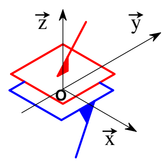
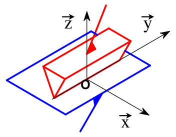
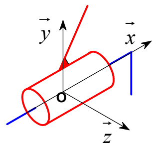
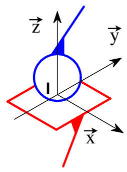
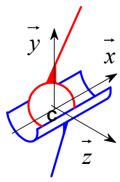
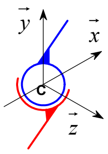
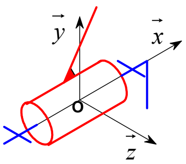
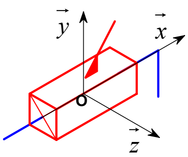
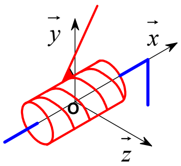
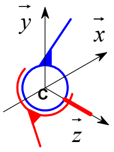
Liaison	Schématisation	Torseur cinématique	Torseur statique
Appui-plan		$\{\mathcal{V}_{2/1}\} = \underset{\forall M}{\begin{Bmatrix} 0 & v_x \\ 0 & v_y \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} 0 & L_{1\to2} \\ 0 & M_{1\to2} \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Linéaire-rectiligne		$\{\mathcal{V}_{2/1}\} = \underset{\forall M\in(O,\vec{y},\vec{z})}{\begin{Bmatrix} 0 & v_x \\ \omega_y & v_y \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} 0 & L_{1\to2} \\ 0 & 0 \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Pivot-glissant		$\{\mathcal{V}_{2/1}\} = \underset{\forall M\in(O,\vec{x})}{\begin{Bmatrix} \omega_x & v_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} 0 & 0 \\ Y_{1\to2} & M_{1\to2} \\ Z_{1\to2} & N_{1\to2} \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Ponctuelle		$\{\mathcal{V}_{2/1}\} = \underset{\forall M\in(I,\vec{z})}{\begin{Bmatrix} \omega_x & v_x \\ \omega_y & v_y \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} 0 & 0 \\ 0 & 0 \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Linéaire-annulaire		$\{\mathcal{V}_{2/1}\} = \underset{C}{\begin{Bmatrix} \omega_x & v_x \\ \omega_y & 0 \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{C}{\begin{Bmatrix} 0 & 0 \\ Y_{1\to2} & 0 \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Rotule		$\{\mathcal{V}_{2/1}\} = \underset{C}{\begin{Bmatrix} \omega_x & 0 \\ \omega_y & 0 \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{C}{\begin{Bmatrix} X_{1\to2} & 0 \\ Y_{1\to2} & 0 \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Pivot		$\{\mathcal{V}_{2/1}\} = \underset{\forall M\in(O,\vec{x})}{\begin{Bmatrix} \omega_x & 0 \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} X_{1\to2} & 0 \\ Y_{1\to2} & M_{1\to2} \\ Z_{1\to2} & N_{1\to2} \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Glissière		$\{\mathcal{V}_{2/1}\} = \underset{\forall M}{\begin{Bmatrix} 0 & v_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} 0 & L_{1\to2} \\ Y_{1\to2} & M_{1\to2} \\ Z_{1\to2} & N_{1\to2} \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$
Hélicoïdale		$\{\mathcal{V}_{2/1}\} = \underset{\forall M\in(O,\vec{x})}{\begin{Bmatrix} \omega_x & v_x \\ 0 & 0 \\ 0 & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$ Avec $v_x = \frac{p}{2\pi}\omega_x$	$\{\mathcal{T}_{1\to2}\} = \underset{O}{\begin{Bmatrix} X_{1\to2} & L_{1\to2} \\ Y_{1\to2} & M_{1\to2} \\ Z_{1\to2} & N_{1\to2} \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$ Avec $X_{1\to2} = -\frac{2\pi}{p}.L_{1\to2}$
Rotule à doigt		$\{\mathcal{V}_{2/1}\} = \underset{C}{\begin{Bmatrix} \omega_x & 0 \\ 0 & 0 \\ \omega_z & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$	$\{\mathcal{T}_{1\to2}\} = \underset{C}{\begin{Bmatrix} X_{1\to2} & 0 \\ Y_{1\to2} & M_{1\to2} \\ Z_{1\to2} & 0 \end{Bmatrix}}_{(\vec{x},\vec{y},\vec{z})}$