

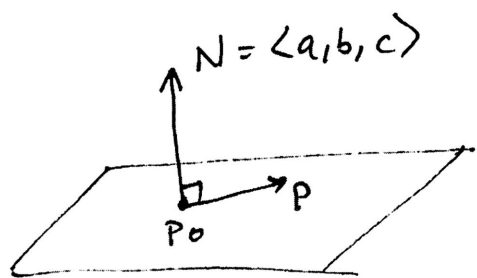
13.1 Planes and Surfaces

A plane can be characterized in several ways:

- As the plane through three noncollinear points
- As the plane through a line and a point not on the line
- As the plane through a point and perpendicular to a specified direction

The third approach is the most convenient for us.

Let $P_0(x_0, y_0, z_0)$ be a given point and $N = \langle a, b, c \rangle$ a direction vector perpendicular to the plane



Then the point $P(x, y, z)$ is on the plane $\iff \vec{P_0P}$ is perpendicular to N .

$$\boxed{\vec{P_0P} \cdot N = 0} \quad \text{vector equation of a plane}$$

$$\vec{P_0P} = \langle x - x_0, y - y_0, z - z_0 \rangle$$

$\implies \vec{P_0P} \cdot N = 0$ can be written as follows:

$$\langle x - x_0, y - y_0, z - z_0 \rangle \cdot \langle a, b, c \rangle = 0$$

$$\therefore \boxed{a(x - x_0) + b(y - y_0) + c(z - z_0) = 0}$$

Cartesian equation of the plane

through $P_0(x_0, y_0, z_0)$
with normal vector
 $N = \langle a, b, c \rangle$

The last equation can also be written as:

$$ax + by + cz = d \quad \text{where } d = ax_0 + by_0 + cz_0.$$

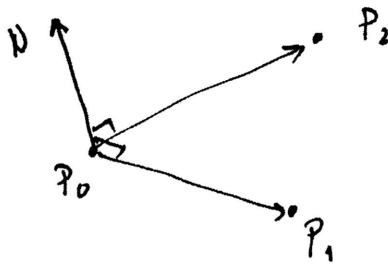
Ex. Find an equation for the plane through the three points $P_0 = (3, 2, -1)$, $P_1 = (1, -1, 3)$ and

$$P_2 = (3, -2, 4)$$

$$\vec{P_0P_1} = \langle -2, -3, 4 \rangle$$

$$\vec{P_0P_2} = \langle 0, -4, 5 \rangle$$

$$N = \vec{P_0P_1} \times \vec{P_0P_2} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ -2 & -3 & 4 \\ 0 & -4 & 5 \end{vmatrix} = \hat{i} + 10\hat{j} + 8\hat{k}$$



We have the information that we need to give the equation of the plane.

We need a point: (we are given three, choose any)

$$P_0 = (3, 2, -1)$$

We need a normal vector: $N = \langle 1, 10, 8 \rangle$

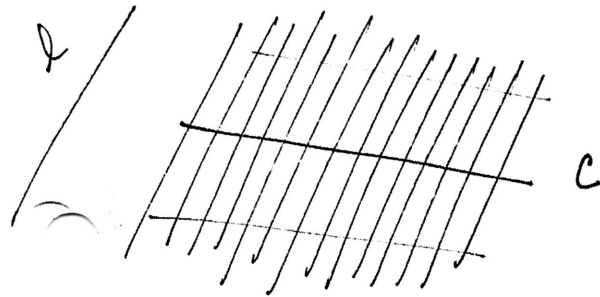
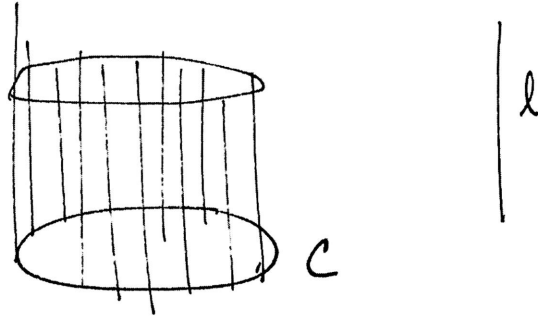
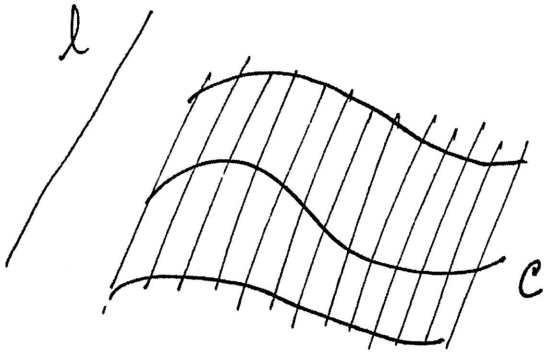
\therefore Equation of the plane:

$$1(x-3) + 10(y-2) + 8(z+1) = 0$$

$$\boxed{x + 10y + 8z = 15}$$

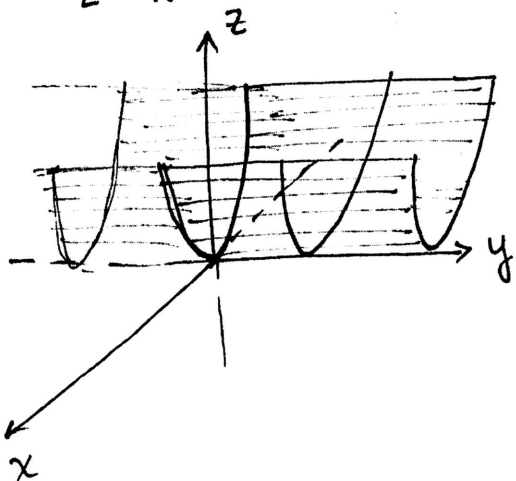
Cylinders.

Def. Given a curve C in a plane P and a line l not in P , a cylinder is the surface consisting of all lines parallel to l that pass through C .



(a plane in particular is also a cylinder ☺).

Consider the equation $z = x^2$
this equation represents a parabola in the xz -plane that opens towards the positive z -axis, since y is not present, we interpret this equation as:
 $z = x^2$ for all values of y . The graph will be:



this can be viewed as a cylinder with

$$C: z = x^2$$

$$l: y\text{-axis}$$

- Any equation in rectangular coordinates x, y, z with one variable missing represents a cylinder whose rulings are parallel to the axis corresponding to the missing variable.

Quadric Surfaces

In three-dimensional space the most general equation of the second degree is:

$$Ax^2 + By^2 + Cz^2 + Dxy + Exz + Fyz + Gx + Hy + Iz + J = 0$$

The graph of such an equation is called a quadric surface.

There are exactly six distinct types of nondegenerate quadric surfaces:

- The ellipsoid



- The hyperboloid of one sheet



$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$

- The hyperboloid of two sheets



$$-\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$$

- The elliptic cone



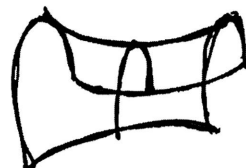
$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = \frac{z^2}{c^2}$$

- The elliptic paraboloid



$$z = ax^2 + by^2$$

- The hyperbolic paraboloid



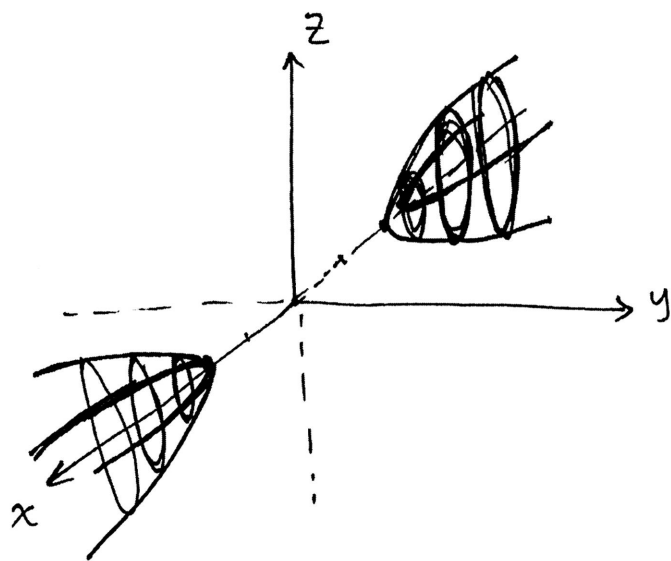
$$z = by^2 - ax^2$$

Ex Sketch and identify the surface:

$$x^2 - 4y^2 - z^2 = 4$$

This equation represents a hyperboloid of two sheets with the x-axis as its major axis.

- if $z=0 \Rightarrow x^2 - 4y^2 = 4$ hyperbola in the xy-plane
- if $y=0 \Rightarrow x^2 - z^2 = 4$ hyperbola in the xz-plane



- $x^2 - 4y^2 - z^2 = 4 \Rightarrow 4y^2 + z^2 = x^2 - 4$
~~if $x^2 - 4 > 0$, say, $x^2 - 4 = k^2$~~
then $4y^2 + z^2 = k^2$ represents an ellipse
in ~~the plane~~ the plane $x = \pm \sqrt{k^2 + 4}$
planes parallel to the yz plane.

Ex. $z = y^2 - x^2$

hyperbolic paraboloid.

if $x=0$ (plane yz), $z = y^2$ parabola

if $y=0$ (plane xz), ~~$z = x^2$~~ $z = -x^2$ parabola.

if $z = k$

(a) $k > 0$ $y^2 - x^2 = k$ hyperbola with y -axis as its ^{major} axis.

(b) $k < 0$ $y^2 - x^2 = k$ hyperbola with x -axis as its ^{major} axis

