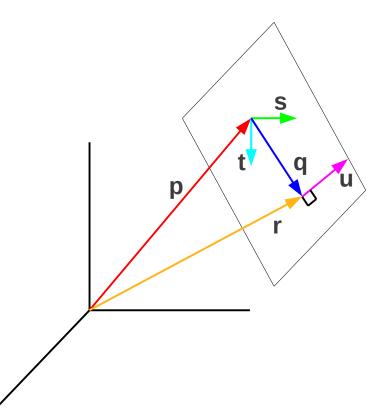
Find the set of vectors that lie in the planes that are parallel to 3x + 4y + 5z = 6 and are located 2 units away from it.



First, find a vector from the origin to the plane. Call it **p**. Any point in the plane will do, for instance (2, 0, 0).

$$\boldsymbol{p} = \begin{pmatrix} 2\\0\\0 \end{pmatrix}$$

Next, find two linearly independent vectors **s** and **t** that lie in the plane. To satisfy this requirement, the dot product of both **s** and **t** with the plane's perpendicular vector $\langle 3, 4, 5 \rangle$ must be 0.

I decided to use $\mathbf{s} = \langle 2, 1, -2 \rangle$ and $\mathbf{t} = \langle 1, -2, 1 \rangle$.

A linear combination of **s** and **t**, $\mathbf{q} = \mathbf{as} + \mathbf{bt}$ (where a and b are constants) can describe any directional vector in the plane.

$$\boldsymbol{q} = \boldsymbol{a} \begin{pmatrix} 2\\1\\-2 \end{pmatrix} + \boldsymbol{b} \begin{pmatrix} 1\\-2\\1 \end{pmatrix}$$

The vector sum $\mathbf{r} = \mathbf{p} + \mathbf{q}$ (see illustration) is the position vector of any point in the plane (the exact point described depends on the chosen values of a and b).

To find points 2 units above and below the plane, we must find a vector **u** that is perpendicular to the plane and has a magnitude = 2. We therefore multiply the perpendicular vector $\langle 3, 4, 5 \rangle$ by a coefficient *k* and set the magnitude of the result equal to 2.

$$|\langle 3k, 4k, 5k \rangle| = \sqrt{(3k)^2 + (4k)^2 + (5k)^2} = \sqrt{50k^2} = 2$$

$$\Rightarrow k = \frac{\sqrt{2}}{5}$$

Hence, $u = \left\langle \frac{3\sqrt{2}}{5}, \frac{4\sqrt{2}}{5}, \frac{5\sqrt{2}}{5} \right\rangle$

The vector sum of a the position vector of a point in the plane **r** with **u** is the sought-after vector **v**. It is given by

$$\mathbf{v} = \mathbf{r} + \mathbf{u} = \mathbf{p} + \mathbf{q} + \mathbf{u} = \begin{bmatrix} 2\\0\\0 \end{bmatrix} + a \begin{bmatrix} 2\\1\\-2 \end{bmatrix} + b \begin{bmatrix} 1\\-2\\1 \end{bmatrix} + \begin{bmatrix} 3\sqrt{2}/5\\4\sqrt{2}/5\\5\sqrt{2}/5 \end{bmatrix}$$