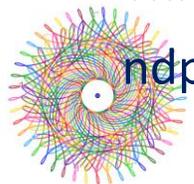


3D space trajectories and beyond: abstract art creation with 3D printing

Thierry Dana-Picard - Mathias Tejera – Eva Ulbrich

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ADG 2023
14th International Conference
on Automated Deduction
in Geometry
Belgrade, Serbia
September 20-22, 2023

Motivations



Newspapers and TV news are full of reports about launching satellites to space **orbiting objects in space** from for example the International Space Station (ISS), the Chinese space **station**.

Projects such as Mars exploration and the Artemis project aim to establish a permanent human presence on the moon.

In August 2020, for instance, three spacecrafts have been launched towards Mars and NASA enables the public to register for sending their names on a probe, which will launch in 2024 and will arrive at Encelade, an icy moon of Jupiter, in 2030.

With such an ubiquitous topic, interest in students is raised and some ask a lot of questions.

Some of them ask about spacecrafts, many of them wish to understand the trajectories.

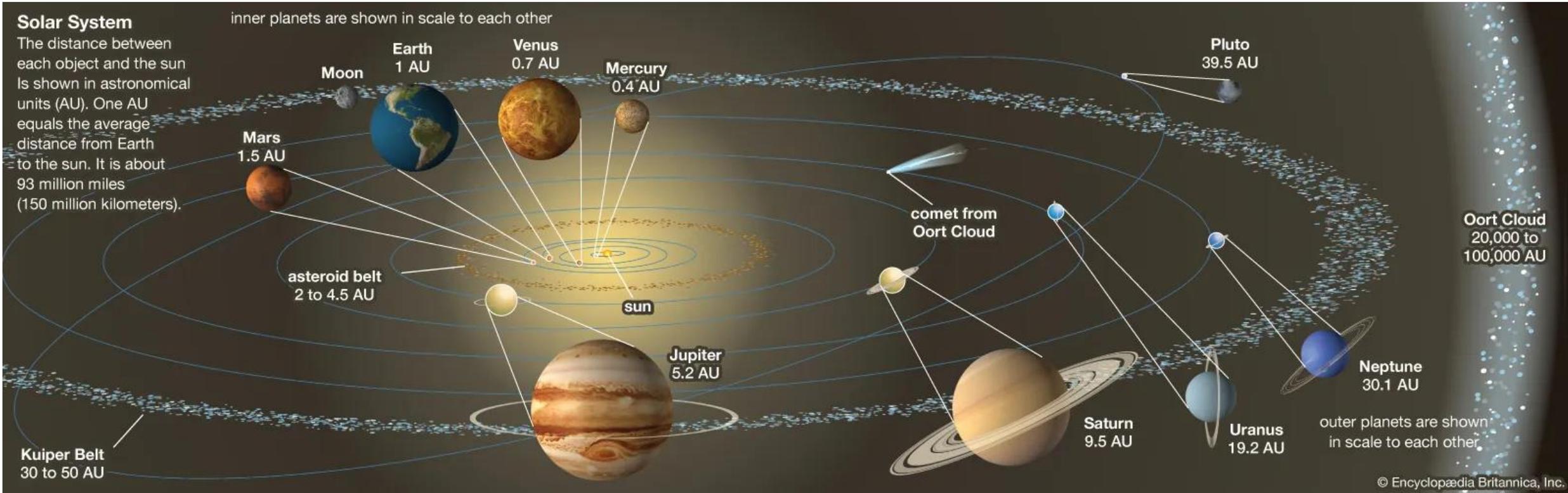
S T E A M
Science Technology Engineering Arts Mathematics



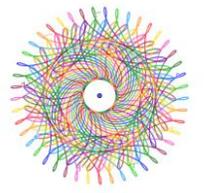
The Solar System



For some incitations to astronomy and related topics, refer also e.g. to Lila Korinova's talk earlier today (using AR and smartphones)



**Because of the wide range of orbits' radii, it is impossible to represent all the system respecting the true proportions.
In what follows, we consider pairs of neighboring planets.**

