

# Tutorial 1: 2D and 3D Equilibrium

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## 1. Vector Form of a force

Clearly the force points along the vector  $\vec{MP}$ , now

$$\vec{MP} = \vec{r} = \vec{P} - \vec{M} = \begin{bmatrix} R \cos \theta \sin \phi \\ R \sin \theta \sin \phi \\ R \cos \phi \end{bmatrix} - \begin{bmatrix} \frac{R}{2} \cos \theta \\ \frac{R}{2} \sin \theta \\ 0 \end{bmatrix} = \frac{R}{2} \begin{bmatrix} \cos \theta (2 \sin \phi - 1) \\ \sin \theta (2 \sin \phi - 1) \\ R \cos \phi \end{bmatrix}$$

Thus,

$$\vec{F} = F \hat{r} = \frac{F}{r} \vec{r}$$

where

$$r = \frac{R}{2} \sqrt{(2 \sin \phi - 1)^2 + \cos^2 \phi}$$

## 2. Force Triangle

Consider the force triangle so formed

$$F_a = \frac{F}{\sin 60}; F_b = \frac{F}{\tan 60}$$

where  $F = 600$  N , which gives

$$F_a = 692.8 \text{ N}; F_b = 346.4 \text{ N}$$

## 3. 2D Torque

In 2D, a cross product

$$\vec{A} \times \vec{B} = \text{Im}[A^* B] \hat{k}$$

where  $A$  and  $B$  are the complex representations of the vectors  $\vec{A}$  and  $\vec{B}$  The torque is given by

$$\vec{\tau} = \vec{r} \times \vec{F} = (-100, -200) \text{ mm} \times 300 \angle 25^\circ \text{ N} = -30(1 + 2i) \times (\angle 25^\circ) = 41.699 \text{ Nm}$$

The torque is maximum when  $\sin \theta = 1$ , and do

$$F_{\min} = \frac{\tau}{r_{DB}} = \text{Im} \left( \frac{30(1 - 2i) \angle 25^\circ}{|200 + 200i|} \right) = 147.43 \text{ N}$$

## 4. 3D Torque

We want to calculate the torque

$$\vec{\tau} = \vec{r} \times \vec{F} = 24 \cdot (0, 18, 30) \times \text{uvec}(-6, -5, -30) = (-301.93, -139.35, 83.61)$$

where uvec is the unit vector function

### 5. Splitting the problem

Divide the rod into three parts, along  $z$  axis, along  $y$  axis and along  $x$  axis, their weights are

$$w_x = 137.34 \text{ N}, w_y = 75.537 \text{ N}$$

and their moment arms are

$$y_y = 0.55m; y_x = 1.1m; x_x = 0.2m$$

The moment about the  $x$  axis

$$M_{Ox} = -w_x y_x - w_y y_y = -(137.34 \times 1.1 + 75.537 \times 0.55) = 192.61935 \text{ Nm}$$

while about the

$$M_{Oy} = -w_x x_x = -137.34 \times 0.2 = -27.428$$

And hence

$$M_O = 194.55938289 \text{ Nm}$$

### 6. Moment along an axis

Project everything down the  $z$  axis to obtain a 2D figure, now

$$\tau_z = \vec{r}_{xy} \times \vec{F}_{xy} = \text{Im}(2 \times (1.2) \overline{\text{uvec}(-1.2+0.5i)}) = 0.923 \text{ kNm}$$

### 7. Moments in a plane

The torque about each axis is just the vector torque about  $O$ , for which  $\vec{r} = (0, 0, 2.25)$  hence there can not be any force along the  $z$  axis, otherwise the torque is

$$\vec{\tau} = \vec{r} \times \vec{F} = F(\vec{r} \times \hat{F}) = (1349 \text{ N})(0, 0, 2.25) \times \text{uvec}(0.9, 1.5, -2.25) = (-1597.5, 958.5, 0) \text{ Nm}$$

### 8. Decomposing Moments

The angle  $\phi$  is between  $P$  and the  $z$  axis, so we can find the cartesian vector for  $\vec{P}$

$$\vec{P} = P(0, -\sin \phi, \cos \phi)$$

Using the two force components  $M_y$  and  $M_z$

$$M_y = xF_z - zF_x = Px \cos \phi$$

$$M_z = r_z F_y - yF_x = Px \sin \phi$$

We obtain  $\phi$  by dividing the two

$$\tan \phi = \frac{M_z}{M_y} = 3.43 \implies \phi = 73.74^\circ$$

and  $P$  by squaring and adding them

$$M_y^2 + M_z^2 = P^2 x^2 \implies P = \frac{1}{x} \sqrt{M_y^2 + M_z^2} \implies P = 125 \text{ N}$$

Now expand the magnitude of the moment about  $x$  to get  $\theta + \phi$

$$M_x = P \times (200 \text{ mm}) \times \sin(\theta + \phi)$$

and thus obtain  $\theta$

$$\theta = \arcsin\left(\frac{x}{l} \frac{M_x}{\sqrt{M_z^2 + M_y^2}}\right) - \arctan\left(\frac{M_z}{M_y}\right) = 53.13^\circ$$

### 9. Re-Scaled Force Triangle

Consider the force triangle, and the two shown triangles, a triangle similar to the fore triangle can be constructed by scaling down  $AC$  by  $\frac{BO}{CO}$

$$\frac{T_{AB}}{T_{AC}} = \frac{AB}{AC} \times \frac{CO}{BO} \implies T_{AB} = (8 \text{ kN}) \frac{|(40, 50)|}{|(40, 60)|} \times \frac{40}{50} = 5.682 \text{ kN}$$

Further

$$R = T_{AC} \left( \frac{y_C}{x_C} + \frac{y_B}{x_B} \right) \frac{x_C}{AC} = 10.206 \text{ kN}$$

### 10. Equivalent Force

Then the torque about  $O$  must be zero, hence

$$M = 400 \times 150 \cos 30 + 320 \times 300 = 147 \text{ N mm}$$

and it must be anti clock wise

### 11. Equivalent Moment Arm in 2D

Since this is in 2D, we can use complex numbers

$$F_{\text{equiv}} = T + T\angle 15^\circ = T(1 + \angle 15^\circ)$$

While

$$\tau = \text{Im}(T(-10 + 3i) + T\angle 15^\circ(-10 - 3i)) = T \text{Im}([-10(2 + \angle 15^\circ) + 3i(\angle 15^\circ - 1)])$$

If  $F$  passes through some point on the  $x$  axis then its torque is

$$\tau = xF_y \implies x = 10.3949 \text{ m}$$

### 12. Equivalent Moment Arm in 3D

Clearly

$$F_{\text{equiv}} = 3 \times 90 = 270 \text{ kN}$$

also, since all four forces produced no torque, the torque they produce now, must be the negative of what engine 3 produced

$$\vec{\tau} = -\vec{\tau}_3 = -\vec{r}_3 \times \vec{F}_3 = \vec{r} \times (3\vec{F}_3) \implies \vec{r} = -\frac{1}{3}\vec{r}_3$$

thus  $y = -4\text{m}$  and  $z = 1\text{m}$