

# 11. THREE DIMENSIONAL GEOMETRY

## Direction Ratios

Let  $\vec{r} = a\hat{i} + b\hat{j} + c\hat{k}$  be the position vector of a point then  $a, b, c$  are called direction ratios of that point.

E.g.: If  $\vec{r} = 2\hat{i} + 3\hat{j} + 5\hat{k}$ , then dr's are 2, 3, 5

## Direction Cosines

If  $\alpha, \beta, \gamma$  are the angles which a vector  $\vec{OP}$  makes with the positive directions of the coordinate axes  $OX, OY$  and  $OZ$  respectively, then  $\cos\alpha, \cos\beta, \cos\gamma$  are known as the direction cosines of  $\vec{OP}$  and are denoted by  $l, m, n$  respectively. i.e.,  $l = \cos\alpha$ ,  $m = \cos\beta$  and  $n = \cos\gamma$

Let  $P(x, y, z)$  be a point in space such that  $\vec{r}(\vec{OP}) = a\hat{i} + b\hat{j} + c\hat{k}$  and their direction cosines  $l, m, n$  then

- $l = \frac{a}{|\vec{r}|}, m = \frac{b}{|\vec{r}|}, n = \frac{c}{|\vec{r}|}$
- Hence the dr's are  $a, b, c$
- $l^2 + m^2 + n^2 = 1$
- $\cos^2\alpha + \cos^2\beta + \cos^2\gamma = 1$
- $\sin^2\alpha + \sin^2\beta + \sin^2\gamma = 2$

Note:

Direction ratios are abbreviated by **dr's** and direction cosines by **dc's**.

The angles  $\alpha, \beta, \gamma$  are called direction angles and lie between  $[0, \pi]$ .

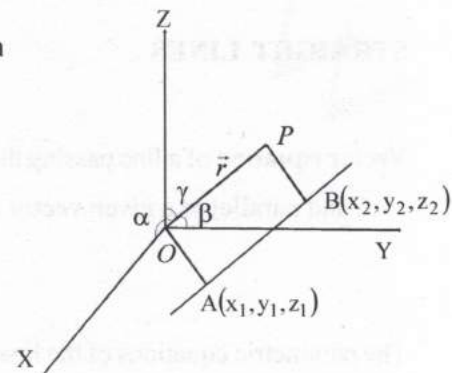
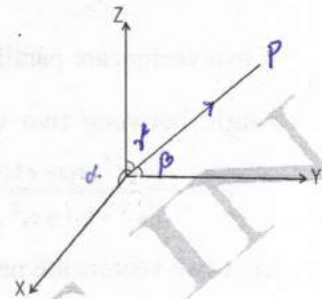
dc's of x-axis	$\cos 0, \cos \frac{\pi}{2}, \cos \frac{\pi}{2}$	1, 0, 0
dc's of y-axis	$\cos \frac{\pi}{2}, \cos 0, \cos \frac{\pi}{2}$	0, 1, 0
dc's of z-axis	$\cos \frac{\pi}{2}, \cos \frac{\pi}{2}, \cos 0$	0, 0, 1

Let  $P(x, y, z)$  be a point in space such that  $\vec{r}(\vec{OP}) = a\hat{i} + b\hat{j} + c\hat{k}$  and their direction cosines  $l, m, n$  then

- $l = \frac{a}{|\vec{r}|}, m = \frac{b}{|\vec{r}|}, n = \frac{c}{|\vec{r}|}$
- Hence the dr's are  $a, b, c$
- $l^2 + m^2 + n^2 = 1$
- $\cos^2\alpha + \cos^2\beta + \cos^2\gamma = 1$
- $\sin^2\alpha + \sin^2\beta + \sin^2\gamma = 2$

## Direction ratios of the line joining two given points

Let  $A(x_1, y_1, z_1)$  and  $B(x_2, y_2, z_2)$  be two given points then



a. dr's of  $\overrightarrow{AB}$  are  $x_2 - x_1, y_2 - y_1, z_2 - z_1$

**Note:** For finding the angle between the vectors, we can use the formula,  $\cos\theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$ .

