TYPES OF MOTION

A body may have the following types of motton.

- (1) Hetion of translation or plane motion
- (11) Hotion of rotation
- (iii) Combined motion of translation and votation
 (general plane motion)

(1) Motion of Pranslation:

If a body moves in such a way that all its particles move in parallel path and travels the same distance, then the body is said to have the motion of toans lation.

When a rigid body is in translation, all the particles of the body have same velocity and same acceleration at any particular instant. The motion of the rigid link AB grown "to initial position AB to A'B' shown in Segure is an example for motion of translation.

The translational motion can be;

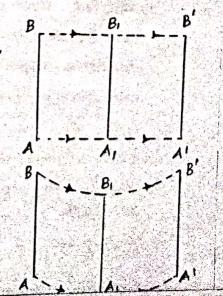
Drecticneas Deurvilineas

Reditinear Translation:

In rectilinear translation, the lenk AB moves straightly to A'B' through AB,

Cuor Linear Translation:

In curvilinear translation, the link AB moves in plane such that ASB traces curve AA,A' and BB,B' resply But while moving, line AB is parallel to A,B, and A'B'



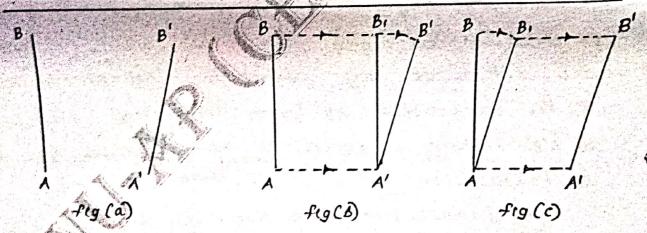
(11) Hotion of Robation!

If a Body rotates about a gized point

in such a way that all its particle more in such a way that all its particle more in such a way that all its particle more in circular path, then the body is said to have motion of rotation. The gixed point about which the body rotates is called centre of rotation, and the axis passing through the fixed point is known as axis of rotation.

The particles Lying
on the axis of rotation have
gero velocity and zero acaleration.
The motion of link AB grown
its initial position to AB' is A
an example of motion of rotation.

(ii) Combined Hotion of Translation and Rotation.



consider a link AB which moves grow its initial position A'B' in a short interval of time as shown in figure (D. The link has neither entire motion of translation nor entire motion of translation nor entire motion of rotation, but a combination of the two.

If we split up the motion of link AB, we will dind that the link have first motion of translation from AB to A'B, and then motion of robation about A' till it occupies the final position A'B' as shown in fig.CB.

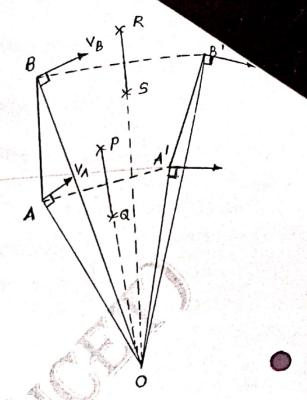
The motion of the link AB may also be considered to have girst the motion of rotation AB to AB, about A and then motion of translation from AB, to AB' as shown in gig (c). Such a motion of the link grow AB to AB' is unexample of combined motion of rotation and translation, it being commuterial whether the motion of rotation of rotation the motion of translation.

JNSTANTANEOUS CENTRE OF ROTATION:

The combined motion of rotation and translation of link AB from its initial position AB to the position 1'8' may be assumed to be a motion of rotation about some centre. As the position of the link AB goes on changing, the centre about which the motion of rotation is assumed to takes place also goes on changing. Such a centre which goes on changing grown instant to instant is known as instantaneous centre. The instantaneous centre of rotation is instantaneously at rest and has zero velocity. Hence this point is also known as instantaneous centre of geso velocity. The link may seems to be rotating about one point at one instant of time and about another point at the next instant. The locus of the instantaneous centre as the link goes on changing its position is called Centrode.

The position of the instantaneous centre may be located graphically as below:

- (1) Draw the initial and sinal position of the rigid Link; AB and A'B' resply.
- (1) Join AA' and BB'
- (11) Draw PQ, perpendicular bisector of AA' and R3, the perpendicular bisector of BB'
- (ii) Extend the two perpendiculars
 bisictors pa and Rs so as to
 meet at foint 0, which is the
 required centre of rotation or
 instantaneous centre.



Let $w \to angular$ velocity of the link AB about 0 $v_A \to Linear$ velocity of so int A $v_B \to Linear$ velocity of so int B.

V_A = Dutance of point A grow the centre of rotation X angular velocity

1e,
$$V_A = OA \times UO \longrightarrow O$$

$$A60, V_B = OB \times UO \longrightarrow \varnothing$$

$$\frac{O}{O} \Rightarrow \frac{V_A}{V_B} = \frac{OA}{OB}$$

The direction of velocity at A will be right angles to OA, whereas the direction of velocity at B will be right angles to OB. Thus 18 directions of velocities at A and B are known, then the instantaneous centre of AB is obtained by drawing perpendiculars to the directions of the velocities at A and B. The point where these two perpendiculars meet is the instantaneous centre.

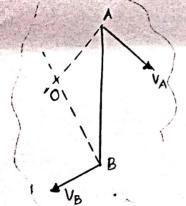
proposties of Instantaneous Centre:

D The linear velocity of a point on the body is proportional to the distance of the point grow the instantaneous centre and the angular velocity of the body.

11) when the direction of linear velocities of a points of a body is known, then the location of instantaneous centre can be found out by deaving perpendicular to the direction of linear velocities.

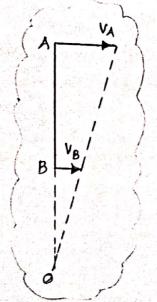
Location of instantaneous centre gor some general cases:

case I: when the direction of velocities of any & point on the body are known.

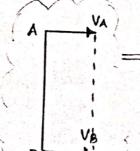


In this case, the constantaneous centre will be the point of intersection of the lines drawn perpendicular to the direction of velocities.

case I : when the direction of velocities are parallel and unequal but in same direction



In this case the instantaneous centre will be the point of intersection of line joining the tip of the velocity vectors and the extension of the line joining the points



=> Motion of translation

(direction of velocities

parallel, equal in magnitude

8 ame direction)

Case III: when the directions of velocities are parallely.

V_B

In this case, the instantaneous centre will be the point of intersection of the line someng the tip of the velocity vectors and the line soining the points.

Directions of relocities

are parallel, equal but

in opposite direction

Characteristics of the instantaneous centre:

- or outside of the body.
- at every instant and the path traced by it is called centrade.
- 3. The instantaneous certre is having no velocity.
- 4. It is used only goo relocity calculation.