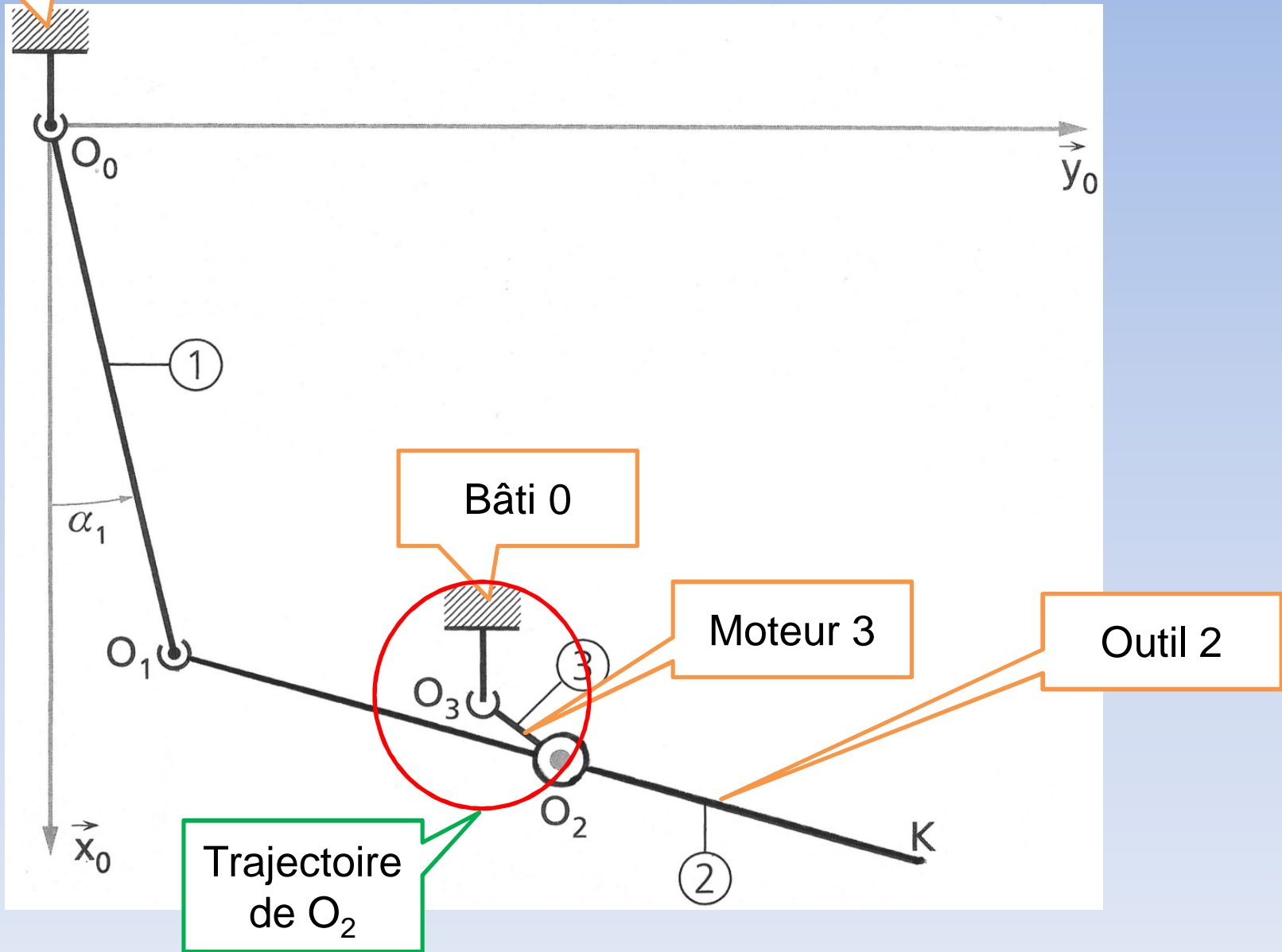
