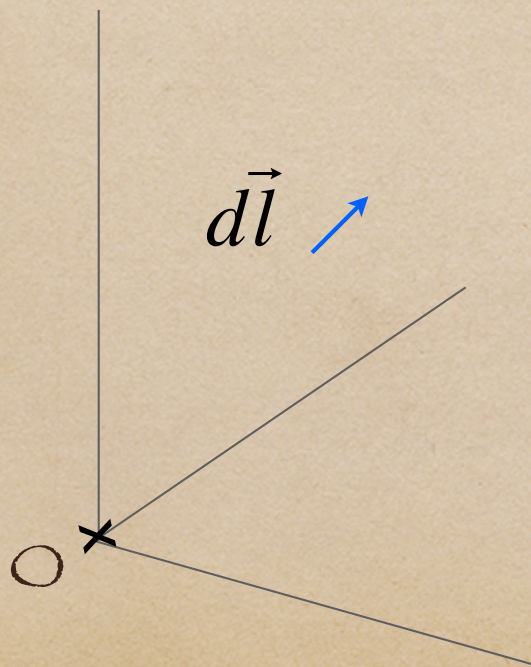


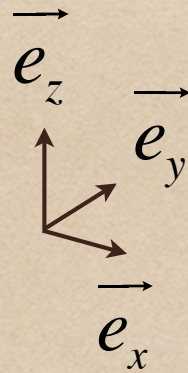
γ - Déplacements élémentaires

Soit $d\vec{l}$ un vecteur de déplacement infinitésimal :

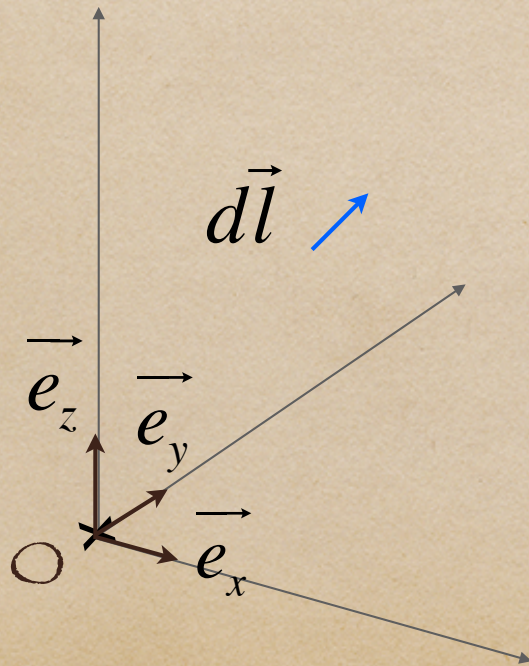
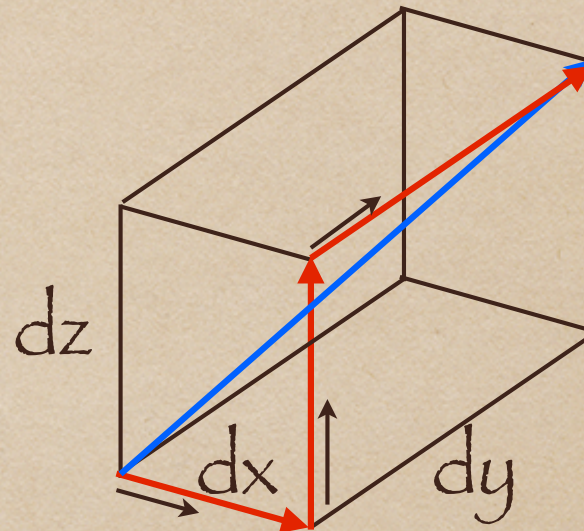
ZOOM :



En cartésienne :



