

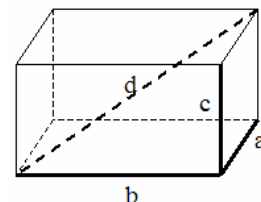
14. GEOMETRIA SOLIDA

Nel seguito: V volume, A_l area laterale, A_b area di base, A_t area totale, $2p_b$ perimetro di base, C circonferenza, d diagonale, h altezza, l lato, r raggio, r_i raggio della sfera inscritta, r_c raggio della sfera circoscritta, a apotema (in alcuni casi può essere un semplice spigolo).

1. Parallelepipedo rettangolo

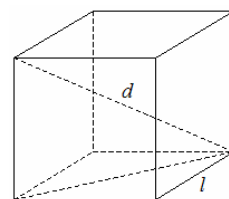
$$\begin{aligned} V &= A_b \cdot c = a \cdot b \cdot c & A_l &= 2p_b \cdot c & A_b &= a \cdot b \\ A_t &= 2A_b + A_l = 2(ab + bc + ac) & d &= \sqrt{a^2 + b^2 + c^2} \\ A_l &= A_t - 2A_b & A_b &= \frac{A_t - A_l}{2} = \frac{V}{c} & 2p_b &= \frac{A_l}{c} \end{aligned}$$

Il baricentro è il punto di intersezione delle diagonali.



2. Cubo

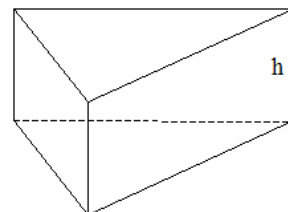
$$\begin{aligned} V &= l^3 & A_l &= 4l^2 & A_t &= 6l^2 & d &= l\sqrt{3} \\ r_i &= \frac{l}{2} & r_c &= \frac{l}{2}\sqrt{3} & l &= \sqrt[3]{V} = \sqrt{\frac{A_t}{6}} = \sqrt{\frac{A_l}{4}} \end{aligned}$$



3. Prisma retto

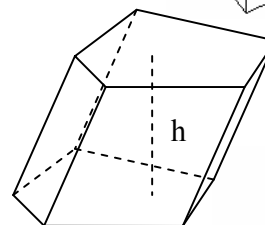
Il prisma retto ha la superficie inferiore congruente e parallela alla superficie superiore, le facce laterali sono rettangoli.

$$\begin{aligned} V &= A_b \cdot h & A_l &= 2p_b \cdot h & A_t &= A_l + 2A_b & 2p_b &= \frac{A_l}{h} \\ h &= \frac{A_l}{2p_b} = \frac{V}{A_b} & A_l &= A_t - 2A_b & A_b &= \frac{A_t - A_l}{2} & A_b &= \frac{V}{h} \end{aligned}$$



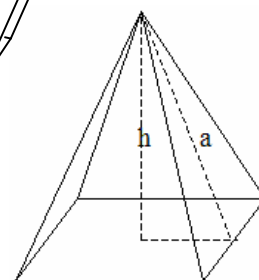
4. Prisma obliquo

$$V = A_b \cdot h \quad A_t = A_l + 2A_b$$



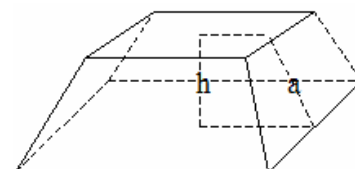
5. Piramide retta

$$\begin{aligned} V &= \frac{1}{3} A_b \cdot h & A_l &= \frac{2p_b \cdot a}{2} & A_t &= A_b + A_l & A_b &= \frac{3V}{h} \\ 2p_b &= \frac{2A_l}{a} & a &= \frac{2A_l}{2p_b} & h &= \frac{3V}{A_b} \end{aligned}$$



6. Tronco di piramide

$$\begin{aligned} V &= \frac{1}{3} \cdot h \cdot (A_b + A_{b'} + \sqrt{A_b \cdot A_{b'}}) & A_l &= \frac{(2p + 2p') \cdot a}{2} \\ a &= \frac{2A_l}{2p + 2p'} & A_t &= A_l + A_b + A_{b'} \end{aligned}$$