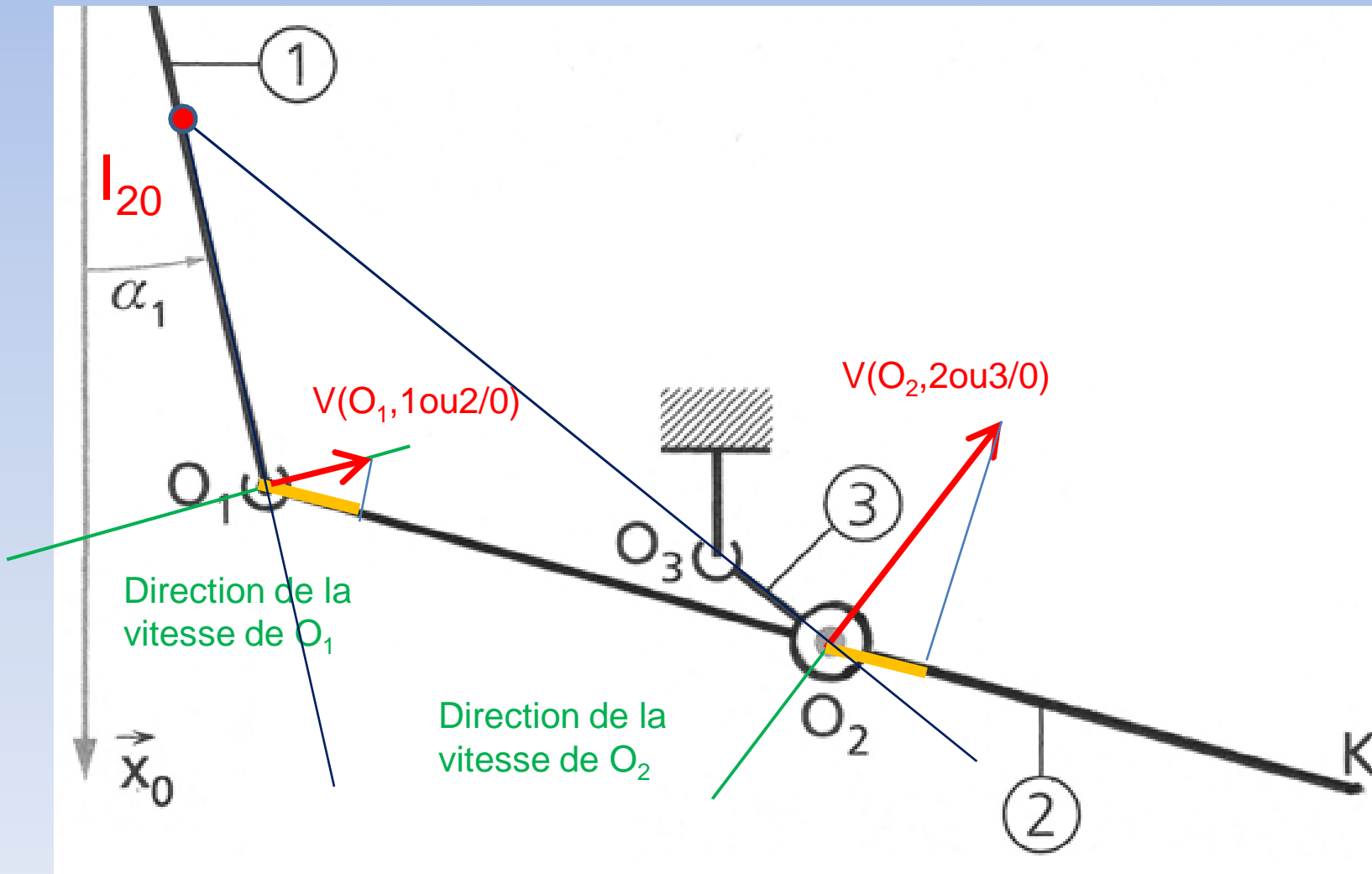


