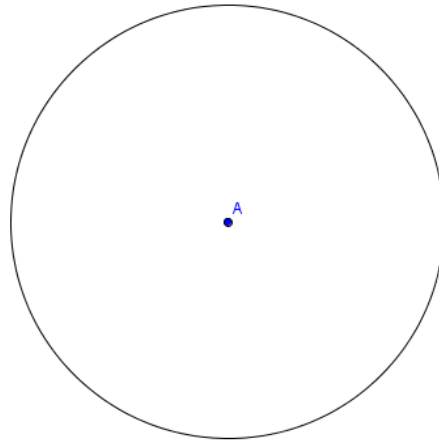


# Introducing loci

A *locus* is a place. The locus of points that fulfil particular conditions can be drawn using construction techniques you have learnt.

## The locus of points a fixed distance from a point

*If we are allowed only a particular distance from a point, the only place we can be is on the circle of that radius around the point:*



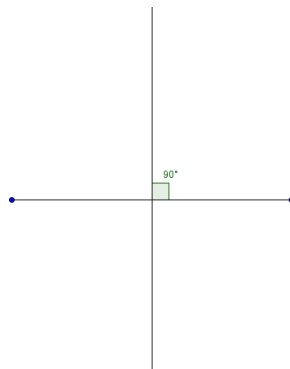
## The locus of points a fixed distance from a line

*If we are allowed only a particular distance from a line, the only place we can be is on a line parallel to that line, that distance away:*



## The locus of points the same distance from two points

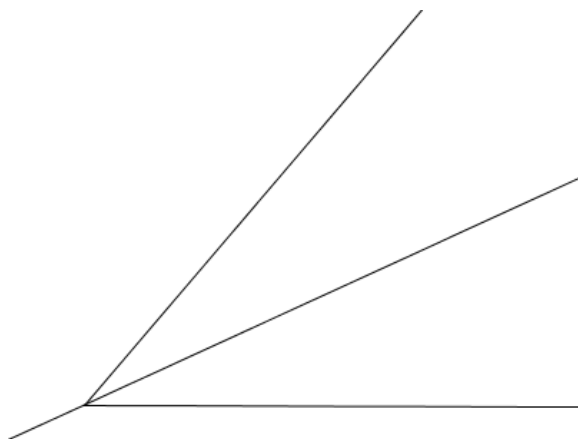
*If we must remain the same distance from two points, the path we must stay on is the perpendicular bisector of the line joining the two points:*



## Introducing loci

### **The locus of points the same distance from two lines**

*If we must remain the same distance from two lines, the path we must stay on is the angle bisector of the two lines:*



### **The locus of points the same distance from a rectangle**

*If we must remain the same distance from the outside edge of a rectangle, the path we must stay on is parallel to the walls and curves in a partial circle around the corners:*

