

INTRODUCTION TO THREE DIMENSIONAL GEOMETRY

By Mr. Mukesh Yadav

Asstt. Prof. of Mathematics

Declaration of Author: I hereby declare that the content of this research paper has been truly made by me including the title of the research paper/research article, and no serial sequence of any sentence has been copied through internet or any other source except references or some unavoidable essential or technical terms. In case of finding any patent or copy right content of any source or other author in my paper/article, I shall always be responsible for further clarification or any legal issues. For sole right content of different author or different source, which was unintentionally or intentionally used in this research paper shall immediately be removed from this journal and I shall be accountable for any further legal issues, and there will be no responsibility of Journal in any matter. If anyone has some issue related to the content of this research paper's copied or plagiarism content he/she may contact on my above mentioned email ID.

ABSTRACT

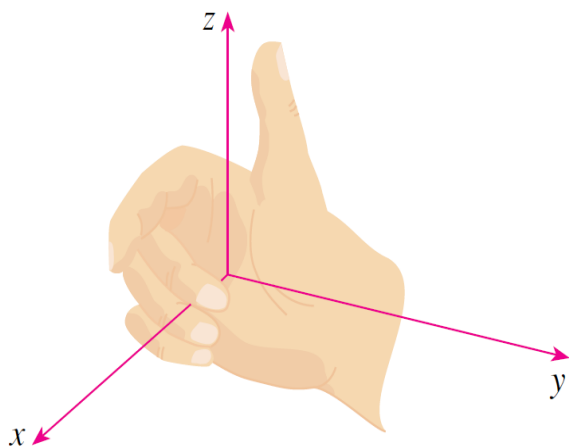
We have studied co-ordinate geometry in two dimensions in which the position of a point is determined by the perpendicular distance from the point to two intersecting perpendicular lines, known as the co-ordinate axes. In actual life, we do not have to deal with points lying in a plane only. For example, suppose, if we have to locate the position of the lowest tip of a ceiling fan hanging from the ceiling of a room. Here we will not only require the perpendicular distances of the point to be located from two perpendicular walls of the room, but also the height of the lowest point from the floor of the room. Therefore, we require not two but three numbers representing the perpendicular distances of the points from three mutually perpendicular planes, namely the floor of the room and the two adjacent walls of the room. The three numbers representing the three distances are called the coordinates of the point with reference to the three co-ordinate planes. Thus, to locate a point in space, we require three dimensions. The geometry which defines the position of a point in space by three numbers x , y and z is called three dimensional geometry, which we shall be studying in this paper. Three-dimensional space (also: 3-space) is a geometric setting in which three values (called parameters) are required to determine the position of an element (i.e., point). This is the informal meaning of the term dimension. An object that has height, width and depth, like any object in the real world. For example: your body is three-dimensional. It is also known as "3D". In this topic three dimensional geometry of space (3-D space) is explained in details. This is a very important topic in mathematics. We are looking at the equations of graphs in 3-D space as well as vector valued functions and how we do calculus with them. In the 3-D Coordinate system. In this topic I have discussed about the concepts and notation for the three dimensional coordinate system ,

equations of lines and develop the various forms for the equation of lines in three dimensional space. In the equations of planes, the concept of equation of a plane is also discussed in detail with 3D dimensional figures. I have discussed in vector functions, the concept of vector functions, Types of vector (particular unit vector), position vector of a Point, distance of a point $P(x,y,z)$ from origin and are explained with the help of diagrams.

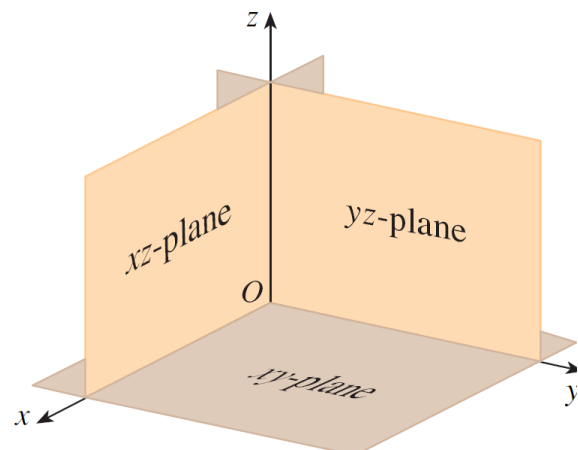
INTRODUCTION:-

Defⁿ:-CO-ORDINATE AXES AND CO-ORDINATE PLANES - Let XOX' , YOY' and ZOZ' be three mutually perpendicular lines intersecting at O . The point O is called the origin and the lines XOX' , YOY' and ZOZ' are called co-ordinate axes. These axes determine three mutually perpendicular planes viz., XOY , YOZ and ZOX called the

coordinate planes. XOX' is called x-axis, YOY' is called y-axis and ZOZ' is called z-axis. It may be noted that the distances measured along OX , OY , OZ are taken as positive while distances measured along OX' , OY' , OZ' are considered as negative. The plane XOY is called xy-plane, the plane YOZ is called yz-plane and the plane ZOX is called zx-plane. These planes divide the whole space into eight parts called octants.



