

1. $\vec{e}_3 = \frac{\vec{u}}{|\vec{u}|}, \theta = \arccos\left(\frac{\vec{u} \cdot \vec{t}}{|\vec{u}| |\vec{t}|}\right), \vec{e}_1 = \frac{\vec{t} \times \vec{u}}{|\vec{t} \times \vec{u}|}, \vec{e}_2 = \vec{e}_3 \times \vec{e}_1.$
2. We can write the function of plane, write the function of line PC . We can then compute the coordinate of P' by solving the equation system.
3. Using the function of $\overline{P_1P_2}, \overline{Q_1Q_2}$, solve the equation system to get the coordinate of the R. If $(R - Q_1) \cdot (R - Q_2) \leq 0$ and $(R - P_1) \cdot (R - P_2) \leq 0$, R is the intersection point.
4. By the coordinates of Q_1, Q_2, Q_3 , we can get the function for the plane which T in. And by the coordinate of C and by vector \vec{d} , we can get the function for the line that r is on. Solve the equation system, we can get the coordinate of Q . If $(Q - C) \cdot \vec{d} \geq 0$, and $Q = aQ_1 + bQ_2 + cQ_3$, where $a + b + c = 1$ and $a \geq 0, b \geq 0, c \geq 0$, then Q is the intersection point.