Tuesday, March 28, 2023 9:33 AM

The moment a force is applied to anywhere that isn't the center of mass, it will be rotated.

The amount of rotation depends on how far away it is from the center of mass. The further away, the more rotation.

Force multiplied by distance from center of mass

aka Torque

Causes change in angular velocity -> Like Force in linear motion

- Distance from hinge
- Angle of push
- Strength of push

$$ec{m{ au}} = ec{m{r}} \, imes \, ec{f{F}}.$$

$$|ec{oldsymbol{ au}}| = \left|ec{oldsymbol{ ar}}
ight. imes ec{oldsymbol{ extbf{F}}}
ight| = rF\sin heta$$

Cross Product:

magnitude:

direction:

right hand rule

iclicker

torque caused by F₃?

0 since it goes through center of mass

torque caused by F₂?

0.5 * 30 = 15 Nm negative since it is applied right on the edge at a perfectly 90 degree angle, forcing it to go clockwise. -15 Nm

torque caused by F_1 ? magnitude is 0.5 * 20 * sin(30) = 5.0 Nmand it pushed counter-clockwise, so it's positive

What is the net torque? -15 + 5 = <u>-10 Nm</u>

according to the right hand rule counter-clockwise is positive clockwise is negative

Acceleration in Rotational Systems

Uniform Circular Motion has centripetal acceleration

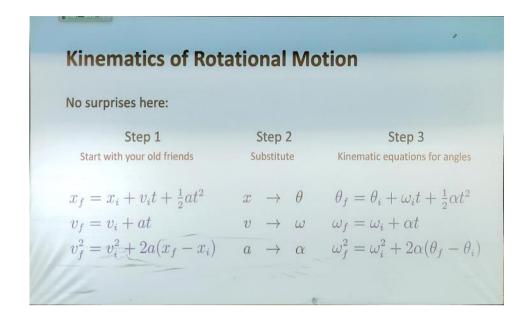
Accelerated Circular Motion

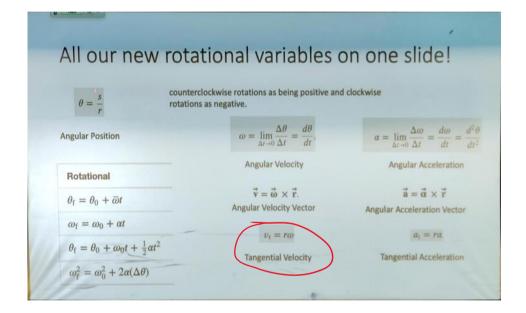
there is a tangentional acceleration that is speeding up the rotation

Combined Acceleration

Add the two acceleration vectors (tangent and centripetal) to get the total/combined acceleration

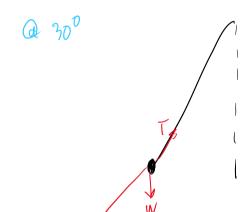
Kinematics of Rotational Motion





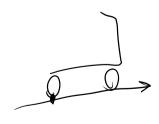
Newton's 2nd Law for Rotations

$$\begin{array}{lll}
\Xi + & = M \cdot \vec{a} \\
a & = \Gamma \cdot \vec{a} & \text{ealtha} \\
F & = M \cdot \Gamma \cdot \vec{a} \\
\Gamma \cdot \vec{f} & = M \cdot \Gamma^{1} \cdot \vec{a} & \text{for a } q_{0:MT} - m_{0:MT} \\
T & = \int \cdot \vec{a} & \text{ealtha} \\
\end{array}$$



tension doesn't add any torque, since it's at 0 or 180 degrees, and sin(0) and sin(180) are both 0.

Homework Hints



$$f = m \cdot \alpha = m \cdot \alpha \cdot R$$
 $m = \frac{f}{d \cdot R}$

Total Moment of Intertia is just all the individual Intertia's added together.

Key Takeaways

The direction of Torque is given by the right hand rule (using the cross product) $\vec{\tau} = \vec{r} \times \vec{F}$

Unbalanced torques cause angular accelerations