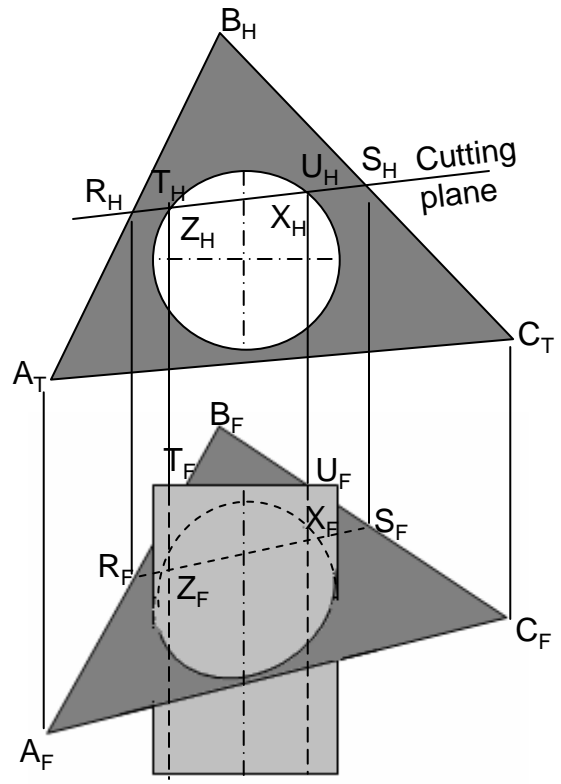


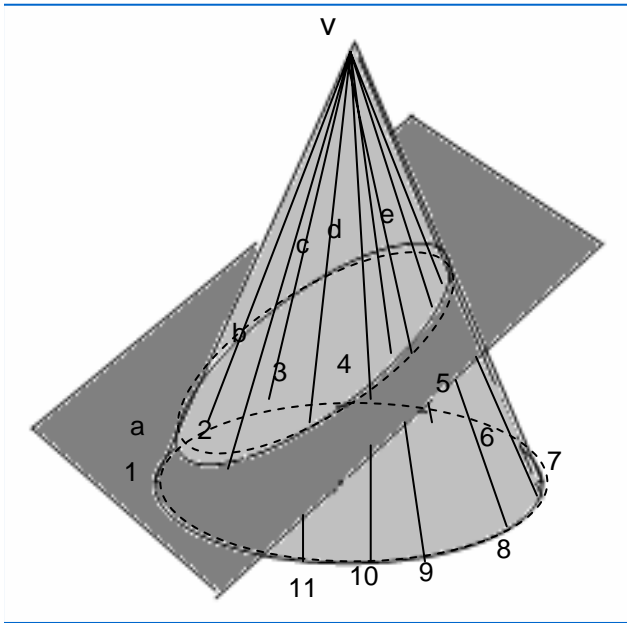
TA 101

Lecture -24

<http://home.iitk.ac.in/~mukesh/>



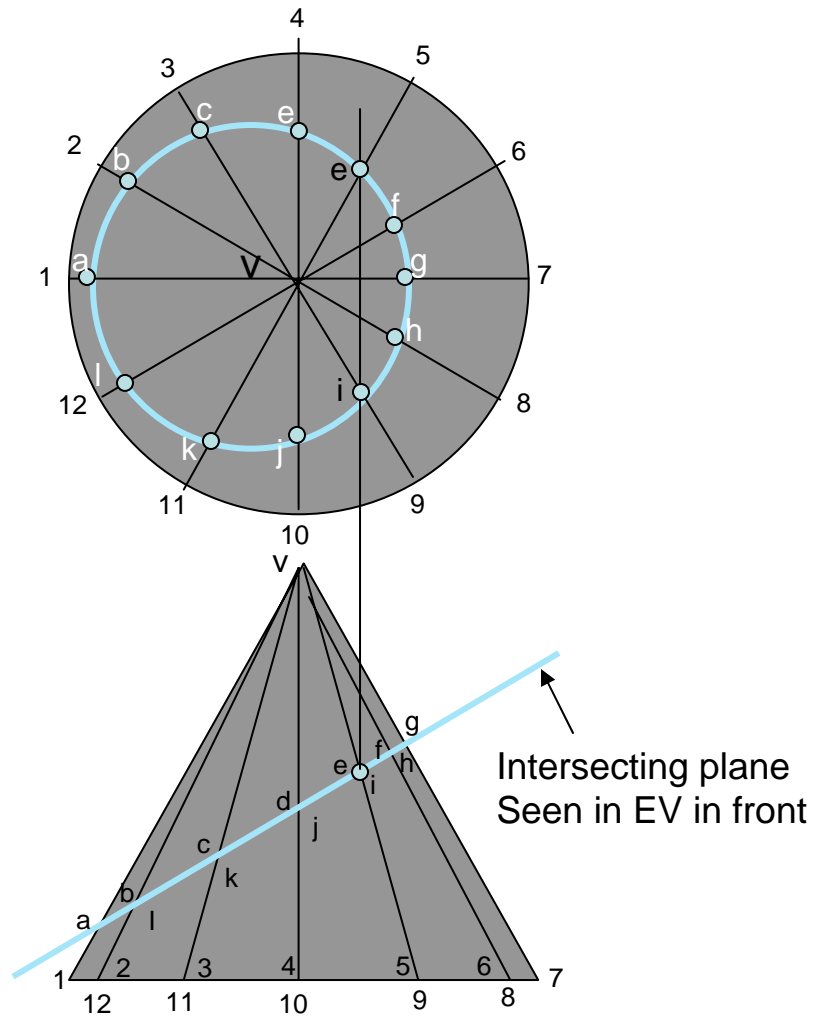
Intersection of plane and cylinder



