

Kinematics & Dynamics of Machinery (ME 3320)

Recitation - 4

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1. Agenda:

- GIM Basics
- GIM

2. GIM Basics:

- **Assume that you are working as a Design Engineer at your dream company, for what kind of problems would you think of building a linkage(or any other components-based) mechanism?**

If you know how a part should be moving(eg, back and forth, circular, elliptical, etc), you can get an actuator and design a linkage-based mechanism that can produce the trajectory and attach your part to that mechanism.

- **Why should you learn GIM?**

It provides the quickest route from drawing to analysis for mechanisms to support mechanism design.

- **What modules does GIM provide?**

1. Geometry Module
2. Kinematics Module
3. Dynamics Module
4. Synthesis Module

- **What can you do within the 'Geometry Module' in GIM?**

Define the design specification of the mechanism

- **What can you do within the 'Motion Module' in GIM?**

Perform 'Kinematic Analysis' and 'Motion Simulation'

- **What is the overall procedure of performing a kinematic simulation in a GIM?**

Step 1: Create Points

Step 2: Create Links

Step 3: Add Joints

Step 4: Go to 'Kinematics' from 'Geometry'

Step 5: Choose an actuator joint

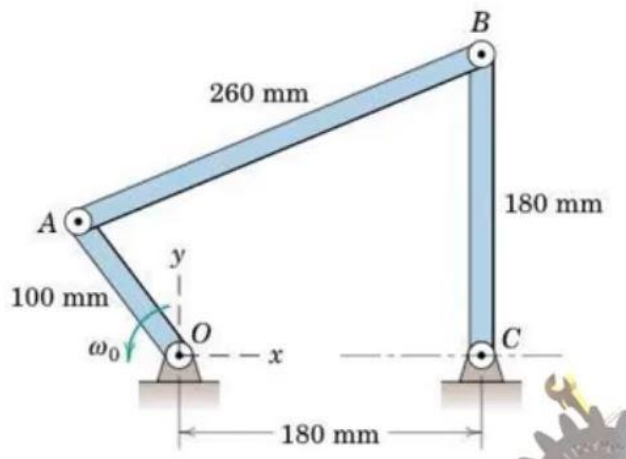
Step 6: Run the Simulation

3. GIM:

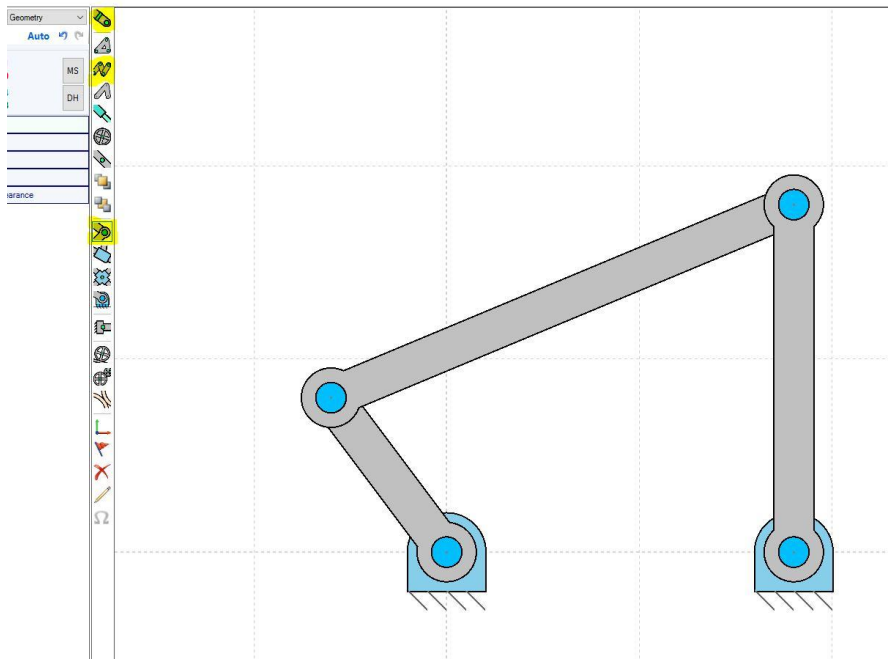
3.1 4-Bar Mechanism

A diagram of the 4-bar linkage is given below. Assume:

- OA has constant counterclockwise angular velocity $\omega_0 = 10 \text{ rad/s}$
- Coordinates of A are $x = -60 \text{ mm}$ and $y = 80 \text{ mm}$

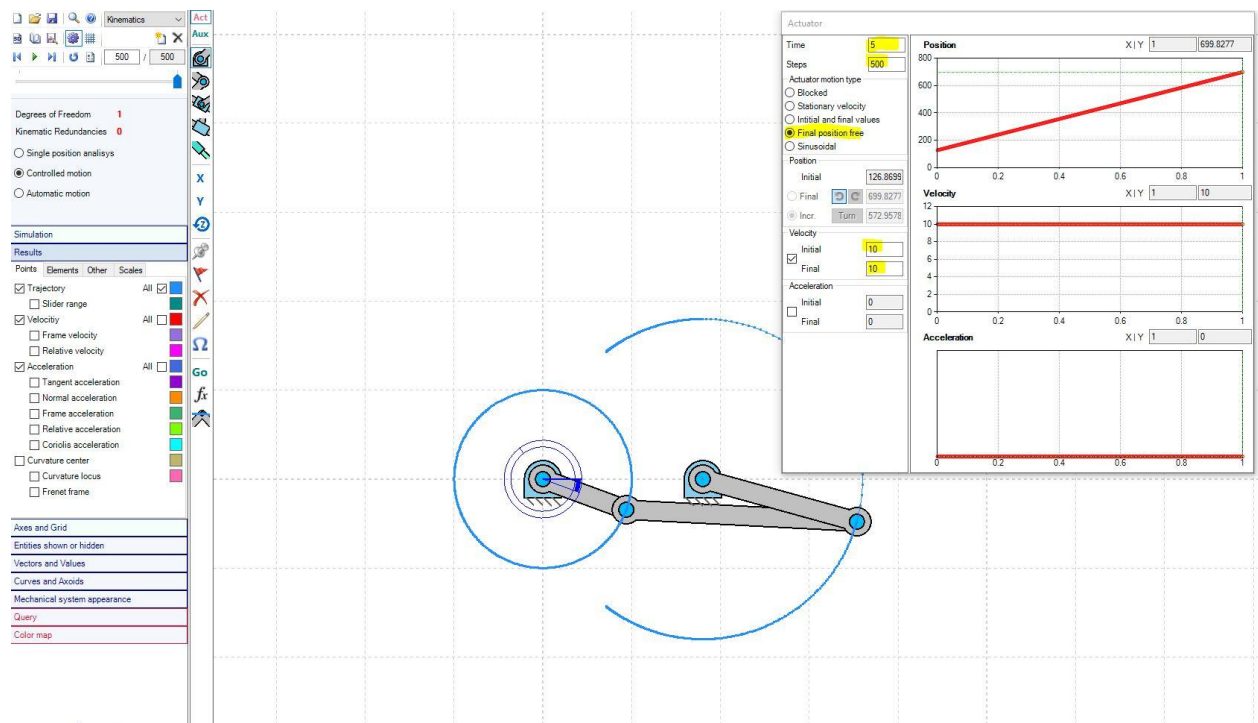
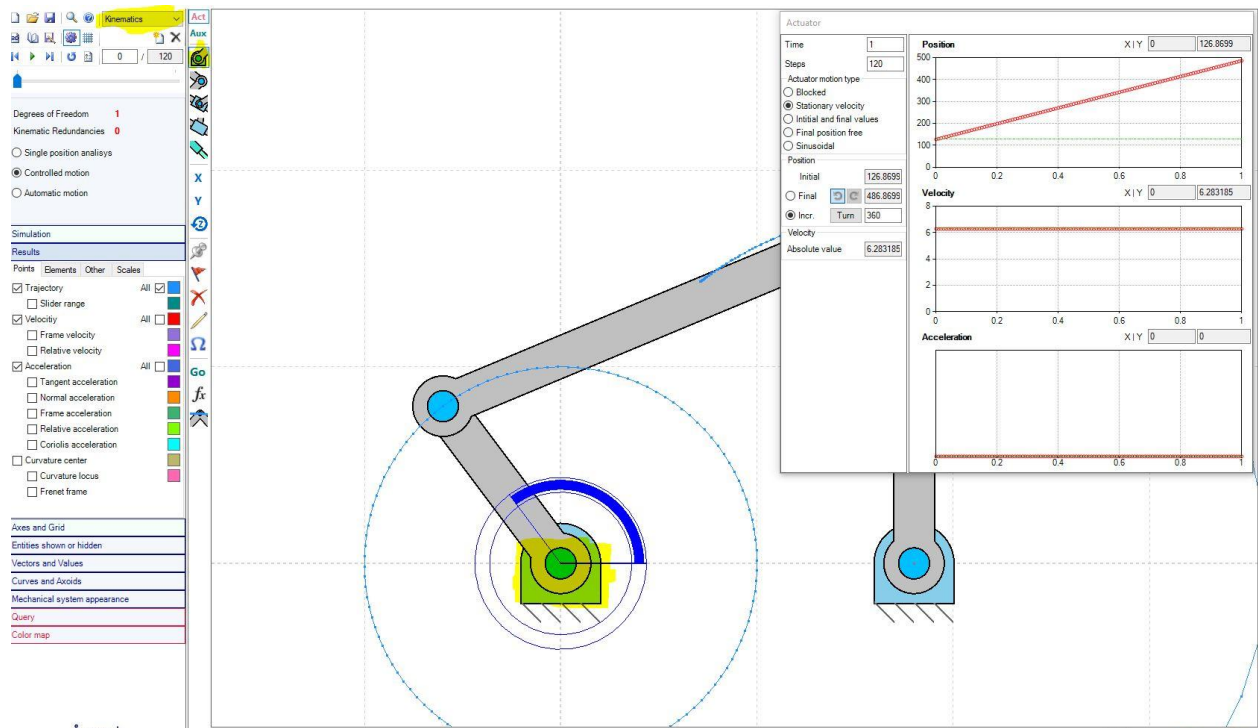


