



LOCI of a POINT (slider)

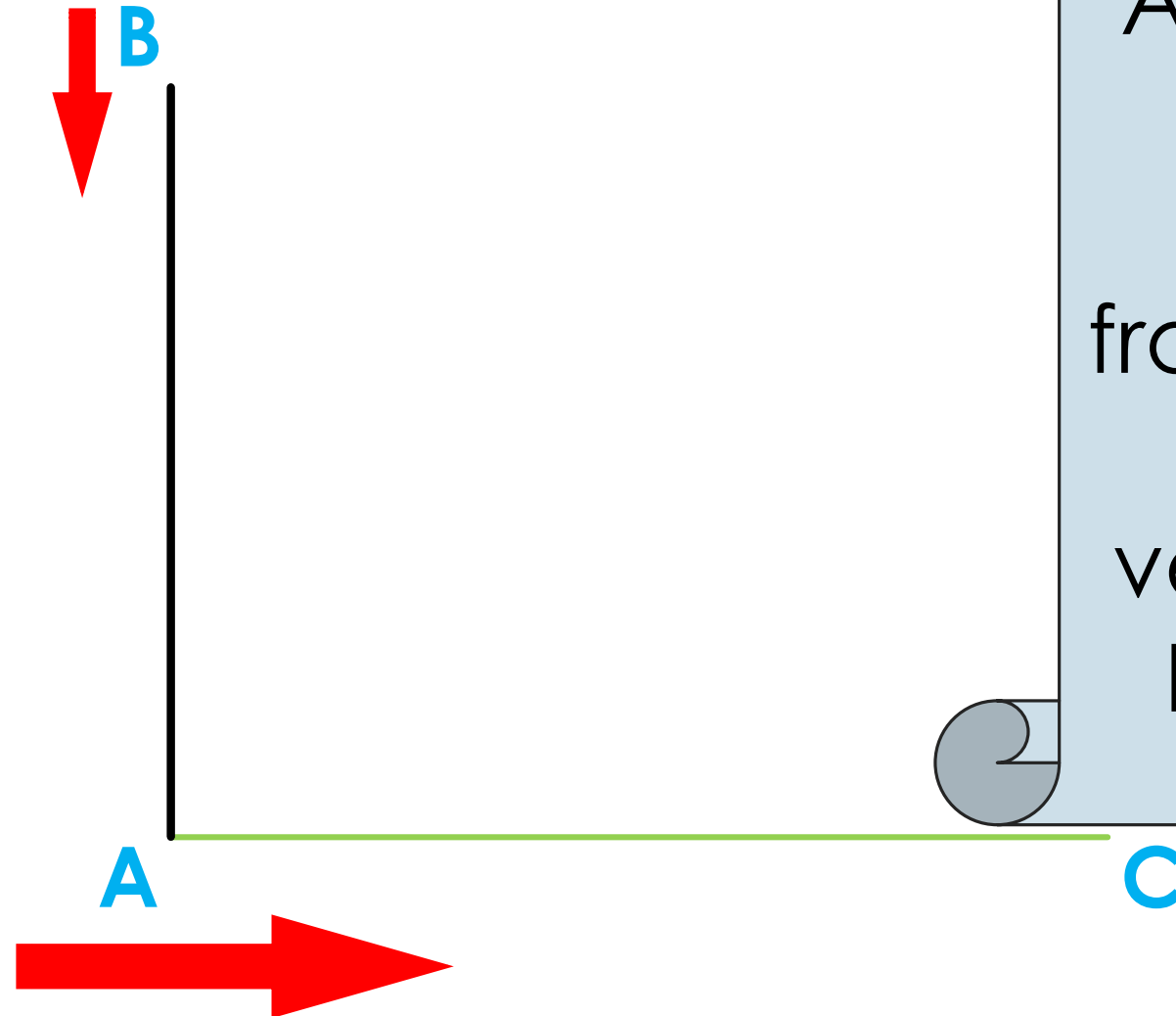
Grade 12

Developed by: PC Viljoen
Senior Educational Specialist for
Engineering Graphics and Design
Free State Province

Loci of a POINT

- ▶ With a loci of a point one should always:
 - ▶ work with the true length of a line
 - ▶ work systematically
 - ▶ In the case of a circle, divide the circle into 12 equal parts

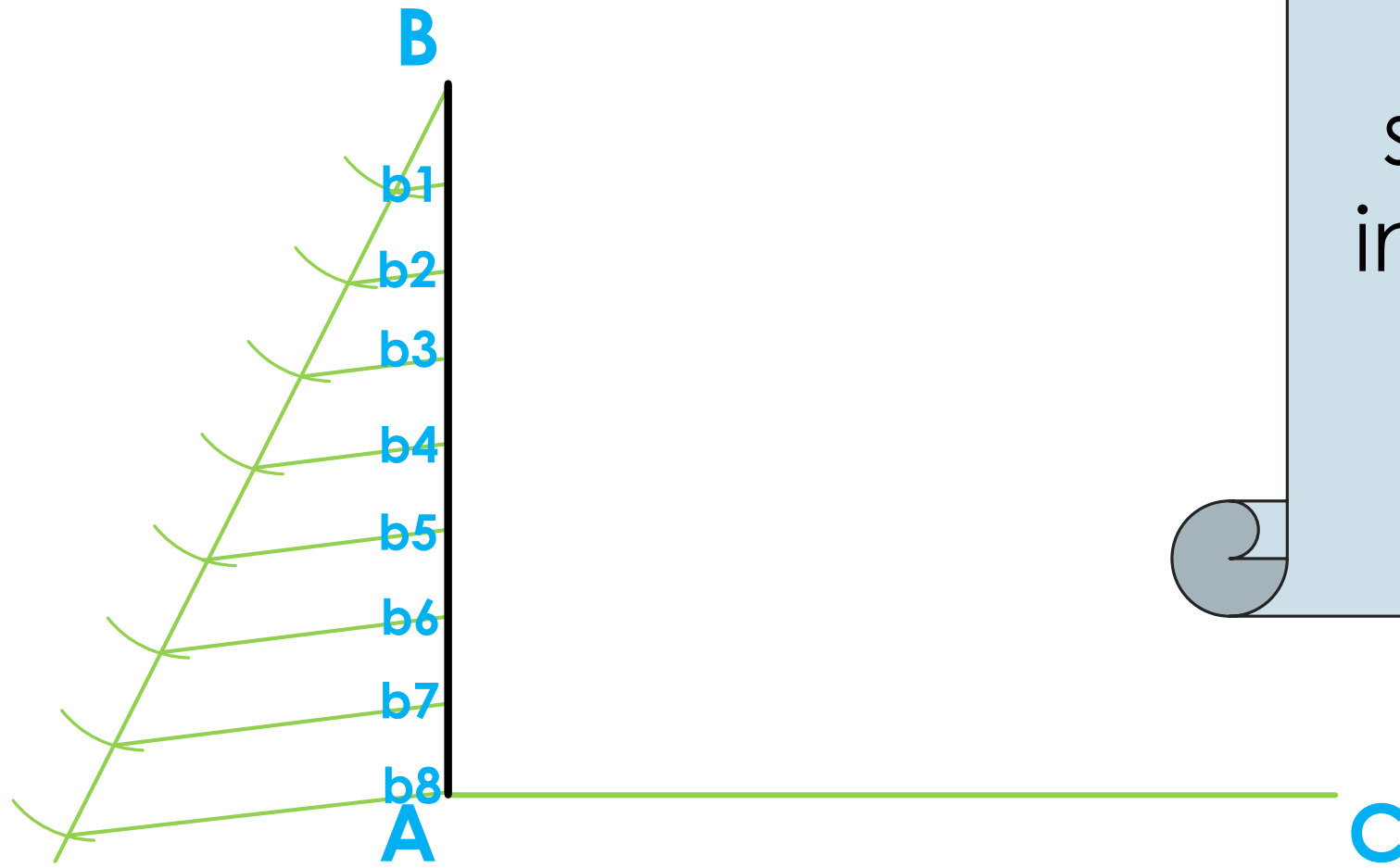
Loci of a POINT



Presume line
AB is a ladder
sliding
horizontally
from **A towards**
C and
vertically from
B towards A



