

TA 101A:2019-20:II

Lecture 21 –Space Geometry VII

Dr. Bharat Lohani

Professor, Geoinformatics

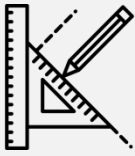
Department of Civil Engineering

IIT Kanpur, Kanpur

Office: WLE 113

Phone: 7413

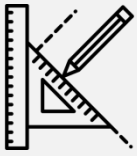
Email: blohani@iitk.ac.in



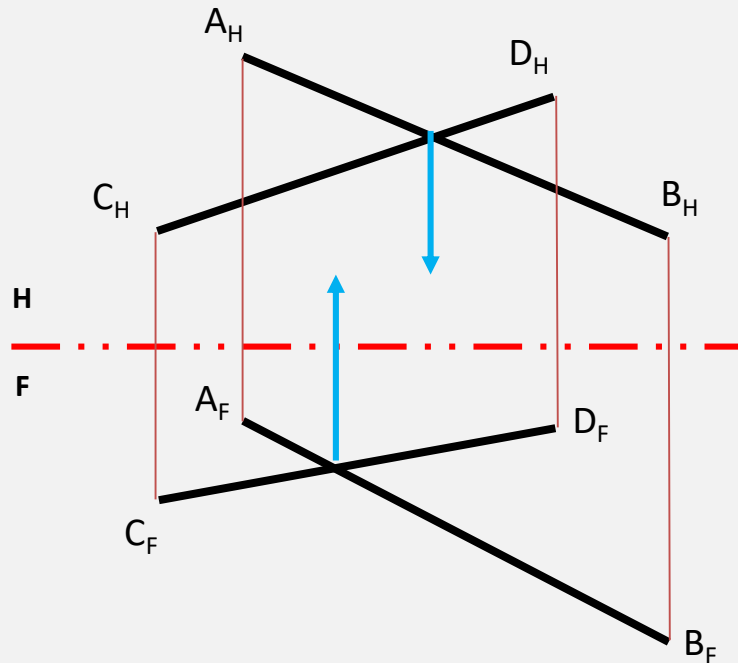
Recapitulation

- Angle between planes
 - Edge views available
 - Line of intersection available as normal view
 - Line of intersection is an oblique line
- Shortest distance from a point to a line
 - Distance between the point and the point view of the line
- Shortest distance between two lines
 - Perpendicular from point view of a line on other line on a projection plane

