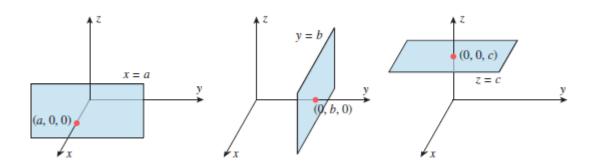
1.6 PLANES IN 3-SPACE

1.6.1 Planes Parallel to the Coordinate Planes

Based on below figure,

The graph of x = a is the plane through (a, 0, 0) that is parallel to the *yz*-plane, The graph of y = b is the plane through (0, *b*, 0) that is parallel to the *xz*-plane, The graph of z = c is the plane through (0, 0, *c*) that is parallel to the *xy*-plane.



1.6.2 Planes Determined by a Point and a Normal Vector

- A plane in 3-space can be determined uniquely by specifying a point in the plane and a vector perpendicular to the plane (see figure). A vector perpendicular to a plane is called a *normal* to the plane.
- Suppose that we want to find an equation of the plane passing through P₀(x₀, y₀, z₀) and perpendicular to the vector **n** = (a, b, c). Define the vectors **r**₀ and **r** as

 $\mathbf{r}_0 = (x_0, y_0, z_0)$ and $\mathbf{r} = (x, y, z)$

- It should be evident from Figure that the plane consists \Box precisely of those points P(x, y, z) for which the vector $\mathbf{r} - \mathbf{r}_0$ is orthogonal to **n**; or, expressed as an equation,

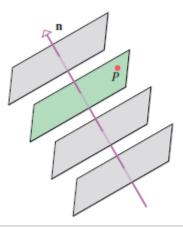
$$n \cdot (r - r_0) = 0$$

If preferred, we can express this vector equation in terms of components as $(a, b, c) \cdot (x - x_0, y - y_0, z - z_0) = 0$

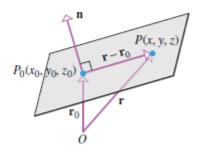
from which we obtain

$$a (x - x_0) + b (y - y_0) + c (z - z_0) = 0$$

This is called the *point-normal form* of the equation of a plane.



The colored plane is determined uniquely by the point P and the vector **n** perpendicular to the plane.



Example: Find an equation of the plane passing through the point (3, -1, 7) and perpendicular to the vector $\mathbf{n} = (4, 2, -5)$.

Solution: a point-normal form of the equation is

$$4(x-3) + 2(y+1) - 5(z-7) = 0$$

(4, 2, -5). (x - 3, y + 1, z - 7) = 0

we obtain an equation of the form

$$ax + by + cz + d = 0$$
$$4x + 2y - 5z + 25 = 0$$

The following theorem shows that every equation represents a plane in 3-space.

Theorem

If a, b, c, and d are constants, and a, b, and c are not all zero, then the graph of the equation

$$ax + by + cz + d = 0$$

is a plane that has the vector $\mathbf{n} = (a, b, c)$ as a normal.

Example: Determine whether the planes 3x - 4y + 5z = 0 and -6x + 8y - 10z - 4 = 0 are parallel.

Solution: It is clear geometrically that two planes are parallel if and only if their normals are parallel vectors. A normal to the first plane is

$$\mathbf{n}_1 = (3, -4, 5)$$

and a normal to the second plane is

$$\mathbf{n}_2 = (-6, 8, -10)$$

Since \mathbf{n}_2 is a scalar multiple of \mathbf{n}_1 , the normals are parallel, and hence so are the planes.

Example: Find an equation of the plane through the points $P_1(1, 2, -1)$, $P_2(2, 3, 1)$, and $P_3(3, -1, 2)$.

Solution: Since the points P_1 , P_2 , and P_3 lie in the plane, the vectors $\overrightarrow{P_1P_2} = (1, 1, 2)$ and $\overrightarrow{P_1P_3} = (2, -3, 3)$ are parallel to the plane. Therefore,

$$\overrightarrow{P_1P_2} \times \overrightarrow{P_1P_3} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 1 & 2 \\ 2 & -3 & 3 \end{vmatrix}$$

is normal to the plane, since it is orthogonal to both $\overline{P_1P_2}$ and $\overline{P_1P_3}$. By using this normal and the point $P_1(1, 2, -1)$ in the plane, we obtain the point-normal form

$$9(x-1) + (y-2) - 5(z+1) = 0$$

which can be rewritten as

$$9x + y - 5z - 16 = 0$$

Example: Determine whether the line x = 3 + 8t, y = 4 + 5t, z = -3 - t is parallel to the plane x - 3y + 5z = 12.

