# **Concepts and Formulas** Three Dimensional Geometry

# **Concept of Plane in 3 Dimensional Geometry**

#### A first degree equation in x, y, z represents a plane in 3D

 $ax + by + cz = 0, z^2b^2 + c^2 \neq 0$ represents a plane.

## Normal Form of a Plane

Let P be the length of the normal from the origin to the plane and

*l*, *m*, *n* be the direction cosines of that normal. Then the equation of the plane is given by lx + my + nz = P.

### Intercept form

Let a plane cuts length

*a*, *b*, *c* from the coordinate axis.

Then equation of the plane is

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1.$$

#### Planes passing through 3 given points

Plane passing through

$$\begin{pmatrix} x_1, y_1, z_1 \end{pmatrix}, \begin{pmatrix} x_2, y_2, z_2 \end{pmatrix}, \begin{pmatrix} x_3, y_3, z_3 \end{pmatrix}$$
is  
$$\begin{vmatrix} x & y & z & 1 \\ x_1 & y_1 & z_1 & 1 \\ x_2 & y_2 & z_2 & 1 \\ x_3 & y_3 & z_3 & 1 \end{vmatrix} = 0$$

# Angle between 2 planes

 $a_1x + b_1y + c_1z + d_1 = 0$ and  $a_2x + b_2y + c_2z + d_2 = 0$ is given by

$$\cos \theta = \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

# Two sides of a plane

Consider 2 points

 $A(x_1, y_1, z_1)$ and  $B(x_2, y_2, z_2)$  lie on the same side or opposite sides of a plane ax + by + cz + d = 0, accordingly as  $ax_1 + by_1 + cz_1 + d$ and  $ax_2 + by_2 + cz_2 + d$ are of same sign or opposite sign.

# Distance from a point to a plane

Distance of a point  $(x_1,y_1,z_1)$  from a plane.

Distance of

 $\begin{pmatrix} x_1, y_1, z_1 \end{pmatrix}$ from ax + by + cz + dis  $\begin{vmatrix} \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}} \end{vmatrix}$ 

### Equation of the planes bisecting the angle between 2 planes

Let

 $a_1x + b_1y + c_1z + d = 0$ and  $a_2x + b_2y + c_2z + d = 0$ be 2 planes. The equation of plane bisecting the angles between them is

$$\frac{a_{1x+b_{1y+c_{1z}+d_{1}}}}{\sqrt{a_{1}^{2}+b_{1}^{2}+c_{1}^{2}}} = \pm \frac{a_{2x+b_{2y+c_{2z}+d_{2}}}}{\sqrt{a_{2}^{2}+b_{2}^{2}+c_{2}^{2}}}$$

#### Position of origin

The origin lies in the acute or obtuse angle between

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a_1x + b_1y + c_1z + d_1 = 0
and
a_2x + b_2y + c_2z + d_2 = 0
according as
a_1a_2 + b_1b_2 + c_1c_2 < 0 \text{ or } > 0
provided
d_1
and
d_2
are both positive.
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#### Two Intersecting plane

If U = 0and V = 0be 2 planes then the plane passing through the line of their intersection is  $U + \lambda V = 0\lambda$ to be determined from given condition.