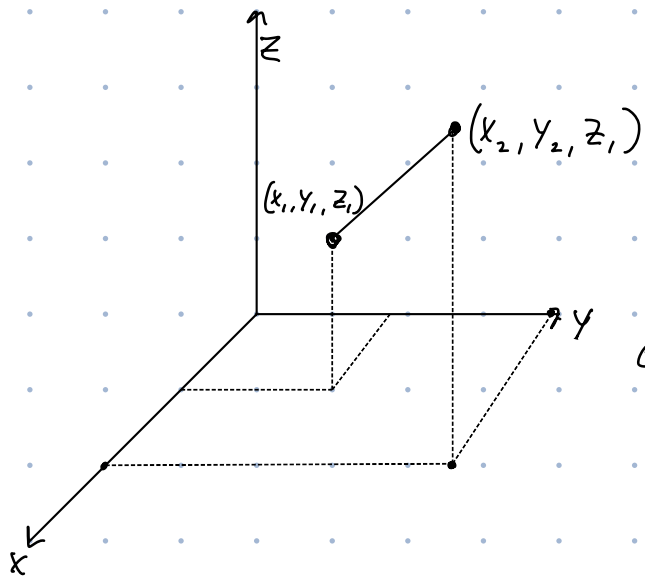


3D distance formula

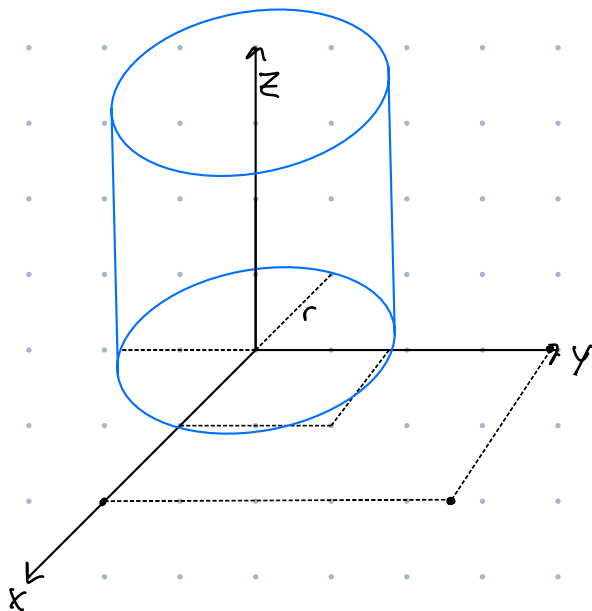


3D
Distance formula $= \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$

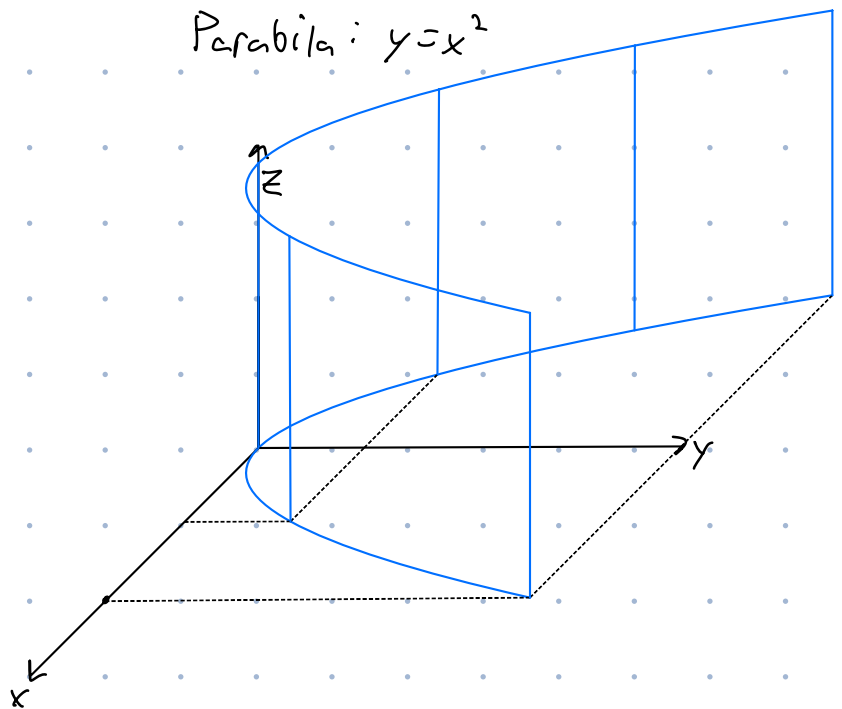
The coordinate planes (xy , yz , and xz) cut space into 8 octants.

