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Download Powtoon Software CrackQ: How does a plane calculate its position if it has three unknowns? I have been working on a fairly simple 3d engine in javascript (my own, no libraries) and I'm wondering about how to calculate a plane's 3D location based on the 3 unknowns (p1, p2, p3) and the planar equation $ax+by+cz=d$. For the purposes of this question we only need to consider the xy plane; all of the following will be done with a single plane equation of the form $Ax+By+Cz=D$. Assuming all vectors are normalized to unit length, what does a plane need to know in order to calculate its position? For instance, how would the following equation be calculated? $x3 = mx1 + nx2 \# mn3$ A: If you are calculating for a simplex, it is definitely best to use the Z-axis. You don't need to calculate using the planar equation. Now, if you are calculating in 3D space, you need to know the location of your 3D origin, so you need to define which axis the plane is going to be normal to. Then you can find all points relative to the origin. If the plane is defined to be normal to the XZ plane, then the equation will look like: $x3 = mx1 + nx2 + mz$ Where m and n are vectors that are parallel and perpendicular to your Y-axis. So $m = [0, -1, 0]$ and $n = [0, 0, 1]$. Note that these vectors must be normalized to unit length. Also, if you are normalizing a vector like this, then you can get rid of the constant multiple (that happens when you divide all values by the length of the vector). So instead of this: $v = [x, y, z]$ $v/length(v) = [x/length(v), y/length(v), z/length(v)]$ You can get rid of the first division (slightly more confusing, but less prone to errors), and just leave it like this: $v = [x, y, z]$ $v/length(v) = [x, y, z]$ Note that this is

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