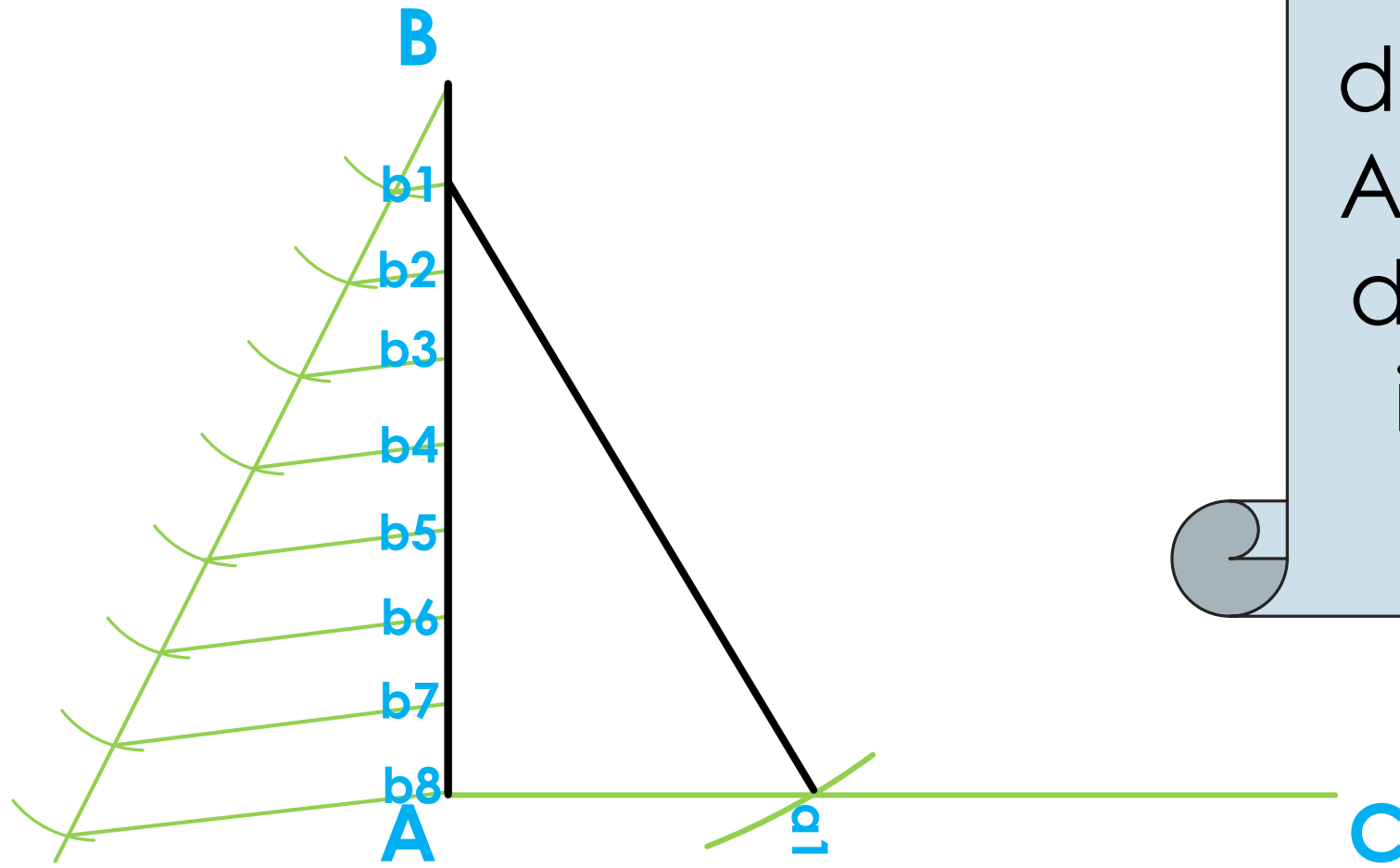
Loci of a POINT



Divide line segment AB into at least 8 equal parts

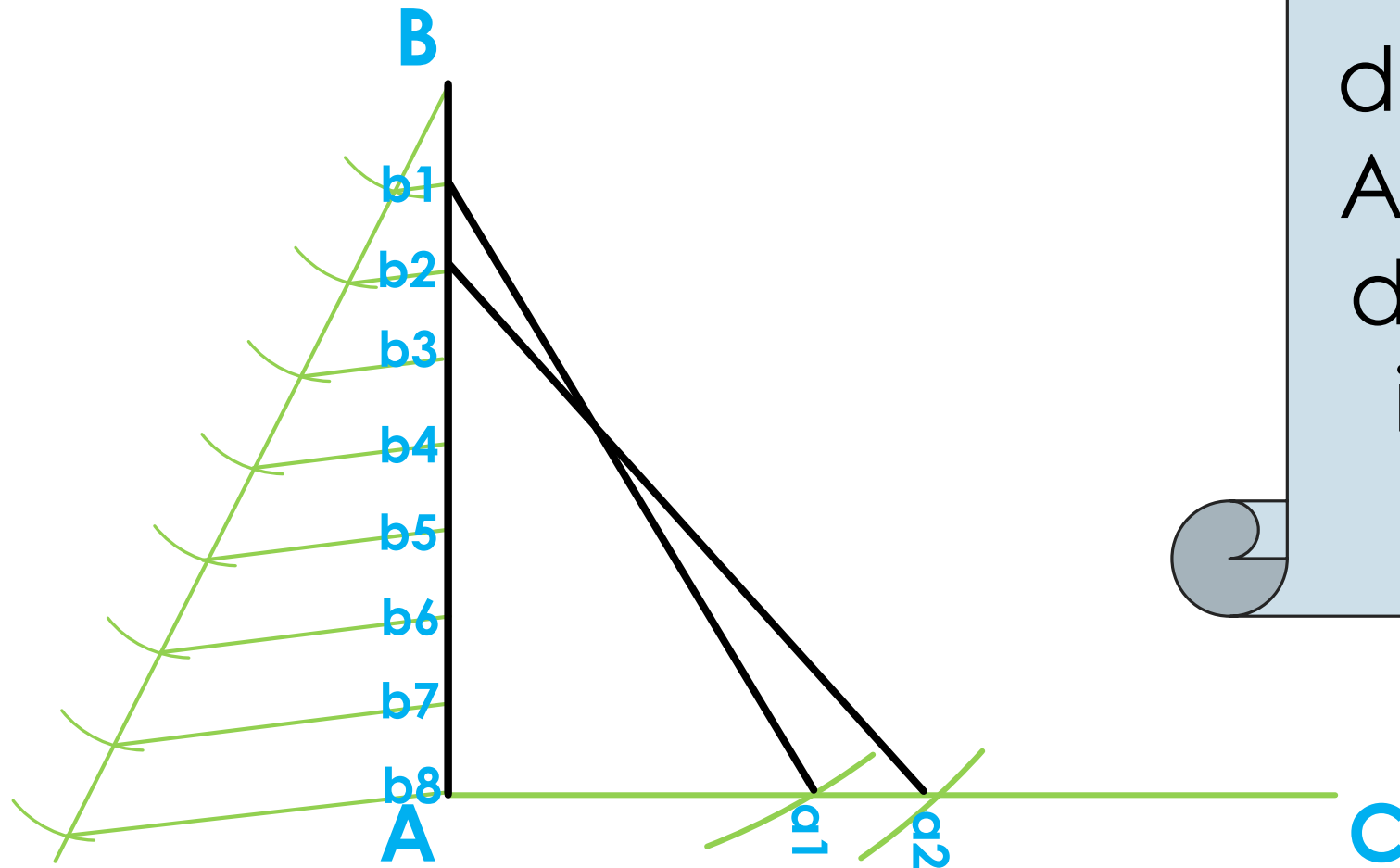


Loci of a POINT



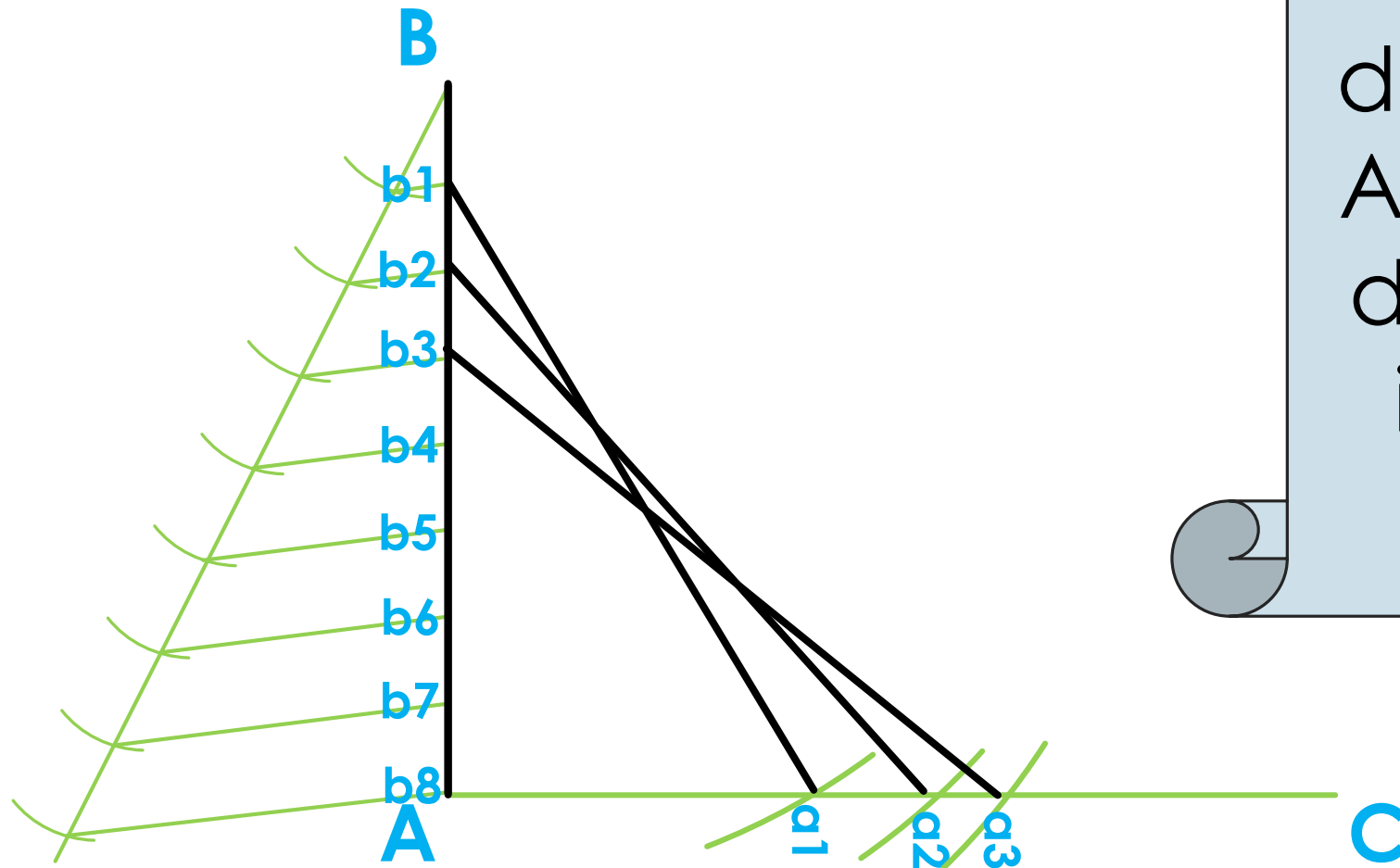
With AB as the true length, determine b_1 - AC from b_1 to determine an intersection point a_1

Loci of a POINT



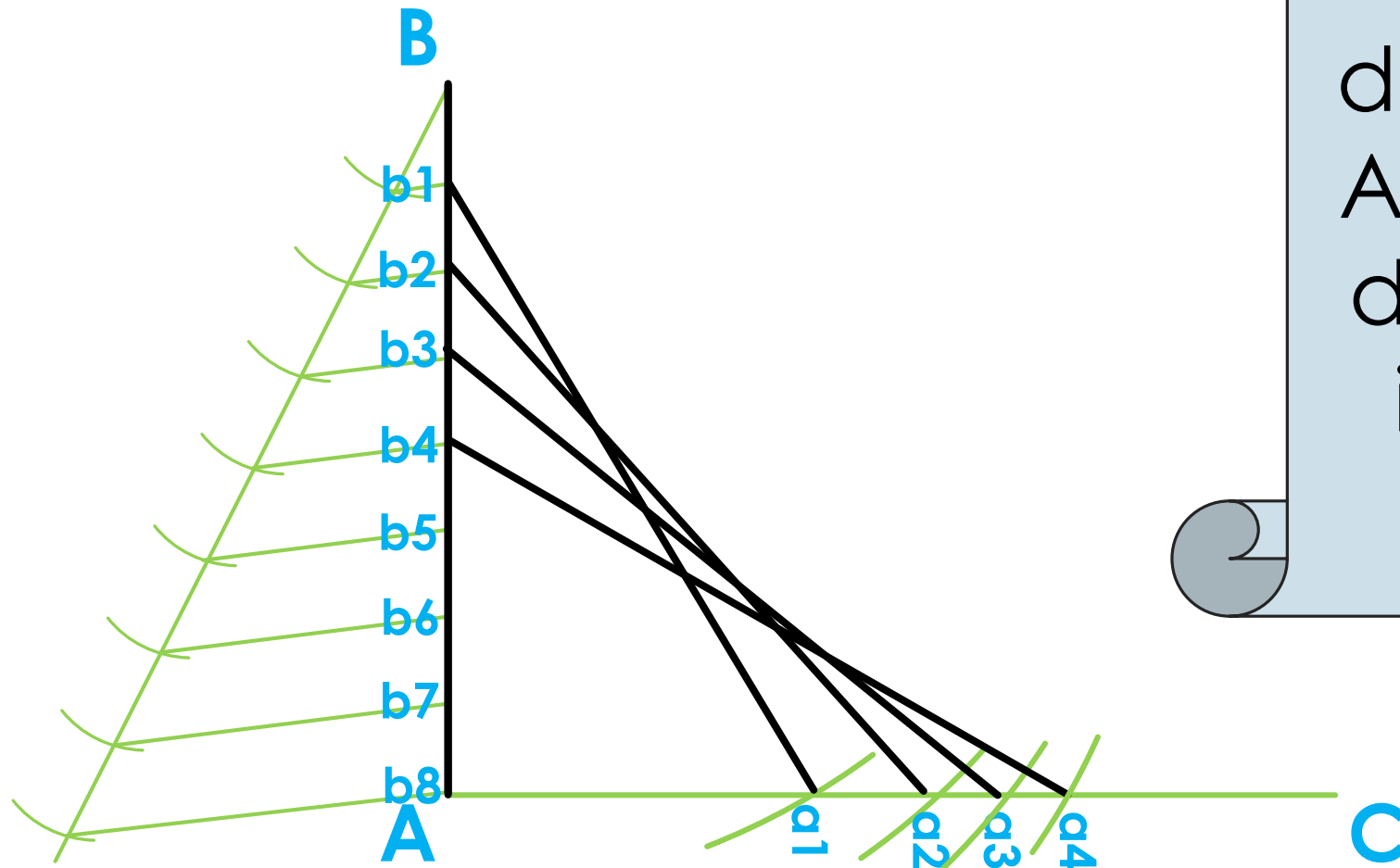
With AB as the true length, determine b_2-AC from b_2 to determine an intersection point a_2

Loci of a POINT



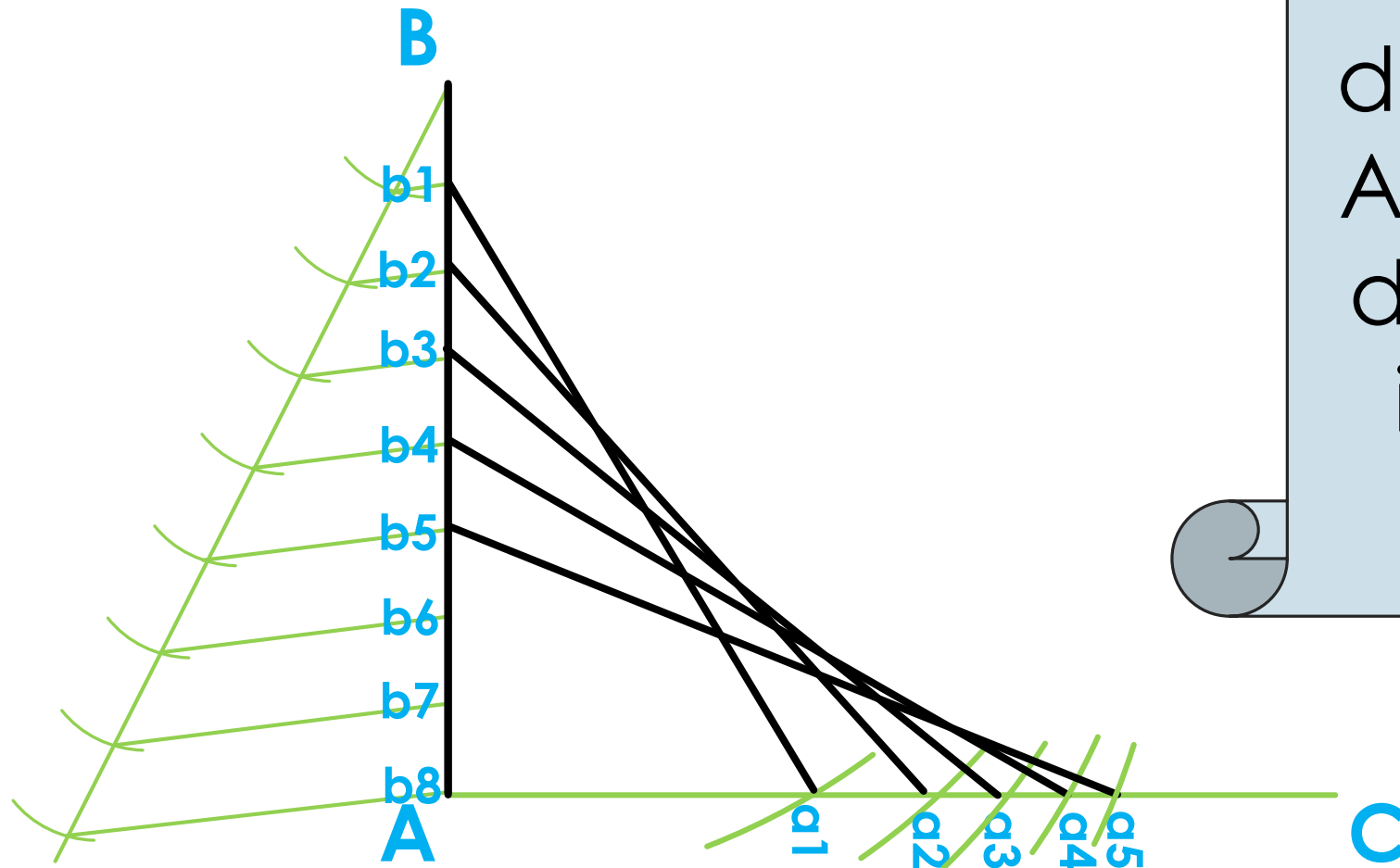
With AB as the true length, determine b_3 -AC from b_3 to determine an intersection point a_3

Loci of a POINT



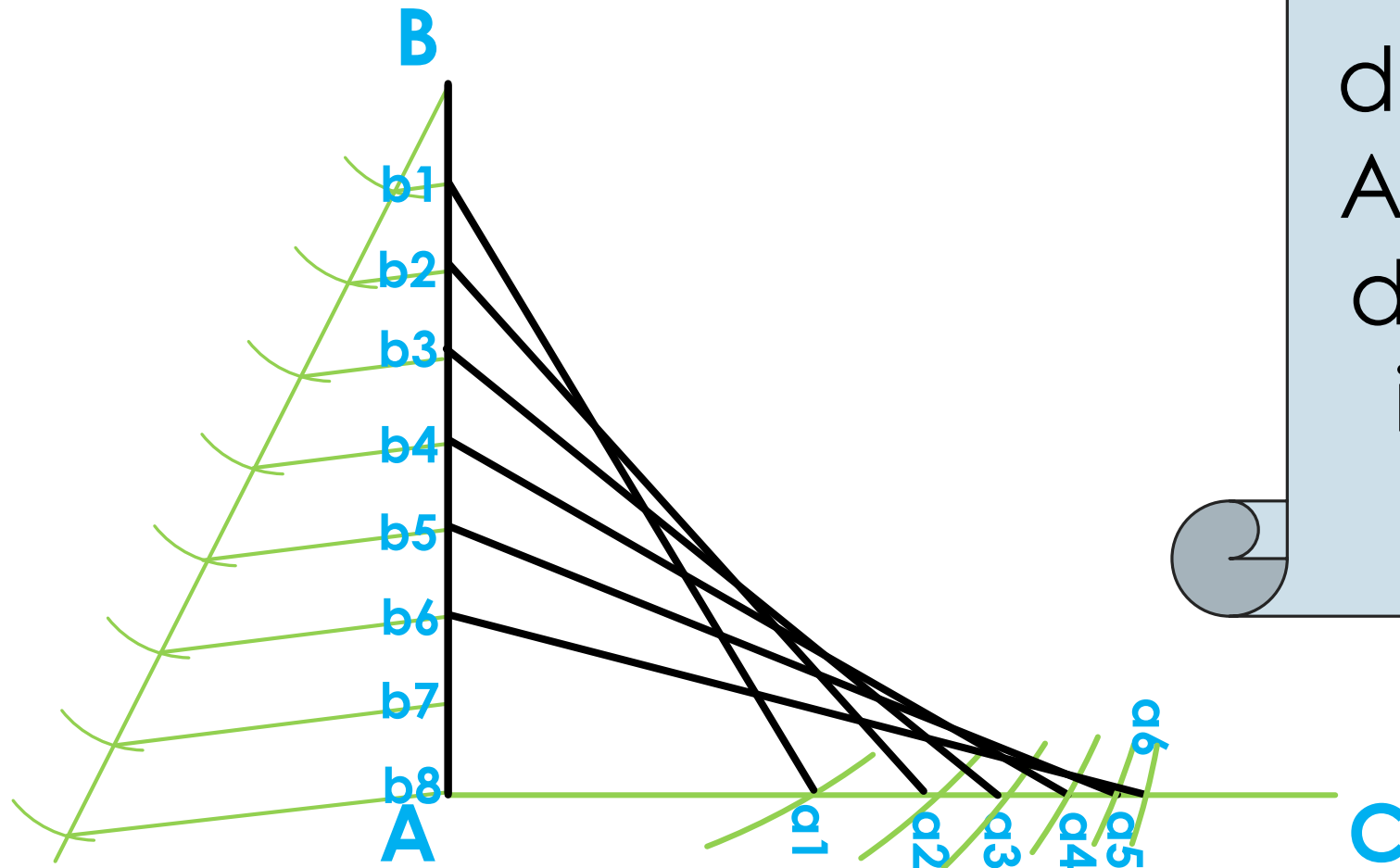
With AB as the true length, determine b_4-AC from b_4 to determine an intersection point a_4

