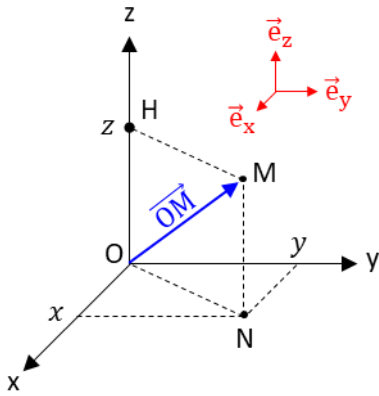




Base cart esienne



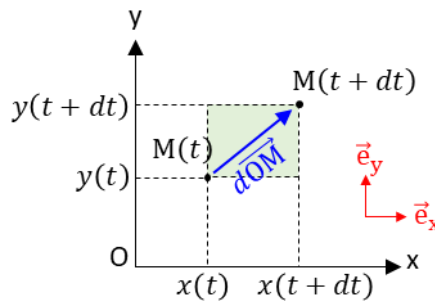
Position, vitesse et acc el eration

$$\vec{OM} = x \vec{e}_x + y \vec{e}_y + z \vec{e}_z$$

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

$$\vec{v} = \dot{x} \vec{e}_x + \dot{y} \vec{e}_y + \dot{z} \vec{e}_z$$

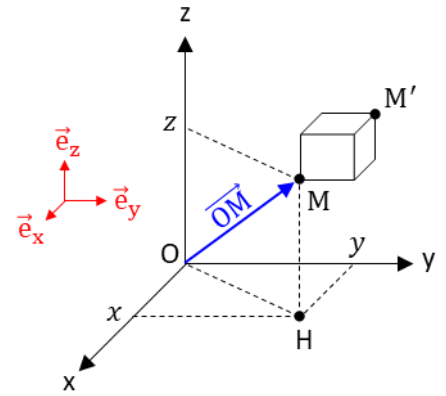
$$\vec{a} = \ddot{x} \vec{e}_x + \ddot{y} \vec{e}_y + \ddot{z} \vec{e}_z$$



Surface  el ementaire

Dans le plan (Oxy) :

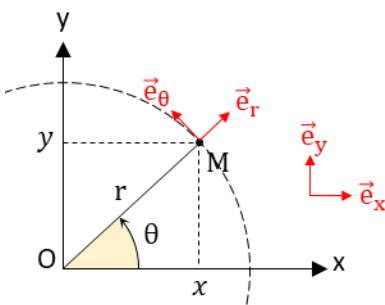
$$dS = dx \cdot dy$$



Volume  el ementaire

$$dV = dx \cdot dy \cdot dz$$

Base polaire



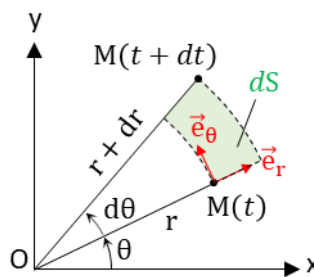
Position, vitesse et acc el eration

$$\vec{OM} = r \vec{e}_r$$

$$d\vec{OM} = dr \vec{e}_r + r d\theta \vec{e}_\theta$$

$$\vec{v} = \dot{r} \vec{e}_r + r\dot{\theta} \vec{e}_\theta$$

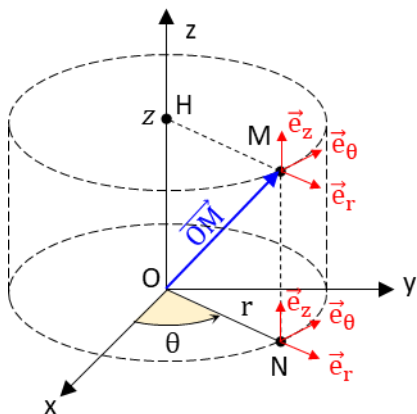
$$\vec{a} = (\ddot{r} - r\dot{\theta}^2) \vec{e}_r + (2\dot{r}\dot{\theta} + r\ddot{\theta}) \vec{e}_\theta$$



Surface  el ementaire

$$dS = dr \cdot r d\theta = r dr \cdot d\theta$$

Base cylindrique



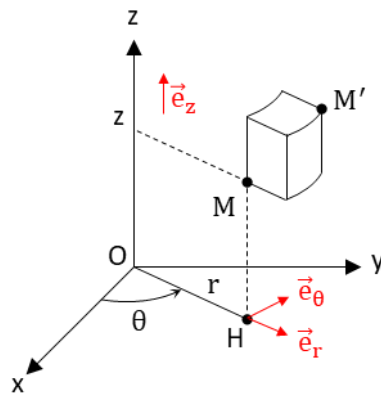
Position, vitesse et accélération

$$\vec{OM} = r \vec{e}_r + z \vec{e}_z$$

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

$$\vec{v} = \dot{r} \vec{e}_r + r\dot{\theta} \vec{e}_\theta + \dot{z} \vec{e}_z$$

$$\vec{a} = (\ddot{r} - r\dot{\theta}^2) \vec{e}_r + (2\dot{r}\dot{\theta} + r\ddot{\theta}) \vec{e}_\theta + \ddot{z} \vec{e}_z$$



Surface élémentaire

Sur une surface horizontale :

$$dS = dr \cdot r d\theta = r dr \cdot d\theta$$

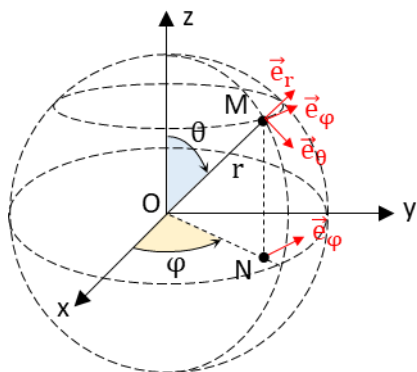
Sur la surface latérale

$$dS = r d\theta \cdot dz$$

Volume élémentaire

$$dV = dr \cdot r d\theta \cdot dz$$

Base sphérique

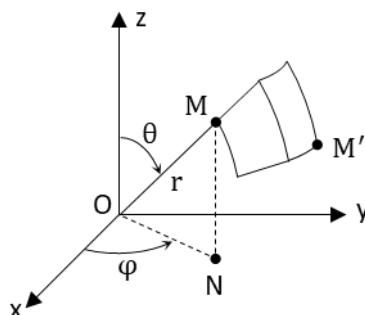


Position, vitesse et accélération

$$\vec{OM} = r \vec{e}_r$$

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

$$\vec{v} = \dot{r} \vec{e}_r + r\dot{\theta} \vec{e}_\theta + r\dot{\phi} \sin(\theta) \vec{e}_\phi$$



Surface élémentaire

Sur la surface de la sphère :

$$dS = r d\theta \cdot r \sin(\theta) d\phi$$

Volume élémentaire

$$dV = dr \cdot r d\theta \cdot r \sin(\theta) d\phi$$