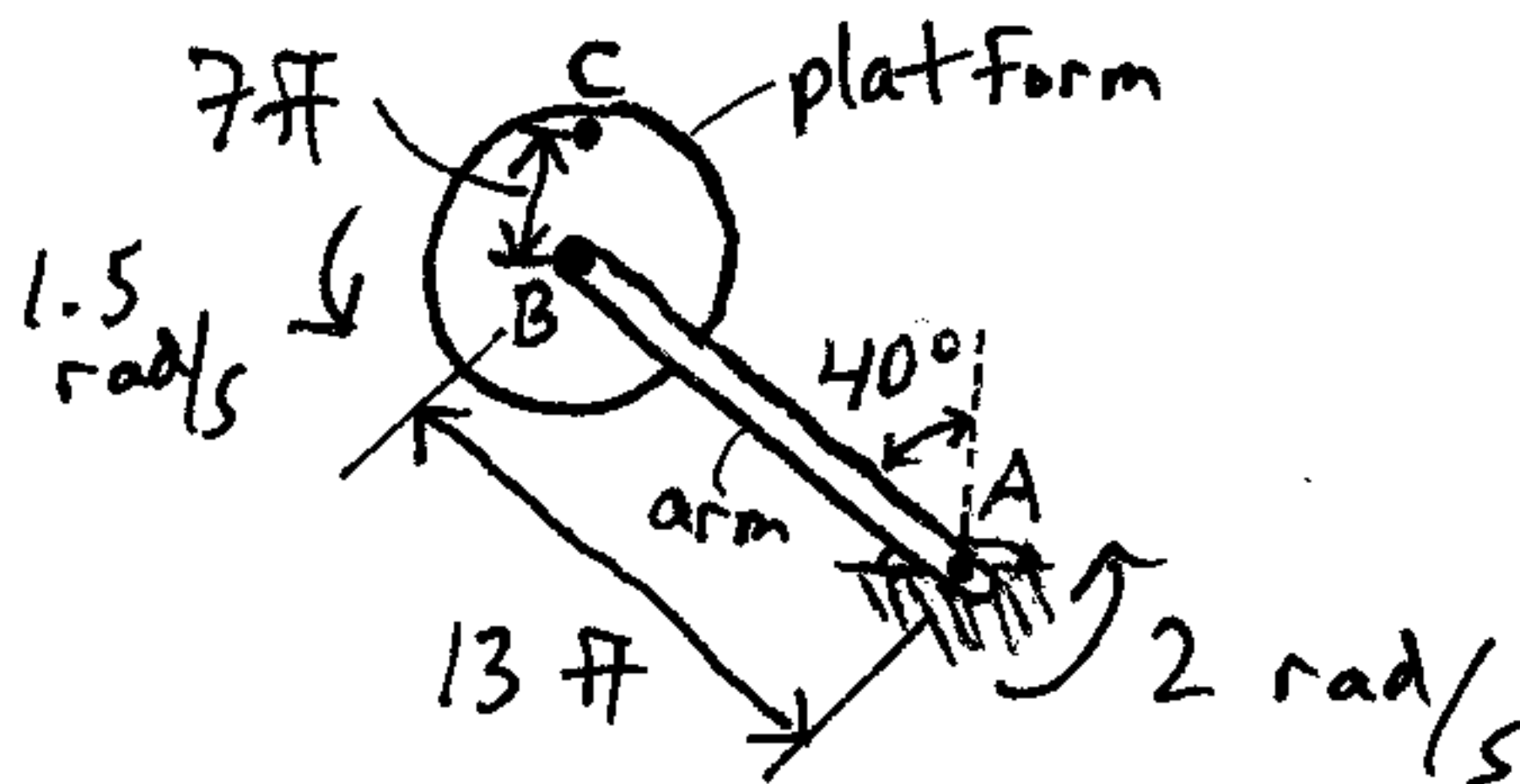


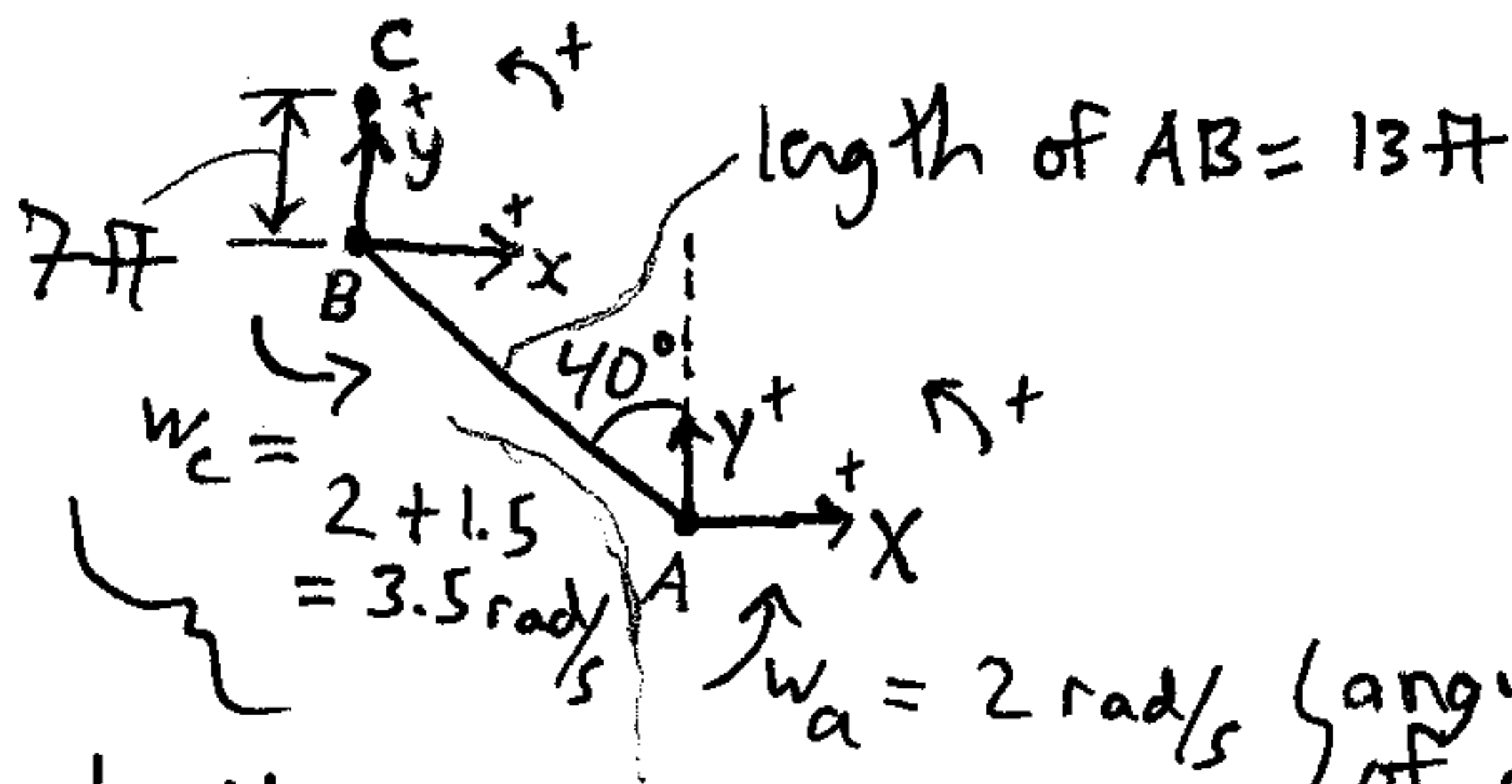
April 10, 2020

This is a 2D relative-motion analysis problem involving rotating axes (engineering mechanics).



In an amusement park ride, the main arm is rotating about A at a constant angular velocity of $\omega_a = 2 \text{ rad/s}$. A platform is attached to the main arm and rotates about point B due to a motor which rotates at a constant rotational speed of 1.5 rad/s . A person is sitting on the platform at point C. At the instant shown, what is the velocity and acceleration of the person?

