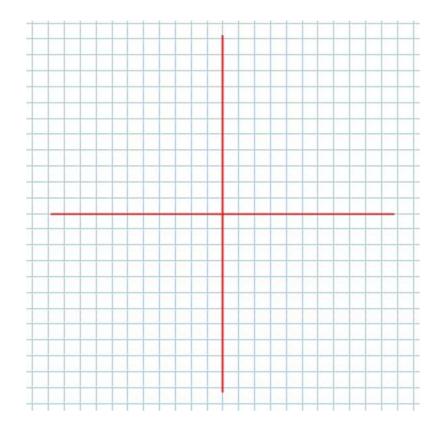
6.5 Vectors in 2D and 3D

In this sections we will (hopefully) begin to see **DEEP** connections between algebra and geometry.

Consider the x-y plane (also known as the Cartesian plane), with the point P(3,2)



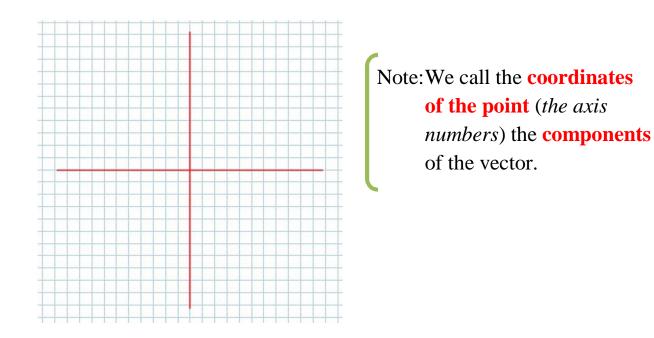
Note: If we draw a vector from O(0,0) "pointing to *P*" we create the vector which is said to be in

We write

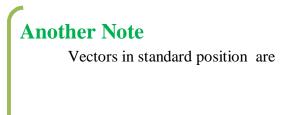
Note: Be sure to recognize the **context** that you are working in!!

Example 6.5.1

Draw the vector $\vec{a} = (2, -1)$ in standard position.

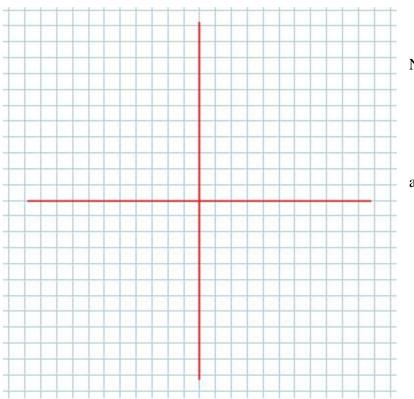


For $\vec{a} = (2, -1)$



The General Position Vector

Consider the position vector $\overrightarrow{OP} = (a, b)$



Note that $\overrightarrow{OP} = (a, b)$ points

Uniquely

at the point P(a,b)

We call the collection of **ALL POINTS** in the *x*-*y* plane

We write

Key Note

Moving up to \mathbb{R}^3

$$\mathbb{R}^{3} = \left\{ (x, y, z) \middle| x \in \mathbb{R}, y \in \mathbb{R}, z \in \mathbb{R} \right\}$$

In \mathbb{R}^3 we write the origin as

and a general point as

Thus we have the UNIQUE general position vector

Representing Vectors in \mathbb{R}^3

Example 6.5.2

Draw the vector $\overrightarrow{OP} = (3,5,4)$

Note: The axes form

Example 6.5.3

Determine the equation of the plane containing the points E(0,0,3), F(2,0,3), G(2,5,3), and H(0,5,3).

Determine the equation of the plane containing points O, E, F

Which points are in the *y*-*z* plane?

Example 6.5.4

Given $\overrightarrow{OP} = (2, b, c)$ and $\overrightarrow{OP} = (a, 3, 0)$ determine *a*, *b*, and *c*. Why can the three unknowns be determined?

Example 6.5.5

Plot the point P(-2,1,3) and draw the associated position vector. Label each "corner" of your "3-D box".

Example 6.5.6

Plot the points A(-1,3,0), B(2,3,1) and C(0,3,4) and give an equation for the plane containing the points.

Class/Homework for Section 6.5 Pg. 316 – 318 #2, 3, 5 – 7, 9, 13 – 16