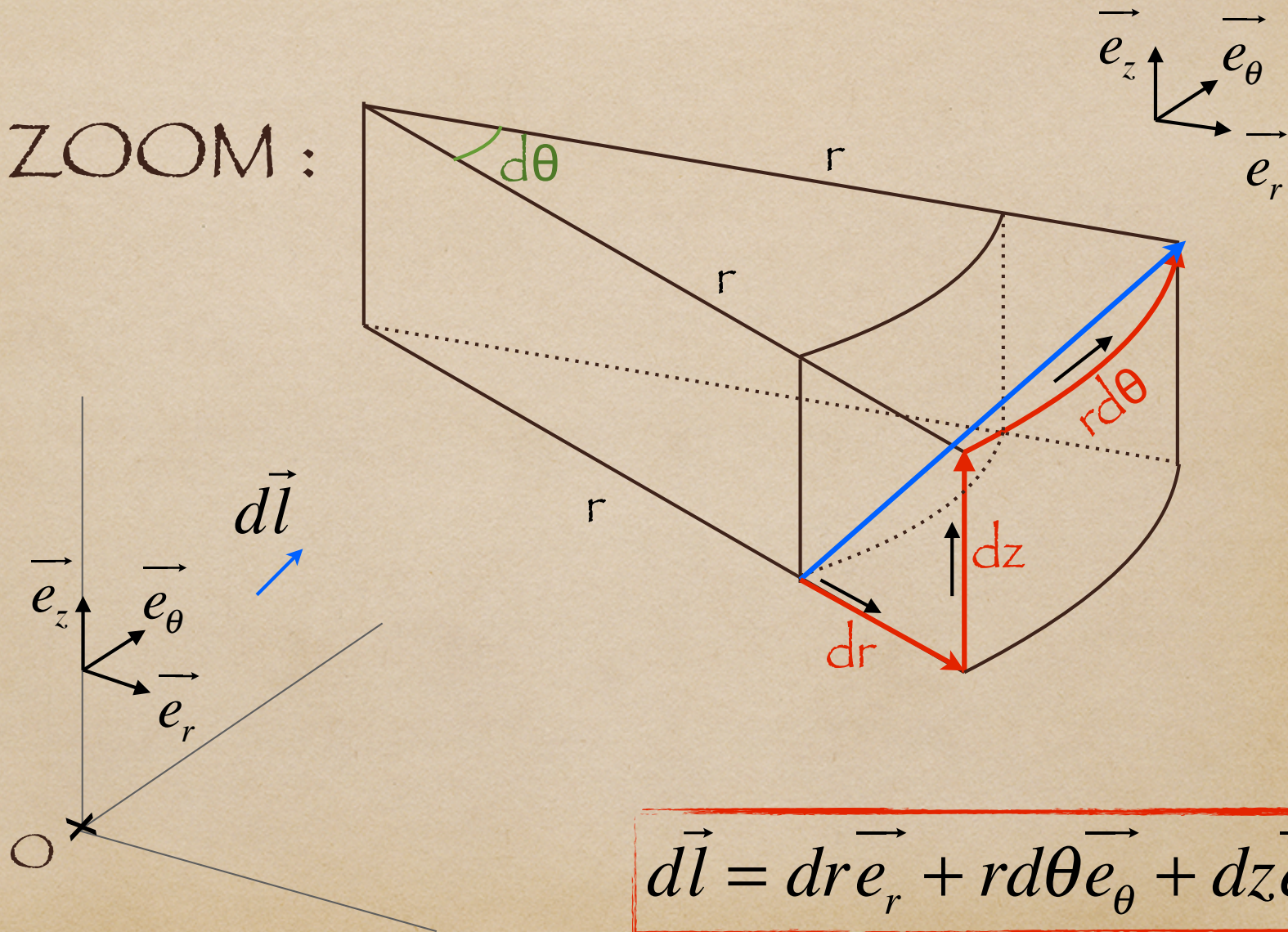
ZOOM :



$$d\vec{l} = dx\vec{e}_x + dy\vec{e}_y + dz\vec{e}_z$$

En cylindrique :