Solution: The vector $\mathbf{v} = (8, 5, -1)$ is parallel to the line and the vector $\mathbf{n} = (1, -3, 5)$ is normal to the plane. For the line and plane to be parallel, the vectors \mathbf{v} and \mathbf{n} must be orthogonal. But this is not so, since the dot product $\mathbf{v} \cdot \mathbf{n} = (8)(1) + (5)(-3) + (-1)(5) = -12$ is nonzero. Thus, the line and plane are not parallel. ($\mathbf{v} \cdot \mathbf{n} = 0$ then right angle)

Example: Find the intersection of the line and plane in the previous example.

Solution: If we let (x_0, y_0, z_0) be the point of intersection, then the coordinates of this point satisfy both the equation of the plane and the parametric equations of the line. Thus,

$$x_0 - 3y_0 + 5z_0 = 12 \tag{1}$$

and for some value of t, say $t = t_0$,

$$x_0 = 3 + 8t_0, y_0 = 4 + 5t_0, z_0 = -3 - t_0$$
 (2)

Substituting (2) in (1) yields

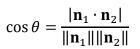
$$(3+8t_0) - 3(4+5t_0) + 5(-3-t_0) = 12$$

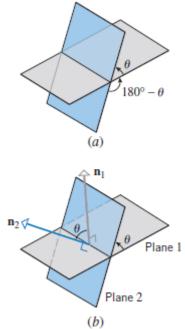
Solving for t_0 yields $t_0 = -3$ and on substituting this value in (2), we obtain

$$(x_0, y_0, z_0) = (-21, -11, 0)$$

1.6.3 Intersecting Planes

- Two distinct intersecting planes determine two positive angles of intersection—an (acute) angle θ that satisfies the condition 0 ≤ θ ≤ π/2 and the supplement of that angle (Figure a).
- If n₁ and n₂ are normals to the planes, then depending on the directions of n₁ and n₂, the angle θ is either the angle between n₁ and n₂ or the angle between n₁ and -n₂ (Figure b).
- In both cases, Theorem yields the following formula for the *acute angle θ between the planes*:





Example: Find the acute angle of intersection between the two planes 2x - 4y + 4z = 6 and 6x + 2y - 3z = 4

Solution: The given equations yield the normals $\mathbf{n}_1 = (2, -4, 4)$ and $\mathbf{n}_2 = (6, 2, -3)$.

$$\cos\theta = \frac{|\mathbf{n}_1 \cdot \mathbf{n}_2|}{\|\mathbf{n}_1\| \|\mathbf{n}_2\|} = \frac{|-8|}{\sqrt{36}\sqrt{49}} = \frac{4}{21}$$
$$\theta = \cos^{-1}\left(\frac{4}{21}\right) \approx 79^\circ$$

1.6.4 Distance Problems Involving Planes

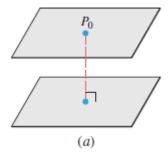
Considering three basic distance problems in 3-space:

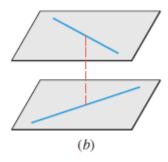
- a. Find the distance between a point and a plane.
- b. Find the distance between two parallel planes.
- c. Find the distance between two skew lines.

Theorem

The distance D between a point $P_0(x_0, y_0, z_0)$ and the plane ax + by + cz + d = 0 is

$$D = \frac{ax_0 + by_0 + cz_0 + d}{\sqrt{a^2 + b^2 + c^2}}$$





Example: Find the distance *D* between the point (1, -4, -3) and the plane 2x - 3y + 6z = -1

Solution: the plane be rewritten in the form ax + by + cz + d = 0.