Angle between two vectors in terms of their direction cosines  $\ell_1, m_1, n_1$  and  $\ell_2, m_2, n_2$  respectively, then

$$\cos\theta = \ell_1\ell_2 + m_1m_2 + n_1n_2$$

If two vectors are perpendicular,  $\ell_1\ell_2 + m_1m_2 + n_1n_2 = 0$

If two vectors are parallel,  $\frac{\ell_1}{\ell_2} = \frac{m_1}{m_2} = \frac{n_1}{n_2}$

Angle between two vectors in terms of their direction ratios  $a_1, b_1, c_1$  and  $a_2, b_2, c_2$  respectively, then

$$\cos\theta = \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

a) If two vectors are perpendicular,  $a_1a_2 + b_1b_2 + c_1c_2 = 0$

b) If two vectors are parallel,  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

c) dc's of  $\overrightarrow{AB}$  are  $\frac{x_2 - x_1}{|\overrightarrow{PQ}|}, \frac{y_2 - y_1}{|\overrightarrow{PQ}|}, \frac{z_2 - z_1}{|\overrightarrow{PQ}|}$

d) If two vectors are parallel, then its dr's and dc's are equal.

e) Projection of  $\vec{r}$  on x-axis =  $|\vec{r}| \cos\theta$ . Projection of  $\vec{r}$  on y-axis =  $m|\vec{r}|$  and Projection of  $\vec{r}$  on z-axis =  $n|\vec{r}|$ .

The parametric equations of the line are  $x = x_1 + \lambda a; y = y_1 + \lambda b; z = z_1 + \lambda c$ , where  $\lambda$  is any parameter.

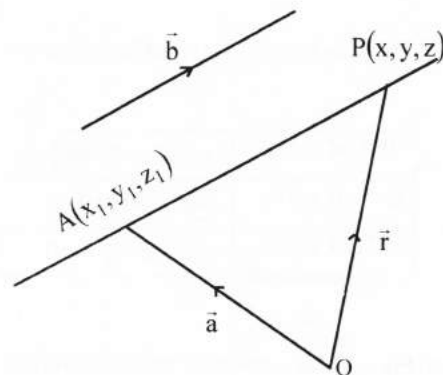
Vector equation of a line passing through two points with position vectors  $\vec{a}$  and  $\vec{b}$  is  $\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$

Cartesian equation of a line passing through two points  $A(x_1, y_1, z_1)$  and

$$B(x_2, y_2, z_2) \text{ is } \frac{x - x_1}{x_2 - x_1} = \frac{y - y_1}{y_2 - y_1} = \frac{z - z_1}{z_2 - z_1}$$

Cartesian equation of a line passing through a fixed point  $A(x_1, y_1, z_1)$  and

$$\text{having dr's } a, b \text{ and } c \text{ is } \frac{x - x_1}{a} = \frac{y - y_1}{b} = \frac{z - z_1}{c}$$



## STRAIGHT LINES

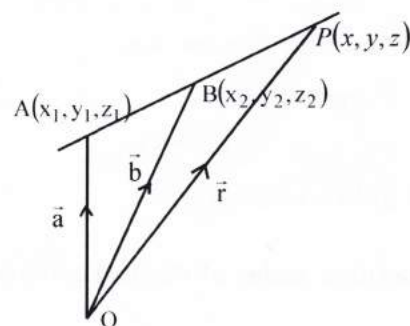
**Vector equation** of a line passing through a fixed point with position vector

$$\vec{a} \text{ and parallel to a given vector } \vec{b} \text{ is } \vec{r} = \vec{a} + \lambda\vec{b}$$

The parametric equations of the line are  $x = x_1 + \lambda a; y = y_1 + \lambda b; z = z_1 + \lambda c$ , where  $\lambda$  is any parameter.

