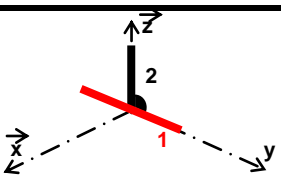
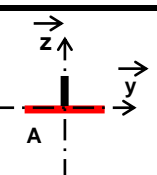
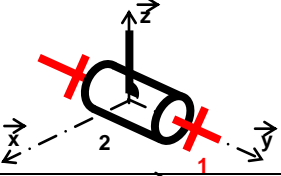
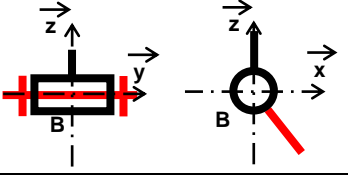
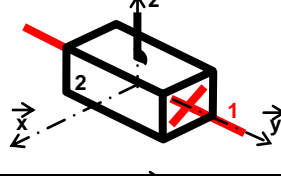
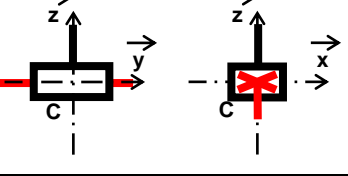
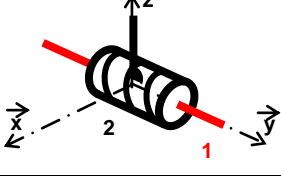
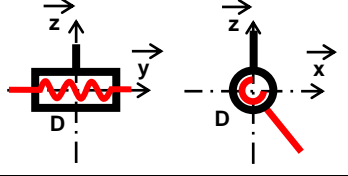
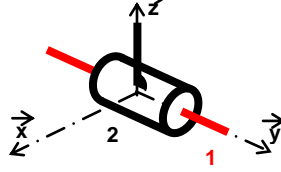
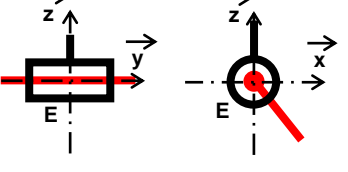
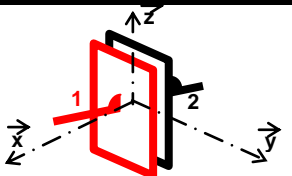
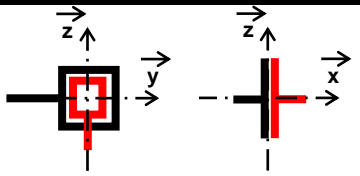
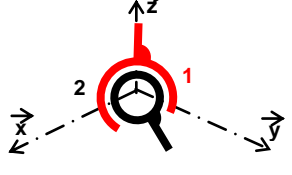

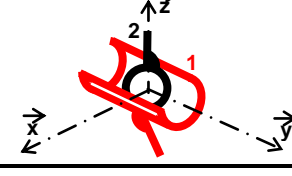
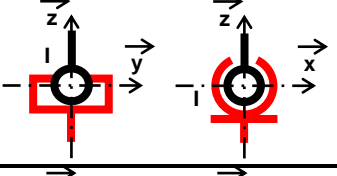
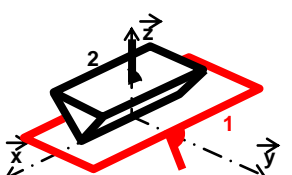
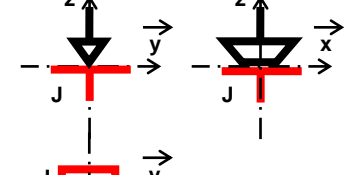


Désignation	Normalisation 3D	Normalisation 2D	Mouvements Relatifs	D° de liberté	D° de liaison
Liaison encastrement			$\begin{Bmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}$	0	6
Liaison pivot					
Liaison glissière					
Liaison hélicoïdale					
Liaison pivot glissant					

Désignation	Normalisation 3D	Normalisation 2D	Mouvements Relatifs	D° de liberté	D° de liaison
Liaison appui plan					
Liaison sphérique (rotule)					
Liaison sphère-cylindre					
Liaison linéaire rectiligne (cylindre-plan) (arête-plan)					
Liaison sphère-plan	