Blender Extension Add-on

Explanation

Arc Edge measures finite Arcs. There are three types of arcs two are symmetrical which no matter which way you divide them in the middle they still are equally proportional on either side those two are circles and ellipses, anything outside of these two is finite, in other words chaos theory, so finite arcs is what arc edge specializes in measuring, the distance from the start of the arc to the end of the arc. Since measuring systems are symmetrical, otherwise we wouldn't even know how to begin to measure something, how would you apply a symmetrical system to a finite system?, well the obvious is if the arc is finite to begin with then obviously the first circle that's too small to match any of the curvature is finite too although the circle is perfect. With the 1st circle that's too big to match the end of the arc to fit on any portion of the curve is also finite so in between these two we iterate and we find the symmetrical half of the arc or the where the arc starts to curve and then immediately curve away from this position to finish going to the end of the arc there will be a circle circumference that matches this symmetry on either half but it's a portion of the circumference that matches and that is an 8th therefore we have a symmetrical finite system to measure a finite arc.

 This only applies to numbers and undefined units, in the real world where things are defined such as metrics or a predefined amount of volume of water such as five gallons then when there's a wake in this water we know it's going to be finite, we have a symmetrical finite system to measure this finite fluid dynamic based on the type of metric that we want back whether it be velocity, metric volume, pressure etc… So applying the Arc Edge tool to these systems we just preset the metric we want to measure by then we begin the simulation (within blender you currently have to repeat the Measure Arc function to get updated measures). This tool is to aid in Scientific Analysis. The tool does measure other Geometry objects that come default with Blender if select them.