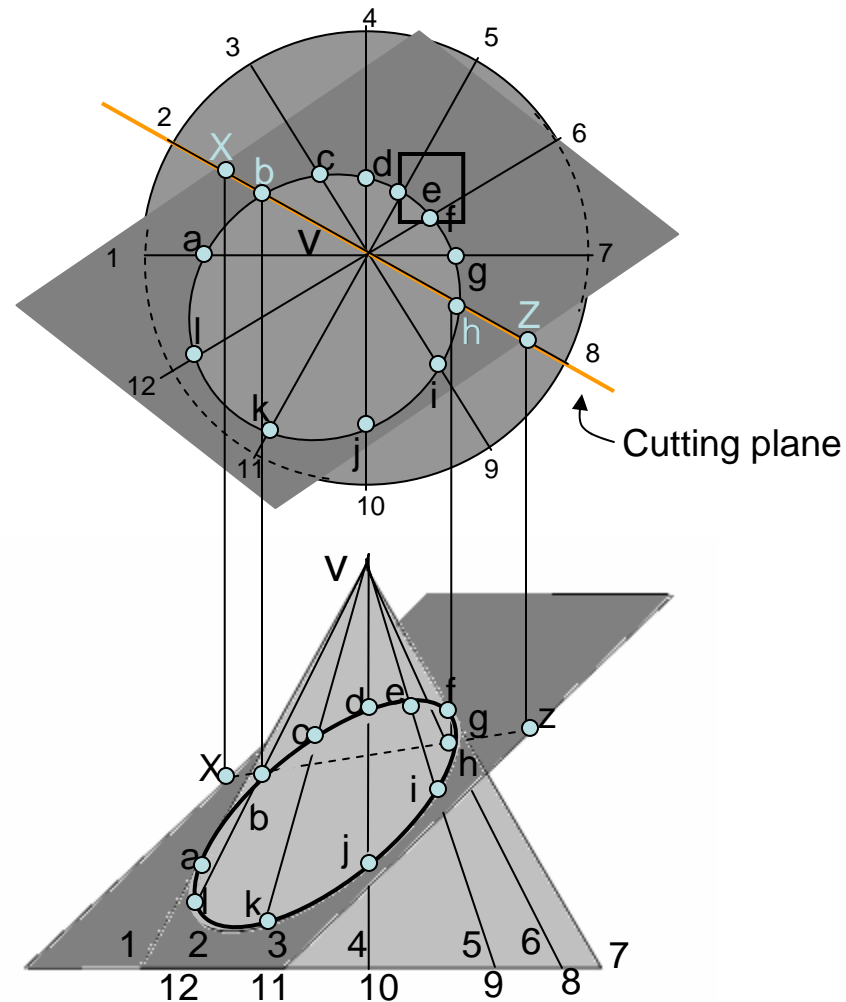
Plane Intersection Cone

Lines V-1, V-2 ... called elements or generators of cone

If intersecting plane is seen in the EV, intersection curve is Seen in the other view.