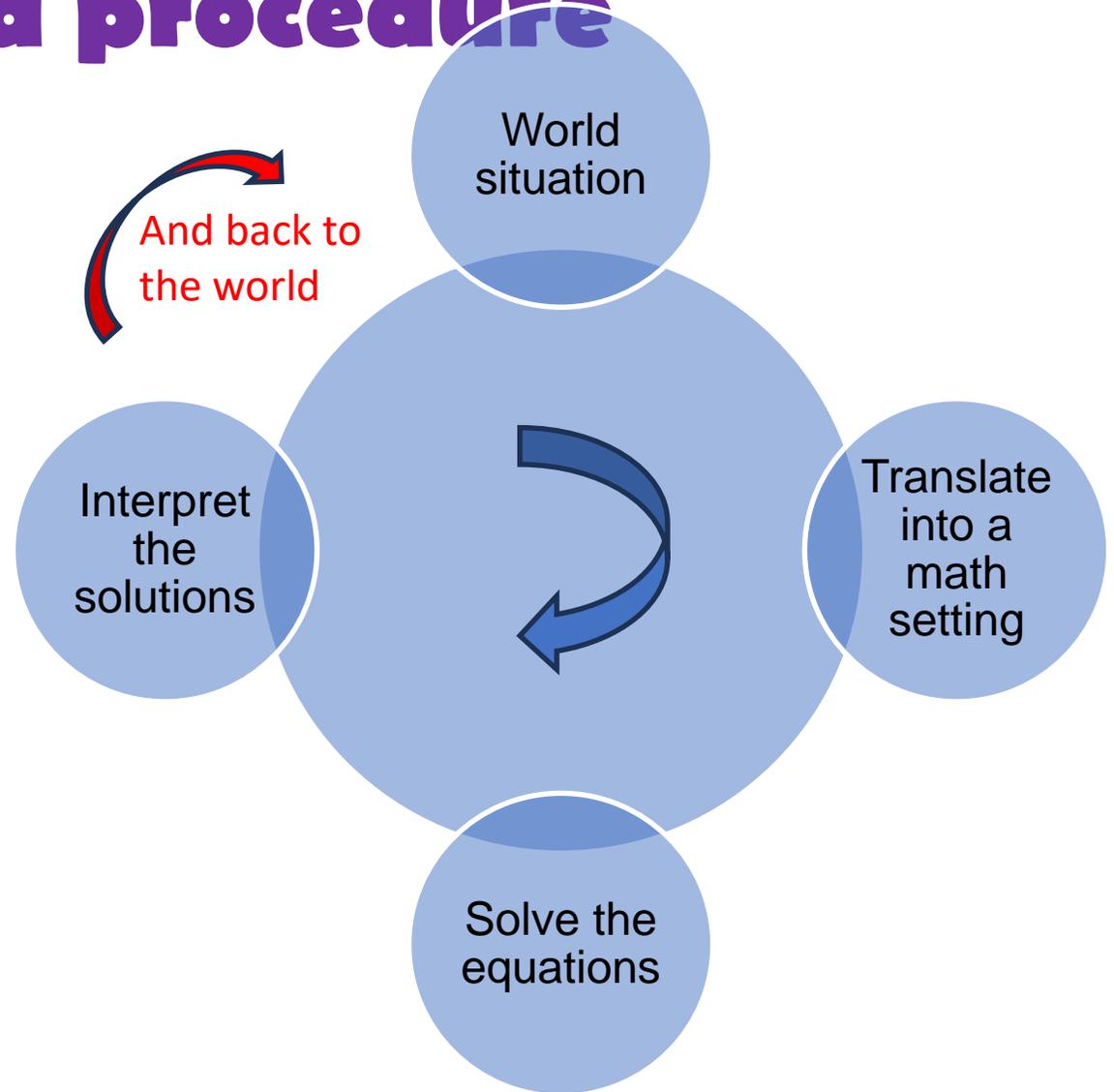


Modelling: standard procedure

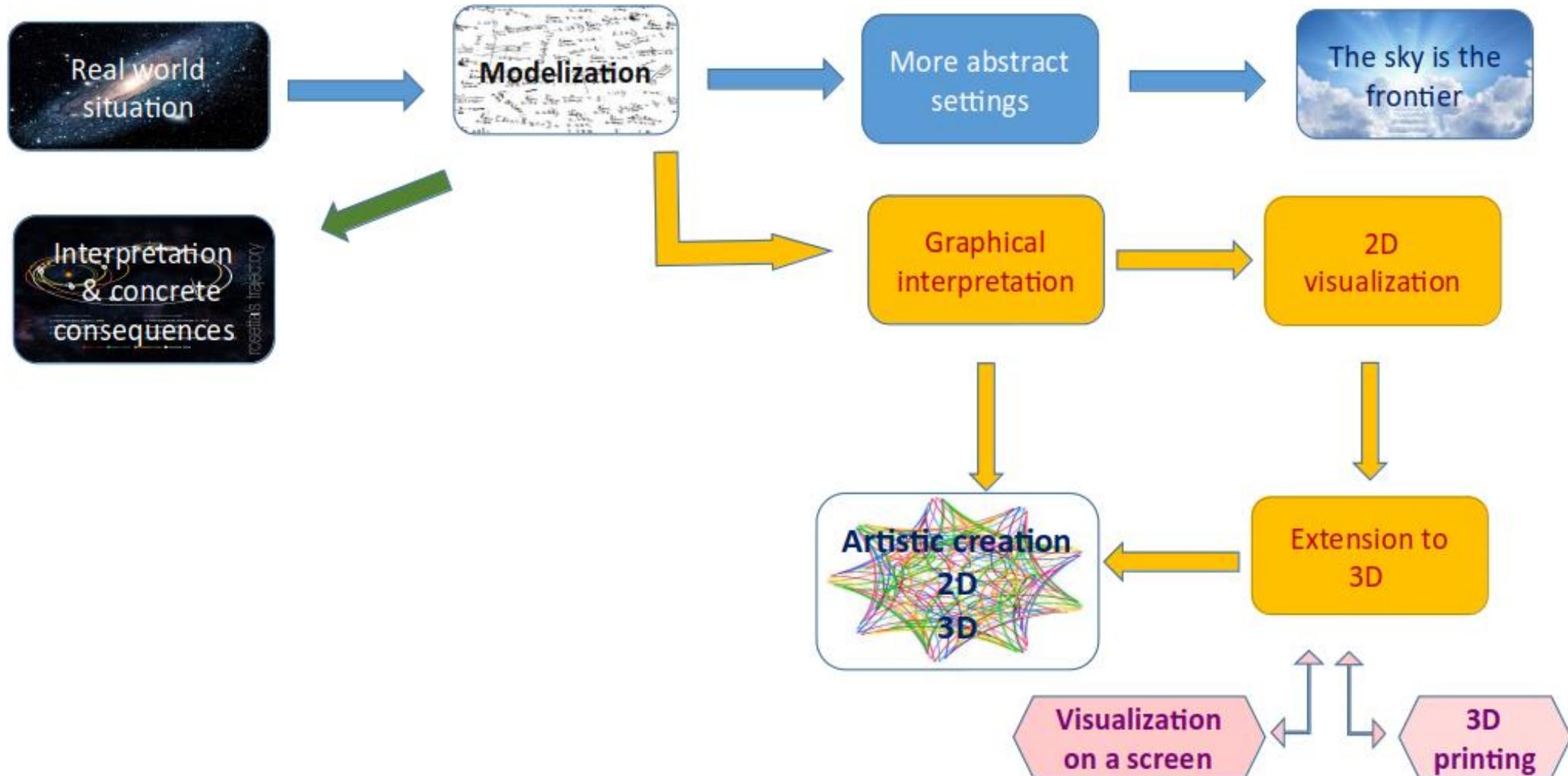
Mathematical modelling is characterized through its interplay of reality and mathematics. It offers a way to integrate references to reality into the classroom and shows students where in everyday life their mathematical knowledge can be applied.”

The process:

- a. A real-world problem is given and analyzed.
- b. It is translated into a mathematical setting (Descartes claimed that every problem has to be transformed into a system of equations).
- c. The mathematical problem is solved.
- d. The solutions have to be interpreted and validated with respect to reality.



From modelling towards other directions



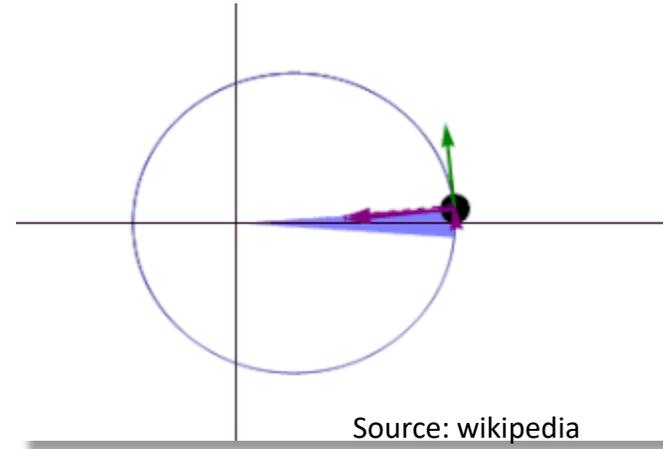
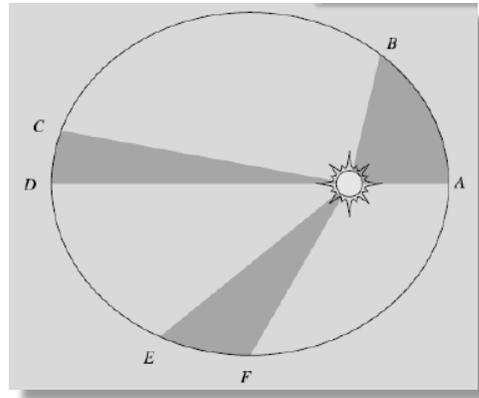
Kepler laws



We illustrate here this law

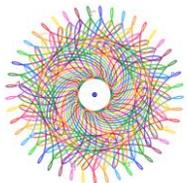


- **First law:** The orbit of every planet is an ellipse with the Sun at one of the two foci.
- **Second law:** A line joining a planet and the Sun sweeps out equal areas during equal intervals of time.

