

1. Lines in 3D Space

A line in 3D is defined as a parametric equation.

If $\vec{v} = (a, b, c)$ = line direction and $\vec{S}_0 = (x_0, y_0, z_0)$ = source point (origin), $\vec{S} = (x, y, z)$ = end point

It shows that $\vec{S}_0\vec{S} // \vec{v} \Leftrightarrow \exists t \in \mathbb{R}^* / \vec{S}_0\vec{S} = t\vec{v}$. $\vec{S}_0\vec{S} = t\vec{v} \Rightarrow \vec{S} = \vec{S}_0 + t\vec{v}$ (line vector equation)

the parametric equation in term of t, we have :
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \text{ with } t \in \mathbb{R}^* \text{ (line parametric equation)}$$

Example1.1: Write the equations of line passing through the point $\vec{S}_0 = (1, 4, -6)$ and parallel to $\vec{v} = (2, 3, 1)$

Using
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \text{ with } t \in \mathbb{R}^* \text{ where } \vec{S}_0 = (x_0, y_0, z_0) = (1, 4, -6) \text{ and } \vec{v} = (a, b, c) = (2, 3, 1), \text{ after plugging}$$

in the values, we have the line equation
$$\begin{cases} x = 1 + 2t \\ y = 4 + 3t \\ z = -6 + t \end{cases} \text{ with } t \in \mathbb{R}^*$$

TODO → Go to Activity and Solve question 1

Example1.2: Find source point $\vec{S}_0 = (x_0, y_0, z_0)$ and the direction $\vec{v} = (a, b, c)$ of the line
$$\begin{cases} x = 7 + 5t \\ y = 3 + 2t \\ z = 4 - t \end{cases} \text{ with } t \in \mathbb{R}^*$$

Comparing
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \text{ to } \begin{cases} x = 7 + 5t \\ y = 3 + 2t \\ z = 4 - t \end{cases} \text{ we have } x_0 = 7, y_0 = 3, z_0 = 4 \text{ therefore } \vec{S}_0 = (x_0, y_0, z_0) = (7, 3, 4)$$

And $a = 5, b = 2, c = -1$ therefore the direction of the line is $\vec{v} = (a, b, c) = (5, 2, -1)$

TODO → Go to Activity and Solve question 2

2. Rays in 3D Space

The equation of a ray is similar to the line equation.

Ray vector equation is $\vec{S} = \vec{S}_0 + t\vec{v}$ with $t \geq 0$

The parametric equation is
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \text{ with } t \geq 0 \text{ Note here that : } t \geq 0$$

Example2.1: Write the equations of ray passing through the point $\vec{S}_0 = (4, 5, -3)$ and parallel to $\vec{v} = (11, 2, 9)$

Using
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \text{ with } t \geq 0 \text{ where } \vec{S}_0 = (x_0, y_0, z_0) = (4, 5, -3) \text{ and } \vec{v} = (a, b, c) = (11, 2, 9), \text{ after plugging}$$

In the values, we have the ray equation
$$\begin{cases} x = 4 + 11t \\ y = 5 + 2t \\ z = -3 + 9t \end{cases} \text{ with } t \geq 0$$

TODO → Go to Activity and Solve questions 3 and 4

Example2.2: Find source point $\vec{S}_0 = (x_0, y_0, z_0)$ and the direction $\vec{v} = (a, b, c)$ of the ray
$$\begin{cases} x = 2 + 3t \\ y = 7 + 2t \\ z = -1 - 2t \end{cases} \quad t \geq 0$$

Comparing $\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$ to $\begin{cases} x = 2 + 3t \\ y = 7 + 2t \\ z = -1 - 2t \end{cases} \quad t \geq 0$ we have $x_0 = 2, y_0 = 7, z_0 = -1$ therefore $\vec{S}_0 = (x_0, y_0, z_0) = (2, 7, -1)$

and $a = 3, b = 2, c = -2$ therefore the direction of the ray is $\vec{v} = (a, b, c) = (3, 2, -2)$

3. Line Segments in 3D Space

The equation of a line segment is as follow:

Line segment vector equation is $\vec{S} = \vec{S}_0 + t\vec{v}$ with $0 \leq t \leq 1$

The parametric equation is $\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$ with $0 \leq t \leq 1$

Example3.1: Write the equations of line segment passing through the point $\vec{S}_0 = (2, 7, 8)$ and parallel to $\vec{v} = (5, 9, 3)$.

