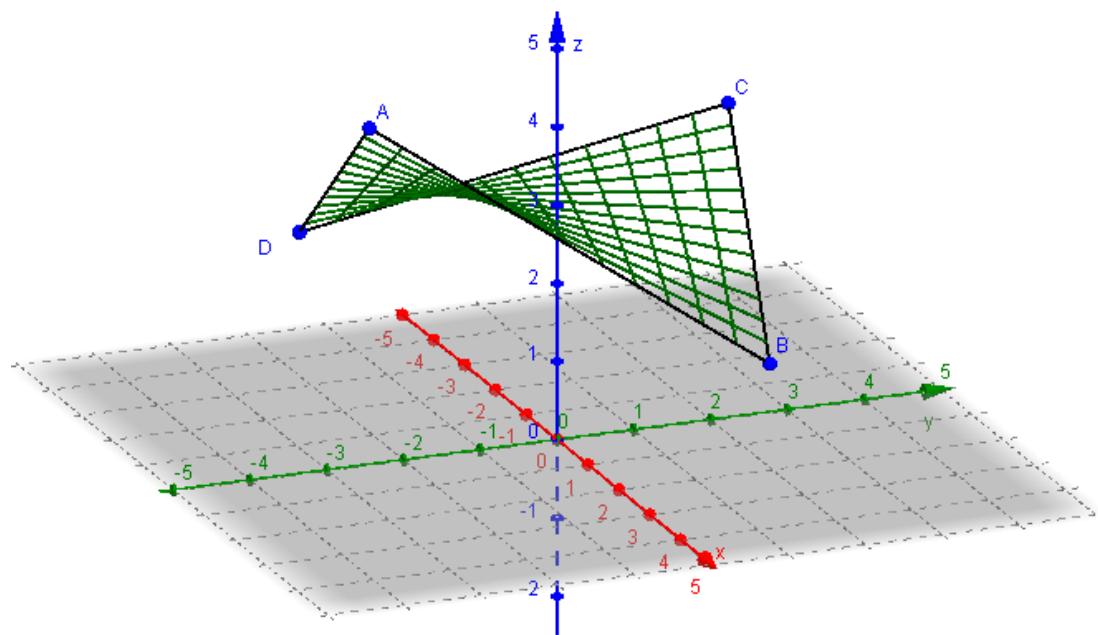
### Dandelin's Spheres

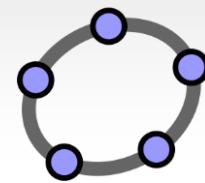




## Geometry 11

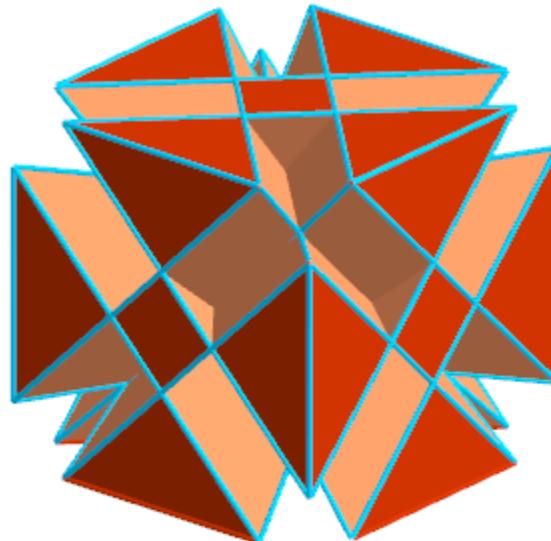
### Surface

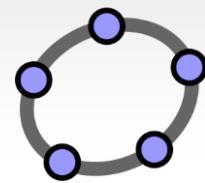




## Geometry 12

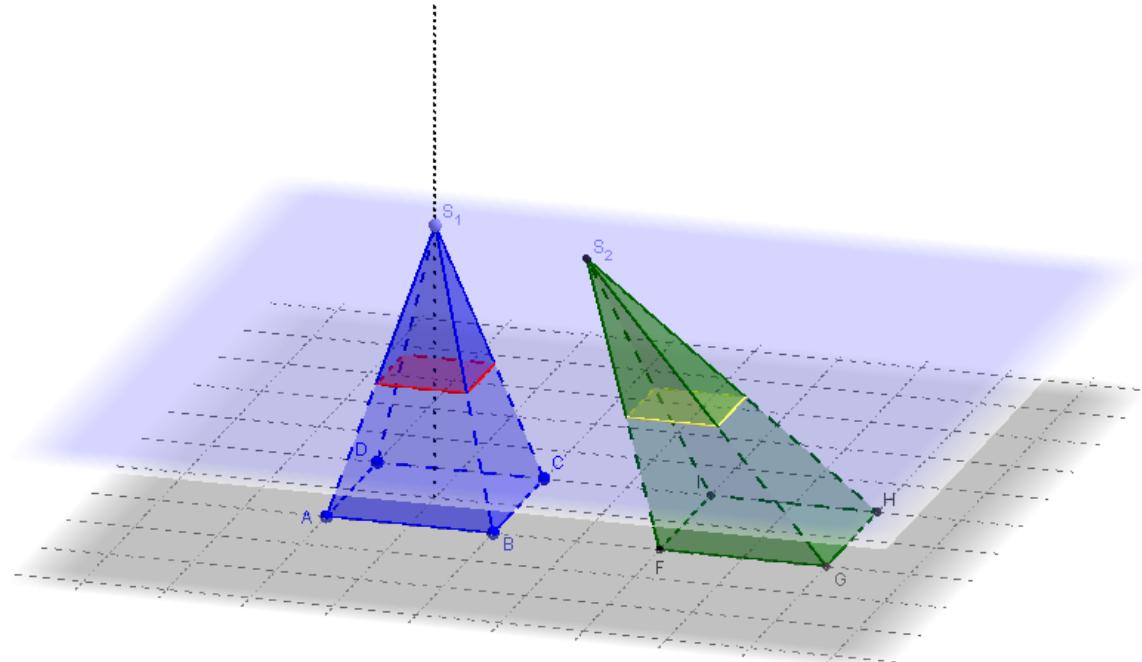
