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3D-GEOMETRY

1 VSAQ + 1 LAQ [2M + 8M = 10 M]

11a) D.C's & D.R' s of a Line CONCEPTS & FORMULAS

- Direction cosines (d.c's) of a line:** If α, β, γ are the angles made by a line with the 3 coordinate axes then the direction cosines of the line are $l = \cos \alpha, m = \cos \beta, n = \cos \gamma$
- Direction ratios (d.r's) of a line** are the numbers (a, b, c) which are proportional to the direction cosines of the line. d.r's are multiples of d.c's of a line.
- If l, m, n are the direction cosines of a line, then $l^2 + m^2 + n^2 = 1$.
- If a, b, c are the direction ratios of a line then the direction cosines l, m, n are

$$l = \frac{a}{\sqrt{a^2 + b^2 + c^2}}; m = \frac{b}{\sqrt{a^2 + b^2 + c^2}}; n = \frac{c}{\sqrt{a^2 + b^2 + c^2}} \quad (\text{Here, } l^2 + m^2 + n^2 = 1.)$$

- Direction cosines of a line joining two points $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are

$$\frac{x_2 - x_1}{PQ}, \frac{y_2 - y_1}{PQ}, \frac{z_2 - z_1}{PQ}. \text{ Here } PQ = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

- If (l_1, m_1, n_1) and (l_2, m_2, n_2) are the direction cosines of two lines; and θ is the acute angle between the two lines then $\cos \theta = |l_1 l_2 + m_1 m_2 + n_1 n_2|$
- If (a_1, b_1, c_1) and (a_2, b_2, c_2) are the direction ratios of two lines and θ is the acute angle

$$\text{between the two lines then } \cos \theta = \left| \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}} \right|$$

11b) SHORTEST DISTANCE BETWEEN LINES

CONCEPTS & FORMULAS - I

- Skew lines** are lines in space which are neither parallel nor intersecting.
They lie in different planes.
- Angle between skew lines** is the angle between two intersecting lines drawn from any point (preferably through the origin) parallel to each of the skew lines.
- Vector equation of a line that passes through the given point whose position vector is $\vec{a}$ and parallel to a given vector $\vec{b}$ is $\vec{r} = \vec{a} + \lambda\vec{b}$.
- Equation of a line through a point (x_1, y_1, z_1) and having direction cosines l, m, n is

$$\frac{x - x_1}{l} = \frac{y - y_1}{m} = \frac{z - z_1}{n}$$
- The acute angle between the lines $\vec{r} = \vec{a}_1 + \lambda\vec{b}_1$ and $\vec{r} = \vec{a}_2 + \lambda\vec{b}_2$ is given by $\cos \theta = \frac{|\vec{b}_1 \cdot \vec{b}_2|}{|\vec{b}_1| |\vec{b}_2|}$
- The acute angle between the two lines $\frac{x - x_1}{l_1} = \frac{y - y_1}{m_1} = \frac{z - z_1}{n_1}$ and $\frac{x - x_2}{l_2} = \frac{y - y_2}{m_2} = \frac{z - z_2}{n_2}$ is given by $\cos \theta = |l_1 l_2 + m_1 m_2 + n_1 n_2|$.
- The distance between parallel lines $\vec{r} = \vec{a}_1 + \mu\vec{b}$ and $\vec{r} = \vec{a}_2 + \mu\vec{b}$ is $\frac{|\vec{b} \times (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}|}$
- The distance between skew lines $\vec{r} = \vec{a}_1 + \lambda\vec{b}_1$ and $\vec{r} = \vec{a}_2 + \mu\vec{b}_2$ is $\frac{|(\vec{b}_1 \times \vec{b}_2) \cdot (\vec{a}_2 - \vec{a}_1)|}{|\vec{b}_1 \times \vec{b}_2|}$
- The shortest distance between the lines: $\frac{x - x_1}{a_1} = \frac{y - y_1}{b_1} = \frac{z - z_1}{c_1}$ and $\frac{x - x_2}{a_2} = \frac{y - y_2}{b_2} = \frac{z - z_2}{c_2}$ is

$$\frac{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\sqrt{(b_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - c_2 a_1)^2 + (a_1 b_2 - a_2 b_1)^2}}$$