Loci of a POINT



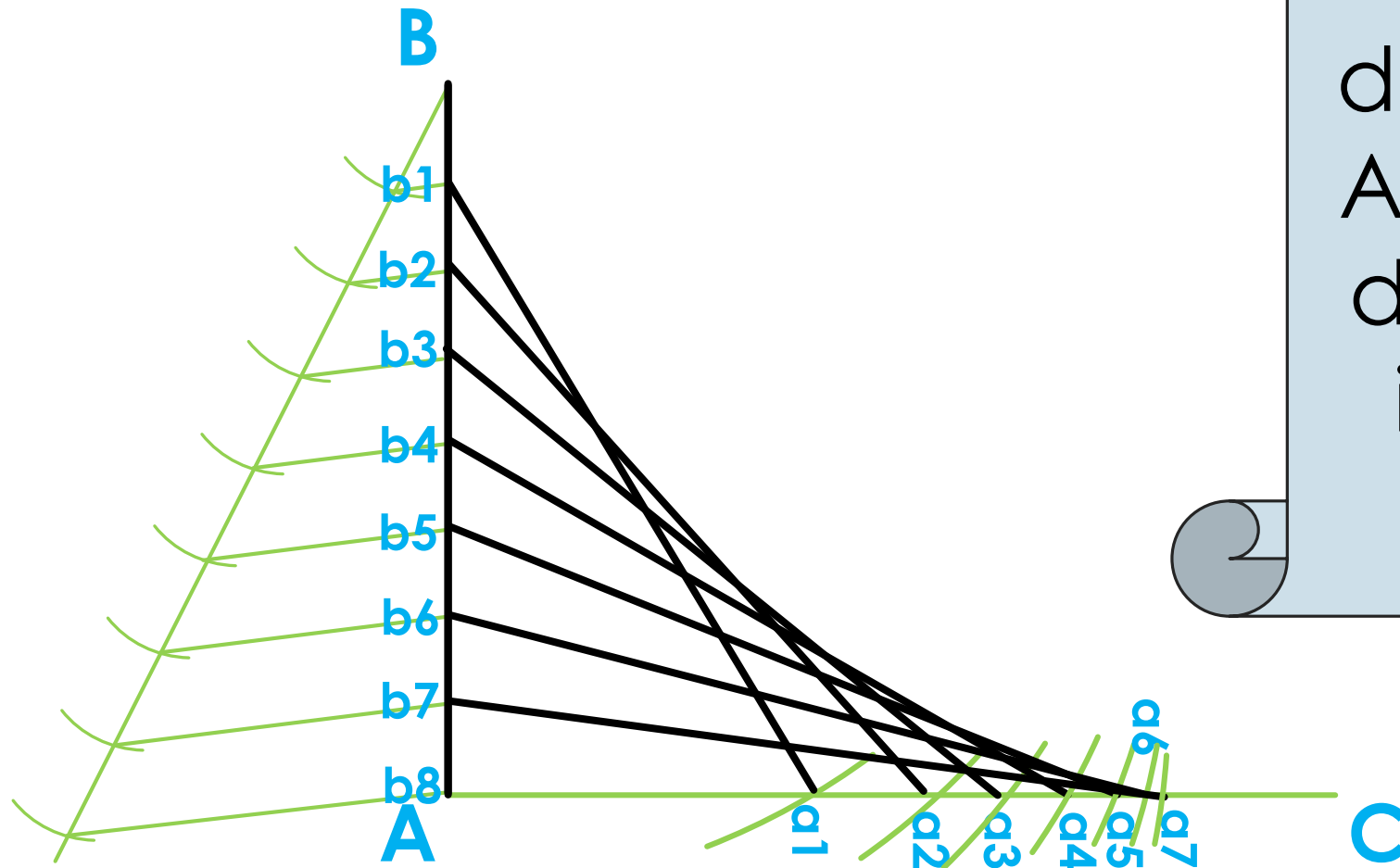
With AB as the true length, determine b_5-AC from b_5 to determine an intersection point a_5

Loci of a POINT



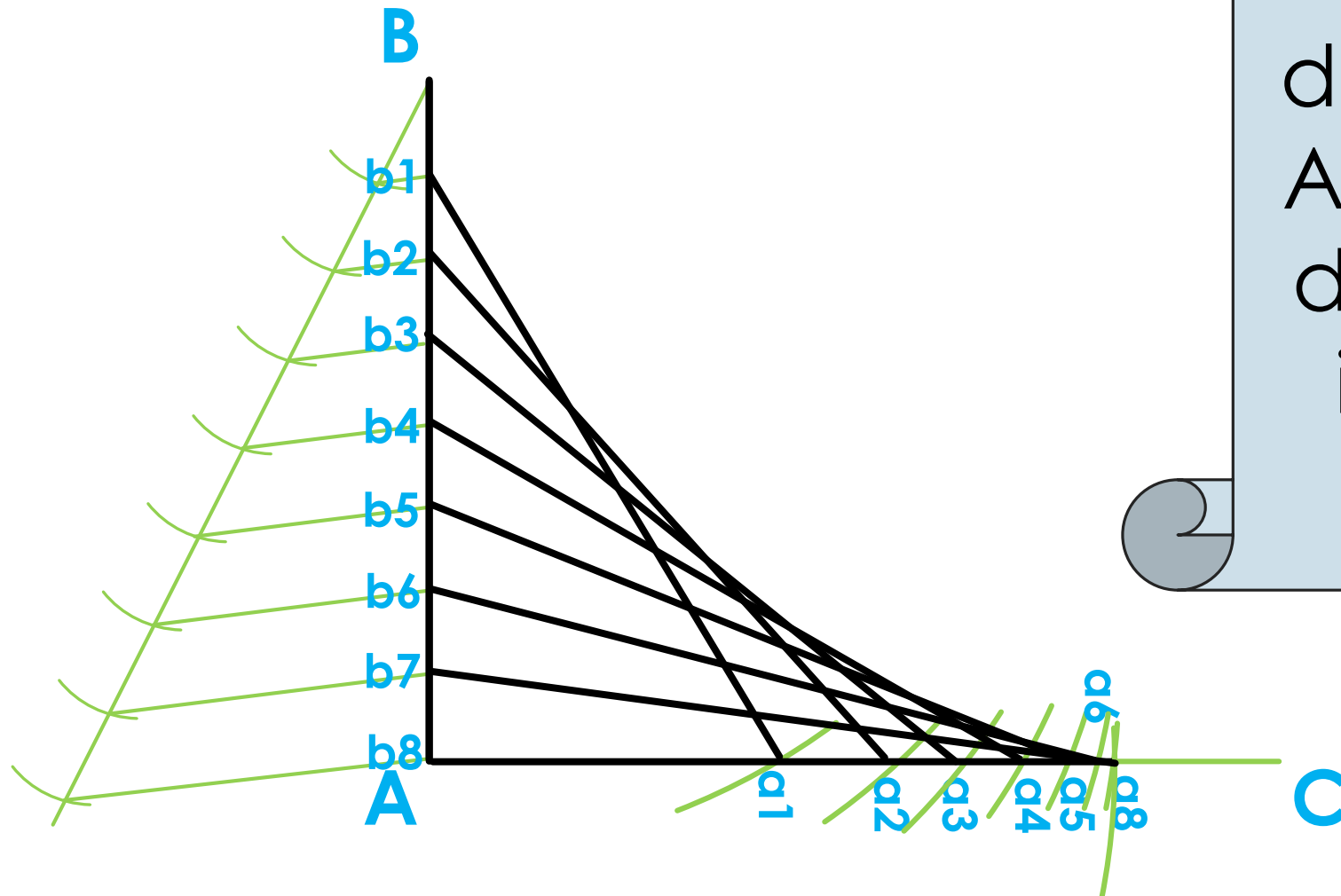
With AB as the true length, determine b6-AC from b6 to determine an intersection point a6

Loci of a POINT



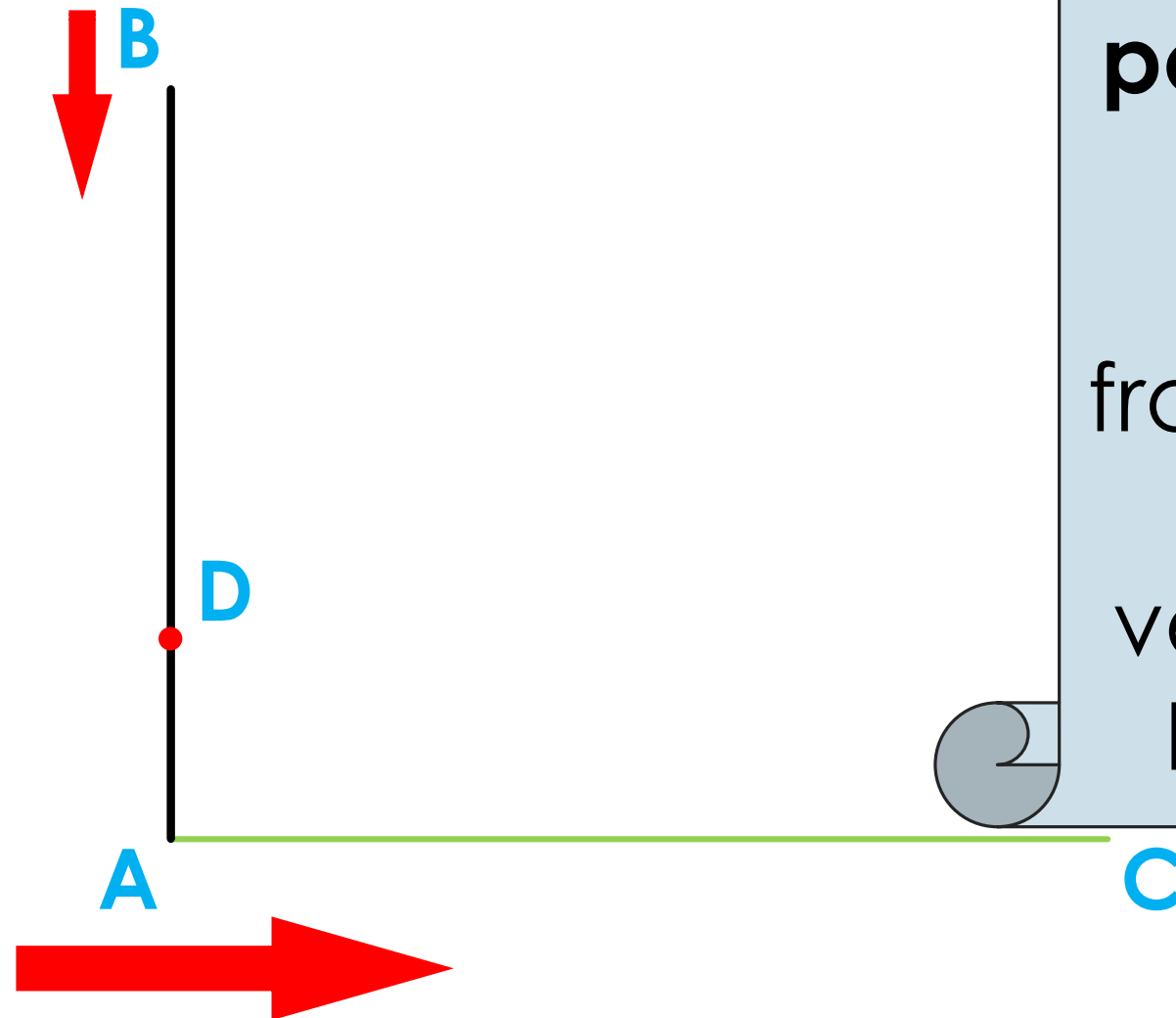
With AB as the true length, determine b_7-AC from b_7 to determine an intersection point a_7

Loci of a POINT



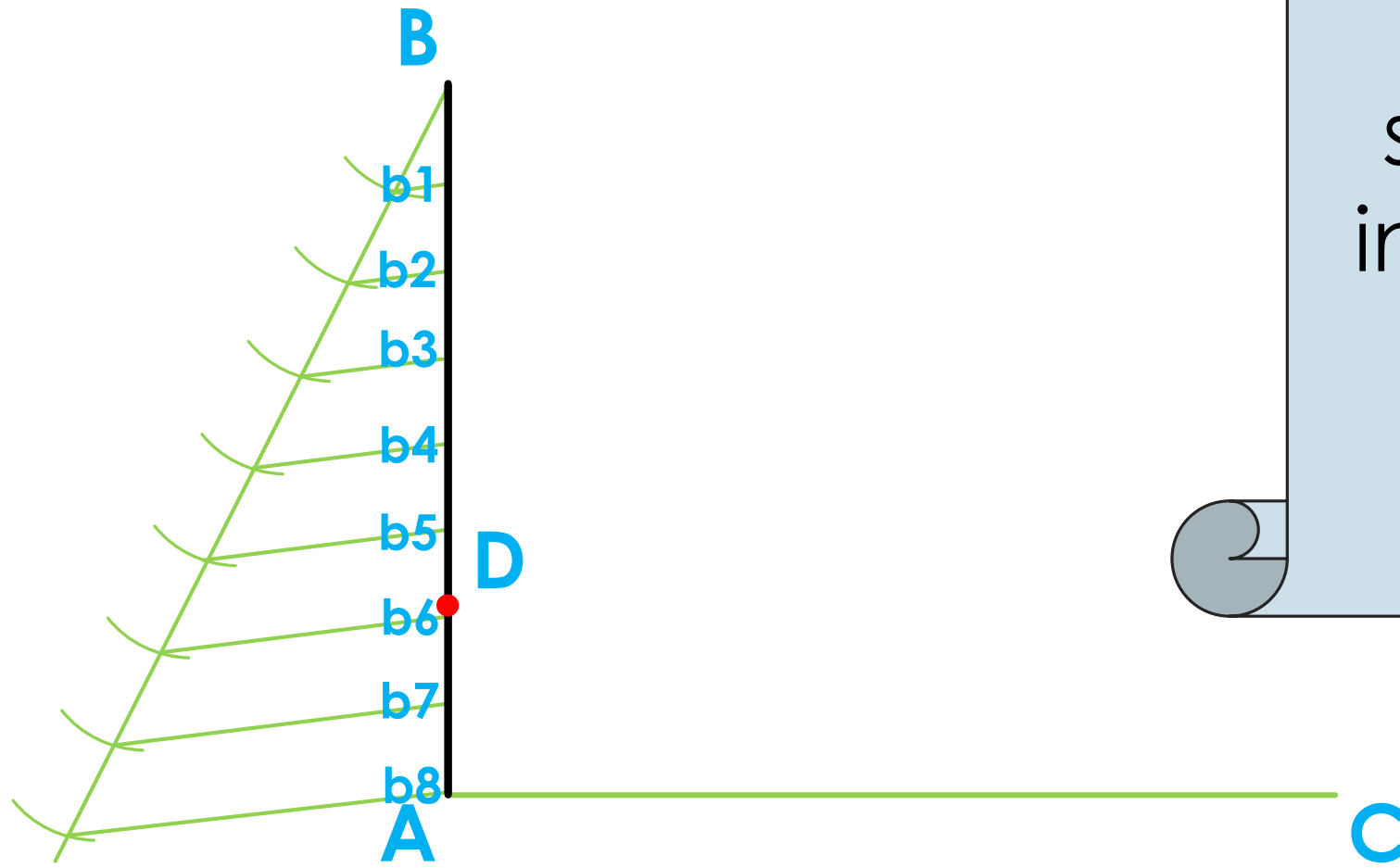
With AB as the true length, determine b8-AC from b8 to determine an intersection point a8

