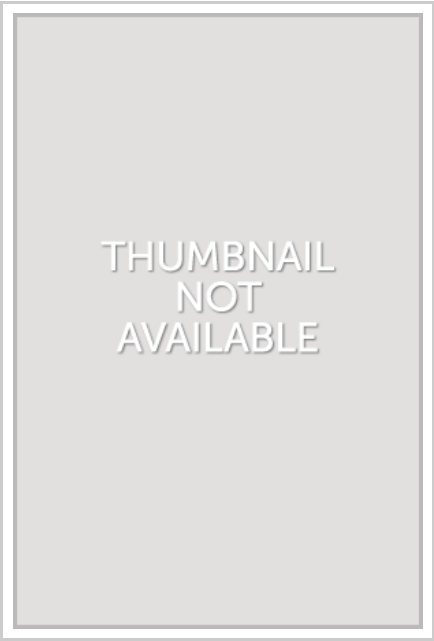


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Multibody Mechanics and Visualisation

By Harry Dankowicz

Springer-Verlag Gmbh Sep 2004, 2004. Buch. Book Condition: Neu. 254x178x31 mm. Neuware - Multibody Mechanics and Visualization is designed to appeal to computer-savvy students who will acquire significant skills in mathematical and physical modelling of mechanical systems in the process of producing attractive computer simulations and animations. The emphasis here is on general skills with all-round applicability rather than the ability to solve 'cooked-up problems. The approachable style and clear presentation of this text will help you grasp the essentials of: modeling the kinematics and dynamics of arbitrary multibody mechanisms; formulating a mathematical description of general motions of such mechanisms; implementing the description in a computer-graphics application for the animation/visualization of the movement. Multibody Mechanics and Visualization plays down the prediction of dynamics by formal analysis of differential equations while preparing its students to perform such analyses with greater understanding later. The text relies on the following principles for effective tuition: an inductive approach to learning - discerning general patterns from particular observations; repetition and review of important principles to reinforce your learning through numerous examples; obvious visual guidance that shows you at a glance which information you need for different levels of understanding; computer tools, visual representations and elements...

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