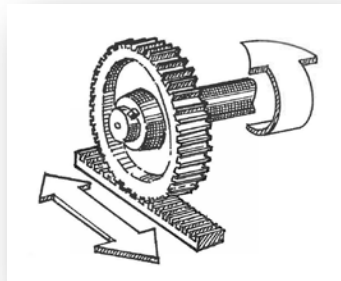
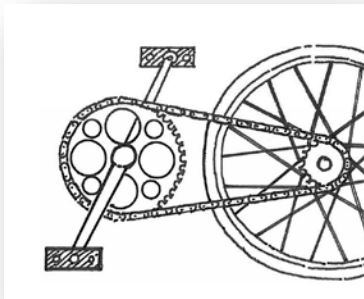


Mechanisms - Motion

Mechanisms take one type of input motion, and output it as a different type of motion. Below are some examples.

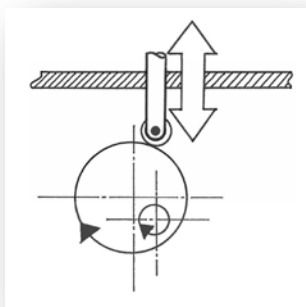
Chain and sprocket

A chain and sprocket changes **rotary motion to linear motion** - or vice versa. A wheel-and-axle, rack-and-pinion, rope-and-pulley, screw thread, or chain-and-sprocket could also be used for this.



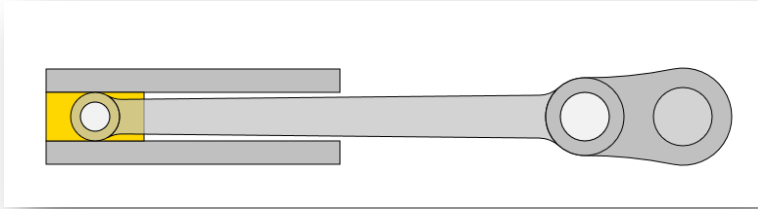
Cam-and-follower

A cam-and-follower changes **rotary motion to reciprocating motion**. A crank, link and slider or rack-and-pinion could also be used for this.



Crank, link and slider

A crank, link and slider will change **rotary motion to oscillating / reciprocating motion**.



Rack-and-pinion

A **rack-and-pinion** changes **rotary motion to reciprocating motion**. A crank, link and slider could also be used for this.

