

Math Formulas: Planes in three dimensions

Plane forms

Point direction form:

$$1. \quad a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$$

where $P(x_1, y_1, z_1)$ lies in the plane, and the direction (a, b, c) is normal to the plane.

General form:

$$2. \quad Ax + By + Cz + D = 0$$

where direction (A, B, C) is normal to the plane.

Intercept form:

$$3. \quad \frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

this plane passes through the points $(a, 0, 0)$, $(0, b, 0)$ and $(0, 0, c)$.

Three point form:

$$4. \quad \begin{vmatrix} x - x_3 & y - y_3 & z - z_3 \\ x_1 - x_3 & y_1 - y_3 & z_1 - z_3 \\ x_2 - x_3 & y_2 - y_3 & z_2 - z_3 \end{vmatrix} = 0$$

Normal form:

$$5. \quad x \cos \alpha + y \cos \beta + z \cos \gamma = p$$

Parametric form:

$$6. \quad \begin{aligned} x &= x_1 + a_1 s + a_2 t \\ y &= y_1 + b_1 s + b_2 t \\ z &= z_1 + c_1 s + c_2 t \end{aligned}$$

where the directions (a_1, b_1, c_1) and (a_2, b_2, c_2) are parallel to the plane.

Angle between two planes:

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

$$7. \quad \alpha = \arccos \frac{A_1A_2 + B_1B_2 + C_1C_2}{\sqrt{A_1^2 + B_1^2 + C_1^2} \cdot \sqrt{A_2^2 + B_2^2 + C_2^2}}$$

The planes are parallel if and only if

$$8. \quad \frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2}$$

Equation of a plane

The equation of a plane through $P_1(x_1, y_1, z_1)$ and parallel to directions (a_1, b_1, c_1) and (a_2, b_2, c_2) has an equation:

$$9. \quad \begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

The equation of a plane through $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$, and parallel to direction (a, b, c) , has equation

$$10. \quad \begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a & b & c \end{vmatrix} = 0$$

The equation of a plane through $P_1(x_1, y_1, z_1)$, $P_2(x_2, y_2, z_2)$ and $P_3(x_3, y_3, z_3)$, has equation

$$11. \quad \begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \end{vmatrix} = 0$$

Distance from point to plane

The distance of $P_1(x_1, y_1, z_1)$ from the plane $Ax + By + Cz + D = 0$ is

$$12. \quad d = \frac{Ax_1 + By_1 + Cz_1 + D}{\sqrt{A^2 + B^2 + C^2}}$$

Intersection of two planes

The intersection of planes $A_1x + B_1y + C_1z + D_1 = 0$ and $A_2x + B_2y + C_2z + D_2 = 0$ is the line:

$$13. \quad \frac{x - x_1}{a} = \frac{y - y_1}{b} = \frac{z - z_1}{c}$$

where

$$14. \quad \begin{aligned} a &= \begin{vmatrix} B_1 & C_1 \\ B_2 & C_2 \end{vmatrix} & b &= \begin{vmatrix} C_1 & A_1 \\ C_2 & A_2 \end{vmatrix} & c &= \begin{vmatrix} A_1 & B_1 \\ A_2 & B_2 \end{vmatrix} \\ x_1 &= \frac{b \begin{vmatrix} D_1 & C_1 \\ D_2 & C_2 \end{vmatrix} - c \begin{vmatrix} D_1 & B_1 \\ D_2 & B_2 \end{vmatrix}}{a^2 + b^2 + c^2} \\ y_1 &= \frac{c \begin{vmatrix} D_1 & A_1 \\ D_2 & A_2 \end{vmatrix} - a \begin{vmatrix} D_1 & C_1 \\ D_2 & C_2 \end{vmatrix}}{a^2 + b^2 + c^2} \\ z_1 &= \frac{a \begin{vmatrix} D_1 & B_1 \\ D_2 & B_2 \end{vmatrix} - b \begin{vmatrix} D_1 & A_1 \\ D_2 & A_2 \end{vmatrix}}{a^2 + b^2 + c^2} \end{aligned}$$

If $a = b = c = 0$, then the planes are parallel.