

ECUACIONES

- ECUACIONES DE LA RECTA: $P(a, b, c) \quad \vec{v}(v_1, v_2, v_3)$
- ✓ VECTORIAL: $(x, y, z) = (a, b, c) + (v_1, v_2, v_3) \cdot \lambda, \quad \lambda \in \mathbb{R}$
 - ✓ PARAMÉTRICA: $\begin{cases} x = a + v_1 \cdot \lambda \\ y = b + v_2 \cdot \lambda \\ z = c + v_3 \cdot \lambda \end{cases}, \quad \lambda \in \mathbb{R}$
 - ✓ CONTÍNUA: $\frac{x-a}{v_1} = \frac{y-b}{v_2} = \frac{z-c}{v_3}$
 - ✓ GENERAL/EXPLÍCITA/CARTESIANA: $\begin{cases} A_1x + B_1y + C_1z + D_1 = 0 \\ A_2x + B_2y + C_2z + D_2 = 0 \end{cases}$
- ECUACIONES DEL PLANO: $P(a, b, c) \quad \vec{v}(v_1, v_2, v_3) \quad \vec{u}(u_1, u_2, u_3)$
- ✓ VECTORIAL: $(x, y, z) = (a, b, c) + (v_1, v_2, v_3) \cdot \lambda + (u_1, u_2, u_3) \cdot \mu, \quad \lambda, \mu \in \mathbb{R}$
 - ✓ PARAMÉTRICA: $\begin{cases} x = a + v_1 \cdot \lambda + u_1 \cdot \mu \\ y = b + v_2 \cdot \lambda + u_2 \cdot \mu \\ z = c + v_3 \cdot \lambda + u_3 \cdot \mu \end{cases}, \quad \lambda, \mu \in \mathbb{R}$
 - ✓ GENERAL/EXPLÍCITA/CARTESIANA: $Ax + By + Cz + D = 0$

POSICIÓN RELATIVA

- RECTA-PLANO: $\pi \equiv A_1x + B_1y + C_1z + D_1 = 0$
- $$r \equiv \begin{cases} A_2x + B_2y + C_2z + D_2 = 0 \\ A_3x + B_3y + C_3z + D_3 = 0 \end{cases}$$
- | | |
|--------------------------------|-----------------------------|
| $rg(M) = 3 \wedge rg(M^*) = 3$ | SECANTE |
| $rg(M) = 2 \wedge rg(M^*) = 3$ | RECTA PARALELA AL PLANO |
| $rg(M) = 2 \wedge rg(M^*) = 2$ | RECTA CONTENIDA EN EL PLANO |

notodoematemáticas.com

GEOMETRÍA ESPACIAL

- DOS PLANOS: $\pi_1 \equiv A_1x + B_1y + C_1z + D_1 = 0$
 $\pi_2 \equiv A_2x + B_2y + C_2z + D_2 = 0$
- | | | |
|---|---|---|
| $\frac{A_1}{A_2} \neq \frac{B_1}{B_2} \quad \frac{A_1}{A_2} = \frac{B_1}{B_2} \neq \frac{C_1}{C_2}$ SECANTES | $\frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2} \neq \frac{D_1}{D_2}$ PARALELOS | $\frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2} = \frac{D_1}{D_2}$ COINCIDENTES |
|---|---|---|
- TRES PLANOS: $\pi_1 \equiv A_1x + B_1y + C_1z + D_1 = 0$
 $\pi_2 \equiv A_2x + B_2y + C_2z + D_2 = 0$
 $\pi_3 \equiv A_3x + B_3y + C_3z + D_3 = 0$
- | | |
|---|---|
| $rg(M) = 2 \wedge rg(M^*) = 3$ SECANTES DOS A DOS O DOS PARALELOS Y UNO SECANTE | $rg(M) = 3 \wedge rg(M^*) = 3$ SECANTES EN UN PUNTO |
| $rg(M) = 1 \wedge rg(M^*) = 2$ TRES PARALELOS O DOS COINCIDENTES Y UNO PARALELO | $rg(M) = 2 \wedge rg(M^*) = 2$ SECANTES EN UNA RECTA O DOS COINCIDENTES Y UNO SECANTE |
| | $rg(M) = 1 \wedge rg(M^*) = 1$ COINCIDENTES |

youtube.com/jnsreales

- DOS RECTAS:
- $$r \equiv \begin{cases} A_1x + B_1y + C_1z + D_1 = 0 \\ A_2x + B_2y + C_2z + D_2 = 0 \end{cases}$$
- $$s \equiv \begin{cases} A_3x + B_3y + C_3z + D_3 = 0 \\ A_4x + B_4y + C_4z + D_4 = 0 \end{cases}$$
- | | |
|--|---|
| $rg(\vec{u}, \vec{v}, \vec{w}) = 3$ SE CRUZAN | $rg(\vec{u}, \vec{v}, \vec{w}) = 1$ COINCIDENTES |
| $rg(\vec{u}, \vec{v}, \vec{w}) = 2 \wedge rg(\vec{u}, \vec{v}) = 2$ SECANTES | |
| $rg(\vec{u}, \vec{v}, \vec{w}) = 2 \wedge rg(\vec{u}, \vec{v}) = 1$ PARALELAS | |
| $rg(M) = 3 \wedge rg(M^*) = 4$ | SE CRUZAN EN EL ESPACIO |
| $rg(M) = 3 \wedge rg(M^*) = 3$ | SECANTES |
| $rg(M) = 2 \wedge rg(M^*) = 3$ | PARALELAS |
| $rg(M) = 2 \wedge rg(M^*) = 2$ | COINCIDENTES |