Loci of a POINT



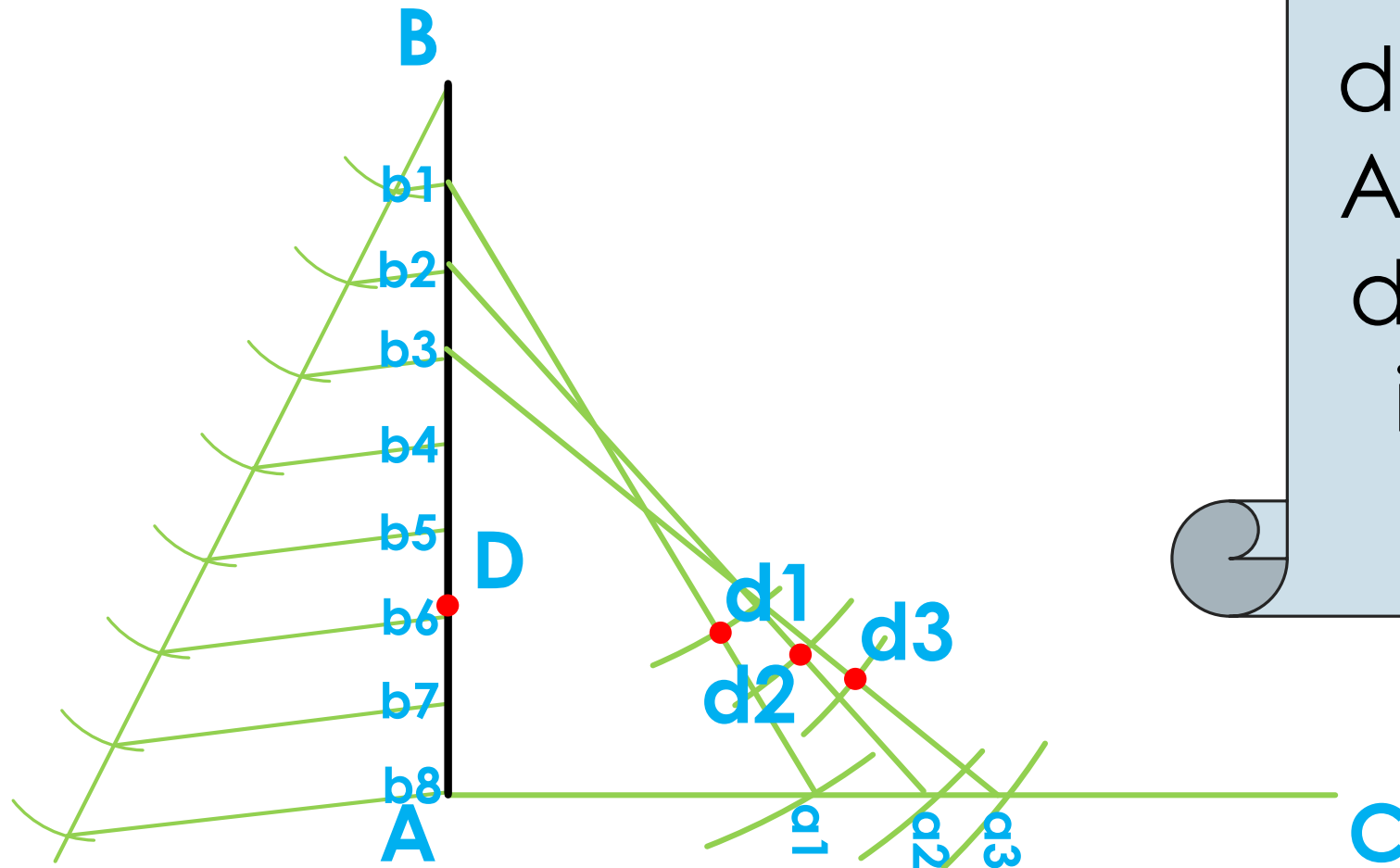
Determine the **loci** of the **point at D** if AB **sliding** horizontally from **A towards C** and vertically from **B towards A**

Loci of a POINT



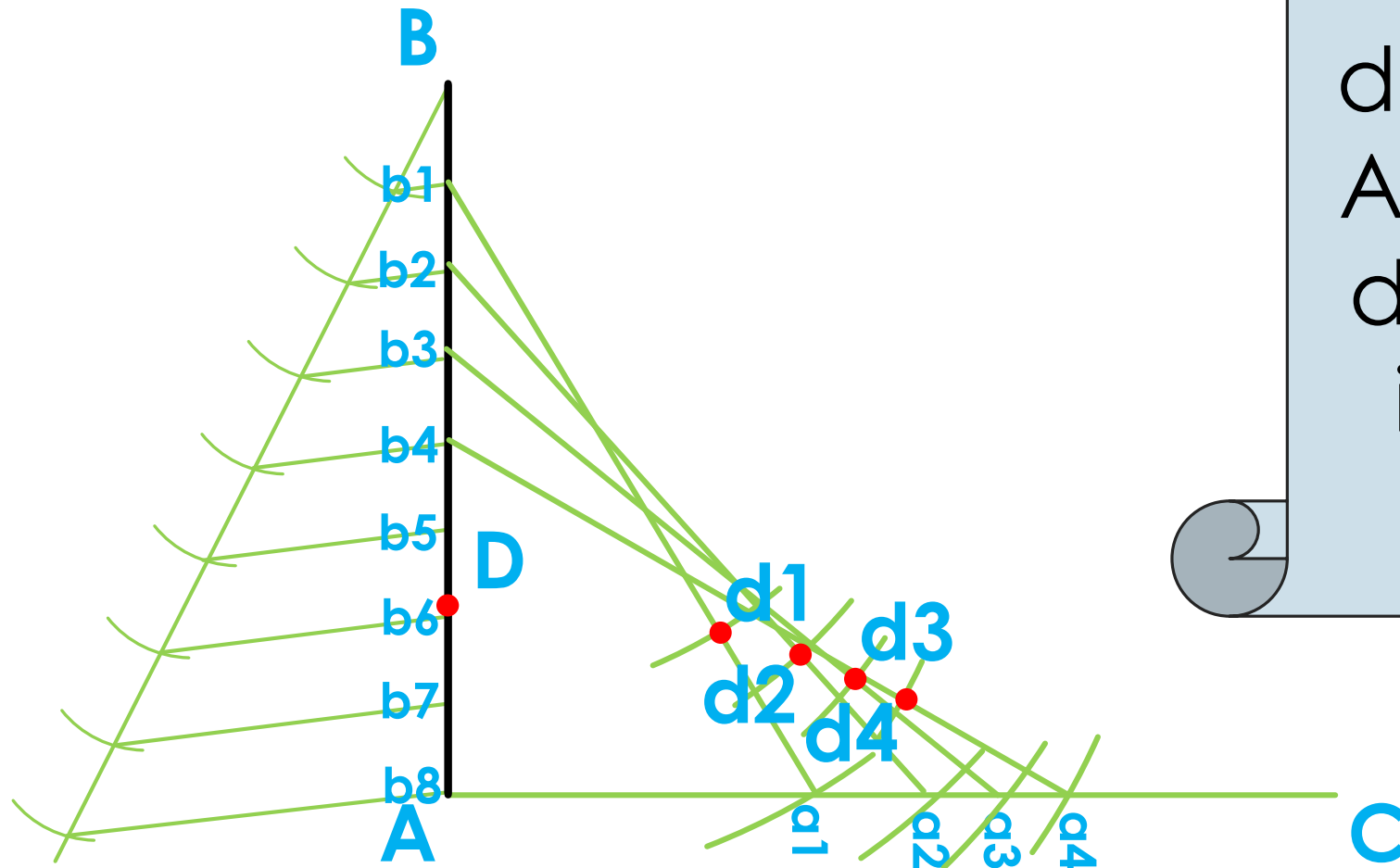
Divide line segment AB into at least 8 equal parts

Loci of a POINT



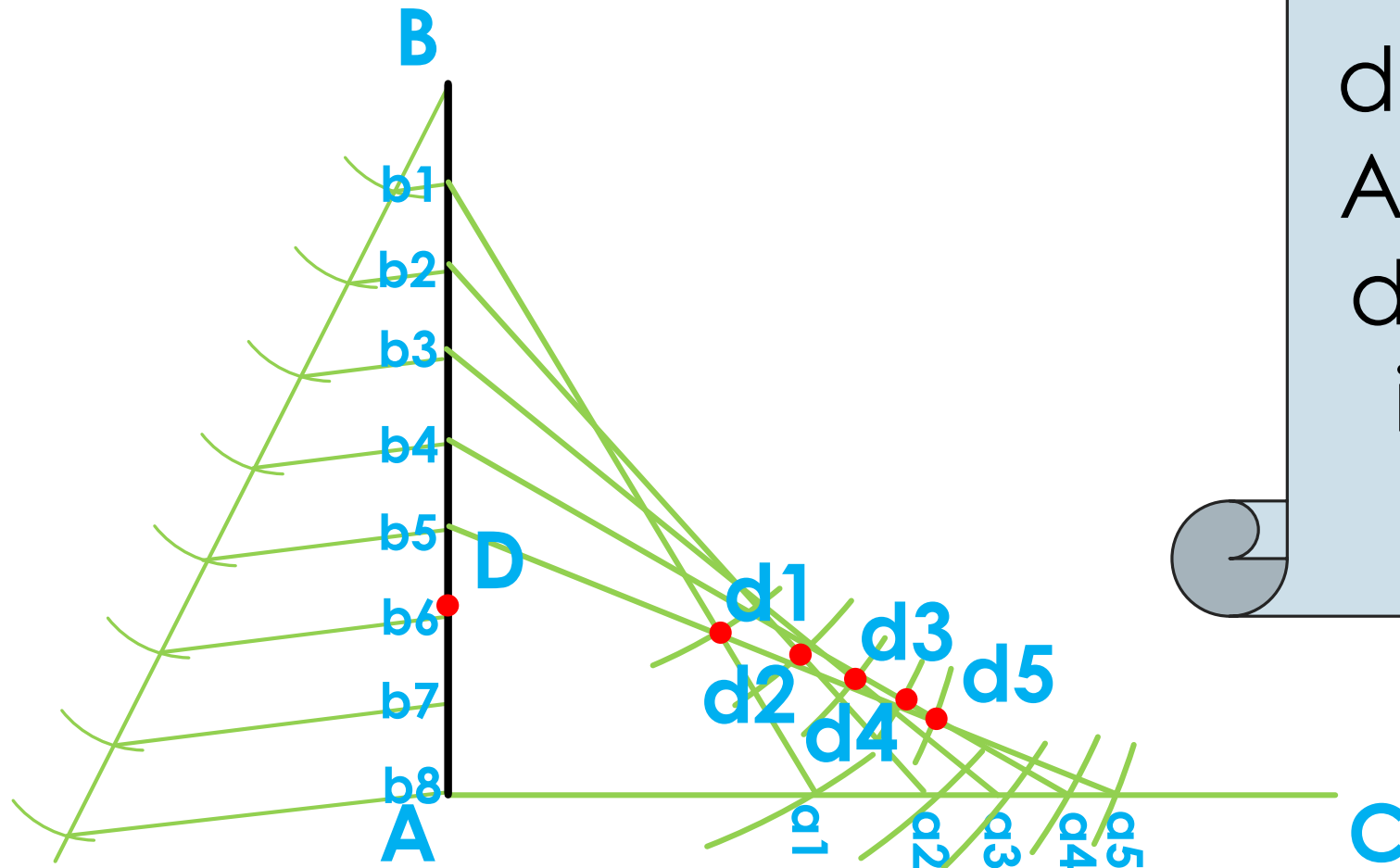
With AB as the true length, determine b3-AC from b3 to determine an intersection point a3

Loci of a POINT



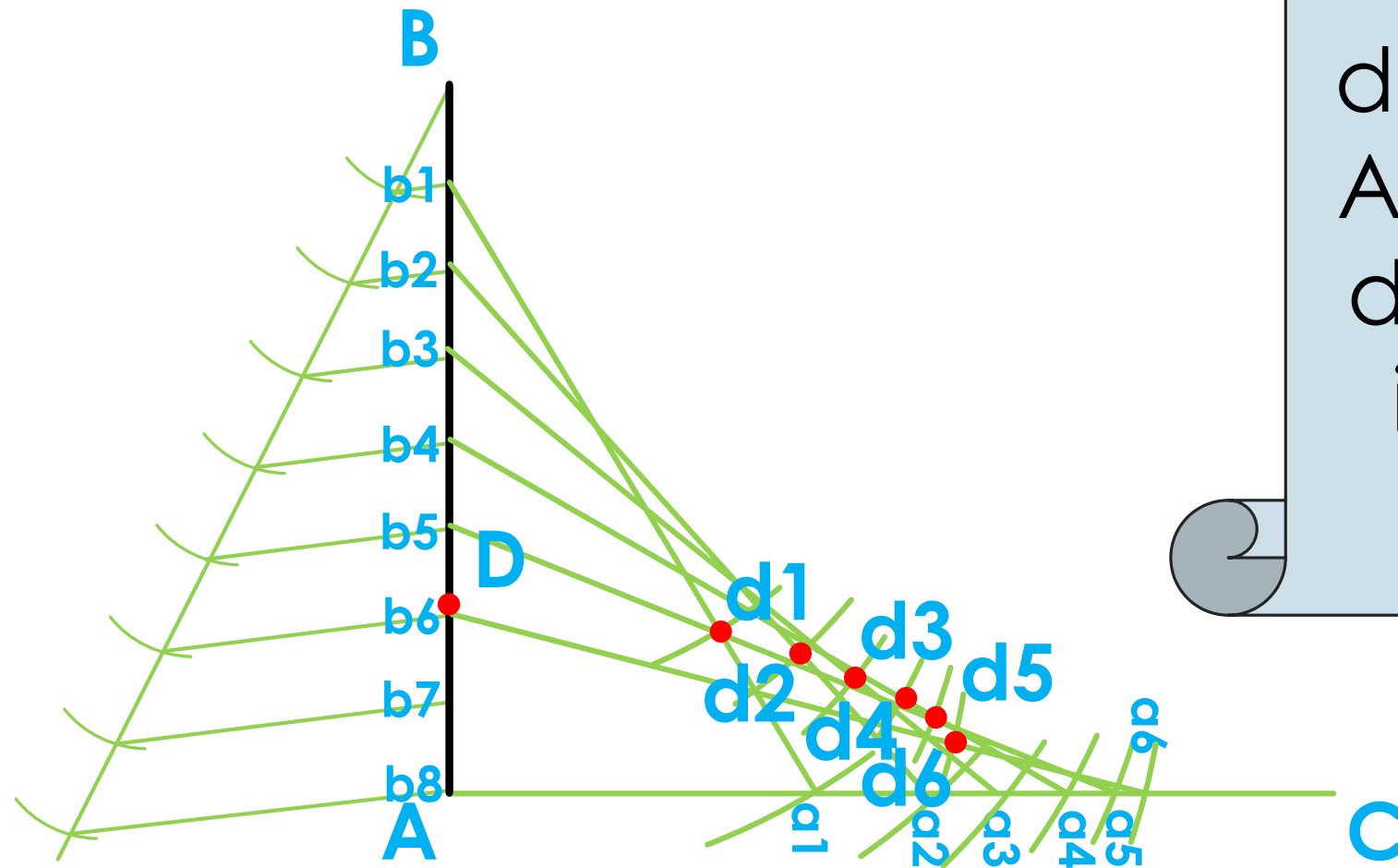
With AB as the true length, determine b4-AC from b4 to determine an intersection point a4

