

Key Notes

Chapter-11

Three Dimensional Geometry

Direction cosines of a line are the cosines of the angles made by the line with the positive directions of the coordinate axes.

- If l, m, n are the direction cosines of a line, then $l^2 + m^2 + n^2 = 1$
- Direction cosines of a line joining two points $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are $\frac{x_2 - x_1}{PQ}, \frac{y_2 - y_1}{PQ}, \frac{z_2 - z_1}{PQ}$
- Where $PQ = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$
- Direction ratios of a line are the numbers which are proportional to the direction cosines of a line.
- If l, m, n are the direction cosines and a, b, c are the direction ratios of a line

$$\text{Then, } l = \frac{a}{\sqrt{a^2 + b^2 + c^2}}, m = \frac{b}{\sqrt{a^2 + b^2 + c^2}}, n = \frac{c}{\sqrt{a^2 + b^2 + c^2}}$$

- Skew lines are lines in space which are neither parallel nor intersecting. They lie in different planes.
- Angle between skew lines is the angle between two intersecting lines drawn from any point (preferably through the origin) parallel to each of the skew lines.
- If l_1, m_1, n_1 and l_2, m_2, n_2 are the direction cosines of two lines; and θ is the acute angle between the two lines; then,

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

- Vector equation of a line that passes through the given point whose position vector is \vec{a} and parallel to a given vector \vec{b} is $\vec{r} = \vec{a} + \lambda \vec{b}$

Key Notes

- Equation of a line through a point (x_1, y_1, z_1) and having direction cosines l, m, n is

$$\frac{x-x_1}{l} = \frac{y-y_1}{m} = \frac{z-z_1}{n}$$

- The vector equation of a line which passes through two points whose position vectors are \vec{a} and \vec{b} is $\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$

- Cartesian equation of a line that passes through two points (x_1, y_1, z_1) and (x_2, y_2, z_2) is

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

- If θ is the acute angle between $\vec{r} = \vec{a}_1 + \lambda\vec{b}_1$ and $\vec{r} = \vec{a}_2 + \lambda\vec{b}_2$ then, $\cos \theta = \left| \frac{\vec{b}_1 \cdot \vec{b}_2}{|\vec{b}_1| |\vec{b}_2|} \right|$

- If $\frac{x-x_1}{l_1} = \frac{y-y_1}{m_1} = \frac{z-z_1}{n_1}$ and $\frac{x-x_2}{l_2} = \frac{y-y_2}{m_2} = \frac{z-z_2}{n_2}$ are the equations of two lines, then the

acute angle between the two lines is given by $\cos \theta = \frac{|l_1 l_2 + m_1 m_2 + n_1 n_2|}{\sqrt{(l_1^2 + m_1^2 + n_1^2)(l_2^2 + m_2^2 + n_2^2)}}$

- Shortest distance between two skew lines is the line segment perpendicular to both the lines.

- Shortest distance between $\vec{r} = \vec{a}_1 + \lambda\vec{b}_1$ and $\vec{r} = \vec{a}_2 + \lambda\vec{b}_2$ is $\frac{|(\vec{b}_1 \times \vec{b}_2) \cdot (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}_1 \times \vec{b}_2|}$

- Shortest distance between the lines: $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$ and $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$ is

$$\frac{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\sqrt{(b_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - c_2 a_1)^2 + (a_1 b_2 - a_2 b_1)^2}}$$

- Distance between parallel lines $\vec{r} = \vec{a}_1 + \lambda\vec{b}_1$ and $\vec{r} = \vec{a}_2 + \lambda\vec{b}_2$ is $\frac{|(\vec{b}_1 \times \vec{b}_2) \cdot (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}_1 \times \vec{b}_2|}$

Key Notes

- In the vector form, equation of a plane which is at a distance d from the origin, and \hat{n} is the unit vector normal to the plane through the origin is $\vec{r} \cdot \hat{n} = d$
- Equation of a plane which is at a distance of d from the origin and the direction cosines of the normal to the plane as l, m, n is $lx + my + nz = d$.
- The equation of a plane through a point whose position vector is \vec{a} and perpendicular to the vector \vec{N} is $(\vec{r} - \vec{a}) \cdot \vec{N} = 0$
- Equation of a plane perpendicular to a given line with direction ratios A, B, C and passing through a given point (x_1, y_1, z_1) is
 - $A(x - x_1) + B(y - y_1) + C(z - z_1) = 0$
- Equation of a plane passing through three non collinear points (x_1, y_1, z_1) , (x_2, y_2, z_2) and (x_3, y_3, z_3) is

$$\begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \end{vmatrix} = 0$$
- Vector equation of a plane that contains three non collinear points having position vectors \vec{a}, \vec{b} and \vec{c} is $(\vec{r} - \vec{a}) \cdot [(\vec{b} - \vec{a}) \times (\vec{c} - \vec{a})] = 0$
- Equation of a plane that cuts the coordinates axes at $(a, 0, 0)$, $(0, b, 0)$ and $(0, 0, c)$ is

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$
- Vector equation of a plane that passes through the intersection of two planes $\vec{r} \cdot \vec{n}_1 = d_1$ and $\vec{r} \cdot \vec{n}_2 = d_2$ is $\vec{r} \cdot (\vec{n}_1 + \lambda \vec{n}_2) = d_1 + \lambda d_2$ where λ is any nonzero constant.
- Cartesian equation of a plane that passes through the intersection of two given planes $A_1x + B_1y + C_1z + D_1 = 0$ and $A_2x + B_2y + C_2z + D_2 = 0$ is

$$(A_1x + B_1y + C_1z + D_1) + \lambda(A_2x + B_2y + C_2z + D_2) = 0$$
- Two lines $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$ and $\vec{r} = \vec{a}_2 + \mu \vec{b}_2$ are coplanar if $(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0$

Key Notes

- In the Cartesian form above lines passing through the points $A(x_1, y_1, z_1)$ and $B(x_2, y_2, z_2)$

$$\frac{y - y_2}{b_2} = \frac{z - z_2}{C_2} \text{ are coplanar if } \begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

- In the vector form, if θ is the angle between the two planes, $\vec{r} \cdot \vec{n}_1 = d_1$ and $\vec{r} \cdot \vec{n}_2 = d_2$, then

$$\theta = \cos^{-1} \frac{|\vec{n}_1 \cdot \vec{n}_2|}{|\vec{n}_1| |\vec{n}_2|}$$

- The angle ϕ between the line $\vec{r} = \vec{a} + \lambda \vec{b}$ and the plane $\vec{r} \cdot \hat{n} = d$ is $\sin \phi = \frac{|\vec{b} \cdot \hat{n}|}{|\vec{b}| |\hat{n}|}$

- The angle θ between the planes $A_1x + B_1y + C_1z + D_1 = 0$ and $A_2x + B_2y + C_2z + D_2 = 0$ is

$$\text{given by } \cos \theta = \frac{|A_1A_2 + B_1B_2 + C_1C_2|}{\sqrt{A_1^2 + B_1^2 + C_1^2} \sqrt{A_2^2 + B_2^2 + C_2^2}}$$

- The distance of a point whose position vector is \vec{a} from the plane $\vec{r} \cdot \hat{n} = d$ is $|d - \vec{a} \cdot \hat{n}|$

- The distance from a point (x_1, y_1, z_1) to the plane $Ax + By + Cz + D = 0$ is $\frac{|Ax_1 + By_1 + Cz_1 + D|}{\sqrt{A^2 + B^2 + C^2}}$