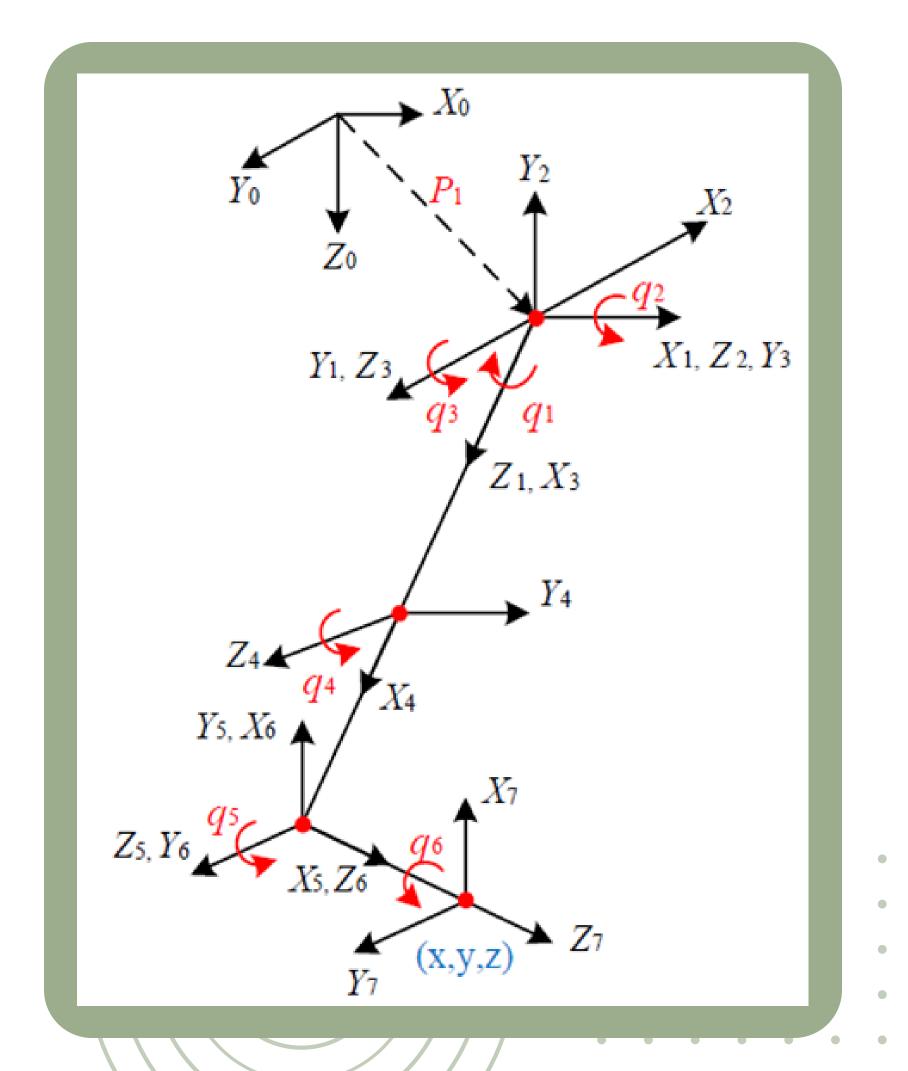
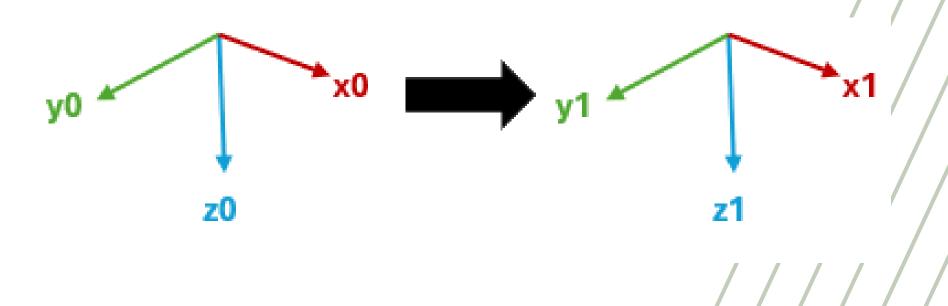