Using $\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$ with $0 \leq t \leq 1$ where $\vec{S}_0 = (x_0, y_0, z_0) = (2, 7, 8)$ and $\vec{v} = (a, b, c) = (5, 9, 3)$, after plugging

In the values, we have the line segment equation $\begin{cases} x = 2 + 5t \\ y = 7 + 9t \\ z = 8 + 3t \end{cases}$ with $0 \leq t \leq 1$

TODO → Go to Activity and Solve question 5

Example3.2: Find source point $\vec{S}_0 = (x_0, y_0, z_0)$ and the direction $\vec{v} = (a, b, c)$ of the segment
$$\begin{cases} x = 3t \\ y = 1 + 2t \\ z = 1 - 5t \end{cases} \quad 0 \leq t \leq 1$$

Comparing $\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$ to $\begin{cases} x = 3t \\ y = 1 + 2t \\ z = 1 - 5t \end{cases} \quad 0 \leq t \leq 1$ we have $x_0 = 0, y_0 = 1, z_0 = 1$ therefore $\vec{S}_0 = (x_0, y_0, z_0) = (0, 1, 1)$

And $a = 3, b = 2, c = -5$ therefore the direction of the line segment is $\vec{v} = (a, b, c) = (3, 2, -5)$

TODO → Go to Activity and Solve question 6

4. Distance between a point and a Ray, or line segment (Optional)

Let a ray be defined by its equation $\vec{S} = \vec{S}_0 + t\vec{v}$, and the point \vec{p} in the space. We first compute the vector $\vec{u} = \vec{p} - \vec{S}_0$ and $\vec{w} = \text{proj}_{\vec{v}}^{\vec{u}} = (\vec{u} \cdot \hat{v}) \cdot \hat{v}$. Using the Pythagorean theorem, the distance between the line and the point is

$$d = \sqrt{\vec{u} \cdot \vec{u} - \vec{w} \cdot \vec{w}} = \sqrt{(\vec{p} - \vec{S}_0) \cdot (\vec{p} - \vec{S}_0) - [(\vec{u} \cdot \hat{v}) \cdot \hat{v}] \cdot [(\vec{u} \cdot \hat{v}) \cdot \hat{v}]} = \sqrt{(\vec{p} - \vec{S}_0) \cdot (\vec{p} - \vec{S}_0) - (\vec{u} \cdot \hat{v}) \cdot (\vec{u} \cdot \hat{v})}$$

or better $d^2 = (\vec{p} - \vec{S}_0) \cdot (\vec{p} - \vec{S}_0) - (\vec{u} \cdot \hat{v}) \cdot (\vec{u} \cdot \hat{v})$ (to avoid the expensive square root math if used for collision).

where \hat{v} = normalized vector of \vec{v} .

5. Properties of Lines, Rays and line segments

Given two lines $L: \vec{S} = \vec{S}_0 + t\vec{v}$ and $L': \vec{S}' = \vec{S}'_0 + t'\vec{v}'$

1) $L \parallel L'$ if only if $\vec{v} \parallel \vec{v}'$

2) $L \perp L'$ if only if $\vec{v} \perp \vec{v}'$

3) $\text{Angle}(L, L') = \text{Angle}(\vec{v}, \vec{v}') = \cos^{-1} \left(\frac{\vec{v} \cdot \vec{v}'}{\|\vec{v}\| \cdot \|\vec{v}'\|} \right)$

Example5.1: parallel rays

Show that the 2 given rays, L1 and L2, are parallel where $L1: \begin{cases} x=5+t \\ y=3+2t \\ z=2+3t \end{cases} \quad t \geq 0$ and $L2: \begin{cases} x=3+3t \\ y=2+6t \\ z=1+9t \end{cases} \quad t \geq 0$

The 2 rays have respective direction $\vec{v}_1 = (1, 2, 3)$ for L1 and $\vec{v}_2 = (3, 6, 9)$ for L2.

