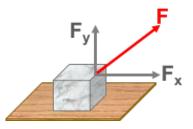
# Vector Resolution Lesson Notes

### What is a Component?

A vector drawn at an angle can be thought of as having two parts - here, a north and an east part. These parts are called **vector components**. A vector's components describe the **effect of a vector in a given direction**. The **components** of a vector can be determined as perpendicular projections of the vector onto the x- and the y-axis.



### Vector Resolution:

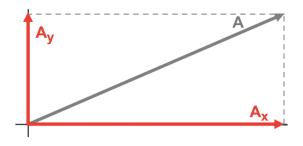
The process of determining the mathematical value and direction of a vector's components.

## **Two Methods of Vector Resolution**

- 1. Graphical Method
- 2. Trigonometric Method

## **Graphical Method of Vector Resolution:**

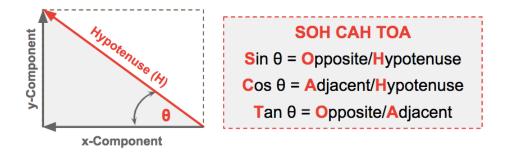
- 1. Select a scale and draw the vector to scale in the appropriate direction.
- 2. Extend x- and y-axes from the tail of the vector to the entire length of the vector and beyond.
- 3. From the arrowhead of the vector, construct perpendicular projections to the x- and the y-axes.
- 4. Draw the x-component from the tail of the vector to the intersection of the perpendicular projection with the x-axis. Label this component as A<sub>x</sub>.



- 5. Draw the y-component from the tail of the vector to the intersection of the perpendicular projection with the y-axis. Label this component as A<sub>y</sub>.
- 6. Measure the length of the two components and use the scale to determine the magnitude of the components.

## **Trigonometric Method of Vector Resolution:**

The **trigonometric method** of vector resolution relies on an understanding of the sine, cosine, and tangent functions.



# Example 1

Determine the components of the vector ...

F = 215 N, 128° CCW

## Example 2

Determine the components of the vector ...

F = 162 N, 254° CCW

#### Vector Resolution and the CCW Convention

A shortcut for calculating the components of **A**:

# $A_x = A \cdot \cos \Theta$ $A_y = A \cdot \sin \Theta$

where **A** is the magnitude and **B** is the CCW from East direction of vector A (a must).

Sign Conventions When using the CCW from East convention to calculate a vector's components, a + or - sign will indicate the direction of the vector.	x: - (West) y: + (North)	x: + (East) y: + (North)
	x: - (West) y: - (South)	x: + (East) y: - (South)