Vector equation of a line passing through two points with position

$$\text{vectors } \vec{a} \text{ and } \vec{b} \text{ is } \vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$$



Cartesian equation of a line passing through two points  $A(x_1, y_1, z_1)$  and  $B(x_2, y_2, z_2)$  is  $\frac{x-x_1}{x_2-x_1} = \frac{y-y_1}{y_2-y_1} = \frac{z-z_1}{z_2-z_1}$

Cartesian equation of a line passing through a fixed point  $A(x_1, y_1, z_1)$  and having dr's  $a, b$  and  $c$  is

$$\frac{x-x_1}{a} = \frac{y-y_1}{b} = \frac{z-z_1}{c}$$

Angle between two lines (Vector form): Let  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}_2$  be two lines. Then angle between the lines

$$\text{is } \cos \theta = \frac{|\vec{b}_1 \cdot \vec{b}_2|}{|\vec{b}_1| |\vec{b}_2|}$$

$$\theta = \cos^{-1} \left( \frac{|\vec{b}_1 \cdot \vec{b}_2|}{|\vec{b}_1| |\vec{b}_2|} \right)$$

If two lines are perpendicular,  $\vec{b}_1 \cdot \vec{b}_2 = 0$

If two lines are parallel,  $\vec{b}_1 = \lambda \vec{b}_2$ , where  $\lambda$  is any scalar.

If two lines are perpendicular, then  $a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$

If two lines are parallel,  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

Angle between two lines (Cartesian form): Let the equations of the two lines be  $l_1: \frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  and

$l_2: \frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  is

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

$$\theta = \cos^{-1} \left( \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \right)$$

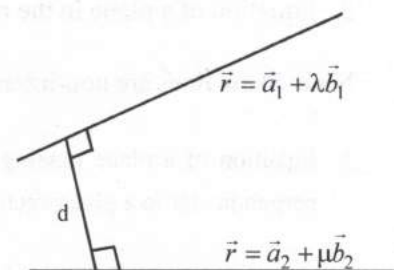
If two lines are perpendicular, then  $a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$

If two lines are parallel,  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

**Coplanarity of lines** Let  $\vec{r} = \vec{a} + \lambda \vec{b}$  and  $\vec{r} = \vec{a} + \mu \vec{b}$  be any two lines. Let  $\vec{a}$  and  $\vec{c}$  be the position vectors of the fixed points A and C respectively.

If  $\vec{AC}, \vec{b}$  and  $\vec{d}$  are coplanar,  $[\vec{c} - \vec{a}, \vec{b}, \vec{d}] = 0$  or  $(\vec{c} - \vec{a}) \cdot (\vec{b} \times \vec{d}) = 0$

If two lines intersecting or parallel, then  $[\vec{c} - \vec{a}, \vec{b}, \vec{d}] = 0$





### Shortest distance between the lines (Vector Equation)

Let the equations of two lines be  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}_2$  is

$$d = \frac{|(\vec{b}_1 \times \vec{b}_2) \cdot (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}_1 \times \vec{b}_2|}$$

Cartesian Equation: The shortest distance between the lines

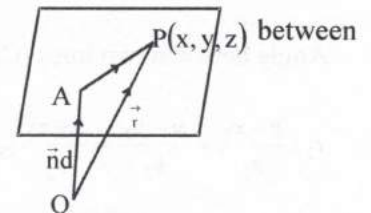
$$l_1: \frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1} \text{ and } l_2: \frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2} \text{ is}$$

$$\frac{\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}}{\sqrt{(b_1c_2 - b_2c_1)^2 + (c_1a_2 - c_2a_1)^2 + (a_1b_2 - a_2b_1)^2}}$$

Distance between parallel lines:

Let  $\vec{r} = \vec{a}_1 + \lambda \vec{b}$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}$  be any two parallel lines. Then the distance between the parallel lines is

$$d = \frac{|\vec{b} \times (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}|}$$



### PLANE

If the line joining any two arbitrary points on the locus is the part of the locus, then the locus is called a plane.

