

Modeling a Ferris Wheel

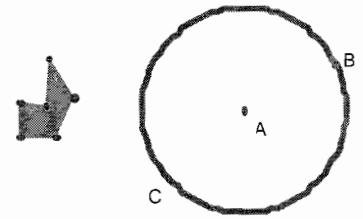
a. Begin with a circle. Use polygon interior to construct a template for a chair. Add a point C on the circle.

b. Create an Animation Button by selecting point C and then choosing Edit – Action Button – Animation. You will get a dialog box with some choices; just click OK. An animate point button will appear on the sketch; it can be turned on and off by simply clicking on it.

c. Construct the radius AC and click on the animate point button. What happens to the segment?

d. To attach the chair to the ferris wheel, we will use a translation. First select a vertex of the chair template and then point C. Now choose Transform – Mark Vector. Select your chair template and translate it by the marked vector. Where does the chair move? What happens when you drag point C? Why? Click on the animate point button again – what happens and why? In the figure, can you tell which vertex on the chair was selected when marking the vector?

e. Attach three more seats to the ferris wheel by constructing three new points and attaching a chair to each. Your result should be a ferris wheel with four equally-spaced chairs.



Animate Point