$\vec{v}_2 = (3, 6, 9) = 3(1, 2, 3) = 3\vec{v}_1$. Since $\vec{v}_2 = 3\vec{v}_1 \Rightarrow \vec{v}_2 \parallel \vec{v}_1 \Rightarrow L1 \parallel L2$

TODO → Go to Activity and Solve question 7

Example5.2: perpendicular rays.

Show that the 2 given rays, L1 and L2, are perpendicular, $L1: \begin{cases} x=5+t \\ y=-3-2t \\ z=t \end{cases} \quad t \geq 0$ and $L2: \begin{cases} x=2 \\ y=5+3t \\ z=3+6t \end{cases} \quad t \geq 0$

The 2 rays have respective direction $\vec{v}_1 = (1, -2, 1)$ for L1 and $\vec{v}_2 = (0, 3, 6)$ for L2.

$\vec{v}_1 \cdot \vec{v}_2 = (1, -2, 1) \cdot (0, 3, 6) = 0 - 6 + 6 = 0$. Since $\vec{v}_1 \cdot \vec{v}_2 = 0 \Rightarrow \vec{v}_1 \perp \vec{v}_2 \Rightarrow L1 \perp L2$

TODO → Go to Activity and Solve question 8

Example5.3 angle between two rays

Find the angle between the two rays L1 and L2, where $L1: \begin{cases} x=5+t \\ y=3+2t \\ z=4+2t \end{cases} \quad t \geq 0$ and $L2: \begin{cases} x=2+3t \\ y=5 \\ z=3+4t \end{cases} \quad t \geq 0$

The 2 rays have respective direction $\vec{v}_1 = (1, 2, 2)$ for L1 and $\vec{v}_2 = (3, 0, 4)$ for L2

$\vec{v}_1 \cdot \vec{v}_2 = (1, 2, 2) \cdot (3, 0, 4) = 11$, $\|\vec{v}_1\| = 3$, $\|\vec{v}_2\| = 5$

$$\theta = \text{Angle}(L1, L2) = \text{Angle}(\vec{v}_1, \vec{v}_2) = \cos^{-1} \left(\frac{\vec{v}_1 \cdot \vec{v}_2}{\|\vec{v}_1\| \cdot \|\vec{v}_2\|} \right) = \cos^{-1} \left(\frac{11}{(3) \cdot (5)} \right) = \cos^{-1} \left(\frac{11}{15} \right) = 42.83^\circ$$

TODO → Go to Activity and Solve question 9

6. Planes equation

Let $\vec{n} = (a, b, c)$ be the plane normal vector, and $\vec{p}_0 = (x_0, y_0, z_0)$ a fixed point on the plane.

If $\vec{p} = (x, y, z)$ is an arbitrary point of the plane then $\vec{n} \perp \overrightarrow{P_0P} \Rightarrow \vec{n} \cdot \overrightarrow{P_0P} = 0 \Rightarrow \vec{n} \cdot (\vec{p} - \vec{p}_0) = 0$ or $\vec{n} \cdot \vec{p} - \vec{n} \cdot \vec{p}_0 = 0$. Now setting $d = -\vec{n} \cdot \vec{p}_0$, we finally have the vector equation

of the plane that is $\boxed{\vec{n} \cdot \vec{p} + d = 0}$ (1) with $d = -\vec{n} \cdot \vec{p}_0$.

We can derive the analytical equation from (1); that is $\vec{n} \cdot \vec{p} + d = 0 \Rightarrow (a, b, c) \cdot (x, y, z) + d = 0$

Or $\boxed{ax + by + cz + d = 0}$ where $d = -\vec{n} \cdot \vec{p}_0 = -(ax_0 + by_0 + cz_0)$.

Example6.1 :

Find the normal vector \vec{n} of the plane $2x+4y-z+10=0$, its constant d , and a point on the plane \vec{p}_0

Answer \rightarrow By comparing $ax + by + cz + d = 0$ and $2x + 4y - z + 10 = 0$, we can see that $a=2, b=4, c=-1$ and $d=10$ so the plane normal vector is $\vec{n} = (2, 4, -1)$ with $d=10$. Any point on the plane should have its coordinates satisfying $2x+4y-z+10=0$ **once plugged in.**

that is: $2(?) + 4(?) - (?) + 10 = 0$ where ? is x, y, or z is value to be plugged in.

we pick, $\vec{p}_0 = (-5, 0, 0)$ since $2(-5) + 4(0) - (0) + 10 = 0$ or,

$\vec{p}_0 = (-1, -2, 0)$ since $2(-1) + 4(-2) - (0) + 10 = 0$ or,

$\vec{p}_0 = (0, 0, 10)$ since $2(0) + 4(0) - (10) + 10 = 0$. We stop here since there are many points. We only need to find one point.