1. The Cartesian equation of a plane is

$$(\hat{i}l + \hat{j}m + \hat{k}n)(x\hat{i} + y\hat{j} + z\hat{k}) = d$$

$$\Rightarrow lx + my + nz = d$$

is the general equation of the plane.

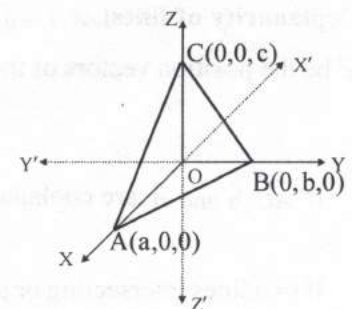
2. Equation of a plane in the normal form is  $\vec{n} \cdot \vec{r} = d$

Note: Skew lines are non-intersecting and non parallel.

3. Equation of a plane passing through a fixed point whose position vector  $\vec{r}_1$  and perpendicular to a given vector  $\vec{n}$ .

a. Vector Equation:  $\vec{n} \cdot (\vec{r} - \vec{r}_1) = 0$

b. Cartesian equation:



$a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$  is the cartesian equation.

4. Equation of a plane passing through three non collinear points  $A(x_1, y_1, z_1)$ ,  $B(x_2, y_2, z_2)$  and  $C(x_3, y_3, z_3)$ .

Let  $P(x, y, z)$  be a general point on it. Then

a. Vector equation is  $\left[ \vec{AP} \ \vec{AB} \ \vec{AC} \right] = 0$

b. Cartesian equation is  $\begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \end{vmatrix} = 0$

5. **Intercept form** of a plane is  $\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$

#### 6. Angle between the planes

- a. Vector Equation: Let the equation of the planes be  $\vec{r} \cdot \vec{n}_1 = d_1$  and  $\vec{r} \cdot \vec{n}_2 = d_2$ .

Then vector equation is  $\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|}$  and  $\theta = \cos^{-1} \left[ \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|} \right]$

- b. Cartesian Equation: Angle between the planes  $a_1x + b_1y + c_1z = d_1$  and  $a_2x + b_2y + c_2z = d_2$  is

$$\cos \theta = \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \text{ and}$$

$$\theta = \cos^{-1} \left[ \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \right]$$

Note: If two planes are perpendicular,  $a_1a_2 + b_1b_2 + c_1c_2 = 0$

If two planes are parallel,  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$ .

9. a) Vector equation of a plane parallel to a given plane  $\vec{r} \cdot \vec{n} = d$  is  $\vec{r} \cdot \vec{n} = k$ , where  $k$  be any scalar.

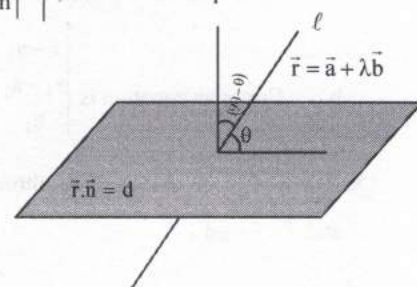
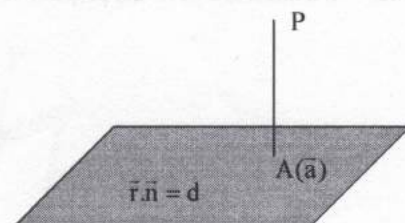
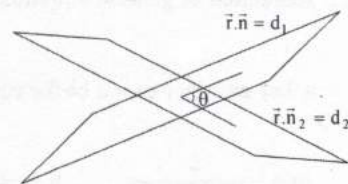
- b) Cartesian equation of a plane parallel to the given plane  $ax + by + cz = d$  is  $ax + by + cz = k$

10. Equation of the planes bisecting the angle between the planes  $a_1x + b_1y + c_1z = d_1$  and  $a_2x + b_2y + c_2z = d_2$  is

