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## How to find volume of many shapes

The three main models of the universe are based on curvature: zero curvature, positive curvature and negative curvature.A zero curvature would mean that the universe is a flat or Euclidean universe (Euclidean geometry deals with non-curved surfaces). Imagine space as a two dimensional structure -- a Euclidian universe would look like a flat plane. Parallel lines are only possible on a flat plane. In a flat universe, there is just enough matter so that the universe expands indefinitely without reversing into a collapse, though the rate of expansion decreases over time.If the universe has a positive curvature, it's a closed universe. A two-dimensional model of such a universe would look like a sphere. It's impossible to have parallel geodesics (straight lines on a curved surface) -- the two lines will cross at some point. In a closed universe, there is enough matter to reverse expansion. Eventually, such a universe will collapse on itself. A closed universe is a finite universe -- it will only expand to a certain size before collapsing.Negative curvature is a little trickier to visualize. The most common description is a saddle. In a negative curvature model, two lines that would be parallel on a flat plane will extend away from each other. Cosmologists call negative curvature models of the universe open universes. In these universes, there's not enough matter to reverse or slow expansion, and so the universe continues to expand indefinitely.Does this mean space is shaped like a flat plane, a sphere or a saddle? Not necessarily. Remember that space-time is measured in four dimensions, which reduces the usefulness of two-dimensional examples. And there are many competing theories about what the ultimate shape of the universe actually is.One possible shape is the triple torus. At first glance, the triple torus appears to be an ordinary cube. But each face of the cube is glued to the face on the opposite side. Imagine that you're in a spaceship that's flying inside a large cube. You head toward the top of the cube. You wouldn't smash yourself flat once you made contact. Instead, you'd appear in a corresponding spot at the base of the cube. In other words, you've gone up through the top and came back in through the bottom. If you traveled far enough in any direction, you'd eventually come back to where you started. This isn't that foreign of a concept, since on Earth if you travel in a straight line, you'll eventually come back to your starting point. You'll just be very tired.Another shape is the Poincaré dodecahedral spherical shape. A dodecahedron is a 12-sided object. The Poincaré variation has surfaces that curve outward slightly. What's puzzling is that the projected size of this universe is smaller than the area we can actually observe. In other words, our visibility exceeds the boundaries of the universe. No problem, say the cosmologists. When you look at a distant galaxy that would seem to lie beyond the boundaries of space, you're actually experiencing the wrap around effect described above. The galaxy in question would really be behind you, but you're looking through one face of the dodecahedron as if it were a window. If you could see far enough, you'd be looking at the back of your own head.Dizzy yet? There are many other theoretical shapes the universe could take, but most don't fit the evidence we have so far. What is that evidence, and how do we gather it? Find out in the next section. Now before we start lets look at the formula, to make sure we fully understand.if any part of this sounds confusing, the pictures should define it a little more clearly.Pi the first symbol is a number, the exact number cannot be calculated as it is an infinite decimal sequence, but for the purposes of this instructable, and most math classes 3.14 should suffice.r represents radius, radius is a mathematical term used when talking about circles the radius is half the diameter of a circle. The diameter of a circle is the measurement across the circle at its widest point.The little 2 above and to the right of the r just means that r is squared or multiplied by its self.The star is just there to show that you have to multiply the left side by the right side.h represents the height of the cylinder. You don't need ladders, tires, and tackling dummies to get in football shape. "Doing a jump-rope circuit helps with conditioning, coordination, and quickness," says Andreu Swasey, the University of Miami's football strength coach. Try completing, in continuous fashion, 20 repetitions of each of the following seven jump-rope drills. If you can complete all 140 repetitions without resting, you're ready to suit up. 1. Keep your feet together and hop straight up and down. 2. Keep your feet together and alternate hopping forward and backward. 3. Keep your feet together and hop side to side. 4. Hop in place on your right leg. 5. Hop in place on your left leg. 6. Alternate hopping on your right and left legs each repetition. 