gl\_Position = **ModelViewProjection\_Matrix**\* vec4(vertex, 1.0);

point **= MVP\_inv\***vec(pick\_x,pick\_y,0,1)

vec **= MVP\_inv\***vec(0,0,1,0)

L = {line\_point+line\_vec\*t, t=real}

Plane = {plane\_point+plane\_vec\_u\*u+plane\_vec\_v\*v, (u,v) as real}

Just solve :

plane\_point-line\_point+(plane\_vec\_u, plane\_vec\_v, -line\_vec)\*(u,v,t)=0