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

11. Length of the perpendicular from a point with position vector  $\vec{a}$  to the plane  $\vec{r} \cdot \vec{n} = d$  is  $\frac{|\vec{a} \cdot \vec{n} - d|}{|\vec{n}|}$ , is the vector equation

Cartesian equation:  $PL = \frac{|ax_1 + by_1 + cz_1 - d|}{\sqrt{a^2 + b^2 + c^2}}$



## 12. Reduction of general equation to normal form

a. Let  $ax + by + cz = d$  be the equation of the plane. Let its normal be  $lx + my + nz = p$ , then  $l = \frac{a}{\sqrt{a^2 + b^2 + c^2}}$ ,

$$m = \frac{b}{\sqrt{a^2 + b^2 + c^2}}, \quad n = \frac{c}{\sqrt{a^2 + b^2 + c^2}} \text{ and } p = \pm \frac{d}{\sqrt{a^2 + b^2 + c^2}}.$$

**Note:** If  $d$  is positive,  $l, m, n$  and  $p$  are +ve and  
if  $d$  is negative,  $l, m, n$  and  $p$  are negative.

## LINE AND A PLANE

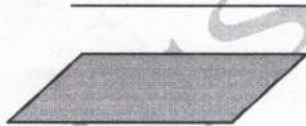
13. Angle between the line and a plane.

a. Let  $\vec{r} = \vec{a} + \lambda \vec{b}$  be a line and  $\vec{n} \cdot \vec{r} = d$  a plane  $\sin \theta = \frac{|\vec{b} \cdot \vec{n}|}{|\vec{b}| |\vec{n}|}$  and  $\theta = \sin^{-1} \left[ \frac{|\vec{b} \cdot \vec{n}|}{|\vec{b}| |\vec{n}|} \right]$

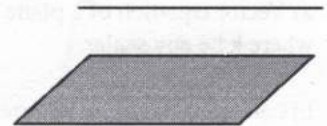
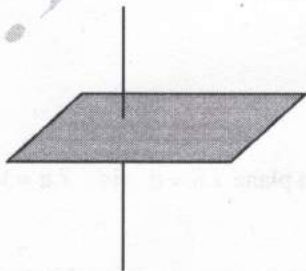
b. Let  $\vec{a} = a_1 \vec{i} + b_1 \vec{j} + c_1 \vec{k}$ ,  $\vec{b} = b_1 \vec{i} + b_2 \vec{j} + b_3 \vec{k}$ ,  $\vec{n} = n_1 \vec{i} + n_2 \vec{j} + n_3 \vec{k}$  and  $\vec{r} = r_1 \vec{i} + r_2 \vec{j} + r_3 \vec{k}$  then

$$\sin \theta = \frac{b_1 n_1 + b_2 n_2 + b_3 n_3}{\sqrt{b_1^2 + b_2^2 + b_3^2} \sqrt{n_1^2 + n_2^2 + n_3^2}}$$

**Note1:** If a line and a plane are parallel,  $b_1 n_1 + b_2 n_2 + b_3 n_3 = 0$



**Note2:** If a line and a plane are perpendicular,  $\frac{b_1}{n_1} = \frac{b_2}{n_2} = \frac{b_3}{n_3}$ .



**Note:** The line  $\frac{x-a_1}{b_1} = \frac{y-a_2}{b_2} = \frac{z-a_3}{b_3}$  lies entirely in the plane  $n_1 x + n_2 y + n_3 z = d$  is  $b_1 n_1 + b_2 n_2 + b_3 n_3 = 0$  and