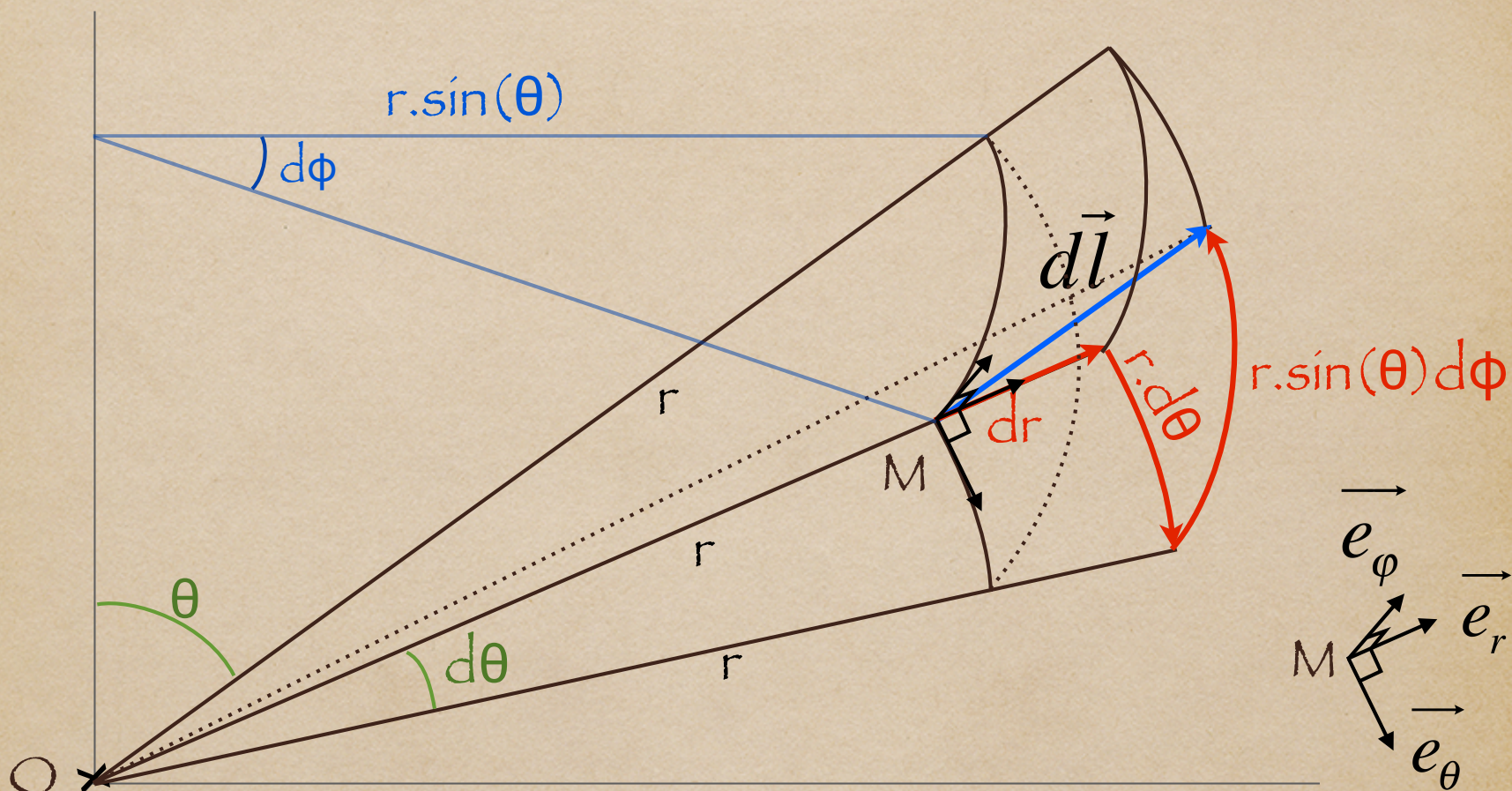
ZOOM :



$$d\vec{l} = dr\vec{e}_r + rd\theta\vec{e}_\theta + dz\vec{e}_z$$

En sphérique :

ZOOM :



$$\vec{dl} = dr \vec{e}_r + r d\theta \vec{e}_\theta + r \sin(\theta) d\phi \vec{e}_\phi$$

Interprétation géométrique de la vitesse

Cartésienne

$$\vec{V} = \frac{d\vec{l}}{dt}$$

cylindrique

$$d\vec{l} = dx\vec{e}_x + dy\vec{e}_y + dz\vec{e}_z$$

$$d\vec{l} = dr\vec{e}_r + r d\theta\vec{e}_\theta + dz\vec{e}_z$$

$$\vec{V} = \frac{dx}{dt}\vec{e}_x + \frac{dy}{dt}\vec{e}_y + \frac{dz}{dt}\vec{e}_z$$

$$\vec{V} = \frac{dr}{dt}\vec{e}_r + r \frac{d\theta}{dt}\vec{e}_\theta + \frac{dz}{dt}\vec{e}_z$$

$$\vec{V} \equiv \left. \frac{d\overrightarrow{OM}}{dt} \right|_{R_0} = \begin{vmatrix} \dot{x}(t) \\ \dot{y}(t) \\ \dot{z}(t) \end{vmatrix}$$

$$\vec{V} = \left. \frac{d\overrightarrow{OM}}{dt} \right|_{R_0} = \begin{vmatrix} \dot{r}(t) \\ r\dot{\theta}(t) \\ \dot{z}(t) \end{vmatrix}$$