## ME 2580 Example #31: (Rigid Body Kinematics – Relative Velocity)

Given: r,  $\omega$ 

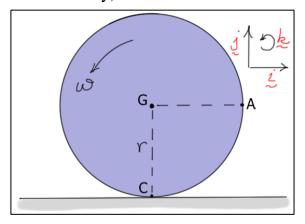
- wheel rolls without slipping  $(y_C = 0)$ .

Find: a)  $y_G$  the velocity of G

b)  $v_A$  the velocity of A

## Solution:

a) Using the relative velocity equation for two points fixed on a rigid body,



$$y_{G} = y_{C} + y_{G/C} = y_{C} + y_{G/C} = \left[\omega \times \chi_{G/C}\right] = \omega k \times r j$$

$$\Rightarrow y_{G} = -r\omega i$$

b) Again, using the relative velocity equation,

$$y_{A} = y_{C} + y_{A/C} = y_{C} + y_{A/C} = \left[\omega \times x_{A/C}\right] = \omega k \times (r i + r j)$$
zero
$$\Rightarrow y_{A} = -r\omega i + r\omega j$$

or,

$$y_A = y_G + y_{A/G} = -r\omega \, \underline{i} + y_{A/G} = -r\omega \, \underline{i} + \left[ \underline{\omega} \times \underline{r}_{A/G} \right] = -r\omega \, \underline{i} + \left[ \omega \underline{k} \times r \, \underline{i} \right]$$

$$\Rightarrow y_A = -r\omega \, \underline{i} + r\omega \, \underline{j} \quad \dots \quad \text{same result}$$

## Notes:

- 1. Because the wheel *rolls without slipping*, the contact point has the *same velocity* as the contacting surface which, in this case, is *zero*.
- 2. In the above form, the relative velocity equation can be used to relate the velocities of *any two points* on a rigid body in terms of its *angular velocity*.
- 3. *Velocity* is a *property* that applies to the *points* of a body, whereas *angular velocity* is a *property* that applies to an *entire body*, not the individual points of that body.