


# 3D PLANES & LINES

## ① PLANES

→ direction =  $(a, b, c)$



$$a(x-x_1) + b(y-y_1) + c(z-z_1) = 0 \text{ (for 1st also same)}$$

→  $ax+by+cz+d=0$  || then  $ax+by+cz+k=0$

→ Eqn. of plane which is || to lines:

i) Point  $(x_1, y_1, z_1)$  & || to lines whose dir's are  $(a_1, b_1, c_1), (a_2, b_2, c_2)$  is

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

ii) if passing through 2 points also & || to line of dir's  $(a, b, c)$  is

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a & b & c \end{vmatrix} = 0$$

iii) through 3 non-collinear points is

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0$$

iv) if 4 points then

$$\begin{vmatrix} x_4-x_1 & y_4-y_1 & z_4-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0$$

→ Eqn. of plane ( $\pi$ ) with diff. conditions:

i) with dir's of normal as  $(a, b, c)$  is  $ax+by+cz+d=0$

ii)  $a=0, b \neq 0, c \neq 0$  then eqn. of  $\pi$  is  $by+cz+d=0$  which is || to  $x$ -axis &  $\perp$  to  $YZ$ -plane. Alty for  $b=0, c=0$ .

iii) eqn. of  $\pi$  passing through  $(x_1, y_1, z_1)$  & || to

①  $YZ \pi$  &  $\perp$  to  $x$ -axis is  $x=x_1$

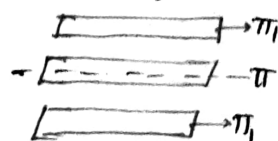
③  $XY \pi$  &  $\perp$  to  $z$ -axis is  $z=z_1$

②  $ZX \pi$  &  $\perp$  to  $y$ -axis is  $y=y_1$


iv) distance b/w 2 ||  $\pi$ 's =  $\frac{|d_1-d_2|}{\sqrt{a^2+b^2+c^2}}$   $\left[ \begin{array}{l} \pi_1 \equiv ax+by+cz+d_1 \\ \pi_2 \equiv ax+by+cz+d_2 \end{array} \right]$

v) Eqn. of  $\pi$  of midway of 2  $\pi$ 's  $ax+by+cz+d_1 \equiv \pi_1$  &  $\pi_2$  is

$$ax+by+cz + \left( \frac{d_1+d_2}{2} \right) = 0$$



vi) Reflection of  $\pi_1$  in  $\pi_2$  is



$$\begin{array}{l} \text{---} \rightarrow a'x+b'y+c'z+d'=0 \rightarrow \pi_1 \\ \text{---} \rightarrow a'x+b'y+c'z+d=0 \rightarrow \pi_2 \\ \text{---} \rightarrow \pi_1' = \frac{2(ad'+bb'+cc')}{a^2+b^2+c^2} \end{array}$$

→ Ratio:  $\Pi \equiv ax + by + (z + d) = 0$   $A = (x_1, y_1, z_1)$   $B = (x_2, y_2, z_2)$

Ratio =  $-\Pi_{111} : \Pi_{222}$

$\Pi_{111} = ax_1 + by_1 + (z_1 + d)$

$\Pi_{222} = ax_2 + by_2 + (z_2 + d)$



$\Pi_{111} \cdot \Pi_{222} > 0 \Rightarrow \Pi_{111} > 0, \Pi_{222} > 0$  (A)  $\Pi_{111} < 0, \Pi_{222} < 0$



$\Pi_{111} \cdot \Pi_{222} < 0 \Rightarrow \Pi_{111} > 0, \Pi_{222} < 0$  (B)  $\Pi_{111} < 0, \Pi_{222} > 0$

→ Normal form:  $d < 0$   $\frac{a}{\sqrt{a^2+b^2+c^2}}x + \frac{b}{\sqrt{a^2+b^2+c^2}}y + \frac{c}{\sqrt{a^2+b^2+c^2}}z = \frac{-d}{\sqrt{a^2+b^2+c^2}}$ ,  $d > 0$  vice versa multiply with (-ve)

→ Per distance from point to  $\Pi$ :

i)  $(x_1, y_1, z_1)$  to  $\Pi$  is  $\frac{|ax_1 + by_1 + (z_1 + d)|}{\sqrt{a^2 + b^2 + c^2}}$