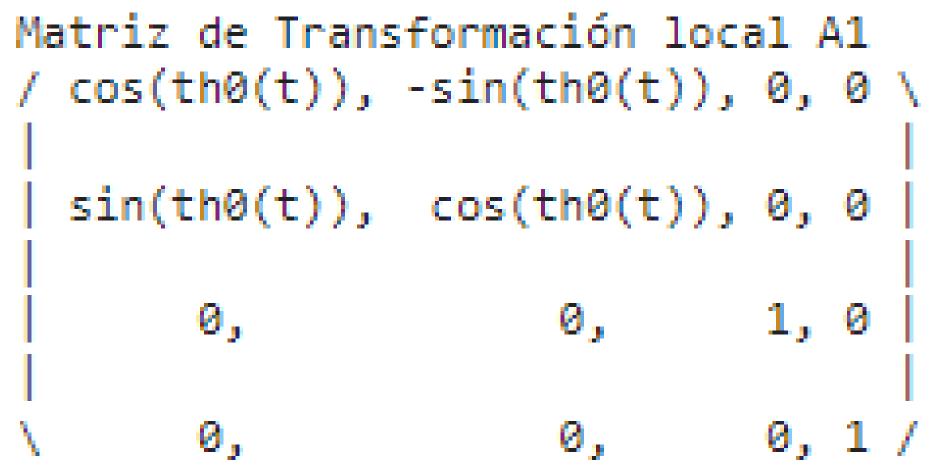
## PRESENTACIÓN FINAL

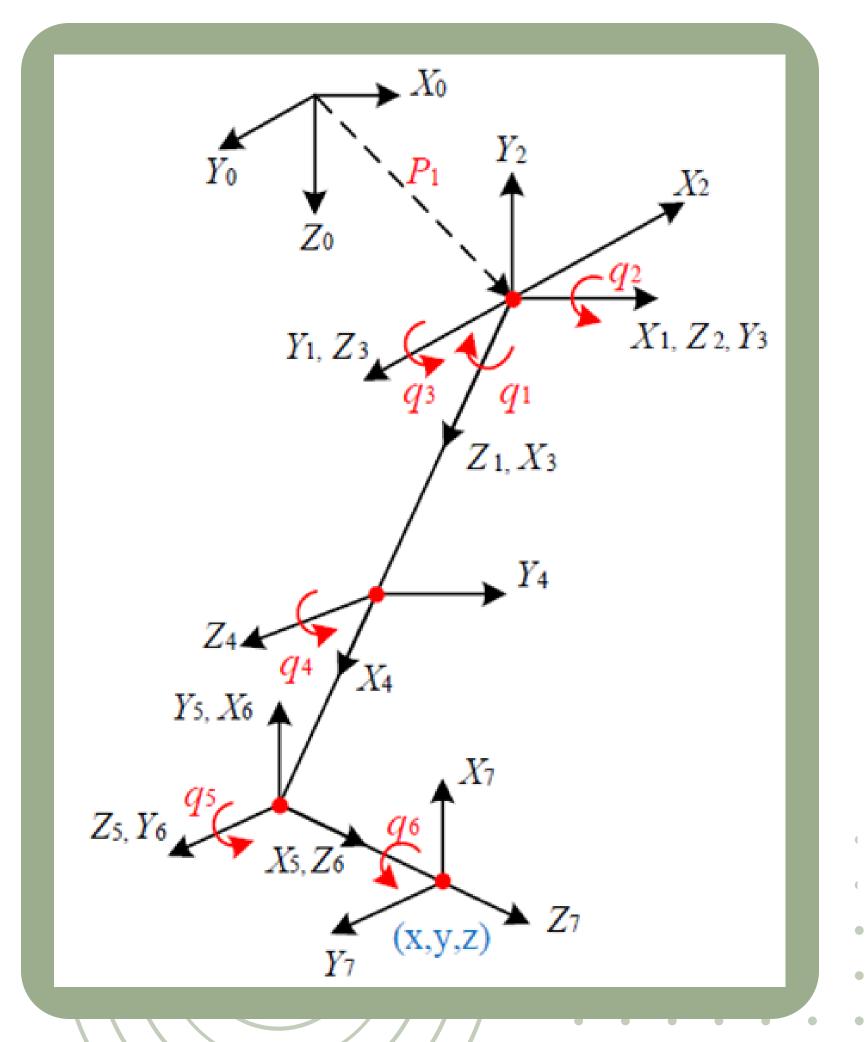
Paola Rojas Domínguez A01737136

<u>Presentación</u>



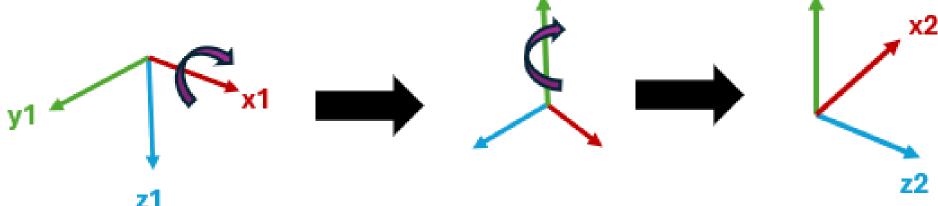




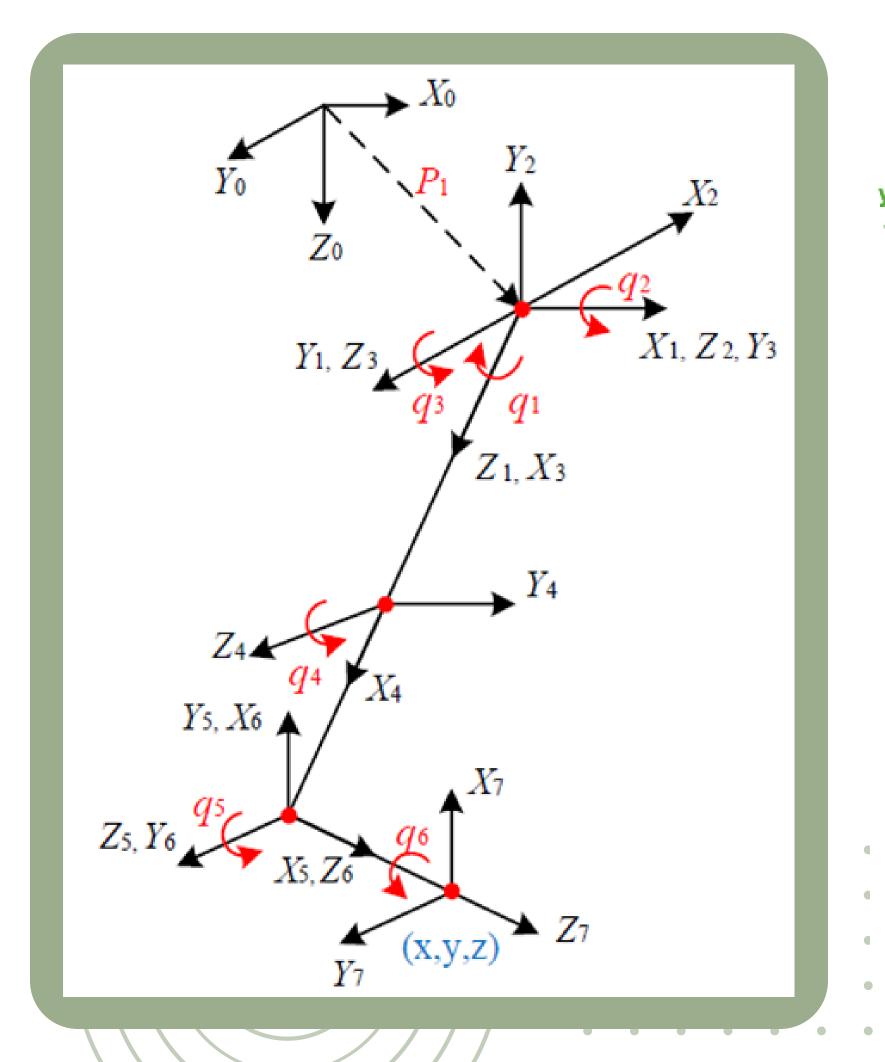


# RotX(-90)

## RotY(90)

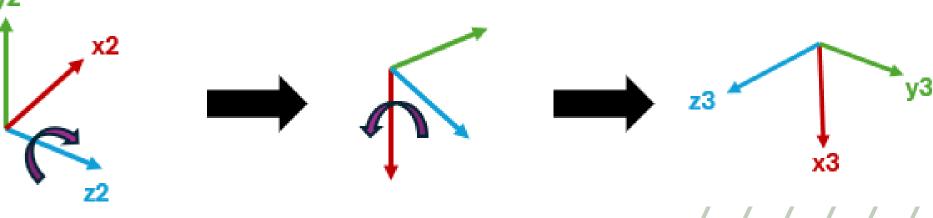


```
Matriz de Transformación local A2
/ sin(th1(t)), 0, cos(th1(t)), 0 \
| -cos(th1(t)), 0, sin(th1(t)), 0 |
| 0, -1, 0, 0 |
| 0, 0, 1 /
```

