

# INFOMGP - GAME PHYSICS

## EXERCISES LECTURE 4

### EXERCISE 4.1

Calculate or determine the mass and the center of mass for the following objects.

- i. A box with size (40 cm, 80 cm, 50 cm) centered at (-20 cm, 40 cm, 20 cm) with uniform density of  $1400 \text{ kg/m}^3$ .
- ii. A cylinder shell with inner radius 1 meter and outer radius 2 meters, aligned along the x-axis with length 40 cm and its center at (20 cm, 20 cm, 20 cm) with uniform density of  $300 \text{ kg/m}^3$ .
- iii. The composite object consisting of the two objects above (i. and ii.).

### EXERCISE 4.2

Show that the moment of inertia in the z-direction  $I_{zz}$  for a box with mass  $m$  and dimensions  $(w, h, d)$  is given by  $I_{zz} = \frac{1}{12}m(w^2 + h^2)$ .

### EXERCISE 4.3

Show that the moment of inertia in the z-direction  $I_{zz}$  for a cylinder oriented along the z-axis with mass  $m$  and radius  $r$  is given by  $I_{zz} = \frac{1}{2}mr^2$ .

### EXERCISE 4.4

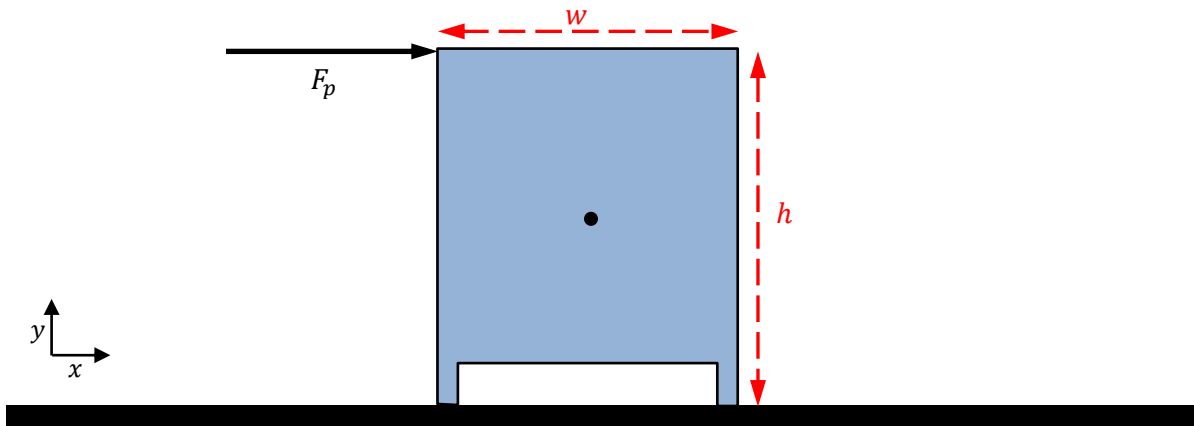
Calculate the moment of inertia along the x-axis  $I_{xx}$  for the three objects of exercise 4.1. Please note that the moment of inertia of a cylinder shell along the x-axis is given by  $I_{xx} = \frac{1}{2}m(r_1^2 + r_2^2)$ .

### EXERCISE 4.5

Given a ring with radius  $R$  of  $n$  cylinders, each having a mass of  $M/n$ , and a radius  $r$  ( $\ll R$ ). Determine the  $I_{zz}$  for the entire system of  $n$  cylinders. Remember that  $I_{zz}$  for a cylinder is  $\frac{1}{2}mr^2$ . What happens if  $n$  becomes larger and larger?

### EXERCISE 4.6

Analyze the forces and torques on the box. What force  $F_p$  is necessary to tip the box over?



### EXERCISE 4.7

Analyze the forces and torques on the rolling cylinder of radius  $r$ . What is its linear acceleration?

