

**MATH 233 LECTURE 4 (§12.5, CONT'D):  
LINES AND PLANES IN SPACE:  
INTERSECTIONS, ANGLES, DISTANCE**

**Intersections.**

- Two distinct planes: given  $\mathbb{P}_1$  and  $\mathbb{P}_2$ , with normal vectors  $\vec{n}_1$  and  $\vec{n}_2$ , there are two possibilities. Either  $\mathbb{P}_1$  and  $\mathbb{P}_2$  are parallel ( $\vec{n}_1$  is a scalar multiple of  $\vec{n}_2$ ), or they intersect in a line  $\ell$ . In the latter case, the direction vector  $\vec{v}$  of  $\ell$  is given by  $\vec{n}_1 \times \vec{n}_2$ . By finding a point  $P$  in the intersection, you can then obtain an equation of  $\ell$ .
- Line and plane: if the direction vector of  $\ell$  is not “in” the plane  $\mathbb{P}$  (i.e.  $\ell \cdot \vec{n} \neq 0$ ), then  $\ell$  intersects  $\mathbb{P}$  in a point. You can find this point by using the parametric equations of  $\ell$ , and solving for the value of  $t$  for which  $x(t), y(t), z(t)$  satisfy the equation of  $\mathbb{P}$ .
- Two distinct lines: given  $\ell_1$  and  $\ell_2$ , they may or may not intersect. You may determine this by writing the parametric equations of  $\ell_1$  [resp.  $\ell_2$ ] in terms of  $t$  [resp.  $s$ ], then trying to solve for  $s$  and  $t$  such that the  $x, y, z$  values coincide (3 equations in 2 variables). If they do not intersect, and they are not parallel (parallel means that the direction vector  $\vec{v}_1$  is a scalar multiple of  $\vec{v}_2$ ), then  $\ell_1$  and  $\ell_2$  are called *skew* lines.

**Angles.**

- Two planes: the angle between  $\mathbb{P}_1$  and  $\mathbb{P}_2$  is just the angle between  $\vec{n}_1$  and  $\vec{n}_2$ .
- Line and plane: find the (acute) angle  $\alpha$  between  $\vec{v}$  (direction vector of  $\ell$ ) and  $\vec{n}$  (normal vector of  $\mathbb{P}$ ). Then the angle between  $\ell$  and  $\mathbb{P}$  is  $\theta = 90^\circ - \alpha$ .
- Two intersecting lines: this is easy.

### Distance.

- Point to plane: the distance from  $Q(x_1, y_1, z_1)$  to the plane  $\mathbb{P}$  with equation  $ax + by + cz + d = 0$  is given by

$$d(Q, \mathbb{P}) = \text{comp}_{\vec{n}} \overrightarrow{PQ} = \frac{|ax_1 + by_1 + cz_1 + d|}{\sqrt{a^2 + b^2 + c^2}},$$

where  $P$  is any point on  $\mathbb{P}$ .

- Point to line: see your homework.
- Two parallel planes or skew lines: see next lecture.