TODO \rightarrow Go to Activity and Solve questions 10 and 11

Example6.2: write the plane equation with normal vector $\vec{n} = (1, 3, 1)$ passing through $\vec{p}_0(1, 1, 1)$

Answer \rightarrow using $ax + by + cz + d = 0$ since $\vec{n} = (a, b, c) = (1, 3, 1)$ we $a=1$, $b=3$, $c=1$ and

$d = -\vec{n} \cdot \vec{p}_0 = -(1, 3, 1) \cdot (1, 1, 1) = -(1 + 3 + 1) = -5$, so $ax + by + cz + d = 0$ becomes $x + 3y + z - 5 = 0$

Example6.3: write the plane equation with normal vector $\vec{n} = (3, 2, 4)$ passing through $\vec{p}_0(0, 2, 1)$

Answer \rightarrow using $ax + by + cz + d = 0$ since $\vec{n} = (a, b, c) = (3, 2, 4)$ we $a=3$, $b=2$, $c=4$ and

$d = -\vec{n} \cdot \vec{p}_0 = -(3, 2, 4) \cdot (0, 2, 1) = -(0 + 4 + 4) = -8$, so $ax + by + cz + d = 0$ becomes $3x + 2y + 4z - 8 = 0$

TODO \rightarrow Go to Activity and Solve questions 12 and 13

7. Equation of Plane Passing Through Three Points(Triangle)

Let \vec{v}_1, \vec{v}_2 and \vec{v}_3 be 3 point in the space .the equation of a plane passing thru the points 3 \vec{v}_1, \vec{v}_2 and \vec{v}_3 is Computed as follows:

Find the normal vector $\vec{n} = \overrightarrow{v_1v_2} \times \overrightarrow{v_1v_3} = (\vec{v}_2 - \vec{v}_1) \times (\vec{v}_3 - \vec{v}_1)$

Find a reference point $\vec{p}_0 = \vec{v}_1$ and compute $d = -\vec{n} \cdot \vec{p}_0$ to final get $\vec{n} \cdot \vec{p} + d = 0$

Example7.1: Find the plane equation passing through $\vec{v}_1(3, 2, 1)$, $\vec{v}_2(1, 3, 2)$ and $\vec{v}_3(1, 1, 1)$

$\vec{v}_2 - \vec{v}_1 = (1, 3, 2) - (3, 2, 1) = (-2, 1, 1)$ $\vec{v}_3 - \vec{v}_1 = (1, 1, 1) - (3, 2, 1) = (-2, -1, 0)$

$$\vec{n} = (\vec{v}_2 - \vec{v}_1) \times (\vec{v}_3 - \vec{v}_1) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -2 & 1 & 1 \\ -2 & -1 & 0 \end{vmatrix} = \begin{vmatrix} 1 & 1 \\ -1 & 0 \end{vmatrix} \vec{i} - \begin{vmatrix} -2 & 1 \\ -2 & 0 \end{vmatrix} \vec{j} + \begin{vmatrix} -2 & 1 \\ -2 & -1 \end{vmatrix} \vec{k} = \begin{vmatrix} + & - & + \end{vmatrix}$$

$$\vec{n} = (0 - (-1))\vec{i} - (0 - (-2))\vec{j} + (2 - (-2))\vec{k} = \vec{i} - 2\vec{j} + 4\vec{k} = (1, -2, 4).$$

Take $\vec{p}_0 = \vec{v}_1 = (3, 2, 1)$ $d = -\vec{n} \bullet \vec{p}_0 = -(1, -2, 4) \bullet (3, 2, 1) = -(3 - 4 + 4) = -3$. So for any point $\vec{p} = (x, y, z)$ On the plane, the plane is obtained by computing $\vec{n} \bullet \vec{p} + d = 0$, that is $(1, -2, 4) \bullet (x, y, z) + (-3) = 0$ resulting in $x - 2y + 4z - 3 = 0$