7. Poliedri regolari

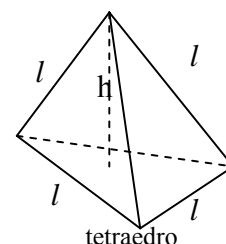
Area e volume si possono calcolare in maniera approssimata utilizzando i numeri fissi φ e σ

$$A = \varphi \cdot l^2 \quad V = \sigma \cdot l^3$$

Poliedro	Tetraedro	Esaedro o cubo	Ottaedro	Dodecaedro	Icosaedro
Numero fisso per l'area φ	1,73	6	3,464	20,64	8,66
Numero fisso per il volume σ	0,118	1	0,471	7,663	2,182

Tetraedro: formato da 4 triangoli equilateri

$$V = \frac{l^3 \sqrt{2}}{12} \quad A_t = l^2 \sqrt{3} \quad r_i = \frac{l \sqrt{6}}{12} \quad r_c = \frac{l \sqrt{6}}{4}$$



Esaedro: formato da 6 quadrati è il cubo

Ottaedro: formato da 8 triangoli equilateri

$$V = \frac{l^3 \sqrt{2}}{3} \quad A_t = 2l^2 \sqrt{3} \quad r_i = \frac{l \sqrt{6}}{6} \quad r_c = \frac{l \sqrt{2}}{2}$$

Dodecaedro: formato da 12 pentagoni regolari

$$V = \frac{l^3 (15 + 7\sqrt{5})}{4} \quad A_t = 3l^2 \sqrt{5(5 + 2\sqrt{5})} \quad r_i = \frac{l \sqrt{10(25 + 11\sqrt{5})}}{20} \quad r_c = \frac{l \sqrt{3}(1 + \sqrt{5})}{4}$$

Icosaedro: formato da 20 triangoli equilateri

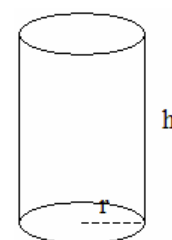
$$V = \frac{5l^3 (3 + \sqrt{5})}{12} \quad A_t = 5l^2 \sqrt{3} \quad r_i = \frac{l \sqrt{3}(3 + \sqrt{5})}{12} \quad r_c = \frac{l}{4} \sqrt{2(5 + \sqrt{5})}$$

8. Cilindro

$$V = A_b \cdot h = \pi r^2 h \quad A_b = \pi r^2 \quad A_t = C \cdot h = 2\pi r h$$

$$A_t = A_l + 2A_b = 2\pi r(h + r) \quad A_b = \frac{V}{h}$$

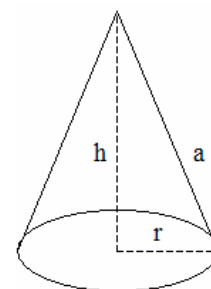
$$C = 2\pi r = \frac{A_t}{h} \quad h = \frac{A_t}{2\pi r} = \frac{V}{\pi r^2} \quad r = \frac{A_t}{2\pi h} = \sqrt{\frac{V}{\pi h}}$$



9. Cono

$$V = \frac{A_b \cdot h}{3} = \frac{\pi \cdot r^2 \cdot h}{3} \quad A_t = \frac{C \cdot a}{2} = \pi r a \quad A_b = \pi r^2$$

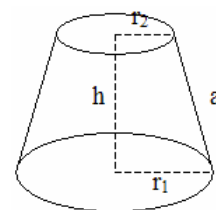
$$A_t = A_b + A_l = \pi r^2 + \pi r a \quad a = \frac{A_t}{\pi r} \quad r = \frac{A_t}{\pi a} = \sqrt{\frac{3V}{\pi h}} \quad h = \frac{3 \cdot V}{\pi r^2}$$



10. Tronco di cono

$$V = \frac{1}{3}h\pi(r_1^2 + r_1r_2 + r_2^2) \quad A_l = \pi \cdot a \cdot (r_1 + r_2) \quad A_b = \pi r_1^2 + \pi r_2^2$$

$$a = \sqrt{h^2 + (r_1 - r_2)^2}$$



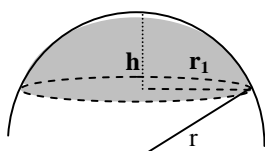
11. Sfera

$$V = \frac{4}{3}\pi r^3 \quad A = 4\pi r^2 \quad r = \sqrt{\frac{A}{4\pi}} = \sqrt[3]{\frac{3V}{4\pi}}$$