→ Intercept form:

$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$

$a, b, c$  are  $x, y, z$ -intercepts

→ Areas:

i) Area of  $\Delta^k$  formed by  $\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$  with

(a)  $x$ -axis,  $y$ -axis is  $\frac{1}{2}|ab|$  sq. unit (b)  $y, z$ -axis then  $\frac{1}{2}|bc|$

ii)  $\Pi$   $\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$  meets co-ordinate axes in the points  $A, B, C$  then the area of  $\Delta^k ABC$  is  $\frac{1}{2}\sqrt{(ab)^2 + (bc)^2 + (ca)^2}$

→ Angle b/w 2  $\Pi$ 's:

i)  $\cos \theta = \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}}$  for  $\Pi_1, \Pi_2$

ii) If  $\Pi_1, \Pi_2$  are  $\perp$  then  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$ , if  $\Pi_1, \Pi_2$  are  $\perp$  then  $a_1a_2 + b_1b_2 + c_1c_2 = 0$

→ Foot & image:

foot  $\Rightarrow \frac{h-x_1}{a} = \frac{k-y_1}{b} = \frac{l-z_1}{c} = \frac{-(ax_1 + by_1 + (z_1 + d))}{a^2 + b^2 + c^2}$

image  $\Rightarrow \frac{h-x_1}{a} = \frac{k-y_1}{b} = \frac{l-z_1}{c} = \frac{-2(ax_1 + by_1 + (z_1 + d))}{a^2 + b^2 + c^2}$

→ Egn. of  $\Pi$  bisecting the angle b/w given  $\Pi$ 's:

i)  $\Pi_1, \Pi_2$  are  $\frac{a_1x + b_1y + c_1z + d_1}{\sqrt{a_1^2 + b_1^2 + c_1^2}} = \pm \frac{a_2x + b_2y + c_2z + d_2}{\sqrt{a_2^2 + b_2^2 + c_2^2}}$

ii)  $d_1, d_2 > 0$   
condition

Acute

Obtuse

$a_1a_2 + b_1b_2 + c_1c_2 > 0$

-

+

$a_1a_2 + b_1b_2 + c_1c_2 < 0$

+

-

(here bisectors are  $\perp$  +ve sign indicates bisector contains origin)

## II Lines :

→ Unsymmetrical form -

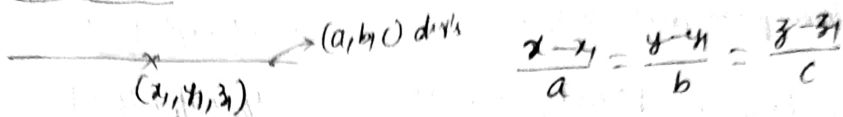
$a_1x + b_1y + c_1z + d_1 = 0$ ,  $a_2x + b_2y + c_2z + d_2 = 0$  is a line

→ symmetrical form

If point  $(x_1, y_1, z_1)$  & d.c's  $(l, m, n)$  is

$$\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$$

→ Vector form:



→ Conversion of non-symmetrical form to symmetrical form:

Unsym -  $a_1x + b_1y + c_1z + d_1 = 0$

$a_2x + b_2y + c_2z + d_2 = 0$

we must know (i) d.c's of it

(ii) coordinates of any point on it.

Step 1: Let  $(l, m, n)$  are d.c's of line then

$a_1l + b_1m + c_1n = 0$ ,  $a_2l + b_2m + c_2n = 0$  by m.e.f.m method we find  $l, m, n$

Step 2: point on line.

at least one of the d.c's is non-zero &  $a_1b_2 - a_2b_1 \neq 0 \Rightarrow$  the line not // to xy plane

→ let it intersect xy plane in  $(x_1, y_1, 0)$  then  $a_1x_1 + b_1y_1 + d_1 = 0$  &

$a_2x_1 + b_2y_1 + d_2 = 0$  by solving we get  $(x_1, y_1, 0)$  on line

Hence, eqn. of line is  $\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-0}{n}$