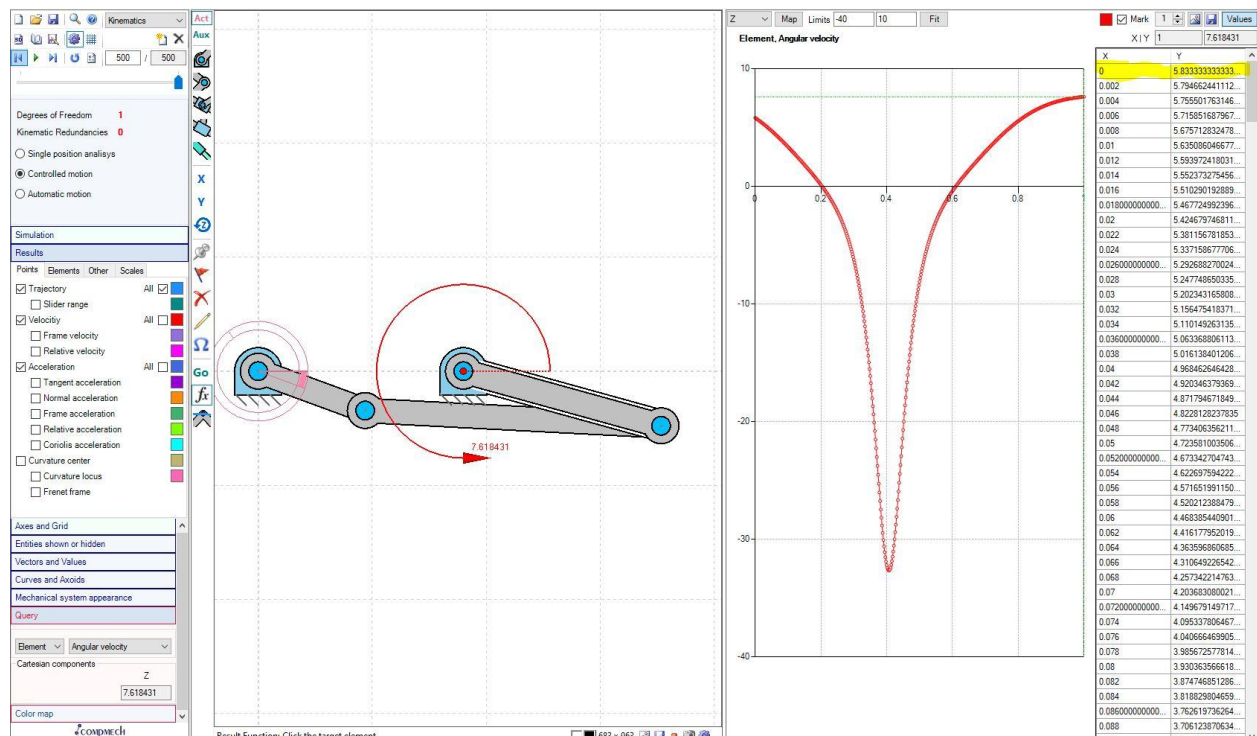
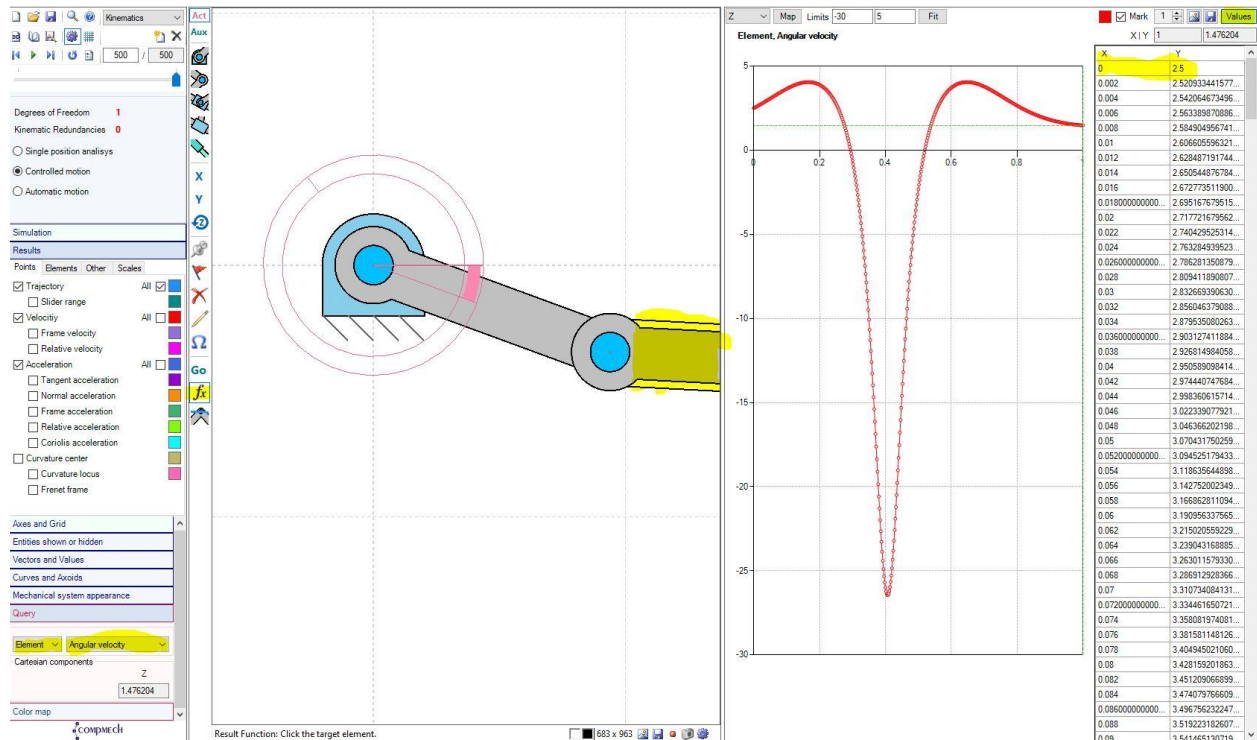
A. Sketch the linkage in the GIM software.



