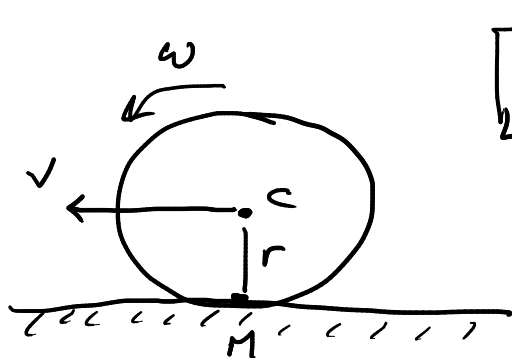


Midterm 2 material

- velocity and acceleration of rigid bodies
- constrained motion of RBs.
- instantaneous center
- gears and chains
- multiple coupled rigid bodies ($\vec{v}, \vec{a}, \vec{\omega}, \vec{\alpha}$)
- rolling on flat surfaces
- rolling on curved surfaces.

Sign conventions



$$V = \omega r$$

only if
consistent
sign choices

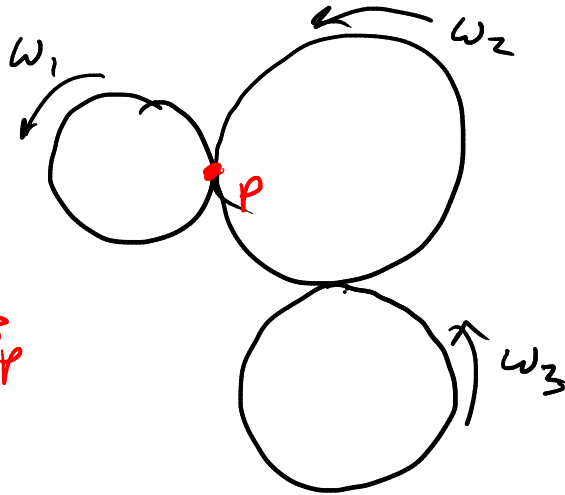
	$\vec{v} = v \hat{i}$	$\vec{v} = -v \hat{i}$
$\vec{\omega} = \omega \hat{k}$	A	B
$\vec{\omega} = -\omega \hat{k}$	C	D

$$\vec{v}_C = \vec{\omega} \times \vec{r}_{MC} \Rightarrow A, B, C, D?$$

always true.

distinguish between: - direction defined as positive
- actual direction of movement

ex



↑ direction \vec{v}_P

A: ↑

B: ↓

C: ?

actual direction of \vec{v}_P
is unknown until we
know whether ω_1 is
+ve or -ve.

draw arrows in the
direction for scalar variables.

	A	B
$\vec{\omega}_1 = +\omega_1 \hat{k}$	+	-

$$\vec{\omega}_2 = +\omega_2 \hat{k}$$

$$\vec{\omega}_3 = +\omega_3 \hat{k}$$

↑
valid choice

$$\vec{v}_P = \vec{\omega}_1 \times \vec{r}_{CP} = \vec{\omega}_2 \times \vec{r}_{CP}$$

$$\vec{\omega}_1 = +\omega_1 \hat{k}$$

$$\vec{\omega}_2 = -\omega_2 \hat{k}$$

$$\vec{\omega}_3 = +\omega_3 \hat{k}$$

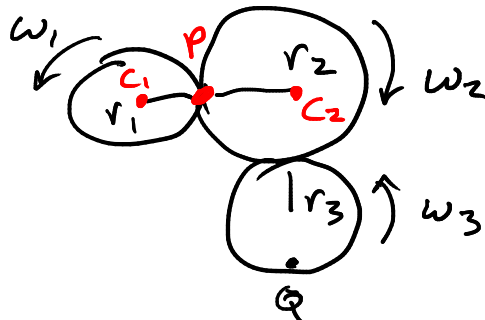
$$\underline{r_1 \omega_1 = r_2 \omega_2 = r_3 \omega_3}$$

A: true

B: false

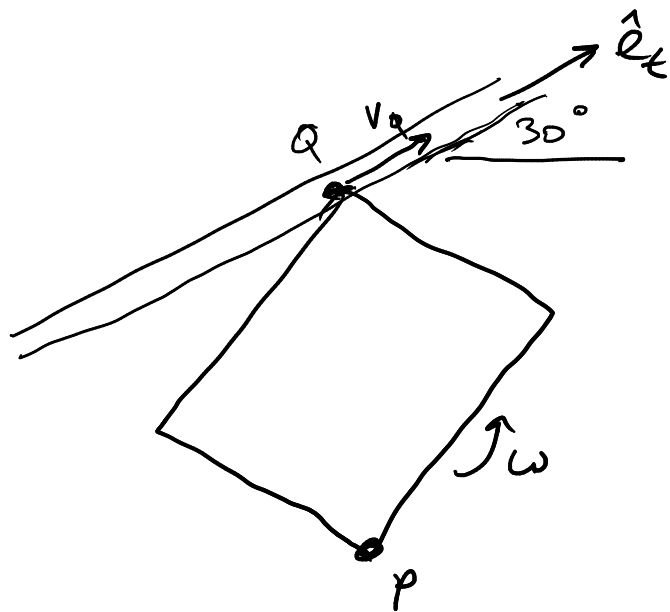
C: ?

OR



Q: given $\vec{v}_Q = -2 \hat{c}$, what is ω_1 ?

ex



$$\vec{v}_p = 4\hat{i} + v_{py}\hat{j}$$

$$\vec{\omega} = 2\hat{k}$$

$$\vec{r}_{pQ} = 2\hat{j}$$

Q: what is \vec{v}_Q ?

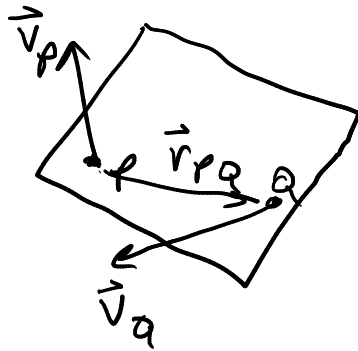
$$\begin{aligned}\hat{e}_t &= \cos 30^\circ \hat{i} + \sin 30^\circ \hat{j} \\ &= \frac{\sqrt{3}}{2} \hat{i} + \frac{1}{2} \hat{j}\end{aligned}$$

$$\begin{aligned}\vec{v}_Q &= v_Q \hat{e}_t = \vec{v}_p + \vec{\omega} \times \vec{r}_{pQ} \\ &\Rightarrow \text{solve for } v_{py}, v_Q.\end{aligned}$$

v_Q might be +ve or -ve.

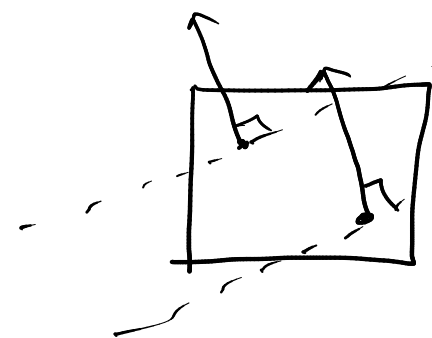
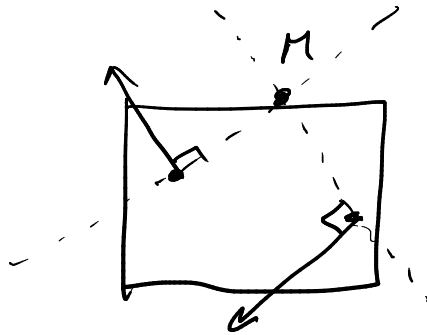
instantaneous centers

- algebraic: $\vec{v}_M = 0 = \vec{v}_P + \vec{\omega} \times \vec{r}_{PM} \Rightarrow \vec{r}_{PM} = \frac{1}{\omega^2} \vec{\omega} \times \vec{v}_P$

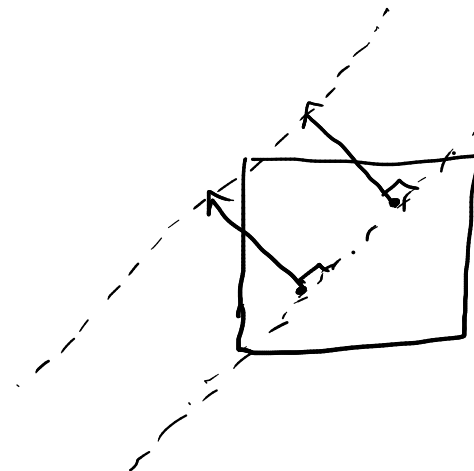
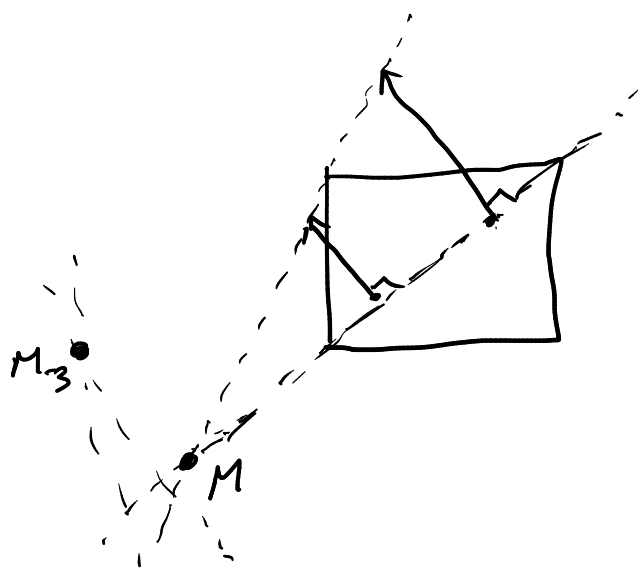


$\vec{v}_Q = \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ} \Rightarrow \text{find } \vec{\omega}$
 $\Rightarrow \text{find } \vec{r}_{PM}$

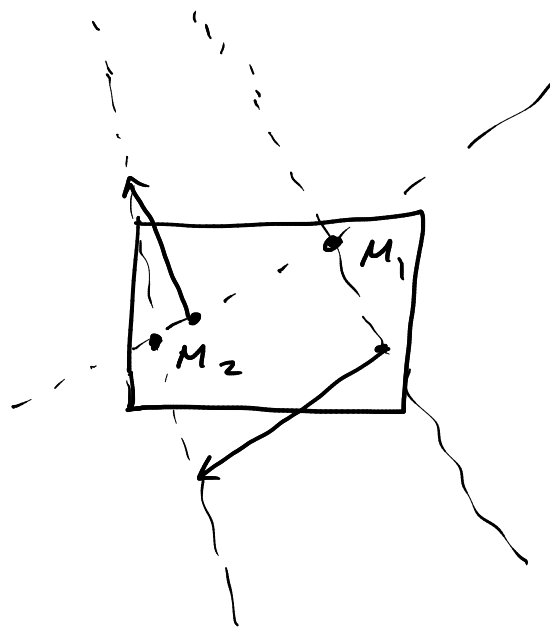
- geometric:



no M
pure trans.



no M
pure trans.



A: M_1

real M ?

B: M_2

C: M_3

D: impossible