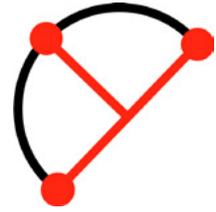


**A**rcs in SketchUp are defined by two end points and a **bulge**. Bulge is the length of a perpendicular line drawn from the center of a line connecting the two end points. The cursor symbol changes as you draw, showing one, two or three points. This may seem odd, but when you get used to it, it's an easy way to add arcs to your model. Arcs only create a single edge, a face won't be created unless the two end points are connected by a line or the arc is made on an existing face. As with circles, arcs are actually a series of short line segments.

## ARC TOOL

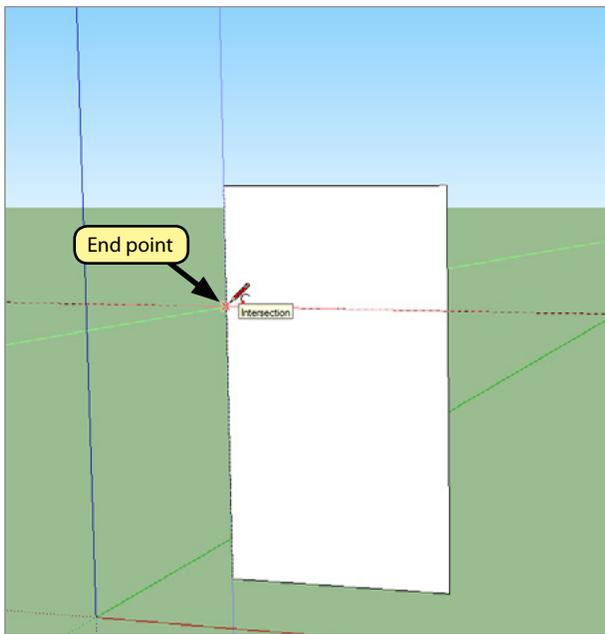
- ▶ ARC WITH THREE DOTS ICON ON TOOLBAR
- ▶ KEYBOARD SHORTCUT "A"
- ▶ CREATES A SEGMENT OF A CIRCLE
- ▶ CURSOR FOR ARC TOOL CHANGES WITH EACH STEP OF MAKING AN ARC



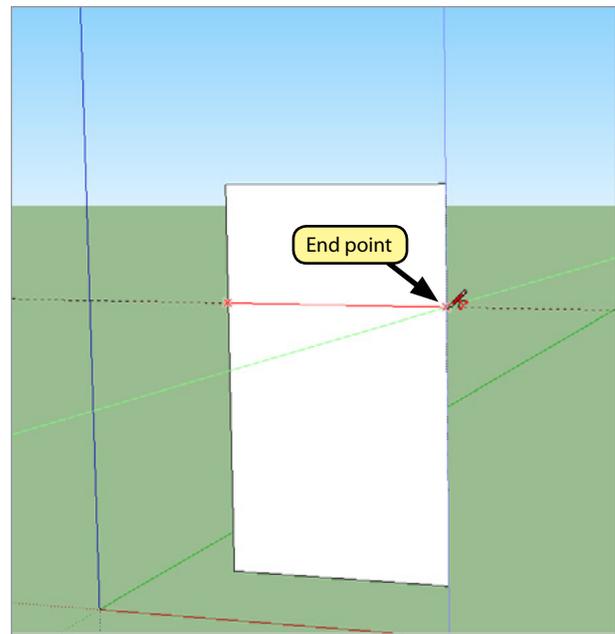
### TO DRAW AN ARC:

- Click one point to establish the beginning of the arc.
- Click a second point to establish the end of the arc.
- Drag the cursor to set the bulge distance.

To make an arc a specific radius, type the dimension of the radius followed by the letter "R" after the last click and tap the **Enter** key. The arc trailing the cursor will turn to a magenta or cyan color when the arc is tangent to existing geometry.

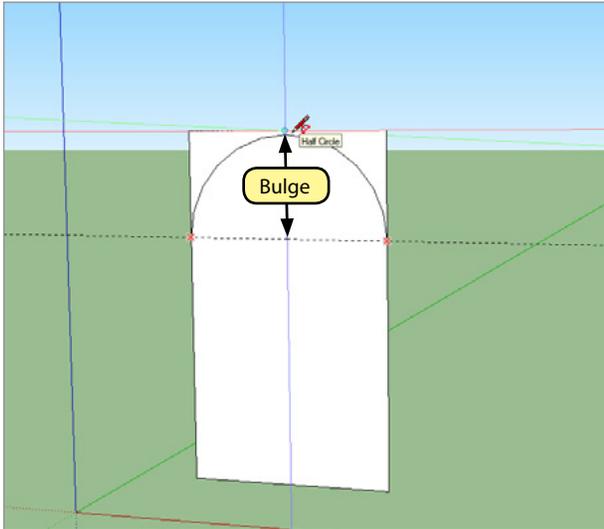


▲ ARCS ARE EASIER TO DRAW ON AN EXISTING FACE. CLICK TO ESTABLISH ONE END POINT ...



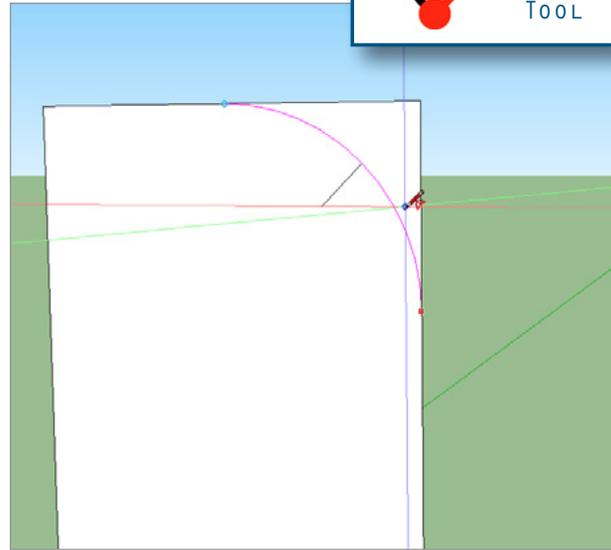
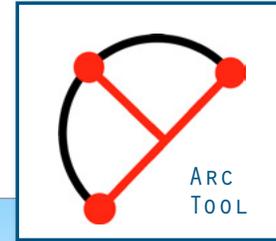
▲ ... THEN CLICK AGAIN FOR THE SECOND END POINT. LET GO OF THE MOUSE BUTTON AND ...

Arcs are easier to draw on an existing face rather than in empty space. Without a face for reference, the last click may drift off-axis, leaving the arc oddly positioned. Guidelines are also



▲ DRAG THE CURSOR AWAY FROM THE LINE TO ESTABLISH THE "BULGE" DISTANCE.

helpful to position an arc exactly where you want it.



▲ THE ARC BEING DRAWN CHANGES COLOR WHEN IT IS TANGENT TO EXISTING GEOMETRY.

CLICK ON IMAGE BELOW TO PLAY **VIDEO** ► THE ARC TOOL