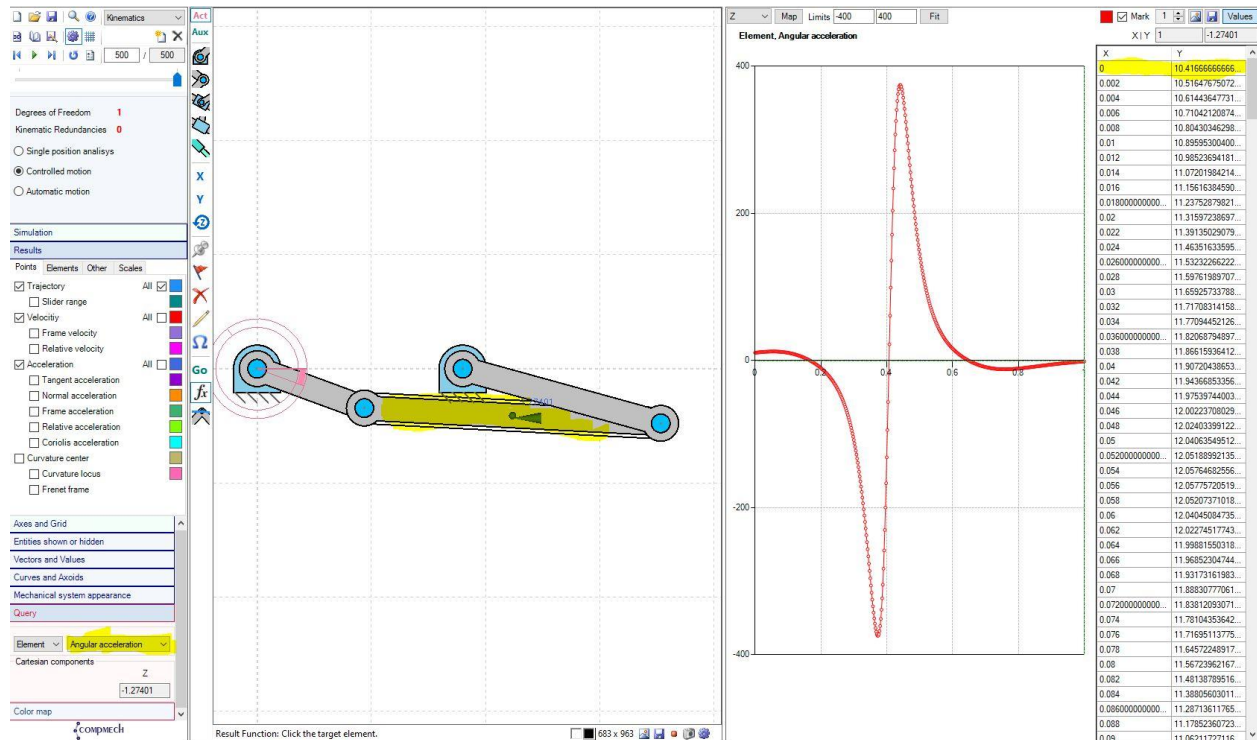
B. Use GIM to:

1. Verify that the initial angular velocities of the links BC and AB are $w_{BC} = 5.83 \text{ rad/s}$ & $w_{AB} = 2.5 \text{ rad/s}$



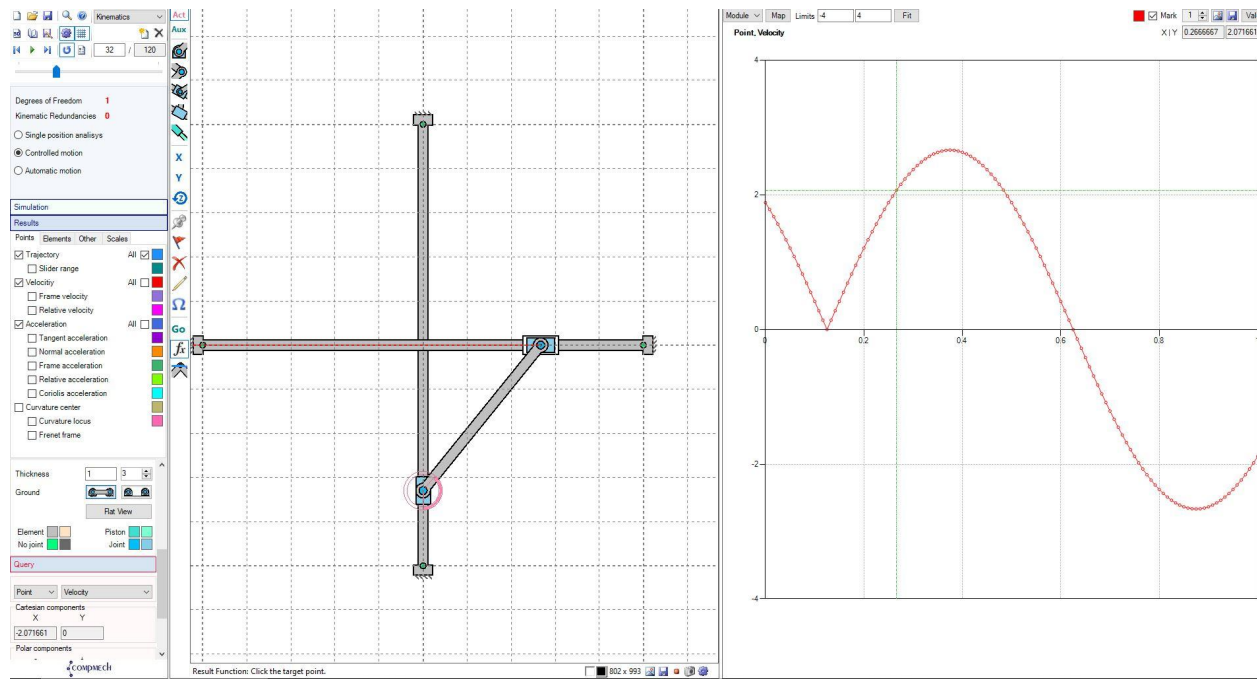


2. Find the initial angular acceleration of the link AB
(10.42 rad/s)

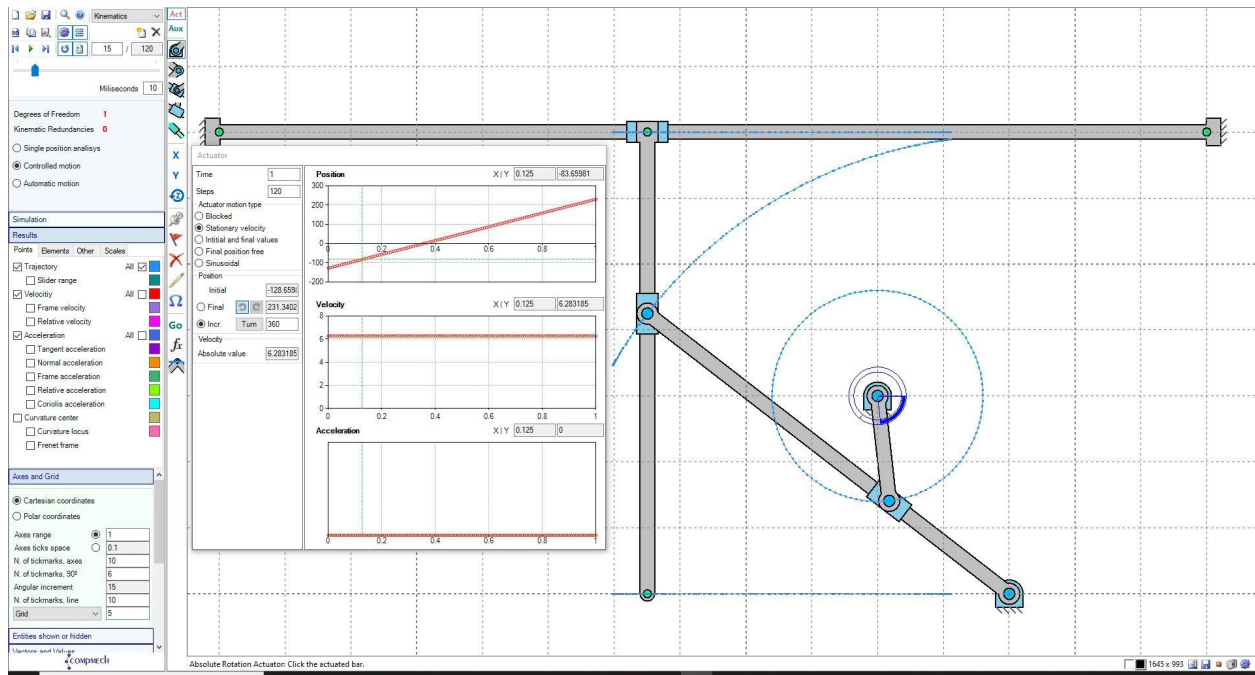


(Now, let's design some mechanisms and explore the simulation using the default values used in the GIM program)

