

1.º DEFINIR REFERENCIAL INERCIAL (OXYZ)

2.º SE NECESSÁRIO:

i) DEFINIR EM OXYZ:

$$\vec{F}_R = \sum_i \vec{F}_{i \text{ ext}}$$

• \vec{a}_G USANDO MRR OU MDRR



$$\tilde{R} = \begin{bmatrix} \cos \alpha & -\sin \alpha & 0 \\ \sin \alpha & \cos \alpha & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

1/5

ii) SELECIONAR G OU A E DEFINIR EM OXYZ:

(G) $\vec{M}_{R/G} = \sum \vec{M}_{B/G} + \sum \vec{G} P_i \times \vec{F}_{i \text{ ext}}$

• \vec{H}_G ?

(A) $\vec{M}_{R/A} = \sum \vec{M}_{B/A} + \sum \vec{A} P_i \times \vec{F}_{i \text{ ext}}$

• \vec{H}_A ?

3.º PARA DEFINIR \vec{H}_G OU \vec{H}_A , SELECIONAR REFERENCIAL FIXO NO CORPO RÍGIDO (NÃO-INERCIAL) E OBTER:

$$\vec{\omega} = R^T \vec{\omega}$$

$$\vec{a} = \tilde{R}^T \vec{a}$$

• $[I_G] \longrightarrow$ SE $\begin{cases} R \text{ N-I, N-P: TEOREMA DE STEINER} \\ R \text{ N-I, P: TABELAS} \end{cases}$

(G) $\vec{H}_G = [I_G] \vec{\omega} + \vec{\omega} \times ([I_G] \vec{\omega})$

$$\vec{H}_G = \tilde{R} \vec{H}_G$$

NOTA: $\vec{H}_G = [I_G] \vec{\omega}$; $\vec{H}_A = \tilde{R} \vec{H}_G$

(A-I)

$$\vec{H}_G = [I_G] \vec{\omega} + \vec{\omega} \times ([I_G] \vec{\omega})$$

$$\vec{H}_A = \vec{H}_G + \vec{AG} \times m \vec{\omega}$$

$$\vec{H}_G = \tilde{R} \vec{H}_G$$

$$\vec{H}_A = \vec{H}_G + \vec{AG} \times m \vec{\omega}$$

2.º TEOREMA DE KÖNIG

NOTA: $\vec{AG} = [R_G] \vec{\omega}$;
 $\vec{H}_G = \tilde{R} \vec{H}_G$; $\vec{H}_A = \vec{H}_G + \vec{AG} \times m \vec{\omega}$ (3.º TEOREMA DE KÖNIG)

(A-II)

$$[I_G] \rightarrow [I_A]$$

PELO TEOREMA DE STEINER

$$\vec{H}_A = [I_A] \vec{\omega} + \vec{\omega} \times ([I_A] \vec{\omega})$$

$$\vec{H}_A = \tilde{R} \vec{H}_G$$

NOTA: $\vec{H}_A = [I_A] \vec{\omega}$;
 $\vec{H}_A = \tilde{R} \vec{H}_G$

4.º RESOLVER

$$\vec{F}_R = m \vec{a}_G$$

(G)

$$\vec{M}_{R/G} = \vec{H}_G$$

(A)

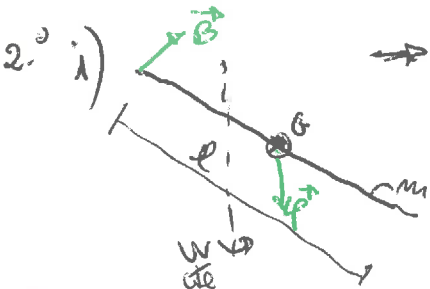
$$\vec{M}_{R/A} = \vec{H}_A$$

EX 1

2/5



ENOXVZ



$$\vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

$$\vec{p} = -mg \hat{j} \Rightarrow \vec{F}_R = \vec{B} + \vec{p}$$

$$\vec{F}_R = B_x \hat{i} + (B_y - mg) \hat{j} + B_z \hat{k}$$

a_G ? $M_{P/B} \neq 0$ \Rightarrow

$$\vec{a}_G = \vec{a}_C + \vec{\omega} \times \vec{r}_{CG} + \vec{\alpha} \times \vec{r}_{CG} + \vec{\omega} \times (\vec{\omega} \times \vec{r}_{CG})$$

$$\vec{a}_G = \vec{\omega} \times (\vec{\omega} \times \vec{r}_{CG})$$

c) $\vec{\omega} = \omega \hat{j}$
 $\vec{r}_{CG} = (\frac{l}{2} \cos \theta - l/3) \hat{i} - \frac{l}{2} \sin \theta \hat{j} \Rightarrow \vec{a}_G = -\omega^2 (\frac{l}{2} \cos \theta - l/3) \hat{i}$