Some more Geometry: Mariagami

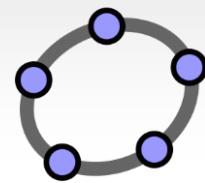




## Calculus 1

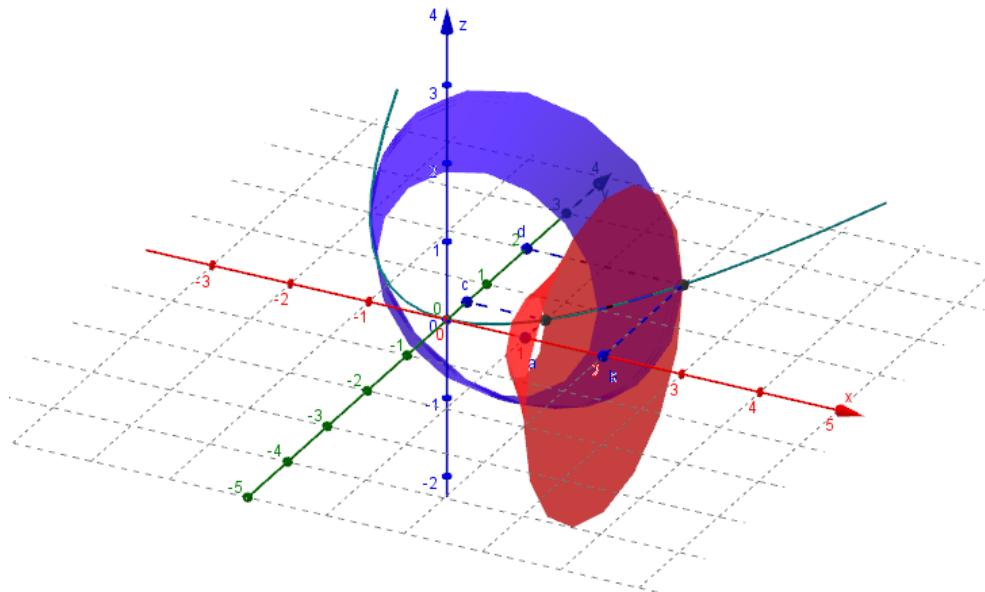
### Principle of Cavalieri

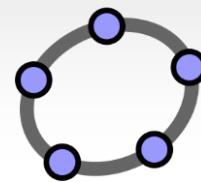




## Calculus 2

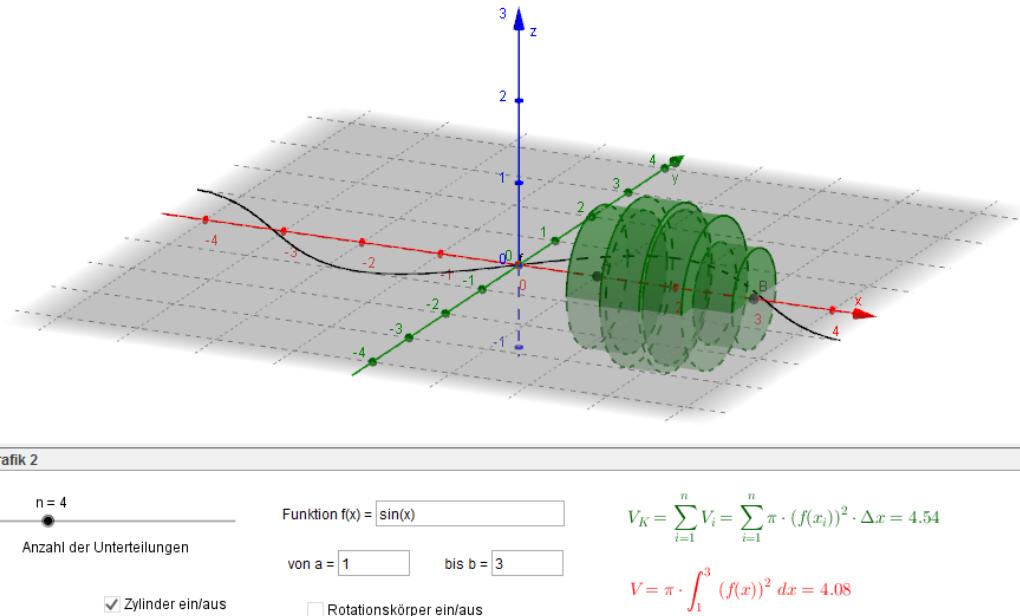