Loci of a POINT



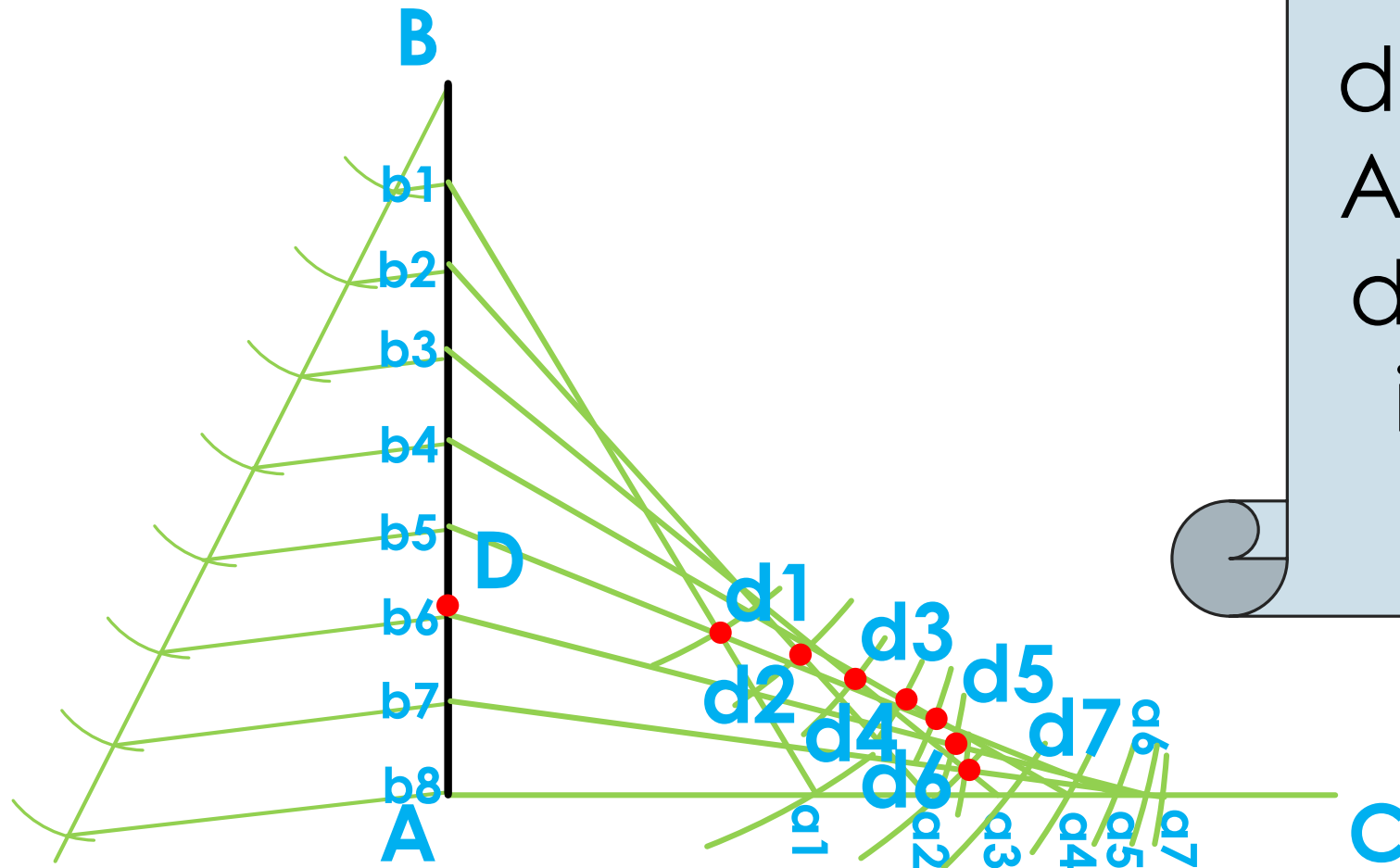
With AB as the true length, determine b_5-AC from b_5 to determine an intersection point a_5

Loci of a POINT



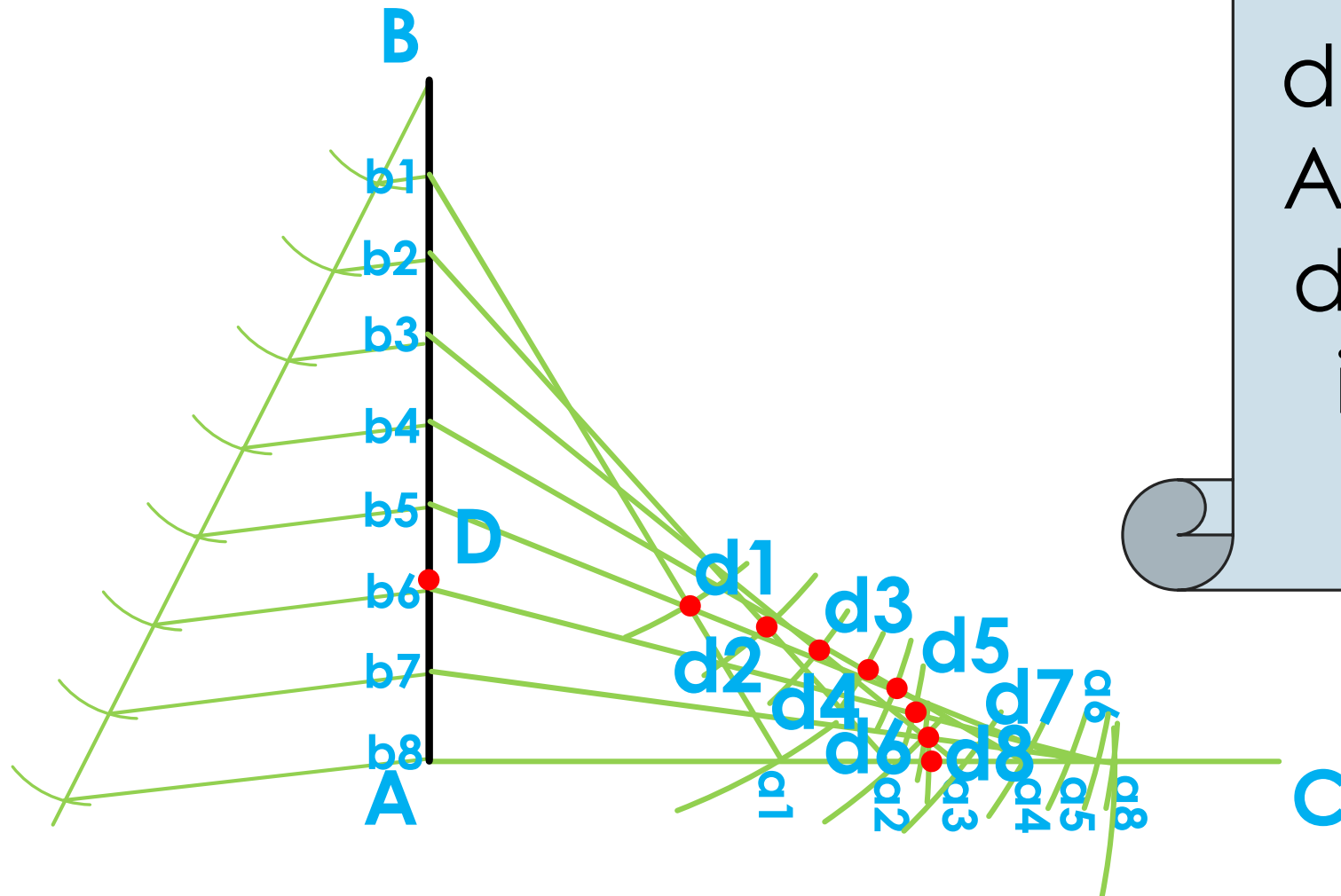
With AB as the true length, determine b_6 -AC from b_6 to determine an intersection point a_6

Loci of a POINT



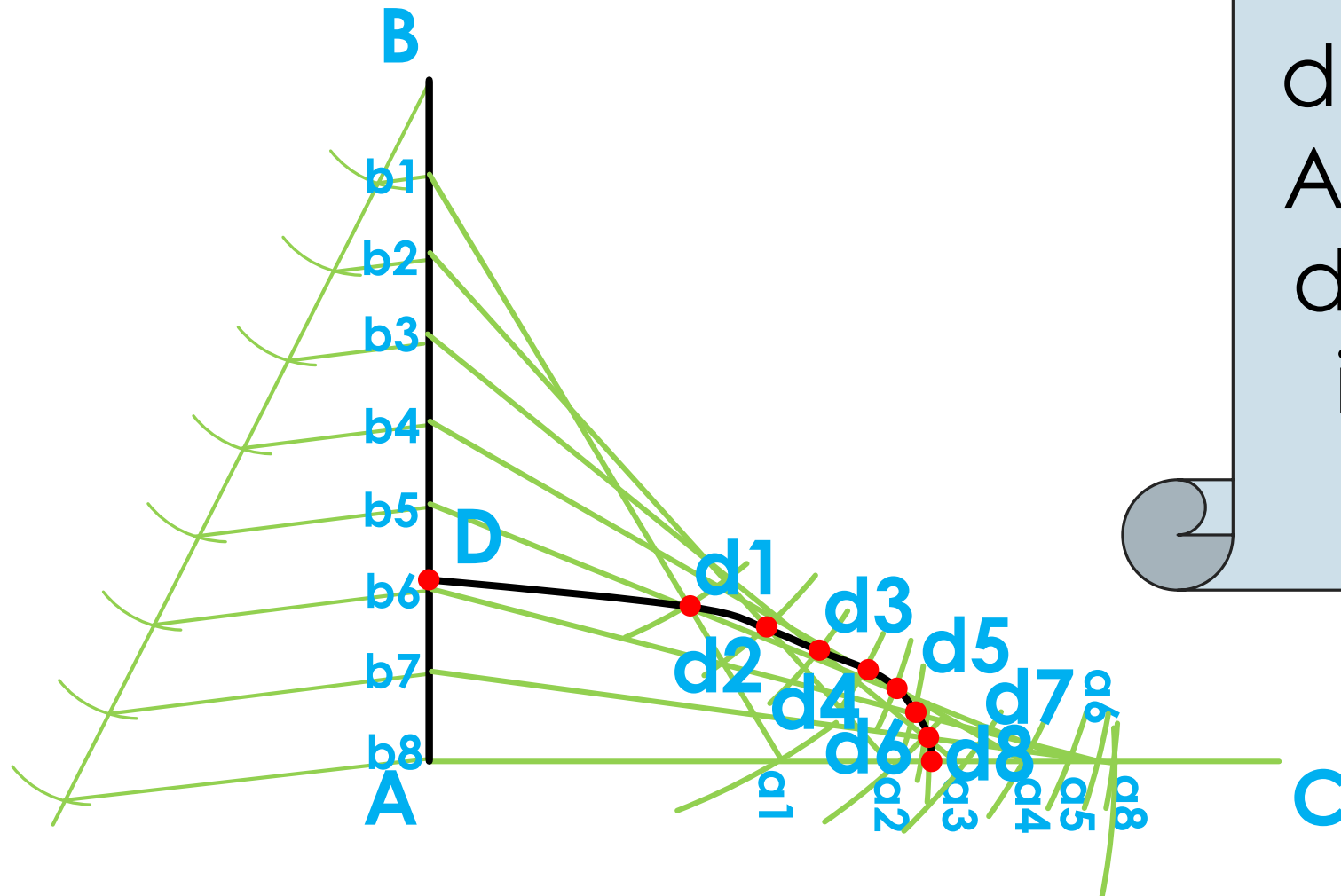
With AB as the true length, determine b7-AC from b7 to determine an intersection point a7

Loci of a POINT



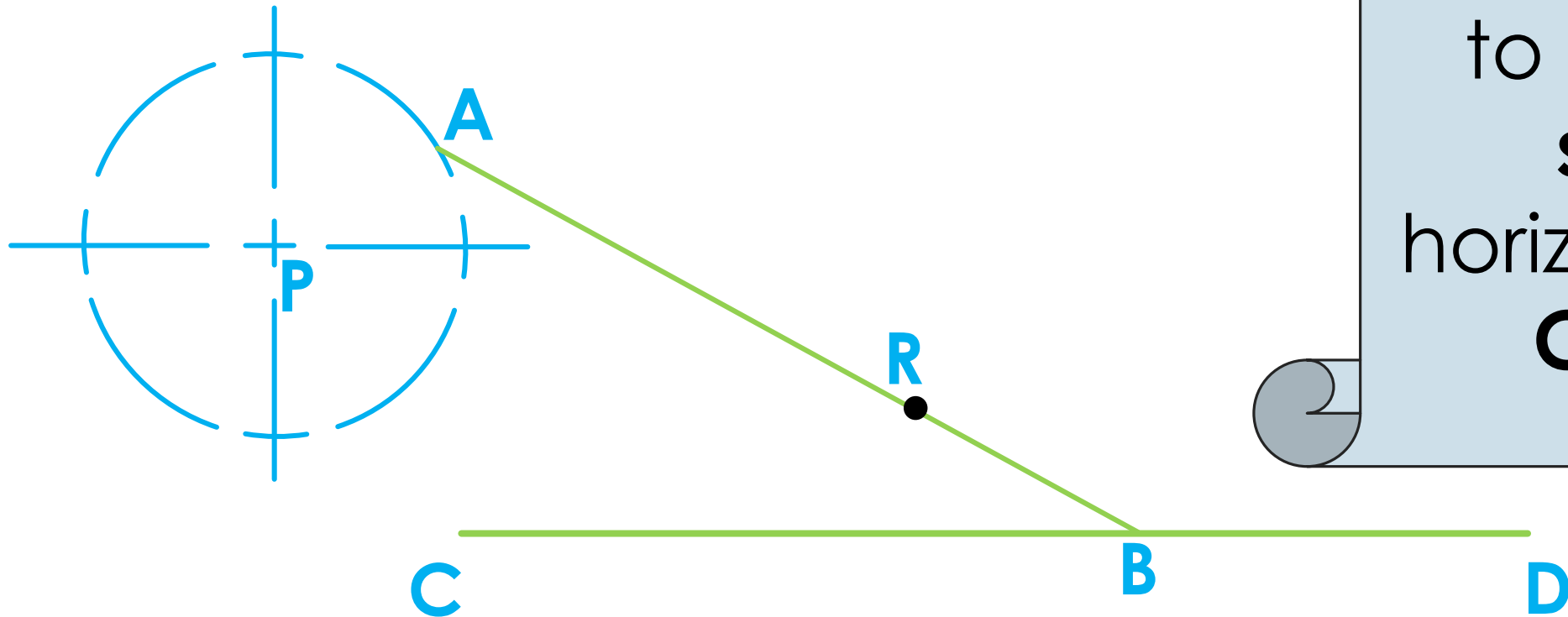
With AB as the true length, determine b8-AC from b8 to determine an intersection point a8

