

# 3D Geometry



Vishal Garg (B.Tech, IIT Bombay)

# Definition



#### A General:

(1) Distance (d) between two points  $(x_1, y_1, z_1)$  and  $(x_2, y_2, z_2)$ 

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2} \qquad A \frac{P(x, y, z)}{(x_1, y_1, z_1) \quad m_1 \quad m_2} B$$

$$(x_2, y_2, y_2, z_2)$$

(2) Section Fomula

$$x = \frac{m_2 x_1 + m_1 x_2}{m_1 + m_2} \quad ; \quad y = \frac{m_2 y_1 + m_1 y_2}{m_1 + m_2} \quad ; \quad z = \frac{m_2 z_1 + m_1 z_2}{m_1 + m_2}$$

(For external division take -ve sign)



#### DIRECTION COSINES :/

Let  $\vec{a} = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}$  the angles which this vector makes with the +ve directions OX,OY & OZ are called **Direction Angles** & their cosines are called the **Direction Cosines**.

$$\cos \alpha = \frac{a_1}{|\vec{a}|} = 1, \quad \cos \beta = \frac{a_2}{|\vec{a}|} = , \quad \cos \Gamma = \frac{a_3}{|\vec{a}|} = Note \text{ that, } \cos^2 \alpha + \cos^2 \beta + \cos^2 \Gamma = 1$$

$$\vec{\alpha} = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{i}^c + ve = a_1 \hat{i} + ve = a_2 \hat{i} + cos^2 \hat{i} + co$$



#### Direction Cosine and direction ratio's of a line

- (3) Direction cosine of a line has the same meaning as d.c's of a vector.
- (a) Any three numbers a, b, c proportional to the direction cosines are called the direction ratios i.e.

$$\frac{l}{a} = \frac{m}{b} = \frac{n}{c} = \pm \frac{1}{\sqrt{a^2 + b^2 + c^2}}$$

same sign either +ve or -ve should be taken through out.

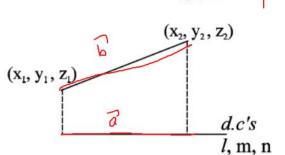
note that d.r's of a line joining  $x_1, y_1, z_1$  and  $x_2, y_2, z_2$  are proportional to  $x_2 - x_1, y_2 - y_1$  and  $z_2 - z_1$ 



(b) If  $\theta$  is the angle between the two lines whose d.c's are  $l_1$ ,  $m_1$ ,  $m_1$  and  $l_2$ ,  $m_2$ ,  $m_2$  are  $l_1$ ,  $l_2$  and  $l_3$ ,  $l_4$ ,  $l_5$ ,  $l_6$  are  $l_1$ ,  $l_2$ ,  $l_4$ ,  $l_5$ ,  $l_6$  are perpendicular then  $l_1$ ,  $l_2$ ,  $l_4$ ,  $l_5$ ,  $l_6$ ,  $l_7$ ,  $l_8$ ,  $l_$ 

if lines are parallel then 
$$\frac{l_1}{l_2} = \frac{m_1}{m_2} = \frac{n_1}{n_2}$$

note that if three lines are coplanar then  $\begin{vmatrix} l_1 & m_1 & n_1 \\ l_2 & m_2 & n_2 \\ l_3 & m_3 & n_3 \end{vmatrix} = 0$ 



(4) Projection of the join of two points on a line with d.c's l, m, n are  $l(x_2-x_1)+m(y_2-y_1)+n(z_2-z_1)$ 

(x2-x4) i+182-184 j+(22-24) Q= / i+mgth)



The angle between the lines whose direction cosines satisfy the equations l + m + n = 0 and  $l^2 = m^2 + n^2$ , is (2014 Main) lumun,

(a)  $\frac{\pi}{2}$  (b)  $\frac{\pi}{4}$  (c)  $\frac{\pi}{6}$ 

(b) 
$$\frac{\pi}{4}$$

(c) 
$$\frac{\pi}{6}$$

(d) 
$$\frac{\pi}{2}$$

$$\begin{cases} l + m + n = 0 = 0 \\ l^{2} = m^{2} + n^{2} \end{cases}$$

$$\begin{cases} l^{2} = m^{2} + n^{2} \\ l^{2} = m^{2} + n^{2} \end{cases}$$

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$$l^{2} = m^{2} + n^{2}$$

$$l^{2} = m^{2}$$

$$G\theta = \frac{-|x-1| + 0 \times 1 + 1 \times 0}{52 \times 52}$$

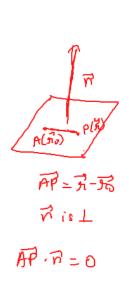
$$G\theta = \frac{1}{2}$$

$$\theta = \frac{x}{3}$$



### **EQUATION OF APLANE:**

The equation  $(\vec{r} - \vec{r}_0) \cdot \vec{n} = 0$  represents a plane containing the point with p.v.  $\vec{r}_0$  where  $\vec{n}$  is a vector normal to the plane  $\cdot \vec{r} \cdot \vec{n} = d$  is the general equation of a plane.





