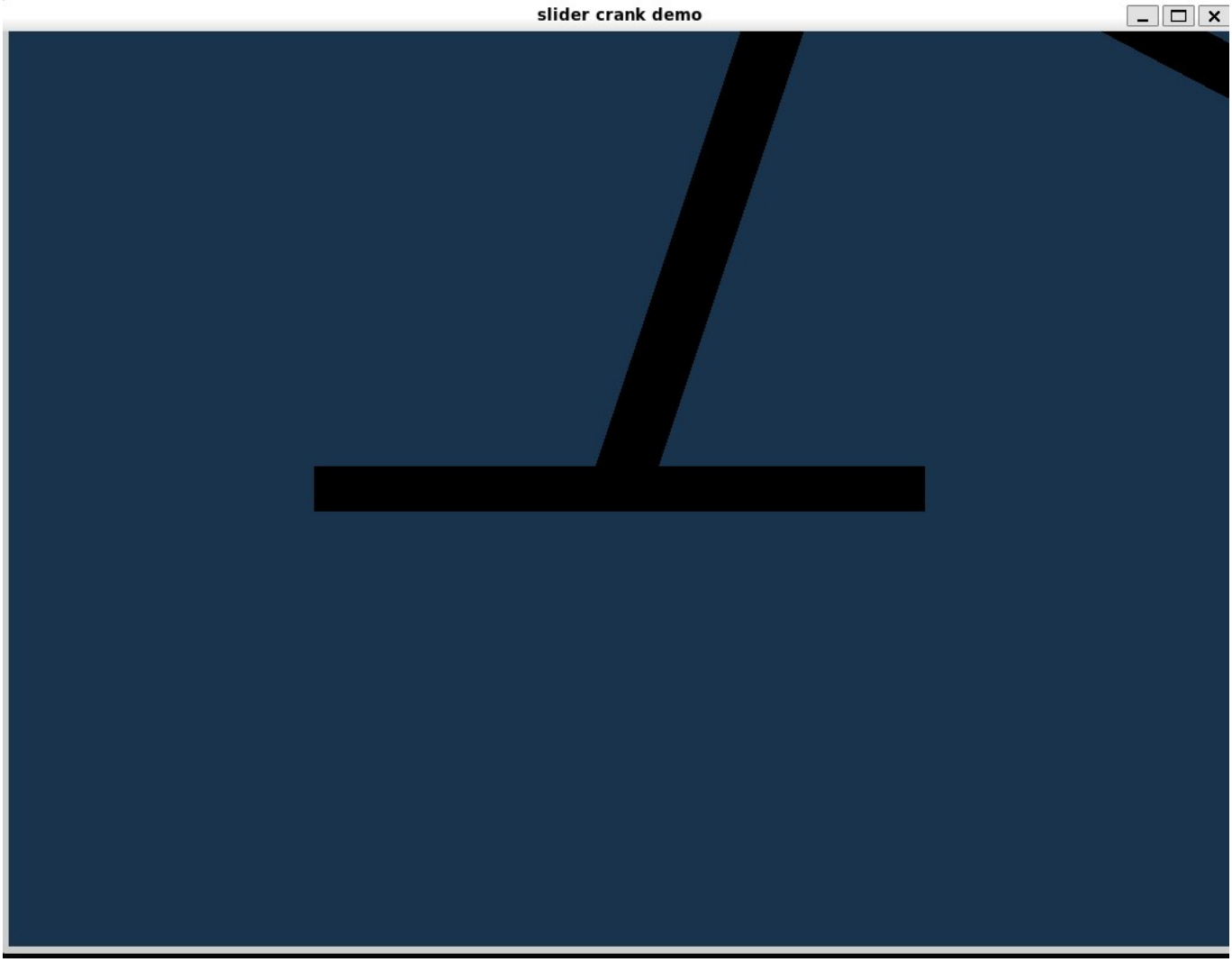
Problems 6.1, 6.2, 6.3 Codes are attached. Check out my GitHub as well: https://github.com/bclaas/me751/tree/main

Problem 6.4 Chrono VSG graphics don't render correctly on my computer / WSL (emailed about it last weekend).

Best screenshot I got:



Answering the questions best I can based on the code: **(2)** Bodies (and roles)

- Ground: fixed base (a thin box, 1.0×0.1×1.0). Role: inertial reference / anchor for the first joint.
- Crank (link 1): box of length √2, initially at (0.5, 0.5, 0) and rotated +π/4 about z. Role: first pendulum link driven at its base.
- Rod (link 2): box of length 2, initially at (√3/2 + 1, 0.5, 0) and rotated −π/6 about z. Role: second pendulum link connected to the crank.

(3) Joints (how many, which bodies) 2 joints total:

- Revolute speed motor between ground ↔ crank, joint frame at (0, 0, 0).
- Revolute joint between crank ↔ rod, joint frame at (1, 1, 0).

(4) Actuation (what and where)

- Type: a prescribed angular speed (motion driver), not an applied force/torque. Implemented with ChLinkMotorRotationSpeed using a constant function ω = π rad/s.
- Applied between: ground and crank at the base revolute (the motor enforces relative speed at that joint).