Loci of a POINT



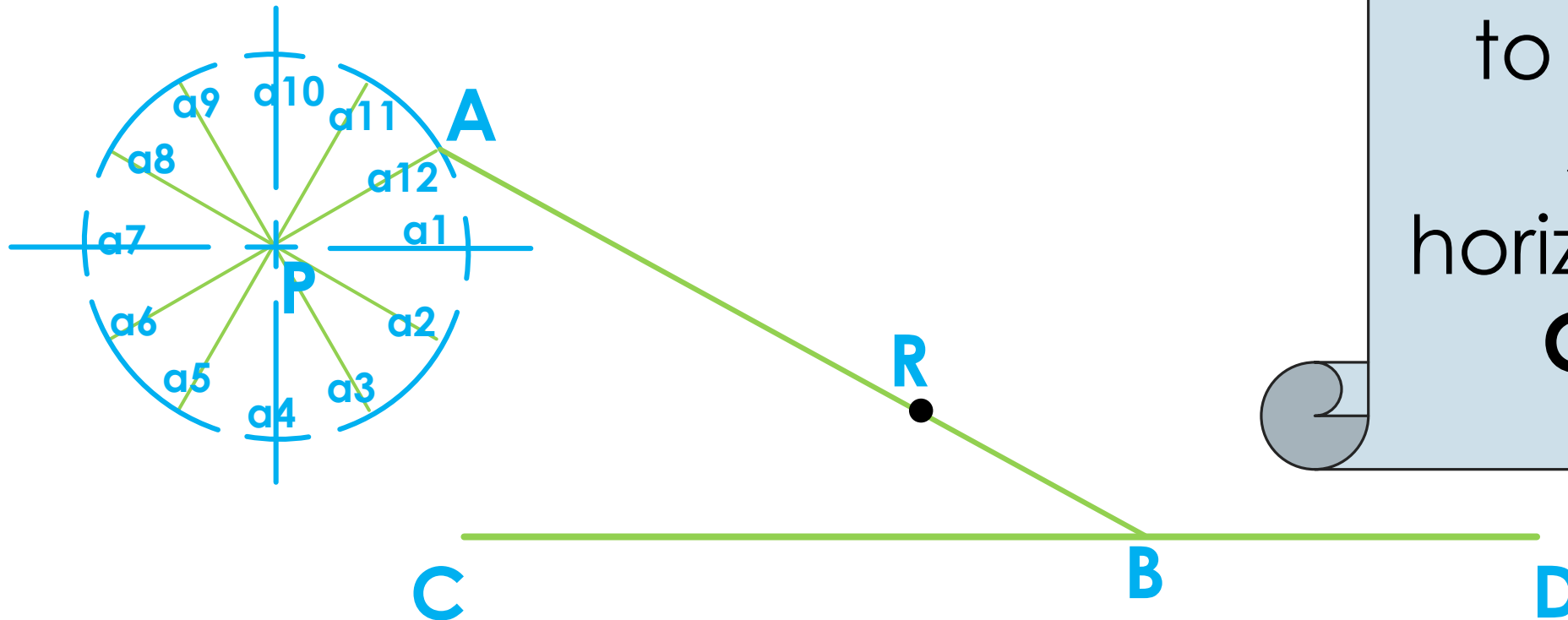
With AB as the true length, determine b8-AC from b8 to determine an intersection point a8

Loci of a POINT



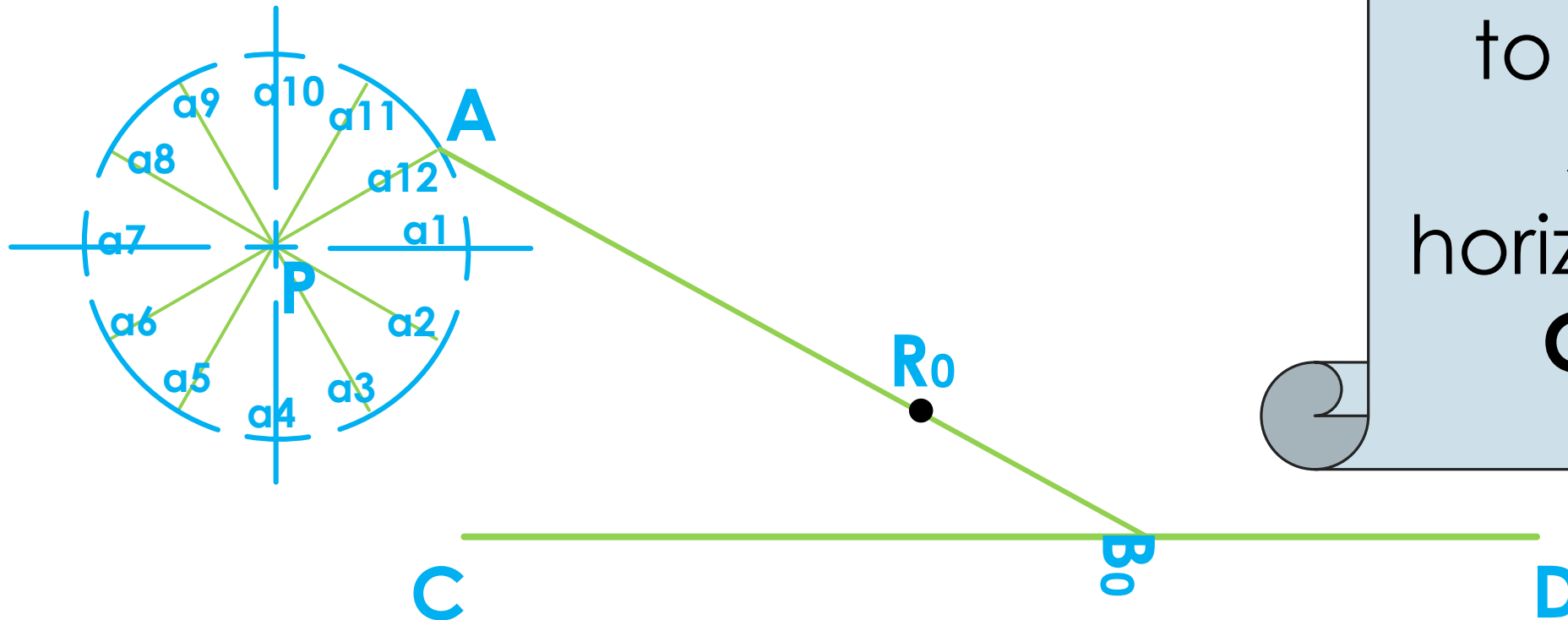
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



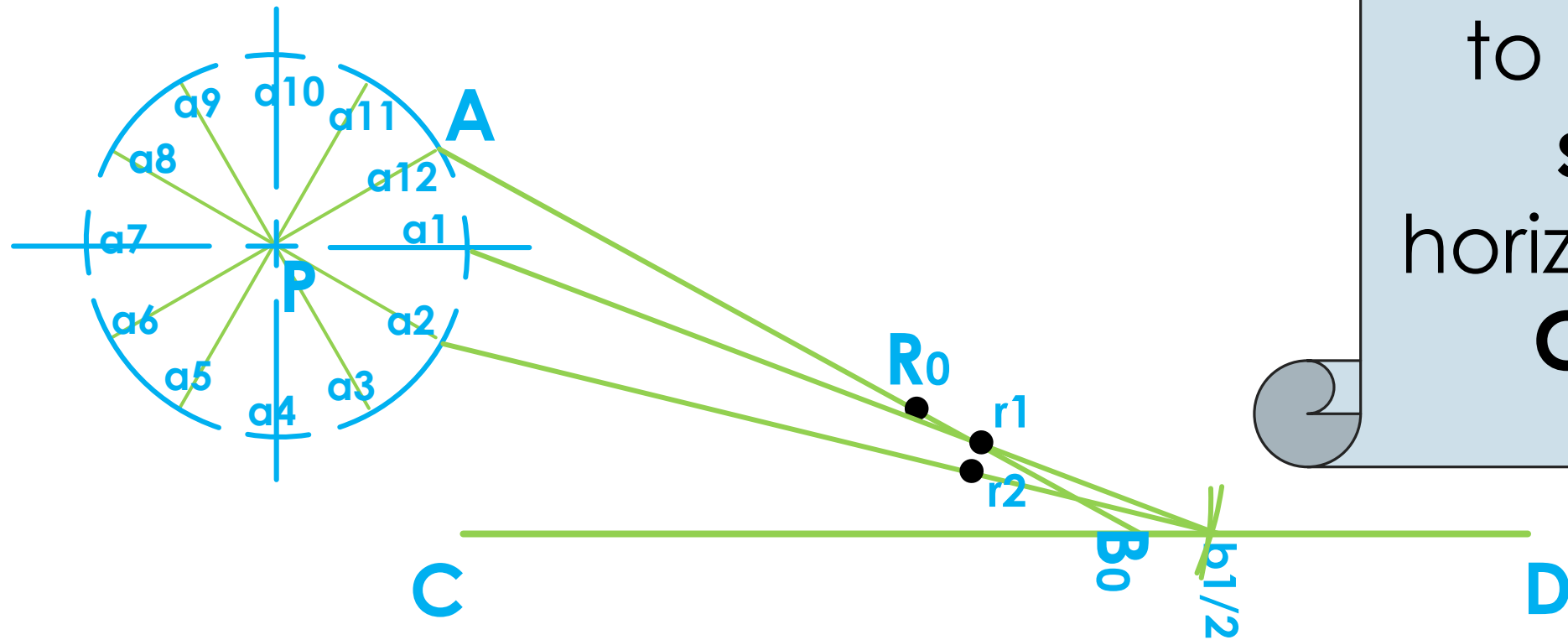
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



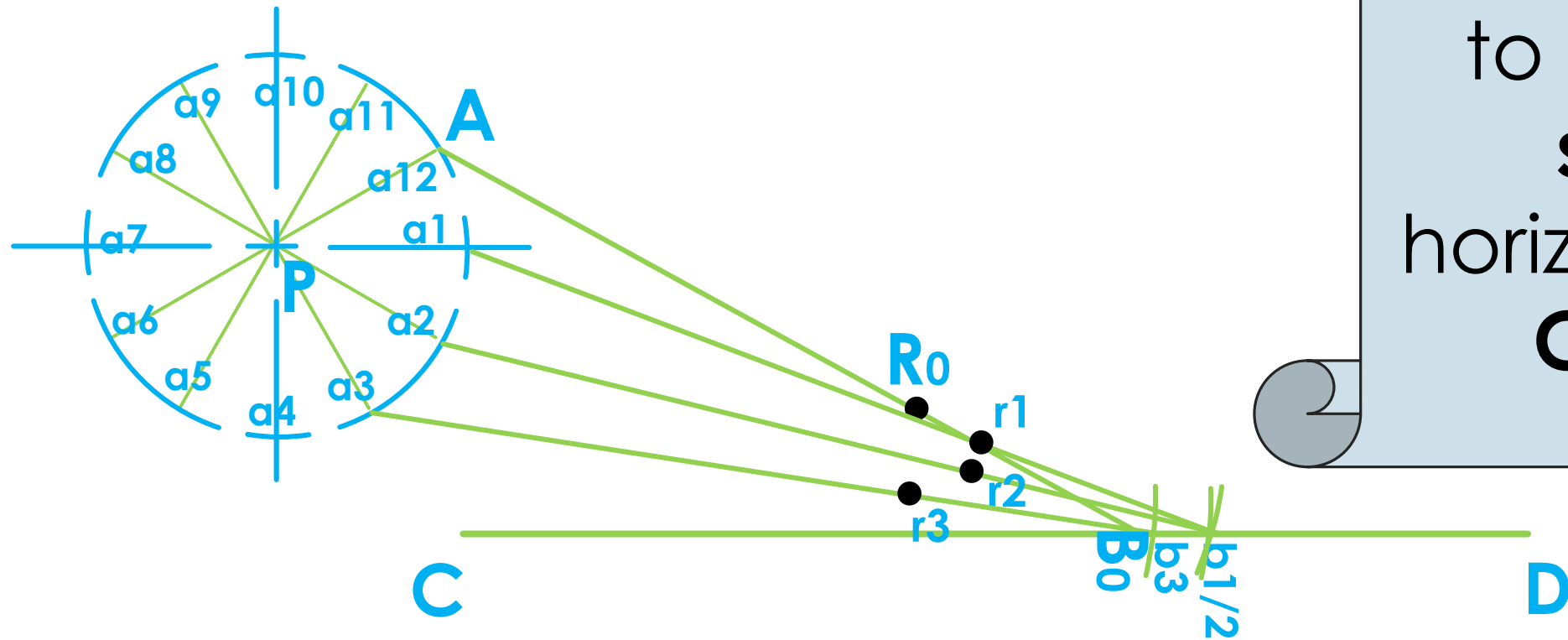
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



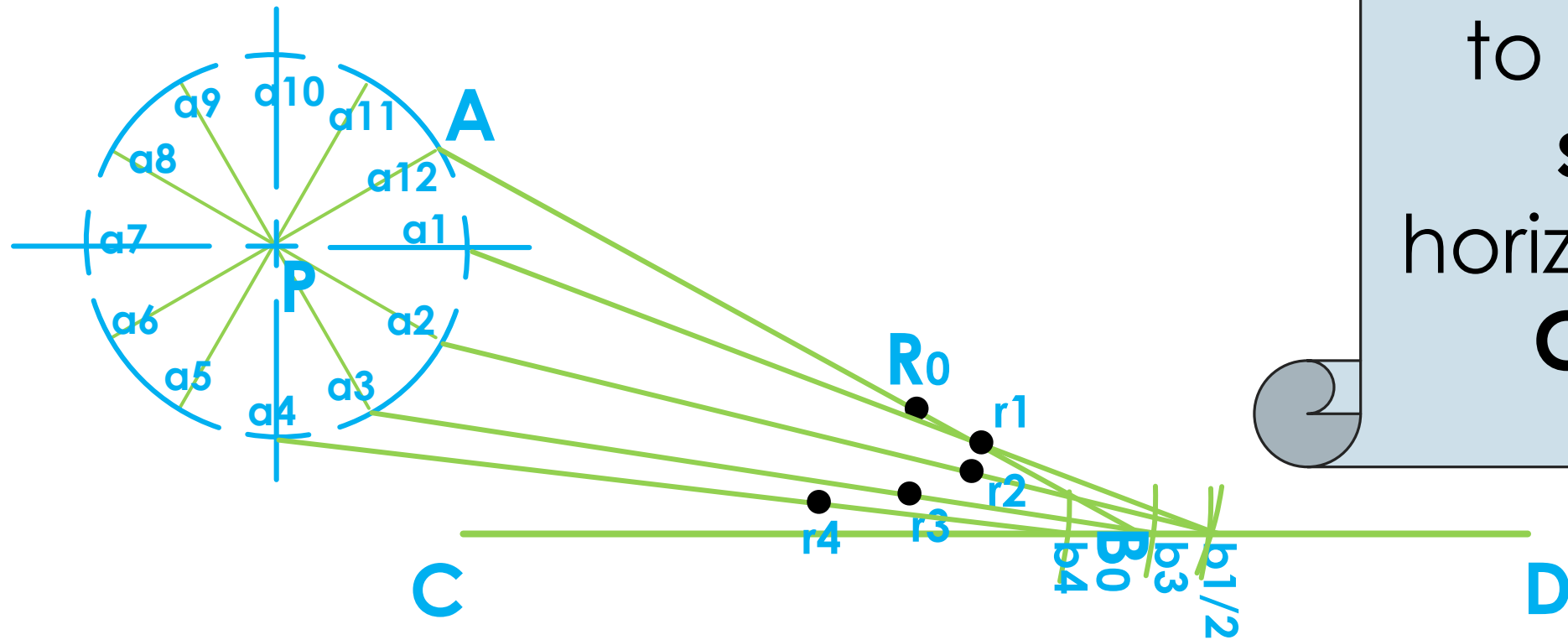
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



