## Math 241 Section 11.6: Equations of Planes Dr. Justin O. Wyss-Gallifent

1. Development: Start with a point  $P = (x_0, y_0, z_0)$  and a vector  $\mathbf{N} = a \mathbf{i} + b \mathbf{j} + c \mathbf{k}$ . The plane will pass through P and be perpendicular to  $\mathbf{N}$ . The vector  $\mathbf{N}$  is called the *normal vector* for this reason, the word *normal* often means *perpendicular* in mathematics. Then if R = (x, y, z) is another point on the plane then  $\mathbf{N} \cdot \overrightarrow{PR} = 0$  which gets us

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

We can then simplify this to ax + by + cz = d. Note how even in the simplified version the a, b, c are still the coefficients of x, y, z if they're on the same side. Example: Make one up.

- 2. Sketching planes:
  - (a) None of a, b, c = 0: Find and plot x, y, z intercepts and draw a little triangle. Note that the plane extends from the triangle but it gives a good idea of what's going on. Example: Make one up.
  - (b) Two of a, b, c = 0: Get parallel to either xy, yz or xz-plane. Think of these as shifting these planes.

Example: Make one up.

(c) One of a, b, c = 0: Draw the corresponding line in the xy, yz or xz-plane and "extend" it to a plane.

Example: 3x - 6y = 18 we'd plot the line in the xy-plane and then extend it in the z-direction because z can be anything.

Example: 2x + 3z = 6 we'd plot the line in the *xz*-plane and then extend it in the *y*-direction because *y* can be anything.

Example: 2y + 2z = 8 we'd plot the line in the *yz*-plane and then extend it in the *x*-direction because *x* can be anything.

3. Distance formula from point to plane. If a plane has point P and normal vector  $\mathbf{N}$  and if Q is another point then the distance between Q and the plane is:

distance = 
$$\frac{|\mathbf{N} \cdot \overrightarrow{PQ}|}{||\mathbf{N}||}$$

Example: Make one up.

Note: The following problems can be tricky at first:

- Finding the equation of a plane given other than *P* and **N**. For example given three points, or given one point and a line in the plane, or given one point and a line perpendicular to the plane.
- Problems that combine 11.5 and 11.6, for example find the equation of the line formed by the intersection of two planes.