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Arc Node

The *Arc* node generates a poly spline arc. The node has two modes, Radius and Points.

Inputs

Resolution

Number of edges on the arc.

Radius

The radius of the arc. *Radius* mode only.

Start Angle

Starting angle of the arc. *Radius* mode only.

Sweep Angle

Length of the arc. *Radius* mode only.

Connect Center

Connect the arc at the center.

Invert Arc

Invert and draw opposite arc.

Start, Middle, End

The three points on the arc. *Points* mode only. The order of the points determines the direction (clockwise or counterclockwise) of the arc. The a will always draw from Start to End via the Middle point. This can be changed by using the Invert Arc option.

Offset Angle

Offset angle of the arc. *Points* mode only.

Note

Because of the finite resolution, the middle point does not necessarily lie on the generated arc.

Properties

Mode

Points:

The position and radius of the arc are determined by three points. The center of the arc, radius and normal are also given as outputs.

Radius:

The arc is determined by the radius, start angle and sweep angle.

Outputs

Curve

Poly spline generated from the inputs.

Center

The center of the arc described by the three points. *Points* mode only.

Normal

The normal direction of the plane described by the three points, pointing towards the positive Z axis. *Points* mode only.

Radius

The radius of the arc described by the three points. *Points* mode only.

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