ii) $M_{P/B}$

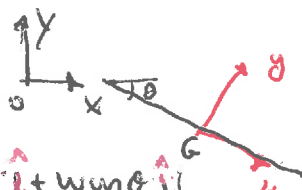
$$\vec{M}_{P/B} = \sum \vec{r}_{Pi} \times \vec{F}_{i,ext} = \vec{B} \times \vec{r}_{BG} + \vec{r}_{BG} \times \vec{p}$$

c) $\vec{r}_{BG} = \frac{l}{2} \cos \theta \hat{i} - \frac{l}{2} \sin \theta \hat{j}$
 $\vec{p} = -mg \hat{j}$

$$\vec{M}_{P/B} = -mg \frac{l}{2} \cos \theta \hat{k}$$

3. \vec{H}_B

SELEZIONANDO O R N-I, P



$$\vec{R}^T = \begin{bmatrix} \cos \theta & -\sin \theta & 0 \\ \sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\vec{\omega} = \omega \hat{j} \Rightarrow \vec{\omega} = \vec{R}^T \vec{\omega} = -\omega \sin \theta \hat{i} + \omega \cos \theta \hat{j}$$

$$\vec{\alpha} = \vec{R}^T \vec{\alpha} = \vec{0}$$

$$[I_G]_{TABCA} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & \frac{ml^2}{12} & 0 \\ 0 & 0 & \frac{ml^2}{12} \end{bmatrix}$$

$$\vec{H}_G = [I_G] \vec{\omega} + \vec{\omega} \times ([I_G] \vec{\omega}) = -\frac{ml^2}{12} \sin \theta \cos \theta \hat{k}$$

$$\vec{H}_B = \vec{R} \vec{H}_G = -\frac{ml^2}{12} \sin \theta \cos \theta \hat{k}$$

1. $\vec{H}_B = \vec{H}_G + \vec{r}_{BG} \times m \vec{a}_G$ c) \vec{r}_{BG} \vec{a}_G \vec{H}_B \vec{H}_G

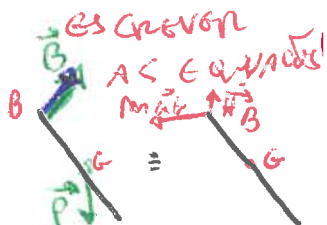
2. TEOR. KÖNIG

$$\vec{H}_B = (-\frac{ml^2}{12} \omega^2 \sin \theta \cos \theta + \frac{ml^2}{6} \sin \theta \omega^2) \hat{k}$$

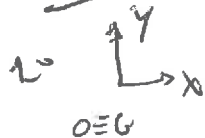
U. 2. RESOLVON

$$\vec{F}_R = m \vec{a}_G$$

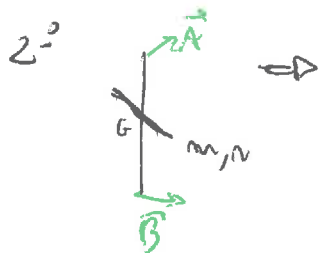
$$\vec{M}_{P/B} = \vec{H}_B$$



EX 2



3/4



Neste problema não nos pedem as reações, só $\vec{H}_G \rightarrow \angle (\vec{H}_G, \vec{\omega})$ e \vec{H}_G !!

Assim, basta passar para 3º ponto! selecionando R!

3º selecionando o R, N=I, P=... $\vec{R}^T = \begin{bmatrix} \cos\beta & -\sin\beta & 0 \\ \sin\beta & \cos\beta & 0 \\ 0 & 0 & 1 \end{bmatrix}$

$$\begin{cases} \omega = \omega \hat{j} \\ d = d \hat{j} \end{cases} \Rightarrow \begin{cases} \vec{\omega} = R^T \vec{\omega} = -\omega \sin\beta \hat{i} + \omega \cos\beta \hat{j} \\ \vec{d} = R^T \vec{d} = -d \sin\beta \hat{i} + d \cos\beta \hat{j} \end{cases}$$

$$[I_G] = \text{TABUA} \begin{bmatrix} \frac{m d^2}{12} & 0 & 0 \\ 0 & \frac{m d^2}{12} & 0 \\ 0 & 0 & \frac{m d^2}{12} \end{bmatrix} \Rightarrow \vec{H}_G = [I_G] \vec{\omega} = \frac{m d^2}{12} (-\sin\beta \hat{i} + \cos\beta \hat{j})$$