Thus, we rewrite the equation of the given plane as

$$2x - 3y + 6z + 1 = 0$$

from which we obtain a = 2, b = -3, c = 6, and d = 1.

$$D = \frac{|(2)(1) + (-3)(-4) + 6(-3) + 1|}{\sqrt{2^2 + (-3)^2 + 6^2}} = \frac{|-3|}{7} = \frac{3}{7}$$

Example: The planes x + 2y - 2z = 3 and 2x + 4y - 4z = 7 are parallel since their normals, (1, 2, -2) and (2, 4, -4), are parallel vectors. Find the distance between these planes.

Solution: To find the distance *D* between the planes, we can select an *arbitrary* point in one of the planes and compute its distance to the other plane. By setting y = z = 0 in the equation x + 2y - 2z = 3, we obtain the point $P_0(3, 0, 0)$ in this plane.

The distance from P_0 to the plane 2x + 4y - 4z = 7 is

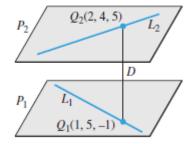
$$D = \frac{|(2)(3) + 4(0) + (-4)(0) - 7|}{\sqrt{2^2 + 4^2 + (-4)^2}} = \frac{1}{6}$$

Example: It was shown in previous example that the lines L_1 : x = 1 + 4t, y = 5 - 4t, z = -1 + 5t L_2 : x = 2 + 8t, y = 4 - 3t, z = 5 + t are skew. Find the distance between them.

Solution: Let P_1 and P_2 denote parallel planes containing L_1 and

 L_2 , respectively (see figure).

- To find the distance D between L_1 and L_2 , we will calculate the distance from a point in P1 to the plane P_2 .
- Since L_1 lies in plane P_1 , we can find a point in P_1 by finding a point on the line L_1 ; we can do this by substitut-



ing any convenient value of *t* in the parametric equations of L_1 . The simplest choice is t = 0, which yields the point $Q_1(1, 5, -1)$.

- The next step is to find an equation for the plane P_2 . For this purpose, observe that the vector $\mathbf{u}_1 = (4, -4, 5)$ is parallel to line L_1 , and therefore also parallel to planes P_1 and P_2 .

Similarly, $\mathbf{u}_2 = (8, -3, 1)$ is parallel to L_2 and hence parallel to P_1 and P_2 . Therefore, the cross product

$$\mathbf{n} = \mathbf{u}_1 \times \mathbf{u}_2 = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 4 & -4 & 5 \\ 8 & -3 & 1 \end{vmatrix} = 11\mathbf{i} + 36\mathbf{j} + 20\mathbf{k}$$

is normal to both P_1 and P_2 . Using this normal and the point $Q_2(2, 4, 5)$ found by setting t = 0 in the equations of L_2 , we obtain an equation for P_2 :

$$11(x-2) + 36(y-4) + 20(z-5) = 0$$

or

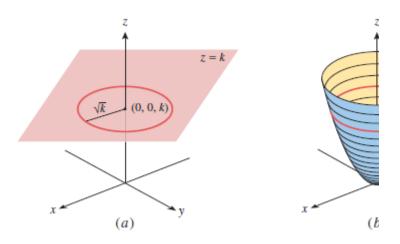
11x + 36y + 20z - 266 = 0

The distance between $Q_1(1, 5, -1)$ and this plane is

$$D = \frac{|(11)(1) + (36)(5) + (20)(-1) - 266|}{\sqrt{11^2 + 36^2 + 20^2}} = \frac{95}{\sqrt{1817}}$$

1.7 QUADRIC SURFACES

- Although the general shape of a curve in 2-space can be obtained by plotting points, this method is not usually helpful for surfaces in 3-space because too many points are required.
- It is more common to build up the shape of a surface with a network of *mesh lines*, which are curves obtained by cutting the surface with well-chosen planes.
- For example, the figure shows the graph of z = x³ 3xy² rendered with a combination of mesh lines and colorization to produce the surface detail. This surface is called a "monkey saddle"]].
- The mesh line that results when a surface is cut by a plane is called the *trace* of the surface in the plane (see figure).



