2 - The moment Vector

The moment of Force "F" about a point "0" is the vector $\vec{M}_2 = \vec{r} \times \vec{F}$.

Where i is a position vector from "o" to any point on the line of action of "F"

2-1. Magnitude of the Moment The magnitude of the Mo is:

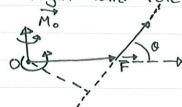
1M01 = |F||F| Sin 0

where & is the angle between vectors i and i when they are placed tail to tail.

Note that $|\vec{r}| \sin \theta$ is the perpendicular distance from "O" to the line of action of \vec{F} . Therefore, $|M_0| = D|\vec{F}|$

2.2 - Sense of the Moment

Mo is perpendicular to the plane containing "o" and "F" It's direction is given by the right-hand rule



3 - Moment of a Force about a Line

The measure of the tendency of a force to cause rotation about a line, or axis, is called the Moment of the Force about the line.

3.1 - Definition of a Line

Consider a line L and a force F. Let Mobe the moment of F about an arbitrary Point "O" on L.

The moment of F about L is Mi which is the Component of Mo Parallel to L.



The magnitude of the moment of Fabout Lis

|Mil and its direction is given by the

right-hand rule. In terms of a unit

vector e along L, Mi is given by

Mi = (e · M.) e

Mi = [e · (r x F)] e

Note: the unit vector e can point in either direction. The value of the Scalar e.M. = e.(r.x.F) tells you both the magnitude and direction of M..

The absolute value of e.M. is the magnitude of M. If e.M. is positive,

M. points in the direction of e and

If it is negative, M. points in the opposite direction.

Let's determine the moment of a Force

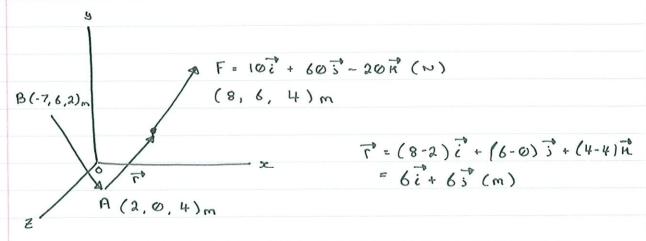
about an arbitrary line L. The First

step is to choose a point on the

line. If we chose the point A, the

Vector F from A to the point of application

of F is F.



The next step is to determine a unit vector along L. The vector from A to B is (-7-2)i + (6-0)j + (9-4)kl = -9i + 6j - 2kl (m)

The Unit vector end that points From point

A to B is

PAG = LAB = -9 i + 6 = 2 K

TOOT Square of

Magnitude comp.

The moment of \vec{F} about \vec{L} is: $\vec{M}_{i} = (\vec{e}_{ng} \cdot \vec{M}_{n}) \vec{e}_{ng}$ [(-9/11)(-120)(5/1)(120)(-5/1)(300)] ... and he erosed everything.

3.2- Special Cases

1- When the line of action of F is

Perpendicular to a plane containing L,

the magnitude of the moment of F

about L is equal to the product of the

magnitude of F and the perpendicular

distance D from L to the point where

the line of action intersects the plane.

F F M | ML | z | F | D

2 - When the line of action of Fis

parallel to L, the moment of Fabout I is zero. $\vec{M}_{L} = \vec{\Theta}$ since $\vec{M}_{0} = \vec{\Gamma}^{0} \times \vec{F}^{0}$ is perpendicular to F. \vec{M}_{0}^{0} is perpendicular to L and the Vector component of \vec{M}_{0} parallel to L is zero.

3- When the line of action of F intersects

L, the moment of F about L is zero.

Since we can choose any point on L

to evaluate Mo, we can use the point

where the line of action of F intersects

L. The moment Mo about that point is

zero, So it's vector component parallel

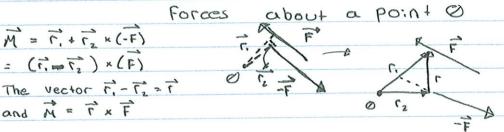
to L is zero.

4. Couples

I Two forces that have equal magnitudes, opposite directions and different lines of action are called a couple. A couple tends to cause rotation and it has & the remarkable property that the moment it exists is the same about any point.

The moment of a couple is simply the sum of the moments of the

= (r, = r2) × (F) The vector $\vec{r_1} - \vec{r_2} = \vec{r}$ 0 $\vec{r_2} \rightarrow \vec{r}$ and N= Fx F



Since i does not depend on the position of "O" the moment A :s the same for any point "O?

M = T x F is the moment of F about a point on the line of action of the Force -F. The magnitude of this moment is | Fil = D | Fil where D is the perpendicular distance between the lines of action of the two Forces, It's direction is given by the right-hand rule.

5. Equivalent Systems we define two systems 1 and 2 to be equal if the sums of the forces are equal, $(\angle(\vec{F},)) = \angle(\vec{F})_z$

and the sums of the moments about a point "O" are equal. $\left(\leq \left(\vec{M}_{o} \right)_{1} = \leq \left(\vec{M}_{o} \right)_{2} \right)$

Zuo = No.

Are the sums of the Forces equal?

$$(\mathcal{E}\vec{F})_1 = 50\vec{5}N$$

 $(\mathcal{E}\vec{F})_2 = 50\vec{5}N$
 $(\mathcal{E}\vec{F})_3 = 50\vec{5}N$

Are the moments equal?

$$(\mathcal{E}M_0)_1 = \emptyset$$

 $(\mathcal{E}M_0)_2 = (50\mu)(0.5m) - (50\mu) = -25\mu$
 $(\mathcal{E}M_0)_3 = (50\mu)(1m) - (50\mu) = \emptyset$

- system I and 3 are equivalent.

6 - Representing Systems by Equivalent Systems

Let's Consider an arbitrary System of Forces and moments and a point \emptyset , system 1. We can represent this system by one Consisting of a Simple Force acting at \emptyset , and a Simple Couple Such that $\vec{F} = (\vec{\Sigma} \vec{F})$, $\vec{H} = (\vec{\Sigma} M_0)_1$

6.1 - Representing a Force by a Force and a couple:

You can represent a Force Fr acting at point Pi

a Force F acting at a different point "O"

and a couple M such that: F = Fr and M = M. = TxF

Where M. is the moment of Fr about "O."

6.2 - Concurrent Forces Represented by a Force:

A system of Forces whose lines of action

intersect at a point "o" can be represented

by a single Force whose line of action

intersects "o" such that $\vec{F} = \vec{F}_1 + \vec{F}_2 + \vec{F}_3 + \dots$

6.3 - Parallel Forces Represented by a Force

A system of parallel Forces Fi can be
represented by a Single Force F such
that

F:= 2Fi

and Mo = (2Mo);

6.4- Representing a System by a Wrench

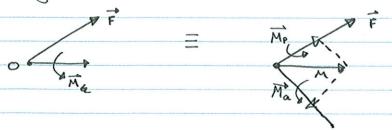
A Force and a couple Mp that is parallel

to F' is called a Wrench; it is the

simplest system that can be equivalent

to an arbitrary System of Forces and moments.

If the system is more complicated than a single force and a single couple; begin by choosing a convenient point "o" and representing the system by a force F acting at "o" and a couple "M."



representing this system by a wrench requires two steps.

- 1. Determine the Components of M parallel and
- 2. The wrench consists of the Force F acting at point "p" and the parallel component M. Such that the Moment of F about 0 equals the normal component Ma

