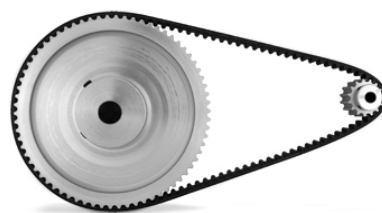
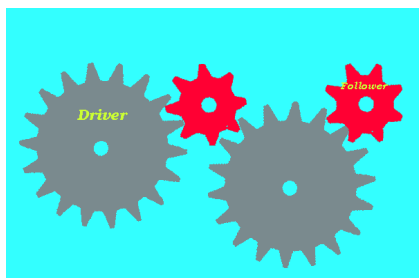


Motion Transmission Systems

Def: System has one type of movement- rotation



Made up of:

driver	Initiates the motion
driven	Receives the motion
intermediate	Found between the driver and driven



Reversibility

def: A system is considered reversible if either gear can be the driver or driven.



Speed change




The speed of the driver or driven will depend on 2 factors:

- The number of teeth the gears have.
- The diameter of the gears.

Formula: Speed ratio = $\frac{\text{\# of teeth of driver}}{\text{\# of teeth of driven}}$

or

$\frac{\text{diameter of driver}}{\text{diameter of driven}}$

Smaller gear to larger gear	Larger gear to smaller gear	Same size gears
decrease	Increase	No change
		

Ex:

1) If a driver gear has 20 teeth and the driven gear has 10 teeth, what is the speed ratio?

$$\frac{20}{10} = 2x \text{ faster}$$

2) If a driver gear with a diameter of 20 cm and the driven gear has a diameter of 40 cm, what is the speed ratio?

$$\frac{20}{40} = .5 \text{ slower}$$

Speed change with driver, driven and intermediates

- must ignore the intermediates when determining the speed changes.



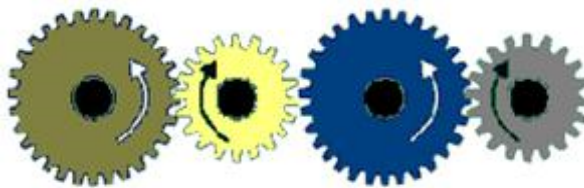
Types of motion transmission systems

1) Gear trains



Contains at least two gears that mesh together.

Direction of parts —→ Alternates from one to another



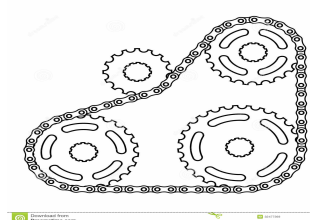
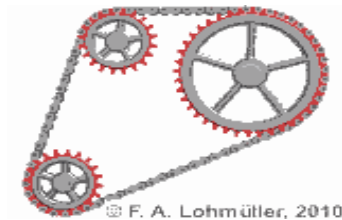
• Reversibility —→ yes

Things to consider when building a gear train:

1. Gear teeth (evenly spaced, same size)
2. Gear types (straight vs. bevel (cut at an angle))



2) Chain and sprocket

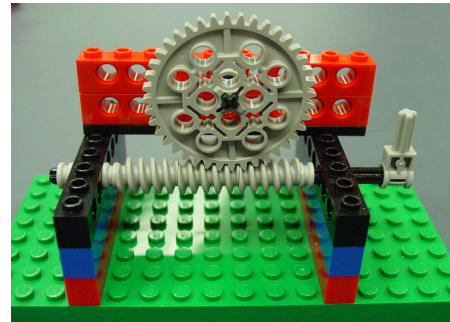
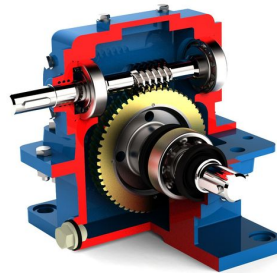
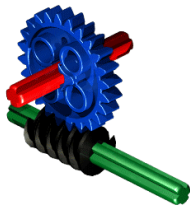


- connects gears which are far apart with a chain.
- direction \longrightarrow interior sprockets all turn same direction, exterior ones turn opposite of interior ones.
- reversability \longrightarrow yes

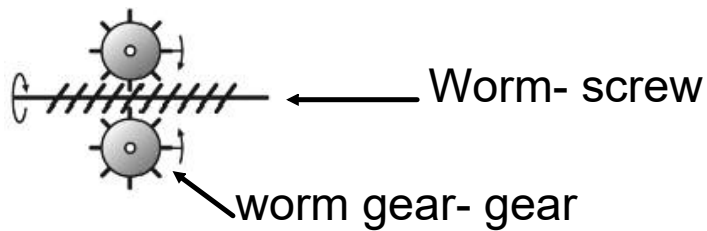
Things to consider when building a chain and sprocket system:

1. Teeth on sprocket must be identical and fit chain
2. System needs lubrication

3) Worm and worm gear



- consists of a screw and at least one gear

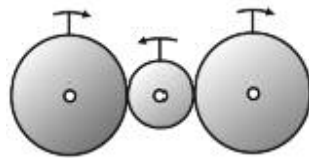
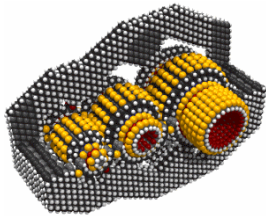


- reversability ———> No- worm always driver and worm gear always driven

When building one:

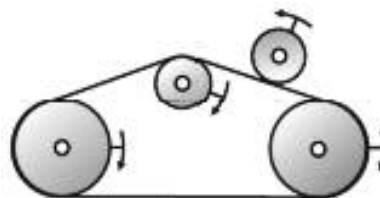
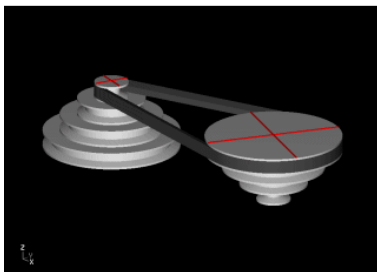
1. Gear teeth must match worm's grooves

4) Friction gear

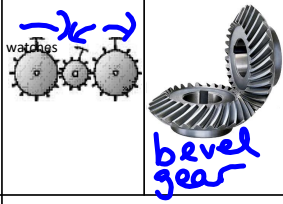
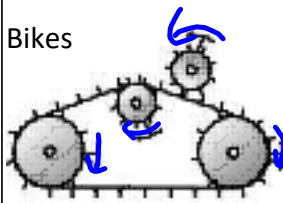
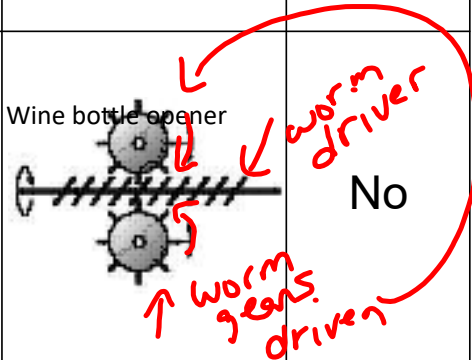
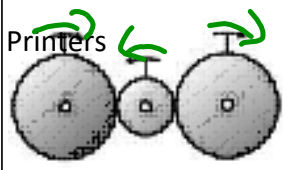
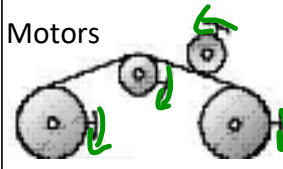


All same info as geat trains except not as efficient as gear trains because gears can slip.

5) Belt and pulley system

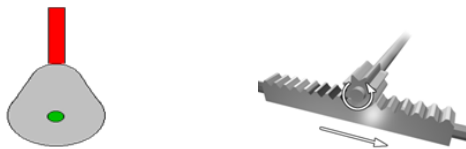


- pulleys have a groove where belt fits.
- belt must adhere to pulleys.
- all same info as chain and sprocket

Type	Explanation	Picture	Reversibility
Gear train	<ul style="list-style-type: none"> One gear rotates which causes all others to rotate Needs lubrication 		Yes
Chain and sprocket	<ul style="list-style-type: none"> Toothed gears connected by a chain Needs lubrication Chain is the intermediate 		Yes
Worm and worm gear	<ul style="list-style-type: none"> Rotational movement from worm which causes worm gears to rotate 		No
Friction gear systems	<ul style="list-style-type: none"> Friction gear rotates and causes others to rotate Gears can slip 		Yes
Belt and pulley system	<ul style="list-style-type: none"> Pulleys connected by a belt Pulleys have a groove for belt to fit Can slip 		Yes

Transformation systems

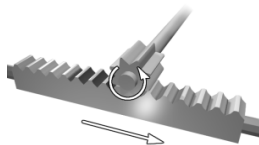
def: System has two types of movement: rotational and translational