A monkey saddle

We noted that a second-degree equation

$$Ax^2 + Bxy + Cy^2 + Dx + Ey + F = 0$$

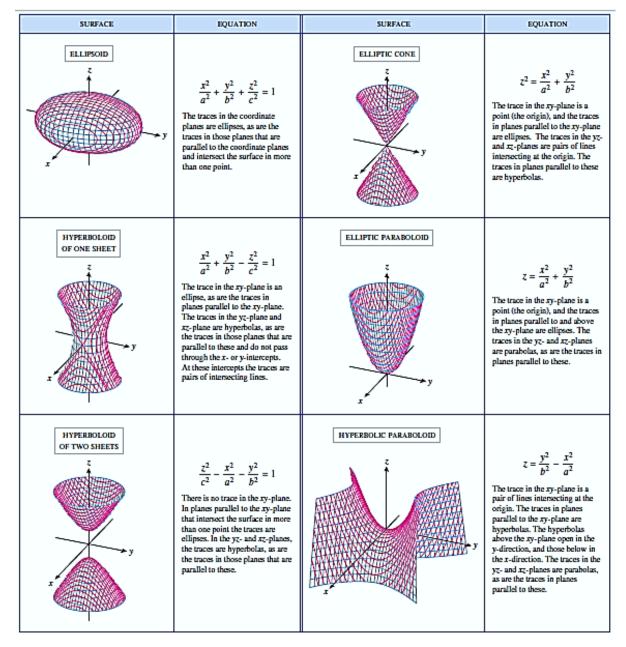
represents a conic section (possibly degenerate). The analog of this equation in an *xyz*-coordinate system is

$$Ax^{2} + By^{2} + Cz^{2} + Dxy + Exz + Fyz + Gx + Hy + Iz + J = 0$$

which is called a *second-degree equation in x*, *y*, *and z*. The graphs of such equations are called *quadric surfaces* or sometimes *quadrics*.

Six common types of quadric surfaces are shown in the following table—*ellipsoids*, *hyperboloids* of one sheet, hyperboloids of two sheets, elliptic cones, elliptic paraboloids, and hyper-

bolic paraboloids. (The constants *a*, *b*, and *c* that appear in the equations in the table are assumed to be positive.)



1.7.1 Techniques for Graphing Quadric Surfaces

A rough sketch of an ellipsoid

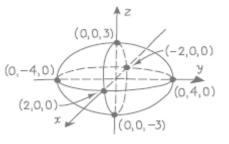
$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1 \qquad (a > 0, b > 0, c > 0)$$

can be obtained by first plotting the intersections with the coordinate axes, and then sketching the elliptical traces in the coordinate planes.

Example: Sketch the ellipsoid

$$\frac{x^2}{4} + \frac{y^2}{16} + \frac{z^2}{9} = 1$$

Solution: The *x*-intercepts can be obtained by setting y = 0 and z = 0 in. This yields $x = \pm 2$. Similarly, the *y*-intercepts are $y = \pm 4$, and the *z*-intercepts are $z = \pm 3$. Sketching the elliptical traces in the coordinate planes yields the graph in the figure.



Example: Sketch the graph of the hyperboloid of one sheet

$$x^2 + y^2 - \frac{z^2}{4} = 1$$

Solution: The trace in the *xy*-plane, obtained by setting z = 0, is $x^2 + y^2 = 1$ (z = 0)

which is a circle of radius 1 centered on the *z*-axis. The traces in the planes z = 2 and z = -2, obtained by setting $z = \pm 2$, are given by

$$x^2 + y^2 = 2 \ (z = \pm 2)$$

which are circles of radius $\sqrt{2}$ centered on the *z*-axis. Joining these circles by the hyperbolic traces in the vertical coordinate planes yields the graph in the following figure.

Example: Sketch the graph of the hyperboloid of two sheets

$$z^2 - x^2 - \frac{y^2}{4} = 1$$

Solution: The z-intercepts, obtained by setting x = 0 and y = 0, are $z = \pm 1$. The traces in the planes z = 2 and z = -2, obtained by setting $z = \pm 2$ in (10), are given by

$$\frac{x^2}{3} + \frac{y^2}{12} = 1 \qquad (z = \pm 2)$$

Sketching these ellipses and the hyperbolic traces in the vertical coordinate planes yields the following figure.

