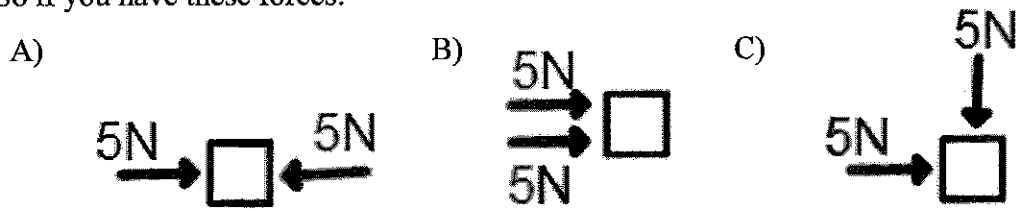
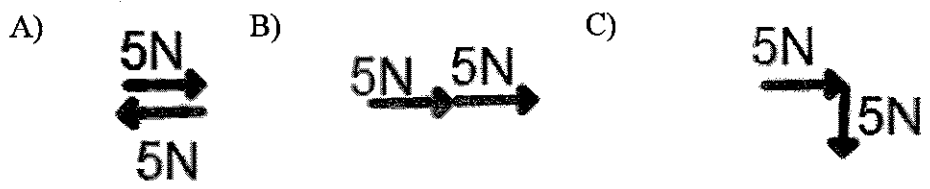


Adding Vectors Notes

- Most objects have several forces affecting them at the same time
- To understand how the forces on an object will affect it you need to add the vectors
- Remember that vector arrows have 3 parts:
 - Start Point
 - Stem
 - Arrow head
- When adding vectors, you need to move them around so they are lined up arrow head to start point
- So if you have these forces:



• You would redraw the vectors to look like this to add them:



- If the arrows are in the opposite directions (Example A), you subtract the arrows
- If the arrows are in the same directions (Example B), you add the arrows
- If the arrows are in different directions (Example C), you need to find the displacement

Practice-Redraw each set of vector arrows to combine them:

