

CINEMATICA DE ROBOTS.

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Tarea 3.

Matrices Homogéneas.

1-
$$X = 30$$

$$Z = 10$$

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)

$$4 - X = 30$$

$$z=10$$

$$y = 30$$

$$\begin{pmatrix} \cos 30 & 0 & \sin 30 \\ 0 & 1 & 0 \\ -\sin 30 & 0 & \cos 30 \end{pmatrix}$$

$$\begin{pmatrix} \cos 10 & -\sin 10 & 0 \\ \sin 10 & \cos 10 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

$$\begin{pmatrix} \cos 10 & -\sin 10 & 0 \\ \sin 10 & \cos 10 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

(XZX)(R)

5- X=42[®]

Z=18®

X=30[®]

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