

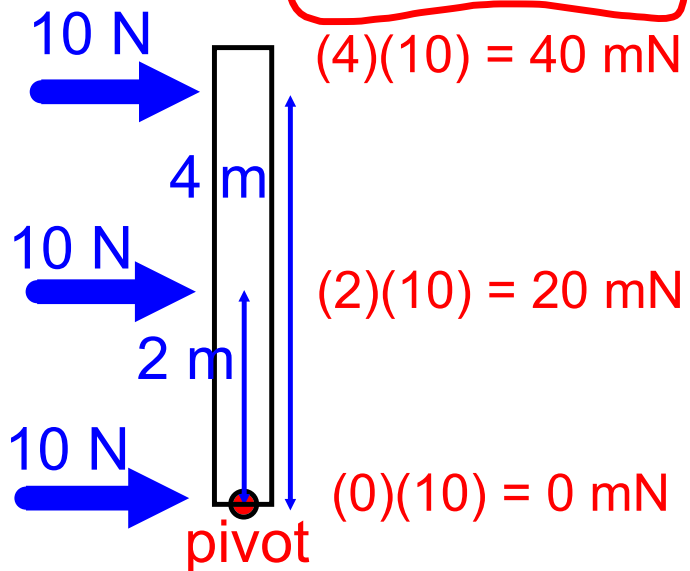
PIVOT POINT

Fixed point about which the object rotates. If there is no fixed point, the Center of Mass becomes the pivot.

TORQUE Rotational equivalent of force.

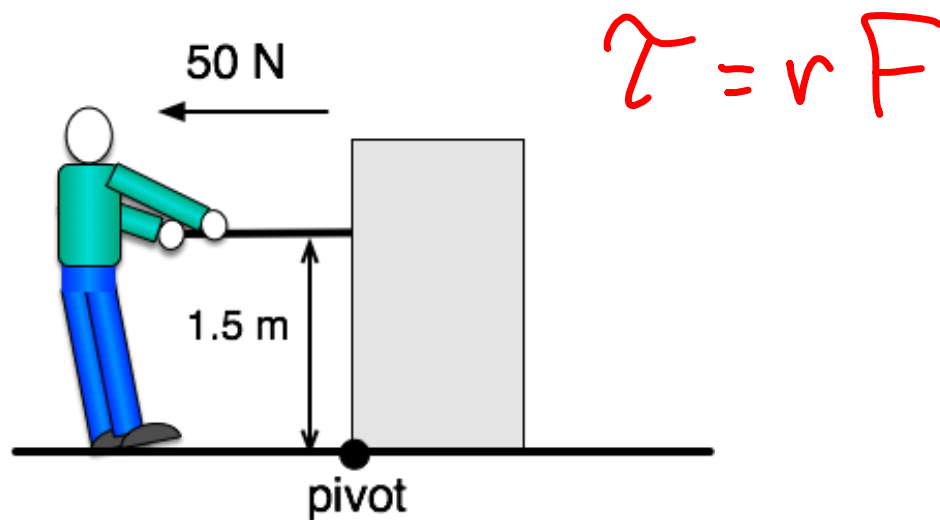
$$\tau = r F$$

Farther from the pivot = more Torque

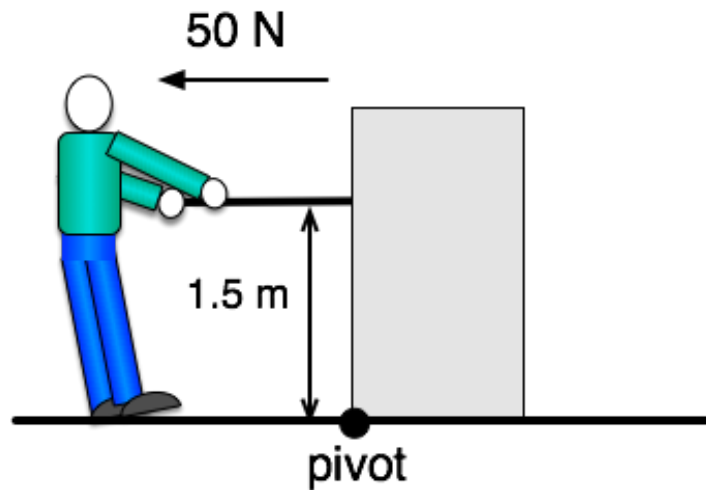


Forces at pivot = no Torque

Calculate the Torque; include direction



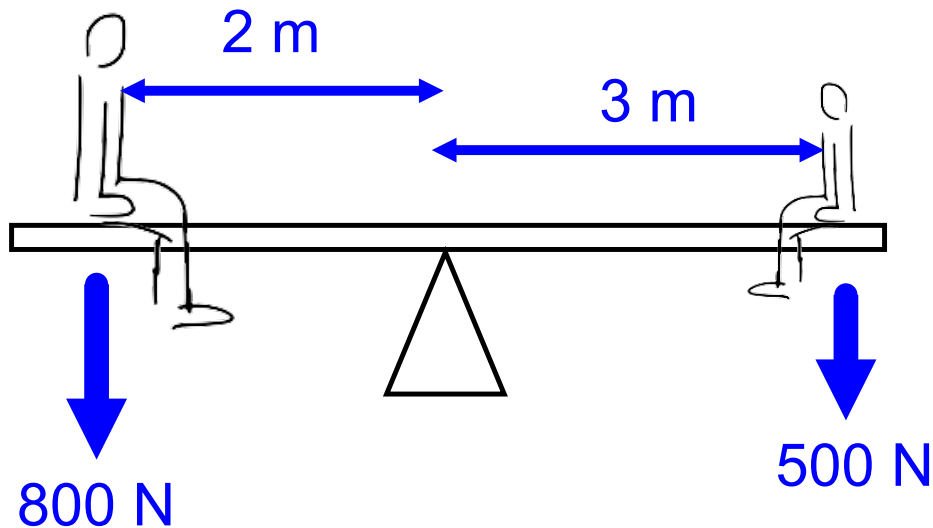
Calculate the Torque; include direction



$$\begin{aligned}\tau &= (1.5 \text{ m})(50 \text{ N}) \\ &= 75 \text{ mN, CCW}\end{aligned}$$