Seja $\vec{\omega} = -\omega \sin\beta \hat{i} + \omega \cos\beta \hat{j}$

$$\cos \angle (\vec{H}_G, \vec{\omega}) = \cos \theta = \frac{\vec{H}_G \cdot \vec{\omega}}{\|\vec{H}_G\| \|\vec{\omega}\|}$$

$$b) \vec{H}_G = [I_G] \vec{d} + \vec{\omega} \times (C_G \vec{\omega}) = \frac{m d^2}{12} (-d \sin\beta \hat{i} + d \cos\beta \hat{j}) - \omega^2 \sin\beta \cos\beta \hat{k}$$

$$\vec{H}_G = \vec{R} \vec{H}_G = \frac{m d^2}{12} (d \sin\beta \cos\beta \hat{i} + d (1 + \cos^2\beta) \hat{j} - \omega^2 \sin\beta \cos\beta \hat{k})$$

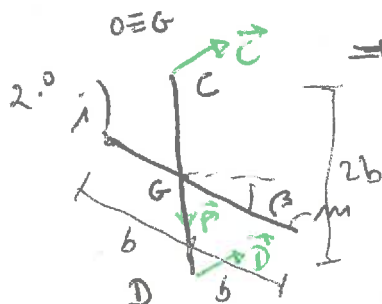
EX 3

4/5



em OX e Z

o, P, h, para não ser importante!



$$\begin{aligned} \vec{C} &= c_x \hat{i} + c_y \hat{j} + c_z \hat{k} \\ \vec{D} &= d_x \hat{i} + d_y \hat{j} + d_z \hat{k} \Rightarrow \vec{F}_R = \vec{C} + \vec{D} + \vec{P} \Rightarrow \\ \vec{P} &= -mg \hat{j} \end{aligned}$$

$$\vec{F}_R = (c_x + d_x) \hat{i} + (d_y - mg) \hat{j} + (c_z + d_z) \hat{k}$$

\vec{a}_G ? m.p.a c/a nível $\Rightarrow \vec{a}_G = \vec{a}_O = \vec{0} \Rightarrow \boxed{\vec{a}_G = \vec{0}}$
c/ $\vec{u} = \vec{\dot{u}} = \vec{0}$

ii) Apoio D

$$\vec{M}_{R/D} = \epsilon_{ijk} \vec{r}_{Dj} \times \vec{F}_{i,ext} = \vec{D} \times \vec{D} + \vec{D} \times \vec{P} + \vec{D} \times \vec{C}$$

c/ $\vec{D} \times \vec{D} = 0$
 \vec{C} já definido

$$\Rightarrow \boxed{\vec{M}_{R/D} = +2b c_z \hat{i} - 2b c_x \hat{k}}$$

3.º \vec{H}_G ?

selecionando o R.N.T, P'.



$$\vec{R}^T = \begin{bmatrix} \cos \beta & -\sin \beta & 0 \\ \sin \beta & \cos \beta & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\begin{cases} \vec{\omega} = \omega \hat{j} \\ \vec{d} = \vec{0} \end{cases} \Rightarrow \begin{cases} \vec{\omega} = \vec{R}^T \vec{\omega} = -\omega \sin \beta \hat{i} + \omega \cos \beta \hat{j} \\ \vec{d} = \vec{R}^T \vec{d} = \vec{0} \end{cases}$$

$$[I_G]_{\text{tabern}} = \begin{bmatrix} 0 & 0 & 0 \\ 0 & \frac{mb^2}{3} & 0 \\ 0 & 0 & \frac{mb^2}{3} \end{bmatrix}$$

NOTA $\frac{mb^2}{12} = \frac{m(2b)^2}{12} = \frac{mb^2}{3}$

$$\begin{aligned} \vec{H}_G &= [I_G] \vec{d} + \vec{\omega} \times ([I_G] \vec{\omega}) \\ &= -\frac{mb^2}{3} \omega^2 \sin \beta \cos \beta \hat{k} \end{aligned}$$

$$\vec{H}_G = \vec{R} \vec{H}_G = -\frac{mb^2}{3} \omega^2 \sin \beta \cos \beta \hat{k}$$

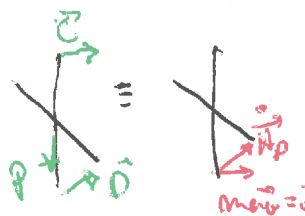
$$\therefore \vec{H}_D = \vec{H}_G + \vec{D} \times m \vec{a}_G \quad \text{c/ } \vec{D} \text{ já definido } \Rightarrow$$

$$\vec{H}_D = \vec{H}_G + \vec{D} \times m \vec{0} \Rightarrow \vec{H}_D = \vec{H}_G$$

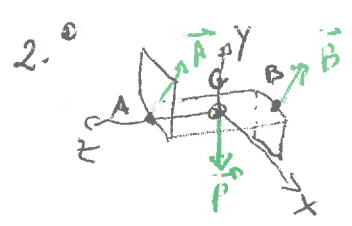
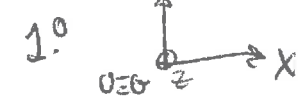
$$\Rightarrow \boxed{\vec{H}_D = -\frac{mb^2}{3} \omega^2 \sin \beta \cos \beta \hat{k}}$$