8. Properties of the planes in 3D space

Given two planes $P: \vec{n} \bullet \vec{p} + d = 0$ and $P': \vec{n}' \bullet \vec{p} + d' = 0$

$P // P'$ if only if $\vec{n} // \vec{n}'$ (parallel planes)

$P \perp P'$ if only if $\vec{n} \perp \vec{n}'$ (perpendicular planes)

$$\theta = \text{Angle}(P, P') = \text{Angle}(\vec{n}, \vec{n}') = \cos^{-1} \left(\frac{\vec{n} \bullet \vec{n}'}{\|\vec{n}\| \bullet \|\vec{n}'\|} \right) \quad (\text{angle between 2 planes})$$

Example8.1: Parallel planes

Given the two planes **P1: $2x + 3y + 4z = 7$** and **P2: $6x + 9y + 12z = 1$** , show that they are parallel.

Answer: First find the planes normal vector. For plane P1, $\vec{n}_1 = (2, 3, 4)$, and Plane P2, $\vec{n}_2 = (6, 9, 12)$.

We check that $\vec{n}_2 = (6, 9, 12) = 3(2, 3, 4) = 3\vec{n}_1$.

We conclude: since $\vec{n}_2 = 3\vec{n}_1 \Rightarrow \vec{n}_2 // \vec{n}_1 \Rightarrow P1 // P2$.

TODO \Rightarrow Go to Activity and Solve question 14

Example8.2: Perpendicular planes

Given the two planes **P1: $x + 3y + 4z = 7$** and **P2: $6x + 2y - 3z = 1$** , show that they are perpendicular.

Answer: First find the planes normal vector. For plane P1, $\vec{n}_1 = (1, 3, 4)$, and Plane P2, $\vec{n}_2 = (6, 2, -3)$.

We check that $\vec{n}_1 \bullet \vec{n}_2 = (1, 3, 4) \bullet (6, 2, -3) = 6 + 6 - 12 = 0$.

We conclude: since $\vec{n}_1 \bullet \vec{n}_2 = 0 \Rightarrow \vec{n}_1 \perp \vec{n}_2 \Rightarrow P1 \perp P2$.

TODO \Rightarrow Go to Activity and Solve question 15

Example8.3: Angle between two planes

Given the two planes **P1: $x + 2y + 2z = 7$** and **P2: $3x + 4z = 1$** , find the angle between P1 and P2.

Answer: First find the planes normal vector. For plane P1, $\vec{n}_1 = (1, 2, 2)$, and Plane P2, $\vec{n}_2 = (3, 0, 4)$.

We calculate $\vec{n}_1 \bullet \vec{n}_2 = (1, 2, 2) \bullet (3, 0, 4) = 11$, $\|\vec{n}_1\| = 3$, $\|\vec{n}_2\| = 5$ and

$$\theta = \text{Angle}(P_1, P_2) = \text{Angle}(\vec{n}_1, \vec{n}_2) = \cos^{-1} \left(\frac{\vec{n}_1 \bullet \vec{n}_2}{\|\vec{n}_1\| \bullet \|\vec{n}_2\|} \right) = \cos^{-1} \left(\frac{11}{(3) \cdot (5)} \right) = \cos^{-1} \left(\frac{11}{15} \right) = 42.83^\circ$$

TODO \Rightarrow Go to Activity and Solve question 16

9. Distance between a point and a plane

Let plane P: $\vec{n} \cdot \vec{p} + d = 0$ and the point $\vec{p}_1 = (x_1, y_1, z_1)$, then the distance between the plane and

the point \vec{p}_1 is $D = \left| \text{comp}_{\vec{n}} \overrightarrow{p_0 p_1} \right| = \left| \frac{\vec{n} \cdot \overrightarrow{p_0 p_1}}{\|\vec{n}\|} \right| = \frac{|\vec{n} \cdot \vec{p}_1 + d|}{\|\vec{n}\|} = \frac{|ax_1 + by_1 + cz_1 + d|}{\sqrt{a^2 + b^2 + c^2}}$

Example9.1: Find the distance D between the plane P: $x + 2y + 2z - 13 = 0$ and the point $\vec{p}_1 = (1, 2, 1)$.

