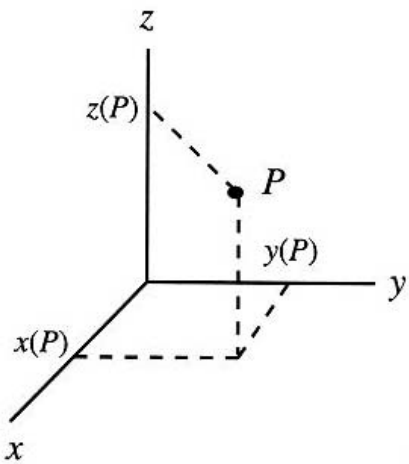
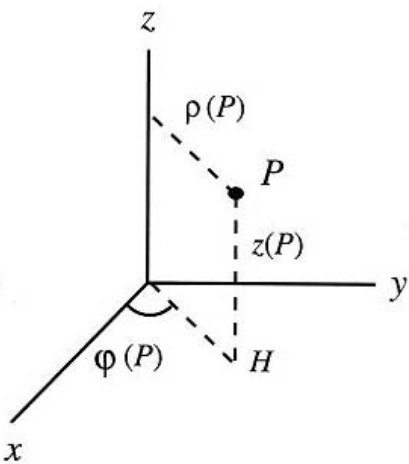


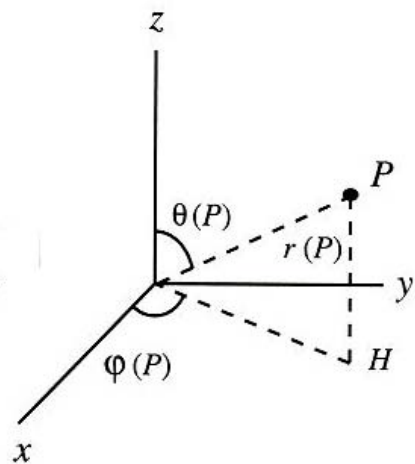
Most Common 3-D Space Coordinate Systems



Cartesian



Cylindrical



Spherical

In each of the above coordinate systems, a different set of scalar quantities is used to locate point P.

Cartesian (3 different lengths)

Cylindrical (2 different lengths & 1 angle)

Spherical (1 length & 2 different angles)

The variables associated with each coordinate system are:

Cartesian (x, y, z)

Cylindrical (ρ, ϕ, z)

Spherical (r, θ, ϕ)

Warning: θ and ϕ are defined opposite to that found in Calculus, yet are still listed in the same order within the ordered triplet.