

FINDING THE TRACES OF A GIVEN PLANE: ANALYTICALLY AND THROUGH GRAPHICAL CONSTRUCTIONS

BY

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Abstract. This paper determines explicitly the traces of a plane [P] given by three of its points, using two different approaches: by means of analytic geometry and descriptive geometry methods, respectively.

Key words: traces, planes, analytic geometry, descriptive geometry.

1. Introduction

The problem which is of concern in this paper is stated as follows:

Find the traces of the plane [P] determined by the point $A(70, 50, 40)$ and the straight line(BC), where $B(100, 20, 50)$ and $C(60, 80, 10)$.

In what follows, this problem will be solved first by using analytic geometry and then by methods of descriptive geometry, a comparison between these approaches being drawn as a conclusion.

2. Solving Methods

2.1. Analytical Geometry Method

Having in view that a line is completely determined by two of its points, we solve the general problem of determining the traces of a plane given by three points $A(x_A, y_A, z_A)$, $B(x_B, y_B, z_B)$, $C(x_C, y_C, z_C)$. Then, we particularize the results for the concrete problem stated above.

We start by determining the trace (P_h) of the plane [P] on the plane (xOy). First, let us denote:

$$(1) \quad \Delta_x = \begin{vmatrix} y_A & z_A & 1 \\ y_B & z_B & 1 \\ y_C & z_C & 1 \end{vmatrix}, \quad \Delta_y = \begin{vmatrix} z_A & x_A & 1 \\ z_B & x_B & 1 \\ z_C & x_C & 1 \end{vmatrix}, \quad \Delta_z = \begin{vmatrix} x_A & y_A & 1 \\ x_B & y_B & 1 \\ x_C & y_C & 1 \end{vmatrix},$$

$$(2) \quad \Delta = \begin{vmatrix} x_A & y_A & z_A \\ x_B & y_B & z_B \\ x_C & y_C & z_C \end{vmatrix}.$$

Since the equation of [P] is:

$$(3) \quad \begin{vmatrix} x & y & z & 1 \\ x_A & y_A & z_A & 1 \\ x_B & y_B & z_B & 1 \\ x_C & y_C & z_C & 1 \end{vmatrix} = 0$$

and all points in the plane (xOy) have the z -coordinate equal to 0, one obtains by expanding the determinant along the first row that:

$$(4) \quad (P_h): x \begin{vmatrix} y_A & z_A & 1 \\ y_B & z_B & 1 \\ y_C & z_C & 1 \end{vmatrix} - y \begin{vmatrix} x_A & z_A & 1 \\ x_B & z_B & 1 \\ x_C & z_C & 1 \end{vmatrix} - \begin{vmatrix} x_A & y_A & z_A \\ x_B & y_B & z_B \\ x_C & y_C & z_C \end{vmatrix} = 0; \quad z = 0.$$

that is,

$$(5) \quad (P_h): x \begin{vmatrix} y_A & z_A & 1 \\ y_B & z_B & 1 \\ y_C & z_C & 1 \end{vmatrix} + y \begin{vmatrix} z_A & x_A & 1 \\ z_B & x_B & 1 \\ z_C & x_C & 1 \end{vmatrix} = \begin{vmatrix} x_A & y_A & z_A \\ x_B & y_B & z_B \\ x_C & y_C & z_C \end{vmatrix}; \quad z = 0.$$

Consequently, the trace (P_h) of [P] on the plane (xOy) is characterized by:

$$(6) \quad (P_h): x\Delta_x + y\Delta_y = \Delta; \quad z = 0.$$

Through the circular permutation $x \rightarrow y \rightarrow z \rightarrow x \rightarrow y$, one obtains that the trace (P_l) of [P] on the plane (yOz) is given by:

$$(7) \quad (P_l): y\Delta_y + z\Delta_z = \Delta; \quad x = 0$$

and the trace (P_v) of [P] on the plane (xOz) is given by:

$$(8) \quad (P_v): z\Delta_z + x\Delta_x = \Delta; \quad y = 0.$$

Note that the traces (P_h) , (P_l) and (P_v) can also be given in the following parametric forms:

$$(9) \quad (P_h): x = \frac{1}{2} \frac{\Delta}{\Delta_x} - \frac{\Delta}{\Delta_x} t; \quad y = \frac{1}{2} \frac{\Delta}{\Delta_y} + \frac{\Delta}{\Delta_y} t; \quad z = 0, \quad t \in \mathbf{R},$$

$$(10) \quad (P_v): y = \frac{1}{2} \frac{\Delta}{\Delta_y} - \frac{\Delta}{\Delta_y} t; \quad z = \frac{1}{2} \frac{\Delta}{\Delta_z} + \frac{\Delta}{\Delta_z} t; \quad x = 0, \quad t \in \mathbf{R},$$

$$(11) \quad (P_l): z = \frac{1}{2} \frac{\Delta}{\Delta_z} - \frac{\Delta}{\Delta_z} t; \quad x = \frac{1}{2} \frac{\Delta}{\Delta_x} + \frac{\Delta}{\Delta_x} t; \quad y = 0, \quad t \in \mathbf{R}.$$

Then, we determine the intersections between [P] and the coordinate axes. Since the intersection between [P] and (Ox) is actually the intersection between its trace (P_h) and (Ox) and this point has the y -coordinate equal to 0, one obtains from Eq (6) that the intersection between [P] and (Ox) is the point P_x given by:

$$(12) \quad P_x = P_x \left(\frac{\Delta}{\Delta_x}, 0, 0 \right).$$

Through circular permutations, one obtains that the intersection between [P] and (Oy) is the point P_y given by:

$$(13) \quad P_y = P_y \left(0, \frac{\Delta}{\Delta_y}, 0 \right)$$

and the intersection between [P] and (Oz) is the point P_z given by:

$$(14) \quad P_z = P_z \left(0, 0, \frac{\Delta}{\Delta_z} \right).$$

We are now ready to solve the problem stated in the Introduction.

Solution

One sees that:

$$(15) \quad \Delta = \begin{vmatrix} x_A & y_A & z_A \\ x_B & y_B & z_B \\ x_C & y_C & z_C \end{vmatrix} = \begin{vmatrix} 70 & 50 & 40 \\ 100 & 20 & 50 \\ 60 & 80 & 10 \end{vmatrix} = 106000,$$

$$(16) \quad \Delta_z = \begin{vmatrix} x_A & y_A & 1 \\ x_B & y_B & 1 \\ x_C & y_C & 1 \end{vmatrix} = \begin{vmatrix} 70 & 50 & 1 \\ 100 & 20 & 1 \\ 60 & 80 & 1 \end{vmatrix} = 600,$$

$$(17) \quad \Delta_x = \begin{vmatrix} y_A & z_A & 1 \\ y_B & z_B & 1 \\ y_C & z_C & 1 \end{vmatrix} = \begin{vmatrix} 50 & 40 & 1 \\ 20 & 50 & 1 \\ 80 & 10 & 1 \end{vmatrix} = 600,$$

$$(18) \quad \Delta_y = \begin{vmatrix} z_A & x_A & 1 \\ z_B & x_B & 1 \\ z_C & x_C & 1 \end{vmatrix} = \begin{vmatrix} 40 & 70 & 1 \\ 50 & 100 & 1 \\ 10 & 60 & 1 \end{vmatrix} = 800.$$

From Eqs (12)-(14), it follows that the intersections of [P] with the coordinate axes are: $P_x \left(\frac{530}{3}, 0, 0 \right)$, $P_y \left(0, \frac{265}{2}, 0 \right)$ and $P_z \left(0, 0, \frac{530}{3} \right)$. From Eqs (5)-(7), it also follows that the trace (P_h) is $3x + 4y = 530; z = 0$, the trace (P_v) is $3x + 3z = 530; y = 0$ and the trace (P_l) is $4y + 3z = 530; x = 0$. Alternatively, from Eqs (9)-11, the parametric equations of the traces are:

$$(18) \quad (P_h): x = \frac{530}{6}(1-2t); \quad y = \frac{265}{4}(1+2t); \quad z = 0, \quad t \in \mathbf{R},$$

$$(19) \quad (P_v): y = \frac{265}{4}(1 - 2t); \quad z = \frac{530}{6}(1 + 2t); \quad x = 0, \quad t \in \mathbf{R},$$

$$(20) \quad (P_l): z = \frac{530}{6}(1 - 2t); \quad x = \frac{530}{6}(1 + 2t); \quad y = 0, \quad t \in \mathbf{R}.$$