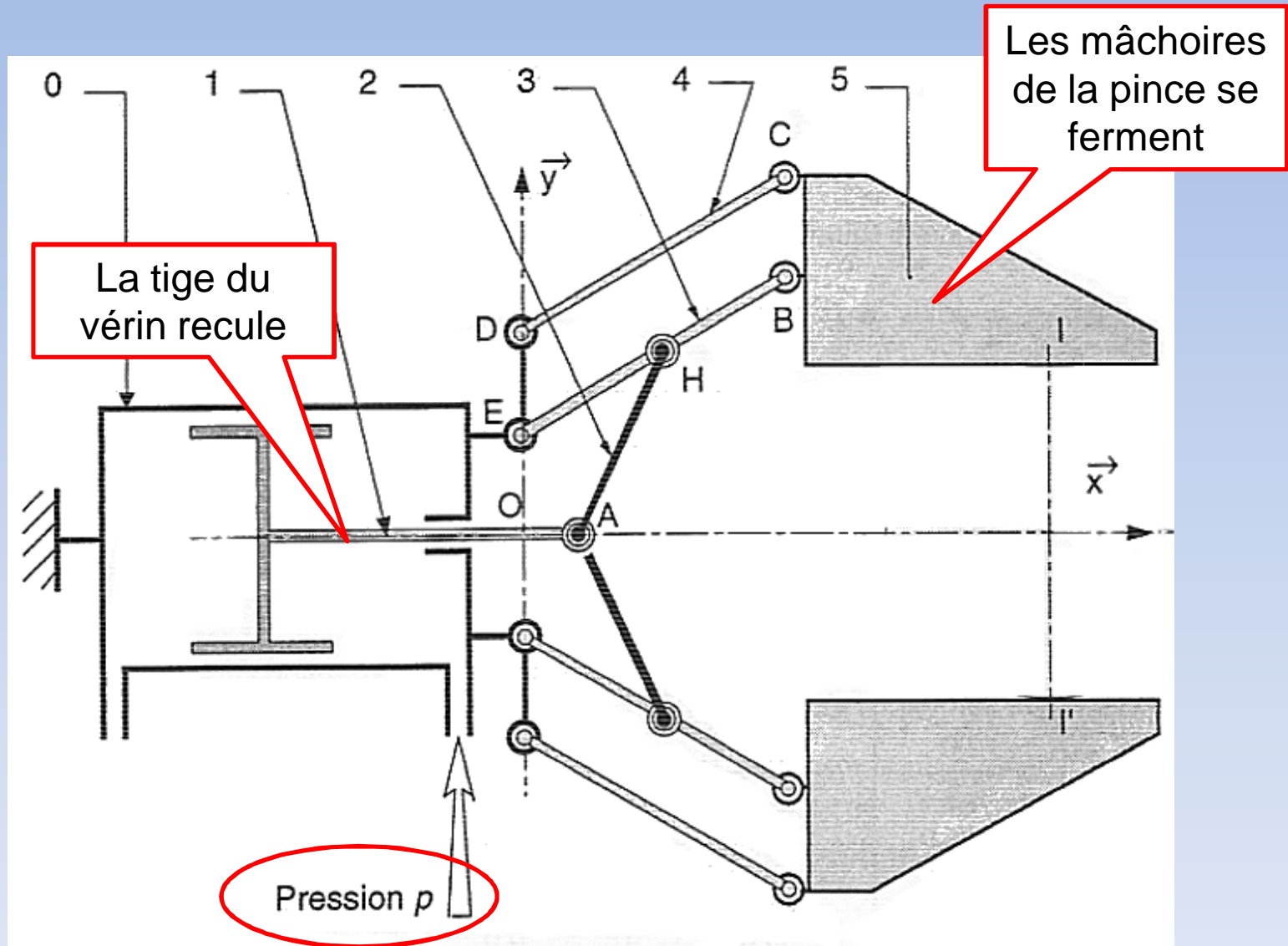
Mortaiseuse

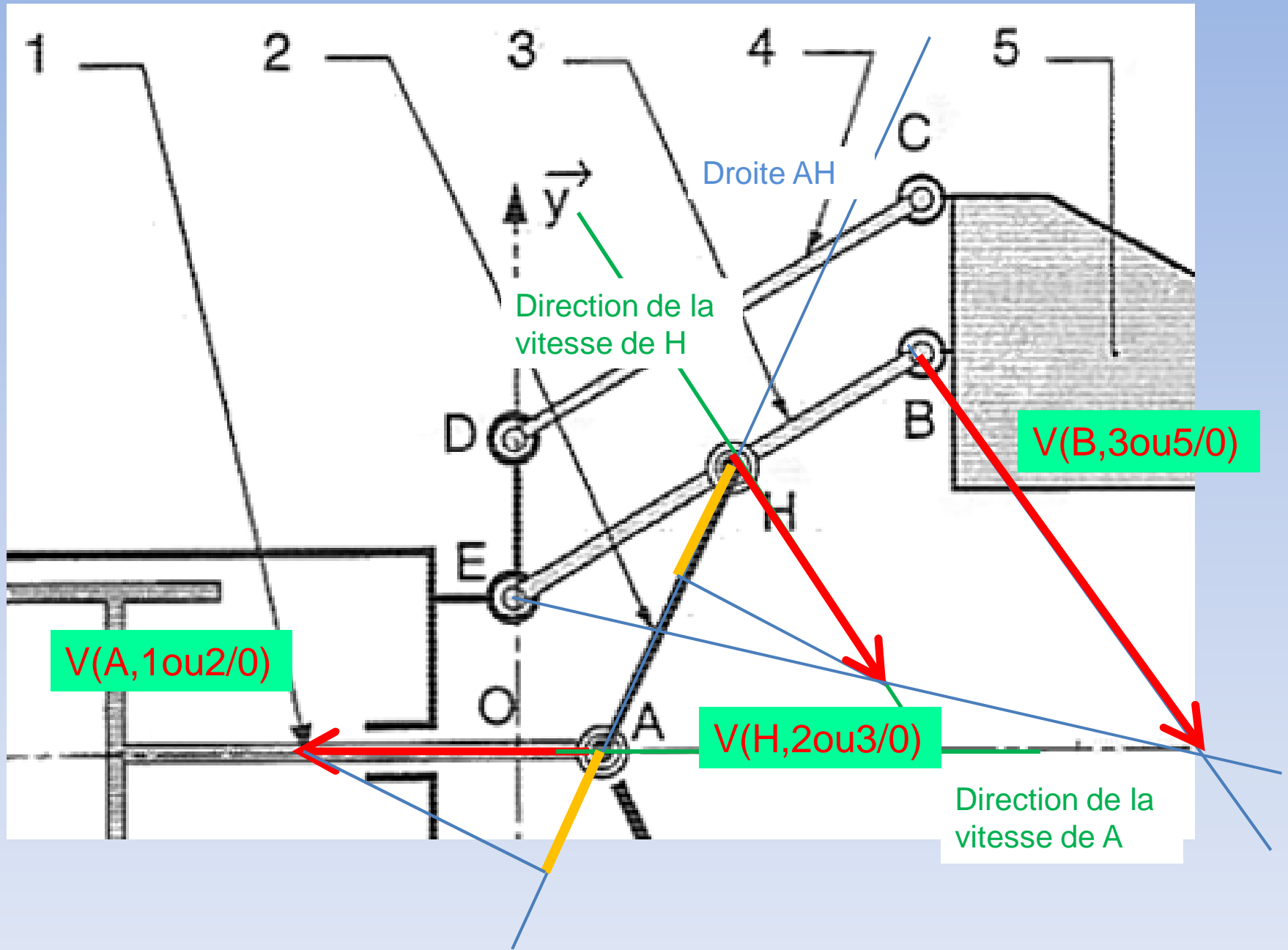
Bâti 0

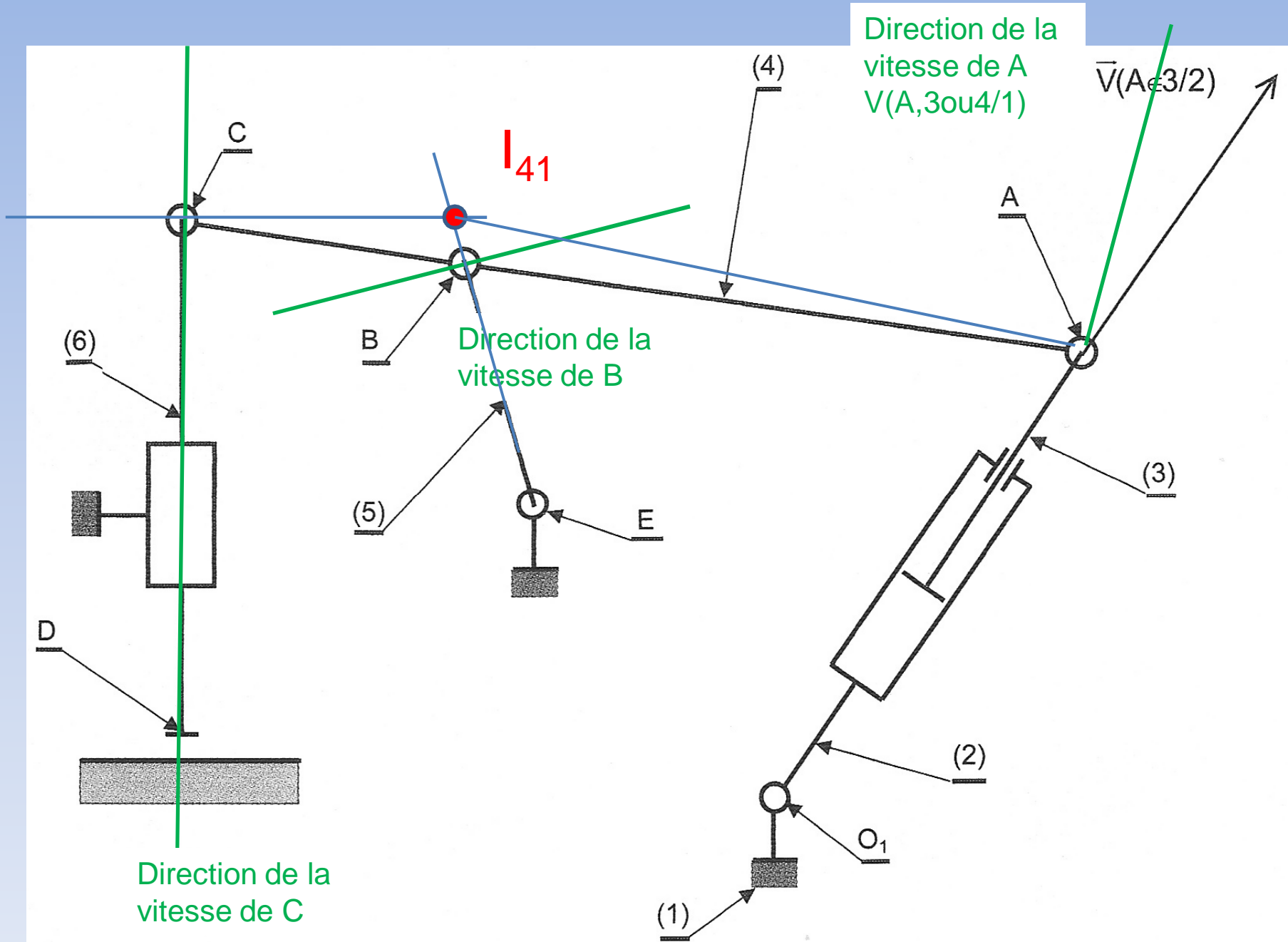