### Solids of Revolution

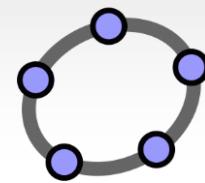




## Calculus 3a

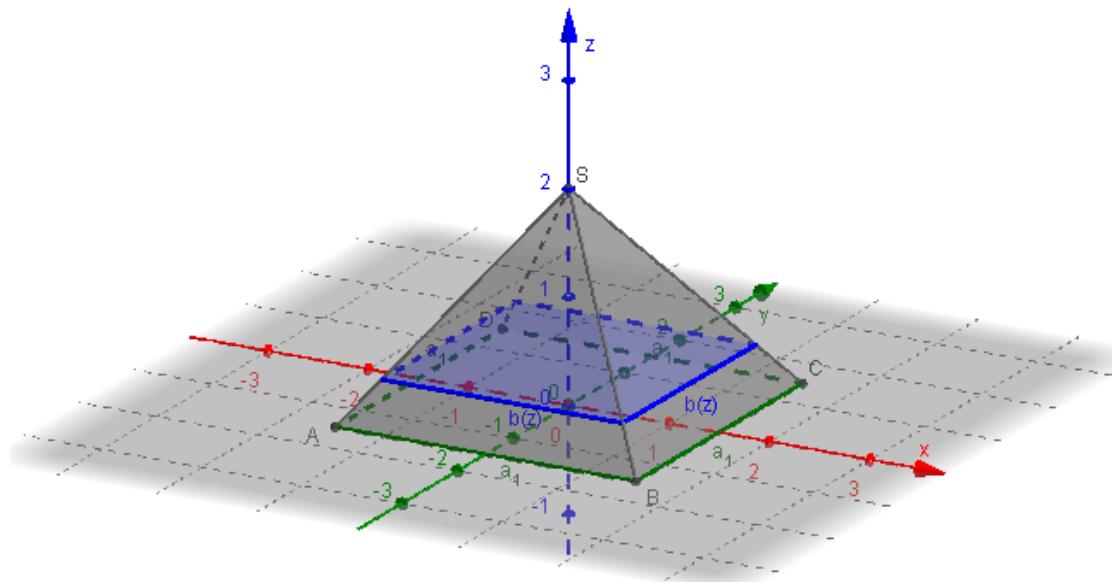
### Calculation of Volumes

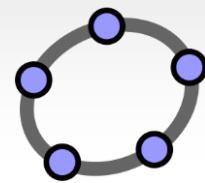




## Calculus 3b

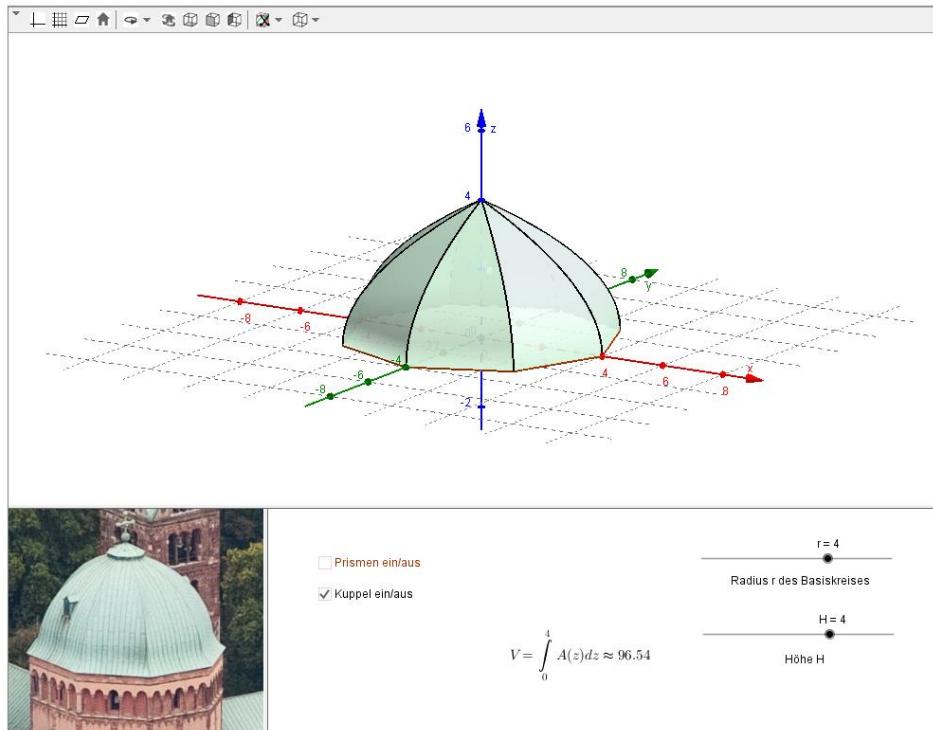
