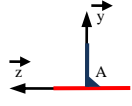
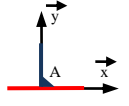
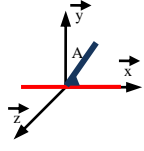
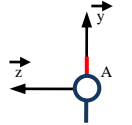
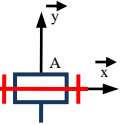
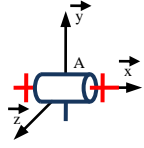
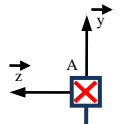
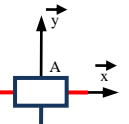
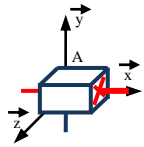
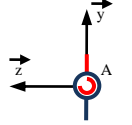
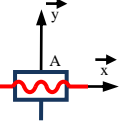
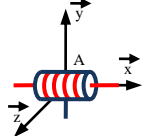
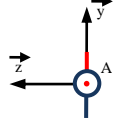
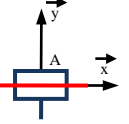
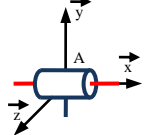
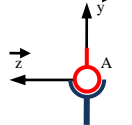
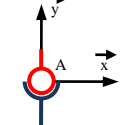
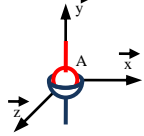
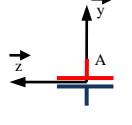
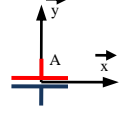
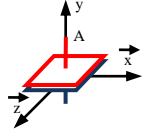
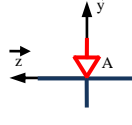
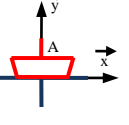
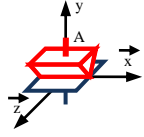
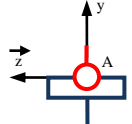
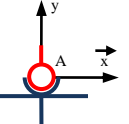
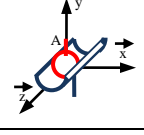
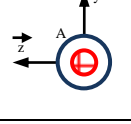
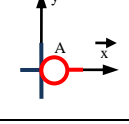
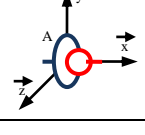


# Efforts transmissibles dans les liaisons

Caractérisation de la liaison	Degrés de liberté	Schématisation plane		Schématisation spatiale	Composantes de la force (X, Y, Z) et du moment (L, M, N) transmissibles par la liaison
		Coté	Face		
Encastrement de centre A	$\begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$				$\begin{Bmatrix} X_A & L_A \\ Y_A & M_A \\ Z_A & N_A \end{Bmatrix}_R$
Pivot d'axe (A, $\vec{x}$ )	$\begin{bmatrix} 0 & Rx \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$				$\begin{Bmatrix} X_A & 0 \\ Y_A & M_A \\ Z_A & N_A \end{Bmatrix}_R$
Glissière d'axe (A, $\vec{x}$ )	$\begin{bmatrix} Tx & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$				$\begin{Bmatrix} 0 & L_A \\ Y_A & M_A \\ Z_A & N_A \end{Bmatrix}_R$
Hélicoïdale d'axe (A, $\vec{x}$ )	$\begin{bmatrix} Tx \rightarrow Rx \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$				$\begin{Bmatrix} X_A \rightarrow L_A \\ Y_A & M_A \\ Z_A & N_A \end{Bmatrix}_R$
Pivot glissant d'axe (A, $\vec{x}$ )	$\begin{bmatrix} Tx & Rx \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$				$\begin{Bmatrix} 0 & 0 \\ Y_A & M_A \\ Z_A & N_A \end{Bmatrix}_R$
Rotule de centre A	$\begin{bmatrix} 0 & Rx \\ 0 & Ry \\ 0 & Rz \end{bmatrix}$				$\begin{Bmatrix} X_A & 0 \\ Y_A & 0 \\ Z_A & 0 \end{Bmatrix}_R$
Appui plan de normale (A, $\vec{y}$ )	$\begin{bmatrix} Tx & 0 \\ 0 & Ry \\ Tz & 0 \end{bmatrix}$				$\begin{Bmatrix} 0 & L_A \\ Y_A & 0 \\ 0 & N_A \end{Bmatrix}_R$
Linéaire rectiligne (ou cylindre plan) de normale (A, $\vec{y}$ ), d'axe (A, $\vec{x}$ )	$\begin{bmatrix} Tx & Rx \\ 0 & Ry \\ Tz & 0 \end{bmatrix}$				$\begin{Bmatrix} 0 & 0 \\ Y_A & 0 \\ 0 & N_A \end{Bmatrix}_R$
Linéaire annulaire (ou sphère cylindre) d'axe (A, $\vec{z}$ )	$\begin{bmatrix} 0 & Rx \\ 0 & Ry \\ Tz & Rz \end{bmatrix}$				$\begin{Bmatrix} X_A & 0 \\ Y_A & 0 \\ 0 & 0 \end{Bmatrix}_R$
Ponctuelle (ou sphère plan) de normale (A, $\vec{x}$ )	$\begin{bmatrix} 0 & Rx \\ Ty & Ry \\ Tz & Rz \end{bmatrix}$				$\begin{Bmatrix} X_A & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_R$