#### B PLANE

- (i) General equation of degree one in x, y, z i.e. ax + by + cz + d = 0 represents a plane.
- Equation of a plane passing through  $(x_1, y_1, z_1)$  is  $(x_1, y_1, z_1)$  is  $(x_1, y_1, z_1)$  is

  where a, b, c are the direction ratios of the normal to the plane.
- (iii) Equation of a plane if its intercepts on the co-ordinate axes are  $x_1$ ,  $y_1$ ,  $z_1$  is

$$\frac{x}{x_1} + \frac{y}{y_1} + \frac{z}{z_1} = 1.$$

$$\frac{x}{x_0} = x_1 + y_1 + z_1 = 1.$$

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$$\frac{x}{x_0$$

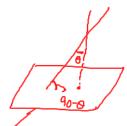


(v) **Parallel and perpendicular planes** – Two planes

$$a_1 x + b_1 y + c_1 z + d_1 = 0$$
 and  $a_2 x + b_2 y + c_2 z + d_2 = 0$  are perpendicular if  $a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$ 

parallel if 
$$\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2} \quad \text{and} \quad$$

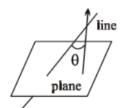
coincident if 
$$\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2} = \frac{d_1}{d_2}$$



(vi) Angle between a plane and a line is the compliment of the angle between the normal to the plane and the

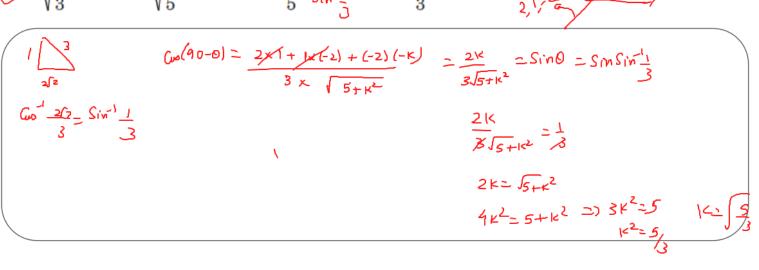
line . If 
$$\begin{bmatrix} \text{Line} : \vec{r} = \vec{a} + \lambda \vec{b} \\ \text{Plane} : \vec{r} . \vec{n} = d \end{bmatrix}$$
 then  $\cos(90 - \theta) = \sin \theta = \frac{\vec{b} \cdot \vec{n}}{|\vec{b}|.|\vec{n}|}$ .

where  $\theta$  is the angle between the line and normal to the plane.





If an angle between the line,  $\frac{x+1}{2} = \frac{y-2}{1} = \frac{z-3}{-2}$  and  $\frac{A(-1,2,3)}{|x|^2}$ (2019 Main, 12 Jan II) the plane,





(vii) Length of the perpendicular from a point  $(x_1, y_1, z_1)$  to a plane ax + by + cz + d = 0 is

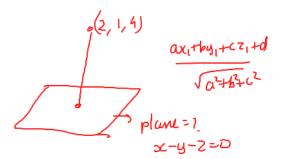
$$p = \left| \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}} \right|$$

(viii) Distance between two parallel planes  $ax + by + cz + d_1 = 0$  and  $ax + by + cz + d_2 = 0$  is

$$\frac{d_1 - d_2}{\sqrt{a^2 + b^2 + c^2}}$$



The length of the perpendicular drawn from the point (2, 1, 4) to the plane containing the lines  $\mathbf{r} = (\hat{\mathbf{i}} + \hat{\mathbf{j}}) + \lambda(\hat{\mathbf{i}} + 2\hat{\mathbf{j}} - \hat{\mathbf{k}})$  and  $\mathbf{r} = (\hat{\mathbf{i}} + \hat{\mathbf{j}}) + \mu(-\hat{\mathbf{i}} + \hat{\mathbf{j}} - 2\hat{\mathbf{k}})$ (2019 Main, 12 April II) (c) √3



(b) 
$$\frac{1}{3}$$

(c) 
$$\sqrt{3}$$

$$(d)\frac{1}{\sqrt{3}}$$



(ix) Planes bisecting the angle between two planes

$$a_1x + b_1y + c_1z + d_1 = 0$$
 and  $a_2 + b_2y + c_2z + d_2 = 0$  is given by

$$\frac{\left|\frac{a_1x + b_1y + c_1z + d_1}{\sqrt{a_1^2 + b_1^2 + c_1^2}}\right| = \underbrace{\pm} \left|\frac{a_2x + b_2y + c_2z + d_2}{\sqrt{a_2^2 + b_2^2 + c_2^2}}\right|$$

Of these two bisecting planes, one bisects the acute and the other obtuse angle between the given planes.