NOTE: If  $l \neq 0$ , take a point on yz-plane as  $(0, y_1, z_1)$  &

if  $m \neq 0$  take a point on xz-plane as  $(x_1, 0, z_1)$

→ Parametric form:  $P(x_1, y_1, z_1)$  & d.c's  $(l, m, n)$

$x = x_1 + lr$ ,  $y = y_1 + mr$ ,  $z = z_1 + nr$  where  $r = OP$  distance

\* d.c's  $= (l, m, n)$  the point  $(x_1, y_1, z_1)$  at a distance  $r$  is  $(x_1 + lr, y_1 + mr, z_1 + nr)$

$\frac{x-x_1}{l} = r$

Angle b/w 2 lines:

$$L_1 \equiv \frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1} \quad \& \quad L_2 \equiv \frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2} \text{ then}$$

$$\cos \theta = \left| \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{\sum a_1^2} \sqrt{\sum a_2^2}} \right|$$

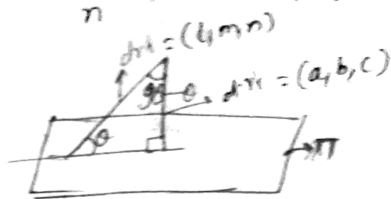
i) If lines are 11el then  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

ii) If lines are lar then  $a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$

Lines & Plane:

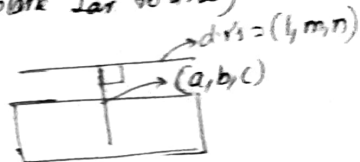
① If  $\theta$  is acute angle b/w line  $\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$  &  $\Pi = ax+by+cz+d=0$  is.

$$\cos(90^\circ - \theta) = \sin \theta = \frac{|la+mb+nc|}{\sqrt{l^2+m^2+n^2} \sqrt{a^2+b^2+c^2}}$$



② If line & plane ( $\Pi$ ) are 11el. (Normal to plane lar to line)

$$al+bm+cn=0$$



③ If line & plane ( $\Pi$ ) are lar then  $\frac{a}{l} = \frac{b}{m} = \frac{c}{n}$



④ dir's of line make equal angles with co-ordinate axes are  $\pm(1/\sqrt{3}, 1/\sqrt{3}, 1/\sqrt{3})$   
& dir's of line are  $(1, 1, 1)$

→ Coplanar lines — 2 lines are coplanar if they either intersect or 11el

Non-coplanar — 2 lines are non-coplanar or skew lines if neither intersect or 11el.



→ Condition for coplanarity of line

① Line  $\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$  lies in plane  $ax+by+cz+d=0$  if  $al+bm+cn+d=0$

(ii) Lines  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  &  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  are coplanar

$$\begin{vmatrix} x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

→ Eqn of plane containing lines -

i)  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  &  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  is

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0 \quad \text{or} \quad \begin{vmatrix} x-x_2 & y-y_2 & z-z_2 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

ii) If lines are coplanar then  $\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$ ,  $a_1x + b_1y + c_1z + d_1 = 0$ ,  $a_2x + b_2y + c_2z + d_2 = 0$  are coplanar then

$$\frac{a_1x_1 + b_1y_1 + c_1z_1 + d_1}{a_1l + b_1m + c_1n} = \frac{a_2x_2 + b_2y_2 + c_2z_2 + d_2}{a_2l + b_2m + c_2n}$$

⇒ Shortest distance b/w skew lines:

$$\vec{r}_1 = \vec{a}_1 + \lambda \vec{b}_1, \vec{r}_2 = \vec{a}_2 + \mu \vec{b}_2 \quad \text{is} \quad \frac{|(\vec{a}_1 - \vec{a}_2) \cdot (\vec{b}_1 \times \vec{b}_2)|}{|\vec{b}_1 \times \vec{b}_2|}$$

i) if intersecting then  $[\vec{a}_1 - \vec{a}_2, \vec{b}_1, \vec{b}_2] = 0$

ii) shortest distance b/w lines  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  &  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$

$$\frac{\begin{vmatrix} x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\sqrt{\sum (b_1c_2 - b_2c_1)^2}}$$

iii) distance b/w lkl lines  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1, \vec{r} = \vec{a}_2 + \mu \vec{b}_2$  is

$$|d| = \frac{|\vec{b}_1 \times (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}_1|}$$