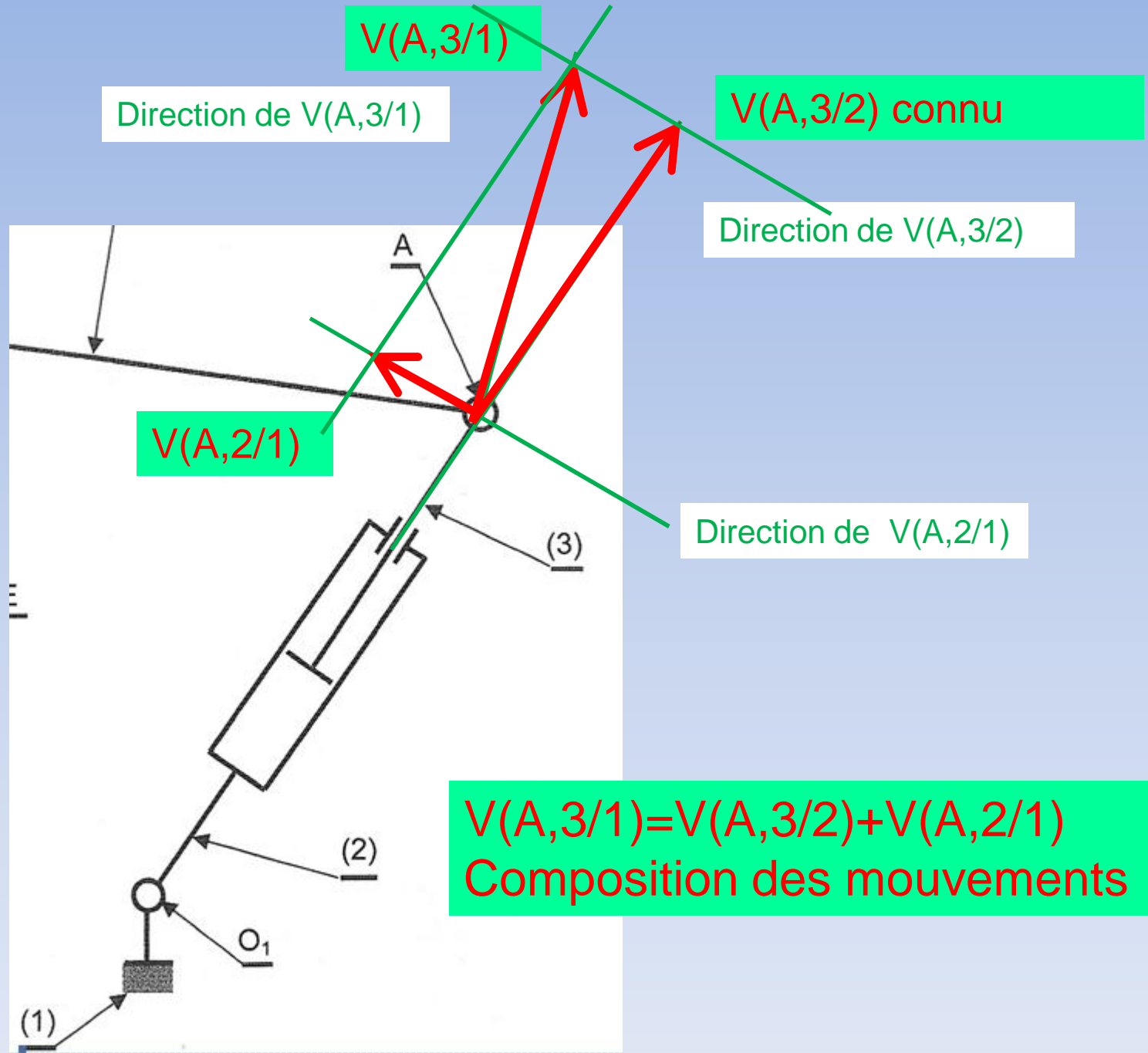


Pince

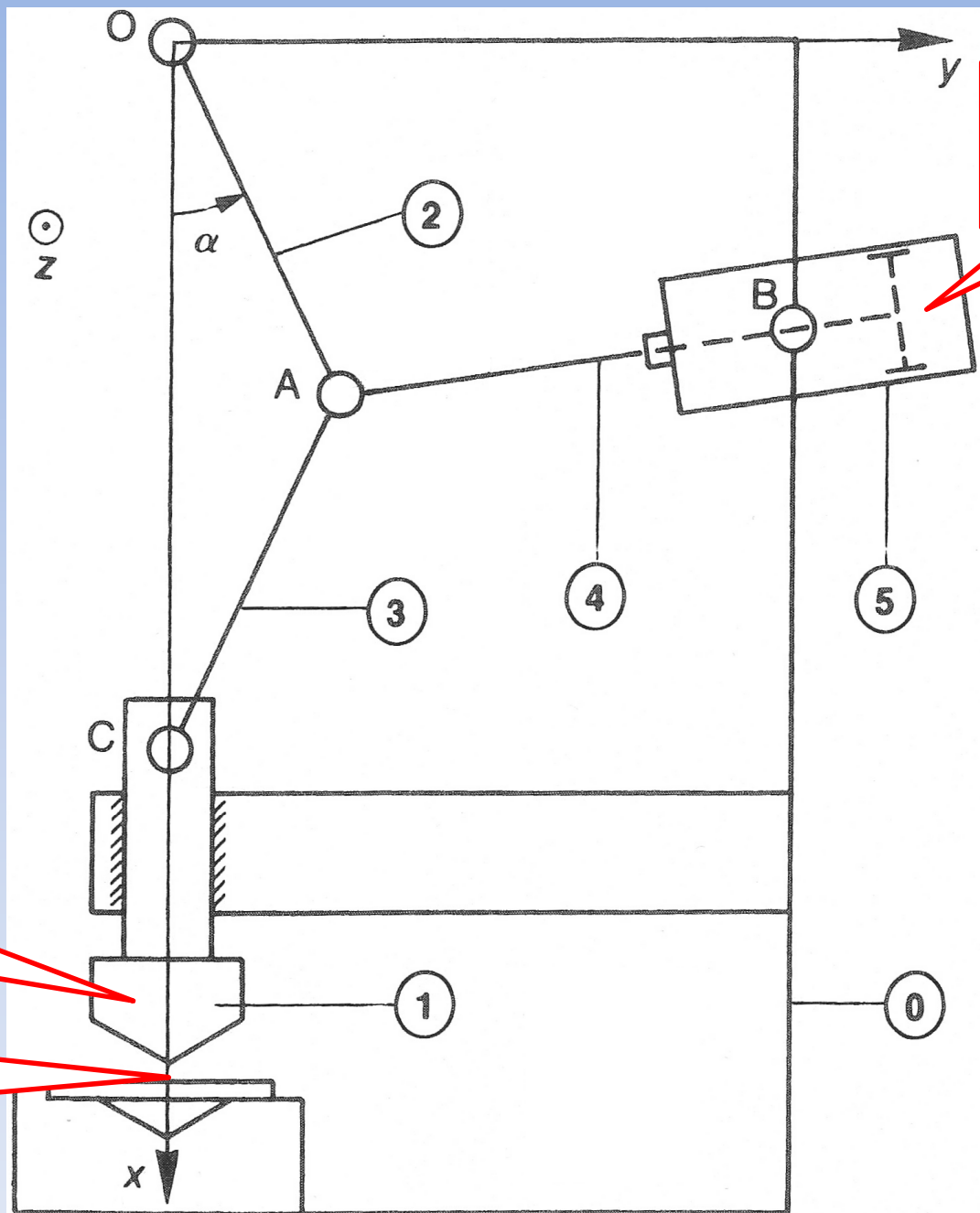








Machine à cambrer



La tige du vérin avance

Le poinçon descend