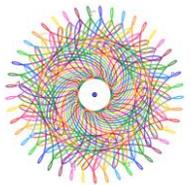
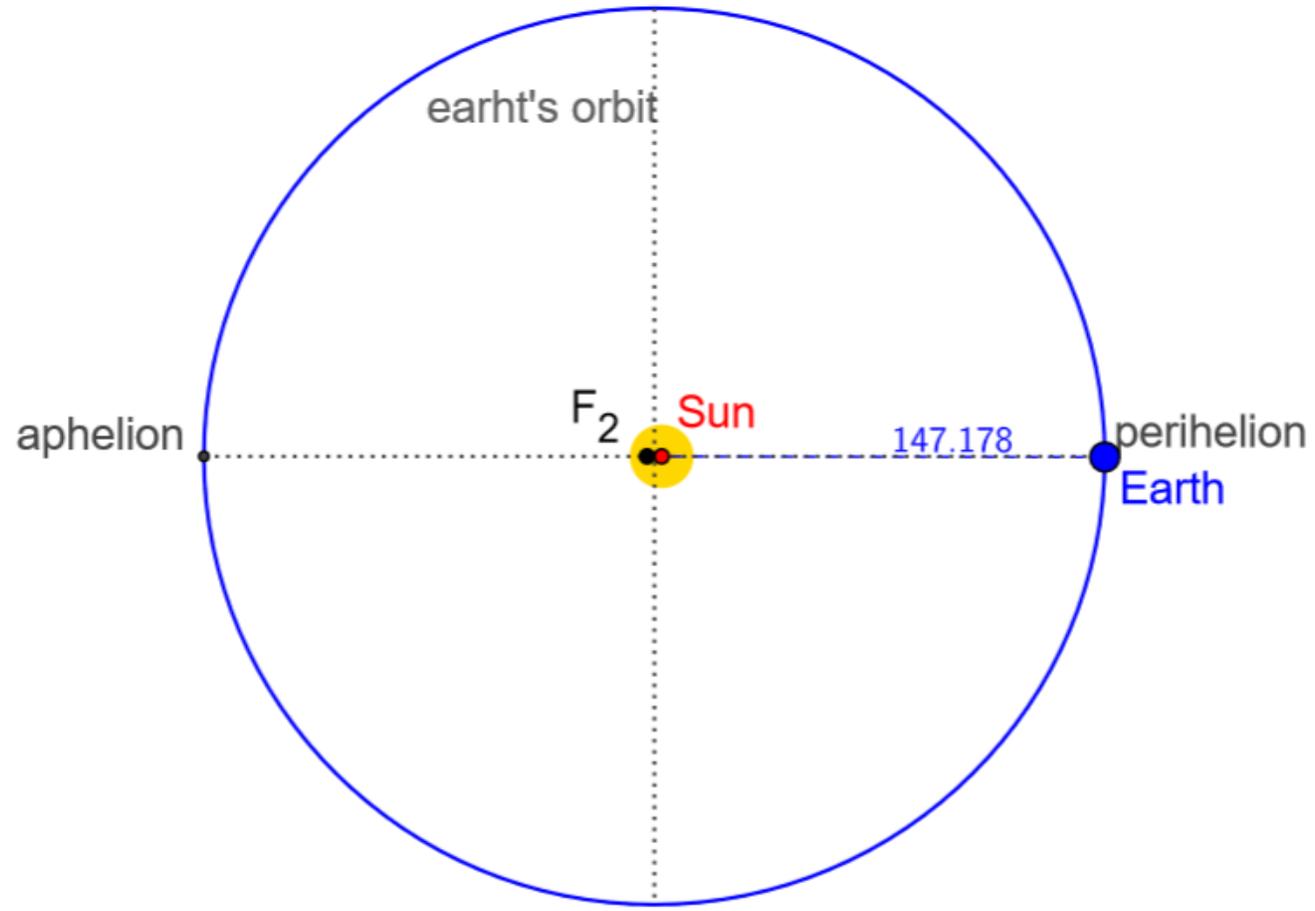


Source: wikipedia

- **Third law:** The ratio of the square of an object's orbital period with the cube of the semi-major axis of its orbit is the same for all objects orbiting the same primary.



Why circular models?



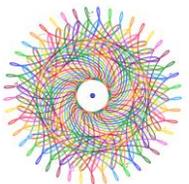


rotation around the sun
rotation around the earth

- Moon
- Earth
- Sun



Animation: <https://youtu.be/W47Wa7onrlQ>

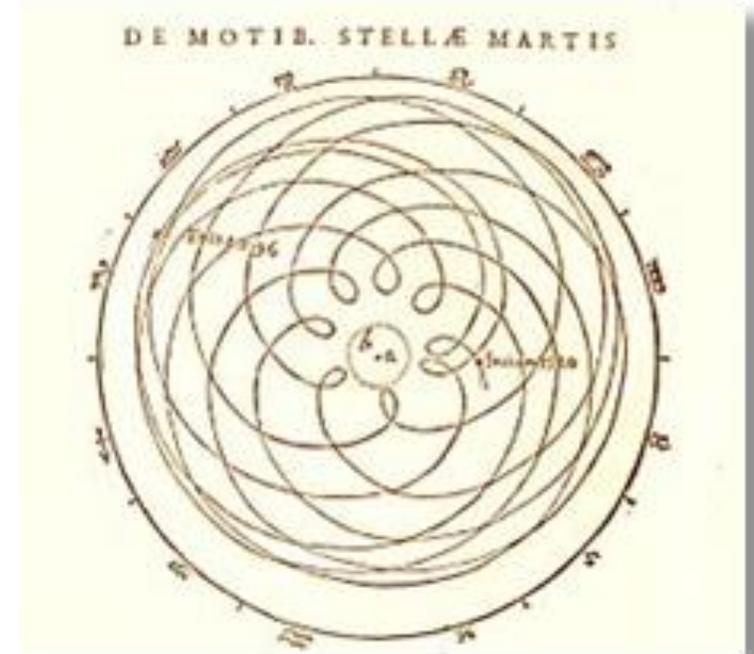
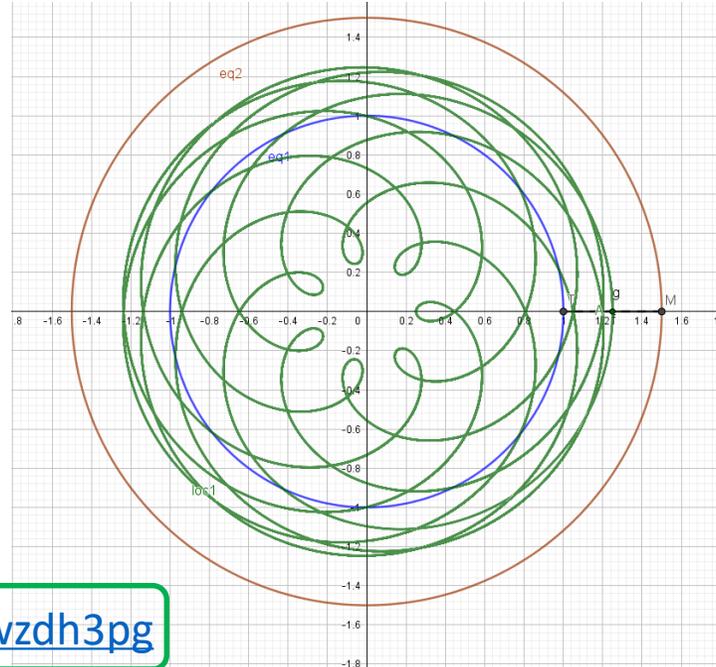


Space curves, orbits and Kepler's drawing



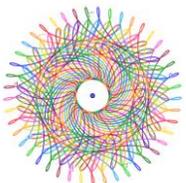
Th. Dana-Picard and S. Hershkovitz (2023): From Space to Maths And to Arts: Virtual Art in Space with Planetary Orbits, to appear in Electronic Journal of Mathematics & Technology.

