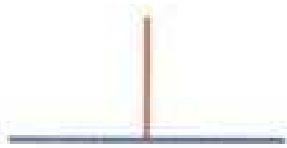
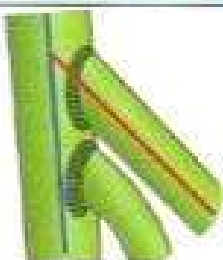
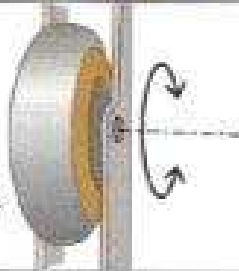
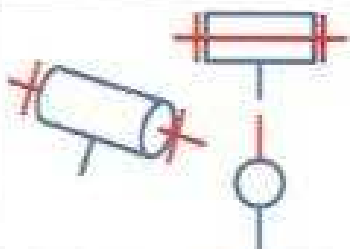
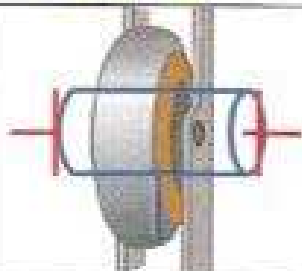
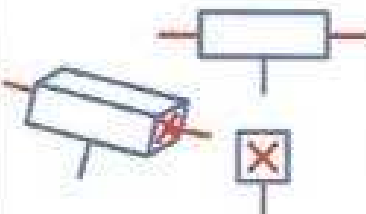
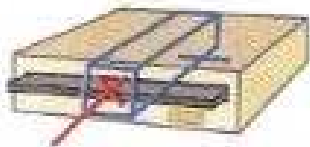
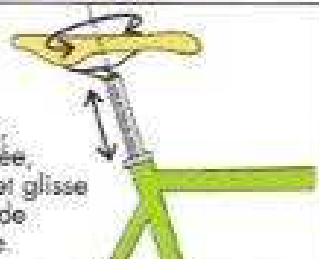
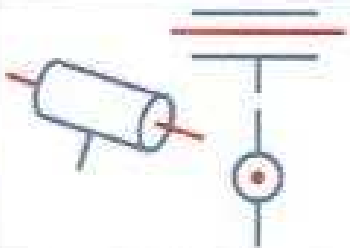
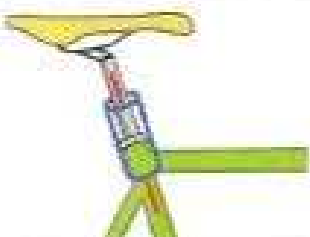
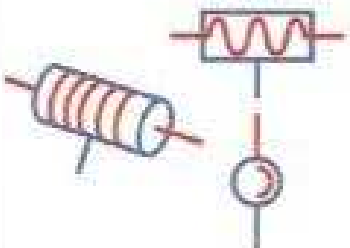
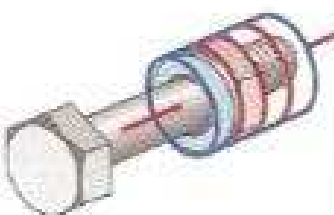
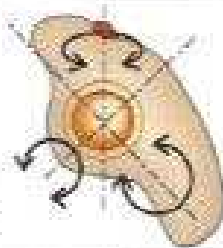
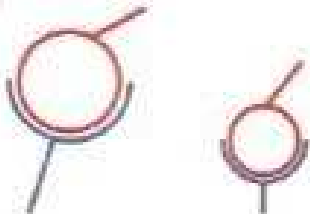
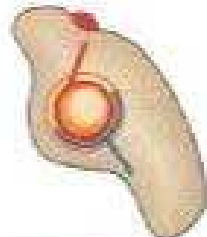
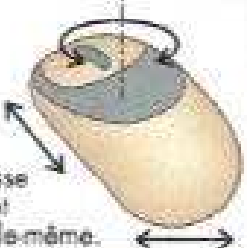


LES ESSENTIELS : Liaisons entre les SOLIDES

Nom	Mouvements possibles	Schématisation	Lien schéma/réel
Encastrement	 La soudure empêche tout mouvement.		
Pivot	 La roue du roller peut tourner autour de son axe.		
Glissière	 La disquette glisse dans le lecteur.		
Pivot glissant	 La selle, desserrée, pivote et glisse autour de son axe.		
Hélicoïdale	 L'écrou tourne et avance le long de l'axe de la vis.		
Rotule	 La bille du trackball tourne dans tous les sens.		
Appui plan	 La souris glisse sur le tapis et tourne sur elle-même.	