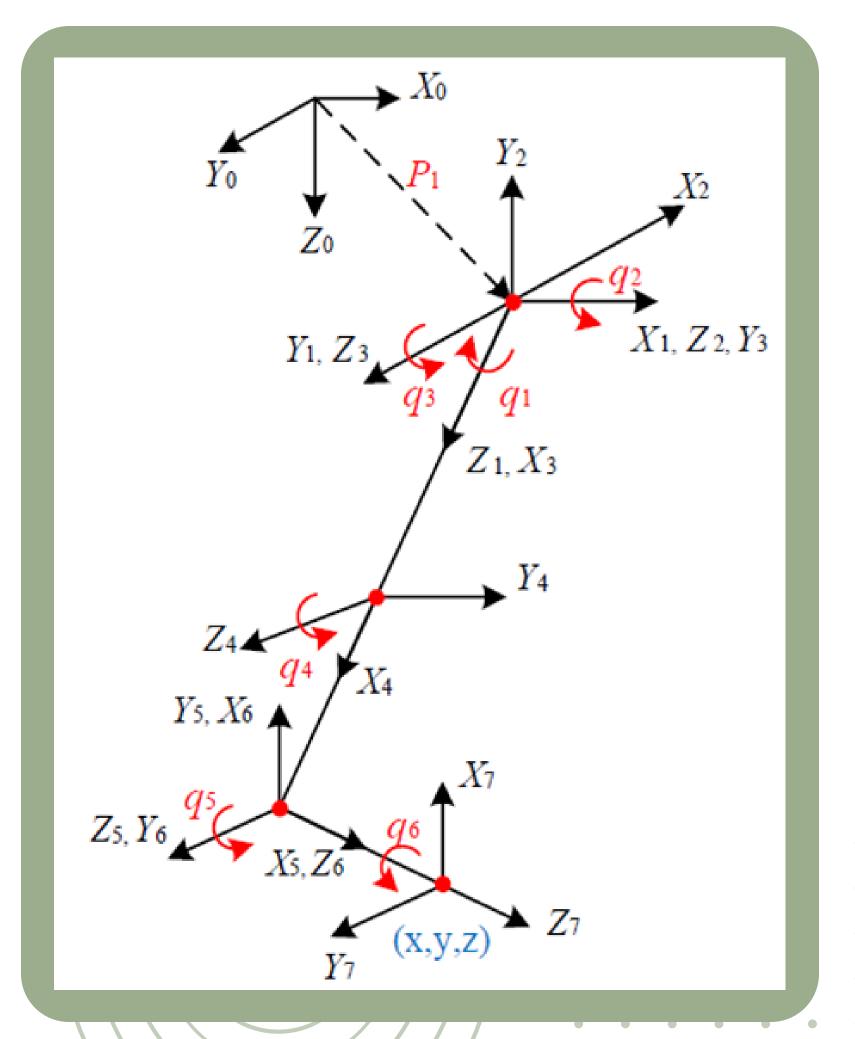


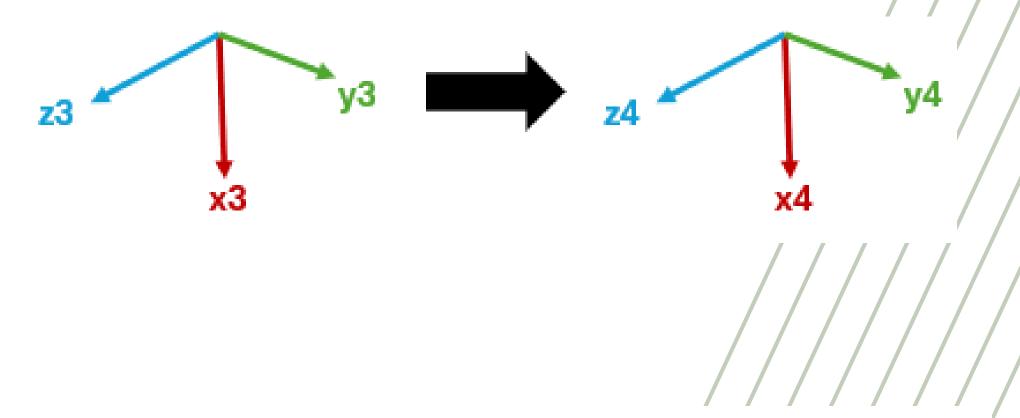
## RotZ(-90)