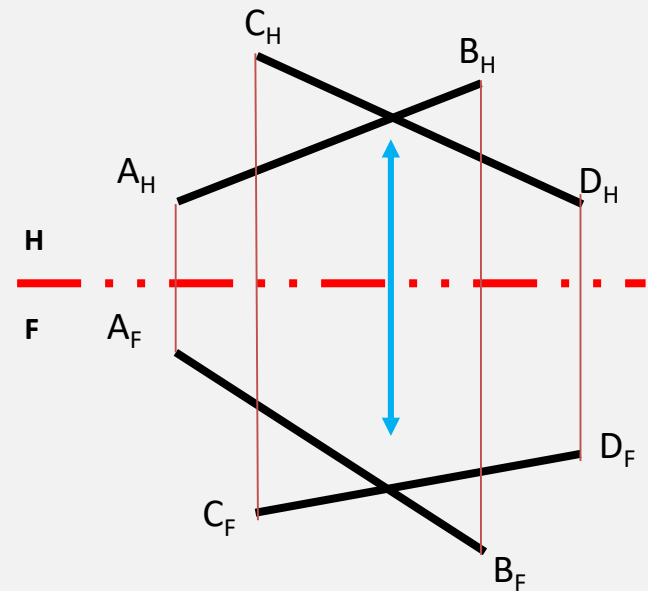
Interaction of Lines and Planes



- **Test for Intersection of Lines**



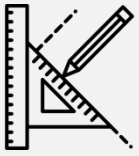
Do lines intersect? NO



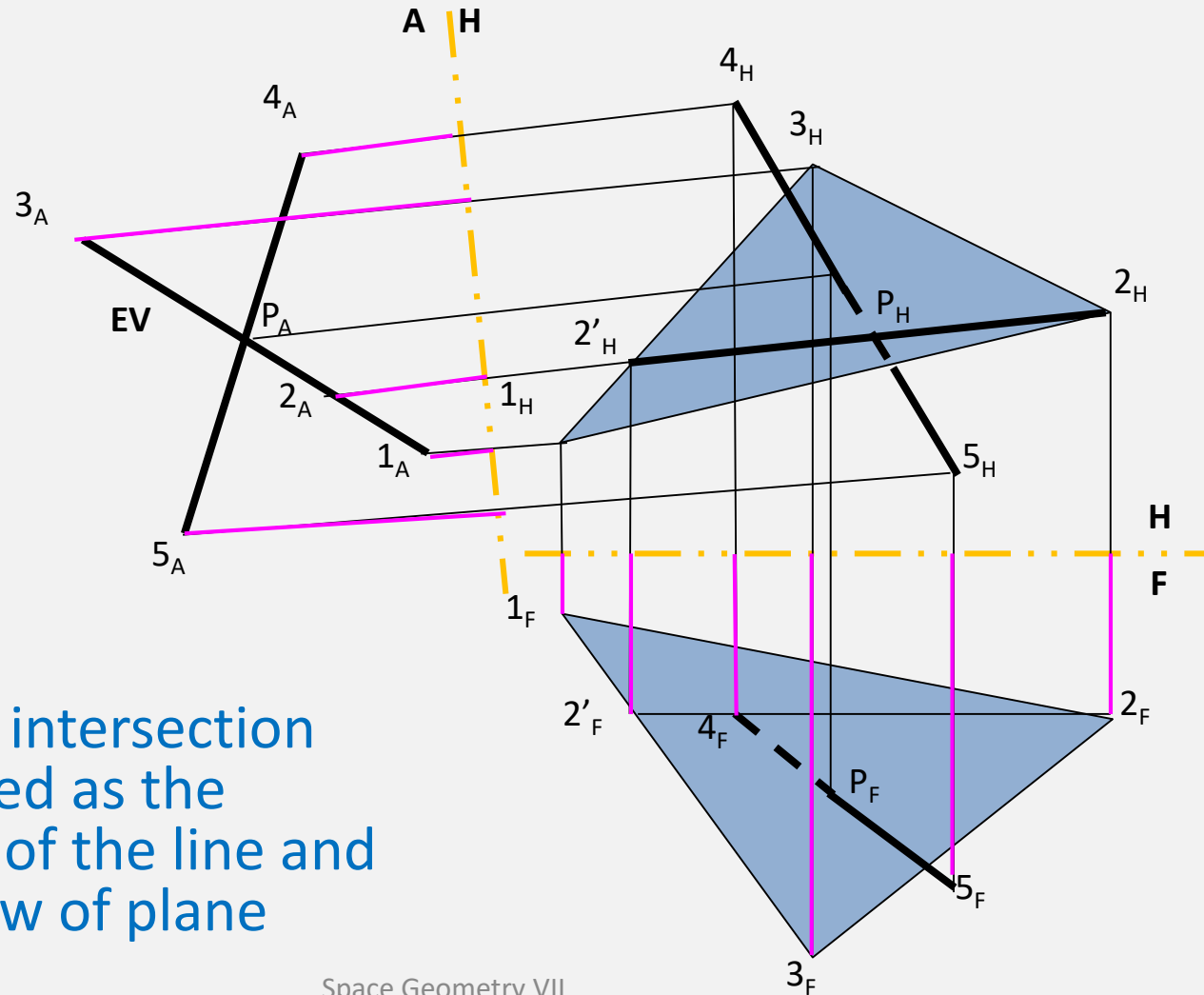
Do lines intersect? YES

The point of intersection of two lines must stay aligned in all views

Intersection of Lines and Planes



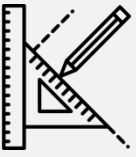
- Edge View Method



- The point of intersection can be located as the intersection of the line and the edge view of plane

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- The diagram illustrates the relationship between a 3D object and its two-dimensional projections. The top view is labeled with points $1_H, 2_H, 3_H, 4_H, 5_H$. The front view is labeled with points $1_F, 2_F, 3_F, 4_F, 5_F$. A horizontal dashed line separates the two views. A vertical red line connects the points 3_H and 3_F , passing through P_H and P_F . The points X_H, Y_H are on the top view, and X_F, Y_F are on the front view. A blue arrow points to the right, labeled "Vertical to horizontal".

Ontar plane



Thank you !