

# Technische Mechanik

*Kinematiks* - how a model is currently at motion

*Statics* - Which conditions (forces & moments) are needed to keep a system at rest

*Dynamics* - Which conditions are needed to create movement in a system in a certain way

*Starre Koerper* - Es ist nicht deformierbar

Orthogonale Koordinatensystem:

$$e_x \times e_y = e_z$$