Rotational Motion Equations

Everything we learned about translational motion applies to

_____ motion. It is just that instead of measuring distance in _____ we measure _____ in ____. We can convert between the two systems using d = ____. This also means v = ____ and a = ____. Substituting these conversions into our 5 equations of _____ motion gives us 5 equations rotational motion.

<u>Torque</u>

Torque is the angular version of force. It has the formula $\tau = rF_T$. In other words, this means that the angular force (torque) is equal to the tangential _______ times the distance between where the _______ is applied and the pivot point (a.k.a. lever arm; separation of fulcrum and effort).

It is important to note that it is only the ______ component of a force that causes objects to rotate. The ______ component does not add or subtract to the net torque no matter how large it gets.

It is also important to note that, since torques involve rotation, a positive torque means the object ______ counterclockwise, while a negative torque tries to make ______ rotation happen. (Side note: Just like you can define up to be negative, you can reverse the meaning of the torque signs too, just be consistent.)

Instead of talking about the tangential component of the force, the book instead says the lever arm is the perpendicular ______ from the axis of ______ to a line drawn along the direction of the ______. This reduced-length lever arm is then multiplied by the full force.

All I have to say about this is

- 1. I don't like this definition. A lever is a physical object used for twisting: like a wrench or crow bar. The arm is the part you physically grab. So, imaginary geometrical construction lines are not involved.
- 2. Mathematically, shrinking the physical lever arm this way and multiplying by the full force is exactly the same thing as using the full-length lever arm and multiplying by the tangential portion of the force. So, why complicate life with the imaginary lines.

That said, the books way of defining torque is a clever shortcut for certain problems.

Gravity and Torque

Gravity is a force that can cause unbalanced objects to rotate. When gravity creates a torque, it behaves as though the entire force of gravity (aka _____) of the object pulls straight down at exactly the balance point of the object.

For your lab, the meterstick creates a counterclockwise torque. The mass creates a clockwise torque. When those two torques are ______ then the combination of the meterstick and the free-mass does not rotate and the system is ______. So, set the two torques equal to solve. Remember, r for the meterstick is the distance from the "naked" balance point to the new balance point (with the mass attached).

<u>Rota</u>	tional Equilibrium		U6b				
• S	Similar to linear equilibrium, rotational equilibrium is when an object						
0	or This occurs when		= 0.				
• N	ote: an object is in total static equilibrium if		and	are true.			
S	ome examples: a brick	, an elevat	tor				
а	windmill, a	marble		· · · · · · · · · · · · · · · · · · ·			
• Newton's 1 st Law will thus become: An object at rest, in motion, or							
C	ontinue its or rotation unless ac	ted upon by	a	or			
В	e certain to remember that a moving, rotat	ing object	in s	tatic equilibrium.			
Applying Newton's 1 st Law to Static Equilibrium							
• Li	near equilibrium problems are always abo	ut choosing	a	nd setting a sum			
0	fequal to 0N. Rotational equili	brium proble	ems require c	hoosing a			
tc	measure r from and setting all	=	Note: torque	is a vector with			
di	rections of(CCW) and		(CW). The			
(2	a.k.a. axis of or)	or a stationa	ary object is c	hosen to be			
W	herever the math will be (i.e.	zero out non	-essential tor	rques).			
Exan	nples:						
Rectangle in space (prove pivot point doesn't matter)							

Teeter Toter

Scaffold

Boom

Ladder

Newton Gets Torqued

Newton's 2nd Law states Law becomes =	. Torque = So, Newton's => =
 If there are multiple masses this becomes and is called the of an object). Note: Moment of Inertia depends on the 	s=, where I = (literally how it is to/ of
<u>Assorted Moments of Interia (</u> p. 230) A number of small mass lumps	Rod Rotated about Middle
Hoop or Cylindrical Shell	Rod Rotated about End
Disk or Solid Cylinder	Empty Soup Can (no lid)
Solid Sphere	Wagon Wheel

<u>C</u>	onservation Of Energy (Agai	U6d						
•	To make a block slide across a smooth floor, you must			and do	on it.			
	This is what gives the block _							
•	To make a propeller spin, you	u must	· · · · · · · · · · · · · · · · · · ·		·			
	This is what gives the propell							
•	$KE_t = \frac{1}{2} mv^2$ Since v =	_, KE _r =	=	(for a single lump)				
		=	=	(for a distribution of n	nass)			
•	If vou are sliding up a hill, vou	ı can use		for find out	how far			
	vou slide.	=						
•	If you are rolling up a hill this becomes							
	n you are ronnig up a rinn, and	=						
	(Note: You are rarely given b	oth v and w	so expect to use)				
	(Note: Fou are failely given b			·· ·)				
c	onservation Of Momentum (/	(aain)						
•	To cause an object's momen	tum to chang	e		·			
•	To cause an object's angular momentum to change							
	To make a propeller spin, you must							
•	In the absence of a net force, conservation of momentum savs = => =							
	(which is very boring for a single system).							
•	In the absence of a net torque	e =	=> =	(which is much m	ore			
•	interesting for a single system, because even though systems rarely losse							
	nieces of can easily change		in though syst		, uie			
<u> </u>	pieces of call easily challer		/·					
З	inding masses on Rod		Droppi	ng Gum on a Hoop				