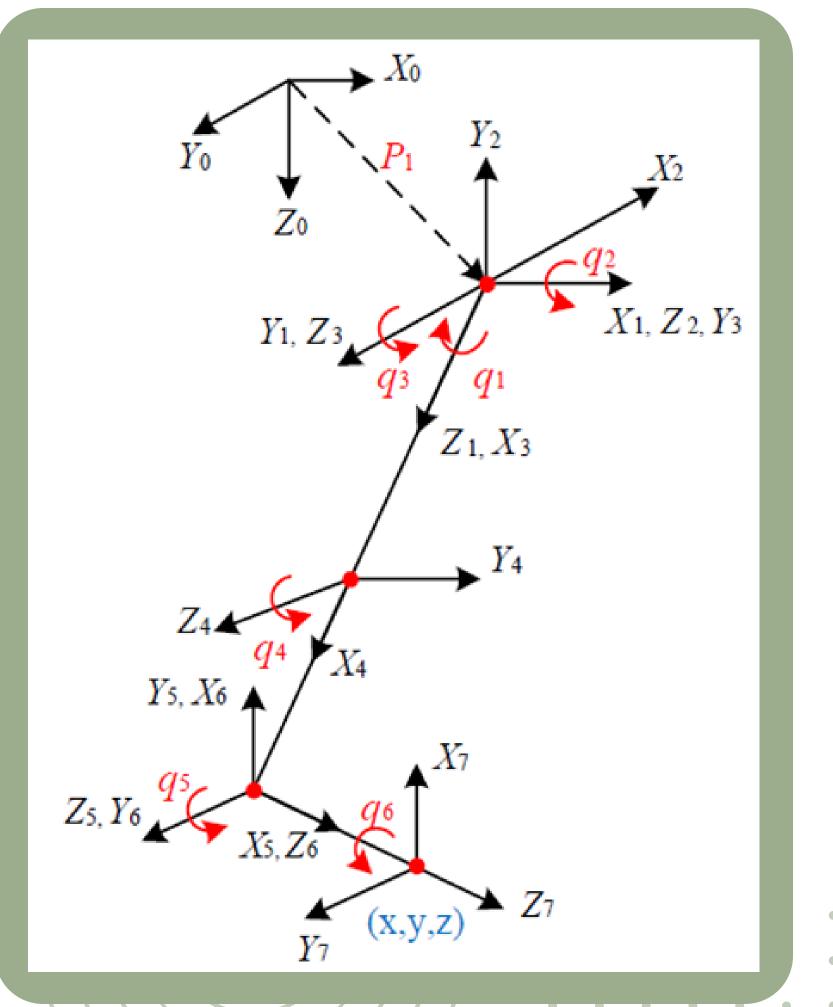
## RotX(90)



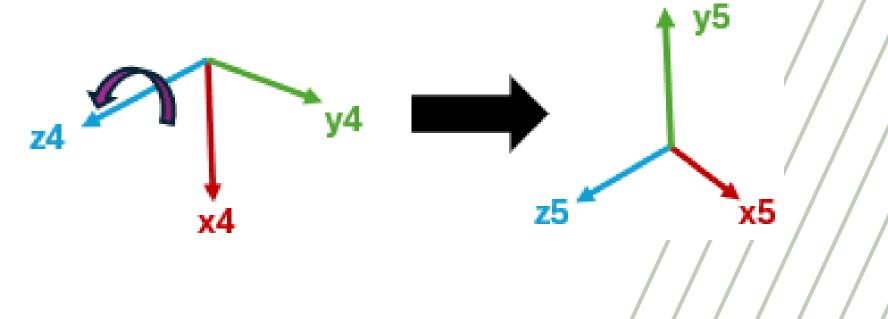
```
Matriz de Transformación local A3
/ sin(th2(t)), 0, -cos(th2(t)), 0 \
| -cos(th2(t)), 0, -sin(th2(t)), 0 |
| 0, 1, 0, 0 |
| 0, 0, 1 /
```