<https://www.geogebra.org/m/awzdh3pg>

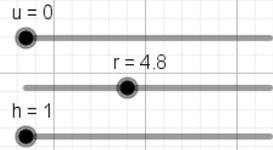


Kepler used Tycho Braha's mountains of data to find the exact direction of Mars from the earth at a whole series of times at 687.1 day intervals. If Mars can be observed from two different positions when it is at a particular point in its orbit, then one can *triangulate* the location of Mars. *Finding the direction of Mars and that of the Sun* at those times, he had a steady Mars-Sun baseline to use in constructing Mars's orbit viewed from the Earth.

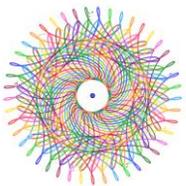
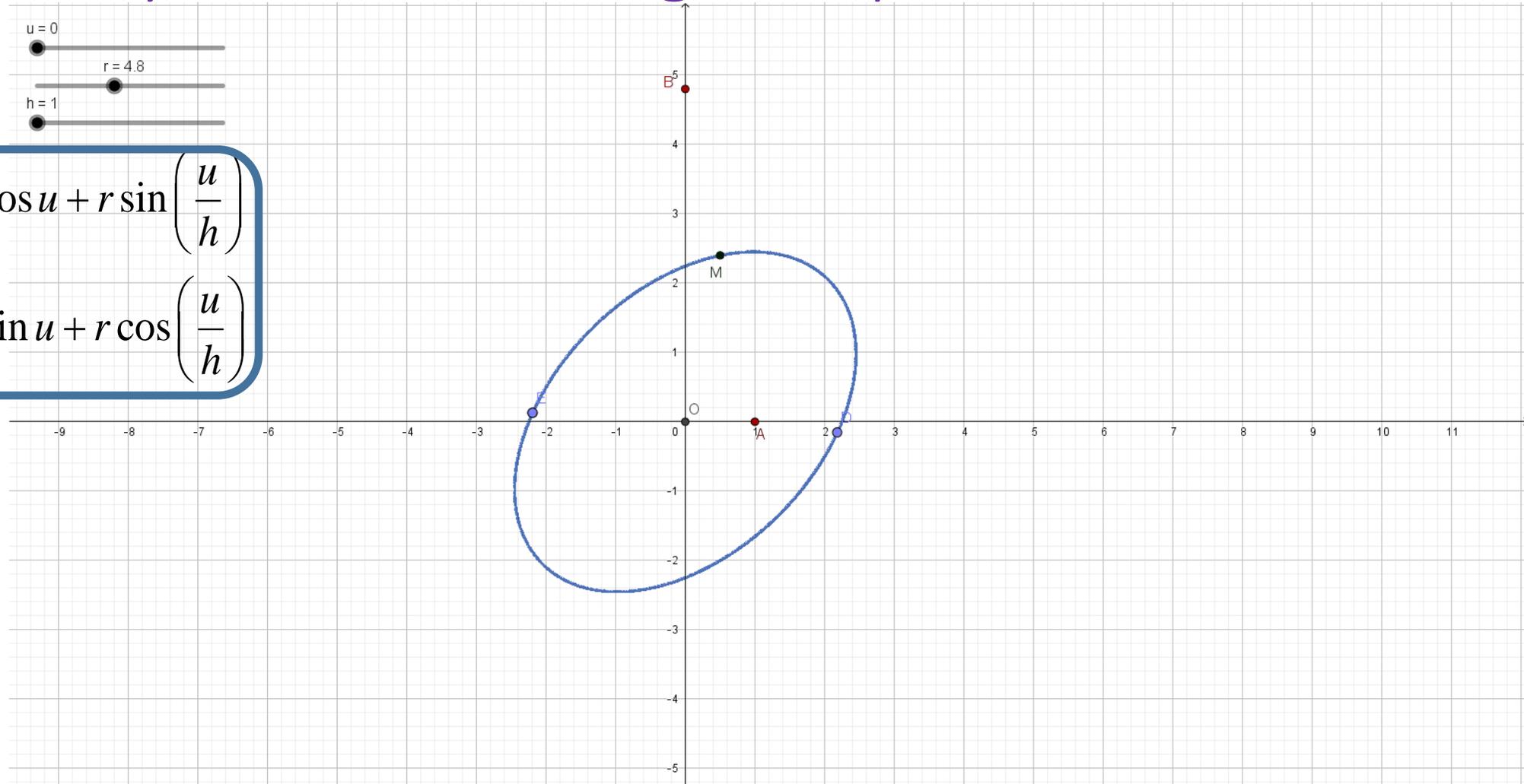
J. Kepler: Astronomia Nova (<https://archive.org/stream/astronomianovai00kepl#page/4/mode/2up>)