4.º Resolver $\vec{F}_R = m \vec{a}_G$ os eixos as G e m.p.a!

$$\vec{M}_R = \vec{H}_R$$



Ex 4



em $Oxyz$ 0, P, h, PARA NAIS COM HIPOTENUSÁTICO!

$$\begin{cases} \vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} \\ \vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k} \\ \vec{P} = -m_y g \end{cases} \Rightarrow \vec{F}_R = \vec{A} + \vec{B} + \vec{P} \Rightarrow$$

$$\vec{F}_R = (A_x + B_x) \hat{i} + (A_y + B_y - m_y g) \hat{j} + B_z \hat{k}$$

\vec{a}_G ? MAR C/1 NÍVEL
C/M = $\vec{M} = \vec{0} \Rightarrow \vec{M}_G = \vec{a}_G = \vec{0} \Rightarrow \boxed{\vec{a}_G = \vec{0}}$

ii) Apoio B

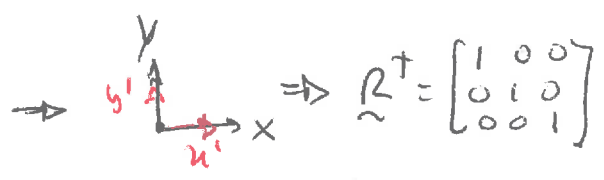
$$\vec{M}_{R/B} = \sum \vec{M}_{B/N} + \sum_{i=1}^3 \vec{B} \vec{P}_i \times \vec{F}_i \text{ ext.} = \vec{B} \vec{B} \times \vec{B} + \vec{B} \vec{G} \times \vec{P} + \vec{B} \vec{A} \times \vec{A}$$

$c/BG = a \hat{k}$
 $B\vec{A} = 2a \hat{k}$

$$\Rightarrow \boxed{\vec{M}_{R/B} = (a m_y g - 2 a A_y) \hat{i} + 2 a A_x \hat{j} + M_0 \hat{k}}$$

3.º \vec{H}_G ?

NÃO CONSEGUEMOS R N5 P \Rightarrow ESCOLHEMOS
O R N5, N-P \Rightarrow USAR T6OR LMA DE STEINER



$$\begin{cases} \vec{w} = \vec{0} \\ \vec{d} = d \hat{k} \end{cases} \Rightarrow \begin{cases} \vec{w} = \underline{R}^T \vec{w} = \vec{0} \\ \vec{d} = \underline{R}^T \vec{d} = d \hat{k} \end{cases}$$

$[I_G] =$ T. STEINER

$$\begin{bmatrix} I_{xx} & -I_{xy} & -I_{xz} \\ -I_{xy} & I_{yy} & -I_{yz} \\ -I_{xz} & -I_{yz} & I_{zz} \end{bmatrix}$$

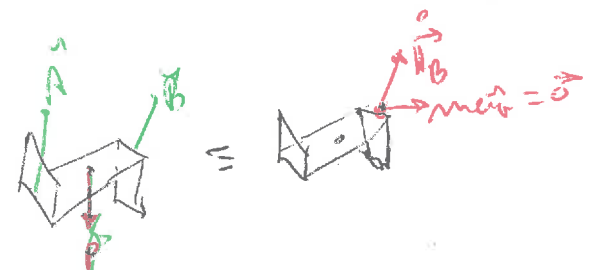
COMO SE PODE APROX
ROTACÃO EM OZ \hat{e}_3 , (w_3 and d_3)
SÓ CONSIDERAMOS
A 3.ª COLUNA

$$\Rightarrow \vec{H}_G = [I_G] \vec{d} + \vec{w} \times ([I_G] \vec{d}) = [I_G] \begin{Bmatrix} 0 \\ 0 \\ d \end{Bmatrix} = \frac{d m_y a^2}{4} (-\hat{i} + \hat{k})$$

$$\hookrightarrow \vec{H}_G = \underline{R} \vec{H}_G = \frac{d m_y a^2}{4} (-\hat{i} + \hat{k})$$

$\therefore \vec{H}_B = \vec{H}_G + \vec{B} \vec{G} \times m \vec{a}_G \Rightarrow \vec{H}_B = \vec{H}_G$

$$\Rightarrow \boxed{\vec{H}_B = \frac{d m_y a^2}{4} (-\hat{i} + \hat{k})}$$



4.º RESOLUÇÃO $\vec{F}_R = m \vec{a}_G$
 $\vec{M}_{R/L} = \vec{0}$ GERAR O AP
GUA A C/D