Answer: here $\vec{n} = (a, b, c) = (1, 2, 2)$ $d = -13$ $\vec{p}_1 = (1, 2, 1)$, $\|\vec{n}\| = \sqrt{1^2 + 2^2 + 2^2} = 3$

$$|\vec{n} \cdot \vec{p}_1 + d| = |(1, 2, 2) \cdot (1, 2, 1) - 13| = |1 + 4 + 2 - 13| = |-6| = 6 \quad D = \frac{|\vec{n} \cdot \vec{p}_1 + d|}{\|\vec{n}\|} = \frac{6}{3} = 2$$

Example9.2: Find the distance D between the plane P: $3x - 4z + 13 = 0$ and the point $\vec{p}_1 = (2, 2, 1)$.

Answer: here $\vec{n} = (a, b, c) = (3, 0, -4)$ $d = 13$ $\vec{p}_1 = (2, 2, 1)$, $\|\vec{n}\| = \sqrt{3^2 + 0^2 + (-4)^2} = 5$

$$|\vec{n} \cdot \vec{p}_1 + d| = |(3, 0, -4) \cdot (2, 2, 1) + 13| = |6 - 4 + 13| = |15| = 15 \quad D = \frac{|\vec{n} \cdot \vec{p}_1 + d|}{\|\vec{n}\|} = \frac{15}{5} = 3$$

TODO → Go to Activity and Solve question 17

10. Half- Space Tests

Given the plane P: $\vec{n} \cdot \vec{p} + d = 0$ and the point $\vec{p}_1 = (x_1, y_1, z_1)$, we want to verify if the point $\vec{p}_1 = (x_1, y_1, z_1)$ is on the plane (coplanar), above the plane (positive half space), or behind the plane (negative half space).

a) Coplanar test (is the point on the plane ?)

If $\vec{n} \cdot \vec{p}_1 + d = 0$ or $ax_1 + by_1 + cz_1 + d = 0$ then the point \vec{p}_1 is on the plane.

Example10.1: Show that the point $\vec{p}_1 = (3, 0, 1)$ is on the plane P: $x + y + 2z - 5 = 0$

Answer: here $\vec{n} = (a, b, c) = (1, 1, 2)$ $d = -5$ $\vec{p}_1 = (3, 0, 1)$.

We calculate $\vec{n} \cdot \vec{p}_1 + d = (1, 1, 2) \cdot (3, 0, 1) - 5 = 3 + 0 + 2 - 5 = 0$

We conclude: since $\vec{n} \cdot \vec{p}_1 + d = 0 \rightarrow \vec{p}_1$ is on the plane (coplanar)

TODO → Go to Activity and Solve question 18

Video:

b) Positive half-space test (Is the point above the plane ?)

If $\vec{n} \cdot \vec{p}_1 + d > 0$ or $ax_1 + by_1 + cz_1 + d > 0$ then the point \vec{p}_1 is above (on front of) the plane.

Example10.2: Show that the point $\vec{p}_1 = (2, 2, 1)$ is above the plane P: $x + 2y + 2z + 3 = 0$

Answer here $\vec{n} = (a, b, c) = (1, 2, 2)$ $d = 3$ $\vec{p}_1 = (2, 2, 1)$.

We calculate $\vec{n} \cdot \vec{p}_1 + d = (1, 2, 2) \cdot (2, 2, 1) + 3 = 2 + 4 + 2 + 3 = 11 > 0$

We conclude: since $\vec{n} \cdot \vec{p}_1 + d > 0 \rightarrow \vec{p}_1$ is above the plane (positive half-space)

TODO → Go to Activity and Solve question 19

c) Negative half-space test (Is the point below the plane ?)

If $\vec{n} \cdot \vec{p}_1 + d < 0$ or $ax_1 + by_1 + cz_1 + d < 0$ then the point \vec{p}_1 is behind (below) the plane.

Example10.3: Show that the point $\vec{p}_1 = (2, 2, 1)$ is below the plane P: $x + 2y + 2z - 10 = 0$

Answer: here $\vec{n} = (a, b, c) = (1, 2, 2)$ $d = -10$ $\vec{p}_1 = (2, 2, 1)$.