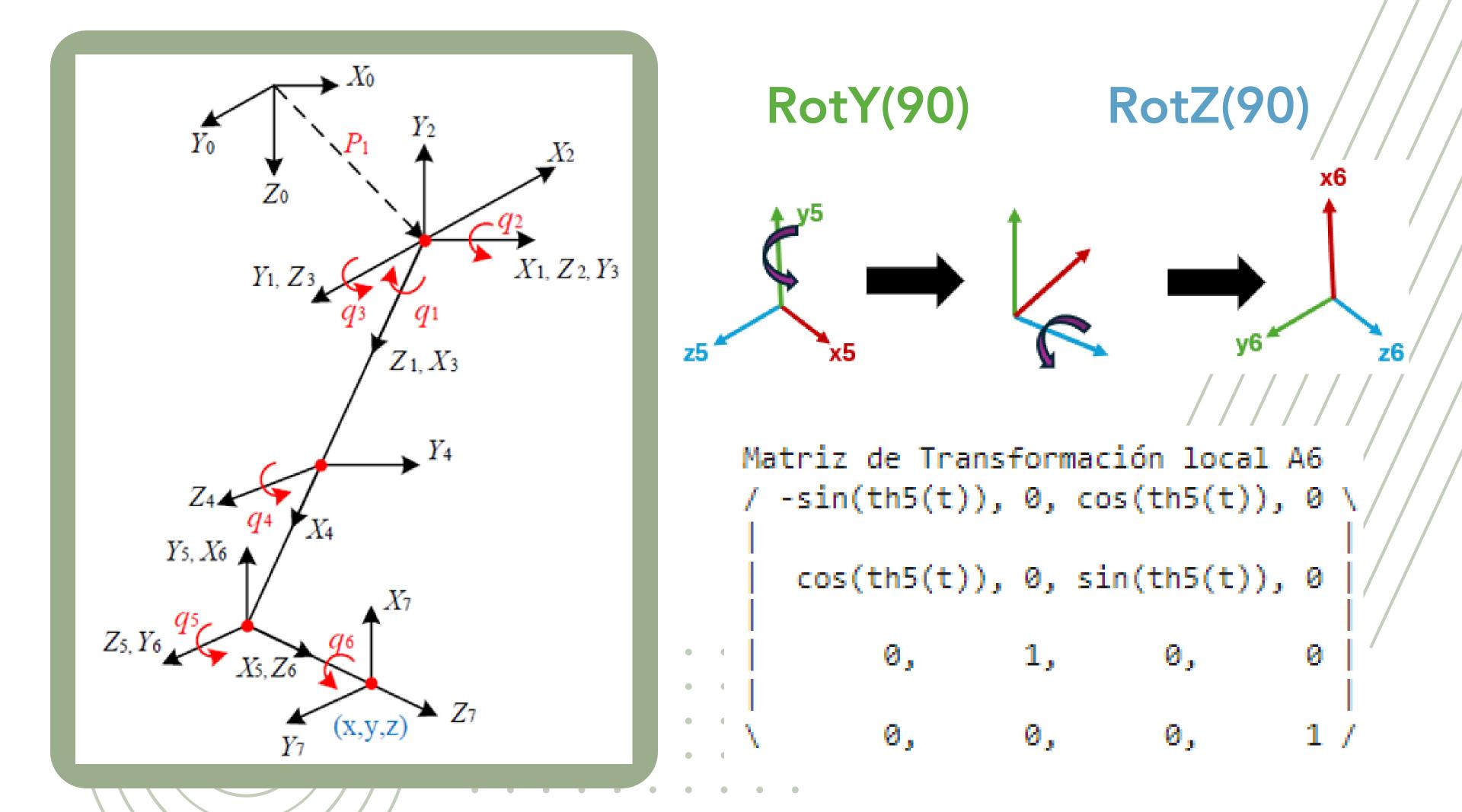


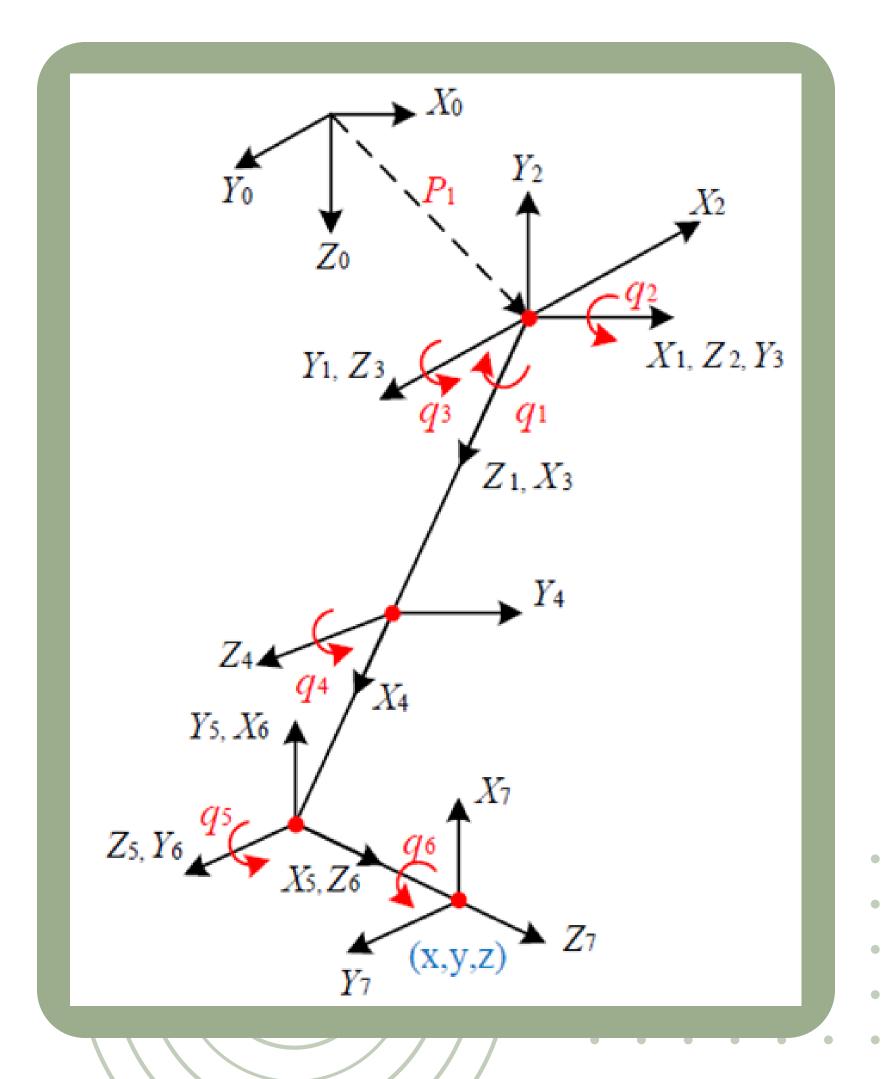


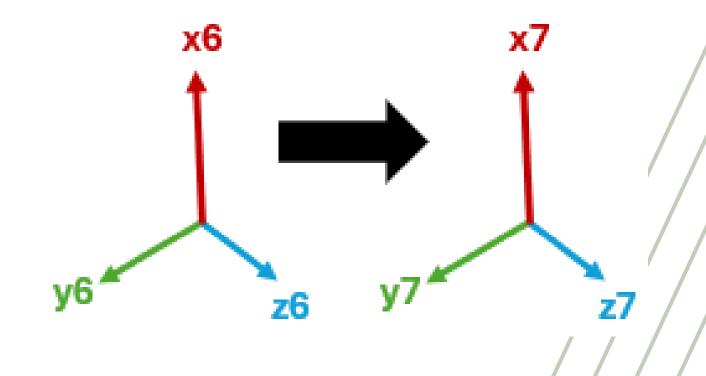


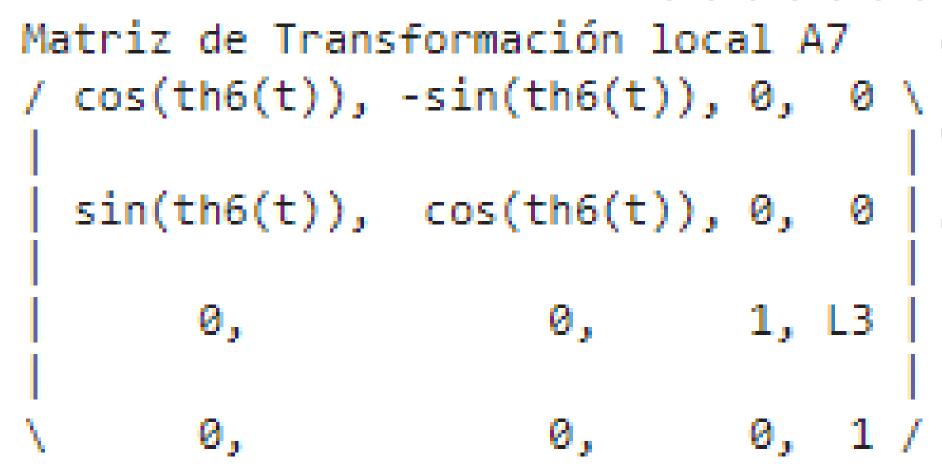












```
#1 == th3(t) + th4(t) + th5(t)
#2 == cos(th5(t)) #8 - sin(th5(t)) #9
#3 == cos(th5(t)) #6 - sin(th5(t)) #7
#4 == cos(th5(t)) #7 + sin(th5(t)) #6
#5 == cos(th5(t)) #9 + sin(th5(t)) #8
#6 == cos(th4(t)) #11 - sin(th4(t)) #10
#7 == cos(th4(t)) #10 + sin(th4(t)) #11
#8 == cos(th4(t)) #12 - sin(th4(t)) #13
```

```
#9 == cos(th4(t)) #13 + sin(th4(t)) #12

#10 == sin(th3(t)) sin(#14) - cos(th3(t)) sin(th2(t)) cos(#14)

#11 == cos(th3(t)) sin(#14) + sin(th2(t)) sin(th3(t)) cos(#14)

#12 == cos(th3(t)) cos(#14) - sin(th2(t)) sin(th3(t)) sin(#14)

#13 == sin(th3(t)) cos(#14) + cos(th3(t)) sin(th2(t)) sin(#14)

#14 == th8(t) + th1(t)
```