Equation of a plane through the intersection of two planes  $P_1$  and  $P_2$  is given by  $P_1 + \lambda P_2 = 0$ 



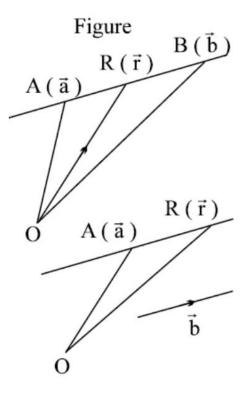
### **VECTOR EQUATION OF ALINE:**

Parametric vector equation of a line passing through two point  $A(\vec{a})$  &  $B(\vec{b})$  is given by,  $\vec{r} = \vec{a} + t(\vec{b} - \vec{a})$  where t is a parameter. If the line passes through the point  $A(\vec{a})$  & is parallel to the vector  $\vec{b}$  then its equation is,  $\vec{r} = \vec{a} + t\vec{b}$ 

B(B)

Note that the equations of the bisectors of the angles between the lines  $\vec{r} = \vec{a} + \lambda \vec{b} \& \vec{r} = \vec{a} + \mu \vec{c}$  is:

$$\vec{r} \; = \; \vec{a} \; + t \left( \hat{b} + \hat{c} \right) \; \; \& \quad \vec{r} \; = \; \vec{a} \; + p \left( \hat{c} - \hat{b} \right). \label{eq:reconstruction}$$





#### C STRAIGHT LINE IN SPACE

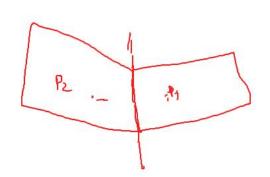
(i) Equation of a line through  $A(x_1, y_1, z_1)$  and having direction cosines l, m, n are

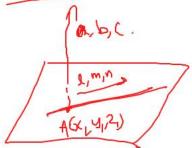
$$\frac{x - x_1}{l} = \frac{y - y_1}{m} = \frac{z - z_1}{n}$$
and the lines through  $(x_1, y_1, z_1)$  and  $(x_2, y_2, z_2)$ 

$$\frac{x - x_1}{x_2 - x_1} = \frac{y - y_1}{y_2 - y_1} = \frac{z - z_1}{z_2 - z_1}$$



- (ii) Intersection of two planes  $a_1x + b_1y + c_1z + d_1 = 0$  and  $a_2x + b_2y + c_2z + d_2 = 0$  together represent the unsymmetrical form of the straight line.
- (iii) General equation of the plane containing the line  $\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$  is  $A(x-x_1) + B(y-y_1) + e(z-z_1) = 0$  where Al + bm + cn = 0.

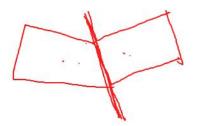




Let P be the plane, which contains the line of intersection of the planes, x+y+z-6=0 and 2x+3y+z+5=0 and it is perpendicular to the XY-plane. Then, the distance of the point (0, 0, 256) from *P* is equal to (2019 Main, 9 April II)

(a)  $63\sqrt{5}$ 

(b)  $205\sqrt{5}$ 



$$P_{1}+\lambda P_{2}=0$$

$$(x+y+z-6)+\lambda(z)x+3y+z+5)=0$$

$$= \chi(1+2\lambda)+y(1+3\lambda)+2(1+\lambda)+5\lambda-6=0$$

$$L \to L \text{ to } \chi Y \text{ plane.}$$

$$S = (1+2\lambda)7+(1+3\lambda)f_{1}+(1+\lambda)f_{2}$$

$$1+\lambda=0 = \lambda = -1$$

$$-3(-2y-1)=0 \qquad (0,0,256)$$

$$0+0+11 = 0 \qquad (0,0,256)$$

$$0+0+11 = 0 \qquad (0,0,256)$$

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# Problems

The distance of the point having position vector  $-\hat{\mathbf{i}} + 2\hat{\mathbf{j}} + 6\hat{\mathbf{k}}$  from the straight line passing through the point (2, 3, -4) and parallel to the vector,  $6\hat{\mathbf{i}} + 3\hat{\mathbf{j}} - 4\hat{\mathbf{k}}$  is (2019 Main, 10 April II)

- (a)  $2\sqrt{13}$
- (b)  $4\sqrt{3}$
- (c) 6

(d) 7

If the line 
$$\frac{x-2}{3} = \frac{y+1}{2} = \frac{z-1}{-1}$$
 intersects the plane

- $\sqrt{2x+3y-z+13}=0$  at a point P and the plane
- $\sqrt{3x+y+4z}=16$  at a point Q, then PQ is equal to (2019 Main, 12 April I)

(a) 14

(b)  $\sqrt{14}$  (c)  $2\sqrt{7}$ 

(d)  $2\sqrt{14}$ 

$$\frac{(2x+3y-2+13=0)}{3} = \frac{x-2}{3} = \frac{y+1}{3} = \frac{z-1}{3} = \lambda$$

$$\frac{(2x+3y-2+13=0)}{3} = \frac{x-2}{3} = \frac{y+1}{3} = \frac{z-1}{3} = \lambda$$

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