### Calculation of Volumes

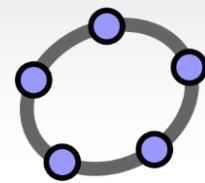




## Calculus 3c

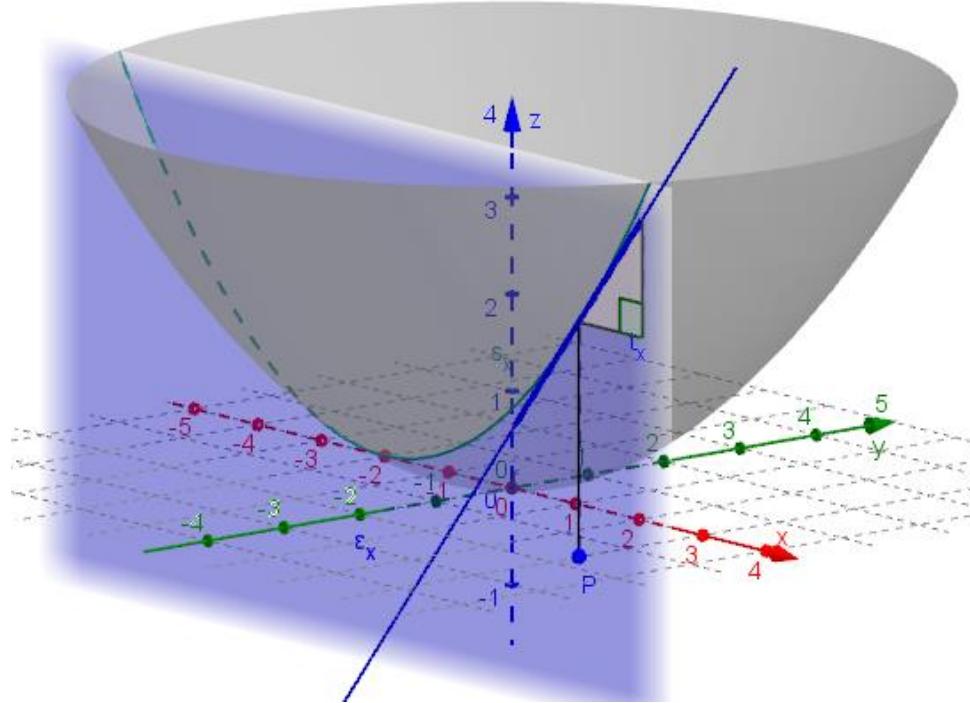
### Calculation of Volumes

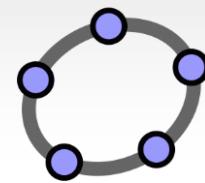




## Calculus 4

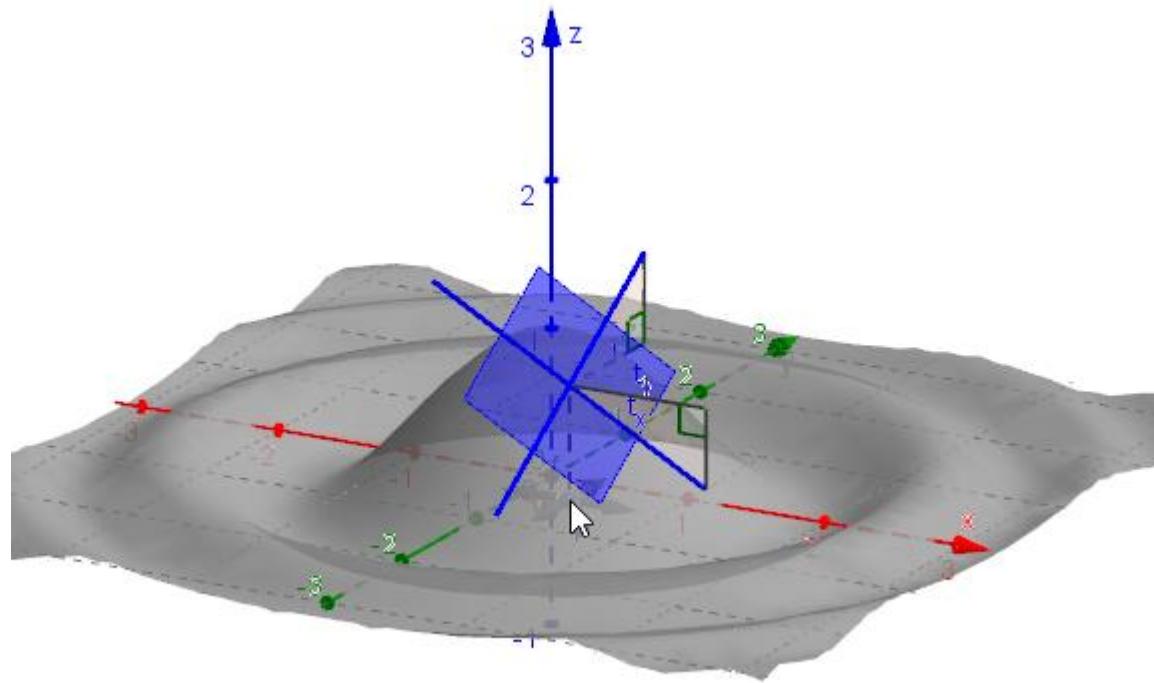
