

TAM 212 Class 16: Rigid Bodies Cont

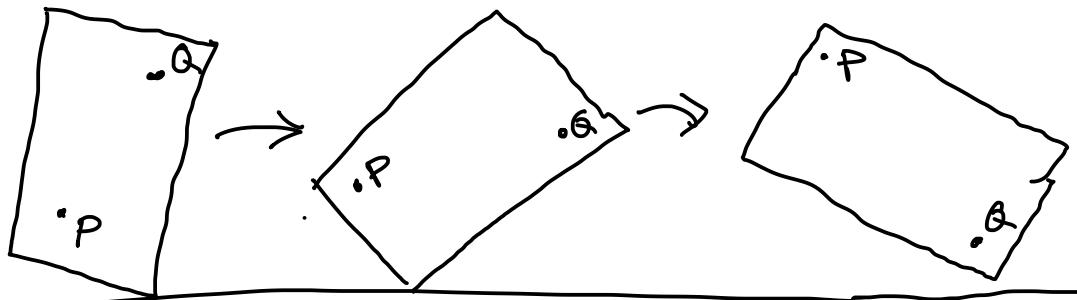
* remember conflict sign up by end of Friday (tomorrow) day after

* partial credit possible on multiple choice

A B C D E

- 1
- 0
- • 1/2
- • • 1/3
- • • 0
- • • • ~~G~~ G

Class 16 Rigid Bodies



- * all points on the R.B. HAVE the same angular velocity $\vec{\omega}$
- * all points on the R.B. do not necessarily have the same \vec{v}

If $\vec{\omega}$ is known, and the velocity of any single point P, \vec{v}_P is known;
Then: we can find the velocity of any other point Q on the R.B.

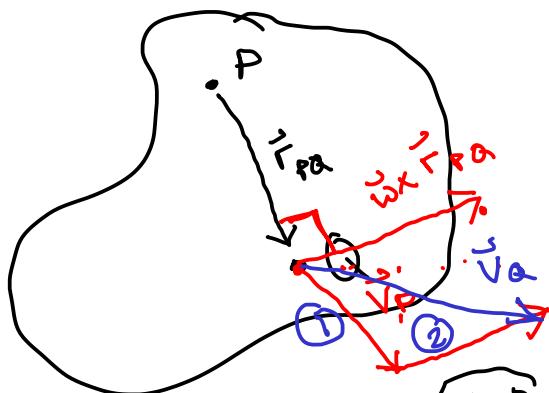
$$\vec{v}_Q = \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ}$$

pure transl. + pure rotation of
 w/ $\vec{v} = \vec{v}_P$ point Q about
 point P.

- * usually (for us) $\vec{\omega} = \omega \hat{k}$
 $\vec{v}_P, \vec{v}_Q, \dots$ = lie in the xy plane

- * also notice $\vec{\omega} \times \vec{r}_{PQ}$ is \perp to vector \vec{r}_{PQ}

ex) R.B. rotates ω $\vec{\omega} = \hat{k}$ rad/sec



$$\vec{r}_{PQ} = \hat{i} - 4\hat{j} \text{ m}$$

$$\vec{v}_P = 2\hat{i} - 2\hat{j} \text{ m/s}$$

$\vec{r}_{PQ} \Rightarrow$ from P to Q

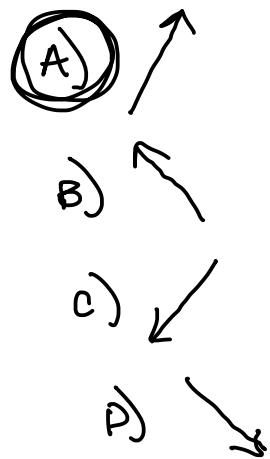
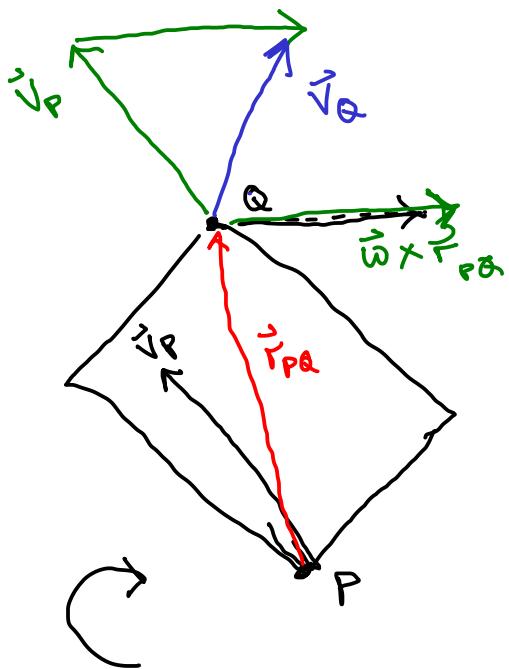
$$\begin{aligned} \text{Find } \vec{v}_Q &= \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ} \\ &= (2\hat{i} - 2\hat{j}) + (\hat{k}) \times (\hat{i} - 4\hat{j}) \\ &= (2\hat{i} - 2\hat{j}) + (\hat{j} + 4\cdot\hat{i}) \\ &= 6\hat{i} - \hat{j} \end{aligned}$$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 0 & 1 \\ 1 & -4 & 0 \end{vmatrix}$$



$$\begin{aligned} \hat{i} \times \hat{i} &= \hat{j} \\ \hat{i} \times \hat{j} &= -\hat{k} \end{aligned}$$