## MATRIZ DE TRANSFORMACIÓN

#### where

# VELOCIDAD LINEAL

```
#8 == L3 #35 + L2 cos(th4(t)) #39 + L2 sin(th4(t)) #40 + L1 sin(th3(t)) sin(#43) - L1 cos(th3(t)) sin(th2(t)) cos(#43)

#9 == L3 #36 + L2 cos(th4(t)) #42 + L2 sin(th4(t)) #41 + L1 sin(th3(t)) cos(#43) + L1 cos(th3(t)) sin(th2(t)) sin(#43)

#10 == cos(th2(t)) (L2 cos(#38) + L1 cos(th3(t))) - cos(th2(t)) sin(#37) L3

#11 == L3 cos(th5(t)) sin(th2(t)) sin(th3(t)) sin(th4(t)) cos(#43)

#12 == L3 cos(th4(t)) sin(th2(t)) sin(th3(t)) sin(th5(t)) cos(#43)

#13 == L3 cos(th3(t)) sin(th2(t)) sin(th4(t)) sin(th5(t)) cos(#43)

#14 == L3 cos(th5(t)) sin(th2(t)) sin(th3(t)) sin(th4(t)) sin(#43)

#15 == L3 cos(th4(t)) sin(th2(t)) sin(th3(t)) sin(th5(t)) sin(#43)
```

```
#16 == L3 cos(th3(t)) sin(th2(t)) sin(th4(t)) sin(th5(t)) sin(#43)
#17 == L3 cos(th3(t)) cos(th4(t)) cos(th5(t)) sin(th2(t)) cos(#43)
#18 == L3 cos(th3(t)) cos(th4(t)) cos(th5(t)) sin(th2(t)) sin(#43)
#19 == L3 cos(th4(t)) cos(th5(t)) sin(th3(t)) cos(#43)
#20 == L3 cos(th3(t)) cos(th5(t)) sin(th4(t)) cos(#43)
#21 == L3 cos(th3(t)) cos(th4(t)) sin(th5(t)) cos(#43)
#22 == L3 cos(th4(t)) cos(th5(t)) sin(th3(t)) sin(#43)
#23 == L3 cos(th3(t)) cos(th5(t)) sin(th4(t)) sin(#43)
```

```
Velocidad angular obtenida mediante el Jacobiano angular
/ #5 cos(#10) + #1 (cos(th5(t)) (cos(th4(t)) #7 - sin(th4(t)) #8) - sin(th5(t)) (cos(th4(t)) #8 + sin(th4(t)) #7)) - #4 cos(th2(t)) sin(#10) - #3 cos(th2(t)) sin(#10) - #2 cos(th2(t)) sin(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th4(t)) #6) - sin(th5(t)) (cos(th4(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th4(t)) #6) - sin(th5(t)) (cos(th4(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th4(t)) #6) - sin(th5(t)) (cos(th4(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th4(t)) #6) - sin(th5(t)) (cos(th4(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th5(t)) #6) - sin(th5(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 sin(#10) + #1 (cos(th5(t)) (cos(th4(t)) #9 - sin(th5(t)) #6) - sin(th5(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) |
| #5 cos(#10) + #1 (cos(th5(t)) (cos(th4(t)) #6 - sin(th5(t)) #6 + sin(th4(t)) #9)) + #4 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos(#10) + #2 cos(th2(t)) cos(#10) + #3 cos(th2(t)) cos
```

#### where

$$\#7 == \cos(th3(t)) \cos(\#10) - \sin(th2(t)) \sin(th3(t)) \sin(\#10)$$

$$\#8 == sin(th3(t)) cos(\#10) + cos(th3(t)) sin(th2(t)) sin(\#10)$$

$$\#9 == \cos(th3(t)) \sin(\#10) + \sin(th2(t)) \sin(th3(t)) \cos(\#10)$$

$$#10 == th0(t) + th1(t)$$

### VELOCIDAD ANGULAR

# ANIMACIÓN

Matriz de transformación homogenea global

```
0 0.4481 -0.894 -2.682
0 0.894 0.4481 1.344
1 0 0 -6
0 0 1
```