### Tangents of an Area

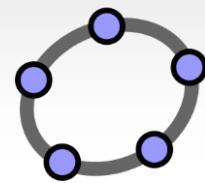




## Calculus 5

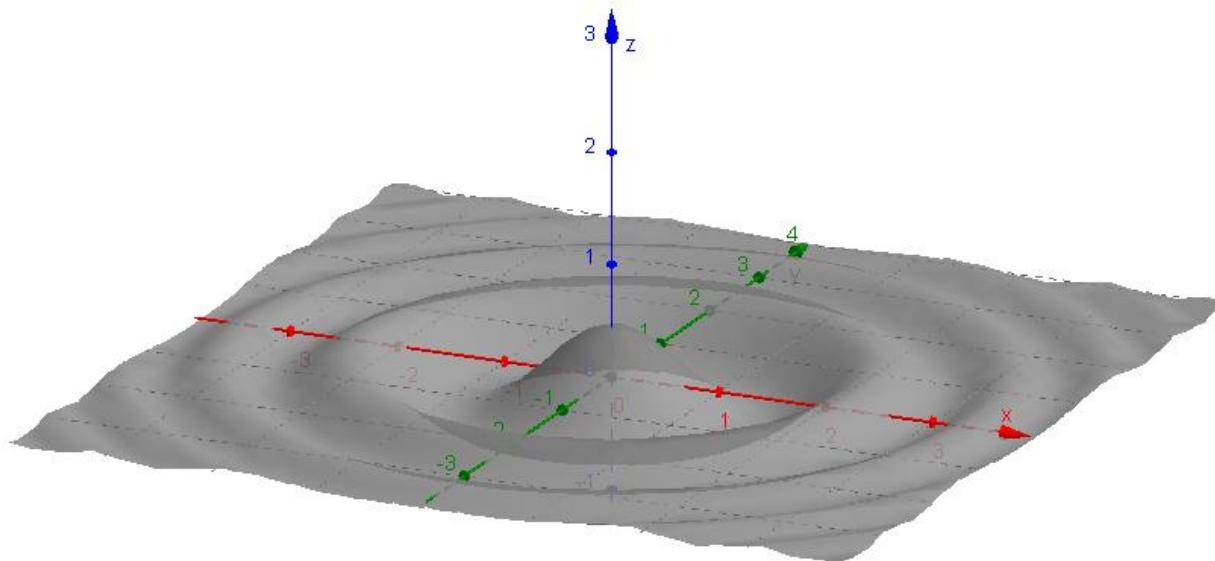
### Tangent Plane of an Area

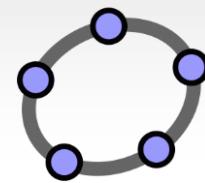




## Calculus 6

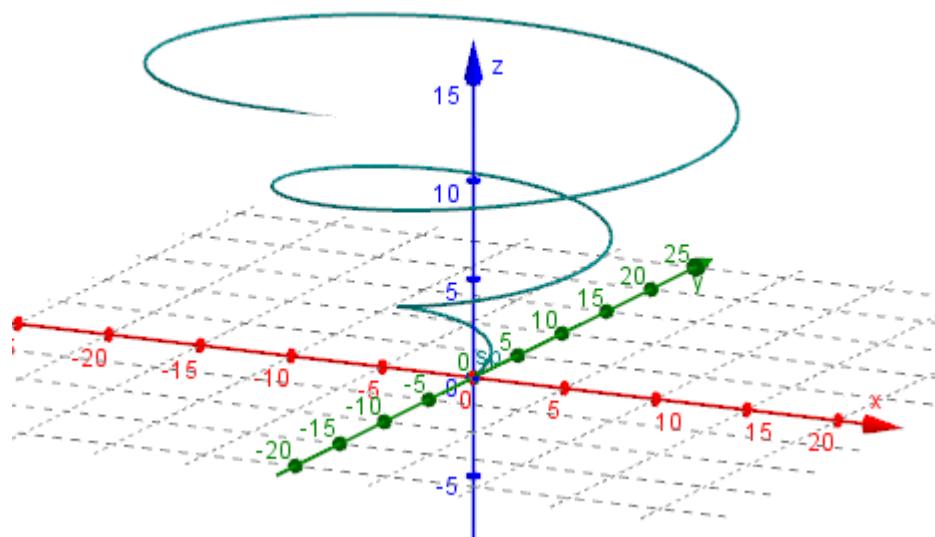
