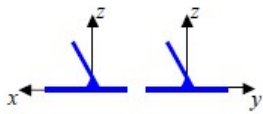
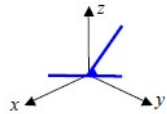
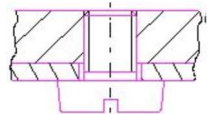
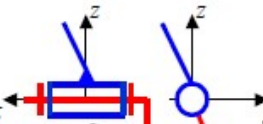
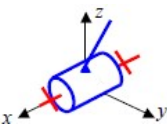
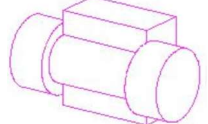
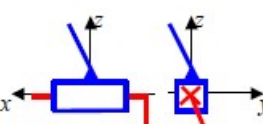
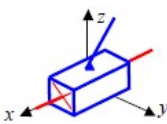
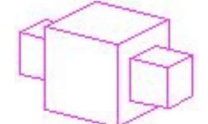
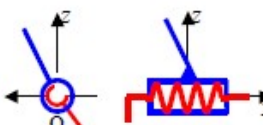
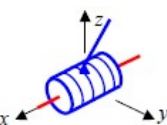
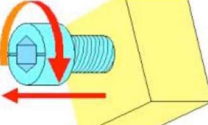
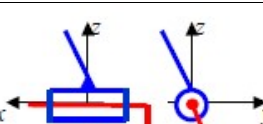
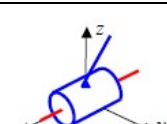
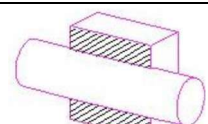
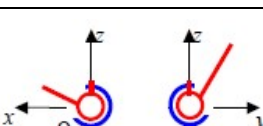
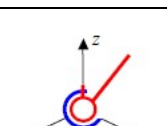
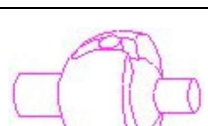
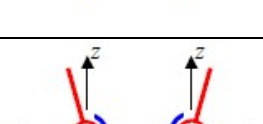
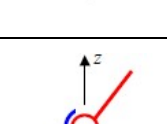
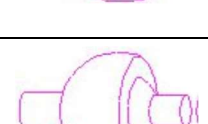
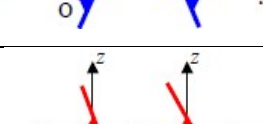
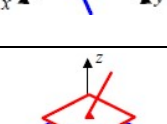
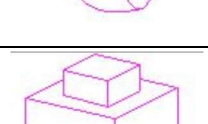
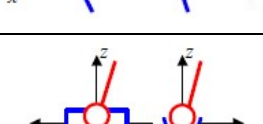
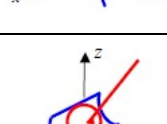
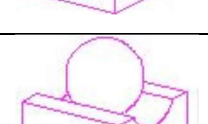
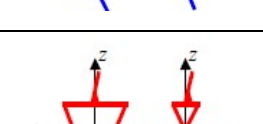
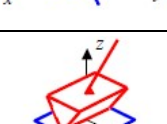
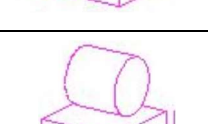
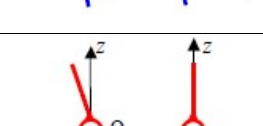
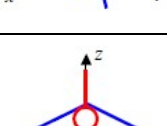


Liaisons	Représentation plane	Représentation 3D	DDL	Torseur cinématique	Torseur statique	Exemples
Encastrement			0	$\begin{Bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} F_x & M_x \\ F_y & M_y \\ F_z & M_z \end{Bmatrix}_O$	
Pivot d'axe (O, $\vec{x}$)			1	$\begin{Bmatrix} \omega_x & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} F_x & 0 \\ F_y & M_y \\ F_z & M_z \end{Bmatrix}_O$	
Glissière de direction $\vec{x}$			1	$\begin{Bmatrix} 0 & V_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & M_x \\ F_y & M_y \\ F_z & M_z \end{Bmatrix}_O$	
Hélicoïdale d'axe (O, $\vec{x}$) de pas λ			1	$\begin{Bmatrix} \omega_x & V_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & 0 \\ F_y & M_y \\ F_z & M_z \end{Bmatrix}_O$	
Pivot glissant d'axe (O, $\vec{x}$)			2	$\begin{Bmatrix} \omega_x & V_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & 0 \\ F_y & M_y \\ F_z & M_z \end{Bmatrix}_O$	
Rotule à doigt de centre O bloquée suivant $\vec{x}$			2	$\begin{Bmatrix} 0 & 0 \\ \omega_y & 0 \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} F_x & M_x \\ F_y & 0 \\ F_z & 0 \end{Bmatrix}_O$	
Rotule ou Sphérique de centre O			3	$\begin{Bmatrix} \omega_x & 0 \\ \omega_y & 0 \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} F_x & 0 \\ F_y & 0 \\ F_z & 0 \end{Bmatrix}_O$	
Appui plan de normale $\vec{z}$			3	$\begin{Bmatrix} 0 & V_x \\ 0 & V_y \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & M_x \\ 0 & M_y \\ F_z & 0 \end{Bmatrix}_O$	
Linéaire annulaire d'axe (O, $\vec{x}$)			4	$\begin{Bmatrix} \omega_x & V_x \\ \omega_y & 0 \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & 0 \\ F_y & 0 \\ F_z & 0 \end{Bmatrix}_O$	
Linéaire rectiligne d'axe (O, $\vec{x}$) et de normale $\vec{z}$			4	$\begin{Bmatrix} \omega_x & V_x \\ 0 & V_y \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & 0 \\ 0 & M_y \\ F_z & 0 \end{Bmatrix}_O$	
Ponctuelle De normale (O, $\vec{z}$)			5	$\begin{Bmatrix} \omega_x & V_x \\ \omega_y & V_y \\ \omega_z & 0 \end{Bmatrix}_O$	$\begin{Bmatrix} 0 & 0 \\ 0 & 0 \\ F_z & 0 \end{Bmatrix}_O$	