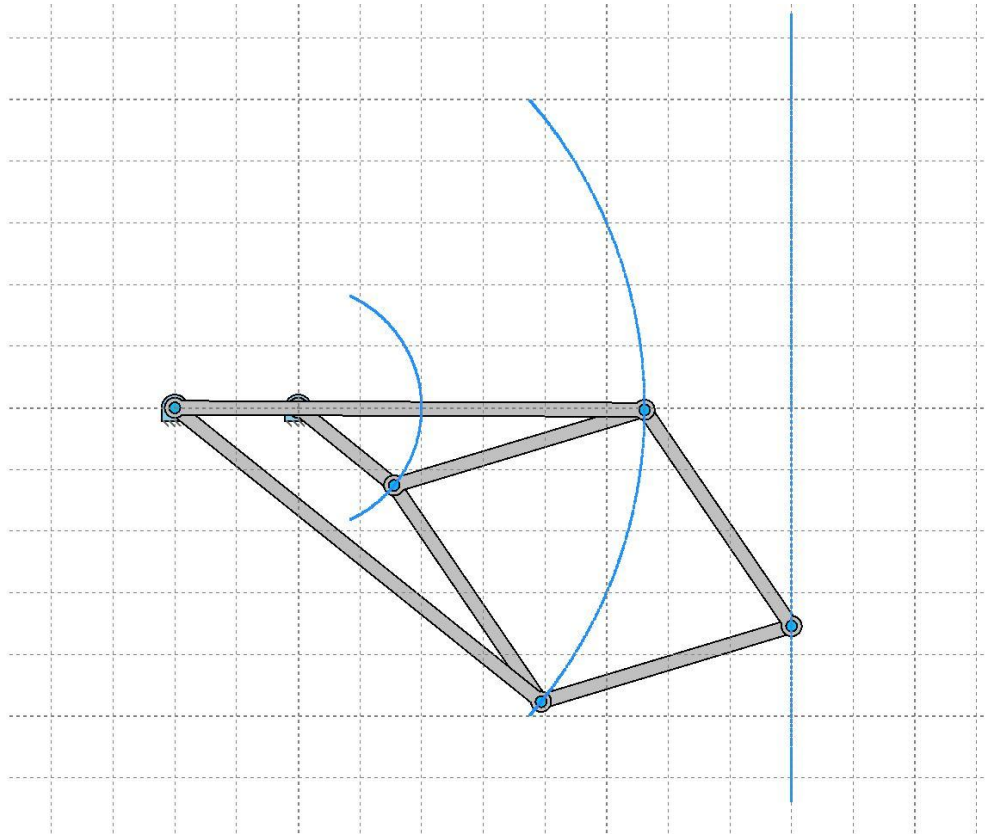
3.2 PRRP Mechanism



3.3 Scotch Yoke Mechanism



3.4 Peaucelier Mechanism (Using GIM Library: Computed-> Kinematics->)



Bibliography:

- **Petuya, V.; Macho, E.; Altuzarra, O.; Pinto, C. and Hernández, A.**
“Educational Software Tools for the Kinematic Analysis of
Mechanisms”. Comp. Appl. Eng. Education. First published
online: February 24, 2011. DOI: 10.1002 cae.20532. ISSN:
1061-3773.
- <https://www.youtube.com/watch?v=wppPMd3oxZo>
- <https://www.youtube.com/watch?v=n6LgMY2iCjM>
- <https://www.youtube.com/watch?v=JyaYKiuxGNs>

Miscellaneous:

- In the GIM Library, try: Computed-> Cycloidal