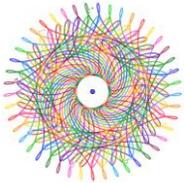
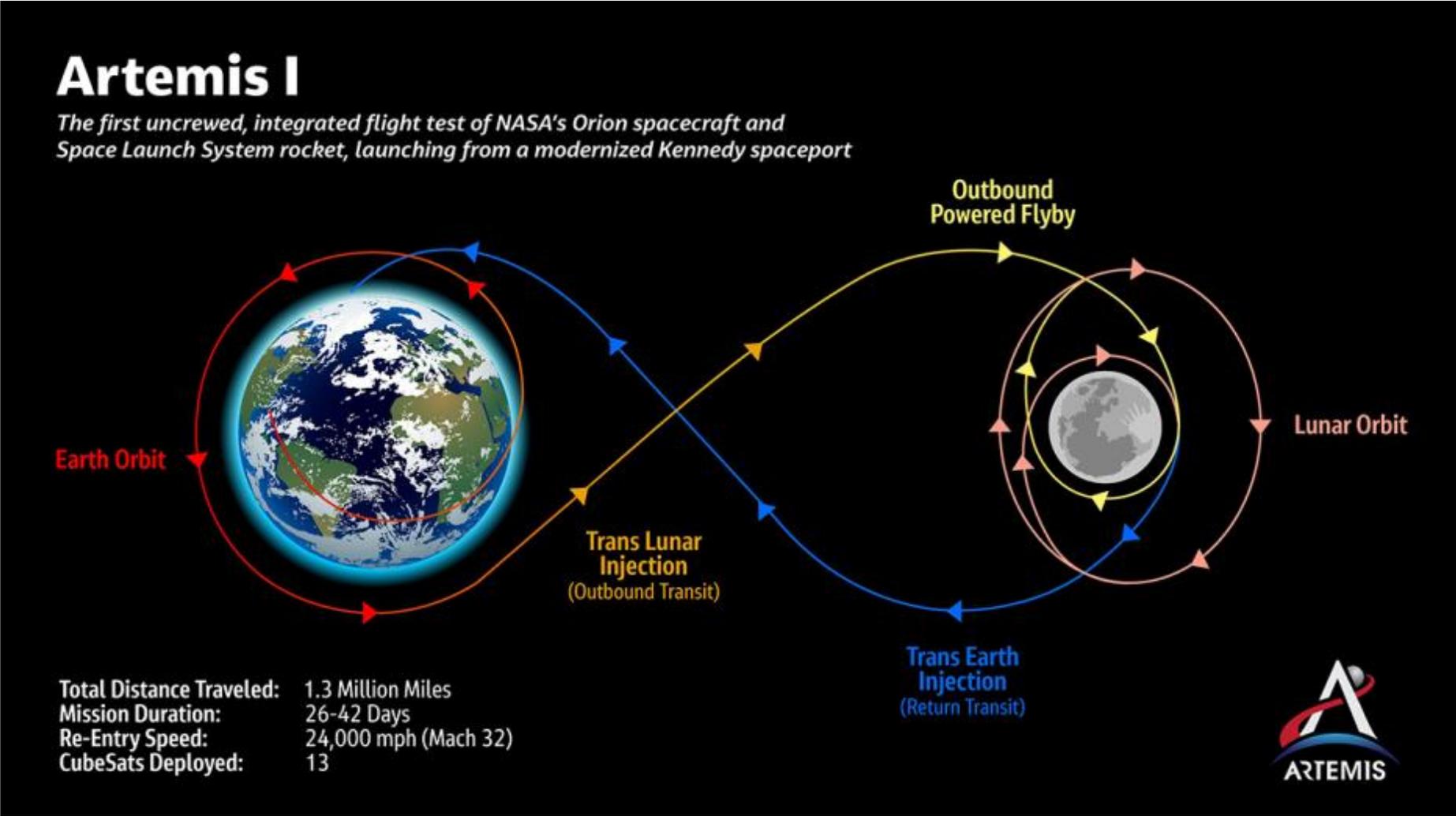
Bicircular movements in opposite directions - modify the relative angular speeds



$$\begin{cases} x(u) = \cos u + r \sin\left(\frac{u}{h}\right) \\ y(u) = \sin u + r \cos\left(\frac{u}{h}\right) \end{cases}$$



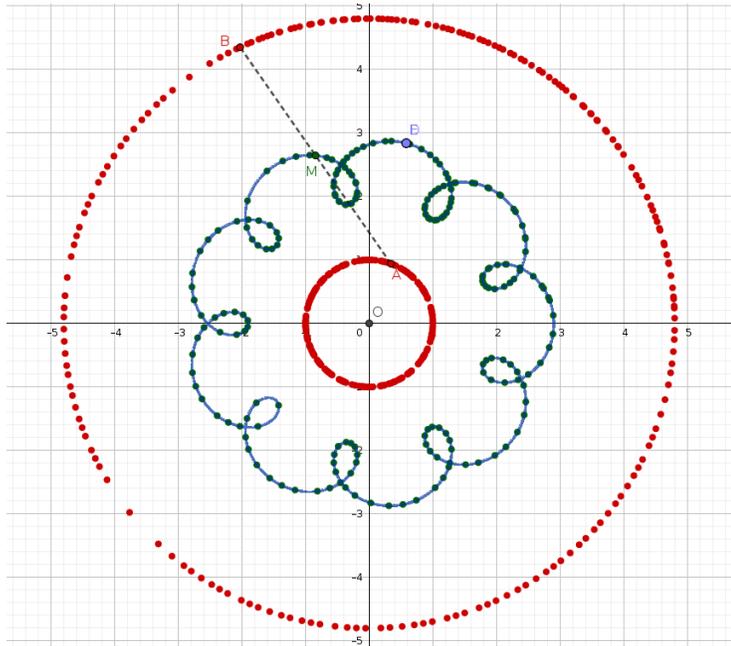
Why include retrograde movements?



