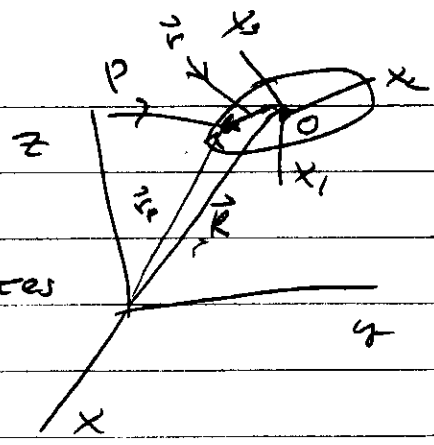


III Rigid body motion

XYZ inertial frame
 x_1, x_2, x_3 body fixed coordinates
 (origin in c.m.)



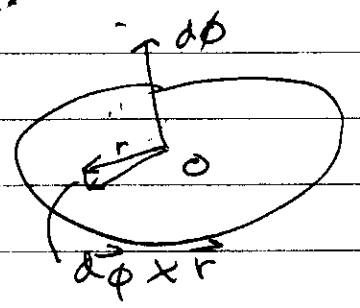
orientation of x_1, x_2, x_3 : 3 angles
 \vec{R} 3 coordinates

\Rightarrow rigid body has 6 dof.

Motion of point P: $d\vec{r}_p = d\vec{R} + d\phi \times \vec{r}$
 divide by dt

$\Rightarrow \vec{v}_p = \vec{V} + \vec{\Omega} \times \vec{r}$
 \vec{v} cm velocity
 $\vec{\Omega} = \frac{d\phi}{dt}$

cm displacement relative to cm

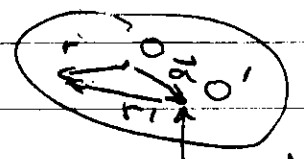


- valid for any choice of σ

let us choose different coordinates σ'
 with $\vec{r} = \vec{r}' + \vec{a}$

$\Rightarrow \vec{v}_p = \vec{V} + \vec{\Omega} \times \vec{r}' + \vec{\Omega} \times \vec{a}$
 $\Rightarrow \vec{v}' = \vec{V} + \vec{\Omega} \times \vec{a}$

$\vec{\Omega}' = \vec{\Omega}$
 angular velocity for σ'



if $\vec{V} \perp \vec{\Omega} \Rightarrow \vec{v}' \perp \vec{\Omega}$
 $\Rightarrow v' \perp \Omega$

it is possible to find \vec{a} such that $v' = 0$
 then there is an instantaneous axis of rotation through σ'