1st octant: $x > 0$, $y > 0$, $z > 0$

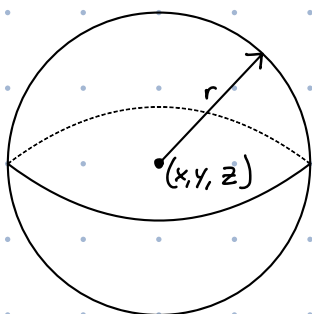
Cylinders: $x^2 + y^2 = r^2$



Parabola: $y = x^2$



Spheres: $r^2 = (x-a)^2 + (y-b)^2 + (z-c)^2$

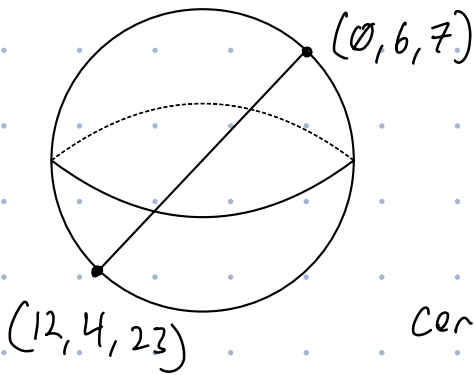


Ex 1: Is $x^2 - 4x + y^2 + 6y + z^2 - 12z = 15$ a sphere?

$$(x^2 - 4x + 4) + (y^2 + 6y + 9) + (z^2 - 12z + 36) = 15 + 4 + 9 + 36$$

$$(x-2)^2 + (y+3)^2 + (z-6)^2 = 8^2 \quad \text{Yes}$$

Ex 2: What is the equation for the sphere whose diameter has those points?



$$r = \frac{\sqrt{(0-12)^2 + (6-4)^2 + (7-23)^2}}{2} = \sqrt{101}$$

$$\text{center} = \left(\frac{0+12}{2}, \frac{6+4}{2}, \frac{7+23}{2} \right) = (6, 5, 15)$$

$$101 = \sqrt{(x-6)^2 + (y-5)^2 + (z-15)^2}$$

Lines in 3D

Lines in 3D are defined by a vector and a point.

Ex: Find the equation of a line that goes through the points $(1, 2, 3)$ and $(3, 3, 0)$

$$\text{Direction vector} = \text{slope of a 3D line} = \langle 3-1, 3-2, 0-3 \rangle = \langle 2, 1, -3 \rangle$$

<u>Vector equation</u>		<u>Parametric equation</u>	<u>Symmetric equation</u>
Point	Direction vector	Point	Solve for t
$r = (1, 2, 3) + t(2, 1, -3)$		$x = 1 + 2t$	$\frac{x-1}{2} = y-2 = \frac{z-3}{-3}$
or		$y = 2 + t$	
$\vec{r}(t) = \langle 1+2t, 2+t, 3-3t \rangle$		$z = 3 - 3t$	

At what point does the line intersect the plane $3x+y=3$?

1) Solve for t

$$3(1+2t) + (2+t) = 3 \rightarrow 3+6t+2+t=3 \rightarrow 5+7t=3 \rightarrow 7t=-2$$
$$t = -\frac{2}{7}$$

2) Find point

$$x = 1 + 2\left(-\frac{2}{7}\right) = \frac{3}{7}$$

$$y = 2 + \left(-\frac{2}{7}\right) = \frac{12}{7} \quad \left(\frac{3}{7}, \frac{12}{7}, \frac{27}{7}\right)$$

$$z = 3 - 3\left(-\frac{2}{7}\right) = \frac{27}{7}$$

At what point does it intersect the line $r = (0, 10, \frac{14}{5}) + t(1, -2, -1)$?

1) Convert line to a different variable(s).

$$x = s$$

$$y = 10 - 2s$$

$$z = \frac{14}{5} - s$$

2) Set x, y , and z equal and solve for both variables.

$$s = 1 + 2t$$

$$10 - 2s = 2 + t \rightarrow 10 - 2(1 + 2t) = 2 + t \rightarrow 10 - 2 - 4t = 2 + t$$

$$\rightarrow 8 - 4t = 2 + t \rightarrow 8 = 2 + 5t \rightarrow 6 = 5t$$

$$t = \frac{6}{5}$$

$$s = 1 + 2\left(\frac{6}{5}\right) = 1 + \frac{12}{5} = \frac{5}{5} + \frac{12}{5}$$

$$s = \frac{17}{5}$$

3) If both variables solve all 3 equations, then the lines intersect.

$$\frac{14}{5} - s = 3 - 3t$$

$$\frac{14}{5} - \left(\frac{17}{5}\right) = 3 - 3\left(\frac{6}{5}\right) \rightarrow -\frac{3}{5} = 3 - \frac{18}{5} \rightarrow -\frac{3}{5} = \frac{15}{5} - \frac{18}{5} = -\frac{3}{5} \checkmark$$

4) Find the point

$$x = \left(\frac{17}{5}\right)$$

$$y = 10 - 2\left(\frac{17}{5}\right) = \frac{50}{5} - \frac{34}{5} = \frac{16}{5}$$

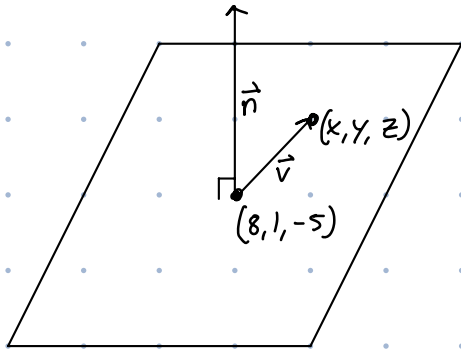
$$z = \frac{14}{5} - \left(\frac{17}{5}\right) = -\frac{3}{5}$$

$$\left(\frac{17}{5}, \frac{16}{5}, -\frac{3}{5}\right)$$

Planes in 3D

Planes in 3D are defined by a normal vector and point.