Calotta sferica e segmento sferico ad una base o sezione sferica

$$V = \frac{1}{3}\pi h^2(3r - h) \quad A = 2\pi r h$$

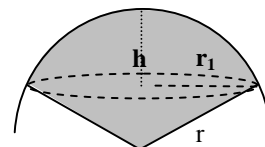
$$r_1 = \sqrt{h(2r - h)}$$



Settore sferico

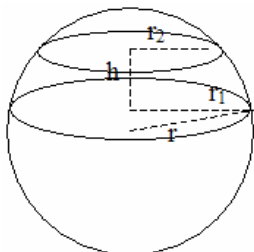
$$A_l = \pi r(r_1 + 2h)$$

$$V = \frac{2}{3}\pi r^2 h$$



Zona sferica e segmento sferico a due basi

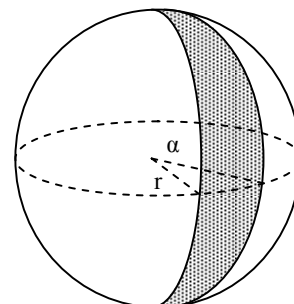
$$V = \frac{\pi \cdot h}{2} \cdot \left(\frac{h^2}{3} + r_1^2 + r_2^2 \right) \quad A = 2\pi r h$$



Fuso sferico e spicchio sferico

$$V = \frac{\pi r^3}{270^\circ} \alpha \quad A_l = \frac{\pi r^2}{90^\circ} \alpha,$$

α è misurato in gradi
 A_l è la parte di
superficie sferica

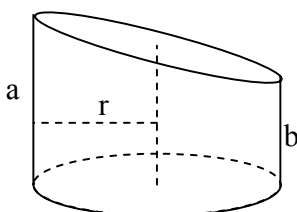


12. Altre figure particolari

Cilindro circolare retto a sezione obliqua

$$V = \pi r^2 \frac{(a+b)}{2} \quad A_l = \pi r(a+b)$$

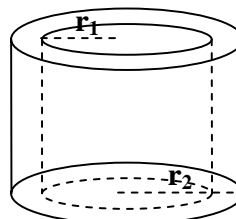
$$A_l = \pi r \left(a + b + r + \sqrt{r^2 + \left(\frac{a-b}{2} \right)^2} \right)$$



Corona cilindrica

$$V = \pi h(r_1^2 - r_2^2) \quad A_l = 2\pi h(r_1 + r_2)$$

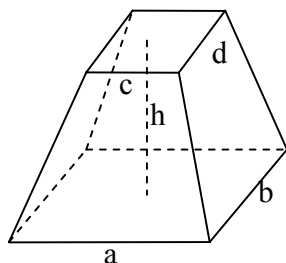
$$A_l = 2\pi(r_1 + r_2)(h + r_1 - r_2)$$



Obelisco

Le superfici laterali sono trapezi, le superfici superiore e inferiore sono rettangoli non simili.

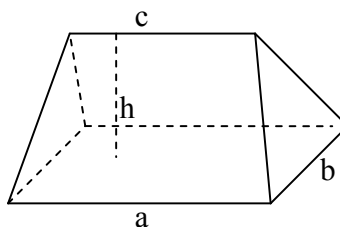
$$V = \frac{h}{6} [(2a+c)b + (2c+a)d]$$



Cuneo

Superficie di base rettangolare, le superfici laterali sono triangoli e trapezi isosceli.

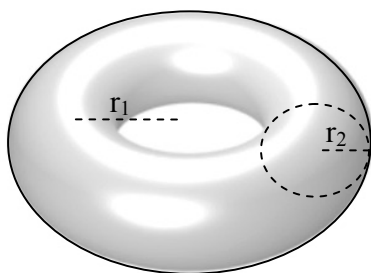
$$V = \frac{bh}{6} (2a+c)$$



Toro

$$V = 2\pi^2 r_2^2 r_1$$

$$A_l = 4\pi^2 r_1 r_2$$



Prisma obliquo triangolare

$$V = A_b \frac{a+b+c}{3}$$

