

## Re: 3D Plane

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On Sun, 15 Aug 2004 10:08:49 +1000, Gerald Kaszuba <nospam@nospam.com> wrote:

>Hi

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>I have a 3d plane, and have worked out its normal. I want to know the  
>distance from  $(x,y,z)$  to where  $z$  intersects the plane. i.e.  $x$  and  $y$  will  
>be the same value, but  $z$  falls on the plane.

>

>Thanks

>

>Gerald

Your question isn't very well phrased; what you are asking apparently is not the distance from a point  $(x,y,z)$  to the plane, but the point that is the vertical "shadow" of your point on the plane. If that is actually what you want, just plug the values of  $x$  and  $y$  into the plane to see what  $z$  works. It has nothing to do with the normal vector to the plane.

If, on the other hand, you want the distance from a point to the plane, which is not the same thing, that is what you should ask for.

--Lynn