**General Plane Motion**
(by Z. Chambers)

**General Plane Motion:** General Plane motion of an object can always be considered as a sum of a translation and a rotation.

\[ \mathbf{v}_B = \mathbf{v}_A + \mathbf{\omega} \times \mathbf{r}_{B/A} \]

So if A and B are on the same rigid body

So for general plane motion

**equation to relate the velocity of any two points on the same rigid body**