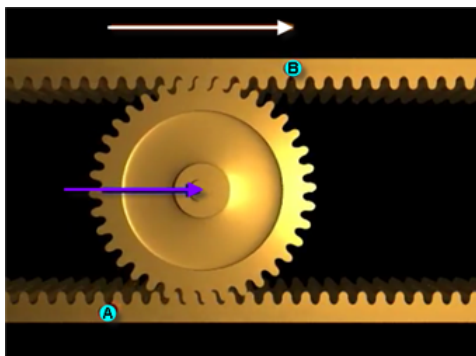
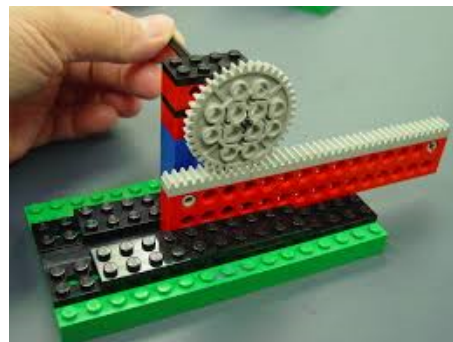
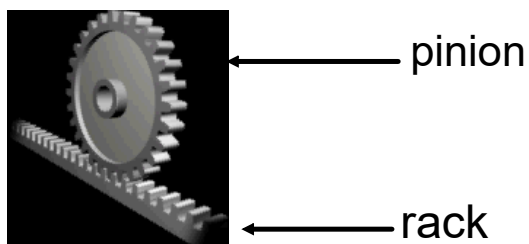
- Has a driver and driven, but no intermediate

Reversibility

Refers to a translational or rotational movement that can be driver or driven. If can rotate or go straight first it is reversible.

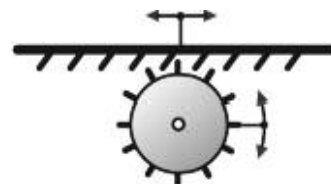


1) Rack and pinion



- contains a rack (straight bar with teeth) and a pinion (gear)
- teeth on rack and pinion must be identical
- system needs lubrication

Reversibility —————> yes



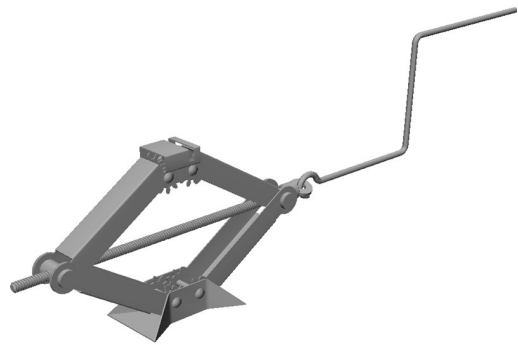
2) Screw gear system

- contains a screw and a nut



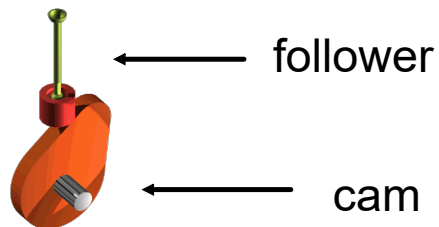
2 types:

Type 1	Type 2
<ul style="list-style-type: none">- screw is the driver- rotation to translation	<ul style="list-style-type: none">- nut the driver- rotation to translation

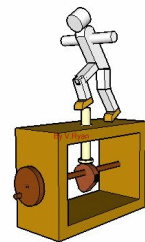
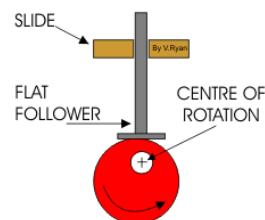
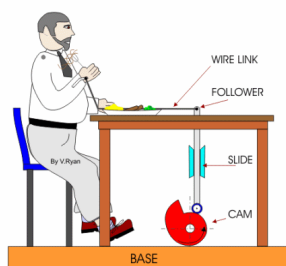


Reversibility —————> No

3) Cam and follower



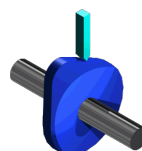
- cam is always the driver and the follower is always the driven
- shape of the cam determines how the follower will move
- spring keeps the follower in contact with the cam