Ex: Equation for a plane with normal vector $\langle 2, 3, 4 \rangle$ which contains the point $(8, 1, -5)$.



$$\vec{v} = \langle x-8, y-1, z+5 \rangle$$

$$\vec{n} \cdot \vec{v} = 0 \text{ because they have to be } \perp.$$

$$\vec{n} \cdot \vec{v} = (2)(x-8) + (3)(y-1) + (4)(z+5) = 0$$

$$= 2x - 16 + 3y - 3 + 4z + 20 = 0$$

$$= 2x + 3y + 4z + 1 = 0$$

$$\underbrace{2x + 3y + 4z}_{\vec{n}} = -1$$

You could also do:

$$n_x x + n_y y + n_z z = D$$

$$2x + 3y + 4z = D \rightarrow 2(8) + 3(1) + 4(-5) = -1$$

Find the plane from 3 points: $(1, 0, 2)$, $(3, 1, 2)$, and $(1, 2, 4)$

1) Create 2 vectors on the plane.

$$\vec{v} = \langle 3-1, 1-0, 2-2 \rangle = \langle 2, 1, 0 \rangle$$

$$\vec{w} = \langle 1-1, 2-0, 4-2 \rangle = \langle 0, 2, 2 \rangle$$

$$2) \vec{v} \times \vec{w} = \vec{n}$$

$$\vec{v} \times \vec{w} = \begin{matrix} \text{Determinant} \\ \begin{bmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 0 \\ 0 & 2 & 2 \end{bmatrix} \end{matrix} \begin{matrix} \hat{i} & \hat{j} \\ 1 & 1 \\ 0 & 2 \end{matrix} \rightarrow \begin{matrix} (1)(2)\hat{i} + (0)(0)\hat{j} + (2)(2)\hat{k} - \\ (0)(2)\hat{i} - (2)(2)\hat{j} - (1)(0)\hat{k} \\ = 2\hat{i} - 4\hat{j} + 4\hat{k} \end{matrix}$$

3) Equation for a plane

$$2x - 4y + 4z = 10$$

$$2x - 4y + 4z = 10$$

$$2(1) - 4(0) + 4(2) = 2 + 8 = 10$$

Find the line from these intersecting planes:

$$\text{Plane 1: } 3x - 2y + z = 1$$

$$\text{Plane 2: } 2x + y - 3z = 3$$

1) Set one variable to t .

$$x = t$$

$$3t - 2y + z = 1$$

$$2t + y - 3z = 3$$

2) Solve for the other two variables in terms of t .

$$3t - 2y + z = 1 \rightarrow z = 1 + 2y - 3t$$

$$2t + y - 3(1 + 2y - 3t) = 3$$

$$2t + y - 3 - 6y + 9t = 3$$

$$-5y + 11t - 3 = 3 \rightarrow -5y = 6 - 11t$$

$$y = -\frac{6}{5} + \frac{11}{5}t$$

$$z = 1 + 2\left(-\frac{6}{5} + \frac{11}{5}t\right) - 3t = 1 - \frac{12}{5} + \frac{22}{5}t - 3t$$

$$z = -\frac{7}{5} + \frac{7}{5}t$$

Find the angle between those planes

1) Find normal vectors of planes.

$$\vec{n}_1 = \langle 3, -2, 1 \rangle$$

$$\vec{n}_2 = \langle 2, 1, -3 \rangle$$

2) Find angle between normal vectors

$$\vec{n}_1 \cdot \vec{n}_2 = n_1 n_2 \cos \theta$$

$$\vec{n}_1 \cdot \vec{n}_2 = (3)(2) + (-2)(1) + (1)(-3) = 6 - 2 - 3 = 1$$

$$n_1 = \sqrt{3^2 + (-2)^2 + 1^2} = \sqrt{9 + 4 + 1} = \sqrt{14}$$

$$n_2 = \sqrt{2^2 + 1^2 + (-3)^2} = \sqrt{4 + 1 + 9} = \sqrt{14}$$

$$\theta = \cos^{-1}\left(\frac{1}{\sqrt{14}\sqrt{14}}\right) = 85.9^\circ$$

Other problems

- Distance from point to a plane

1) Find $\vec{n}$

2) Create line w/ $\vec{n}$ and point

3) Find intersection point

4) Distance formula

- Plane from line and perpendicular to plane.

1) $\vec{n}$ of plane

2) Direction vector of line ($\vec{v}$)

3) $\vec{v} \times \vec{n} = \vec{n}$ of new plane

4) Point on line to find D