Bicircular movement



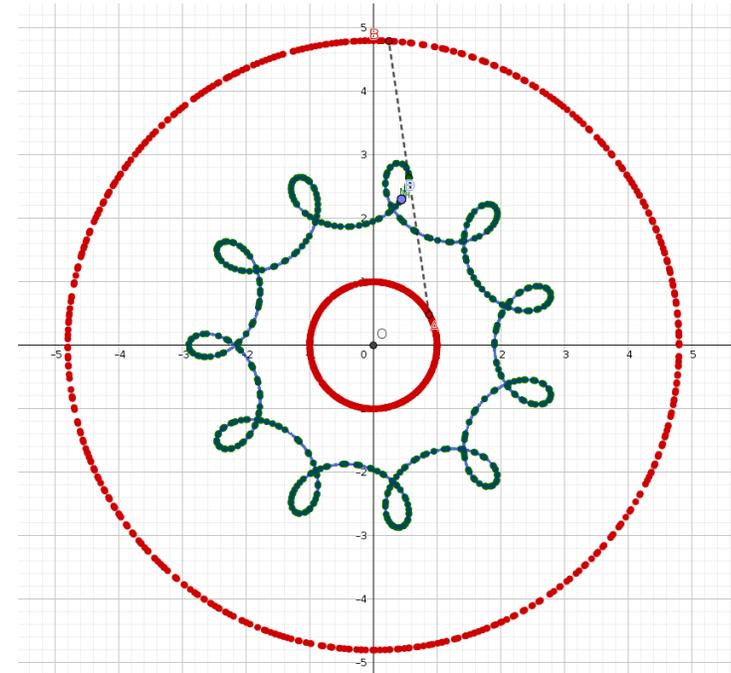
- Both in the same direction



$$x = a \cos t + r \cos(bt)$$

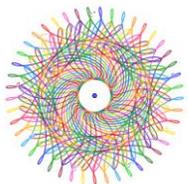
$$y = a \sin t + r \sin(bt)$$

- In reversed directions



$$x = a \cos t + r \sin(bt)$$

$$y = a \sin t + r \cos(bt)$$



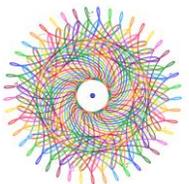
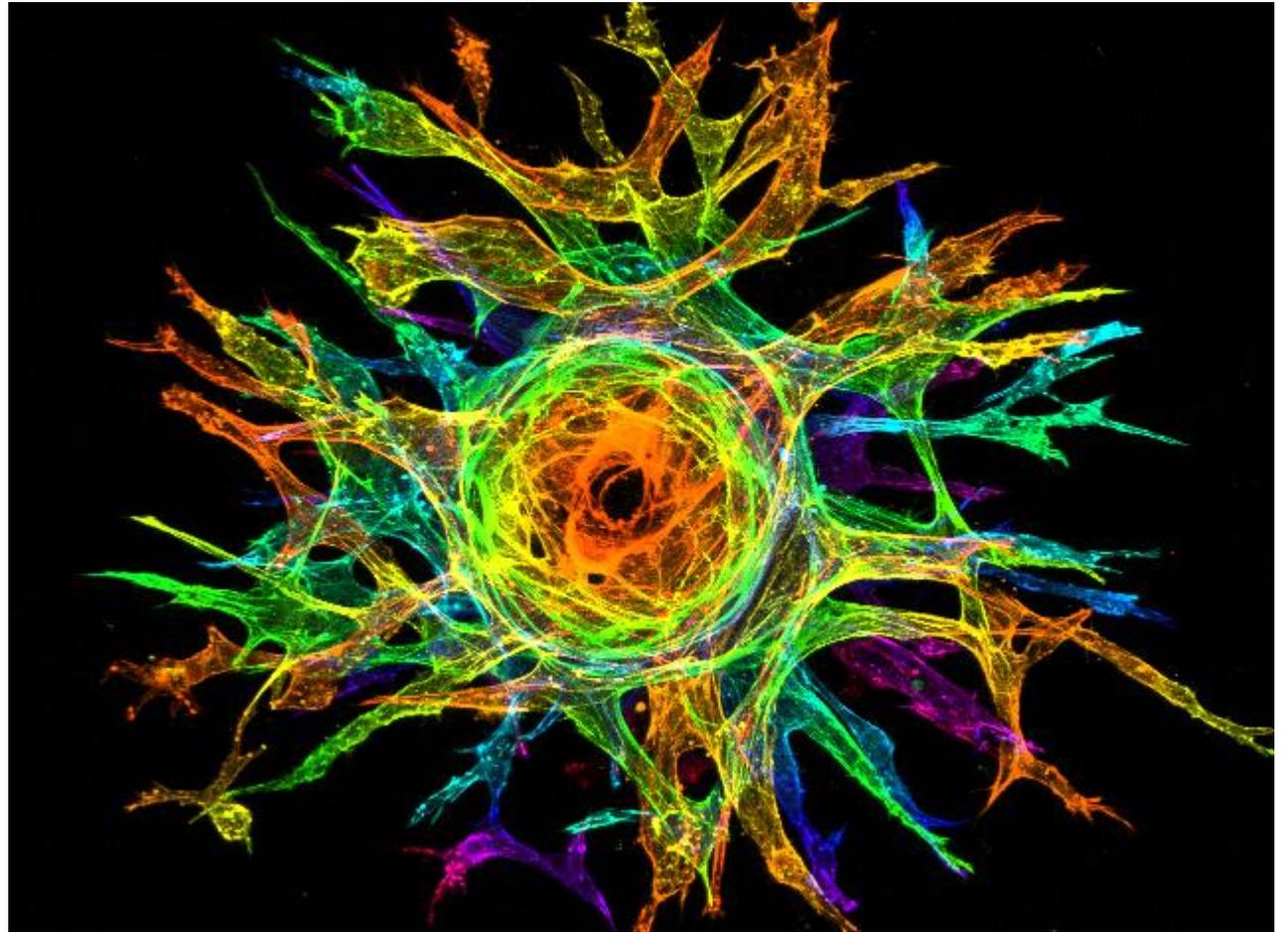
Sprouting Endothelial Cells by Karina Kinghorn of Cell Biology and Physiology.

3rd place in a Science and Art Competition 2019

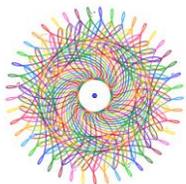
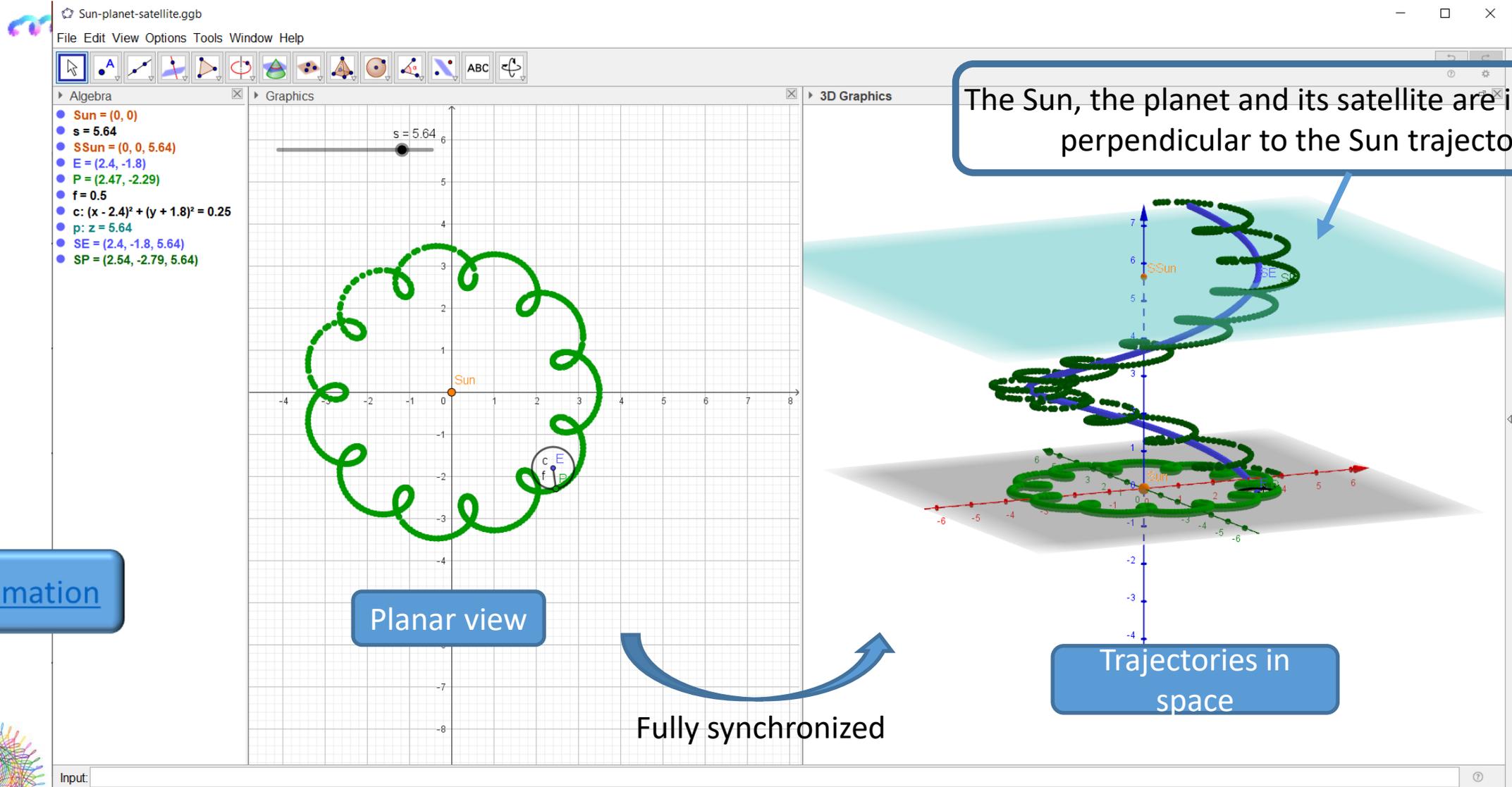
The University of North Carolina at Chapel Hill