### Surface in Motion

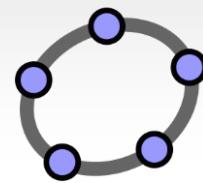




## Calculus 7

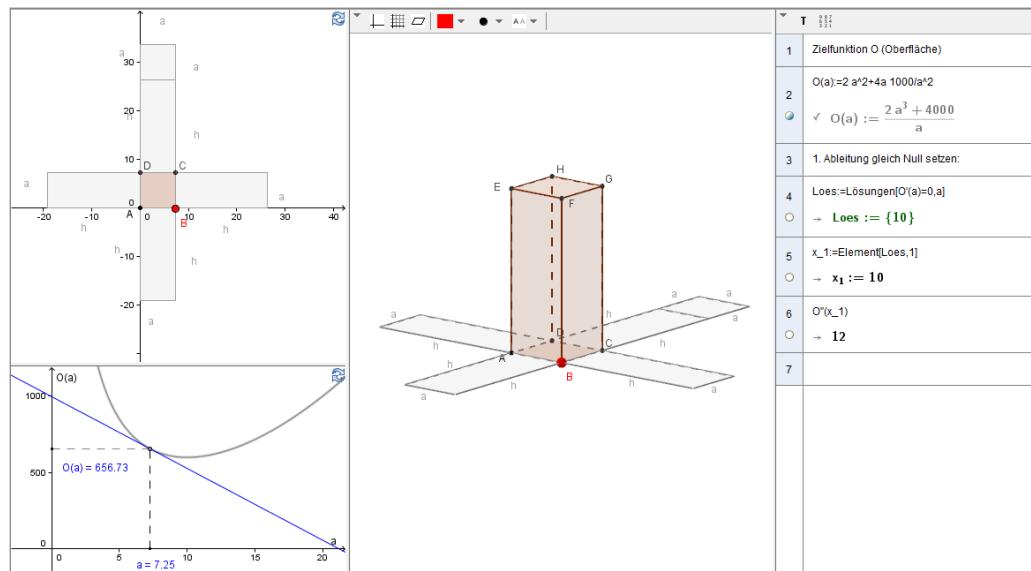
### Spiral Curve

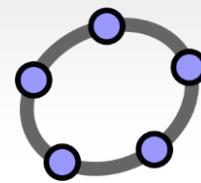




# Geometry and Calculus 1

Optimization: Minimal Surface of a Cuboid (Prism)  
(2D-View, 3D-View and CAS)