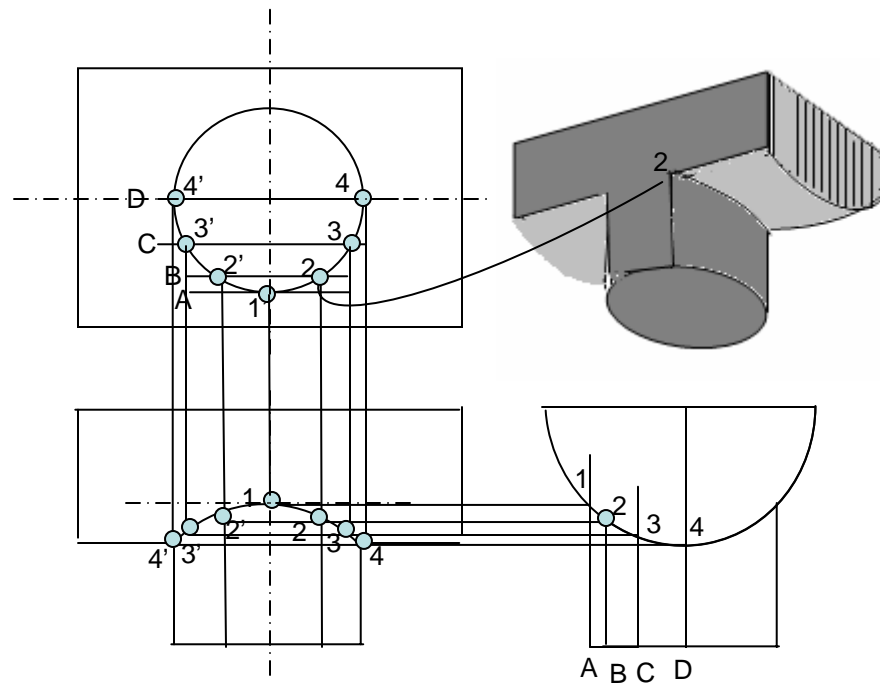


Intersection of Plane (SEEN IN EV) and Cone

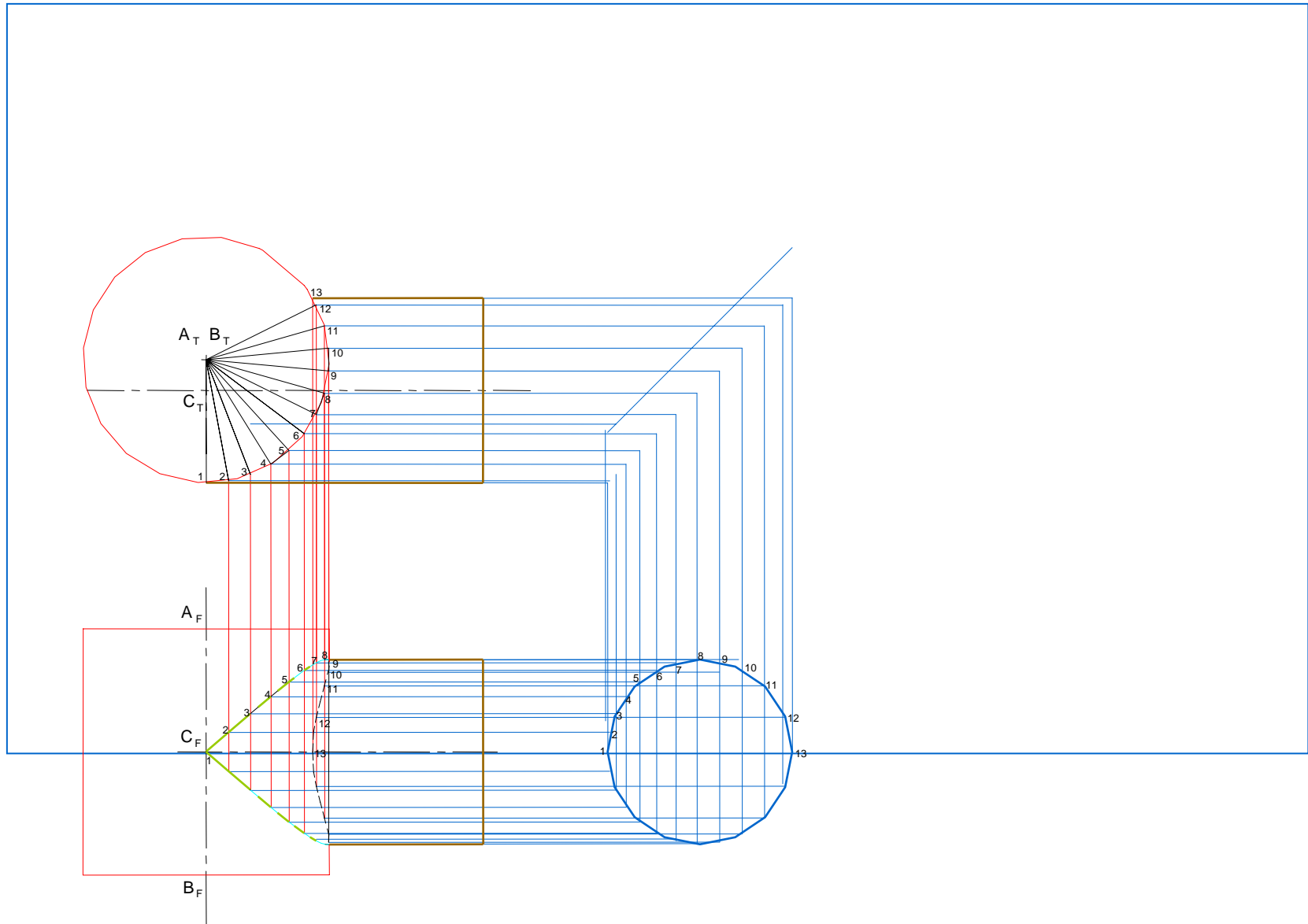


Oblique plane Intersection a cone

- Make generators (V-1, V-2...) in TV and FV
- Pass a vertical cutting plane through generators (e.g. V-2 and V-6), it will be in EV in TV
- The cutting plane cuts the cone in half and cuts the oblique plane as well (at X , Y)
- Transfer the points XY in the FV
- Points of intersection of line X-Y with the generators (through which vertical cutting plane was passed) in FV yield points of intersection of cone and the oblique plane – transfer the point in FV – similarly get all points



Intersection of Cylinders - Concept



INTERSECTION OF CYLINDERS- AXES NOT INTERSECTING