The College for Arts and Science

<https://college.unc.edu/2020/01/science-art/>



Model Sun-Planet-Satellite





The same with Maple

```
restart; with(plots);
```

```
c1 := spacecurve([cos(t) + 1/5*cos(12*t), sin(t) + 1/5*sin(12*t), t], t = 0 .. 4*Pi,  
thickness = 3, labels = [x, y, z]);
```

```
sat := plots[animate](spacecurve, [[cos(t) + 1/5*cos(12*t), sin(t) + 1/5*sin(12*t), t], t  
= 0 .. A], A = 0 .. 4*Pi, color = sienna, labels = [x, y, z]);
```

```
planet := plots[animate](spacecurve, [[cos(t), sin(t), t], t = 0 .. A], A = 0 .. 4*Pi,  
thickness = 3, color = navy);
```

```
sun := plots[animate](spacecurve, [[0, 0, t], t = 0 .. A], A = 0 .. 4*Pi, thickness = 3,  
color = yellow);
```

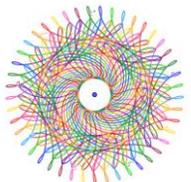
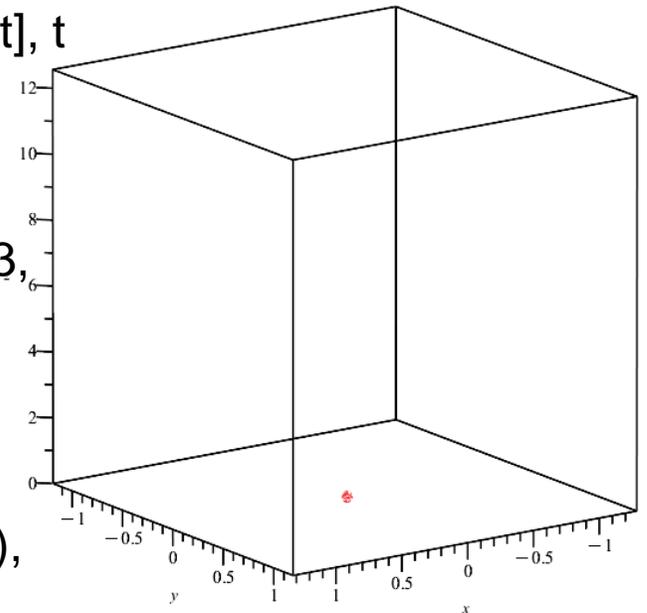
```
sunplo := plots[animate](pointplot3d, [[0, 0, A]], A = 0 .. 4*Pi, color = orange,  
symbol = sphere);
```

```
display(sun, planet, sat, sunplo);
```

```
spacecraft := plots[animate](spacecurve, [[cos(t) + 1/5*cos(12*t) + 1/8*cos(14*t),  
sin(t) + 1/5*sin(12*t) + 1/8*sin(14*t), t], t = 0 .. A], A = 0 .. 4*Pi, labels = [x, y, z]);
```

```
display(sunplo, sun, planet, sat, spacecraft);
```

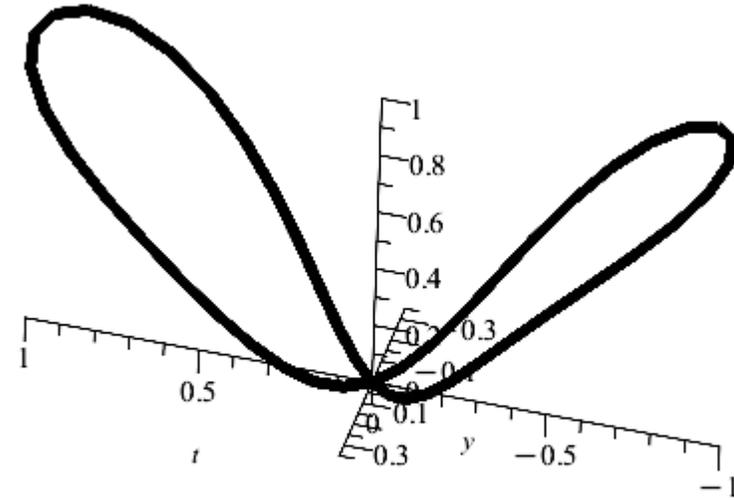
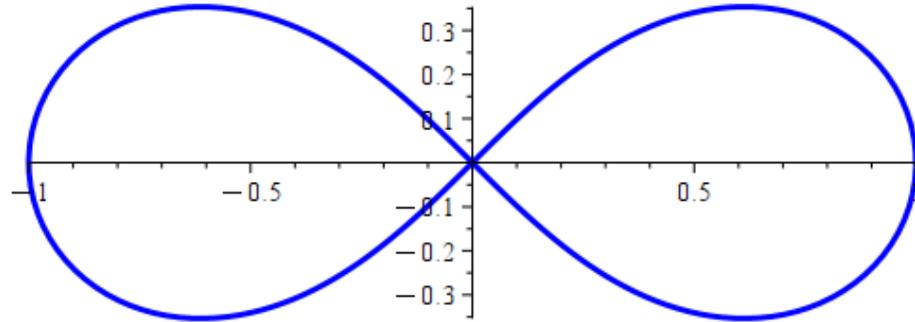
A = 0.



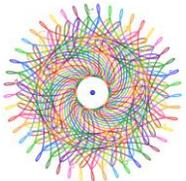
A twisted lemniscate



$$l1 := \text{plot}\left(\left[\frac{\sin(t)}{1 + \cos(t)^2}, \frac{\sin(t) \cdot \cos(t)}{1 + \cos(t)^2}, t = 0 .. 2 \cdot \text{Pi}\right], \text{scaling} = \text{constrained}, \text{thickness} = 3, \text{color} = \text{blue}\right);$$



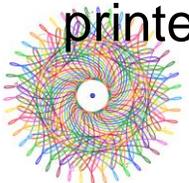
$$tl1 := \text{plot3d}\left(\left[\frac{\sin(t)}{1 + \cos(t)^2}, \frac{\sin(t) \cdot \cos(t)}{1 + \cos(t)^2}, \sin(t)^2\right], t = 0 .. 2 \cdot \text{Pi}, \text{thickness} = 6, \text{axes} = \text{normal}, \text{scaling} = \text{constrained}\right);$$



A twisted lemniscate – 3D printed



1. The equations must be identified by the software as a geometric construct
2. The curve has to be thickened in order to be 3D printed. The thickness option of the DGS/CAS is not enough
3. The entire object may not be 3D printed in one piece