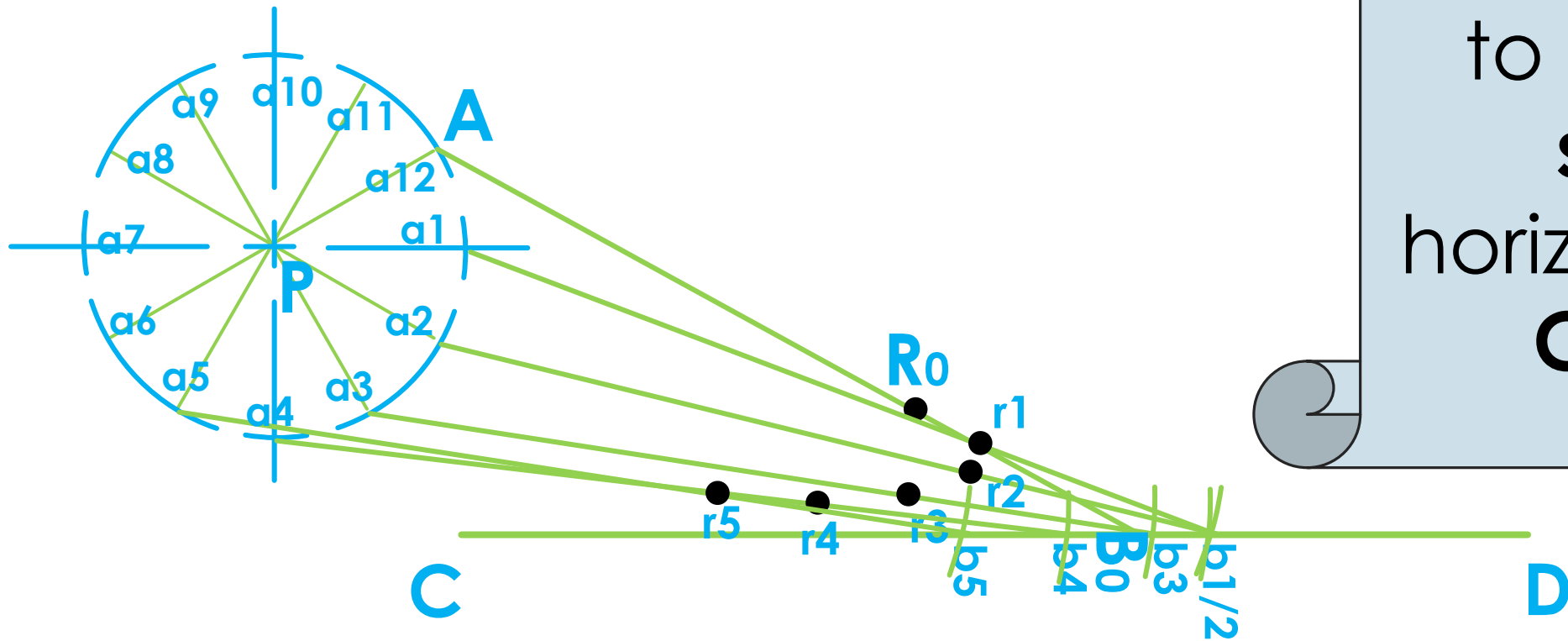
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



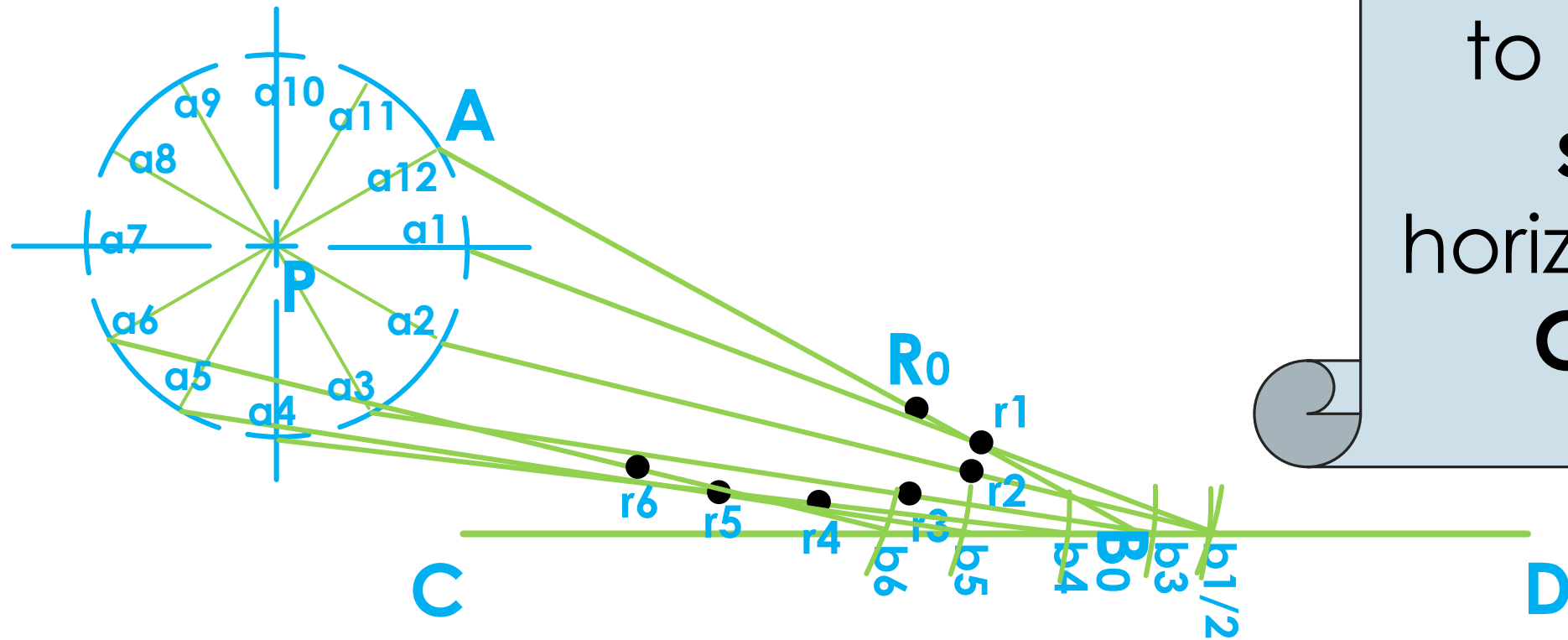
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



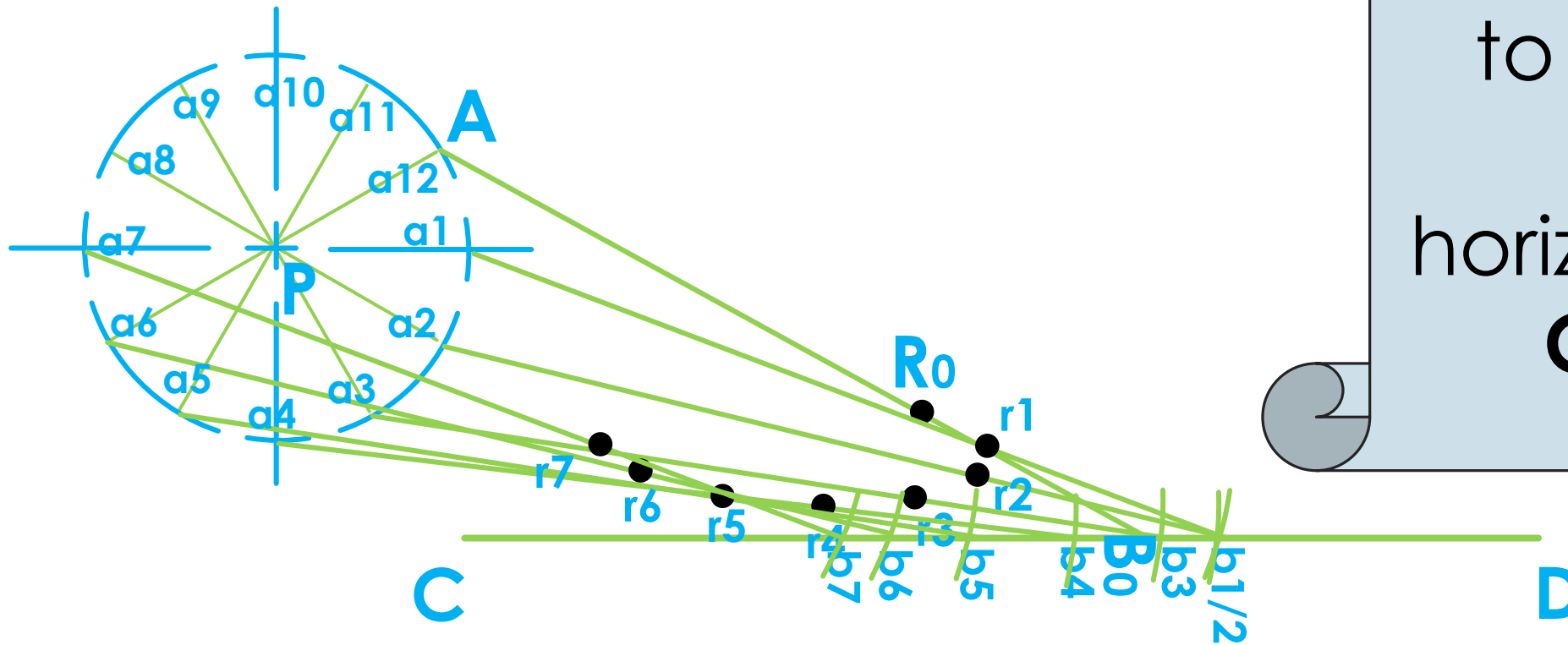
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



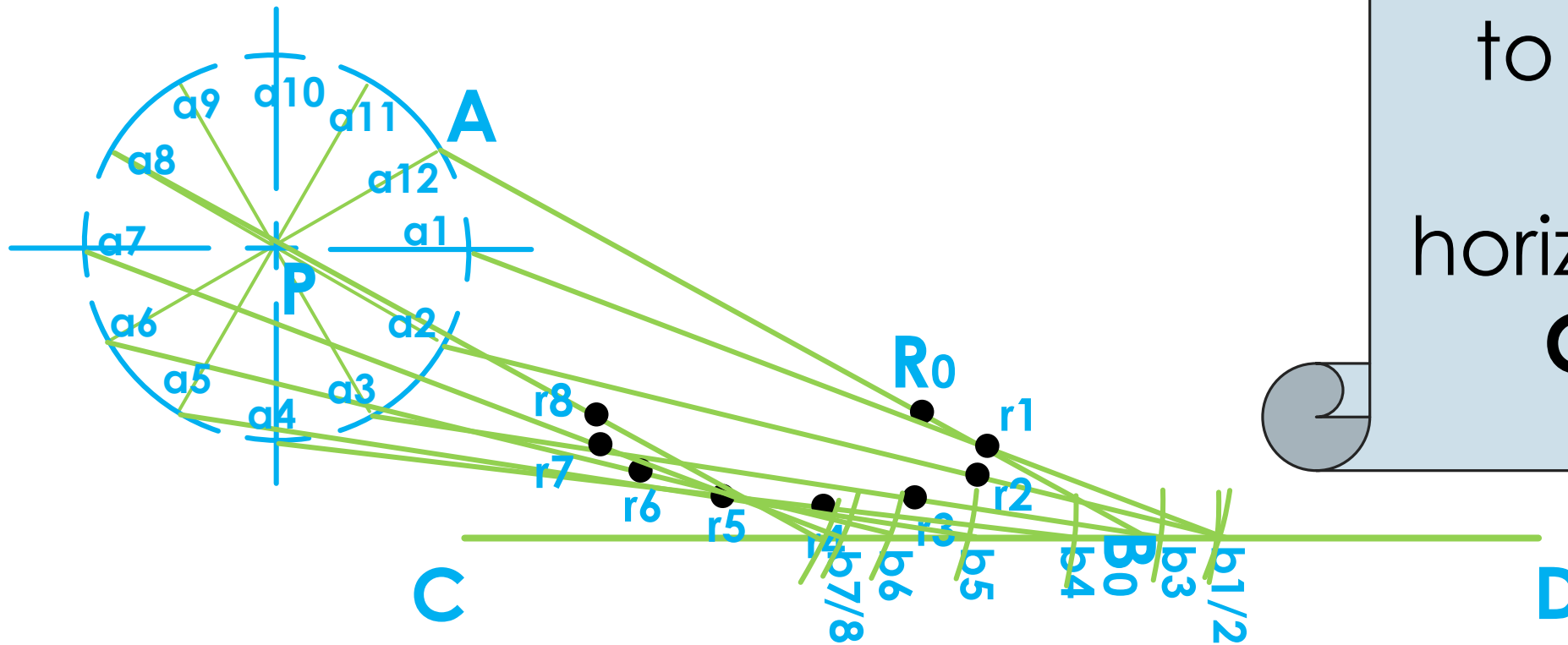
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



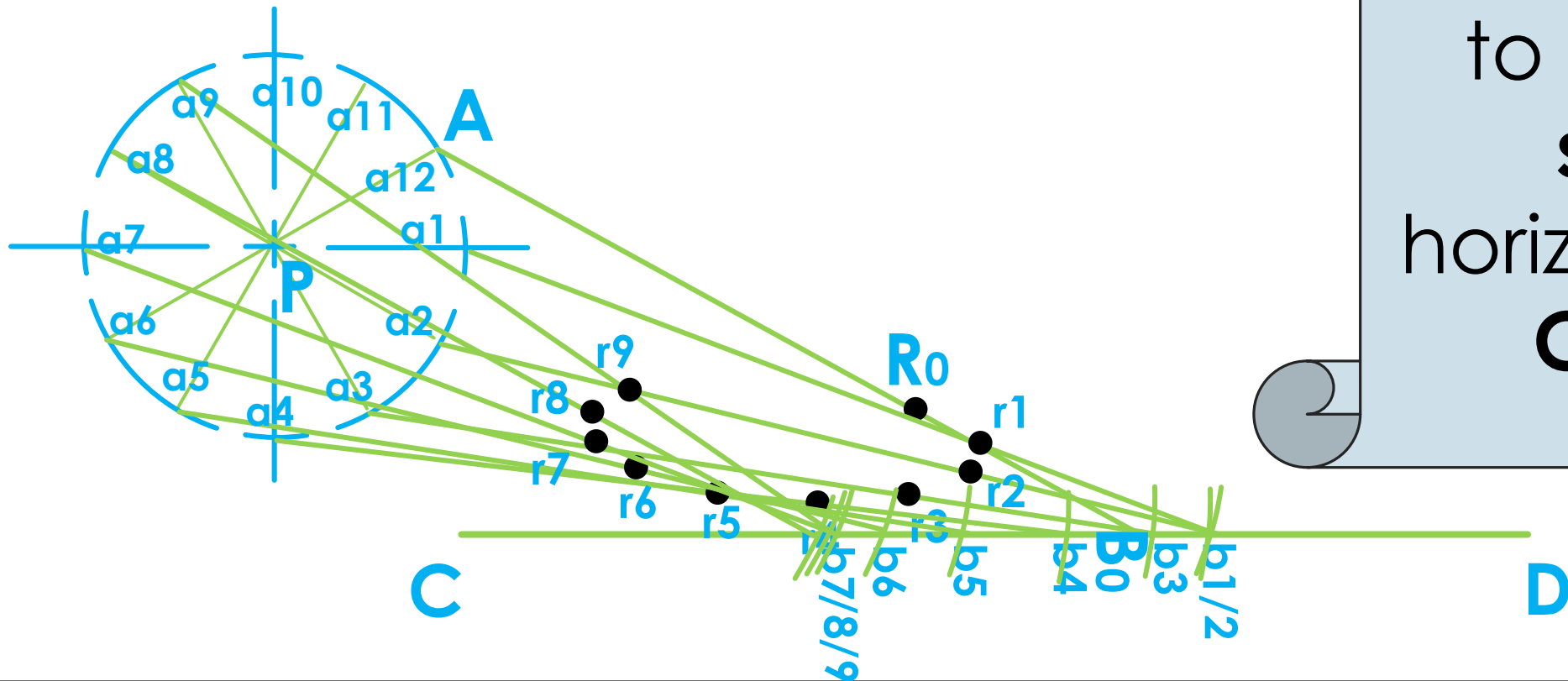
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