Defⁿ - CO-ORDINATES OF A POINT IN SPACE - Let OX , OY , OZ be the co-ordinate axes and let P be any point in space. Through P , draw planes parallel to the co-ordinate planes meeting x-axis at A , y-axis at



B and a -axis at C respectively. Complete the parallelepiped whose coterminous edges are OA , OB and OC . Let the distances OA , OB , OC be x , y , z : These are known as co-ordinates of the point P . Thus to every point

in space, we get an ordered triplet of numbers associated with it. The co-ordinates of P are written as (x,y, z), OA=x is the x co-

ordinate, OB =y is the y co-ordinate and OC = z is the z co-ordinate of P.

Defⁿ - DISTANCE BETWEEN TWO POINTS :- The distance $|P_1 P_2|$ between the points $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$ is:

Defⁿ - BASE VECTORS AND POSITION VECTORS:-The three

$$|P_1 P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

unit vectors $\hat{i}, \hat{j}, \hat{k}$ in the direction of co-ordinate axes OX, OY, OZ respectively are called the cartesian base vectors. Let P be any point in space with co-ordinates (x, y, z) and the position vector \vec{r} . Then

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

co-ordinate axes x, y, z respectively, then the angles α, β, γ are called the direction angles of \vec{r} and cosines of direction angles i.e., $\cos \alpha, \cos \beta, \cos \gamma$ are called direction cosines. These are usually denoted by l, m, n i.e. $l = \cos \alpha, m = \cos \beta, n = \cos \gamma$.

Defⁿ - CO-ORDINATES OF A POINT IN TERMS OF DIRECTION COSINES: - If the direction cosines of the line OP are l, m, n and OP = r, where O is the origin, then the co-ordinates of P are (lr, mr, nr).

Defⁿ - DIRECTION COSINES OF A LINE (D.C.'s) :- Let AB be a line in space. Through O draw a line P'P parallel to AB. If the ray OP makes angles α, β, γ with OX, OY and OZ respectively, then the ray AB also makes the same angles with the positive directions of the co-ordinate axes. The cosines of these angles i.e., $\cos \alpha, \cos \beta$ and $\cos \gamma$ are called the direction cosines of the line AB and are generally denoted by l, m, n respectively. Thus $l = \cos \alpha, m = \cos \beta, n = \cos \gamma$, where α, β and γ are the angles made by the line with the co-ordinate axes. The angles α, β and γ are known as direction angles.

Defⁿ - RELATION BETWEEN DIRECTION COSINES OF A LINE :- If l, m, n are the direction cosines of any line, then $l^2 + m^2 + n^2 = 1$.

Defⁿ - DIRECTION COSINES OF A VECTOR

Let P (x, y, z) be a point in space whose position vector is $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$. If \vec{r} makes angles α, β, γ with the positive direction of

Defⁿ -DIRECTION RATIOSOFA LINE :-
 Direction ratios of a line are the numbers which are proportional to its direction cosines.Thus, x, y, z are the direction ratios of a line having direction cosinesl , m, n if

$$\langle \frac{l}{x}, \frac{m}{y}, \frac{n}{z} \rangle.$$

Defⁿ - To find the direction cosines of a line whose direction ratios are given. If x, y, z are three numbers proportional to the actual direction cosines l, m, n then

$$\frac{l}{x} = \frac{m}{y} = \frac{n}{z} = \frac{\sqrt{l^2+m^2+n^2}}{\sqrt{x^2+y^2+z^2}} = \frac{1}{\sqrt{x^2+y^2+z^2}}$$

$$\text{i.e. } l = \frac{x}{\sqrt{x^2+y^2+z^2}}, m = \frac{y}{\sqrt{x^2+y^2+z^2}}, n = \frac{z}{\sqrt{x^2+y^2+z^2}}$$

Defⁿ -DIRECTION RATIOS OF A LINE JOINING TWO POINTS :- The direction ratios of the line joining the two points P₁(X₁, Y₁, Z₁) and P₂(X₂, Y₂, Z₂) is

$$P_1 P_2 = \sqrt{(X_2 - X_1)^2 + (Y_2 - Y_1)^2 + (Z_2 - Z_1)^2}$$

----References----

[1] J.B. Marion and S.T. Thornton, Classical Dynamics of Particles and Systems, Harcourt Brace, 1995.
 [2] D. Kleppner and R.J. Kolenkow, An Introduction to Mechnics, McGraw Hill, 1973.
 [3] Apostol, Tom (1967). Calculus. Vol. 1: One-Variable Calculus with an Introduction to

Linear Algebra. Wiley. ISBN 978-0-471-00005-1.
 [4] Apostol, Tom (1969). Calculus. Vol. 2: Multi-Variable Calculus and Linear Algebra with Applications. Wiley. ISBN 978-0-471-00007-5.
 [5] Heinbockel, J. H. (2001), Introduction to Tensor Calculus and Continuum Mechanics, Trafford Publishing, ISBN 1-55369-133-4.

[6] Ito, Kiyosi (1993), Encyclopedic Dictionary of Mathematics (2nd ed.), MIT Press, ISBN 978-0-262-59020-4.

[7] Ivanov, A.B. (2001) [1994], "Vector, geometric", in Hazewinkel, Michiel, Encyclopedia of Mathematics, Springer Science+Business Media B.V. / Kluwer Academic Publishers, ISBN 978-1-55608-010-4.

[8] Kane, Thomas R.; Levinson, David A. (1996), Dynamics Online, Sunnyvale, California:

OnLine Dynamics.

[9] Lang, Serge (1986). Introduction to Linear Algebra (2nd ed.). Springer.

ISBN 0-387-96205- 0.

[10] Pedoe, Daniel (1988). Geometry: A comprehensive course. Dover. ISBN 0-486-65812-0.