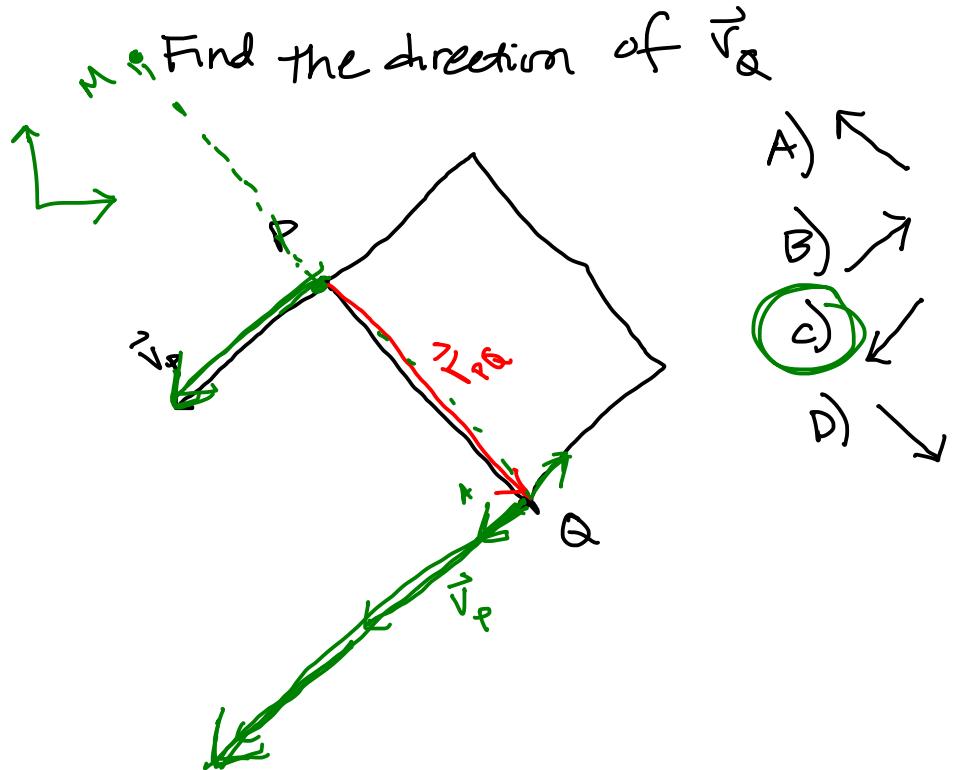
ex) R.B. rotates CW. We are told $\|\omega r_{PQ}\| = \|v_p\|$
 Find the direction of \vec{v}_Q



$$\vec{v}_Q = \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ}$$

$$(\text{CW: } \vec{\omega} = \hat{k} \quad \omega < 0)$$

ex) R.B. moving as shown with a CW rotation. The angular velocity ω , distance r_{PQ} , and the speed v_p satisfy $\omega r_{PQ} = v_p$.

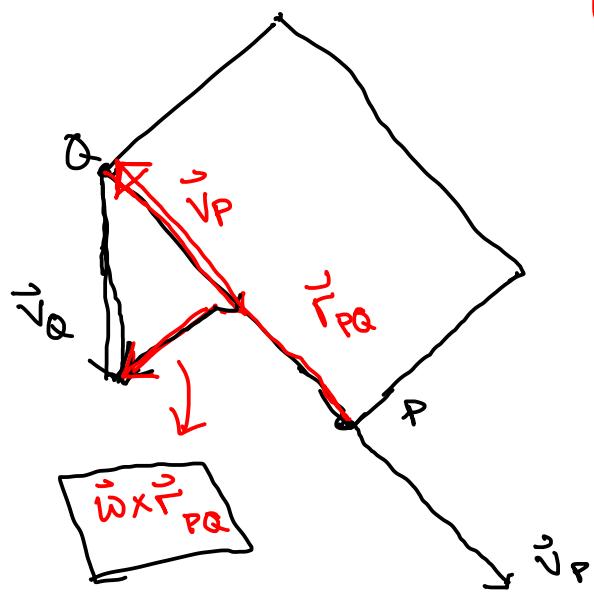


$$\vec{v}_Q = \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ}$$

$$\vec{\omega} \times \vec{r}_{PQ}$$

$$\begin{aligned}
 & (-\omega \hat{k}) \times (+\hat{i} - \hat{j}) \\
 & (-\omega) (\hat{j}) + (+\omega)(-\hat{i}) \\
 & \underline{-\omega \hat{i} - \omega \hat{j}}
 \end{aligned}$$

ex) RB moves in 2D as shown below. What is the direction of the angular velocity?



- A) CCW
- B) CW

$$\vec{v}_Q = \vec{v}_P + \vec{\omega} \times \vec{r}_{PQ}$$

Say $\vec{\omega} = \omega \hat{k}$

What is the sign of ω so that $\vec{\omega} \times \vec{r}_{PQ}$ is "down-left"?

$$\omega > 0, \text{ CCW}$$

CONSTRAINED MOTION