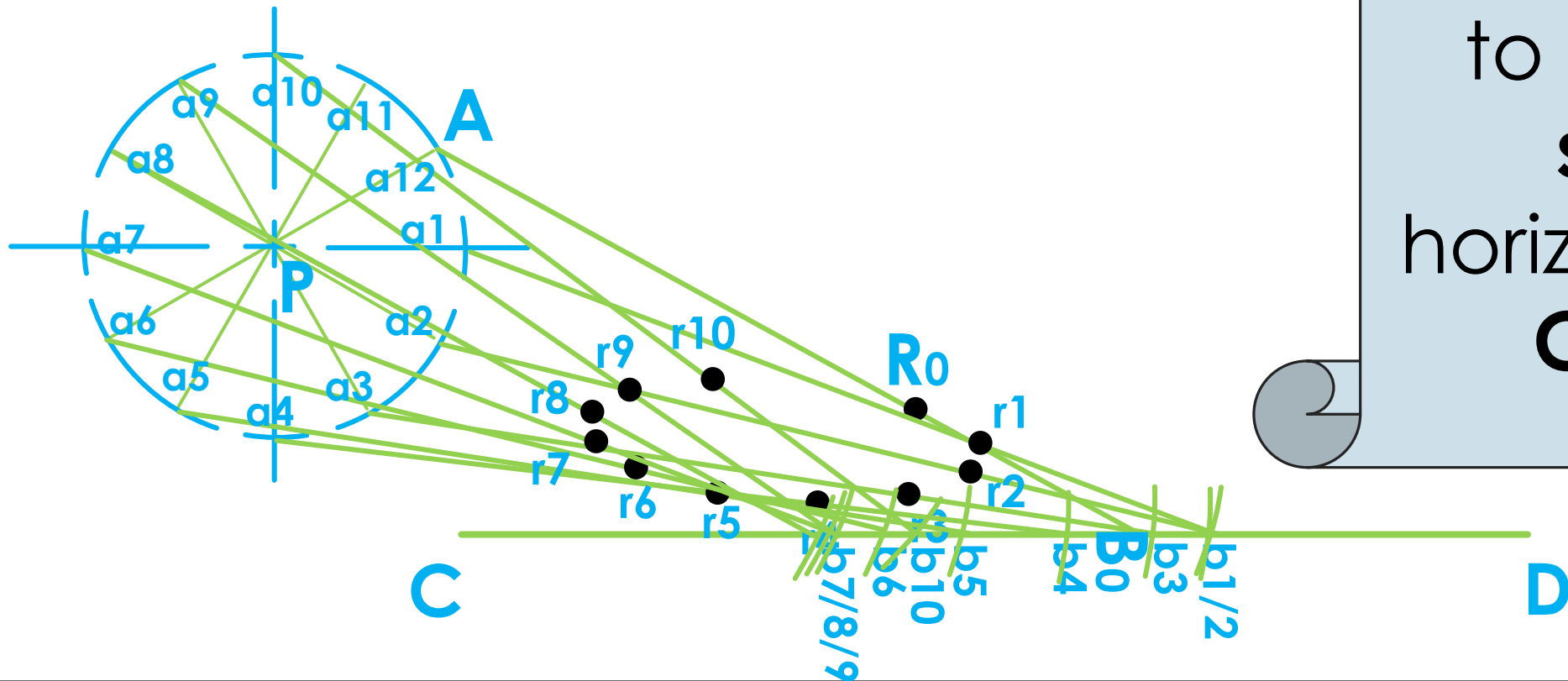
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



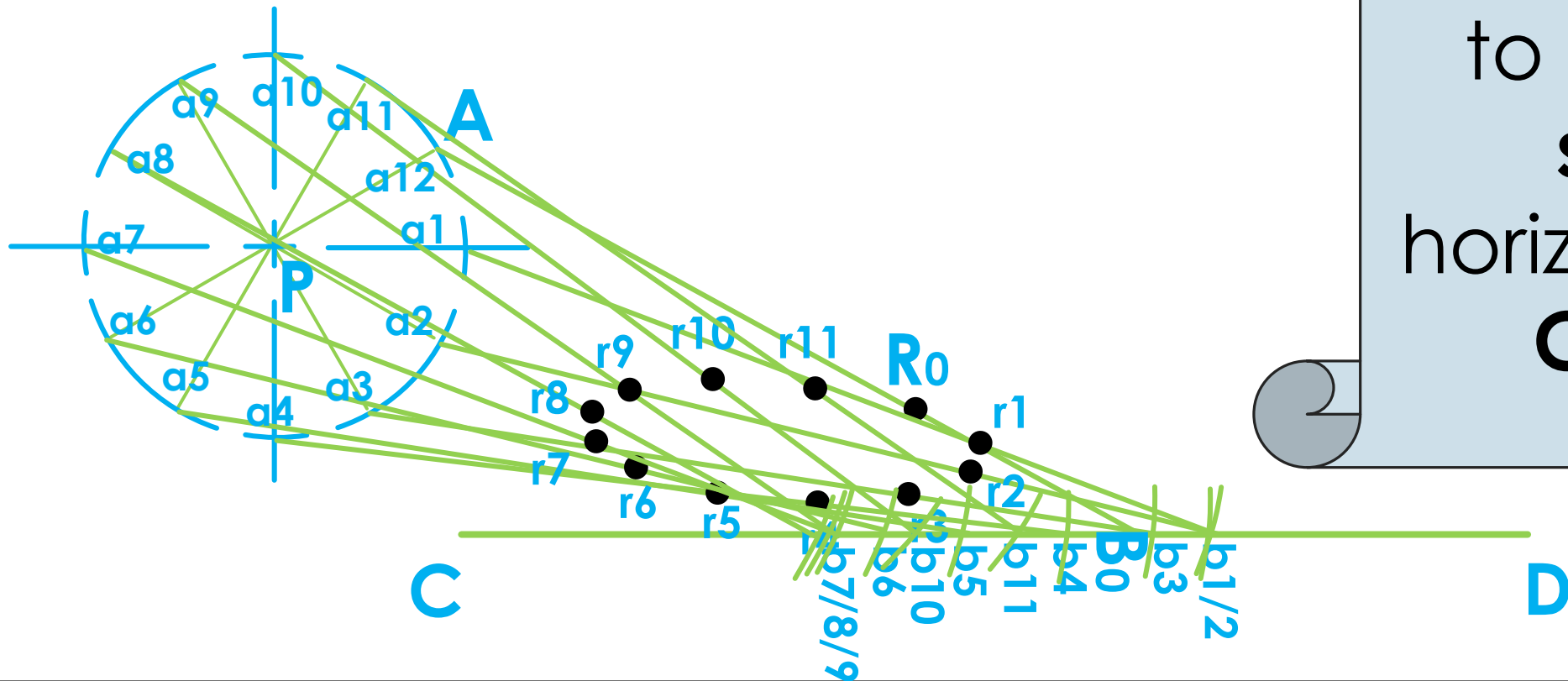
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



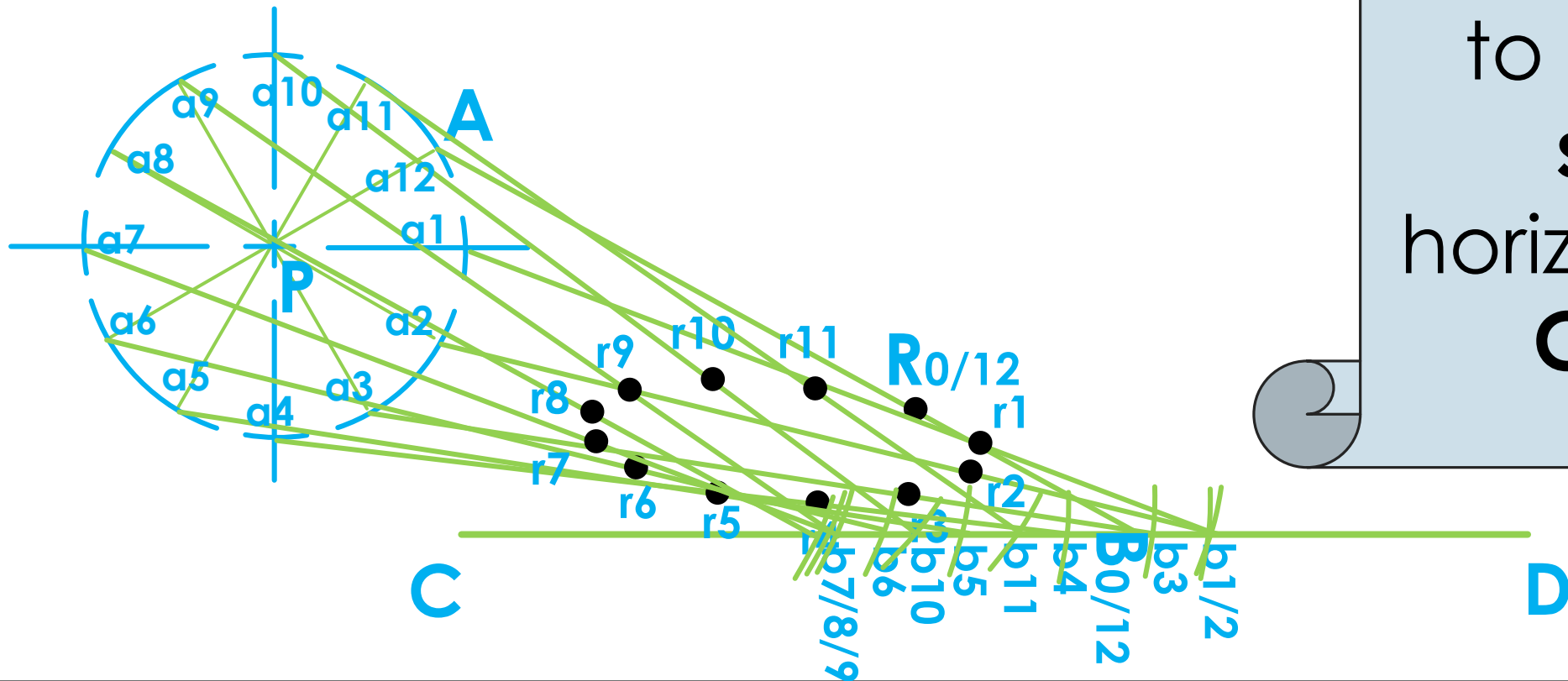
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



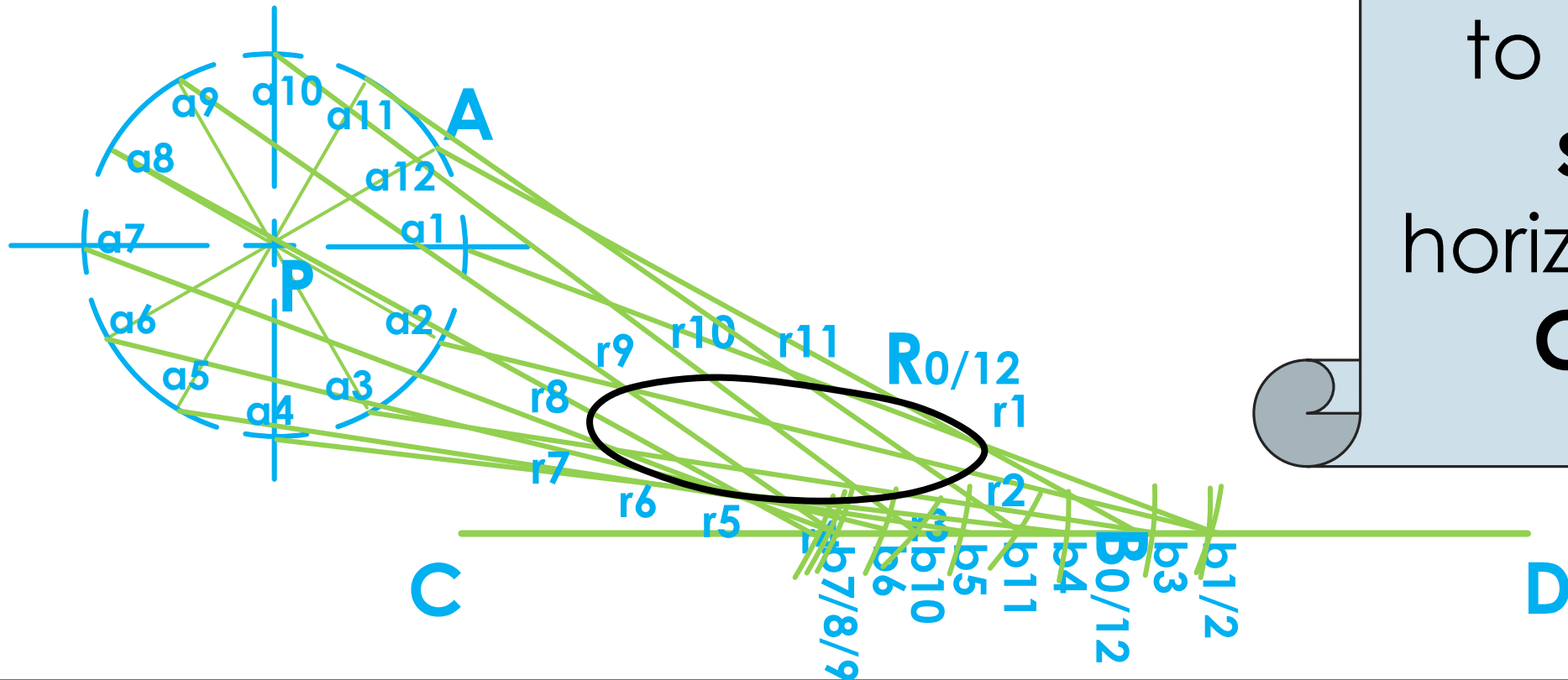
Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**

Loci of a POINT



Determine the **loci** of **R** if P is rotating and causing motion to AB while **sliding** horizontally on **CD** at **B**