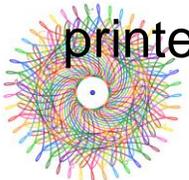


A twisted lemniscate – 3D printed

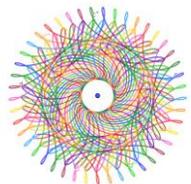
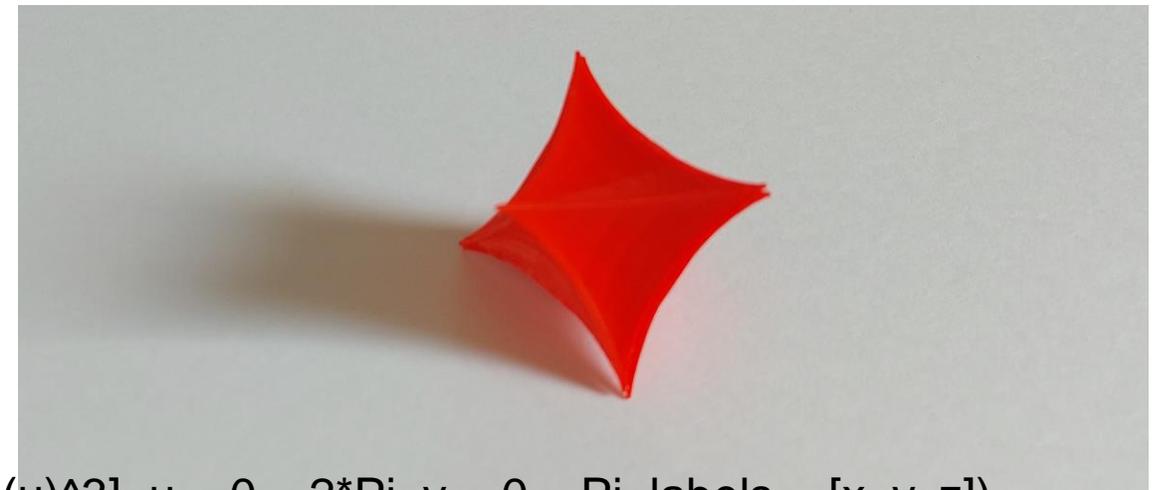
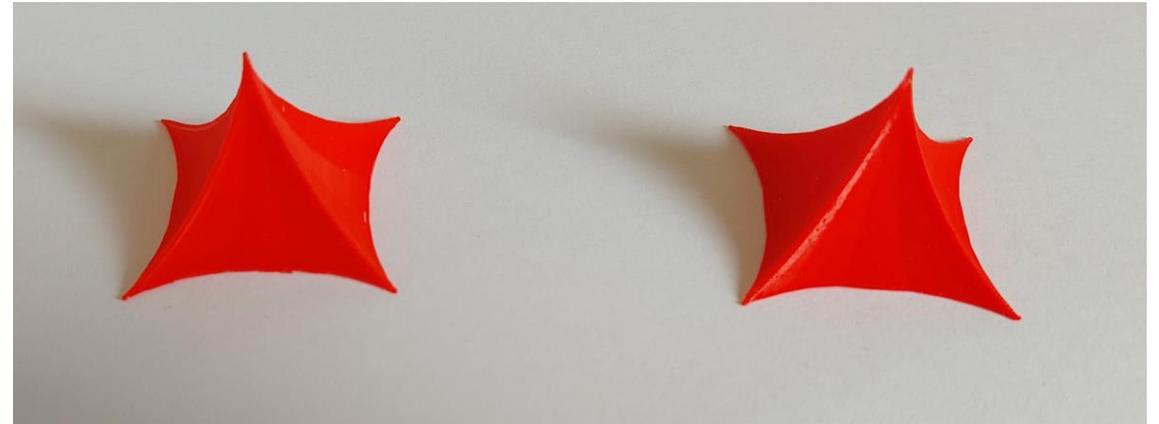
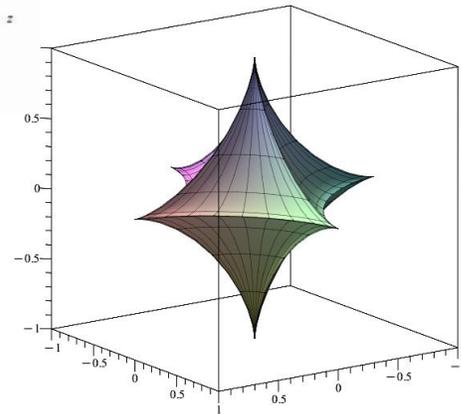
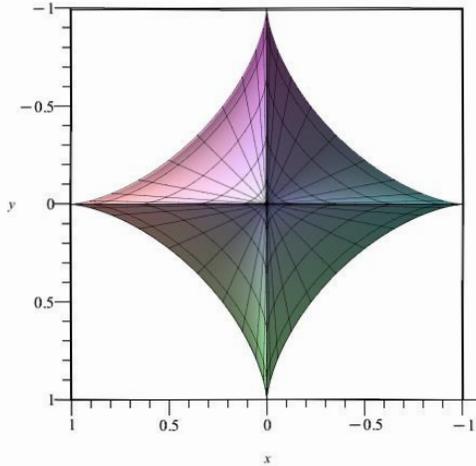


1. The equations **must be identified by the software as a geometric construct**
2. The curve has to be thickened in order to be 3D printed. The thickness option of the DGS/CAS is not enough
3. The entire object may not be 3D printed in one piece

- **What is the benefit?**
- A new visualization
- Can be grasped with hands
- R. Duval (1996): not as in scientific domains as Physics, Chemistry, etc., mathematical objects cannot be grasped and manipulated with the hands. They can be studied using *representations (numerical, symbolic, graphical, etc.)*
- **3D printing adds a new register of representation**



An astroidal surface



`plot3d([cos(u)^3*cos(v)^3, cos(u)^3*sin(v)^3, sin(u)^3], u = 0 .. 2*Pi, v = 0 .. Pi, labels = [x, y, z])`

Geometric loci – general nonsense

□ The computation of geometric loci is an important topic:

- High-School level
- undergraduate level.



Not necessarily with
the same tools

□ This topic has been explored for a long time, but has a lot of novelties to offer.

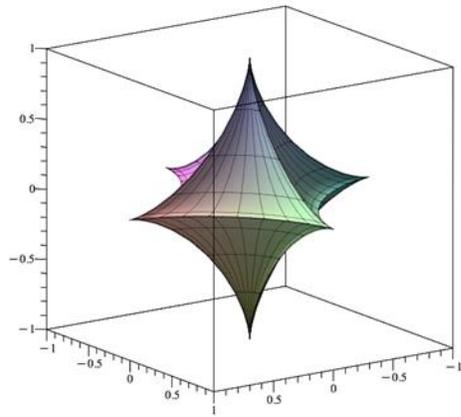
□ We may have used GeoGebra's Locus and/or LocusEquation commands. The output is a stills picture.

□ Generally we used *animations*, both with GeoGebra and with Maple.

- It fits more the dynamical features of the planetary orbits which were the trigger of the activities (at least at the beginning)
- Maybe useful for students' understanding of the modeled situation
- The same Maple programming works in 2D and in 3D
- This reinforces man-and-machine interaction.

Some references

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- J. Blazek and P. Pech (2017) *Searching for loci using GeoGebra*, International Journal for Technology in Mathematics Education 27, 143–147.
- Th. Dana-Picard and N. Zehavi (2019). *Automated study of envelopes: The transition from 2D to 3D*, Electronic Journal of Mathematics & Technology 13 (2), 121-135.
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- Th. Dana-Picard, Z. Kovács, *Dynamic and automated constructions of plane curves*, Maple Transactions, (2023), In press.
- Th. Dana-Picard and S. Hershkovitz (2023): *From Space to Maths and to Arts: Virtual Art in Space with Planetary Orbits*, to appear in Electronic Journal of Mathematics & Technology.
- Th. Dana-Picard, Z. Kovács and Wei-Chi Yang (2023): [*Topology of Quartic Loci Resulted From Lines Passing through a Fixed Point and a Conic*](#), CGTA 2023 (Conference on Geometry: Theory and Applications), , Kefermarkt, Austria.



Thank you for your attention

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