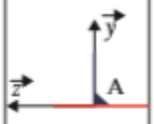
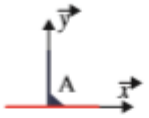
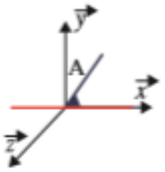
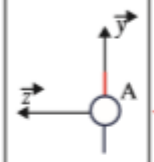
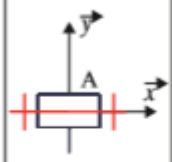
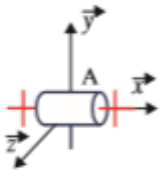
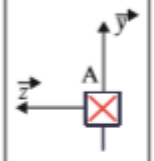
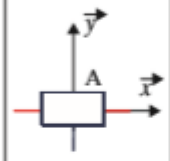
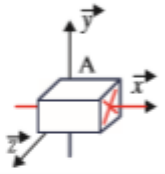
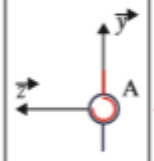
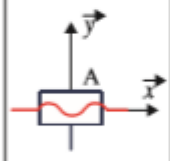
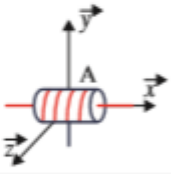
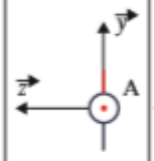
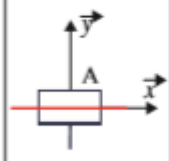
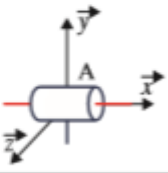
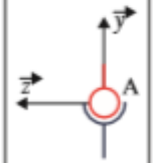
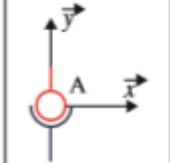
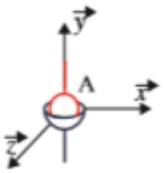
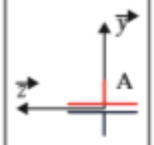
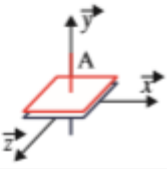
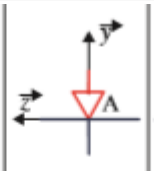
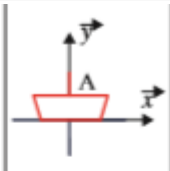
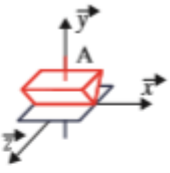
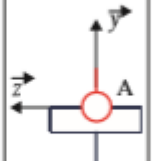
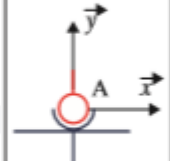
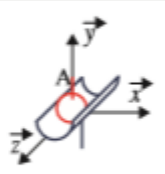
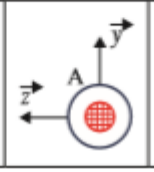
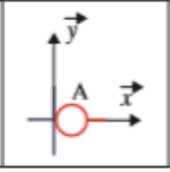
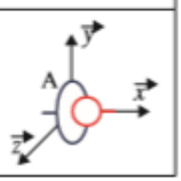
| Caractérisation de la liaison | Torseur cinématique : – composantes du vecteur vitesse angulaire ($\vec{\omega}$) – composantes du vecteur vitesse linéaire ($\vec{V}$) | Schématisations planes | | Schématisation spatiale |
|---|---|---|---|---|
| **Encastrement de centre A** | $\left\{\begin{matrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Pivot d'axe ($A, \vec{x}$)** | $\left\{\begin{matrix} \omega_x & 0 \\ 0 & 0 \\ 0 & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Glissière d'axe ($A, \vec{x}$)** | $\left\{\begin{matrix} 0 & v_x \\ 0 & 0 \\ 0 & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Hélicoïdale d'axe ($A, \vec{x}$)** | $\left\{\begin{matrix} \omega_x & v_x \\ 0 & 0 \\ 0 & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Pivot glissant d'axe ($A, \vec{x}$)** | $\left\{\begin{matrix} \omega_x & v_x \\ 0 & 0 \\ 0 & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Rotule de centre A** | $\left\{\begin{matrix} \omega_x & 0 \\ \omega_y & 0 \\ \omega_z & 0 \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Appui plan de normale ($A, \vec{y}$)** | $\left\{\begin{matrix} 0 & v_x \\ \omega_y & 0 \\ 0 & v_z \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Linéaire rectiligne (ou cylindre plan) de normale ($A, \vec{y}$), d'axe ($A, \vec{x}$)** | $\left\{\begin{matrix} \omega_x & v_x \\ \omega_y & 0 \\ 0 & v_z \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Linéaire annulaire (ou sphère cylindre) d'axe ($A, \vec{z}$)** | $\left\{\begin{matrix} \omega_x & 0 \\ \omega_y & 0 \\ \omega_z & v_z \end{matrix}\right\}_{A,R}$ |  |  |  |
| **Ponctuelle (ou sphère plan) de normale ($A, \vec{x}$)** | $\left\{\begin{matrix} \omega_x & 0 \\ \omega_y & v_y \\ \omega_z & v_z \end{matrix}\right\}_{A,R}$ |  |  |  |