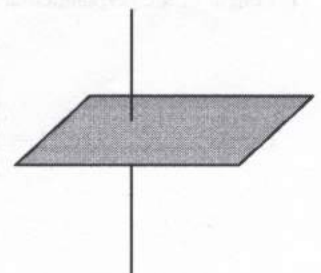
$$n_1 a_1 + n_2 a_2 + n_3 a_3 = d$$

14. Point of intersection of a line  $\vec{r} = \vec{a} + \lambda \vec{b}$  and a plane  $\vec{n} \cdot \vec{r} = d$

a. Vector equation is  $\vec{n} \cdot (\vec{a} + \lambda \vec{b}) = d$

b. Cartesian equation is  $\begin{vmatrix} x-a_1 & y-a_2 & z-a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = 0$

15. Equation of the plane passing through the point  $A(x_1, y_1, z_1)$  and parallel to the lines  $\vec{r} = \vec{a} + \lambda \vec{b}$  and  $\vec{r} = \vec{c} + \mu \vec{d}$ .





b. Let  $\vec{a} = a_1\vec{i} + b_1\vec{j} + c_1\vec{k}$ ,  $\vec{b} = b_1\vec{i} + b_2\vec{j} + b_3\vec{k}$ ,  $\vec{n} = n_1\vec{i} + n_2\vec{j} + n_3\vec{k}$  and  $\vec{r} = r_1\vec{i} + r_2\vec{j} + r_3\vec{k}$  then

$$\sin \theta = \frac{b_1n_1 + b_2n_2 + b_3n_3}{\sqrt{b_1^2 + b_2^2 + b_3^2} \sqrt{n_1^2 + n_2^2 + n_3^2}}$$

**Note1:** If a line and a plane are parallel,  $b_1n_1 + b_2n_2 + b_3n_3 = 0$

**Note2:** If a line and a plane are perpendicular,  $\frac{b_1}{n_1} = \frac{b_2}{n_2} = \frac{b_3}{n_3}$ .

**Note3:** The line  $\frac{x-a_1}{b_1} = \frac{y-a_2}{b_2} = \frac{z-a_3}{b_3}$  lies entirely in the plane  $n_1x + n_2y + n_3z = d$  is  $b_1n_1 + b_2n_2 + b_3n_3 = 0$  and  $n_1a_1 + n_2a_2 + n_3a_3 = d$

14. Point of intersection of a line  $\vec{r} = \vec{a} + \lambda\vec{b}$  and a plane  $\vec{n} \cdot \vec{r} = d$

a. Vector equation is  $\vec{n} \cdot (\vec{a} + \lambda\vec{b}) = d$

b. Cartesian equation is  $\begin{vmatrix} x-a_1 & y-a_2 & z-a_3 \\ x_1-a_1 & y_1-a_2 & z_1-a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = 0$

15. Equation of the plane passing through the point  $A(x_1, y_1, z_1)$  and parallel to the lines  $\vec{r} = \vec{a} + \lambda\vec{b}$  and  $\vec{r} = \vec{c} + \mu\vec{d}$ .

Let  $P(x, y, z)$  be a general point on it. Then

a. Vector equation is  $\begin{bmatrix} \vec{AP} & \vec{b} & \vec{d} \end{bmatrix} = 0$

b. Cartesian equation is  $\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ b_1 & b_2 & b_3 \\ d_1 & d_2 & d_3 \end{vmatrix} = 0$

16. To find the distance between two parallel planes, take any point on one plane and find the length of the perpendicular from that point to the plane.

17. Equation of a plane passing through the point of intersection of other two planes

$\vec{r} \cdot \vec{n}_1 = d_1$  and  $\vec{r} \cdot \vec{n}_2 = d_2$ .

a. Vector equation is  $\vec{r} \cdot \vec{n}_1 - d_1 + \lambda(\vec{r} \cdot \vec{n}_2 - d_2) = 0$

b. Cartesian equation: Let  $a_1x + b_1y + c_1z = d_1$  and  $a_2x + b_2y + c_2z = d_2$  be the equations of two planes.

Then equation is  $a_1x + b_1y + c_1z - d_1 + \lambda(a_2x + b_2y + c_2z - d_2) = 0$ .

Find the value of  $\lambda$  by substituting the given points and then obtain the equation.