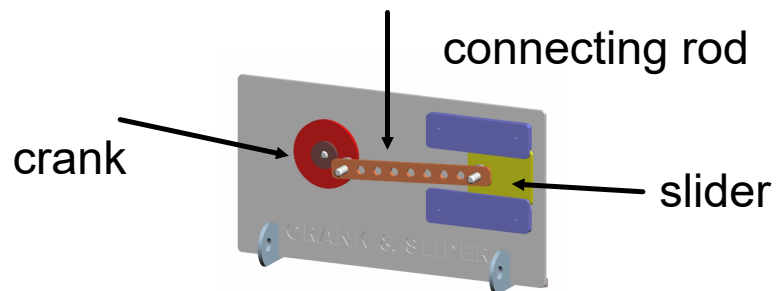
Eccentric cam: rotational axis is off centered

reversibility → no

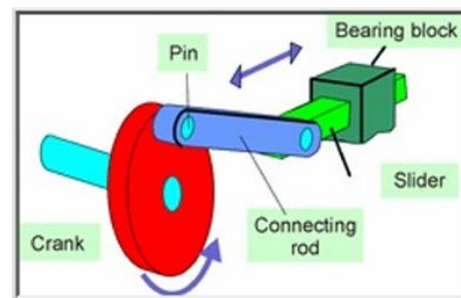
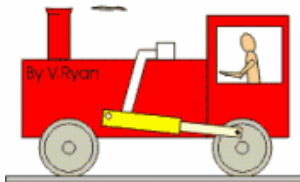
Cam: rotational axis is centered.



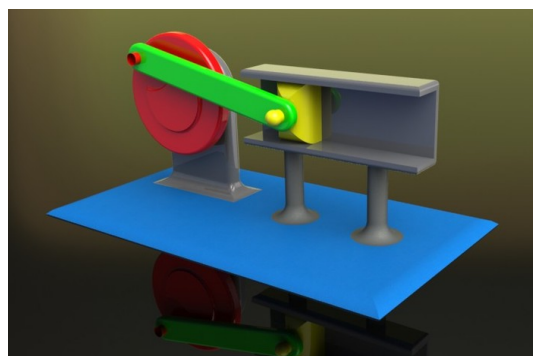
4) slider and crank

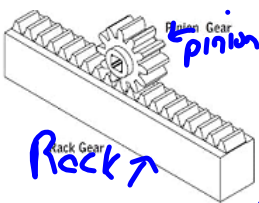
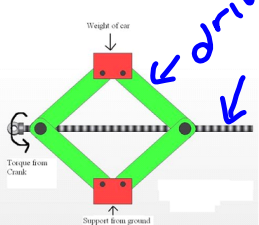

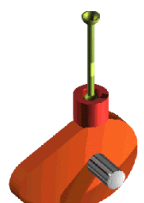
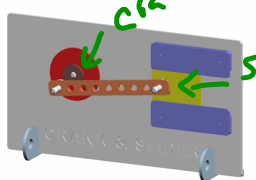


- rod connects slider (piston) to crank
- requires lubrication



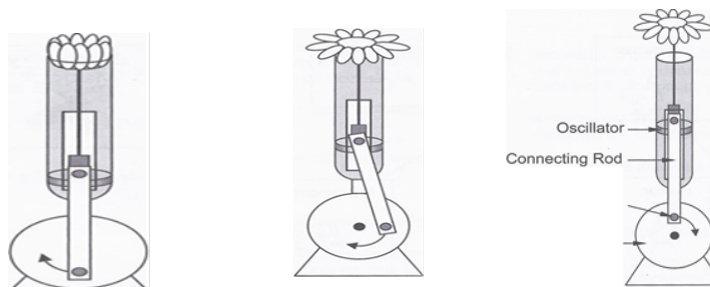
reversibility → yes



Type	Explanation	Picture	Reversibility
Rack and pinion	Pinion rotates and rack translates.		Yes
Screw gear System Type 1	Screw rotates FIRST which causes the translation of apparatus.		No
Screw gear system Type 2	Nut rotates FIRST which causes the translation of apparatus.		No
Cam and follower	<p>Cam rotates which CAUSES the follower to translate.</p> <p>Moving the center of rotation closer to the outside of the cam and increasing the size of the cam causes the rise of the follower to increase</p> <p>Eccentric cam: rotation is off centered</p>		No
Slider and crank mechanism	The slider translates which causes the crank to rotate.		Yes

Past exam question

1. The mechanism illustrated below moves a paper flower in and out of a container.



- a- Is this a motion transmission or motion transformation mechanism?
- b- Is the system reversible?
- c- From the list of changes suggested below, choose the combination of **two** changes that should be made to the mechanism so that the flower can come further out of the container.

Change 1- Increase the diameter of the crank.

Change 2- Decrease the diameter of the crank.

Change 3- Move the connecting rod pivot away from the center of the crank.

Change 4- Move the connecting rod pivot closer to the center of the crank.

