

# Three-Dimensional Geometry

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## 1 Distance Formula

The distance between two points  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  is:

$$PQ = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

## 2 Section Formula

If a point  $R$  divides the line joining  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  in the ratio  $m : n$ , then:

$$R = \left( \frac{mx_2 + nx_1}{m+n}, \frac{my_2 + ny_1}{m+n}, \frac{mz_2 + nz_1}{m+n} \right)$$

Applies to internal and external division.

## 3 Direction Cosines and Ratios

Let a line make angles  $\alpha, \beta, \gamma$  with  $x, y, z$  axes. Then,

$$l = \cos \alpha, \quad m = \cos \beta, \quad n = \cos \gamma$$

are called direction cosines.

If  $a, b, c$  are proportional to  $l, m, n$ , then  $(a, b, c)$  are direction ratios.

- Two vectors are parallel if  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$
- Two vectors are perpendicular if  $a_1a_2 + b_1b_2 + c_1c_2 = 0$

## 4 Equation of a Line

### (i) Vector Form – Point and Direction Vector

A line passing through a point  $\vec{a}$  and parallel to vector  $\vec{b}$ :

$$\vec{r} = \vec{a} + \lambda\vec{b}, \quad \lambda \in \mathbb{R}$$

### (ii) Cartesian Form – Point and Direction Ratios

Through point  $(x_1, y_1, z_1)$  and direction ratios  $l, m, n$ :

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

### (iii) Line Through Two Points

Let  $A(\vec{a}), B(\vec{b})$  be points. Then the line through  $A$  and  $B$  is:

$$\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$$

## 5 Angle Between Two Lines

If lines have direction vectors  $\vec{b}_1$  and  $\vec{b}_2$ , then the angle  $\theta$  is:

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

## 6 Shortest Distance Between Two Skew Lines

If lines are:

$$\vec{r}_1 = \vec{a}_1 + \lambda\vec{b}_1, \quad \vec{r}_2 = \vec{a}_2 + \mu\vec{b}_2$$

Then shortest distance:

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

## 7 Distance from a Point to a Line

Given line  $\vec{r} = \vec{a} + \lambda\vec{b}$  and point  $\vec{p}$ :

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

## 8 Equation of a Plane

### (i) Through Three Points

If  $A, B, C$  are points with position vectors  $\vec{a}, \vec{b}, \vec{c}$ :

$$\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a}) + \mu(\vec{c} - \vec{a})$$

### (ii) Intercept Form

If plane intercepts axes at  $(a, 0, 0), (0, b, 0), (0, 0, c)$ :

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

## 9 Angle Between Two Planes

If normals of planes are  $\vec{n}_1$  and  $\vec{n}_2$ , then:

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

## 10 Planes Parallel and Intersecting

### (i) Parallel Plane

If  $ax + by + cz + d_1 = 0$ , then a parallel plane is  $ax + by + cz + d_2 = 0$ .

### (ii) Plane Through Line of Intersection

If two planes are:

$$\vec{r} \cdot \vec{n}_1 = d_1, \quad \vec{r} \cdot \vec{n}_2 = d_2$$

Then the plane through their intersection line:

$$\vec{r} \cdot (\vec{n}_1 + \lambda\vec{n}_2) = d_1 + \lambda d_2$$

## 11 Distance Between a Point and a Plane

For point  $(x_1, y_1, z_1)$  and plane  $ax + by + cz + d = 0$ :

$$\text{Distance} = \frac{|ax_1 + by_1 + cz_1 + d|}{\sqrt{a^2 + b^2 + c^2}}$$

## 12 Distance Between Parallel Planes

If planes are:

$$ax + by + cz + d_1 = 0, \quad ax + by + cz + d_2 = 0$$

Then distance:

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

## 13 Bisector Planes Between Two Planes

Given two planes:

$$a_1x + b_1y + c_1z + d_1 = 0, \quad a_2x + b_2y + c_2z + d_2 = 0$$

Then bisector planes:

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

## 14 Angle Between a Line and a Plane

If line has direction vector  $\vec{b}$  and plane has normal  $\vec{n}$ , then:

$$\sin \theta = \frac{|\vec{b} \cdot \vec{n}|}{|\vec{b}||\vec{n}|}$$

### Special Conditions

- Line parallel to plane:  $\vec{b} \cdot \vec{n} = 0$
- Line lies in plane:  $\vec{a} \cdot \vec{n} = d$  and  $\vec{b} \cdot \vec{n} = 0$