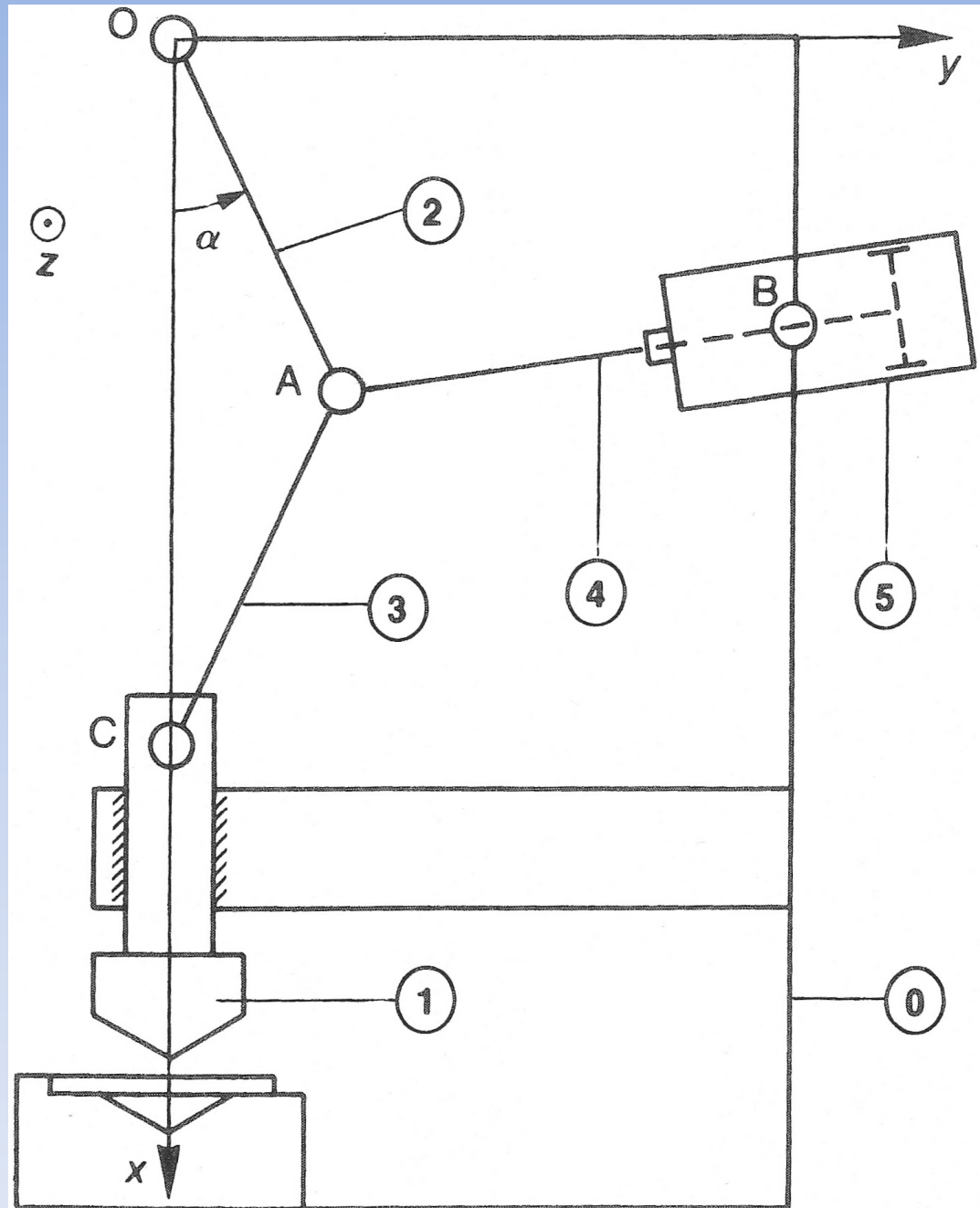
Ce qui cambre la pièce positionnée ici

Machine à cambrer

Cette géométrie permet

✓ Démultiplier les efforts