Solution:



The motor angular velocity must be added to the arm angular velocity, which gives the angular velocity of the person with respect to ground - which is what must be used!

The motor angular velocity is given relative to the arm.

$\omega_a = 2 \text{ rad/s}$ (angular velocity of arm with respect to ground)

$$\vec{v}_c = \vec{v}_B + \vec{\omega}_c \times \vec{r}_{c/B} + (\vec{v}_{c/B})_{rel} \quad \textcircled{I}$$

$$\vec{a}_c = \vec{a}_B + \vec{\alpha}_c \times \vec{r}_{c/B} + \vec{\omega}_c \times (\vec{\omega}_c \times \vec{r}_{c/B}) + 2\vec{\omega}_c \times (\vec{v}_{c/B})_{rel} + (\vec{a}_{c/B})_{rel} \quad \textcircled{II}$$

$$\textcircled{I} \Rightarrow \vec{v}_c = \vec{v}_B + \vec{\omega}_c \times \vec{r}_{c/B}$$

$$\textcircled{II} \Rightarrow \vec{a}_c = \vec{a}_B + \vec{\omega}_c \times (\vec{\omega}_c \times \vec{r}_{c/B})$$

Now, $\vec{r}_{c/B} = 7\hat{j}$

$\vec{\omega}_c = \omega_c \hat{k} = 3.5\hat{k}$ (constant, so $\vec{\alpha}_c = 0$)

$$\vec{v}_B = \vec{v}_A + \vec{\omega}_a \times \vec{r}_{B/A} + (\vec{v}_{B/A})_{rel}$$

$\vec{r}_{B/A} = -13\sin 40^\circ \hat{i} + 13\cos 40^\circ \hat{j}$

$\vec{\omega}_a = \omega_a \hat{k} = 2\hat{k}$ (constant, so $\vec{\alpha}_a = 0$)

Substitute:

$$\vec{v}_B = 2\hat{k} \times (-13\sin 40^\circ \hat{i} + 13\cos 40^\circ \hat{j})$$

Substitute into \textcircled{I} :

$$\vec{v}_c = 2\hat{k} \times (-13\sin 40^\circ \hat{i} + 13\cos 40^\circ \hat{j}) + 3.5\hat{k} \times 7\hat{j}$$

$$\vec{v}_c = -26\sin 40^\circ \hat{j} - 26\cos 40^\circ \hat{i} - 24.5\hat{i}$$

$$\vec{v}_c = \underline{\underline{-44.417\hat{i} - 16.712\hat{j}} \text{ Ft/s}} \quad \text{(answer)}$$

Next,

$$\vec{a}_B = \vec{a}_A + \vec{\omega}_a \times \vec{r}_{B/A} + \vec{\omega}_a \times (\vec{\omega}_a \times \vec{r}_{B/A}) + 2\vec{\omega}_a \times (\vec{v}_{B/A})_{rel} + (\vec{a}_{B/A})_{rel}$$

Substitute:

$$\vec{a}_B = 2\hat{k} \times (2\hat{k} \times (-13\sin 40^\circ \hat{i} + 13\cos 40^\circ \hat{j}))$$

$$\vec{a}_B = 2\hat{k} \times (-26\sin 40^\circ \hat{j} - 26\cos 40^\circ \hat{i})$$

$$\vec{a}_B = 52\sin 40^\circ \hat{i} - 52\cos 40^\circ \hat{j}$$

Substitute into (II):

$$\vec{a}_c = 52\sin 40^\circ \hat{i} - 52\cos 40^\circ \hat{j} + 3.5\hat{k} \times (3.5\hat{k} \times 7\hat{j})$$

$$\vec{a}_c = 52\sin 40^\circ \hat{i} - 52\cos 40^\circ \hat{j} - 85.75\hat{j}$$

$$\vec{a}_c = \underline{\underline{33.425\hat{i} - 125.584\hat{j}}} \text{ ft/s}^2 \text{ (answer)}$$