UNIVERSIDAD POLITÉCNICA DE LA ZONA METROPOLITANA DE GUADALAJARA

Tarea 3

Actividad: Tarea 3 Materia: Cinemática de Robots Alumnos: Alfredo Rizo Martinez Maestro: Carlos Enrique Moran Garabito

Tarea 3.

Matrices Homogéneas.

$$\begin{pmatrix} 1 & 0 & 0 \\ (0 & \cos 10 & -\sin 10) \\ 0 & \sin 10 & \cos 10 \end{pmatrix} \begin{pmatrix} \cos 100 & \sin 10 \\ (0 & 1 & 0) \\ -\sin 100 & \cos 10 \end{pmatrix} \begin{pmatrix} \cos 50 & -\sin 50 & 0 \\ (\sin 50 & \cos 50 & 0) \\ 0 & 0 & 1 \end{pmatrix}$$

$$4 - X = 30$$
 $z=10$ $y=30$

$$\begin{pmatrix}
1 & 0 & 0 \\
0 & \cos 30 & -\sin 30 \\
0 & \sin 30 & \cos 30
\end{pmatrix}
\begin{pmatrix}
\cos 10 & -\sin 10 & 0 \\
\sin 10 & \cos 10 & 0 \\
0 & 0 & 1
\end{pmatrix}
\begin{pmatrix}
\cos 30 & 0 & \sin 30 \\
0 & 1 & 0 \\
-\sin 30 & 0 & \cos 30
\end{pmatrix}$$
(XZX)(R)
$$R = \begin{pmatrix}
.9998 & 0 & 0 \\
.296 & .4546 & .8398 \\
.4700 & .9300 & 5150
\end{pmatrix}$$

5- X=42®

Z=18®

X=30[®]

$$\begin{array}{cccc} 1 & 0 & 0 \\ (0 & \cos 10 & -\sin 10) \\ 0 & \sin 10 & \cos 10 \end{array}$$

$$\begin{array}{cccc} \cos 50 & -\sin 50 & 0 \\ (\sin 50 & \cos 50 & 0) \\ 0 & 0 & 1 \end{array}$$

$$\begin{array}{cccc} 1 & 0 & 0 \\ (0 & \cos 10 & -\sin 10) \\ 0 & \sin 10 & \cos 10 \end{array}$$