2.2. Descriptive Geometry Method

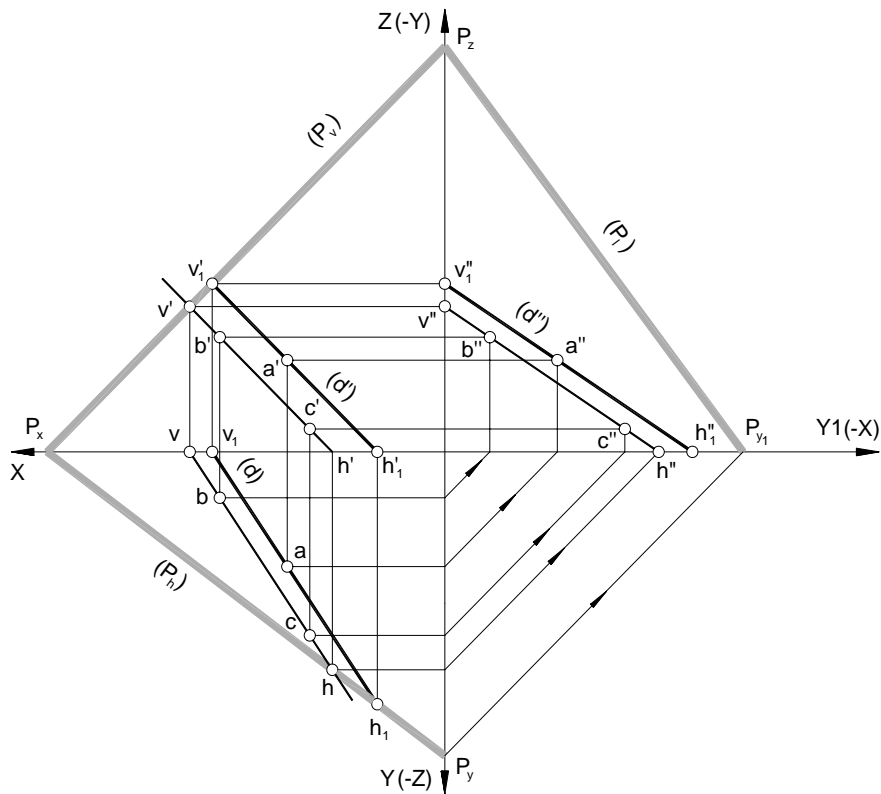


Fig. 1 – Traces of [P] plane

We determine the traces h and v' of the straight line (BC) and then we construct through the point A a line (D_l) which is parallel to the given one (Fig. 1). To determine the traces of the plane, we need only one of the traces of the line (D_l) (for example, the horizontal trace h_1). First of all, we represent the horizontal trace (P_h) of $[P]$ and then the vertical one, (P_v) . We note that $P_x = P_z = 176.6$ and $P_y = 132.50$, which are the values obtained by using the analytical method.

3. Conclusions

As we can see, Descriptive Geometry offers a quick and elegant solution to the problem, while the analytical approach, although more computational, offers general formulas which can be applied to a large class of related problems.

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DETERMINAREA URMELOR UNUI PLAN FOLOSIND METODELE GEOMETRIEI ANALITICE ȘI ALE GEOMETRIEI DESCRIPTIVE

(Rezumat)

Lucrarea își propune să prezinte modalități diferite de determinare a urmelor unui plan dat prin trei puncte necoliniare, abordând metodele geometriei analitice și aplicând principiile geometriei descriptive. Deși ambele metode ajung la același rezultat privind determinarea urmelor planului [P], geometria descriptivă este mai rapidă și mai intuitivă decât geometria analitică, care necesită calcule laborioase, dar are o aplicabilitate extinsă. Sperăm că demersul nostru va fi util, interesant și edificator pentru studenții facultăților tehnice, dar și celor interesați de cele două discipline de studiu.