7. Start in a split stance -- one foot forward, the other back -- and switch leg positions as you perform each rep. Here's how to train like a 'Cane: Try this modified version of the old-school plan that Swasey uses with elite athletes. It's been tweaked slightly to better fit a nonpro's schedule and fitness level, but without compromising your results. Do each exercise on the day and in the order shown, using the prescribed scheme of sets, repetitions, and rest periods. This content is created and maintained by a third party, and imported onto this page to help users provide their email addresses. You may be able to find more information about this and similar content at piano.io Our product picks are editor-tested, expert-approved. We may earn a commission through links on our site. Your answers to this poll will help us provide everything you need to achieve your fitness goals and build the body you want. Tell us about the shape you're in!We're dedicated to bringing you the best fitness coverage on the planet. In order to do this, we need to know a few things about the shape you're in. Your answers to this poll will help us provide everything you need to achieve your fitness goals and build the body you want. Thanks for your input! Click here to take the poll! This content is created and maintained by a third party, and imported onto this page to help users provide their email addresses. You may be able to find more information about this and similar content at piano.io Advertisement - Continue Reading Below Sound Shapes isn't your average musical platformer. In fact, I'm not sure what Sound Shapes is exactly; what I do know is that it's one of the most enjoyable gaming experiences I've had this year. Sound Shapes is something that could only come from Jonathan Mak, the creator of Everyday Shooter. It's an extremely unique musical platformer that tasks you with creating the soundtrack as you play through the level. Every time you collect a note in a level, the game will change in real-time to add a corresponding note on the soundtrack as it's playing. It's a simple concept that continues Mak's pension for creating music with simple gameplay, working as brilliantly as ever.Presentation-wise, everything is extremely minimal in Sound Shapes. You've got a simple menu system that makes it easy to figure out how to do everything without much explanation. In fact, simplicity is a theme throughout the entire game, right down to the short tutorial sequence that teaches the basics through proper gameplay rather than slow explanations. After the tutorial you won't ever see another explanation, but you'll learn what you need to do just by doing it. It was so simple that I didn't even realize how much I had actually been taught until the end of the game. Sound Shapes features five albums from four different artists —I Am Robot and Proud, Jim Guthrie, deadmau5, and Beck— that all utilize significantly different mechanics that develop as the music is formed. The different environments contribute to the development of the music as well, as the sounds of firing cannons or enemy lasers zap to the beat. It makes it extremely useful to listen to the music and learn how the level is operating.The levels were all made with the in-game level editor, showcasing the creative and beautiful tracks that can be made using the tools. My favorite track was Cities by Beck (which is exclusive to Sound Shapes) as it showed some of the most creative level design I've seen in years. As the song's faint vocal track faded in and out, the platforms made of the lyrics appeared and disappeared. It was absolutely brilliant and showcased the design aesthetic that makes Mak's development studio Queasy Games so unique. After completing the main campaign, Beat School and Death Mode are unlocked. Beat School attempts to teach the basics of beat creation by tasking players to match the beat pattern to the track played. It's a really neat idea, but I found it to be exceptionally difficult, requiring more trial and error than actual skill. Death Mode is, as the name implies, a mode where you die over and over again. It's comprised of several seemingly simple challenges that require you to gather a certain number of notes in a selected amount of time. It's incredibly difficult, but addicting at the same time, thanks to that "just one more try" style of gameplay. Perhaps the biggest part of Sound Shapes is the level editor and user-generate dlevels that extend the gameplay long beyond the short three-hour campaign. The level editor is simple to use and even though it might seem like a gimmick, using the back touchpad to manipulate objects works surprisingly well and integrates into the workflow immediately. Sharing a level with friends is as easy as hitting Save and watching your level go live for the world to see. It's even easier to find new user levels to play through, as there's a whole section of the main menu dedicated to it. There's plenty of sorting options too, making it easy enough to look through without seeing the same level multiple times. Sound Shapes is beautiful. It's one of the most elegantly designed games in recent memory, showing the creativity and care of the developer throughout. It does some unique things in level design and musical arrangement that separate it from similar titles. I can't wait to see what the community can do with the tools available to them, and at only \$14.99 for both the PlayStation 3 and PlayStation Vita versions, I'm more than confident that there will be thousands of great levels soon. Note: When you purchase something after clicking links in our articles, we may earn a small commission. Read our affiliate link policy for more details.

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