We calculate $\vec{n} \cdot \vec{p}_1 + d = (1, 2, 2) \cdot (2, 2, 1) - 10 = 2 + 4 + 2 - 10 = -2 < 0$

We conclude: since $\vec{n} \cdot \vec{p}_1 + d < 0 \rightarrow \vec{p}_1$ is below the plane (negative half-space)

TODO \rightarrow Go to Activity and Solve question 20

11. Projection of a point onto a Plane

Let \vec{p}_1 be a point in the positive half-space and \vec{q} the point resulting from projecting \vec{p}_1 onto the plane with equation $\vec{n} \cdot \vec{p} + d = 0$ in the direction of a vector \hat{v} . It can be seen that $\overrightarrow{p_1 q} \parallel \hat{v}$ implying that it exists

$$k \in \mathbb{R}^* / \overrightarrow{p_1 q} = k \cdot \hat{v} \text{ or } \vec{q} - \vec{p}_1 = k \cdot \hat{v} \text{ or } \vec{q} = \vec{p}_1 + k \cdot \hat{v}.$$

Since \vec{q} belongs to the plane (coplanar), we plug it into the plane equation to derive k as follows:

$$\vec{n} \cdot \vec{q} + d = 0 \text{ leading to } \vec{n} \cdot (\vec{p}_1 + k \cdot \hat{v}) + d = 0 \quad \vec{n} \cdot \vec{p}_1 + k \cdot \vec{n} \cdot \hat{v} + d = 0 \rightarrow \vec{n} \cdot \hat{v} \cdot k = -\vec{n} \cdot \vec{p}_1 - d$$

$$\text{If } \vec{n} \cdot \hat{v} < 0 \text{ with } \vec{n} \cdot \vec{q} + d > 0 \text{ then } k = -\frac{\vec{n} \cdot \vec{p}_1 + d}{\vec{n} \cdot \hat{v}}$$

And the projection equation $\vec{q} = \vec{p}_1 + k \cdot \hat{v}$ becomes

$$\vec{q} = \vec{p}_1 - \frac{\vec{n} \cdot \vec{p}_1 + d}{\vec{n} \cdot \hat{v}} \cdot \hat{v} \quad \text{with } d = -\vec{p}_0 \cdot \hat{n}$$

If the projection vector is not normalized, that is using \vec{v} , then

$$\vec{q} = \vec{p}_1 - \frac{\vec{n} \cdot \vec{p}_1 + d}{\vec{n} \cdot \vec{v}} \cdot \vec{v}$$

Example11.1 : Find the projected point \vec{q} of $\vec{p}_1 (1, 3, -1)$ onto the plane $x + y + z + 5 = 0$ in the direction of

a) the vector $\vec{v} (1, -2, -1)$

b) the plane normal vector $\vec{n} (1, 1, 1)$

Answer:

$$\text{a) } \vec{n} = (1, 1, 1) \quad d = 5 \quad \vec{n} \cdot \vec{v} = (1, 1, 1) \cdot (1, -2, -1) = -2 < 0 \quad \vec{n} \cdot \vec{p}_1 + d = (1, 1, 1) \cdot (1, 3, -1) + 5 = 3 + 5 = 8 > 0$$

$$\vec{q} = \vec{p}_1 - \frac{\vec{n} \cdot \vec{p}_1 + d}{\vec{n} \cdot \vec{v}} \cdot \vec{v} = (1, 3, -1) - \frac{8}{-2} (1, -2, -1)$$

$$= (1, 3, -1) + 4(1, -2, -1) = (1, 3, -1) + (4, -8, -4) = (5, -5, -5)$$

$$\text{b) } \vec{n} = (1, 1, 1) \quad d = 5 \text{ here } \vec{v} = \vec{n} \text{ so } \vec{n} \cdot \vec{v} = \vec{n} \cdot \vec{n} = 3 \quad \vec{n} \cdot \vec{p}_1 + d = (1, 1, 1) \cdot (1, 3, -1) + 5 = 3 + 5 = 8$$

$$\vec{q} = \vec{p}_1 - \frac{\vec{n} \cdot \vec{p}_1 + d}{\vec{n} \cdot \vec{n}} \cdot \vec{n} = (1, 3, -1) - \frac{8}{3} (1, 1, 1) = \left(\frac{-5}{3}, \frac{1}{3}, \frac{-11}{3} \right)$$

12. Parametric curves

13. Surfaces