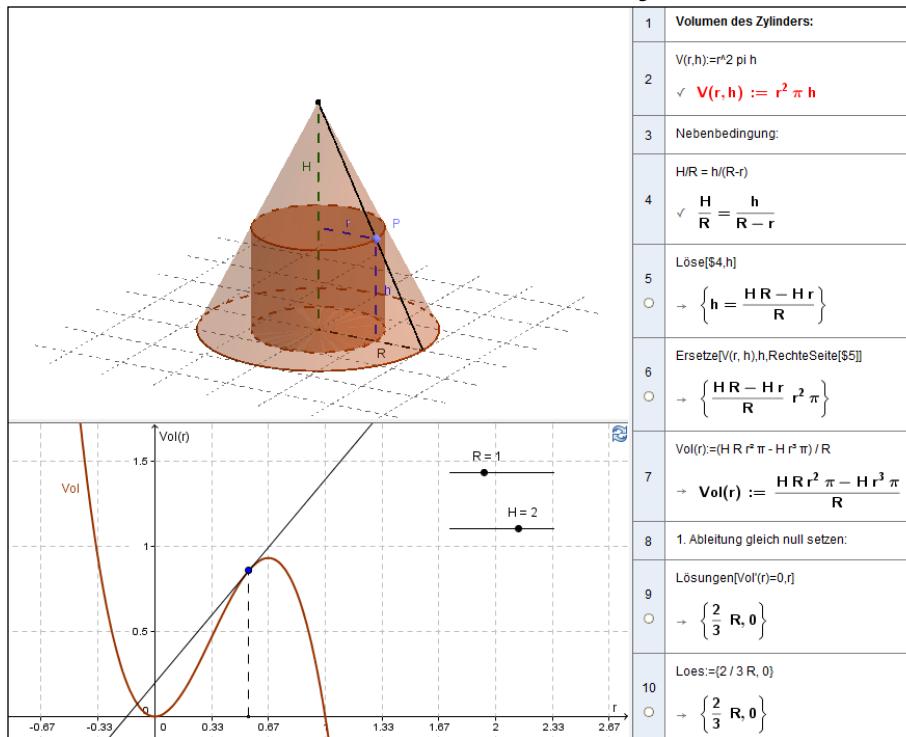


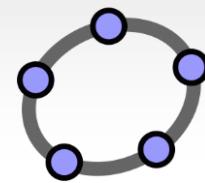


## Geometry and Calculus 2a

### Optimization: Maximal Volume of a Cylinder

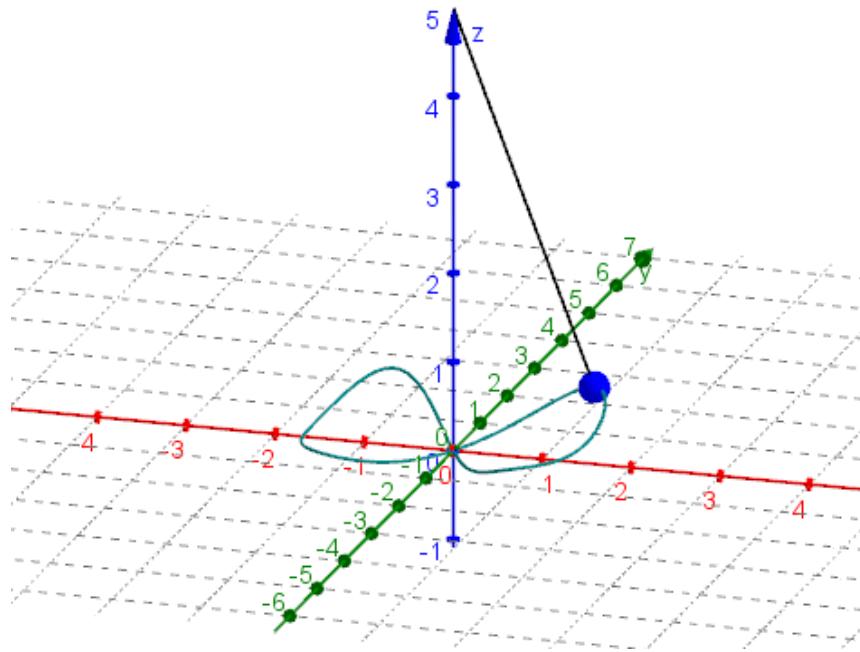
- 2D-View
- 3D-View
- CAS

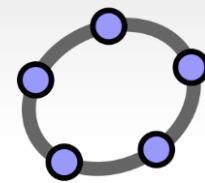




## Applied Mathematics in Physics 1

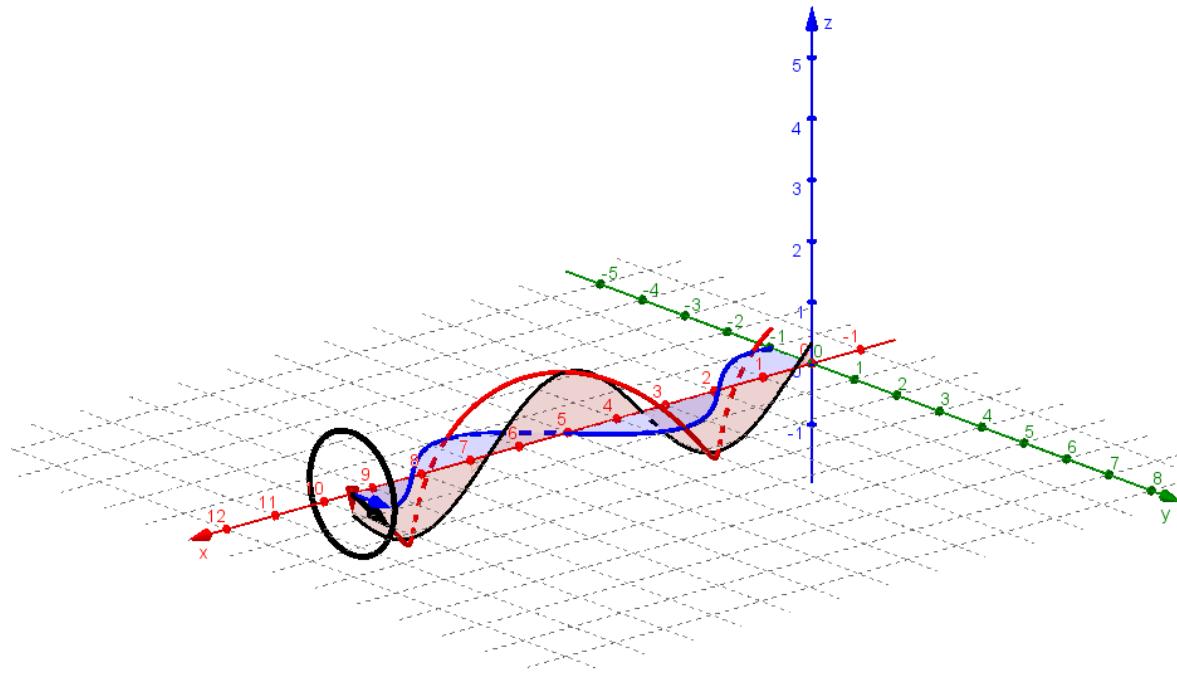
### Pendulum and Lissajous-Figures

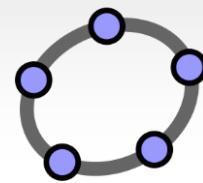




## Applied Mathematics in Physics 2

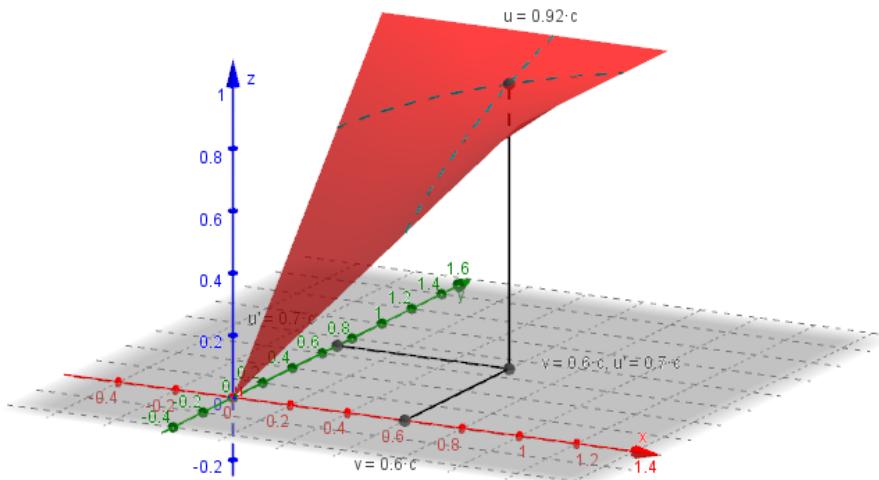
### Circular Polarized Waves





## Applied Mathematics in Physics 3

### Theory of Relativity: Addition of Velocities



Grafik 2

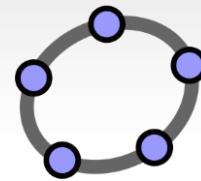
$$u = \frac{v + u'}{1 + \frac{v \cdot u'}{c^2}} = 0.92 \cdot c$$

$v = 0.6 \cdot c$   
Geschwindigkeit  $v$

$u' = 0.7 \cdot c$   
Geschwindigkeit  $u'$



# GeoGebra3D



- GeoGebra [www.geogebra.org](http://www.geogebra.org)
- GeoGebraTube [tube.geogebra.org](http://tube.geogebra.org)
- Austrian GeoGebra Institute [www.geogebra.at](http://www.geogebra.at)
- Contact: Andreas Lindner [andreas.lindner@ph-ooe.at](mailto:andreas.lindner@ph-ooe.at)



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