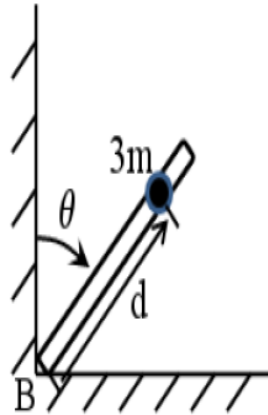


FINAL PROJECT PROPOSAL:

- 1) Animating a dynamics problem. This would be helpful in visualizing the problem.

PROBLEM 2: A point mass ($3m$) is welded to a slender rod of mass m , length l a distance d from point B . Point B rests in a corner and the body is released from rest with $\theta_0 = 30^\circ$.



1. Choose the distance d so that the rod has the greatest angular acceleration as it falls.
 2. Use the result that you obtained for d to find the critical angle θ_{cr} when the rod first loses contact with corner B .
- 2) Animating the working of two cad models. (Or may be)
By applying proper constraints, driving forces & initial conditions.

Can I take two cad models say a simple four bar mechanism :

http://www.youtube.com/watch?v=CkfUcWhb_Q0&feature=related

crank slider mechanism:

<http://www.youtube.com/watch?v=KnASJHtbGB0&feature=related>

Scotch yoke mechanism:

<http://www.youtube.com/watch?v=hsaoTo1vuY4&NR=1>

Differential gear Mechanism: (Atleast spokes representing gears should be good.)

<http://www.youtube.com/watch?v=K4JhruinbWc>