## Lines

3 flavors
Infinite Lines
Ray
Line Segment
Vector is a ray
where one end
is at (0,0,0)

2 points -> Line definition

y = mx + to

Bad in this class

ax + by + c = 0 [z]

ax + by + cz + d = 0 [3]

 $P_1 = (2,3)$   $P_2 = (4,5)$   $a \cdot 2 + b \cdot 3 + c = 9$  c = -2a - 3b  $a \cdot 4 + by - 2a - 3b = 0$   $a \cdot 4 + b \cdot 5 - 2a - 3b = 0$   $a \cdot 4 + b \cdot 5 - 2a - 3b = 0$   $a \cdot 4 + 2b = 0$  a + 2b = 0a + 2b = 0

a=1 1x+-1y-2+3=0 1x-1y+1=0 a=1 b=-1 c=4 2-3+1=0 c=4 c=4 c=4 c=4 c=4 c=4



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Tangert ~ Slope = P, - Pz Pependicular L

2,3  $P_1 - P_2 = (-2, -2)$ 

perpendicular

Bad, bad, bad! [So Far Prangent =  $\frac{P_1 - P_2}{||P_1 - P_2||} \rightarrow \sqrt{-2^2_1 - 2^2_2} \rightarrow \sqrt{4+4} \Rightarrow \sqrt{8} \Rightarrow$ 



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## Perpendicular in 2+3D

C=0

(a,b,c

perpendicular of tangent (a,b) = (-b,a) or (b,-a)
12D only

3D there isn't a simple solution Dot Product · = ) and+ b.e+c.f = ) coso between vectors (a,b,c). (d,ef) = 0 iff (abcc) 1 (d,e,f) Practice: a·青+b·读+c·读=○ at b+ L=0 a=0 6=0



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Right-handed Cross Product\_ V, X Uz Cx = aybz - azby Cy = azbx - axbz Cz = axby - Baybxwhy?

The cross product of two vectors is always

Perpendicular to these vectors.