✓ Une vitesse qui diminue au cours de la descente du poinçon



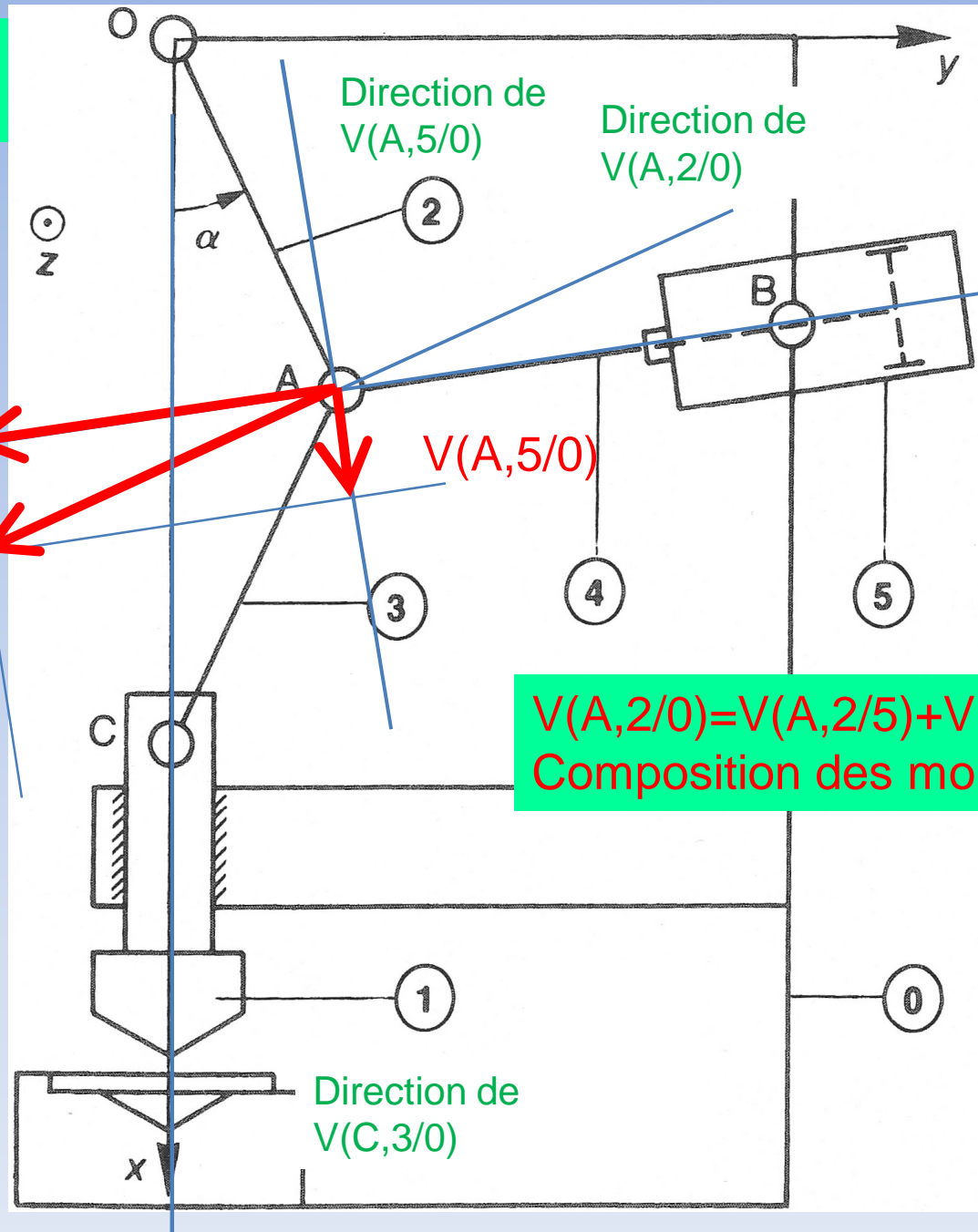
Le point A appartient à 2, 3 et 4

$V(A,2/5)$ connu