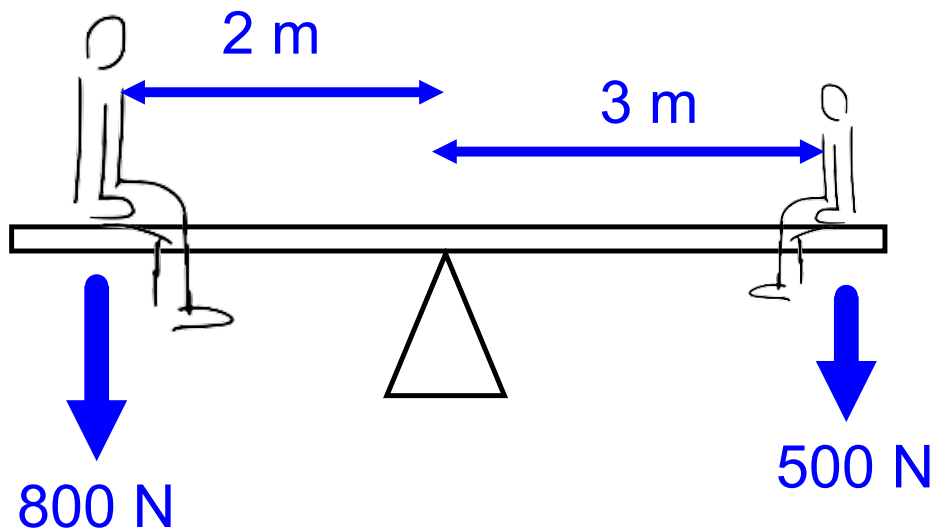
NET TORQUE

Net Torque = Torques CCW - Torques CW



NET TORQUE

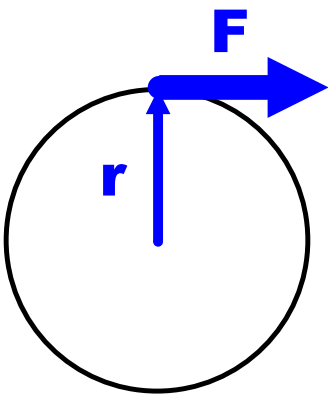
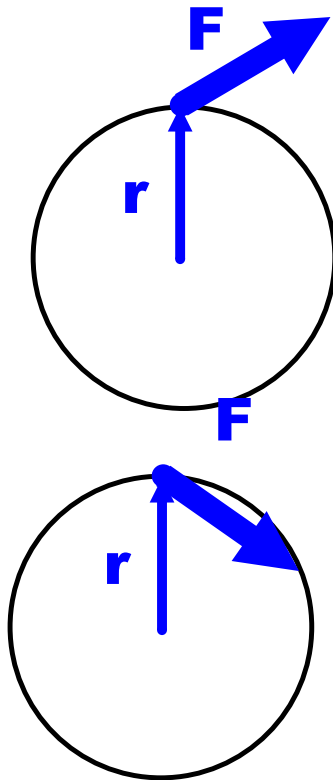
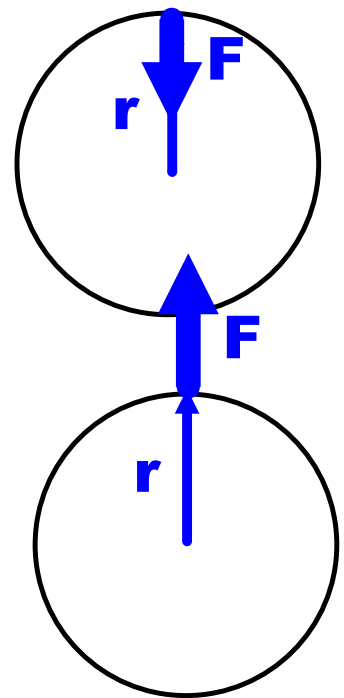
Net Torque = Torques CCW - Torques CW



$$\begin{aligned}\tau &= (2 \text{ m})(800 \text{ N}) \\ &= 1600 \text{ mN, CCW}\end{aligned}$$

$$\begin{aligned}\tau &= (3 \text{ m})(500 \text{ N}) \\ &= 1500 \text{ mN, CW}\end{aligned}$$

$$\tau_{\text{net}} = 100 \text{ mN, CCW}$$

Max Torque **90°** **Less Torque****Zero Torque** **$0^\circ, 180^\circ$** 

To make things simple, we'll assume all forces are perpendicular to the radius.

3rd Law of Motion

If one object pushes/pulls on another, the other pushes/pulls back with an identical force in the opposite direction.

3rd Law of Motion for Rotational

If one object torques another, the other object torques back equally but in the opposite direction.

