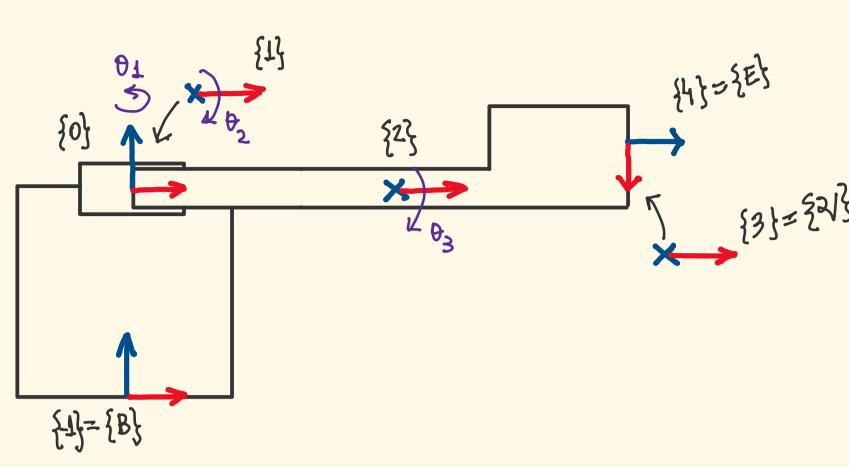
quinta-feira, 8 de dezembro de 2022

* Modelagem

Cinemouticou



· FKINE

$$\frac{E}{B} = \frac{0}{8} \xi \left(0, d_{0}, 0, 0\right) \cdot \frac{1}{0} \xi \left(\theta_{\perp}, 0, 0, -\frac{1}{2}\right) \cdot \frac{2}{1} \xi \left(\theta_{2}, 0, \alpha_{2}, 0\right) \cdot \frac{3}{2} \xi \left(\theta_{3}, 0, \alpha_{3}, 0\right) \cdot \frac{4}{3} \xi \left(\frac{1}{2}, 0, -\frac{\alpha_{4}}{1}, \frac{1}{2}\right)$$

onde
$$g'(\theta_i,d_i,\alpha_i,\alpha_i) = \begin{bmatrix} c\theta_i & -s\theta_i c\alpha_i & s\theta_i s\alpha_i & \alpha_i c\theta_i \\ s\theta_i & c\theta_i c\alpha_i & -c\theta_i s\alpha_i & \alpha_i s\theta_i \\ 0 & s\alpha_i & c\alpha_i & d_i \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Calculando as transformações:

$$3\xi = \begin{bmatrix} 603 & -503 & 0 & 0 & 0 & 0 \\ 503 & 603 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\xi = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & -0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Usar programação simbólica

Multiplicando tudo:

* Modelogem Dinâmica