$V(A,2/0)$

Le point C appartient à 3 et 1

On obtient $V(C,1/0)$ par équiprojectivité



Direction de $V(A,5/0)$

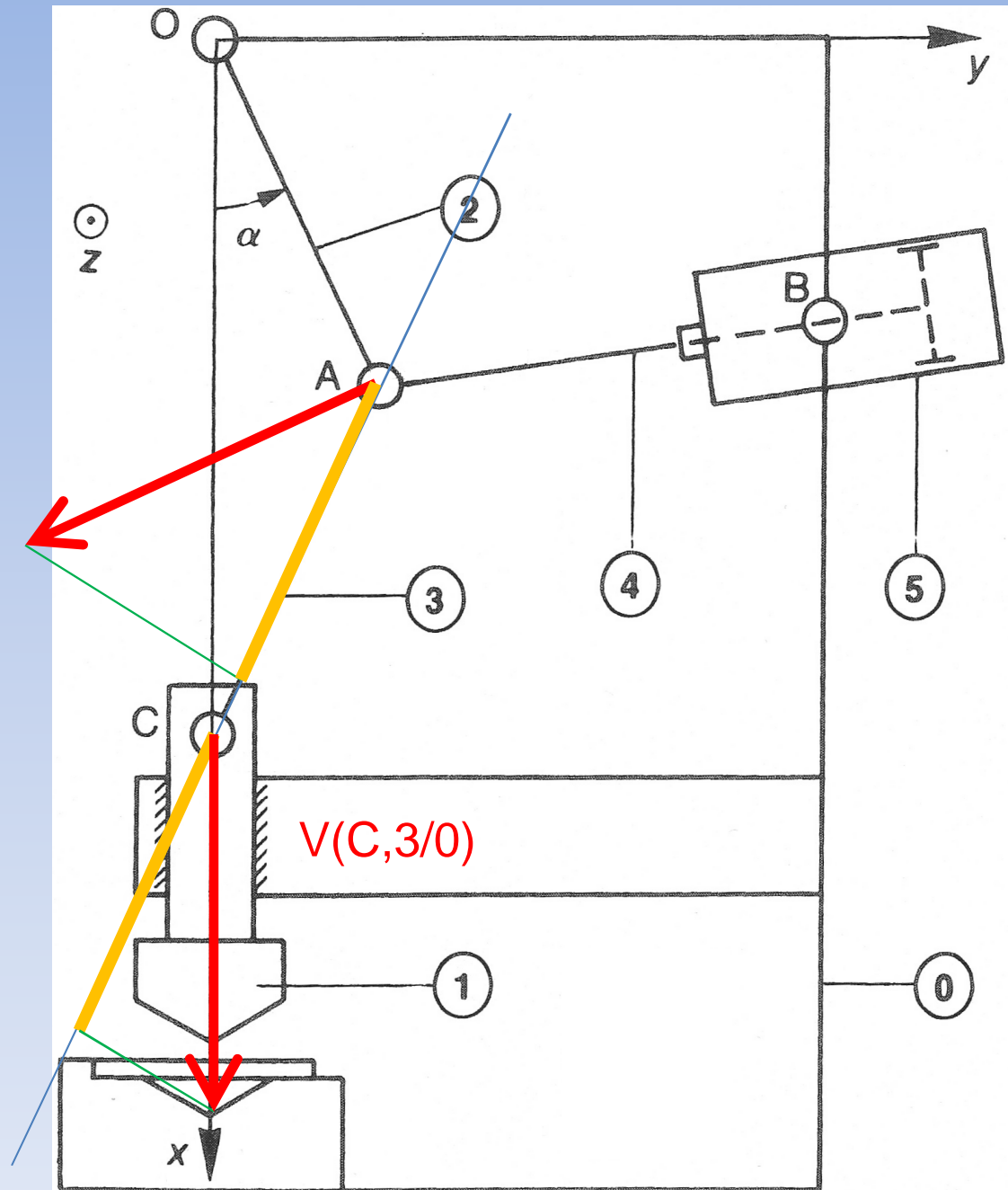
Direction de $V(A,2/0)$

Direction de $V(A,2/5)$

$V(A,2/0) = V(A,2/5) + V(A,5/0)$
Composition des mouvements

Direction de $V(C,3/0)$

$V(A,3/0)$



$V(C,3/0)$